

Nunca te rindas.
ネバーギブアップ。
Never give up.





The Traveling Videogame.

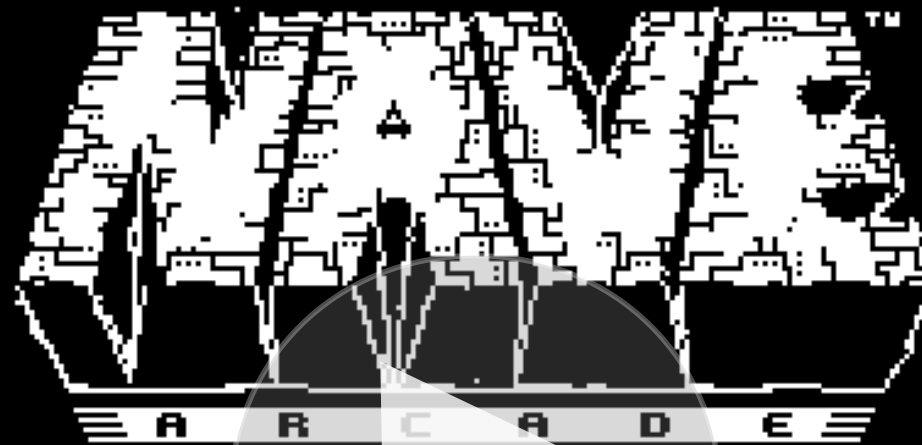
Press Kit - English

“NAVE: The Myth, The Legend, The Arcade Cabinet Rockstar Tour” - Chris Priestman, indiestatik.com, USA.



[CLICK TO WATCH THE SPOT](#)

SERIE DE RESISTENCIA



¡RESISTÍ A TRAVÉS DEL TIEMPO!

JUGAR

EQUIPO.

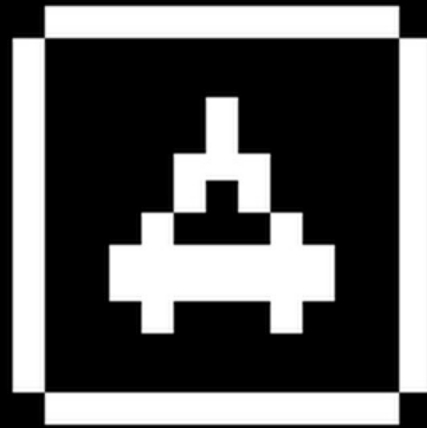
CRÉDITOS 1

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[CLICK TO WATCH GAMEPLAY TRAILER](#)

