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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.



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

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English







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for some reason.. this and commandos 2 dosent work. go search on the internet "commandos 2 black box when open" 100-1000 got this problem and i can't play commandos 2 or 3 and commandos 1 was a big succes for me, loved it.. what a shame that it dosent work... does drums dude. update]

Tried to play this again, so yeah...

Still no idea what to do or where to go to get tears.

And for no reason we are under a floor, inside walls or some other place where you cannot get out from and you have to restart the game.

Loading times are longer than ever... I can hear my hair grow while waiting another stage to load.

For some reason camera follows p2 fox and not the main character and it makes things pretty difficult...

[this has made before any recent updates]

I cannot describe with words how much I hate this game.

I played this with my sister and we were running around huge a\$\$ world having no idea what we should do. (No information about what to do and how to do it)

Then we see some info of how we should walk on yellow tile road...(Oz ref much?)

We got three tear drops and had no idea what "RT" or "E" should do...(?)

We run around finding our way back to the place, where tear drops go.

No idea how to get to the next area, so we run around a little more and find some beach place where music is like someone gave one year old kid a xylophone to use and they made soundtrack out of it. (I could hear my braincells commit a suicide while listening to that torment)

We find a place with some elevator what takes us to a place where we have no idea what to do, we see block what dropped lower level and a high place we cannot reach.

Camera spinning around and around, not to even mention what it does when co-op partner fox dies...

Then I've had enough...

If you enjoy having mental torture and you are willing to pay for it, go ahead and buy this game!. Combat is too easy, mostly just a waiting game. That's all there is in the beginning, especially in the tutorial. By the way, I never could figure out how to capture the dungeon heart in the tutorial, so I didn't even complete that part of the game! Too boring and kinda confusing at times. Don't buy this game.. Great game! One of the best arcade-style zombie games around, pretty simple to understand and fun to play. The mechanics of the game are great, the developers are active and constantly pushing new updates through our feedback. The best part is that you get the feel of being there since there is no teleport option and as you move in your play area, you move in your fixed spot to grab stuff around. Everything is proportionally right, it feels so real that I even dropped the controllers over the invisible table in front of me!

Totally recommended.. A fun game to play with friends, but a little hard to control at first.. I don't write many reviews, but since there seems to be a lack of them...

Basically, when I see a review, I want to know four things. Is it any good (or not)? Why? Did I like it (or not)? Why?

Is it any good? Yes. I'd say 3 out of 4 stars. Why? Good tactical game with a fair number of options. A good amount to explore. That said, like many tactical games, it's a bit same-same after a while. It sells itself as being a Night's Watch theme, but that's

only in the audio (which I switched off). The game bears a closer resemblance to Darkest Dungeon (whose audio I left on), but with a bit more forgiving (you can save/restore) and less depth. Like DD, you have skill trees for characters, but like DD, I found I had a pretty good idea of what worked for me vs. what didn't quickly, so exploring the tree wasn't incentivized. Yes, you can mess with some various builds, but you'll see pretty quickly what works when, which is a key hint. So there's some learning curve, and you'll pay if you get lazy. There's also an encounters engagement learning curve (which is brutal at first, but pretty manageable by 3-4th level). However, the RPG element is thin for my tastes. Both DD and TSG:DiC have the race to get gold, but that's something you can manage once you learn how to control for panic and learn some care in your spending.

Did I like it? Yes, for the most part. Why? I do like a good tactical game. If you make tactical mistakes here, you'll pay for them, which is great fun if you like that sort of thing. If you like things a bit more forgiving, save a bit more often. I like having the choice. The dragon battle at the end is a bit chill after everything else, but I went in very prepared.. Awesome! Developers better keep going on this, pretty fun. Horse riding was a cool concept, and I like the powers.

It is a nice combination of Capitalism 2 + Industry Empire\Farming Giant.

Building on the cool things and leaving out the annoyances + a lot of new content, depth, interdependencies and great solutions. Not to mention: it is a finished game, that runs and does what it should:)

Highly recommended for Tycoon Fans.

. Short but cotenting, satisfying number of routes, and entertaining characters, but one problem though the achievements cannot be unlocked, up until now, but all in all it's great.. <https://youtu.be/yMAvJGpLADk>

While nobody knows for sure, it is most likely not historically accurate to have aliens visit earth and force humans into match 3 labor to craft temples in their honor.

The simplistic matching gameplay is functional but doesn't have any features to make it stand out. The unstable framerate also weakens the experience as a whole.. Good job on Lacuna Passage and a Welcome to Candescant Games.

I would like to see:

1. A story about an older race of aliens or civilization.
2. explore caves, mines, an abandoned alien outpost, or ruins on mars.
3. visit damaged alien spacecraft.
4. research alien technology, tools, or weapons.
5. learn the location of of alien home planet
6. use a communication beacon.

thank you. It feels like this game isn't finished but it has all the core fundamentals which are required. It has a fairly nice variety of weapons and the track layouts are fun to play. There's not really any point in playing multiplayer without the "equal ships" setting because you aren't allowed to choose your ship, so you will probably be at a disadvantage to others otherwise.

For £1 I think this was a good purchase for a quick bit of fun, but I think if they polished it up and added some features which you would expect, like background music in multiplayer, a better multiplayer chat system, the ability to change server settings without starting a new server, an end-game timer for slower players, the ability to do something rather than stare at the leaderboard until the next game, etc., then it would be worth its normal £3.. This is going to be a great game. I can feel it. The setting is so awesome and futuristic. Shiny materials and vibrant color. I love the option for free locomotion vs. teleport. It's so great to have an adventure game that is more about exploring well made environments and enjoying the visuals without being constantly occupied by a barrage of fire. Well done dev's. ... can't wait to see what happens next!. Whatever changes they made from 2 weeks ago worked, rerun looks great ! Looking forward to more... are you guys streaming anotehr live event??

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