



**YOUR  
AD  
COULD  
BE  
HERE.**

[indiepocalypse.com/ad](http://indiepocalypse.com/ad)

# ISSUE #4

Buy online at [indiepocalypse.com](http://indiepocalypse.com)!  
Cover by Joe Whitt (@funkyobligation)

**Hey, what is this thing anyway?**

It's an indie game bundle-zine!

**Hey, what is an bundle-zine? That sounds made up.**

It is! In it's simplest terms, it's just a bundle of games (common thing) packaged with a zine (also common thing) about the aforementioned games. And they're all packaged together in a convenient little zipped folder.

**Now back to where we started.**

Each month will feature games by 10 different developers. Inside the folder you found this PDF in are the aforementioned games spanning a number of genres and platforms. Each issue I hope to bring together games that explore the breadth of what our art form has to offer in hopes of one day reaching people who would otherwise not give games a second thought.

Games as whole are a relatively young medium, but far more importantly one dominated by stories of extreme success. There is little attention given to the independent and 'small press' of games outside of the those year's mega-hits. One of the big problems is the people who would cover these games almost exclusively, are just as small (if not smaller) than the people making them. This lack of coverage leads to 5+ years projects that, to the public, launch surprisingly.

The entire culture leads to impossible expectations of what a small team (or single person) can create and the overall devaluation of 'smaller' games. It is my goal with this anthology to change that culture to better appreciate these games and the developers who make them.



## About the Editor

My name is Andrew and can be found online using the name PIZZA PRANKS. I make games and may or may not have begun this entire venture to create a world where I could be more successful and thought I couldn't possibly be alone in this thought. I also record a podcast talking about pre-80's horror films.

[pizzapranks.itch.io](http://pizzapranks.itch.io) | [goldenagehorror.com](http://goldenagehorror.com)

# JOIN THE INDIEPOCALYPSE

[WWW.INDIEPOCALYPSE.COM/SUBMIT](http://WWW.INDIEPOCALYPSE.COM/SUBMIT)



YOU WILL RECEIVE:  
\$20 USD UPON ACCEPTANCE  
5% OF SALES (BEFORE ANTHOLOGY  
BREAKS EVEN)  
8% (AFTER)

# *flower*

in 1898 st therese of lisieux published the story of a soul  
in 2017 yoko taro made a game called nier:automata  
in 2020 suburban toronto went under quarantine

**flower is a poem about all three events.**

**WARNING:**  
this game describes delusions, paranoia, anxiety  
attacks, and makes a reference to theatre  
shootings. please take care!

**OBJECTIVE:**  
dont have a psychotic episode in a  
movie theatre

# *are u ok?*

C:\ What lies beneath the metal?

PLAY  
HAVE  
GAME  
FUN  
NÖW\_



# BRKÖUT

A block breaking forgotten classic! Now remastered via emulation for the latest systems. Experience the full 16 color of fun now in the highest definition and widest release this game has ever known!

The Ensign Vic-30 needs no introduction, it was the founding machine for our modern era of internetworked computing. BRKÖUT is the perfect way to introduce kids to antique computing!

For more history on the Ensign Vic-30, visit:

# The Morningstar Sails Again!

You are the crew of The Morningstar, the most famed private ship in the Seventh Sea. You are on an adventure to recover your recently deceased captain's buried treasure using his collection of maps. Unfortunately, he didn't label any of them.

Using randomly generated maps, you and your crew will venture across the seas to find the buried treasure, fighting through other pirates, the magistrates that would arrest you, and monsters of the depths on your way.

You'll need a GM and some interested dice.



