

= Action Button Entertainment =

Action Button Entertainment , LLC (commonly referred to as Action Button) is a video game development studio consisting of Tim Rogers , Brent Porter , Michael Kerwin , and Nicholas Wasilewski that has produced four games since 2012 : Ziggurat , TNNS , Ten by Eight , and the in @-@ development Videoball . The group convened as Rogers worked on Ziggurat based on an idea he had while playing Angry Birds that he could not complete on his own . Porter joined Action Button after responding to a call for artists Rogers made via Twitter , and Kerwin joined based on a connection he had with Rogers from producing a mockup of a game concept Rogers outlined in his Kotaku column . Action Button released Ziggurat in February 2012 , TNNS in November , 10 x 8 in July 2013 , and Videoball is expected for release in 2016 .

= = History = =

Action Button Entertainment was founded by Tim Rogers . The studio consists of Tim Rogers , Brent Porter , Michael Kerwin , and Nicholas Wasilewski , who have built all of the studio 's four games from Ziggurat through Videoball . Their games are consistently " simple " in their aesthetics and controls . The team formed during the development of Ziggurat , which began with an idea Rogers had while playing Angry Birds about pushing back a swarm of bats by shooting projectiles at them . He decided that he could not make the game alone . Rogers put out a call for artists on Twitter with a submissions request of " fan art of the Japanese box art of Phantasy Star II " , and Action Button artist Brent Porter replied in under an hour with an entry Rogers called " incredible " . In mid 2011 , Rogers decided to work on an iPhone game for a few weeks as a break from a larger project . Rogers said the team was convinced by his design document ? this game would become Ziggurat . Rogers contacted an Internet acquaintance who had previously mocked up a design idea from Rogers 's Kotaku column , programmer Michael Kerwin , who came through with a rough draft within a week . Andrew Toups converted a soundtrack created by Rogers 's rock band into an 8 @-@ bit soundtrack . After six months of hiatus and working at a social games company , Rogers rekindled development and the team finished the Ziggurat , which was released in February 2012 .

Rogers has said that he aspires for Action Button Entertainment to make games that share his preferred gaming styles and his hobbies . Realizing that the common link between his top 25 video games (including Panzer Dragoon , Cave Story , Canabalt , and his favorite , Out of This World) was minimalist aesthetics with no overt story to tell other than through game mechanics , Rogers wanted Ziggurat and future games to live up to those expectations and used his gut to fine @-@ tune design decisions . The games also reflect aspects of Rogers 's personality , such as in the " scream sound effect " on Ziggurat made and distorted from his guitar based on sounds made by eccentric Japanese musicians whose records he owned . He also called Ziggurat a descendant of his hobbies : Ibara : Black Label and the Rubik 's Cube .

= = Games = =

= = = Ziggurat = = =

Ziggurat , stylized as ZiGGURAT , is a retro @-@ style arcade shooter video game developed by Action Button Entertainment for iOS platforms . As the world 's last human fighting off incoming aliens from atop a ziggurat , the player uses simple touch controls to charge and shoot the enemies away , and dies if hit by an enemy . The game has 16 @-@ bit graphics style and an 8 @-@ bit chiptune soundtrack . Action Button designer Tim Rogers developed the game idea based on his experience with Angry Birds , which later led to the formation of Action Button as a company with Ziggurat as its first release on February 17 , 2012 .

The game received " generally favorable " reviews , according to video game review score aggregator Metacritic . Reviewers praised Ziggurat 's controls and minimalism . It won a Destructoid

Editors ' Choice Award , and Time magazine picked the game as one of the best for the then new high @-@ resolution third generation iPad .

== = TNNS == =

TNNS , pronounced " tennis " , is a brick @-@ breaking action game released in November 2012 for iOS . As a universal app , it is playable on iPhones , iPads , and iPods . It was developed by Action Button Entertainment and produced by Rabbx . Players use a paddle along the screen 's left side to bounce a ball towards breakable objects on the right side of the screen , and to avoid getting the ball in their goal . A star box ends the level . The game 's over 500 stages are built as puzzles and played at random . Level features include wormholes that move the ball from one part of the screen to another and arrows that change the ball 's trajectory . Power @-@ ups include " multi @-@ ball " , which puts multiple balls into play . TNNS also includes objectives , a same @-@ device two @-@ player mode , objectives , in @-@ app purchases , and Facebook and Twitter integration . Action Button later released an Android version .

The game Action Button described as " about keeping your eyes on balls " was inspired by tennis . It was released with little advanced notice in early November 2012 . Danny Cowan of IndieGames.com compared it with Sidhe Interactive 's Shatter and VG247 called it a rendition of Breakout . Pocket Gamer 's Mark Brown likened it to both and further compared it with Alleyway , Arkanoid , and Super Hexagon with a " telekinetic power " to alter the ball 's direction apart from the panel (as in Shatter) . He found the game frustrating at times when unable to control the ball . Though Brown found TNNS fun , different , and addictive , it had " not quite won [him] over " .

