Neverending Nightmares Is Truly A Remarkable Experience | The End

Neverending Nightmares
https://youtube.com/watch?v=DxBvYhOUCdQ
https://nerdfighteria.info/v/DxBvYhOUCdQ

OK, hello and welcome to Games with Hank, this is Games with Me. Hank.

Today we're going to be playing Neverending Nightmares because we have to finish the game eventually, so it might as well be now. Let's go, let's get in there. Let's see what - who's feasting on what intestines now.

Alright, here we are, I've picked up my candle and there's intestines right where my candle goes, lots of blood, and, uh, yeah!
So bloo - the, uh, the addition of the intestines is new; there's been a lot of blood, that rib-cage is also, is also a new thing for me. I haven't seen a lot of... I've seen a lot of blood, OK, I'm surprised to find that there are lots of choices here. Oh, I can keep going. Well, that - what would have happened if I had gone down any of those other places? I don't know. Do you know? Does anyone know? Probably someone knows. Probably there's a wiki out there some... where.... Oh, man, there's meat hooks and there's people on the end of them and it's probably just the same person over and over again, because that's how my nightmares work, it's just Gabby dying over and over again with a little bit of me dying thrown in. Oh... man... let's just keep walking. Maybe we can run so we have to see a little less of this, because I don't like it and it makes me - it's just repeating itself now.

Oh! What the frick! No, I don't have sticky keys, thank you. Frick you, Windows! I was running! I wasn't having a problem with my sticky keys.

So let's just keep walking. Oh, this is a really different - this is different, I'm just going to move away from the screen because this seems bad. Moving really slow. Really slow. You are a really careful stair-walker, Jeff!

Just keep on going down. (Sings) Down, down, down, down, down, do-dee-doobi-down, down, down, down, down, down do-dee-doobi-down, wawaaawaawaadudoobidoowndown down, keep on going down, keep on going down.

That looks like it's some kind of ahhhh.... eyeball... on the inside of an eyeball... and I'm not happy about it... and I'm cradling my candle and I'm waking up. OK.
Well, that was - oh.

(Sad female voice reads)

Dear Thomas:
I'm leaving you. I'm sorry. You can't talk me out of it. I still love you, but I just can't be with you anymore. Losing our daughter was hard on me too, yet I'm trying to move on. Your life didn't end, so why can't you live it? I hope you can get past this tragedy eventually. I really do. I guess this is goodbye.
Love,
Gabrielle.
(Jeff cries).

Oh. We were really close to the end. Wow.

That is a lot of kickstarter supporters. We're still on the A's.
Um. Well. I didn't expect the game to end them; obviously I would have kept playing last time if I had known how close I was to the end of the game, or at least that ending of the game. There are a number of other endings to this game, I have heard. I probably am not going to play them, because this, uh, has been a very enjoyable but an intense game, and at the moment I don't want to play more of it. Um. And that's not because I didn't enjoy it or it wasn't fantastic, it's actually, you know, leaves you with a lot of things to think about, and also was done in a sort of remarkably... uh... sophisticated and complicated and, uh, you know, amazing way.

There's a lot of horror games out there and this had a lot of horror things going for it, um, things that, you know, you - it was definitely terrifying, um, but it also had, it also actually discussed and made you think about things and was, you know, very clearly about depression and you know, dealing with yourself, and compulsions and, um, you know, things that I've dealt with, probably things that all of you have dealt with to some extent, and if not, have seen in our lives, in one way or another, so that was a very intense experience.

So the nightmare's not going to continue for me on Games with Hank.

Five stars to the crew that made this, uh, the art team, the sound team, the kickstarter backers, and the people who created the story. Five stars.

I'd give you six if there were six, but there's only five to give. Thanks for watching. DFTBA.