Title	URL	Summary
Absolute Terror	https://threeeyedfox.itch.io/absolute-terror	You are a young mecha pilot. The end of the world is coming. The challenges ahead of you will break you, one way or the other. Play the game and decide how.
Emotional Machine Diagnostics	https://22to22.itch.io/emotional-machine-diagnostics	Every machine has its own specific needs, and this diagnostic program is by no means comprehensive, but shoring up these common issues enables you to obtain clearer data on unique problem areas.' A game to be played (solo or with trusted friends) when you feel like garbage and don't know why.
sub merge	https://willjobst.itch.io/submerge	a game about piloting an experimental frame, played using a bathtub and water
stories to tell	https://bratwizard.itch.io/stories-to-tell	stories to tell is a micro rpg intended for one to four players. there are no dice rolls, no gm, no stats, and no victory. you will not survive this night. keep the fire burning. oil your rusting joints. tell stories.
Effigy	https://gm36.itch.io/effigy	Effigy is a one-player game (spectators optional) about resurrecting a mechanized relic of a war long lost, and a testament to the thoughts we leave within the things we make.
Prayers for Wounded Metal	https://geostatonary.itch.io/prayers-for-wounded-metal	Prayers for Wounded Metal is a game about our relationships with our bodies, our ideal selves, power, and hurt for one or more players. Through use and wear, your perfect body is worn down and damaged, the subject of age and violence.
FRACTure HEART	https://flyinggrizzly.itch.io/fracture-heart	You have been through hell and back with your FRACT. It alone, in all the world, has been by your side for all of it. You know it more intimately than anyone else in the world. Now though, it is time to return to your beloved. You take your FRACT, and set out across the wastes to find your beloved once more. You do not know if they will be as you remember them, or even alive. But you must try.
Routines	https://janiejw.itch.io/routines	a single-player mech game to play while coding.
Death Sentence	https://manyeyedmonster.itch.io/death-sentence	The colony ship has left you behind to combat the enemy fleet alone. Run and die. Fight and die. Wait and die. These are your last moments alive. Write out your mecha pilot's last will and testament as your suit is destroyed piece by piece. Will you survive long enough to condemn the people who left you behind? To damn your rivals? To let your loved one's know you care?
Collateral	https://fniff.itch.io/collateral	There is a war fought/between two giant robots./There is a good robot/And a bad robot./To these robots,/Men are dots. [Alone Among the Stars hack]
The Gateshead Engine	https://adnroy.itch.io/the-gateshead-engine	The Gateshead Engine is a single-player game set in an alternate version of Victorian England. In it, you'll take on the role of an engineer creating a steam-powered mecha for a powerful patron, chronicling your progress, thoughts, and fears in your diary as you go. It can be played in a single session (set aside at least an hour) or split across several nights of play. [Alone Among the Stars hack]
Alone in the Station Remnants	https://seaexcursion.itch.io/alone-in-the-station-remnants	you are a solitary scout, sent off to scour the sprawling remains of abandoned mech stations. your orders are clear: find what is useful, find what is damaged, report back to mission command. it is a simple, straightforward task... you grew up here; you carry memories of your time here. your first mech. your first crew. your first missions. the memories inexorably linked to your identity as a pilot. you had a life here, once. but in this moment, you have a job to do. [Yes it's another Alone Among the Stars hack, bless]
In the Ocean	https://marzipanstorm.itch.io/in-the-ocean	You are soldiers. You are lovers. You are rivals. You are friends. You are all this and more as you crash down on a strange planet, your mechs floating in the ocean, acting as metal islands. They protect you, but they also distance you from everyone else. You talk and remember and attempt to bridge the gap. You don't know if they'll come back for you. [For 1-4 players]
Albatross	https://thealeks.itch.io/albatross	Albatross is a solitaire (single player) live action roleplaying game about dreaming one's way to a different self, a different life, and / or a different place by drafting a design for the perfect machine.
As Above	https://adira.itch.io/as-above	You are a fresh 17 year old recruit for the Steel Legion who has just arrived at Echo Base after surviving an attack from the enemy forces of the Jhin. You are here to be a mecha pilot!... You will be enacting physical actions in the world to evoke emotions, like you would in a LARP, but at the same time will be chronicling the actions of a host of characters as they move through the world in a war between the Steel Legion and the Jhin.
Epitaph: Last Walk Through the Hanger	https://leovigilded.itch.io/epitaph	A journaling game for one player about remembering your fallen friends through their remaining mechs.
M-PTH-Y	https://cepheid.itch.io/m-pth-y	M-PTH-Y is a single-player RPG about a war mech becoming an independent being after suffering a loss.
Recollection Gloaming	https://mossytoes.itch.io/recollection-gloaming	A 300 word game for one player, or for one player to read and another player to respond to. You are encouraged not to read this game until you are playing it. This game takes anywhere from a few minutes to as long as you want it to last to play. [Series of prompts to be answered.]
Final Hour: D.E.A.D.	https://pocttrpgs.itch.io/final-hour-dead	This game is about how someone who knows they might die acts in their final hour alive, whether they know it or not. It is also about how someone who has been left behind reacts to that death when they must be witness to the moment without being able to actually do anything. [1-3 players]
reclaimed	https://beelijah.itch.io/reclaimed	You were a weapon. You were the Saber mk. 87-b. You were unique. You were deadly. You never let anything get in the way of the mission; you and your pilot were unstoppable. But then came the day that you weren't. You have rebooted after being struck down in battle. Untold time has past. The war has left you behind. Your pilot is gone. Your systems are severely damaged. But you still function, and you have a mission: get home. [1-3 players]
36 minutes	https://cprevas.itch.io/36-minutes	You have thirty six minutes of oxygen left. Adrift in space, far from your ship and farther from your home, you are helpless in the void, with only the thin metal hull of your mech to protect you... a solo rpg about death, grief, reflection, and peace.

Title	URL	Summary
The War Left Waiting (Abbreviated)	https://anomalousentertainment.itch.io/the-war-left-waiting-ab	After several long years of war on the border, you have earned the right to buy your mech from the military... Follow short prompts to relive memories, discover your character and your mech, struggle against the grind of debt, balancing your mecha's combat ability and identity versus your obligations. Will the Enemy attack? Will you be able to defend yourself? How much safety are you willing to sacrifice?
