

List of Released and Playable **Swiss** Video Games

The aim of this list is to index every Swiss video game that has ever been released.

Maintained by the community effort of Swiss Game Developers

The second list at the bottom is a “coming soon” section with [games that are in development](#).

You can help by adding missing titles and links to the list. Please stick to the following formatting:

Game title and link when available (name of developer, year), platform(s)

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A

[Adventures-Mat](#) (Adventures-Lab, 2017), iOS/Android

[AeroDrift](#) (SevenOnly, 2011), iOS / PS Vita

[After Party](#) (Gbanga, 2014), iOS/Android

[AirConsole](#) (incl. various games) (N-Dream, 2015-), AirConsole, PC, Mac, Android, iOS

[Airheart](#) (Blindflug Studios), OSX / Windows

[Airships: Conquer the Skies](#) (David Stark, 2015), java

[Alpine Challenge](#) (bitforge, 2005), java

[Alpine Challenge 2](#) (bitforge, 2006), java

[Aliments du Monde](#) (Koboldgames, 2015) iOS/Android/Browser/PC/Mac

[Alinghi Quiz](#) (bitforge, 2006), java

[Alinghi Race](#) (bitforge, 2006), java

[Amanzivision](#) (bitforge, 2010), iOS/Android

[Anshar Wars](#) (OZWE Games, 2014) Gear VR

[Anshar Wars 2](#) (OZWE Games / Sunnyside Games, 2015-2016) Gear VR + Oculus RIFT

[Antyz](#) (DNA Studios, 2015), iOS/Android

[Ariel Pocket - Fight Dr.Stain](#) (bitforge, 2006), java

[Armadillo](#) (Ralf Mauerhofer + Stefan Spieler, 2012), iOS

[ASD - Tower Defense](#) (4 heig-vd students, 2010), java

[aStack](#) (RoceanOne, 2015) iOS

[Asylamba](#) (Asylamba Team, 2014), Browser

[Athleticooh](#) (digiDingo,) iOS/[Android](#)

[Atomarium](#) (2Beats, 2012), iPad

[Awwware](#) (Centre for Serious Game Design ZHdK, 2011), Browser

B

[Babe Rally](#) (bitforge, 2004), [java](#)

[Babe Rally 2](#) (bitforge, 2006), [java](#)

[Basler StadtNatour](#) (Gbnaga, 2016), iOS/Android

[Battle of SeaSons](#) (Tidal Wave Games, 2014), Windows Phone

[BEEST](#) (Alice Ruppert & Martina Hugentobler, 2015), PC/Mac

[Beach Bowling 3D](#) (bitforge, 2010), iOS

[Beautiful Gravity](#) (Marco Krapf, 2014), iOS

[Bed Monsters](#) (Pixcube Animation Studio, 2014) Mac / IOS /Android

[Bee Bounce](#) (Pixcube Animation Studio, 2015) IOS /Android

[Before the Satellite detects you](#) (and-or, 2010), iPhone

[Belenos](#) (Olivier Basille + Alexandre Thomas + Rémi Lamarra, 2015) PC/Mac/Linux

[Berlin Chaos](#) (bitforge, 2004), [java](#)

[Beyond Ynth](#) (krabl.com, 2009), iOS

[Billard](#) (bitforge, 2007), [java](#)

[Birdly](#) (Institute for Design Research ZHdK, 2014), Oculus Rift
[Black Island](#) (wotokah, 2013), Oculus Rift
[BlockDuel](#) (bummzack, 2011), iOS
[Bom chicka wah wah](#) (bitforge, 2007), [java](#)
[Bounce^2](#) (MobyDickGames, 2015), iOS / Android
[Bowling](#) (bitforge, 2005), [java](#)
[Born to Run Championship](#) (Feinheit/Blindflug Studios, 2013), iOS/[Android](#)
[Boxo](#) (Miniclip games, 2012), Flash
[Bubble Islands](#) (Dot Invasion, 2007), Flash
[Bumble Bee - playground fun](#) (Gbanga, 2012), iOS
[Buffalooh](#) (digiDingo,), iOS
[Buy! Bye!](#) (Marc Gruber/ Stefan Spieler, 2011), iPhone
[Byebye Mosquito](#) (bitforge, 2012), iOS / [Android](#) / [Windows 8](#)