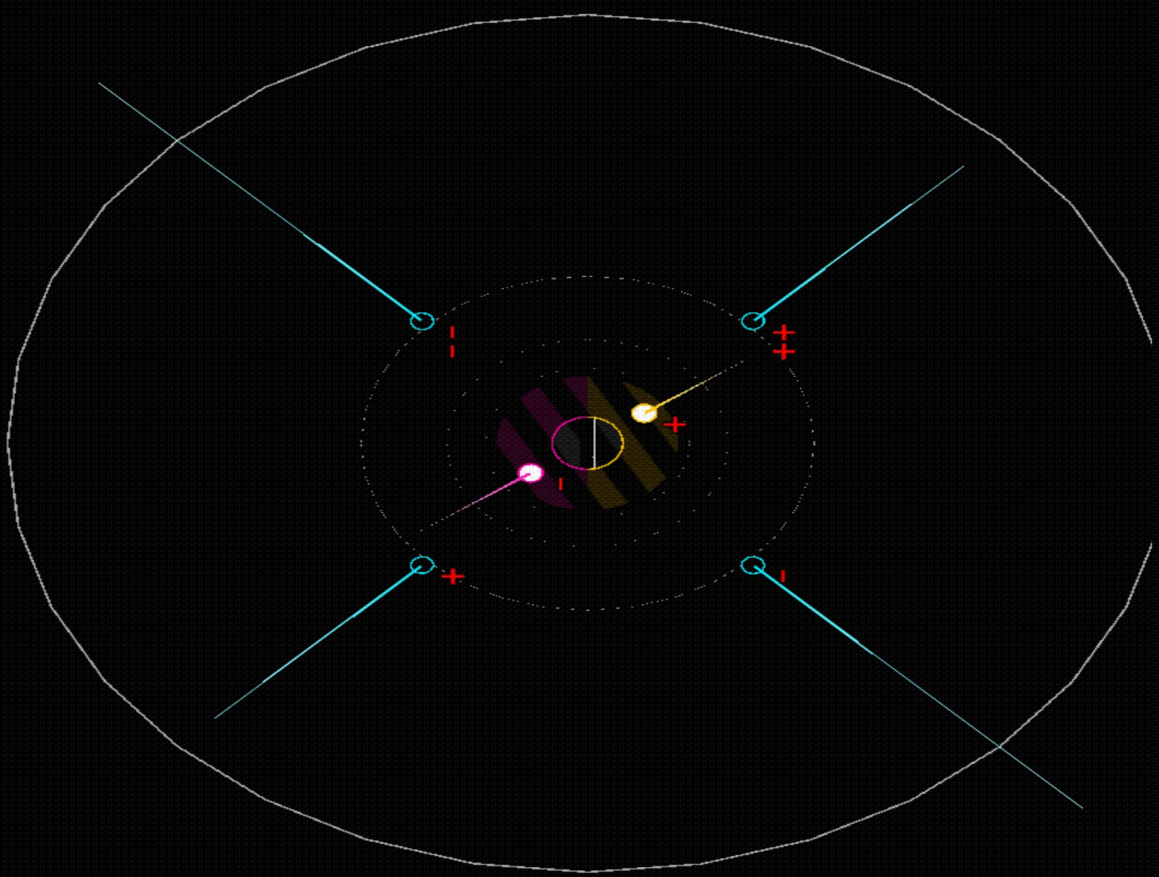
## ADVENTURE AWAITS!

# SUPER BOSON

*demo*

SUPER BOSON is an experimental kinetic puzzle game about colors, shapes, and Particle physics.

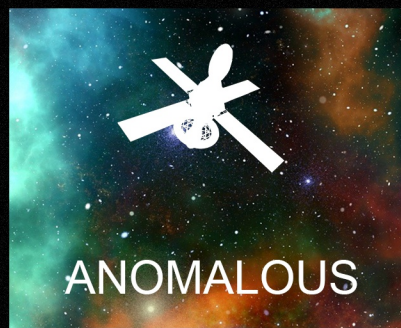
Dodge obstacles and think quick to collide subatomic particles together to solve puzzles and complete experiments.



This is a short demo for the new version of the original game that won the 2018 BAFTA Young Game Designers Award.



**YOUNG  
GAME  
DESIGNERS  
WINNER**



In *Anomalous* by Gordie Murphy, 2-4 players control researchers on an isolated space station at the edge of a wormhole, trying to complete their mission to study the other side while coping with their emotions and relationships with the other researchers on the station. Players will study the alien artifacts that come out of the wormhole and roleplay scenes with each other as they - and the space station - slowly break down.

