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## Need To Know Crack Dll



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### About This Game



Watch the World.

Welcome to *Need to Know*, the surveillance thriller sim that tests your ability and integrity within the shadowy, cutthroat world of a modern intelligence agency - the **Department of Liberty**. You must spy on people's deepest secrets, pick apart their private lives, and determine how dangerous they are. You can also resist these suffocating privacy invasions by aiding underground groups in leaking data to the media. Or, you can just use all of that juicy classified information for your own personal gain. Your call.

Need to Know emphasises story, and will sculpt the crushing growth of our real-world surveillance society into a meaningful, gripping journey. It critiques the system by passing the uncomfortable (or too comfortable?) mantle of power onto your shoulders, and testing which choices you'll make. You'll laugh, you'll cry, you'll sweat bullets under the searing blaze of an interrogation lamp.

### Features

**Assignments** - To move through the game - and upwards in the Department - you must complete assignments, which require

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detecting or solving crimes. In each assignment, you spy on people, determine their guilt, and decide how best to deal with them. Missions are investigative puzzles, founded upon story, character and moral choices.

**Evidence** - Each profile will contain a person's digital footprints, from private emails to even more private text messages. Early Clearance Levels only allow you to access a target's metadata or browsing history. As you progress, you bore deeper into their lives, with geo-tracking, shopping purchases, and even psychological analysis.

**Profiles** - The Department doesn't discriminate in its abuse of privacy, so you'll encounter people from all economic backgrounds, locations, ages, and cultures. The DoL database, CodeX, is packed with citizens' profiles, with colourful biographies, human flaws, and realistic dilemmas.

**Powers** - Profile investigations will almost inevitably result in dual-choice decisions. Is the person suspicious or a model citizen? Guilty or innocent? As your Clearance Level increases, so does your authority and the breadth of your powers. Will you fuel your rise to power with searches, wiretaps, smear campaigns and abductions? Exonerate people you want to help? Or covertly undermine the Department from the inside?

**Outcomes** - Your actions lead to in-game consequences, and at the end of every mission you'll discover how your decisions affected each suspect.

**Clearance Levels** - Everything hinges upon your Clearance Level. Impress your superiors, and they will promote you to a higher level, unlocking cooler (and creepier) powers, classified information, a higher salary and prestige.

**Personal life** - Using a software backdoor, you can also access the CodeX database at home. Steal a corporation's financial data to make a stock market killing, impress matches in online dating, or help underground groups subvert the Department of Liberty. Be as altruistic or as selfish as you want.

**Chapter-based storytelling** - Gameplay intertwines with plots and subplots that extend throughout the game. Experience dystopian surveillance, but with the moral complexity of the modern world.

**Main plot** - Above all else, your primary goal at the Department of Liberty is to find the mysterious figures responsible for the initial terrorist attack. Clues for this central case are buried throughout the story, and are mapped out in your Gray Day chart.

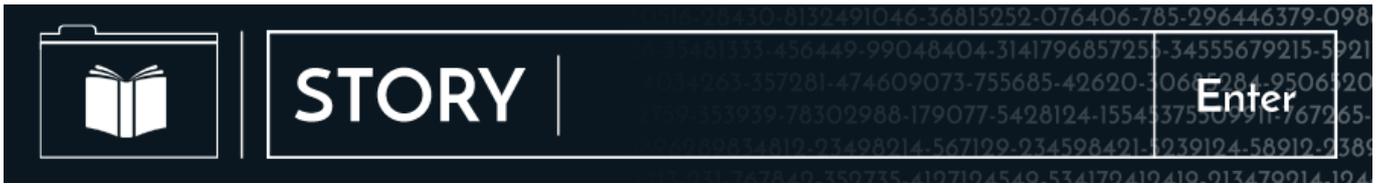
**Assets & Prestige** - As your salary grows, impress and intimidate peers with new homes, purchases, and more.

**Design** - A more clinical, traditional surveillance design is eschewed for colour and imagery. You should feel the fun and temptation associated with absolute power.



