
Please Love My Computer Game Download Exe File



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About This Game

You finally left home on August 9th, 2017. You hated that place, you hated how it made you feel... And yet you closed yourself off in that unfortunate abode. Leaving was the only rational choice, but maybe it wasn't the best one. Even once you leave, scars don't simply disappear. They say time heals all wounds, but the extent of how much that can heal may be limited. Especially when it keeps being picked and torn at, when you're expected to do something, something you hate. But it lingers over you, tortures you.

I hope you love this game, I mean that sincerely. Would you please love this computer game? In the game you explore a black and white house; you can just wander, and indeed may wander for some time without really knowing what to do. But I promise you that there is depth and hidden layers here. Sometimes we want to be loved, but not want to be seen. But how can one expect to truly be loved if one also won't share oneself? Loving anything else but the true person is like loving an apparition, it's just an image of a being rather than the being themselves.

It's a sort of cryptic house exploration game about discovery, road blocks, atmosphere, love, and creation. There are things to interact with, non-linear progression, and various tough obstacles. The game may close at times, but that's not the end. It's all pretty ambiguous and not really made to be played with a single person trying to figure out what to do, more with a group or a community. I give this heed as there's a very high chance you make get stuck in a rut without much of a clue how to get further. This is natural, the game is quite cryptic and there's layers of discovery of how to make progress.

To understand the depths of love is to understand the depths of being. This game includes puzzles and atmospheric elements. In many ways it's a game that can be solved, but doesn't want to be. You could consider that a puzzle game, but it's not really about the puzzles. They're more like a defense mechanism, a shell to break through. It only takes one person to change one's life, but

for better insight we often need a viewpoint outside the ourselves that two people create. I doubt any one person will be able to beat this game alone, it might take some conjuncture and cooperation. But that maybe shouldn't be surprising... How can one truly understand love if one doesn't let others in? Different people and experiences help us understand different things, and it's in that fragile act of sharing that we can open ourselves to new discoveries.

The game is cryptic and creepy, but can you still love it? Can you explore the depths and still see its good qualities? Can you even find the depths? I guess in a word this game is about discovery. If you like to discover things, then you may like this game. There's a lot to discover, and a lot of it isn't obvious. But despite not being easy or simple, I hope you will still come to love this computer game. Through all of it's roughness and unfriendly design, you can love the tender core.

For if you can love it, then maybe....

Title: Please Love My Computer Game
Genre: Adventure, Free to Play, Indie
Developer:
Yai Gameworks
Publisher:
Yai Gameworks
Franchise:
Close Me
Release Date: 19 Feb, 2018

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English







PHASE 1.5: Welcome to Hell:

An update for PLMCG just released, you may have noticed. Phase 2 is now available... Through the wretches of frustrating hell! One of you has to earn Phase 2, has to complete GG. I encourage streaming, and feel free to share your channel if you're streaming this here: <https://steamcommunity.com/app/796910/discussions/0/3211505894104474352/>

I wish you poor souls a happy Friday the 13th, everyone~. **Jeff and Jayms explore the house:**
https://www.youtube.com/watch?v=i8uxcbLA_KI

I hope they *love* it.. **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 2019**

Questionnaire:

<https://goo.gl/forms/3Q4MfT4vLaNSiUjx2>

I very much appreciate if people fill out this Google Doc form, it will be running from February 13th to the 18th and involves a number of questions who's answers I'll be collecting for data for the future.

Red Haze will be receiving a small update on February 28th, and several other smaller updates at the last day of every month up until the Big Content Update hits.

Blossoming Yandere will release in March or April of this year:
https://store.steampowered.com/app/660800/Blossoming_Yandere/

More news, info and questions within the form. Thank you for your time.. **Close Your Eyes -Anniversary Remake- releasing on November 26th:**
https://store.steampowered.com/app/706710/Close_Your_Eyes_Anniversary_Remake/

I'm trying to schedule out some stuff right now after some unexpected life bumps like the passing of my best friend and a family situation, and not announcing anything else yet as it's not ready enough to put an exact date on (Game 3 of FHG11.exe, Red Haze update, Arctic Haze, etc.), but there's something I can put a date on right now.

Close Your Eyes -Anniversary Remake- will be releasing on Steam on November 26th in Early Access for \$4.99 USD (with a 5% launch discount and a further 5% off with the Yai Gameworks Complete Bundle).

The Early Access form will on release include:

- The complete remake of Close Your Eyes, with brand new areas, scenes, characters, reimagined segments, and more surprises with a total of 10 endings to obtain.
- The complete remake of Girl's Graveyard, the precursor to CYE which also features some new scenes, story beats, and details.
- The Twisted Puzzle expansion, it's identical to the DLC from the original game with one addition I won't spoil, but it is included on launch.

