# ExhamHorror Review

The intro is not skippable (as you mentioned on "Known bugs" section) and it's rather obsolete in the first place. There was no menu so I was confused that when the game actually started and the "guide" was rather ugly looking, to be honest. Maybe just write the stuff to the screen?

The game itself was quite addictive (at first) but I got annoyed after the black thing started to move through walls and killing me from the different floor. Game had quite haunting feeling and if you are a fan of thrilling stuff, this game has a potential for that. Now it's just plainly too ugly looking and I did not even manage to find two remaining gramophones that you were supposed to find in order to beat the game.

I liked the "feel" of the game even though it got annoying after a while (big surprise). I had no real use to the gun you were given at the beginning and it only served as a thing that you can hit if you get annoyed by something and you get a cool sound effect when you're dying and start shooting things.

I guess this game has a potential as it got me a bit angry. It felt a little bit like I Wanna Be The Guy with the stuff you can't skip and the amount of repetition that is needed to accomplish something. Please don't give us a gun you cannot do anything with. And the stairs were very hard to climb!!!!