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About This Game

First day at a new job? What a nightmare!

Join Brian Pasternack, a young man with no future in a dystopian 90s society, on his first day at one of the world's largest companies, Sintracorp. Uncertain, unprepared, and massively unqualified, will Pasternack have what it takes to shine in Sintracorp's hierarchy? It all depends on how he performs on his first assignment... and whether he survives it.



During his unconventional employee orientation, Pasternack discovers what his new job really entails: hunting a "witch" whose powers made the success of the corporation possible in the first place, but who now seems to have returned to torment its employees. Brian will meet all kinds of odd characters, escape from terrible creatures, and unravel the hidden secrets of

Sintracorp's dark past.



During Brian's Time at Sintracorp, you will:

- Familiarize Yourself with Your Workspace: Use the elevator to discover who's working and what's lurking on every floor of Sintracorp.
- Learn Office Protocol: Learn when to chat, when to work, and when to cower in terror from otherworldly beings.
- Engage in Watercooler Conversation: Investigate your co-workers and discover their sordid, blood-soaked secrets.
- Consider your five-year goal: Only you can choose how this story will end, so make your decisions carefully!
- Assess health and safety: Use different light methods to light your path and reveal what is breathing in the dark.
- Conduct a Rigorous Personal Assessment: Find clues, solve riddles, discover new paths - all without letting the Witch catch you!



You can purchase the Yuppie Psycho OST made by Michael "Garoad" (Composer of VA-11 Hall-A) right on Bandcamp!

Title: Yuppie Psycho
Genre: Adventure, Indie
Developer:
Baroque Decay
Publisher:
Another Indie
Release Date: 25 Apr, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows XP

Processor: Core 2 Duo

Memory: 2 GB RAM

Graphics: Integrated GPU supporting OpenGL on the system

Storage: 2 GB available space

English,Simplified Chinese,Traditional Chinese,Korean,Russian,French,German,Japanese







Brian

Do-Don't worry. I'm sure this should be the way out...



yuppie psycho how long to beat. yuppie psycho ending. yuppie psycho requisitos. yuppie psycho tv tropes. yuppie psycho hr. yuppie psycho voice. yuppie psycho twitch. yuppie psycho initiation. yuppie psycho explained. yuppie psycho dot matrix boss. yuppie psycho nintendo switch. yuppie psycho crack. yuppie psycho graveyard. yuppie psycho initiation test. yuppie psycho mr devil. yuppie psycho help. yuppie psycho ost download. yuppie psycho brian. yuppie psycho domori. yuppie psycho release date. yuppie psycho all endings. yuppie psycho test. yuppie psycho enemies. yuppie psycho remote. yuppie psycho demo. yuppie psycho download free. yuppie psycho first boss. yuppie psycho ps4. yuppie psycho guide. yuppie psycho names. yuppie psycho mr hugo. yuppie psycho twitter. yuppie psycho gamefaqs. yuppie psycho metacritic. yuppie psycho best ending

This game is great and isn't getting the attention it deserves. It has a very intriguing story and an odd yet interesting setting. Corporate office with a horror/mystery isn't something I have come across before. I loved the art. It's a bit simplistic at times but I still get amazed by what people can do with pixel art. Most of the "background" office workers design's leave something to be desired, though I suppose it fits as the ARE just the mindless boring drones of the company. Music is pretty good and the sound design is top notch. Some of the sound design for the creatures sent chills down my spine. The game looks to have decent replayability as well as there are multiple endings and there are secrets and lore bits to find. I'll be starting a second playthrough to try and find the stuff that i missed. But I'll actually have to look myself as at the time of writing this there are hardly any walkthroughs, as stated before, this game hasn't yet gotten the attention I believe it deserves.

Its not without its problems though. As stated by others, there was a time where I honestly had, and still don't, know what i was supposed to do. Also on one part when being chased by a particular enemy the fear turned into tedium as you end up having to wait for it to pace before you can check things in the room.

