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About This Game

Enigma: An Illusion Named Family.

Background

Yoo Minhyuk, the fourth son of Yoo's family, loses his father in his childhood in an unexpected accident during vacation. He blames himself for the incident and spends most of his adolescence brooding in his own room.

His mother, not able to overcome the loss of her husband, tries to fill in the void by collecting an absurd number of artworks and holding a series of parties every night. His brothers and sisters, due to various personal reasons, start a silent family feud over the inheritance.

One day, Minhyuk wakes up from a bad nightmare and finds himself under unexpected circumstances. He has to walk into the deepest darkness where he cannot even see his own hand...

Features

Profound Storyline

The hero of the game, Minhyuk, loses his father in an accident in his childhood. He spends his adolescence in guilt, while his siblings jump into a family feud over the inheritance. One day, an unexpected blackout takes place in the mansion, and Minhyuk has to overcome the strange and often fatal incidents to find out the truth behind.

Limited range of vision

Because Minhyuk is in the dark during the game, he has a limited field of view. At the start of the game, he is given a few matchsticks, which can be used to make him see further away for about five seconds. He can also find special items and clues that he could not find in the dark.

Use them wisely; it may be difficult and sometimes dangerous to find the matchsticks in the game.

Chased by a Killer

The player may encounter a killer in the game. An unidentified shadow patrols a certain region in the mansion. When Minhyuk enters the field of view of the killer, it will start to chase him and attack when the killer catches him. Once Minhyuk is found out, the killer will chase him until the hero hides himself in a safe place.

When you light up a matchstick in the darkness, you can see further away, but remember that you will be easily found out by the killer at the same time. In addition, you may make a loud noise by mistake while investigating the objects inside the house. The killer can hear the sound and come after you as well.

The killer may, in some cases, prepare traps and wait for you to fall into them. Beware; the killer may be anyone around you.

Immersive Events

Sometimes in the mansion, the hero meets other people in the house, or has flashbacks of their dialogues. The dialogues are dubbed with voice to increase the immersive experience, and the detailed emotional expression will catch your eyes and ears. The storyline will intrigue the curiosity of the players.

Fear System

Minhyuk hates to be left alone in the dark. While he stays in the darkness, the Fear gauge at the top of the game decreases. When he runs out of the FEAR gauge, he goes out of control and runs away in frantic horror. If the killer or a trap is nearby at the moment, he may run into their hands, which finishes the game instantly. The fear gauge can be restored with matchsticks and chocolate bars.

Characters

The designer-made characters and their characteristic personalities will catch the attention of the players. It will be another source of fun to find out the story behind each character.

Matchsticks

Minhyuk needs to look around the mansion in the darkness. The darkness reduces his field of vision and makes it harder for him to find items. Minhyuk can obtain matchsticks through investigation, and when he lights up the matchstick with D key, his range of view increases and he may find items and events that could not be found before.

However, when he lights up a matchstick, he is more likely to be found by the killer. In addition, if he wastes the matchsticks, he may not be able to use them when they are really needed. It is difficult and dangerous to find the matchsticks, so use it wisely.

Mini-games

There are various types of mini-games that you need to solve during the play. These simple mini-games can be easily controlled with ASDW keys.

System Requirements

- OS: Windows XP/Vista/7
- CPU: Intel Pentium 4, 2.0 GHz or better
- Memory: 512MB or more
- Graphics: VGA card with 1024x768 resolution.

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- Sound: Internal sound card
 - HDD: More than 700MB space needed.

Title: ENIGMA : An Illusion Named Family

Genre: Adventure, Indie, RPG

Developer:

AV media lab

Publisher:

AV media lab

Release Date: 16 Mar, 2015

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Minimum:

OS: windows xp, vista, 7

Processor: pentium 4 2.0GH or more

Memory: 512 MB RAM

Graphics: 1024 x 786 support VGA card or more

Storage: 600 MB available space

Sound Card: built-in sound card

English,Korean







A heart-pounding horror game with a truly unique plot. For only \$5 this game is absolutely worth picking up!. If you love a short horror story game with multiple endings I recommend this game to you.

