



Dear, **INDIEGAMES**

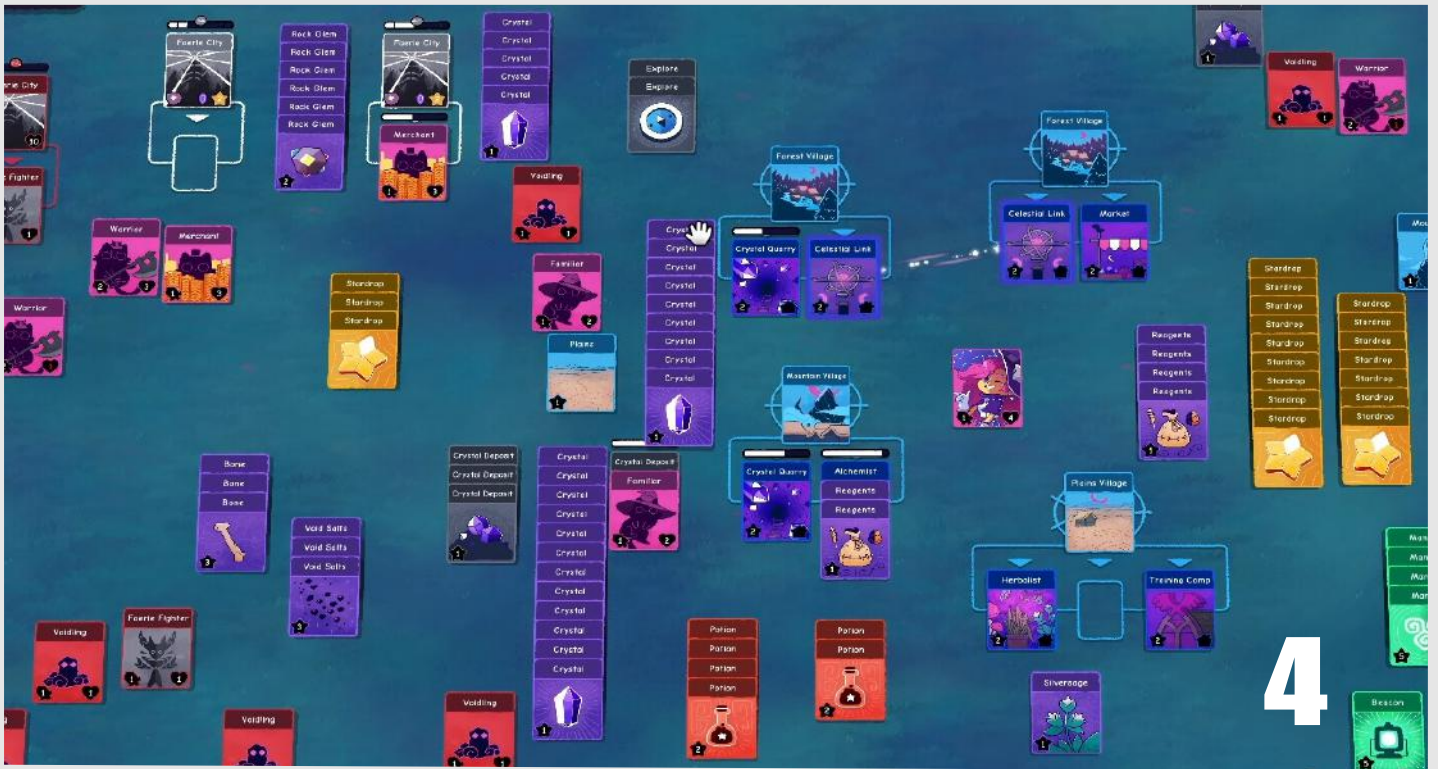
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INDIEFIX ISSUE #2 - THE LATEST IN INDIEGAME NEWS



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WITCHHAND

Gather your familiars, witching hour is nigh

Developer: Jon Nielsen

Publisher: Jon Nielsen

On: Windows

From: [STEAM](#)

“YOU'RE A WITCH, LEADING YOUR COVEN INTO NEW, UNFRIENDLY LANDS. USE THE CARDS YOU FIND TO BUILD AND EXPAND YOUR CIVILIZATION. BEFRIEND THE LOCAL COVENS OR USE THEIR BONES TO FUEL YOUR SPELLS.”

My immediate thought on seeing screenshots was Cultist Simulator, yet after playing the demo it couldn't be further- in a good way.

There is not much narrative in the demo, so I am left hoping the full game will deliver on this.

