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## About This Game

**Dusk Of Confinement** - horror with a first-person view in which you can test your nerves for strength. Events take place in the mansion in which the serial maniac John Smith lives. In the role of the main character - Alvin Bakker. You have to get out of the house full of mysteries, mystics and the most intimate nightmares ever come to your head.

### Features

- The terrible atmosphere of the old house
- Excellent graphics on Unity 5
- Atmospheric sounds
- Interesting puzzles

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Title: Dusk Of Confinement

Genre: Adventure, Indie

Developer:

SashaNyasha

Publisher:

SashaNyasha

Release Date: 23 Feb, 2018

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**Minimum:**

**OS:** Windows 7/8/8.1/10 x64

**Processor:** Intel Core 2 Duo

**Memory:** 2 GB RAM

**Graphics:** GeForce 8600GT

**DirectX:** Version 9.0

**Storage:** 2 GB available space

English







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The game isn't even finished...

-I couldn't use the key and type the code at the begining  
-There is no option menu to adjust the volume or the sensitivity  
-It takes way too much time to switch off/on your flashlight  
-The flashlight is poorly done  
-You can go out of the map simply by going through the walls  
-You can't pause the game  
-Nothing explains the keys of the game, you have to guess !. Just horrible this is just absolute trash I regret the purchase but too late to do anything now cuz I was busy at the time of buying this. I wouldn't play this game even if it was free if I where you....I know for sure I wish I didn't I don't understand how these games make it past greenlight.. Sorry but this Game is Crap o.....o

-You can't Pause the Game  
-No Ingame Menue  
-You can't use the Key that you found  
-No Hints or whatever whats the Goal of the Game  
- You can go out of the Map  
. Flashlight is useless, it gives a spot of light that fades after more or less 10 seconds. The darkness consumes almost everything so you can't even see what you're looking at or opening.  
As for progression, I got to the point in the game where I had one key the flashlight went out and no hope of finding more batteries or another key, The key I had opened nothing so it was a pointless pick up,

The game also lacks a menu, this is vital for exiting the game and just options such as brightness which is probably the main problem I had.

The game either needs a better torch which actually works, and the game needs some sort of narrative or subtle clue so you know what it is you're doing.

Watch my playthrough:

<https://www.youtube.com/watch?v=sXb9tSccvT4&>. Got this game on sale for 59 cents. and since it was a new indie horror game I thought I'd give it a go. Sadly it was a mistake. <https://www.youtube.com/watch?v=x0qG0AUIvc> I got a video on this game on my channel that you can check out. Let's just say for one the flashlight was awful, the scares weren't scary at all, I was on a key hunt, and I ran into a bug towards the end of the game where I could walk through walls and I fell through the map... So you might want to work on a patch to fix that bug. Obviously though, this wasn't the worse thing I ever played but it wasn't great either. It was still bad but it could've been a lot worse. I did find some sort of entertainment out of it though, like with the guy playing the piano who turned around real fast and vanished. That was hilarious haha... great game one of the best ones ive played yet the dude with the butcher knife really got me startled



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