Download ->>->>->> http://bit.ly/2JWzcPf

About This Game

First day at a new job? What a nightmare!

Join Brian Pasternack, a young man with no future in a dystopian 90s society, on his first day at one of the world's largest companies, Sintracorp. Uncertain, unprepared, and massively unqualified, will Pasternack have what it takes to shine in Sintracorp's hierarchy? It all depends on how he performs on his first assignment… and whether he survives it.

During his unconventional employee orientation, Pasternack discovers what his new job really entails: hunting a "witch" whose powers made the success of the corporation possible in the first place, but who now seems to have returned to torment its employees. Brian will meet all kinds of odd characters, escape from terrible creatures, and unravel the hidden secrets of

Sintracorp's dark past.

FEATURES

During Brian's Time at Sintracorp, you will:

- Familiarize Yourself with Your Workspace: Use the elevator to discover who's working and what's lurking on every floor of Sintracorp.

- Learn Office Protocol: Learn when to chat, when to work, and when to cower in terror from otherworldly beings.

- Engage in Watercooler Conversation: Investigate your co-workers and discover their sordid, blood-soaked secrets.

- Consider your five-year goal: Only you can choose how this story will end, so make your decisions carefully!

- Assess health and safety: Use different light methods to light your path and reveal what is breathing in the dark.

- Conduct a Rigorous Personal Assessment: Find clues, solve riddles, discover new paths - all without letting the Witch catch you!

SOUNDTRACK

You can purchase the Yuppie Psycho OST made by Michael "Garoad" (Composer of VA-11 Hall-A) right on Bandcamp!

Title: Yuppie Psycho
Genre: Adventure, Indie
Developer:
Baroque Decay
Publisher:
Another Indie
Release Date: 25 Apr, 2019

 a09c17d780

Minimum:

