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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

a09c17d780

English



level select





Please Love My Computer Game MORE early keys:

http://store.steampowered.com/app/796910/Please_Love_My_Computer_Game/

Wow, you guys ate that last batch of keys quickly!

A reminder, this game is a free game for anyone to download, so these keys just grant earlier access. It will be free for all later, and is releasing on GameJolt and itch.io later today.

These will be the last keys I post here, but I do have some posted in other places if you dig. First come first serve, if the keys don't redeem then that means they probably already have been. Happy Valentine's Day, everybody!

Feel free to post video of the game or whatever I also will mention.

Please Love My Computer Game early playing keys:

9FPWE-5YWGH-P3VD8
4ZYQG-EZDID-M7DIN
HP6J5-3EFNF-030AM
WZEQT-FJZXA-DXYRK
JX4PD-I2L2F-2FKFL
KQ9Q3-YIJA0-FW4G9
CIGGD-9VYY0-MAMDR
EP6JF-QYDF2-3HQ5I
0VTAD-CK8YB-2B6Z2
ZMV23-ETJI2-2BVW2
ME3QE-W9KLP-WB7J2
ZA7Q9-6T2L8-8IADA
G8ZW0-Q3FMM-2Y144
CWDVB-KBTBE-Z77WE
YZIJK-MH6NR-XMDW6
3ZXQ4-AGW2H-XMNQ9
3648D-8TWL9-KKL22
MN36B-R9CVW-569NT
I00MR-PAL8B-679YK
QNQNL-02E5L-560FC
63XB2-278VW-P83R7
DA6BE-ZWDBH-D7CG9
DLRFH-XW7MZ-AR755
00BAL-LI342-67QPR
AG6VE-99LET-JW2MQ
5HIFZ-IJYXH-KA0KX
EEX4I-2JDR2-5M2BX
RVK9I-4BD7I-AI987
X8KT6-XKGNL-2ERDG
ZPJIG-VR3KJ-47YF0
XPPM3-YHEJV-924JN
XAYZQ-6KLNE-5A8WX
Q46D2-7NRT6-YP833. **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.](#)[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.. **Out now:**

<http://store.steampowered.com/app/796910/>

I hope you guys *love* it, I really hope you do.. **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!. **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~. **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~

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