



USER MANUAL



WASD MOVE left, right, forward or backward

E Interact with objects

R Trap

T Interacts with texts on the wall

G Flashlight

Alt Crouch

ENTER
or
Esc Pause Game

LMB Fire



OBJECTIVE

Once you enter the house, you can no longer get out the door you entered.
You will have to investigate the house and face the dolls and eliminate the evil in order to escape the house.

What awaits you inside the house: grave encounters, a ghost of a girl, cursed dolls, occultisms and giant worms.

Just a tip for you

When reading the messages on the wall, turn off the flashlight.

Have
a good time!