Regardless of story elements, it is still, first and foremost a 4X Strategy game with cards. Start production lines and create efficient villages that produce endless resources for you to use in the battle against the darkness. You can summon familiars to your side, not just for combat, but to train as merchants and wizards.

It is surprising how well the mechanics work together, and there are many options to make it more accessible like pausing the game while moving cards and collapsing villages to clean up the field.

☀️ **Explore** the Ninth Realm to discover new sites for your villages, necessary reagents to fuel your spells, and clues to the mystery of the Ninth's sudden appearance.

🏡 **Expand** your coven by building new villages, perfecting production, and trading with the local factions.

🔥 **Exterminate** the beasts of the void, whose relentless assaults on your coven jeopardize your mission.

🧙 **Choose** the witch to lead your coven, each with unique spells and playstyles.

🕒 **Impress** the Council of Fates and benefit from their powerful boons.

🕊️ **Peaceful Mode:** The option to play without the constant threat of extinction.



There are three Witches to pick from when you start. The Celestial Witch is the one you can choose in the demo. She will empower your villages and production. The Chaos Witch will overpower your enemies, and my favourite, the Chef Witch, she will cook delicious stat-boosting meals.

Pick which witch is your witch in WitchHand. Watch the [TRAILER](#) for more, or even better, play the free demo now!

**BUILD YOUR WITCHY EMPIRE IN WITCHHAND,
COMING TO PC ON FEBRUARY 7TH**





TEST TEST TEST

Please be assured that the test is safe

Developer: Mojiken

Publisher: Toge Productions

On: Windows

From: [STEAM](#), [ITCHIO](#)

TO: TESTER

SUBJECT: WELCOME TO THE TEST.

DEAR TESTERS, WE WARMLY WELCOME YOU AS THE NEWEST TESTER OF NTM ALKINDI MODEL V.08 DEVELOPED BY US, TRIQUETRA CONSULTING FIRM, A LEADING CONSULTING COMPANY LOCATED IN <REDACTED>

The creators of A Space For The Unbound' was enough to grab my attention, and if you need some more persuading, this **FREE** puzzle adventure has you stuck in a time loop full of cryptic puzzles. Finish the test before the timer runs out or get stuck forever in the loop.

Watch the Instructional Video [TRAILER](#).

A DETERMINISTIC ADVENTURE GAME TEST TEST TEST IS AVAILABLE NOW FOR PC VIA STEAM AND ITCHIO AS A FREE DOWNLOAD.



**LAST TIME I SAW YOU LAUNCHES SUMMER 2024 ON PC,
PLAYSTATION 5|4, XBOX, AND NINTENDO SWITCH.
CLICK THE POSTER FOR THE LATEST GAMEPLAY TRAILER**



BULWARK: FALCONEER CHRONICLES

Paint an empire across sea and sky

Developer: Tomas Sala
On: PS4/5, XBS/1, Windows

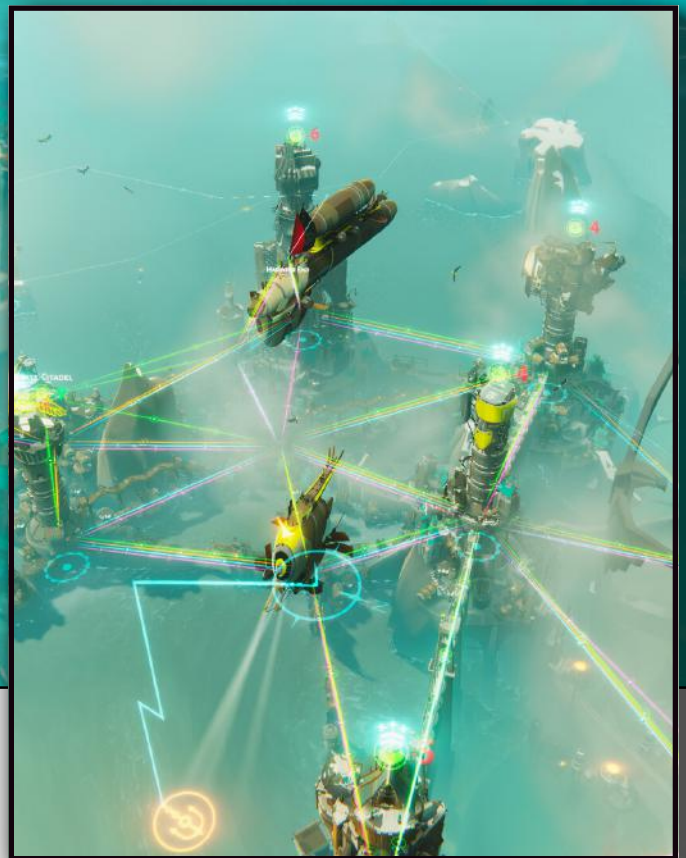
Publisher: Wired Productions
From: [STEAM](#), [EPICSTORE](#), [GOG](#)

“REFORGE A WORLD SHATTERED BY THE DECISIONS OF THOSE WHO CAME BEFORE YOU, TOWER BY TOWER, WALL BY WALL, SCULPTING FROM THE DAUNTING CLIFFS AND PERILOUS WATERS OF AN UNFORGIVING LANDSCAPE THAT REFUSES TO BE TAMED.”

