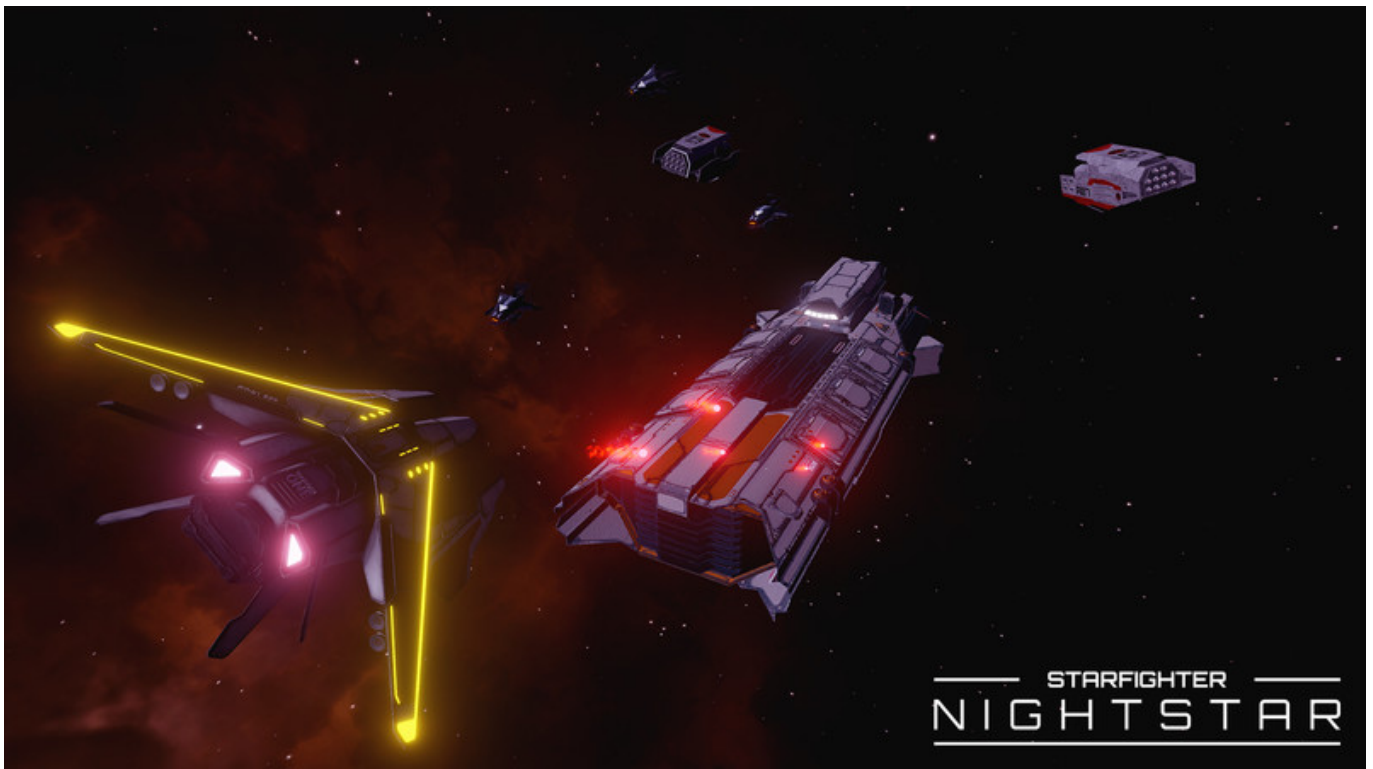


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NIGHTSTAR Crack By Razor1911 Download



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### About This Game

**NIGHTSTAR: ALLIANCE NOW AVAILABLE**



Get the sequel to NIGHTSTAR: Starfighter now!

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### What is NIGHTSTAR?

This VR title is a retro inspired, room-scale third-person shooter. You play by moving your Vive Motion Controller in space,

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shooting a vast variety of enemies, and avoiding obstacles and enemy fire. You progress through the levels by collecting upgrades that not only make your starfighter more powerful but also make the enemies more *angry* at you.

