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About This Game

Two stories, two main characters, one epic experience: in Memoria, players travel through different time periods, while following two distinct protagonists: Sadja, a southern princess who wants to be a war hero, and Geron, a bird catcher who wants to lift a curse from his girlfriend. The game combines point & click gameplay with unique magic skills.

Sadja, a Southern princess, has an unstoppable desire to become the greatest hero in history – by joining and succeeding in the biggest war Aventuria has ever seen: The war of the Mages, fought in the middle of an uninhabitable desert.

Bird catcher Geron lives almost 450 years after the Great War. Geron's eternal love, Nuri, has been turned into a crow by an evil curse. To give her back her human form, Geron needs the help of the mysterious merchant Fahi, who has magical powers. But Fahi is only willing to help Geron if he agrees to solve a puzzle which Fahi has seen in his dreams. The quest for answers soon leads to a chain of events that connects both Sadja's and Geron's stories, threatening to turn the present into a grim reflection of a long forgotten past.

Memoria combines classic point & click adventure gameplay with the features of The Dark Eye, one of the most successful RPG universes known in the fantasy world. Point & click adventure game puzzles get a unique twist by adding magical features – and a wise, talking staff. Over eight chapters, players control both Sadja's and Geron's fates, involuntarily interacting with each other and bridging over 500 years of time. Each chapter in Memoria features opulent graphics, epic locations, a thrilling fantasy crime story and a unique puzzle design that differs from chapter to chapter.

Key Features

- Epic fantasy soundtrack and high quality voiceover to draw you deep into the game
- Dive into the world of The Dark Eye, and explore mystical places such as Draconia, an ancient temple built by dragons

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- Follow the story of two unique characters through two different time periods
 - Beautifully hand-drawn 2D backgrounds and high quality 3D game characters
 - From the creator of The Dark Eye: Chains of Satinav, The Whispered World and Deponia

Title: Memoria
Genre: Adventure, Indie
Developer:
Daedalic Entertainment
Publisher:
Daedalic Entertainment
Release Date: 29 Aug, 2013

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Minimum:

OS: Windows Vista/7/8

Processor: 2.5 GHz Single Core Processor or 2 GHz Dual Core Processor

Memory: 2500 MB RAM

Graphics: OpenGL 2.0 compatible with 512 MB RAM (Shared Memory is not recommended)

DirectX: Version 9.0c

Storage: 10 GB available space

Sound Card: DirectX 9.0c compatible

English,German,Russian







A point-and-click adventure game, Memoria tells the story of two people 450 years apart: Geron, an amateur mage attempting to find a way to restore the original form of his girlfriend, trapped in the form of a raven; and Sadja, a princess determined to carve her name into history's list of heroes.

For those of us used to modern, more interactive games, Memoria may seem a little slow-paced and tedious, and at times, the puzzles seem to be of questionable quality, involving trial-and-error more than anything else (the forest is a good example). However, as a story, the game is a great way to spend a few hours, and despite its short length and simplicity, the gradual developments and revelations are well done, and should keep you wanting to find out more.

Certainly this is not a game I would recommend for the general audience, but if a good short story is your thing, then I would say this is worth its cost, and in any case will hopefully encourage Daedalic and other game developers to create more games like these.. Just a short recommendation: a fun adventure with a great storyline, nice graphics and enjoyable voice acting for the most part. I now want to play the prequel to this :) I really like the feature that allows skipping pixel-hunting by pressing space to show indicators for the items you can interact with.

The situations/puzzles are of the right difficulty level and quite logical. Only one really stalled me while I needed to figure it out because the solution was a bit more ambiguous. 8/10.

. This game excels in two fields: Story and World Setting.

Story:

If you care about story in games, than you must play this game.

I played many point and click adventures in my life, so I can compare to a lot of them, and I truly can't think of one that had a more sophisticated story. When I sat through the ending credits of this one, I was just blown away by the cleverness of the plot and particularly its ending.

World Setting:

I guess that most gamers know all the "usual" fantasy elements well - magic, dragons etc. but the world of this game presents such original ideas that it really feels special and more deep than other fantasy worlds.

I won't spoil it, I'll just say that in this game artifacts and spells do original and interesting things, that we just don't see in other games.

As for the quality of other elements of the game:

- Graphics and Soundtrack: Beautiful as you would expect from Daedalic Entertainment.

- Puzzles: I think that most of the puzzles were great and fun. There were only a few that I found to be awkward, but still most are great.

- Voice Acting: Good but certainly not the strong side of this game, although it shouldn't drive you away from it.

And lastly, just note that this game is a sequel to The Dark Eye: Chains of Satinav, which is also a great game. You can't just play Memoria without playing Chains of Satinav first.

Luckily, it's another great game, and playing through both of them will give you a great journey.. Chains of Satinav + Memoria are now one of my all time favorite point and click adventure game series.

It's a visually rich and incredibly detailed world complete with it's own lore and history.

I'm not afraid to admit I nearly found myself in tears from the plot by the end of everything.

