428: Shibuya Scramble Download Highly Compressed Rar

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About This Game

A kidnapping on the streets of Shibuya brings together a hot-blooded detective, hard-hitting journalist, former gang leader, the head researcher of a big pharma manufacturer and a part-timer stuck in cat costume for a series of events each more unexpected and outrageous than the last. Can they—or the city itself—make it through the day?

Game Features

- Real Actors and Locations
  428: Shibuya Scrambleuses a mix of still photography and live action footage for a cinematic gaming experience that pulls you on a whirlwind tour of downtown Tokyo.

- Tangled Fates
  An innocent choice by one character can have disastrous consequences for another. Unravel the narrative threads, discover how they tie together and use the JUMP system to move between scenarios as five stories run in parallel.

- Easter Egg Hunt
  Sometimes the wrong decision can lead to the right outcome, or at least an amusing game over. With over 50 endings, multiple bonus modes and extra scenarios, there's more to the city than there seems.

TEEN
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ESRB

Blood
Drug Reference
Language
Use of Alcohol and Tobacco
Violence

Title: 428: Shibuya Scramble
Genre: Adventure
Developer:
Spike Chunsoft Co., Ltd., Abstraction Games
Publisher:
Spike Chunsoft Co., Ltd.
Release Date: 4 Sep, 2018

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English
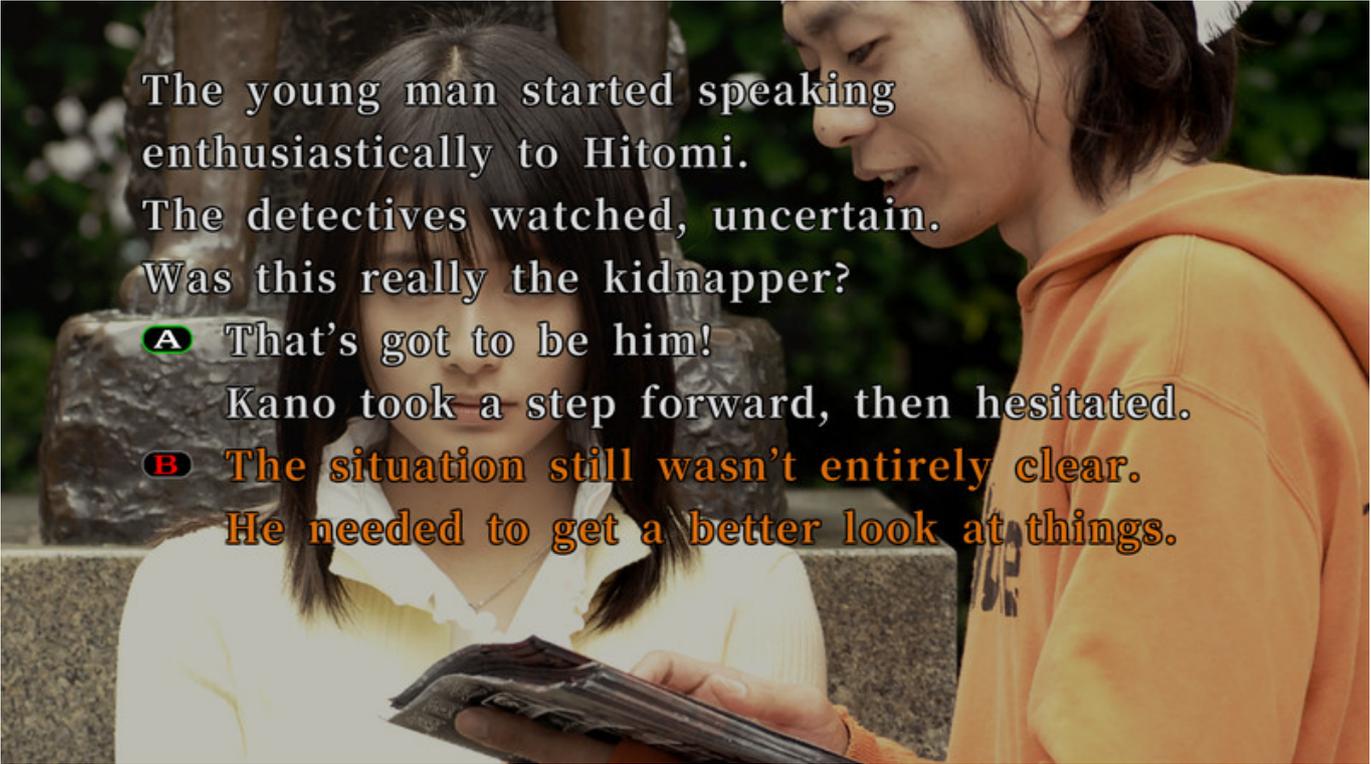
The young man started speaking enthusiastically to Hitomi.
The detectives watched, uncertain.
Was this really the kidnapper?

