



INSIDE

Indie World

NEWSLETTER

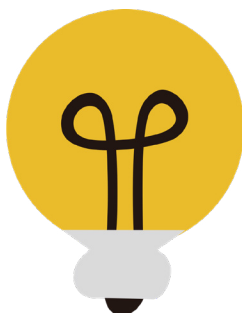
An Inside Indie World Welcome

2020 has come to an end! We hope the comfort of indie games on the Nintendo Switch system has brought you some smiles. Whether we've been spending time with the charming characters of *Spirritfarer*, uncovering surreal mysteries in *Paradise Killer* or simply soaking up the hazy sunsets of *Kentucky Route Zero*, we hope the vast library of indie games on Nintendo Switch has provided some indelible gaming memories.

The release calendar for 2021 is already shaping up to be promising, with a range of games representing a chorus of diverse voices, all breathing life, art and whimsy into the Nintendo Switch library. We hope you're as excited as we are about all the experiences that await.

Happy gaming!

—Your friends at Nintendo



NEW TO NINTENDO SWITCH

The Nintendo Switch system wrapped up 2020 and rocketed into 2021 with a slate of enticing new indie games to explore. From monster training to cat cafes to futuristic fun and beyond, the indie game catalogue on Nintendo Switch continues to offer a wide library of titles for everyone to enjoy. Here are some notable highlights that have launched recently.



Grindstone: Clobber creeps to rack up huge combos and earn precious Grindstones. Cash in grindstones to craft new gear and overcome devious enemies, obstacles and boss encounters on a quest to conquer Grindstone Mountain. With more than 200 brutal levels to tackle, get ready to rise, grind and repeat.

ESRB Rating: TEEN



When the Past was Around:

Experience a bittersweet tale between a girl and her lover in a surreal world consisting of disjointed rooms from memories and time. With each gathered clue, solved puzzle and unlocked door, the girl will find her way, unraveling the secrets which she used to know. *When the Past was Around* is an adventure point-and-click puzzle game about love, moving on, letting go and the joy and pain of everything in between.

ESRB Rating: EVERYONE



WINGSPAN: In this relaxing strategy card game, the goal is to discover and attract the best birds to a network of wildlife preserves. Many of the 170 unique birds have powers that echo real life: hawks will hunt, pelicans will fish and geese will form a flock. Featuring both single-player and multiplayer modes for up to five players, *WINGSPAN* is based on the award winning, competitive, medium-weight, card-driven, engine-building board game.

ESRB Rating: EVERYONE



Among Us: Discover who's a secret impostor in *Among Us*, the survival social-deduction game that has taken outer space by storm. Work together to complete tasks on a spaceship before the impostor sabotages or takes out the other players. Think a crewmate is acting strange? Call for emergency meetings and discuss who the suspected impostor is ... but think twice before voting to eject someone into the cold reaches of space.

ESRB Rating: EVERYONE 10+



Cyber Shadow: A desperate plea for help sets Shadow on a journey. Dash, slice and leap your way through futuristic levels as you take down more than a dozen apocalyptic bosses in this action-platformer ninja game. The world has been taken over by synthetic lifeforms. Nimblely navigate the ruins of Mekacity, leap past traps and defeat the techno hordes. You can even scan an amiibo of a *Shovel Knight* series character for a little help from a familiar friend. Unlock the secrets to your ninja clan's ancient powers.

ESRB Rating: EVERYONE 10+



Super Meat Boy Forever: The highly anticipated sequel to *Super Meat Boy* has arrived! In *Super Meat Boy Forever*, Meat Boy and Bandage Girl's adorable baby girl, Nugget, has been kidnapped. You'll get put through the grinder as you jump, slide, punch and kick through several worlds containing thousands of hand-constructed levels that are randomly smashed together to create a unique gameplay experience with each save game. With bosses, secrets, dying, awesome music, vibrant art and even more dying, prepare to face some intense challenges. **ESRB Rating: TEEN**



Olija: Faraday is shipwrecked, then trapped, in the mysterious country of Terraphage. Armed with a legendary harpoon, he and other castaways try to leave this hostile country to return to their homelands. Through adventurous exploration, narration and razor-sharp combat, the player will discover a strange world and its inhabitants, including Olija, an enigmatic lady that Faraday finds himself bound to over time. Inspired by swashbuckling tales and cinematic adventure games, face the unknown in *Olija*.

