

“Indie game” is a term that describes games made by independent game makers outside of the big studio developers and publishers.

More recently, the indie game world has grown quickly with digital publishing and game making tools allowing independent and hobbyist developers to produce and distribute games.

ZTZ (1991) by Tim Sweeney

Game Maker (1999)

Cave Story (2004) by Dōkutsu Monogatari

Darwinia (2005) by Chris Delay

Syobon Action (2007) by ちく(Chiku)

Passage (2007) by Jason Rohrer

Dear Esther (2008) by The Chinese Room  
WTF Is... Dear Esther?

The Graveyard (2008) by Tale of Tales

Braid (2008) by Jonathan Blow

Blueberry Garden (2009) by Erik Svedang

Minecraft (2011) by Markus Persson

dys4ia (2012) by Anna Anthropy

Depression Quest (2013) by Zoe Quinn

Papers, Please (2013) by Lucas Pope

Plug & Play (2015) by Michael Frei and Mario von Rickenbach

Stardew Valley (2016) by Eric Barone (ConcernedApe)

Hades (2020) by Supergiant Games

## Indie game sites

- [New Grounds](#)
- [itch.io](#)
- [indiegames.com](#)
- [IndieCade](#)
- [Game Jolt](#)