### **BACKSTORY**

Planet Earth. 1983.

You've been selected among millions of gamers to pilot the NIGHTSTAR, an ultimate starfighter with enough firepower to hold back the Drone Coalition.

Will you accept the challenge?

### **ARE YOU A BAD ENOUGH DUDE TO SAVE OUR GALAXY?**

NIGHTSTAR brings all the best elements of the classic Arcade Shoot'em Up games to the age of Virtual Reality. Built from the ground up for VR and polished to exhaustion to achieve perfect balance, NIGHTSTAR will take you back to the golden age of arcades, but this time in complete immersion. Intuitive controls and a great variety of well-designed enemies are waiting for you on the other side.

### **FEATURE LIST**

#### *Intuitive Controls*

You grew up playing with airplane toys. Piloting the Nightstar is just like that. Realistic toys. That shoot lasers... In space. And will eventually explode. Do I have to say more?

#### *Upgrade. Adapt. Evolve.*

Make your way through the restless enemy waves, and show them you're here for serious stuff. Upgrade your weapons, expand your defenses and give that extra punch. None shall stay in your way.

#### *Smart, Adaptable Enemies*

Don't get too comfortable. The enemies will learn your moves, and will attack you with everything they have. Battle enemy starfighters, armed asteroids, bounty hunters, torpedo gunships, and giant battleships.

#### *Original 80s Inspired Soundtrack*

The synthwave is strong in this one. Get ready for this fully immersive soundtrack that adapts to the gameplay in real time. Composed by the amazing Thiago Adamo, AKA PXL DJ.

#### *Online Leaderboards*

Who's the best Nightstar pilot on the planet? Let's find out.

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Title: NIGHTSTAR  
Genre: Action, Indie  
Developer:  
SOLIDMESH  
Publisher:  
SOLIDMESH  
Release Date: 7 Mar, 2017

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**Minimum:**

**OS:** Windows 10

**Processor:** Intel i5-4590

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GeForce GTX 970

**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 2 GB available space

English







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great open ended game that rewards skill i bought this last night and liked it alot but todays huge update turned this game on its head its incredible. one of my fav games in VR...just great!!!. Excellent! Very addictive. It's more similar to Crystal Nebula minus the maze.

Initially after seeing the video, I was not too impressed. But the gameplay is much better than I thought. The enemies wave are different each time. They are randomly generated. One feature I like the most is that you can regain your health by picking up powerups.

It was confusing at first how the level and powerup works. I died often without knowing how I got shot. It is quite addictive. I just bought the game today and I played almost 2 hrs. Actually I am going back in very soon.  
. I bought this based off a review saying this was Xortex 2.0. That being said it is nothing like Xortex.. it is a different style of game. Nightstar is a scrolling shooter, Xortex is a room scale shooter.

That being said this is a fun arcade game that I plan on playing a lot more.

As I play more I find my ship getting hit by dimly lit objects that are very difficult to see.. Hopefully in the future this gets updated.

I give this a positive review because it is worth a play if you buy a lot of games. I rarely purchase games... If I had the chance to demo this game before buying I would have spent my money on a different game.. Yep, this is a keeper. Tried the demo, bought the full game after two plays. This is completely different than any other VR game I've played so far, in that it isn't really first person. It's more third person, with one controller being the ship. It moves wherever you move the controller, pretty much instantly. It's really easy to just stand in one spot and just wave the controller around, but this is a room scale game. Walk around to get better angles, or dodge thick packs of things that are coming from one area, etc. Awesome game, lots of replayability.

