
Found Horror Game 11.exe Download Easy



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About This Game

You are Ina, a woman working alone as a gas station attendant late one night. Tonight just seems like another boring uneventful evening manning the counter, but in the pitch blackness of night things are falling into place, ensnaring you with glee into a sick, perverted, disturbing nightmare. It probably would've been best if you just hadn't come in for work, honestly.

When I was in school, I used to spend a lot of time coming up with game ideas and writing them down in notebooks, creating supplementary material of what the games would be like with video tapes and cassettes, and starting to develop and then abandoning partially finished game projects in engines like Games Factory and RPG Maker. I'm Dusk Golem aka AestheticGamer, known in some corners of the internet as an absolute horror enthusiast and fanatic. But the truth is, once upon a time I was a huge scaredy-cat. I was convinced I hated horror because I was just too scared by it. Scary experiences would plague me with nightmares, but it also struck a strange fascination within me. I didn't put the pieces together that I actually liked horror until near adulthood, but I always had an attraction to the dark, to Halloween, to ghost stories, to nightmares, and to the twisted.

'*Found Horror Game 11.exe*' is a game compiling recreations of some of these scrapped games and ideas I wrote down in

notebooks years ago. I've changed some of the details, for example some of these originally were fan games or used copyrighted stuff I could never sell and have replaced with original materials I have made and can use. None of the game's themselves are tremendously long (each around 15-45 minutes), but each one is crammed full of secrets. There is 11 games in all, with only Game 1 being available at the start. Once the community of players have met the requirements given per game and post them in the Steam Community Discussion Board for the game, I will unlock the next game for all owners to play.

Others games feature other protagonist, but all of who must reach the end of the game (but occasionally, there's more than one end to a game). Each game is different, but also similar. The ideas came from my nightmares... Or at least I think they were my nightmares, but what else could they be? I jotted them down in various notebooks of mine, recorded ideas I had for these projects on tapes and cassettes, and some of the ideas even went far enough along to get made into incomplete games I started then never came back to. But I'm coming back to them now.

The games themselves range from a simple haunted house simulator, to a creepy dating sim situation, and even a trap-ridden labyrinth of horrors. The scenarios themselves are varied, elusive, and strange, even moreso than they may first appear to be.

I want to share these games with you, and maybe if I do, it'll finally stop.

