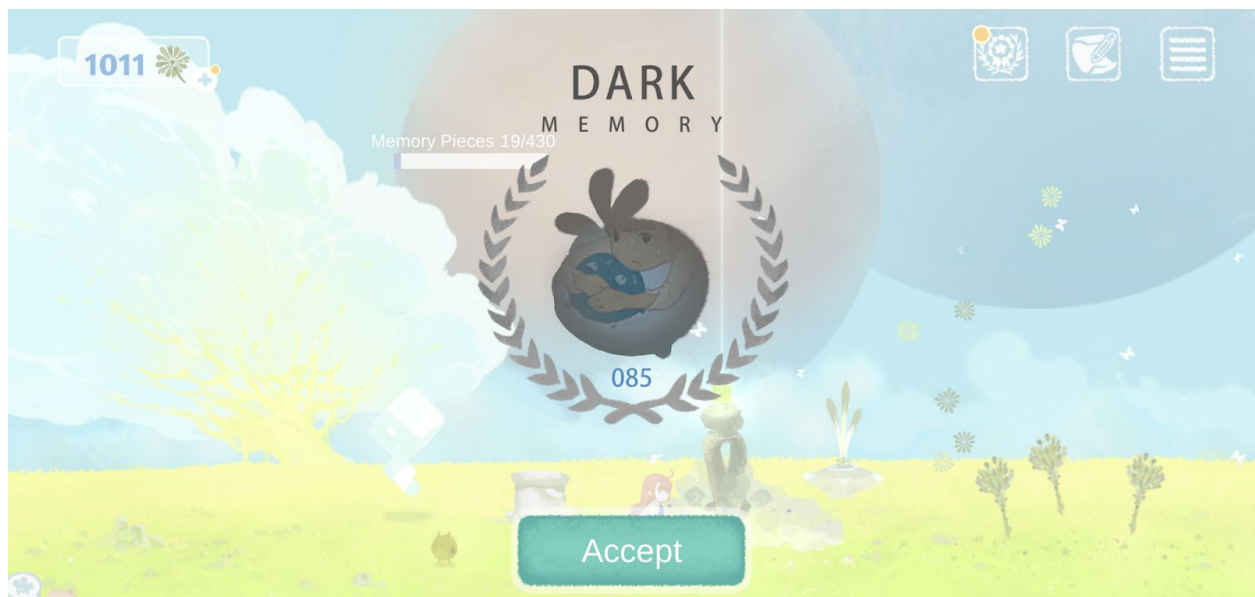


# Heaven Travel Review

By Brandon Evans - 1 March 2021

Developed by yanSquareHeaven as their debut title, Heaven Travel is a beautifully artworked game that lures you in with its simple gameplay mechanics, and hooks you with its small bites of gripping narrative and world building.

The game kicks off with just enough push of a story to get you intrigued. The main character, Lofn, has had a bout of amnesia and can't remember what's happened to her. She's visited by a green crystal, calling itself The Spirit, who shows Lofn how to travel to other worlds and recover her memories in the form of Memory seeds.



*Here's what a memory seed looks like.*

When Lofn puts her head inside of the seed, she sees a third person snapshot of that moment in time captured, and to the player, it's in the form of wonderfully well done art panels.



*Here's the accompanying artwork with the Dark Memory screenshot above.*

These are all collected in a hub, the Memory Tree, where you can access the artworks to be able to share to social media, view in greater detail, or hear more dialogue from the characters about what happened surrounding the memory. You're always learning the lore and with each new piece of information you get from the memory seeds, you feel yourself getting closer and closer to understanding what happened to Lofn, and why she might have gotten amnesia.



*The games hub world, where you'll select different activities, have access to memories, interact with creatures, The Spirit, and Lofn.*

The gameplay is fairly simple and elegant, and synergizes well with the artstyle. You as the player determine an amount of time to send Lofn to other planets, and after that real world time

is up, Lofn will return with some memory seeds that can vary in a few different types of rarity. Some could be new to your collection, but others could be repeated, and if they are, you'll be reimbursed with dandelions, the game's premium currency. Lofn also has a chance to pick up items, or bring home small creature friends in her travels.