Requires a 64-bit processor and operating system

OS: Windows XP

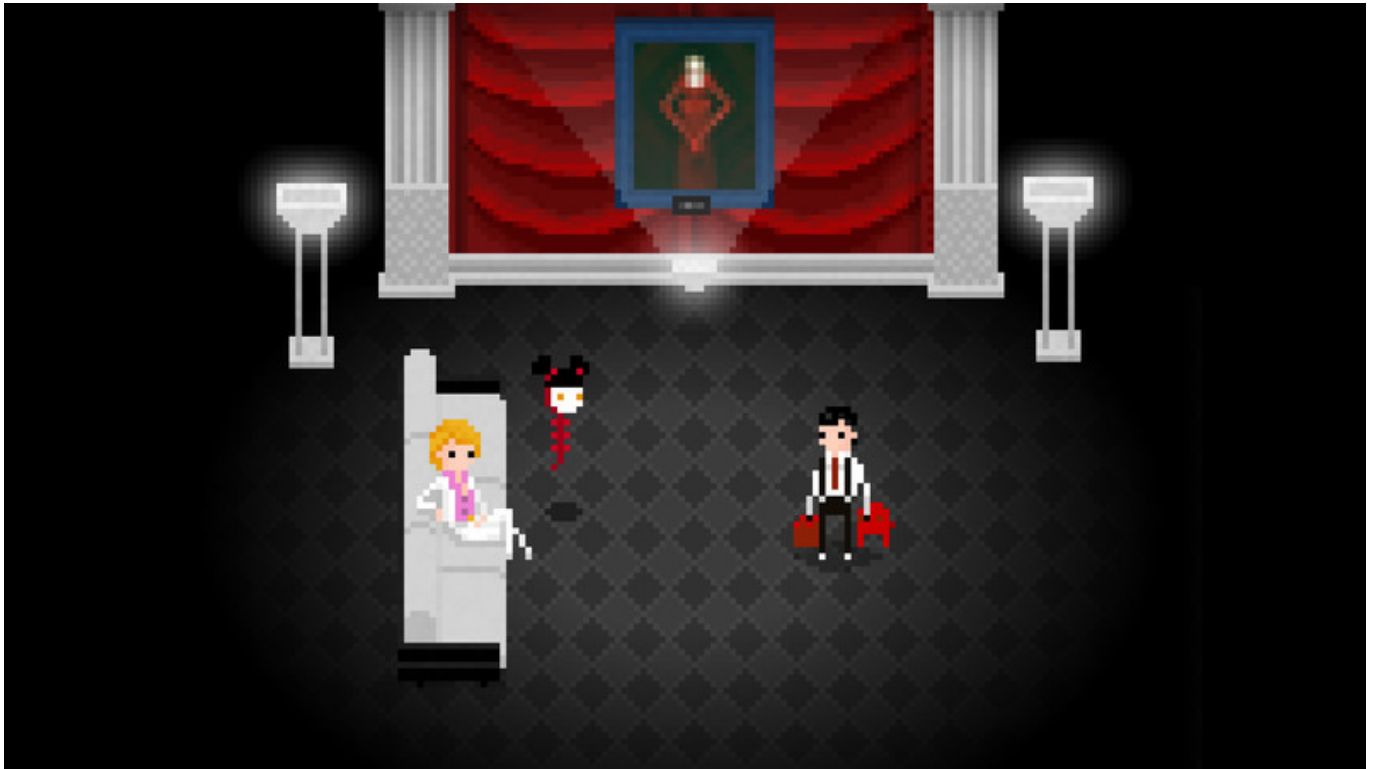**Processor:** Core 2 Duo

Memory: 2 GB RAM

Graphics: Integrated GPU supporting OpenGL on the system

Storage: 2 GB available space

English,Simplified Chinese,Traditional Chinese,Korean,Russian,French,German,Japanese

This game is great and isn't getting the attention it deserves. It has a very intriguing story and an odd yet interesting setting. Corporate office with a horror\/mystery isn't something I have come across before. I loved the art. It's a bit simplistic at times but I still get amazed by what people can do with pixel art. Most of the "background" office workers design's leave something to be desired, though I suppose it fits as the ARE just the mindless boring drones of the company. Music is pretty good and the sound design is top notch. Some of the sound design for the creatures sent chills down my spine. The game looks to have decent replayability as well as there are multiple endings and there are secrets and lore bits to find. I'll be starting a second playthrough to try and find the stuff that i missed. But I'll actually have to look myself as at the time of writing this there are hardly any walkthroughs, as stated before, this game hasn't yet gotten the attention I believe it deserves.

Its not without its problems though. As stated by others, there was a time where I honestly had, and still don't, know what i was supposed to do. Also on one part when being chased by a particular enemy the fear turned into tedium as you end up having to wait for it to pace before you can check things in the room.

Other than that I'd definitely recommend Yuppie Psycho. It's completely different idea than I've ever seen and I would like to see more like it in the future.. I'd like to work in this office a little more.. Forest Goblin is best character 10 out of 10 and I will protect Sosa with my life. Strange and funny.. Absolutely fantastic game with lots of soul and oozes quality. The devs are very hard at work fixing issues to help the game run better for people. They are good people, and if you want to support a VERY good horror game, give this one a shot. It's probably my favorite horror game this year, and reminds me of what I loved about Silent Hill and the original Resident Evil games.
It's very story heavy, but the writing is very very good.
Good work BaroqueDecay.. Yuppie Psycho is the first game I've ever refunded on Steam; I love everything about the game stylistically and aesthetically, the mechanics, which I've experienced in these first two hours, leave something to be desired.

Granted, it might've been me being a \u2665\u2665\u2665\u2665\u2665\u2665 player, but not giving enough pencils in the tutorial section, where you can put yourself in a situation where you're having to insert the cassette into the player as the mine repeatedly explodes (the mines being able to repeatedly explode and basically stunlock and then instakill you if there are more than one in close proximity) and you try to tank the damage with health items was frustrating.

I also felt that the proximity\/radius of the mines sometimes fluctuated, where the same distance on a previous mine that allowed you to safely pencil them would cause this new mine to explode.

The first boss was also frustrating, where it felt like a case of having to tank damage from triggering mine explosions as the only way of taking down the boss.

When I reached the 4th floor and then had to gather up the marketing team, and then had to tank damage through trial and error, and also had to deal with more mines, I knew what was coming probably wasn't for me and I threw in the towel.

I felt bad doing so, and refunding the game, cause I liked everything besides those pieces of gameplay, and I know this dev does good stuff, but I just wasn't having any fun.

