

## <Unknown\_Terminal>

### v1.2.1b.E

While exploring an abandoned industrial district you stumble across a mysterious, faceless building. Inside, among rusty shelving and forgotten folders, you find a dusty office. In the middle of the room sits an old IBM PS/2 computer that is still on. Its phosphor-green screen blinks like a heartbeat from another era and the analog modem emits a periodic beep – someone or something seems to be waiting for input.

You have uncovered a portal to a digital past that was never meant to be reopened. Access the old terminal, explore its file system and interact with a text-based interface reminiscent of DOS. Navigate corrupted files, decipher encrypted logs, access forbidden programs and uncover who — or what — was behind that screen. Every command you type reveals fragments of a buried story, one clue after another. A retro-digital investigation where the only interface is you... and the truth lies hidden in a prompt that was never supposed to respond again.

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#### Special Thanks:

- [asciart.eu](http://asciart.eu) for its creative ASCII art tools and resources.
  - [uppbeat.io](http://uppbeat.io) for its library of royalty-free sound effects.
  - Yuichi Higuchi for its CRT Postprocess effect.
  - Swordfish90 for the visual inspiration provided by cool-retro-term.
  - Nuwan Tharaka for creating the Steam capsule art and game-art illustrations.
  - [@freak.with.a.camera](https://www.freakwithacamera.com) for the idea of making a C64 version.
  - Mauro A. and Niccolò Z. for testing.
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#### Disclaimer:

- This game is released as freeware.
  - The graphical glitches present in the game are intentional design elements.
  - Any resemblance to actual events, individuals, or technologies (past or present) is purely coincidental.
  - ChatGPT was utilized for code optimization, translation verification and the development of initial promotional graphic assets, which were subsequently replaced by artwork created by an artist.
  - Pong, MS-DOS and Commodore are trademarks of their respective owners, who are not affiliated with or endorsing this free project.
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#### Authors' note:

This is a tiny personal project we put together over a weekend using Python, then enhanced and integrated into Unity. Don't expect the game to guide you — there are no instructions, no tutorials. It's up to you to observe, experiment, and figure things out. Your goal is to make sense of what you find on the computer: who used it, for what purpose, and what can still be done with it today. It doesn't aim to be anything fancy — it is short, completely free, and we just hope you enjoy the experience.

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Tools used for the “Redux” version for the Commodore 64:

- C64List V3.50 by jwhoag (<https://csdb.dk>) for creating the .PRG file.
- DirMaster v3.1.5 (<https://style64.org/dirmaster>) for creating the .D64 file.
- CCS64 emulator v3.8 (<https://www.ccs64.com>) for testing the correct functioning of the .D64 file.
- Image to 1-Bit Converter ([niftyutils.com](https://niftyutils.com)) for converting the cover image.

Since we have no direct experience with the C64 and tested the game exclusively via the CCS64 emulator, please let us know about any bugs or unexpected behavior.

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