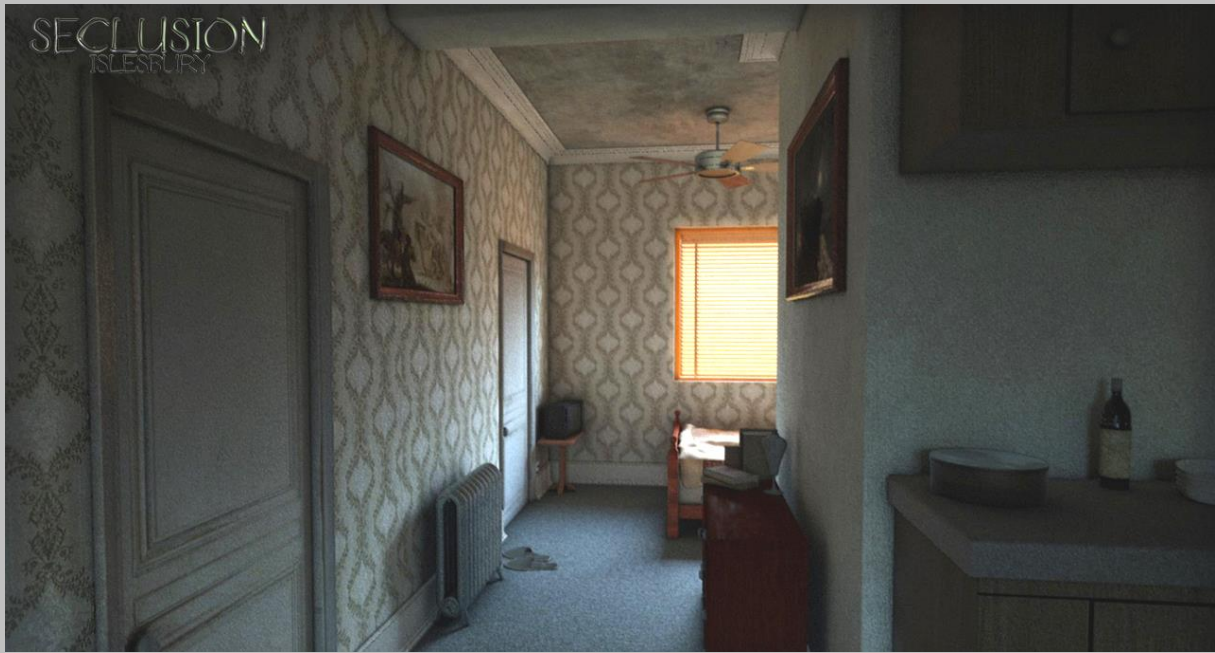


SECLUSION

ISLESBURY

<https://silentgamehouse.wordpress.com/seclusion/>





**Bright morning light falls over Detective James
Endel on his bed.**

**He has no desire to leave this gentle silence, but
sleeping is not what he needs.**

**He wants peace of mind, a way to make the pain in his
mind go away.**

**With no other plausible option, he leaves his bed in a
sunny September morning expecting a day like any
other, but he is yet to realize that next a few days will
take him to a journey from his nightmares.**

**Islesbury is a town almost ceased to exist years ago
after a series of large-scale riots with no
specific explanation.**

**Some thought the reason was bottled rage against the
poverty and some said locals just have gone mad.
Whatever the reason was, Islesbury is now just a shell
of its former self.**

**Streets are empty, buildings are in ruins, remaining a
few people live in fear of thieves and murderers.**

**After the phone call James gets this morning, he will
go on a journey to solve years old murders in the light
of newly found evidence and face his worst
nightmares in the dark corners of Islesbury.**

SECLUSION ISLESBURY

Seclusion: Islesbury is a mystery/horror adventure game with a focus on creating a deep atmosphere and an absorbing journey.

In this journey you will explore various locations with countless mysteries to solve while trying to stay out of the madness that surround the town.

Is it really possible to solve a decade old murder case?

Is it really safe to wonder on these streets? Is there anyone to help you in this town?

Find it out for yourself!

Explore realistic, detailed locations ranging from desolated apartments to lonely streets, dark woods to dangerous cliffs, and more.

Unravel secrets of a town with an infamous past. Solve sensible puzzles that will challenge and guide you through the game.

First person panoramic, high quality visuals that will help you experience the journey in a more immersive manner.



<http://www.adventureinsel.de/>

Locke

19. Januar 2015