

PRESS RELEASEApril 14th, 2016– Rotterdam**N.E.R.O. HITS STEAM ON 29.4.2016**

SOEDESCO is releasing N.E.R.O.: Nothing Ever Remains Obscure on Steam on 29 April. The game is also coming to PlayStation 4 in the Summer.

Check out the [STEAM](#) page

On Thursday the 14th of April, Dutch publisher SOEDESCO announced N.E.R.O.: Nothing Ever Remains Obscure will be released on 29.4.2016 on Steam.

N.E.R.O. is a first person visual novel meets puzzle game that was first released last year on Xbox One. This foray into the mind of a boy is focused on story, atmosphere and raw emotion.

[TRAILER](#)

It's a game that prioritizes emotion above all else, and it does so wonderfully. But as the boy at the heart of this tale learns, emotions are tough to understand, and thus NERO is tough to understand. You'll just know that you felt something, and that sensation alone is worth the journey.

9/10 [Destructoid](#)

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N.E.R.O.: Nothing Ever Remains Obscure is a beautiful journey into the imaginary dreamscape of a boy who plays a central part in unlocking the mystery of this world. Players can immerse themselves in a story-driven, first-person game featuring intuitive puzzles, while enjoying the captivating soundtrack and atmosphere

Players are invited to explore and experience feelings that are uncommon in video games, a game where the visual novel genre meets a puzzle game. Exploring the dreamlike environment in the four levels is the only way to find all the puzzles and discover the missing part of the complex and cryptic tale behind your journey.

N.E.R.O. Nothing Ever Remains Obscure will be available for PC on Steam on 29.04.'16. Later this summer the game will also be released on PlayStation 4. N.E.R.O. will also receive a physical release in the summer.

The developer and publisher of N.E.R.O. would love to discuss the meaning of the story or hear your story about N.E.R.O. Use #NEROgame to get in touch.

Editor's Note:

ABOUT SOEDESCO

SOEDESCO is a worldwide multiplatform developer, publisher and distributor of interactive entertainment. SOEDESCO is cooperating with several developers and publishers in the field of gaming. Its headquarters are located in Rotterdam, the Netherlands.

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ABOUT STORM IN A TEACUP

Storm in a Teacup is a brand new development studio created by industry veterans in 2013. Storm in a Teacups focuses on story driven games, with deep characters introspection. Storm in a Teacup wants to tell stories in a new way. The company is based in Rome, Italy.

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