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## About This Game

Dr. Trolley's Problem brings the classic philosophical quandaries of The Trolley Problem to life and asks you to make life or death decisions on the fly. Explore your moral fibre in ways you never imagined (or asked for)!

Dr. Trolley is an infamous robot mad scientist from another dimension which has sequestered you in its simulation to answer the most pressing questions:

*Should humans be allowed to drive cars? Or would driving (and most other things) be safer in the hands of Artificial Intelligence?*

Along the way Dr. Trolley will probe all the classic philosophical quandaries of The Trolley Problem. You'll be asked life or death decisions on the fly. You'll explore your moral fibre in ways you never imagined (or asked for). You'll find out what your friends are made of. And you'll help Dr. Trolley decide if you're capable of making any decisions at all!

Prepare earn your PhD in Trolleyology!

This game is game made for the love of The Trolley Problem and all the weird and wonderful questions it makes you ask about yourself. We thought it would be fun to develop a platform for extending the Trolley Problem in all directions. We eventually want to collect accurate statistics about the choices people make (de-identified data, of course) so users can see what choices other people made in the strange situations the game presents. We'd also like to add new situations over time, possibly themed in interesting ways.

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Currently the game includes 50 ethical situations that last anywhere from 30 seconds to one minute each. Some situations involve reading what is presented on screen. Within each situation the player decides whether or not to act to save a character (or not).

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Title: Dr. Trolley's Problem  
Genre: Casual, Indie, Simulation  
Developer:  
Wero Creative  
Publisher:  
Wero Creative  
Release Date: 25 Apr, 2019

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**Minimum:**

**OS:** Windows 7+

**Processor:** Intel Core i5-2400/AMD FX-8320 or better

**Memory:** 4096 MB RAM

**Graphics:** 512 mb dedicated video memory card

**DirectX:** Version 9.0

**Storage:** 300 MB available space

English







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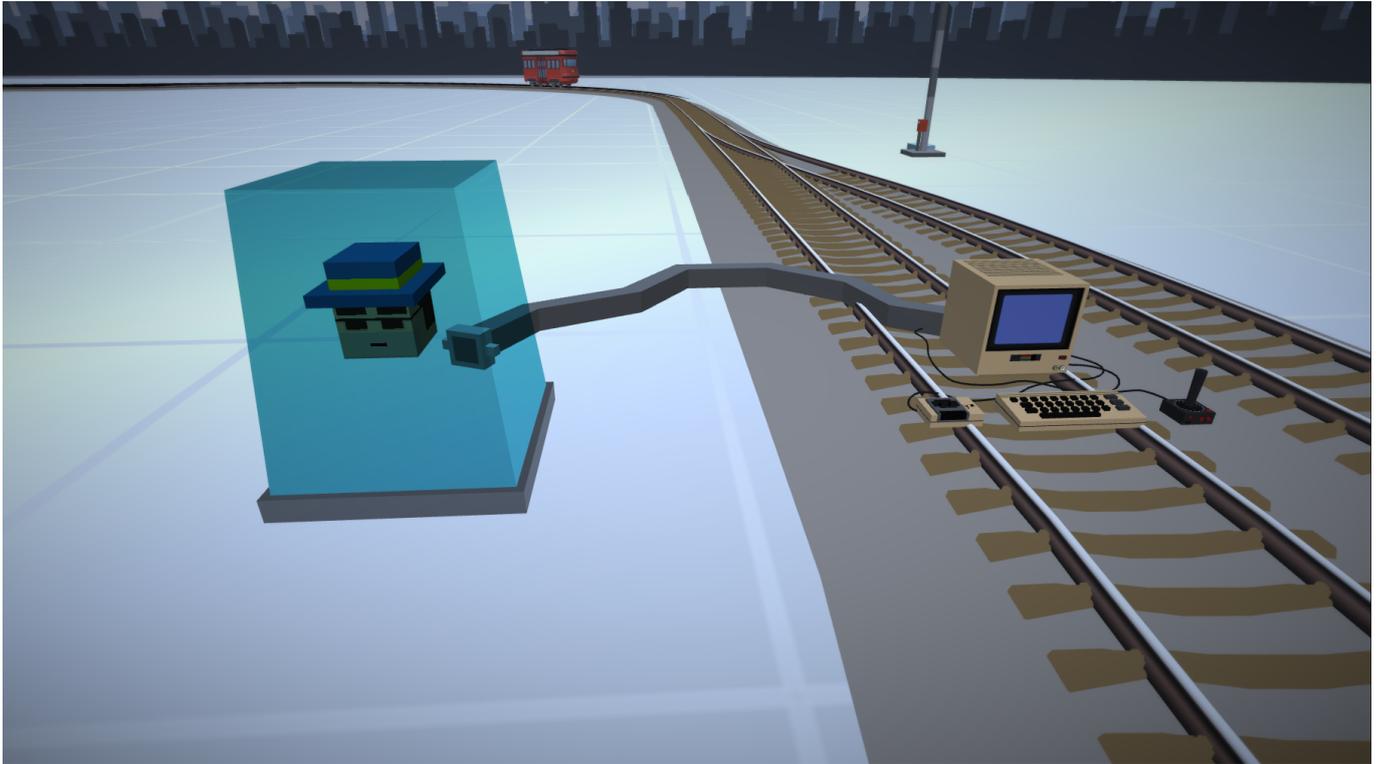
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A fun game that gets you thinking a little . Hope there's going to be more and a rating system at the end telling players " your a good guy " or " get help as soon as possible " . Could do with a speed up button so you don't have to wait once you made your decision .. This game has a great core idea and the execution is good. The main issue with the game is the lack of an "I don't care either way" option. Sometimes I just wanted to randomly select any choice as I felt they were equal.. Some of the graphics are a little primitive but everything works, it's a cool idea and it's very well-written.

