
Memoria Activation Code [serial Number]



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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







Really great game that was sitting half finished in my steam library way to long. Once I got into it again after a long pause I could not help myself but finish it within a few sessions. I am regretting that I had a long pause between the first and second half of the game. Really recommend this game to be played in a few long sessions for maximum immersion into the story.

Of course you should play the prequel first as the story is heavily based on chains of satinav (which is also very good).

The game has a nice scenerie, a good soundtraick, fair voice acting and a fantastic story. So if you fancy a good fantasy adventure I really recommend playing this game (and the prequel).

I hope there will be a third entry of the series.. Great storyline, incredible art style, mediocre voice acting. Overal very worth the playthrough.. Dear narrator, your voice has stolen my heart, I could hear you speak forever ♥. While there were some parts that I enjoyed, overall, I was really disappointed with this game for 3 main reasons:

1. The story was contrived, convoluted, and uninteresting. This is the sequel to "The Dark Eye: Chains of Satinav", a game that I liked so much, I started a new playthrough immedately after finishing it. Where "Chains of Satinav" has charm, a smooth-flowing story, and characters that are fleshed out and relateable, "Memoria" feels bloated and tedious. There are so many plot points pulled out of nowhere, I was constantly struggling to follow along and keep track of what the Hell was actually happening. This game expects you to have a photographic memory and miniscule, forgettable details often turn out to be crucial plot points.

As an embarrassing example, towards the end of the game, an NPC solves a riddle that's been present the whole game and proclaims "It's so obvious!" - in that coversation you are TWICE given the option of saying "I still don't get it".

2. The puzzles were crap. Full disclaimer, I usually hate these kinds of point-and-click puzzle games, I just don't have the patience. BUT as I mentioned before, I thought "Chains of Satinav" was great. "Memoria" has some of the most ♥♥♥♥♥♥♥♥t, unintuitive, just-gonna-start-randomly-combining♥♥♥♥♥♥and-see-what-happens puzzles I've seen. About halfway through chapter 2, I said screw it and opened a walkthrough on my phone, because the solutions are just so nonsensical, and I didn't want to waste time faffing about.

Another embarrassing example is when the game puts you in a foggy forrest maze, and after 5 minutes, a "Click Here To Skip This Maze" button appears in the upper-right corner.

There's one puzzle where the solution is to COMBINE a SWORD with a SHURIKEN.

And then you STICK A MACE INTO THE SWORD'S SCABBARD.

WHAT

3. Performance is terrible. This game should be running at 1000 FPS, every scene is a static backdrop with maybe 1 or two moving characters.

AND YET

A N D Y E T

The amount of stuttering and FPS drops (down to 15 sometimes!!!) was just totally absurd, there is no excuse for such a straight-forward game to be so poorly optimized. On a better game this would be a minor gripe, but because of how tedious the story and puzzles are already, the technical problems become much more noticeable and irritating. "Chains of Satinav" had the same problem, but NOWHERE near this bad.

As I said, I really liked the prequel game, "Chains of Satinav", and was ready to love this one too, but I'm probably never installing it again.. This is the part 2 of Chain of Sativna. So whoever wants to play Memoria, I recommend to play Chain of Sativna first.

For this game, there was no problem with the mouse anymore. The plot twist is nice.

SPOILER ALERT

Okay, if you haven't played, you should not continue reading. But dude, I bought this game like 1-2 years ago, and just play recently. The reason after Chain of Sativna, I reviewed that "this is not happy ending". Another Steam user commented on my review and told me "Memoria has better ending".

I don't think so. The ending, whether which one I choose, still depressing af. Like, really...Also, I expect a third part that Geron and Nuri can have an adventure together. I don't think there will be. (If there is, tell me). I think the next part will be about the return of the princess.

;-; I just finished the game, I will go lay down and cry a lot for a while.

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.. 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.. 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.
. Great game.

Great story, great art, great characters, great voice acting. I was sad to see the game end. It's of proper length and it has a satisfying ending and I hope it will get a sequel because I got attached to the main characters and would love to see (and hear) them again.

It has varying forms of puzzling which never bored or frustrated me. I glanced at a walkthrough a few times to hasten a few things up which I didn't get right too soon, but I believe everything is solveable perfectly fine if one isn't in a hurry and maybe uses a pen and paper to sort some stuff.

