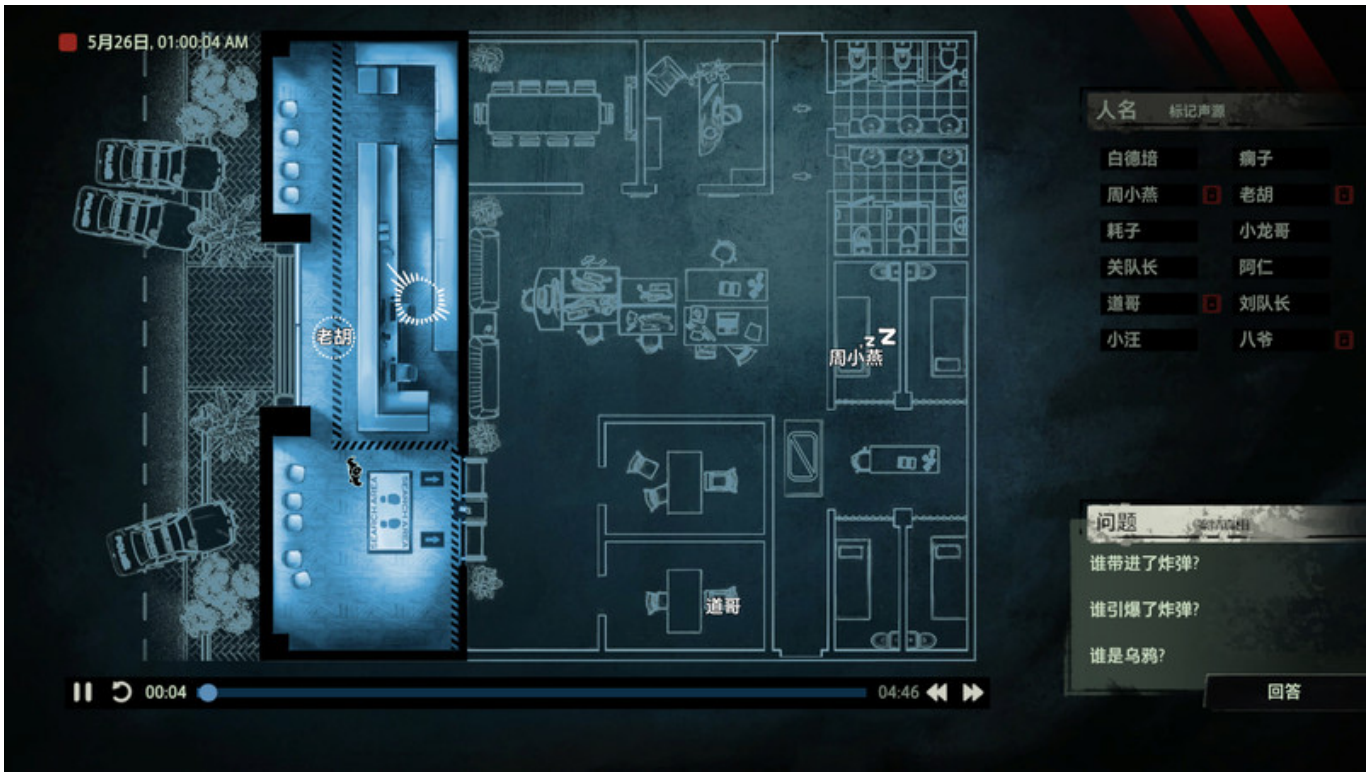
Unheard Ativador Download [key Serial Number]



