

UNLIT

Quick Facts

Unlit is a group project made by students in Vilnius Business College.

Unlit's release date on Steam is set on November 25th.

It is available on WindowsOS at 11.99\$ US.

More information at
unlithgame.com

Game Introduction

In Unlit, your goal is to explore a dark mansion and the underground mines underneath it and find your way out. You'll need to solve puzzles, open locks, and look for clues and items to help you.



Trailer



Unlit The Game

A slow-paced point-and-click adventure game without language. With original soundtrack, personally crafted models and textures and brilliant voice-acting, Unlit is completely a one-of-a-kind experience.

Once upon a time, not too long ago, there lived an old lady with her husband in a large, but quite humble mansion. One night, which started like many others, the old couple went to sleep after having a cup of green tea. That night, the old lady woke up to find her husband gone. All he left behind were his camera and a lantern.

Where could he go to at this time of night? And why?

Our elderly friend decides to go look for him, accompanied by her ever-loyal and smarter-than-average cat companion. Join this little old lady in her quest to find her lost husband, and you might unravel the secrets that lie beneath the mansion.



About Us

The Unlit development team is comprised of 5 core members, all students at VBC, who created the game at first as a project for college. The game has developed since then and team has decided to publish it.

Credits

Rodrigo Barrera - Texture artist, concept artist.

Awan Daniel - SFX designer.

Jonathan Ratzkovsky - Programmer, UI design.

Joe Roechow - 3D artist.

Berk Unal - 3D artist, animator.

Original soundtrack by Amit Rosenblum.

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