I'm not robot

reCAPTCHA

Continue

I'm not robot

reCAPTCHA

Continue

Keep talking and nobody explodes gratis pc

Sign in to add and modify your software Continue with email By joining Download.com, you agree to our Terms of Use and acknowledge the data practices in our Privacy Policy. Keep Talking and Nobody ExplodesDeveloper(s)Steel Crate GamesPublisher(s)Steel Crate GamesDesigner(s)Allen PestalukyBen KaneBrian FetterProgrammer(s)Allen PestalukyBen KaneBrian FetterArtist(s)Chris TaylorComposer(s)Liam SauvéEngineUnityPlatform(s)AndroidMicrosoft WindowsOS XPlayStation 4LinuxNintendo SwitchXbox OneReleaseGear VR16 July 2015Microsoft Windows8 October 2015OS X14 December 2015Oculus Rift26 March 2016PlayStation VR13 October 2016Google Daydream10 November 2016Linux19 December 2017Oculus Go1 May 2018Nintendo Switch, PS4, Xbox One16 August 2018Oculus Quest21 May 2019iOS, Android (non-VR)1 August 2019Genre(s)PuzzleMode(s)Multiplayer Keep Talking and Nobody Explodes is a puzzle video game developed and published by Canadian studio Steel Crate Games.[1] The game tasks a player with disarming procedurally generated bombs with the assistance of other players who are reading a manual containing instructions. It was designed around virtual reality usage, with availability first on Android-driven Samsung Gear VR,[2] with later ports to supported devices on Microsoft Windows, OS X, PlayStation 4, and Linux; though could be played without virtual reality in some cases. An update for the game released in August 2018 removed the virtual reality requirement for these existing systems, as well as included releases for the Nintendo Switch and Xbox One. Non-VR ports for iOS and Android were released in August 2019. Gameplay The game is designed to be played with at least two players, with one player as the "Defuser", playing the game on a device (supporting both keyboard and mouse, touchscreen and gamepad controls, as well as support for virtual reality headsets), and the remaining players as the "Experts" reading the provided bomb defusal manual.[3][4] As designed, the Defuser cannot look at the manual and must rely on the Experts to instruct them; similarly, the Experts cannot see the bomb, and must rely on the Defuser to describe the bomb to them. The Experts and the Defuser can communicate with each other either directly from across a table, or online using a separate voice service. Each bomb in the game consists of multiple modules; the modules are independent of each other and can be disarmed in any order.[5] Most modules require disarming, with the bomb successfully disarmed when all such modules are successfully disarmed. Disarming these modules requires the Defuser to relay visual indicators to the Experts, who then use the manual to determine what actions the Defuser to take. Other modules are "needy": they cannot be disarmed, and demand periodic attention to prevent them from causing a strike while the bomb is still armed. Each bomb will also have a countdown timer; if the timer reaches zero, the bomb will explode. Bombs will also have a maximum number of strikes resulting from errors made during defusing (also speeding the timer), and if that maximum is reached, the bomb will also explode. Other obstacles to the Defuser include the lights in the virtual room going out momentarily, and alarm clocks that will distract the Defuser.[citation needed] Modules use complex instruction sets and puzzle-like elements to be solved, and the defusing instructions are generally conditional on the configuration of the particular module; for example, the Experts may need to guide the Defuser through a maze whose walls the Defuser cannot see, but as the manual has maps for these, the Defuser must help the Expert identify which map is currently applicable for that given module.[5] Some modules deliberately make verbal communication complicated: some use unusual glyphs that require description, other modules use words that may be homophones of other similar words ("sees" to "seas"), verbal tics ("uhhh" or "uh huh") or common words that would be otherwise used in that situation ("press" or "left") that could easily be confused during communication between Defuser and Experts.[5] Many modules have multiple stages that require the Experts to keep track of past actions as they work through each stage. Defusing some modules may also depend on the state of the bomb such as how many strikes it presently has, or external decorations on the bomb like the serial number or the presence of batteries.[5] The game is broken up into a number of predetermined levels broken up into skill groupings that set the number and types of modules, the time to defuse the bomb, and the maximum number of strikes. Each level will generate the bomb and its modules to be defused in a procedural manner.[6] Players also can create a custom challenge based on module count, time, and strikes. Development Developers Allen Pestaluky, Ben Kane, and Brian Fetter originally created the game for Global Game Jam 2014.