

NetherWorld

Description

NetherWorld is a story rich 2D adventure Game with a decadent atmosphere and an organic world with action elements and focus on the narrative and dialogue.

All efforts put into this game are focused on creating a world that feels alive. You can talk to all NPCs, help them... or not, make them your friends... or enemies.

The combat system is based on two types of weapons, firearms and melee weapons, each of these weapons has its own characteristics, for example the torch will burn enemies, and the hammer will crush them. You can also protect yourself with shields.

Fights are very important in this title. You will combat giant, grotesque and peculiar bosses most of the time. Each of them has a specific and genuine combat system.

NetherWorld has a dark and ghostly artistic section, with life-like, simple and attractive pixel art graphics. The music will also accompany, with dark compositions that will give us goose bumps on certain occasions.

The game will be available mid-2018

Features

- Story rich
- Simple and attractive Pixelart style developed for this game
- Rich dialogue
- A bunch of weapons and accessories
- Attractive atmosphere
- A huge number of NPCs with their own behavior
- Sexual and drugs references
- Bad language and cartoon violence
- Dark, bloody and twisted
- wicked sense of humor

Articles

- [Alpha Beta Gamer](#)
- [Siliconera](#)
- [The Gaming Ground](#)

NetherWorld Credits

Desing, Code by **Daniel Barreno**

Art by **Isabel Raposo**

Contact

Web **www.netherworldgame.com**

Mail **info@netherworldgame.com**

Twitter **[@NetherWorldGame](https://twitter.com/NetherWorldGame)**