
Tech Support: Error Unknown Portable Edition

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About This Game

"On behalf of Quasar Telecommunications, I am happy to welcome you in our family. You are part of our exciting new program allowing technical support specialists to wo 5d3b920ae0"

Title: Tech Support: Error Unknown
Genre: Adventure, Casual, Indie, Simulation
Developer:
Dragon Slumber
Publisher:
Iceberg Interactive
Release Date: 27 Feb, 2019

English,German,Simplified Chinese

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My feelings for this game are fairly complex. I don't want to call it BAD, per se, but I have to agree with the other reviews that are calling it "unfinished". It merits mentioning that I'm still playing it, though not as vociferously as I'd hoped when I first bought it, so I'm clearly getting something out of it, but I think that may just be because I'm a monstrous computer dork, not because of anything INHERENTLY good about it. First off, I'll say this right now: I got this because it said "Hacking" under

Tags and boy is that inaccurate. HACKNET is a hacking game. Ditto Uplink. I at least expect to use my keyboard in a hacking sim. Mind you, the gameplay loop is fine, mostly, and it's entirely done through the mouse, also fine, but it doesn't strike me as "hacking". There's even a terminal in the game, but you only interact with it through the mouse. Was rather disappointed with that. In its simplest terms, this game is Tech Support Papers Please. You get sent "tickets", which are chat windows where you try to figure out what the problem the person is having is, and you suggest solutions. The day starts when you begin with your first person, and ends at 5 PM, before and after which time freezes. I will say the days here are WAY shorter than P,P; even in the endgame, I can get through seventeen or eighteen people in one day there; here, it's tricky to get more than six or seven. What's REALLY bizarre (though I find it more amusing than bad) is that there's a time tracker in each chat window to track how long an individual ticket takes, and it moves in real time, but while seconds are ticking away there, your in-game OS clock is moving at a rate of about 1.5 minutes per second, which creates a weird paradox where a ticket claiming to take 90 seconds took me from 9 AM to 10:45. Again, not bad, but really weird. My main problem with this game is that since it's mouse-only, and conducts through a chat window, you click "Response" and then move through dropdown menus to select responses. Respond->Solution->Change Battery, for instance. Similar to P,P, your options increase and you deal with more complex problems (as well as different customer "levels", different warranties, etc), but clearly everything is semi-randomly drawn from a pool. This can create some pretty grating issues. One I encountered multiple times was "I have a problem", I hit the "What's your problem?" button, they say "my phone doesn't work." I say "how did it happen?" They respond "problems just happen". Ordinarily, people will open with "my speaker doesn't work", "I can't change my background", "my phone was stolen", my "screen is cracked", or something similar, or if they open with "it doesn't work", oftentimes their respond to "how" will tell you (e.g. "I dropped it and the screen's cracked"; "it says something about 'corruption' when I turn it on", etc), but when the two Vague Response (TM) answers come up, it's sometimes literally impossible to intuit what's going on. So you either propose solutions down the list until one of them works, or you just say you can't help and eat the ticket. This isn't super common, maybe one every two or three days, but it's obnoxious. Also, I've had more than one instance where I suggest a solution, which is the correct solution, be denied, tell them I can't help (which is sometimes the right answer), then I get a failed ticket where the supervisor says I should have suggested the exact solution I suggested. I know for a fact that VIP customers get free phone repair or phone replacement. Guy says his screen is cracked, I offer to teach him how to replace it, he says no, I verify his VIP warranty, tell him to send it to us for repair, he says no, I offer to replace it, he says no, I say I'm out of options to suggest, he disconnects and my boss tells me I should have told him to send it in for repair. I'm not entirely sure what causes this particular glitch, but it's happened more than once, so it isn't a fluke and I'd really like it fixed. The branching storylines option is pretty cool, and I'm always down with an "Evil Megacorp" storyline, but the story events in this game I found annoying, as well. When you get requests for money, you have to have the money THAT DAY, no warning, and if you don't send it, you're screwed. You don't have any overhead, either; in P,P, you had rent, food, heat, etc, and sometimes small extra purchases like gifts for family members. You don't have any rent or anything in this game; no base amount of income you need to survive. There's just a server you can go to buy upgrades for your computer. I dig that, for sure, but while the first instance of my brother contacting me for 150 dollars was pretty understandable, after a week of nothing led to me building up a substantial savings, I decided to buy some OS upgrades, and I had about \$1K leftover. Next day, my brother asks me for \$1,500, and I say I will (I can make that in a day), but the next day, there's no option on my bank to send it to him. Four days later, e-mail: "Mom's dead; don't bother coming to the funeral". Like, there can't be a couple-day span to get money to send to someone? 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If you want a really satisfying view on how it plays, check this guy out <https://www.youtube.com/watch?v=LuQVJv3y7aM> If you Have u00a38.99 to throw away, check it out but don't expect time dilation :) Hint: Enable swear mode to make it that Tiny little bit more exciting. After downloading the demo and then the game today and playing for a few hours, I have to say I like the game so far. Sadly though,