ESRB Rating: TEEN



Monster Sanctuary: Embark on an epic adventure using the powers of monsters to unlock an ever-expanding world. Gather and train monsters, max out their skill trees and take on friends and foes in epic battles. Unravel the cause of a mystery that threatens the peace between humans and monsters.

ESRB Rating: EVERYONE 10+



Ghostrunner: Experience dynamic combat in the intense cyberpunk world of *Ghostrunner*, a hardcore, first-person slasher packed with lightning-fast action, set in a grim, cyberpunk megastructure. Climb Dharma Tower, humanity's last shelter, after a world-ending cataclysm. *Ghostrunner* tells the story of a world that has already ended and its inhabitants who fight to survive.

ESRB Rating: MATURE 17+



Calico: Magical girls, cat cafes and cuddly animals – what more could one need in life? Journey to a small village filled with fantastical friends and fill a cozy cat café with cute creatures, charming furniture, festive decorations and yummy pastries. It's the purr-fect way to spend a day!

ESRB Rating: EVERYONE



Dead Cells-Fatal Falls: The roguelike action-platformer *Dead Cells* is back with new DLC that includes two new levels, a new boss, plus plenty of new weapons and enemies to play with. Unforgiving combat with no safety net makes for an adrenaline-pumping ride each and every run, offering unrivaled replayability. Step back into the unknown.

ESRB Rating: TEEN



Blue Fire: Travel through the perished world of Penumbra to explore unique areas filled with diverse enemies, increasingly difficult 3D platforming challenges, quests and collectibles. Discover the hidden secrets of this long-forgotten land by exploring mystical temples. Along your adventure, slash your way through daunting adversaries, roam across mysterious and abandoned regions, leap through deadly traps and master the art of movement. Embark on an extraordinary journey through the desolated kingdom of Penumbra.

ESRB Rating: EVERYONE 10+



Heaven's Vault: From the creators of the multi-award winning *80 Days* and the *Sorcery!* series comes an archaeological, science fiction adventure game. The search for a missing roboticist leads archaeologist Aliya Elasa and her sidekick into the depths of the Nebula to the ruins of a lost age – and a discovery that will change history forever. Decipher an ancient language and discover a forgotten past.

ESRB Rating: TEEN



Little Nightmares II: Return to a world of charming horror in *Little Nightmares II*, a suspense-adventure game featuring Mono, a young boy trapped in a world that has been distorted by the humming transmission of a distant tower. With Six, the girl in the yellow raincoat, as his guide, Mono sets out to discover the dark secrets of the Signal Tower. Their journey won't be easy; Mono and Six will face a host of new threats from the terrible residents of this world. Dare to face this collection of new, little nightmares.

ESRB Rating: TEEN

LOOKING AHEAD

Here's a glimpse at some of the indie titles arriving in the near future for Nintendo Switch. If you've ever dreamed of exploring dense jungles, treacherous dungeons and the far reaches of outer space, 2021 holds a lot of promise.



Rogue Heroes: Ruins of Tasos: Deep within the four Great Dungeons, the ancient seals that hold the Titans at bay are gravely weakened and their minions have unleashed terror upon the world. The Goddesses who forged the seals long ago have made a desperate plea for a band of heroes to come forth and save the people from a terrible fate. Team up with friends to combat procedural dungeons and explore an expansive overworld full of secrets. Take down the Titans on Feb. 23.

ESRB Rating: EVERYONE 10+



Curse of the Dead Gods: You sought untold riches, eternal life and the power of gods: it lead to this accursed temple, a seemingly-infinite labyrinth of devious traps and monsters. Unique, powerful curses influence each exploration, putting a twist on every action. Unlock and upgrade powerful weapons, face deadly bosses and defy the God of Death on Feb. 23.