[7][8] There, they had a few Oculus Rift development kits and wanted to take advantage of the novelty of virtual reality. Their original game, a rollercoaster ride simulator, had attracted a number of people to try it out, but the three observed that while the wearer of the headset was enjoying themselves, those waiting for their turn did not share that enjoyment. This gave them the idea of a game that could be shared alike by both a headset wearer and those watching the wearer. Though they had several scenarios in mind, the idea of bomb defusing was the most interesting as well as something they could complete during the Game Jam.[8] At the end of the Game Jam, they presented their game to the other participating developers, recording their own first playthrough of the game which they later posted to YouTube; the response both at the Game Jam and from YouTube viewers, calling the game "hilarious", led the three to realize they were on to a marketable title and developed the game for a full release.[8][6] In developing the various rules for disarming modules, these were initially created procedurally like the bombs themselves, so that they could be shifted around between various awards Keep Talking and Nobody Explodes won Game, Strategy.[17] The game also won the Excellence in Design award, and was nominated for the Seumas McNally Grand Prize and the Nuovo (Innovation) Award at the 2016 Independent Games Festival.[18][19] Steel Crate Games was nominated for the Best Debut for the game for the 2016 Game Developers Choice Awards,[20] and the 2016 British Academy Games Awards.[21] The Official UK PlayStation Magazine listed it as the third best PS VR game.[22] By March 2016, the game had sold more than 200,000 copies.[9] References ^ "Steel Crate Games". Twitter. Retrieved 9 February 2020. ^ a b c "Press Kit". Steel Crate Games. Archived from the original on 13 September 2018. Retrieved 4 October 2018. ^ "Bomb Defusal Manual". Keep Talking and Nobody Explodes Manual. Archived from the original on 30 September 2017. Retrieved 10 October 2015. ^ "How it Works". Keep Talking and Nobody Explodes - Official Website. Archived from the original on 1 February 2018. ^ a b c d "Defusing Bombs". Keep Talking and Nobody Explodes Manual. Archived from the original on 26 January 2018. ^ a b "Keep Talking and Nobody Explodes". Steel Crate Games. Archived from the original on 26 January 2018. Retrieved 11 October 2015. ^ "Keep Talking and Nobody Explodes (Oculus Rift + Razer Hydra)". Global Game Jam. Retrieved 17 October 2015. ^ a b c Graft, Kris (29 January 2016). "Road to IGF: Steel Crate Games' Keep Talking and Nobody Explodes". Gamasutra. Archived from the original on 11 August 2017. Retrieved 29 January 2016. ^ a b Marks, Tim (3 March 2016). "Keep Talking and Nobody Explodes has sold over 200,000 copies". PC Gamer. Archived from the original on 15 March 2016. Retrieved 3 March 2016. ^ Devore, Jordan (7 June 2018). "Keep Talking and Nobody Explodes will be so great on Nintendo Switch". Destructoid. Retrieved 7 June 2018. ^ Dent, Steve (10 August 2018). "'Keep Talking and Nobody Explodes' no longer requires VR on PS4". Engadget. Retrieved 10 August 2018. ^ Robertson, Adi (25 July 2019). "Awesome bomb defusal game Keep Talking and Nobody Explodes comes to phones next week". The Verge. Retrieved 25 July 2019. ^ a b "Keep Talking and Nobody Explodes (PC)". Metacritic. Archived from the original on 29 May 2017. Retrieved 29 March 2018. ^ a b "Keep Talking and Nobody Explodes (PS4)". Metacritic. Archived from the original on 18 October 2017. Retrieved 29 March 2018. ^ a b "Review: Keep Talking and Nobody Explodes". Destructoid. Archived from the original on 15 December 2016. Retrieved 19 May 2017. ^ a b "Keep Talking and Nobody Explodes review: The exact opposite of a bomb". Ars Technica. Archived from the original on 1 December 2017. Retrieved 11 October 2015. ^ "NAVGTR Awards (2015)". National Academy of Video Game Trade Reviewers. Archived from the original on 21 February 2017. ^ Nunneley, Stephany (6 January 2016). "Her Story, Undertale, Darkest Dungeon receive multiple 2016 IGF Award nominations". VG247. Archived from the original on 15 January 2016. Retrieved 6 January 2016. ^ Gamasutra Staff (16 March 2016). "Her Story takes home top honors at the 18th annual IGF Awards". Gamasutra. Archived from the original on 8 April 2016. Retrieved 16 March 2016. ^ Nunneley, Stephany (8 January 2016). "The Witcher 3, Metal Gear Solid 5 lead nominees for GDC 2016 Awards". VG247. Archived from the original on 15 January 2016. Retrieved 8 January 2016. ^ Nunneley, Stephany (10 March 2016). "Rocket League, The Witcher 3, Fallout 4, others up for BAFTA Best Game Award". VG247. Gamer Network. Archived from the original on 2 May 2016. Retrieved 10 March 2016. ^ PS VR Hall of Fame, Official UK PlayStation Magazine, Issue 136, June 2017, Future Publishing, page 108 External links Official