Ⓐ That's got to be him!
Kano took a step forward, then hesitated.

Ⓑ The situation still wasn't entirely clear.
He needed to get a better look at things.

What a masterpiece. That is all.. it's an unusual VN, unique storry telling and plot twisting. deeply relationships between characters were amazing. it has simillar system with zero escape but in different chain. spike chunsoft really good at making game like this. This VN is a definite masterpiece that shouldn't be overlooked upon, and for various reasons!

In terms of storytelling, the selling point is definitely how the concurrent timeline among protagonists is handled, as well as how the slightest changes in choices can affect others' fate while mostly avoiding being repetitive. Narrative delivery for each protagonist is just spot-on with the predicament they're facing. The comedic parts of the story are also cleverly written...though many of them can also induce feeling of discomfort at the same time when taking the stakes at hand into account (I'm looking at your bad ends, Minorikawa).

The use of live actors instead of hand-drawn 2D characters may seem strange or even off-putting at first, but it actually works perfectly with the VN; if anything, many of the scenes probably *wouldn't* have turned out as powerful if it instead went by the 2D illustration approach. Even when the shots are limited to stills or limited animation, the actors' performance really shines and synchronizes well with the writing. Playing through Tama's route, for example, really feels like watching a sitcom. Seriously, my utmost respect to the live actors and the team involved.

Nothing to say about the soundtrack except it is awesome and very fitting for the theme. The tracks also really help to bring out the atmosphere conveyed by the story when combined with both the writing and the photo stills.

My sole complaint is the text box overlay is not dark enough so reading through a few parts can be discomforting, but hey, I'll manage. Otherwise 10\/10 wouldn't shut up to tell people to play this.. Wasn't sure what to expect with this one going in since the there's not a ton of live action photography visual novels out there. To make it blatantly clear, this is not a fmv game nor does it have voice acting. You're going to be reading words while listening to the soundtrack. That said, 428 Shibuya Scramble's characters and primary gameplay mechanic are good and entertaining enough to make it a mystery\/thriller worth reading.

The gameplay is told through multiple pov's over the same time frame and requires frequent character switching to progress. The game is set up in a way that you have to reach the end of each pov's hour before you can advance the main story any further. The progression blockers in 428 consists of bad endings that you reach by making various decisions throughout each hour block. The interesting aspect of this is that a pov's decision often impacts other characters' pov and can cause them to either hit a bad end or be needed to pass a block in their hour. It's a pretty cool mechanic, though it can get annoying in the latter sections when it can be a bit hard to figure out what choices you've made wrong are blocking your progression.

Since this is a vn, story and characters and the most important aspect of the game and I'd called Shibuya Scramble a case of an average story that reads above it's weight due to the fun characters and the integration of the gameplay mechanics. Each pov has a distinct tone and while some might find that to leads to tonal whiplash, I liked how they played off one another. Also really liked how the various pov's converged at times and looked forward to how small elements of each pov would bleed into the others.

