
The Endless Empty Download] [Password]



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About This Game

All sales of this game will be donated to the Trevor Project.

THE **TREVOR** PROJECT
Saving Young LGBTQ Lives

A surreal post-life adventure.



It only took a few moments for the feeling of panic to set in. “What if I lived my life wrong? How would I be judged? What if there is nothing after this?”

The story begins with an individual, recently deceased, who is struggling to comprehend the reality of being dead. The mind, disconnected and failing, desperately attempts to form some vision of reality. Yet, the memories of its life are only distant whispers. It can't recall a personality, friends, or even an appearance. But there is hope. The memories of the music, the disconnected emotions. And in a rush of information, sometimes there appear memories of her: the rockstar.

The Endless Empty is an adventure RPG with a focus on exploration and choices. The game explores the concepts of death and the afterlife, and takes place in 5 chapters. Each chapter has a different theme and a unique art style. The game takes the player on a branching journey through the unknown. there are a variety of memories to explore; From upbeat suburban neighborhoods, to gritty industrial wastelands, to colorful psychedelic hallucinations.

The game will feature a multilayered storyline with alternative paths and multiple endings as well as a customized battle system. Complementing the game will be a completely original soundtrack with classical, electronic, funk and rock musical styles.

Title: The Endless Empty
Genre: Adventure, Indie, RPG
Developer:
Erik Sheader-Smith
Publisher:
Erik Sheader-Smith
Release Date: 3 Nov, 2018

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Minimum:

OS: Windows Xp / Vista / 7

Processor: Intel Pentium 4 2.0 GHz

Memory: 512 MB RAM

Storage: 880 MB available space

English



685





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Great game,

to idle for cards.. Game appears to have been abandoned. We were promised English in fall 2017. ZERO updates from developers in about 6 months.

YOU HAVE BROUGHT GREAT DISHONOR TO YOUR FAMILY. No problem for creating games that are challenging and hard. But give the player the means to beat the game fair and square.

- Controls are slippery: there's some kind of inertia when stopping or changing directions which makes you fail at simplest jumps. Imagine if Super Meat Boy was slipping when trying to stop or switching direction. That's a deadly sin for precision platformers

- Traps are usually unavoidable unless you die first to know where they are: that's the cheapest way of making a game hard, like jump scares are the cheapest way to make a horror game

- Levels don't reset when you die, they just continue on the same timeline, which means you can respawn and get killed immediately, or be in a pattern where the elements won't synchronize properly for you to finish the level

- But the worst part is setting death traps on locations where you have to stand and switch the dimension to find your way to continue the level: you just made it through a hard part of the level and ended up on a safe platform. You're looking for your next moves to continue the level and switch dimension to see where the platforms are in order to prepare your strategy. But BOOM, the platform you're on has a trap in the other dimension! "HA HA HA, Pwned! Restart the level, sucker!" Yeah, very funny. How about I get my money back instead?. Interesting concept and have a good future if the developer(s) continues the effort.

Alot of room for improvements, could use,
more Legends/ Landmarks, enemy types/fractions, menu options,
most importantly,
Save Game system.

Looking forward to the growth of the game.

A low price for now, hopefully well spent.

But until there is a saving option,

I can't play the game, to see the efforts and time down the drain.

. This is probably the most fun you can have for 6 dollars. Even with the simple graphics it's easily better than a lot of games costing 3 times as much. The only gripe I have is being stuck in one place and not being able to use multiple points of cover. This basically lethal enforcers VR. This a very good game!!! People are saying it's frustrating but it's not. You are pinned down by a hail of bullets but if you take your time, watch your surroundings, aim and pick your shots you will do great! Just pretend it's Payday2 from the cops point of view.. Ill be brief.

+The randomized puzzle and weapon/prisoner locations is a neat feature to make it a bit more replayable.

+The voidhammer is incredible looking and is much more pretty than the games standard break action shotgun

-Even with the randomization, you will likely play this crap a few times just to get the voidhammer and other items bound to it. Its incredibly boring and easy.

-Total time having fun: 5 minutes during tutorial. Total time grinding for weapons and outfits that I wanted :A couple of hours.