Bulwark has a distinct minimalist style to its design, letting you easily craft buildings that hug cliffs and spread over islands.

I was lucky enough to try out the demo at both WASD and EGX, showing me how quickly you can start building towers and bridges. But don't worry about running out of room because the world map was massive.

The lands of Ursee are populated with multiple factions, each with its own belief systems and lore. While you can declare war on the first person you meet, I see myself taking the more diplomatic route and starting to build relationships.



Get your spyglass at the ready and watch over yonder for highlights of what *Bulwark: Falconeer Chronicles* has to offer in the [TRAILER!](#)

CARVE YOUR LEGACY IN BULWARK: FALCONEER CHRONICLES, LAUNCHING FOR PLAYSTATION 5, XBOX SERIES, PLAYSTATION 4, XBOX ONE, AND PC ON MARCH 26. A DEMO WILL ALSO BE AVAILABLE FOR ALL PLATFORMS ON JANUARY 30 WITH ONE COMPLETE SCENARIO DESIGNED TO SHOW YOU THE ROPES OF BULWARK.



BOXES: LOST FRAGMENTS

What's in the box? WHAT'S IN THE BOX?!?

Developer: Big Loop Studios

Publisher: Snapbreak

On: Windows

From: [STEAM](#)

“AS A LEGENDARY THIEF, YOUR NEXT ASSIGNMENT LURES YOU INTO A GRAND AND LAVISH MANSION. THERE YOU FIND A SERIES OF PUZZLE BOXES, DESIGNED FOR AN UNKNOWN PURPOSE.”

Once you've opened every door, it is time to start opening every box. We are all guilty of doing it when playing RPGs, and this time, smashing the box in frustration won't get you that sweet treasure from inside. That would be unbecoming of a legendary thief.

Many people have found the demo gorgeous, with a nice visual story, but too easy. Looking at their previous release, *Doors: Paradox*, and I can tell you it might be on purpose. This is a relaxing puzzle game, not one that will have you bashing your keyboard against the wall.

So, make an iced tea and chill with some light puzzles, and if I'm wrong, I'll owe you a keyboard.

A glimpse at the intricate puzzles in the [TRAILER](#).

UNBOX BOXES: LOST FRAGMENTS THIS FEBRUARY 1ST ON PC.



THE TRIBE MUST SURVIVE

In the beginning, there was fire

Developer: Walking Tree Games GmbH
On: Windows

Publisher: Starbreeze Publishing
From: [STEAM](#)

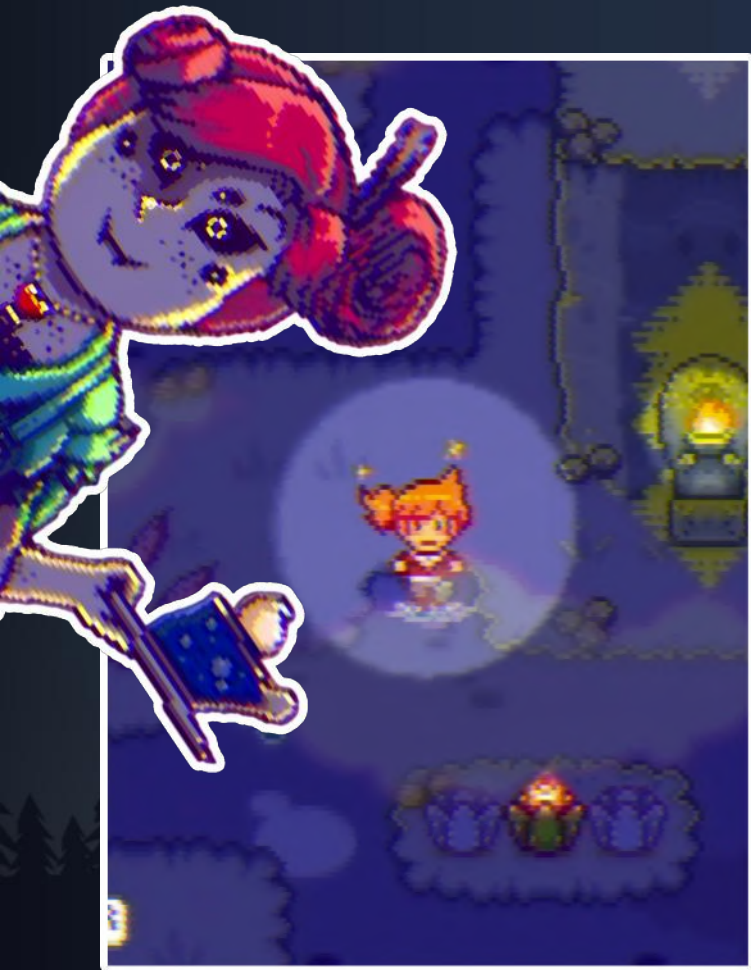
“COMBINING THE STRATEGIC DEPTH OF TRIBE BUILDING WITH THE THRILL OF SURVIVAL AND ROGUE-LIKE ELEMENTS, THIS LOVECRAFTIAN STONE AGE ADVENTURE IS SET TO CHALLENGE GAMERS WORLDWIDE.”

