The House Download] [Crack Serial Key

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About This Game

You came to see the old datached house which you are going to buy.There is no one in the house.While looking through the numerous rooms and corridors you understand that there is something unusual.Since then you found out a terrible story.Besides you understand that you're not alone there.There is a **"master"** in the house,the personification of the evil.At first it will frighten you,then it will try to kill you,after that it'll call its dark forces.You have either to die or try to win the evil by all means...

So,what is the place?Is the old,neglected detached house a temporal portal or gate in hell? Moving to the past or future, you have to change your fate and prevent terrible events...

Plunge into the atmosphere of fear and horror,investigate the dark house full of mysteries and danger!

Title: The House
Genre: Action, Adventure, Indie
Developer:
Konsordo
Publisher:
Konsordo
Release Date: 19 Jun, 2014

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Minimum:
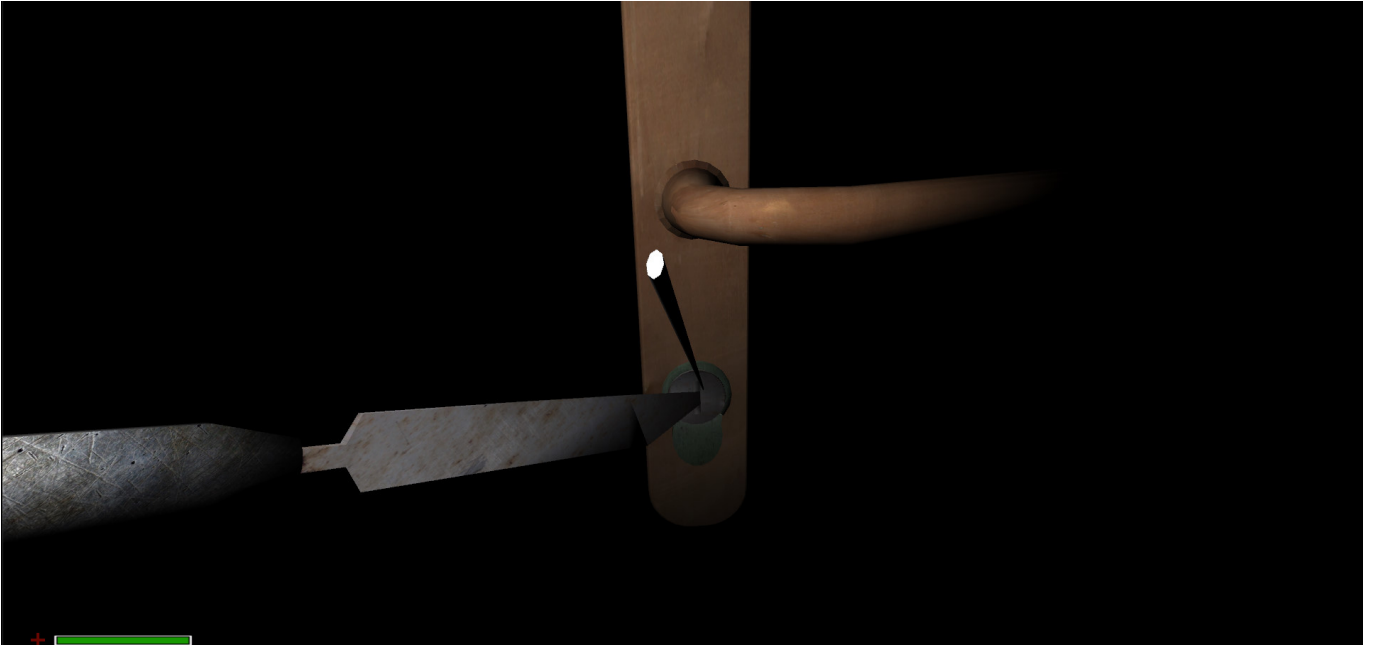
OS: Windows XP Service Pack 3/ Windows 7 / Windows 8

Processor: 2 ghz

Memory: 2 GB RAM

DirectX: Version 9.0

Storage: 800 MB available space

English

Dreadful. I've seen alpha demos that are built better than this. Typos in menu screens, poor quality gameplay (ran out of matches within the first 5 mins and couldn't discover how to continue) and a dreadfully rendered intro sequence. If I'd paid any more than 99p for this game I'd have been really annoyed.. Horrifyingly Horrible or Comedy Gold? You Decide!

