

# ENDLESS NIGHT

## THE DARKNESS WITHIN



Endless Night: The Darkness Within is a **Psychological Metroidvania** where dreams, trauma, and reality collide. As **Jake**, a man haunted by his past, explore shifting dreamscapes, uncover buried memories, and battle nightmarish entities. Unlock powerful abilities, traverse surreal landscapes, and confront the darkness within – before it consumes you.

The game is currently being developed by Little Guy Games with a planned released date of Q4 2025. The company is also working with an external PR company (Plan of Attack), and influencer company (Cloutboost) in order to ensure a successful marketing campaign.

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Endless Night: The Darkness Within will be announced at GDC, as part of the MIX - ***Kinda Funny Spring 2025 Showcase.***

Here is a Work-In-Progress announcement teaser for the game. Please keep this teaser confidential as it has not yet been publicly announced:

<https://youtu.be/Yer85y9hDqU>



Endless Night features a unique easy to pick-up combat system with lots of RPG-esque upgrades. It's easy to link together various moves which makes the combat experience fun, while challenging.

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Gameplay is well-paced and there are plenty of flow-like interactive sequences where players just flow through the environment, bouncing off different kinds of fireflies, which feels enjoyable and has calming qualities as a stark contrast to the combat-heavy areas.

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Gameplay is woven around a deep story which is presented to players through voice acted dialogues, interactive choices, and many poignant moments.

## Current Plans

- Announce the game as part of the MIX **Kinda Funny Spring 2025 Showcase** on March 17, 2025 (this event will be covered by Steam)
- Participate in Toronto Game Expo (March 29 - 30)
- Participate in PAX East (May 8 - 11)