So unless you somehow find the content to be diehard fun, you are buying a russian outfit and a nice double barrel that are locked behind a few hours of grinding a boring level over and over.. Yep. Unless you are a psycho and desperately want a pretty double barrel shotgun (like me), run from this like its the plague.

Might be worth it to go back into the "Deathless ones" level in the campaign, and blast the everloving crap out of them while screaming "LISTEN UP YOU PRIMITIVE SCREWHEADS! THIS.. IS MY BOOMSTICK". go ahead, throw your money away, nobody ♥♥♥♥ing cares.

you will find no joy whatsoever in this game.. Gameplay/review (8 min): <https://www.youtube.com/watch?v=58myxy8LEIc>
Awesome game but with some flaws. If you like zombie games (like I do) then you will most likely find it enjoyable. The first few waves were way too easy for me so that made it a bit boring at first. But as soon zombies started to appear more frequently it immediately got more exciting.

The weapons must be realistically reloaded and that adds an extra challenge. It's great because otherwise it would simply get too easy and boring.

I've played it for over an hour now and only experienced two bugs and neither of them caused any major issues. To me that's very impressive seeing as this is still an early release.

Right now I think it's a bit overpriced for the experience which I had (but not by a lot). It seems a little to basic at the moment and doesn't offer much of variation in terms of gamemodes or similar. **But**, seeing as this is an early release and that the developers have promised more features it won't affect my final verdict too much.

As a whole I enjoyed the game and do recommend it to anyone else who like wave shooters and zombies.

So I learned how to bake a cake and decorate it with a nice warming phrase of "♥♥♥♥♥nugget"

gg
10/10
better than destiny imo. I suck at platformers and gaming but.. I love cats and this is a great game. Super cute, the music is nice. The bosses are kinda cute too!

It's also fun doing all the puzzles (though sometimes frustrating) because I'm collecting the red gems.. An addicting beat 'em up game for all ages! I recommend it for anyone, even if they've never seen a single episode of OK KO in their life!. Hi.

The Culling 2 is a video game. It is very bad.

But who cares, let's instead show some other good games I think are more worth your while and some I personally enjoyed:

Rocket League (Car Soccer)
Age of Empires II HD (Classic Strategy Game)
Celeste (Good Platformer)
Cuphead (The devs sold their house for this game, like wtf, get them some money)
Ori and the Blind Forest: Definitive Edition (Platformer with stunning visuals and Metroidvania elements)
Stardew Valley (Harvest Moon on PC)
YuGiOh! Legacy of the Duelist (You know, card games and a good one at that)
Okami (Beautiful Zelda esque Adventure game)
The Binding of Isaac Rebirth (THE roguelike and a great one at that)
Terraria (Probably one of the best procedural games)
Shovel Knight (great Platformer)
Nuclear Throne (fantastic fast paced hard top down roguelike)
Almost all Final Fantasies (duh)
All the original Mega Mans (duh)
All the GTAs (duh)
Bully (An underappreciated Rockstar Game)
All the Dark Souls (duh)
DOOM (you get to \u2665\u2665\u2665\u2665 up demons and rip their hearts out)
Buncha Sonic Games (duh)
NieR:Automata (Fantastic everything)
Psychonauts (underappreciated classic)
Hollow Knight (great metroidvania)
Undertale (speaks for itself, still great for first timers)
Skyrim (more than 500 hours of playtime, what do you need more?)
Witcher 3 (same)
LISA (one of the rare good RPG maker games)
Spec Ops: The Line (This is a gem)
Hitman (2016) (A very good stealth game)
XCOM (Great strategy game)
Raft (Neat survival game)
Crash Bandicoot Trilogy (great classics)
All the Devil May Cry's (great classics)
etc.

And if this list is not worth your fancy, then you can always resort to the free Battle Royal that is Fortnite, or all the other free crap available all around the net.

I hope I at least saved ten of you 20 bucks.
No, I haven't played nor do I care to play it as this is more than obvious a sinister cash grab.
Stay save, hombres.

Edit: It has come to my attention that my list does not contain peoples favorite games and I greatly apologize for it. I also didn't know that listing a game with another completely different one is a cringey task and I should've known better.