Humanity hasn't always been on top of the food chain. There was a time when we all lived in fear every day of the monsters that roamed just outside our caves.

We often forget that. This is what makes the Stone Age a perfect setting for a survival tribe builder where Lovecraftian horrors live at the edge of the light. I can already tell this will be perfect for those players looking for a new challenge.

Gather around the campfire for The Tribe Must Survive Gameplay [TRAILER!](#)

UNFORGIVING STRATEGY SURVIVAL THE TRIBE MUST SURVIVE IS COMING TO PC FEBRUARY 22ND.



CRYSTAL STORY: DAWN OF DUSK

Developer: Fred Brown

Publisher: Fred Brown Games, LLC.

On: Windows

From: [STEAM](#)

Crystal Story: Dawn of Dusk is the first entry in the Crystal Story epic, and features charming retro-style graphics, with fast-paced action and turn-based battles, heavily inspired by 16-bit classics!

Players take the role of Mina, a young adventurer from the Dawnside, who must traverse a perilous and shattered world called the Duskside, to find her long-lost brother who was kidnapped by the forces of a great demon named Termina.

KICK BASTARDS

Developer: Something Something Games

Publisher: Something Something Games

On: Windows

From: [STEAM](#)

You messed up. Now you are in Hell and you ain't too happy about it. Use all your parkour skills to escape Hell and the Devil as he chases you across different dimensions.

Channel your inner speedrunner as you kick your way through everything at crazy speeds. Challenge yourself and fight for the top spot.

Kick Kick Kick Kick Kick Kick Kick Kick Kick Kick Kick Kick



NEW INDIE GAMES

TRASH BANDITS

Developer: Crab Bucket Software

Publisher: Crab Bucket Software

On: Windows

From: [STEAM](#)

It's garbage day! Play as raccoon thief Ricky Stripe in this fast-paced puzzle-platformer as he grapples, bounces, and rolls his way through Grove City - stealing from humans and animals alike!

Create and share custom levels, go fishing, and manage an animal hotel! Go fast, eat trash!



THE NIGHT IS GREY

Developer: Whalestork Interactive

Publisher: Whalestork Interactive

On: Windows, Mac

From: [STEAM](#)

Graham is alone in a forest filled with strange wolves. While he's fleeing for his life he finds a lost girl in an abandoned lodge that won't survive without his help. Try to find their way to safety in this game filled with puzzles, engaging dialogue and innovative storyline.

A cinematic thriller told through the classic perspective of point & click adventure games.





BEFORE I GO ANNOUNCEMENT

The world is old and unwell.

Developer: J's Laboratory

Publisher: J's Laboratory

On: Windows

From: [STEAM](#)

“AN OMINOUS AFFLICTION HAS LEFT EVERY LIVING SOUL WEAK, TERRIFIED AND HELPLESS BEFORE DESPAIR. BUT THIS PARALYZING INFESTATION HAS LEFT THE INNOCENCE OF A YOUNG CHILD UNTAINTED. LOST IN LIMBO, AN OTHERWORLDLY JOURNEY AWAITS YOU. FIND ANSWERS. FACE YOUR GREATEST FEAR. CONFRONT REALITY.”

Platformer games are not my forte, so it is quite fitting that the narrative here depicts ‘a contemplative reflection on existence and the transitory nature of life’. I often contemplate my transition of unlife as I miss that platform by an inch and plummet into the abyss.