I wish this dev the best of luck in their future endeavors, and I'll be sure to check out their next game. Hopefully it is a bit more mechanically refined than this one.

Ps. Please go buy the soundtrack by Michael "Garoad" Kelly located here: https:\/\/garoad.bandcamp.com\/album\/yuppie-psycho-original-soundtrack it is excellent.. I'm just finished Yuppie Psycho. Sofar the best game I played through in 2019. The mix of spookiness, funny situations was very convincing. It was a pleasure to play this game.

And thank you for supporting Linux.
. This game easily became one of my favorite games of all time. No game has ever had kept be this engaged and interested throughout the whole experience like this one has. Yuppie Psycho has a great story, interesting quirky characters, fun and challenging puzzles and amazingly spooky and tense horror. This game is without a must buy in my own opinion and worthy of sinking a great deal of your time into you certainly won't regret it.. Listen, this game is I N C R E D I B L E. The writing, characters, environments, gameplay mechanics -- EVERYTHING! Highly recommend. One of the best experiences I've had in a LONG time.. I've seen many rpg playthroughs, but never got the opportunity to play any. This is my first experience with horror rpg and I do not regret it a single penny. It is sometimes challenging, but always fair. The ambience and the themes along the story is well-paced in my opinion and all my expectations from the trailer has been met. In fact, the game hides so many collectables and hidden interactions that I am 100% sure that I have missed some things. I got about 95% of the achievements (could not find the other ones) and I have played through the game about 5 or 6 times to see if there was something that I have missed (even going through several death traps to see what would happen.

It was a risky choice to add that limited amount of saves that a player could do for the whole game, but if you scavenge through every single corners, that would not be a problem. I especially loved how all the horror elements of the game revolves around the fear of a first job experience and the culture of the typical enclosed cubicle offices as I can relate to many of them (though not as dangerous and gory). As for the puzzles, they were really challenging but had enough structure to expose every problems at once but only give the key to one of them at the time, making it easier to solve and putting every events in chronological order.

In conclusion, this is an original game that uses proper horror elements without going through any jumpscare hell scenarios. With all that being said, I am impressed and had a wonderful time going through the game more than once. That Baroque Decay studio just won a new customer for their next games.

Ever since I played Baroque Decay's last title, *The Count Lucanor, I've been searching for another game that was even remotely similar to the experience I encountered in that game.*

Before 2 days ago, I never really found that experience, but ironically (and fittingly) Baroque Decay's Yuppie Psycho has finally scratched that itch.

Yuppie Psycho's setting is a far cry from the gothic castle and medieval countryside of The Count Lucanor, instead we find ourselves in the shoes of a nervous Brian Pasternack who is starting his very first job at the biggest company in the world in a dystopian society. Yet while the settings of both games may be completely different, the atmosphere surprisingly retains similar unsettling undertones.

Throughout Lucanor, you really got the sense that everyone you met (minus Giulia) was a little off. Everyone you could interact with (at least those that weren't trying to kill you) always had a few screws loose. That certainly doesn't change in Yuppie Psycho, as your coworkers in this game are very, very weird, and this sense you get of something being wrong about the environment really just adds to the unsettling ambiance of the game.

In terms of gameplay though, I think Yuppie really improved on the fundamentals present in Lucanor. Lighting has really improved as a core gameplay mechanic, at least up until the point you receive the flashlight, a mechanic that is supposed to be tied to resource management (batteries) but in practice is hardly limited considering the abundance of batteries you find throughout the game. Additionally, though the game warns you about it, some of the lighting effects are visually difficult to sit through, making the seizure warning the game gives you very necessary (looking at you, archives tape room).

One area of heavy praise I'll give to this game is exploration. Right off the bat all 10 floors of the Sintracorp building (setting of the game) are open for you to explore. You don't even know which floor to go to in the beginning to kick off the plot so I found the ability to take the game at my own pace fascinating. With even more regards to exploration, the limited resources (health, money, even SAVING) made me explore every nook and cranny I could find and to my delight, there was lots of loot to be had everywhere, showing that the devs really thought about level design and rewarded exploration highly. It almost felt like playing Breath of the Wild again with the level of reward there was to exploring even the most minute things.