LAUNCH	https://jacobskellogg.itch.io/launch	The battle has gone poorly. Unable to continue fighting, a pilot flies their damaged mech toward a friendly outpost. Even if they make it, the experience may well be devastating. LAUNCH is a single-player tabletop RPG. You will need a six-sided die and some scrap paper (or other means of recording information). Plays in a single sitting.
Name! That! Mech!	https://norapinephrine.itch.io/name-that-mech	A simple, diced-based generator to help you come up with a cool name for your giant robot. Generates names like "Royal Peacock" and "The Confessor's Echo". Not a full game.
Your Ancestors Are Watching	https://raphdamico.itch.io/your-ancestors-are-watching	Play to lose game of feudal mechs, for 1-5 players... You and the other players are Khals who inherited your powerful house and its great ancestral mech, honor, land, and serfs. Your responsibility? To continue the lineage. But that's not what happened.
Laser Beams Like So Many Stars	https://whimsy-machine.itch.io/laser-beams-like-so-many-star	You are a huge fan of mechs and their amazing pilots. You love to watch their heroics on the news, you visit when pilots come to your town, you own multiple letterman jackets emblazoned with mech pilots' insignias. You're burdened with the dream of piloting, eclipsed by the fear that you will never be more than a spectator. You love that which is unfathomably above you. Let's talk about that.
mission:mood	https://hvycharms.itch.io/missionmood	mission:mood is a gmless, one-player game about a crew of five mech pilots and their interpersonal relationships. Over the course of ten missions, you will find out the fate of the squad and how those relationships have changed. This includes death and loss.
[øøøøo]	https://22to22.itch.io/20-percent	A game for a player and their device. The player plays the pilot. The device plays the mech. When the device dips below 20% battery, begin. Where are you as your mech reaches its limits? What purpose is draining its resources?
Emotional Mech Game Jam Rising: Day Zero	https://hamzardo.itch.io/day-zero	There was a time before the war. Before we needed the mechs. But that time is coming to a close. The new mechas—and the new world—will be built by vulnerable people. A prequel to any game in the Emotional Mecha Jam, for any number of players.
as i imagine the falling rain;	https://literalsoup.itch.io/falling-rain	A singleplayer poetry game you can print and write on, or just read aloud and answer (or not). When you reach the end, start again, if you wish.
Live. Love. Die. Remember.	https://raycox.itch.io/live-love-die-remember	Live. Love. Die. Remember. is a GMless RPG for 1 to 4 players about mechs falling in love with their pilots, reliving their memories of love before the end, and the cost of victory. You each play as an AI enabled, humanoid, militarised, robot. A mech. You'll describe scenes that explore your mech's memories as they are confronted with a choice during their final battle.
plot ARMOR	https://dungeoncommandr.itch.io/plot-armor	In stories, the hero can't die until the story is over. If the PROTAGONIST realized this, in any capacity, what would they do? Catalog the journey of PROTAGONIST over a 32-episode mecha anime season as they fight through the world of your creation in the cockpit of their ARMOR. As you skip through episodes, it's your duty to be the voice of PROTAGONIST. Journal about what's been happening to you, what's been happening to your ARMOR, and about this unbelievable life of impossibilities.
My Favorite Pilot!!	https://bijou.itch.io/my-favorite-pilot	An emotional mecha game for 1 player.[from the game text: You are a teenage girl. Every night you stay up late to watch Fighter Idols, a reality TV show where a roster of celebrity pilots defend Earth from the celestial bodies that have rained down on it since you were a baby.] [prompt-based with random tables]
We Made Them Look Like Us	https://noroadhome.itch.io/we-made-them-look-like-us	We Made Them Look Like Us is a solo LARP about transition, the rituals of gender euphoria, and the journeys we take to become who we want to be.

Title	URL	Summary
Together Here at the End	https://finbah.itch.io/together-here-at-the-end	This is a two-player roleplaying game of a mech and their pilot facing hopeless odds and trying to make the most of their last moments together, played over voice call against a 10 minute countdown.
I love you, and I cannot forgive you	https://tonamel.itch.io/i-love-you-and-i-cannot-forgive-you	You were inseparable. The best of friends, perhaps even more. But that was then. Now you fight on opposite sides, and your old friend stand before you. Your companion. Your other half. Your enemy.
2/2	https://koboldtime.itch.io/22	The mechanics did their best to destroy our communication system. Cut us off from each other. I can no longer feel your feeling or know your thoughts, but there is left a shared storage space. And every once in awhile I check it, and I know you do too. So this time I left you something. A letter writing game for two players.
We used to be close	https://alicepow.itch.io/we-used-to-be-close	You're the star pilot with Planet Defense, but a person you once knew dearly is now the star pilot for a rival organization, Power Planet. Navigate this strange relationship while you pilot a giant robot.
In Ash	https://rayinthefog.itch.io/prophecy-in-ash	Actually 1-2 players. A Spindlewheel hack about "divin[ing] in the conflicts of giant war machines fighting overhead and see[ing] fate in the remains that spill to earth." Very much a WIP.
I Will Sustain You	https://magicspacegirl.itch.io/i-will-sustain-you	I Will Sustain You is a physical game for two players about bodies, time and change—about a pilot and their mech as all systems go critical and they each must reckon with mortality. It requires an open space, an office chair, and physical movement.
Pas de Deux	https://yourgynoidgalpal.itch.io/pas-de-deux	This is a game about being someone's bespoke chess-piece. [...] This is a game about your only friend maybe being your worst enemy.
Vainglory	https://zerotekno.itch.io/vainglory	Vainglory is a two player game about a mecha, an engineer, and sacrificing more than you can. The game is played through scenes the players tell together - no dice or GM.
Endless Waltz	https://neithernora.itch.io/endless-waltz	Endless Waltz is a recursive RPG about mechs and pilots.
PSYCHOPOMP	https://zerotekno.itch.io/psychopomp	Psychopomp is a two player game about the field of a recent skirmish, and building something new from the scraps that remain. The game is played through scenes the players tell together - no dice or GM.
The Heart Without	https://ammourazz.itch.io/the-heart-without	Trapped apart, you and your partner must work together to overcome as many threats as you can before the end.
Acceptable Loss	https://rpgnatalie.itch.io/acceptable-loss	Acceptable Loss is a two player game about mechs fighting for control of a city and a person who is desperately trying to survive the fallout. The game is played by pushing a jenga tower between the two players. Acceptable Loss is a hack of A Knife.
