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About This Game

This is a survival horror game.

You can not leave the room due to a recluse.

My gentle older brother who took care of you finally got sick.

My parents are away from home on business trip.

As there are only two people at home, you have to leave the room and take care of him.

When you leave the room, you notice that there is barricade in the window of the house.

It is a barricade that my older brother set up to prevent invasion of something.

You must protect your brother from the surprise of your neighbor in a dim house. You need to listen carefully to the sounds ringing in the house and to detect the incident.

When the window is broken, it is necessary to repair the window in order to stop the invasion of the neighbor. When you walk in a dark house, your physical strength will decrease.

Please survive for 5 days.

Title: Home Security
Genre: Indie
Developer:
Toshihiko Kikuchi
Publisher:
Toshihiko Kikuchi
Release Date: 21 Sep, 2018

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Minimum:

OS: Windows 7, 8, 10 64-bit

Processor: i5 and up

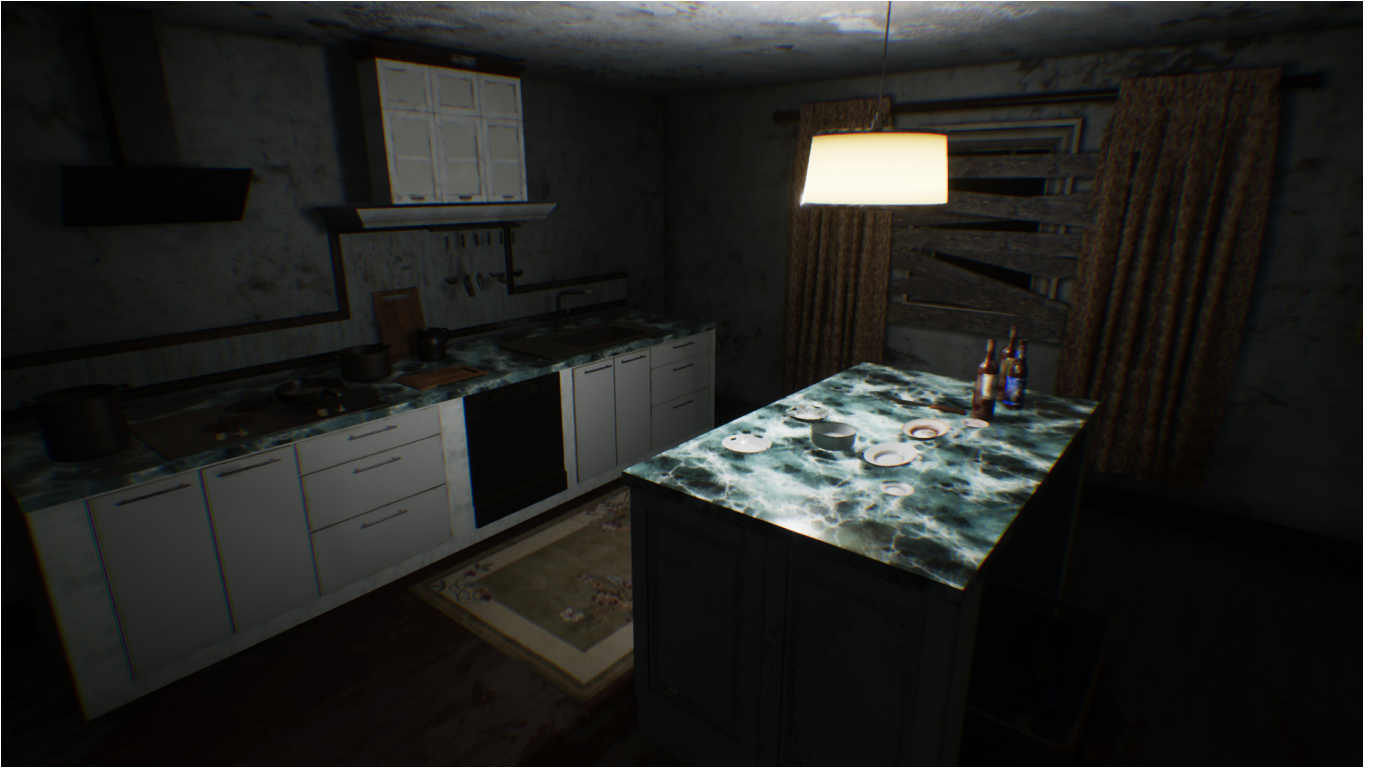
Memory: 6 GB RAM

Graphics: GTX 770 and up

DirectX: Version 11

Storage: 4.7 GB available space

English







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This game looks good, but it's beyond stupid!

You play the role of a little girl, you start in your room and get downstairs. There you find your traumatized older brother and you must wind up his music box toy to keep him calm. In the upper left corner there is a hud, there you have two bars, one is your health, and the other is your brother sanity. I don't know what happens when your bro loses his sanity, and I don't understand why you have a health bar since you die every time when you get jump scared. Then you pick up the key that opens every door, which was previously locked. Each room has one or more barricaded windows that your creepy neighbors are trying to destroy. If they destroy a barricade you must find it and fix it before they enter. So they destroy a barricade then nothing happens for some time, it gives you time to repair, but not much. if you fail to find with barricade has been destroyed then the neighbors enter your house and can jumpscare you anytime from out of nowhere. There is no way telling where they are, or she is since the neighbors so far just seem to be this one super-annoying zombie child girl especially when it sticks on your face. Thing is, you will rarely find in time which of the barricades has been destroyed, the sound alone is often not enough, and the house is like a small labyrinth and the doors close behind you automatically. Not to mention the house has so too many rooms and you must check constantly both floors, that is impossible to make it, IMO, not with such game mechanics anyway. Also, I would say that the directional sound is pretty confusing and doesn't sound very precise, it's hard to locate the barricade they broke, so the sound is really not helping you that much, but it's literally the only help you have. And by the way, when you run, your steps are super loud and so repetitive, it feels a weird,... but the whole game does.

I honestly doubt that anyone finished the game ever, not even the devs. If they say they did I don't believe them. It's just stupid, as it is now. I managed to repair 3 broken barricades and that is my record.

Right now it feels that the whole aim the developers had with this game was simply to scare the player, always with the same jumpscare that you cannot avoid, once you're late to repair the barricades. And you simply don't have time. Running frantically on both floors opening rooms checking the windows every time in such a big house is far far far from being fun to me. Also, every time I die, and get thrown in the main menu, the game crashes. I rarely have any crashing games, The number is pretty close to zero.

Also I forgot to write about how it has no options whatsoever, not in the game menu or anywhere else. And when you hit the pause - ESC key instead of resume it says resumu. This just goes to show us the amount of care and testing that the developer put into the game.

In conclusion, I can't really recommend this game is the state it is now, for an enjoyable experience It needs a lot more work.. This game looks good, but it's beyond stupid!

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