

= Never 7 : The End of Infinity =

Never 7 : The End of Infinity is a visual novel video game developed by KID . It was originally published by KID on March 23 , 2000 , for the PlayStation under the name Infinity , and has since been released on multiple platforms . The game is the first title in the Infinity series , and is followed by Ever 17 : The Out of Infinity , Remember 11 : The Age of Infinity , 12Riven : The Psi @-@ Criminal of Integral , and Code \_ 18 .

In the game , the player takes the role of Makoto Ishihara , a college student who attends a seminar camp on an island together with three other students ; he also befriends three other people who he meets on the island . The game takes place over the course of a week , and consists of the player reading the story , occasionally making choices that affect the direction of the plot ; on the sixth day , one of the female characters dies , and the game moves back in time to the beginning , letting the player use knowledge from the first set of six days to make new choices , to try to prevent the character 's death .

The game was directed by Takumi Nakazawa , planned and written by Kotaro Uchikoshi , and composed for by Takeshi Abo . Uchikoshi included science fiction elements in the game , but was unable to make heavy use of use them , as his superiors at KID thought that the game needed to focus on cute female characters in order to sell . Abo composed music based on his first impressions of reading the game 's story , with a focus on its " emotional flow " . Because of the science fiction and theoretical themes , he composed " geometric music " .

A reviewer at RPGFan praised the game for its plot , its intimate scope , and its music , while a writer for Famitsu found the game 's mood to be boring . As the science fiction elements were well received , later entries in the series gradually moved away from the dating theme and became more focused on science fiction . The PlayStation Portable version of the game was the 967th best selling video game of the year in Japan in 2009 .

= = Gameplay = =

Never 7 is a visual novel in which the player reads the story , and presses a button to advance through the text . At certain points , the player gets to make choices which affect the direction the plot proceeds in ; these choices involve choosing what location to move to , and what the player character should say , as well as subtler choices such as whether to look a girl in the eyes or to take her hand . The game is presented from a first @-@ person perspective , with pre @-@ rendered backgrounds and 2D character portraits accompanying the text . The visuals mostly consist of still images , but with characters often changing their expression while talking .

After six days have passed in the game 's story , the game moves back in time to the beginning , allowing the player to make new choices based on the knowledge they have gained through the first six days to try to prevent certain events . Depending on the choices the player makes , the game either ends on a " bad ending " on the sixth day , or continues into a " good ending " on the seventh day . When replaying parts of the game , the player is able to use a fast forward function to move past sections of text that they have already read . After finishing the game , a picture gallery and a music test are made available in an omake mode . The game also includes an " Append Story " mode in which the player can play new scenarios that are downloaded from the developer 's website .

In the Dreamcast version of the game , a meter on the system 's Visual Memory Unit shows how the player is doing with the female characters : it shows three blocks , which have hearts inside if the player is doing well . In the PlayStation Portable version , the player has access to a glossary , which explains various key words used in the game . In the Android version , players get points throughout the game , which can be used to unlock applications such as a calculator , a calendar , and mini @-@ games .

= = Plot = =

## == Setting and characters ==

Never 7 takes place in the week of April 1 ? 7 , 2019 . Makoto Ishihara , the protagonist , is a college student and truant who rarely attends his classes . As a result , he is forced to attend a seminar camp being held on a remote island in order to be allowed to pass to his next grade . Three other students are at the camp : Yuka Kawashima , the leader of the group ; Haruka Higuchi , a quiet girl who is an ace student ; and Okuhiko Iida , a wealthy playboy who is the heir of the Iida Financial Group . Makoto also meets three girls unrelated to the seminar camp : a wealthy girl named Saki Asakura ; and the sisters Kurumi and Izumi Morino , who are temporarily running the café Lunabeach on the island . The seven find they cannot leave the island due to a tropical cyclone that makes the boats unable to leave for a whole week , and become friends during the week .

## == Story ==

The game begins on April 1 , with Makoto awakening from a nightmare of a girl dying on April 6 with a bell in her hand . As the week goes on , he occasionally experiences premonitions of the future , all of which come true . Depending on the player 's choices , Makoto ends up getting close to one of the girls , and on April 5 , the story branches into different routes focusing on one of them . In each route , the girl Makoto was close to dies on April 6 with a bell in her hand . Afterwards , Makoto finds that he has traveled back in time to April 1 , retaining the memories of the previous six days . Concluding that he is trapped in an infinite loop , he vows to keep the girl alive and break free of the loop . He does so by rebuilding his relationships with her while dealing with the emotional problem troubling her . On April 6 , the girl ends up in a situation similar to when she died in the last loop , but Makoto saves her , breaking free of the loop and becoming her boyfriend .

After finishing Yuka , Haruka , Saki , and Kurumi 's routes , the player gets access to the Izumi Cure route , in which Makoto learns that Izumi and Okuhiko had deceived him into thinking that his premonitions were true . Makoto confronts Izumi , after which both he and Izumi fall off a cliff . They travel back in time , retaining their memories of the past six days . Makoto accepts that he has traveled through time , and Izumi reveals that she is the professor in charge of the seminar camp , and that the events of the past week were a science experiment ; she attempted to test the phenomenon known as Curé Syndrome , where if multiple people believe in a delusion and the delusion is spread to others , the delusion becomes reality . Makoto was the test subject of the experiment , which was meant to involve him having the delusion that he could have premonitions ; unexpectedly , he turned out to have real premonitions .

