



Aryst Zakirov

Do hurry up when your Main Guest comes out of the woods. Every second is precious then, and it keeps moving even as you sleep.

Don't try to fight the Guests. Violence is never the solution.

Peter Potapov



Do make use of ladders. Guests are not that good at climbing.

Don't poke them in the eye, it's just plain rude



Eugenia Romantseva

Do try to maintain a suiting atmosphere while playing. While having a purring kitty on your lap may be a fun addition to Knock-knock, it may have unexpected side effects such as real-life jump scares.

Don't forget that mysterious doesn't necessarily equal hostile. Perhaps they're more afraid of you than you are afraid of them?

Vasily <Mushroomer> Kashnikov



Do keep your eyes and ears open, no one's gonna spell it all out for you. The Lodger doesn't listen, but you're not him. Or are you?

Don't fool yourself into thinking all instructions are straightforward. Those giving you advice may be malevolent or have an entirely different thought paradigm, and their idea of what's best may differ from yours.



Nataliya Kavitskaya

Do take your time to pause and remember. It will benefit you.

Don't be afraid to experiment, at least for the first part of the game. The worst that can happen? You'll have to experiment more.

Nikolay Dybowski



Do pay attention to the front door. Any door is just a membrane between the in and out, yes? Well, yes and no. Doors have their doory things to say.

Don't you ever forgive the rules of all the games you play, and those you don't. You may not need them, but they're there for a reason.



Alexandra <Alphya> Golubeva

Do remember that light is mischievous. It may make you faster, but does faster mean safer?

Don't get lost in the forest, but don't try to find the shortest way home. Roads less taken tend to open their treasures to those curious



Ice-Pick Lodge  
game development