

I'm not a bot



12 minutes mode

Can't wait for more legends to arrive! Perfect for the Deck! Thank goodness for more cash slots. One property, one product. Find out about the fresh codes here! Let's get ready to rumble. So, you're a fan of Bleachigo we hear... Be sure to get your hands on plenty of Free Dice here! Check out the Wordle Answer for today! The developers describe the content like this: "Violence, gore, blood, sexual themes." Please enter your birth date to continue: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 January February March April May June July August September October November December 1900 1901 1902 1903 1904 1905 1906 1907 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1920 1921 1922 1923 1924 1925 1926 1927 1928 1929 1930 1931 1932 1933 1934 1935 1936 1937 1938 1939 1940 1941 1942 1943 1944 1945 1946 1947 1948 1949 1950 1951 1952 1953 1954 1955 1956 1957 1958 1959 1960 1961 1962 1963 1964 1965 1966 1967 1968 1969 1970 1971 1972 1973 1974 1975 1976 1977 1978 1979 1980 1981 1982 1983 1984 1985 1986 1987 1988 1989 1990 1991 1992 1993 1994 1995 1996 1997 1998 1999 2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 2024 2025 Twelve Minutes, the interactive thriller about a man stuck in a time loop, is filled with classic point-and-click adventure gameplay, a twisting narrative, and performances that permeate the airwaves. These areas blend to make an experience that left me with way more questions than answers. Twelve Minutes starts off with a simple concept, relive the same events repeatedly trying to manipulate both the objects and people around you. The game consists of only three characters, yourself, your wife, and the cop who is coming to arrest your wife for the murder of her father eight years ago. The only thing that changes each loop is what you choose to do. Maybe you try to attack the cop when he enters, or perhaps you hide and hope for the best. Over the years, we've been conditioned to understand time loops and how to start changing them. Your first few times around the clock will be a frantic dash to try and find everything you can interact with, and often it breaks immersion. I saw on many occasions trying to rush through the motions with the impending doom of the clock was not the way the game intends you to play. You're meant to exist in this space; take your time and learn the characters' intricacies and complexities. It's weird to think about moving slowly in a race against the clock, but it's the moments you find along the way that make Twelve Minutes something special. This is furthered by exceptional performances from Daisy Ridley, James McAvoy, and of course, Willem Dafoe. The voicework and delivery of every line hits, helping ground an otherwise mystical situation in reality. Daisy Ridley and James McAvoy have great chemistry together. Both bounce off of each other with witty comments and loving moments. It's no surprise these two bring top-notch acting to the world of Twelve Minutes. Willem Dafoe's take on the cop is mysterious, dark, and even sometimes filled with warmth. It's hard to get into without delving into specifics and spoilers, but the performances across the board are worth the price of admission alone. You're not always going to be the hero in each situation, failure is going to happen, and in some cases, failure is the key to learning more information or seeing a pivotal scene in the game. Not every puzzle in the game works; sometimes, I felt that I was making connections and pulling on threads the game wasn't ready for me to deal with. I often felt the game was trying to play catch up with me. It's frustrating when a character doesn't have a dialogue choice simply because I haven't clicked on an item the right way, but this goes back to my initial point. Take it slow, play by the rules of the game, you'll have a better experience for it. I also had a number of times in my playthrough where the main character would have a revelation he's already had, despite keeping the knowledge from previous loops. It felt strange to be having some of the same dialogue over and over like he was experiencing this moment for the first time again. The same goes for other characters. I would tell them something, and then if I clicked a different dialogue choice in the same conversation, the game would have the same revelation, only slightly different. Some of the animations of the characters can be janky as they collide with each other in the space. Navigating small rooms with a lot of interactions will do that, it doesn't break the game or make it unplayable, but it is certainly noticeable. Despite all of this, though, the main narrative hooked itself in me and didn't let up. Even days after finishing the game, I'm still thinking about the journey all of these characters have gone on, and the experience that Creator Luis Antonio crafted. Again, we won't talk spoilers here, but there are so many layers to the story, and each twist and turn will leave you wondering more. There are so many small moments to see in the game. Some push the plot forward, others exist only to show new