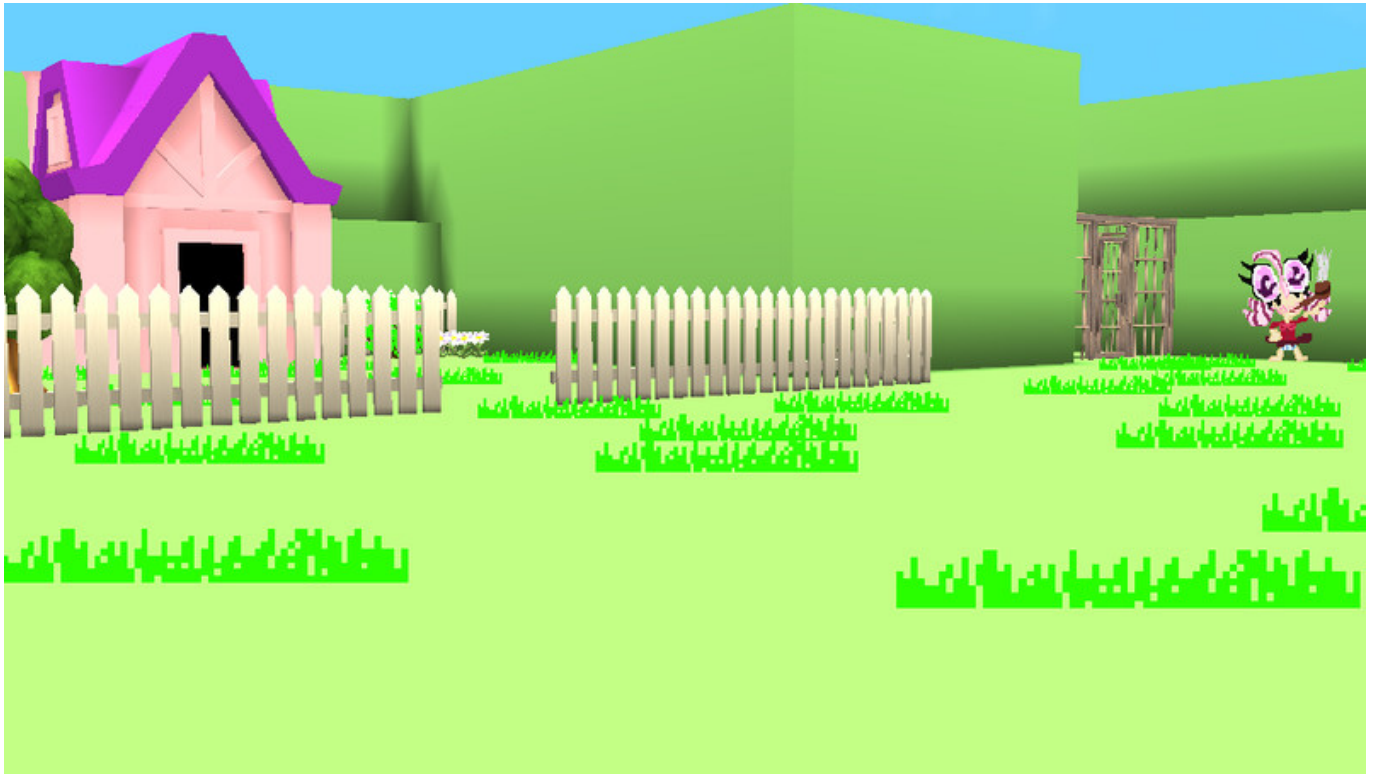
FEATURES:

- 11 small games exploring eleven separate but connected ideas, but with a unique gameplay experience for each one. Every game has a twist or two, and a unique creepy experience.
- A unique episodic structure experimenting with community involvement and unlocking more over time and effort.
- Loaded with secrets to find and uncover, and goals for the community as a whole to work towards and discover.
- An ominous air begins to flow over you. Things are not as they always seem, and an unsettling atmosphere will always keep you on your toes.
- An unnerving sound design featuring various artists along with a few original compositions, featuring voice acting for the leads. This is best enjoyed in a dark environment wearing headphones, call it a 'Horror Ritual' for immersion, if you will.
- Multiple endings to several of the games to experience, and unlockables.

