

Awake On Crete

Point and click, walking simulator

by Lost Ace

A biographic point and click walking simulator game following the winding stairs in a Cretan hotel or getting lost along memory lain.

Description

You arrived late last night to the hotel in the Mediterranean. When you wake up the next morning you have no memory of how you got there and how to get from your hotel room to the conference room where the meeting starts 10 o'clock. The hotel turns out to be a labyrinth like structure of stairs and there is no way you can get there in time. But fear not, to get lost might turn out to be the real experience.

[Trailer](#)