The Only Way to Win	https://rourkebywater.itch.io/only-way-to-win	A two player game about two Mecha who are opposing weapons in a war that neither controls.
coherent	https://ladymab.itch.io/coherent	a 2-person game for the "emotional mech jam", where the pilot tells stories to their mech to try and form a bond.
Mechas and Feels	https://shirousuke.itch.io/mechas-and-feels	A game about two pilots who gotta work out their personal bullshit to survive fighting a giant monster together.
I Have You Now!	https://adnroy.itch.io/i-have-you-now	I Have You Now! is a role-playing card game about taunting your rival in a giant robot. One of you will take the role of the bright-eyed Hero and the other will play their mysterious Rival as you fight, trash-talk, and maybe even start to understand each other over the course of an epic war.
AVOWED	https://starkblank.itch.io/avowed	Send edicts to your dear one from afar. Defy your beloved commanding officer. Die in a tin soldier.
MECHAnics	https://adnroy.itch.io/mechanics	MECHAnics is a cooperative role-playing game for two players that unfolds in parallel across two timelines. One of you will play the Mechanic, uncovering hints about a harrowing mission as you repair a damaged mech. The other will play the Pilot, who reveals the story of the person at the center of that mission, and how they and their machine arrived at their ultimate fate.
En Garde	https://tasnyx.itch.io/en-garde	This is a gmless 2 player narrative game about fighting someone that you wish you weren't and trying to find small victories where you can among the rubble.
Through Circuit and Sinew	https://cthonius.itch.io/through-circuit-and-sinew	Through Circuit and Sinew is a two-player mech piloting game about keeping your humanity as you struggle back home, made for the Emotional Mecha Jam.
Sympathy and Admiration	https://bccook.itch.io/sympathy-and-admiration	This is a two-player improvisational role-playing game about the co-pilots of a giant tandem mech designed to fight and kill equally giant interdimensional monsters.
Fronts Infernal	https://transistence.itch.io/fronts-internal	Fronts Internal is a game for two players, played in about an hour. One player is the pilot, responsible for repairing their mech, reliving each incident that led to the mech's damage. The other player is responsible for providing support to the pilot as they relive these experiences and try to decide how to move on.
Season 2	https://carpfish.itch.io/season-2-sadmech-ttrpg	A pilot has just died. In their wake, they leave a mourning Teammate and a broken mech. But the Cause demands that the empty seat must be filled, so they recruit a new pilot: The Replacement. Someone who was close to the deceased, and who bears an uncanny resemblance to them. This is the story of two strangers piecing together the story of someone who has left them both, and what that means going forward.
500: Internal Server Error	https://citadelofswords.itch.io/500-internal-server-error	a two-player game about a mech who's forgotten their pilot after major repairs, played over a quiet night in the dark. play either as the pilot, lonely, or the mech, uncertain.
The War in Everything	https://kazumiochin.itch.io/the-war-in-everything	The War in Everything is a GM-less game for two about a mech, a pilot, and the war they cannot escape. The central mechanic of the game is pulling blocks from a tower. Each pull represents the growing dangers of the war, but also: the possibility of survival. This game was designed for submission to #sadmechjam <3.
Breach	https://casskdesigns.itch.io/breach	The war has lasted 10 years already. Your side is winning because of its pilot-mech duos. But sentient mechs come with a cost: they can go berserk. No one can predict when a mech will snap. A mech is marching towards your HQ. Its pilot is not responding. It will make contact in minutes. Protocol is clear: if the pilot remains silent the mech is classified "berserk" and must be eliminated...but maybe they've simply lost comms. Maybe they aren't dangerous at all. Only one pilot and mech are close enough to respond. Will you fire?
REV YOUR ENGINES	https://merthurlin.itch.io/rev-your-engines	Kids duke it out on the streets, dreaming of making it big enough to participate in the Showdown - the ultimate tournament of REAVER fights. And you? You are going straight to the top.

Title	URL	Summary
Mobile Suit Poets	https://jacopocolo.itch.io/mobile-suit-poets	There is a war in space. Big mechas piloted by humans fight each other with laser swords and beam cannons. The war has been going on for a long time but it is about to end. It ends today, with this battle. You are the two best pilots of your factions and fight each other one last time, deciding everyone's fate. You compose haikus using at least one of the words listed below in each.
Across The Glowing Line	https://rvengefulobster.itch.io/across-the-glowing-line	Two mech pilots on opposite sides cold war attempt to make a connection across the Lunar DMZ. Without radios, their only means of communication are their state-of-the-art, thousand-ton, multi-trillion-credit war machines.
Cause You'll Look Broke Down	https://audreyotherway.itch.io/cause-youll-look-broke-down	Cause You'll Look Broke Down is a 2-player tabletop RPG about what you'll give up to protect your chosen family. A pilot & narrator work together to tell the story of a crew who finally has a chance at fighting back. All of you probably won't make it out of this alive & still a family; if you do, you'll have given up big parts of what make you yourself.
Duel in Stardust	https://krett.itch.io/duelinstardust	Duel in Stardust is a game about the confrontation between two mech pilots, a hero and a villain, who encounter each other on the battlefield. With each clash of their weapons they exchange questions and answers. What brought them to this confrontation?
Contact	https://bloodpactdotzip.itch.io/contact	A game for 2 players, Contact uses dice rolls to build a setting, letter-writing to record your feelings, and conversation to keep you going. Generate characters through chance and consensus, then see if they can stick together in the face of cruel fate. If you get lucky, you could make it through the war without a scratch. But you won't know the full story until your partner spills their secrets at the end.
I Kept The Keys To Every Old Lock Just In Case	https://makelovelikewar.itch.io/keys	There they are. Though they are encased in three tons of gleaming metal and sizzling beam weapons, you'd recognize the way they move anywhere. A ghost from your past. One that feels so far away from now. Someone you knew, were close to, back at the academy. Before the war. Before you both ended up on opposite sides.
Beyond Reach	https://dancynrew.itch.io/beyond-reach	Beyond Reach is a two person play by post game about falling in love with someone unattainable to you. One player is a mech, the other their pilot. You will write letters that the other character may never see, but will inform your epilogues in compelling, and often heartbreaking, ways.
SENDING GOOD VIBES	https://miserytourism.itch.io/sending-good-vibes	SENDING GOOD VIBES is a game about E-MO mecha pilots tearing it up in the malleable virtual hivemind that you can play with your friends over Skype asynchronously.
