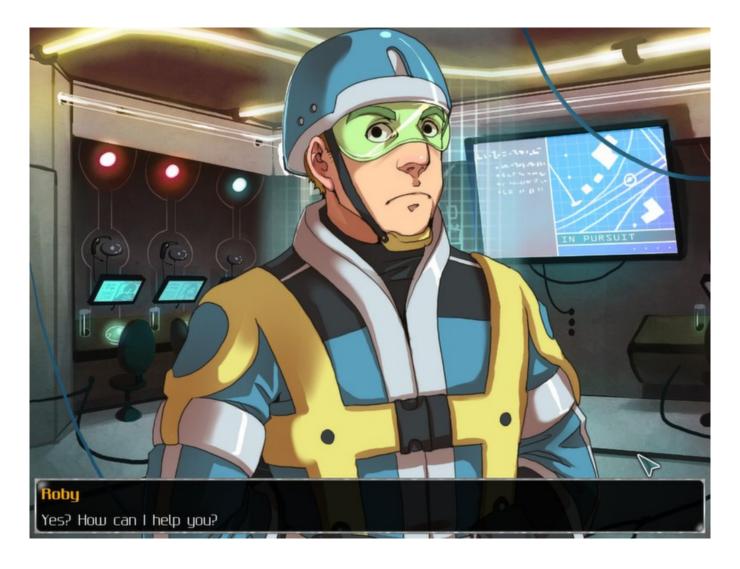
Bionic Heart FULL



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About This Game

London, 2099. The earth isn't what it used to be anymore. Incredible climate changes have corrupted the weather, causing a permanent rain on most of the Earth's surface.

You play the role of Luke Black, a 36-year-old bio-informatic engineer. He is one of the lead programmers at Nanotech, a big nanotechnology research company.

But one night, his life is changed forever when he encounters Tanya. Who is she? What does she wants from Luke?

Discover all the 24 different endings and explore all the possible paths! It's a truly dynamic adventure that will keep you entertained for hours.

The game features beautiful manga art, fun dialogue and characters relationship that will change the final outcome of the game.

GAME FEATURES

- Dark and mature sci-fi setting
- Interactive scenes and map system beside the classic visual novel gameplay
- 24 unique endings to unlock
- Optional fully voiced version available. Over 4h of voices!
- High replayability, true multiple branching plot

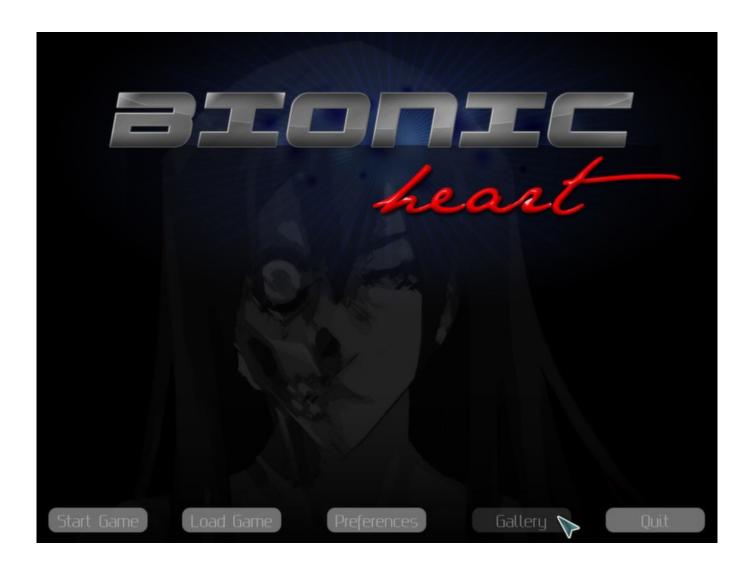
Title: Bionic Heart Genre: Adventure, Indie

Developer: Winter Wolves Publisher: Winter Wolves

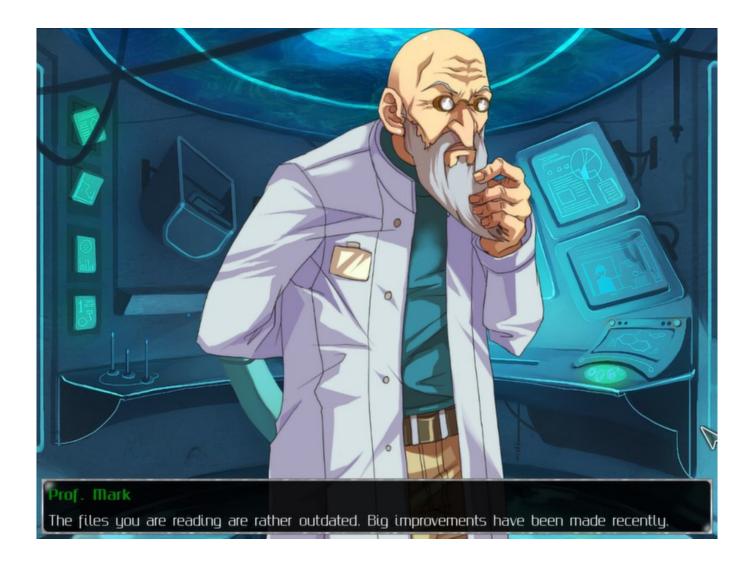
Release Date: 7 Jul, 2009

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English







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Um. I really tried liking this game, I honestly did and I have played some really hard to like games. The art might not have been to my liking but what ruined it all was the voice acting. The "in your face" moments where too many as well (not only adult stuff) and I ended up not caring a tiny bit about anyone. The story could have had so much more added to it that it felt we were just given the outline of it.

