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About This Game

Crash-landed on a surreal, low-poly world filled with freakish inhabitants, choose between permadeath and non-permadeath modes and embark on an epic (and ridiculous) survival adventure. Will you manage to stay alive as you unravel the mysteries of Wrongworld and search for a way home?

CHOICE OF GAME MODES

Thrown in at the deep end, you'll have to figure out the world for yourself, while hopefully not dying in the process. But you probably will. That's okay, though - just pick yourself up, dust yourself off, and try to learn from your fatal experience. And with a choice of permadeath and non-permadeath modes, you can tweak the difficulty to suit your needs.

SURVIVAL



CREATIVE



CUSTOM



BECOME A MASTER CRAFTER

Gather resources from across the land and craft all kinds of awesome gear! From basics like campfires, simple tools and cooked meals all the way to jet packs, magic potions, nuclear-powered vacuum cleaners and maybe even a replacement rocket ship.

Build yourself an epic new home, then get rich selling your supplies and kit it out with a range of furniture.

BUILD



EDIT



FURNISH



SILLINESS AROUND EVERY CORNER

It might be a brutal world, but you may as well chuckle at the ridiculousness of it all as you go. Obliterate trees with your forehead, fast travel as a non-human cannonball, and become best friends with a cardboard box. And perhaps you'll even bump into Salad Fingers or The Flying Spaghetti Monster on your travels!



RANDOMLY GENERATED

The world is completely randomly generated with every new game. And with a bunch of random events to discover/be subjected to, you're likely to face different hurdles every time you play.

COMMENTS FROM AWESOME PEOPLE

"I don't think I've been this excited for a game in a while... This is just so much fun!"

[Pungence](#)

"Better than it has any right to be."

[Jim Sterling](#)

"I love your game."

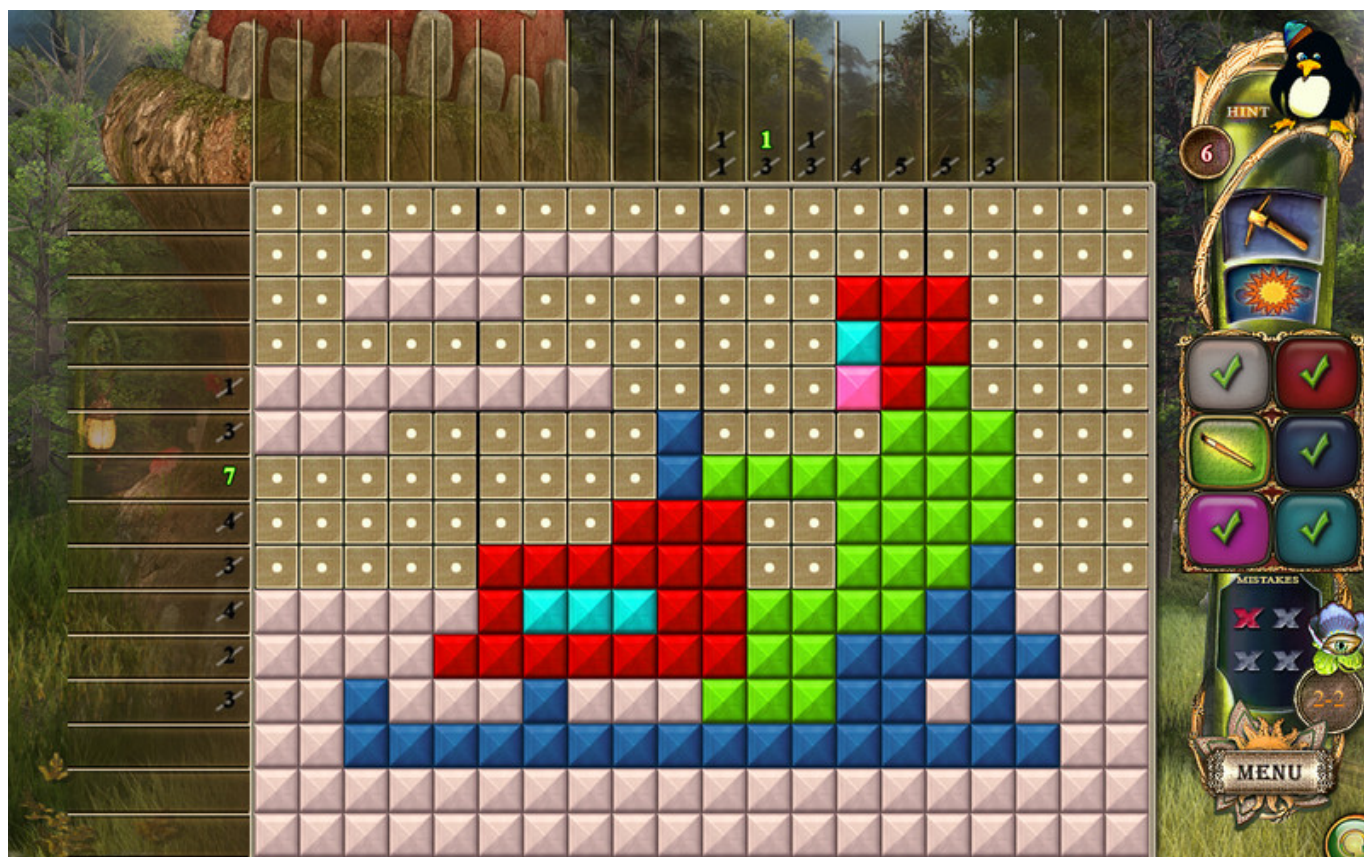
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Title: Wrongworld
Genre: Action, Adventure, Indie, Simulation
Developer:
Sludj Games
Publisher:
Sludj Games
Release Date: 11 May, 2018

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English







From when I first found this game on multiple flash gaming sites when I was younger, I fell in love with the atmosphere immediately. So great that years later I had to invest in this experience out of many other Pixeljam games. Even though the game hadn't made any significant changes at all since the first release, it was still a general fun time.. EDIT: I wrote my original review in April of 2017. It is now July 2018 and I wanted to come back and ammend my original, positive review.