A catastrophic terrorist infiltration of nuclear power plants leads to the formation of a new and immense intelligence agency – the Department of Liberty. Its primary goals are to hunt down those responsible, and prevent further attacks. It will carry these out with unprecedented access to people's daily lives.

In Washington, the DoL grapples with rival agencies for political supremacy, combats domestic threats, and ruthlessly silences its opponents.



Join the DoL as a broke, directionless graduate. Every day you spy on people, collect their data, and determine their threat level. You have no intention of being sucked into the vortex of surveillance culture, but the deeper you go, the harder it is to escape...

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Title: Need to Know  
Genre: Adventure, Indie, Simulation  
Developer:  
Monomyth Games  
Publisher:  
Monomyth Games  
Release Date: 28 Aug, 2018

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Core i3

**Memory:** 4 GB RAM

**Graphics:** Intel HD 520 or equivalent

**DirectX:** Version 10

**Storage:** 3 GB available space

English

**DEPARTMENT OF LIBERTY**  
THE LIBERTY OF 2020

**Profile:**  
 Name: Claire Richard  
 Sex: F  
 Date of Birth: Dec 11, 1994 (Age 24)  
 Location: Miami Beach (Florida, USA)  
 Occupation: Au Pair  
 Salary: \$13,777

**CODEX Report:**  
 - Once lost \$10,000 betting on baseball  
 - Seven toes on left hand  
 - Has sympathized with Aileen Wuornos  
 - Pretends to have read literature

**METADATA RECORDS**  
1-(352)-578-5057

M Michael	SMS	1-(352)-496-5185	3X3042475	6
J Pradhan	SMS	1-(352)-423-8548	3F332917	5
R Smith	S	1-(352)-385-7863	3X36	5
J Daniel				

**CRIMINAL RECORD**

**CRIMINAL RECORD**  
**RICHARD, CLAIRE**  
 PRISONER ID: MS092736  
 HEIGHT: 5'10"

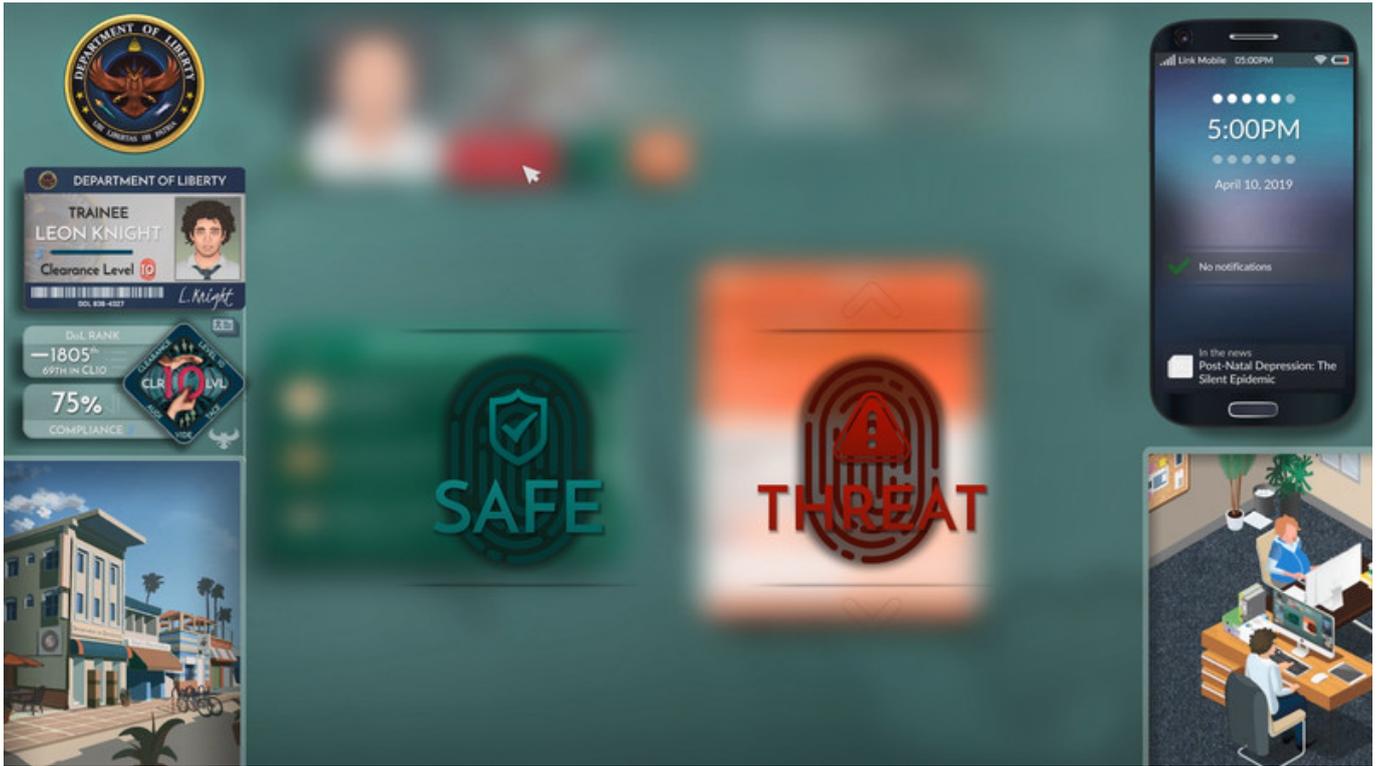
Charge: **Possession of prohibited animal**  
 Judge: *A. Schaefer presiding*  
 Account #: 00031003

