

Heroes of Might and Magic Overview-

Heroes of Might and Magic is an interesting twist on strategy and turn-based simulation games. I usually find that there is too much to prepare for and too much to learn before engaging with games like these, but the demo has done a great job at providing concise instruction and information that felt necessary outside of the tutorial. The game moves at the player's pace rather than the pace the game expects you to move at, which is a huge plus for a game like this. Often, it can feel like you are moving in slow motion through stories or games designed this way. As expected, the game is hefty, similarly to the games in the series that come before it, but the UI is very readable and easy to understand without any confusion. They explain just about everything the game has to offer in the tutorial leaving no confusion within actual gameplay.

I dug through reviews on Steam, recent reviews are “Very Positive” (275 of them) and the total English reviews (1,974) are “Mostly Positive”. A majority of negative reviews that I have found are related to art style.

Overall, I think the game is playing the way it is supposed to. I never played the older ones, but a lot of videos support my thoughts on how dense the game is supposed to be. For fans of this style, it seems there is a lot in store.

Do you play HoMM mostly in single- or in multiplayer?



This poll online shows that a lot of people are fans of the single player version of Heroes of Might and Magic, rather than the multiplayer.

Multiplayer taking the backseat in this game could be a huge plus for members of Arcade considering a lot of what is present is single player

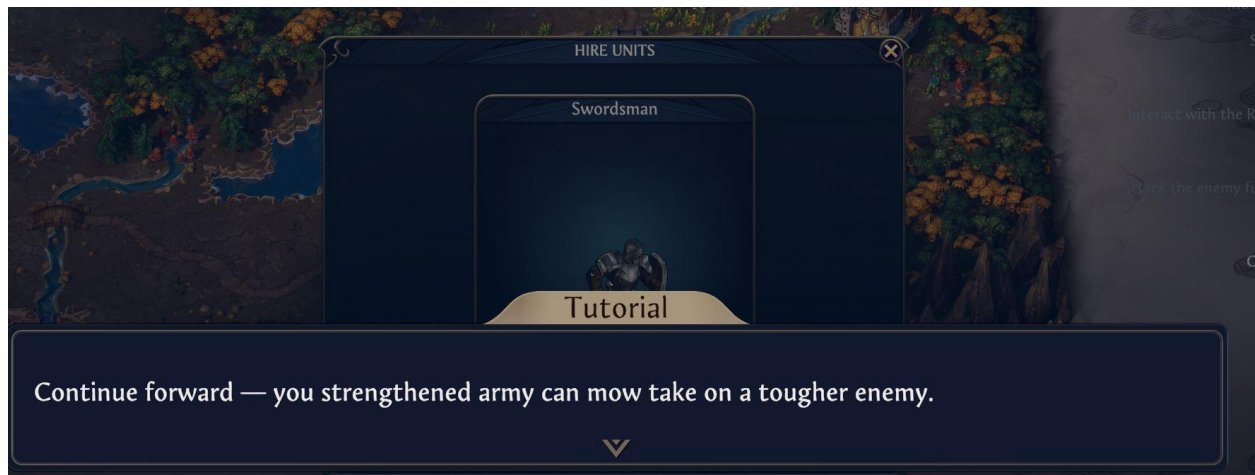
Map



- The mini map of this game does a great job with iconography, never once felt like I didn't understand what was being displayed on the map
- The map also allows you to hover around and view the board quicker if you use it instead of dragging through the map with your mouse/finger
- There are a lot of supported methods of interaction. U
 - Using your mouse (or finger) to click through the map
 - Dragging off the map with your cursor
 - Using the minimap
 - Zooming in and out

With this much accessibility, finding a preferred and comfortable playstyle on mobile should be easy for users. These are all features I really enjoyed, and ones that I think would benefit mobile users greatly

