Memoranda Xbox Download Code



Download ->->->-> http://bit.ly/2HYQdYn

# About This Game

**Memoranda** is a game about forgetting and being forgotten!

A point and click adventure game with magic realism elements that tells the story of a young lady who gradually realizes she is forgetting her own name. Is she really losing her memory or is there something else that could explain the strange circumstances?

The story happens in a quiet little town where a few ordinary and strange characters live together. Including a World War II surviving soldier to an elephant taking shelter in a man's cottage hoping to become a human. There is one thing all these characters have in common: they are losing something. It could be a name, a husband or even someone's sanity!

The story is inspired by various Haruki Murakami short stories that describe a surreal world full of lonely characters.

**Features**
- A classic 2D point and click adventure game in a magic realism setting.
- Unique and beautiful hand-drawn full-HD 2D graphics.
- Inspired by many of Haruki Murakami's short stories.
- Original soundtrack with more than 15 tracks.
- Thousands of lines of dialog with English voice over.
- Meet more than 35 characters in 40 different locations.

Title: Memoranda
Genre: Adventure, Indie
Developer:
Bit Byterz
Publisher:
Digital Dragon
Release Date: 25 Jan, 2017

7ad7b8b382

English

Cute graphics, story, music, characters and dialogues.

I loved Memoranda so much. I don't like puzzle games actually but Memoranda is different. This game is really immersive. But I'm sad 'cause this game is underrated, I think it should be more known. Anyway, I won't talk about story, you should play and learn it! Have fun everyone.. Wanted to give this game a fair shot, but frankly the only thing I liked was the art style.. I know Point'n'Click players would like new games to have interesting art and original feelings to it, and sometimes we buy games because that is the message we wanna send the devs - there is a market for quality and innovation. I honestly suggest, however, that this is not the one you should endorse.

The graphical aspects are as good as they get, but the places and people they depict are very western and instead of contributing to surrealism, they just collide with clearly Japanese references from the source material. Taking the tale to a new location made it weird, not surreal.

The trailer highlights aspects of the characters that are not present in the story, and if it is supposed to approach losing things, or ones identity, or any overall theme, it is not there. They didn't pull it. Which is a shame.

As pointed out, the puzzles/continuity/following logical leaps is the low point of the game, but the real let down is, even if you are not there for the puzzles, even if you wanna forgive the pacing that comes from the off-putting storytelling, if you are only around for a breeze of fresh air in games, it doesnt deliver. It is like a movie director with a good script (the source material), some great locations and photography (congratz there), actors that could do a good enough job, but he, himself, is a terrible director, so he just ruins the potential - I can't forgive that.. I was in the kickstarter for this, and completely missed that it already released in January.

This is a slow, calm, contemplative little point & click adventure game, with a wonderful, dreamlike, surreal atmosphere, surrounding a number of little short narratives our main character comes across during her attempts to recover her name. Some of them are more succesful than others, but they are all interesting and enjoyable. There's a fair bit of humour, but the game isn't out to make you laugh, but rather smile wistfully.

The puzzles have an in-game logic that makes sense once you've figured them out, but before that, because of the non-linear order you may solve some of them, you will end up in situations where you have no idea what to do next. If you find those moments incredibly frustrating in old-school adventure games, then consider this a fair warning. The developers have mercifully added a hotspot reveal button, and some of the bigger puzzles screens have multi-stage hints that you can use if you need. Even then you will occasionally get stuck, and will backtrack through screens trying to find what you've missed.

I very much enjoyed my time with the characters, and greatly appreciate the tone and the introspective nature of the little journey you take. The visual style is gorgeous and the superb soundtrack greatly adds to the atmosphere. It all feels like you're going on a little walk through a poem, while someone plays jazz vinyls on an old gramophone.

8/10. Good game, but sadly not as good as I hoped it would be.

The art style is amazing, brillant voice acting and a very convincing story. Years ago, indeed, I was a huge Murakami-Fan, so I like the vibe a lot.

But then, it feels a little bit lifeless nonetheless; there are some - in theory - interesting characters, but they lack something, they seem like wooden dolls. The main character moves too slow and in a strange way, too. Playing the game, it doesn't give me the feeling of a point-and-click adventure. It feels more like an escape the room game.

