



CREEP INTO THE FAMILIAR YET UNKNOWN...

Charles is an everyday working man with a wife and kids. However, one day, he wakes up and finds himself thrust into a dark, abandoned house with an eager talking dog by his side to aide him. It's up to you to help Charles escape the house and evade the evil shadows within it, all of whom seem to bear some relevance to Charles' own life...

COOL, UNIQUE MECHANICS FOR EVERY LEVEL

Each level of the game is laden with different mechanics and goals unique and specific to what Charles is experiencing – twists and turns lie around every corner that'll keep you enticed and yearning for more.



CHARLES

BY OMINOUS



ARTICULATED LEVEL DESIGN

Every level is designed intrinsically such that they immerse you in each of the unique environments that Charles is put through, with dynamic environments and a wide flourish of decorations throughout the game.

FAST PACED, EERIE, AND DIFFICULT

Centered around the goal of excitement and thrill, the game is designed to keep the player attentive and cautious of what might lie ahead, so that you'll always be on your toes, heart throbbing; with one difficulty level in mind during the game's design, extreme, you'll find yourself challenged and entertained!



FULL OF DISCOVERY AND STORYTELLING

As you progress through the game, you'll start to learn why Charles is there – discover the meaning behind the house, its shadows, and his canine companion, with story development throughout each and every level.

