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<http://www.helloneighborgame.com/>

tinyBuild Games, 2017

Single-player, Survival, Horror, Stealth,
Adventure, Strategy

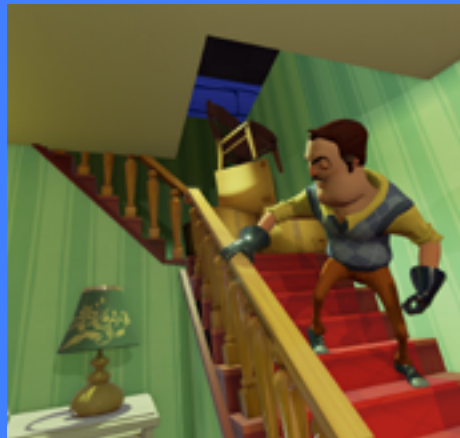
Available in Windows for PC

INTRODUCTION

Hello Neighbor is a Stealth Horror Game about sneaking into your neighbor's house.

You move into a brand new suburb and notice your neighbor is hiding something in his basement. The only logical thing to do is to break into his house and figure out what he's hiding.

The game is being developed in Unreal Engine 4 and is coming to PC Summer 2017.



GAMEPLAY

Hello Neighbor is a stealth horror game about sneaking into your neighbor's house to figure out what horrible secrets he's hiding in the basement.

You play against an advanced AI that learns from your every move.

Really enjoying climbing through that backyard window? Expect a bear trap there.

Sneaking through the front door? There'll be cameras there soon.

Trying to escape? The Neighbor will find a shortcut and catch you.

The game will feature:

- Suspenseful horror gameplay (not jump scares) that focuses on sneaking around your neighbor's house
- Constantly evolving experience where the Neighbor's AI counters your moves, and learns from what you do
- Sandbox-style gameplay with plenty of environmental interaction and physics

HELLO NEIGHBOR GUIDE TO BREAKING AND ENTERING

Outwit your suspicious neighbor by using this easy guide to breaking and entering in Hello Neighbor.

Ding Dong Ditch

This tactic is the simplest and requires minimal stealth on your behalf. Start by ringing your neighbor's doorbell, then run back inside your house and close the door. This will have him open the front door and from this point forward (as long as you aren't caught) that door will be unlocked and accessible. You can also use this tactic to draw your neighbor away from a certain part of the house.



Radio

Inside the bedroom with the broken window in the back of the house will be a radio. This item is super handy when trying to break into your neighbor's house. This technique is rather simple since the item is pretty easy to find and pick up. Take the radio and place it in a spot that will benefit you outside your neighbor's home. Turn it on using the action button and place it down in front of his door. Sprint back to your home and watch as your neighbor opens his front door, picks up the radio, and retreats back inside. You can now enter his house through the front door. Try this technique using the back or side of the house as well, if you want to buy yourself some more time.

Alarm Clock

In the pre-alpha version of Hello Neighbor, there was an alarm clock you could find in the garbage strewn about your neighbor's curb. This item has now been moved inside his home making this a bit more difficult to achieve. The alarm clock is well worth the risk since it's an item you can re-use and it buys you more time than all of the other items in the game. You can grab the alarm clock inside of his living room quite easily, so I recommend grabbing it and running back out of your neighbor's home before he notices. Turn on the alarm clock using the action button, but only once you've found the spot you're going to set it down since it will go off after a few seconds. Try placing the alarm clock in the back of the house because it will buy you even more time to break in and go through your neighbor's things.





Telephone

A new item that's been added to the alpha of Hello Neighbor is the cordless phone that now resides inside your bedroom. If you pick up this phone and use it, you'll find out upon closer investigation that it calls your neighbor's phone. His phone resides on top of the dresser in the hallway of his home. Grab this phone, place it somewhere else inside his house and call it using your own phone to serve as a distraction. The only catch with this item is that it only works inside your neighbor's house so you have to execute caution while using it.

Fuse Box

In the alpha of Hello Neighbor, you'll notice that you now have access to fuse boxes that you can utilize to control the power. The power switch to your neighbor's home can be found all the way in the back of his house. Although this won't serve as much of a distraction, it will render the electricity inside of his home unusable.



