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## About This Game

**YRMINsul** is a strategy game in a persistent universe where each combat is held in the form of a Tower Defence. **Crush the forces of good!**

### Features:

- +30 unique levels
- +30 different enemies
- 12 towers
- 15 spells
- A huge campaign
- 100 unlockable interactive comic pages

### Tower Defense:

You love the frenzy of the tower defenses? Yrminsul is a fast paced tower defense in full 3D with a lot of content: +30 enemies,

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three types of enemy armies (Goblins, Monsters and Elves), 15 upgradable turrets, 16 spells and +30 levels with unique moods and design...

### **Tactics:**

Before each attack, you have to choose carefully 4 turrets and 4 spells to use while defending. Knowing the enemies' strength is important as you can go for single target damage or area of effect havoc; magic or physical damage; slow, stuns and other forms or control... Each army attacking you has its own strengths and weaknesses, you have to know them to succeed!

### **Strategy:**

Choose carefully which Island to invade, spy on the enemy to evaluate his forces. In Yrminsul, your opponents try to reclaim the islands you control. You will have to defend your territory from your enemies' sneaky attacks. At the same time, you will invade their Islands. You can go back and forth between the islands because the universe is persistent: when you build a turret, it will stay on its island unless the enemies gain control of the island.

### **Resource management:**

In Yrminsul, you have to manage one main resource: Infamy. The infamy is your potential evilness and allows you to build defenses, to research new towers and spells, to spy on your enemies.... You have to manage carefully your infamy because you need to unlock new powers to face the strongest enemies. But doing so, would you have sufficient resources to defend your territory?

### **Universe and backstory:**

As a RTS campaign, Yrminsul has a storyline and a universe you can explore. Each of the +30 levels has its own details and secrets, and more than 10 interactive comics unveil the story of Yrminsul!

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Title: Yrminsul  
Genre: Indie, Strategy  
Developer:  
Black Flag Studios  
Publisher:  
Plug In Digital  
Release Date: 2 Mar, 2016

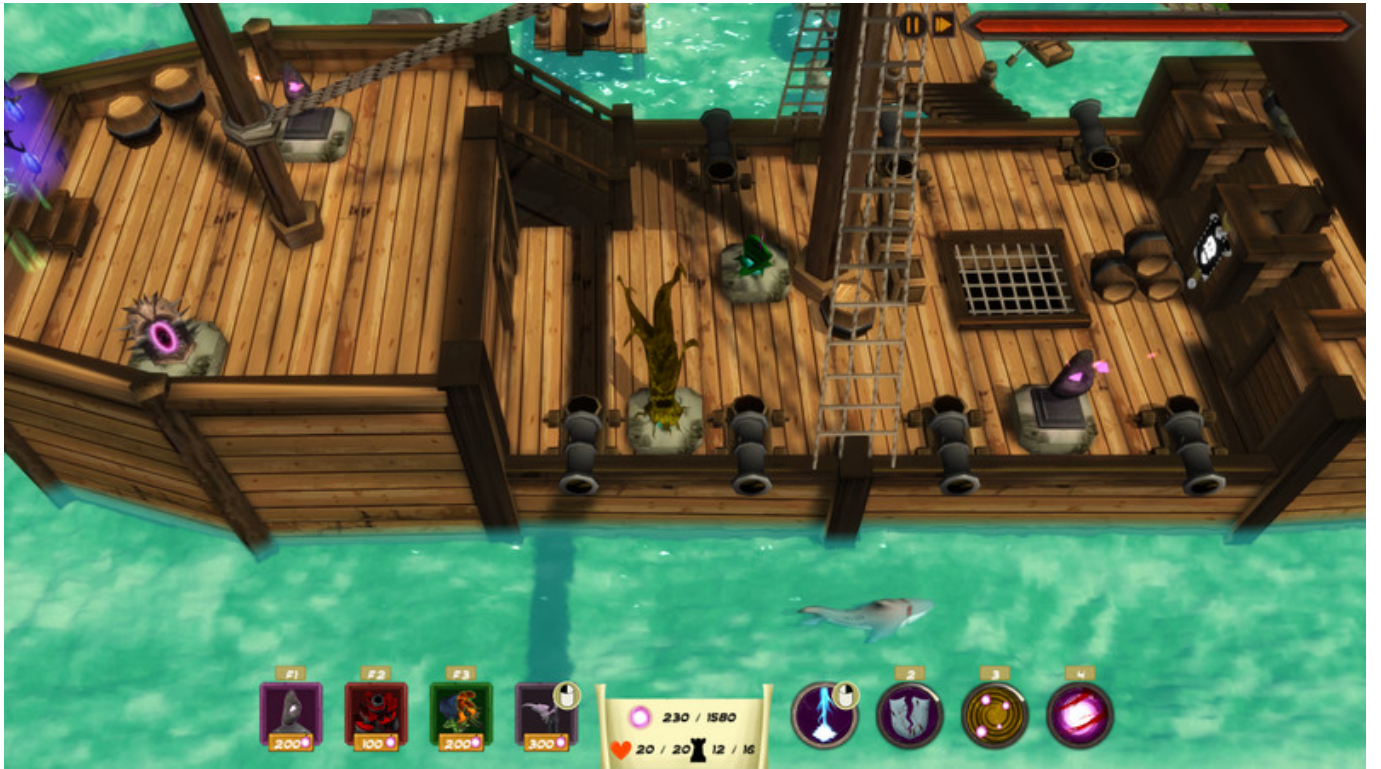
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English,French