== = Ten by Eight == =

Ten by Eight , stylized as 10 × 8 , is a puzzle video game by Action Button Entertainment where players match tiles . It was released on July 31 , 2013 in North America for PlayStation Mobile ? the PlayStation Vita and compatible devices . International editions followed . Players align similarly colored blocks and trace the path they create when aligned . The goal is to make the longest path possible , and bonus points are awarded for paths that connect the screen 's edges . Star blocks act as power @-@ ups that extend combos , such that a chain of green tiles can link to a chain of red tiles using a star block . Points can be spent on new character unlocks , including some from Ziggurat , that have no gameplay function . Ten by Eight has three modes of play . In endless mode , rocks around the grid block possible paths and can only be cleared by making paths that envelop the rocks . The game ends if a rock fully crosses the grid . The zen mode has no rocks or time limit . The timed mode sets a several @-@ minute restriction on gameplay and has no rocks . Rogers produced an " infomercial @-@ style trailer " for the game , which VG247 called one of his signature moves and that IndieGames.com called " glorious " .

Paste 's Garrett Martin rated the game 8 @.@ 0 of 10 . Though he acknowledged untimed " endless " modes as usually the best puzzle game mode , he found Ten by Eight 's endless and zen modes " problematic " , citing the difficulty and frustration in removing the endless mode 's rocks and the dearth of urgency in the zen mode . Martin found the timed mode 's length to be " perfect " , but suggested that the Vita 's screen was less so , recommending a tablet release . He compared the minimalist soundtrack to Kraftwerk , and noted that players uninterested in high scores would not stay interested for long .

== = Videoball == =

Videoball is a minimalist sports video game by Action Button Entertainment . Using solely one analog stick and one button , players control triangles that shoot projectiles to knock a circular ball into the opposing team 's endzone . Holding the button creates a projectile (a " unit ") that fires upon release . The projectile can propel the ball , nullify other projectiles , or incapacitate opponents . The projectile charges the longer the button is held , such that a charged " slam " shot can sail

across the full screen . Games last an average of four minutes .

Videoball designer Tim Rogers describes the game as " an abstract minimalist electronic sport " . Its development began as a dare from QWOP developer Bennett Foddy , Rogers 's friend , to make a " one @-@ button StarCraft " . Rogers compared the game 's design process to Gordon Ramsay 's Kitchen Nightmares , where Ramsay convinces failing restaurants to provide fewer menu options and to make those dishes well . Polygon 's Tracey Lien discussed their process as " chasing a certain purity " and mentioned the strong role of strategy in playing the game . Rogers noted basketball @-@ like strategy in prototype games , with players positioned as center or forward positions or playing zone defense . He livestreams prerelease sessions of Videoball via Twitch . The game is expected for release in 2014 with cross @-@ platform multiplayer and support for more than six simultaneous players .

Reviewers all cited Videoball 's minimalism both in aesthetics and gameplay , and compared the game with the skill and strategy of football and basketball . Before its release , PC Gamer 's Wes Fenlon wrote that he thought about Videoball daily after last playing two weeks prior due to its " addictive sort of fun " and his excitement for local multiplayer on PC following Hokra and TowerFall . He felt that the game 's tagline of being appropriate for both a child 's birthday party and prison was correct albeit silly . Fenlon praised the game 's minimalist visuals , " peppy music , and chirpy sound effects " . He compared the player 's controls to that of Asteroids and contrasted its simplicity with the 100 @-@ hour onboarding process for League of Legends , having learned Videoball after " a couple minutes " . Polygon 's Tracey Lien compared the game 's feel to basketball , football , and hockey . Citing the strong role of strategy in playing the game , she compared the array of projectiles fired to military strategy or a football play .

= = = Tuffy the Corgi = = =

Tuffy the Corgi and the Tower of Bones is a 2D platform adventure game for PlayStation Mobile where the player attempts to collect all 108 bones about a single , long level . As the player @-@ character Tuffy is constantly running , the player can only jump and change direction by pressing any button on either side of the screen . When the player touches a spike or enemy , they must restart the game from the beginning . It features a counter that shows how many times the player has died . Rogers produced a video trailer for the game . The game was designed by Rogers , programmed by Kerwin , and illustrated by Porter . Ken " Coda " Snyder made the music . It was released in June 2014 . Game Informer 's Jeff Marchiafava wrote that the platformer was " hopelessly difficult " , as it required a " level of perfectionism only speedrunners possess " . He added that Tuffy was both what he " loved and hated " about the video games of his youth , between its 16 @-@ bit era art , tight platforming controls , " unforgiving " gameplay , and " reliance on rote memorization " of path through the level . Marchiafava added that gameplay trends had forgotten these types of games for a reason , and concluded that he " never warmed to Tuffy " despite his interest in " punishing retro platformers like Spelunky and Super Meat Boy " .