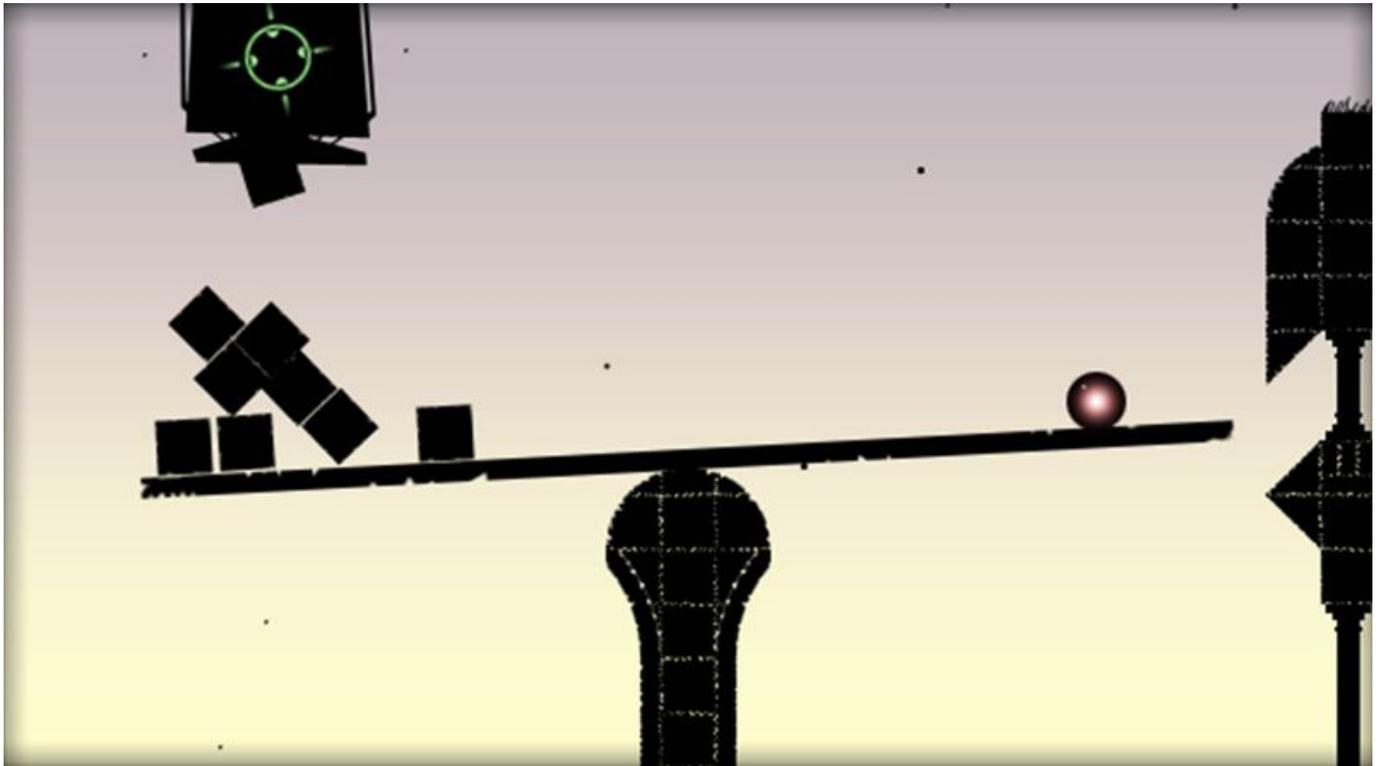


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## NightSky Hacked



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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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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 manuever 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, seomtimes 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 he 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 speical graphically or sound wise. Just some fun puzzles.. Nightsky is such a Wonderful game with brillant 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 !!!. I'm at loss for words on how captivating the atmosphere is. Games like this give me faith in indie development.. 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.. 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.. 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.. 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 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.**

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Great action-puzzle game!. 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. 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.. THIS IS DA BOMB DIGGITY - FadedRainbows. this is one of the best. gradient. marble. smooth tunes. wind. this game is zen. really nice game. 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.. 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.. 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 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.. 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!...

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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.

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