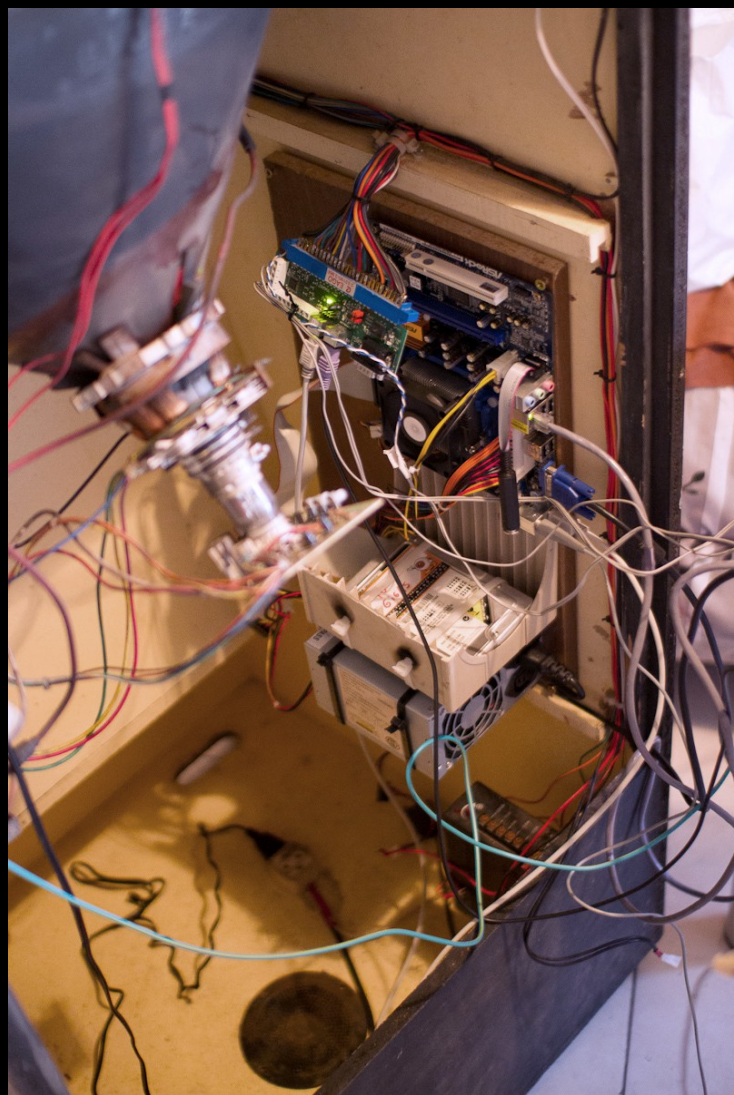


[CLICK TO WATCH THE MAKING OF \(13 EPISODES\)](#)



[Click here to download the
Full Press Kit \(50Mb\)](#)

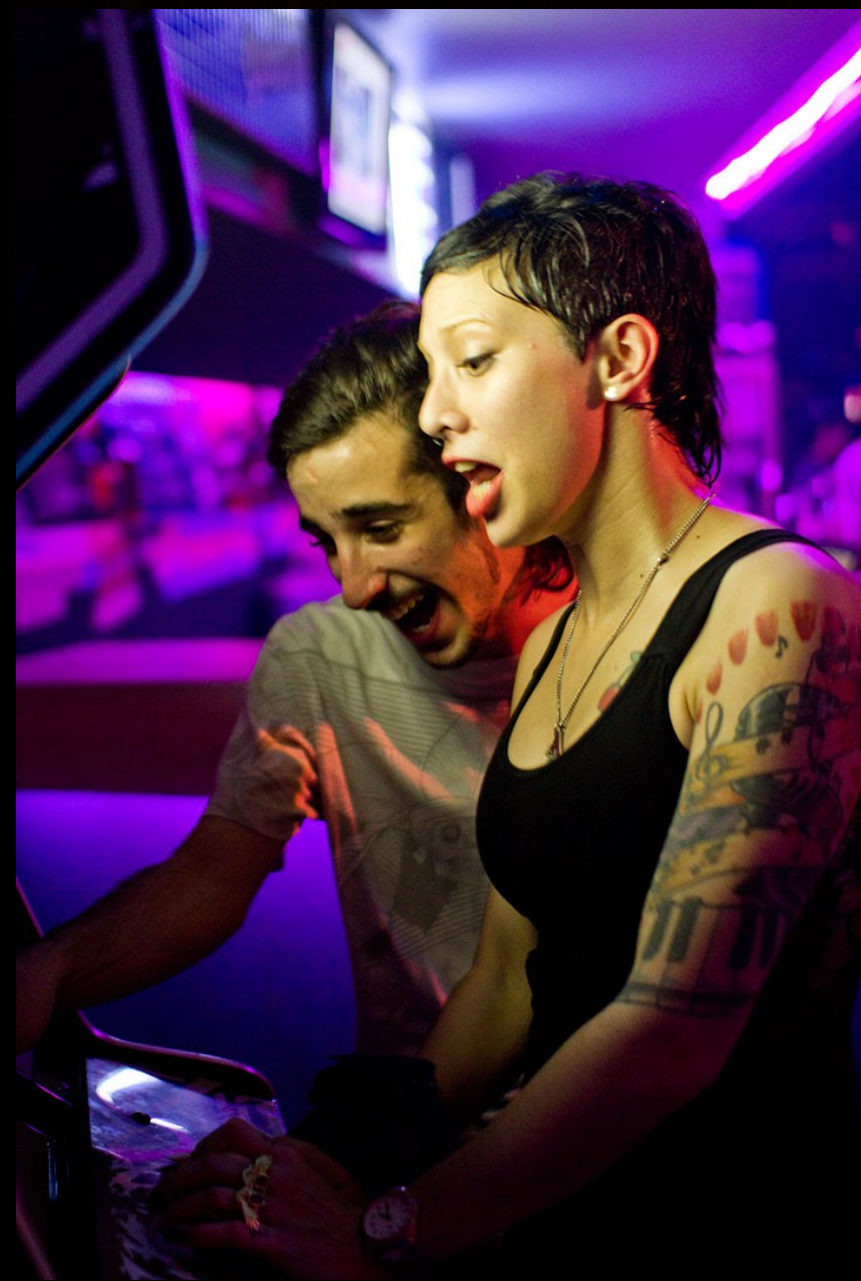
Including hi-res pics of the arcade, the making of,
mugshots of the creators, gameplay screenshots,
and more!



