Nova-111 Torrent Download [PC]

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About This Game

Navigate mind-warping puzzles and engage in strategic battles with bizarre creatures in a twisted environment where the **turn-based** world and the **real-time** world collide. As you progress through the universe, you'll need to protect yourself by collecting new abilities and upgrade modules for your ship, but remember, your greatest weapon is **SCIENCE** itself!

Features

- **Innovative Gameplay** - Innovative mix of **turn-based** and **real-time** gameplay

- **Strategic Combat** - Fight smart. Brains beats brawn

- **Mind-Warping Puzzles** - Designed to melt your brain

- **Beautifully-Crafted Planets** - Each with its own unique enemies, environments and strategies

- **Powerful Abilities** - Use special lasers or abilities like the TIME-STOP to bend time to your will

- **Ship Upgrades** - Collect upgrades and modules for your ship

- **Dynamic Soundtrack** - Music suited to your play style

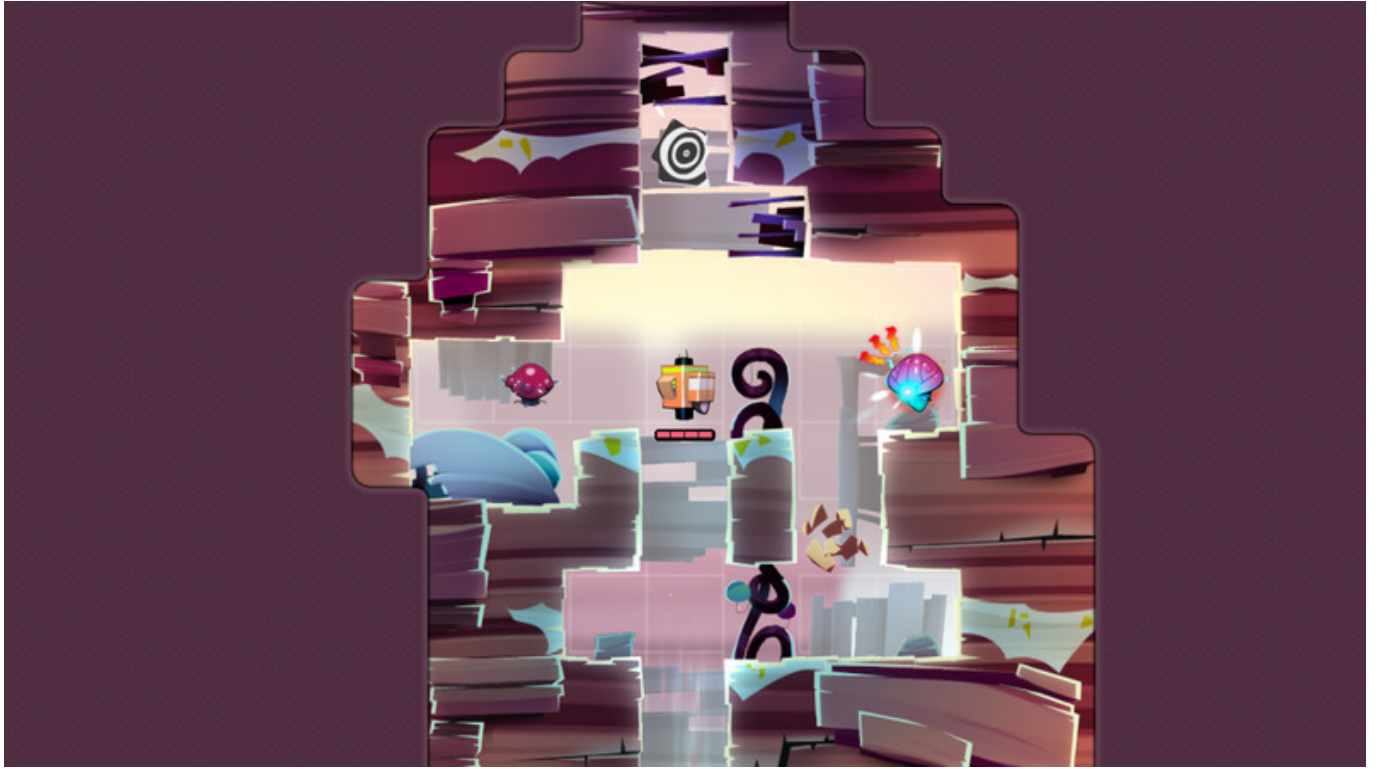- **SCIENCE** - Because who doesn't like scientific progress?

Created by former developers of the **PixelJunk** series. Supported by **Indie Fund**.

Title: Nova-111
Genre: Action, Adventure, Indie, Strategy
Developer:
Funktronic Labs
Publisher:
Funktronic Labs
Release Date: 25 Aug, 2015

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English,French,German,Russian,Simplified Chinese,Traditional Chinese

Great mixture of turned based and realtime puzzles!
Fantastic art style.