ESRB Rating: TEEN



Tunche: Unravel the rainforest's secrets in search of a mythical beast, the Tunche. Enjoy a unique experience every time you journey into the jungle, traversing different paths and facing fantastic creatures. With charming hack-and-slash combat, local co-op play and a pinch of shamanic witchcraft, you'll experience a magical tour of Peruvian legends and folklore. Venture into the jungle when *Tunche* arrives in April.

ESRB Rating: EVERYONE

LOOKING AHEAD (cont.)



Hazel Sky: Sent to an island far from home in the flying city of Gideon, Shane must pass the trials and return as an Engineer or face banishment. The Trials are the ultimate test that every Engineer must endure before taking the honored role. But destiny and desire rarely align and, in a world divided between honored engineers and reviled artists, Shane finds himself torn. Experience this bittersweet story of love, ambition and a society on the brink of something new in March.

ESRB Rating: RATING PENDING



Sea of Solitude: The Director's Cut: The waters ahead are dark, and you can't see far, but you always have a light to guide you. Journey with Kay, a lonely woman who has turned into a monster, as she navigates unfamiliar seas in search of a way to change back. Meet the monsters who fill this strange world, uncover secrets hidden beneath the waves and find out what it means to be human. Explore an evolving world where nothing is quite what it seems on March 4.

ESRB Rating: TEEN



Gnosia: The crew of a drifting spaceship face off against a mysterious and deadly threat known as the Gnosia. Having no idea who among them is really the enemy, they formulate a desperate plan for survival. The most suspicious among them will be put into cold sleep, one by one, in an effort to completely rid the ship of Gnosia. Can the humans emerge victorious? Or is mankind doomed? Find out when the Gnosia invade in February. **ESRB Rating: TEEN**

TIPS & TRICKS



- This hit puzzle-battler throws hundreds of levels at you as you attempt to rack up combos and conquer Grindstone Mountain.
- While you're grinding away, be sure to visit Howling Wolf Inn to regain health at the bar or stock up on new gear at the armory. You can also change up your loadouts there before tackling another stage.



- Don't lose heart if you lose a heart. You can always buy it back from Howling Wolf Inn using in-game currency. Remember to do this between levels or you might find it much harder to play with fewer lives.
- It can often pay to take a breath and plan out your combos in order to wipe out a bunch of Creeps at once. You can combo enemies of different colors by collecting a Grindstone mid-combo. Bigger combos can even net you better loot! Smaller combos play an important role too, allowing you to surgically strike and prepare for bigger combos in the next turn.
- If you find yourself getting stuck on some of the higher levels, it may be a good time to revisit some of the earlier challenges. Level 5 in particular is a great place to chain gems.



- Keep an eye out for holes hidden throughout the map. These will help you access new levels. You can find some of them near levels 38, 67 and 97.

TIPS & TRICKS



Dice-rolling combat may sound like a game of luck, but in this turn-based roguelike game there are quite a number of strategies to help you escape the cruel whims of Lady Luck. Whether you're playing as a high-damage inflicting Warrior or a spell-casting Witch, it's important to remember that luck is what happens when preparation meets opportunity. Here are some helpful tips for a few of the classes:

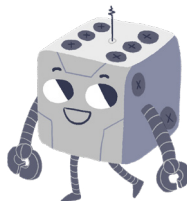
■ The Warrior – The ability of this class to dish out high-damage attacks makes it a natural fit for beginners looking to get their bearings. While the Sword is a useful weapon at first, try changing things up with the Shovel or Hammer. They can both apply status effects under certain conditions.



■ The Thief – While this class may seem challenging to use at first, it offers a lot of upsides as you progress through the game. Living up to its name, the Thief class advantage is temporarily stealing equipment from enemies, so it's always worth evaluating if your opponents' gear is better than anything you're using. If Singer's High Note looks more powerful than anything you're rolling with, you should feel no compunction about living by the axiom "finder's keepers, losers weepers."



■ The Robot – While robots are known for number crunching, this class's Calculate ability must be wielded carefully. Rolling a random dice can increase your CPU, but you won't be able to spam Calculate endlessly. Make sure you have at least four slots left before using Calculate to give yourself a buffer for errors.



NAMES BEHIND THE GAMES

The indie games we all love are usually labors of love themselves. Behind every quirky puzzler and sweeping adventure, there are dedicated individuals and teams working hard to bring their visions to life. We've asked some talented indie developers to give us a glimpse behind the scenes at their creative process.