Despite all that, I am still rather excited and have a lot of fun with this genre. It is the challenge of overcoming a gauntlet of lasers, spikes and murderous enemies that makes me leap for joy. The ominous setting full of terror and despair could be expanded on more beyond the description. At the moment the steam page is telling me how to feel but not why.

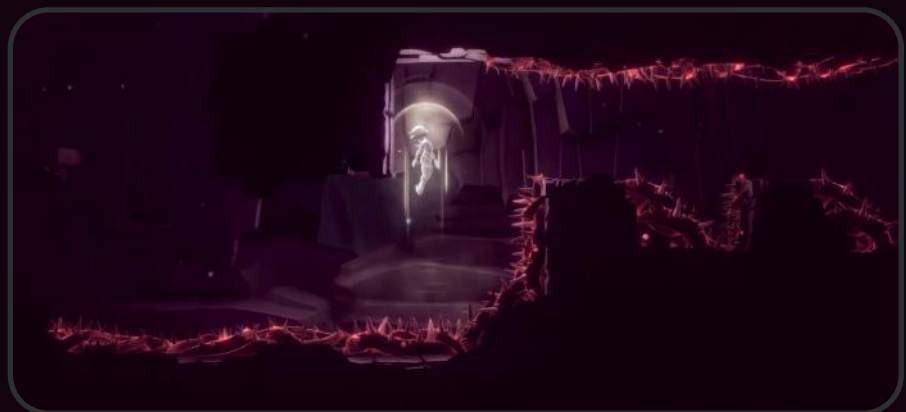


I'm sure the Metroidvania side of the game will expand on this and only time will tell. I look forward to one day experiencing the intense platforming and unforgiving battle action from solo developer Jérôme Coppens.

Before you jump to the next page you should watch the announcement [TRAILER!](#)

CHALLENGING METROIDVANIA BEFORE I GO IS COMING TO PC. [WISHLIST](#) THE GAME TO STAY UP TO DATE ON NEWS AND FUTURE RELEASE DATES!

You look so ... so peaceful, so full of life!
And look at me, an old fool, thinking innocence and purity were things of the past.



**“A PUZZLE AUTOMATION GAME THAT
MIXES PROGRAMMING WITH REAL-TIME
SHENANIGANS, WITH THE CUTEST
ROBOT HELPERS TO BOOT.”**



STAR STUFF REVEAL TRAILER

Solve cosmic puzzles, one star at a time

Developer: Ánimo Games Studio

Publisher: Astra Logical

On: Windows, Mac

From: [STEAM](#)

Have you ever wondered how stars are made? It's a difficult task to do. Thankfully, here at the Star Factory, you will always have friendly bots to assist you, each with different skills. All you do is program them using our user-friendly interface - easy!

