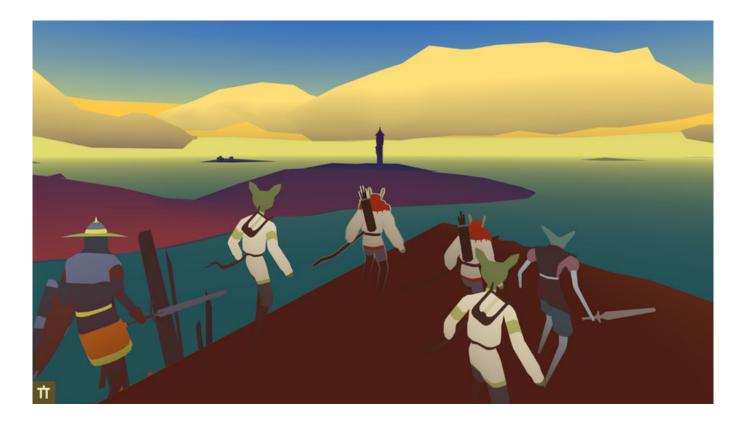The Silence Outside Download Apkpure

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About This Game

The Silence Outside is a First Person Stealth Mystery game with high replayability designed to be played multiple times to experience the full depth of the game. In addition to the main story mode a separate challenge mode pits the player against an expanding variety of small gameplay focussed challenges with the ability to unlock additional bonus content for fun and experimentation.

EARLY ACCESS
The Silence Outside is an Early Access game, and the developers first game, which should be bore in mind when judging the game. Additionally the insight offered by people playing it during this period is invaluable.

Story Mode (Available 2018)
-You play as a freshly hired maintenance engineer thrust into the middle of a catastrophic power failure and caught between the competing interests of those on board. The game takes place over a two hour period which executes in real time. It is designed to have very high replayability to encourage players to explore the limits of the game world and uncover the story through multiple playthroughs and it features many different endings.

-After the player has finished the story mode once they gain access to a host of options for altering the gameplay within the man story mode. These can be as simple as increasing the enemies perception range , as complex as randomising the location of in game items or as comical as having everyone speak in high pitched voices.

Challenge Mode

Each challenge sets up a unique gameplay challenge which can be played over and over to net a higher score and in game rewards such as more options for the story mode modifications.

Title: The Silence Outside
Genre: Action, Adventure, Indie, RPG, Simulation, Early Access
Developer:
New Horizon Productions
Publisher:
New Horizon Productions
Release Date: 27 Nov, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: 4th generation i5 or AMD equivilent

Memory: 6 GB RAM

Graphics: Nvidia GTX 560

DirectX: Version 9.0c

Storage: 15 GB available space

English

It had a few moments that were funny\/cool. After that though it's like a bad Adam Sandler movie.. One of the most fun anime games i've played. So satisfying to find the correct angle to slaughter titans. Gameplay is surprisingly fluid and I don't even want to know how much time and effort went into the developing of the ODM gear mechanics. 9\/10. Having only barely known about "hacking" games, I decided to give it a shot, as this game was on sale for 2\u20ac. I found myself having mixed feelings about it, and writing a lot, so bear it with me. (skip to the last paragraph, above the PS, if in a hurry)

Right off, you notice that the game doesn't support 16:9 or 16:10 resolutions and the text is small and hard to see, and nothing can be done about that. Still, I was intrigued and started playing. The intro of the story lacks a bit of depth and background, but you get the idea. The game is mainly played in a command-line console, with some other monitor screens that are the same throughout the game. Although the atmosphere is right (the music, though not brilliant, helps) the presentation is limited and repetitive, there's not much to see. Essentially, the gameplay is that of a slow paced puzzler where in each "level" you have to figure out the best way to complete the objectives (gain access to computers\/systems, steal files\/money, upload viruses\/trojans, etc etc) by taking down security measures (passwords, encryption) in various nodes\/computers in that screen, and also finding "hidden" ones. Each action raises your trace level; if it gets to 100% you get traced and loose. You\u2019ll have to delete \u201cfootprints\u201d of your activities and pay your ISP to reset your IP, etc, to manage that and avoid getting traced. It is very non-linear, you can never be sure what the best way to proceed is, and there are non-essential things you can do, which may or may not be to your advantage: for instance, you may find a link to new servers that have money to steal, but they can also have nothing of interest and only serve to increase your trace level. Also, you'll have to figure out if you'll risk spending money to upgrade your rig or save it to decrease the trace level when needed, which is always a tough choice. That said, progressing through the level and finding out what to do is mostly interesting, and the "exploration" involved actually makes you feel like you are "unwrapping" what happened, and helps telling the story and getting the plot forward.