Alternating Voices	https://jrgoldb.itch.io/alternating-voices	In Alternating Voices, two players, one a Mech Pilot, the other tasked with the care and support of the pilot, must navigate the moments in between the battles. As everything leads toward one final moment, what will be revealed, and what will be left unsaid?
The Fire Flickers Between You	https://vidityavoleti.itch.io/the-fire-flickers	The Fire Flickers Between You is a game for Two Players for around 40 Minutes, about the bond between a Pilot and Mech, and the last night they'll spend together.
SMS	https://adnroy.itch.io/sms	SMS is a real-time storytelling game about saying goodbye from 365 million miles away. It's designed to be played by two participants over text message. One person takes the role of the Space player, who's trying to get their message across before their time is up. The other takes the role of the Earth player, who has to come to terms with it.
Breakup on Re-Entry	https://riverhousegames.itch.io/breakup-on-re-entry	This is a roleplaying game for two Mecha pilots who do not know yet that their mortal enemy sleeps by their side every night. You will need a deck of Poker cards and two index cards to play this game.
This is the hum of perfect synchronization	https://tobie-abad.itch.io/this-is-the-hum-of-perfect-synchronization	You are the Engineer. Each week, you care for her – cleaning her parts and repairing her damage. You ensure everything if functioning perfectly before you send her off to be with her pilot once again. / You are the Mecha. You have grown tired of the constant battle and violence. But your Sympathetic Consciousness is what allows you to function perfectly. But with every trip to the Garage, you stare at the Engineer with your unblinking eyes. You are in love with her. But if you two admit it, the Sympathetic Connection to your pilot will shatter.
Soft Shell	https://therisingtithes.itch.io/soft-shell	Soft Shell is a two-player game of discovery and vulnerability, borrowing from DC's plot ARMOR.
Battlefield Lovers	https://geostatonary.itch.io/battlefield-lovers	Battlefield Lovers is a game about a pilot on the brink of death saved by a powerful mecha, and the relationship between the two that plays out on the battlefield. It's a two player and GMless exploration of the relationship between a pilot and their sapient mecha, how combat and relationships in the mecha genre are often one and the same, and making the subtext text.
Tenalia	https://hypercamera3.itch.io/tenalia	You have been assigned the Commander in the upcoming battle. This battle will almost surely decide the outcome of the war. You must hand pick the members of the Assault Squadron you will be sending into the battle ahead, all of them close friends. [From the game text: "Tenalia is a two-player game of acceptable sacrificess."]
The Debrief	https://sasquatchphd.itch.io/the-debrief	The Debrief is a two player improvisational roleplaying game about talking through traumatic events, played using only a deck of tarot cards and conversation. One player is The Pilot, a mech suit operator taking part in a mandatory debrief following a rigorous mission. The other player is The Counsellor, a healthcare professional tasked with helping The Pilot talk through their feelings regarding the mission.
Salvage What We Can Together	https://beatingthebinary.itch.io/salvage-what-we-can-together	SALVAGE WHAT WE CAN TOGETHER is a #sadmechjam game about sensory feedback, emotional connection, and trust for two players... Collaborate to design a mech and pilot, the connections between them, and the injuries and challenges they face. As you understand the ways pilot and mech have been damaged, you will also uncover the ways they feel about each other, and about the person trying to pull them apart.
Come Back, Okay?	https://justinquirit.itch.io/come-back-okay	Come Back, Okay? is a 2-player role-playing game about the relationship between someone who controls a giant robot and the person who fixes that giant robot. Players will fill a Machine with the relationship of their characters by playing out Scenes that answer questions posed by the players. During the Final Battle, their Machine will go into the line of fire, losing parts of itself and the memories of the characters' relationship.
[ADVANCED FUNCTIONS UNAVAILABLE]	https://bipolyjack.itch.io/advanced-functions-unavailable	[ADVANCED FUNCTIONS UNAVAILABLE] is a narrative game for 2 players, a mech and a pilot. All but the most basic of the mech's systems are bio-locked to the signature of their previous pilot, who is now dead. Before the final battle, the new pilot must earn the mech's trust, and access to the locked systems, by talking to the mech about the dead pilot.

Title	URL	Summary
A:Part	https://colesrehab.itch.io/a-part	A game about a pilot and the mech given as the last hope of a struggling fight. Is it worth what you become, or the memories you forget.
Running Hot	https://hereticsoul.itch.io/running-hot	A short two-player game about two rival mech pilots recounting their shared history during a climactic battle in a rainy city.
link	https://metagame.itch.io/link	link is a two-player rpg inspired by pacific rim, about piloting a mech with a co-pilot who shares your emotions and memories.
The Space They Left	https://momoke.itch.io/the-space-they-left	[2-player card-based game about a person piloting their dead lover's mech and synchronizing themselves with the spaces its former pilot left.]
A Long Night In The Mech Bay	https://nestedgames.itch.io/a-long-night-in-the-mech-bay	A 2 Player Tabletop Roleplaying Game about Relationships Reforged in Conflict
Roses Bloom in the Debris of War	https://mrfb.itch.io/rosesbloom	You and I are both ace Carapace Engine pilots on opposing sides of a vast galactic war. Both as pilots and as players, we are forbidden from communicating except under certain circumstances. To play this game, we play War while narrating a story.
Memory/Drift	https://winglorn.itch.io/memorydrift	/ We are two pilots sharing one consciousness inside the heart of a ravenous beast of metal. / Yet another leviathan rises from slumber, its poison cries echoing in the space between us, and here we are: at the drop, at the link. / My co-pilot is my tether. / Our citadel needs us.
Beyond Human	https://swords-and-flowers.itch.io/beyond-human	Beyond Human is played with 2 players, a Pilot and their Bond - two people interlinked by emotion, destiny and weakness. Explore their relationship and how they see each other by narrating and drawing out the Pilot's body, its modifications and the secrets it holds.
6 Minutes of Power Remaining	https://kruff.itch.io/6-minutes	6MoPR is a two player TTRPG about the final moments between a mech and their pilot after disaster strikes on the battlefield. Do your best to give your partner closure in these final moments, even if it comes at your own emotional expense.
Signal to Noise	https://annalandin.itch.io/signal-to-noise	2 players. [from the game text: One of you plays a pilot of a downed and damaged mech, sending out distress calls as their life support system slowly decays. The other plays a fellow pilot receiving the signal, tasked with finding survivors.]
