
Nightfall: Escape Portable Edition

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About This Game



Nightfall: Escape puts you in the shoes of a field journalis 5d3b920ac6

Title: Nightfall: Escape
Genre: Adventure, Indie, Simulation
Developer:
Zeenoh, 7 Seals
Publisher:
Zeenoh Inc.
Release Date: 26 Jun, 2016

Minimum:

OS: Windows XP / Vista / 7 / 8 - 64 bits*

Processor: 2.8 GHz Quad Core CPU

Memory: 2 GB RAM

English, German, Japanese, Korean, Russian, Simplified Chinese

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Well, this could've been a good game if it weren't for a bug making it impossible for me to complete like the last 10% of the game. I placed an object at a certain place (not going to spoil anything here), but the game still behaved as if I needed to place something there. So, object gone, game incompletable, four hours of my life wasted. The game also has a really annoying portal labyrinth which can take you quite some time if you're as unlucky as me. Furthermore, I had to play this on my Windows box as the Linux version would freeze when loading the first level. Posted at the board about this, no answer. So you get a severely broken game with no bug fixes in sight. This means? Right, 0/10 points. Don't get this.. Not sure how I should put this, I payed 5.99 USD and normally it is 11.99, if I am correct, and I don't feel like I got my moneys worth even that low of a price. I respect small Indie Dev's and I don't mean for this to come across harshly, I can understand making a game with small budget or maybe this had a normal sized one, not entierly sure, it felt extremly on the low side with the quality that it was released in. I bought this for a fun cheap horror experience and honestly the scariest part was its unpredictable AI. That sounds like the making of a good game right, unpredictable AI, not knowing what the AI would do next, some prime suspense? Not in this sense, its not unpredictable in a good way. The AI constantly glitch or feel like they're on a set grid to walk or move on, they would stand still and suddenly you would be dead without knowing what happened. Some rooms, notably the Library, when you sit or jump would make the games audio/music raise in pitch of a second. It is pretty funny when you do it really fast, but immersion breaking. I hate leaving bad reviews but I honestly did not enjoy my experience with this game. If you can buy it for less than 1.50 USD then sure get it, why not, that is about as much as a phone game. It makes for some pretty funny glitches that a group of your friends can enjoy watching together.. great ambiance little rough looking but looks like its going to be a great game <https://www.youtube.com/watch?v=89thYOgDAoU>. Simple gameplay. Excellent story.. stay away from this game. i have an i75820k, 32 gigs of ddr4 and a gtx 1080, all hardware thats pretty new and compatible with everything. I rarely have issues that cant be fixed. This game though.is broken. Firsr I couldnt get it to launch even after doing everything the dev said and some other stuff. The games icon would pop up then close. I bought the DLC at the same time like a fool because it has VR mode. That wouldnt launch either until today but it took some trickery to actually launch it. Once I got in the main menu was all messed up and made no sense. Nothing seemed to work. I clicked settings and i got a bunch of blurry boxes.uhm ok. Finally i managed to stumble into the actual game and just the first few min was enough to know its a subpar game. Visually boring with mediocore audio all around and the gameplay was tedious and just bad This is a genre I LOVE. I will put up with alot of issues for a game in the genre but this game is just busted, You might get it to run but you wont want to.. Dang. I was actually fairly excited for this one, to the point where I nearly bought it full price while it was still in Early Access. Thank the Gods I didn't, as it's barely worth HALF price upon full release. Why did I bother gettin' so excited, you ask? Well, 'cause.y'know.screenshots 'n' stuff. Sigh. When will I learn? My first question to all the non-English speaking indie devs of the world (and a good number of English-speaking ones, for that matter): do none of you live in cities with universities? And do these universities not have Drama courses? Because I can tell you right now, if a brave Brisbane dev was currently looking for perfectly talented people to do some voice acting FOR FREE, they'd have about five hundred eager young (and sometimes not so young) people to choose from. Why do these devs always seem to insist upon them and their mates voicing their games, especially when none of them seem to speak English even semi-fluently? Even if there's no one in their neighbourhood who can speak the Queen's language with anything approximating conviction, there's this brand-new thing they invented a few years ago called, y'know."the internet". There's an international community out there, for u2665u2665u2665u2665's sake. YOU DON'T HAVE TO DO IT ALL YOURSELVES. That's why we have specialisation of professions in our societies: so not everyone has to be good at everything. Anyway, first rant over. After an appallingly long and painful drive to the "mansion" where our story's main events will take place, we thankfully ditch the dire dialogue for a while, and instead spend ten minutes walking in circles trying to find our way into the mansion. I mean, there's clever map design and there's just plain old obscure, and this first environment firmly falls into the latter category. It's not TOO much longer, then, before we're entering an especially sinister-looking basement via some cellar doors which do an awfully good job of blending in with the block-y scenery all around them, and shortly after this we encounter our first "enemy". Now I say "enemy", in inverted commas, because for a while there he was so seemingly disinterested in trying to find me that I just assumed he'd crawled out of his little hidey-hole to stretch his legs for a bit. But hey, he got me eventually, and when he did: whoa, spiffy-city! Definitely one of the most underwhelming death scenes I have had the exquisite displeasure to experience (thankfully though, my last save point was mere metres away, and the monster had in the meantime considerably retreated back to his hidey-hole, so I didn't bother disturbing him again). Now, before you start getting the idea that there's absolutely nothing I liked about this game, think again. It has its fairly spooky moments: an oversized

centipede not far past the area I just described was very nicely realised, even if it turned out to be completely harmless; and there's this thing called "bloodlight", where you can switch between your normal white flashlight beam and a murkier red one, revealing secrets which can't otherwise be seen. Now, sure, for the vast majority of the game you don't really NEED to switch between the two, because the red-tinged flashlight is frankly bright enough to see by at virtually all times, but it's a nice thought/idea, just the same. Actually, if I'm completely honest, I liked a lot of the "ideas" in this game, so that's definitely not my beef with it. It's the EXECUTION and POLISH of the game which is mostly lacking. All told, there's much, much better horror games out there, and unless you've already played those, there's probably not much point paying fifteen bucks for this one. But hey, there's also far WORSE horror games, especially in the increasingly deep cesspool known as the Steam Store. Only recommended to those who play so many horror games per year that they can no longer tell theu2665u2665u2665u2665u2665u2665u2665u2665u2665u2665 from the shine. Verdict: 6.5/10.

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