C

[Cannon Crasha](#) (gangogames, 2013) iOS / [Android](#)
[CastleHustle](#) (Julie Baechtold, Nicolas Matter, Xavier Heimgartner, 2015), AirConsole
[Cat Bastard](#) (bitforge, 2006), [java](#)
[Caps'Em All](#) (Zapped Cow, 2014), iOS
[Cemetery Rush](#) (Alpagames, 2015), iOS / Android / Windows Store

[Cheese Luise](#) (pixxadoo, 2013), iOS

[Cloud Chasers](#) (Blindflug Studios, 2015), iOS / Android

[Colorbind](#) (Nonverbal, 2010), iOS

[Coloroooh](#) (digiDingo, 2012), iOS / [Android](#)

[Colorbloks](#) (Marco Krapf, 2014), iOS

[Cosmic Hare](#) (Insert Coin, 2016), iOS/Android

[Coop Sternenflug](#) (bitforge, 2011), iOS / [Android](#)

[Coop Sternenflug 2](#) (bitforge, 2012), iOS

[Coop Grill](#) (bitforge, 2012), iOS

[CowFight - Combat de Reines](#) (Metamorphe, 2016), IOS / [Android](#)

[Crossbow Warrior](#) (Pixcube / Mobydick Games, 2015), PC / Mac / IOS / Android

[Crosstown Jam](#) (bitforge, 2006), [java](#)

[Cube Clicker](#) (Tobias Baumann, 2014), PC / Mac / Web / Linux

D

[Darts](#) (bitforge, 2004), [java](#)

[Darts 2008](#) (bitforge, 2008), [java](#)

[Daryl](#) (Karios Games, 2013), iOS/[Windows Phone](#)

[DMBX series](#) (RNDRLN Games), iOS

[Dice Hockey](#) (Stelex Software, 2011), iOS

[Digibug](#) (416Games, 2013), [Samsung Store](#)

[Discrimination Pong](#) (and-or, 2010), iOS/PC/Mac

[Draw Me the Way!](#) (416Games, 2013), [Samsung Store](#)

[Drei](#) (Etter Studio, 2014) iOS/[Android](#)/PC/Mac

[Dreii](#) (Etter Studio, 2015), PlayStation 4, PS Vita, Wii U, PC, Mac, Linux, iOS, Android

[Drownings](#) (416Games, 2013), [Samsung Store](#)

[DOPPELSCOPE](#) (Tobias Baumann, 2009), PC/Mac

[Dungeon Clicker](#) (Sebastian Tobler, 2009), iOS/[Android](#)

E

[Eco Driver](#) (Dreipol, 2015), iOS / Android

[Edgar the Explorer](#) (Filipe Mathez and Paul Ronga, 2016), iOS

[Eigernordwand 1+2](#) (Pixcube Animation Studio, 2014), iOS / Android

[ElarooH](#) (digiDingo, 2014), iOS/[Android](#)

[Electrogame](#) (Christian Schnellmann) iOS

[EMC](#) (Etter studio, 2011), iPhone/iPod/iPad

[Eselmir and the five magical gifts](#) (Stellex Software, 2018), PC/Mac

[Evidence](#) (Wuthrer,?), PC

F

[Fairy King](#) (couch developers, 2014), iOS/Android/WP8

[Farming Simulator](#) (GIANTS software, 2012-2017), iOS/[Android](#)/PS3/X360/3DS/PSVita

[Feist](#) (Florian Faller/Adrian Stutz)