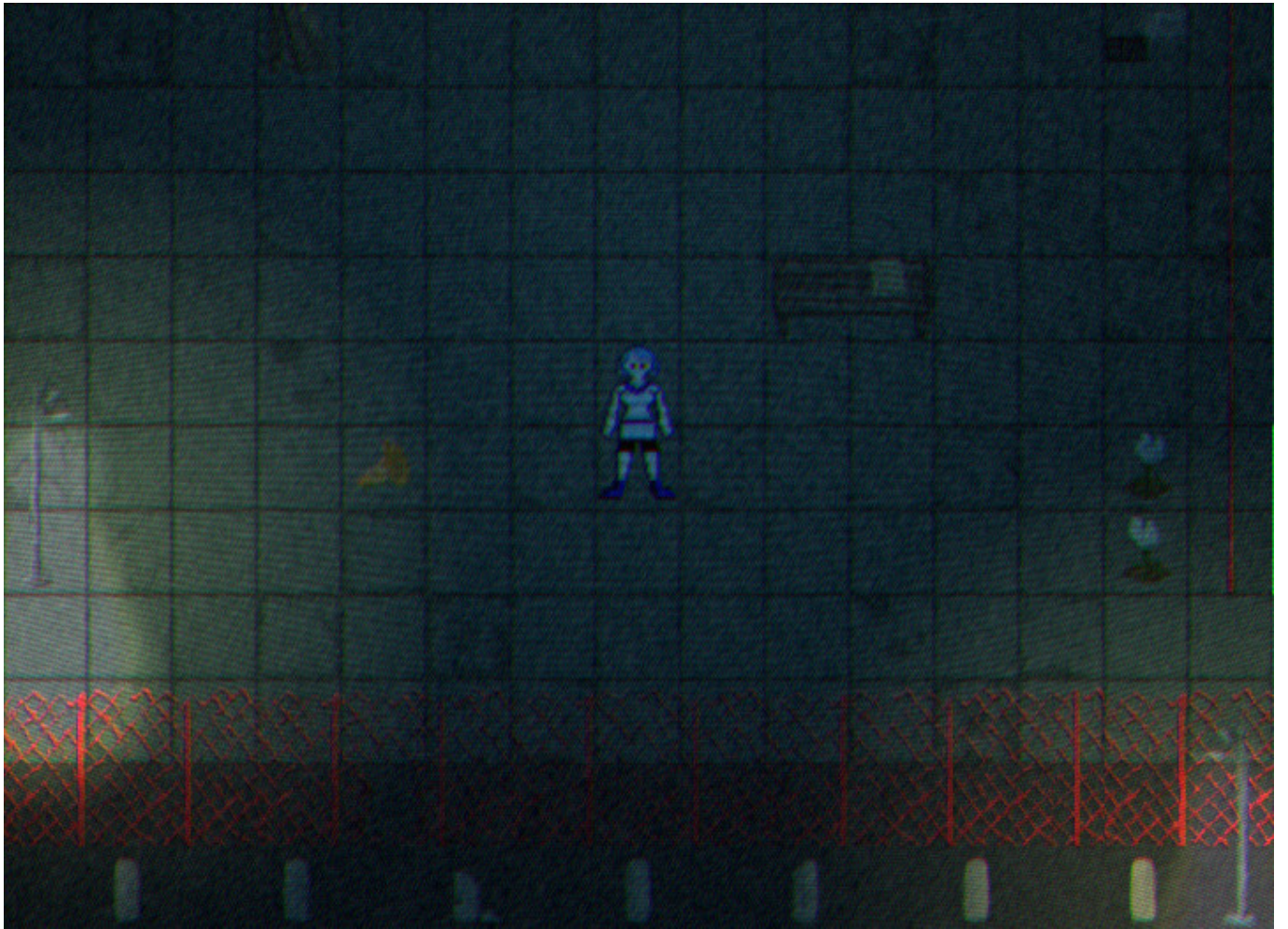
Title: Found Horror Game 11.exe
Genre: Adventure, Indie
Developer:
Yai Gameworks
Publisher:
Yai Gameworks
Release Date: 16 Aug, 2018

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English







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Great so far! its tough to find the secrets and fun to hunt them down. Can't wait for the second unlock. (P.S. i have not gotten through the cracked wall! any hints??). If you look through the news for this game....you'll see it's not finished....

(Seems like most of the games that come from this developer are still unfinished..)

It's a shame... I really enjoy the childlike drawings. Child doodles + Creepy stuff = fun times.

However, you're being lied to. Which I have a problem with... You're supposed to be able to play 11 creepy games.

And the COMMUNITY has to find these shapes in order to unlock the next game? So...they're trying to encourage people to keep playing--but not meeting their promised deadlines.

I find that insulting... but maybe that's just me.

(I might change this review later after they've actually finished all the games--- or not, because by then I might forget I even wrote this review.). I really enjoyed this game! I cant wait for the rest! i want to see more and play more. i love the style of the game and the story!

Game Link: <https://youtu.be/iO9LYKgKMng>. Very interesting bunch of horror games. That has sometimes had a weird condition to make something happen which could be frustrating a bit but I like this feature it keeps you to try a new strategy. They also contain very well done music that changes at the right time.

+ Game 1 begins with an empty atmosphere until somebody rings a phone and say some creepy\disgusting\threatening things. Then it seems you have a \u00b4\u00b4fan\u00b4\u00b4 on your tail and you better be more careful. 7.5V10 would get jump scared again

+ Game 2 is a prologue for a hollow bliss which seemed to me like a memeable game but then was rather deadly. This game uses third-person mode or a first person mode which is really interesting. For some reason when you wander around the garage door they just start flickering and killing your fps.

