

Download ->->-> <http://bit.ly/2JloOOQ>

About This Game



Alt-Frequencies is an audio mystery game where you use the airwaves to open the world's eyes to the truth. Record, rewind time and broadcast snippets of radio shows to expose radio hosts, conspiracy theorists, politicians, underground activists - and a dog.

By redistributing information, you change what happens in the next 3 minute time loop and impact both news cycles and the lives of the people behind them.

Listen as their personal stories evolve, in a world that seems to stand still.



- A new kind of narrative game that blurs the lines between the fantastical and the everyday while examining our relationship with mainstream media through the prism of radio stations.
- Built-in accessibility features that make the game available to a wide range of people - including blind and visually impaired players.
- Brought to life by a diverse cast of 20+ amazing voice performers, including TV, podcasts and YouTube personalities such as Jasika Nicole (*Fringe*, *Welcome to Night Vale*) & Mike Rugnetta (*Reasonably Sound*, *CrashCourse*).
- By the studio behind the critically acclaimed *A Normal Lost Phone* and *Another Lost Phone: Laura's Story*.

Title: Alt-Frequencies
Genre: Indie
Developer:
Accidental Queens, ARTE France
Publisher:
Plug In Digital
Release Date: 16 May, 2019

b4d347fde0

Minimum:

OS: Microsoft Windows 7 x86

Processor: AMD / Intel CPU single core (2GHz or higher)

Memory: 2 GB RAM

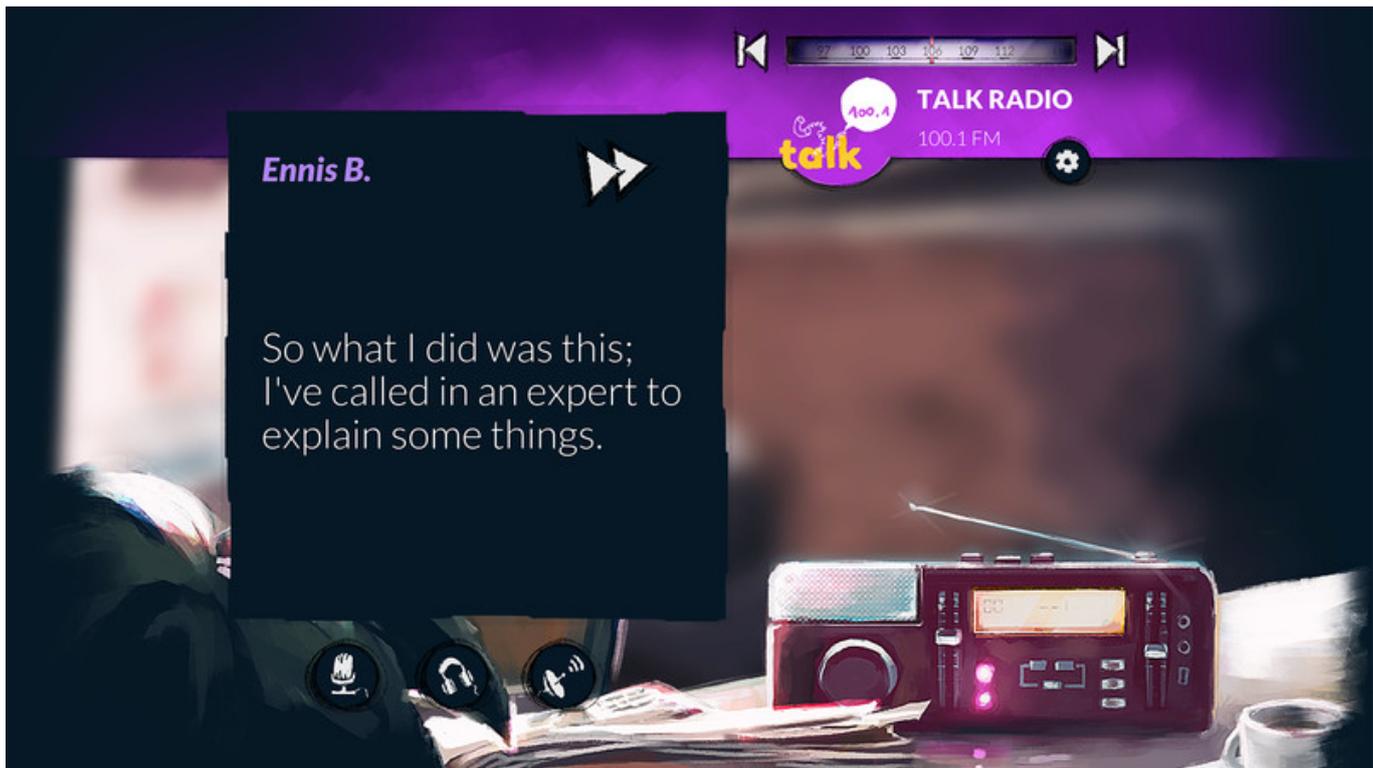
Graphics: AMD/NVIDIA dedicated graphics card (512 MB of dedicated VRAM, Shader Model 4.0 support)