Finally, I'd like to address the controversial save system: I like it. Saving is a resource in this game. In Count Lucanor, you had to save at a central fountain area which also took resources, but since the scope of Yuppie is larger, there are save points (photocopiers) scattered throughout the Sintracorp building. Here's the kicker: saves are locked by paper (needed to save) and ink (needed to activate new save points beside a few key ones before boss fights and the like). Personally, I thought this was a brilliant choice. It encouraged me as a player to be more cautious in my stealth to avoid taking damage, explore more to increase my safety net, weigh when and why I should save, and really care about death in general.

Time for the tl;dr:

Pros:

- *Great puzzles*

- *Genuinely scary and unsettling atmosphere*

- *Save mechanic is brilliant*

- *Greatly rewards exploration*

- *Huge fan of the art style*

- *Resource management was relevant and dare I say fun*
  Cons:

    - *Seizure inducing lights at various points*

- *Enemy AI pathfinding was...questionable at times*

- *The story, while starting off strong, kind of falls off at the end...hard*
  This really is a one-of-a-kind game though. I wholeheartedly recommend it.. After playing Count Lucanor, another awesome game by Baroque Works, I found out about Yuppie Psycho being in development and looked forward to its release.

  And boy was it worth it! The music, characters, and art are pretty cool (specially that beautiful anime-styled pixel art and the gorgeous animations!) and the story was really entertaining overall.

  There's tension and funny moments galore and it's an enjoyable game from beginning to end. The only bad thing about it is that the game is kind of short and I just wanted to keep going and going.

  Hoping for more content, DLCs or expansions, or a sequel even someday!. So after all this wait, finally Yuppie Psycho! Or not. I opened the game in Japanese and the first thing I saw was a translation error (they flipped left and right in the gamma settings screen). Well now, that's some quality control isn't it? The pacing of the game is slower than Count Lucanor and while it felt higher budget, some aspects of it felt lazily designed and really wasn't as exciting or interesting as their previous game. It seems to depend more on jump scares and trial and error than actual good writing or design for the most part, making it unsatisfying to play. I finally stopped playing because having limited saves, limited flashlight\/batteries, limited health items + trial and error puzzles instead of actually well designed ones made me realize I just wasn't enjoying the game and it wasn't worth continuing. I've seen several other reviews say the same, so it doesn't seem to be just me.

  I'm not only disappointed in this game but in how the release of it was managed. I've been following the developers for several years, eagerly awaiting the release of Yuppie Psycho. Devs kept putting fake release dates on Steam and not bothering to correct them since October 2018. I don't know if it was just to gain wishlists (a comment from them a few months ago makes it seem so), but it put a bitter taste in my mouth each time the release date proved to be false. In addition, the official partner Discord is now locked behind a bunch of permission settings and is very confusing to access. I tried asking for help in the Discord channel, but it was ignored. I can't even put in a bug report or access the help channel because somehow they decided it was a great idea to lock all game channels in the Discord.

  Baroque Decay's unique style really shines through in some parts, but honestly if I hadn't slogged through the first part of the game and racked up over 2 hours I would have refunded. This game seems to be very short and is definitely not worth the full price of admission. I'd been looking forward to this title for years, but with how the devs mishandled their own release I won't be purchasing any future titles from them (at least not at full price!).
  Funny. Anime. Dark. Creepy. Kafkaesque.
  A very unique setting for a horror adventures with beautiful pixel-art and decent, but rather easy puzzles.. It was a pretty fun adventure game with great atmosphere + entertaining endearing side characters and the dark humor relating to corporate culture was also pretty funny.
  . What's a bigger nightmare than your first day on the job?. It has been a long time since I have thoroughly enjoyed a game this much!

  The story was well thought out and kept you guessing until the very end, not to mention the desire to go back and acquire the various endings. The story also gives you the freedom and encouragement to explore the various environments for hidden surprises without being super linear. I know many reviews have said they didn't like the save feature of this game, however I disagree. I felt that by removing your ability to save whenever wherever it added a need to strategize and manage your resources. It forced you to think more about your characters survivability, which enhanced the feeling of dread.