I dug the various decision point implantation in the game since even bad ends would usually lead to something interesting or bad route specific, though instances of bad ends that are seen by multiple pov's were a huge drag on the game pacing.

I loved everything about Minorikawa's pov from start to finish and others like Osawa's really grew on me. The translation is really good, too.

On the downside, the technical bits of the game are lacking. You cannnot skip text nor speed it up. Not being able to speed up text is dumb and makes no sense. I'm a quick reader and probably spent the entire time playing this furiously clicking the text display button while reading in hopes it would be display faster. It didn't.

Not being able to skip text is another incredibly dumb decision. You can skip text in a manner, but it's very limiting and frequently worthless due to how the game structures it. You essentially can skip read text in chunks, but the game decides what areas you can continue reading on. It's the equivalent of reading a book in real life but but being able to only use a bookmark at set intervals decided by the book publisher. For example, you can stop reading on page 23, but you can't start reading again from that point, you have to start reading at page 19

There's a surprisingly huge amount of post-game bonus content but unfortunately it's pretty poor across the board. Everything outside of some of the short character-specific stories is mediocre at best and most of it is a pain to unlock.

The Type-Moon story is so bad, long and different in tone to everything else in the game it's unreal. It made me look up the reasoning why something that had not an insignificant amount of effort put into it was included in this as bonus content and it turns out 428 Shibuya Scramble was something of a multi-media project and the Type-Moon story was a precursor for an anime that ran the next year, so there you go.

Most of the bonus stuff is bad and kind of hurt my enjoyment of the main game a bit since it's like an unnecessary collection of side stories that's not particular good and wasn't included in the main game for a reason but you'll probably try reading it anyway since you liked the main material.

In closing, if you like reading video game stories, I'd recommend 428 Shibuya Scramble easily. It's fun and unique and took me about 20+ hours to finish the main game and maybe about 5 more or so to finish the bonus stuff.. This is an amazing VN. The Localization is very, very good and full of amazing writing. The story is constantly pulling you left and right. The game mechanics are also really neat and make the game more engaging, and there are some really great Bad Endings (#35 is one that has particularly come to mind). At every hour, just as the game makes you think things can't get much more ridiculous, but they continue to top themselves. I'm not very good at writing reviews but this is just a really, really good VN. Even for $50 it is still very worth it, although if you're low on money and stubborn then you could just wait for a sale.
(Just so it is said, I definitely have way more than 20 hours, but I played most of the game offline and the time never actually registered on steam.)
If anybody at Spike Chunsoft is reading this, PLEASE, PLEASE, PLEASE localize Machi. If that VN is just as good as this one, if not better, then I would love to read it.. I can see why Famitsu rated this game 40\40 when this came out in 2008. I was amazed by how high the production value of the game was, because usually FMV games tend to feel low-budget. The story was spectacular, it keeps me on the edge of my seat most of the time.

I don't understand why none of my friend list have this game on their library. This game deserve more love than it has!. this game is incredible.
i cant recommend it enough if you are a fan of mystery thrillers.

get it when its on sale.. To note, this comes from the perspective of someone that does not really love the VN genre, but does like a few standouts like Ace Attorney, Danganronpa, and the Zero Escape series.

428 is a fantastic title with a unique hook. You play as 5 different characters and switch between them to further them on their paths as they intersect and influence each other, often unknowingly. Being reckless in one route might mean another characters gets stuck in a traffic jam in another, and so you'll have to figure out what everyone needs to do to get further in their story. It starts a bit slow and aimless, where you might wonder why you're even following a couple of these folks, but everything eventually comes together. Helped by fantastic music and a stellar translation, this is a visual novel even those that might not be big into the genre can enjoy.

If you've played games like "ghost trick" and any other types of mystery VN with multiple endings like "zero escape" and liked them, you'll pretty much want this in your library.. Thanks to this game, I now know Shibuya better than my own hometown!