

OCTOBER 21, 2024

The Music Center and Indiecade Announce The World's Best Original Games Selected For Night Games 2024

Friday and Saturday, November 15 – 16, 2024

6:00 P.M. – 10:00 P.M.

For the Second Consecutive Year, the Ultimate Outdoor Gaming Showdown Drops on Jerry Moss Plaza at The Music Center in Downtown L.A.

LOS ANGELES (October 21, 2024) - The Music Center and IndieCade--the premier annual celebration of independent games and developers--announced today 11 of the most innovative and immersive games to be showcased at IndieCade's signature in-person arcade event *Night Games*. The free ultimate gaming extravaganza comes alive again--rain or shine--in Downtown L.A. for the second consecutive year on **Friday and**



Saturday, November 15-16, 2024, from 6:00 p.m. - 10:00 p.m., on Jerry Moss Plaza at The Music Center. Featuring a wide spectrum of games and experiences, including tabletop, XR, traditional digital games and more, this year's *Night Games* selections were curated from submissions to the *IndieCade Anywhere and Everywhere* online festival and community members. Angelenos and gaming enthusiasts of all ages will be entertained and excited at the two-day *Night Games*, as they compete and co-operate under the stars in action-packed multiplayer matches, or explore on their own, with some of the world's best original games.

This year's selections for *Night Games* are:

- **100 League Live! by Strange Outfit:** A 100-player variety game show with teams of up to four players, using custom, wireless game controllers with four arcade buttons. The teams compete in mini games ranging from trivia to skill games such as Red Light, Green Light.
- **The Apple Avenue Detective Agency by Mister & Mischief:** This guided adventure inducts players into a pint-sized investigator club to uncover local mysteries and find closure for a good friend in very real trouble. Mischievous and deeply personal, this coming-of-age tale takes players from a backyard clubhouse through the nooks and crannies of the neighborhood, all the way to the treacherous border of growing up. There are no planted clues or fabricated characters; there are abundant detective tools and fruit snacks to help players.
- **Back Off Me Booty by The Back Off Me Booty Team:** Ye 'n yer matey must protect yer collective booty from pesky landlubbers using a seesaw shooter! The game emulates a pirate ship at sea, trudging through treacherous waters littered with foes motivated to steal the players' treasure. Two players must ride and tilt the seesaw to aim their cannons at three enemy types and a boss fight, pressing a button to fire when the time is right.
- **Higher Than the Stars by Nick Fortungo:** Set in junior high school, this street game explores the first time players make out with someone. Players participate in a class where they pass notes to find people to "pair" with and then spend a night phase in the game trying to sit close to their partner without being caught by anyone.
- **Jungle Jym by ONSZ:** This collection of sports games is designed to study slapstick humor and sports

mechanics from the ground up, by caricaturing the unique movements and abilities of different animals. Using custom physics, animation and procedural visuals, up to four gamers can experience joy, laughter and wonder through novel animal character controllers.

- **Scan-It Planet by Partigrade Games**: Play as a tiny astronaut exploring an alien microbiome in this whimsical alternative controller game. Using a scanning machine, players scan physical objects, such as their hands, that appear as platforms in the game on which the astronauts can walk. Players build creative paths around treacherous ledges and hazards so their astronauts can reach their goal.
- **The Score by Tin Star Games**: This all-new collaborative story card game lets up to 12 players create the world's greatest heist movie with just 18 cards in under 18 minutes. It is a revolutionary take on shared storytelling that needs no game master, no complex rules and no hefty rulebooks and provides players with all the idea prompts they need to be the mastermind and pull off the heist of a lifetime.
- **Sloppy Forgeries by Playful Systems LLC**: This fast-paced, two-player painting game on a shared screen arms each player with a mouse, a blank canvas and a few simple paint tools. In each round, players select an abstracted version of a famous painting from art history and then race to copy the painting as quickly and accurately as possible within three minutes. An accuracy bar gives players immediate feedback on how close their painting is to the original.
- **Spacechat by Brendon Chung & Ulisses Gurgel**: Repair the ship, find the traitors and lock them in the brig! This multi-player party game is about spaceships and secret saboteurs. Players use their phones as a controller, allowing a sizable number of people to play together simultaneously.
- **Synch.Live by Hillary Leone & the Synch.Live Team**: Players enter the play space in the dark, wearing custom hats equipped with mini-computers and randomly-flashing LEDs. The goal of the game is to solve, as a group, how to get all the hats to flash synchronously without talking or touching. Players cannot see or control their own hat lights; instead, they must pay attention to each other, find new ways to communicate, self-organize and tap into the collective body.
- **Wizard's Warehouse: The Magick of Retail by Mike Salyh**: This fast-paced, immersive game gives players a handheld barcode scanner; and they work as a team (or split into two teams) with the goal of selling as many items as possible before time runs out. A central television screen depicts the window where customers appear with their shopping lists, and each player must find the requested items in a physical play space and scan the barcodes.