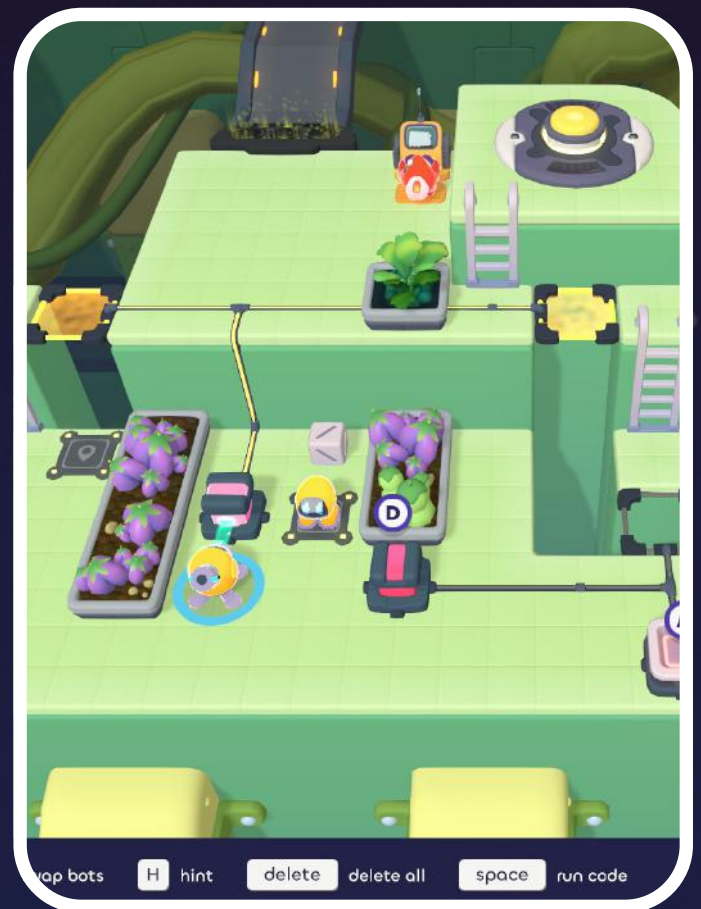
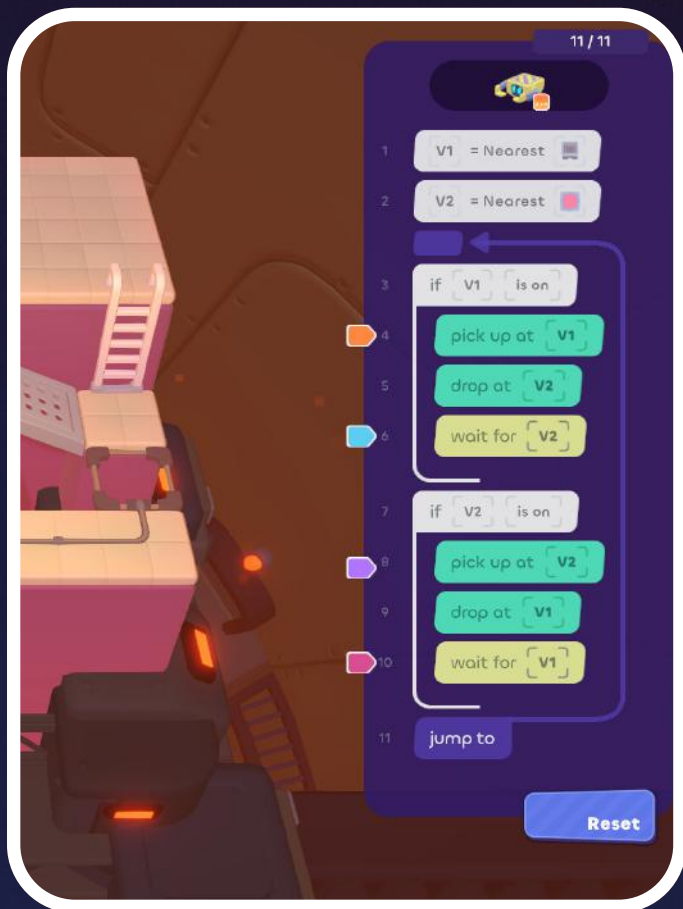
The puzzles are handcrafted, and visually, the colours and designs add to the relaxing nature of the game. Star Stuff has all the qualities new publisher Astra Logical looks for in an Indie-Game. They search for those a-ha moments of

creative problem-solving and unexpected discoveries. Where better to look than in space?

This wouldn't be the first time puzzles have taken me a galaxy away.

The stars are bright and so is your future. Watch the [TRAILER](#) if you don't believe me!

EXPECTED RELEASE DATE IS 2024, SO GIVE IT A [WISHLIST](#) TO STAY UP TO DATE ON NEWS, AND TRY OUT THE [FREE PROLOGUE](#).





