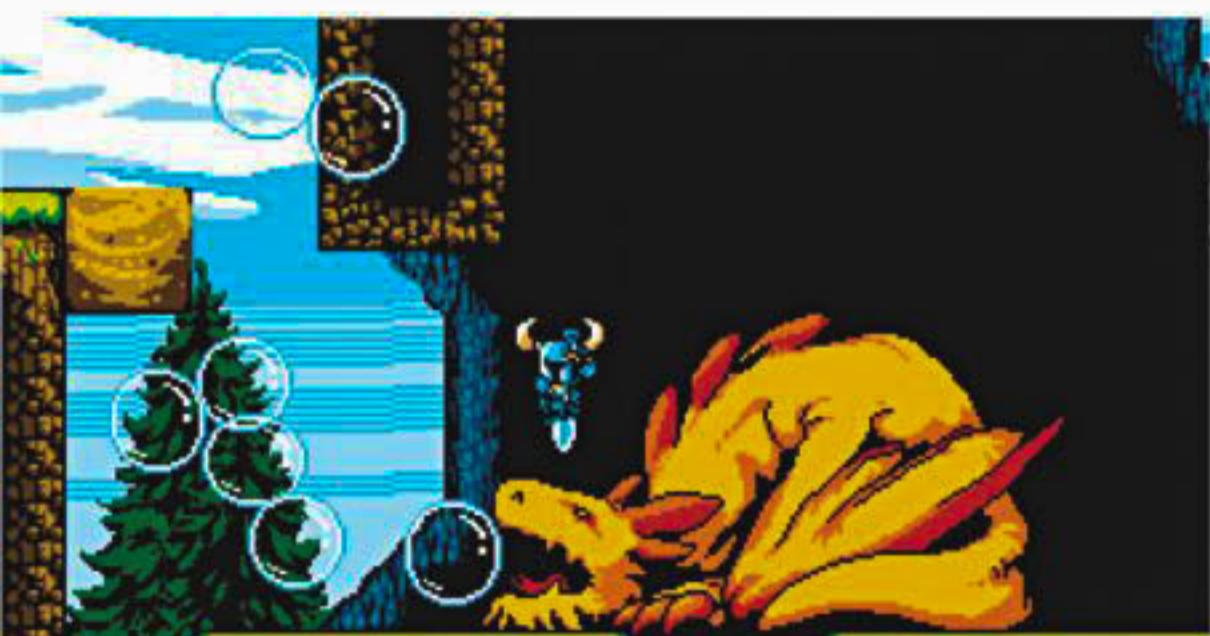


# BEST INDIE GAMES OF THE EIGHTH GENERATION

ASIF AYON

With unique concepts, artistic visuals and bold stories, there have been a lot of indie games which came out to great response from the gaming community this generation. And amidst this influx of amazing indie titles, here are our picks for the eight best indie games of the eighth generation. This list takes into the account the overall polish of story, narration, animations and standout gameplay features.

**SHOVEL KNIGHT**

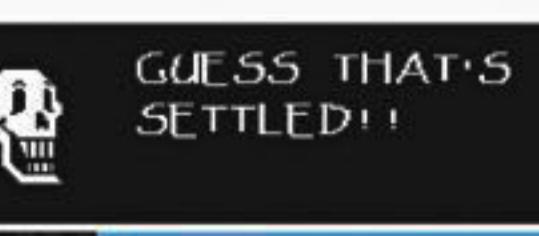
Developers: Yacht Club Games (2014)  
Genre: Action, Platformer  
Price: \$24.99(Steam)

Especially the most satisfying platformer of this generation, Shovel Knight controls like a charm, has rich combat mechanics which mesh well with its beautifully laid out levels, and has a fantastical story to boot. It was the first breakout indie success of this generation and it paved the way for the reinvigoration of the 8-bit style of games.

