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About This Game

A lethal pandemic swept through the globe, mutating vermin into an aggressive menace and threatening to snuff out the light of humanity. Now my children, the survivors of the disease are rising back up, unwilling to let me become a hollow shell on the coast."
- The city of Nyheim

Nyheim is a game of risk management and rolling dice. In Nyheim you will gather a group of survivors, each contributing one or more eight-sided dice to the party. When you rest or explore in a location, you roll the dice and attempt to get the results that cards in the location require. Food, items and skills will grant you rerolls and ways to manipulate the dice, while injuries, threats and hardships will reroll them when you don't want to or remove them altogether!

Your ultimate goal is to survive through the winter, gather enough population, or rebuild Nyheim's hydroelectric dam. Crises, threats and ever-looming threat of starvation will make the road to victory harsh and unforgiving.

Title: Nyheim
Genre: Strategy
Developer:
Happy Hobgoblin
Publisher:
Happy Hobgoblin
Release Date: 31 Jan, 2017

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Minimum:

OS: Windows 7

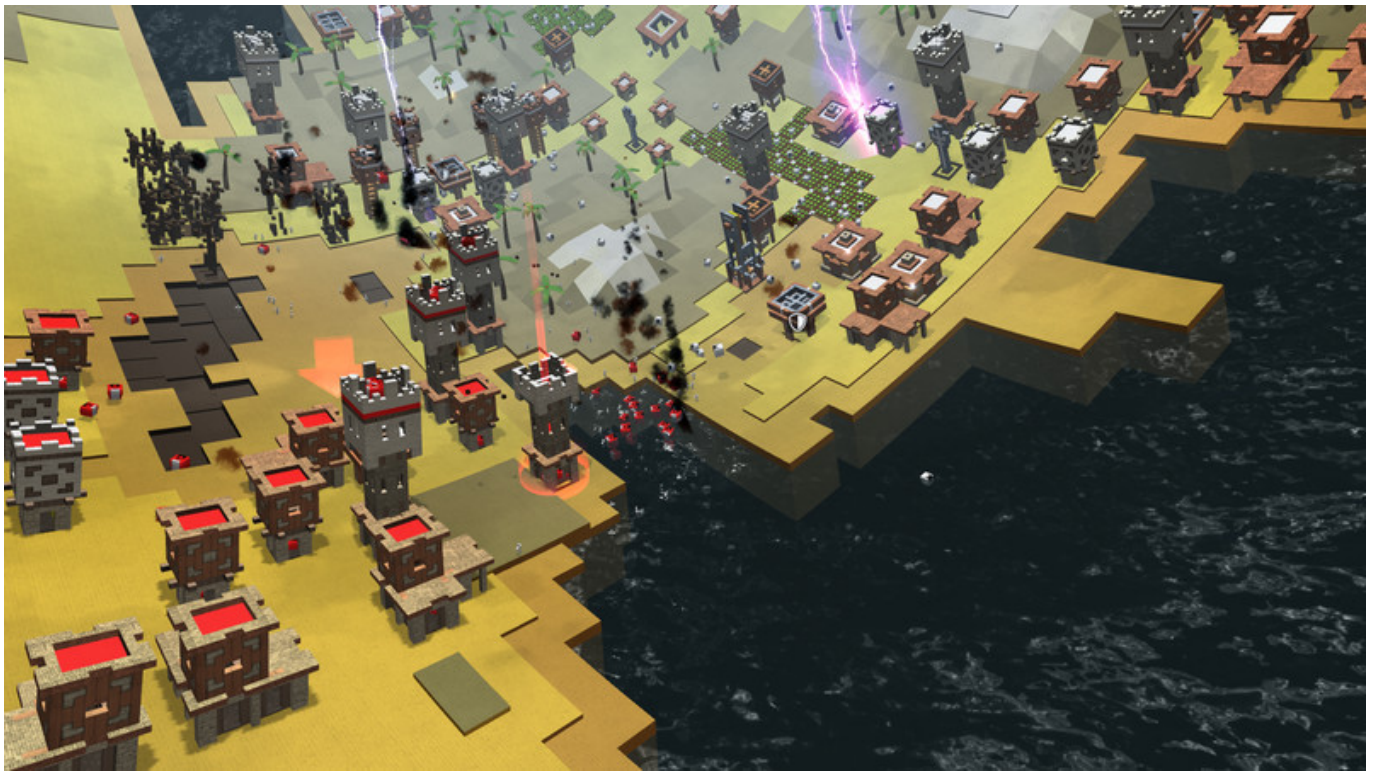
Memory: 4 GB RAM

Graphics: DX9 (shader model 3.0)

DirectX: Version 9.0c

Storage: 300 MB available space

English,Finnish







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I wanted to love this game, but I don't think I can suggest picking it up. The on-rails, arcade-style gameplay was my narcotic throughout grade and middle school; that's transferred over well enough. I forgive it for the uninspiring story, pitiful voice acting, and Stormtrooper-grade A.I.