I give it 5 out of 10 for effort.. Okay so initially I was really unsure about this. I was tempted to give it a miss altogether. However I tried it out and ended up really enjoying it.

- choices are a bit more broad than I expected, not only can you choose different dialogue options but you can also choose where to go to or to avoid certain locations
- getting to an ending only takes around an hour, but surprisingly if you go back and take a different path a completely different kind of story can unfold

http:\/\/youtu.be\/fRX6viF_SrI

http:\/\voutu.be\/aTvH76MqHws

So I actually achieved three different endings. First I gave the robot away to the police, that made the game end very early on, and it was kind of lame.

----But then I started again and avoided notifying the authorities. This time the story went for much longer. Choosing between your love for your girlfriend or the robot was a prominent theme. At the end of that play-through the bad guy was apprehended, the police conveniently let the robot go, nobodies heart was broken and everybody basically lived happily ever after. It was a bit too sweet for me (okay it gave me a nice warm feeling inside lol). This ending gave me new information about the mysterious robotic woman but only enough so that it actually created more unanswered questions.

-----At this stage I had more time to play, so i went back again. I actually didn't really find more out about the robotic woman's background. In fact most of the main characters that took part in the story in my second play-through were put aside and didn't feature at all once I got to about mid-story. The game took place in a completely different location with a couple of new characters instead. There wasn't really any romance this time at all, it was more Sci-fi with a touch of horror. Some scenes were the same but it was overall quite a different experience.

Obviously the game is very simply presented with still inanimate backgrounds and characters. But I liked how the game looked visually. The only problem I had with the game\u2019s visuals was that occasionally you could see more of the character images than you should have. What I mean by this is that sometimes they are raised above the bottom of the screen and you can see that they are cut off where they should have legs. It wasn't a big deal but it was sort of an immersion breaker.

-----All the dialogue is voice acted. I thought the protagonist\u2019s dialogue was done adequately. Some of the characters spoke a bit slowly and monotonously. It seemed like they weren't as good, perhaps because it was the same voice actor attempting to create different sounding voices for a variety of character. That didn\u2019t really matter though. I really liked the voice of the protagonist's girlfriend, she sounded really convincing when she was angry.

Okay so I recommend trying this game out. There is actually a demo version. If you check out the community hub you will find information about acquiring that there. You might want to take a look at it before purchasing the full game. I found only three in endings in about two hours time. But the game allegedly has twenty-four alternate endings in total. Hopefully this means that for the \$10 price there is enough unique content to satisfy people.

Click here for my YouTube gaming channel. The story is good and the choices are fun. The voice acting isn't that great but it can be turned off. The game is short but there are 24 different endings that could be achieved based on your choices. Not the best game out there, but enjoyable.. I was pleasantly surprised by this game considering some of the complaints raised in other reviews. I give it a 7\10 officially but my enjoyment of it is closer to an 8. I'll give you my views on the cons, neutral points,

and finally the pros. I'd say if you are not typically a fan of visual novels or you aren't sure, wait for this to go on sale as I did. You can then pay full price for its sequel, something I'm considering.

[Cons]

- There are some odd audio glitches at times when you skip to the next piece of dialogue.
- Sometimes the voice acting audio sounds somewhat lower quality than the rest.
- The character sprites don't necessarily move too much and the way they zoom in and out at times can be off-putting.
- A couple of the voices are a bit on the weak side in terms of acting.
- There weren't as many sound effects as I would have liked (definitely not a deal breaker).
- Sometimes the speech sounds slightly unnatural, as if the writer is forgetting people don't talk like a book's narration.
- Minor points on routes which don't make sense unless you've played other parts. Nothing serious, just throw-away comments and the like. I'm usually grouchy about that sort of issue but it didn't bother me here.

[Neutral]

- Some people may not enjoy the fact that the game can end quickly depending on certain choices. I disliked "BAD END" for a similar reason but that game didn't seem to give you the ability to avoid dying over and over again. I had an issue with "The ORPHEUS Ruse" yet that was more because the game not only required you to complete all the routes to understand anything, many of the routes made no sense. In "Bionic Heart", you can get enough out of one of the lengthier playthroughs and then come back--likely using skip--to see what else there is to the story.
- My play-time will reflect some idling and a few frustrated attempts to follow the walkthrough. I've now seen all 24 endings and various different dialogue\/choice reactions and I can say that, despite it being a little tricky for an impatient person without a clear guide, I enjoyed the various ways the game can branch. If you are the type to only play one route, you might miss a lot of what the game has to offer and not see how interesting a few of the characters are. So only purchase if you enjoy this amount of possibilities.
- You never know what you (Luke Black) look like.