Other than that I'd definitely recommend Yuppie Psycho. It's completely different idea than I've ever seen and I would like to see more like it in the future.. I've seen many rpg playthroughs, but never got the opportunity to play any. This is my first experience with horror rpg and I do not regret it a single penny. It is sometimes challenging, but always fair. The ambience and the themes along the story is well-paced in my opinion and all my expectations from the trailer has been met. In fact, the game hides so many collectables and hidden interactions that I am 100% sure that I have missed some things. I got about 95% of the achievements (could not find the other ones) and I have played through the game about 5 or 6 times to see if there was something that I have missed (even going through several death traps to see what would happen).

It was a risky choice to add that limited amount of saves that a player could do for the whole game, but if you scavenge through every single corners, that would not be a problem. I especially loved how all the horror elements of the game revolves around the fear of a first job experience and the culture of the typical enclosed cubicle offices as I can relate to many of them (though not as dangerous and gory). As for the puzzles, they were really challenging but had enough structure to expose every problems at once but only give the key to one of them at the time, making it easier to solve and putting every events in chronological order.

In conclusion, this is an original game that uses proper horror elements without going through any jumpscare hell scenarios. With all that being said, I am impressed and had a wonderful time going through the game more than once. That Baroque Decay studio just won a new customer for their next games.

. It has been a long time since I have thoroughly enjoyed a game this much!

The story was well thought out and kept you guessing until the very end, not to mention the desire to go back and acquire the various endings. The story also gives you the freedom and encouragement to explore the various environments for hidden surprises without being super linear. I know many reviews have said they didn't like the save feature of this game, however I disagree. I felt that by removing your ability to save whenever wherever it added a need to strategize and manage your resources. It forced you to think more about your characters survivability, which enhanced the feeling of dread.

All of the characters were interesting and engaging, and so were all of the puzzles. I have played quite a few adventure games that could get frustrating being it was either too difficult and you got stuck, or so easy you could buzz through the game in an hour. This game had a great balance where things weren't glaringly obvious, but I didn't get stuck in anyone spot for hours either.

I also absolutely loved the soundtrack for this game! It added such an unique ambience as you travel though the game.

Overall I really enjoyed this game, and would highly recommend it for any mystery or adventure seeking players!

. Forest Goblin is best character 10 out of 10 and I will protect Sosa with my life. What's a bigger nightmare than your first day

on the job?

Yuppie Psycho is the first game I've ever refunded on Steam; I love everything about the game stylistically and aesthetically, the mechanics, which I've experienced in these first two hours, leave something to be desired.

Granted, it might've been me being a \u2665\u2665\u2665\u2665\u2665 player, but not giving enough pencils in the tutorial section, where you can put yourself in a situation where you're having to insert the cassette into the player as the mine repeatedly explodes (the mines being able to repeatedly explode and basically stunlock and then instakill you if there are more than one in close proximity) and you try to tank the damage with health items was frustrating.

I also felt that the proximity/radius of the mines sometimes fluctuated, where the same distance on a previous mine that allowed you to safely pencil them would cause this new mine to explode.

The first boss was also frustrating, where it felt like a case of having to tank damage from triggering mine explosions as the only way of taking down the boss.

When I reached the 4th floor and then had to gather up the marketing team, and then had to tank damage through trial and error, and also had to deal with more mines, I knew what was coming probably wasn't for me and I threw in the towel.

I felt bad doing so, and refunding the game, cause I liked everything besides those pieces of gameplay, and I know this dev does good stuff, but I just wasn't having any fun.

I wish this dev the best of luck in their future endeavors, and I'll be sure to check out their next game. Hopefully it is a bit more mechanically refined than this one.