A good thing: Throughout most parts of the game you can press a button to have things you can interact with in the world get highlighted. It helps those who don't want to look for "hidden items". It's not mandatory so those who love getting their full classic adventuring way can have it just as well. There is also a "combination helper" that, when enabled, puts a glow on your cursor when you hover with one item over another or over a spot in the world which it interacts with (though it seems towards the end it is sometimes isn't working fully either, intentionally or by accident).

The story could have some logic loopholes, but I need to think some details over because things can get convoluted with various characters looking differently at events throughout different timelines and sharing their (un)knowing amongst each other.

A downer: The English text and English voice acting aren't always aligning. Sometimes something is said but something else is written. In a few instances I had text or voice lines appear from previous scenes that made absolutely no sense in the scenes I was in at the time. One line (well, it was just one word, but still) was skipped away quickly even though I didn't press any button at all. There is a background journey "log" of sort you can look up and I noticed one text part not existing at all in the English version (it isn't just lacking translation - it's really simply missing, you get an empty subwindow when you try to read it in English language). These things don't happen too often, but they aren't exactly rare either.

However it's possible the English voice acting is better than than the native one. I played the game in English because I'm used to that but glanced at the German version because the developers are from Germany: It's by no length bad but in direct, short comparison I liked some important characters better English voiced. But I could be biased because, as I said, I played it mostly in English.

I noticed a specific scene that has significantly deviating English lines. The basic idea is still there, but there are some

implications which are more direct in the German version. Could be that it's different in English because these are sexual implications. I hope the English version didn't shy away from the German original too often like this because as much as I like this game I don't think I'm gonna replay it in German anytime soon.

Also, that journey log - it looks kinda nice, but it's not very handy to use. It's a wall of images that get added over the course of your journey with some logical lines connecting to the images back and forth. You click on these images and lines and get some info on what happened (which is appreciated because the story can be confusing at times). However some parts of this image wall one may look over accidentally because there aren't always clear cuts between the images and connecting lines.

It won't hurt to know the prequel "Chains of Satinav". The title "Memoria" is unfortunate as it should be "The Dark Eye 2: Memoria" to make clear that things happened before. This is an independent story, but one of the main characters and his female companion clearly had a long journey of their own before this, there are some references to events that happened back then one may understand and relate to better when having played the prequel first. I can't tell right now because I haven't played Chains of Satinav yet. The English voice acting is very great at showing that these two feel a lot for each other and went through a lot together, though, so it could be very well a positive aspect because it wants me to play Chains of Satinav soon.. This game was just as fantastic as the prequel. Some of the puzzles were a bit more obnoxious (the tower/crystal puzzle), and almost thought I was stuck in a bug once but luckily it wasn't. These games remind me of the longest journey, with surprises at every turn and an immersive story. I'm just sad that it's over... it was shorter than Chains of Satinav.. 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.. 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.. Wonderful immersive game! The voice acting was very good and the story + artwork were interesting enough to keep me delighted throughout the whole thing! The puzzle aspect wasn't too hard, but at times it left me thinking for longer than I'd like to admit. Would definitely play again!. In my opinion this was a really enjoyable and great point and click adventure game, and I fully recommend it to anyone that likes the genre.

Following two storylines, with Geron and Nuri's tale working as a framing device for Sadj'a's adventure, which is the real focus of the story. You might get a bit more out of the game if you have played The Dark Eye: Chains of Satinav, since then you have played out the background story between the bird catcher and his love, but I wouldn't say it is required to understand what is

happening at all.

The new character Sadja was much more interesting to me than Geron. And I greatly enjoyed each and every part with her. Driven and ambitious, but still with a softer side that she usually kept hidden. Her character and story is a mystery that is slowly uncovered through the journey. Geron has a simple and clear goal, that makes it easy to sympathize and understand him. Which also means we don't have to explore his character so much to understand his actions and motivations.

The story had several turns that I didn't see coming, and I was engaged through the entire experience. Because Geron isn't the brightest kid on the block, you might figure something out a bit before him in the story and dialogue, but not so early that you end up facepalming. There are also a few funny moments in this otherwise slightly dark tale, some of my favorite being dialogue between Sadja and her companion through most of her story.

The puzzles were good, and for the most part not too difficult. I got through a lot more of the game without needing a guide than I did in Chains of Satinav. And there are a lot of magical spells to add an additional element to puzzle solving. With Geron and Sadja gaining access to different forms of magic through their journey.

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