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About This Game

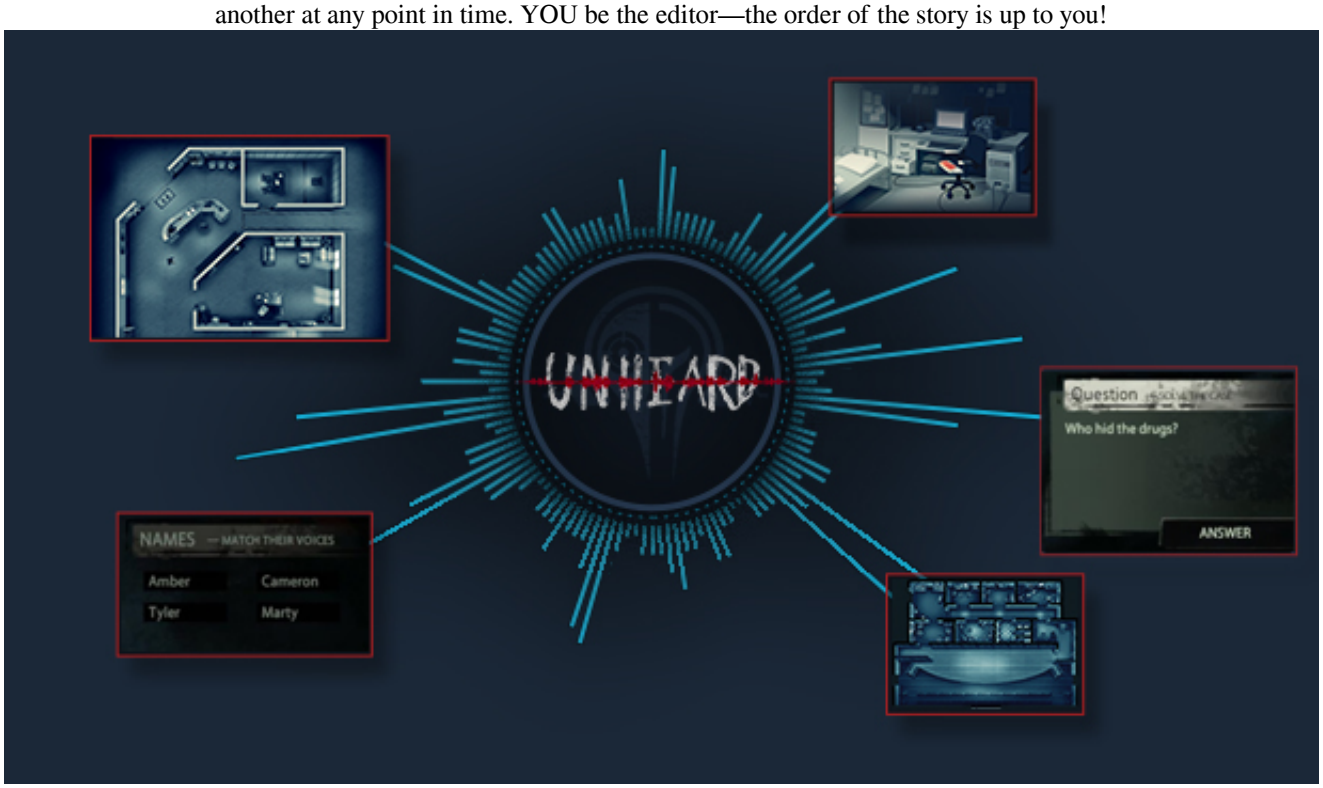
Put on your headphones and step back into the past. Use the voices you hear to return to crime scenes, tracking down each individual involved and solving the cases. But where do the voices come from? Can you trust what you hear? And what's the mysterious thread weaving all of these cases together?

A Unique Case-Solving Experience
Discover the truth hidden in the voices from the past.

Step through time as you use our device to eavesdrop on conversations from past crime scenes. Every clue, every move, and every motive will be presented in the form of audio. Rather than controlling any one character, you only need listen to their conversations, following along as the story evolves. Use the information you hear to match names to voices and determine how everything (and everyone) is related. Can you discover the truth?

Open-Ended Narrative Mystery Game
Explore the story and piece together the puzzle in your own way!

Don’t expect to be “fed” a pile of clues. Rather, take the role of a fly on the wall, observing and listening to the events as they unfold. Anyone could be the culprit; key clues may be revealed at any second; any character's storyline may cross paths with another at any point in time. YOU be the editor—the order of the story is up to you!



Tributes To:

Detective Fiction: In Unheard, all the clues in a case will be presented to players. There's no hidden information, nor rooms that require a key to enter. Players will be privy to the same information as everyone present at the crime scenes.

Immersive Theater: All characters in Unheard have their own storylines; however, each of these storylines will become interwoven in the same space, and at the same time, resulting in complicated cases that force you to meticulously search for and track clues. You can choose to follow one character or move around between multiple characters. You can also replay the audio as many times as you want until you reach a conclusion.

Radio Drama: Unheard is, in a way, an interactive radio drama. By combining aural narrative techniques with the type of exploration elements present in video games, Unheard offers a brand-new, non-linear radio drama experience.

Special Thanks:

Special thanks to our voice actors and directors in both China and the U.S. Thank you for your continued hard work and support.

Title: Unheard
Genre: Indie, RPG, Simulation
Developer:
NEXT Studios
Publisher:
NEXT Studios, bilibili
Release Date: 28 Mar, 2019

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Minimum:

OS: Windows 7/8/10

Processor: Intel(R) Core(TM) i3-3220

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GT 610

DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: 100% DirectX 9.0c compatible sound card

English,Simplified Chinese

I checked.
It's fake!
Forget about the rest of your Mo..

