= Ever 17 : The Out of Infinity =

Ever 17 : The Out of Infinity is a visual novel video game developed by KID . It is the second entry in the Infinity series ; it is preceded by Never 7 : The End of Infinity , and followed by Remember 11 : The Age of Infinity , 12Riven : The Psi @-@ Climinal of Integral , and Code _ 18 . It was originally released in Japan on August 29 , 2002 for the PlayStation 2 and Dreamcast , and was later ported to Microsoft Windows , PlayStation Portable , Android , and iOS . A localization of the Microsoft Windows version was released by Hirameki International in North America in 2005 .

The game follows Takeshi Kuranari and a boy with amnesia who is referred to as " the Kid " , who are trapped inside an underwater theme park together with a group of other people after a leak has flooded parts of the park ; they cannot contact people on the surface , and due to high water pressure , the park is estimated to implode after 119 hours . The gameplay consists of the player reading the game 's story , at certain points making choices that affect its direction , leading to one of several possible endings .

The development team included director Takumi Nakazawa , writer and planner Kotaro Uchikoshi , character designer Yuu Takigawa , and composer Takeshi Abo . Because the science fiction aspects of Never 7 had been positively received , Ever 17 was made with a larger focus on science fiction . A remake , simply titled Ever 17 , was developed by 5pb. and Cyberfront for Xbox 360 in 2011 , with the original 's 2D sprites replaced by 3D models ; this change was done as 3D models were seen as being easier to animate . The game has been positively received , with reviewers calling it one of the best in its genre , citing its story , characters , music , and graphics .

= = Gameplay = =

Ever 17 is a visual novel in which the player reads the game 's story . At certain points , they get to make a choice , which affects the direction of the story , leading to eleven possible different endings . The whole plot is not revealed in just one ending ; instead , the player has to play through the game multiple times , with each playthrough revealing new information . After playing through the game once , the player is able to fast @-@ forward past text to decision points ; they can also choose to start from a point further into the game , so that they do not have to go back to the beginning of the game for each playthrough .

The game has two player characters : Takeshi Kuranari (?? ? , Kuranari Takeshi) and the Kid (?? , Sh?nen) . Depending on the character the player plays as , they get to build relationships with different characters : for instance , the player can become close to Tsugumi Komachi (?? ??? , Komachi Tsugumi) when playing as Takeshi , who just is a supporting character when playing as the Kid . The player character is not chosen directly ; instead , a decision the player makes during a blackout in the beginning of the game determines who they will play as .

= = Plot = =

= = = Setting and characters = = =

Ever 17 is set in Japan , in the underwater marine theme park LeMU , 51 meters below the surface of the artificial island Insel Null . After an incident , almost half of LeMU is flooded , and the path to the surface and the communication lines are cut off , trapping the game 's characters inside . In addition , LeMU is under large water pressure , limiting time to find a means of escape to 119 hours .

The player takes the roles of two characters , and sees the story from their respective perspectives : Takeshi Kuranari , a student who visited the park with his friends but got separated from them ; and an amnesiac boy who does not remember his own name , and is simply called " the Kid " . Among other characters are You Tanaka (?? ? , Tanaka Yu) , a part @-@ time employee at LeMU ; Tsugumi Komachi , a woman who is distrustful of the others ; Sora Akanegasaki (??? ? ,

Akanegasaki Sora) , an artificial intelligence and the computer engineer of LeMU , who is only seen through a projection onto the other characters ' eyes ; Sara Matsunaga (?? ?? , Matsunaga Sara) , a second @-@ year student and a hacker ; and Coco Yagami (?? ?? , Yagami Koko) , a girl who is stranded on LeMU with her dog Pipi .

= = = Story = = =

The game opens on May 1 , 2017 , when a blackout occurs in LeMU , its communications system go down , and the park springs a leak ; portions of it get flooded , blocking the exit and trapping the characters inside . Due to water pressure , the park is estimated to implode after 119 hours ; the water pressure also ensures that the characters cannot escape by swimming , as it would crush their lungs . If the player plays as Takeshi , he builds a relationship with Tsugumi , who reveals that she and her pet hamster Chami are carriers of the Cure virus , which has rewritten their genetic code , and halted their biological aging . She and Takeshi have sex , and she is impregnated . Later , Coco becomes sick . It is revealed that a research facility exists under LeMU , called IBF , and that LeMU was created by the Leiblich Pharmaceutical company as a cover for IBF . The facility developed the deadly virus Tief Blau ; the LeMU disaster was caused when IBF lost containment of it . Coco was exposed to the virus while visiting her father , an IBF researcher .