Edited by Ella Stanborough: @storybriar

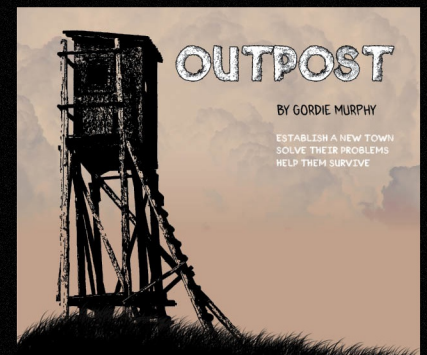
## More games by Gordie Murphy



Create, explore and discover a new world



A role-playing game about how legends evolve

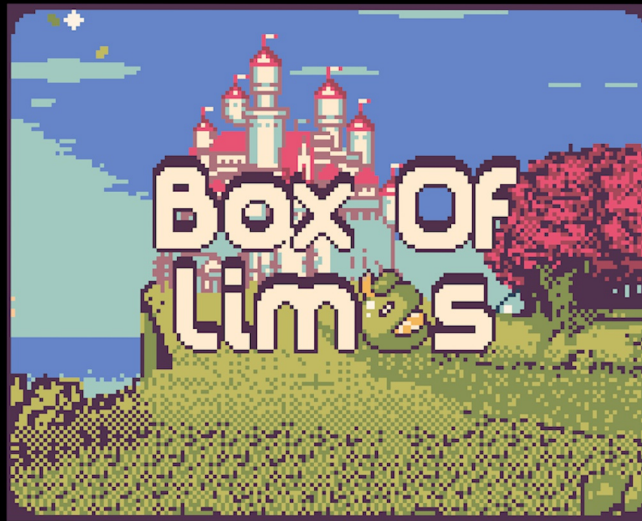


A game of community survival

Gordie's games focus on worldbuilding, discovery, and evoking a sense of place. You can find them at <https://gmurphy.itch.io> and find him on Twitter @gordiemurphy.



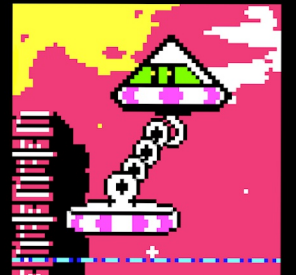
# RED DASH GAMES



Enter the  
Dungeon!



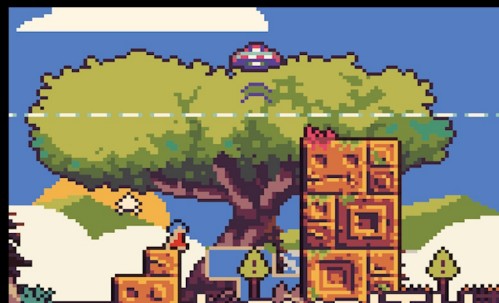
Guide Little Lime  
to the exit!



You are  
UU!



Charge through  
9 randomly  
generated  
worlds!



Drop blocks to build  
your own path!



Match  
blocks but  
be careful  
no to tip  
your  
playfield!

# SUPER ELITE DINO FORCE

The world is under threat. It needs heroes like you.

Since the fossil age, dinosaurs have hidden, lived and thrived in a vast underground city. Quietly watching; guiding this primitive life form that calls itself 'humanity' from the shadows. Only intervening when absolutely necessary.

But these are desperate times. An evil - never seen before - threatens this humanity you're so fond of. The world needs you to step out from the shadows, and fight.

Jane Hermiston

 @jane\_hermiston

A Jane and the Dragon production

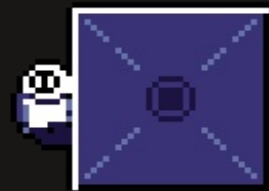


# Rejection Thesis



Come to life in space, and progress through this strange world by pushing away the building blocks. Jump against blocks or on top of them to push them in the opposite direction.

I've always struggled to give artistic value to my games, hesitant to give myself to any kind of story. Rejection Thesis was inspired by some ASMR roleplays, which often manage to give you a snippet of a world, a peak at something greater. I wanted to apply that philosophy here to help break out of my habits.



Brandon JS Lea



# CAR GAME



Car game is a short fixed-perspective piece of postcardware about memories, dreams and automobiles.

It features two small fragments which share a common theme but are two completely unrelated events in my life. Both are weird little interactive experiments with alternate controls.

You can play it for a few minutes in your browser.

Art, code and such by Adam Pype.  
Sounds and music by Viktor Kraus.



# UNEASY LIES THE HEAD



Uneasy Lies the Head is a competitive GM-less tabletop RPG where all the players are important members of a royal court. Disaster looms over the realm, but that won't stop the plots and schemes of the self-serving nobles.

Each player chooses a different playbook to define their character. Build out a web of alliance and animosity among the characters at the table, and take turns enacting your plans or interfering with your opponents'. Start projects, spread rumors, propose decrees, and more to get what you want.

The game comes with seven character playbooks to choose from, and six setting backdrops to start your game from. Would you like to play as the General in of a space fleet, or the Monarch of a high school student body baffled by the sudden disappearance of their gym teacher? Take your pick and then play to find out what happens.

A GAME BY ADAM BELL

**YOUR  
AD  
COULD  
BE  
HERE.**

[indiepocalypse.com/ad](http://indiepocalypse.com/ad)

**YOUR  
AD  
COULD  
BE  
HERE.**

[indiepocalypse.com/ad](http://indiepocalypse.com/ad)