
Nightside Activation Code [License]



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About This Game

NIGHTSIDE is a four races sci-fi base building real time strategy game set on the dark side of an unknown planet where the valuable "green ice" resource can be found. Follow Adam, a human explorer, as he discovers the secrets of this dark world through a story-driven single player campaign.

Key Features

- **14 MISSIONS STORY DRIVEN SINGLE PLAYER CAMPAIGN** – follow the human explorer Adam through his journey of discovery of a dark world as he witnesses the war between two alien races while hoping that help will come from his fellow humans
- **Versus AI** – sharpen your skills in battles versus a challenging AI (18 maps and 3 difficulties available)

Other Points Of Interest

- no fog of war, just lights of your units/buildings for vision
- four races with different gameplay mechanics
- fast paced combat oriented gameplay

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- intuitive and accessible interface
 - all races have mobile bases
 - good balance between micro and macro management

Title: Nightside
Genre: Indie, Strategy
Developer:
OMNIDREAM CREATIONS
Publisher:
OMNIDREAM CREATIONS
Release Date: 2 Apr, 2015

a09c17d780

Minimum:

OS: Windows 7

Processor: Intel Core 2 Duo E6600/AMD Phenom X3 8750

Memory: 2 GB RAM

Graphics: GeForce GTX 260/Radeon HD 4870

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 2 GB available space

English







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This has turned out to be a truly amazing RTS. It's good to see indie developers create such a good quality RTS game, which is hard to find these days. I couldn't believe that there are only two people that made this game, they have done an amazing job... They're incredibly supportive of their game, they take the time to read feedback and the discussions in the community hub. Most importantly they actually listen to what players have to say and they respond! The developers are incredibly active with the community and with updates for the game, which is always good to see. The game has an amazing price tag for the content, and the developers have also stated they will be releasing more content even after release!

I love the art style and theme of this game. They did such a great job on creating a sci-fi atmosphere, full of sound effects, incredible graphics (the lighting in this game is amazing), animations, and such a cool art style. The whole darkness aspect of the game is what really got me hooked, the way the units light up the darkness as you explore to find your enemy or more resources. It looks so awesome seeing the lights from your units, base, and animations lighting the dark areas of the map. The scouting abilities make it even more amazing. The scouts have really neat and unique abilities that are incredibly satisfying to use... I don't know how many times I've just sat there watching the skill light up the darkness. There are three races in the game, each with their own unique scout. The Nova race is my favorite scout by far. It sends out these little probes that light up a circle around them, creating three giant circles that move around and collide into each other. It gives you a far superior vision over the map. It's fun to use, and so cool to watch. The other scouts also have really cool abilities, I don't want to give away too much, so some of it's still a surprise to people.

The combat is really fun, it can get intense looking around in the dark, suddenly colliding into the enemy... or fighting over resources trying to find some new ice to collect to build and upgrade. I love that you don't have to constantly be spamming keys and units, it's more about the strategy and tactics.

Each race is very unique and fun to play and to learn. The look and feel for them is great, they feel very different from one another and have their own personality. There's a great amount of units that are unique, ranging from ground units, to air units, transports and repair. There is also a good amount of cool and unique abilities across the three races. The UI fits in great with the art style of the game... It's nice to look at, sleek, and it's not confusing or obstructive. Overall I'm really glad that I bought this game, and I definitely recommend this game to people looking for a good new RTS, or a good game in general. I would even recommend it to people who are new to the RTS genre, it's a great place to start. This game has been a great experience, and will provide great entertainment for a very long time.. This is what an RTS should be. Simple mechanics, easy to use UI, simple resource gathering to allow for the main focus of building armies and wiping out your opponent. This game clearly pays homage to Command and Conquer and Starcraft with its faster paced gameplay and overall RTS mechanics and that faithfulness to RTS's of yore pays off with a fun and addicting strategy game. With 3 different factions that all function in varying ways and have different strengths and weaknesses, there are plenty of strategies for victory.

Gameplay Footage:

<https://www.youtube.com/watch?v=riVHPRk41Yk>

The most unique piece of the game other than the very 'alienesque' worlds and units is the pervasive darkness that blankets every game. It feels like you're playing on that planet from the movie Pitch Black and the only way you can see the map is to move units there. The game also features a very in-depth story line that makes extraordinary use of camera angles to provide a low-budget, cinematic experience. This game was a pleasant surprise and I definitely recommend it! I can't wait to see how far the two devs from Omnidream can go from here.. Meh... clunky, run of the mill, RTS. Very limited hud, no tooltips for units, very little in way of story. No scripted events (that I have noticed). Fog of war is meant to be an interesting dynamic, but with how slow units move combined with VERY limited range of light cast by said units, makes for a boring back and forth sweep of the map to find objectives. (Also, no quit option in menu, only surrender or restart, so ALT+F4 is often the easiest way to bail on this VERY average game.). Worst possible way to just ♥♥♥♥♥♥ your money away. To get this game would be an idiot deal even if it was for free. Pls dont sponsor these ppl to make more games.. I thought it might be nice to add a little more about the units and race trade offs: some of this is related elsewhere, but having it all in one place is helpful.