Life in the Machine	https://kiennas.itch.io/life-in-the-machine	Life in the Machine is a GMless and diceless game exploring the relationship between a pilot and a mech, and how they have changed each other.
Protocol 3	https://benarndtbb.itch.io/protocol-3	A game for a pilot and a mech about trust, and breaking a promise to keep another. [plays out with set scene order. from the game text: "One player plays a pilot. One player plays their mech. The mech is bound by three protocols.
love songs of dreadnaught	https://mousewifegames.itch.io/love-songs	Together you will be composing a dreadnaught, a dual feat of delicate and dedicated poetry and engineering. Each player independently constructs a couplet describing one aspect of the mech's body, form, will, function, feeling, attitude, or experience; which when combined will form the ideal of the mech, the words by which its will is expended into the universe.

Title	URL	Summary
Divinity	https://fadingroots.itch.io/divinity	"You are the pilot, companion, and Blessed Operator of an Angel hundreds of feet tall, gleaming chrome and hard iron, with weapons to make the unholy tremble and bring those who oppose you to their knees."
TH3S3US	https://rhysmakesthings.itch.io/th3s3us	"A game about identity, mechs, and memory." (Upgrading mech parts + tying them to the pilot's memory as mechanic.)
Spectres of Brocken	https://ehronlime.itch.io/spectres-of-brocken	This is a game about ace mech pilots meeting on the field of pivotal battles and demonstrating how their mech's abilities reflect their personalities.
Circle of Chains	https://xiombarg.itch.io/battlefield-of-chains	It's come to this. You are in a thirty foot tall robot, with an unstable neural interface that could go haywire if you're in pain. On the other side of the battle is your Nemesis.... It's come to this. Now it's time to end it.
One More Before We Go	https://frankiextra.itch.io/one-more-before-we-go	Tell stories by the fire to distract you and your mech squad from certain death
Super Robot Clash	https://litagemini.itch.io/super-robot-clash	"This is a story-based RPG about giant robots and their pilots. The game is more about the emotional idea of fighting in a giant robot, rather than the specific numbers of how many missiles and armor panels are on your giant robot."
MACHINE HEART	https://74.itch.io/machine-heart	"a two/three-player game about the power of bonds in the face of insurmountable odds"
Virtuous Service	https://passerines.itch.io/virtuous-service	Virtuous Service is a GMless, diceless tabletop game for three players. Against the backdrop of an endless war, you'll explore the relationship between the Machine, a sentient mech, ancient almost beyond understanding; the pilot that keeps it leashed to its cause; and the ghosts of all of the mech's former pilots, eager to add its current pilot to their number.
Bonding: Pilot Picking	https://bigiv.itch.io/bonding-pilot-picking	"Mechas do not fully perform their programming until they have picked a pilot."
THIS TEAM WILL TEAR ITSELF TO PIECES	https://ratwithscarf.itch.io/this-team-will-tear-itself-to-pieces	The world's in danger, and we've got a super robot ready to save it. All we need is a squad of pilots who will win the day with courage and friendship. Unfortunately, they all hate each other's guts. It's not going to end well.
Secure Your Own Mech	https://dannymakesrpgs.itch.io/secure-your-own-mech	Secure Your Own Mech is a role playing game about self care, support networks, and piloting giant robots. The focus is on the emotional outcomes of events rather than big fights, though there is certainly narrative space for that. Just be ready to talk about how it made you feel afterwards.
Bonds of Brotherhood	https://magnusth.itch.io/bonds-of-brotherhood	A mecha game about overcoming impossible odds with the power of friendship.
Trainsformation	https://xavid.itch.io/trainsformation	In the grim darkness of the far future, society has been driven underground by the invasion of the Shakaijū, giant four-wheeled mechanical monsters that emerged from the void and covered the world in smoke and darkness. You are part of a force of selected teenage warriors that are the only ones that can defend the last surviving buried strongholds.
Shattered Peacekeepers	https://hallie-larsson.itch.io/our-selves-our-mechs-our-worlds	In this game you and your friends are playing a tight crew of mech pilots fighting the good fight for a space-nation they've grown up loving. Your homeworld is contested between two forces -- your NATION and your ENEMY.
War of the Lost Technology	https://alanjpan.itch.io/war-of-the-lost-technology	Battle for the fate of the universe in this seven-player board game based on the Galaxy Angel and Project G.A. universe first written by Broccoli in the year 2000.
Sycronise	https://rainbow-raptor.itch.io/syncronise	We have invented sentient mechs, yay! The core of these mechs power is their emotional link with the Pilot. So, how Pilots and Mechs get paired is through dating!
Indelible in the Hippocampus	https://miserytourism.itch.io/iith	The Incident has done more than reduce your mind to shambles. It has also cursed you with the ability to briefly travel back in time to literally relive your torment whenever you have flashbacks. Today is Major Agarwal's commendation hearing. Today will always be Major Agarwal's commendation hearing, forever.
Dry Fire	https://miserytourism.itch.io/dry-fire	3 to 6 siblings, between the ages of 4 and 12, who have recently experienced a family tragedy; An empty living room; An urn containing the ashes of your father; The gun your father shot himself with, unloaded
✂	https://filamena-young.itch.io/rps	Completely written in images. Rock paper scissors resolution mechanic.
Venus, Mars and Luna-Terra	https://eva-terra.itch.io/luna-terra-mars-and-venus	Venus, Mars and Luna-Terra is a one-page RPG based on Worst Girl Game's Heaven Will be Mine.
STAND OFF	https://brtgj.itch.io/stand-off	After decades of fighting, we've come to a standoff. Yet- we've destroyed the whole enemy army. Why haven't we come to a resolution? ... One of your team is a sleeper agent of the enemy, and has been acting as an information source unknowingly. The trigger for the BFEG is, assumedly, implanted in one of you.
THIS HOUSE	https://babblegumsam.itch.io/this-house	This House is a conversational tabletop micro-RPG for 3-5 players and 1 GM about ghosts, family, and atonement. In it, you play fragments of your deceased soul, infiltrating your own wake in an attempt to find absolution from your family for sins you committed against them while you were alive.
