

A MAZE. Awards history (2012-2016)

*** The Most Amazing Game Award**

This award goes to the best game overall - in terms of game play, art, innovation, music, story and interaction. The prize is dedicated to the masterpiece of the selection. Basically, it is the continuation of the previous A MAZE. Award.

Winner 2016: Cosmic Top Secret by Trine Laier, Mads Lyngvig Jespersen, Lise Saxtrup, Bjørn Svin

Winner 2015: Curtain by Llaura McGee

Winner 2014: Perfect Woman by Lea Schönfelder and Peter Lu

Winner 2013: Spaceteam by Henry Smith

Winner 2012: Proteus by Ed Key and David Kanaga

*** Human Human Machine Award**

This award goes to the best game that can be played by two or more people in the same room (local multiplayer), and includes some digital element – fully analog games won't be accepted.

Winner 2016: Keep Talking and Nobody Explodes by Steel Crate Games, Inc.

Winner 2015: Crawl by Powerhoof

Winner 2014: Nidhogg by Mark Essen

*** WTF?! Award**

The award for games that transport no compromises, reckless art, subversive fun and provoking progression. A MAZE./ is looking for the best glitch, punk, and art games.

Winner 2016: Lieve Oma by Florian Veltman

Winner 2015: Line Wobbler by Robin Baumgarten

Winner 2014: Fjords by Kyle Reimersgartin

*** Other Dimensions Award**

Quite a number of independent game developers and digital artists are discovering new technologies like VR and AR as a new way of expression. A MAZE. highlights that passionate evolution and is looking for total embodiment in the beauty of an other dimension.

Winner 2016: Diorama No.3 - The Marchland by The Shoebox Diorama

Winner 2015: Pixel Ripped by Ana Ribeiro

***Audience Award**

Introduced in 2014, the audience award will return too. The winner will be voted out of the 20 finalists by the spectators during the course of the festival.

Winner 2016: Genital Jousting by Freelives

Winner 2015: Line Wobbler by Robin Baumgarten

Winner 2014: Choosatron by Jerry Belich