From the badly wrapped textures to the Engerish that gives you brain hemorrhages there isn't much good to day about the game outside the first few times the random jump scares worked then they became annoying... that and the game is funny as hell once you stop trying to take it seriously.

Video Review Below:
http:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=323895273. The screenshots and trailers made this game look pretty cool, like something similar to Amnesia The Dark Descent. When I saw the price, I had my doubts on its quality, and those doubts ended up being correct.

First of all, the opening screen (eg when you press "New Game") is bugged if you have a higher resolution than 1024x768. Text disappears off the side into two black boxes. Then when the game finally started I couldn't do anything; I had to alt-tab out of the window and click back into the game for it to work properly. There are no transitions from the title menu to the game, nor from one level to another; so when the game swapped levels I thought for a minute the game had crashed. Transitions are so so so important.

The controls are not clearly explained; it took me a minute or two to realize that I had to equip my lighter before I could start using it, since I was under the assumption it would be assigned a key like "F". Even when you pull the lighter out from your inventory you still have to click a few times for it to "light". I found that to be particularly annoying. It also looks like you should be able to light up things like the lamps on the walls and the fireplace, but I've tried pressing all the controls while my lighter was out and nothing seems to work. If I'm not supposed to use my lighter on them, why does text pop up in front of them?

The game is also nonprogressible after your lighter runs out of oil if you can't find more of it. I don't know if you're supposed to find oil, but I couldn't find any from the start of the game and within five minutes I was unable to see anything. In real life, even when the lights are out in a house, your eyes will adjust to the darkness at least a little bit, so that you can make out shapes. It shouldn't be pitch black.

As for the scare factor, it definitely has an atmosphere, I'll give it that. The three jumpscares I ran into were kind of cheesy but they did startle me a little bit. But it was ruined by my frustration with the game mechanics and inability to see anything after my lighter ran out.

If you are looking for a good, short, horror game, this is not it. I would not recommend this game to anyone unless the developers address some of these issues first. It seems to me that it was really rushed and could've used a month's more worth of tuning up.. Let me put this in bullet form on why this game sucks.

*Models and textures don't fit

*Your light sources get used up WAY too fast. Of course some of your light sources barely "light" anything at all...

*No clear direction on what you're supposed to do (Wouldn't even be that much of a problem if you could at least SEE!)

*The "scares" are just .jpeg's and models that just pop out in front of you and make a loud noise. It gets annoying after a while.

*No story at all. You're just a guy who goes into a house. You have a car, but no flashlight! What sense does that make?!

I wanted to give this game the benefit of the doubt at first. I really did. But I couldn't even play past the first 15 minutes. This game shouldn't have been greenlighted yet. There is a TON of work that needs to be done on it.. I went in with an open mind. The opening sequence didn't explain anything and the words were pushed off the side of the screen so I only saw TH but I didn't mind that so much. I thought it was interesting ang I liked that there were multiple light sources but they use up way too fast and

barely light more than two inches in front of you. The thing that made me give this a thumbs down though were the scares. They are just flat pictures that float in the air and sometimes just stick there. Flat floating pictures of green faces aren't good.

So the trailer looked good.

Screenshots looked good.

I decided to do a lets play for my channel using this, I made it a one-shot as I couldn't bear to keep playing it's that terrible.

WORST ****ING IDEA EVER!

Cons.

WAAAAAAAAAAAAAAAY to dark. Darkness is only scary if used correctly that doesnt mean make the whole damn game dark!

Way too overpriced for what it actually delivers, I've seen cheaper games then this that are better for a good horror scare.

Jumpscares were many and also they were all garbage. Imagine a rpgmaker horror game jumpscare you know whaere a image pops up. expand that to a 3d game (still keeping the 2d image) and there you go.

Devs clearly dont care about the community! I've seen many gamers complain about bugs and get the same automated response. So the public greenlit them just to be ripped off!

So that's my review.