Milk

In your neighbor's kitchen counter you'll find a gallon of milk. If you continue into the bathroom and open the medicine cabinet, you'll find a bottle of sleeping pills. Grab the pills and head back to the gallon of milk where you can contaminate the milk. The next time your neighbor takes a big swig of fresh milk, he'll be taking quite the lengthy nap.

Gun

Once you gain access to the shed in the backyard of your neighbor's house, you'll find a gun. If you think this means you can off your neighbor, sadly this is not the case. It seems like the gun is filled with an unlimited amount of corks and you can pelt your neighbor if he decides to chase you down. It'll buy you a few moments to grab an item within reach and make your getaway.



Try using the more stealthy tactics first when you first start your game since your neighbor learns from and anticipates your actions, especially those that he's caught you in the act of doing. Hopefully this guide to breaking and entering in Hello Neighbor is useful and will help you in finding out what's inside that suspicious basement!

Read this article online at

<http://indieobscura.com/article/532/hello-neighbor-guide-to-breaking-and-entering>

ALPHA RELEASE REVIEWS

Here's what gamers and critics who have played the pre-released Alpha versions of Hello Neighbor have to say...

Hello Neighbor could easily be one of 2017's biggest surprise games, despite being built on a rather simple – yet spine-tingling – presence.

We'll see how it fares when it comes to PC this summer, and maybe consoles shortly thereafter. One thing's for sure – this neighbor isn't likely to invite you over for cards...

- Robert Workman, WWG.com



The premise is unique in video gaming, and its use of a cel-shaded art style over the gritty realism that most horror games shoot for is an intriguing choice.

And while virtual reality support hasn't been confirmed, its first-person view and focus on atmosphere seems like they would make Hello Neighbor a perfect fit for the blossoming virtual reality market.

- Dalton Cooper, GameRant.com

The concept and setting are as intriguing as ever but this little slice of what Hello Neighbour might eventually be has, more than anything, made me even more aware of the scope of the design challenge.

How does a single, small space support not only credible sneaking and hiding, but also contain an AI character that isn't too efficient a hunter? I look forward to finding out.

- Adam Smith, Rock Paper Shotgun



Hello Neighbor is coming in Summer 2017. The game is currently in Alpha.

LATEST NEWS

Alpha 1 is now out for free

Dec 26, 2016

To celebrate, we've released Hello Neighbor Alpha 1 for free for everyone. You can now get both the Pre-Alpha and Alpha 1 at <http://HelloNeighborGame.com>

The Pre-Alpha & Alpha 1 is free and available to everyone. If you want to help support development and get new builds as they arrive, consider buying Early Alpha Access. Right now, you can get the "Alpha 2 and Alpha 3" builds with new game mechanics. You'll also get the full game next summer.



Hello Neighbor Game Going Open Alpha This Weekend

Oct 18, 2016



Today, tinyBuild officially announced that Hello Neighbor will be opening up to the public starting this weekend. You can sign up for open alpha on the official tinyBuild website!

The developers of Hello Neighbor, Dynamic Pixels, have stated that they have solid plans on making full use of your neighbor's entire house. This news is very exciting considering the house is quite large and done in sandbox style. You'll also be able to explore locations outside of your neighbor's home.

The developers have also said that the ultimate goal of the game is to find out what your neighbor is hiding in his basement. As you uncover this mystery, you'll learn more about the story through player initiated story sequences.

Hello Neighbor Has You Invading The Home Of A Terrifyingly Clever AI

Sep 30, 2016

Dynamic Pixels and indie publisher tinyBuild have teamed up to bring you a horror stealth game called Hello Neighbor. You may recognize tinyBuild from games such as Punch Club and Clustertruck, and their latest project looks like it will be just as quirky and tons of fun. If you've ever seen the classic Alfred Hitchcock movie Rear Window, then the plot behind Hello Neighbor will sound very familiar to you.



Visit <http://steamcommunity.com/games/521890/announcements/> for more Hello Neighbor announcements and updates!

RELATED LINKS

Official Website

- <http://www.helloneighborgame.com/>

Hello Neighbor on Steam

- <http://store.steampowered.com/app/521890/>

Official News

- <http://steamcommunity.com/games/521890/announcements/>

tinyBuildGames on YouTube

- <https://www.youtube.com/user/tinyBuildGAMES>