sides of characters, but all of them feel meaningful. In a game with three characters told across three different rooms of a small apartment, the best adjective that comes to mind is intimate. The pitter-patter of the upstairs neighbor's footsteps, the loud garbled sound of someone's television. It paints a larger story in a small setting. Of course, intimacy can be dark, dangerous and reveal sides of people you would only see when their guard is down. Twelve Minutes shows all of these. Even couples in love fight and say things they might not mean in the heat of the moment, it isn't always pretty, but that's what makes it real. In fact, the game has you making a few questionable choices that left me uncomfortable. I said I wouldn't get into spoilers, but I do want to talk about one part in particular, if you don't want to know more just skip over the next paragraph. I'm going to put a content warning upfront for this paragraph that this section is about drug use. At a certain point in the game in order to progress, you must slip your wife sleeping pills, unbeknownst to her. She goes to sleep and allows you to progress a certain plot thread you need to look into while she's asleep. I feel it's important to note this because some people might be uncomfortable with having to do this, as was I. It's not a choice you get to make, but rather one that is required. Twelve Minutes' soundtrack is used sparingly and underscores crucial moments, whether it tugs on your heartstrings during an efficacious scene or is used to ignite fear in the player. The soundtrack isn't simply background noise but understands the need to kick in at the right time. It exercises restraint so that it doesn't lose its power under the right circumstances. Persuasive sweeping piano chords during scenes sent shivers down my spine and uplifted the entire scene and it. It's something I wish more soundtracks would focus on, in this case, the less is more approach was the right call. When Twelve Minutes is firing on all cylinders it will pull you along with its dark and twisted story. The performances from the cast are memorable, varied, and hold weight. It's an easy recommendation for fans of strong narrative, point-and-click adventure games, or people who just love indies. Twelve minutes is available on PC and Xbox One, and Series X|S. Review copy provided by the publisher Prox: Excellent voice performances from Ridley, McAvoy, and Dafoe A gripping narrative Interesting mechanics surrounding the time loop Cons: Some obtuse puzzles Characters reacting to the same revelation they already had in the same conversation Some janky character animations Score: 8.5 Platforms: A mobile device that meets the minimum device requirements Android phone & tablet: Android 8.0, 4GB of RAM, 64-bit processor Popular devices not supported include: Galaxy Tab A, Moto E7 Plus, Nokia G20i Phone, iPad, or iPod touch: iOS/iPadOS 15 Game category: Adventure Number of players: Single player Offline play: Yes Cloud saves: No This game doesn't use cloud saves. If you uninstall the game or play on a different device you'll start from the beginning. Content rating: See the Google Play Store or the App Store. Languages: Arabic, Chinese (Simplified), Chinese (Traditional), English, French, German, Italian, Japanese, Korean, Polish, Portuguese (Brazil), Portuguese, Russian, Spanish (Castilian), Spanish (Latin America), Swedish, Thai, Turkish. Developer: Annapurna Interactive. HiWiw: Twelve Minutes and 24bit ...It's also full of stars. One of the most beloved entries in the Like A Dragon series will be available for Nintendo Switch 2 next month. Might not be a tale worth hearing. How Does One Publish Games With Preservation at its Core? A free, puzzle-laden expansion that represents the cherry atop this delicious RPG sundae. A Modern Alternative to the GameCube Controller? Yes, the image is aimed at amusing me and one of our regulars. No, I will not apologize, especially given the alternative. Balex got his hands on the Switch 2 and let's just say he's excited! Plus the hype continues with a sit down with Kyan! We go dates and details, though let's hope for some surprises. Soundtrack CD thankfully not included. You can signal interest and maybe draw someone else in now. Another round of Capcom classics, including curiosities we didn't ask for. Will this be the first time Japan gets something with that name or do they call this Super Mario Bros 4? A Switch 2 launch title that won't put you into Default. Their conservative approach comes with familiar risk of failure. A decent run-based action game that lacks staying power. ...the "Korean Drone Flying Tour" spammers know South Korea's still in a state of war, right? That tank needs more water. With Casey out, the boys are all over the joint. We're talking a few Xenoblade Chronicles games, more Switch 2 hype, Ghost Trick, Pokemon cards... you name it. A generation-spanning saga filled with joy and rage. This is gonna be weird to talk about in early August. It's not a complete walkback of the 2023 nerf, but it is a slight buff. If you'd like to learn about the professional