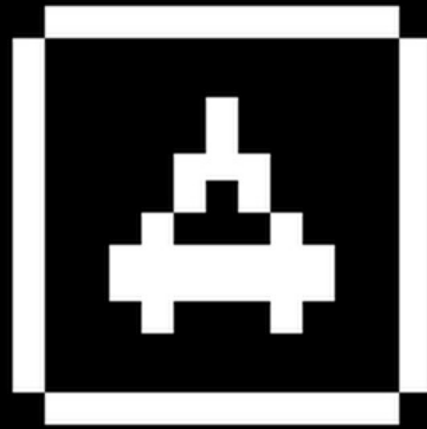












FEATURES

Survive as much as you can.

Dodge and shoot enemies to get power-ups.

Grow your spaceship to gain power till filling the entire screen with it.

Use Turbo mode to control difficulty.

Check official up-to-date highscores online.

¡Play it on the traveling arcade cabinet only
and be part of the NAVE Arcade Experience!

ABOUT NAVE

The Experience

NAVE is a traveling videogame. What exactly is that?

In 2010, we started to program NAVE as a computer game, but then we realized that the game was meant to be played on a videogame arcade machine, like those from the 70's, 80's and 90's.

So, in 2012, we built from scratch an arcade machine with our own bare hands to put the game inside. Then we defined some key principles: there should only exist 1 single machine, the game would only be played there and we would tour around the world with it, just like a rock band, so people could enjoy it. And last but not least we would keep the scores from day one, so players would not only remain registered, but also compete against each other, even if they lived in different places.

Today, two years later, we made nearly 70 presentations at conventions, exhibitions, festivals, concerts and all sorts of events in different cities in Argentina. Since the beginning, the community of followers who feel NAVE as their own is growing slowly but truly. Now we just want to go further. Much further.

ABOUT NAVE

The Game

“Grow your spaceship and resist! NAVE (“ship” in Spanish) is a survival space-shooter, or, as we call it, a “resistance” game. Resist as much as you can by dodging enemies, shooting at them, grabbing power-ups and controlling difficulty by using the “Turbo” feature!”

NAVE was created to learn about and experiment with the classic space-shooter genre. We wanted it to be simple, both graphically and in gameplay.

For the graphics we chose to work in low-res monochrome black and white pixelart. This allowed us to focus more on gameplay development and, at the same time, it gave the game the perfect look for its style.

We based the gameplay on a classic genre, to start with a solid base which allowed us to do some experimentation: we wanted to see what would happen if you grow and grow your ship (till filling the whole screen with it). We also wanted to give the player the chance to control the difficulty / pace of the game, by adding the “Turbo” feature to advance faster to higher levels.

The game didn’t have a design document, so it grew organically as we worked on it and tested it.

