

Asteroid Mining

In the near future, humans are obtaining resources from some giant asteroids between Mars and Earth. Our mission is to manage a team of 4 astronauts living inside one of this big rock while they perform different activities as mining for minerals (to send back to our planet), developing the base (open new areas, repairing tasks, control oxygen levels, atmosphere, gravity, energy, water supply, etc.) while dealing with their psychological, health and relational conditions

Mice to the rescue!

Rats equipped with radios that transmit their brainwaves could soon be helping to locate earthquake survivors buried in the wreckage of collapsed buildings. Rats have an exquisitely sensitive sense of smell and can crawl just about anywhere. This combination makes them ideal candidates for sniffing out buried survivors.

In this game, you control one of these lovely creatures on several catastrophe scenarios from an RPV (Rat Point of View) on rescue missions. Our goal is to keep the little animals alive in their mission to bring hope to those still alive under the rubble.

The Mars canali menace

Near 1887 Italian astronomer G. Schiaparelli observed and documented a dense network of linear structures on the surface of Mars, like canals. Later on P. Lowell from Harvard published 3 books on this subject, popularizing the long-held belief that these markings showed that Mars sustained intelligent life forms.

We were in 1910, and all evidence confirms that Martians are struggling to survive, expanding their structures over the planet to get water from the poles to the dying cities.

In this simulator, we can play as the Martians on their quest for survival, infrastructure building, and resource management while getting ready to invade Earth if everything else fails!

Pulp Magazine Publishing Co.

We are in 1943, pulp action and science fiction publications became more and more popular among young people.

As the editorial editor of a brand new publication, we need to get the best writers to position our mag on the market. Get the new Isaac Asimov short novel, sign with Clarke, Pohl, and Heinlein, manage astonishing contracts, pay less per word! bribe distributors, hit the magazine new stands and put the competence out of business in this simulation game.

Refugee

A game about the cruel reality of those who leave their country to seek a better future in European lands, risking their lives crossing the ocean in lousy condition boats or desperately crossing the borders without thinking of the consequences.

Quest for fire

the story of a primitive clan at the dawn of humanity whose fate depending on constantly keeping the fire burning to survive the long nights and the harsh days of humankind.

This Cro-Magnon tribe depends on an ever-burning source of fire, which eventually extinguishes. Lacking the knowledge to start a new fire they should learn to master this new element and keep the flame and the tribe alive!