Nova:

All buildings must be landed before use, but can be moved and relanded.

Three ground units: two attack air and ground, the mid-sized one only attacks ground. The smallest ground units are really fun for harassment of enemy extractors, and are almost invisible.

Three air units, the smallest one only attacks air. The biggest unit for this race is a Flagship, which of course, flies.

There is a special drone which can disable weapons in the opponent's army and also attacks ground.

The big defense for the mothership is a drone release similar to SC2 carriers.

There is a special ability for the probes which releases three small "flashlight" drones, which move in sync with the probe. It has enough range that parking the probes near your enemy and using the drones is effective.

YX:

This is a sort of "Transformer" race, with the most flexibility (everything is built out of the same building blocks "Cells", which are mobile). A not entirely bad option with this race is to build one probe and a ton of cells and then tailor your army once you know what you are facing.

Buildings are not mobile, once built, but can be split back into cells.

I think you have to build ground tech before air, but you have the option of scrapping the building, so it's not as big of a deal as with Nova if you want to go all air.

There is a special ability for one of the midsized units which bumps up how hard adjacent units hit.

The mothership defense is a shockwave with decent area.

The light option for the probes is a scanning ability, which basically gives a really big circle of vision around the probe.

The big unit for this race is a ground unit, so a little easier to counter than the Nova and Human flagships.

The upgrades for YX have more levels than for the other races, not sure if that means they can ultimately hit harder.

Human:

All of the human buildings are mobile, so you can have fun with moving your base around, and the "static" defenders are easier to get into position. The units are more limited for this race in terms of what they can attack (you have all the permutations of "air" or "ground" units that can only attack air or ground, it is sometimes hard to remember), so you need to be careful with what you attack with what. There is a special ability for the second largest air unit which creates a vortex which attracts enemy fire.

The mothership defense is a missile attack, and the probe special ability is the best one in my opinion, which are a series of torches that you can drop and leave. Torches can be destroyed by the enemy, however.

The flagship is a big air unit, which is probably the best unit in the game for killing the opponent's mothership because of the missile attack.

Overall note: with all races, the mothership defense and the flagship special ability are one and the same. All of the races have a unit which repairs others, something which always bothered me about starcraft (they have advanced technology and it Never Breaks? Really?).

Mouse actions:

In general, left click selects units, middle click pans, right click places/initiates actions. To attack move, use left alt plus right click. To select all units of a given type, use Shift plus left click.. this game is border line boring Simple. This game is an awesome surprise if you are looking for a unique RTS and end up getting this one because it is pretty cheap. I also want to mention I haven't even tried Story or Multiplayer modes yet, partly because I'm waiting for the whole Campaign to be in the game and partly because I usually just play RTS games to compete against the AI. However, I do look forward to taking advantage of all the modes the game has and will have (Co-Op vs AI has yet to be added).

I'm happy I got this game for a few main reasons and lots of smaller reasons. The main reasons are:

- The game is balanced.
- The game looks great.
- Combat and base building is fun and unique for each of the three races.

The other reasons I like this game are the following:

- The theme behind the game is interesting.
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- The music and sounds for the game help immerse you into it's theme.
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If you want more information on the types of things you can do in the game before buying it, read below:

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- There are what feels like three tiers of units/buildings you can build or produce, as well as one really strong unit with a special ability for each race.
- The really strong unit for NOVA is an aircraft/air unit. It can only attack air until you active it's ability to "Launch attack drones" and it then acts similar to a Carrier from Starcraft. While the drones it launches can attack ground (not sure if they can attack air, haven't tested that yet although the aircraft itself can), they only last for a short duration (about 15 seconds or so) and the ability has a cool down that lasts equally as long.
- The strongest unit for the Human race is also an aircraft/air unit. It too can only attack air and has an ability with a somewhat shorter cooldown than the one from the NOVA race, however it's ability is to "Launch missiles" which do severe damage to

random(?) nearby targets, including ground units.

- The strongest unit for the YX race is a large ground unit that can only attack ground. It has a shockwave ability which goes out from the unit and does heavy damage to anything in range of it, which is a rather large area. I'm not sure if the shockwave ability can damage air units however the YX race seems to have the most amount of units which can attack both ground and air.

Information regarding the unique building style of each race:

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- The NOVA race has a hovering/mobile "Mothership" as it's main building. This is where the other buildings (and scouts) come from, including the resource collecting buildings. Once produced, your buildings are initially airborne/hovering and you select them, click on the "Land" button and then select where it will be placed and you will then be able to utilize that building.

- The YX race has a hovering/mobile "Hive Mind" as it's main building. This building produces "cells", very small circular slow moving units, which individually are cheap and are how you build all your other units and buildings with this race. All units and buildings you can build require a certain number of cells.

- The Human race has a hovering/mobile "Fortress" as it's main building. The Fortress can produce the resource gathering structures and platforms (as well as an air scout and it's strongest unit). The platform is what you construct all your buildings on in the form of "addons" including your unit producing building (there is only one for this race aside from the Fortress), all research buildings and your defensive building for this race.