Ps. Please go buy the soundtrack by Michael "Garoad" Kelly located here: <https://garoad.bandcamp.com/album/yuppie-psycho-original-soundtrack> it is excellent.. It was a pretty fun adventure game with great atmosphere + entertaining endearing side characters and the dark humor relating to corporate culture was also pretty funny.
[. After playing Count Lucanor, another awesome game by Baroque Works, I found out about Yuppie Psycho being in development and looked forward to its release.](#)

[And boy was it worth it! The music, characters, and art are pretty cool \(specially that beautiful anime-styled pixel art and the gorgeous animations!\) and the story was really entertaining overall.](#)

[There's tension and funny moments galore and it's an enjoyable game from beginning to end. The only bad thing about it is that the game is kind of short and I just wanted to keep going and going.](#)

[Hoping for more content, DLCs or expansions, or a sequel even someday!. Funny. Anime. Dark. Creepy. Kafkaesque. A very unique setting for a horror adventures with beautiful pixel-art and decent, but rather easy puzzles.. I'd like to work in this office a little more.. I'm just finished Yuppie Psycho. Sofar the best game I played through in 2019. The mix of spookiness, funny situations was very convincing. It was a pleasure to play this game.](#)

[And thank you for supporting Linux.](#)

Yai Gameworks: First Five Years Music Album released:



[yaigameworks.bandcamp.com]

[I've released a 320-song Album for music from all of my games over the last 5-years.](#)[yaigameworks.bandcamp.com]

The full album of 320 songs is available there in the link above if you click it, music from my last 5 years of game making. Can listen to it freely, though I do highly appreciate support if you decide to buy the whole album for \$8 USD (or can buy individual songs for \$0.50 USD).

This album is a collection of the entire original soundtrack for the games I released during my first five years of making games (between 2013 - 2018). It includes the original and able-to-distribute music for Blank Slate (original Ludum Dare version), Girl's Graveyard, Close Your Eyes [Original Version], Take the Dream IX, Red Haze, Cootie Patootie [Original Version], Close Me, Please Love My Computer Game, Found Horror Game 11.exe, and Dusk Golem's Red Haze of Horror 3D, as well as some scrapped songs. This does not include outside tracks as that would've needed me to re-license everything again, and decided to keep this to the original songs by myself (and a few by friends I have been given complete permission for free reign over). All come in .mp3 format. I hope to keep surprising with all that I do. The money earned from this is going right back into future projects.. **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!. **Close Your Eyes -Anniversary Remake- releasing on April 27th, 2018:**

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

Close Your Eyes -Anniversary Remake- will be releasing on April 27th, 2018, which is the 4-year anniversary of the original Close Your Eyes releasing for Ludum Dare, and the 3-year anniversary of the original Redux version. The remake includes 5 scenarios, including a remade Close Your Eyes and Girl's Graveyard which polishes the game further, adds new areas, new threats, new story, and new surprises to both. It also includes an 'Anniversary Twist' on both in a new scenario, and a complete brand new scenario known as 'Beneath the Surface', as well as a hub with secrets that connects all five scenarios together.

The remake will release for \$4.99 USD, and I hope it surprises a lot of you. I'll have more information early next year, but a few blurbs I can share is the Remake between all of its scenarios should be 7-16 hour experience, there is around 30 new pieces of artwork for new story scenes done by Rincs for the title, there's 100 Steam Achievements (and most of them I tried to make interesting to get), and some segments of the original game have also been greatly redone and changed (two examples I can give,

the Judith Manor Key Collecting section has been entirely redone in a new (and in my opinion, much better) way, as well as a completely new path if you choose to leave the manor, and similarly there's a new path instead of doing the train puzzle in the early parts of CYE, but the train puzzle path has a lot new to it as well).

Hope you all look forward to it!



. 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.. **Yai Gameworks Developer Page ; Summer Sale Deals:**



[Yai Gameworks Steam Developer Page is now live!](#)

You can follow the page to receive notifications when we release new games, plus is the new developer page for us on Steam so shows a lot of what we're up to actively (which frankly, is a lot. Despite delays, things are coming along nicely).

Today also marks the beginning of the 2018 Steam Summer Sale! All of Yai Gameworks' catalog of games will be on sale. Most notably, Red Haze will be the cheapest price it'll be for years, once the Summer Sale is up I'm updating the price from \$1.99 USD to \$2.99 USD for the upcoming big content patch update, if you guys don't own Red Haze but want it now will be the best time to purchase it. Close Me, Close Me's extended New Game+ campaign & soundtrack DLC, and Close Your Eyes' Girl's Graveyard and soundtrack DLC all will be on sale as well.

