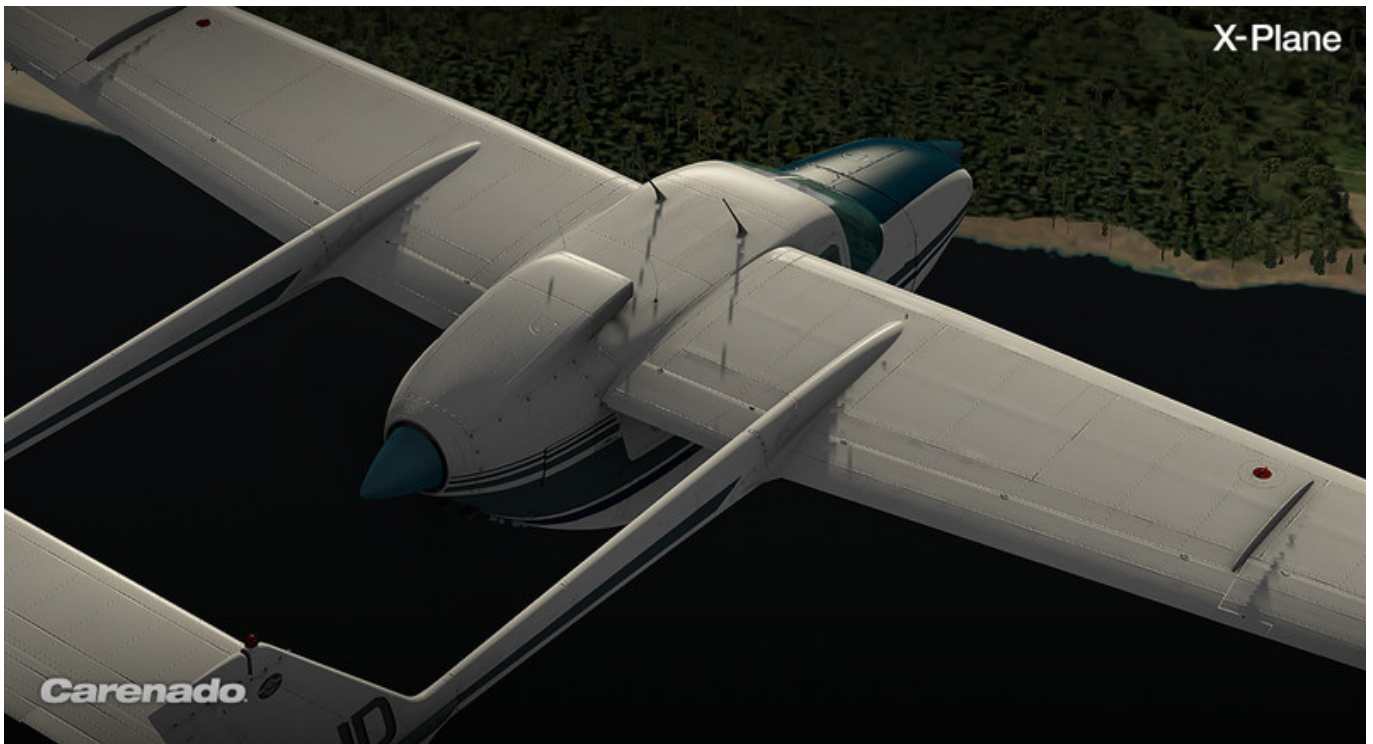
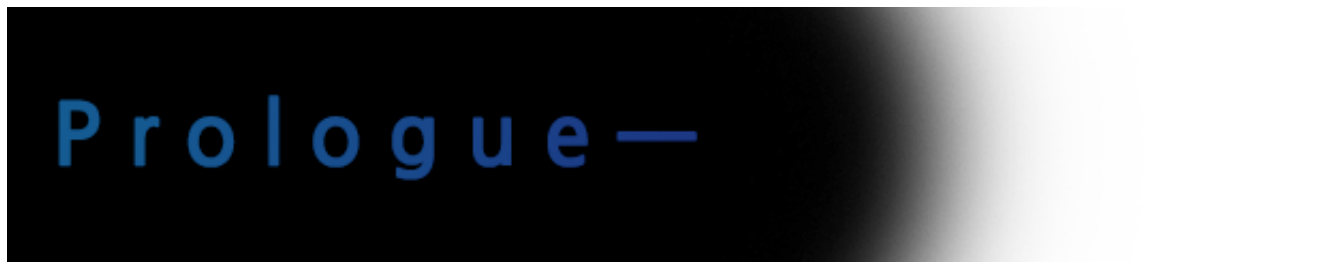