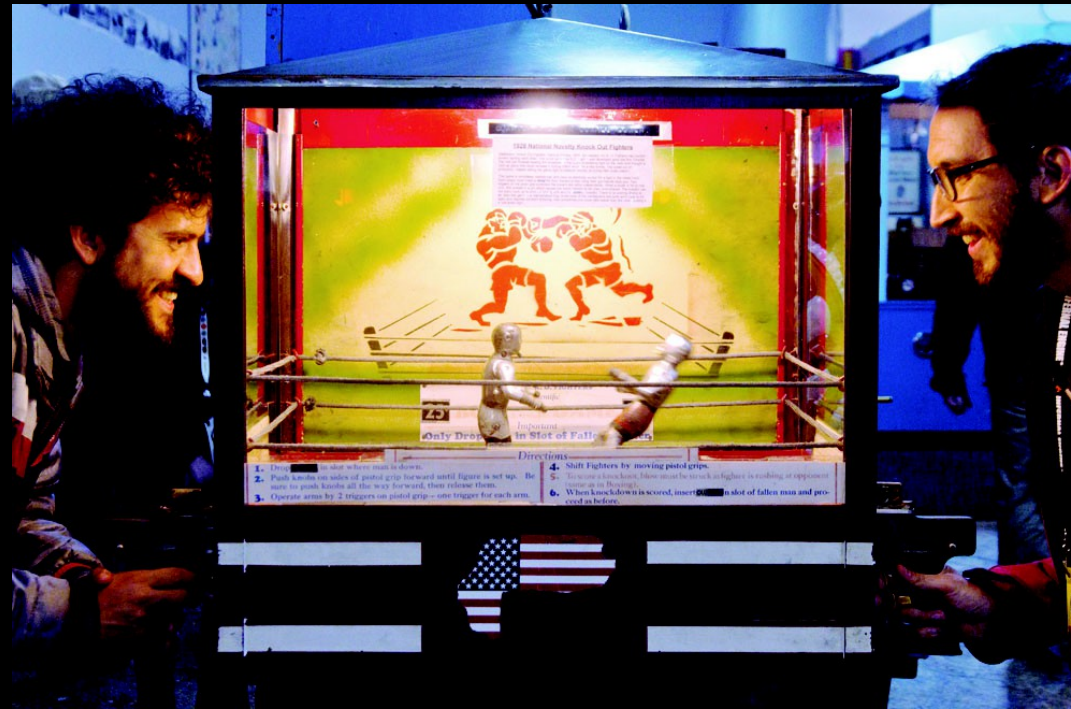
ABOUT NAVE

The Machine

We decided to present NAVE in a classic arcade cabinet because we truly believe that is the best way to play it. Mainly because of three reasons: First, the player is standing and near the screen which predisposes him in a special way. Second, it allows the game to become more physical and robust, enabling the player to discharge all the tension on the machine. And third, it's ideal for short session games, where players who are waiting for their turn can watch what the current player is doing, learn new strategies from that and try to beat them.

The machine was made by recycling an old generic cabinet found in a storage, where it had been abandoned for years. As the monitor still worked, we decided to use it, mainly because of budget issues, but then we realized that it gave the game a special aura. Internal wiring was also in good condition, so we kept it. We put a computer inside, did a completely new control panel, side art and marquee. To enhance the experience we added lights on each side of the screen that respond to game actions. Finally we added a coin collector for the game to operate with coins and tokens, to give the full experience even if we don't charge for them. We were lucky to have some very talented friends to help us. We spent three months of hard work, but it was definitely worth it.

ABOUT VIDEOGAMO



Videogamo is a two men team: Máximo Balestrini and Hernán Sáez, along with several talented collaborators who help us improve our work exponentially. Our main goal is simply making those games we'd love to play.

In 2010 we published our first game, Bicicletas: HOY, a “music-video game”, as we call it, for Argentinean rock band Bicicletas: in a few words a game/interactive music video. In 2011, for Christmas, we made the first game of what we call our "Trash Series": Holly Farts! An Explosive Christmas. And in early 2012 we published our second music-video game, for a California band: Radical Something: ESCAPE. These three game are available on our website.

ABOUT VIDEOGAMO

In NAVE's case, we developed it in our own spare time, as a hobby, because we wanted to develop it little by little, taking our time to try different ideas and at the same time learning about video game development.

Once we finished it, we started to get invited to conventions, exhibitions, parties, concerts and all sorts of events, not only in Buenos Aires, but also in other cities of Argentina: La Plata, Santa Fe, Rosario, Córdoba, Salta, San Juan, La Rioja and Mendoza, among others. That's when we realized that traveling is part of the essence of NAVE and is what truly completes the experience. Therefore, we are now ready to take it to as many cities as we can, as further as possible, both in Argentina and around the world.

We still don't know what our next release will be. Right now we are working on two new projects: a multiplayer party game with dedicated hardware and an action-horror-driving game for mobile that is a mix between NAVE and Carmageddon.

ABOUT US

Máximo Balestrini, Programmer & Game Designer

I was born in 1977, in Buenos Aires, Argentina, I'm a programmer and some of my favourite games are Maniac Mansion, Monkey Island, Dark Castle, Lode Runner, Fallout, Civilization, Diablo y GTA IV. While I was a kid I made my first attempt at game development : bought a book that had an amazing skeleton in the cover, and all the code lines for a game that I thought had something to do with that cover. But after several hours of copying I've never managed to make the game work... probably some mistake in one or two lines that I had no idea how to find. I didn't have any way to save the code, so that was it. Then I studied Systems Engineering, though I've always been interested in certain artistic expressions, specially drawing and photography, influenced by my father and grandfather. I've spent my first years as a programmer doing bank systems, until I got bored. After that I started working for more interesting companies, mainly interactive ones, as I've always had an attraction for animation and design. There I learnt Flash and Director and made some games. This mixture of art and technology got me to work along animation studio Gazz. With them I made the interactive pieces Swing Capture System and Mirror, and tools like Stop Motion Control, to help artists in the creation of animations through robotics. I'm also part of multidisciplinary collective Surferinvaders, which works on audiovisual projects with algebraic surfaces. In 2010 I teamed up with Hernán Sáez, and together we founded Videogamo, driven, again, by my interest in fusing art and technology.