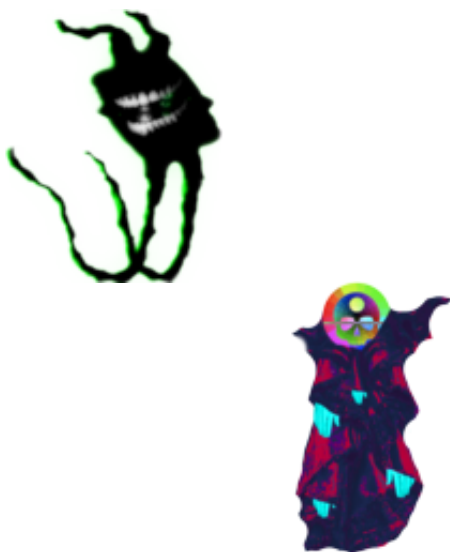
I'll apologize by listing the only game that matters to us all:
Gal* Gun 2

It's like Counterstrike, but set in an Asian location somewhere in Japan. The lore is deep and with cutting edge gameplay to boot.. Nice soundtrack!. Not a bad game so far. A little ruff around the edges, but so far looks good.. Shuyan Saga is a digital comic with voice overs with some combat every now and then. the fights happen on 2 plains 1 is an over the top view where you have more movement options, and the other is a 1v1 style where you have a hij/low attack/block.

i'd give it a 6.5/10 as it's enjoyable but nothing that will amaze you.. Total War Alexander is an add on for Total War where you get to play Alexander's campaign instead of the Romans. Have fun raiding Persia.. The WORST comtrolls mostly likely due to this being ported (from Rift?). DONT WASTE YOUR MONEY!

Update 1/25/2019:
Hello Everyone.

I just uploaded a new build of the Endless Empty. This update includes more balanced bosses, items, the ability to sell things in the tranquility rooms as well as a few more minor fixes.



Thanks to your purchases and the help of my friends over in 1 of 1 gaming, the Endless Empty has now raised over \$1000 for the Trevor Project.

I really appreciate all the messages, fan arts, streams and youtube coverage everyone has provided for this game. If you haven't done so already I would be infinitely grateful if you dropped a review here on steam, as it helps the game's visibility on the platform.



And as a final update: at this moment I'm in the early stages of putting together my second game project and hope to be able to share information on that real soon.

As always you can contact me at the following places.

<https://twitter.com/ErikShheader>

<https://www.facebook.com/SugarySweetMachines/>

https://www.instagram.com/Erik_Shheader/?hl=en

. Bonus Charity Drive with 1 of 1 gaming/Surreal RPG Collection:

All sales of the Endless Empty are being donated to the Trevor Project. To multiply the amount of money raised, Over the next week (12/19 to 12/26) Lord Envy and Thee Fallen1 from 1 of 1 gaming will be matching any sales of The Endless Empty with their own direct donations to Trevor Project. Act soon to amplify your donations!

THE **TREVOR** PROJECT
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More great news The Endless Empty has been added to a recent bundle with the game [Nepenthe](#), a unique, creative, hand-drawn RPG.



The Endless Empty and Nepenthe are included in the [Surreal RPG Collection](#).