In the first two missions you have lots of help, which is nice if you start off without any knowledge about the series and\/or command lines in general. In the third mission you\u2019re more on your own, and that\u2019s interesting. Then, I realized that your trace level sometimes carries from mission to mission (which was not explained), and you may find yourself in a situation where you raised it too high or didn\u2019t get enough money on previous levels to have \u201croom to breathe\u201d to complete the next one. If that\u2019s the case, all you can do is start from the very beginning of the game (!) which is extremely frustrating. There is no multiple save game slots, just the one! And there is no saving in the middle of a mission either! The fourth mission I found VERY difficult because of this. Then, on the fifth one, EVEN MORE DIFFICULT, I finally managed to proceed, but disregarding some \u201cinstructions\u201d that were provided which supposedly I should have followed to get to the next level, which was a little confusing!! But apparently, there's (always?) more than one way to get past the level(s?). So, one can safely say the game is challenging and difficult.

All this would still be ok, but the ending, let's just say, is just very abrupt, anti-climatic and unsatisfying. It's really a pity, I mean it wouldn't hurt to write some more lines of text and close the story properly...

In short, the game has some fun if you like the hacking\/command-line thing, but it is very a challenging game. Maybe that's part of the point of the game, but with the poor presentation, being repetitive, having a very bad ending, and sometimes being extremely punishing by making you start from the very beginning, I fear that unless you are very passionate about IT\/hacking and also like very hard puzzles, it will more likely frustrate you than provide you with fun.

(PS: comparing with the original game (Hacker Evolution), though, this one is better. Not going much into it, the previous one is even more punishing with some game-breaking flaws in the mechanics, imo. After finishing this one and playing a little of the first one, I find myself surprisingly cheering for this one. So, all things considered, if you want to try one, I recommend trying this one rather than the original.). A simple but engaging game will take on what you thrive, this is a game which will eat up time and produce entertainment.. I had a load of fun playing this game, totally retro and totally cool!. It took a while, but the resolution issues that drove me off in the first place seem resolved. Simple concept nicely executed.. This turn based strategy game is a lot of fun to play. Stages are fun and easy to get into. The many characters to fill your squad and level up making this game have lots of replay value. If you liked Xcom Enemy Unknown you will like this. And best of all, just look how cheap this is. People it's a steal at that price. http:\/\/youtu.be\/7SdZBgt3u9I. If your a fan of Fighting Fantasy gamebooks then its a no brainer. My books are a bit worse for wear and so i jumped at the chance to add this digital copy to my collection.

Just a bit annoyed that there is no Warlock of Firetop Mountain or Citadel of Chaos on here. Cmon guys do them in order.

♥♥♥♥♥game

10\/10. Do not be fooled by those neat graphics. The design of the very few levels in this game is just dull, you move right on a plain surface all the damn time. Most enemies are annoying rather than fun to fight. Most bosses have uninspiring attack patterns and enormous health stacks making the bossfights as tedious as it gets. Honestly, I tried to give the game a few second chances and yet simply couldn't have any fun with it despite enjoying some similar platformers.. I feel like this game sometimes gets a bad reputaion, and not undeserved. The vanilla version is rather buggy and technology awkwardly weighted, but in the years it's been out, there are several mods made available, such as Crimson Concepts and Captain Kwok's Balance Mod, which I have found make the game much more enjoyable. With all of the cookie-cutter space strategy games that have come out in the many years since, SEV is the only one that I eagerly return to.. A nice fast paced puzzle game to pass the time.. it okay not bad not terrible i hope you will make it batter
thanks for made this game. hahahaha nop

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