BACKSTAB	https://gasparsuelas.itch.io/backstab	You are in a jungle, or in a flooded city, or in a snowy tundra filled with dark woods and wild animals. Your mechs are red and gold war machines, sharp around the edges, or obsolete pieces of junk. The war has been going on for decades, or you may be the first generation of insurgents. It doesn't really matter, you are a team, and you only live for each other. And one of you is a traitor.
Axylus	https://noahghola.itch.io/axylus	Axylus is a roleplaying game for two-to-five players, plus a game master, although it's easily modified to be GM-less. The game's themes focus on lost relationships, last chances, and giant robots. The game also deals with issues like sex and consent, which you should consider before purchasing.
THE JOYRIDE EVERLASTING	https://hungryghostgames.itch.io/the-joyride-everlasting	All your life, you've been molded to be great. Pampered, trained, groomed and tailored....Tonight, you don't want to be great. You want to get drunk, find someone hot, show off your giant robot, sweep them off their feet, and treat them like they're the most important person in the world. Because tonight, they are.
War x Peace	https://miserytourism.itch.io/war-x-peace	2525 A.D. Congo Autonomous Region. Teenage girls—culturally admonished as emotionally volatile magnets for poltergeist activity—are routinely abducted by anti-government militias and used to pilot giant E-MO mecha, sentient war machines that harness human emotions to power their weapons systems.
HOLD	https://sehyeager.itch.io/hold	A game of last stands and final memories. You and your squad are faced with the directive you hoped never to receive: Die for the cause. An endless tide of enemies surrounds you, and Death rides with them. Victory is not survival.

Title	URL	Summary
The Last Mission	https://quintessential-gaming.itch.io/the-last-mission	You are one of two pilots or their mech. You are being sent on a mission. You do not know it, but it is your last.
Dish The Hot Gauss	https://assembled-realities.itch.io/dish-the-hot-gauss	You are piloting a massive combat vehicle. You are evenly matched for firepower. You are unable to damage your foes' vehicles. You are still upset about something that happened back at base... The same is all true for your foe. What will you each do next?
Swansong of Blood and Tears	https://aryl-ether.itch.io/swansong-of-blood-and-tears	Twelve weeks (or roughly one cour) ago, humanity had first contact with the evil space empire. Since then, the empire had sent one of its henchman to attack earth every week. Although the earth's mechas managed to fight them off, earth's population and environment have taken a huge toll. To end the invasion once and for all, an elite squadron is sent to sabotage the empire's mecha factory. The problem? Earth only has an experimental one-use teleporter. Once there, you will be deep into enemy territory with no backup.
RECOMMISSIONED	https://redworldpress.itch.io/recommissioned	RECOMMISSIONED is a tabletop roleplaying game for pairs of people — four, six, or eight. It is a GMless game which requires an hour or so to play, and a quiet space for all the players to discuss the rules, play in peace, and then recover after it closes. Give yourself plenty of time to recharge and debrief after you play RECOMMISSIONED, as you might need it
I Walk Alone	https://adrian-thoen.itch.io/i-walk-alone	A lonely mech pilot journeys through a landscape occupied only by fragments of the past... a story finding game played by a narrator in the role of the protagonist, and their audience, who plays the world and the past. This game can be played in an online forum or live chat (text or streaming) or may be played in person.
OUR HANDS, OUR FISTS	https://becomeassgods.itch.io/ourhandsourfists	The Behemoth—more force of nature than monster—has descended unto the City, and only the Pilot and their Mech can prevent complete destruction of the City. Yet the Pilot's skills did not prove enough on their own, and the Mech has gone Berserk, trapping the Pilot within to witness the destruction wrought by the Mech in its efforts to subdue the Behemoth.
Memento Mori	https://harpydora.itch.io/memento-mori	This is a 3-player game about loss, memory, and (if you are lucky) recovery. In this game, you play as either a MECH who has recently lost their pilot, the rookie PILOT meant to replace the one who was lost, and the DATA GHOST of the lost pilot that still haunts the mech's systems.
T.E.A.R.S. - Take Earth and Return Silence	https://gywair.itch.io/take-earth-and-return-silence	You and your friends found some old VHS tapes shoved behind the media center. Putting them into the player, you all discover a mech suit anime that you instantly love... You all decide to try and reconstruct the story from what you know. Taking on the roles of your favorite characters in the show, try to figure out what the missing episodes were about in this rules lite role-playing game for three to six people.
Love in a Bottle	https://padgettish.itch.io/love-in-a-bottle	Love in a Bottle is a GMless story game for 4+ players. While your crew will operate a warship in a conflict both deeply personal and immensely pivotal, this game is not about combat. Love in a Bottle is about cleaning up after it, preparing for the next one, and crying in eachother's arms when those two things become too much.
This Island Ours	https://machineage.itch.io/this-island-ours	A crew of pilots and support staff for a Titan, a combat mobile suit, have crashed on an island and are now cut off from the rest of humanity. How do they cope? Do they scavenge together parts of their war machine to survive, or to escape?
ONCE MORE	https://fatalst.itch.io/once-more	ONCE MORE is a GM-less, 3+ player game about relationships, saying goodbye, the inevitability of death, and the effects of war on those fighting.
REVOLUTION MACHINE BREAKDOWN	https://majcher.itch.io/revolution-machine-breakdown	The Governance drove back the Consortium, and the indigenous Fell prosper once more under our watchful eye... There are those who ache for war, who know nothing else. Those who would lead us back into struggle against the Consortium. They are not suited for peace, but thrive under conflict and long to live in it forever. They say we must be ready to fight again, to maintain our Rêvs as weapons. But after the war, resources are scarce, and the war machines are a fine source of material with which to rebuild.
HILT // BLADE: Metal Tears EP	https://agonysonggames.itch.io/metal-tears-ep	The Metal Tears EP ia a lightweight version of HILT // BLADE, a Powered by the Apocalypse roleplaying game that casts its players as teenage mecha pilots struggling against impossible odds.
Building Home	https://adrian-thoen.itch.io/building-home	You play characters who are part of an advanced party of Mech pilots tasked with terraforming a dead world and preparing infrastructure & supplies for a colony fleet of exiles a few months from arrival.
Terrible Logic	https://wierdrocks.itch.io/terrible-logic	You are a Shell Pilot working at a Lonely Outpost. You are one of a small team that maintain the Outpost and perform the work to be done there. You are hiding something and so are your friends. Frame scenes with other people using the emotions that color your interactions. Make Moves and Crack Your Shell to reveal your secrets and reinvent who you are.