baseball career of the creative lead of High on Life, search for "Justin Roiland minors". Move out, instead that Kong! God bless Yuji Hori's inability or unwillingness to keep secrets. We're talking more Xenoblade Chronicles X as the hype continues to build for Switch 2! Unexpectedly hardcore for the Switch. Some of us have some LONG lists to deal with. What normally starts on the first of May is reserved for my free time. Bring order to this era where I can't order anything. Available exclusively for Netflix members. Tap and drag to escape a time-loop nightmare. This interactive thriller features the voices of James McAvoy, Daisy Ridley and Willem Dafoe. What should be a romantic evening at home with your wife turns into a horror show when a police detective breaks in, accuses your wife of murder and beats you to death. Then comes the reset. Suddenly, you find yourself returning to the exact moment you opened the front door. You're stuck in a 12-minute time loop, doomed to relive the same terror again and again... The only way to break free? Gather clues from your surroundings in real time and use your knowledge of what's coming to change the outcome. Please note that the Data Safety information applies to information collected and used in this app. See the Netflix Privacy Statement to learn more about information we collect and use in this and other contexts, including at account registration. Safety starts with understanding how developers collect and share your data. Data privacy and security practices may vary based on your use, region, and age. The developer provided this information and may update it over time. No data shared with third parties. Learn more about how developers declare sharing. This app may collect these data types: Location, Personal info and 3 others. Data is encrypted in transit. You can request that data be deleted. Ratings and reviews are verified. info_outline Ratings and reviews are verified. info_outline Super fun. You're stuck in a time loop, and keep replaying the scenario until you escape it. Item interaction is easy. Just touch the screen and slide thumb around to your item. When the item description matches what you want to interact with, remove thumb from screen. If you get stuck, several walk throughs available online. Multiple endings and many different ways scenes can play out. Looking forward to trying other projects from this developer. 74 people found this review helpful. Did you find this helpful? Flag inappropriate. Show review history. Controls suck on a phone screen. Actionable things are too small and you keep exiting out of using inventory items. UX usage should have been adapted to small screens, releasing to throw the item back in the inventory is not the way it should work because you'll always miss the intended object/area. About the inventory, that's even worse, you keep opening the notification shade, why is it at the top of the screen? Every other game has a dedicated icon on screen or a grid of items on screen. too. 30 people found this review helpful. Did you find this helpful? Riveting. However, the way the game is set up, especially with the twist in the story, this is the kind of game I could only really enjoy playing once. There are multiple endings that you can unlock according to other reviews online, however, you cannot exactly get to them without starting from the very beginning which, for me, can be really draining. Perhaps if we are given save points or we can restart at a certain level of the game (but unlock the feature only after clearing the game once). 5 people found this review helpful. Did you find this helpful? Flag Flag as inappropriate. Twelve Minutes injects a compelling time-loop mystery into a traditional point-and-click adventure game to create original gameplay that complements its story's curiosity factor. Read Review. Twelve Minutes News. Load More An intriguing mystery story told through a series of time loops. Point-and-click adventure Twelve Minutes takes place almost entirely within a small apartment, which is central to its charm but also limiting in terms of what the player can interact with. Still, the story that slowly unravels is a fairly compelling one, even if it falters a bit at the finish line. The hook, which will be familiar to those who have seen Groundhog Day or Edge of Tomorrow, is that the protagonist is trapped within a 10-minute-long time loop. With such a premise, repetition is to be expected, but the story generally doesn't last long enough to make repeated loops and mistakes too much of a problem. As with any narrative-focused title, major story beats will not be spoiled below, so read on at your leisure. One of the most advertised elements of Twelve Minutes is its star-studded voice cast, featuring Daisy Ridley, James McAvoy, and Willem Dafoe. The actors breathe life into the characters and help to make the setting and dialogue feel more real. You play as the husband, voiced by McAvoy, who comes home from work only to discover that he is trapped in an ever-repeating loop. Leaving the apartment, getting knocked out, or just waiting