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About This Game

"Rogue Port - Red Nightmare" is a turn based modern RPG that uses a 16 bit graphic style and an in game day/night calendar system with dynamic lighting where you name your friends and pet dog at the beginning of the game, choose one of three classes for your primary character and answer a series of questions to determine your primary character's stats.

Features include :

- Full Controller Support.
- Dynamic Equipment (main Player's character sprite changes based on what apparel is equipped).
- Day and Night System (1 second is a minute in game time), Calendar System (4 total months for each Season).
- Dynamic Lighting (different lighting in exterior cells based on time).
- Random Trash Can Items (each searchable trash can in the game offers 1 of 3 random items).
- Stamina Sprinting (you can only run until you run out of stamina).
- Temporary Fog of War (cave and dungeon tiles are only visible around the Player in a small radius).
- Secret Chests (every map in the game that has enemies has a secret chest that will only appear when all the enemies are

defeated on that map).

- Portals (there are a total of 30 different portals, each appearing on a different day on the calendar regardless of the season).
 - Animated Battlers and Backgrounds (enemies you fight in battle are animated as well as the background).
 - Dynamic Music (soundtrack will change depending on if it's day or night time).
 - Arcade Games (two arcade games that both have unique prizes called "StarShot" and "Jumper" can be played).
- Player's Garden (behind the Player's house, there is a garden that allows them to grow up to 4 crops at once. Crop grade depends on how many times you've watered them before harvest and eating them will increase your max stamina meter).
- Seasonal Town Festival (at the end of each month, a festival starts in the City of Rogue Port where the Mayor will judge contestants crops for a chance at unique prizes that cannot be found elsewhere).
 - Original music compositions by Cwglassmusic and Kain Vinosec.

Title: Rogue Port - Red Nightmare
Genre: Adventure, Indie, RPG
Developer:
Sunight Games
Publisher:
Sunight Games
Release Date: 7 May, 2016

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Minimum:

OS: Microsoft® Windows® XP / Vista / 7 (32-bit/64-bit)

Processor: Intel® Pentium® 4 2.0 GHz equivalent or faster processor

Memory: 1 GB RAM

Graphics: 1024 x 768 pixels or higher desktop resolution

Storage: 400 MB available space

English







rogue port - red nightmare

this was....not great.. *I play this offline so that's not the exact in-game time

So I saw this game when exploring the store and my first impression was "THIS IS SO EARTHBOUND!!!" and I bought it in a doubt that it will be good.

But then my second impression after playing the game was "THIS IS REALLY A PIECE OF ROUGH GEM", I don't imagine a game with this price would be this good. I love exploring the map and dungeons while looking for treasures. I love those portals that leads to unknown places. Right now I just saved my first friend and there are 2 friends to go and lots of side quests to go.

PROS:

- It's 16 bit! So retro
- Day and night system
- Nice music
- Lots of quests
- Lots to explore
- Veggie Gardening

CONS:

- But well there are things that kinda annoy me until now, like the item numbers are stacked so it's kinda unreadable.
- Plain looking opening and menu
- A bit repetitive, leveling.

8.5 V 10 - Will verbally abused again by the police

Thank you for your hardwork developer-san!. This is going to be a very soft 'no', since Red Nightmare isn't bad value for a dollar. It's ultimately a less compelling, less plot-driven, "open"-world Earthbound lying half-in and half-out of the RPGmaker ghetto.

The good news is that it seems to have a lot of custom sprites and a mostly consistent aesthetic. You can see the RPGmaker creeping in at the edges, but this isn't an unappetizing kludge of stock sprites. A lot of the visual design mirrors Earthbound, right down to the feel of the fonts, and the soundtrack is similarly in-vein. Unfortunately, where Earthbound was a strangely consistent fever-dream of a gameworld, Red Nightmare feels weirdly bland. It imitates the first impression that Earthbound gives off, but in Red Nightmare's case that impression is skin deep.

The game is fairly big, and it's packed with little details that make it clear a lot of work went into it. There's a day-night system, a calendar, seasons, lots of sidequests, a relatively open main quest...and it's all kind of dragged down by the blandness. Combat doesn't feel great either. Attacks are loaded with special effects, they don't hit for a lot of damage, and everything is an HP sponge. This makes combat real slow, which would be fine if it wasn't absolutely everywhere.

Based on game size and content, this is a steal for a dollar, but based on fun-per-hour I'm not so sure it's worth the investment.

If you really, really liked Nusakana's game-feel, or if you adored Earthbound's visual design/sound design, give this a try.

Otherwise, there are a *lot* of other games out there.. It's...confusing.

There's almost no assistance given in knowing what it is you need to do. This game reminds me of Old-School classics that required a manual to actually understand what to do where. Personally, that's not my cup-of-tea. The endless trial and error and constant monster battles when you just want to cross the street got tiresome quickly.

However, a lot of hard work clearly went into this, so props to the developer for creating their own sprites, etc. You're clearly very talented, but I'm not as patient when playing games as you. In my opinion, a 4/10.

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