

**SHOUT**

## PICKS GAMES OF THE YEAR

**ARK:  
SURVIVAL EVOLVED**

Among the hard-hitting AAA titles this year, ARK is the one that stood out for us with its perfect blend of crafting and survival with dinosaurs thrown in. A ton of fun to play with friends, it's a game that can ruin your sleep for months.

**JOTUN**

With its hand-drawn backgrounds and animation, Jotun is already one of the most beautiful games of the year. Following a Viking around as she explores and battles her way through purgatory, getting blessed by the gods on her way to Valhalla, you get a glimpse into the rich world of Norse mythology marvellously rendered in the game. Jotun is a must for players who enjoy indie games.

**LIFE IS STRANGE**

Life Is Strange had almost zero hype attached to it and the publicity was also a bare minimum. Yet, it managed to win our hearts by dint of its gripping storyline, refined narrative and enjoyable gameplay. The graphics are aesthetically spectacular. The voice acting in the game is excellent. The cliff-hangers at the end of every episode also added to the game's appeal.

**THE WITCHER 3:  
WILD HUNT**

The newest addition to the story of Geralt of Rivia sets the standards of the series to a new high. The interesting plot combined with the breath-taking open world makes The Witcher 3 stand out from its competition.

**BATMAN:  
ARKHAM KNIGHT**

The game to play if you're looking for a cinematic experience, where you are plunged head first into a dark, anarchy ridden world. The timing based combat system may be simple, but it looks as silky smooth as chocolate, not to mention your myriad of Bat-gadgets to do Bat-things in a batty open world. Did we mention you also get to be Batman and Bat-drive in style?

**ORI AND THE BLIND  
FOREST**

This Metroidvania game kept us glued to my seat not because it followed the tried and tested formula, it hooked us for presenting something that I've never experienced before. The game proudly stands out from the rest for its visuals, mechanics and story. A must for all Metroidvania fans.

**SUNLESS SEA**

Deliciously well-written storytelling device trapped in a game with flawed combat and long stretches of uneventful voyaging in an underground sea. Probably the only games whose design flaws improve the overall experience. Also: cannibalism.

**METAL GEAR SOLID V:  
THE PHANTOM PAIN**

A healthy dose of finely tuned espionage action coupled with a gripping storyline are just two of the great qualities of MGSV: The Phantom Pain. The game doesn't hold your hand and is immensely punishing to brash tactics. The pinnacle of stealth in video games. Not to mention one of the best protagonists in recent memory.