[Finance Mission Heroes](#) (*Blindflug Studios*), iOS/Android

[Finger Simulator](#) (Mario von Rickenbach + Michael Frei, 2014), iOS/ Browser

[Fire Craft](#) (games2be, 2010), iOS/Browser

[First Strike](#) (Blindflug Studios, 2014), iOS / Android / PC

[Filou](#) (bitforge, 2014), iOS / Web

[Flight Simulator 0](#) (Christian Schnellmann, ?), iOS

[Folt](#) (Nonverbal, 2014), iOS

[FoxTrotte](#) (WitchLake Studio, 2015) iOS / Android / Facebook

[Frechmax - Auf Fotojagd](#) (Pixxadoo, 2015) iOS / Android + real toys

[Fresh Food Runner](#) (Koboldgames, 2015) iOS/Android/Browser/PC/Mac

[Fromage et Tromblon](#) (DIGITAL KINGDOM, 2013), Browser

[Fust Fussball](#) (bitforge, 2014), iOS / [Android](#) / [Windows 8](#)

G

[Galaxy Invaders VR](#) (Gbanga, 2016), Android/Samsung Gear VR

[Gbanga Famiglia](#) (Gbanga, 2010), iOS (later [Android](#))

[Gabarello](#) (Centre for Serious Game Design ZHdK, 2010), Lokomat

[Galaxium](#) (Karios Games, 2011) iOS/[Windows Phone](#)

[Gbanga Famiglia](#) (Gbanga, 2010) iOS/[Android](#)

[Gbanga Zooh](#) (Gbanga, 2009) iOS, [Java](#)

[Gleich 10](#) (Marco Krapf, 2014), iOS

[Got Dumped](#) (RoceanOne, 2014) iOS

[Gravity Lander Pro](#) (Büro Destruct, 2011), iOS

[Grooh!!](#) (digiDingo, 2012), iOS/[Android](#)

[Gross. Stadt. Jagd.](#) (Gbanga, 2015), iOS/[Android](#)

[Groox](#) (nothing, 2011), iPhone

[gyroboost](#) (Mauro Zocco, 2013), iOS

H

[Hangover](#) (bitforge, 2005), [java](#)

[Help Harry](#) (skuami studio, 2012), iOS

[Herbert, the misanthropical fly](#) (App.Etite, 2011), iPhone

[Helsana](#) (bitforge, 2009), iOS

[Helvetiq](#) (Red Cut, 2012), iPhone

[Hollow Grounds](#) (Full Color Planet, 2012), iOS

[Home Run](#) (Dissenter, 2004), iOS/[Android](#)/Flash

[Hyper Jelly](#) (Aron Sommer, 2014), iPhone/iPad

I

[Isudoku](#) (bitforge, 2008), [java](#)

[I Misteri di Maggia](#) (Stelex Software, 2004), PC

J

[Jimmy Flitz](#) (Roland Zoss, 2012), iOS

[Journey of a Roach](#) (Koboldgames, 2013), PC/Mac/Linux

Joy of Cooking (

[Jump N Roll](#) (games2be, 2011), iOS

[Joe's Heart](#) (Team Joe's Heart, 2013), Web

K

[Kind of Soccer](#) (Christian Schnellmann, 2014), iOS

[Krautscape](#) (Mario von Rickenbach, 2013), PC

L

[Ladders to Heaven](#) (Museum Rietberg, 2011), iOS

[Laichenberg](#) (and-or, 2010), PC/Mac

[Late Shift](#) (&Söhne, CtrlMovie, 2016), iOS

[Legend of Tell](#) (Pixcube Animation Studio, 2011), iOS / Android

[Lemmings Defense](#) (Projektarbeit ZHAW, 2014), [Android](#)

[LiquidSketch](#) (Tobias Neukom, 2014), iPad

[Les Voies Lactées](#) (DIGITAL KINGDOM, 2014), [Windows 7 Touch Table](#)

M

[Macrocosm](#) (Klaas Kaat, 2014), iOS

[Magnetics](#) (Fabien Duperrex, HEAD Genève, 2012), iOS

[Maison Kanraku](#) (Tchagata Games, 2015), Xbox Live Indie Games / PC / PSMobile

[Mau Mau Deluxe](#) (gangogames, 2010), iOS

[Meet the Street](#) (Feinheit/Blindflug Studios, 2013), iOS

[Mehr Platz für Dich](#) (Gbanga, 2016), iOS/Android

[Mehrspur](#) (kruz + kiyak, 2011), iPhone

[Memento](#) (Sumo Interactive, 2012), iPhone

[Memoreille](#) (Gaudenz Badrutt, BUMMZACK, 2014), PC/Mac/iOS

[Midnight Riders](#) (bitforge, 2007), [java](#)

