

Devolver's indie game showcase had yakuza, cults, and a creepy reality TV show

Devolver Digital's keynote events tend to be, let's say, unique. And the publisher's presence at Summer Game Fest 2024 was no exception. Like last year, Devolver focused on just a handful of really interesting indie games, which ranged from a game about fighting through an interdimensional catastrophe to an expansion that somehow makes *Cult of the Lamb* even weirder. There was both a first-person kicker *and* a thirteenth-person shooter. If you missed it live, here are all the reveals.

[a: hover\]: shadow-highlight-franklin \[> a\]: shadow-underline-blurple-1" > Coming to PC and console in 2025](#)

A slick side-scrolling action game from the creators of *Solar Ash* and the *Hyper Light* games, *Possessor* looks absolutely gorgeous. It also sounds like it'll be plenty challenging. Here's the official setup:

Play as Luca, the host, and Rehm, her less-than-cooperative counterpart, as they explore a quarantined city ripped apart and flooded by an interdimensional catastrophe. Their only hope of survival is by learning to co-exist.

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to PC and consoles; no release window

Tenjutsu is the first release from Deepnight Games, a new one-person studio helmed by Sébastien Benard, who previously worked on *Dead Cells*. The game puts players in the role of a renegade yakuza fighting through the criminal underworld and mixes pixel art visuals with some fast-paced action. In keeping with its retro aesthetic, it's planned for a release in 202X.

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[&>a]: shadow-underline-blurple-1">Coming to PC on July
11th

This is a first-person shooter where you also do a lot of kicking, and also – obviously –

collect sneakers. It comes from Free Lives, the studio behind *Broforce* and *Cricket Through the Ages*, so you can expect it to be both very silly and very violent when it launches this summer.

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highlight-franklin
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blurple-1">Coming to PC
on August 9th

The Crush House sounds like a solid concept for a strategy game, tasking players producing a

reality TV show circa 1999. But there also appears to be a more sinister side to the game, as you can explore the house at night in search of darker mysteries beyond cast gossip. It's developed by Nerial, the studio behind the excellent *Reigns* series.