**SUPERHOT**

Developers: SUPERHOT Team (2016)  
Genre: First-person shooter  
Price: \$24.99(Steam)

Superhot's central mechanic is that time becomes really slow when you're not performing an action. Building on this concept, the game lays out its multiple situations and levels for you in which you have to avoid being shot or stabbed while planning out how you're going to take out all your enemies. Superhot is just about the most weirdly unique game in terms of presentation.

**TRANSISTOR**

Developers: Supergiant Games (2014)  
Genre: Action role-playing game, Turn-based strategy  
Price: \$19.99(Steam)

Transistor's utopian game world is one of grand neon colours, syncopated by the grim authoritarian schemes of the game's antagonist group, the Camerata. Transistor's plot thickens at every turn, and the combat is a refreshing mix of hack 'n' slash with turn based mechanics. The combat system only keeps on giving with each upgrade path you unlock, while also getting more and more complex as the game progresses.

**CUPHEAD**

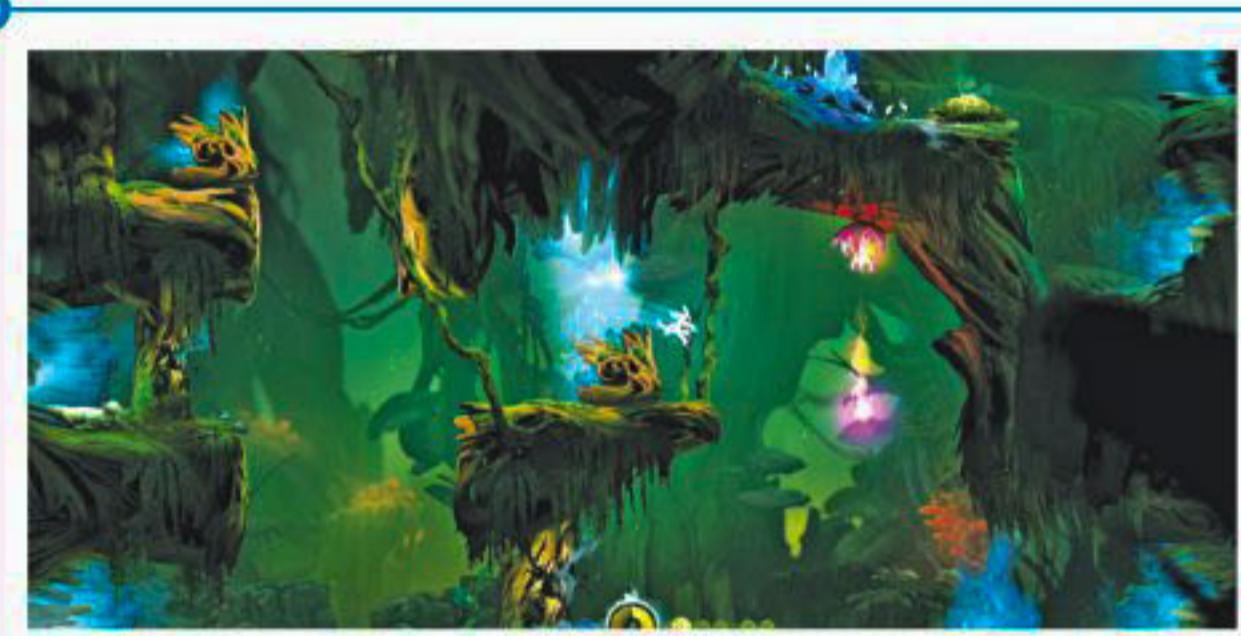
Developers: Studio MDHR (2017)  
Genre: Platformer  
Price: \$19.99(Steam)

The 1930s style cartoon animations accompanied by the jazz and swing soundtrack is what made this dauntingly difficult boss-rush platformer become an instant hit. Although, Cuphead can get frustrating at times and while its over emphasis on boss phases wasn't a lot of people's cup of tea, it nailed the "fair but difficult" angle and managed to provide a sense of accomplishment unlike any other pint-sized indie game had ever before.

