Indie Arena

Sky Arena by Oliver Eberlei (DE)
Sky Arena is a multiplayer shoot-'em-up in which you pilot a jet fighter to battle against three of your friends in local couch-multiplayer or online in a Starfox-inspired action frenzy. You can even bring your friends to the servers and play four-player split-screen online in a couch vs. couch multiplayer. Pick up your gamepad, choose your jet fighter and demonstrate your mastery over the controller. You will be using a multitude of different weapons, manoeuvres and planes to show your friends – and the world – who the best pilot is in the Sky Arena.
www.skyarenagame.com

Tower57 by Marco (DE)
A fast paced action/arcade game with lots of cool weapons and challenging enemies, Tower57 is the love-child of Alien Breed and The Chaos Engine. The game is currently being developed by programmer Benitosub and artist Cyangmou.
www.indiedb.com/games/tower-57

Chaos Projectile by Maik Helfrich, Anna Dorokhova (DE)
The video game Chaos Projectile is being developed by Anna Dorokhova und Maik Helfrich. It is a 2dimensional action game with role-playing elements. There is a character-development-system with which the character can gain additional attributes or actions permanently over the course of the game. Every level has multiple exits. Dependent on what exit the player chooses, different character attributes get changed or actions unlocked. The graphic style is hand-drawn and the setting takes place in ancient Egypt. Visual elements of the Art Nouveau era are present, as well as influences from the Chthulu cult by Lovecraft.
https://chaosprojectile.wordpress.com

Super Paperman by Oswald Weber (DE)
Super Paperman is a 2.5D non-linear Platformer in which up to four local players can play together and against each other at the same time. Each player can choose multiple ways towards the finish line all while trying to stay alive and beat your friends.
www.indiedb.com/games/super-paperman

Legends of Pixelia by Florian Siemer (DE)
Legends of Pixelia is an action role-playing game that combines retro pixelart with modern gameplay mechanics. Procedurally generated dungeons offer a fresh experience on every run. Choose from multiple hero classes and build your hero by assigning stat points and by choosing the right items. Create your own fighting style by combining different skills to powerful combos. Plug in some gamepads to enjoy local multiplayer coop or PvP.
http://www.indiedb.com/games/legends-of-pixelia

Perlinoid by Daniel Goffin (DE)
A colour-based puzzle game where you help a god rescue her husband's memories.
http://perlinoid.tumblr.com

Orcish Inn by Steven Colling (DE)
Orcish Inn is a tavern simulation game about raising crops, brewing beer, creating an inn and serving the incoming orcish guests. It combines elements of farming games with business management, tied in with an unusual setting. Set up your fields and pay attention to weather and the ground's properties such as wetness and windbreak, lay out an efficient brewing process with a proper pipe system, and build and furnish your inn piece by piece. You can also participate in animal husbandry, solve quests, go fishing and increase in social rank by satisfying the visiting clans. But be sure to collect enough resources, because winter strikes hard!
http://orcish-inn.stevencolling.com

Runic Rampage by Alex (DE)
Runic Rampage combines elements of Hack'n'Slash and Beat'em'Up into a furious Action RPG. Since the four heirs to the king have disappeared the dwarven kingdom is doomed. You play Grimbard, one of the few dwarfs left, and you are on a quest to reunite the magical rune of power. Defeat your enemies with skill and magic, recapture legendary gear and change your nation's destiny.
http://runicrampage.com

Face It! by Fabian Schaub (DE)
Face It! is a team-based, local multiplayer party game about making a fool of oneself in front of friends and family and watching them do the same. Players re-enact drawn faces and their teammates must guess which face was portrayed. Humans are experts at recognising feelings in the slightest change of facial muscles: we constantly scan our fellows for those changes and take pleasure in learning more about the inner life of our friends. This talent, which we all trained for all of our lives, is the basis of Face It!.
http://www.navel.cc