***Evidence 111* is out now on the App Store and Google Play! Dive into this original, interactive audio game voiced over by international actors like Rosamund Pike and Zoë Robins!**

**Make yourself comfortable and get carried away by the thrilling detective story in *Evidence 111,* that’s now available on iOS and Android.**

**November 15th, Prague, Czech Republic.**

**If you’re a fan of audiobooks and mysterious detective stories, then the newly released *Evidence 111* game should be right up your alley. Let your ears serve as a guide and lead you through the intriguing story of Chief Inspector Alice Wells, whose fate from now on is quite literally in your hands.**

Watch the *Evidence 111* Launch Trailer [HERE](https://www.youtube.com/watch?v=qHxqapiHYVA) and feel the mysterious atmosphere of the story.

Play the free demo on either App Store (<https://apps.apple.com/us/app/evidence-111/id1550652340>) or Google Play (<https://play.google.com/store/apps/details?id=com.PlayByEars.Evidence111>) and continue your investigation in the full version available for $4.99 via in-app purchase.

The game not only offers a fantastic narrative experience thanks to performances from outstanding voice actors but also makes excellent use of 3D binaural audio technology mixed with gameplay based on intuitive swipe gestures. Combined, this all resulted in *Evidence 111* being an easily accessible experience for everybody, including visually impaired gamers.

This development approach to designing gameplay features was also one of the things that convinced [Zoë Robins](https://www.imdb.com/name/nm2049911/) (*The Shannara Chronicles, The Wheel of Time*) to get involved in the project. Here’s what the actress had to say about her part and working with Oscar nominee and Emmy-winning [Rosamund Pike](https://www.imdb.com/name/nm0683253/) (*The Wheel of Time, I Care a Lot, Gone Girl*):

“*I love storytelling, and the concept of working in this way was new and exciting for me. I like how straightforward and accessible this game is too. However, it was also quite a challenge, and the most challenging part I found was trying to navigate Alice’s constantly changing emotions, thoughts, and energy. As an actor, you’re often influenced by another person in close proximity to you, but as I was mainly performing alone, I had to heavily rely on the script and my imagination. That’s why the highlight for me was when Rosamund and I were in the booth together. Rosamund brought such enthusiasm and life to the work, which I’m sure has translated into the scenes. It’s a joy to work with her.*”

**ABOUT *EVIDENCE 111***

*Evidence 111* is an interactive audio game that draws from horror and noir stories to transform them into something fresh. It’ll allow you to dive into the story anytime, anywhere, thanks to its broad accessibility and simple controls. Whether you’re commuting on public transport or relaxing by the fireplace, close your eyes and let your imagination run free. By fully utilizing “binaural audio” – a technology mainly associated with virtual reality – the unique story of *Evidence 111* can be enjoyed anywhere and by anyone, including a visually impaired audience.

Players will get to Harbor Watch Inn – an old hotel located on the remote Cork Island, where no one is to be trusted. The game will challenge them to make more and more difficult decisions between what is right and what is easy. They will use intuitive swipe gestures to navigate through the story of Chief Inspector Alice Wells, literally holding her destiny in their hands.

***EVIDENCE 111* – THE PLOT**

It’s September 13th, 1985, in the small town of Farnham, England. Just like every Friday, Chief Inspector Alice Wells is on duty. This ambitious young woman has tried to compete with her male colleagues her whole life. Though she finally succeeds and gets promoted, the price she’s had to pay for it is tremendously high. At the age of 33, she has no real friends, no family, and only work to make her days feel less empty.

One would think that sacrificing everything for her job would mean an absolutely flawless career. That couldn’t be more wrong, as one seemingly ordinary night shift is about to prove. Answering an anonymous call from somebody who apparently knows some shameful facts from her past will put Alice’s professional integrity and her morality to the test.

***EVIDENCE 111* – MAIN FEATURES**

* An authentic, immersive experience thanks to binaural audio technology.
* A branching, decision-based story with up to ten alternate endings.
* Professional voice acting performances by Zoë Robins, Rosamund Pike, Mike Bodie, and Kenny Blyth, among others.
* Intuitive controls utilizing swipe gestures.
* Optimized for a visually impaired audience.

*Evidence 111* was developed by the Czech Play By Ears studio and is now available on iOS and Android.

More information about the game can be found on the official [website](https://playbyears.com/en/evidence-111/), [Facebook](https://www.facebook.com/playbyearsint), [YouTube](https://www.youtube.com/channel/UCn1RaQydeqfVN9aGorF-yFA/featured), and [Discord](https://discord.com/invite/vJfPKAXeQv).

The press kit for the game is available at the following link: <https://pr-outreach.com/en/game/evidence-111,66>.

**REVIEW COPIES (iOS, ANDROID) ARE NOW AVAILABLE.** To secure one for yourself, please get in touch with Agnieszka Szóstak at [agnieszka.szostak@pr-outreach.com](mailto:agnieszka.szostak@pr-outreach.com) or call +48 881 951 601. Please specify the platform of your choice.

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**About Play By Ears**

Play By Ears are three Czech developers: Tomáš Oramus, a professional sound designer, scriptwriter Vladimír Mareček, and software engineer Michal Zátopek. Tomáš had been tinkering with the idea of creating a branching, decision-based story game for a long time. He put years of experience in the film industry together with his passion for video games, and with the help of Vladimír and Michal, they’ve finally created the first version of a unique Czech interactive audio game, *Evidence 111*. The initial feedback surpassed all expectations, and the Czech version of the game proved to be a huge success, especially among the visually impaired audience. The decision to continue with further development was, therefore, a logical conclusion. <https://playbyears.com/en/>