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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.

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## 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.

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Title: Unknown  
Genre: Adventure, Indie  
Developer:  
Yorm.Ent  
Publisher:  
Yorm.Ent  
Release Date: 5 Jan, 2019

a09c17d780

**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









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**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

**. 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.



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※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 12, 2019 @ 5:59am Patch Note:**  
First of all, I am sorry for the late update.

Fixed -

It's not a place where specific items could be obtained. but obtained that item.

The character gets caught in the right door of the piano room.

The collision check broke and the character could pass through it.

Sometimes the menu window didn't open.

Randomly different images are recalled during an event.

Update -

Improved the stop during the video.

Ending Addition and Ending Director Change.

(Reason for adding endings:

A whole new ending to come out depending on the way you play. So, I have formulate the ending.)

Making the hard-to-find part of the event easier to understand.

Add Sound Effect.

I'm constantly fixing this -

The other walls are fine, but the stalker can recognized although Player are hide to behind the closing door.

Destroyed about freezing during play video but occurs again with a very very very very small probability.

Things that can cause confusion because there is still light after getting an object.

I'm constantly updating this -

All hints are stored in the Memo category and removed from the Memo category when you have solved the puzzle associated about that hint.

A play that draws the stalker's attention by adding more objects that can be throw.

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Besides puzzle and storytelling, you can enjoy something while walk around mansion.. **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 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 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 23, 2019 @ 8:48am PatchNote:**

Fixed -

Modified Dresses Cabinet Puzzle where in Marian's Room.

Minor Bug

Update -

Stalker's AI. **Jan 12, 2019 @ 8:45am Added Patch Note:**

The event is already in progress during video output.

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