ABOUT US

Hernán Sáez, Game Designer & Graphics

I was born in 1978, in Haedo, Buenos Aires, Argentina and I originally come from filmmaking. Between my all-time favorite games are Super Mario World, Maniac Mansion, Monkey Island, Street Fighter II, Mortal Kombat, Contra III, Wolfenstein 3D, Doom y GTA V. I started making movies in 1990 at the age of 11, when me and some friends founded FARSA Productions (still in activity). Since then, I made shorts, music videos and feature films, not only as a director, but as a producer, editor, musician, actor and so on. Among my film work stands out the Plaga Zombie Trilogy, the first zombie trilogy of Latin America. In filmmaking I spent thousands of hours of practice, and there I learnt a lot about creating experiences for an audience. But I always loved games, and in 2008, without prior experience nor connections, I got into the video game industry.

I was hired as a full-time game designer at Three Melons, an advergaming company here in Buenos Aires (in 2010 Three Melons was acquired by Playdom/Disney studio). That, in a way, was my kindergarten of game-making. But I never liked going to school so in 2010 I teamed up with Máximo Balestrini, programmer and, now, partner at Videogamo, and we started making our own games. One of those games evolved and became an actual arcade cabinet. That game is

NAVE.

RELEVANT LINKS

Videogamo Website

<http://www.videogamo.com>

NAVE Arcade Official Website

<http://www.videogamo.com/navearcade>

Facebook

<http://www.facebook.com/navearcade>

<http://www.facebook.com/videogamo>

YouTube

<http://www.youtube.com/videogamo>

Link to NAVE ArcadeSpot

<http://www.youtube.com/watch?v=gOolyhrcHaY>

Link to Gameplay Trailer

<http://www.youtube.com/watch?v=4XgWLxxeeLw>

RELEVANT LINKS

People playing NAVE

https://www.youtube.com/watch?v=QTZIm_hmWWE

Picture gallery about the Tour by Máximo Balestrini

<https://www.flickr.com/photos/mbalestrini/sets/72157633084016233/>

Link to NAVE Arcade Making Of (13 episodes)

<http://www.youtube.com/watch?v=-l3pyJhmArM&list=PL2y5-SNPeq9JHneECupY4wYyaI0gruPWB>

TIG Source

<http://forums.tigsource.com/index.php?topic=25657.0>

Twitter

<http://www.twitter.com/videogamo>

<http://www.twitter.com/hsaez>

<http://www.twitter.com/maxiborga>

WHAT PEOPLE ARE SAYING

“NAVE: The Myth, The Legend, The Arcade Cabinet Rockstar Tour” - Chris Priestman, indiestatik.com, USA.

“Intriguingly, the game is only available as a coin-up, which is now touring through Argentina. (...) Fingers crossed for GameCity this year.” - Keith Stuart, www.theguardian.com, UK.

“Yes, I’m ready to love playing this. Take me to the cabinet.” - Nathan Fouts, Creator of Shoot 1UP and Serious Sam Double D XXL, @MommyBestGames, USA.

WHAT PEOPLE ARE SAYING

“At first I was like “Meh, another try of retro-gaming an-what wait oh, dem powerups, dem animations...I like it, I LIKE IT!” - Rafinhawc, user, indiegames.com, USA.

“Decidedly, the retro design is in any case very nice, and phases where our unit reaches unreasonable size are intriguing.” - Ouais_Supère, gameopat.com, France.

“It seems like a very interesting mechanic, and I’m excited to try it out.” - Cacti, secret-cactus.com, USA.

WHAT PEOPLE ARE SAYING

“The most interesting feature about this (...) game is probably the fact that it looks like the ship is capable of growing to a point where it dominates the entire screen, something that may be the cause of rather unique problems.” -
Cassandra Khaw, indiegames.com, USA.

“It just looks so completely ridiculous and out there, that I really wanna play it.” - Kyle Lock, vvgtv.com, USA.

“The weapon system and performance seems impressive and I love the the huge battleship covering the screen.” - Round D., inside-games.jp, Japan.

WHAT PEOPLE ARE SAYING

“Like a traveling band with a devoted audience, the cabinet is received rapturously everywhere it goes. It draws a crowd. (...) Playing NAVE (...) is a performance in itself. While people wait in line, they trying to see the techniques, the movements, the face of the player at the front.” - Luis Wong, killscreendaily.com, USA.

“NAVE: an arcade that is going to blow your head off.” - César Sáenz, thelemongoup.net, Paraguay.

“There’s no doubt that we can ever find in Latin America more talent, creativity and people who stand out in the world of video games.” - Omar Garza Briseno poligonu.com, Mexico.