until time runs out (the time limit isn't visible) will all restart the loop with the husband entering the apartment once more. Ridley plays the wife, the primary character you'll interact with throughout the story, while Dafoe plays an imposing cop who stops by the apartment. The idea that speed is of the essence in each loop works against the control scheme, at least to some extent. The player controls a small cursor that can be used to direct the husband to move around, pick up or examine objects, interact with other characters, and combine or select items within the inventory at the top of the screen. Controlled via the left stick, moving the cursor feels clumsy and imprecise, with a mouse being the more obvious way to go. That said, with some practice and patience, players shouldn't have too much difficulty executing the actions they want to take, even if they need to repeat a few loops in the process. You'll almost certainly be playing the same loops over and over anyways as you try out different potential solutions for moving forward. The confined quarters of the apartment serve to increase the tension, especially from the game's top-down perspective, but they also leave little room (pun intended) for any extensive detective work or sleuthing. Instead, Twelve Minutes tasks you with taking small pieces of information gleaned from one loop into the next until you have put all the pieces together. Not including the endings, there are just over a dozen loops to complete, some being not much different from others. The satisfaction ultimately comes from figuring out how to proceed to the next loop, but also uncovering unique failure states. There is information to learn and dialogue to hear that isn't required to reach the end of the game, but unfortunately the Switch version doesn't add any extra incentive to pursue them. That brings me to my major hang-up about playing Twelve Minutes on Switch: the lack of in-game or system-wide achievements detracts from pursuing some of the hidden endings and extra scenes the game offers. Playing on Steam, Xbox, or PlayStation means you have access to lists of achievements that can make adventure games like Twelve Minutes more replayable and enjoyable, and it's disappointing that because the game doesn't have built in achievements, there's less incentive to explore it more thoroughly. I can appreciate that Trophies, Achievements, and Gamerscore aren't for everyone, but their excellent fit with narrative titles of this ilk is hard to overstate. Twelve Minutes tells an interesting story using a familiar narrative device, and the simple manipulation of time that the player can perform works to the game's benefit. While the multiple endings feel lackluster compared to some of the more poignant reveals in the middle of the plot, the strong voice acting buoy's the entire 3 to 5-hour runtime. I'm certainly happy to have played through it, but with its late arrival on Switch I also feel like I expected more from it, in terms of both quality and shock value. The fact remains, though, Twelve Minutes is a strong mystery game that fans of story-focused experiences will likely enjoy. It doesn't hurt that Willem Dafoe is a national treasure, either. Twelve Minutes gives you about 10 minutes (if you're lucky) per loop to learn something new and progress toward solving its mystery. There are a lot of ways it can go wrong and some steps require exact order and timing to complete. In this 12 Minutes walkthrough, we'll guide you through each step of solving the mystery and the dialogue choices you'll need to make. We'll walk you through where to find the pocket watch, how to not get arrested and question the cop, and guide you through the ending of the game. This isn't the most efficient way through the game, but this path will lead you to all of the information you need. You'll start the game in an elevator and emerge into a hallway (with The Shining carpet). Take a look at the paintings on the wall to your left and right. One is a painting of a bookcase with a prominent red book. The other is a painting of a flower. Those will probably be important later. Grab the fake rock from the plant to the left of your door. Open your inventory and click on the fake rock to find your house keys. Drag the house keys to your door to unlock it. Poke around in the apartment, pick stuff up, learn the layout of the apartment, and talk to your wife. The closest thing to a goal you have right now is to have dessert with your wife: Turn on the lights with the switch by the door. Grab the mugs from the table by the couch and the counter by the sink. Drag each of them to the sink to fill them. Go to the fridge and open it. Grab both plates. Set both plates and both mugs on the table. Tell your wife it's a good time for dessert. Take your seat at the table. Click on your plate to enjoy your dessert. When she gives you your present, pick it up and click on it again to open it. You'll find the baby clothes inside. Ask her why Dahlia? Play out the rest of the conversation however you want. At 12:05, a cop will show up. You'll both get arrested. Don't