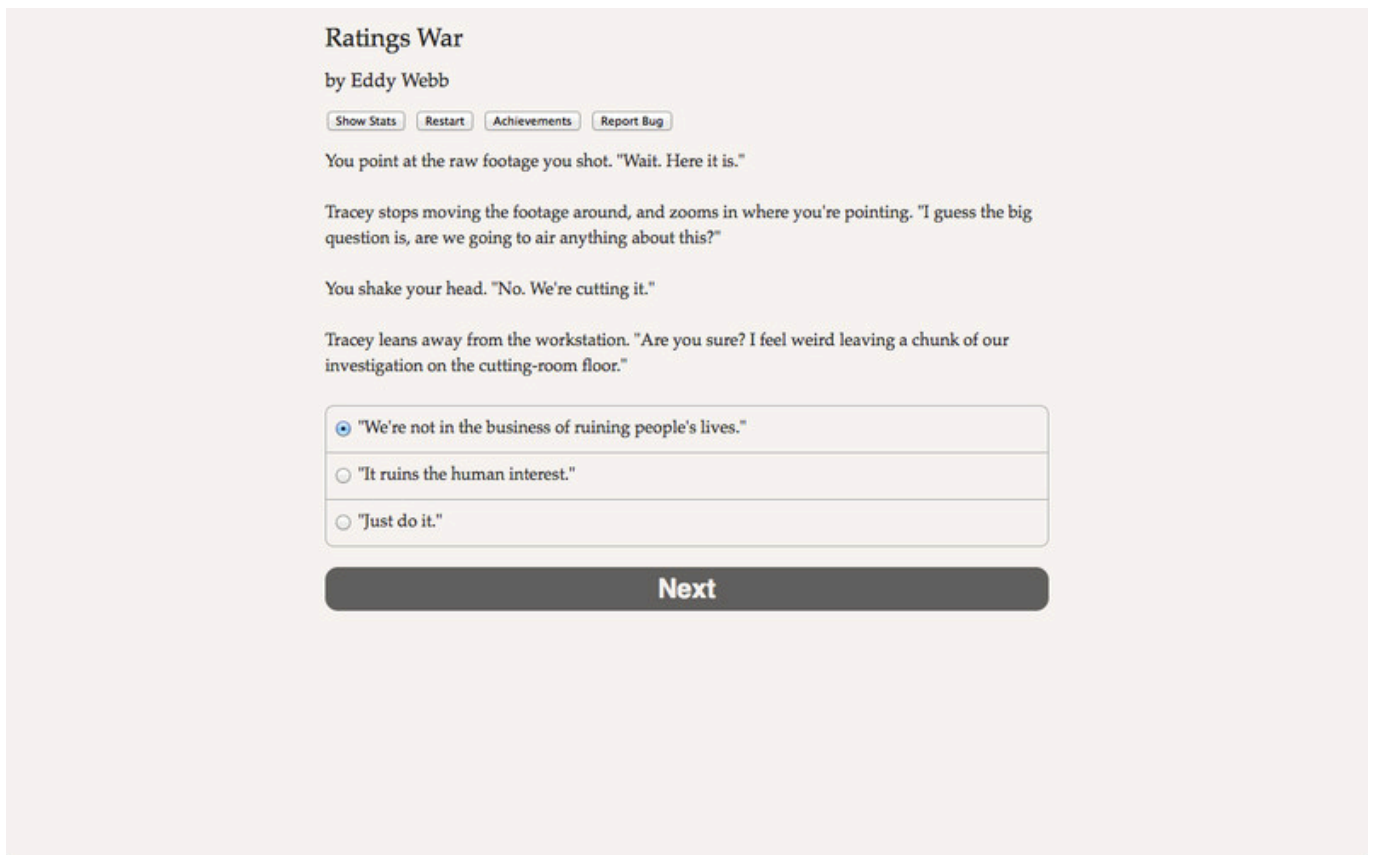

Ratings War Download] [PC]



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About This Game

Implant cameras in your eyes to win the news wars of 2061! Record your way through dystopian New Angeles, solving multiple murders and conquering the airwaves as you go!