"One of the real inside baseball bits of trivia about *Hades* is that we originally thought that the game would be about Theseus and the Minotaur. Before it was about the underworld specifically, our first thought was to make a rogue-like dungeon crawler based on the Minotaur's Labyrinth. When that wasn't going quite according to plan, we had the brighter idea of making it about the son of Hades instead. But I'm really really glad that Theseus and the Minotaur found their way into our game after all."

- Greg Kasavin, *Hades* Creative Director

For more fun info about the making of *Hades*, check out Greg's [Six Quick Things!](#) interview.



"*Among Us* was an idea based on a combination of a Mafia-like game and the movie, *The Thing*. In the original game, you would draw a role card and roam around a house aimlessly while 'the mafia' person secretly 'killed' players by drawing a finger across someone's neck.

"That core of creating and reporting dead bodies is still present in *Among Us*, but ... the tasks changed several times in early development. Originally, the ship was always in crisis while the crewmates attempted to hold it together and Impostors could do tasks wrong to hinder players. We found this was too stressful and didn't leave much time for detective work and informed meeting conversations.

"It's really great to hear about people adjusting the rules to play *Among Us* in new ways. There are a lot of different variations that have been created in the game, and one of the most popular things is people will turn down the lights for the Impostor and play Hide and Seek. We love it!"

- Forest Willard, *Among Us* Programmer and Innersloth Co-Founder

For more fun info about the making of *Among Us*, check out Forest's full interview at indieworld.nintendo.com.

NAMES BEHIND THE GAMES (cont.)



"*Blue Fire* is a mysterious third-person action-adventure game with a big focus on 3D platforming and exploration, set in a perished fantasy land that hides many secrets.

"Ever since my brother (my studio co-founder) and I received our first Nintendo 64 system, I've been mesmerized by the genre. Spawning in a 3D world and being able to move and look around amazed me – and still does. We grew up with Nintendo games and I was completely fascinated by the worlds and places I could explore. I think both *The Legend of Zelda: Ocarina of Time* and *Super Mario 64* were the games that had the most impact on me. In fact, I wanted to be a game developer even back then.

"We want players to really get immersed in the world of *Blue Fire* and eventually take it upon themselves to explore and learn as much as possible to piece the story together. We feel a good adventure game should expand beyond the game itself and leave the player dreaming and imagining about the world."

- Gabriel Rosa, *Blue Fire* Game Director and Robi Studios CEO

For more fun info about the making of *Blue Fire*, check out Gabriel's full interview at indieworld.nintendo.com.

2020 YEAR IN REVIEW

Take a look back at just some of the great indie games that released on Nintendo Switch in 2020! How many of these games have you played? To find more, visit: indieworld.nintendo.com.



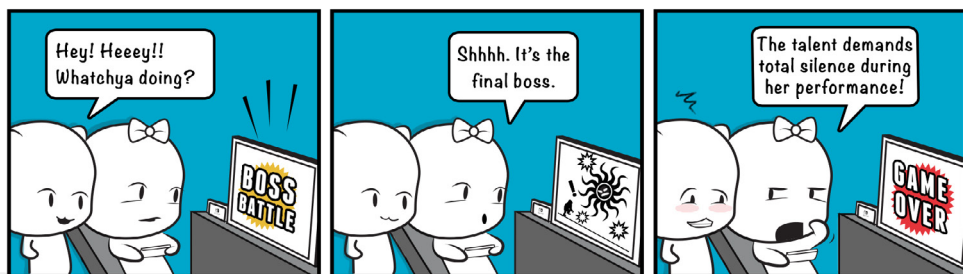
INSIDE Indie World

NEWSLETTER

Thank you for joining us for the second
Inside Indie World Newsletter!

For all the latest news and updates about indie games on Nintendo Switch, be sure to follow the Indie World Twitter account [@IndieWorldNA](https://twitter.com/IndieWorldNA).

You can also find developer interviews, monthly recaps and more at indieworld.nintendo.com.



* Additional accessories required for multiplayer mode. Sold separately.