☆☆☆☆Zombies Indie Game List☆☆☆☆

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Don't know what to play? Trying to avoid Triple A studio slop? Or are you just looking for a new studio to follow? Well, as a passionate game enjoyer (and developer), I've got you covered!

This list covers games I've played and like, giving mini-reviews on them and ranking them based on *Obscurity*. Essentially, the lesser known a game is, the more Obscurity Stars (☆) it gets! Each game is ranked from 5 to -5 stars.

So a REALLY obscure game would have 5 stars:
 (☆☆☆☆☆)
And a not so obscure, but still underappreciated game would have -5 stars:
(-☆☆☆☆☆)

There are **NO** spoilers for any game featured in this list. This list is updated semi-regularly, and is in no particular order. If you're interested in any of these games, the link to their Steam Store pages is embedded in the title of each section.

Please contact me if you find ANY of these games using generative AI within the game itself, as I do not want to give those kinds of products any kind of attention.

Please also contact me if you have an argument / suggestion for the obscurity rating of a game, as I'm mainly basing it off of my experiences.

The list was lasted updated **2/13/2025**

(Scroll down to the next page for the list).

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☆☆☆☆SHORT VERSION☆☆☆☆

(For those who dont wanna hear me yap. This just includes the hyper-links to the games Steam Store pages. Enjoy!)

- [Nine Sols](#)

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Nine Sols

Genre: Metroidvania
Obscurity: ☆☆

Statement:

Nine Sols is an **incredible** Metroidvania, taking inspiration from Hollowknight and Sekiro (the game's description describes the combat as "Sekiro-lite"). With fast, fluid combat, a high skill ceiling, and *beautiful* art, this game is one you want to pick up.

Nine Sols takes advantage of a unique "Taopunk" style, taking styles from Eastern Mythology and the Cyberpunk aesthetic, making the game really stand out. Enemies look unique, and the design of all the bosses are so damn iconic.
The game is also uniquely horrifying in its story and art, and based on RedCandle Studios past experience with horror games, it's interesting to see how they subtly weave horror elements of many kinds into a game that's not very horror focused.

I have **not** completed this game, but am attempting to. It is truly unique and worth your time. The only thing keeping it from a higher obscurity rating is the **20k+** Steam Reviews it boasts.

Wartales

Genre: Turnbased-RPG
Obscurity: ☆☆☆

Statement:
Wartales is unlike any other RPG game I've played. You control a band of Mercenaries across the land of Edoran, attempting to survive and make money, and resolving regional scenarios.

I'll admit, this game is not for everyone. Whether it be its difficulty, its aesthetic, or even file size (it's 50GB without the DLC!). But all in all, this game is an enjoyable experience I keep coming back to. I like the games combat, there's so many unique systems, such as the professions / crafting system, to explore.. I can't talk about everything the game has to offer in one little statement.

I have **not** """"completed"""" Wartales, (as I don't believe there is a conclusion the game is building up to), but if you want to have fun running your lil band of mercenaries, I recommend it.

[Roboquest](#)

Genre: FPS Roguelike
Obscurity Rating: ✩✩✩

Statement:
Roboquest is a fast-paced shooter that feels so incredibly good to play. Weapons have variance that makes each of them unique, there's so many different classes and builds, and the game offers lots of difficult, challenging content to keep you engaged.

The main gameplay loop is starting in the first area, shooting your way through, and making your way to the next. In fact, the entire gameplay loop is that, with boss fights in between, but as you unlock more movement gear such as the Jetpack and the Grappling hook, all of that begins to feel so much more intense. And the game definitely doesn't get easier once you get those things either, but it becomes so much faster paced!

I have quite a few hours on Roboquest, **83** at the time of writing, and I have to say it's one of the most enjoyable FPS Roguelikes i've enjoyed. Things aren't too crazy and the game *feels* great!

Quest Master

Genre: Level-Editor Dungeon Crawler
Obscurity: ☆☆☆☆☆

Statement:

Quest Master is the Zelda Maker that Nintendo never gave us. The whole game revolves around you building and playing other levels, and it's a lot of fun.

There's many mechanics to make use of. Bombs that break certain blocks, a Hookshot-like item, jumping, different elemental rods, and that's just the tools! You can freeze levers, make a puzzle out of noteblocks, make sections inaccessible requiring certain tools to use, hide items in pots, and so much more!

For a game in early access there's already A LOT to be used here, and the community has made some awesome levels already! Sure, with it being community based some levels are... eh, not so great. But there's definitely a good variety of them that are genuinely very well made, I've even made a few myself!

I have around **20** hours in Quest Master at the time of writing, but with all of the new things planned and all of the stuff there is now, that number will only go up!

Enter the Gungeon

**Genre:** Top-down Roguelike
Obscurity: –☆☆☆☆

Statement:
While you've likely heard of Enter the Gungeon, I still highly recommend it. Even years later, after its final update, Enter the Gungeon offers a ton of content, and hours of fun.

Gungeons constant gun-theming is hilarious at points, where they try very hard in order to make everything gun themed. Floor names and weapons with gun related puns, living bullet enemies, and that's not even the best part!

The game's combat feels very weak early game, but by the end of the set of floors of the Gungeon, you'll feel like an action wielding badass spraying and praying around rooms and clearing them with ease. The game is incredibly fast, fluid, and difficult, and I love it so much... it's a shame it's not popular anymore nowadays.

I have about **55** hours in Enter the Gungeon at the time of writing, and that's only likely to increase with incredible mods that have been made by the community!