My one complaint would be how long it takes to reset after game over. I want to click through whatever scoring it's showing me and just restart immediately, but it makes me wait ~20 seconds and then brings the menu up to allow a new game.. **I played this on the Oculus Rift with Touch controllers and it works fine . Other than it has the same issue as the HTC Vive which is you have to use your left hand controller. I have to admit, it adds a level of difficulty which if you're a righty like me , makes aiming not as easy as it should be. You have to make precise movements to shoot objects at a distance, making the slightest adjustment.**

**I played this game for 30 minutes and never got past the first level. That had a lot to do with being right hand dominant, but also this game is challenging. Despite the frustration of being close to 100% several times, I had a lot of fun and enjoyed the challenge. However, it did seem like some run through's success was based on random powerups. Sometimes I quickly got a pair of squadron teammates to help me out, and other times I had none.**

**There's this one ship that one shot kills you. I didn't realize that until like the 10th time I died which one it was. I think I can definitely get past the first level, with some luck. I definitely think this one is a lot better than the Lab. It's quite the deal on sale price of \$1.99 USD.**

**Sale Price Rating 7/10 ... quick game to pickup, fun challenge**

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At the moment this game has only positive reviews, so I'm gonna add some negatives before I apply for my refund.

- The 8 levels aren't all that different from each other
- There seems to be only one boss with two stages
- It's too easy. I got to top 50 on my third attempt. Of course my leaderboard position doesn't affect my enjoyment, but for 5-10 minutes while playing with plenty of powerups and killing the boss over and over I felt like nothing was changing and I wasn't being challenged.
- Felt like the game required me to raise my controller above my head to best avoid getting hit. This made my shoulder hurt.
- It's fairly hard to aim

In conclusion: Get it on sale and see if you like it more than I did.. Awsesome game...really immersive and addicting, very fluent as well on my gtx 1080. well worth your money for a change in VR!!!!. Super fun game! The feeling of traveling through space is awesome, and because of the static background and steady velocity, works well without any dizziness whatsoever. The difficulty is perfectly balanced between too easy and too hard, making it very satisfying to actually get to the next level. The intensity of the game seems to pick up as you get upgrades, so it's always a challenge to keep your ship in top shape (you lose some upgrades when you're shot). The game works well for any-heighted people (even kids!).

There are a few annoying things that will probably get cleaned up in time by the developer. For instance, there's no way to exit the game except from within the VR headset (you lose mouse control once the game goes full screen and takes over the monitor). I look forward to seeing further updates!. Someone on here was saying that this isn't a roomscale shooter or whatever. it's basically the next step after the lab's xortex. you absolutely can walk in and out of the "stream of combat" and when I thought I was slick and decided i would stand beside and blow everything up as it went by having only to dodge a few projectiles...nope before I knew it I was back right in the middle of it. I honestly can't even tell you if I just walked back in because I was having too much fun. You don't have to watch for thing coming from behind you (so you don't get wrapped up in your cord spinning circles constantly looking for stuff) and it's more like flying through space then blasting stuff in an arena. honestly in my opinion the two biggest flaws of xortex. Can't recommend enough. if you liked xortex. this is actually better enough to be worth the 15 bucks. I'm probably buying my friend a copy for his vive, that will be a first for a non multiplayer game. it's that good.. This is what VR is about!! After getting a Vive 2 weeks ago I have been sampling many games but I kept going back to Xortex as it was the most immersive and most fun. I was wondering why there aren't other games like that. I was pleased to find that another developer has noticed this as well and has done something about it. Nightstarr, although in its infancy, is engaging, addictive, challenging and above all immersive! Well done to the developer, I hope you get the recognition you deserve and inspire other developers to follow suit. I look forward to seeing how Nightstar develops further!! Fantastic for all skill levels. This isn't just a wave shooter it's a third person shooter where your hand controls the ship! You use your hand to dodge, aim, and collect power ups while being on the look out for incoming enemies. Looks and feels great for a good price.. This game is a hidden gem. It's challenging but rewarding. If you like 2D shooters, this is the VR equivalent. It rocks!. the game forces you to play left handed, or right handed using the left controller... very weird. mildly unpleasant on a game that i would otherwise like. VR style R-Type, your whole room is the level. Buy it!



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