Charge: **Graffiti**  
 MIDSTREAM *obar presiding*  
 Account #: 00031003

**Compliance Dashboard:**  
 DUE RANK: 1462<sup>nd</sup>  
 52<sup>ND</sup> IN CLD  
 SALARY: \$36,780  
 COMPLIANCE: 75%

**Smartphone Mockup:**  
 Link Mobile 10:00PM  
 10:00PM  
 November 13, 2019  
 No notifications  
 Sportswire  
 Astros Take 2-0 Lead

**Control Bar:**  
 ↑ SHOW DATA OF INTEREST ↑  
 Connected to f3ce:7179:8cf5::d12  
 SK v1.1.3  
 REROUTE CONNECT QUIT





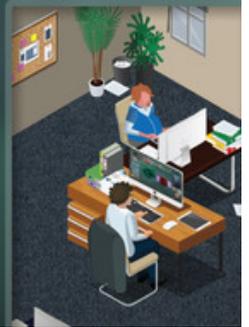
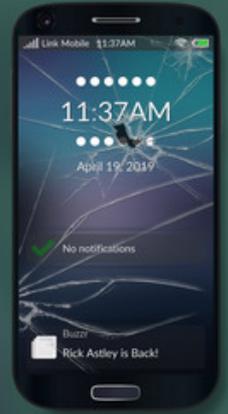
DEPARTMENT OF LIBERTY

TRAINEE  
**LOUIS WEAVER**

Clearance Level **10**

001 838 4327 *L. Weaver*

D&L RANK	COMPLIANCE
1805 <sup>th</sup> 69 <sup>TH</sup> IN CLIO	75%
SALARY	
\$21,140	



