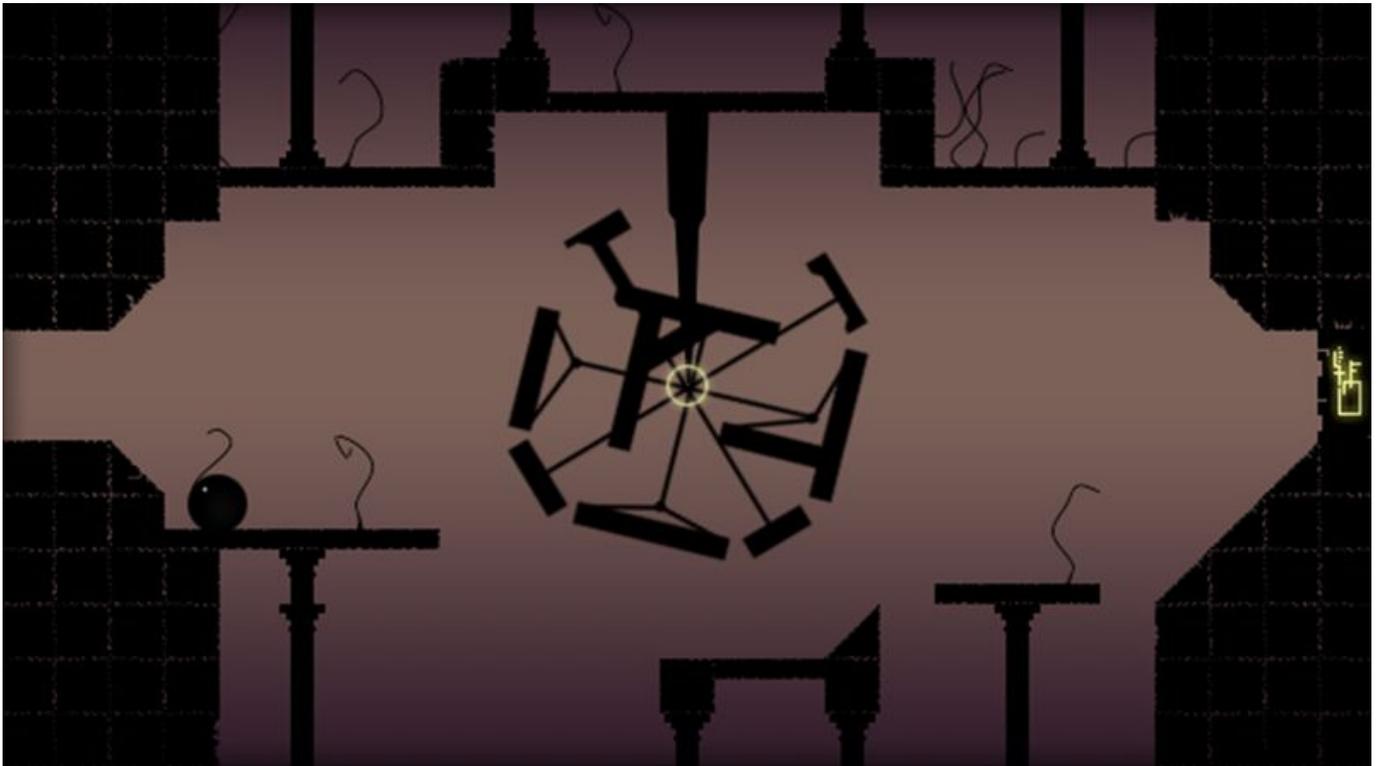


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NightSky Download] [key]



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## About This Game

Nominated as a IGF Seamus McNally Finalist, NightSky is an ambient action-puzzle game that offers a gameplay experience unlike any other—cerebral challenges fill uniquely designed picturesque worlds. The player must maneuver a sphere by using realistic physics to advance; each of these worlds is broken into different areas. The original soundtrack by experimental jazz musician, Chris Schlarb will further heighten the surreal experience.

### Key features:

- 2D platform/puzzle-based gameplay
- Advanced 2D physics model
- Multiple difficulties with unique topography
- 11 massive levels, each with expansive areas to explore
- Multiple “vehicles” each with specific uses and dynamics physics
- Additional secrets and unlockables



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Title: NightSky  
Genre: Casual, Indie, Strategy  
Developer:  
Nicalis, Inc.  
Publisher:  
Nicalis, Inc.  
Release Date: 1 Mar, 2011

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English







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Some of the physics are questionable at times. The ball's speed is faster than one would anticipate which can throw off the player for some puzzles. Overall, the atmosphere and graphics are great. The puzzles themselves prove a nice and interesting challenge.. NightSky is a very short, but neat, physics-based puzzle platformer. You control a ball which must be rolled through a series of levels, solving various puzzles along the way. The game does a good job of easing you into the various different techniques required to progress. It starts off easy, with simple things like speeding up and slowing down to control momentum, then advances to more complex tasks such as changing the spin of the ball on walls and slopes to fling yourself to otherwise unattainable heights. Along the way, you'll also have to solve a number of puzzles involving objects such as balls, cannons, rotating platforms, wagons, blocks, an assortment of different ball-powered vehicles, and more.

Complementing NightSky's solid physics gameplay is its unique graphic-style. The levels are rendered in a dream-like palette of rich hues in the background and stark black terrain and objects in the foreground. It really is quite impressive and soothing to look at. Add in some subtle music that plays from time to time, and it all comes together nicely. If you're like me, you'll also find yourself wanting to take a screenshot of nearly every screen, because there's always something neat to look at. That said, one major downside to the graphics (and the game in general), is that it only runs at an extremely low resolution. This is a seriously unfortunate issue for a game like this that depends so much on its visuals to stand out. Additionally, the game doesn't even run full-screen properly. In order for it to run full screen (albeit with "blown up" visuals), you should make sure to download the "unofficial" 1.1 patch from the developer's web site (more info below).