If you love anime\cartoons I recommend this to you. (More on anime side though)

I just have to say, while I played this I loved it a lot; I played quite a bit and I love how their is all a bunch of different secrets and paths you can take. The game makes you think it is simple and a single line storyline, but when you get into it. You can move about and just about get quick jumpscars. If you enjoy RPG Makers games, this game is ALSO good for you!... It's hard for me to talk about this game much just because it astounded me but, like I previously said. I highly recommend this game for you.. I liked this game a lot for its visuals, story, and because it's not difficult to read. Other games I've played that don't seem to have english origins have terrible english translation, but the english seemed to have good flow. I like that they kept the Korean names for the characters as some comics don't do it when they go into english. In the end, I had fun playing and uncovering the mysteries of the game.. If you're a fan of RPG Maker horror games, this game is worth checking out. The game is more in-line with something like Crooked Man, Mermaid Swamp, or even Corpse Party than Ib, Witch's House, or the like, based partially on a more grounded and less fantastical setting (but still interesting and dark), a variety of drawn images appear throughout the game in special story moments, and the game is less focused on strict puzzle gameplay and more on exploring, finding items, avoiding the murderer, and visual novel-like story moments sprinkled with the occasional puzzle.

If you've never played an RPG Maker Horror Game, basically it's a horror game with a viewpoint like an old SNES RPG-type game but with a lack of turn-based battles and more focused on events, puzzles, chasers; but in this game's case with many visual novel scenes. This game is completely worth the \$5 if you enjoy these kind of games. It's biggest flaw comes in its translation, as there are Engrish elements to it and some typos, but I never didn't understand what they were saying, and as I got more into the game, it became very easy to overlook and just enjoy. The only other thing is the game has some minor bugs, I ran into a few, but thankfully found nothing game-breaking, mainly some sequence breaking.

The game has good production values for an RPG Maker game. There's several animated videos, that look nice. The original and licensed music is all very good. The Korean voice acting is well-casted, sometimes they sound a bit dry and emotionless, but pull off many scenes wonderfully, and added rather than took away in my opinion.

This is all backed by a surprising story that was quite enjoyable, and surprisingly some good endings. Endings are something that can be hard to get right, but this game nailed it, and gave the game that extra omph to make the whole experience feel worth playing to the end. The game has three endings, all three are good though I do have a favorite, and all are worth getting; the ending doesn't just change the ending but radically changes the last third of the game for some very different gameplay and story experiences.

Game actually got me a few times with its scares and atmosphere, but didn't overly rely on cheap tricks. Mixed with the horror elements is a murder mystery that gets kind of gripping, and some humor sprinkled in and used to good effect. There's also in this game a deep-rooted morale about family, but it's one of the few times a game I feel doesn't push the morale in your face and didn't feel like it was preaching it to you or feel cringe-worthy or forced in anyway. Game also is of decent length, taking someone probably 5-7 hours to get the first ending, and about 5-7 hours to get the other two endings, and a lot of that second 5-7 hours being filled with new stuff.

Overall a very solid RPG Maker Horror game that can stand with some of the greats, worth it for fans of these type of games, or if you have an interest in horror games in general, murder mysteries with a spice of some psychological and surreal horror, or those wanting to try more pixelated games in the horror genre. Welcome to the family!.

<https://www.youtube.com/watch?v=TCqAa1yoKaE&list=PLvCkyWJRxxYd5QmTXH1ig7KXyduKx00Tz&index=1>

[THIS GAME IS WORTH 5 BUCKS! Yes! This is in english btw! This game has SO MUCH good about it, it's full of variety and comedy and mystery and jump scares and suspense.. it's so good! You will be questioning every decision and move you and the other characters make!](#)

[+sound \(good music. some voice acting \(korean\). it starts and stops but major scenes are acted. spooky sound effects\)](#)

[+style \(this is very stylized. and for a top down rpg it's really nicely done\)](#)

[+mechanics \(you hide from the killer in shadows. which is unique for the type of game this is\)](#)

[+fun mini-games \(just when you think you have things figured out SURPRISE MOTHER\u2665\u2665\u2665\u2665A\)](#)

+matches (you -have- to use them to light up objectives sometimes, and if you run out that can get you stuck, you also use them to manage your fear (you're scared of the dark) and if you become too scared you lose control of your character. This can be a positive or a negative, personal opinion. It grew on me.)

+MULTIPLE ENDINGS! (like -real- multiple endings, not change one thing and then it's a different killer. EVERYTHING changes)

-no mouse (at all period, not even menus)

-some cheesy sound effects (squeeeesh)

-some bad translation parts. (if you have my sense of humor this could be a positive!)

-Bugs (there's a few that can break the game or crash the game.. just be warned they happen, but not often. - example warning spots: one of the bookcases in the library will crash the game with "cannot find image". other bugs are like the killer indefinitely chasing you, this can be fixed by dying, loading, or something just spamming room fast enough.)