Some of the puzzles are a bit of a stretch, and took a lot of trial and error using combinations of items that I would never have guessed. But compared to The Longest Journey's rubber duck puzzle, this game is a breeze. :)

. What a brilliant sequel to Chains of Satinav. While it started a bit slow and seemingly about two separate groups of individuals from different times, but it didn't take long to get me engrossed in the story and characters. I played the whole thing in one sitting - I just had to know what happened next.

This is a tragic love story at it's heart, and yes, I cried. You should probably play Chains of Satinav first for the backstory of Geron the bird catcher and Nuri the fairy, but you won't miss anything in terms of plot if you were to start with this one as it

tells a separate story.

If you like point & click adventure games and are after something a bit serious I highly recommend this and Chains of Satinav, and I hold these in much higher regard than some of Daedalic's other works (perhaps it's just me, but I couldn't stand the protagonist in Deponia and I felt that the characters in The Whispered World just fell flat).

These games have also got me interested in exploring The Dark Eye universe further, which is a role-playing game from Germany along the lines of Dungeons and Dragons.. The story continues from the first game before it, to get a full picture and emotional ties of what is going on your going to want to play and should play The Dark Eye Chains of Satinav, as it relates to the story and without playing it you will have no meaning to what the person is talking about. Both games are worth it. The artwork is fantastic, water colour paint drawn in detail out of a fairy tale, with every detail and item done with detail like the game before it, even conversations with NPC's, are done in detail with moving characters that come to life and shown in first person, I bring up fairy tale because that is what comes to mind, those wonderous books you read as a child come to life in this game.

Gameplay is point and click with inventory system and magic use, puzzles and events and conversations are logical and won't have you doing some abstract picaso or infinite staircase riddle that has you smacking heads and every thing mostly fits.

Voice and sound are great, coming from a european maker, you actually get the feel of medieval europe and fairy tale setting then you would from a western game,

I can find no fault in the game and everyone should own it, it reminds me of the games of old, like Syberia were story and art fuse to create something you have not played before, honestly it did what few games could do, allow me to feel like I was playing a fairy tale or reading one, something I have not felt since I was a kid. 5/5. I recommend the game to continue with the story of the first one, however I think the first part was better. At some point I got tired of puzzles that didn't make much sense (had to look up the walkthrough) so I focused on the story more than the game itself. I finished the game with the guide tired of trying things out that I wouldn't have imagined that were the right combinations (didn't make sense to me at all). The story was fine, but as I said, I preferred the first part.

Sadja al-Kedir is magnificent.

Seriously, I really love how it all ties together, and how the resolution throws a different light on everything that has happened.

The characters are varied and diverse, with their own different traits, backgrounds, goals and motivations.

Sadja is a princess, fiercely ambitious and bold, calculating yet terribly reckless - you just really have to play her story to get the full experience of this amazing lady;

Geron is literally an unsung hero, he is underestimated (somewhat justifiably), has a selfish streak and can be dense, but he has his extremely lucky moments of ingenuity and resourcefulness, few though they may be;

Bryda is the perfect mage student, top in all forms and classes, anticipated by senior academics for great things - but she is so very dissatisfied by the current state of magic - obscure, mundane and highly unexciting;

Yet, ultimately, they share a few common themes: desperate determination and loss. And that really shines through, by the end of the story.

Not to mention, it's really super to have characters who have their non-white cultural roots clear to be seen in their personalities and actions, while not falling into roles reflecting exoticism. Characters that stand out from the cast, nonetheless! And are not all-good nor all-evil! Huzzah!!

I really hope there will be more games with such good writing!! I hope daedalic will produce more games featuring characters of Sadja's ilk!!

Please playyyyyyyyy. Beautiful artstyle. For some reason the portrait animations are clunky. I got stuck on a few bizarre puzzles and had to look them up. But oh boy was that finale great. Made me happy to have played it through.

A really great point and click adventure. Can highly recommend it. Be advised, if you plan on playing Chains of Satinav then do it beforehand because this game will spoil you the ending of Chains of Satinav.. Great storyline, incredible art style, mediocre voice acting. Overall very worth the playthrough.. This game is a direct sequel to The Dark Eye: Chains of Satinav, so playing that one first is a must. Stellar writing and soundtrack; improves upon the weaknesses of the first game, better animation and puzzle design. As well as continuing Geron's story, this time you follow another main playable character: Sadja. I found hers to be the strongest storyline, although Geron and Nuri's is quite good with a lot of interconnection between the two playable characters. The artwork is absolutely beautiful, even better than tough-act-to-follow Chains of Satinav. A few of the puzzles might seem illogical, but...as to not spoil anything, I'll just say think outside the box :D

With The Whispered World sequel announced, I'm hoping something similar will follow for Memoria. Great game, try if you like point and click adventure games or if curious about the genre, start with this series.. Better story, voice acting, and animations compared to the first game of the series, which was also good. Puzzles seemed logical, with only a couple of exceptions. Memoria is a good pick for fans of high fantasy that want a casual point/click game that is more about story advancement than puzzle-solving.. Pls someone speak the incantation, so I can forget and replay this game.

Also play Memoria, thank.. Better than the first game (Chains of Satinav).

Good story that had me interested til the very end.

Minor issues with a spelling mistake here or there, and with some dialogue audio not matching the subtitles.

Some truly beautiful artwork.

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