

Ludicrous Awards 2020

These are the nominees

Ludicrous Zurich Game Festival is announcing the names of the 29 games that are nominated for the Ludicrous Awards 2020. A jury of experts has previously looked at all submitted games and selected the most creative, innovative and outstanding games. The winners of the «Innovation in Games» and «Emerging Talent» awards, presented as part of Ludicrous X, will receive a total prize money of CHF 2500.

200 Games out of 38 Countries were submitted at the «Call for Games» at the beginning of this year. All the nominees will be presented in an online exhibition during this year's festival. The winners of the awards will be announced at the Award Show on Wednesday, July 1, 2020.

The 20 nominees in the category «Innovation in Games» are:

- 30 Birds - ram ram (BEL)
- Ancestors: The Humankind Odyssey - Panache Digital Games (CAN)
- Blind Spot - Sam Friedman (USA)
- Curious Expedition 2 - Maschinen Mensch (GER)
- Eloquence - Multiverse Narratives (NL)
- Evergreen Blues - David Su & Dominique Star (USA)
- Figment: Creed Valley - Bedtime Digital Games (DNK)
- KIDS - Playables (SUI)
- look INSide - Unexpected (FRA)
- Lost Words: Beyond the page - Sketchbook Games Ltd. (UK)
- Nimbatus - Stray Fawn Studio (SUI)
- Please, Touch The Artwork - Studio Waterzooi / Thomas Waterzooi (BEL)
- Possessions - Lucid Labs (IND)
- SIMULACRA 2 - Kaigan Games (MYS)
- Song of Bloom - kamibox (GER)
- The Longing - Studio Seufz (GER)
- The Wanderer: Frankenstein's Creature - La Belle Games / ARTE (FRA)
- Weaving Tides - Follow the feathers (AUT)
- Welcome To Elk - Triple Topping (DNK)
- Yedoma Globula - Gregory Ivanov (RUS)

The 9 nominees for Ludicrous X in the category «Emerging Talent» are:

- LIT: Bend the Light - Copperglass (GER)
- Needlesong - Yongmin Park (KOR)
- Nothing In Sight - Nothing in Sight Team (FRA)
- Out Of Place - Backpack Games (GER)
- Pixel Soldier - Accidentally Awesome (AUT)
- Skywolf - Bitten Cookie (DigiPen Bilbao) (ESP)
- Squp - Jash Games (INT)
- The Last Cube - Improx Games (FIN)
- Unrailed! - Indoor Astronaut (SUI)

Ludicious goes online

Due to the current restrictions on events, Ludicious will take place online for the first time ever. The entire Ludicious team is working hard to transfer the Festival into digital space. What Ludicious will look like online, will be communicated within the next few weeks. For now we are happy to share the name of this year's festival: LUDICIOUS X. As the physical editions do, Ludicious X will offer a platform to the Swiss and international games industry to exchange and connect.

Tickets are on sale on Eventbrite

Tickets for Ludicious X are available from now on (<https://www.eventbrite.com/e/ludicious-x-tickets-96608421389>). There are three ticket categories, each of them is valid for the full duration of the festival:

- Streaming Ticket: free (registration required)
- Conference Ticket: CHF 25
- Business Ticket: CHF 45

About Ludicious – Zürich Game Festival

Ludicious Zurich Game Festival was launched in 2014. Within a very short time, Ludicious established itself as a meeting point for the Swiss game developer scene and as a boutique festival for game experts from around the world. It is an exchange platform that features an exhibition, conferences, workshops, as well as matchmaking and networking events. Ludicious is supported by Pro Helvetia and the City of Zurich, among others.

LUDICIOUS X

1.-3. Juli 2020, www.ludicious.ch

Any kind of inquiries to:

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