Unknown Verification Download



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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

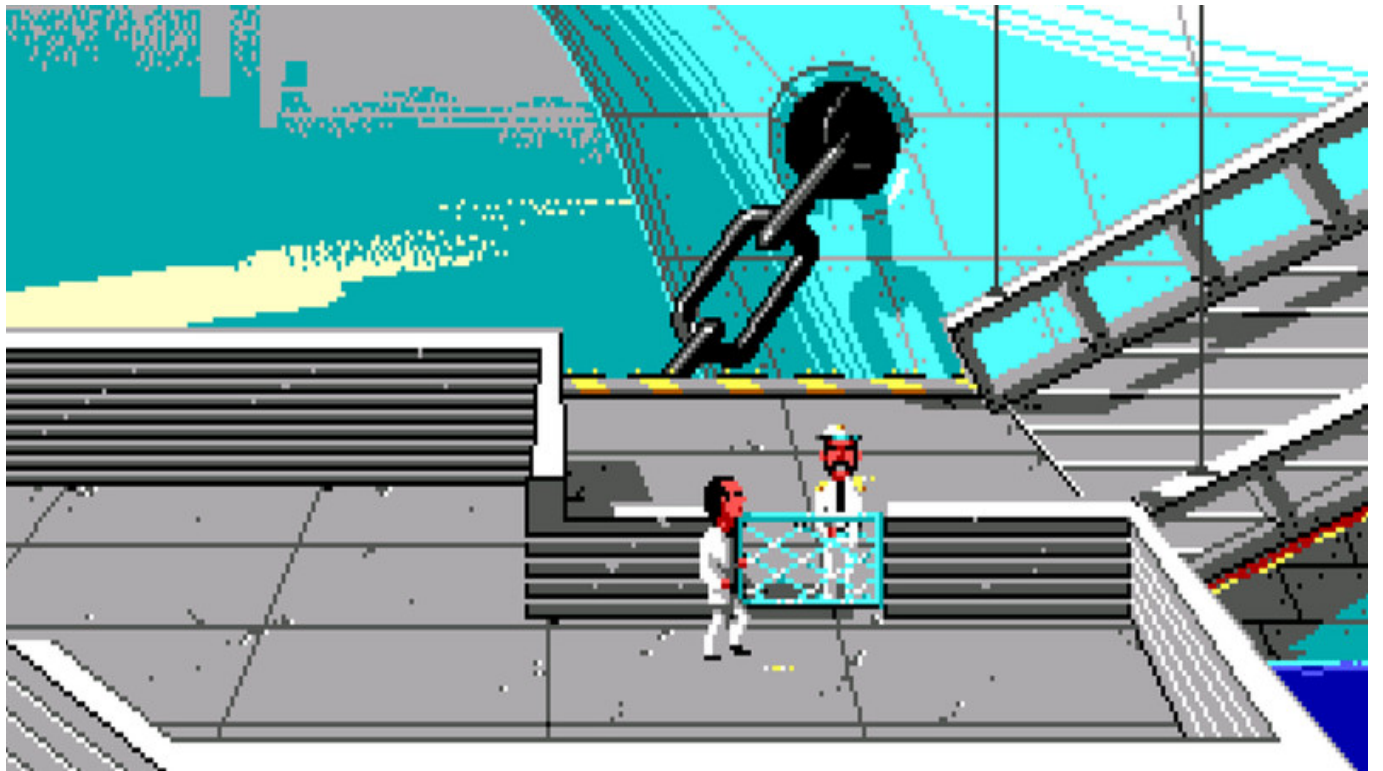
Graphics: DirectX 9/OpenGL 4.1 capable GPU