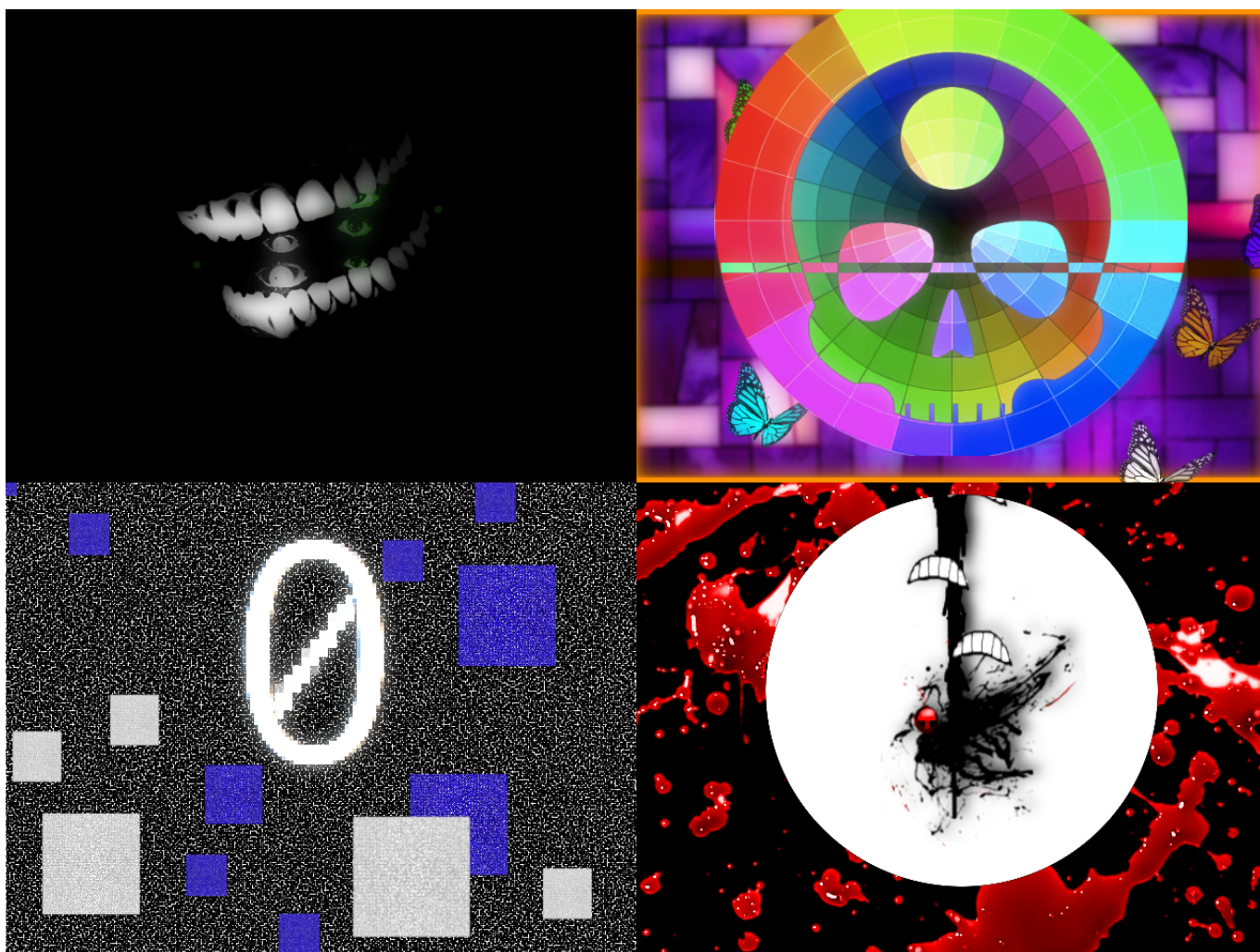
SURREAL RPG COLLECTION

. 1 of 1 gaming stream part 2 / Happy Holidays:

I hope everyone is having a great holiday season. I will be streaming the second half of the Endless Empty with 1 of 1 gaming this Wednesday the 26th (the day after Christmas). Come join us, I'll be answering questions and talking about inspirations and stuff ☺☺. Show should start around 6pm pacific standard time.

The 26th also marks the last day of our charity event where Thee_Fallen1 and Lord Envy of 1 of 1 gaming are matching all sales of The Endless Empty for a separate donation to the Trevor Project.

Watch us here: https://www.twitch.tv/thee_fallen1



. Missing Price/Download:

