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About This Game



A girl who suddenly lost both her parents. And a suspicious woman who introduced herself as a friend of her father's.

The girl is forced to accompany her and arrive at a strange mansion without a window.

While looking around the mansion, She overhear the conversation between an old man and the suspicious woman.

They found a girl and went outside to avoid her and continue the conversation.

A lightning bolt destroys the front post of the gate and locks the girl inside the mansion.

There she faced a creature and tried to escape from it.

Key Feature —

- ▶ Player behavior determines the affinity of other characters. As a result, the ending of the game changes.
 - ▶ You can walk around rooms on same floor without loading.
 - ► Smooth movement with many frames.
- ▶ I developed AI to increase tension. so The 'Stalker' is not only just chase player, also tracks traces of player.
- ▶ This game used 3D sound. That's why the sound changes depending on the position and orientation of the player.

Developer Message

Hello, I'm Yorm, the developer of 'Unknown.'

Scenarios, graphics, program-creating, some sounds, all by myself, it took me a while to work alone. I promise you a continuous update because I know that there are a lot of games that I don't have yet. I'll be a more advanced developer, so please keep an eye on me. Thank you.

Title: Unknown

Genre: Adventure, Indie

Developer: Yorm.Ent Publisher: Yorm.Ent

Release Date: 5 Jan, 2019

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Minimum:

OS: Microsoft® Windows® 7/8/8.1/10 (32bit/64bit)

Processor: Intel Core2 Duo or better

Memory: 4 GB RAM

Graphics: DirectX 9/OpenGL 4.1 capable GPU

DirectX: Version 9.0

Storage: 500 MB available space

Additional Notes: 1280x720 or better Display

English,Korean







Jan 27, 2019 @ 7:19pm Patch Note: Fixed -Finally, fixed when the inventory menu was opened, the item was blanked out. Rebecca's route events many troubles were fixed. Update -Added something look like tutorial event.. Jan 18, 2019 @ 7:05am Patch Note: Fixed -Freezing screen when Ending event for escape with grandfather. The event conflict caused by the engine update has been corrected. Update -Changed Something Object graphics.. Jan 16, 2019 @ 9:14pm Patch Note: Fixed -After confronting a female monster, the game stopped and it was difficult to proceed. Modified Graphic error. The used item was not deleted. The number of chess items was marked. The font error for the option has been corrected. Now, if you're being chased(Excluding first floor stalkers) or chased by a character, sometimes an error occurs if you save it.(Save is normally.) This is what happens when I update the engine, and I'm working on the script. Update puzzles using items can be solved in more various ways. Player traffic were shortened by changing the position and added of the hints. After Clear the puzzle, Player got a clear idea of whether the puzzle was completed or not. Add full screen options (Full screen / window mode is perfectly switching,

but sometimes the on/off characters are reversed.). Jan 8, 2019 @ 6:01pm Patch Note: Fixed -The player moved to the second floor after an 'imprint checking' event and stopping when move back to the first floor. Corrected Stoker's behavior and AI. Add objects and more Puzzle hints. There are a lot of people who can't play the game due to lack of hints. I'm going to add a lot to the next update.. Jan 13, 2019 @ 10:05am Patch Note: Fixed -On the second floor, we could see the female monster event in a different direction, It has been standardization. The behavior patterns of the female monster have changed. Sometime non-open menu. Increased the range of interplay ability of events that were difficult to interact with. It was a black screen when the event. The picture is not erased after the event. Update -Added more Hint.. Jan 26, 2019 @ 2:40pm Patch Note: Sorry for the late update. Fixed -Modified the player the remaining lights after player got the item. Update -The overall lighting of the game has been modified. Lightings have been installed to better view the hints. *I'm sorry, some hints lighting will not work until you start a new game. But It will work very well if the lights disappear after the player got the item. When pushing objects that can be pushed (e.g., boxes, statues, etc..), I've modified the controls a little bit in detail.. Jan 15, 2019 @ 6:40pm Patch Note.: Sorry for the late update. The script for 'Rebecca Route' was completely broken and it took a lot of time to recover. Fixed -

Corrected the situation of stopping after the confrontation with the female monster.
The same event was repeated and the game was not proceeding.
Rebecca route event overall modification.
Modified the point where the past event occurred again.
Modified the overlapping of the ending events.
It has been blocked off Player's sit and stand motion switching When player's on specific point. but switching possible then player's behavior is freeze.
The objects associated with the puzzle were changed to move only in a certain direction.
Restored some unseen scenes.
and
minor bugs fixed.
Update -
Added Hint.
Added Object
. Feb 4, 2019 @ 2:59pm Patch Note: Update -
I turned direction around and blocked the confusion of many people.
The Stoker's intelligence has been modified. I'm still working on the version up, so I'd appreciate it if you could watch.

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