**THIS WAR OF MINE**

Developers: 11 Bit Studios (2014)  
Genre: Survival  
Price: \$19.99(Steam)

The premise of This War of Mine focuses on the fate of the civilians caught between the mortar shells and armed forces of war. Being that it's a strategy game, every decision you take affects the lives of the civilians deeply and the game does not cut any corners with the narrative flow your decisions may have on their lives. This War of Mine's story feels too real at points and can leave players with a long lasting emotional impact and new found perspective on war and loss.

**ORI AND THE BLIND FOREST**

Developers: Moon Studios (2015)  
Genre: Platformer, Adventure  
Price: \$19.99(Steam)

Simply put, Ori and the Blind Forest is a beautiful game. The warm colour palette combined with the simple yet melodic soundtrack makes the game world feel lush and vibrant. Ori's mechanics are somewhat simple but the interwoven Metroidvania style levels makes up for the traditional platformer controls and mechanics. The lore surrounding the Blind Forest and Ori's journey through it don't ever feel too ambiguous and will tug at just about everyone's heartstrings.

**CELESTE**

Developers: Matt Makes Games, Noel Berry (2018)  
Genre: Platformer  
Price: \$19.99(Steam)

Tight controls, smart level design, great soundtrack and a relatable story about overcoming depression made Celeste a pick for the best indie game of 2018 for a lot of critics. Celeste's polish deserves a lot of praise for being just a two man project. The simple game mechanics, such as, the mid-air dash, enriches the levels ten folds and is at the centre of some of the game's most seamless moments.

## Highest selling Indie games of all time

ASIF AYON

Some of the most wildly successful video games came from humble independent beginnings. And so the success of current indie games can be traced back to the huge success of these five titles.



**LIMBO**  
Estimated Sales: 1,047,000 copies on XBLA, 3,207,480 owners on Steam

Limbo is a cult classic in gaming communities and one of the first real major successes amongst indie games. It was the most selling Arcade game on Xbox's Summer of Arcade 2010 promotion sales event and has been a success on Steam as well. Limbo was also the best-selling game of 2016's Steam Summer Sale, but perhaps owes that success



**MINECRAFT**  
Estimated Sales: 144 million copies across all platforms  
Markus Alexej Persson, more famously known as Notch, is the creator of Minecraft, the most wildly successfully indie game of all time. Although since becoming a runaway success, Minecraft has been bought by Microsoft and Notch has stepped down from Minecraft, the game was, is and will continue to be one of the most played games across all platforms with currently 74 million active players worldwide.

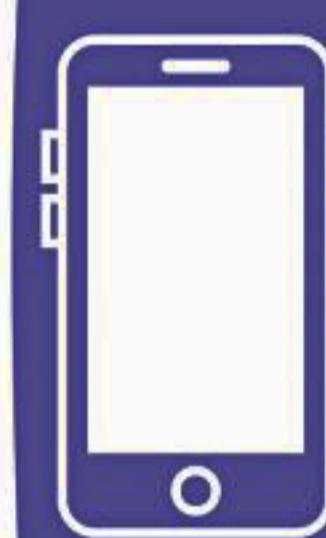


**ROCKET LEAGUE**  
Estimated Sales: 10.5 million copies across all platforms  
Rocket League's developer Psyonix reported back in March 2017 that the game had crossed 10 million copies sold across all platforms. It was the PlayStation Stores most sold titled of 2016. Developers, Psyonix reported on Twitter that Rocket League had crossed 50 million unique players of Rocket League on 19 September, 2018.

**CASTLE CRASHERS**

Estimated Sales: >2 million on XBLA, 2 to 5 million owners on Steam

Castle Crashers broke records during its launch, with a whopping 110,000 sales on Xbox Live Arcade in just three days, becoming one of the highest selling indie games on Microsoft's platform. It is estimated that there are currently 2 to 5 million owners registered on Steam. This is perhaps on account of the fact that, the game is heavily discounted



## 16002 EVERYTHING

YOU NEED TO KNOW  
ABOUT THE IMEI REGISTRATION**WHY IS IT REQUIRED?**

10 MILLION devices illegally enter every year worth appx. BDT 20 Billion; resulting millions in missed revenues

Handsets are either fake or illegally imported

**ONE OUT OF THREE**

Hence the NOC Automation and IMEI Database (NAID) has been launched with funds from BMPA (Bangladesh Mobile Phone Importers' Association) under the BTRC's supervision. The server has been set up at the BTRC offices.