"Ratings War" is a thrilling 80,000-word interactive novel by Eddy Webb, where your choices control the story. It's entirely text-based--without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.

Outwit your rivals at the biggest news network in the industry to win market share and dominate the ratings. As one of the first reporters with a pair of cybernetic eyes, you'll break stories while you live them—and become a celebrity when you uncover a vast criminal conspiracy.

When you blow the whistle on a human trafficking operation, will you focus on facts or on fame? Will you strike out as an independent, or follow the guidelines of your network? You can escape from an underground organ farm—but can you get your footage on the air and win the Ratings War?

- Play a future-noir story of murder, corruption, and mystery.

-
- Develop your reporting style as you balance your ambition and integrity.
 - Decide what facts make it to air, and how to spin them.
 - Break the rules to get your story.
 - Play as male, female, or non-binary.
 - Straight, gay, and bisexual romance options.

Title: Ratings War
Genre: Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 2 Oct, 2015

a09c17d780

English

Ratings War

by Eddy Webb

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"But this is murder!" Maria screams. "You can't!"

One of the gangsters looks nervously at both of you. "I dunno..."

Tasha shoves the gangster toward Maria and turns back to you. "They know something about who's been killing us." She spits, and a gobbet of saliva lands next to you on the concrete. "Maybe a few more broken bones will get them to talk."

- Try to charm them by explaining it's stupid to do anything to me, since it might get on camera.
- Tell them I've been investigating who is killing their gang members.
- Offer to use my technical skills to make them video stars.

Next

Ratings War

by Eddy Webb

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You carefully make your way to the short ramp that leads to the docks, as you watch six people in dark suits get out of the cars. They're all wearing dark netglasses, and four of them are looking in every direction while the other two watch the ship dock. You manage to duck behind the trunk of a tree as one of them looks in your direction.

- Keep to the shadows and move closer to the vehicles.
- Use the zoom on my opticOS to get a better look at what's going on.
- Climb the tree to watch them from above.

Next

Ratings War

by Eddy Webb

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"Of course, please. I will answer whatever I can."

You mentally instruct your opticOS to start recording. Ondrej looks startled. "Are your eyes okay?" he asks.

"Oh, yes. These are the electronic implants I use to record my interviews with."

Ondrej looks a little uncomfortable, but he nods. "Go ahead."

- "Tell me about your family."
- "Who killed your daughter?"
- "Why do you believe the police have stolen her?"
- "Who was the detective in charge of the investigation?"
- "Do you have anything you didn't hand over to the police?"
- "That's all the questions I have."

Next

If you like:

- cyber punk
 - corporate politics
 - news media
 - choose your own adventure stories
 - black text on white screens
- Then buy this! It's really good!

EDIT: and character customization! You can choose your name and gender, which I didn't realize until my second playthrough. That's nice. Absolutely incredible story, amazing writing style and a refreshing game in today's fast-paced, high-action society.. Good text based game, but shorter than previous entries Choice of Games entries (Slammed!, Choice of Robots, etc.).. Great story and awesome setting.

As with all choose-your-own-adventure-style books, characterization is a little lacking. It's hard to make characters interesting when you're not sure how the player will be interacting with them. But while most of the characters are a little tropey (annoying, arrogant rival; upbeat, snarky sidekick; supportive, mysterious boss; etc.), they're still entertaining, and the Dystopian Cyberpunk world is done very well. I'd like to see some sort of internet analogue in a sequel, but that's the result of wanting more, not feeling that the story was missing something.

The one real problem I have with this story is one that I have with most Choice of Games products--no asexual option. Yes, you can turn down romance and such (after identifying as straight, gay, or bisexual), but when you do, it feels a lot like you're missing out on content. Wouldn't normally complain about this, as this game is still far ahead of most of the industry, but the dev makes a big deal about being inclusive, so I feel like making noise might be worth doing.

So, basic information:

Pros:

- Cyberpunk
- Noire
- Glory v. goodness morality system (you'll be familiar with it, to an extent, if you've played anything in the Heroes Rise series)
- Cool glowing eyes
- Gender\sexual inclusivity
- Robot bits
- Exiled science vikings, maybe?