WHAT PEOPLE ARE SAYING

"NAVE is an art installation (...) is a retro glory, that transports us to other years, where play was a social activity, that was experienced face to face live with (and against) strangers. (...) Whenever NAVE appears, you'll see it surrounded by a crowd of spectators awaiting their turn to play." - Matias Benitez neoteo.com, Spain.

"It was love at first sight. Ever since I caught a glimpse of NAVE (...), my daydreams have been haunted by images of its starkly beautiful black-and-white sprites." - @Phack, indiegamehunt.tumblr.com, USA

"There is an unexplored denomination so far only one Argentine studio is willing to investigate: the itinerant game. Without any doubt, the itinerant game, (...) has penetrated the independent scene to create a new concept of entertainment." - Sergio Ochoa, indieorama.com, Spain.

WHAT PEOPLE ARE SAYING

“In these clubs and bars across Argentina, Sáez and Balestrini have invented the magic of the arcade again, even if their conjuring of its spirit is only ever fleeting. There’s something deliciously punk about it - two people getting together to learn the basic three chords and then chancing upon a game with infectious energy, and a certain amount of spiky class. There’s also something wonderfully archaic, and a reassuring permanence when games are becoming increasingly throwaway.” - Martin Robinson, eurogamer.net, Europe.

“(…) NAVE is different. All one needs to do is briefly glimpse the monochrome display, the hyper-kinetic action to realise this is a whole different proposition. (...) It just feels different. (...) a game like NAVE stands out and that’s the way it should be.” - Paul Izod, zero1gaming.com, UK.

WHAT PEOPLE ARE SAYING

"I've seen it live and I can say that just by seeing the cabinet, you can appreciate that we are dealing with a work of art." - Santiago Figueroa, Irrompibles Magazine, Argentina.

"NAVE no es sólo un juego con maravilloso aspecto, sino que su concepto y diseño general realmente hacen que sea una obra de arte interactiva. Es otro excelente ejemplo de lo que los desarrolladores con talento pueden lograr con suficiente dedicación y habilidad." - Yomaru, weeabooswithcontrollers.com, EE.UU.

"The wonder machine (...) NAVE is also an excuse for the communion of a social fact." - Hernán Panessi, Página/12 Journal, Argentina.

THE TOUR

December 2012 – November 2014

-
- November 16th, 2014
MEET THE GAME 2
Gral. San Martín Cultural Center, Buenos Aires, Argentina
-
- November 7th, 2014
EVA 2014 Game Exposition
Gaumont Theatre, Buenos Aires, Argentina
-
- October 31st, 2014
+160 PARTY 12th Anniversary
Bahrein Club, Buenos Aires, Argentina
-
- October 24th, 2014
NAVE ARCADE 2nd Anniversary - MADI WALTER Concert
United Pub, Ramos Mejía, Buenos Aires, Argentina
-
- October 18th, 2014
VJ14 Convention
Tecnópolis, Villa Martelli, Buenos Aires, Argentina
-
- October 16th, 2014
BIG BEN Hostel
Mar del Plata City, Buenos Aires, Argentina
-

THE TOUR

December 2012 – November 2014

.....
October 14th, 2014

D'ZERO Resto Bar

Santa Rosa City, La Pampa, Argentina

.....
October 12th, 2014

MENDOTAKU Convention

Nave Cultural, Mendoza City, Mendoza, Argentina

.....
October 11th, 2014

BAZOFIA MAGAZINE PRESENTS Party

La Casa Tomada Bar, Mendoza City, Mendoza, Argentina

.....
October 11th, 2014

LE PARC Building

Mendoza City, Mendoza, Argentina

.....
October 9th, 2014

FLORES Art Bar Café

San Juan City, San Juan, Argentina

.....
October 7th, 2014

UNIVERSITY OF LA RIOJA

La Rioja City, La Rioja, Argentina
.....

THE TOUR

December 2012 – November 2014

.....
October 7th, 2014

ALBERT EINSTEIN School
La Rioja City, La Rioja, Argentina

.....
October 6th, 2014

CASTRO BARROS Cultural City Walk
La Rioja City, La Rioja, Argentina

.....
October 4th, 2014

TECNOTECA
Villa María City, Córdoba, Argentina

.....
October 3rd, 2014

GIG #50 CELEBRATION
Pan Gallery, Rosario City, Santa Fe, Argentina

.....
October 2nd, 2014

INDIE NIGHT
Bon Scott Bar, Rosario City, Santa Fe, Argentina

.....
September 6th, 2014

BLIPBLOP 8-BIT Party
Naranaja Verde Club, Buenos Aires, Argentina
.....