+ Game 3 Is an experience about love and hate. Game itself is more cute and annoying but horror is there too and weirdest of them all.

+V- Game 4 This one is about some guy in an apartments ? Watched by a (potato) creep and you have to stay still when he looks at you. Tough thing could be that you have one shot but at least your actions leave mark on that place. This game crashed for me once.

I have only bought it for the first game since it's probably one of the stronger ones. I hope we can get the rest of them unlocked. I can recommend it since its cheap and you will probably get the rest of the games. Only thing I dislike is when a developer moves to another game and these half-baked games he left suffers from it.. ahhhhhhhhhhh scary oO

Although I love the games that have come out so far.... the deadline for game 5 was supposed to be a couple weeks back by now. It seems as though the developer has been starting new games and never finishing them so this game in particular gets a very small amount of attention. It has almost been a month since the community found all pieces for game 4. I cannot recommend this game because it is \$4 for almost nothing. I get that the price is pretty cheap but the developer should have waited to finish ALL the games before actually letting this game into the store, because now it is all empty promises.

I may change my review when all the games are done but it will probably be in 2030 at this rate.

I just feel the developer is more focused on money and how many games he can make rather than the ones that are already available to the public...

Found Horror Game receiving one small delay, reasoning inside:

So there's going to be one small delay to Found Horror Game 11.exe, recently I made the project last minute a bit more ambitious than originally intended, I found someone willing to voice Ina, the main heroine of the game, as well as to do art still for the game and improve the visual novel story stills a bit. Also some of the games honestly got a bit ambitious. It's all nearly done now, but I need to send the game to Valve's review queue in the next week, then wait for them to get back to me in 3-6 days, so while I can 100% say the game will be out in the next two weeks, it's harder to say if it'll be next Friday, a week from now on Monday, or sometime next week, it sorta' depends how quickly I can finish this final build and submit it to Valve, then how long the review process goes with them, and if there's any snags with the review build or not. Hope this is understandable, and I hope to surprise you all with this unusual little game.. **Feast Your Eyes: Little Marshmallow - a quiet surreal horror releasing on May 21st for \$3.99 USD:**

http://store.steampowered.com/app/712260/Feast_Your_Eyes_Little_Marshmallow/

A slow-burn quiet surreal horror game that's a semi-sequel and spin-off of Close Your Eyes, which combines the previously announced "Close Your Eyes: Intermission" and "The Crack I Found That Taketh" into one singular game, mixing together fixed camera angles and 2.5D gameplay. There will be a lot more on this game in the days and weeks to come. It's releasing on May 21st 100% for \$3.99 USD, with the soundtrack releasing on the same day for \$0.99 (preview on the store page for the soundtrack for the music):

http://store.steampowered.com/app/712270/Feast_Your_Eyes_Little_Marshmallow_Official_Soundtrack_Other_Goodies/

Hope this quiet little horror game will surprise you guys.. **Close Your Eyes -Anniversary Remake- OUT NOW!!:**

https://store.steampowered.com/app/706710/Close_Your_Eyes_Anniversary_Remake/

Close Your Eyes -Anniversary Remake- is now out in Steam Early Access for \$4.99 USD with a 10% launch discount (this will be the cheapest the game will be in at the very least the next two years, the game will gradually raise in price as more is added to the game). At Early Access launch, I am actively seeking back feedback and going to work closely with the community to shape up the game. At Early Access launch, the full 'Girl's Graveyard' remake is included, with 1-2 hours of gameplay. The 'Close Your Eyes' remake first hour or so is playable, up until the Judith Manor section of the game. 'Close Your Eyes - The Twisted Puzzle' is included, unlocked after 10 achievements in-game are completed, and has a few puzzle solution changes, a few new hidden things, and should give people a varying amount of gameplay time (depending how good they are at the puzzles).