website Retrieved from " 10/10 Una opción excelente para una noche de fiesta o juegos con los/as amigos/as. Pondrá a prueba la comunicación entre vosotros/as y tendréis carcajadas aseguradas. Irene Burn Message postés 189 Date d'inscription miércoles, 2 de septiembre de 2020 Estatus Administrador Última intervención domingo, 18 de julio de 2021 Conviértete en un auténtico desactivador de bombas y sálvate a ti y a tus compañeros de equipo antes de que acabéis todos saltando por los aires. Ojo, porque Keep Talking and Nobody Explodes no lo pondrá fácil: el encargado de manipular el explosivo no podrá ver el manual de desactivación y los demás no podrán ver la bomba, con lo que todo dependerá de que seáis capaces de comunicaros de manera clara y, sobre todo, rápida. ¡Boom! Elige quién es el encargado de desactivar la bomba: sólo una persona podrá acceder a ella y manipularla sin mirar el manual de desactivación. La cuenta atrás: no sólo tendrás que tener cuidado de no equivocarte en las decisiones, sino que también tendrás que darte prisa. Chat de voz: aunque está pensado para jugar con amigos que se encuentran en la misma habitación, también puede jugarse de forma remota a través de plataformas como Zoom o Discord. Gran cantidad de acertijos: las bombas se generan aleatoriamente y cada una de ellas es distinta. Además, la desactivación solo tendrá lugar tras resolver una serie de complicados pasos. Interfaz fácil e intuitiva: si bien los retos pueden ser difíciles, adentrarse en el juego y comprender su funcionamiento no requiere de mucho tiempo. El objetivo del juego es resolver una serie de acertijos en equipo en un tiempo limitado, por lo que cuenta con unos gráficos modestos que, no obstante, son más que suficientes para esta propuesta. Duración y modos de juego Keep Talking and Nobody Explodes es un multijugador cooperativo pensado para grupos de entre 2 y 4 jugadores, en el que cada partida tiene una duración máxima de 5 minutos. En el Modo Misión, la dificultad de las bombas irá aumentando a medida que vayáis progresando, mientras que el Juego Libre te permitirá crear tus propias bombas personalizadas. ¿Qué dice la crítica? El juego ha sido valorado en Metacritic con una puntuación de 71 sobre 100. "Reúna a sus amigos, colegas y vecinos, imprima las instrucciones y sumérjase en esta increíble experiencia cooperativa". (PLAY! Zine) Clasificación de edad Keep Talking and Nobody Explodes ha sido clasificado con la etiqueta PEGI 3, por lo que se puede considerar un videojuego apto para todos los públicos. Requisitos mínimos Sistema operativo: Windows 7 o superior. Procesador: de 1.5 GHz. Memoria: 2 GB de RAM Gráficos: compatible con DirectX 9 o superior. Almacenamiento: 1 GB de espacio disponible. Otras plataformas Keep Talking and Nobody Explodes también se encuentra disponible para macOS, Linux, iOS, Android, PS4, Xbox One y Nintendo Switch. Download Keep Discussing and Nobody Explodes at No Cost on PC - Published on October 8, 2015, Keep Talking and Nobody Explodes is still a Terrific indie game. Discover how to install and download Nobody Explodes and Discussing at No Cost on a PC in this Report. Below you will find the directions, where you are able to follow each step. Do not forget to discuss website and this post ! ABOUT KEEP TALKING AND NOBODDY EXPLODES In Maintain Discussing and Nobody Explodes, 1 participant is trapped in an area using a ticking time bomb they need to defuse. The other players are the"Experts" who have to give the directions to defuse the bomb by dividing the info found from the Bomb Defusal Manual. But there is a catch: the bomb can't be seen by the Pros, so everybody will have to speak it out! HOW TO DOWNLOAD & INSTALL KEEP TALKING AND NOBODY EXPLODES Click on the Download button or the logo below and you'll be redirected to ZippyShare. From there, click the orange'download now' button to begin the download. After Keep Discussing and Nobody Explodes is completed downloading, you need to extract the .zip file. To do that you may need the free program named WinRAR, which you may get here. Click on the .zip document and click 'Extract to Keep Nobody and Talking Explodes'. Double click theKep Discussing and no one Explodes folder and then run the exe program. Have fun and play! Do not forget because it assists to run the sport prevents errors and crashes . KEEP TALKING AND NOBODY EXPLODES FREE DOWNLOAD Click on the Download button below to begin Keep Discussing and Nobody Explodes Free Download. You should have the most recent DirectX version installed to prevent any mistakes. It's possible to get it here! Important: make certain to disable any sort of antivirus softwares in your own PC. Not doing this can cause difficulties with the sport you're installing such as errors and crashes. All of the download documents on this site are 100% clean and don't include any virusus! PC SYSTEM REQUIREMENTS Processor: 1.5 Ghz Pictures: 256MB DirectX 9 or greater Storage: 1 GB available area