

Legends Bowl

For this week's blog post, I would like to continue the trend of highlighting indie developers who were able to create a game by themselves. This week the game of focus is "Legend Bowl." Released in 2020, Legend Bowl is an 8-bit and 16-bit throwback simulation-style football game. The game was developed by King Javo under his game development company Super Pixel Games.

Legend Bowl was inspired by many of the classic 2D football games including Tecmo Bowl, and Sensible Soccer but with a more modern gameplay. Many of the features of the game are realistic – the movement and control of the players, the dimensions of the field, the $\frac{3}{4}$ perspective broadcast angle, and even the weather, but the game manages to retain a throwback feel to it through the 70s style arcade graphics.

King Javo released his game at the right time. Although not a replica, the game gives the ability for people to play a simulation football game, which includes a franchise mode, a career mode, and stat keeping across each season you play, with the uniqueness and creativity of an indie game. King Javo has been deploying updates and making improvements to the game since its initial release over a year ago.

Legends Bowl has been released in the era when Madden NFL has a monopoly over the football video game industry. Madden retains the rights to all NFL content in the gaming world, and very few competitors have managed to disrupt Madden's control over football games in general. I would not say "Legends Bowl" is a direct competitor with Madden because of its drastically different graphics and feel, but it has the potential to carve out a niche in the intersection of video game/sports. Looking at IGN and user reviews over the last 5 years, Madden ratings have been dropping due to EA's inability to introduce any creativity or novelty into the game. Many fans of Madden complain about the lack of distinction between games, and how each game feels like a carbon copy of the last one, just with updated rosters. This is where Legends Bowl can accel. Although the rollout of new modes and features will be slow due to it being a one-man-team, King Javo has the opportunity to implement novel features that fans have been asking for and to improve the game over time.

I'm rooting for King Javo and for Legends Bowl to become a big success. If you're interested in the game at all, go check out their steam page here:

https://store.steampowered.com/app/1106340/Legend_Bowl/