[Mentos](#) (bitforge, 2005), [java](#)

[Mirage](#) (Mario von Rickenbach, 2010), PC/Mac

[MokMok](#) (2beats, 2017), PC/Mac

[Monospace](#) (Nonverbal, 2010), iOS

[MonsterUp](#) (Karios Games, 2012), iOS/[Windows Phone](#)

[MonsterUp Adventures](#) (Karios Games, 2013), iOS/[Windows Phone](#)

[MonsterUp Candy Run](#) (Karios Games, 2014), [Windows Phone](#)

[MonsterUp Colors](#) (Karios Games, 2013), [Windows Phone](#)

[MonsterUp Flap](#) (Karios Games, 2013), [Android](#)/[Windows Phone](#)

[MonsterUp Memory](#) (Karios Games, 2012), [Android](#)/[Windows Phone](#)/[Windows Store](#)

[Moonga](#) (EverdreamSoft, 2010), iOS/[Android](#)

[MUME](#) (Philippe Rochat, 1991), online game

[MyTP series](#) (RNDRLN Games), iOS/Mac

[My Animal Box](#) (Apps with love, 2011), iOS

[My Little Fairy](#) (Plexus Games, 2015), iOS

N

[Nandeyanen!? - The 1st Sûtra](#) (Tchagata Games, 2014) PC / Xbox LIVE Indie Games

[Nanorunners](#) (and-or, 2012), big screen [mac + smartphones]

[Niche - a genetics survival game](#) (Team Niche, July 2016)

[No, Human](#) (Rolf Fleischmann, 2010), iOS

[New Road](#) (Christian Schnellmann, ?), iOS

O

[OBASS](#) (Tobias Baumann, 2013), PC / Mac / Web

[Orbital](#) (bitforge, 2004), iOS

[OKO](#) (Nadezda Suvorova, HEAD Genève, 2013), iOS

[Octout](#) (trashmob.ch, 2015), Android + iOS

[Oniland](#) (Funny Little Things, 2016), iOS

Opiniongames (various topics) (OpinionGames, 2016), Web / iOS

P

[Patent Blaster](#) (David Stark, 2013), Win/Mac/Linux

[Parcours'pro](#) (DIGITAL KINGDOM, 2014), iPad

[Parkineers](#) (Gbanga, 2017), iOS/[Android](#)

[Perils of Man](#) (IF Games, 2014), iOS

[Piaggio NRG Race](#) (bitforge, 2006), [java](#)

[Picnic Wars](#) (Crown Adam AG), iOS/[WinPhone](#)

[Pikselbacteria](#) (and-or, 2012), iOS

[Pilotifant](#) (Gbanga, 2011), iOS/[Android](#)

[Pingwin Adventures](#) (Feinheit, 2012), iOS

[PipeFiction](#) (odddots, 2012), iOS/[Windows 8](#)

[Pixel Mogul](#) (ala, 2014), iPhone/iPad

[Planet Diver](#) (Fabraz, 2015), Win/Mac/Linux/iOS/[Android](#)

[Plopp](#) (games2be, 2011), iOS/[Android](#)

[Plug and Play](#) (Playables, 2016), iOS/Android/Mac/Windows

[Der Polder](#) (Gbanga, 2015), iOS/[Android](#)

Q

[Queuing](#) (bitforge, 2006), [java](#)

[Quiz and Fly](#) (Gbanga, 2014), iOS/[Android](#)

R

[Rockstar Rampage](#) (Games of the Universe, 2014) iOS

[Runny, catch the egg](#) (bitforge, 2005), [java](#)

[Runic Sorcerer](#) (Plexus Games, 2013) iPad

S

[Silhōuette](#) (Gangogames, 2016), iOS/Android

[S**thead](#) (Gangogames, 2012), iOS/[Android](#)/[WinPhone](#)

[Seasons of Life](#) (Feinheit/Blindflug Studios, 2014), iOS/[Android](#)

[Season's Street](#) (Witchlake, 2014), iOS

[Sex Appeal Test](#) (bitforge, 2007), [java](#)

