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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.

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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



# NEW CRISIS

10  
20%



AGAIN, COLD WINDS AND RAINS BATTER MY STREETS AND RUN THROUGH MY FORESTS, HINDERING MY CHILDREN AND THEIR EFFORTS.

**EFFECT**  
CREATES HARDSHIPS THAT SPEND RESULTS



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I quite enjoyed this game. I would recommend it for anyone that's a fan of board games like Tharsis. It was tough at first; but eventually I understood the mechanics and had a blast. Like any dice game, the RNG will sometimes be infuriating; but upon gaining a full understanding of the systems, I really began to "roll" with the punches and enjoy myself. Great, casual game overall.. I enjoyed this game.

I would compare it to pandemic or quarantine, but it is even a bit more difficult as you only have one group with your leader that can do actions.

The key to this game seems to be food. If you have enough food, you can do practically anything, as it allows you to reroll as many dice for 1 food.

Of course there is a lot of random dice rolls involved and RNG involved, especially for crisis' and during searches.

A tough game too, as it is possible to lose during the first turn or two, as you only have your leader, and 2 injuries per characted is equivalent to death. Loss of leader means loss of game.

I've just beaten it for the first time and it was a great experience.. Just managed to set up my first HQ and I'm still quite a bit confused about things but it's been getting clearer for each decision and this seems like a whole lot of [fun...in](#) a dystopian; "You're all doomed" type of fun way....

It has me thinking of a combo of This war of mine and Tharsis, the obvious rolling and usage of dice of the latter and the exploration/searching for items that will make you survive. (this may change as the game moves on, but....)

This seems like a lot of fun and it seems to have something that Tharsis lacked (as far as keeping me interested) in it's more open board, Tharsis had the ship and that was it, you saw the entire board at the start, this had you move into new territory, it gives you perks with drawbacks and so on...

I'll certainly play a lot more of this....maybe I'll realize it is awful 20 hours in....but that'll mean I enjoyed 20 hours of it and that's still great value..... Great little board game on the PC. At first glance, it seems quite unforgiving and cruel - but then as you fail a couple times, you learn how to mitigate your failures, through food use and tools and early strategy. I only wish it was somehow bigger or had other scenarios.

If you're a fan of games like Tharsis or Elder Signs, you'll probably like this one, or maybe find it too easy. Otherwise a stylish introduction to the world of the dice-survival games. Great game!

The artwork is very solid and absolutely my cup of tea, neither comically nor full of itself. Choosing the city itself as narrator is rather Suomi I guess, I say it is refreshing!

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Soundtrack can get a bit annoying after one session, maybe more ambience sound next time?

As a seasoned cardboard game and chess player this game is mostly a little bit too easy for me, but I love the concept and the new game+ ideas. Although they are unbalanced and some "improvements" crank up the difficulty into the absolutely impossible. Or maybe I missed something.

Some players complained about the big RNG portion of the game, but I fiercely reject that claim! The game is VERY fair if you can count and if you use the information given correctly. It is quite some information though, and you should take your time before hitting any buttons. I dare say it is one of the least RNG dice-games I ever played!

Oh and happy 100th anniversary!

Kippes!. Nice little game. Definately worth the price tag. The difficulty ramps up at the end with stacking snow storms creating a bit of a challenge, but overall pretty easy to win. If you get unlucky at the very begining you can lose by RNG, but once you've started to build your party and equiped them and taught them skills its pretty hard to lose.

Just make sure to be smart about which character combinations you choose. Hint: the dice are the important part, if you don't have two dice with bolts you are doing a very bad job of choosing characters. You'll have dozens of opportunities to add new team members. You amass tons of food in the game (I usually have 40-50 food stockpiled at the end), so you'll have plenty of opportunities to reroll if you get unlucky. Just make sure to give yourself the dice you will need to make the roles.

Decisions do matter in this game. Think about your route, and which buildings your characters can handle (you can check out building before entering them), think about your party construction, strategize about which goals to prioritize. Play smart and its easy to win (as long as you make it past the first 10 turns).

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Either I'm just not good at it, or it's real tough, but it's hard. And I love it.. I enjoyed this game.

I would compare it to pandemic or quarantine, but it is even a bit more difficult as you only have one group with your leader that can do actions.

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A tough game too, as it is possible to lose during the first turn or two, as you only have your leader, and 2 injuries per characted is equivalent to death. Loss of leader means loss of game.

I've just beaten it for the first time and it was a great experience.. Very good game.

Kill rats, drink beer (irl), kill some more rats and drink more beer.

Die and do it all over again.. First off, Nyheim is a good, but slightly difficult to approach game. It's essentially a single player board game and a pretty good one at that. The tutorial introduces you to the basic rules as you come across them and you are likely to lose the first game or two before you are familiar with the ruleset, but it gets easier after that.

Nyheim has pretty nice replayability value. There are different "mutators" to the ruleset you can unlock after playing a game or few, like starting with 3 people instead of one but having every space occupied by a threat, or having places less likely to contain threats in exchange for them emptying faster. There are also 3 victory conditions as far as I'm aware that alter somewhat how you try to survive in the game. Lastly the achievements are suprisingly well thought out, introducing some limits to add challenge for yourself.

Most of the cons in the game come from it's inspirational roots as a board game. Even if the game does a lot to mitigate the randomness, you might get unlucky with your dice rolls and early game has little options to mitigate that, and if you get the game going well, it can almost end up being too easy as there is a small power creep effect when you get enough people, skills, equipment and headquarters updates,

In the end I do highly recommend it, After learning the rules I had a good time and 2 hours went by without me really noticing.. very simple but solid survival game... reminds me of coop board games. Could use some refinement. It's good for skill-based games to be difficult. It's obnoxious for a game with such heavy penalties for failure to decide your success or failure based on rng. Rng reliance can be offset to an extent with food, which must be why the developer made food annoyingly difficult to obtain, and also heavily reliant on- you guessed it- rng. The injury system is obnoxious, because as soon as a party member is injured it's like having a negative party member that cripples your chances of success, takes multiple turns to heal even if the rng gives you successes, and continues eating the food you need to survive. Two injuries kill a party member, but the game would actually be easier if the injury system disappeared and party members just died immediately. Every second of this game feels like an arduous uphill battle against the rng, rather than any strategic enemy.



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