  All of the characters were interesting and engaging, and so were all of the puzzles. I have played quite a few adventure games that could get frustrating being it was either too difficult and you got stuck, or so easy you could buzz through the game in an hour. This game had a great balance where things weren't glaringly obvious, but I didn't get stuck in anyone spot for hours either.

I also absolutely loved the soundtrack for this game! It added such an unique ambiance as you travel though the game.

Overall I really enjoyed this game, and would highly recommend it for any mystery or adventure seeking players!

Please Love My Computer Game now available for free*:*
http://store.steampowered.com/app/796910/

*I hope you guys love it, I really hope you do.. **Yai Gameworks 2018 Questionnaire ; Asking the Community for Feedback**:*
Very important, I have a 10-question Questionnaire for Yai Gameworks in 2018 which includes some future stuff about projects. The questions are long-winded, but I really appreciate your guy's feedback. Questionnaire will end on January 8th: https://docs.google.com/forms/d/e/1FAIpQLScB_I1OVgoPGYhDIo-I4lO-wm6gvd-owasuZRRCXiRejrxtEw/viewform?usp=sf_link

*Has questions related to Close Your Eyes, Red Haze, and much, much, MUCH more.. **Feast Your Eyes: Little Marshmallow - a quiet surreal horror releasing on May 21st for $3.99 USD**:*
http://store.steampowered.com/app/712260/Feast_Your_Eyes_Little_Marshmallow/

A slow-burn quiet surreal horror game that's a semi-sequel and spin-off of Close Your Eyes, which combines the previously announced "Close Your Eyes: Intermission" and "The Crack I Found That Taketh" into one singular game, mixing together fixed camera angles and 2.5D gameplay. There will be a lot more on this game in the days and weeks to come. It's releasing on May 21st 100% for $3.99 USD, with the soundtrack releasing on the same day for $0.99 (preview on the store page for the soundtrack for the music):
http://store.steampowered.com/app/712270/Feast_Your_Eyes_Little_Marshmallow__Official_Soundtrack__Other_Goodies/

*Hope this quiet little horror game will surprise you guys.. **Peetee Babybuu**:*
https://store.steampowered.com/app/680300/PeeTee_Babybuu/. ***Yai Gameworks Developer Page ; Summer Sale Deals****:*
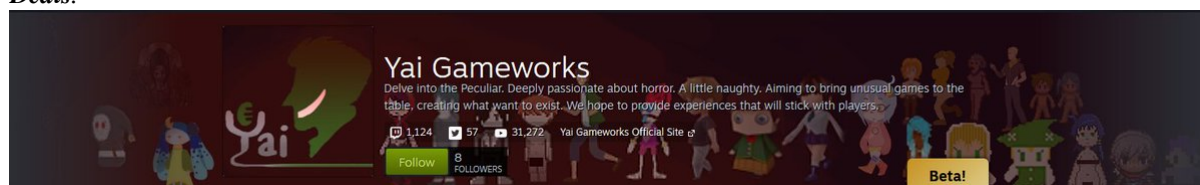
Yai Gameworks Steam Developer Page is now live!
You can follow the page to receive notifications when we release new games, plus is the new developer page for us on Steam so shows a lot of what we're up to actively (which frankly, is a lot. Despite delays, things are coming along nicely).

Today also marks the beginning of the 2018 Steam Summer Sale! All of Yai Gameworks' catalog of games will be on sale. Most notably, Red Haze will be the cheapest price it'll be for years, once the Summer Sale is up I'm updating the price from $1.99 USD to $2.99 USD for the upcoming big content patch update, if you guys don't own Red Haze but want it now will be the best time to purchase it. Close Me, Close Me's extended New Game+ campaign & soundtrack DLC, and Close Your Eyes' Girl's Graveyard and soundtrack DLC all will be on sale as well.