Tutorial



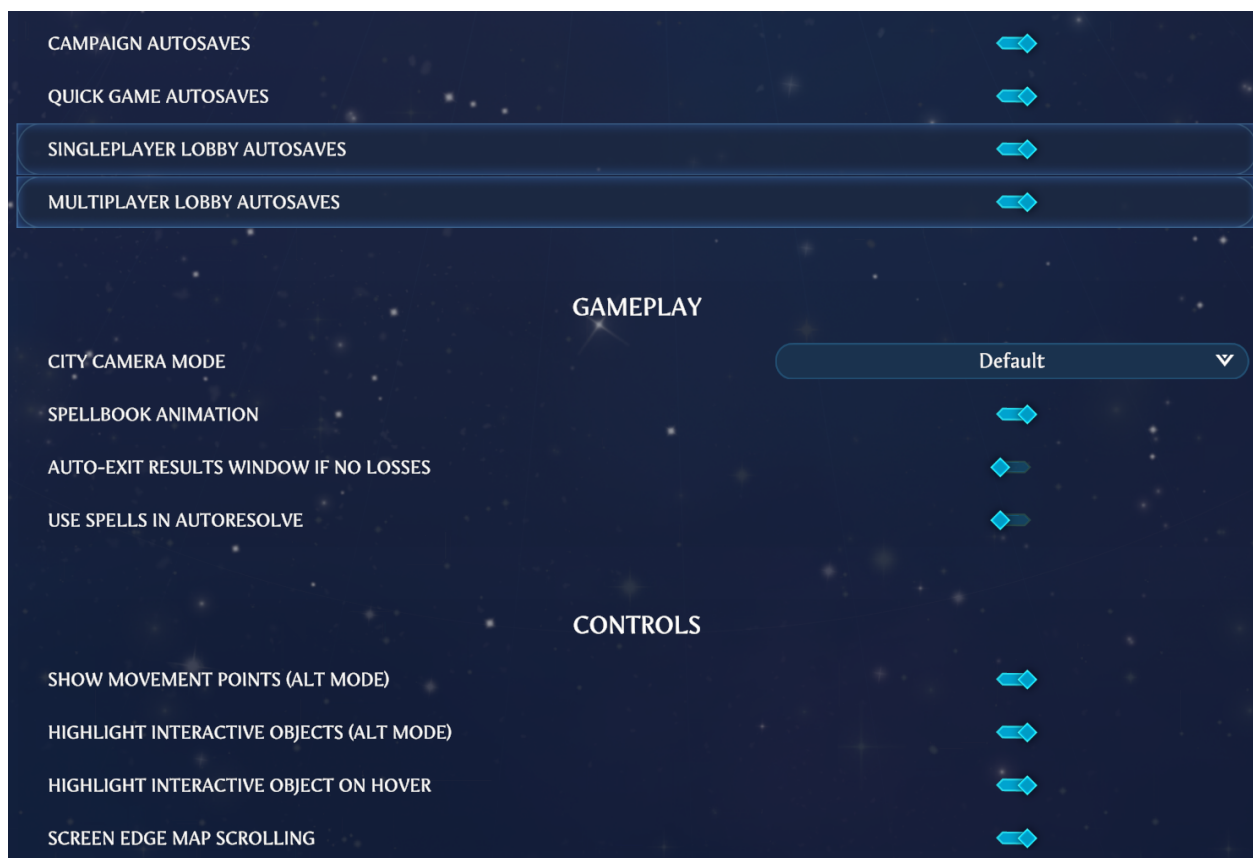
- The only error with the tutorial is this small spelling error where “now” is spelled “mow”
- The tutorial goes above and beyond describing and showing the strategies of the game
 - There are three different tutorials that are encouraged to explore before expanding upon the actual gameplay
 - Easy, Advanced, Bot matches
 - They all get progressively harder and more expansive at a generous rate, never felt too overwhelming despite there being a lot in the game
- As mentioned, there is A LOT in this game, the tutorial is long, but for good reason

UI



I was worried at the start of the experience because of how much there is on the screen, but what I really enjoyed in both the tutorial and actual gameplay, is that there are ways to scale the actual gameplay in a way where the UI isn't too disruptive.

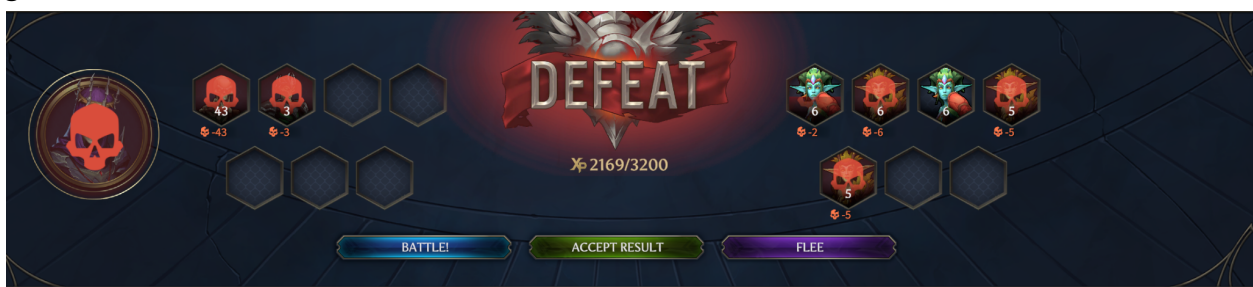
- The addition of main goals / quests helped greatly when it felt like I was unsure of what to do next. Keeps the player up to date
 - There was a moment where I felt like I wanted to make a different move than what was being suggested



- Customizable experiences for QOL are present all throughout this game and just about every facet of this game has the opportunity to be tweaked via the settings or in the standard gameplay UI.