The fact that guns barely make a sound troubles me most. A close second is the fact that you seem to swivel around on a turntable whenever you're moved down the "rail." I wasn't expecting spectacular quality, but goodness, this is awful.

"Shoddy" encapsulates Heavy Fire in a word. It's not worth the bargain on a sale.. When the game was named ZVEZDOLIOTIK it was unique, I loved the music, I adored the art style. I played with my boyfriend, he'd shoot and I'd move. Now that the game is named Alien Attack in Space, it's just like any old 99 cent game. We still call it ZVEZDOLIOTIK. We get bummed out about the new name every time we bring up the game.. Solid tower defense game and great, cute graphics. The dialogue of the towers can get a little old and there's not much replayability.. Well, that was a weird trip. Firstly, anyone reading this before purchasing the game needs to know that a huge theme you are going to experience throughout the story is tragedy. While I can enjoy a good tragedy, I'm not particularly happy when every route that doesn't end tragically simply ends on a half-thoughtout note. Ending 3 ends on such a weird note that it literally feels like the writer just stopped writing and called it done in the middle of the story. Ending 2 is incredibly brief and is super heavyhanded, and tries to make us feel bad for a morally obvious decision (WHY??). Even our final ending forces a tragic ending without warning, could have maybe used some dialog or forshadowing earlier to make it feel satisfying. The game deserves to have every ending except the first and last one re-written, and the final ending needs that future-jump removed (it's kinda jarring, like that chainsaw-arm line from earlier in the story).. Great game well done, very addictive. This is a really simple yet fun Bomberman type of game with online multiplayer. I was never a huge bomberman fan but I tried this and it was kinda fun. I'm not very good at it but this would be a great game to jump into with some friends at the same time, especially because it's a bit hard to get matches started or playing a bunch in a row.

First Impressions / Gameplay Video

<https://youtu.be/Jh-nNze-sEg>

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If it wasn't free to play I probably would not recommend it because it's so light on content, at least right now,. Because it's free though why not give it a go. Bring some friends though.. I picked this game up on sale for \$1.99 well worth that price. Neat concept of evading, not stealth IMHO, the guards and using your brain to complete the levels.

unique audio theme game

-need more gameplay & mechanics. As others have pointed out, this sequel was made with little regard to the first one. The mirror who was not evil is now super evil, you don't play as the mom who was a rather good character, and the graphic style is so different that the whole game feels jarring. I can't help but think of Secret of NIHM 2 in terms of the type of sequel this is. Skip this title and find a different HO game.. A very cute small puzzle/ Click&Point game, overall simple and short.

While some of the puzzles may take a bit of time, they are rather easy. There is not much story other than what we see in the trailer so I'd say it's a small cute game if you want to chill a bit and enjoy some hours of relaxation.

I got it with a big discount so I'm okay with what I paid for it, if you enjoy this kinda games I suggest you get it during sales.

I did find some small things to be a bit annoying, for example, sometimes instead of going to the next screen, clicking would do nothing, so I'd have to move the character to another place so I could then click again for them to move to the next screen. It seems the game was adapted to play on PC but originally made for mobile/tablet purposes (? I dunno).

I'd say it's not special, but it's not bad either, I bought it because I thought it look interesting and I was drawn by its art which I enjoyed very much.

. Oh boy. Good game... but so insanely hard I had to refund. And here's the thing I like hard games, I really do but this is insane.

Even though I was the Quake 2 champ of Quebec for a year, leader-boarded Diablo 3 with a totally unique Monk build, and managed to ICC Metal Slug X in the arcade, I can't beat even the simplest of levels in this game.

My reflexes aren't really as bad as you might think... the game doesn't ramp you up at a sufficient pace. It's 100 KMH from the second you start.. Basically a mediocre Sci-fi themed lane defense. Think of Plants VS. Zombies but with robots. There is nothing really original about this game, the game mechanics are directly lifted from Plants VS. Zombies, including manual pickup of a resource that pops out of the reactor (sunflower). This game feels as if the developers spent half an afternoon wondering which game they could rip off and almost 20 minutes on the story, and 15 minutes coding this.

It tells a lot about this game that the first time I tried this game I was able to break the tutorial level because I did not place my towers exactly in the designated spot and the only way I could exit the game was ALT+F4. The game has many bugs like that where the player is able to break the appallingly poorly scripted "missions" and end up stuck with no other option than to quit the game.

Now, the graphics are not terrible but they are mediocre at best, and the enemies are uninspired and dull. The talking heads narrative is stereotypical and dry, and the dialog is badly written and rife with spelling errors and broken sentences. The story is the typical "They found some magic mineral on planet X and now they are at war!"-tripe and it feels like it was written by a third grader. The grammatical errors in the game are just embarassingly bad and stick out like a sore thumb. While I understand that the developers may not speak English as their native language they should have at least TRIED making an effort.

I think that for the asking price of €12.99 this is straight up robbery. Only buy this if you get it 90% or more off.

TL;DR:

An overpriced, weak, unfinished and buggy scifi-themed Plants VS. Zombies clone.

3/10, would not recommend.

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