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## About This Game

The Triennale Game Collection is a free virtual exhibition of video games created for the XXI Triennale International Exhibition by five of the world's most renowned independent game designers, showcasing these artists' experimental approach to interactivity.

The five featured artists are: Mario von Rickenbach and Christian Etter (Dreii, Plug & Play), Tale of Tales (The Path, Sunset, Luxuria Superbia), Cardboard Computer (Kentucky Route Zero), Pol Clarissou (Orchids to Dusk), and Katie Rose Pipkin (Mirror Lake). These games are self-contained takes at interactive narrative, puzzles, and exploration.

Over the past decade, more innovative games have been designed than in the previous thirty years of this medium – video games are now more than entertainment for kids or for video game enthusiasts, they reach the accessibility and cultural depth of film, music, and literature. The Collection presents the state of the art of the medium with a glimpse into the future, presenting the work of the most important and original international designers.

Produced by Santa Ragione (FOTONICA, MirrorMoon EP, Wheels of Aurelia)

Games descriptions:

[Game 1] Il Filo Conduttore by Mario von Rickenbach and Christian Etter (Switzerland), is a small story about about a cord, which hangs down from the top, overlooking a handful of delicately arranged objects.

[Game 2] LOCK by Auriea Harvey and Michaël Samyn (Tale of Tales, Belgium) is a small exploration of the universe, as

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previously imagined: based on cosmologies which place the Earth, and thus humans, at the center of the universe, Loci Omnes Caelesistis Kyries shifts between a simple diagram and a fascinating machine.

[Game 3] Neighbor by Jake Elliott, Tamas Kemenczy and Ben Babbitt (Cardboard Computer, USA). The crater is roughly sixty meters in diameter, rocky, hot in the daytime and cool at night, home to cacti that bears edible fruit.

[Game 4] A Glass Room by Pol Clarissou (France) showcases pictures and animated sequences from Pol Clarissou's own life. The flickering photographs projected on virtual walls create a narrative that evolves as the player manipulates the device.

[Game 5] The Worm Room by Katie Rose Pipkin (USA) is a first-person exploration game which exists as a series of endless glass greenhouses that the player may wander through for the same reasons one visits a physical botanical garden; to walk, to take in beauty, to learn.

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Title: Triennale Game Collection

Genre: Indie

Developer:

Mario von Rickenbach, Etter Studio, Tale of Tales, Cardboard Computer, Pol Clarissou, Katie Rose Pipkin, Santa Ragione

Publisher:

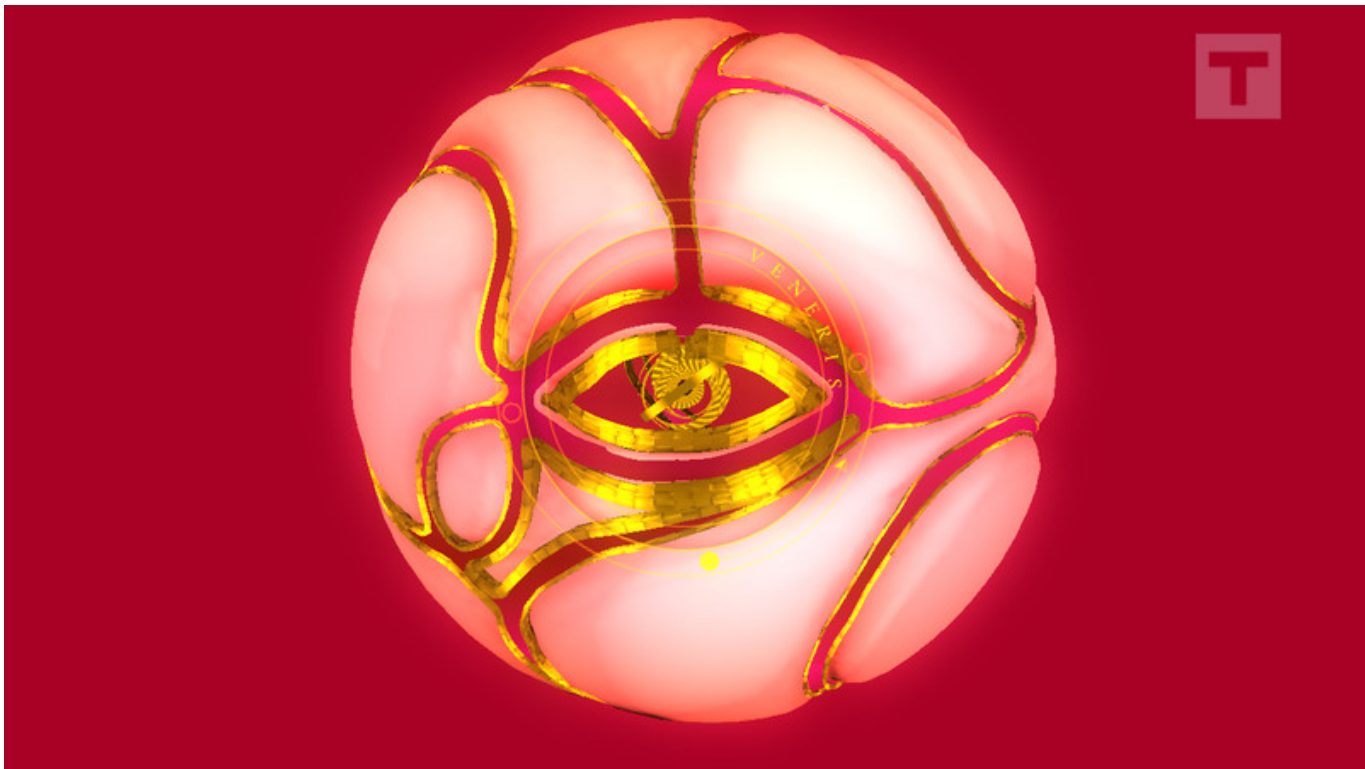
Santa Ragione, La Triennale di Milano

Release Date: 7 Dec, 2016

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English,Italian







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triennale game collection

These "games" make just about as much sense as the art film you can watch in GTA V (the critically-acclaimed "Capolavoro", directed by Emanuelle Pasorelli and produced by European Art Haus :)

I'm giving this a half-sarcastic thumbs-up, just because it was free, and somebody actually put a lot of work into developing this software.

But seriously, don't waste your time with this nonsense. Unless you really, really, really have nothing better to do.. This package comes with around 800 mb files, download if you have time and interest to play. Check each games' description from the store page before even bother downloading.

My personal preference among these games is probably L.O.C.K - but that's because I have side interest in Astronomy. Even then it's just a simple 'game' rotating your mouse cursor here and there, with help file being so barebone and it doesn't have any deep meaning.

But eh, price tag is free, no hurt in trying. Again, this doesn't have any memorable content, so download if you genuinely have interest.. Don't think over this as you do with traditional video games.

**Get HIGH**, and then play this. It is seriously the best way to *experience* it.

The group of creators must smoking high quality weed when making this.. It has some interesting games, but two are just bad. so 3/5 interesting games are ok.

Anyway it's free so anyone should just play it.

. First, second and third are the best, the other 2 lack content D: 7/10. Weired but good.. It's weird it's minimalist it's indie and it's free so I love it. The most hipster thing that ever hipstered.. Food for thought.. For a free 'game' I'd be hard pressed not to recommend in a usual manner. The 'games' here are really less of games and more of just artsy things but I'd say to check them out.

If you want a very quick look at what to expect in this game collection watch my QLA 60.

[https://www.youtube.com/watch?v=OPUOqP1b\\_eM](https://www.youtube.com/watch?v=OPUOqP1b_eM)

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It's like I've installed a mini-Saatchi gallery on my laptop. Almost the entirety of it is wank, but there will be a few things that you find mildly amusing, and it's free. There's also an infinite procedurally generated walking simulator included, so you never have to play another one of those again.

Did I mention that it's free?. This is a very interesting game. i like the design and the concepts are interesting. its less gameplay thaninteraction.

<https://www.youtube.com/watch?v=O-FLGypyN8k&feature=youtu.be>. It's good.

I'm too lazy to write a good review, but just imagine I wrote a lot about it, and it's great, and how amazingly under-rated it is, but you know support the developers.. It's amazing to see the freedom in artistic expression in this growing digital medium. We need more projects like this !



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