The display before a battle really puts the difficulty of the battle into perspective. I like the colors changing as the lethality of the battle scales. A good touch



Losing battles or winning them shows you what exactly happened and allows you to evolve and come back in a different way. Nothing feels too hopeless

- Every resource in the game is displayed and easily accessible at the top of the screen

Gameplay

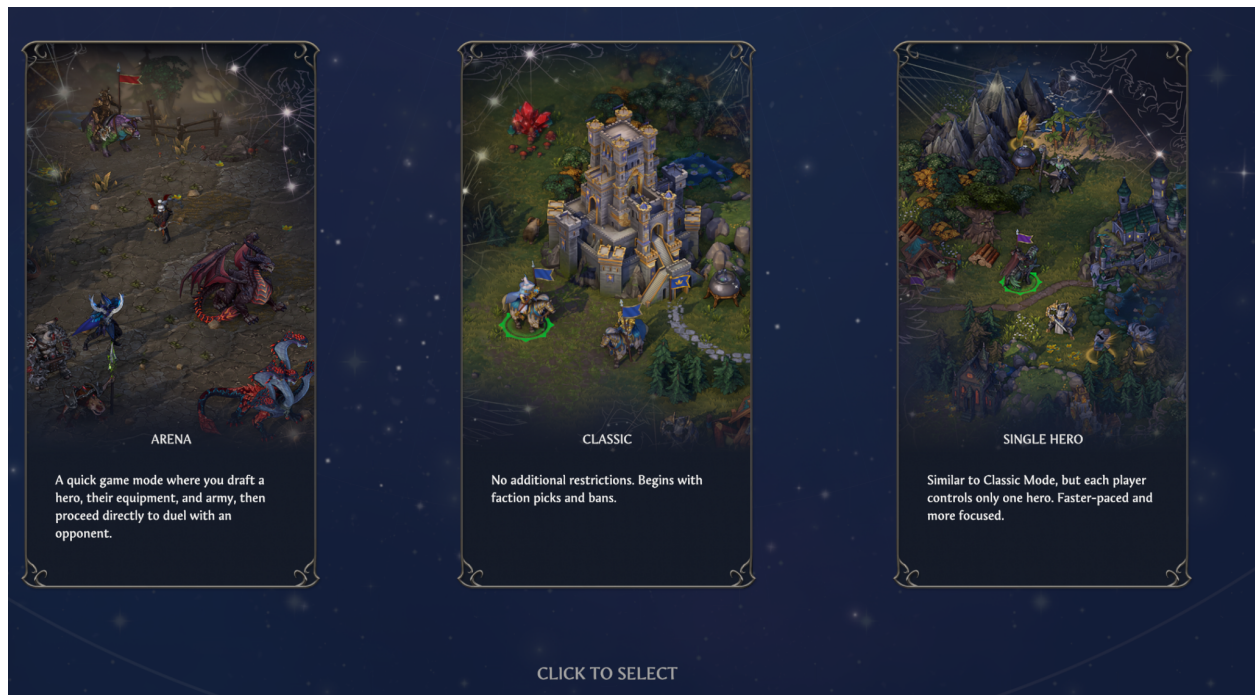
This game is a very large and expansive game that is hard to get the hang of. However, it makes sense while you are playing it. There is definitely a large skill gap, but with the game being around for as long as it has been, I am sure core fans will resonate with the mechanics well. I played for around 2 hours total and started to really get the hang of the core objectives, mechanics, and visuals



The fog of war shrouding the map is enticing and pulls me to areas where I can see things just barely visible. There is a lot about this game that feels catered to exploring, and coming back to where you started to clear what was missed or too hard to complete when it was found the first time.

- This game offers three different modes of gameplay and supports multiplayer
 - I don't find that this game will have a lack of gameplay especially considering each map loads randomly creating a different experience every time it is played.

- Based on some research and videos I watched outside of playing the game myself, smaller maps can take as long as 5 hours to complete and there are larger maps that can take days



Arena, Classic, and Single Hero are the three different game modes. As mentioned before, this game has the potential to last for hours on end depending on the size of your map and the game mode picked. Arena is a great way to cut that time in half if people are not interested in being invested for long periods of time. A great addition to a style of game that usually takes a very long time to complete