[Shoggoth Rising](#) (Dreipol, 2014), iOS/[Android](#)/[Windows 8](#)/[Windows Phone](#)

[Silly World Series](#) (N-Dream, 2016), AirConsole

[SkyRider](#) (Marc Gruber, 2011), iOS

[smart urban golf](#) (Gbanga, 2016), iOS/[Android](#)

[Struckd](#) (*Struckd*, 2016), iOS / *Android*

[Space Kitty Race](#) (Tobias Baumann, 2013), PC / Mac / Web

[spaceMaster](#) (Bernhard Webstudio, 2015), [java](#) / Web / iOS / [Android](#)

[Spirit Fever](#) (Joëlle Krummenacher/Florian Glardon, 2009), Browser

[Splink](#) (416Games, 2013), [Samsung Store](#)

[Spoing](#) (games2be, 2011), iOS/Facebook

[Stabilove](#) (Wuthrer, ?), PC

[Stardust](#) (416Games, 2013), [Samsung Store](#)

[Suicide Survival](#) (Tobias Baumann, 2008), PC

[SuperAirSlam](#) (Markus Rossé, 2016), AirConsole

[Super Fleet Manager](#) (Gbanga, 2016), iOS / [Android](#)

[Swiss Games](#) (bitforge, 2012), iOS / [Android](#)

T

[The Firm](#) (Sunnyside Games, 2014), iOS / [Android](#) / Windows Store

[The Fugitive Program](#) (Tobias Baumann, 2009), PC, Mac, Web

[The Good, The Bad & The Beauty](#) (Fabian Brunner, Goran Saric, Marco Schmid, Don Schmocker, 2014), Browser

[The Guts of The City](#) (Jönu Films, 2017), Browser

[The Path of Go](#) (Codebox, 2010), Xbox 360 Live Arcade

[The Unstoppables](#) (LerNetz, 2015), iOS/Android

[Tiny Owls](#) (games2be, 2013), iOS

[Towaga](#) (Sunnyside Games, 2017), iOS

[Tower of Babel](#) (DNA Studios, 2016), AirConsole

[Turnfree](#) (digiDingo, 2013), iOS

[Tschau Sepp](#) (gangogames, 2010), iOS

[Train Fever](#) (Urban Games, 2014), PC / Mac / Linux

[Transport Fever](#) (Urban Games, 2016), PC / Mac / Linux

[Trigger Rally](#) (Jasmine Kent), Web

U

[U2U](#) (Benjamin Lemke, 2015) iOS / Android

[Unmem Alphaness](#) (Karian Føhr, 2015), iOS

[Upigo](#) (WAYOFF, 2019) iOS / Android

V

[Vision Village](#) (bitforge, 2010), iOS / **Android**

[Vote for me](#) (Digital Kingdom, 2016), iOS/Android

W

[Watch your Back](#) (DNA Studios, 2016), AirConsole

[Wardive](#) (and-or, 2011), Android

[Within](#) (Benjamin Gattet, HEAD Genève, 2014), Windows / Mac OS / Linux

X

X

Y

[YAMGUN](#) (Digital Kingdom, 2015), iOS/Android

[Yamy et les Aliments](#) (Koboldgames, 2015) iOS/Android/Browser/PC/Mac

[You are the King](#) (Tobias Baumann, 2012), PC / Mac / Web

[Ynth](#) (krabl.com, 2009), iOS

Z

[Zivilcourage](#) (Ludic GmbH, 2014), Installation

[ZoOp!](#) (Zapped Cow, 2013), iPad

[Zwirn](#) (Bruno Meilick & Julian Kraan, 2010), iPhone

Swiss games in development

A

A

[Amii](#) (fka Organism)

[Arafinn](#) (Sycoforge)

B

[Bank of Mercury](#) (Christian Schnellman), iOS/Android

[Breeding](#) (Studio Clouzo), Tablets

C

[CMYK](#) (Samuel Vonäsch)

[Call of the Giants](#) (Apelab, 2015 (Beta))

[Colorball](#) (Irrelevant Studio, 2013–2014)