<https://www.youtube.com/watch?v=NTUi5vIA8hY>

This one is actually pretty good.. If you like RPG Maker games like The Crooked Man or Ib, then this game is definitely worth getting. I really enjoyed this game a lot. The translations are a little off at some points, but over all was done really well.. This was a BIG waste of my money! I didn't think about getting the game I really wanted but instead got this piece of The screen is too damn small, and all in all it's just boring. Literally a waste of money this game is. 1/10 stars for me.. It's definitely worth buying, especially because of the price.

I think the game is amazing. I wanted to play it for so long and finally i found it on steam and could play it. I had a lot of fun while playing it. The ending was really cool. I like the art & music and the atmosphere was gloomy. The characters were mysterious and I couldn't decide whom I like and whom not. Except Minhyuk, I liked him from the beginning till the end (even now). The game is sometimes a bit scary(through some jumpscare and other little things), funny (I mean just look at the butler and the crazy doctor! They made me laugh everytime they appeared xD) and sad. There are some little bugs but they didn't change the fun I had while playing it. I can't complain. JUST PLAY IT!. Very nicely done horror game with some retro graphics during direct gameplay and neat visual novel-like scenes of interactions between characters.

Gameplay consists of wondering around big mansion with multiple floors, solving puzzles and mysteries of what is going on while evading being brutally murdered by some majestic killer. During your journey you need to solve and maybe even fix this one helluva family. And they have tons of problems. So from mystery point of view game is good. Plus game has several endings so you can replay it multiple times to see all endings.

It's hard for me to speak anything about voice acting because it's all Korean. Actors seems to be pushing some decent emotions to player. So... for me VA is good.

Overall I recommend the game for its price.. this game is awesome and difficult. I had fun playing this game. It's not scary but there were a few jump scares that got me but it didn't make me scream. You basically go through the mansion in the dark. You obtain matches and chocolate to help keep your fear from going low. The voice acting is really good. There were a few translations that were off but none that'll affect you.

An ending I wasn't expecting either when I got all endings.

It's something I'll play from time to time again. I hope to find more games like this.

. I've recently realised I have a soft spot in my heart for indie horror games. I've worked my way through Ib, Mad Father, and Witch's House. I took a break for a while, but Spring Break rolled around, I had some time, and I'd just gotten my paycheck. So I got myself an account, and started browsing through the indie section.

I really wasn't sure about this game, since it only had one review, and I couldn't really find any information on it other than the description, but I figured \$5 wasn't going to kill me, so I went ahead and got it.

I can say, without any sort of hesitation, that it was worth five bucks.

The story is interesting and just the right amount of macabre. There aren't as many jump scares as you might expect, but there's a lot of psychological horror. The characters are all different from what I expected, and this family certainly isn't what we might think of as loving. But it's interesting to see them battle between trusting each other and letting their suspicion run wild.

I'm also a fan of the whole 'fear' system. The main character is afraid of the dark, and as you travel through the enormous mansion with a very limited field of vision, his fear gauge will go down. If it isn't replenished by lighting matches or eating chocolate, he'll begin panicking, and will ignore your directions and run in a random direction for a time. Of course, lighting a match alerts the murderer to your location if he is in the same room. It makes the game just challenging enough to keep you on edge as you make your way, trying to keep your family safe and get out.

I've finished one playthrough, and I have to say, the ending I got definitely surprised me. I'm pretty sure I got the bad ending though, so I'll have to try again, it would seem.

I'm always long winded, but I'll go ahead and list the pros and cons from my experience:

Pros:

Interesting plot

Frequent plot twists (I don't know if that's the right word to use, but there are a lot of very surprising events that change the way you think about things)

Simple gameplay, but not boring.

Multiple endings

A lot of player decisions that ultimately change the outcome

A good blend of the visual novel and rpg genre

The Korean voice acting is actually very good

Cons:

The most glaring one is some shoddy translations. The mistakes are pretty frequent, but they don't interfere with the ability to understand, so they aren't a huge issue. But those that can't stand grammar/spelling errors should beware.

The characters can, at times, be incredibly unlikable. Minhyuk is very self-deprecating, and most of his siblings are manipulative jerkwads. But it plays into the story, so it's forgivable.

There was an occasional glitch, particularly on the second floor for me. A few times I was seen by the murderer, but he would not follow me to other maps, and I could not hide. Yet he'd be waiting for me to return to the map where he first saw me, and continue chasing. I had to load my games a few times because of this. But it's not too hard to overcome.

Some of the puzzles aren't well explained. You are given vague directions and just kind of have to push buttons and hope. There was one that involved moving a bunch of stones to the right that I'm still not sure how to do, I just kept messing around until it worked. But you can eventually get it, even if you just mess around for a while.

For me, it was a fun game, and I'll likely play again soon to try and get the true ending. I'd definitely recommend it to anyone that is a fan of the indie horror rpgs.

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