- The resource collecting structures for each race look different but all act the same. They all hover and can be told to move over any resource spot on the map to begin collecting resources from it.

This information is about the core of the game. Again, I have not played Multiplayer mode or Story mode but I'm 100% positive they are just as fun as the Versus AI mode. To conclude my review, I want to say if you like RTS games in general, you will be nothing but satisfied with this game. It's definitely on a smaller scale than others like Starcraft or Supreme Commander, but that hasn't stopped me from enjoying it just as much if not more as I would any other RTS.

Finally, if you are on the fence about trying this game like I once was, just get it. You will not regret it!

Good luck and have fun!. I bought this game after reading a few positive reviews, after twenty minutes of playing i regretted my decision.

This game, is buggy, poorly made, and has few expansive options for units and tech.

waste of money, not worth £10, I hate the graphical style and the game is just completely devoid of depth.

09V2015

I review my eval. The game evolved in a good way. The game is mainly playable now : only the queued action is missing about the units movements. As I like the game, I think it doesnt deserve the orange satisfaction. x)

06V2015

At the moment, this game sux... Really...

Not about the gameplay, but the controls make the game unplayable : you can't do queued action, you can't select multiple buildings, and the campaign suppose you already knows the game's mechanics.

If the controls were more userfriendly and functional, the game would have a great potential.. I thought it might be nice to add a little more about the units and race trade offs: some of this is related elsewhere, but having it all in one place is helpful.

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Mouse actions:

In general, left click selects units, middle click pans, right click places/initiates actions. To attack move, use left alt plus right click. To select all units of a given type, use Shift plus left click.. Ehhh.... It's a nice enough looking game, but it lacks a good feel to it. Most units are fairly similar, varying only in terms of health, and whether or not they can attack air/ground units. The economy needs to be modified, I think, so that there's at least some sort of throttle that might lead to a sense that the early game differs significantly from the late game. There's probably room for improvement along these lines, but I'm just not captivated enough to wait for it to change, or to come back if it does.. No save game functionality. Imho an absolute no-go for a RTS.. Nightside at first brings you to a great, but simplistic soundtrack. It's dark levels feel foreboding, strange, and unwelcoming. It's factions, all diverse, with unique unit designs. Each faction seems to have it's own special unit with it's own special ability, and they all play very differently. Nightside's Hard Campaign is just as intimidating as it's level design, everything is dark and lit up by units with flashlights. You can reveal terrain on the map, but although you can reveal enemy bases once the fog of war kicks back in you'll only have an idea of where your adversaries are.

The Campaign separates itself between several chapters, and each one of them very challenging. My favorite part is the Nova Campaign, where you're put under certain restraints that make the game just hard enough. The Nova campaign isn't forgiving, as they seem to have the lightest/weakest units but have powerful abilities and cheap units. I really like the soundtrack for the Nova's levels, they fit well and add to the game's overall atmosphere.

Nightside has one resource, but it's complexity comes from the dark level design, and each faction's way of grabbing technology and advanced units. Nightside has a lot of charm underneath it's dark aesthetic, the units and buildings themselves bright up the areas around them, an interesting way of creating 'fog of war'. The game itself looks very fun and I've played one MP game, and even though I lost I enjoyed it a lot.

A solid RTS game, that has a challenging Campaign, very fun units, and diverse factions, all with a dark atmosphere, great soundtrack, and an intimidating shroud of darkness.. Don't get me wrong, this game is great. The main idea behind the game (dark side of a moon, no light) is the reason I bought this game. It just is too small of a game. If this would have been made by an experienced game company (e.g. Blizzard), I would have paid upwards of \$60 for this game. It lacks the U.I. I was hoping for, feeling more like a prerecorded message.. No. For various reasons :

- Ctrl+Number creates a group. Shift+Number does NOT add the currently selected unit to the group.
- everything is sluggish.
- pathfinding is okay, but units often bumps into each other. Or into buildings.
- despite everything floating, units bumps into buildings. There's only two dimensions.
- 8 units for each of the 3 races. That's not enough.
- Shift+right click does makes points for the units to follow, but only the lastest is displayed on screen.
- 8 units for each race, yeah. And 4 buildings for each race too.
- no real strategy, just "make bigger army".

Basically, babby's first RTS. Avoid it and get a real strategy game instead.. This game is an awesome surprise if you are looking for a unique RTS and end up getting this one because it is pretty cheap. I also want to mention I haven't even tried Story or Multiplayer modes yet, partly because I'm waiting for the whole Campaign to be in the game and partly because I usually just play RTS games to compete against the AI. However, I do look forward to taking advantage of all the modes the game has and will have (Co-Op vs AI has yet to be added).

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Finally, if you are on the fence about trying this game like I once was, just get it. You will not regret it!

Good luck and have fun!. Game is too easy and needs serious polishing. Coding is not optimized so there are slow game play issues. Overall it is a fun game and has some interesting twists for units, but unless you really need a new rts stick to something tested and optimized. Having a major framerate drop during a 10 v 10 unit skirmish kills the mood.. An interesting RTS that takes me back to the classics from the 90s. The dark setting is quite interesting. I also like the mobility of all races. Graphics are more than decent.

Recommended!

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