Cons:

- No dragons
- No magic
- No weird internet

So yeah buy it.. The story itself is decent, besides a few large plot holes. But the writing, oh the writing; there are many, many redundancies. as well as things no human being would ever say. If the person who wrote this reads these please for now on focus on showing what's happening not telling. A very good book to help improve writing (Basic writing, grammar, as well as tips.) Is Steven King's On Writing.. This game is...Surprising again, you did it yet again Choice of Games, you did it yet again and I am proud.

Don't let this title fall by the wayside, be a reporter! TELL THE TRUTH OR EMBELLISH! You won't change the problems in the world but you'll certainly make impacts one way or another, also I recommend having 'The Man Who Sold The World' going at a certain point...you'll know which one.. (How i got here\trivial\skippable) I got to this game via "Choice of Robots" which positively surprised me. I got Choice of Robots via a sale and was simply interested in playing a completely text based C&C game. I really liked Choice of Robots, your coices really mattered and you were able to explore totally different stories. I think i played around 7 playthroughs of Choice of Robots, this game sadly appears to be a little different.

I managed to stop at a playtime of 115 minutes - yes i am a slow reader - before writing this little review, and at the moment I

am contemplating whether or not i want to refund the game, not necessarily because of the money, but more in order to weighten my verdict. Keep in mind that i interrupted my first playthrough and that i am thus not capable of guaranteeing anything, the far smaller amount of achievements - compared to Choice of Robots - nevertheless reflects my thoughts.

The story seems to be rather out of your hand, while you could make nearly every single decision in Choice of Robots, this game let's the protagonist or other characters take crucial decisions for you, eliminating the possibility of different playthroughs diverging significantly storywise. To elaborate what i mean i'll have to comment on one example for this, which is impossible without a mild spoiler.

The scene where i stoped and looked at my playtime:

You are making your first real investigation (it did not seem to me that the story could have diverged earlier) and interview someone who called for help, you get out and talk to your "editor" helper who wants to meet and talk about the leads you gathered. The protagonist and her helper quickly talk about where to meet and it is decided that you meet at a coffee. You can't decide differently and you still get an achievement for drinking a coffee. This just feels odd. Espacially since the consequences of meeting in the office rather than in a coffee place are talked about, instead of giving you the possibility to think about the different outcomes and make a reflected decision, changing the path the story would take.

All in all i am fairly dissapointed at this game atm, and will consider whether or not i will refund it within the next days.
. For the price of a coffee you can have a brilliantly written, gripping, and hilarious short interactive novel.

Filled with interesting characters, difficult choices, and tone so thick you can feel it oozing off of the page.. A well-written choose your own advenure that will especially appeal to anyone who enjoys the Cyberpunk genre. Very Shadowrun feel to the story itself, sans the meta-races. However, I didn't develop the same attachment to my character or the supporting cast that I did in Choice of Robots or Tin Star as examples. It might have been that as a reporter, my character was more of a story observer than a story maker. I also felt like some of the plot itself was contrived and more fed to me as a reader than something that developed through choice-based play. I consider it a decent product for its price.

This was the first title by the 'Choice of Games' that I have played, and I was pleasantly surprised to rediscover the 'choose-your-own-adventure' genre in digital form, having only encountered it previously in childrens' literature. 'Ratings War' is, however, far more comprehensively realised than most examples of it's kind on your bookshelf. Though I wouldn't discourage children from playing the game I would emphasize it's maturer writing style and suggest it's suitability for any age, according to taste.

The story itself is engaging, reasonably original and has a good sense of narrative cohesion, though now on my second run-through I'm unsure whether the choices I made had any real impact on the story itself, rather affecting other more superficial (but equally important) features. It's difficult to give a specific example without spoilers, but romantic implications, for instance, may arise that affect your gameplay.

I picked it up at £1.34 in a sale but at it's normal £3.00 price 'Ratings War' more than reasonable for an evening's entertainment. With a playtime of around 3 hours and some deal of replayability it's definitely worth a look. The free demo contains the first chapter, which I think is enough to decide for sure if this is the game for you!

To conclude, in case you haven't realised this by now, I would thoroughly recommend this game to any fan of crime fiction.. Nice little well written choose your own adventure game but compared to f.e. "Choice of Robots" the decisions you make don't feel like they impact the game as much as I would have wanted them to.

