**THE VOICE INSIDE**  
Voice-Controlled Horror Game

**FACT SHEET**

* **Title:**  The Voice Inside
* **Developer:**        ADK Games; Germany  
  ​​                          **A**KI & **DK** (Couple)
* **Current State:**   Alpha 0.0.3
* **Release Date:**    End of Spring (Steam)
* **Price USD:**        9.99$ - 12.99$
* **Platform:**         Steam (PC, Win 10)
* **Genre:**                Indie, Horror, Puzzle
* **Language:**   English
* **Requirements:**   Windows 10, Headset
* **Contact:**     adkgames@yahoo.com
* **Website:**www.adk-games.com
* **Social:**  
  + **YouTube**<https://www.youtube.com/channel/UCkwhx5JrNwgu8T8ql9bUhEQ?view_as=subscriber>
  + **Facebook**   
    <https://www.facebook.com/The-Voice-Inside-398783047538622/>
  + **Instagram**<https://www.instagram.com/adkgames/>
  + **Twitter**<https://twitter.com/_DKProgrammer>
  + **Steam**<https://store.steampowered.com/app/1032280/The_Voice_Inside/>
  + **Discord** <https://discordapp.com/invite/b58wcy?fbclid=IwAR2gcuYYPbeKQO_PNlL6F0Kh9LH9QgNzm7swPirO-dXWWWULIRgv_kvQMd8>

**Game Description**

**The Voice Inside is an innovative voice-controlled, psychological horror game, created in a challenge, that revolves around a profound social theme, with the message to recover the values of life.**

Control your poor little and nearly blind character on a journey through different paths, by using only your voice and find the 'inner values' in form of items.  
Let 'the voice inside' guide you, as a voice from the off, to find your way out. But be careful, the enemy is close - 'Darkness' is chasing you! Be aware and keep the 'Aggrometer' low!  
There is no keyboard or controller required, you just need to give the right commands, to let your character move or perform actions in an open environment.

**Screenshots & Features**  
(Screenshot Descriptions/Features)

1. A simple & short menu will lead you through the first instructions, to introduce the speech recognition system. Give simple commands, to navigate & perform actions. The circle like 'command panel' shows your last given command.
2. Initial Scene/Intro: A poor, pitiful & nearly blind 'inner creature' is born from a heart filled with dark places inside.
3. There might be dark places in everyone's heart. What about you?Think about it. A narrative 'inner voice' will tell you something about it.
4. The world, you walk trough, is a place of a heart, filled with hatred & ignorance...
5. The darkness of 'your' heart is chasing you. Why not cover behind a mask? Even people use to hide behind them, to cover their real selfs.
6. Better stay hidden, when the darkness' is chasing you! It might be your last chance to stay alive...
7. Search for the 'guiding lights' in this dark world, to let them guide you through it.
8. Find your way out, in this dark & abstract world. But avoid loud noises (running, jumping), or the 'aggrometer'/noise bar on the right side will rise. It shouldn't reach its pitch!
9. You've made too many noises! 'Darkness' is screaming, because it has heard you.
10. There will be doors on your way out, that won't let you pass, easily.
11. Find 'key lights' to open smaller sealed doors & to reach the 'guiding lights' to make it out.
12. Look out for the 'guiding paths', they will show you the right way.
13. 'The voice inside', a voice from the off, intended to be your 'inner voice', will guide you in the first place, by telling you what to do next.
14. Relearn to listen to your intuition & let 'the voice inside' guide you through the paths.
15. Use platform lifts to reach higher places.
16. Balance your way from place to place, using the command 'sneak', or 'slow down'.
17. Move forward to reach your goal, using the command 'move'!
18. Platforms help you to move forward. But watch out & don't feel too safe up here.
19. Give the shown command (e.g. 'open'), to perform a certain action.
20. Step further on & you will enter the path to the maze of your heart. It's neither good or bad, just misleading sometimes.
21. The path to the maze of your heart is long & stony.
22. Answer questions truthfully, to enter the safe zone.
23. Safe Zone: There is a light place in everyone's heart, that feels safe!

**History/Developer**

The core team of ADK Games consists of two people of young and enthusiastic students from Germany with an ambition of creating games, born from a hobby. Together, as a couple, they intend to develop games for all the players out there, which combine old school basics with new, innovative and interesting game mechanics.  
  
DK, the head of the team, started programming 6 years ago. From a hobby to IT Studies, he began developing games, when he met his girlfriend AKI, who supports him, by creating graphics, developing stories, managing things around the game and more, although she was a newcomer & has never touched the game (dev) industry before.  
After a few years of working on two small private 2D-Projects, they wanted to enter the 3D area. Therefore, together they got the ambition to participate in a student challenge, hosted by Unity. For this reason, Aki & DK started creating ‘The Voice Inside’, in December 2018, with the predefined theme ‘Teach People Something New’ & went live with it on Steam in February 2019. The Early Access version is planned for the end of Spring.  
  
‘Let’s see where else the project is leading us’ (Aki)

**Plans**

What can be expected in the future?

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* More Content
* Multiplayer
* 1-2 Additional Chapters (free updates)
* Short Story
* (VR Version, optional)

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