This is mainly because of the puzzles; after solving them, I must say, yes, there is some logic to them, but, logic as you find it in an Escape-the-room-game; looking for clues, riddles with pressing buttons, watching out for small details that don't have to do too much with anything etc. While searching for the solutions, at first, I really didn't understand, why I should do something like that, but I tried the possibilities. Then it worked; I thought OK, but it's not a fullfilling experience, because I don't really like the puzzles and their solutions and their logic. Most of the time, you solve puzzles, because it's a puzzle game; the puzzles don't connect with the story too much, in my opinion. You solve them and then you get something and you use the object where you

think it could be useful. But, it feels like the puzzles and the story are on different levels, and if as they aren't really connected to each other. It's Ok and nice to play, but compared to really good point-and-click-adventures, it doesn't give me too much motivation to carry on with it.

I give it thumbs up, nonetheless, I would buy it again and I will play it more; but, as I wrote in the beginning, its looks promise more than they give.

I thoroughly enjoyed playing Memoranda. It reminded me of the point-and-click adventures from several years ago. Finishing the game prompted me to read some of the short stories by Haruki Murakami.. A game to relax and work your brain out simultaneously!
Solving ridculously challenging puzzles and then crossing them out of your memoranda is probably one of the most satifying experiences I ever had in a game

I probably would've enjoyed it a lot more if I knew Haruki Murakami's works, there were instances where I felt like the game is telling me to freak out because something was a reference to something.

. I was impressed with the art style they went for it is gorgeous, the
retro 60's style you'd find in countless posters,books and cartoons.
Though the game itself is very linear , the puzzles you have to complet
one at the time, however the journal gives you multiple clues to
go for but that's just to make it all "sphaggeti" you are allways
only chasing one goal.

I had a few instances that I was like.....HUH? when I try to complete
a puzzle and had to look it up because the Logic was really really
awkward.
I think that it's a shame, when point & click adventure game have
puzzles that are un-logic. people will need to look it up and they are
tempted to use the guide for the rest of the game.

Anyway, the voices were recorded well though!
and story wise, meh not my cookie, very strange story
just like the puzzles..
I thought about it because point & click games are one of my favorite
games and I do hope this genre stays.

But since puzzles are mandatory I would have liked to give a
in between rating , but since that's not possible I'm geared
toward no... The connection to Murakami's work seems to be in reference only- I wouldn't say the game explores many of the themes common in Murakami's work. When the game worked, it was pretty whimsical. When it didn't, it was an obtuse chore. Best played with a guide to avoid visiting the same locations over and over to see if anything's changed.. Backed this game on kickstarter and I'm glad that even postponed more than once, it got released. Memoranda is a point-and-click game where you help the protagonist find out her name. Based on magic realism novels and short stories of Murakami, the game does have its charm. The graphics are beautiful and the soundtrack accompanies the game perfectly. While some of the puzzles were hard to solve, I think this game did pretty well. I do wish we could speak more with the characters and inspect more random things in the environment, but all in all it was a very enjoyable experience.. I backed this game on Kickstarter, knowing nothing about the short stories the game was based on. I am so glad this game got made because it was a truly unique world to get dropped into. Unless you are familiar with the stories, I recommend just letting go and going wherever the story takes you. I thought it was a fun ride.

To me, this game was old school hard. Meaning, clues and solutions to dilemmas and puzzles are out there, but are very subtle. I really had to pay attention to the world around me and what characters were saying and think creatively. Ocassionally I over-thought puzzles (like the box puzzle) and had to step back and let things be simpler that what I was trying to make them. I miss this level of challenge in newer games and so appreciated this one all the more.

I recommend this to those who like challenging (but in a fun way) games in beautiful odd little worlds where things are not always what they seem.. I liked the effort made trying to link it to Murakami's stories but unfortunately it felt like it affected the gameplay too much and felt to me like the events were random and not really related to my success whilst many of the puzzles did not make sense to me and made me very frustrated.. Strikingly beautiful.
Definitely recommend this one to anyone who enjoys weird stories and adventure point & click games.
. Very weird and illogical. "Solutions" made no sense. And not even in a cute, whimsical way. Just lots of nonsense. Story was boring. Unclear what you're supposed to do throughout the whole thing.. Ater some time this game was released, I have seen

people say the puzzles are hard and ilogical, that they require lateral thinking and the like. I didn't feel moon logic at all in any puzzle, usually the hints to solve them are in the environment, in dialogs and in the items own descriptions. Some of them require world knowledgment, such as knowing how an alambique or a stamp works, which are kind of basic stuff but not everyone grasps them.

The art style is lovely and the music is soothing, there aren't any irritating loops that unfocus you from the gameplay. Although the game is kinda short and I wish I could have spent more time with the characters, they have really interesting stories and I love them.

Memoranda is a great game and highly recommended to point and click fans.