Windowkill
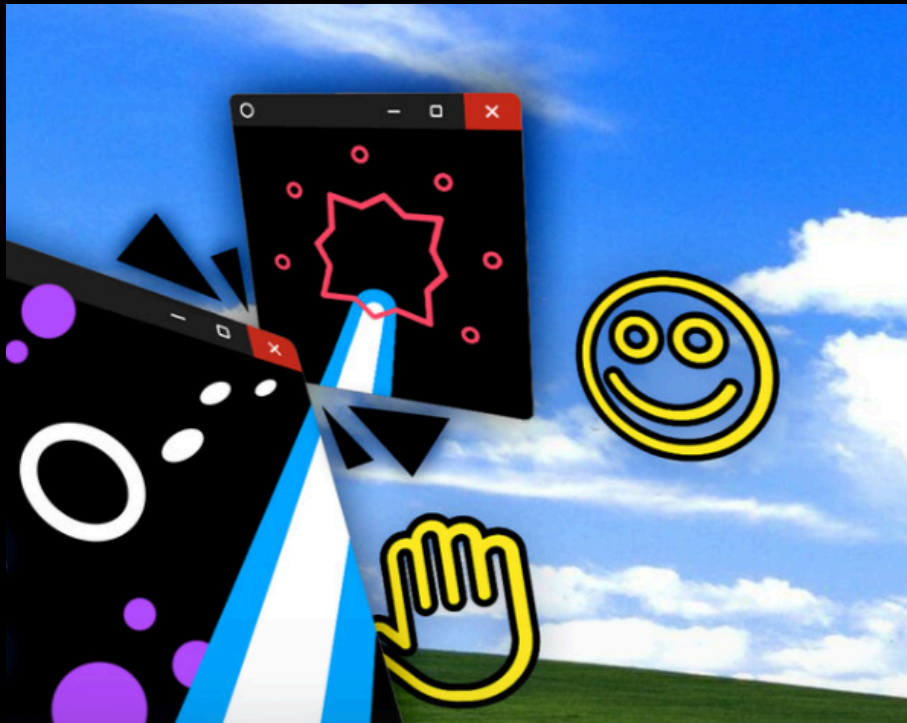
Genre: Experimental Action-Roguelike
Obscurity: ✰✰✰✰

Statement:
Windowkill is an incredibly experimental game, where you use the actual windows on your computer in order to play the game. Using your weapon, you expand the playspace (your window) in order to defeat enemies and last as long as possible.

The game toys with various concepts this way, such as a pop-up boss you have to click the "X" on in order to beat, a Worm enemy composed of multiple smaller windows that you need to kill each segment in order to beat, and more.

While admittedly, the option for builds is a bit limited, seeing as you only have access to simple stat upgrades, the game still proves good fun! The dodging of bullets is really satisfying, and the many unlockables keep the game fresh.

Going Under

Genre: Top-Down Action Roguelike
Obscurity: ☆☆☆☆☆

Statement:

I must admit, I'm a bit biased about this game as this studio has made an *incredible* souls-like game that I also like, but I still enjoy this game.

Going Under is a roguelike about being a resourceful intern clearing dungeons underneath her place of work, and that resourceful part is what makes this game fun. Picking up new weapons every minute or so after one breaks is a lot of fun, and with the game's environments *mainly* consisting of usable weapons makes finding those weapons easy. Not to mention they can all be flung around the room using various powerups, or by smacking into them with bigger weapons!

I have **completed** Going Under, as there is a "end" to it, and the game offered me a great challenge while not being super duper difficult! It kinda hits that difficult sweet spot for me, and I find it a lot of fun!

[Rimworld](#)

Genre: Top-down Colony Simulator
Obscurity: ☆☆☆

Statement:
Rimworld is the game I have sunk the most hours of my life into. I couldnt tell you why, but I have over 1100+ hours in Rimworld. I know alot of shit off the top of my head, such as how mechanoid raids work, how my favorite Storyteller, Randy Random, functions to attempt to cull your colony's population.

If your looking for a Colony Simulator that isnt full of 1 million different systems you have to learn all in one go, one that expands into something bigger the more you play it, and, a colony simulator that, despite its simplicity, is INCREDIBLY difficult? Rimworlds your game.

I absolutely hate the notion that its "The Warcrime Simulator" because while yes. You can do fucked up things like eat people, imprison them, and absolutely obliterate them with nuclear warheads, the game also has indepth systems and longevity to make your playthroughs interesting!

That's not to mention the games moddability! There are THOUSANDS of mods for Rimworld, from ones that add magic casting systems to turn your colonists into wizards, to mods that are simple, and just add more guns, mechanoid threats, raider types, and more!

This game is alot of fun. While I might not play it much at the moment due to having over 1100+ hours on it. Take this as a warning, I guess. This game will suck you in. Your fortresses will rise and fall in the span of a day. But so is life.

Lobotomy Corporation

Genre: Management Simulator
Obscurity Rating: ☆☆☆☆

Statement:
We all have that one Project Moon friend. They love the series, and whenever they bring up Limbus Company, or Library of Runia and show you gameplay, you cant help but be like "what the FUCK am I looking at". But then they tell you that this game is a great place to start with the studios games. And well, I have to agree!

Lobotomy Corporation is a game where you run a SCP-Foundation like facility, harvesting "Boxes" off of anomalies that all work differently. In order to "complete" a day, you have to make a certain amount of boxes. Managing your team to keep each anomaly contained means more boxes and a successful workday! But, of course, accidents happen… and, there are alot of accidents.

The anomalies in Lobotomy Coportaion are probably my favorite part. I worried there'd be a lot of SCP "Murder Bucket" types, but some are just shit like. 2 shrimp guys and their favorite soda machine. The Orb that Makes you Bald and Likes You If your Bald. The anomalies have really interesting lore as well, and are probably my favorite part!
The game revels in its chaos, and I sincerely enjoy it. Give it a go! As its probably the *simplest* Project Moon game, gameplay wise that is.