**HOW DO YOU CHECK?**

SEND THIS  
TO 16002

KYD<space>the  
15-digit IMEI  
number

If your device was legally imported or manufactured locally you will get message confirming your device in the database.

REGISTER  
NOW

The IMEI checking is just the first step. According to government officials there is going to be a registration process for unlisted handsets soon.

**WHAT IS AN  
IMEI NUMBER?**

In case you didn't know, IMEI stands for International Mobile Equipment Identity. This is a 15-digit unique number that every phone has. Dial \*#006# on your phone to find your IMEI number

The govt. also plans to set up a National Equipment Identity Register, which will save individual IMEI numbers with their associated SIM and national identity card numbers.

**WHAT ARE THE BENEFITS?**

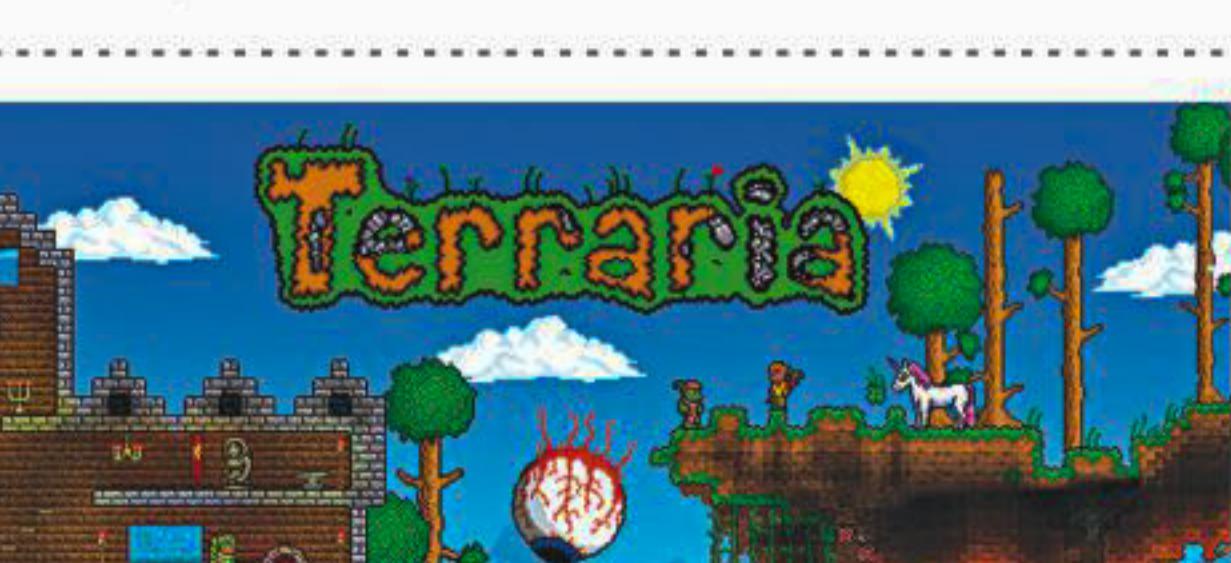
Stolen mobiles can be rendered useless by the owners



Government will be able to recover a huge amount of missed revenues



Criminals can easily be identified as their devices will be registered with the authorities

DESIGNED BY  
SHAHRIAR RAHMAN

**TERRARIA**  
Estimated Sales: 25 million copies across all platforms  
Terraria was the highest selling game on Steam during the first week of its launch, racking in around 200,000 sales during its launch week. And within a month of its launch, Terraria sold almost 500,000 copies. The developers reported on Terraria's forum site that the game had crossed 25 million copies sold worldwide, across all platforms in December 2018.