SOUL VEHICLE :: SOLE PASSENGER	https://ruune.itch.io/sole-vehicle	The year is 30XX, energies and entities from another dimension have come to a rip in the fabric of our reality and are burning the earth. Manifest Astral Mecha to traverse emotionally charged Astral Environments and find your way to the tear and repair it, before its too late. For 2-4 players, an inner-worldbuilding narrative game.
Moonbase	https://inspiredpyroclast.itch.io/moonbase	Moonbase is a Tabletop RPG in which players roleplay the conversations that mecha pilots have in between missions. The outcome of the conversation (who fulfills their Wish) determines how many dice they roll in the following mission, which results in serious consequences.
Paper Planes	https://miserytourism.itch.io/paper-planes	In Paper Planes, a group of 3 - 4 players explore the echos left in them by someone that they've lost, and how these echos pilot their emotions and motivations every day.
We Pass Under Legends	https://roswellian.itch.io/we-pass-under-legends	Once long ago there was a war. Nobody is alive who remembers it. But the bodies of fallen mechs, massive and unmoving, remain. Legend are told and retold of these soldiers.You play a group of travelers who walk through this graveyard.
AN ORB	https://adnroy.itch.io/an-orb	You are an ORB, a perfect killing machine. You are designed to hunt down and execute the enemy as efficiently as possible. You are merciless, emotionless, and utterly devoid of empathy. AN ORB is a micro horror roleplaying game for 2-4 people, including a GM. You'll play the role of ORBS, hunting your prey as you explore or resist the strange changes happening to you.

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Embers Falling	https://wickedly.itch.io/embers-falling	Embers Falling is a short role-playing and storytelling game for 4 players of power, politics, duty, and persuasion. There is no game master — instead there is an emphasis on collaborative storytelling, even as players pick characters opposed to one another and their mission while trying to reach a decision on what to do next.
Last Rites	https://gamesfromthewildwood.itch.io/lastrites	Last Rites is a LARP for 2 – 6 players and is part of #sadmechjam2k19. Last Rites is a LARP for 2 – 6 players and is part of #sadmechjam2k19. It is a game about the loved ones of a mech-pilot pair, gathered to prepare both bodies for the funeral and to say goodbye.
Paper Birds	https://mootootwo.itch.io/paper-birds	Paper Birds is a tiny tabletop game for two or more players, written for the 2019 #SadMechJam. It uses a few print-and-play cards, some FUDGE dice, and a few minutes of your time to play a round. Take the role of a self-organizing swarm of autonomous kill vehicles, imprinted with the memories and ethical values of the pilot that launched you.
Pilot, this is Vigil...	https://thirdcircletree.itch.io/pilotthisisvigil	PILOT, THIS IS VIGIL is a game for 3-6 players, in which you explore the daily lives of mech pilots engaged in a war of occupation, their relationships with each other and with the people of the planet they occupy, and what they do in the aftermath of an unforgivable military operation, in which they took part.
/.BECOME ONE./	https://temporalhiccup.itch.io/become-one	You are a Mecha, a living weapon. You are a state of the art creation, and you have crash landed behind enemy lines... A protocol initiates, urgency screeching as you rise in this alien landscape: /.BECOME ONE./ PROTECT THE PILOT. SURVIVE. RETURN HOME. Whatever the cost.
dusk to midnight	https://metagame.itch.io/dusk-to-midnight	dusk to midnight is a gmless storytelling rpg for 2-5 players about the last mech pilots in a war they're about to lose.
One More Time	https://oliviavitolo.itch.io/one-more-time	One More Time is a tabletop game for 2-3 players that will take about an hour to play. It is based in free-form role play with enough structure to move the scene along. It does not use dice or a GM. [From the text of the game: "You and your nemesis are fighting. You're also flirting."]
Gestalt Break C	https://chocobodancer.itch.io/gestalt-break-c	You play one of the young pilots or their team leader the day before the big climactic fight. Each character has a Core emotion, and the Cores of all the characters must be nearly maxed out by the end of the day. This requires taking care of your teammates while also making sure to make time for your own emotions to avoid Emotion Overflows.
Crown of Thorns	https://phelanw0lf.itch.io/crown-of-thorns	Crown of Thorns is a game about engineer-psychologists called the Enginespeakers who must help a a giant robot, the Machine, to deal with the loss of their last pilot.
CHARON	https://chrismckeever.itch.io/charon	CHARON is an asymmetrical survival mech game for 2-4 players. One player will assume the role of the lone survivor of a mech battle, while the other players will assume the role of AI guardians, protecting the power cores of the mechs belonging to the Survivor's fallen comrades.
perpetual motion	https://randomprojects.itch.io/perpetual-motion	The system is ablaze with flames of war; battle lines are drawn and none can escape... One of you is the mech, the ultimate weapon in your troop's arsenal, while the other is its newest pilot, replacing their dead love on the battlefield. For 3 players, one of you is the black sheep responsible for the previous pilot's demise.
Do You Remember Rock?	https://highmoon.itch.io/dyrr	Do You Remember Rock? is a roleplaying game for a gamemaster and one to three players inspired by the popular anime of transformable fighters, love triangles, and rock music. Players take the role of an iconic character, and play to resolve their emotional issues with the use of a music Playlist to drive conflict resolution.
Acceptable Losses	https://r25th.itch.io/acceptable-losses	Acceptable Losses is a DM-less storytelling RPG for 3 to 8 players* about war and the sacrifices we make to keep others safe. It focuses on one central, pivotal decision in the lives of our pilots and the moment of discussion beforehand.
Monolock	https://swords-and-flowers.itch.io/monolock	MONOLOCK is played with 3-5 players, all part of a mecha squadron attempting to survive and flee the Predator - an unrelenting foe who they can't see nor fight. To play, players will pull from a central Jenga tower to determine their fates.
What Will I Do When You're Gone?	https://noroadhome.itch.io/what-will-i-do-when-youre-gone	Play out the downtime actions of a succession of mech pilots, as tensions rise within a squad of mercenaries. There is no avoiding the squad dissolving, the pilots scattered to the winds or dead. But what leads to that tipping point?
Chrysalis	https://wblamkin.itch.io/chrysalis	You are a member of the crew of a giant, multi-pilot mech called a CHRYSALIS - a semi-amorphous colossus entirely made from nano-materials that changes structure to fit the needs of battle... short RPG about a mech, memories and metamorphosis for GM and 1 to 3 players.