The game is gunning to release out of Early Access on April 29th, 2019, though more modes will be added over time, I'll be

taking player feedback and asking direct questions to Early Access players for development, and the price will increase a couple times before release as more is added.

What will be added in the coming months, with an update every month or two, is the "Close Your Eyes: Anniversary Mode", "Girl's Graveyard Hard Mode", the brand new scenario, "Close Your Eyes - Beneath the Surface", two miniature side modes in "Close Your Eyes: Hushed Hour" and "Close Your Eyes: A Ghastly Tale", and a fully explorable hub area between game modes known as The Annex.

I can 100% guarantee unless my house gets destroyed by fire or something, it'll be releasing on November 26th. Hope to surprise you guys with it.. **Here's Yai Gameworks Release Plans for the next 4 Months (July - November 2018):** I have been working so hard to be able to pull this off, but finally I think I can fully announce the line-up of games that Yai Gameworks will be releasing between the end of July and the end of November 2018. I have been working really hard since the year began, juggling a lot of projects, and there's still more to finish and juggle after this, but finally far enough along to announce this properly. Here's what Yai Gameworks will be releasing over the next few months:

https://store.steampowered.com/app/727720/Found_Horror_Game_11.exe/

"Found Horror Game 11.exe" will be releasing between July 27th to August 6th for \$3.99 USD. Follow the story of Ina, a gas station attendant, in an episodic horror game where the community must work a bit together to unlock the next sequence of the game.

https://store.steampowered.com/app/680300/PeeTee_Babybuu/

"PeeTee Babybuu" will release between August 27th and September 4th for \$2.99 USD (with the Soundtrack and Art collection available for an additional \$1.99 via DLC).

https://store.steampowered.com/app/428860/Red_Haze/

"Red Haze" will have it's big content update between September 28th to October 12th as a free update to the game (but shortly the price of Red Haze will go up to \$2.99 USD).

The Store Page is not live yet, but at this time there will also release a new spin-off Red Haze game known as, "**Dusk Golem's Red Haze of Horror 3D**", which will cost \$2.99 USD as well, though those that posted in the Red Haze Steam topic before this announcement was posted and followed the instructions will get a key for the game early.

There is not a Steam Page for it yet, but between September to October Rincs and I will be releasing a short horror game we both made involving a bag store. More details to come, this one is working on a strict time table and will be releasing not too long after the store page goes up.

There is no Store Page yet, but in releasing on October 30th, 2018 for free will be "**Horror Game Anthology**", a horror game anthology with short horror games made by different indie horror game developers. I'm holding and compiling the anthology, and it won't be releasing under Yai Gameworks collection due to being an effort of several indie horror game devs I just so happen to be hosting, but I will post the Store Page when that goes live.

https://store.steampowered.com/app/706710/Close_Your_Eyes_Anniversary_Remake/

Between November 26th - December 3rd, we'll be releasing in, Early Access "Close Your Eyes -Anniversary Remake-" for

\$4.99 USD. The Early Access Remake on release will include the full remake for Close Your Eyes, the full remake for Girl's Graveyard, it will include Close Your Eyes: The Twisted Puzzle, and it will include a new scenario known as, "Close Your Eyes: Hushed Hour". The remakes include a lot of new content and various scenes upgraded to be better than ever.

Beyond that is an enigma for now. As long as I don't have serious health or livelihood issues or anything of the like, this WILL be concrete. I had chosen from past mishaps and bad judgement to hold off revealing these dates until they were near certain, other projects are not certain right now so will see them down the line. I hope you guys enjoy the sorta' rapid 1-month apart releases I'll be doing over the next few months!. **Yai Gameworks: First Five Years Music Album released:**



[yaigameworks.bandcamp.com]

[I've released a 320-song Album for music from all of my games over the last 5-years.](https://yaigameworks.bandcamp.com)[yaigameworks.bandcamp.com]

The full album of 320 songs is available there in the link above if you click it, music from my last 5 years of game making. Can listen to it freely, though I do highly appreciate support if you decide to buy the whole album for \$8 USD (or can buy individual songs for \$0.50 USD).

This album is a collection of the entire original soundtrack for the games I released during my first five years of making games (between 2013 - 2018). It includes the original and able-to-distribute music for Blank Slate (original Ludum Dare version), Girl's Graveyard, Close Your Eyes [Original Version], Take the Dream IX, Red Haze, Cootie Patootie [Original Version], Close Me, Please Love My Computer Game, Found Horror Game 11.exe, and Dusk Golem's Red Haze of Horror 3D, as well as some scrapped songs. This does not include outside tracks as that would've needed me to re-license everything again, and decided to keep this to the original songs by myself (and a few by friends I have been given complete permission for free reign over). All come in .mp3 format. I hope to keep surprising with all that I do. The money earned from this is going right back into future projects.. **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~

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