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NeverEnd Download] [FULL]



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## About This Game

NeverEnd is a Rogue-Like Dungeon crawler, where you, a simple adventurer suddenly wakes up in another dimension. Inside of this dimension there is no sun and the whole world is caved in. Enemies swarm you from left and right and you need to learn how to defend yourself.

The goal of the game is to escape this dimension. But in order to achieve that goal you'll need to upgrade your gear and become stronger. Use your powerful weapons and skill to beat hard enemies and the final boss. You are not alone in this dimension as strange men will help you achieve your goal along the way.



While playing NeverEnd you'll come across Shopkeepers selling different items. You can find anything from Fire Swords, Swift Blades, Bows, Hooks with many more items to buy. There are also Farmers who sell their animals for mounting but that's not the only thing they do, you can tame enemies and make them fight for you aswell, this way you can strategies and set up a team for beating enemy hordes easier and faster.

In order to beat NeverEnd you need to have good gear and a lot of skill, use your items and shield wisely. NeverEnd is a hard game so stay tough and enjoy the game.

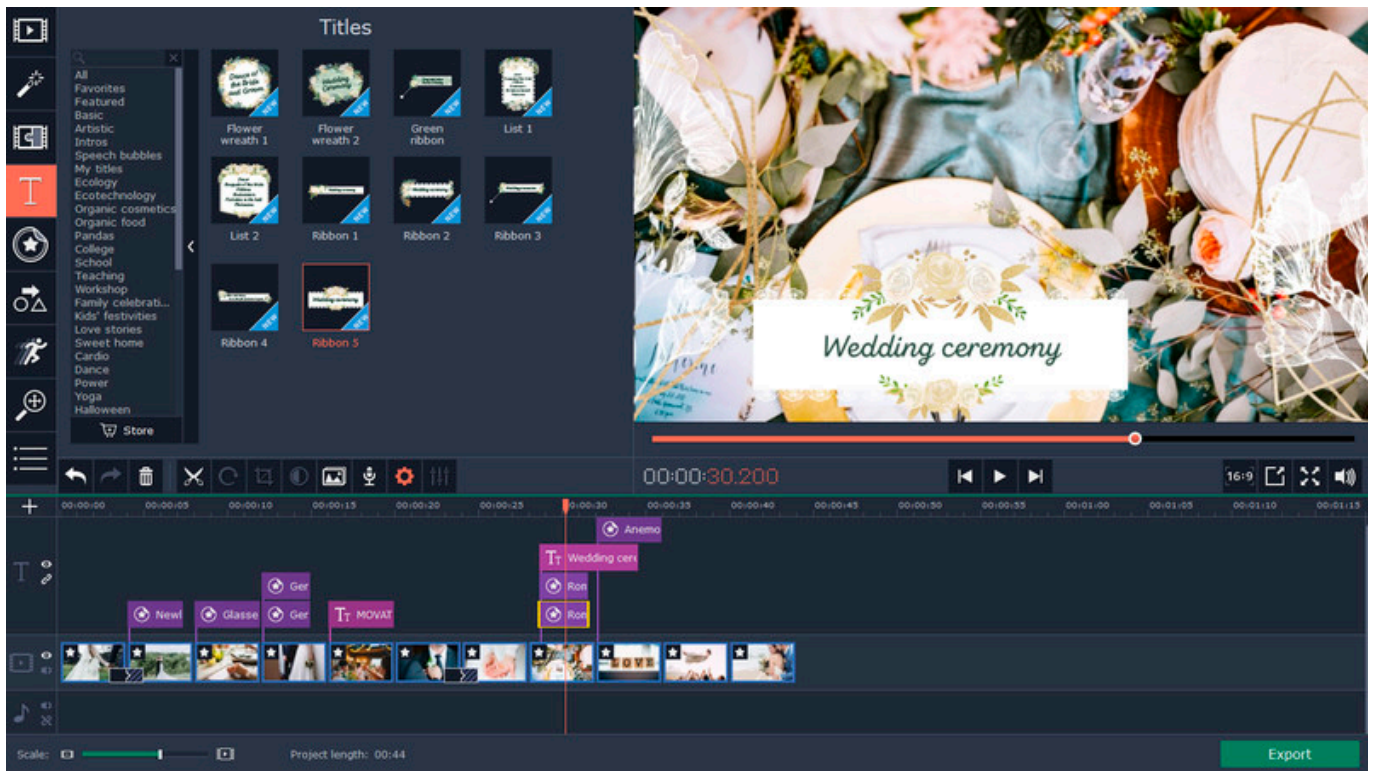


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Title: NeverEnd  
Genre: Adventure, Indie  
Developer:  
Duck  
Publisher:  
Sometimes You  
Release Date: 16 Feb, 2017

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English









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This game was a bit of a mixed bag for me: I'm not sure I'd say it's a good game, but I definitely enjoyed playing it. The campy horror aesthetic and variety of settings made for an enjoyable experience, even if the story itself is fairly bare-bones. The villain, in particular, I found to be a bit bland, but their voiceover made them an entertaining-enough foe.

Technically, the game is a fine example of a HOG: there's a fair amount of back-and-forth trundling throughout the game, but the addition of fast travel in the game's map made that much more tolerable than it otherwise would have been. Unfortunately, this wasn't the case for the bonus chapter, and I found myself repeatedly going back to the start of the game one room at a time, only to have to return to my last location and repeat the process all over again. That said, the bonus chapter is much shorter (only 8 rooms), and there are no achievements tied to it, so this might not be a problem for you.