THE TOUR

December 2012 – November 2014

.....
August 30th-31th, 2014

ARTE JOVEN Festival

Pasaje Dardo Rocha, La Plata, Buenos Aires, Argentina
.....

July 27h, 2014

3rd NINJA SPLASH HYPERAMERICAN TOURNAMENT

La Oreja Negra Club, Buenos Aires, Argentina
.....

July 26th, 2014

TORONJAPALOOZA Festival

Avellaneda Park, Buenos Aires, Argentina
.....

July 11th, 2014

FIESTA AZUL Party

Zaguán Sur Club, Buenos Aires, Argentina
.....

July 4th, 2014

MADI WALTER / UNITED PUB Concert

United Pub, Ramos Mejía, Buenos Aires, Argentina
.....

June 20th, 2014

NAKATOMI PLAZA Party

Siracusa Club, Buenos Aires, Argentina
.....

THE TOUR

December 2012 – November 2014

.....
May 10th, 2014

MEET THE GAME Convention
Fusion Bar, Buenos Aires, Argentina

.....
May 9th-May 30th, 2014

CICLO MADI WALTER Rock Concerts
Funes Bar / Cheers Bar, Ramos Mejía, Buenos Aires, Argentina

.....
April 19th, 2014

ELECTRO SHOCKE-C Party
Matienzo Cultural Club, Buenos Aires, Argentina

.....
March 15th-16th, 2014

FUGA INDUSTRIAL Festival
Lebensohn Foundation, Buenos Aires, Argentina

.....
March 7th, 2014

LA NOCHE DE LOS VIDEOJUEGOS III Party
Niceto Club, Buenos Aires, Argentina

.....
February 20th - March 7th, 2014

ESPACIO URBANO CONTEMPORÁNEO Art Gallery
Puerto Madero, Buenos Aires, Argentina
.....

THE TOUR

December 2012 – November 2014

.....
February 7th-17th, 2014

FIEBRE Art Gallery

Patio del Liceo, Buenos Aires, Argentina

.....
January 21st, 2014

GENTE QUE NO! Bar

Santa Fe City, Santa Fe, Argentina

.....
January 19th, 2014

SAN BERNARDO Hill

Salta City, Salta, Argentina

.....
January 18th, 2014

CLAN FANTASY Party

Salta City, Salta, Argentina

.....
January 17th, 2014

LA BALCARCE Street

Salta City, Salta, Argentina

.....
January 16th, 2014

DADÁ MINI Bar

Córdoba City, Córdoba, Argentina
.....

THE TOUR

December 2012 – November 2014

.....
January 15th-16th, 2014
EMILIO CARAFFA Museum
Córdoba City, Córdoba, Argentina
.....

January 13th, 2014
SAN MARTÍN Square
Capilla del Monte, Córdoba, Argentina
.....

January 11th, 2014
BON SCOTT Bar
Rosario, Santa Fé, Argentina
.....

January 10th, 2014
Espacio DÍNAMO
Rosario, Santa Fé, Argentina
.....

December 9th, 2013
BLANCO FEST 2013
G104 Night Club, Buenos Aires, Argentina
.....

November 8th, 2013
1ST NAVE ARCADE WORLD TOURNAMENT
Haedo, Buenos Aires, Argentina
.....

THE TOUR

December 2012 – November 2014

.....
November 1st-2nd, 2013

EVA Argentinean Video Game Expo
Cine Gaumont, Buenos Aires, Argentina

.....
October 18th-26th, 2013

VIDEOGAME ZONE
Tecnópolis, Villa Martelli, Argentina

.....
October 12th-14th, 2013

ENLACES Festival
UNTREF, Caseros, Argentina

.....
September 21st, 2013

YOLANDA Festival
G104 Night Club, Buenos Aires, Argentina

.....
September 13th, 2013

LA NOCHE DE LOS VIDEOJUEGOS / NAH! Party
Niceto Club, Buenos Aires, Argentina

.....
August 30th, 2013

+160 11th ANNIVERSARY Party
Bahrein Club, Buenos Aires, Argentina
.....

THE TOUR

December 2012 – November 2014

.....

August 17th-25th, 2013
TRASTIENDA en CÖSMIKO
Cösmiko Gallery-Club, Buenos Aires, Argentina

.....

August 15th, 2013
3RD VIDEOFLIMS GALA
Verdi Theatre, Buenos Aires, Argentina

.....

July 26th, 2013
MADI WALTER & LUNAR 69 Live Rock Concert
Soul Café, Buenos Aires, Argentina

.....

