

Everything you need to know about the
exciting new trend of indie gaming...

INDIE GAMES

THE COMPLETE INTRODUCTION TO INDIE GAMING

MIKE DIVER



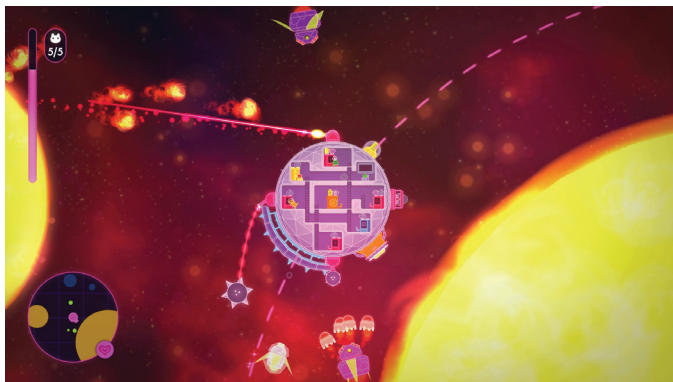
Publication Date: 24th March 2016
(for April Magazine issues)

Format: Hardback, LOM Art

Price: £17.99

AVAILABLE FOR EXTRACT –

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Independently made video games have become some of the most original, ingenious and successful games available on the market today. Matched against giant tech companies and their mammoth-budget franchises, indies, have demonstrated the extraordinary impact that individuals and small teams can have on the direction of the gaming world.

Mike Diver takes us behind the scenes to explore this incredible movement, where freedom from major studios has allowed for near-infinite possibilities, revolutionizing gaming mechanics and remoulding genres. Including interviews with legendary developers such as Tim Schafer and David Braben as well as the brains behind newer studios such as The Chinese Room, Hello Games and Simogo, *Indie Games* introduces us to the personalities, the passion and the practicalities that have transformed an industry's history that should not be forgotten.

FACTS YOU MAY NOT HAVE KNOWN ABOUT INDIE GAMING:

- Indie games are video games developed without the blockbuster budgets and support of major studios and publishers, often by a tiny team or a single creator
- Indies have made an incredible impact – Minecraft and its publisher recently sold to Microsoft for \$2.5 billion, and many other indies (Fez, Super Meat Boy, Monument Valley, the list goes on) have been pulling profits in the millions
- Since the release of award-winning documentary *Indie Game* (2012), public interest in this revolution has been escalating, with crowd-sourced projects exploding and the massive games developers playing catch-up

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