If you own Red Haze before July 8th, make sure to read and follow the instructions here to get a secret surprise in a month or two: <https://steamcommunity.com/games/428860/announcements/detail/1664523682560878190>

I hope you guys are having a wonderful summer! Will be releasing a few things within the next few months I hope to surprise you all with.. **Close Me: New Game+ content expansion & OST DLC OUT NOW!:**

http://store.steampowered.com/app/700290/Close_Me_New_Game_OST_Selection_Soundtrack/

The DLC includes a small little expansion to the main game that should add 30-120 minutes to your second playthrough (New Game+ stuff only appear once you've completed the main game once), as well as the Soundtrack for Close Me. It comes together in one package for \$0.99, with a 5% discount on launch (and a 10% discount if bought through the Yai Gameworks Complete Bundle). I hope you all enjoy~. **Close Your Eyes -Anniversary Remake- releasing on November 26th:**

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

I'm trying to schedule out some stuff right now after some unexpected life bumps like the passing of my best friend and a family situation, and not announcing anything else yet as it's not ready enough to put an exact date on (Game 3 of FHG11.exe, Red Haze update, Arctic Haze, etc.), but there's something I can put a date on right now.

Close Your Eyes -Anniversary Remake- will be releasing on Steam on November 26th in Early Access for \$4.99 USD (with a 5% launch discount and a further 5% off with the Yai Gameworks Complete Bundle).

The Early Access form will on release include:

- The complete remake of Close Your Eyes, with brand new areas, scenes, characters, reimagined segments, and more surprises with a total of 10 endings to obtain.
- The complete remake of Girl's Graveyard, the precursor to CYE which also features some new scenes, story beats, and details.
- The Twisted Puzzle expansion, it's identical to the DLC from the original game with one addition I won't spoil, but it is included on launch.

The game is gunning to release out of Early Access on April 29th, 2019, though more modes will be added over time, I'll be taking player feedback and asking direct questions to Early Access players for development, and the price will increase a couple times before release as more is added.

What will be added in the coming months, with an update every month or two, is the "Close Your Eyes: Anniversary Mode", "Girl's Graveyard Hard Mode", the brand new scenario, "Close Your Eyes - Beneath the Surface", two miniature side modes in "Close Your Eyes: Hushed Hour" and "Close Your Eyes: A Ghastly Tale", and a fully explorable hub area between game modes known as The Annex.

I can 100% guarantee unless my house gets destroyed by fire or something, it'll be releasing on November 26th. Hope to surprise you guys with it.. **Close Your Eyes -Anniversary Remake- releasing September 25th - 26th!:**
https://store.steampowered.com/app/706710/Close_Your_Eyes_Anniversary_Remake/

Today, August 31st of 2017, is the 2-year anniversary of the freeware Steam release of Close Your Eyes! The Redux version and original Ludum Dare versions are older than that (the Ludum Dare game turns 4-years old next April), but for the occasion I decided to push a full remake to release between September 25th - 29th, which will cost \$4.99 USD.

The Remake has a plethora of new content, including new areas, threats, endings, and a new look, as well as support for [Mac.in](#) the original *Close Your Eyes Mode*, as well as four other modes (a remake of *Girl's Graveyard*, a brand new scenario named *Close Your Eyes - Beneath the Surface*, and new remixed modes for Close Your Eyes and Girl's Graveyard with extended story known as *Close Your Eyes Anniversary Mode* and *Girl's Graveyard Challenge Mode*). There's also a new hub world known as the Annex, where you may unlock goodies, select which game mode to play, and hides its own plethora of secrets...

Much more of that to come in the future, but along with this upcoming anniversary remake I made a little silly compilation video of one of the lines of dialogue in the game I made just to hear people say it:

<https://www.youtube.com/watch?v=vMTvdolfKl4>

Happy 2-years, Close Your Eyes Redux Final Expansion! And I hope you guy's look forward to the Anniversary Remake, much more information on the Store Page (and I'll update it with more screens and gameplay as we get closer to release.. **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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