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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

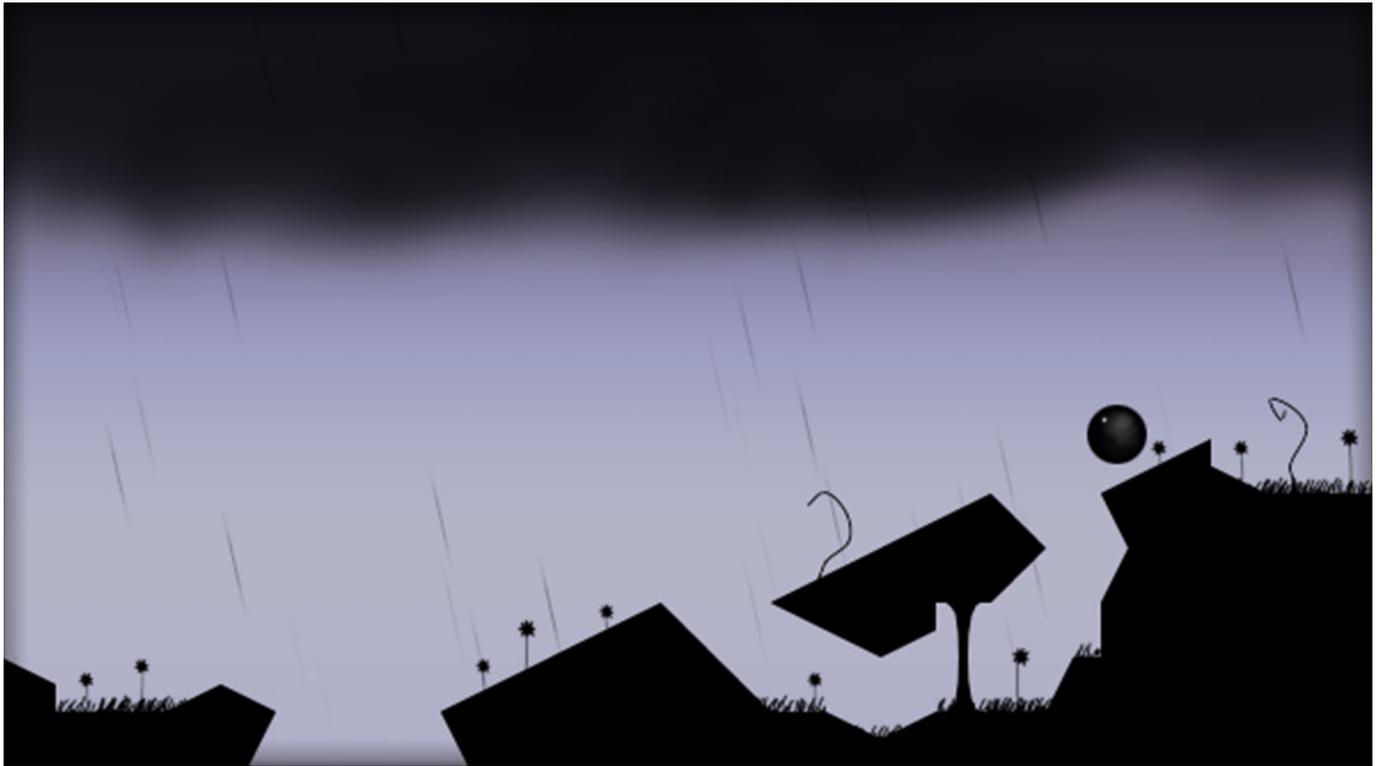
Title: NightSky
Genre: Casual, Indie, Strategy
Developer:
Nicalis, Inc.
Publisher:
Nicalis, Inc.
Release Date: 1 Mar, 2011

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English







Very fun take on these sorts of games. The controls handle really well, the levels hit a good balance of being a quick challenge (although some are FAR too easy, and some can be a bit frustrating to get them right). Good polish, enjoyable music. Just a fair warning to people who care, but the majority of achievements did not pop for me, not exactly sure why. Not something I care too much about but I know a lot of people really like them, so there is a chance you might have to replay or switch game slot saves.. 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.. THIS IS DA BOMB DIGGITY - FadedRainbows. really nice game. I'm at loss for words on how captivating the atmosphere is. Games like this give me faith in indie development.. 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 gimmicks . 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 ???

Ah, physics, where would we be without it? Well, we wouldn't have this little ball beauty for a start! Or gravity. Or molecules. Or ukuleles. Or underpants. Or hotdogs. Or gangrene. Or police pension funds being suspiciously syphoned off into untraceable dummy accounts. Sorry, where was I?... Oh yeah, NightSky!...

NightSky is a physics, balling, roll-'em-up puzzler of sorts where you have to guide a ball through a wide selection of varied obstacle courses. This is primarily done by simply moving around with the arrow keys and adjusting your ball momentum and timing accordingly, as well as speeding up, slowing down or braking on the stages where it's allowed. But as it goes on, further elements are added, like parts of the environment that can be manipulated or inverting gravity or any number of marvellous contraptions that can be guided around while housing your ball. It really is amazing just how creative the game manages to consistently be through so many different areas and that it rarely ever feels repetitive despite the generous number of stages, which include an "alternative set", essentially a remixed version of every stage you've already completed, but this time ramping up the hardness on your ball.

The difficulty is judged nicely as well. It teaches you each element perfectly whilst at the same time testing you fairly with every mechanic you learn. As should always be the case in any game, if you fail here, it doesn't feel like the game's fault, and each "death" isn't a punishment on your ball, but rather a lesson to learn as you further refine your strategy and ball technique. If there is any frustration to be had it's when you get to the end of a tricky stage, have your ball suddenly drop or get your ball stuck somewhere, then have to go all the way back to the start and drag your ball the whole way through again. But between the quick restarts and well designed stages, this shouldn't be too much of a problem for anyone with any patience, and when you finally achieve success, that euphoric feeling should be ample reward enough for your struggling ball.

The look and sound of the game deserve some attention, too, as the solid black foreground of most stages set against the beautiful night-time backdrops help keep your blood pressure down during even the most difficult of ball manoeuvres. This is further reinforced by the sedate music and charming little dings and thuds of any moving parts around you. I can imagine it could have been tempting to try ramping up the tension and sense of urgency on your ball by adding more energetic music to push you forward, but I think they judged it perfectly here and are real enablers of that "one more go!" mentality you want to have in your ball games.

So for a slightly different breed of puzzler with fun, fair, challenging and yet relaxing ball play, you really need look no further than NightSky... now with 87.8% more ball jokes.. 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.. 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 playability 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. 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. 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.. Soothing and relaxing. Playing this tends to induce in me a Zen like mind state, where time ceases to exist. The game sounds and soundtrack are perfect. I'm a huge fan of minimalism in most things and simplicity in games is underrated. Add to your wishlist and pick it up on the cheap for 5\$ or less.. 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.. 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, seometimes 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.. 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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