DirectX: Version 10

Storage: 900 MB available space

Sound Card: Integrated or dedicated DirectX 9 compatible soundcard

English, French, German, Italian



85 88 91 94 97 100 103



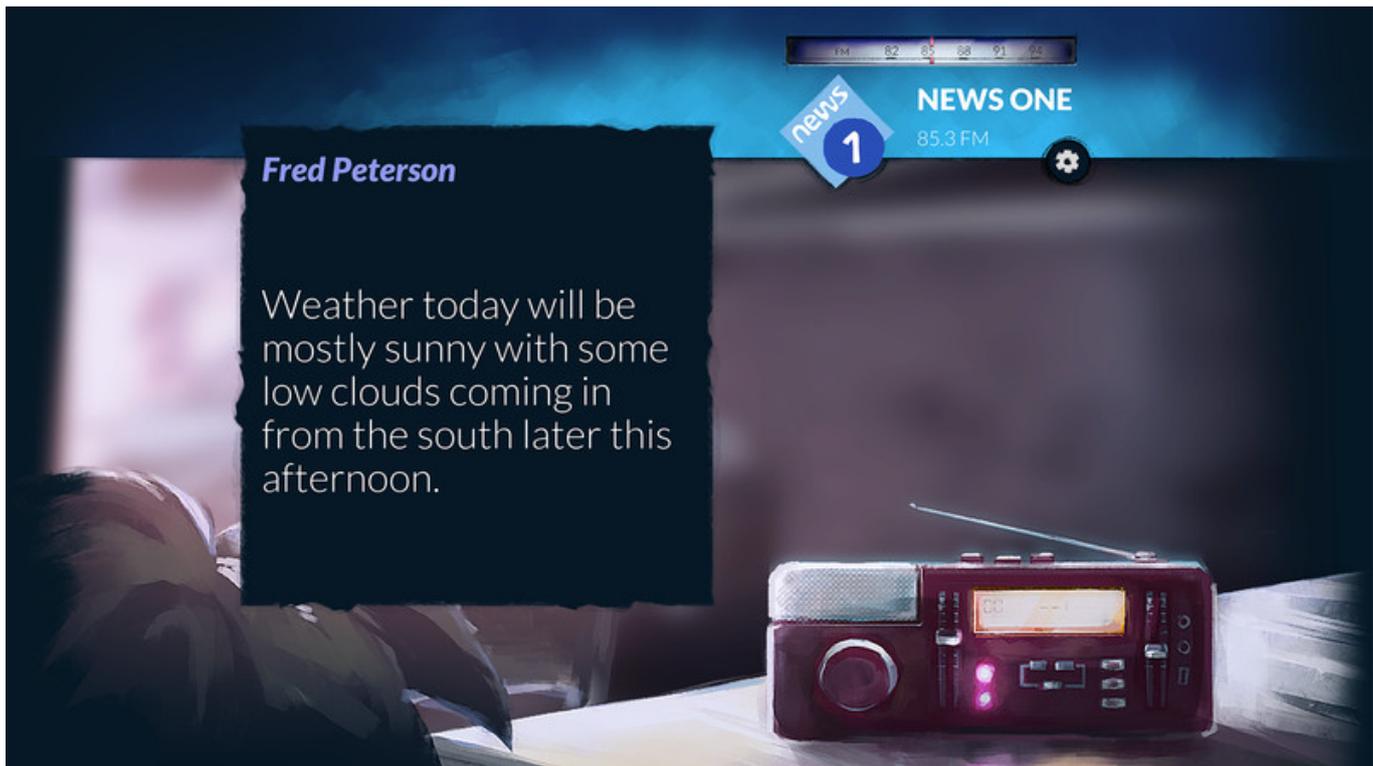
USER
GUIDE A



Hanna

Hello listener! Thank you
for acquiring this radio
system!





This is such a great IDEA for a game, but unfortunately, Alt-Frequencies is a really bad execution of that idea. This concept definitely had potential, but this game is overpriced, really poorly executed, and not worth your time.

My biggest issue with this game is the gameplay itself. The idea is that you listen to and send clips from a series of stations stuck in a time-loop is neat, but from a game design perspective, it's really odd and tedious. There is a sending and receiving mechanic where you record audio from a station and then send it to another - which sounds cool - but in practice is just really obtuse and annoying. Which sucks, because this is the main game mechanic. For example, if you hear something you point out, but didn't quite hit record soon enough - and since you can't reverse audio or go back a clip - you have to sit there and wait for the next loop while the audio drones on and you keep hitting fast-forward until you can finally record it again. I understand the need to create a sense of realism and flow, but this does it at the cost of creating an uninteresting and boring gameplay experience.

My other huge issue with this game - the voice acting. It's not awful, but EVERY actor seems like they're trying to over-enthusiastically read their lines and/or perform as fake characters on a radio-drama. Just doesn't stick the landing, especially for a game that's voice and audio driven. I understand that it's an indie team who probably can't hire all professional voice actors, but when every actor sounds like a poorly acted ham-fisted attempt at a peppy radio DJ, it just gets really, really annoying.

