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## About This Game



Title: The World Next Door  
Genre: Action, Adventure, Indie  
Developer:  
Rose City Games  
Publisher:  
VIZ Media  
Release Date: 28 Mar, 2019

### **Minimum:**

**Memory:** 4 GB RAM

English

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LOVE LOVE LOVE THE ART!!! Also, the game mechanics are easily comprehensible and memorable! Hope to see some dlc maybe for alt endings in the future? Just an idea though!!. Pros - \*Absolutely stunning artwork \*Unique and fun battle system \*An amazing balance of story and game play Cons - \*Laughable Difficulty \*Very, very short (From what I've seen, about a 4.5-5 hours of play) \*Predictable character personalities and mediocre character designs. \*Side quests that lack creativity I enjoyed this game quite a lot as I am a fan of visual novel type games but there were a few glaring problems on my first play through. My one big problem with this game is how short it is. I was able to breeze through the four hours without a second thought partly due to the laughable difficulty the game presents. The puzzles are not much to talk about, you standard clearing the stage of runes and destroying set objects to continue and its only those two types of puzzles. Yes I do recommend this game but only for fans of visual novel games, I don't think hardcore puzzle game fans will enjoy it as much as intended.. As i said at SXSX; "The world next door is the cuphead of high octane puzzle games" i don't thing anyone laughed. I'm really torn going into this review. I gave it a thumbs down, but I didn't hate it. It's a solid 3/5. I've played through twice now, and I'm trying to talk myself into a third run. My overall opinion is, unfortunately, the game isn't worth the \$15 I paid for it. It IS worth playing, however, so if you can get it on sale and you're thinking about giving it a try, don't hesitate. Here's a breakdown of what I loved and hated: Pros: - Battles are fought with a take on the Match 3 style games, so it's an easy system for most people to pick up. That kind of accessibility is always appreciated. Some other players have struggled with it on the PC, but I plugged in an Xbox controller and had no issues. (If you find it's still too difficult and you're more interested in the story than gameplay, you have the option to turn on assist mode in settings. You'll still have to go through the puzzles, but you'll no longer take damage. If you're getting frustrated, I'd suggest switching it on to finish the game.) - Visually this game is STUNNING. I love the aesthetic. It felt like a reward for putting myself through multiple play throughs--more on that later. - Music and sound effects were fun. Sometimes you get partial voice acting in games and it doesn't add to the experience. In this case I felt it did. - There was a lot of diversity in the NPCs. You have the option to spend a fair amount of time interacting with the inhabitants of Emrys, and they're interesting. If you're running side quests, you might as well enjoy the dialogue along the way, right? - The story is promising. By the end I was invested and really enjoyed the development of the plot. That's saying a lot, since it tended toward the predictable. The writing was fun, and none of the dialogue ran overly long. In a short game, you need to keep things concise, and the devs did a great job with that. The writing style was fresh and a little funky, which fit the story and visuals perfectly. Cons: - This game is short. I feel like I should get at least 10 hours out of a \$15 game, but this one comes in at no more than 5 per play through. That would be fine if there was incentive for playing it a second or third time, but. - There is only one ending (as far as I can tell.) While it seems as though you can change the end of the game, it's very much a Mass Effect 3 situation. Take this with a grain of salt, because I've only done two runs, but you will always end up in the same place, regardless of the major decisions you make. I don't mind games with a fixed ending, but if a game gives me a series of choices, and alludes to alternate endings, I'd appreciate it if the dev held up their side of things and came through with the alternate ending. This might bother me more because I play a lot of VNs, but it sounds like it's a universal complaint. - The ending leaves a lot of loose ends. This was the most disappointing aspect for me. I felt like the dev wanted to do a mobile-style version of a game like Persona, but fell extremely short of the mark. The anime aesthetic, choice-driven plot, side quest options, and mundane interactions (like choosing who you text, or how to spend your day leading up to battle) were promising. The lackluster ending was not. Even the final boss battle was a let-down. If a story raises a series of questions, but only answers half of them, it makes the game feel incomplete. The only thing they can do at this point to make it worse is release a second game that attempts to tie up those loose ends. For the price, it really needed to be a complete game, and no amount of novel gameplay or beautiful art is enough of a

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band-aid to fix it. My overall take? It was an underwhelming first entry for Viz media into the gaming world. Rose City Games had a great concept with the Match 3 meets anime-inspired adventure game, but they seem to have fallen victim to the idea that a game can be only so many things at once: novel gameplay, beautiful aesthetic, or well-rounded plot. In this Match 3, you can only pick two.. Great game in every aspect. Loved the story, the characters were awesome, the aesthetic is super cute, and the way the puzzles/fights work is amazingly intuitive and fun. Took me 3-4 hours to beat, and I'm replaying it for fun immediately afterwards. Heartily recommended for anyone looking for a chill game.. A simple game for one or two evenings: kind characters, nicely designed combat, pretty backgrounds, and a decent soundtrack. The World Next Door probably won't disappoint you.. + The story is short and sweet. There's no filler just a solid 4-ish hours of entertainment. + interesting and engaging cast. I had a lot of fun getting to know each of the main characters. + really interesting combat. up until the end I had to keep learning new strategies for taking down foes. every battle felt unique. + really catchy music that draws you into this world - difficulty curve was a bit all over the place, but it was a mild frustration at most. overall I'm quite happy with the game. well worth my \$15.

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