Jan. 1st, 02:01:36 AM
Amber
Tyler
NAMES of the sound sources
Amber
Cameron
Tyler
Marty
Question SOLVE THE CASE
Who hid the drugs?
ANSWER
01:36
02:34

I have only played the first few missions, but damn this is good! It immerses the player in being a witness in a crime case and you have to figure out what is going on. 10\/10. I do love detective games, and *Unheard has a cool premise: sleuthing out crimes by scrubbing through audio dramas. More accurately, it lets you wander through an environment where multiple interactions are taking place, and listen in on them in any order you like, in order to solve a handful of mysteries.*

This game has:
- Competent voice acting (in the English version, which is what I played). It's a bit hammed-up in parts, but the important thing is that the words are clearly enunciated. This is crucial in a game about listening for clues.
- Flexible, non-linear presentation. You can walk around and experience the parallel conversations in any order. The story can unfold just a bit differently for each player.
- Moments of almost meta-level creepiness. I'll say no more about that.

This game does not have:
- Replayability. It's more like an audio drama with a simple gate after each story to unlock the next. If you carefully find and listen to absolutely everything in each story, then there's no reason to revisit them.
- Fail states. The only penalty for submitting incorrect answers is getting put back at the start of the scene. You can retry as many times as you want. You can even brute-force the answers if you feel like it (although that is much less fun).
- Subtitles. None of the conversations are subtitled. This is very disappointing from an accessibility standpoint, and there's really no reason not to have subtitles - there is no unfair gameplay advantage given by them, and furthermore, a script obviously exists since the voice actors had to perform using one.

Overall, I enjoyed this game because it provided a strongly evocative experience using impressively few resources. The combination of deliberately limited visuals and dramatic voice acting had me on the edge of my seat, watching the various abstractly labelled characters move around and interact with each other. It's a shame that the game is also so short and barely begins to give us a tantalising glimpse of a "real" underlying story before it's over.

If this game got subtitles and more stories via DLC, I would recommend it more highly. As it stands, it's a novel experience, but I would only recommend getting it on sale.. My only problem with the game was that it was over before I knew it.

Still, quite well done and I would love to see more like it.. It's like playing a puzzle game, except the puzzle's not that hard to solve so you can enjoy yourself playing it without stressing yourself out that much.

Enjoyed myself with the asmr. Unheard has a pretty unique concept, but it lacks a lot of substance. You have five missions (Four excluding the tutorial) which have you do the same thing, stand and listen to people, while answering different questions. It wouldn't be much of a problem if the game had a lose condition, or some sort of consequence. The only consequence is that the level starts over again, with all of your notes and guesses still intact, and you can seek back to whatever you needed to listen to. Unheard would have been a lot more suspenseful and tedious if you were able to lose somehow. You can basically brute force the answers on every level and only miss out on achievements for perfecting the levels themselves. It would be more interesting if your answers had any sort of impact on the game itself, like falsely accusing someone of murder, but even then that's wasn't in the developer's scope.
$6 for roughly three hours of gameplay is an okay deal, but once you beat the game you don't have much else to do past that point, besides the perfection achievements which I didn't bother with. You can't pick any other answer than the right one, nor can you follow a different story path. I'd only recommend this game if you wanted a short and sweet mystery. If you're deaf or hard of hearing there's no subtitles, which is understandable for a game that revolves around listening to people... but nothing is actually lost if you read a transcript of a level's dialogue.. That was 10\/10! I REALLY hope they'll make more of the same kinds of puzzles, it is so much fun to try to figure out what is happening. And, who I am

Great game with a nice story and a plot twist in the end of the game. It also fooled me hard in the story line :(. Damn good mystery game. At first, I thought it would be too easy to figure out because you can know what was happening at all times in a scene. However, it's a little more complicated than that. Many different things are going on all at once and it can be difficult to remember everything, requiring you to take careful notes to mainain order. People looking for a meater challenge might have a problem with it, but I thoroughly enjoyed myself.. This game is a masterpiece of narrative - it's a work of art.

It's probably the best game I've bought this year.
It might also be good for echoic memory training, as this is the primary skill a player is expected to employ in game.

Unheard is an experience unlike anything you could possibly find outside of computer games, much like Observer.

There is no way through literature, TV, movies or any other form of art that could convey such intricate and well-designed, narrative and plot-based puzzles.

