



An old oil painting, its colors faded like everything else in this mansion.

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## About This Game

### An Immersive Exploration-Horror Experience!

Your mind is foggy... Confused... You wake to find yourself in a hospital bed. Something happened... Something at Neville Mansion that affected you and your friends... You must remember!

Diving into the murky and muddled memories of your past as you are sucked into an immersive exploration-horror experience. Unravel the mysteries and forgotten events of a place haunted and consumed by secrets, as you find mysterious documents that only hint at its tragic and macabre past...

There is No Map and No Help. Just you, your alchemical lamp... and... "something" else...

### Multiple Endings

Completing this game can offer one of three different endings.

The 'best' one, the "GOOD" ending, is not the norm - it is the exception. It is a reward for players who think differently, explore every shadow and mystery, and for those who have the guile and wit to achieve it... Good luck!

### Challenging Puzzles

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Facing challenging, ingenious, and unique puzzles with no obvious and simplistic answers, you will need to use all the clues the environment provides to find the hidden answer.

Do not give up! In adversity, you shall persevere!

## **Items and Inventory**

Find and use a diverse and creative assortment of items in order to progress through the adventure. A well designed inventory keeps your belongings carefully sorted and provides descriptions that, in some cases, even hide clues...

## **Interconnected Game Systems**

With interconnected systems that provide multiple layers of depth and challenge to your gameplay experience, the “Thing” can appear anywhere, and at anytime. Yes, you can try to run... but for how long? Will you switch off your lamp and use the shadows and natural light to your advantage? Or will you cling to your torch's embers to fend off the darkness? Will “It” detect you if you stand but an inch away in total stillness? You hear its footsteps approach... What will you do?!

## **Original and Breathtaking Audio-Visuals**

This 100% originally designed adventure is presented with high quality 16-bit pixel art visuals. A labor of love created by a single artist, there is a fully unique and explorable mansion – With no two rooms the same and each individually designed with its own identity.

Every pixel, every detail, every crack in the wall has been intentionally placed and designed by hand meticulously to tell players a story using no words. Our outstanding 90's visuals are enhanced by lighting effects, disturbing 3D positional audio, and a completely original atmospheric soundtrack.

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Title: Viviette  
Genre: Action, Adventure, Indie  
Developer:  
DYA Games  
Publisher:  
DYA Games  
Franchise:  
DYA Games Collection  
Release Date: 18 Oct, 2018

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English,French,German,Simplified Chinese,Japanese,Russian,Italian,Dutch







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Its worth your money, if you enjoy to solve some puzzles lol a few scares but its a good game!. I bought this game the day it came out, as I was looking for any pixel RPG/Horror genre game at the time. Really like it! Didn't play it for a while since, as I have been busy, but came back today, still love it!

10/10

12/10 with creepy silence in the background irl. Great game, it is kinda a short game (about 4h) but you'll need to play it a few times to get the good ending or use a walkthrough like me.

I really enjoyed the puzzles because they were not those simple and usual one you'll encounter in this sort of game, but really unique ones. Even tho some of them can be tricky.

The atmosphere is good, I liked it. The antagonist is really persistent but blind as f\*\*k. It is really hard for you to get killed by her and this really sucks, because I never felt to be in danger BUUUUT she gave me really alot of good scares and I loved it.

tl;dr great short horror game with tricky puzzles more games plizz. This game's puzzles and exploration reminds me of Resident Evil, but with an greater Point & Click adventures influence. Puzzles are well though and designed. Don't expect an incredible story, but it's good enough. Everything is very polished and detailed. I think a map would be a nice addition. The only problem I had is that sometimes it's difficult to know what's important in a certain room, you will have to check everything.



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