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About This Game

The Moment of Silence is a classic point-and-click 3rd person adventure game set in New York City in 2044. Players step into the role of Peter Wright, an advertising executive currently heading up the Government's 'Freedom of Speech' campaign. When a heavily armed SWAT team storms his neighbor's apartment, Peter must uncover the truth behind his mysterious disappearance as he becomes drawn into the deceptive worlds of corruption and power. Fascinating, well researched visions of the near future 75 locations, designed by award-winning CG artists and more than 500 interactive screens 30 minutes of full screen video Lip synchronization using phonetic voice analysis Motion captured animation.

The Moment of Silence marries fully-rendered, animated backdrops with a traditional and intuitive adventure interface. The game mixes real-world locations with fictitious environments to create immersive and incredibly varied worlds.

The Moment of Silence offers more than eight hours of professional voice talent for heart-pounding drama that sounds as good as it looks. Traditional adventure puzzles are fused with dialogue choices and moments of high drama, putting the game on par with some of cinema's greatest thrillers, where action sequences are integrated to create a constantly challenging adventure.

Key Features

- Absolutely unique, highly immersive espionage thriller story
- Pre-rendered backgrounds with spectacular scenes and actions
- Reminiscent of The Longest Journey

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- Multiple choice dialogues
 - 35+ true-to-life 3D characters with strong biographical background to interact with
 - Fascinating, well-researched visions of the near future
 - 75 locations, designed by award-winning CG artists and more than 500 interactive screens
 - 30 minutes of full screen video
 - Lip synchronization using phonetic voice analysis
 - Motion-captured animation with real-time facial expressions

Title: The Moment of Silence
Genre: Adventure, Indie
Developer:
House of Tales
Publisher:
HandyGames
Release Date: 1 Mar, 2005

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Minimum:

OS: Windows 98 / ME / 2000 / XP / Vista / 7 / 8 32 or 64 bit

Processor: 800 MHz Intel or AMD

Memory: 256 MB RAM

Graphics: DirectX compliant video card with 64 MB VRAM

DirectX: Version 8.1

Storage: 4 GB available space

Sound Card: DirectX compatible card

Additional Notes: Might not work on Windows 10

English,German,French,Italian,Czech,Polish,Russian





Currently worth about 5 bucks at most compared to what other games are offering. I was looking forward to this one, but I find the AI/punching mechanics to be worse than Thrill of the Fight or Drunk'n Bar Fight. Both of these games have more to them anyway. Both of those games offer a better experience as far as boxing/punching goes and they are priced about 50% cheaper.

In the current flood of VR titles, \$20 is simply way too much for what this game offers. 10 more dollars and you can get Arizona Sunshine. Something is wrong with that.. One of it's kind! However the learning curve is pretty steep and some levels just seem impossible.... LAAAAAAAAAAAAAGGGGGG lag and more lag if it isn't fixed it is unplayable atm. Now add in a flame thrower, skinable animals, proper crafting and you'll have you're self a real far cry bootleg.. its a good game . When you take the joke too far.. More great content for one of the finest strategy games available on Steam.

I played through the game three times and overall wasn't all that impressed. I experienced multiple bugs that either dampened the gameplay or didn't allow me to progress at all. This would have been worth the time spent if it was free, but paying \$5 is a little much for a buggy game with a weak narrative and an unenthused bad guy. Hopefully the can fix this game, maybe then I'd give it another shot.. It may look like just another cutesy retro platformer designed to provide a brief dopamine hit of nostalgia, but MagiCat is surprisingly deep.

Getting the three gems on each level requires equal doses of platforming precision and strategic thought, and the latter can often be fairly tough (moreso than I was expecting). I'm 7 hours in, only about halfway through, and the game is still humming along - my initial reaction to seeing the screenshots was that this game would provide about 5 hours of entertainment max before it either ended or became too boring to continue.

I'm often pleasantly surprised by the way MagiCat consistently introduces new mechanics and concepts, rather than drive the existing ones into the ground. Hats off to the dev for keeping things fresh while still providing a healthy dose of familiar and comfortable tropes from classic games like Super Mario World. Great bang for your buck here.. an original game that gives you good vibes. The controls are sluggish.

The campaign has really weird difficulty progression.

Some of the abilities are effectively pointless.

And it is horribly buggy.

It was probably worth the 50p sale price but only just.. Really lovely train! I give it a 10/10.

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