SPACE PRISON SECURES PUBLISHER

Like regular prison, but no one can hear you scream

Developer: Wooden Alien

Publisher: Firesquid

On: Windows

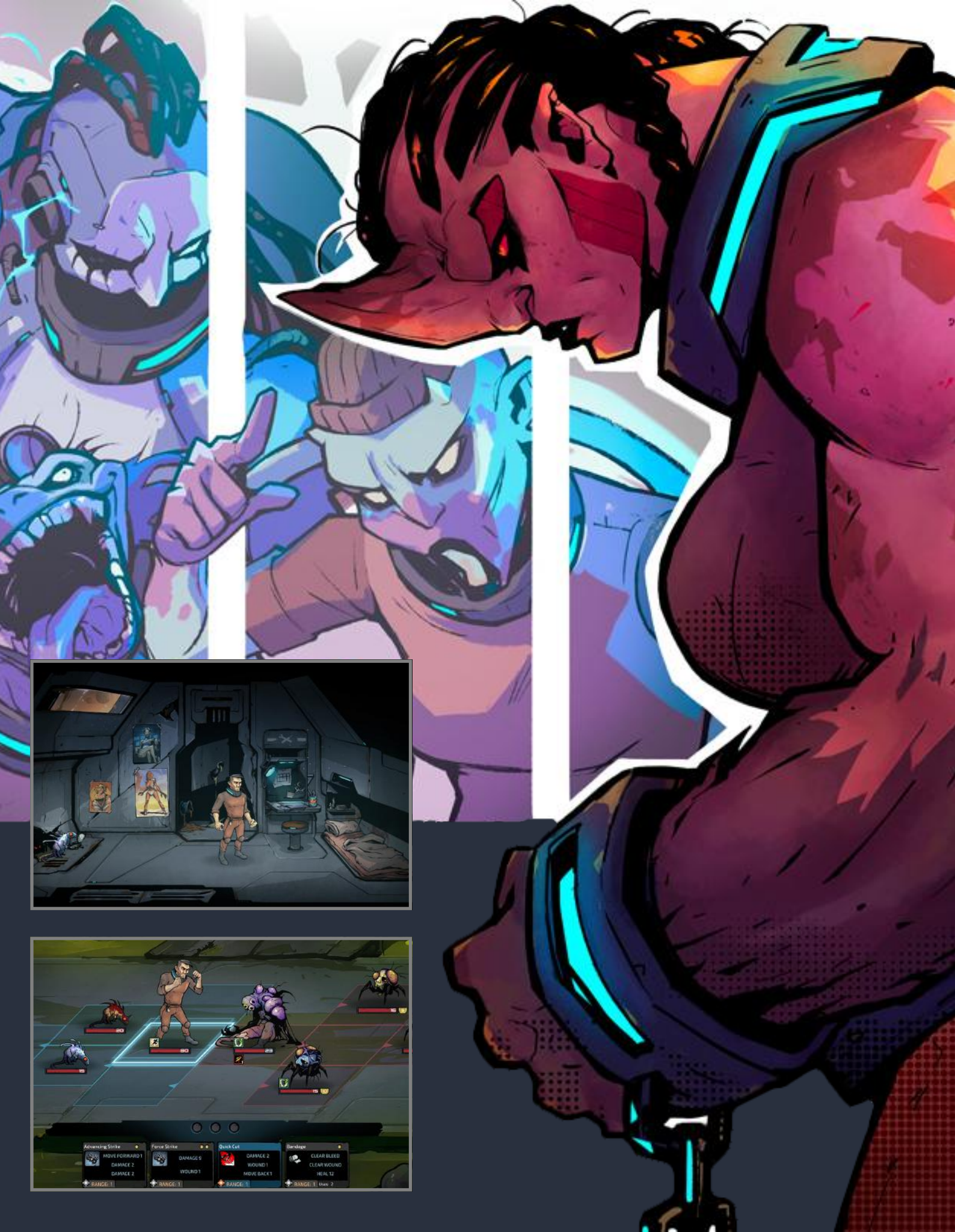
From: [STEAM](#)

“IT MIXES THE DARK ATMOSPHERE OF A PRISON SETTING WITH HUMOR AND COMIC BOOK-INSPIRED VISUALS. THE RELATIONSHIPS WITH THE OTHER INMATES AND CONTRABAND ARE KEY.”

The publisher Firesquid has taken a small team of 7 developers under the safety of their tentacles. Space Prison is a social survival game with turn-based brawls and RPG mechanics.

Plan your prison escape by watching the [TRAILER!](#)

NO RELEASE DATE YET BUT GIVE IT A [WISHLIST](#) TO STAY UP TO DATE ON NEWS! DON'T FORGET THERE IS A FREE DEMO AVAILABLE NOW TOO!





NEOPROXIMA ANNOUNCEMENT

Master the time loop

Developer: Lonestone Studio

Publisher: Lonestone Studio

On: Windows

From: [STEAM](#)

Explore an alternate history in which the Cold War expanded to space and scientists analyze alien artifacts with 70s-era computers. Face the trauma of being imprisoned by time itself, and reflect on the value of memories while your closest friends slowly lose theirs.

Who were those aliens, and why did they give humanity the power to travel the stars? Is the time-loop an epic industrial accident, or the symptom of something darker? Work your way to the truth in this sci-fi adventure which explores topics like entropy and the finiteness of the universe.

Neoproxima is a text-based adventure that uses a 3D isometric map and combines exploration and RPG mechanics like inventory management, text adventures, dice rolls, hit points, simple survival mechanics, and time-based puzzles.