Rider's Last Rites	https://sidneyicarus.itch.io/riderslastrites	Felix Rider, a First-Class Pilot of the Ninth Guard, has fallen in battle... Rider's closest friends gather to remember her, and to decide what is right... A one-shot freeform RPG about what the dead and dying leave behind. For 4 players, over the course of an hour or so.
Constellation by Proxy	https://mackinharry.itch.io/constellation-by-proxy	Constellation by Proxy is a roleplaying game for 2 to 4 players... Players one and two play as two young "Executors" fighting on opposites sides of a war spanning the solar quadrant. These two Executors can both psychically connect with a Proxy: mysterious, shapeshifting techno-organic constructs discovered and weaponized by both warring factions independently... As the game opens, the Executors discover that they don't just share a connection with their Proxies--they're connected with each other, as well.
Titans of an unstable world	https://kyuni.itch.io/titans-of-an-unstable-world	Titans of Unstable World is a narrative RPG about controlling titans (or mechas) that have tumultous feelings. For 3-5 playes plus a DM, you will only need a dice, a paper and a pen. [only available in Spanish]
The Junkyard	https://mguzdial.itch.io/the-junkyard	The Junkyard is a GM-less roleplaying tabletop game for 2-5 players. You play as a gang of children, searching a junkyard for the pieces of a damaged mech rumored to have been dumped there. Together you'll play as your character, exploring the junkyard, piecing together a mech through a shared drawing, and determining the fates of the mech, its pilot, their mission, and each other.

Title	URL	Summary
Lovers in Freefall	https://therisingtithes.itch.io/lovers-in-freefall	The war still wages around you. You and your lovers were once the best Messer pilots on both sides. But now, you've taken it with you and run away, their hand in yours, taking off into an uncertain future... Lovers in Freefall is a game of Belonging Outside Belonging and love beyond wartime for 3 to 6 players.
EPITAPH	https://videodante.itch.io/epitaph	EPITAPH is a game about a far-flung future and the consequences of divine mechanical combat. [For 2-4 players]
All My Exes Are in Mechsuits	https://w.itch.io/exes-in-mechsuits	The Pilot will sit in the cockpit and fly their mech into battle. The Mech will support the Pilot and keep them on task to complete their mission. The Ex will throw a wrench into everything.
Secrets We Tell Ourselves	https://dianamoon.itch.io/secrets-we-tell-ourselves	A Queer Game of Opening Up & Trusting Your Emotion... This is not a game about finding other people's secrets, but of trusting others enough to open up to them about yours... This game can be played intimately with three players only, or can become more dynamic if a fourth player joins in as the Facilitator / Opposition.
Ghost Squadron	https://ufo-jay.itch.io/ghost-squadron	A mashup of Ghost Ship by Jay Iles and Psi*Run by Meguey Baker, Chris Moore and Michael Lingner. To play, you'll need at least 6 six-sided dice. Ghost Squadron is a game about death.
Armistice	https://memorioustulpa.itch.io/armistice	You used to pilot a mech. You saw things you won't forget. The war ended. Now you're returning to civilian life. It was never going to be easy. A tabletop story game about the fantasy of Mecha and the realities of post-traumatic stress. Players take turns asking questions about their Pilots lives and weaving together a narrative of loss. A GMless story game for 2-4 players.
Fading Signal	https://witchstitches.itch.io/fading-signal	A larp about a mecha pilot dying in space, their last contact with someone home on earth, and their first contact with something unknown. Meant to be played digitally, on separate computers in dark rooms thousands of miles apart. 3 player game that uses video and text chat.
Get in the Fucking Robot	https://ettin.itch.io/get-in-the-fucking-robot	You and your crew are heroic mecha pilots, working with the Earth Spacy to fight the Enemies of Humanity! Your battleship, the SDF-9 Willie Dee, has just left the front lines after another victory over the Enemies. It's time to go home... You survived the Enemy. It's Humanity that's the problem.
Together We	https://jkgilbreath.itch.io/together-we-ttrpg	[2-5 Players] In Together We you play pilots of a war machine, MECHA, that requires multiple users to operate. Teamwork and coordination between these pilots is essential to their success and thus survival. Players alternate between scenes of BONDING off the battlefield and intense conflict on the battlefield in their MECHA, until one of the pilots gets taken out. The last scene is a final moment spent together when their recently fallen squad mate is replaced by a new recruit.
ECH0	https://roleoverplaydead.itch.io/ech0	Peace. Kids playing in mech wreckage. A ghost. One last journey across an ancient battleground to find a pilot's final resting place. A GM-less storytelling and map-drawing game for 3 or more players. About how we remember war, how we forget, and all that remains when the echoes fade.
Going Through the Fully Articulated Motions	https://recombinatrix.itch.io/articulated-motions	Articulated Motions is a game about time, identity, and what we learn about each other. Three to five players take the role of mech pilots who were once passionate firebrands, but that was long ago. Players create their characters in secret and reveal them piece by piece, but you'll never have time for everything you want to say.
Blessed Engines	https://blooperly.itch.io/blessed-engines	Blessed Engines is a role-playing game about righteous anger and defiance of authority. It is also a game about giant mechanical knights blessed by the divine. You will play as clerics of the Church of Creation, forced by conscience to rebel against the institution that taught you everything you know. Let fly your holy wrath and succeed, or succumb to despair and fall away.
Open Automatically Upon Start Up	https://roswellian.itch.io/open-automatically	Even after the pilot's body dies bits and pieces of their memory may live on in their second body, the mechanical frame that once held them, left for a subsequent pilot to find. This is a a game about those memories. [3-6 players]
What We Lost To The Flames	https://captainhelion.itch.io/what-we-lost-to-the-flames	You are the ground crew of a Battle Mecha that was instrumental in the final push to win the war. It came home, but it returned as a broken, empty wreck. You know the battle was won, but you don't know how. Play to find out how the War was won. Play to discover the cost they paid.
Linked	https://ari-i.itch.io/linked	You love your co-pilot. Your co-pilot loves you. Your mech loves you both. LINKED is a storytelling game, made for Emotional Mecha Jam. Three players take on the roles of two co-pilots and their mech, all of whom are mentally and emotionally linked. A story is told through a series of short free-form scenes, focused on emotional response and empathy over action and combat.