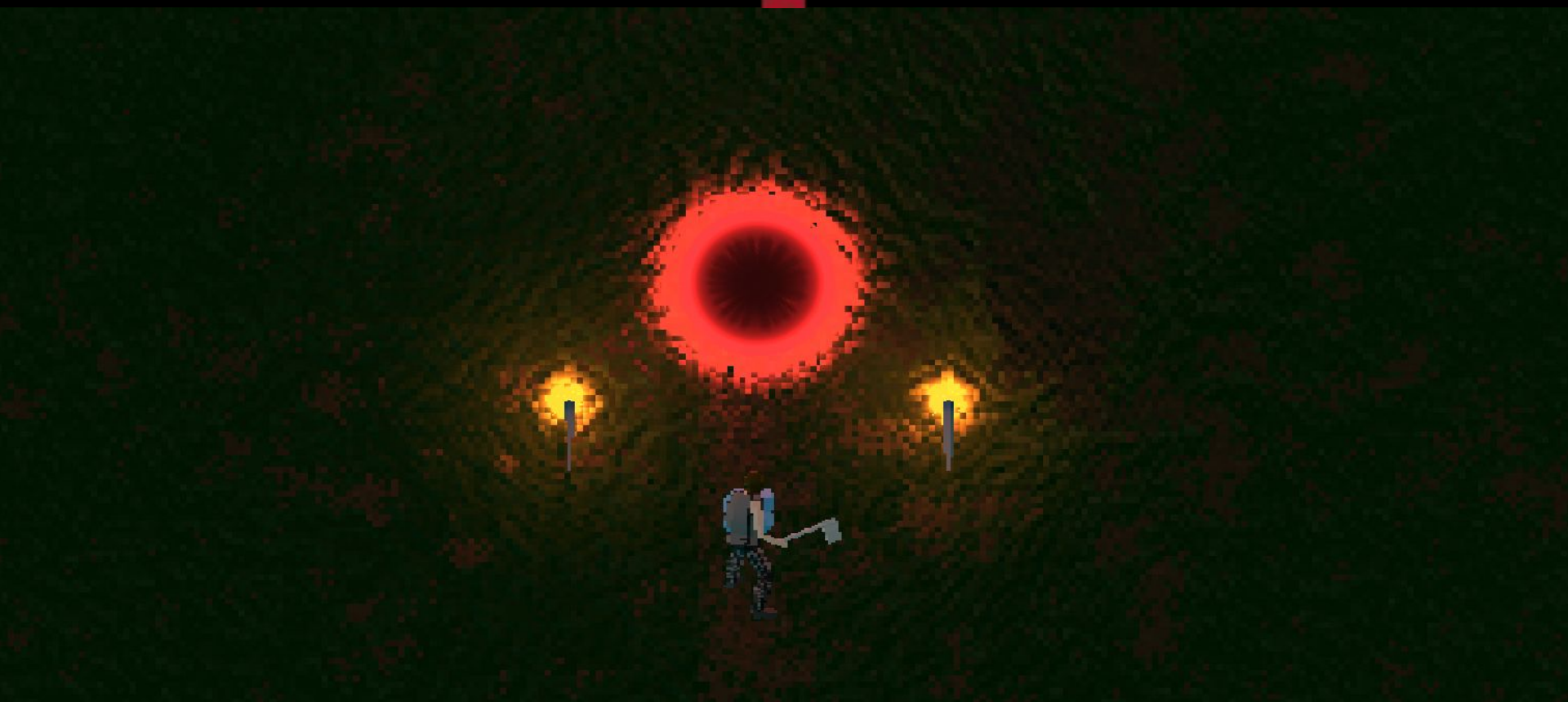


Red Nightmare



Overview

Red Nightmare is an action hack-and-slash roguelite, set in a new, dark, high-fantasy universe.

To gain power, the player must find gear and discover new abilities, all while defeating powerful new enemies along the way.

You are among the mortals of the Omiri Clans - at war with the Ancient Empire for the better part of a decade.

Your chieftain has made a temporary pact with the Empire, to face down a new fiery enemy.

Pyr, the god of fire, and his army of burning minions seek to scorch Doreah clean of you. Can you brave the Flamestokers, cross Liar's Bridge and defeat Pyr before he bathes the continent in the flame?

As the player, you have access to upto four spell slots, each with their own colour.

As you defeat enemies, they may drop new spells, which fit a specific slot colour. You may only have one spell bound to a slot.

Spells are highly versatile. Some are magical in nature, others are based upon physical contact. Some spells may bolster your stats, or heal wounds, or even temporarily allow you to steal the spells of others!

Combat

You can bind a spell slot to any key on your keyboard. Pressing that keybind will cause you to cast whichever spell you have equipped in that slot. The green slot only fits the weakest spells, but have little or no cooldown, meaning you can use it regularly. The blue slot contains a more powerful spell. The red slot is for the strongest abilities, but may incur a long cooldown.

The yellow slot is typically for utility or mobility spells, such as a healing spell, or a burst of movement speed.

q: melee

SHIFT: charge


r: savage_kick

f: spellsteal

As you adventure, you will come across a plethora of enemies. Some of them may be carrying equipment that you can loot after defeating them.

You may also come across treasure chests on your travels, which could contain powerful items.

Loot

A pixelated character, possibly a knight or adventurer, is shown in a dark, cave-like environment. The character is holding a glowing blue orb or spell in their right hand. The character's armor and sword are visible in a pixelated style. The background is dark and textured, suggesting a cave or dungeon setting.

Some enemies will drop spells aswell as equipment!

Pixel Art Direction

2018

(Fully 2D)



2020



2022

(3D Hybrid)



2023



More info soon!