

So good! The mood is perfect. And placing it in a familiar-feeling place makes it extra creepy.

The start menu mood setting was maybe sliiightly too long. I was starting to think something broke.

I was convinced that the pistol does nothing until I talked with some other people. Though it was fine by me. Shooting the Wraith in panic while everything went black and hearing the filter in the pistol sound was my favorite part of the game. I thought making the gun useless was intentional to make you feel even more impotent against the Wraith.

I read the "Try the elevator" sign, but never thought to jump into the hole. It didn't seem right. When I died I just tried to use the elevator while it was still there.

The best game of the bunch! I'm eagerly awaiting where it goes.