That one major issue aside, this is still a game that is worth checking out. Between the solid gameplay and the beautiful visuals, there's a lot of variety packed in such a small package. And small, it is - the game can be fully completed in around 3-4 hours. Once finished, there is an extra bonus level that can be unlocked by finding a series of hidden "stars" throughout the main quest (don't worry, the game tells you which specific sub-levels the stars are hidden on, so it's fairly easy to find them all). But aside from that, there's not much else here. There is supposedly an HD version in the works (which will in theory fix the one major issue noted above regarding graphics resolution), so it may even be worth waiting in case that ever materializes. Regardless, whether you get the current version or hold out for a true HD update, this is a game that is worth experiencing if you're a fan of physics puzzlers or games with unique styles and gameplay.

\*\*\* Note about updating the game: The default download that comes from Steam runs in a very low resolution that can't be changed. However, there is a post in the developer's forums (and also in the official Steam discussions) which links to an updated executable (NightSky11.exe). I recommend downloading this. Rename the original "NightSky.exe" in your SteamApps folder and replace it with the 1.1 version (rename it "NightSky.exe". This version allows the game to run full-screen, though unfortunately not at a higher resolution (so the graphics will be slightly blurry). Still, it's much better than nothing.. Nice little game. Not sure why it is called the Nightsky, but who am i to question.

Simple enough for the most part. You control a metal ball that you maneuver thru several screens which change to puzzles with ever increasing difficulty. Sometimes you control the ball sometimes you don't. Sometimes you can stop the ball quickly and sometimes you can't. Sometimes you can speed it up and sometimes you can't. Sometimes you feel like a nut, sometimes you don't. You use all of these controls to make your way thru each level, some of which cover up to 3 screens. You have pinball screens, and other objects you have to interact with, you ride in vehicles, and so on working your way thru 11 levels, of which the 11th is a secret level that certain criteria have to be met to reach. And after you play on normal, then there is an alternative which takes all the original screens and makes them harder either by addition or subtraction of certain objects or ledges. A pretty short game, though challenging, but fun all the same. Nothing special graphically or sound wise. Just some fun puzzles.. THIS IS DA BOMB DIGGITY - FadedRainbows. A superb platform-puzzle game replete with atmospheric visuals, intelligent puzzles that are based on a judicious combination of a limited number of elements, smooth and simple yet more than adequate controls. It's one of those games that you don't need to invest hours going through the options but rather you can just start playing from the first minute. Unmissable.. For the Price point of \$10 I would not recommend this game, the music is dull as is the levels. The levels don't get any challenging and stay at a constant difficulty set. Yes, there was some levels that stumped me and took several tries before completing, but the game was more frustrating on the simple fact that it never threw a challenge and felt more like a task completing each level. I noticed on some levels the reuse of old puzzles from earlier maps and some puzzles could be skipped all together by getting enough speed to fly clear across the obstacle placed in front of you. If you would like to check out this game, I recommend snagging it during a steam sale as I could tell not much time went into crafting some of the levels. I could possibly be being harsh against the game on the fact that I had played through the game twice. Once before the game had introduced steam achievements and the most recent to complete those achievements. On the final note this

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game isn't bad, it just falls under a category that if a friend was asking me if they should buy it I would recommend spending their money elsewhere.. A very peaceful and atmospheric platformer. The music helps make the game, for sure. Very minimal plot, but it's there.. Nightsky is such a Wonderful game with brilliant level design, top notch physics and never cease to surprise you with original mechanics like some vehicles or gimmics , also very peacefull and relaxing yet technical in the alternative stage.

**9/10**

**Probably the best game of his genre go get it for 1\$ 90% what you waiting for !??. It sure looks "nice", but, while the gameplay functions as it should and the game manages to provide enough variety in level design, it's either a bore or an enormous chore to play.**

**Kind of a case of "Thread carefully", but I've never been a fan of games that focuses more on being a "piece of art \u00e0 la Mona Lisa" than having fun gameplay.**

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The graphics & physics are interesting, although the physics feel a tiny bit off. If it hadn't kept windowing in a much smaller screen it may have been worth playing a little more. No matter what I tried on my Mac I could only get it to show in a quarter of the game window.. Nightsky is an absolutely beautiful physics platformer with a zen-like atmosphere, providing both a very interesting journey to casual players as well as an absolute challenge to core gamers with its alternative mode.

It's probably been since Limbo that I've seen a game design so simple yet so rich.. this is one of the best. gradient. marble. smooth tunes. wind. this game is zen. Great action-puzzle game!. It's like Bounce with better graphics,soundtrack and physics. Nightsky is a neat puzzle game that the average causal gamer will find appealing because it's quite easy,and it might get challenging on some levels.Other than that relaxing and fun to play,plus it comes with achievements now so it's an easy 100% for everyone.

A must buy for casuals and achievement hunters.. I played through normal mode and it was a calming, pretty, and enjoyable experience and from what I understand the alternative mode is a bit harder and has different puzzles\platforming then normal mode which adds even more playablity to the game

edit: finished it on alternative mode and it focus's much more on the platforming aspect of this game moreso then just the puzzles and it was pretty hard on a few levels. I'm at loss for words on how captivating the atmosphere is. Games like this give me faith in indie development.

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