Izumi suggests that in the first six days , Makoto had been deceived by her and Okuhiko , but rather than believing in premonitions had believed he had traveled back in time . When Izumi died on April 6 , and Makoto had desired to travel back in time , Curé Syndrome manifested . She suggests that while he had thought that he was traveling back in time , he had only imagined a different past where events played out differently , as part of a delusion , and that he had given himself partial memories in the form of premonitions in each loop ; in the last loop , he would have given himself all his memories , other than the knowledge that he is experiencing a delusion . She says that once Makoto succeeds in saving her , he will break out of the delusion , and the six days in his delusion will become reality . Makoto refuses to believe her , claiming that everything around him is reality , but starts to doubt throughout the week . Depending on the player 's choices , the route branches into two endings . In one , the delusions appear to be changing reality , but are revealed to be a chain of coincidences . In the other , the delusions do change reality , and Makoto wakes up at the bottom of the cliff he fell down at the end of the last loop , badly wounded from having protected Izumi during the fall . It is left ambiguous as to what is real and what is a delusion , and whether Makoto has escaped to reality or still is trapped in his delusion .

## == Development ==

The game was directed by Takumi Nakazawa , while Kotaro Uchikoshi was the planner and scenario writer . Development began immediately after Uchikoshi 's first visual novel , Memories Off , was finished . He was unable to make heavy use of science fiction themes in Never 7 , as his superiors at KID told him that the game needed to include cute girl characters in order to sell ; he kept science fiction themes light , and the game was designed with a focus on dating game elements , with the main focus being to develop a relationship with a girl . The Dreamcast version included new scenarios not available in the PlayStation version .

The development team depicted reality in the world of Never 7 as subjective and relative rather than absolute . As such , for each route , that route 's history is the only one Makoto knows and the only one that is real to him ; the Curé syndrome only exists to him in the routes where it is mentioned . The bells were used as symbols for reality being relative , and were described by the development team as " vague existences " , saying that one cannot know if they exist or not . In the bad ending to Izumi 's route , the bells , which " should be fictional " remain while something that should exist disappears ; this was a metaphor for the idea that delusions become reality while reality becomes a delusion . The game 's title comes from how Makoto is unable to escape the infinite loop and reach April 7 , and how most of the seven characters die at some point during the game . It is also based on the belief that 7 is a lucky number . The development team did not want to confirm or deny whether the game 's world was connected to that of the Memories Off series , saying that while characters with similar names may appear , they wanted to leave the player to decide for themselves what the answer would be .

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 . The opening and ending themes of the PlayStation Portable version , titled " Sen Oku no Hoshikuzu Furasu Yoru no Sora " and " Hokorobishi Hana " , respectively , were performed by the band Asriel .

= = Release = =

The game was originally released by KID for PlayStation under the title Infinity on March 23 , 2000 . A Neo Geo Pocket version titled Infinity Cure was released on November 23 , 2000 , also by KID . On December 21 , 2000 , KID released a Dreamcast version titled Never 7 : The End of Infinity ; this version was also released for Microsoft Windows on October 26 , 2001 , and for PlayStation 2 on May 22 , 2003 . On March 3 , 2005 , it was released for Macintosh computers through the " GameX for Mac " service . Cyberfront released it for PlayStation Portable on March 12 , 2009 , for Android on August 28 , 2012 , and for iOS on September 11 , 2012 .

= = Reception = =

In reviews around the time of the game 's release , reviewers appreciated the science fiction themes of the game . Neal Chandran at RPGFan called the plot excellent , and appreciated how the game 's story is a " personal , character @-@ driven , emotive , human tale based around gentle romance " rather than an apocalyptic " beat @-@ the @-@ bad @-@ guy kind of story " . He also liked how the game 's interactivity is on a more personal scope than in adventure games and role @-@ playing games he had played . He found the game 's pacing and writing quality to be good , and liked the music , finding it to complement the mood of the game well . While he thought the game 's graphics were not " anything special " , he was impressed by the character designs , especially that of the character Haruka . A writer at Famitsu , however , called the game 's mood

boring from start to end in their review of the PlayStation version .

The PlayStation Portable version was the 967th best selling video game of the year in Japan in 2009 , with 4 @, @ 250 copies sold .

= = = Legacy = = =

After Never 7 , four more Infinity games were made : Ever 17 : The Out of Infinity , Remember 11 : The Age of Infinity , 12Riven : The Psi @-@ Criminal of Integral , and Code \_ 18 ; Nakazawa worked on Ever 17 and Remember 11 , and Uchikoshi worked on all except Code \_ 18 . As the science fiction elements of Never 7 had been positively received by critics , Uchikoshi gradually focused more on science fiction and less on dating with each title , with Remember 11 not featuring any dating elements at all . Originally , Never 7 was not intended to be part of a series , but during the development of Ever 17 , it was decided to connect the worlds of the two games .