

Hello Neighbor Review



To quote the immortal classic: there's something strange in the neighborhood here. Specifically at your neighbor's house. And this house at a closer inspection turns out to be one big maze of fear, filled with possessed mannequins, treacherous traps and vague clues that possibly may lead to an explanation: what the fudge is going on here?

Your investigation will show, as soon as you download Hello Neighbor for Windows, Linux, your mobile platform or your favorite console. Yep, it runs almost on anything, except there's no Hello Neighbor for Wii U and also Xbox 360. People spouting "Howdy neighbor!"

The game, consisting of three acts in total, puts you in the shoes of an adolescent suburbanite, who at the very beginning hears a hair-raising scream from the neighbor's house. Naturally, you can't help but go and inspect the nature of such an unforeseen and unsettling incident. And that's where the gameplay shows its ambitious intentions to catch you off guard.

Here's what we've got:

1. No tutorials/checkpoints - seriously, the game refuses to supervise you and hold your hand, dishing out hints all the time. Your progress solely depends on your observation skills, reaction, creativity, sneakiness and most of all blind luck.
2. Intricate setting - the evil neighbor's house is sort of multiverse, in which almost every room is a dimension on its own. And the one, infested with nefarious living mannequins is stellarly scary.
3. The plot ambivalence - is the Neighbor with the massive chin and 19th-century mustache truly a villain? Or maybe he's actually trying to protect you? Or maybe hold you hostage to compensate for his tragically lost family?..
4. Learning AI - the reclusive antagonist will remember your latest infiltration routes and lay traps.
5. Although this indie-game seemed to be quite a delicious heebie-jeebies cocktail at the beginning, soon enough disappointment will make it taste bitter.

At some point, it'll be next to impossible to hide/run away from the Neighbor. Try as hard as you want to be noiseless, there's a 90% chance that he'll hear you nonetheless. And even throwing domestic objects at him, which causes brief slowing down, won't help.

What's even worse, the Neighbor has no predictable patrolling pattern and it may take you a lot of time to wait for a moment to sneak into the area you want or pickpocket him.

And finally the cherry on top of that illogical pandemonium - solving all of the puzzles requires angelic patience. It's never about deduction, a sudden Eureka or a lucky guess. Error and trial and mule's stubbornness - that's pretty much it.

If Tim Burton was a game-designer

Hello, Neighbor has a catchy bizarre retro vibe in its visual aesthetics. Think of it as Toy Story mixed with a Hitchcock's movie, mimicking Metal Gear Solid and point-n-click puzzle games from the 90's.

The levels and characters do look like misshaped decorations and figurines sculpted out of play dough but they are remarkably well animated and show no muddiness at all. And if you compare Hello Neighbor PS4 with the PC or with Hello Neighbor Mac version - you won't see a tremendous difference regarding fps.

The sound design is one of the central elements in the game. There is no background music to divert your attention, while you're on the mission. And every little sound - footsteps, clocks ticking, TV-show in unknown language, Neighbor's laughter - they help you navigate through the house and let you know whenever the Neighbor is getting closer to you.

And if you happen to get busted... An eerie sound effect of the mixed piano, organ and increased heartbeat will haunt you for a while afterwards.

Sadly controls in Hello Neighbor Xbox One are pretty clumsy at times. Although you use classic buttons, like L for movement or A for jumping, they require specific manipulation for every specific situation. Hello Neighbor PC is plagued by the same problem.

Tips & tricks

Luckily, the only retaliation you face, whenever you get caught is being thrown out of the Neighbor's property. And your inventory items won't even be confiscated.

The game's AI seems to be smart but it's only an illusion - it always investigates the routes you use the most, therefore avoiding traps and creating diversion can be easy. Make the Neighbor chase you around the house a couple of times in a row. Then sneak into the house and run the water in the bathroom to make your adversary run in circles around the building, fruitlessly searching for you.

To procure the Key in the very beginning:

- Lure the Neighbor out of the house.
- Keep the safe distance between you and him.
- When he returns home, sneak up from behind and pickpocket him.

To deactivate the bear traps just throw an item at them. At some point you'll need to find a Wrench to progress further - it can be obtained:

- In the kitchen fridge.
- The Neighbor's tool-shed.

To freeze the pool of water:

- Go to the attic and snatch the Globe.
- Place it in the freezer.
- Put it on a pedestal in the room, which misses a wall.

Or simply go to the boiler facility and switch the heat off to achieve the same result.

To get the shovel:

- Go to the place in the house, which is above the rear ladder.

- Activate valve on the water tap.
- Water will drain.

Also, there's a glitch that sometimes allows you to get rid of the Neighbor for good. For that purpose force him into chasing you all the way to your house, run inside the house and if he jumps through the window to catch you - he'll get stuck there hopelessly.

P.S. In case you'd like to have the game with you wherever you go, you can:

- Download Hello Neighbor for iOS.
- Get the official Hello Neighbor apk for Android.
- Or buy Hello Neighbor Switch Edition for \$39.99.

It should be noted that the graphics quality of Hello Neighbor iPad/ iPhone or Hello Neighbor Android is almost as good as the PC/console versions. In case you've been wondering, there is Hello Neighbor for Linux too.

Replay Value

With all its imperfections, Hello Neighbor has a lot of potential - the game isn't just there yet. It's not a legit horror, more like a weird puzzle game. And it definitely needs to assist the player at least a little, so the gameplay won't turn into a blind charade. But if you have the patience of a saint, a knack for bizarre mysteries and enormous curiosity - it might just work for you.

Conclusion

Hello Neighbor tries too hard to be an eerie horror mystery game. At some point you can tell that the game actually neglects the player, making you repeat the same quest over and overturning the game from fun bizarre adventure into an obnoxious trial of your patience.

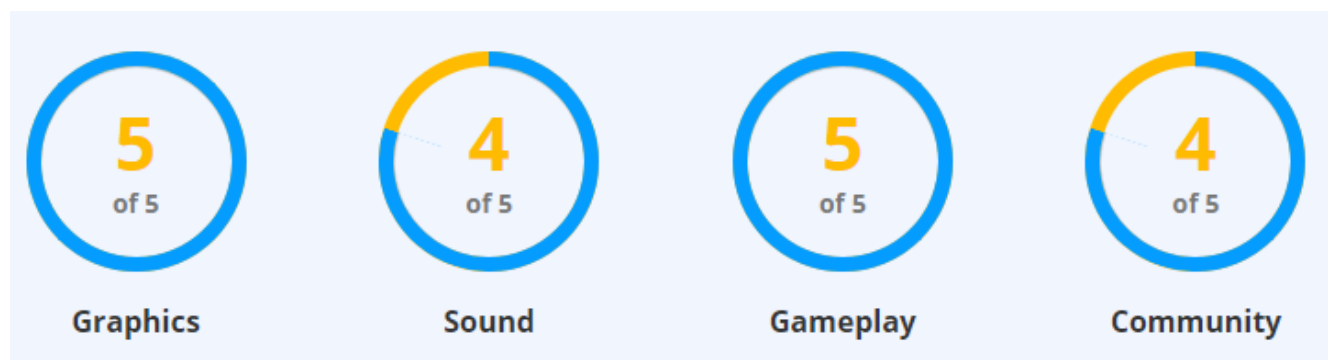
Cons:

- Zero hints/help.
- Absence of plain logic.
- Extreme difficulty in the beginning.

- Half-baked gameplay.
- No Hello Neighbor Xbox 360.

Pros:

- Creepy mannequins.
- Leeway for experimenting.
- Eye-catching graphics.
- You can also get Hello Neighbor PS3.



Source: <http://thehelloneighbor.com/>