Welcome to Five Nights at Freddy's, an indie, survival-horror game that was released on August 8th, and features more creepy animatronics than the local Chuck E. Cheese.

The game is currently out on both Android, Apple and PC platforms, with the Android and Apple versions costing $3, and the PC copy standing at $5.

In the game, you play as a nameless security guard, who has picked up a job working the night shift as a security guard at a child’s party restraint named Freddy Fazbear’s Pizza. At first glance, the job seems harmless, and it could even be called easy, but there are other factors that come into play.

The player is simply thrown into the game, with no tutorial. The only tutorial the game gives you is a voice recording left behind by the previous nameless security guard of Freddy’s, who explains to the player the most basic of game controls, and a lot of nonsensical rambling.

The previous guard notifies the player that the 4 animatronics, respectively named Freddy Fazbear, Bonnie the bunny, Chica the duck, and Foxy, roam the restaurant at night, and if they spot the player, they will attempt to stuff you into an animatronic suit, leaving only your eyes and teeth to see the light of day.

After he hangs up the phone, the night really begins as the animatronics become more active, and it becomes a suspenseful race against time, forcing the player to keep track of the animatronics at all times, and preventing the animatronics from getting to the player, while at the same time managing their power.

The game itself has its flaws, and is barely excusable by the fact that this is an indie game, but there are points that stand out. The first thing to note is the difficulty curve. The further you progress into the week, the more active the animatronics become, and in turn, the game becomes progressively harder. At times though, the game can feel too difficult for some players, and will lead to player restarting the same level over and over. This would be bad, but because of the next factor, this is easily ignored.

The next best thing in Five Nights at Freddy’s is the replayability value. From what I can tell, the game could simply be played over and over again, and still retain the feeling that this is a new game. The fact that each night can result in different deaths, or even different situations that the player must survive, can make the game feel brand new.

However, one of the more disappointing factors of Five Nights at Freddy’s is the fact that the game only uses jumpscares and screamers. But it’s jumpscares and screamers don’t scare for very long, and especially not for someone who’s had to constantly retry a level. Not even that, its graphics are basic for what seems to be a 3D game, and its ambience could use some tweaking.

But to me, Five Nights at Freddy’s is still a good game, and deserves a place on the desktop of most gamers as one of the few gems of the indie-horror genre.

Nonetheless, the game is more than worth the 5 to 3 dollars you’re spending. The game boasts an impressive replayability value, and provides challenging gameplay without being insanely difficult from the start.

Whether this is an indie game or not, the game shows plenty of potential towards being something even bigger than what it is now. The game is just lacking in different areas, and is need of an update.

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By Dawson Brodine

It's the year 3587; conflict is on the horizon.

Unlike many video games, Awesomenauts starts right off the bat.

After loading into the game, players are thrown directly into the action.

The game is a MOBA (Multiplayer Online Battle Arena) game,

It features a roster of 20 characters, each with unique abilities and play styles.

The game is very fast-paced, with a short learning curve for new players.

Awesomenauts has earned a 9/10 rating from critics and players alike.

Pros

+ Easy to pick up and play
+ Good voice acting
+ Catchy music
+ Star building
+ Good character design

Cons

- Occasionally broken game
- Bad matchmaking system
- Some characters are not as powerful as others

Awesomenauts has over 100,000 players worldwide and is constantly evolving.

The game is more “awesome” than “naut.”

Photo courtesy of SteamPowered.com

By Dawson Brodine

In the year 3587, conflict is on the horizon. The Gliders, a war-like society, are on the verge of breaking through the Mibros, a peaceful race.

The Mibros have developed a technology called the Glider, which is a type of space station.

The Gliders have used this technology to invade the Mibros' planet.

The Mibros have no choice but to fight back or be conquered.

The game is a MOBA (Multiplayer Online Battle Arena) game, featuring a roster of 20 characters, each with unique abilities and play styles.

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