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i want to know english song. must know full stack. what you need to know about ps4 vr. do i need to know computer science for programming. everything you need to know about the x files. need to know rdr2. 10 things you need to know about iphone 8. all i need to know patch crowe lyrics. barbie island princess i need to know free mp3 download. david icke everything you need to know download. how to know when your windows need replacing. what i need to know about portable generators. need to know english words. everything you need to know about final fantasy. how to know windows 10 build number. how to know windows 7 ultimate. world needs to know hindi. things you need to know before buying a ps4. need to know you're the only one alright. must know hack. i want to know english speaking. anthem brain need to know 2. english rules you need to know. want you to know song download. words you need to know in 6th grade. all i need to know glenn jones free mp3 download. need to know about computer science. need to know least privilege. need to speak fluent english. must know hindi phrases. what i need to know to sell windows. how to know windows 10 version number. need to know mtv news. i want to know my windows 10 product key. need to know for english act. everything you need to know to get a six pack. everything you need to know about minecraft pc. must know iphone xs. all you need to know about iphone x. what you need to know to be a full stack developer. want to know product key. all you need to know about iphone 6s plus. all i need to know about english grammar. should know hindi meaning. need to know basis quote. what you need to know to pass the english regents. all you need to know about android studio. need to know how to swim to snorkel. what i need to know about iphone xr. need to know email. need to know vines. what do i need to know before final fantasy xv. need to know basis. iphone 6 need to know. how to know windows 7 cd. everything you need to know about final cut pro x. just 6 all i need to know free mp3 download. sims 4 cheats you need to know. all you need to know gryffin download. need to know quest wow. do you need to know english to become an american citizen. need to know tv show. words you need to know english. need to know about iphone xr. things you need to know before buying ps4. everything i need to know about mac cosmetics. must-know hack itunes. need to know lyrics the story so far. to know free space in linux. how to know serial number in cmd. how to know if i need windows 32 or 64. i need to know download mp3 free. what you need to know about going gluten free. pci need to know. how to know windows 7 wifi password. need to know otis junior. things you need to know about exercise. all you need to know about packing. how to know serial number of laptop. do you need to know how to draw for 3d animation. need to know excel functions

A surprisingly fun gem of a title that... if it wants to or not, teaches the players that the world is complex.

Unlike Papers Please, where if you make a mistake, you can see plain as day what you did wrong and how you can improve, Need to Know is as grey as it's central themes. There are going to be choices you have to make with incomplete information. You might flag evidence that game rejects, or ignore evidence the game was expecting you to flag- and you might do so fully believing your choice was right. There is an margin of subjectivity in this game that is wonderfully refreshing. You're not going to have all the information and you have to make choices.

For many players this might be frustrating, fully believing you made a choice and the game just disagreed with you. But that's life. Rarely does that wrong choice fully lead to a game over and the plot itself is good enough to keep me invested.

My biggest surprises is that this title isn't more well known. It's a solid game.

. Bugged uncomfortable garbage. I was looking forward to this game for a long time but I have to say it's not really what I expected. I assumed the game would be more about making your own judgement based on what data you find on someone but it's more in line with "papers, please" where they tell you a set of "rules" and you just have to tag keywords. It kinda takes the fun out of digging into suspects when you're just skimming for preset keywords like a puzzle. I played a bit more into the game and it's just more of the same. Shame.. Steam ate the review I wrote, so:

Game good. Game REAL good.

- Pretty colors!
- Attention to detail: BIG. Bring fine toothed comb!
- Writing Very Good, make me cry at least once.
- Take all time you want invading privacy! No timer!
- Have touchscreen laptop, tap thumb to fingerprint scan when starting work. Feel VERY cool.
- Gameplay consistant, but not boring.
  
- Tutorial vanish after first couple powers. Figure things out on own. :(
- Entire game chasing after details. No like checking time stamps on phone calls, spelling on names? No like game!. I really

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enjoyed this game. I played it over a week or so, and couldn't wait to get home every day so I could play it.

I ended up feeling attached to my character and her friends, which is not something you would expect during the first few hours of playthrough. Maybe it was just from being exposed to them for so long, but I liked feeling like I was actually this agent.

I have to admit that the story component wasn't amazing, but I thoroughly enjoyed the process of selecting information on the suspects. I would have liked for my character to do more activities outside of work, and to actually be able to interact with Fyre dates through more than one conversation.

I wouldn't play it more than once, as you have the opportunity to explore several endings within one game. But I was very happy with the game overall and would highly recommend it for fans of Orwell. Also, even if you're not sure about it, try to play it all the way through! Kudos to the developers!. I like these kind of games, but this one is too barebone. Not enough flesh on it, almost streamlined.

Example: one mission a friend needs to know if someone is cheating, you dont do anything other than check the persons profile(clicking it).

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Plastic Love **Translations:**

We're glad to announce four new translations of Plastic Love. Now store page is also available in Chinese Simplified, Chinese Traditional, Japanese and Korean!

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