If you own Red Haze before July 8th, make sure to read and follow the instructions here to get a secret surprise in a month or two: https://steamcommunity.com/games/428860/announcements/detail/1664523682560878190

*I hope you guys are having a wonderful summer! Will be releasing a few things within the next few months I hope to surprise you all with.. **Close Your Eyes -Anniversary Remake- OUT NOW!!**:*
https://store.steampowered.com/app/706710/Close_Your_Eyes_Anniversary_Remake/

Close Your Eyes -Anniversary Remake- is now out in Steam Early Access for $4.99 USD with a 10% launch discount (this will be the cheapest the game will be in at the very least the next two years, the game will gradually raise in price as more is added to the game). At Early Access launch, I am actively seeking back feedback and going to work closely with the community to shape up the game. At Early Access launch, the full 'Girl's Graveyard' remake is included, with 1-2 hours of gameplay. The 'Close Your Eyes' remake first hour or so is playable, up until the Judith Manor section of the game. 'Close Your Eyes - The Twisted Puzzle' is included, unlocked after 10 achievements in-game are completed, and has a few puzzle solution changes, a few new hidden things, and should give people a varying amount of gameplay time (depending how good they are at the puzzles).

I hope you guys enjoy, up until the Close Your Eyes Remake is completed, there will be fairly regular updates. You can play up to the current cut-off point and load your save file when new updates hit to continue where you left off. I look forward to communicating with everyone over the course of development, and hope you all enjoy the game!. **Yai Gameworks upcoming game release plans and news***:*
I thank you all who participated in the Yai Gameworks 2018 Questionnaire survey a couple months back. As many are probably aware of I am a man of many ideas, and indeed probably too many. I release 2-3 games a year but dates get pushed back, some are left idling for months to years before they eventually release. I won't promise this won't change, but as a solid effort applying some strategies I've learned within the last few months and a plight to achieve one of my dream games, Complete Isolation, I will explain a crazy thing I'm about to try and apply myself to do, then the reasoning, and finally the specifics.

Between February of 2018 to April of 2019 I want to release 12 video games onto Steam.

Now there's a few reasons I have chosen to attempt this honestly foolish errand, especially foolish for me. I originally had set my sights to work on a dream project I've had in my head for many years, my first actual big project titled, "Complete Isolation." I held a funding campaign for this game back in 2013 on Indiegogo, who's funding has been used for all my projects to produce the music you all hear in my games. Still, here we are five years later and CI still does not exist. I want to make it, I desperately do, and I originally had planned to commit myself to it this year. That was until all my analysis, self-reflection, crunching, talking with others, and reason pointed me to pursuing another goal first, to do something else foolish first so that CI would be a less foolish endeavor and a safer bet.

You see, Complete Isolation is planned as an episodic gameplay experience. Episodic releases work best on a timed release manner; being timely with episodes is important. That means having a good groundwork you can easily build off of, self-discipline, a solid plan and commitment, and short development cycles. These are all things I need to master, and trying to wrangle that first-hand on an episodic game would be setting many up for disappointment of delays when I inevitability failed to deliver on time. I need to practice this first, but in a form that isn't both as anti-consumer and as financially risky as a longer term episodic game. Climb a hill before a mountain kinda' thing.

Add to this CI needs to look the part, it has a bigger investment, bigger cost, and as I'd be tackling a large chunk of the game myself from coding to design to music and writing and voice directing I'd need someone to do the art, a pretty sizable amount of drawn art and sprite work as well. But the needed art amount is hefty, and I'm not in a financial position to offer a decent payment upfront. Rincs, my partner in crime on projects who's done the drawn art on my projects, hasn't seen a cent from Yai Gameworks sales and I feel awful about it. I need her for a longer term but don't want to run her ragged, and need to pay her properly for her work. I should save up and split profits, but even that is a huge uncertainty. I need to secure more income, and allow her more time to do art for the project between her busy life.

Add to all of this having Yai Gameworks name out there and more experience under our belt can only be a good thing.

I decided to propose a challenge to myself, a series of experimental games on a planned and tight schedule. This is a way to work myself to a position where I can hopefully form the experience and conviction needed to do an episodic structure, all while getting more games and experiences under my belt. All while hopefully earning some money and making some more things available to all of you guys I hope that y'all enjoy. It may even work out to be a good way

to market it as the steps up to try and achieve Complete Isolation.