[Pros]

- Voice acting even for narration.
- I personally enjoyed the art style of this game. Helen was especially cute, as was Julia.
- The user interface was too bad at all and I enjoyed the extra functionality to this VN. Not the best out there but nothing to complain about for \u00a36.99.
- The story is interesting, I enjoy the setting, and it makes me want to find out more about 2099AD.
- The variety of endings is rather refreshing to me, even the quick ends. It's nice to see effort put in. I actually did feel emotion towards the stories as I would expect from a decent book or film.
- I didn't find the characters as flat as some people are making them out to be. If you play a few times, you'll see that, hopefully. Tom's a bit of a caricature but even he can have his depth.
- Othello.

[Conclusion:]

You could do a lot worse. As I said, it may be best to wait for a sale but I generally say that about many games. Perhaps I'm cheap. There's a demo pinned in the Discussion Area so I suppose you could try that when considering full price. I really enjoyed myself tonight. This was an intriguing and satisfying way to relax, I actually cared about the characters.. No character options. You HAVE to play an allistic man with obnoxious friends. I got as far as chapter 3, without relating to the characters.

I wanna marry a cyborg assassin chick now. Comon Tokyo get a move on *pokes*

oh yeah the game.. erm short but sweet:). We went in to this looking for some fun and adding our own "unique" flare with our voice acting skills, but when the adventure was over I can safley say we were suprised. All your decisions and locations you visit will effect your final story outcome and with plenty of different endings there is a lot of replay value here, the story is engaging and if you are as despicable as us then you will try your heart out for the human V robot three way

https:\/\www.youtube.com\/watch?v=O8D0j3DX91E&list=PLBBqCiash9d6Xn-ARWU7TiIgz4HldWczh. Poor art, worse writing with unlikeable, often oversexualized characters, forced situations, and unrealistic dialogue.. This game is the platonic ideal of "So Bad It's Good" in 2016.

The setting and backgrounds are lovingly crafted - atmospherically, this game is well crafted. The world-building is compelling and effective in a genuine way.

The characters aren't so flat so much as they are each absurd caricatures and self-contradictory when it helps progress the plot. Somehow, this and certain animations definitely not functioning the way that they are supposed to work. The character writing feels like an 11 year old boy created an erotic sci-fi fantasy thriller with an every-man Gary Stu reacting to ~wacky situations~ but driven by his moral compass and trouser-snake. Again, somehow, it works, but only if you're willing to appreciate it on this level. If that's a thing you're into, this visual novel has absolute B-Movie charm and replay value. If you are looking for a narrative that you can take seriously, look a different place, but if you're looking for a well realized execution of bad fanfiction for boyz, this is really pretty great. There will be all of the manga breasts and lulz you can ask for.. It took a little while to win me over, but midway through my first playthrough I found myself very much into the world Bionic Heart presents, wanting to know more. While most visual novels do have a tendency to focus on romance, this one is no different—but at least it also has a strong action\/mystery\/science fiction story to go along with it. The westernized art is well done. I also very much appreciate the fact there is voice acting for 100% of the dialogue. That is something that takes a lot of effort, even though it leaves me with one complaint: I do wish that they hadn't felt the need to voice-act the main protagonist's inner thoughts and feelings. During conversations and interactions with others, it's fine, but otherwise it sounds a bit awkward for the protag to literally be talking to himself. But, that's a very minor complaint everything considered.

I also love just how many multiple endings (both good and bad) there are in this game, many of them vastly different from one another. It makes you feel like you are part of a futuristic Choose Your Own Adventure. Unlike some visual novels on steam, your choices are plentiful and have a direct impact on what going on and which direction the story takes; making it a highly interactive experience. With interesting characters, an evolving storyline with varying paths, and lots of replay value, this is a fantastic choice for those curious and Vor apprehensive about the visual novel genre just as much as it is for those who already enjoy them.. Voice acting is terrible\u2026 characters, aside from the small few, sound almost lifeless, there\u2019s no emphasis where there should be or emotion. The sound quality is scratchy; each recorded voice varies in quality. I find a number of lines to be overwritten, containing unnecessary information where it could have been worded differently or simply shortened to give a better meaning, and this is coming from someone who enjoys a good lengthy novel. It gives off the feel that characters are overplaying their part. Speaking of this, I disagree having the main character read out description and scenario lines like a narrator. Throughout the whole thing was off for me, as you can\u2019t disable voice alone\u2026 so its either deal with this or play a silent game and lose the feel for it completely. The story is very slow to get into and various paths have you feeling like you're heading to one end anyway. I became more bored than intrigued within 5mins of playing and found myself ready to go play something else. I was highly intrigued by the story concept of this game but with so many elements lacking I simply cannot recommend it. This is honestly a terrible throw together of a VN. For someone who normally loves VNs and Futuristic Cyberpunk games, I thought this was a little gem, till I played it. Still if you can get it on sale it may be worth the purchase.. I gently caressed a cat and slept with a robot all while voicing my actions, observations and thoughts out loud in great detail,

10\10 Would play again

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