I'm dissappointed with this game.

The concept is cool. The sprites and backgrounds are gorgeous. I want to so badly like this game, but I can't.

There are glitches and typos everywhere. The game lags the more you play and it crashes frequently. There was a part early on in the first town where you talk to a guy and he runs off the screen and my computer started overheating and the game lagged so bad that it crashed. When you leave the first area to go to the second, you have the choice to go on a bridge or throught the mines. I picked the mines and there's a part in the mines where you get stuck in the wall and can't get out. I had to go to a previous save and lost a good amount of time. And this is a required thing to do. You HAVE to pick where to go in order to progress the game and one of the options is glitched to hell. It's ridiculous.

And don't get me started on the combat system. It's is an aboslute nightmare with how slow it is, and has a hair-tearingly frustrating high encounter rate.

Oh, and you don't even get a satsifying conclusion when the game ends. Apparently it's just the first half to the overall story. Would of been nice to know that. The second game to finish the story has never come out, and has never been talked about, because the devs? They're gone.

The devs haven't comminicated with the community since early 2017. The game has been abandoned with numerous frustrating issues, and I cannot, in good faith, recommend this game to anyone anymore.

Save your money and spend it on a better game. I give it a 2V10.

(Original review under this bar)

I ADORE this game. The price is very fair especially for the amount of content you get.

Unhappy Ever After is an RPG that takes place in a fantasy fairy tale world. If you couldn't tell from the title, the game has a little dismal atmosphere (It kind of reminds me of the LISA games, in terms of atmosphere). If you're not a fan of dark comedy, you might not like it.

PROS:

- Nice artwork on the sprites and overworld maps. I love that there's a day\night cycle and that the sun rises\sets while you walk around.
- Battle Screens are clean , easy to understand, and the enemy design is creative.
- The game autosaves when you enter a new screen. You never lose any significant progress.
- The world building. I found myself sucked into the story upon reaching the first town.
- The characters are funny and multi-faceted.
- I love the atmosphere and the dark twists on standard fairytales

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- Length. You get your money's worth. It took me 8 hours to get out of the first area because there was so much to do.
 - Sidequests. Lots and lots of sidequests.
 - It's not super easy, but not frustratingly difficult. I like that there's a difficulty slider that you can change at any time.
 - You actually have to use your items. I have an issue with item hoarding when I play RPGs and end up never using the stuff in my inventory. Not the case here. Healing spots are rare, so you need to use your potions.
 - I like the replayability factors. There's lots of alternate ways to finish the quests. You also have to choose what 3 affinities you want Sophia to focus on. So I already have an incentive to play the game again.
 - The devs seem really nice, and actually listen to feedback.
 - It's only \$5.99!

CONS:

- There's no map. It'd be nice to have a map of some sort. I found myself getting lost a lot, and sometimes the directions are unclear to where you need to go.
- I've noticed some typos. It's nothing major, but it is a little distracting.
- It's hard to tell where you can/can't walk because of the scenery. Also NPCs will walk in front of me sometimes and prevent me from moving.

I give this game a 9/10. Definitely worth your money if you like RPGs.. just buy Garry's Mod
edit: or now that CS:GO is F2P, just get it and go on BHOP servers. fun time killer. no no no. Played for 5 minutes, got nauseous even without VR.

Good idea to do Mahjong in 3D, execution beyond terrible. Definitely a great game, but you have to fit the right niche. No flashy graphics to distract you, just a screen and some government policy options. It's pretty fun to try to build different types of countries, such as a socialist one or a pure capitalist democracy, or even try to model it after the style of leadership of an individual. It's your chance to create a country the way you see fit, so why not take it!. Playable and entertaining. Simple but sharp graphics.. really really boring game
way too repetitive and too simplistic for a "Strategie" game

I wanted to like this game because of the cute art, but man. It's just not good.

The controls are clunky and unresponsive, but what bothers me the most are the options.

Whatever settings you turn on, the game will reset them all if you restart it.

I played windowed mode, and after dying, the game set itself back to full screen.

And finally, turning off the controller vibration does absolutely nothing - my pad still vibrated despite me supposedly turning it off.. Very entertaining.

10/10.

Would buy again.. Hardcore, Grand Strategy title. No crashes 7.1 hours in but lots of fun. Not for the casuals, not for the faint hearted but if you like to feel like a commander thinking over and over again about supply problems and maneuvers on a huge map go for it. You'll get 100s of hours out of both campaigns. End turn times can be a bit long though.. This game is quite addicting from what I thought. I really thought this would be a boring game and I wasted my dollars on it, no that's a true lie right there! I LOVE THIS GAME. It's worth your time!! It's addicting and I already had gotten good at it with just a spam of bullets!. Love this game so much!. This game is nowhere near as fun as it looks in the trailer..

The controls are actually pretty bad (I even tried sitting in a chair to add realism..) and the chair is hard to control.

When you fall out the chair it makes you want to vomit.. And it glitches out (skips frames) and gives you a third person camera of your body and it all happens too quick.

I get what the game is trying to do.. And I appreciate the thought of it. But the game itself is so unpolished and skips frames like a man with a Frame Phobia running through a huge Museum of "Fantastic Great Frames". Umm..

yeah, it's a no from me.. Don't buy this if you want custom controls as there is not a menu to remap them. Otherwise it is a beautiful game.

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