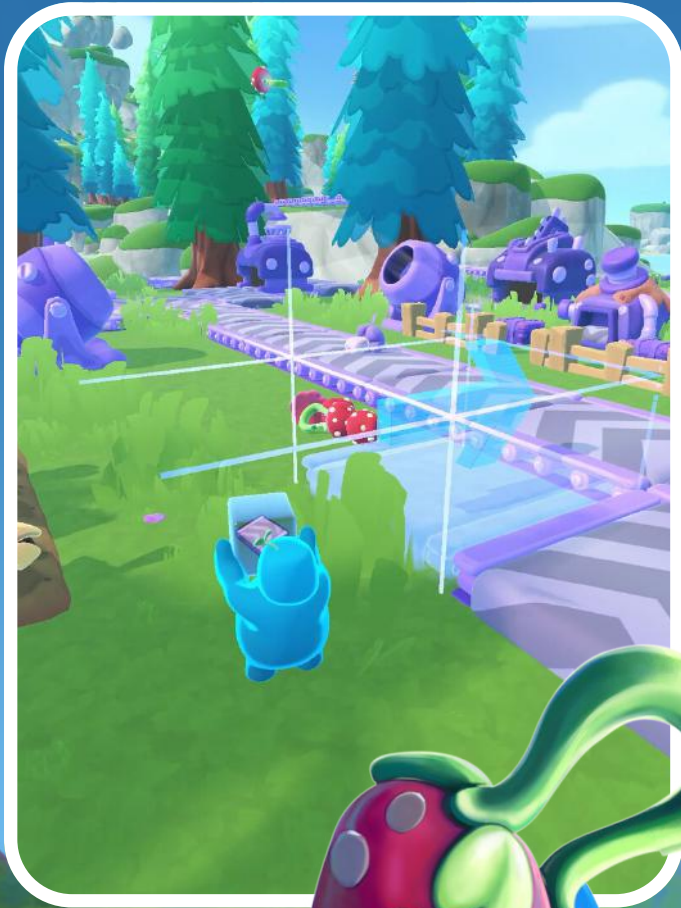
With the handy time-loop, you could watch the announcement [TRAILER](#) again and again and again...

EXPECTED RELEASE DATE IS IN FEBRUARY, SO, GIVE IT A [WISHLIST](#) TO STAY UP TO DATE ON NEWS AND FOR THAT FINAL RELEASE DATE CONFIRMATION.

THE YEAR IS 1975, HUMANITY CAN TRAVEL TO THE STARS THANKS TO A MYSTERIOUS CIVILIZATION, AND THE COLD WAR IS GETTING HOTTER BY THE MINUTE. THE NEW AND OLD POWERS ALIKE ARE EXPANDING ON NEOPROXIMA, THE NEW FRONTIER, LOOKING FOR WHAT'S LEFT OF THE ALIEN TECHNOLOGY.

YOU ARE FARAH, THE LEADER OF A TEAM OF TREASURE HUNTERS WHO GOT A BIT TOO BOLD AND PRESSED THE WRONG BUTTON. TRAPPED IN A TIME LOOP, YOU NEED TO MAKE THE MOST OF EACH PASSING LOOP, EXPLORE KAIROS' COLONY SURROUNDINGS, AND MEET ITS INHABITANTS TO FIND A WAY OUT.





SOUTHFIELD ANNOUNCEMENT

Farming strange plants, automation, and silly physics

Developer: Radical Forge Ltd.

Publisher: Radical Forge Ltd.

On: Windows

From: [STEAM](#)

Clearing it up first, this is not really indie. It has a large team behind it and a good amount of funding. I would class it as a mid-level studio. Nevertheless, it looks incredibly fun, and still deserves to be mentioned in this week's IndieFix. The developers have shown their passion and drive to create an experience that is silly, ridiculous, and full of imagination.

There are many farming sims that have tried to shake up the genre by going weird and mixing genres. Some have done a great job, and others have missed the target entirely. I am curious to see how well Radical Forge does with creating volatile and unpredictable crops that add another

layer of surprises when you breed crops together.

I like exploring different outcomes and testing ideas in games, so you can be sure I'll be picking this up at Steam Next Fest in February.

"YOUR HARVEST COULD BOUNCE, GO BOOM, CHIME A TUNE, OR CHANGE SHAPE."

Witness farming mayhem like never before in the Southfield Announcement [TRAILER!](#)

NO RELEASE DATE YET BUT GIVE IT A [WISHLIST](#) TO STAY UP TO DATE ON NEWS.

"SOUTHFIELD IS THE CULMINATION OF A HUGE AMOUNT OF IMAGINATION, TRIAL AND ERROR, AND SHEER HARD WORK BY THE RADICAL FORGE TEAM. WE WANTED TO CREATE AN AMBITIOUS, SILLY FARMING GAME WITH RIDICULOUS CHARACTERS IN A FANTASTICAL WORLD," - SAID BRUCE SLATER, CEO AND GAME DIRECTOR

CATCH THE NEXT
INDIEFIX

EVERY TUESDAY

HERE AT

THE DIG

BY *Dear,* **INDIEGAMES**