Controls are by default set to a scheme that you're expected to know before the tutorial starts, and while you can map them to the screen, the UI system is also incredibly unintuitive, which is odd considering the game's controls are so simple. It's a tad ironic too, considering the tutorial is one of the most over-acted and patronizing tutorials I've ever played through, but I still had trouble really understanding how it worked until I actually started playing the real game.

Art direction is pretty bland, too, but that's not a major issue. Most of the game is spent looking at a painting of a radio over some dialogue boxes. Some variation or even some environmental storytelling/ideas like Stories Untold could've made this game really stand out.

I wanted to like this game, I went into it super excited. Its concept and idea really intrigued me, but all the little things I disliked about it really compounded as the game went on. Stories Untold is a far better execution of a similar concept, would recommend checking out that instead.. I completed this game in one night and caught a huge case of the feels. Incredibly good game. Really clever and creative.. One sentence: It was better than I thought it would be.

Since it was an "all clicking game" (Or "all pressing game", since you use your keyboard instead of mouse.), I thought I would get bored of the game quickly. However, I played the game until the end in one sitting. This game makes you think and actually LISTEN. There will definitely be moments where you'll be frustrated, but that's due how challenging the game can get. I've never played any game like this one, so if you'd like to try something new, go for it.

If you aren't a patient person, this game might not be for you.

[Elegy for a Dead World download apkpure](#)
[TS Marketplace: Gresley Coach Pack 03 full crack](#)
[Disney Infinity 1.0: Gold Edition download for pc \[serial number\]](#)
[HITMAN - GOTY Legacy Pack Upgrade \[cheat\]](#)
[Total War: Shogun 2 - Blood Pack DLC Free Download \[torrent Full\]](#)
[Free Download Atelier Firis - Character: Shanon .zip](#)
[Outbreak: The Nightmare Chronicles - Chapter 3 \[addons\]](#)
[20XX - Draco Character DLC download for pc \[addons\]](#)
[Lost Grimoires Collection Activation Code \[Xforce keygen\]](#)
[Fantasy Grounds - Threads of the Orb Weaver \(5E\) crack game download](#)