
Silence Ativador Download [hacked]



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About This Game



War rages on. During an air raid, 16 year old Noah and his little sister Renie seek shelter in a bunker. There, not only are they protected from the deadly bombardment, but are also at the crossroads of a world between life and death: Silence. When Noah's sister gets lost in Silence, he is forced to venture into this idyllic yet threatening world to find her.

Silence, however, bears its own scars of war and suffering. Dark creatures haunt towns and cities and ravage this once serene place between worlds. Only a small band of rebels stands against the looming menace. Now it is up to the siblings to save Silence and its fantastic inhabitants from impending doom and thus also save their own lives.

Join Noah and Renie on their exciting journey through Silence where an emotionally gripping story of contrasts between serenity and danger unfolds. Meet fascinating and likeable characters like Spot, the magical caterpillar who helps Noah and Renie on their way through Silence. And witness when the siblings discover that the only thing that can save them is their love for each other.

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- Elaborately designed 3D characters and opulent 2D backgrounds
 - Three playable characters
 - There will be exciting new characters, but also a reunion with old friends

Title: Silence
Genre: Adventure, Indie
Developer:
Daedalic Entertainment
Publisher:
Daedalic Entertainment
Release Date: 15 Nov, 2016

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Minimum:

OS: Win 7

Processor: 2 GHz Dual Core CPU

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 280 / ATI Radeon HD 5800 / Intel HD 5000

DirectX: Version 9.0c

Storage: 20 GB available space

Sound Card: DirectX 9.0c compatible sound card with latest drivers

Additional Notes: Mouse and Gamepad supported

English, German, French, Italian, Simplified Chinese, Japanese, Korean, Russian, Polish, Greek







Keeps crashing on Mac. The Whispered World is a game I recommend to people just getting into the adventure game genre. I feel like it tackles the vast majority of what is required of the genre and bats strongly.

Excellent characterization, dialogue, voice acting, artwork, sound design, puzzle design, world building etc. etc.

After experiencing Silence, I cannot say remotely the same things.

This is a guilty fanfiction masquerading under the guise of one of my favorite creations.

nightm4re says a much more elaborate and kind version of my sentiments towards the game.

The core difference being that I very much do not want to encourage any developers from pursuing this kind of end. They took something *dripping* with life and artistic creativity, and reduced it to a cookie cutter mass market piece of garbage. The 3D graphics for characters are not only utterly unnecessary for the medium, but also a significant contrast to the more traditionally rendered backgrounds and art styles. Spot in particular doesn't appeal to me.

A number of interesting and promising ideas are presented within this 'game' and then not developed. The joins between scenes feel like there is story we are not privy to, leading to sometimes jarring disconnects in terms of narrative pacing.

nightm4re listed 10 characters. And this is technically accurate.

However, 2 of those are returning, 1 is a non speaking bug, 2 are background characters with perhaps 3 lines of dialogue, and one is literally only mentioned by name.

All in all I have to hope this was a 'big business decision' forced upon the developers. No you can't be creative and allowed the space to make a sequel that builds on all of the plot points and concepts you laid out at the concept stage; you must make it 3D and high res to appeal to the kidz. Maek Munies.

Sadly I don't believe this to be the case.

If you enjoyed the Whispered World, my honest recommendation is to avoid this work. It successfully pulls on your nostalgia and primes you for something great that it has absolutely no capacity to deliver on.

It could quite easily have stood on its own, as a play on the same concept but in choosing to invoke the name of TWW, it set itself up to fail.. what the Fridge did i buy????

. useless on a laptop. cute story I would have liked to have finished the game :- (The balancing challenges can't be skipped, managed the first one but the second one ... once I did it the game crashed, reloaded to an early checkpoint and now I've been trying far too long, my arms hurt :- (nothings worth hurting myself for is it. would have preferred subtitles as well :- (. You can easily skip that game if you already have finished the whispered world.

I don't get why the hell you had to make sequel of the game, where ending matters, project that ending onto the new playable character, so there is no even interest in sequence of events inside the story, because you know, what will happen.

Also the game is too short, if there would be player-friendly save system and less tedious gameplay, I think I would finish it in one evening.

Puzzles are unchallenging, new characters are very shallow. Plot is poor, if you have seen whispered world... Probably only pros are music and Spot. Ah, and graphic for quests is neat enough.

So I would not like to recommend that even to casual players, try first game better: yep, it has some flaws too, but there world of Silentia is multifaceted at least.. Couldn't make it through the first few scenes, the main character is just insufferable.. It was really exciting and beautiful journey c: I want the second part!. I don't understand why this game has 92% positive reviews. Must be highly visual people who disregard everything else.

This game doesn't deserve to be called a sequel to the brilliant game *Whispered World*. Only good thing that stands out about this game is the graphics, but that doesn't save the game that has an underdeveloped plot with more holes than Swiss cheese (why the Seekers are blind if their only purpose is finding a shard that you can't hear?), and the sad excuse for Sadwick (dat pun).

If you love Sadwick like I do, you won't enjoy his return in this one. He's not being himself at all, he's just an edgy Noah trying to be the original Sadwick and it's cringeworthy.

The humour is good Daedalic quality and that's the only thing I enjoyed in this game. I don't really care about the graphics. *Whispered World* had good enough graphics for me, and it's way better game than this one can ever try to be.

This game is definitely NOT worth the full price. Buy it on sale or something if you really want to experience this mediocre, short and easy point n click and don't have anything better to spend your money on.. Continuaci\u00f3n de la aventura gr\u00e1fica *The Whispered World* (que personalmente no me gust\u00f3 y no termin\u00e9). No hace falta saber mucho del argumento de la anterior para disfrutar de \u00e9sta, ya que lo poco que hace falta saber nos lo resumen en la introducci\u00f3n.

A diferencia de su predecesor, *Silence* es una aventura gr\u00e1fica en 3D preciosa y con estilo (con muchos fondos 2D, pero bien montados), de reducida dificultad y relativamente corta.

La historia est\u00e1 bien llevada y es m\u00e1s o menos bajonera, aunque dada su brevedad, se echa en falta ahondar algo m\u00e1s en los personajes secundarios, y deja algunos hilos secundarios sin ninguna explicaci\u00f3n.

Como punto negativo, el doblaje en ingl\u00e9s es bastante malo, sobre todo de la ni\u00f1a protagonista, que en ocasiones rompe totalmente la immersi\u00f3n, utilizando un tono que no encaja con lo que el personaje est\u00e1 experimentando.

Tambi\u00e9n hay algunas partes que, sin ser dif\u00edciles, requieren un poco de prueba y error, y pueden llevar un rato por la lentitud de algunas animaciones.

En resumen, una aventura gr\u00e1fica bonita y entra\u00f1able.

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