

More VR Experiences

Taphobos by James Brown (UK)

Taphobos is a two-player gaming experience that puts you in a place where no one wants to be – a deep, dark and dingy coffin. You're running out of oxygen and your only hope is someone at the other end of a call. Guide your rescuer to your burial site using your voice alone as you find clues dotted around your coffin. Quickly, before the oxygen runs out!

<http://taphobos.com>

Dumpy Going Elephants! (USA)

Strap on that Oculus Rift to become Dumpy the Elephant! She just broke out of a carnival and is bopping her way to freedom. Rotate your head to fling police cars over mountains and smash ice-cream trucks with your mighty trunk. This crazy new art of Trunk-Fu is easy to learn but so hard to master. Her rampage takes place in a surreal lo-fi blisscape of exploding boys and tryptic UFOs!

<http://dumpygame.com>

Keep Talking and Nobody Explodes by Allen Pestaluky, Ben Kane, and Brian Fetter Steel Crate Games, Inc. (USA)

Strap on a virtual reality headset and find yourself trapped alone in a room with a ticking time bomb. Your friends in the real world have the manual to defuse it but they can't see the bomb, so you're going to have to talk it out – fast!

www.keeptalkinggame.com

Please Don't, Spacedog! (CA)

Spacedog! is an exhibition-only Oculus Rift virtual reality game controlled by an AKAI LPD8 where you have to save your truck from interstellar destruction by responding to a myriad of absurd mini-games.

<http://spacedog.ko-opmode.com>

RAGNAROKvr by Mariam, Katharina, Horatiu, Julie Bandello (DK)

RAGNAROK is a virtual reality game based on Norse mythology. It is a horror game focused on exploring and experiencing the game world and the story is loosely based on the apocalyptic myth of Ragnarok. The goddess Freya has lost her precious necklace Brisingamen and you have been awakened to recover it for her in the savage wastelands of Jotunheim. RAGNAROK is powered by Bandello and will probably launch sometime in 2015.

www.ragnarokvr.com

The Marchland by Daniël Ernst The Shoebox Diorama (NL)

"Diorama No. 3: The Marchland" is the third fantastical VR diorama in The Shoebox Dioramas Series. Other dioramas in the series include "Diorama No.1: Blocked In" and "Diorama No. 2: Der Grosse Gottlieb." Dioramas are extraordinary spaces with a narrative hidden away in richly detailed handpainted environments and subtle interaction. They have more in common with a magic trick than a game. The Marchland places the visitor in a tollbooth where things unseen pass by.

www.theshoeboxdiorama.com

Ludic Trips by VR-Nerds (DE)

In Lucid Trips you slip into a body-less avatar to explore artistically designed multi-planetary dreamworlds in virtual reality. All interaction on the planets is driven by our hand-walking method. These virtual hands replace your whole body, letting you walk, jump, climb, swim and fly. The game can also be played on a chair.

www.lucidtrips.com