The group goes to IBF in search for a cure , but starts showing signs of Tief Blau . An exception is Tsugumi , as the Cure virus has made her immune ; the group injects themselves with her antibodies . They get contact with the surface , and a rescue pod is sent down , but is only able to stay for a short period of time . Tsugumi disappears to find Chami , who has gone missing ; Takeshi chases after her , and saves Sora 's data onto a disk , to save her memories . Returning to IBF , they have missed the rescue vessel . They find a submarine and escape , but its batteries die ; Takeshi exits it , giving it enough buoyancy to save Tsugumi , while he dies on the ocean floor . Coco dies in IBF , as she had been looking for Pipi , and the rescue team could not find her .

If the player plays as the Kid , Sara is trapped in LeMU instead of Coco ; the Kid frequently has visions of Coco , but no one else sees her . The group manages to contact the surface , and open and close doors to various rooms in LeMU to move the water around , allowing them to escape . After having played the game as both Takeshi and the Kid , the player accesses the final route , in which it is revealed that while the events Takeshi experienced took place in 2017 , those the Kid experienced were a recreation , and took place in a rebuilt LeMU in 2034 . The You of 2017 , whose full first name is Yubiseiharukana , had artificially impregnated herself and given birth to Yubiseiakikana , who took the role of You during the recreation . Pipi had escaped LeMU in 2017 , carrying with it the disk with Sora 's memories and footage of Coco being trapped in IBF . Sara and the Kid are revealed to be Tsugumi and Takeshi 's children , and the Kid 's real name turns out to be Hokuto . The Kid of 2017 , whose name is Ryogo Kaburaki , played the role of Takeshi during the recreation , having stopped aging due to the Cure virus .

The recreation was done to line up two points in the fourth dimension , time , to get the attention of the person playing Ever 17 ; the characters see the player as a 4th @-@ dimensional being , " Blick Winkel " , who can move through time ; Blick Winkel appearing was what caused Hokuto 's amnesia . Yubiseiharukana tells Blick Winkel that they had told her to do the recreation to save Takeshi and Coco . Blick Winkel travels to 2017 , and wakes up Takeshi on the seafloor , forcing him to swim to IBF ; inside , he injects Coco with Tsugumi 's antibodies . Blick Winkel warns Yubiseiharukana in 2017 to not save Takeshi and Coco immediately , to avoid a time paradox ; instead , Blick Winkel has Takeshi and Coco enter cryogenic suspension in IBF . They wake up in 2034 , saved . Sora , who now has a robotic body , is given back her memories from the disk , and Yubiseiharukana leaks information about Leiblich , exposing them as being behind the Tief Blau outbreak .

= = Development = =

The game was directed by Takumi Nakazawa , while Kotaro Uchikoshi was the planner and scenario writer , and Yuu Takigawa was the character designer . While the previous game in the

series , Never 7 : The End of Infinity , focused on romance with light usage of science fiction themes , the use of these two themes was more balanced in Ever 17 ; the decision to do this was made after the science fiction themes in Never 7 were well received by critics . The game 's setting of " you 're trapped somewhere and trying to escape " was made to embody two of humanity 's instinctive desires : the unconscious desire to return to the safety of one 's mother 's womb and shut oneself away from the world , and the desire to escape from and overcome one 's current condition . While Never 7 had originally been planned as a stand @-@ alone game , it was decided during the development of Ever 17 to connect the two games ' worlds . Development of the game was finished in May 2002 .

The game 's soundtrack was composed by Takeshi Abo , and features " geometric music " because of the game 's theoretical and science fiction elements . Prior to composing the music , he read through the game 's story , to understand the setting and each character 's personality as much as possible . He would write his impressions of the plot , with a focus on the " emotional flow " and the events that occur throughout the story ; he valued his first impressions as very important for this . According to Abo , this method takes longer time , but allows him to make better music with a stronger relation to the game 's world than if he had just designated different songs to different points of the game . Because he enjoyed the story , the music strongly reflects Abo 's own musical tastes . Asami Imai performed the opening theme for the PlayStation Portable version of the game .