There's more to all of this. But I plan to in the upcoming week make a video detailing it all a little further. This plan isn't just to make more games however, it's to make an over-a-year plan and stick to it. The first game of this challenge is already released, it can be found as Please Love My Computer Game on Steam. However, I will now detail the rest of the plan to you all. I cannot guarantee I will be able to meet and achieve what I hope to, but I can tell you I'm going to be working hard to achieve my own dreams which I view this as a crucial step towards.

So if things pan out, what can you all expect?

APRIL 2018:
-"The Crack I Found That Taketh"
A nearly dialogue-less 3D exploration and discovery experimental game about a crack in the floor.

MAY 2018:
-"Red Haze" big content update
The big content update for Red Haze hits, including all endings, new areas, new story, new secrets, lag fixes, more scene skips, and more.

JUNE 2018:
-"Unlabeled"
An 8-bit game inspired by Hellnight and Nanashi no Game about an NPC in a small RPG village that one day gains sentience, and begins to be stalked by an ever-evolving monstrosity. Partner up with other people in the village that can permanently die at anytime, leading you down different storyline paths.

JULY 2018
-"Hellscape"
You are a Demigod on a dying world abandoned by the True Gods. Walk among men and explore the hellscape left behind,meeting devotees, non-believers, deformed and withering beings who may love or hate you. You may guide them to nurish a future, or trample them into oblivion. What gift may you give a disgusting world with no hope?

AUGUST 2018
-"The Killing Kink Nunster"
A B-Horror Comedy game about a group of college kids who all are a bit messed up and kinky getting trapped in a cathedral with the monstrous nun known as the Killing Kink Nunster, who wishes to eradicate their sin and pay their dues with their blood. It's a lot weirder and even more twisted than you think.
-"Close Your Eyes -Anniversary Remake"
A remake of Close Your Eyes with new content, a new scenario, a remake of Girl's Graveyard, new modes, a new open world connecting world, and a lot of surprises to prep for the eventual sequel.

SEPTEMBER 2018:
-"Cootie Patootie"
A reimagining of a previous game I made for Ludum Dare. Join Cootie Patrootie as she goes on a magical journey of self-discovery to find love!

OCTOBER 2018
-"RODE: Remorse Observation Dream Emulation"
For the 20th anniversary of the cult gem, LSD: Dream Emulator, have this 3D first-person love letter to it.

NOVEMBER 2018:
-"Box Pusher"
A nice relaxing little puzzle game about pushing boxes. It might seem a little off, but that's probably nothing.

JANUARY 2019:
-"The Seafaring Incident"

You're on a seven day cruise in the Pacific, but something is very wrong. Over the course of 7 days you'll need to investigate these mysterious circumstances and work out how to keep your head above water.

FEBRUARY 2019:
-"The Silhouette of the Alluring Rose"
A more normalized RPG Maker-esque dark fantasy puzzle horror starring a frilly girl… IN 3D!

April 2019:
-"(untitled at this time)"
An experimental little MMO experience in a Yume Nikki-esque exploration game.

Regardless, this will be a busy year, and I hope to surprise you all throughout the year. The easiest way to keep up with Yai Gameworks news, socialize, little surprises, and collaborate is to join the official Yai Gameworks discord, which you may find here: https://discord.gg/EVwaARY
. **Close Me: New Game+ content expansion & OST DLC OUT NOW!:**
http://store.steampowered.com/app/700290/Close_Me__New_Game__OST_Selection_Soundtrack/

The DLC includes a small little expansion to the main game that should add 30-120 minutes to your second playthrough (New Game+ stuff only appear once you've completed the main game once), as well as the Soundtrack for Close Me. It comes together in one package for $0.99, with a 5% discount on launch (and a 10% discount if bought through the Yai Gameworks Complete Bundle). I hope you all enjoy~. **Some Patch Notes:**
Game should be complete outside of suggestions/tunings I make. Content wise it's complete, but I did make a few changes due to seeing the reaction of some people:

-Made the 'black screen' puzzle easier (it's no longer just a black screen to clue in a bit what it's about)

-Added a few hidden events earlier into the game for those poor wandering souls.

-Made '75' much easier.

-Added some additional wall hints for what key opens what.

-Some minor fixes here and there.

Hope you guys are enjoying this little experimental game, and hope these additions help you enjoy it more. The update should push out for all shortly, but if you want it immediately just relaunch Steam and it should download.