

Ruby's Game Awards Picks - Upcoming Titles to Watch

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[Header image]

Another year, and another massive Game Awards ceremony is in the bag. We got to witness 'Flute Guy' jamming out, plenty of jokes thrown Christopher Judge's way regarding the length of his speech, and Bill Clinton being the unexpected namedrop of the night due to a bizarre stage-crasher. That's not to mention God of War: Ragnarök securing an impressive six wins, while Elden Ring snagged the award for Game of the Year. Nestled amongst all this action we also saw some incredibly exciting world premiere trailers for upcoming games. I've picked the top 4 games that I will be looking out for in the future.

Post Trauma

There is a strange paradox that exists in my gaming life: I love to watch horror Let's Plays, but I hate playing horror games. Post Trauma might be the exception. Combining a chilling atmosphere with some truly surreal visuals, Post Trauma looks to combine classic tropes of old school horror like fixed camera angles with a modern game engine and intriguing storytelling. I love a game with strong art direction, and Post Trauma looks like it knows exactly the aesthetic it's aiming for. For those eager to see more, there's an existing demo up on itch.io, and the developer has promised a new one will be coming soon to Steam. Personally I'm going to wait until the full game releases to fully enjoy this melancholic, haunting mystery.

Hades II

There was an audible cry of delight from the Game Awards audience when Hades II was revealed, and for good reason. Supergiant's rogue-like dungeon crawler was a critical success and public darling in 2018 and winner of multiple Game of the Year awards from various events and gaming publications (including ourselves). We got a few brief glimpses of some new characters in the sequel trailer, plus a little look at more slick and fast-paced combat of the kind that made the first game such a joy to play. Fans are definitely ready to dive back into the beautifully conceptualised world of Greek gods and monsters, so this one is sure to make an impact when it hits Early Access in 2023.

Judas

If it looks like Bioshock and sounds like Bioshock, it's probably Judas. A single-player, narrative-driven experience based around trying to escape a disintegrating starship, the trailer for Judas featured plenty of Bioshock series staples: first person point-of-view, a character with a probably-meaningful wrist tattoo, the ability to wield special powers in the palm of your hand, and plenty of creepy decopunk elements scattered throughout the game world. Combined with a recent press release from Ghost Story Games which promised that the studio was founded "to build upon the legacy of System Shock 2, BioShock, and BioShock Infinite", there will be high expectations for this debut, original IP title.

Death Stranding 2

The original PC edition of Death Stranding was my 2020 Game of the Year pick based on how it eerily predicted the early days of the COVID-19 pandemic, when lockdowns swept worldwide and physical distancing was strictly enforced. The often polarising "walking simulator" combined stunning music, beautiful graphics and that quirky kind of strangeness that only Hideo Kojima could pull off into a game that was much more than the sum of its seemingly disparate parts. In the sequel, it looks like Norman Reedus' Sam will be teaming up once again with former porter Fragile, and stylish antagonist Higgs Monaghan might be back in a new form. Other than that, it's hard to guess where exactly the sequel might go, but you know that as soon as I saw that thin Death Stranding font appear on screen, I was all in.