= = = Remake = = =

A remake of the game , simply titled Ever 17 , was developed for Xbox 360 by 5pb. in collaboration with Cyberfront ; this version was redone from the ground up , and includes new event graphics , re @-@ recorded voices , new routes , and a new ending . It uses 3D models for the conversation scenes ; this move from 2D to 3D was made as 3D character models were seen as being more easily animated than 2D sprites , as they can be posed without the need to draw new poses manually .

5pb . ' s executive director , Chiyomaru Shikura , felt that visual novels are above manga but below anime as a media genre , and said that , with the move to 3D , the genre would gradually catch up to anime . He said that while the Xbox 360 market was not strong in Japan , he felt that Japanese Xbox 360 users were people who liked video games a lot , and who had the ability to increase their community ; he believed word @-@ of @-@ mouth to be an important aspect of the Japanese Xbox 360 market . The remake 's theme song was performed by Kokomi of the band Asriel .

= = Release = =

Ever 17 was originally released for Dreamcast and PlayStation 2 on August 29 , 2002 in Japan . A Microsoft Windows version was released on May 16 , 2003 , in Japan , and was localized and released by Hirameki International on December 20 , 2005 , in North America . The game was also released for PlayStation Portable on March 12 , 2009 , and for Android and iOS on January 15 , 2013 . The PlayStation Portable version of the game was the 744th best selling game of 2009 in Japan , with 7 @,@ 482 copies sold . The Xbox 360 remake was originally planned to be released on July 28 , 2011 , but was delayed to December 1 , 2011 . It was made available in both a standard edition and a limited edition , the latter including a 2 @-@ disc soundtrack .

Other media based on the game has been published . A music album with the game 's soundtrack , titled Ever 17 : The Out of Infinity - Sound Collection , was released by Scitron on September 4 , 2002 . Scitron released another album , Ever 17 : The Out of Infinity - Vocal Collection , on August 6 , 2003 , which collects singles previously released during a two @-@ year period . The album includes two vocal tracks from the game , instrumental versions of them , and songs based on the events and characters of the game . A drama CD titled 2035 was released on December 18 , 2002 , also by Scitron . A manga adaptation of the game was drawn by Chigusa Umetani and released by Enterbrain on their Famitsu Comic Clear website from 2011 to 2012 ; it has since been collected in two volumes . A book , titled Ever 17 10th Anniversary Fanbook , was released at 2012 's winter

edition of Comiket , and included new art by Takigawa .

= = Reception = =

Neal Chandran at RPGFan called Ever 17 " a fantastic adventure game " , and one of the best Japanese games in the genre that are available in English , describing it as a " must @-@ play " . He liked the game 's writing , finding the conversations with other characters to be deep , philosophical , and intellectual , and said that each character was interesting . He found the conversations to reading " like conversation should " , but also found the English localization to contain multiple flaws , including spelling mistakes and grammatical errors , such as the misuse of the words " your " and " you 're " . Jason Young at GameZone called the game an " all @-@ age masterpiece [that] is nearly flawless in every regard " , and said that it was the best visual novel that was available in English . He said that it was one of the video games with the best characterization in history , and called the game 's plot twist " mind @-@ blowing " .

Writers for Famitsu thought that the combination of suspense and romance made for a strange feeling . They found the game system to be characteristic of KID , calling it user @-@ friendly , and saying that it made repeated playthroughs pleasant . Chandran liked the game 's graphics , saying that while they only consist on still 2D images on static backgrounds , the character designs were appealing and the backgrounds were bright and detailed . He called the game 's sound " top notch " , saying that the voice actors did an excellent job with their characters , and that the music was very good ; he liked how it was varied , feeling that it represented the various scenarios and moods in the game well , and that it was a big improvement over the music in the previous game in the series .

In 2010 , RPGFan ranked the game as the eighteenth best role @-@ playing game of the 2000s , calling it " a pinnacle of visual novels " , citing its story , which they called " one of the most emotionally charged , intense , deep , and compelling storylines ever seen in a video game " , and the characters , which they said develop believably , ensuring that the player forms an emotional bond to at least one ; they called the character of Tsugumi one of the best tragic heroines they had encountered in a game . Chandran ranked the game as the third best role @-@ playing game from the sixth generation of video game consoles , saying that it was his favorite in the Infinity series , and one his favorite video games overall .