resist. In fact, don't click on anything while the talking happens. Your wife will reveal that the watch is in the ... Well, you're in a time loop. Let's make the most of it and start figuring things out. When your wife comes out of the bathroom and sits on the couch, walk up to her. Tell her this feels like the same day and then prove the day is restarting. When you choose what to prove with, click on the window over the sink. Wait for the thunder — you'll have to kill a little time. It happens just before 12:02. You'll have to choose what to prove with again. Walk into the bedroom, open the drawer, and retrieve the present. Walk back to the living room and pick it from your inventory to prove yourself. The rest of this loop is going to be frustrating. Run through the dialogue options to question her. Ask about the pocket watch and her father. She'll probably get frustrated and stop answering questions. Head into the bedroom and try the light switch. You'll get shocked the first time. Turn it off and on again. This time, you'll get electrocuted and knocked out. That's good to know. Open the front door and step into the hall. This time, you'll reappear confused. Walk straight to the closet to the left of the front door. Open it and step inside. Close the door behind you. You'll watch through the blinds. Don't click on anything. You'll hear your wife walk into the bedroom and get shocked by the switch. Time will fast-forward, and you'll see the cop barge in. Your wife will get arrested. Don't do anything. After some questioning, she'll say the pocket watch is in the bathroom vent under the medicine cabinet. Once the cop is gone, step out of the closet. Go through the front door into the hall to reset the loop. We've got a little more information this time, so let's see what we can learn. Walk to the counter and grab the knife or spoon from the table. Once your wife comes out, head into the bathroom. Close the door. Click on the medicine cabinet and then click at the very bottom to find the ventilation grid. Drag the knife or spoon onto it to pry it open and find the pocket watch. Open the door and head back into the living room. Talk to your wife and question her about the past ... followed by tell her you know what she's hiding in the vent. After a quick exchange, you'll need to convince her you're in a time loop. Use the present to prove yourself. There's a long conversation that follows. She'll admit to everything and tell you about the polaroid on the fridge. The cop will show up around now. Play out the loop. This time, when you reappear, head to the fridge and grab the polaroid. Wait for your wife to sit down, and go talk to her. Prove the day is restarting and then tell her what happened the night she ran away. Run through all the new dialogue options when you question her about her past. ...The loop ends the in much the same way. With all of the information your wife has given us, it's time to talk to the Cop. He's not exactly friendly, though, so we have to resort to other measures. Now, it's time to get some answers from the cop. As soon as you can, grab both mugs and the polaroid from the fridge. After you greet your wife, head into the bathroom. Close the door behind you. Open the medicine cabinet and grab the sleeping pills. Drag a mug to the sink to fill it with water. Drag the sleeping pills on top of the mug you just filled to make a mug with pills. Head back into the living room, and then into the bedroom. Turn on the switch to get shocked. Step back into the living room. Drag the mug with pills to your wife to give it to her. If you haven't yet (or even if you have), click on her book to talk about it. Wait a few seconds for the pills to kick in. She'll go lay down in the bedroom. On her way in, she'll turn off the lights and close the door. Hide in the closet and watch through the blinds. After a few seconds, you'll say "now we wait," and time will fast-forward. When the cop shows up, he'll walk in and start looking around. He'll open the bedroom door and spot your wife. He'll get electrocuted when he turns on the light switch in there. When you hear him hit the floor, step out in a closet and into the bedroom. Click on the cop (unconscious) and empty his pockets to get a revolver, two pairs of handcuffs, his phone, and a knife. Drag a pair of handcuffs from your inventory onto the cop (unconscious) to tie him up. You can ask him questions at this point, but he's not going to cooperate. Drag the revolver to his arm (or leg) to shoot him and let him know you mean business. Start running through the dialogue options to learn more about him and his relationship to the family — Ask about the watch, ask about his relationship with her father, ask about the murder charge, how do you know it was her, and why would she possibly do something like that. Ask how was her father murdered. Leave the conversation and pull the polaroid from your inventory. Drag the polaroid to the cop. You'll get a couple new dialogue options — Who could have killed her father? and Ask him about the nanny. Before the loop resets, go through the cop's