
Wild Unknown Download Compressed File



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About This Game

Wild Unknown is a first-person adventure game where players must explore, solve puzzles, and uncover hidden secrets in order to piece together the surprising story of the mysterious wilderness in which they awake. Players must then use everything they have learned to choose what they feel is the "best" end to the story. Includes Wild Unknown's first DLC: Trial of Antiquity.

Features:

- Explore a beautiful, interconnected world, built in Unreal Engine 4
- Supports play with mouse and keyboard, gamepads, or both
- 17 Steam Achievements to unlock
- Find and use tools and collectibles (keys, axes, dynamite, etc.) that enable players to access new areas and the secrets they hold
- Collect notes and research files, and listen to phone messages and audio logs to learn the stories of those around you
- Solve environmental puzzles to discover secrets that will change the player's perspective on the story
- Choose the ending you think is best, and know that some will require your best to uncover

Do you have what it takes to unravel the mystery of the **Wild Unknown**?

Title: Wild Unknown
Genre: Adventure, Indie
Developer:
Joe Sansone
Publisher:
Island Bar Games LLC
Release Date: 6 Mar, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 64-bit

Processor: Intel Core i5

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 560 Ti / AMD Radeon HD 6850

DirectX: Version 11

Network: Broadband Internet connection

Storage: 4 GB available space

English







This game is fun if you like puzzle/escape type games. However it can be extremely frustrating having to start over from the beginning several times. It would be a bit nice if there were checkpoints you could restart from if you miss something or unintentionally end the game.

I've made a walkthrough for the first part of the game (first part meaning the only part I've gotten past)
<https://youtu.be/vx27aEg21Mc>

EDIT: After playing a bit longer, I'm pretty sure that it's just different ways to exit the game after you take the phone call from Renee. Unless I'm missing something important. This game has not received the love it deserves. The unconventional approach demands that the player buy into the premise and approach of the game's design, and I will admit that the game does not really help you do so. Once I took the time to understand its premise, however, I thoroughly enjoyed it.

The most common critique of the game was the inability to save the game. This game is meant to be replayed, repeatedly to use the try new options, explore new paths, and further discover the story and details hiding in the dark corners. The different endings provide different bits of information, and some interestingly pleasant experiences, should you take the time to see them through.

I know it's hard to come to terms with, but you are not losing anything by the absence of a save feature. Each run is a new complete (and brief) experience. Once the map is familiar, speed runs take about 6 minutes (timed), and the world is not terribly large. It may have taken you a couple of hours to make it through the first to your first (non-suicide) ending, but future attempts do not take long at all, once you know the answers.

This game does not follow the format you're used to. Give it some time, explore the many ways to see the story through, and you will likely find this game a delightfully unique experience.. I don't usually like games with no checkpoints, but in this one, that doesn't matter as the actions can be repeated quickly once you know what you're doing. I've had lots of fun trying to find the different endings. Got five so far, each requiring me to progress a little bit further. It's not a game for everybody, but I'd recommend it for people who like puzzles and exploration.. I would be able to continue to enjoy playing this game if I didn't have to start over every time. Is there gonna be an update to fix this or was this just a waste of my money?

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