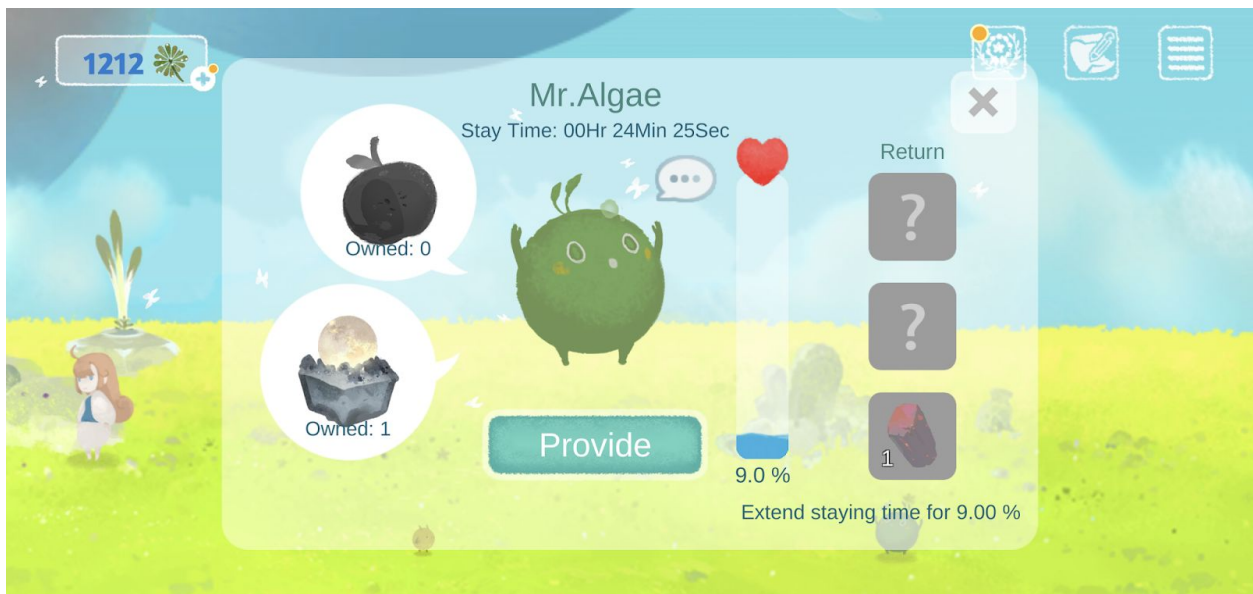
*Dandelions grow around the hub world, so you always have a few you can use for whatever you might need them for.*

Dandelions let you do a variety of things, from crafting items to increase the chances you might have to obtain another item or memory on a trip, to letting you bypass the timer and call Lofn back home instantly. I found that if I had a few extra minutes to spare, I always had plenty of dandelions to use to get a few extra trips in during my play session. The game also has some achievements which awards dandelions for doing specific tasks or reaching certain points in the game, which also helped to make sure I had a lot of dandelions for just about anything. And even if you do find yourself with a shortage of dandelions, you can purchase them in bulk via in app purchases.



*A snapshot of some of the achievements in the game*

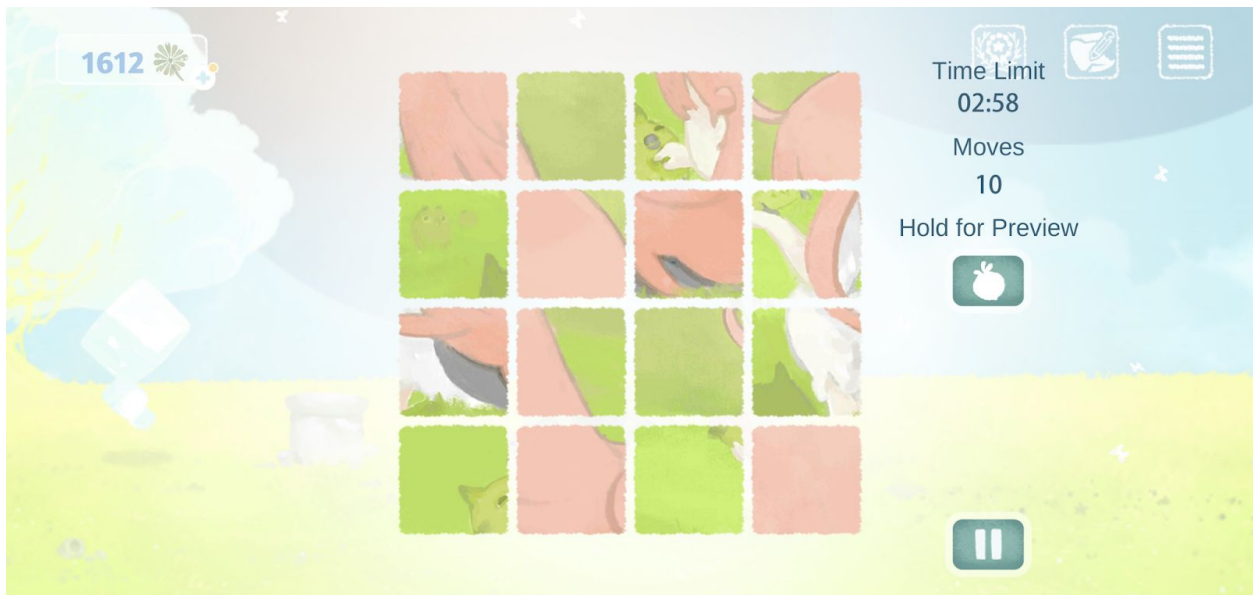
Occasionally, Lofn will meet a small creature friend in her travel and these creatures will visit the hub area for a short amount of time. While they're around you can trade some of the items Lofn finds in her travels with them to obtain some more rare items that can be used to affect Lofn's trips, and some can be used to complete puzzles. The more you trade with them, the more they'll like you and they'll stick around for longer.