June 28th, 2013
NAVE AT THE ARCADES FOR THE FIRST TIME EVER
PlayOne Arcades, Buenos Aires, Argentina

.....

June 19th-23rd, 2013
CIUDAD EMERGENTE Festival
Centro Cultural Recoleta, Buenos Aires, Argentina

.....

June 8th, 2013
8 0 8 Mini Festival
La Piramide Night Club, Buenos Aires, Argentina

.....

THE TOUR

December 2012 – November 2014

.....
June 7th, 2013

REVISTA NAH! Party

Niceto Club, Buenos Aires, Argentina

.....
May 21th, 2013

Noches de PING-PONG!

Café San Bernardo, Buenos Aires, Argentina

.....
May 10th, 2013

ÉRASE UNA VEZ EN BUENOS AIRES Party

El Codo Bar, Buenos Aires, Argentina

.....
May 5th, 2013

FERIA DEL LIBRO International Book Fair

Sociedad Rural, Buenos Aires, Argentina

.....
April 20th, 2013

TORMENTA ELECTRÓNICA II Party

Auditorio Oeste, Haedo, Argentina

.....
April 11th-14th 2013

MICA Market

Tecnópolis, Villa Martelli, Argentina
.....

THE TOUR

December 2012 – November 2014

.....
March 28th, 2013

+160 Party II

Bahrein Club, Buenos Aires, Argentina

.....
March 27th, 2013

FARSA VHS Screening

Cangrejos Estudio Bar, Buenos Aires, Argentina

.....
March 23rd, 2013

TORMENTA ELECTRÓNICA Party

Auditorio Oeste, Haedo, Argentina

.....
February 22nd, 2013

TAKE THE SHOCK Happening

Elfika Bar, Haedo, Buenos Aires, Argentina

.....
January 25th, 2013

+160 Party

Bahrein Club, Buenos Aires, Argentina

.....
December 21st, 2012

END OF THE WORLD Party

Sick Club, Buenos Aires, Argentina
.....

CONTACT INFO

Videogamo Mail

navearcade@videogamo.com

Hernán Sáez, Diseñador de Juegos

hernansaez@gmail.com

Máximo Balestrini, Programador

mbalestrini@gmail.com

FULL CREDITS

The Game

Programming & Visual FX: Máximo Balestrini

Graphics & Sound: Hernán Sáez

Sound Assistance: Gregorio Escardó

Testing: Sebastián Allende, Walter Cornás, Patricio Dicono, Gregorio Escardó, Iván Skoczylas Fiszler, Ariel Giovannetti, Federico Malisani, Lisandro Negromanti, Pablo Parés, Pablo Weremczuk

Secret Track "NAVE 1.0": Andrés Borghi

Secret Track "NAVE 2.0": Perro Pixel

Secret Track "NAVE 3.0": Ashton Morris

Secret Track "Nuclear Fire On 8 Bit Space": Compositor Armónico en Fuga

Secret Track "Add Is The Culture": Coleco Music

Game Design: Máximo Balestrini & Hernán Sáez

FULL CREDITS

The Machine

General Coordination: Walter Cornás, Hernán Sáez

Art: Neurorama, Fernando Martínez Ruppel, Leandro J. López Polonski

Construction & Carpentry: Gregorio Escardó, Walter Cornás

Technical Construction & Coordination: Máximo Balestrini

Technical Assistance: Luciano Dicono, Juan José Chomiak, Gregorio Escardó

Technical Consulting: Recrearte Entretenimientos, Leonardo Montuoso

Specialized Providers: Arcade World UK, Recrearte Entretenimientos,
Artes & Oficios, Arquimet Acrílicos

FULL CREDITS

The Spot

Produced by VIDEOGAMO, Inc. & FARSA Producciones

Cast: Walter Cornás as The Player

Production Designer: Walter Cornás

Cinematography: Mariano Suárez

Art Assitants: Gregorio Escardó, Pablo Parés

Production Assitants: Martín Coca, Matías Nutkiewicz, Pablo Marini

Camera: Pablo Parés, Máximo Balestrini, Hernán Sáez

Sound: Pablo Parés, Hernán Sáez

Color Timing and 2D Composite: Pablo Parés

NAVE Arcade Logo Analogic Version: Fernando Martínez Ruppel

Directed and Edited by Hernán Sáez

Special Thanks: Leo Yazurlo & Auditorio Oeste.

Filmed at AUDITORIO OESTE, Haedo, Buenos Aires, Argentina.

Watch more FARSA Producciones' videos at
<http://www.youtube.com/farsaproducciones>

GRACIAS!