Highly recommend!. Started a little bit bland, but after a few rounds I started to really like it! It's a weird kinda-turn-based game.. Very fun and relaxing. A great blend of turn based strategy with brief moments of twitchy panic - just enough to keep you moving at a comfortable pace, rather than agonizing over every move. It's pretty unique; a mix of puzzle, action, and strategy. There are a lot of game mechanics being introduced over time, and each one is cool and new and unexpected, and adds more complexity to your decision making!

Nevertheless I've found it very easy so far. I've gotten partway through the second major area (about 2 hours of play), and the only real puzzling I've had to do is to find a couple of the secrets, and I am typically passing up on the majority of health pickups. However, I still have a lot to explore; even of the areas I've completed, I intend to go back to get those secrets I missed, and to try to decrease my time\/turns spent (since they show global ranks for those stats).

P.S. so people are calling it a roguelike? I would noooot call this a roguelike. Only resemblance to Rogue is that it's tile based. No procedural generation. No permadeath. No randomization of any kind.. Disclaimer: I'm a personal friend of the developer and I've witness the journey Eddie and his partner Kalin have embarked on to bring this game into fruition. That said...

What becomes immediately apparent from the initial stages is the interconnctedness of real time and turn base strategy that permeates throughout this game. It's a fresh and funky idea that hasn't been thoroughly explored until now. You control the Nova spaceship and transverse through space and time to unlock the mystery and the aftermath of the Great Experiment.

The game plays out in a level by level fashion where you explore a 2D grid and utilize precise and timed movements complete each stage. Each stage adds a new level of complexity that enhances your toolkit as you progress forward.

What I like about the game is that you can play the game in bite size pieces, squeezing in a level when you have a moment but also replay stages to unravel all of the secrets for the completionists out there. Not only that, I really appreciate how this game pays homage to the classics that preceeded it (wouldn't want to spoil anything for the avid gamer).

Unsurprisingly, I'm a huge fan of Nova-111, from the conception of the game, watching it come to life through beta testing and demos and now being able to fully play through it. It's worth the time. So, first of all: I know that I have barely played this game at all BUT I can say something about the game:
+ Great visuals
+ Great sound
+ Great gameplay
+ It's super fun
+ Eddie Lee is awesome
- (There is basically nothing bad I found.)

Now to the point why I haven't played a lot of this game yet. The thing is, that I want to enjoy the game and not just rush it. Since I have no time at all, playing games can be hard. Really hard but I can guarantee that this game is awesome! Definitely worth a try!. Nova-111 is an excellent puzzle game with some really fun innovations to a pretty stale genre. If you like old-school 2D puzzle games like Adventures of Lolo, then this is for you. At first, Nova-111 seems like a typical turn-based puzzle game on a grid. But quickly you learn that some elements in the environment are in realtime. For example, you have to juggle turn-based enemies with realtime laser turrets. This makes for some very fun maneuvering. At first, all your ship can do is bash into enemies, but as the game progresses you gain some additional abilities like a smart bomb and a teleport gun that lets you move two squares in one turn. (And more powers that are better left a surprise.) Overall the game is not very difficult but if you want to save every scientist and find every secret area (while also minimizing your damage and number of moves) then you can make yourself a real challenge. The enemies are fun and varied with interesting patterns to memorize. Not to mention a lively sense of humor and polished art style. Recommended for puzzle lovers!. This game is really fun. The mechanics are deceptively simple but the interactions between objects are rich and the potential for clever play is very high. Dodging between enemies and tricking them into killing each other is really satisfying. The art\/music\/levels are very polished and doing simple things like bonking walls feels satisfying. It's kind of relaxing and makes me feel smart at the same time.

Turn-based real-time strategy and puzzle game? Fan!

Using science to defeat enemies? Fun!

Multiple locations to explore? Fen!

Amusing communications between scientists? Fon! (sounds like phone ... okay that one is a bit of a stretch)

Now to end this review. Fin!. The graphics on this game are amazing. Puzzle like game play.. If you are not that easily amused go to options and change the language to something you don't understand (go for Japanese for aesthetics). Now that the eyebrow raising attempts at humor are out of the way you are in for the great cerebral ride through the pleasant visuals and novel concepts.. A fun, thought provoking game which allows you to go at a pace you are comfortable with. Opening everyone up to a broad array of possibilities to get out of even the most difficult situations. At times punishing but not frustratingly so.

I would recommend all types of gamers, new and olld, to give it a try. I would like to see more creative games like this which combine gaming elements I have long enjoyed into something which seems original and fun.. sadly this game just sucks in my opinions.

. Lovely little game :)
Amusing dialogue and hair pulling puzzles.. Great style. Fun mechanic. Neat levels.

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