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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

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- Dive into the world of The Dark Eye, and explore mystical places such as Draconia, an ancient temple built by dragons
 - 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







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.. Finished the game with a hole in the heart... I hate to leave the characters.

+High replay value.

+personally I think the staff has an exceptional voice acting.

+the staff.

+Scenes are beautiful.

+Relatively easy achievements.

+intriguing storyline.

+When you think about the ending, it actually makes you go "oooooh so... oh... okay. and... oh... that actually make sense! By the twelve gods I have to play this again."

-some puzzles might be tricky and exhausting, but frankly they're fun and not much trouble.

10/10 will do my great deeds with the lovely staff again.

sorry for bad english.. 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 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.. The most engaging story I've encountered in an indie game in a really long time, and that despite me not having played Chains of Satinav first (which I think would have made me more invested in Geron's story). Sadja is a fascinating character, her traveling companion is complicated in the best way, and the exploration of the importance of storytelling just pleases me to no end. Recommended to anyone who likes epic fantasy with compelling female leads.

If you're achievement hunting (or just get frustrated easily by point-and-click puzzles), you'll want to use a guide; there are a number of spots where you can get one of two different achievements depending on your approach to a situation, and there are a few others that are easily missable. If you know what to expect and save/reload in all the right places you can get 100% in one playthrough.

A note first. This game is the sequel to Chains of Satinav, and you'll not understand part of the story if you didn't play Chains first.

I finished the game for the second time just now, and I must say, this game is absolutely wonderful. Wonderful characters, story and voice acting (I played it in English).

I loved Sadja and the Staff chemistry, and I think I LOVE the Staff voice actor.

Seriously, I'd listen to him talking forever.

Play. This. Game.. 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.. Some say there are only seven story plots in the world. Most narratives tell the same story with new decorations and names. This is a story you haven't heard before. A rare treasure.. This game was amazing. The puzzles were a bit too hard sometimes, but they were solvable. The graphics are gorgeous.

And the story was absolutely amazing.

9/10. Very fun, and heart warming, it rekindles what the previous game was all about. Altho, i strongly recommend you play the first game before playing Memoria, otherwise you just wouldnt have the same relationship with Nuri if you did not play the first game. Sad ending, with a glimmy of hope.

9/10

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