

BEAUTIFUL BROWSER GAMES THAT DON'T REQUIRE MAGIC COINS TO BUY MORE MAGIC COINS

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For the people who often find it difficult to get into games because either they find the games too expensive or tedious to play, there is a solution to all that—flash games. Flash games are the free indie games that are possible to play on the everyday internet browsers. They tend to usually be simpler and made for simple time killing. This one is for the non-gamers, who if not appreciate the games – will be able to appreciate the art and the stories behind the games:

1) LOVED BY ALEXANDER OCIAS: The game follows a simple design and a simple story. It's also easy to play – only using the arrow keys – to get your character through the labyrinth. The game *Loved* involves an omnipresent voice that tells you what to do in the game – if you don't follow accordingly the graphics become distorted making it difficult to play the game but never quite impossible. Lives are limitless and one can play the game as many times

regardless of the number of times the character dies. However, *Loved* poses a question – do you follow the omnipresent voice that often tells you to do the impossible and keep the game stable or disobey the voice and play the game your own way as the atmosphere distorts around you?

Link:
<http://www.alexanderocias.com/loved.php>

2) IMMORTALL BY EVAN MILLER:

You play the character of an immortal alien that has landed on earth. As the alien, you meet a family that treats you kindly and others who don't. The latter causes a war and you find yourself choosing between saving yourself and saving the family. The game has multiple endings and each has something to reflect upon. The game is simple to play using the right and left arrow keys to move and the alien's body to block the bombs and bullets.

Link:
<http://armorgames.com/play/5355/immortal>

3) COMA BY THOMAS BRUSH:

Free games online may often have the false reputation of not being as aesthetically pleasing as games that cost actual money tend to be. That is especially not true for a game like *Coma* that is set in a backdrop of a shadowy dark yet whimsical atmosphere. Here you play the character of Pete. After a point into the game, the plot doesn't seem relevant yet by the end – it all comes full circle.

Link:
<http://www.comagame.net/coma-game.html>

4) The Majesty of Colors by Gregory Weir: Compared to *Coma*, *The Majesty of Colors* may not feel as aesthetically pleasing but it still stands as one of the most interesting games on the list. In this game you play the role of an undiscovered, titanic beast living under the sea. As the beast, your role is to track through

use of a single tentacle – which you control with the mouse – through which you can pick up and drop objects in the game. There are 5 possible endings and it's up to the players to choose whether to side with humanity or rage war on them.

Link:
<http://www.newgrounds.com/portal/view/474519>

5) I SAW HER STANDING THERE BY KRANG GAMES:

Out of the list, this is undoubtedly the simplest to play. Here you take the role of the character that happens to be in love with a zombie. How to make this love work? You put her in a cage, of course! The game is minimalistic where you use the arrow keys and the space bar interface. The goal is to put your zombie girlfriend in a cage before she can touch your character – otherwise you have to replay the level.

