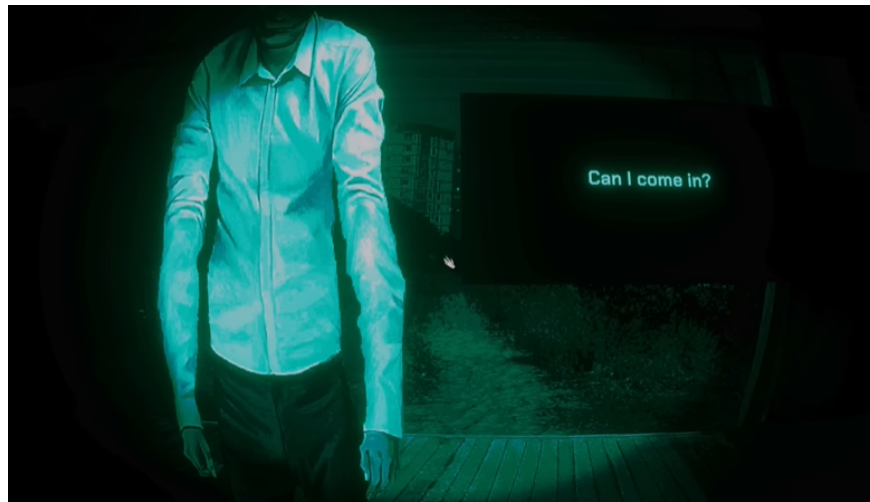


What is No, I'm Not a Human? How to play?

No, I'm Not a Human is a survival horror game where you must distinguish between humans and Visitors to survive in a world full of suspicion.

No, I'm Not a Human is a psychological horror game with survival elements, set on a chaotic Earth when mysterious creatures with humanoid forms – called Visitors – begin to appear. Players will take on the role of a character living in a remote house, forced to decide who is real and who is a monster in disguise. Every choice leads to serious consequences, from survival to dark endings.

Gameplay

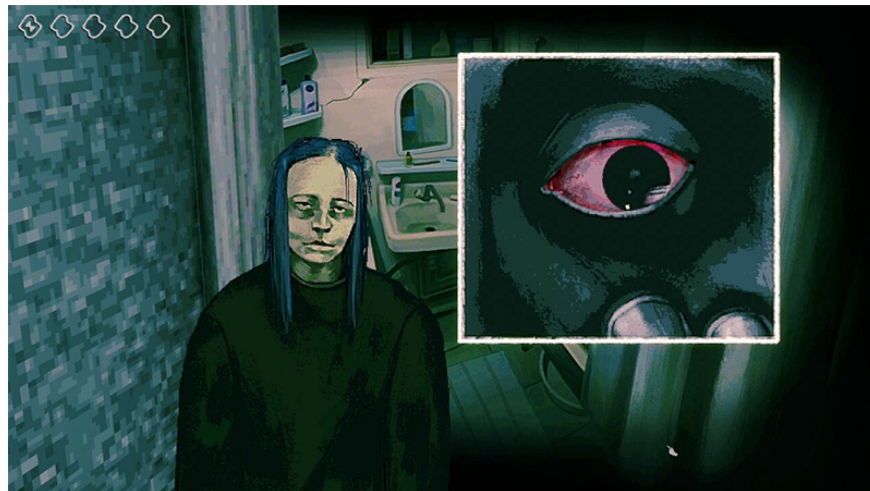


When night falls, strangers will come knocking on your door. You must talk to them, observe carefully to see if they are human or Visitor. During the day, the harsh sunlight makes it impossible to go outside, instead you will rest, monitor the TV and radio, call for more clues or order supplies. Rejecting all visitors will lead to a bad ending, while letting Visitor into the house will kill those inside that night.



Identify Visitors

Identifying Visitors is the biggest challenge. Signs include teeth that are too white and even, sometimes bleeding gums; red eyes with abnormally moving pupils; fingernails with dirt or rashes; hairless or moldy armpits; strange black spots in photos; and even insects like cockroaches crawling out of ears. However, these signs are not always accurate, as some real people can have similar characteristics, making any decision even more risky.



In *No, I'm Not a Human*, the character system is built extremely diverse, from the main character to the visitors, each with a separate story and personality. The main character is a man living separately outside the city, cold in personality but still has a good heart, often using a gun to be wary of strangers. Besides, there is also a cat - a 'healing' element in the gloomy atmosphere.

The cast of visitors is diverse, reflecting all walks of life and fate: the kind neighbor and her daughter, strange visitors like Beanpole, Cashier, or the widow carrying her husband's body. There are haunting characters like the eyeless man, the surgeon with unusual eyes, the man in a suit who only believes in the strong, or the couple hiding domestic violence. Some have religious or spiritual undertones, like the group of death worshippers, prophets, nuns, or the self-proclaimed 'immortal'.



In addition, many guests represent social tragedies: the unemployed, the disabled, runaway teenagers, teachers tormented by their failure to save their students, or charred firefighters. They are both moral challenges and force players to make life-or-death choices: whether to let them in or chase them away.

In addition to the characters that can stay, there are also special entities: **Intruder** – the creepy-smiling intruder who is considered the game's representative character; **Prophet** – the mysterious character who just stands outside the door saying cryptic words; and **the disaster management agency agent** – ??representing the controlling force in the apocalyptic setting.



Overall, the character roster not only enriches the experience but also portrays a distorted picture of society in the midst of disaster, where each player is forced to question humanity, trust, and survival.

Resource Management



Throughout the game, you must balance your energy and sleep. Energy is consumed when investigating strangers, and can be restored with coffee, cigarettes, or energy drinks. Players can only sleep when their energy is depleted, and sometimes they have to drink beer to use up energy faster. In addition, eating from the refrigerator or ordering by phone is also an important part of maintaining life.



The game not only revolves around the Visitors, but also reveals the existence of FEMA - a government agency that specializes in handling emergency situations. They wear yellow protective suits and often appear to collect corpses or take samples. However, the shady actions of this organization make many characters in the game skeptical that the truth is being hidden. Your house - including the living room, bedroom, kitchen, bathroom and basement - is the center of all survival activities, where you protect yourself and decide the fate of visitors.

Playing experience

To survive, players need to carefully observe every expression of strangers and use energy wisely. Note that information from radio, TV and phone calls will play an important role in distinguishing between humans and Visitors. At the same time, you must remember that in this world, not only Visitors are scary, but even the in-game government can be a potential threat.

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