DO NOT BUY THIS GAME.
If you want good games that deliver real scares there are probably tons of free indies better than this trash.
Avoid at all cost or you will be added to the long list of annoyed customers.. Well, the game idea is really interesting, but the developer was unable. The result is a game containing bugs and other glitches. My rating is 3.5 of 5. OMG What a horrible game. Could not do a thing. None of the keys worked. I was not inventory and esc never let meout the game. I could not pick up the freakin key...ty steam for pickin a flub!. This game has a good atmosphere but what the hell is wrong with the light sources, you don't even have enough time to find another source and then when everything goes dark you're just screwed and can't see\u2665\u2665\u2665\u2665\u2665\u2665 I found something on the ground by the clock but can't pick it up and candles in a room that last about 10 seconds maybe, it would be awesome to explore if I could SEE where I am going, at least games like Outlast give you tons of batteries and you can see through nightvision, this game has a lot of bugs that need to be fixed. I have to say the first 2 jumpscares got me but I can't progress without light. Please fix that, at this point I don't recommend the game. I cannot stress enough how much you should avoid this game. $5.00 is about $10.00 more than this game is worth. I will admit I got a few entertaining starts from the ridiculous jump scares (they are frequent, loud and awkward), but I did not enjoy this title. Allow me to elaborate:

Cons

- **Darkness - It is ridiculously dark at all times in the game. The light sources are laughable. While darkness is used in horror to stimulate the player and create a claustrophobic feeling, darkness is used in *The House to annoy you. It makes the game practically unplayable. If you are willful enough to play through it despite the darkness, you will find the most difficult obstacle is simply navigating the map. I only completed the game using a hedge-maze philosophy to walk through the house because you can only see the walls or floor if you are huddled close to them.***

- *Story (or lack of it) - Probably the weakest of my points because story isn't necessarily the driving factor in a horror game, but the attempted story of this game is very poor. It explains nothing major about who you are, why you are fighting the house, and most importantly why the player should care. Next to the "scares" it means virtually nothing. I am okay with a horror game lacking a story, but I am not okay with a story lacking a point.*

- *Honest Opinion - I love indie horror games, they are marvelous. Even when they are terrible, I can usually take something away from them because the developer(s) put so much of their heart and soul into it that it shows-or at*

least they were able to make a memorable experience through their efforts. This game has great potential, and could have been executed so amazingly well, but seems to have at some point fallen short. A low price tag does not make up for that. Maybe the developers are planning on revamping the game at some point, but for now they are profiting off anyone willing to buy their work that they either did not finish, or that they put up for sale when it wasn't the best they could make it.
Pros

- *It's Cheap - You do get what you pay for with this title. I can honestly say I didn't give them a penny more than necessary. Cheap doesn't mean a game can be bad, though. It needs to at least try.*

- *Jump Scare Fest - I am not the biggest fan of jump scares-I prefer to have games scare me in a way that keeps the night light on-but there are plenty of them in this game. It can make for some good moments and fun in groups. Alas, they are frequent and non-cannon which will leave you growing tired of them eventually.*

- *Unique - The house you visit stays roughly the same in design but experiences other changes as you play. You can tell a lot of work went into designing its stages-much of which goes unnoticed because of how dark it is, but I digress. If the game had gone a different direction, this would be a wonderful feature, but it is still nifty as it is.*
In The End
I am not hard to please. I try to find good in everything I play. That is especially so with games I purchase. However, this game has very little positives in my experience. I beat the entire game and it felt like a chore. If I hadn't started it for a YouTube Let's Play Series I would have never finished it. I cannot recommend this game. Thank you.. Just...don't. This game is a total scam and a garbage !
You would run out of lighter in no more than 10 sec , leaving you in complete and total darkness making it unplayable!
. Watch this and you will know why you shouldn't buy this game.

https:\/\/www.youtube.com\/watch?v=Li65l_TGhss. I can sum up this entire game in one simple phrase: "Another Jumpscare Simulator". They aren't even good jumpscares. Some of them are just poorly doctored photos from free stock images. Very little effort was put in to make them look creepy.

The lighting makes it completely impossible to see, which I suppose was the intention. This wouldn't be too much of an issue if it weren't for the fact that most light sources are inadequate when they aren't just being weird. Candles act like flashlights for god's sake!

I don't recommend this game and I feel sorry for those who were taken in by the trailer.

For a more detailed review look below:
http:\/\/uncrownedreview.blogspot.com\/2015\/07\/the-house.html

I did a oneshot let's play of this game on my channel... because that was all I could do before boredom set in.

https:\/\/www.youtube.com\/watch?v=dMndLCsw1nk