Link:
<http://www.kongregate.com/games/krangGAMES/i-saw-her-standing-there>



GAME REVIEW

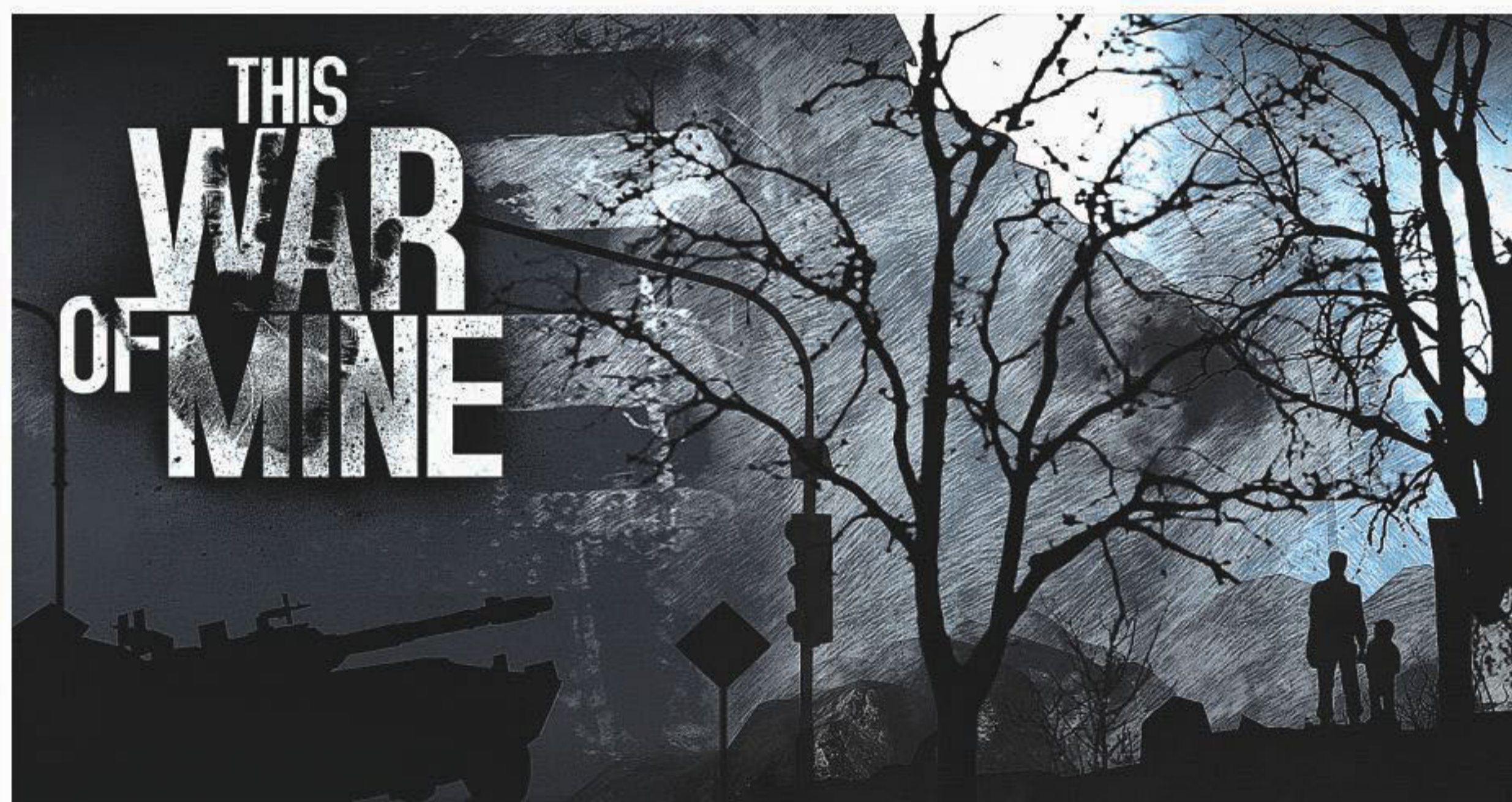
RATING: 8/10

SHUPROVO ARKO

Platform: PC

Gamers are no strangers to war and violence. While most developers are creating newer and cooler ways to shoot someone's face off or blow something up, 11 Bit Studio's new game instead focuses on the flip side of the coin. In what is probably the closest thing to a "survival game" as you can get, *This War of Mine* centers around the civilians who experience the horrors of war.

In *This War of Mine* the player starts off with three randomly chosen characters living in a run-down shelter with no food, beds or stoves. The game operates on a day-night cycle. Most of the day is spent crafting necessities, improving the shelter and bartering for supplies. At night, the player gets to plan a scavenging mission by setting one character on guard duty and sending another to go look for supplies in various locations around town. The scavenging missions are the emo-



tional core of the game. Supplies never regenerate, so once you've exhausted all the abandoned locations, you have to start breaking into other peoples' homes and steal supplies that they need to survive, even kill them if necessary. But if you think your characters are just grunts

who'll shrug off cold-blooded murder, think again. For the stories and characters, 11 Bit Studios interviewed actual war survivors detailing the atrocities they saw firsthand. This adds a sense of realism to the game that is sometimes too bleak and morbid to handle.

In my first playthrough I had a severe shortage of food, so I sent my character to break into a home to find an elderly couple sitting in their living room. When they wouldn't cooperate or barter, I decided to kill them and steal their supplies, because another day without food could result in all my characters starving. What I didn't expect was my character becoming absolutely unresponsive for the whole day, sitting in the corner and muttering to herself. The next day, she killed herself. Never have I been so emotionally exhausted by a video game.

The art direction is also beautiful and appropriate for the depressing setting. A somber synth soundtrack plays throughout while you navigate the gloomy charcoal-drawing inspired landscape, setting the tone just right.

"*This War of Mine*" is a really good game with a truly unique concept, where every decision you make really does matter. It is available on PC, Mac and Linux on Steam.