

Game 1: Zombie Holdout

Players fight against a world of zombies by building and fortifying a building.

This will be a Facebook social game in which the player starts with base materials for a building to stay in the game. You start the game with a warning that a horde of undead will arrive in 2 days, you have enough to build and fortify your building in that amount of time (may begin at foundation). Once the zombies arrive, they will begin to damage the building determined by the quality of the materials. Each day you will have foraged for enough materials to fix or replace damaged walls. Any excess can be used to maintain the next attack or barter with the many brave traveling merchants. Merchants buy unused items from you and give you back in-game currency. You can use this to buy building materials and weapons. Once a night, you will be able to use what you have to fend off the zombies. From rocks & sticks to missile launchers, you will be able to aim and kill zombies to reduce damage to your fort. Your friends can help by contributing their own time to building the fortress. You can buy (with real money) items to build, expand what you have, or delay future zombie attacks, and generate more in-game money..

Game 2: Burning Mold

Players play as a mold fungus to cover buildings.

A fast-paced puzzle game in which you control the growth of mold on various surfaces, aiming to grow to a target size while avoiding damage from fungicidal human poisons, fungus-eating bacteria, harsh sunlight, and other strains of fungus. Time will be accelerated to the point at which it seems mold is flowing like fire over every surface, consuming everything in its path. Once enough surface area has been covered, you can use special abilities to spread your mold across gaps it couldn't otherwise cross, like running water.

Game 3: Wasted Time

An adventure game where the player discovers why he has become his own worst enemy.

Bobby Willis is always on the brink of disaster. Relationships, work, and even his alone time seem to skew toward putting him on edge. He usually waves it off, saying he's made it far while being rather flippant, but deep down he knows this self-destructive behavior is a symptom of serious repression. Players will find evidence and engage in discussions with NPCs to hazard out an answer to Bobby's problems. The hub will be Bobby's home, where he keeps various mementos from his life. The first mystery of the game is discovering why he keeps so many receipts.

Game 4: Agoraphobic Monster

Players will rampage around a city as 50 ft tall abominations-before-God who all have crippling fears of large open spaces.

Even monsters have phobias. Just as an elephant is to a mouse, a monster can have an unreasonable fear of things that cannot hurt it. You run around the city stuffing yourself under

bridges, in tunnels, clawing your way into buildings, and digging holes into the ground in the desperate search for a cozy little place to rest your massive neurotic head. Points are totaled based on what you entered, how you entered it, and how fast you did it. After you have destroyed every small area in the city, you move on to the next to do the same there. You start in big cities which have appropriately big and obvious areas for you to find and stuff yourself into. As each of the major cities is destroyed, you must travel to smaller and smaller cities, hoping you can find some peace. (Spoiler: You won't)

Game 5: Pigeon Soul

Player defaces the vehicles of dbags as an instrument of karmic justice. As a bird. With his Butt.

You're biking to work one day when a stuck up high socialite runs you over. In the throes of death, you see that this person doesn't even give you a second glance as you drives over you, grinding your mangled corpses into the pavement. As you fade into the here-after, you suddenly find yourself as a common pigeon. A booming voice states that the unjust cannot go unpunished and tasks you with attacking the many vain people like the one who murdered you in the most painful way possible. Crapping on their cars. You will swoop across the skies over a sea of cars at rush hour and bomb cars belonging to the damned while making sure not to damage those belonging to the relatively less guilty. You can forage for food to increase your fuel and potentially enter a caffeinated state, making you a defecating machine of justice.

Game 6: Spark of Ingenuity

You play as an internet meme rocketing through the internet on one of its many tubes. You must be successfully downloaded without being corrupted by viruses, stupid arguments, and worst of all /b/. Play is done through switching tubes to avoid incoming malicious entities as you are propelled through the information superhighway.

Game 7: Sun Eater

You are an eldritch abomination beyond the ken of mortal man, spiriting through the cosmos in an attempt to darken the universe by consuming its greatest lights. In the inky blackness of the universe, a horrible thing attempts to feel out the root of life, so that it may pull it out. You search for and travel to one of the many stars. However, the starts will not burn out without a fight. you will have to dodge and quell solar flares, endure the fires of creation, and escape the black hole that comes from their demise. The cycle is seemingly endless, but there can only be so many stars and there is more than enough time.

Game 8: The Elusive Smut

You are a 12 year old boy attempting to hide your porn magazine from your dream-crushing family. Players must move their magazine from various places in their room to avoid the searching eyes of their mean-ass parents and douche brother. The longer the coveted item stays in one position, the more likely it is to be found. You must be ever watchful, hoping and

waiting for the night. (Gross, sorry.) Eventually, your room will not be safe, so you must expand your hiding places to the living room, the basement, the backyard, even across the world. Your family will not stop until your copy of “Zero Y chromosomes” is found and you are given a stern talking to.

Game 9: Chicken Dinner

The player has already won, but they must receive their prize. Haters populate the world and are seething to stop you from eating your celebratory meal. You must dodge each and everyone of them while maintaining your swagger. You must dodge haters as they run up to you, attempting to break your swagger. If they successfully hit you or you dodge too early, your swagger will weaken. After enough hits to your swagger, you are no longer swag and everyone will devalue your winning, no matter how objectively better you are than everyone who ever existed. Winners never quit, will you?