The two-day *Night Games* also will feature music performances, a live DJ, food vendors, community partner booths and more. For the latest details, visit musiccenter.org/nightgames and follow The Music Center on social media [@musiccenterla](https://twitter.com/musiccenterla).

Night Games is presented by The Music Center's *Digital Innovation Initiative*, which is responding to the need for performing arts centers to embrace change in new and sometimes radical ways, by creating compelling digital and virtual reality experiences at The Music Center and throughout Los Angeles. For more information about The Music Center's *Digital Innovation Initiative*, visit musiccenter.org/DII.

CALENDAR LISTING

WHAT:

The Music Center + IndieCade Present *Night Games*

For the second consecutive year, gaming enthusiasts of all ages are invited to bring their best 'A' game to Jerry Moss Plaza at The Music Center in Downtown Los Angeles. The incredible free outdoor gaming extravaganza showcases some of the world's most innovative and immersive games selected by a panel of judges. Celebrate the best of indie games and developers--rain or shine--under the night sky, as well as music performances, a live DJ, food vendors, community partner booths and more, and prepare for thrilling multiplayer showdowns to the finish!

WHEN:

Friday and Saturday, November 15-16, 2024

6:00 p.m. - 10:00 p.m.

WHERE:**Jerry Moss Plaza at The Music Center**

135 N. Grand Avenue

Los Angeles 90012

MORE INFO:

musiccenter.org/nightgames

ABOUT THE MUSIC CENTER

The Music Center convenes artists, communities and ideas with the goal of deepening the cultural lives of every resident in Los Angeles County. Celebrating its 60th year in 2024, the \$80 million non-profit performing arts organization has two divisions: TMC Arts and TMC Ops. TMC Arts, The Music Center's programming engine, provides year-round programming inside The Music Center's four theatres, on Jerry Moss Plaza, outside at Gloria Molina Grand Park--a 12-acre adjacent green space--in schools and other locations all over Los Angeles County. TMC Arts presents world-class dance with *Glorya Kaufman Presents Dance at The Music Center*, free and low-cost public concerts and events, as well as live and digital K-12 arts education programs, workshops, performances, interactive experiences and special events. TMC Ops manages the theatres, the Plaza and Gloria Molina Grand Park, which comprise \$3 billion in county assets, on behalf of the County of Los Angeles. The Music Center is also home to four renowned resident companies--Center Theatre Group, Los Angeles Master Chorale, LA Opera and LA Phil. For more information, visit musiccenter.org and follow The Music Center on social media [@MusicCenterLA](#).

ABOUT INDIECADE

Applauded as the "Sundance of the video game industry," IndieCade supports independent game development globally through a series of international events showcasing the future of independent games. IndieCade's programs are designed to highlight the rich, diverse, artistic, and culturally significant contributions of indie game creators and all forms of interactive media, to bring visibility to emerging work, and to facilitate the production of new work. Annual events include our flagship IndieCade Festival and Awards, Beyond Screens, Developer Conversations, Playable Theatre Symposium, Climate Solutions Jam, Horizons Conference and Festival, Creators Retreat, Night Games and more. For more details visit IndieCade.com

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