I will say I'm not sure how well some of the statistics and scenarios hold up as actual ethical studies because at least a few times I made my decision based on what I thought would get the funniest response from the robot.. Pretty rough so far. Takes about half an hour to complete the existing content, resolutions are only sized for phones\tablets, sound does not respect the sound volume, assets are limited, but hey - you get exactly what it says you'll get and that's something.

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## Dr. Trolley is alive!:



## We're up on Early Access!

You can now play the first 50 situations to test how moral you think you are.

We look forward to hearing your feedback and better understanding how AI should make decisions about who to save. We have more situations planned out and we're open to hearing what situations you think we should add. If you find any odd quirks in the game please let us know so we can get on fixing it.

Remember what Dr. Trolley always says:

*"It's better to be a sentient being than a non-sentient non-being."*

Keep following us as there is more content (and bug fixes) coming!

Follow Wero on Twitter [@WeroCreative](#)

Say hi to Adam on Twitter [@MrFacePlant](#)

## . Some quick fixes:

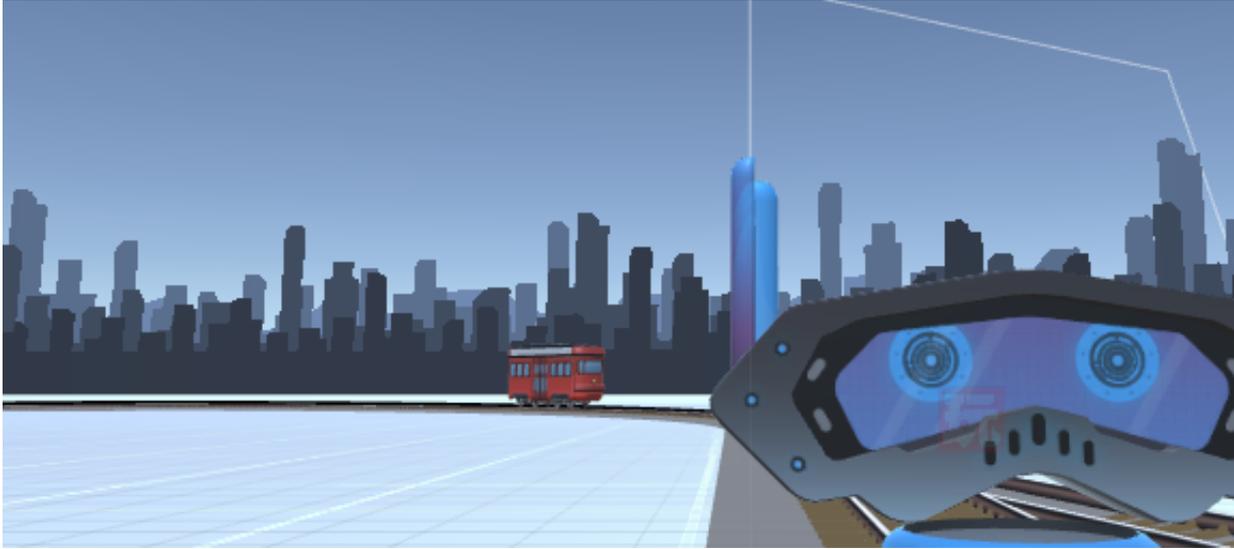
This is a subtle update which will make adding more content later a little easier. Nothing much to see here.

## Modifications

- Did a quick pass on some visual quirks
- Changed some more situation timing
- Another pass on analytics stuff
- Dealt with some invisible bugs that nobody (probably) noticed

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Keep playing - that's an order from the Doctor!. **Our first update:**



We've been out for a little over a week and thanks to your efforts we've unearthed a lot of bugs and things to modify. The Doctor's been busy!

**Fun fact:** *since release well over 1000 ghosts have spawned in the game.* Put another way, that's over 1000 beings no longer hanging out on train tracks.

This update is mostly bug fixes and some tweaking of the game. We want to get rid of as many bugs as possible before adding more situations. Not all bugs will stop more sweet, sweet, content. Tired of hearing only seven possible impact sounds? Now there are more possible impacts for your ears.

### **Modifications**

- Trees now have a special ghost (suggested by [Veav](#))
- The Love situation is now earlier (swapped situations 23 & 32)
- Music volume lowered in the mixer
- Added additional impact sounds (including one for the tree ghosts)
- Situation 50 displays a thanks for playing message
- Players get a few more seconds in situation 07, 22, & 44
- Truck is slower in situation 43
- More Dr. Trolley commentary

### **Bugs run over by the trolley**

- One music track was causing problems, so it has been removed
- Lighting in situation 50 has been improved

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- Player audio prefs *should* be saving properly.
  - Fixed a bug that caused the game to think you made a decision if you opened the menu mid situation after making a decision and subsequently opened another situation. No idea why people do this so to solve it the menu now resets the track decision.
  - Trolley could travel through blocker in situation 1, that's no longer the case.
  - Situation 1 no longer gets broken if you skip the tutorial then try to play the tutorial to return to Situation 1 in order to then keep playing the game. It's as confusing as it sounds. Let's hope it works.
  - Rejigged the analytics, stats still not working 100%.
  - Fixed some typos

Still working on the display issue around the menu and screens with high resolution.

Build 0.5.5

Feel free to suggest more changes and fixes in the [discussions](#) or [on Twitter](#).. **Coming Soon:**  
Dr. Trolley is almost ready to enter the world!

This game is still a work in progress but we can't wait to show it to everyone. It's also exciting that this is our first game on Steam.

Looking forward to hearing your thoughts on our little project.

PS  
We're aware of a couple bugs and already have fixes in the pipeline. Let us know if you run into any glitches or bugs and we'll get on correcting the problem.

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