I’ve seen it written in several places – including a reader’s feature on Metro’s website – that 2022 is shaping up to be the worst year for games ever. The line of thinking goes that, the undoubted brilliance of Elden Ring aside, 2022’s otherwise been bereft of major new releases. Several big titles have now been pushed to 2023, including the much-anticipated Forspoken, Nintendoi’s Breath of the Wild sequel, and Bethesda’s Starfield. With those games all gone, what’s the point in getting out of bed?

Well, aside from the looming presence of God of War Ragnarök and Bayonetta 3 on the horizon (they’re due for release this autumn), 2022’s seen the arrival of a wealth of amazing indie games. Neon White is a breakneck delight (you can find our review on page 92). The Quarry’s a sharp and tense interactive horror yarn. And then there’s the brutal challenge of Dark Souls-meets-Zelda action fantasy, Tunic, or on the other end of the spectrum, the breezy delight of LEGO Star Wars: The Skywalker Saga or Kirby and the Forgotten Land.

So while it’s been a bit of a quiet year following the February barrage that brought us Elden Ring, Horizon Forbidden West, Dying Light 2, and more besides, it’s hardly been devoid of brilliance, either. And anyway, if none of those tickle your fancy? It at least gives you a few months to tackle that teetering pile of shame…

Enjoy the new issue!

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Editor