DirectX: Version 9.0

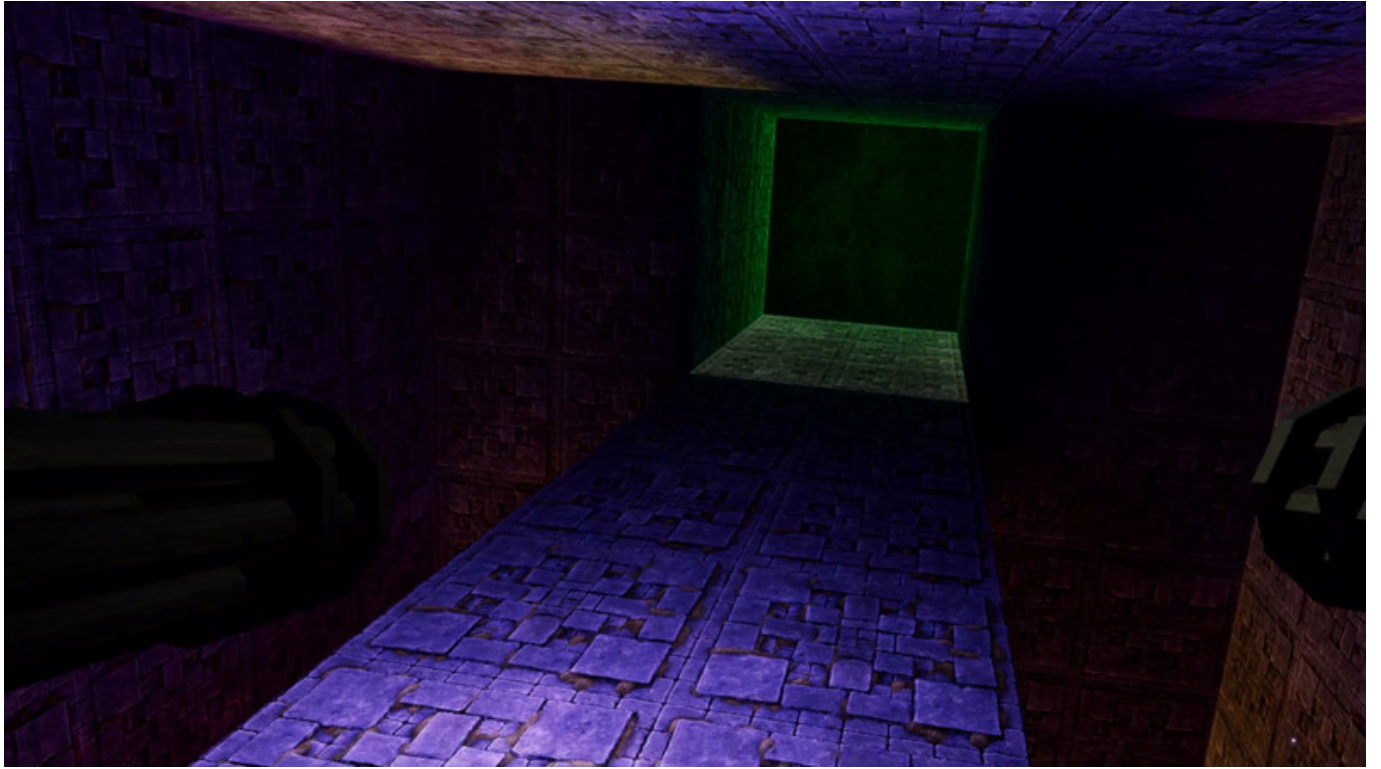
Storage: 500 MB available space

Additional Notes: 1280x720 or better Display

English,Korean







Jan 30, 2019 @ 11:05am Patch Note:

***Achievements are not yet active! Please refer to this.. 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.. **Feb 1, 2019 @ 10:00am Patch Note:**

Fixed -

Modified what the laboratory was able to obtain the ICU key from the wrong position.

Fixed minor Bugs

Update -

Finally, Achivement is Activated!.. 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 20, 2019 @ 2:08pm Patch Note:

Fixed -

Suddenly start event what meeting grandfather in 1st floor after meeting female monster

Update -

Changed some objects Position.

Stalker can open door.

. Jan 10, 2019 @ 7:17am Additional Patch Note.:

Fixed-

Sometimes feathers door could not be opened even if the item was used in front of a on it.

The part where the object and the player were not able to interact with each other.

The parts of the item acquisition process that may not be smooth have been modified.. Jan 9, 2019 @ 9:39pm Patch

Note:

Fixed -

If you open the veranda door on the second floor and move to the first floor, and return there and close, the character stops.

The event that was blocked by a script error is executed and graphics error.

Update -

Bulk addition of hints in the puzzle.

Modify Stoker Tutorial Image.

A change in stalker behavior pattern.

The puzzles have been changed to be more intuitive and easy to find.

Added explanation of how the puzzles are controlled.

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