

ExhamHorror

The biggest annoyance is the unskippable intro, so that should definitely be fixed.

It's also not clear how to interact with the collectable gramophones - do I press E, do I just walk next to them or what?

The atmosphere is great and it really does scare you when you walk down a familiar hallway, turn around a corner and see a big creep come after you. The sound effects and music work great in this game, and the graphics, while not as good as the sounds, work well too.