All in all, this game definitely has drawbacks, and it could do with a bit more polish. That said, if you're a fan of the genre, or you're just looking for something to spend 2 hours on, you could do worse than Demon Hunter.. not that good then the previous 1. I own yet VRtural Sports, from Vive Studios, than is just excellent (best VR tennis available for any system by a big margin). I ever watched at Arcade Saga because of his many features, and especially progression and powerups. Something didn't convince me 100% for the full price, but during Summer Sales with a big discount I can't say no.

Well, it surely worth 5\$ but hardly I can suggest this one at 20\$.

There are three (simple) games with ton of levels and a good polishing, but all of them are so so to play. It looks a sort of medley between Holoball, Holopoint, Racket NX and Cyberpong. From the quantity side is a winner, but still get old fast.

Let's hope than the next Vive Studios game (even Virtual Sports has two disciplines) won't be a collection of something, but just a single and full featured game good enough to be sold alone.. Hi buy it just now cant open the menu i try both my controllers but cant

please fix it :( During the first few levels, I'll admit, I truly enjoyed the concept of evolving the creatures by grouping them, However, after advancing further in, when the levels start to throw enemies at you and drop random creatures on the board, it really destroys the whole puzzle element. It becomes less a puzzle game and more a "cross your fingers and hope the game doesn't screw over your strategy by throwing the wrong creatures directly in your way" game. At that point you have almost no choice but to restart levels until they work in your favourite or spend gems to move them. Can be extremely frustrating.

For that reason, I honestly can't recommend this as a puzzle game. If you don't mind there being a major luck element/possibly restarting a lot, go for it, but for puzzling? No, don't buy.. It's alright. It's functional. It's not quite worth the price.

The problem is that it's not especially fun. It has all the elements of what normally makes a platforming game fun; it has enemies you can destroy, it has a decently varied set of platforms, and it's got powerups.

It's got a few problems.

First, the game starts off in an insultingly small resolution that would seem small even compared to old Windows 95 era monitors that were a maximum of about 800 x 600 pixels most of the time. The game starts in a resolution that I think is

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something like 300 x 400 or something of that nature. That's incredibly, painfully small. Is this supposed to be a mobile game?

Second, the main character looks *absolutely terrible*. *Hothead himself looks so much less polished than the rest of the game, where the poor guy looks like a blurry makeshift version of what he really should be. The rest of the background and the enemies look surprisingly crisp, even if a lot of them look exactly the same but with different color swaps.*

Third, whatever "life" system is being used is flawed. You get infinite lives, at the cost of your total score. Every time that you die, your total score resets completely. This creates an unintentionally demotivating atmosphere of the overall game where it feels like the player is harshly punished for any mistake. The game teeters a bit between "too easy" and "a little difficult" sometimes. The difficulty, unfortunately, does not come from the game itself but rather it's limited space design. Careless mistakes get you killed fast, and that resets your score quickly.

Fourth, this game really could just use some additional polish. It's not quite worth it's 5 dollar marker at the moment. I'd go so far as to say I'm not completely disappointed with it, but I definitely have seen better. I feel like there's a lot more potential for this game to be good, and when that day comes I think I'll be able to recommend it.. I did so much, it almost feels like I accomplished nothing. 10/10. i think this game should sell hundred thousands  
very addictive game

at the very start its little bit complicated till you undrestand whats going on  
but at the end its very simple and fun

this is my 50th hour and i unlocked 99% of the achivments

9/10. I wanted Lara Croft in a cool jacket. I got Lara Croft in a cool jacket. It's exactly what it seems to be, and while the outfit remains undamaged throughout the story mode, I didn't notice this as an issue because all dirt, grime, blood and injuries sustained over the story are in effect anyways. Not the best investment in the world, obviously, but a neat little cosmetic something that's pretty well done.. this game is awful whoever made it has no clue how martial arts work and absolutly nobody exept chinese play it only china server is populated all other servers are dead no use to buy it if your not from china zone



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Sorry, the old feeling of the game is gone.

- + Yes less bugs
- Cant do options tho in game
- There's different levels now instead of one world.
- No char generation
- UI used to be better.
- UNITY worst game engine ever.

Nice to try fast stuff in but bad for stable heavy loaded gaming.

+ models / textures look fine tho

. I read one route and it had absolutely no resolution. This was the "good ending" and it ended with inexplicable angst; there didn't really seem to be any reason why it ended that way other than as a middle finger to the reader. The character's reasoning is deliberately left unexplained to the reader.

I researched a bit and apparently only one ending is actually positive and it's not one of the three available to you at the beginning. I can handle a bit of angst but not when it's just there for the sake of having angst. Supposedly a lot of people liked this VN; more power to them I guess, but I really don't get what they see in it. I have trouble saying it's bad given the overwhelmingly positive response others have had, but I will say that I personally didn't like it and don't get why other people do. My advice is to research it a bit before you consider buying.. Simple game! I recomend this. **IT SAYS IT IS MULTIPLAYER! IT LIES I WANT TO PLAY WITH MY FRIENDS AND I CAN'T!!!**. I really enjoyed Everlasting Summer. It may not have been the perfect visual novel, but it was still fun and amazing. When I found out that the creators made a sequel to the game, I was just jumping out of my skin to download the VN. It may be really shot, but it's still pretty interesting to see how much the characters have changed over the years. The characters have changed so much from the original game, but they still kept their unique qualities. The game's story line is really interesting. I totally recommend it for those who enjoyed Everlasting Summer, 11/10 visual novel. Hopefully the creators of Everlasting Summer and Frost Kiss will make either a full sequal to Everlasting Summer, or make Frosty Kiss a full sequal

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