I hope you guys enjoy, up until the Close Your Eyes Remake is completed, there will be fairly regular updates. You can play up to the current cut-off point and load your save file when new updates hit to continue where you left off. I look forward to communicating with everyone over the course of development, and hope you all enjoy the game!. **Sorry about this, there's going to be a Game 3 delay:**

So Game 3 is nearly done, but I need to test some things (try to thoroughly bug test each game to make sure all is working, hidden shapes are working as intended, etc.) and had a late idea to improve the overall quality I want to do before pushing it. I thought I'd be done in two days, but I had a series of bad luck things. For one, I've gotten sick. Bad sore throat, coughing, and been getting terrible sleep yet constantly fatigued but trouble sleeping whenever I try to, which has been making me unproductive. On-top of this, a close friend of mine (the one who helped me make Red Haze and working with me on PeeTee Babybuu) is in a bad way, and I've been helping her with some stuff and discussing stuff with her. Just a general depressive episode, Game 3 is... A bit fragile. I won't spoil it but I changed some things about it last minute due to a late change to focus on something and re-frame something. This statement will make more sense when you guys play it, it's apparent in some design elements of Game 3.

I won't put an estimate time on release since I'm uncertain right now, but really the game only needs another day or two of work but I need to get over my sickness to be able to focus again as feeling tired, coughing, and other fun sick symptoms is a huge motivation and focus killer. I hope it's understandable, this slice of this is completely due to human error and just flaws of mine and my motivation, and then just unavoidable life occurrences and sickness, but I'm trying to be more vocal when stuff like this occurs in the fun deal of life. I'm sorry for anyone who was looking forward to Game 3 releasing today, it's my fault for announcing that. I'll try to recover quickly, take care of myself, then crunch getting Game 3's changes completed.. **One last delay for Game 4, will be releasing on February 8th:**

Game 4 will experience one more delay, something both came up this weekend and I need a little bit more time to test it. The delay won't be long though, it'd probably only by a day or two. The thing is, I try to release the games for Found Horror Game 11.exe when they're most available for everyone. I held a poll on the Yai Gameworks Discord and on Twitter, and it sided to not releasing it when it's ready in the middle of the week but on next Friday when more people can dive in together at once.

I apologize for the delay, I hope it is understandable. I also will take this time to mention the best way to keep up with Yai Gameworks stuff is to join the Discord:

<https://discord.gg/drDzZdx>

Or to follow the Yai Gameworks Twitter:

<https://twitter.com/YaiGameworks>. **Yai Gameworks 2018 Questionnaire ; Asking the Community for Feedback:**

Very important, I have a 10-question Questionnaire for Yai Gameworks in 2018 which includes some future stuff about projects. The questions are long-winded, but I really appreciate your guy's feedback. Questionnaire will end on January 8th:

https://docs.google.com/forms/d/e/1FAIpQLScB_I1OVgoPGYhD1o-I4IO-wm6gvd-owasuZRRCXiRejrxtEw/viewform?usp=sf_link

Has questions related to Close Your Eyes, Red Haze, and much, much, MUCH more.. **Please Love My Computer Game now available for free:**

<http://store.steampowered.com/app/796910/>

I hope you guys *love* it, I really hope you do.. **Please Love My Computer Game out now... in other places:**

<http://store.steampowered.com/app/796910>

Please Love My Computer Game, a FREE game release, is now on GameJolt, itch.io, & RPGMaker Net:

GameJolt: <https://gamejolt.com/games/Please-Love-My-Computer-Game/318797>

itch.io: <https://aestheticgamer.itch.io/please-love-my-computer-game>

RPGMaker Net: <https://rpgmaker.net/games/10350/>

Steam release will come soon but first needs to get through Steam's review process.

Please Love My Computer Game is a little free game of cryptic mysteries, road blocks, atmosphere, and discovery.

"She waits. Explore an abandoned house in black and white as you solve cryptic puzzles and try to make discoveries. If you like to work with others to discover things, then you may like this game. I hope you love it, I really hope you do."

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