[Cendric](#) (Isa Roesch, Tizian Zeltner), PC/Mac/Linux

[Cubidity](#) (Koboldgames)

D

[Daina: The Herbarium](#) (Yasemin Günay/Dario Hardmeier/Raffaele de Lauretis)

[Don't Kill Her](#) (wuthrer), Browser

E

[Everblind](#) (Digital Kingdom), PC/Mac/Linux/Xbox One

E

F

[Far](#) (Mr. Whale's Game Service), PC/Mac/Xbox/Playstation

[Farewell](#) (Miriam Wissel)

[Feel Me, Hear Me...](#) (Stelex Software), PC/Mac

[Fireborne](#) (Year Seventeen: Jean Simonet/Olivier Basille/Jonah Lobe, 2015) Windows Canceled

[First Strike - Final Hour](#) (Blindflug Studios)

G

[Gbanga Famiglia: Rise and Fall](#) (Gbanga)

H

[Hell Eluja](#) (Oniroforge)

I

[Identity Crisis](#) (ShardLine Entertainment) Canceled

[Intraland](#) (Marion Bareil, HEAD Genève, 2013)

J

J

K

K

[Kids](#) (Playables)

[Kiss'em App!?](#) (Tchagata Games / Silver Thorax), iOS / Android / Windows phone

L

[Looking for Imago](#) (Aurélien Da Campo), Windows / Mac / (Android / iOS)

[Lowboat](#) (Christian Schnellman), iPad

M

[MODSORK](#) (David Canela), PC/Mac

N

[Ned & Ted](#) (Marc Gruber & Simon Kovatsch)

[Niche - a genetics survival game](#) (Philomena Schwab, 2014)

[a nifty game](#) (Pixel with Hat, 2017), Windows / Mac / Linux

O

[Oniri Islands](#) (Tourmaline, 2017), iOS + Android + connected toys

[Opticale](#) (FURINKAZAN SA, 2016) iOS

P

[Panakeia](#) (Martina Hugentobler & Alice Ruppert, 2015)

[Plunder Planet](#) (Koboldgames)

Q

Q

R

R

S

[Sam's Chronicles](#) (Witchlake)

[Schlicht/Deru](#) (Mr.Whale's Game Service (Team Schlicht))

[Security Game](#) (B4 Com) PC/Mac

[Senalux](#) (Pixel with Hat, 2017) Windows / Mac / Linux / iOS / Android

[Space World](#) (Intergalactic Education), Multi-platform

[Spells of Genesis](#) (EverdreamSoft, 2017) iOS

[Splash Blast Panic](#) (Team-KwaKwa), PC/Mac/Linux/PS4

[SPIRIT](#) (Rinaldo Wirz/David Javet/Cédric Reinhart)

[Stampout](#) (TRAENTWORKS GmbH), iOS

[Stonebond: The Gargoyle's Domain](#) (I3 Team), PC / Mac

[Stop, Ampeltime!](#) (Phillipp Kuhn)

[Stories of Djibril](#) (No Pain No Game)

[Stress Busters](#) (Tchagata Games, 2015) iOS / Android

T

[The Bomb Squad Academy](#) (Jean Simonet + Olivier Basille, 2015) PC/Mac/Linux

[The Incredible Nemof](#) (DIGITAL KINGDOM) iOS/Android

[The Jackal: Gold Rush](#) (DNA studios) iOS/Android

[The King of Disco](#) (GreenCross Studio) PC/Mac

[The Touch from Outer Screen](#) (Shy Robot Team) Mobile

[Thyrian Defenders](#) (Gangogames), iOS / Android

[Thyria - Hunt for Kroohx](#) (Gangogames)

[Time for Bed](#) (GreenCross Studio) iOS

[Tower Offense](#) (Capsule Games), PC/Mac/XBox

[Turba & Tschepp us Savognin](#) (Gbanga, 2016), iOS/Android

[Trial of Totems: Ever More](#) (Tabea Iseli & Andreas Halter), PC/Mac/Linux

U

U

V

V

W

[Watcher](#) (Kinwatchers)

[Whack-A-Dungeon](#) (Zapped Cow)

X

X

Y

Y

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Z