If you are new to the "Choice games" I would still recommend Choice of Robots or Choice of the Deathless over this one because they are a bit more complex and offer a bit more feedback on how your decisions impact your character stats but if you already played a couple of Choice games this is a good addition to your collection if you are into the setting.. An RPG that leaves all decisions to you. This allows for a variety of events tailored to how YOU want to play the game. Everything is included. Everything impacts. And nothing just doesn't make a difference.

By far the one of the best RPG's I have ever played.. Honestly, I liked this story a lot and thought it was well-written and entertaining.

That said, there just isn't enough content here to justify the upvote in my opinion. There was so much that could have been done with this that wasn't. It had all the makings of a really interesting epic story and in the end it felt like the writer got bored with it and shipped it incomplete.

Also apparently a couple of achievements are bugged. That's annoying as hell. The amount of programming it took to make this game and they didn't get one of the few features it has to work? Come on now.. read the entire thing in an hour with an ending that goes for only one page, at a climax. Ratings War is a story about being a reporter in a near-future setting. It's competently executed and I've recommended it to several people already. The cyberpunk theming is nice, but not deep, which I think is actually the fault of the character POV rather than the author. It isn't sci-fi to the character! The author does seem to have given thought to the implications of the technologies presented.

I can't give an unmixed recommendation, but I'm going to limit myself to one big complaint. My biggest complaint with the game is with a certain character who is both 'the cavalry' at a critical point, and then talking about throwing the PC under the bus a few pages later. Come on, that doesn't make sense. An [NPC](#) can save the day without ceasing to be an [NPC](#). "I don't like you, but I'm not letting THAT happen to you," is a thing people can be motivated by.

The protagonist herself (her by default; player can choose otherwise) is a peaceful but tenacious individual who is sympathetic in every path I've played so far. I like that decisions are typically given sympathetic treatment whether they conform to the preferences of people outside of journalism or not. People aren't villains in their own POV. (I wonder if accepting that bribe is treated sympathetically, too...) In general, the game's writing is empathetic, and save for the character I complained about in the second paragraph every character major or minor is given some footing for the decisions they make. That's pretty awesome.

Although it is not without its quirks, I recommend Ratings War as an experience.. This game is a ton of fun, I'll tell you what! You're able to customize your character pretty well and the characters are great, in my opinion, and engaging enough that it keeps you guessing. I had a hunch about one of them, but then I thought I was wrong, with the direction the story was taken. Later, I found out I was right, and it felt like I was in one of those detective shows. It's also well-written, and the universe created for it is pretty solid. All in all, it's a great deal of fun, and it's easily replayable! This is the sort of choose your own adventure game I like to see from Choice of Games. I highly recommend this game.. Well written as some sort of short polar

story, but not as a choice novel. Choices are really limited, the branching is obvious and once you made one choice you're quite of forced to stick to all choices similar to that one "skill choice" you made at the beginning. The story is very linear and there is very little differences in the writings or in the story based on your choices. Same can be told about the endings : very little variations. Well written, but not really a choice novel, more like a short kinetic linear novel. Enjoyable, but I would not recommend it because there are'nt really anything specific here and it's not free.. It's like if Adam Jensen worked for a news network, and couldn't fight for\u2665\u2665\u2665\u2665\u2665 and the whole world was even more dystopian cyberpunk than before. It's a short, sweet, to the point adventure that I heartily recommend for anyone who enjoys the Choice of Games line. I feel like there was some wasted potential in how long it took for me to complete it, there could've been more stories, more politics, but hey, for what it is, it's good. Choice of Robots will always be my personal favorite, and what I compare all their stories too. I didn't enjoy this one as much as Choice of Robots, but I can say it was very solid, despite the inherent weaknesses of the genre.. The only dark spot on this chrome is the story is a relatively short one, compared to, say, "Choice of Robots".

Otherwise a good look through the mirror darkly at our not so distant tommorow.

Traditionally cyberpunk stories are either on the side of the law, or the lawless.
Here we can see both and walk a fine line.

Good read, good interaction, totally worth the money and time spent.
Wouldnt mind a sequel at all.

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