the incorrect spelling of things and customer pics which don't mesh with the correct gender in writing is annoying to say the least. Add on top of that Kamala telling you you did it wrong when her suggestion is exactly what you did. I plan to continue playing since it is fun. Hopefully there will be some patches to fix these childish mistakes. At this time I cannot recommend this game one way or another but since there is no choice but to make a recommendation I will approve for now.. Prepare for a Click Fest! Rest your arm and get that digit finger ready for the strain! 5 hours and its completed, didn't rush either. Needs a bit more features, very repetitive and The CEO can go Screw herself! If you want a really satisfying view on how it plays, check this guy out <https://www.youtube.com/watch?v=LuQVJv3y7aM> If you Have u00a38.99 to throw away, check it out but don't expect time dilation :) Hint: Enable swear mode to make it that Tiny little bit more exciting. 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Update v0.4.9 - BUGTALES : Space: the final frontier. These are the voyages of a hidden objects game. No, thats not a feature, it was a game-breaking bug and I am really really sorry for that. I usually test 2-3 scenes after every release, so I got the wrong ones this time. Some scenes had this bug that made it impossible to play, finish or even leave the game. Thanks to FeRaL [www.twitch.tv] who streamed and recorded it, so I was able to fix it quickly (this bug was there for around 3 days). I apologize to all players and hope you can still enjoy our little game.. Update v0.7.4 - Magic Forest : Hello juventurers, when I finished drawing this one it took over 4 additional months to make a beautiful, interesting and interactive scene for you. We decided to go even crazier after Lost Village and here it is: Magic Forest. It was a lot of fun to draw and a real roller coaster to implement, so we hope you enjoy this chilled and relaxing new scene Oh and by the way, the probably most wanted feature of all time is finally here: Seeing what you found last.. HIVE: Altemum Wars Dungeon Defenders Einlanzer Geek Timer The Occupation Cell Defender JuVentures UPDATE v0.10.2 - Under The Sea : Hello juventurers, the newest adventure takes our heroes and you down into the darkest depths of the sea. What awaits our heroes down there? Fishies? Some Unknown and bizarre creatures? Treasures? Or maybe. Monsters??? All of the above? There is only ONE way to find out, isnt there? Grab your diving suit and go deeper! The changelog hasnt changed so much since last time, but here is it anyway: v0.10.2 - Steam Update Under The Sea #133 fixing Rock Shelter plant white border #142 fixing typo in Rock Shelter - JujiBla. Update v0.8.2 - Nata : Hello juventurers, meet Nita's older sister: Nata. Okay, not THAT much older, more her older self.. Update v0.5.0 - Patch Runner : Hello juventurers, thank you for all the support and your feedback This update is mainly polishing and stitching together what we have done since the last patch runner. We are skipping ahead to v0.5.0, because all tickets for alpha 0.4.x are finally closed o/. So its quite a big step for us to finally finish this milestone. The patch runner list is, like the last one, not fully complete. Weve omitted boring technical stuff, so while there is even more going on, this way we get to focus on the interesting information that you, the players, will likely notice within the game. Also there are currently two new scenes in the making. We hope youre excited, we certainly are . v0.5.0 - steam update bigger font size for to find list (8 instead of 11 elements on FullHD per row) new exit screen #68 relocate main menu settings loading ring back to menu button has now a SURE dialog #77 Victory: progression (that will sadly break the save game, sorry) #31 Victory: auto-zoom out #63 new font #74 v0.4.11 - steam update cleaned up the Input (key-bindings) section of the launcher alternate zoom buttons #88 v0.4.10 - steam update credits screen can be entered loading screen (no more game freezes during level loads) Rebuild Main Menu #50 Anubias hint v0.4.9 - steam update hotfix: some scenes had no objects to find in list v0.4.8 - steam update game runs now in background (not focused) fix: Bacon behind Boobie #84 fix: bool initialisation fix: allow only one level load in parallel effects sorting layer order Objects alphabetically #82 v0.4.7 - steam update ingame picture border #39 #81 bigger MARSH images compass zoom max v0.4.6 - steam update fix: SFX-test in 1st audio settings broken v0.4.5 - steam update NEW SCENE: Marsh #79 rename HELP to HINT remove 3D frame fix: broken prefab link on Oxbow Lake - JujiBla. Update v0.6.0 - Lost Village : Hello juventurers, good things need time, so did the new scene: Lost Village, but its finally here We decided to include the patch runner in this release, so you know directly what changed since last time (at least the interesting parts, as always). There are a bunch of bug-fixes and improvements, some of those improvements were highly requested by you, the players and we didnt only hear your concerns (like other publishers and developers), we didnt stopped at listening, we changed and hope you like our little game now even more . Also: there is now a dedicated JuVentures Twitter account (JuVenturesGame) for all the amazing things that are going on in your favorite hidden object game v0.6.0 - steam update other Background for tutorial #87 Settings: Lighter click

sound - optional #100 Space Battle: added Nico, the Extinguisher (hello AltF4Games) #104 Space Battle: removed THE STROKE #106 Menu: nicer credits background fix: Flux Capacitor too loud #103 Marsh: rename Anti Invader #85 fix: the Flux Capacitor could be triggered more than once under rare circumstances #86 NEW SCENE: Lost Village #98 v0.5.3 - steam update Menu: no props behind the selection arrows on start position #96 fix Marsh: fog visible outside picture #95 v0.5.2 - steam update Menu: more JuBirthday props Settings: are now scaling with the resolution #94 - JujiBla. JuVentures Coloring book competition : Deadline: 08. January 2019 Download pictures [HERE \[www.dropbox.com\]](https://www.dropbox.com) Paint one or more coloring book pages, which medium you use for it, is up to you. Post your work on Discord or Twitter (#JuColor JuVenturesGame Jujibla). ??? Profit - The winner gets a small watercolor painting and may choose the motive. (I have the right of veto, the subject must be Twitch-ToS compliant.) Have fun! I look forward to your submissions - JujiBla

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