



Newly-revealed *Evidence 111* – a detective game with accessibility features to be voice acted by Rosamund Pike and Zoë Robins!

***Evidence 111*, an interactive audio game with an international cast, is in the works. The game that can be enjoyed by everyone, including a visually impaired audience, will launch on iOS and Android on November 15th this year.**

October 31st, Prague, Czech Republic.

The Czech Republic-based Play By Ears team is about to deliver what their studio name promises. A thrilling, immersive, unique, and mainly audio feature-based detective story that can even be enjoyed by those that normally have lesser chances of enjoying video games due to sight problems or limitations.

Watch the *Evidence 111* Announcement Trailer [HERE](#) and dive into a world full of intrigue, colorful characters, and mysteries from the past.

An original game that dares to make a change in the world is something that three independent developers from the Czech Republic are bringing to life with the support of voice acting from an international cast, such as Oscar-nominated and Emmy-winning [Rosamund Pike](#) (*The Wheel of Time*, *I Care a Lot*, *Gone Girl*), [Zoë Robins](#) (*The Shannara Chronicles*, *The Wheel of Time*), and [Mike Bodie](#) (*Spectral*, *Love, Death & Robots*), among others.

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 Well, 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 is being developed by the Czech Play By Ears studio and will launch on iOS and Android on November 15th this year.

More information about the game can be found on the official [website](#), [Facebook](#), [YouTube](#), and [Discord](#).

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) WILL SOON BE AVAILABLE. To secure one for yourself, please get in touch with Agnieszka Szóstak at agnieszka.szostak@pr-outreach.com or call +48 881 951 601. Please specify the platform of your choice.

About Play By Ears

Play By Ears are three Czech developers: Tomáš Oramus, a professional sound designer, scriptwriter Vladimír Mareček, and software engineer Michal Zátpek. 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/>