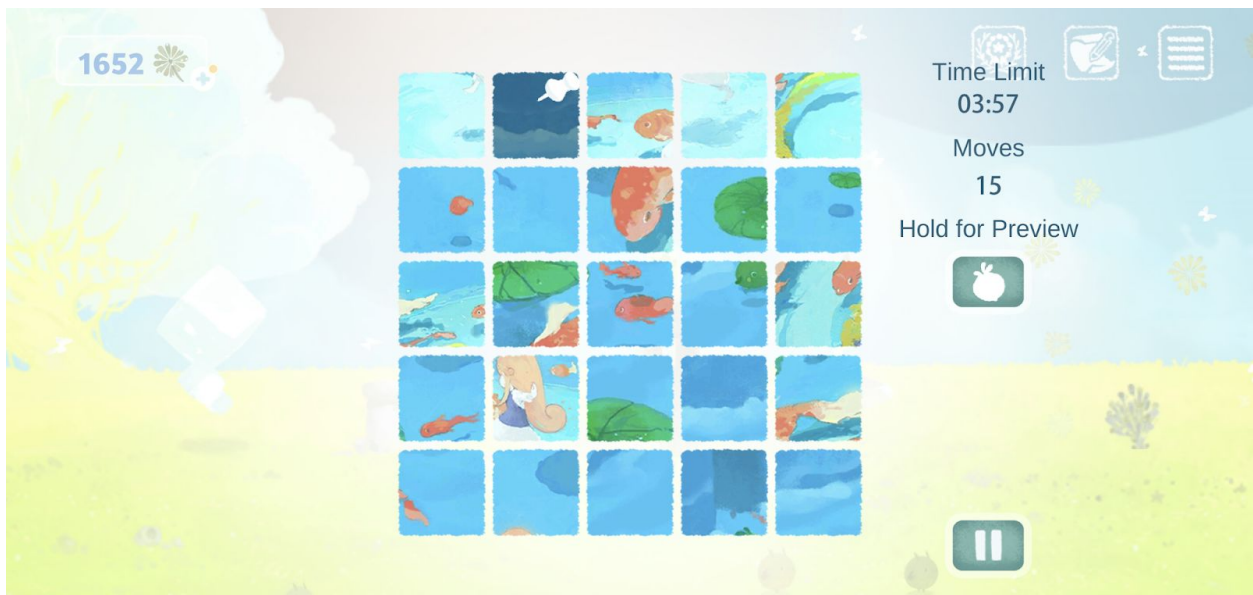
*Mr. Algae is one of the first critters that you'll meet in your travels*

If you've got more time on your hands, you can try your hand at memory stabilization, which takes the memory seed arts and scrambles them up into pieces. From there, it's up to you to

piece the puzzle back together, BUT, you only have a very specific number of moves you can do within a short time limit before it's considered a failure. You can show the original image on screen for a brief moment to help you remember what the original looked like, and if you do run out of time or moves, you can watch an ad or pay with some currency to add some more time and moves, just in case you were almost there. They're a fun little brain challenge and I find myself doing them most often, in comparison to the rest of the game. There's also a range of difficulties, and that depends on the rarity of the seed. Upon completion, you'll get a small reward of dandelions, which amount also varies depending on the seed rarity.



*One of the easier difficulties of memory stabilization*



*One of the more difficult puzzles*

All in all, Heaven Travel is a wonderfully done, very artistic game, that I think would be perfect if you're the type of gamer that likes:

- Short play sessions
- Wonderful pastel, watercolor inspired artworks
- A rich narrative told through small pieces of collectable stories
- Puzzles and brain teasers
- Collectathons
- Casual games

If any of these sound interesting to you, I really recommend you play Heaven Travels and give it a try!