The Moment Of Silence Crack 64 Bit

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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

- 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

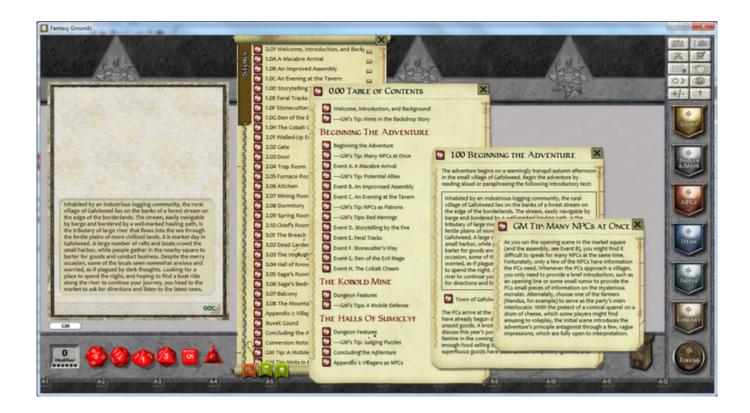**DirectX:** Version 8.1

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

STORY (sidebar tab)

Inhabited by an industrious logging community, the rural village of Gafolweed lies on the banks of a forest stream on the edge of the borderlands. The stream, easily navigable by barge and bordered by a well-marked hauling path, is the tributary of large river that flows into the sea through the fertile plains of more civilized lands. It is market day in Gafolweed. A large number of rafts and boats crowd the small harbor, while people gather in the nearby square to barter for goods and conduct business. Despite the merry occasion, some of the locals seem somewhat anxious and worried, as if plagued by dark thoughts. Looking for a place to spend the night, and hoping to find a boat ride along the river to continue your journey, you head to the market to ask for directions and listen to the latest news.

GM

Modifier 0

0.00 TABLE OF CONTENTS

Welcome, Introduction, and Background
—GM's Tip: Hints in the Backdrop Story

BEGINNING THE ADVENTURE

Beginning the Adventure
—GM's Tip: Many NPCs at Once
Event A. A Macabre Arrival
—GM's Tip: Potential Allies
Event B. An Improvised Assembly
Event C. An Evening at the Tavern
—GM's Tip: NPCs as Patrons
Event D. Storytelling by the Fire
Event E. Feral Tracks
Event F. Stonecutter's Way
Event G. Den of the Evil Mage
Event H. The Cobalt Chasm

THE KOBOLD MINE

Dungeon Features
—GM's Tips: A Mobile Defense

THE HALLS OF SUMICLYF

Dungeon Features
—GM's Tip: Judging Puzzles
Concluding the Adventure
Appendix I: Villagers as NPCs

1.00 BEGINNING THE ADVENTURE

The adventure begins on a seemingly tranquil autumn afternoon in the small village of Gafolweed. Begin the adventure by reading aloud or paraphrasing the following introductory text:

Inhabited by an industrious logging community, the rural village of Gafolweed lies on the banks of a forest stream on the edge of the borderlands. The stream, easily navigable by barge and bordered by a well-marked hauling path, is the tributary of large rive... fertile plains of more... Gafolweed. A large... small harbor, while... barter for goods and... occasion, some of th... worried, as if plague... to spend the night, ... river to continue you... for directions and li...

Town of Gafolw...

The PCs arrive at the... have already begun d... unsold goods. A knot... discuss this year's poc... famine in the coming... enough food selling it... superfluous goods have...

GM TIP: MANY NPCs AT ONCE

As you run the opening scene in the market square (and the assembly, see Event B), you might find it difficult to speak for many NPCs at the same time. Fortunately, only a few of the NPCs have information the PCs need. Whenever the PCs approach a villager, you only need to provide a brief introduction, such as an opening line or some small rumor to provide the PCs small pieces of information on the mysterious monster. Alternately, choose one of the farmers (Nandus, for example) to serve as the party's main interlocutor. With the pretext of a comical quarrel on a drum of cheese, which some players might find amusing to roleplay, the initial scene introduces the adventure's principle antagonist through a few, vague impressions, which are fully open to interpretation.

(Right sidebar tabs: STORY, IMAGES & MAPS, NPCs, ITEMS, NOTES, LIBRARY, TOKENS)

Game showed promise. Short, buggy, uncomfortable in general it still felt a bit somewhat like the great old Clive Barker's Undying. At the end of the game there was clearly a hint for continuation. Then the developer disappeared. The forum's dead, noone's answering. If there's ever going to be the second part, if it will be at least not worse than the first one, this review is gone. Until then-it's an abandonware.. Excellent game, captures the spirit of the miniatures and the fantasy world brilliantly. Graphics are excellent, AI is no joke, and the tactical part of the game is top notch.

Love it!. I was high as \u2665\u2665\u2665\u2665 and this game was amazing. Great tank removal offense strat. Awesome game! Being a Zelda fanatic, this game really hits home for me while introducing new and exciting ideas. Love the old school 2D artwork and original concept, would highly recommend this game for anyone.. Good game i enjoy it, but you have to buy DLC's to play a lot of factions.

8\/10. It may say that I have this game but I have actually never played or seen this in my life but it looks like it's for five year old's anyway.. The game is creeping out but the end is shity

Controls feel great. Quite fun.. An interesting concept but the execution is extremely poor.

Car handling is an utter joke - worse than arcade. Just no feel at all. Can't configure the controls either.

. If you're on mac, its definitely not something to look into. Updates are rare and mac users are unable to play past a glitch following the first puzzle at the start of the game (an issue that was acknowledged, but never resolved). The quick discussion reply was appreciated wholeheartedly, but it was never acted on, and i'm unable to get a refund because of it. The actual game looks great, i'm sure it has an amazing plot and adventure to it, just sad I probably wont be playing it for a long, long while.. Fun, simple, short, great music, that pervy flash game nostalgia from newgrounds but on steam :D I recommend. This game has serious potential but has no online community. Adding bots would help but dont buy this game unless you have a friend or a group to play with. Classes are fun and creative but could use some tweaking.

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