Nightfall: Escape Offline Activation Code And Serial

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About This Game

Nightfall: Escape puts you in the shoes of a field journalist who is on a mission to investigate the mysterious disappearances in a remote area. Explore the place, search for leads and use your wits to survive the hidden terrors of the cursed place. Tread carefully, for curiosity may come at a price.

Synopsis:

Ara Cruz, a field journalist finds herself trapped in an old mansion rumored to be a place where people suddenly disappear to. As she struggles to find her way out, she must face the perils that lurk inside the said place. Will she be able to get the scoop she went there for and live to tell the tale, or will the missing victims count increase by one?

Features:

- Past meets present. Experience classic horror elements that meet modern survival gameplay.

- Fear the unknown. Survive creatures of terror you've never seen before.

- Observation is key. Collect clues and solve puzzles to uncover the mysteries of the mansion.

- Connect the dots. Immerse in the actual tragic events that occurred in the past through haunting visions.

- Fortune favors the brave. Have a closer look at the game's unique art style through the gallery, unlocked by collecting silver coins.

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

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Minimum:

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

Processor: 2.8 GHz Quad Core CPU

Memory: 2 GB RAM

Graphics: GeForce GT 750M / 9800GTX / Radeon

DirectX: Version 9.0c

Storage: 3 GB available space

Sound Card: DirectX Compatible

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

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This involves many puzzle solving and exploring, unlike many other horror games nowadays which rely a lot action or jumpscare.

This is more like old school style survival horror without super complicated puzzle.. Very harsh game! Its very hard to progress continuously on it, there\u2019s no auto save which consequently makes you lose progress a lot of times on certain levels. You have to strugle to keep going with the game till the very end, its quite challenging to say the least.

Despite of that, Visuals are very neat, lots of characters very well designed, with pretty decent cut scenes.
I love the extras of the game, there\u2019s a gallery where you can pay attention to the details of the monsters more closely, its a nice detail to have in such a game.

. So far, this game is good. There's not a lot of content and the playtime is shorter than I expected, even for an early access game. I do recommend this game, it has an interesting concept and has a lot of potential. But I also suggest that you know what you're getting from this early access game.. 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.. https:\/\/youtu.be\/HUhmdNI8dac

While it is great to see an indy horror that is not a unity asset flip, its very hard to recommend this game.

Even if we ignore the ugly graphics that look like a PS2 era game. The big problems are all game design related. From terrible performance issues, to bugs and glitches. Several of the puzzles are bugged leading to frustration. And the save system is a pain, meaning you end up retreading large sections of the game you have already completed.

The controls feel floaty and imprecise making boss battles a chore. And even the AI can end up killing you even when they really should not be able to.

Still on the positive side, the hand drawn cutscenes are well done, the audio is decent and the voice acting okay. Also the monster designs are nice, and the death scenes very well done.

Sadly it's not enough to really salvage this game overall. Maybe if you see it on sale and want to know more about the phillipnes ghost lore. Otherwise you may want to save your money for something better.. 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 severly broken game with no bug fixes in sight. This means? Right, 0\/10 points. Don't get this.. 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 ♥♥♥♥'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 considerately 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 the♥♥♥♥♥from the shine.

Verdict: 6.5/10.. Lame, nothing else to be said.. 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 compatiblle with everything. I rarely have issues that cant be fixed...

This game though..is broken. FIrst 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.