Hello everyone,

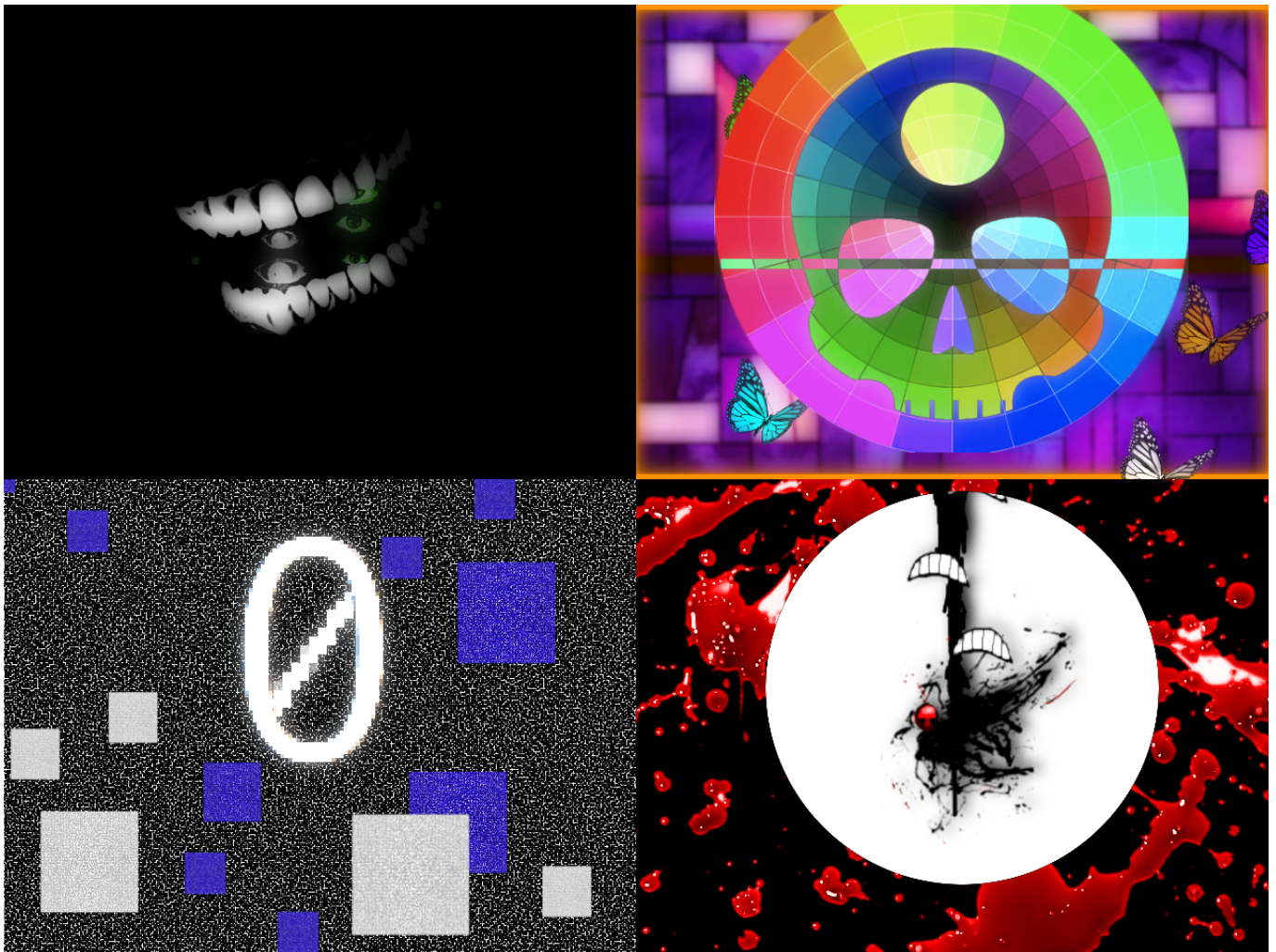
🙄 As of right now the price/download button is missing for many new games being released on Steam. Sadly this game has been hit with this issue. I have contacted Steam Support as well as other developers experiencing this issue. Hopefully I can get it resolved soon.

In the meantime The Endless Empty is also available on itch.io

<https://1-a-u-g-h.itch.io/the-endless-empty>. **1 of 1 gaming stream tomorrow!**

Tomorrow (12/19) I will be participating in a play through of The Endless Empty with my good friends over at 1 of 1 gaming. The show will start around 6pm (pst). I will be in the voice chat to answers any questions so come say hello! I will be trying to provide a behind the scenes look at how and why this game was made. It should be a party 🥳

Here is the twitch channel to watch: https://www.twitch.tv/thee_fallen1



. Merch!?:

I opened a zazzle storefront now for The Endless Empty merch. Lots of designs I did to look at including shirts, posters, stickers and pins.

https://www.zazzle.com/the_endless_empty







The royalty funds I get from the designs will go to Trevor Project.

Thanks 😁

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