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## About This Game

# Prologue—

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

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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

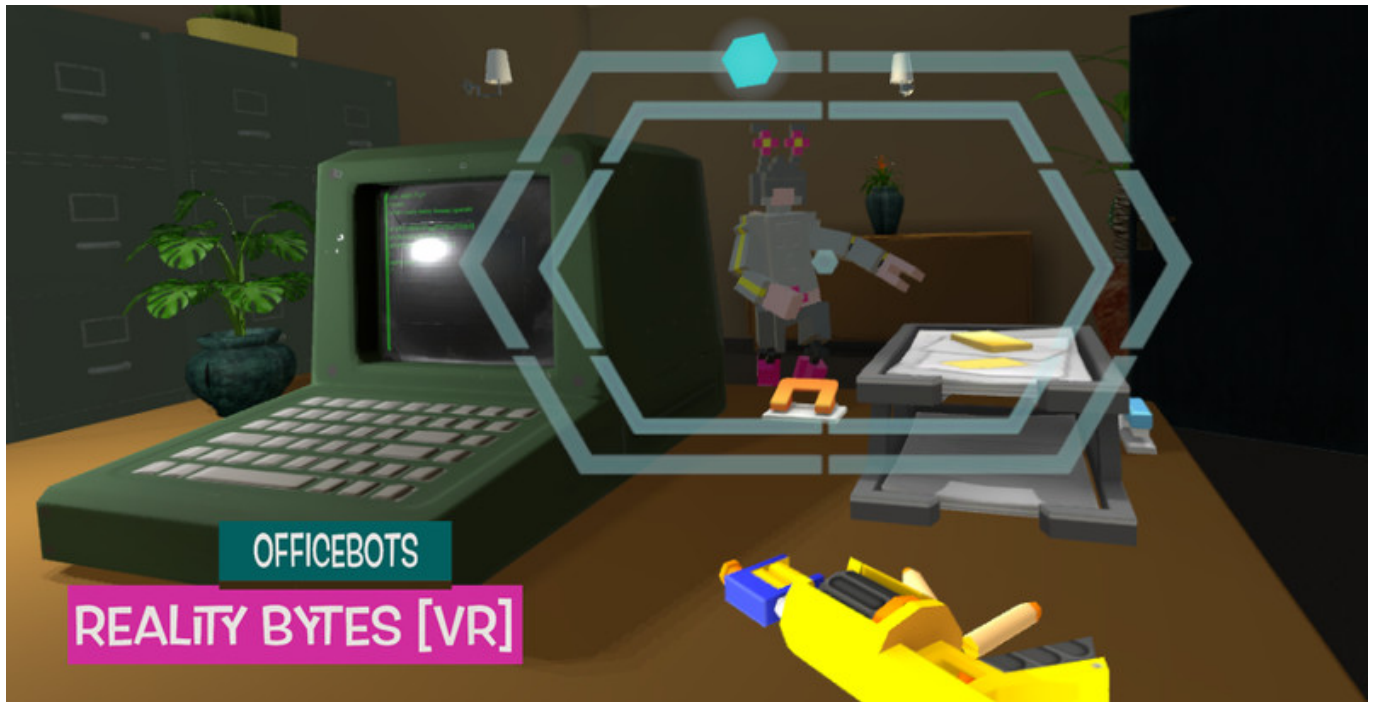
**DirectX:** Version 9.0

**Storage:** 500 MB available space

**Additional Notes:** 1280x720 or better Display

English,Korean











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**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 22, 2019 @ 8:32am PatchNote:**

Fixed -

**Fixed Crash Ending Event**

**Ruby changed to Relaxation support.**

**Marian's graphics had been broken.**

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\*Attention

Because a new switch was created to catch the Marian graphics problem, some of the secure open events may recur after the update if the game was saved after the server security open event.

Instead of pressing any key, just press the "Z,Space, Enter" button.Then you can do it probably.

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Update -

Create 'EXIT button' on title screen

Slightly change the flow of a game by reposition the object

Has been added text that comes out when Checking items where in inventory.

. Finally!!:

Finally, This game is released.

I think there are many bugs and things that need to be fixed because it's my first time development. I'll keep you updated to your entertained.. Feb 23, 2019 @ 11:02am PatchNote:

Update -

Additional lines that will be a hint.. Jan 19, 2019 @ 12:55pm PatchNote:

Fixed -

Freezing when a dribble object is behind the player and the player step back due to event .

Update -

The graphic was added to make the move line visible well.

Changed the graphic of the door.



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The height of the dialogue window is aligned with the text.

You can dribble object more smooth.. 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 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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