phone. Read his messages and click on the phone number for Bumblebee. The call will go through, but you won't be able to talk to her. This will be useful later. We've got a lot of new information, so let's put it to use and not get arrested or killed. Talk to your wife, prove the day is restarting, and tell her what happened the night she ran away. Keep talking to her and tell her about the cop and explain the cop's connection to her father. Click on previous topic, talk her about past ..., and tell her the polaroid proves she didn't kill him. She'll go sit on the couch. Talk to her one more time. Talk about her past ... and ask about her father's affair followed by ask how her mother found out about the affair. Ask about her nanny, ask where her brother could be now, and then ask who killed your father? Chances are you're out of time at this point. The cop will show up, but he won't want to listen ... to you. Maybe there's someone he will listen to, though. Talk to your wife, prove the day is restarting, and tell her what happened the night she ran away. Grab your wife's phone out of the closet — it's in her purse next to the clothes. Use your wife's phone to call Bumblebee — you'll remember the number from when you called her from the cop's phone back in Loop 6 — and say her father wants to arrest your wife followed by say your wife is innocent. Speak to your wife and talk about the cop ... Choose let's wait for him to arrive. Time will fast-forward. When you hear the elevator ding, you'll hear the cop take the call from Bumblebee out in the hallway. Don't do anything until he rings the doorbell (if you open the door too early, he hangs up and the loop goes poorly). When he rings the bell, open the door. Your wife will take over and point him to the photo on the fridge. Listen to the cop explain everything. Your wife will hand over the watch, and the cop will give a little more information about your wife's brother. You're welcome to repeat the previous steps and tell her why her father is really doing this when you call Bumblebee. It doesn't get you anywhere, though — the cop just leaves. Instead, let's get some more answers. Talk to your wife, prove the day is restarting, and tell her what happened the night she ran away. This time, you'll mention the Monster, your wife's half-brother. Grab your wife's phone from the closet and call Bumblebee again. Say your wife is innocent. Speak to your wife again. Talk about her past ... and find more about the brother being the killer. Hit previous topic, talk about the cop ..., tell her the cop wants the watch to save his daughter, and let's wait for him to arrive. The events play out similarly this time. Wait for the phone call from Bumblebee to wrap up and then open the door. Your wife does the talking again, and this time focuses on Monster. The cop will vaguely remember the nanny's name. Something flowery. Deep breath. This loop is rough. We're going to do this loop almost identical to the previous one with one small change. Talk to your wife, prove the day is restarting, and tell her what happened the night she ran away. Head to the bedroom, open the drawer, take out the present, and open it for the baby clothes. Grab your wife's phone from the closet and call Bumblebee again. Say your wife is innocent. Speak to your wife again, talk about the cop ..., and let's wait for him to arrive. Wait for the call from Bumblebee to finish, open the door, and wait for your wife to go grab the pocket watch. After the conversation is over — when the cop mentions the nanny's name being something flowery — drag the baby clothes to the cop. You'll regain control in the middle of a conversation. Choose whichever answer you want. There's one last loop before you'll see the credits. Grab the knife (or a spoon) and wait for Her to come out of the bathroom. Get inside, close the door, and open the ventilation grid. Grab the pocket watch and wait. You'll end up in a slightly different version of the past in a slightly different conversation. You're welcome to choose either answer if you want, but to get the ending ... Don't click on either conversation prompt. Instead, click on the red book on the bookshelf along the bottom of the screen — it's the one you saw Her reading. Don't click on the conversation prompt. Just wait it out. See More: Gaming Guides PC Xbox Twelve Minutes Home - Go Back to the Home Page. ... -) Race Timers - Character Race Timers with Random Results -) Classroom Timers - Fun Timers for classrooms and meetings -) Holiday Timers - More Fun Timers - But these are Holiday Themed! -) Random Name Pickers - Probably the BEST random Name Pickers online! All Free and easy to use -) Random Number Generators - Need to pick some random numbers? - Try our Random Number Generators! -) Sensory Timers - Sensory Timers and Relaxing Timers. No numbers. No Stress. No Problems -) Dates - Countdown to important dates and birthdays around the world! Clocks - Try our range of clocks - talking, fun, just a choice of clocks! Exam Timers - Need a formal timer for an exam? 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