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irminsul aettir. irminsul vanguard. irminsul riddle. irminsul band. yrminsul review. irminsul nazi. irminsul pronunciation.  
irminsul tree. irminsul necklace. irminsul haven and hearth. irminsul tattoo

Nice tower defense -- just started, but graphics are good and the writing / plot is decent, too! I like the skill tree aspect, and the tutorial-ish levels (so far the only ones I've played) were understandable without being super tedious.. this was.. awful.. graphics so.. poor.. absolutely no talent.. **GAME SUMMARY**

Yrminsul is a tower defense with a unique overworld/conquest mechanic. With the conquest mechanic you are challenged to 'aggressively defend' new worlds to gain power and unlock upgrades. It features 3D graphics for tower defense battles supported by 2D art for interstitial screens, including some comic-like story art.

#### THE GOOD

- Passable tower defense.
- Passable story.
- Unique overworld/conquest mechanic.
- Built towers on early stages remain in later revisits.

#### THE BAD

- Upgrade system is heavily gated on progression. Some levels containing powerful core upgrades are pretty much impossible in the early to mid game.
- Dialogue in the tower battle screen is very slow and must either be endured or skipped completely (no next line, as available in other screens).
- The 3D graphics are quite poor and not what I'd expect from a game in 2016, they do a disservice to the 2D art style which is otherwise acceptable.

#### VERDICT

Some interesting ideas but nothing revolutionary here. I'm going to give this a passing rating though I neither recommend nor do not recommend this game. This game will likely only entertain a very small subset of players but there is a fresh idea or two in a genre that is mostly chiseled in stone at this point. I got this in a bundle. I would recommend trying to do the same or picking it up on sale if possible just in case it doesn't tickle your fancy.. its a sloppy TD. Get Kingdom rush instead!. Game is interesting at first but quickly gets into frustrating. My breaking point was some level called emerald jungle in which spiders come out and when you kill them it spawns 10 - 20 little spiders. I have every tower base with a level 2 or 3 aoe tower but it makes no difference - you get crushed.

As you conquer sections you are able to raise your infamy (currency) to hopefully build more towers. But on my game there is only one place to advance and it's the so far for me unwinnable after 4 days.

Also the tech tree is quite laughable. Most of the items after mid game are lame like "take tree health and turn it into infamy" I would much rather have "increase rate of fire or damage.

Much better out there w/o frustrating players to the point you want to toss your monitor out the window.. a waste of money, unplayable after purchase.

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YEAH 1: Right click to transform in ashes any creature with your powers from darkness. Muahahaha.

YEAH 2: Being evil or whatever you want, you get licence to kill. Animals, goblins, all life on earth and other strange things.

♥♥♥♥ING YEAH: A must-have for tower defense addicts with new gameplay (strategy, powers and much more).

Forget the UI and rule this too-much-colorfull world. Take all the souls. Muahahaha<sup>2</sup> x2.



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