A simple interface, attractive graphics, clear audio (fairly well voice-acted in English) and basic premise.
It is challenging to get it right first time round, and replaying a scenario will often result in discovering layers to the story that may have been missed.

My only gripe is that the deep and elaborate story is glossed over in search of only a few "Truths", where there might be many more questions to answer in order to proceed.

There is more content inside the content already - it simply isn't there yet.
If this was added, perhaps it would be more challenging than a few basic questions that might be answered after only one or two runs of a scenario (whether they are deduced or verified - the game does not force a deduction to be verified to be accepted).

Plot twists all over, waiting to be found - it will take more than one run through a scenario to gather the "Truth".
The writing team must have every second of ever single character's part in each scene scripted, which is no small accomplishment.

One or two cases have been fairly obvious as to the "Truth", simply because it make's sense.
Because of this - It's a shame the "Truth" questions are so few, as there could be many more asked to add much more to the game in terms of its play-time and challenge.

After each scenario, a short movie will play that highlights key points that - half the time - I didn't use to make my deductions.

If you enjoy deduction, logical or social, and enjoy piecing together what happened, who did what, how this went down - this game is for you.

Sadly, like most under-rated and lesser-noticed, unique, niche, memorable and compelling games, replay value is limited without additional content - but there is (free) DLC incoming, that I would happily pay for (and a season pass).

Where Orwell is text-based and fairly linear, Unheard is sound-based and - despite it's non-divergence from a timeline - does not direct you down a corridor in any way.

Beholder, in a way, is also similar, but more... busy and fiddly, with less emphasis on paying attention than on meddling.

Unheard is a passive experience.
There is no engagement between the player and the world, beyond checking intel.

I'm halfway through, after about an hour idle and playing slow... (it's too good to rush and take the short-cut routes available).

So probably 6-8 hours to complete for most, maybe you could finish it in 3 if you rushed and made use of the rewind and fast forward features - however there appear to be at least 4 endings, and I've found new things out each time I've played a scenario through.

Each scenario lasts around 10 minutes average, in which there might be a dozen or more characters and many interactions to follow in order to gather both names and the "Truth".

In that some regards, it's the Hitman of the Intel \/ Detective genre - you can deduce who's who and answer the key questions through a number of ways, but the way in which you do it is up to you (even if it's brute-force).

Complete the objective and find out that there was another way to do this.

It would be good to see more questions added to answer as to the "Truth" of any situation.
There is much intrigue that might enable this without much else.

Content is coming, and this is the limiting factor for the game - without fresh content, it will be "complete" and will leave such an indelible mark that it will not be forgotten for a long time.

5 stars for the unique concept, execution and gameplay mechanic.
2 stars for replay value and short lifespan.
2 stars for the free DLC.

Giving it a solid 9\/10.
It might be a cult classic. It might go unnoticed.

But it is one of the best deduction \/ intelligence gathering games I have played since Sid Meiers' Covert Action back in the early 90s. Which I still play today, as it is from the time of ageless classics of PC gaming.

I'm sure this game will have more to offer in the future - if there are more scenarios, free or paid (as I said, I would happily pay a season pass for this) - it would still be worth writing a review for a game that I believe to be the best I have picked up this year.

It'd make a good game for a tablet, if you can get a VM on your Android device.. The main premise of this game is that you are a detective attempting to solve cases. However the unique part is that you are only given a floor plan and complete a complete audio stream of what happened in the minutes leading up to the crime. You'll have to accurately deduce which character is which just by listening in on their conversations, and solve several key question related to the case.
Simply following one or two people won't provide you with the full context to what happened so you'll need to follow most if not all of the characters to find all of your answers.
It's an interesting premise and it is quite fun to figure out the story piece by piece, as you hear a new part of the conversation that completely changes the context of what you've already heard.

There are two main criticisms I have of the game though. First, the game is pretty short. The playtime only clocks in at a few hours, and there's little incentive to return once you've already heard everything there is to hear.
Second is that the difficulty is fairly low. In most cases just about everyone will have their name said loudly by their conversation partner so it's really just busywork filling it out. I feel that there could have been more clever indirect ways to reveal a characters identity. Although, there were a couple of key questions that did force me to think a bit, even after I had heard it all.

Overall, it's a fairly nice experience. It might be worth waiting on a sale though. I have heard that the dev plans on releasing more content that is more challenging with at least some of it being free, so hopefully it will remedy the issues I have with this game.. I liked it, it's time consuming, and you ned to pay attention! But it's so good and I really liked it, wish it was longer and more stories

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