
Yomi Crack Game Download



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About This Game

Tom Vasel's (of Dice Tower fame) Game of the Year, 2010

Yomi is a fighting game in card form. Learn your character, practice combos, and read the opponent's tendencies. 10 characters to choose from, plus 10 more expansion characters available for purchase inside the app.

Yomi captures the mindgames from fighting games such as Street Fighter, and was created by the lead designer of Street Fighter HD Remix, who was also a long-time fighting game tournament player. Yomi itself is a strategy card game that has held up to many years of tournaments. Start practicing now!

- 10 character decks (10 more expansion also available)
- AI opponents, including a pretty difficult AI
- Survival Mode to play many AI opponents in a row
- Tutorial to get you started
- Online play, cross-platform with the iOS version

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- Online leaderboards: start in the Student ranks and work up to Master ranks
 - Save replays of your games and watch replays from any other player, including top leaderboards players

From the makers of Puzzle Strike, Flash Duel, and Pandante.

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Title: Yomi
Genre: Indie, Strategy
Developer:
Sirlin Games
Publisher:
Sirlin Games
Release Date: 8 May, 2015

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English,French,German,Japanese







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just like binding of issac!! :D Nice copy, love it!. its boring. extremely boring. I was expecting a lewd Harvest Moon or a Stardew Valley but all I got was this T-shirt saying "dumbass.". My freind is making a game about sperm racing and he needed some music tracks for it. This turned out to be perfect for creating those tracks, it took me a minute to figure out how to adjust volume levels and customize clips but once I realized you can just double click a clip and modify it this works perfect for what i needed.. +

Lovely graphics and visuals very charming

-
Badly executed game mechanics, heavy micromanagement needed, you have to look at all soldiers to refill ammo constantly and also to give medikits, there is quickseleections at the bottom for soldiers but you cant drop the medikit or ammo there.

Speed: The game is superfast, it could have been a very tactical game if you could adjust the speed. Hopefully it will be added in a future release.

Annoying music that turns downthe atmosphere

Still I think it can be enjoyable to those people that like this highspeed game since the graphics are fun, if you are into shootem\u00faps (even though I am I cant really say its enjoyable hehe). Got to support devs. An entertaining and simple dungeon crawler that's perfect for playing on a coffee break. I hesitate to call it an RPG, since it has more in common with old school arcade games than anything. There are multiple gameplay modes which add a little bit of variety and provide varying degrees of difficulty (e.g. Weak Sauce gives you multiple lives and the opportunity to collect more treasure and wrack up higher scores, while Soul Succor allows you to dungeon crawl in complete darkness).

Problems with the game engine.

Negatives:

- (1) improbable rolls, e.g. I have 19 armies in Alaska and am attacked by the computer using 4 armies . . . and it wins Alaska;
 - (2) bizarre strategies on the engine's part (far too weighted to the offensive);
 - (3) every game seems the same regardless of number of players;
- . Rock n Roll Racing on Steroids!. First, the good:

This version is uncensored, which importantly respects the artistic integrity of the game. The art itself is well-done, and pleasant to look at, although not as risqué as some players may hope for from an uncensored game with both the "Sexual Content" and "Nudity" tags.

I haven't completed the story, for reasons I'll explain later. But, I found the portion I did experience to be interesting, although not complex, with some mystery to keep players guessing and a nice variety of characters to keep it fun.

The card battle gameplay is simple, but offers a surprising amount of strategic and tactical depth. Monster girls move and act automatically, except when they're not allowed to. Careful placement of monster girls can manipulate whether or not they're allowed to move and how well they coordinate their actions, potentially earning you free attacks. In deck building, you can gain special advantages by including many cards of the same color or monster family, but beyond a certain point, doing so requires including weaker versions of cards (to get around the 3 card limit), offering interesting strategic tradeoffs.

Now, the bad:

Every problem I have with this game relates to how players improve their card collection. Aside from a nice variety of monster girls, each monster girl also has multiple versions. Cards can be transformed into different versions (with more scantily clad artwork), and there are also power tiers on cards indicated by +1, +2, etc.

Card transformation occurs through a minigame themed around strengthening bonds through erotic play. When cards transform, they generally become more powerful, but sometimes they become weaker in some ways as well, making the choice of which version(s) to use more interesting. However, the minigame is the one place where the fact this is a console port becomes glaringly obvious. The card image doesn't fit on the screen, and you have to use a gamepad to scroll a cursor, even if you use the mouse to pinch/rub/etc., and the only part of the image that reacts is the face, which is often off-screen. Basically, the minigame is not fun at all, and just feels like a waste of time, but there is an option to autoplay through it.

The bigger problem is the +1/+2 tiered card system. The +1 cards completely outclass the standard cards, meaning that to continue progressing you have to either grind or pay real money for microtransactions and hope to get higher-tiered cards from booster packs in order to proceed with the story. This would be understandable in a free-to-play game, but not in a buy-to-play game. To add insult to injury, once you need to start using higher-tiered cards, any effort you may have spent improving your collection up to that point feels completely wasted. This ruined the game for me, and is why I must reluctantly give a thumbs-down review.. Great game but needs more active players.. Its a nice bunch of tracks though I wish there was some secrets to shoot alongside it all. Sokol.

Sokol Kozak.

His name is a sort of a nod to the first gun that you get from the Dentist DLC's.

Sokol = Falcon.

Falcon Rifle = 1st Dentist DLC gun.

Sokol the Falcon = One of the Final Dentist DLC's aside from the Golden Grin.

He's one of the most interesting DLC characters in my book aside from Dragan.

Sokol being the 3rd Paid DLC character, and the 11th heister released alongside the casino heist. Sounds like a nod to Ocean's Eleven eh?

(No, Jacket is not a paid DLC character. He is a Promotional character. You don't pay for him, you just buy Hotline Miami 2 and you get him for Payday 2.)

he comes with a rifle, a melee weapon, 1 personal mask, 1 begins mask and 1 perk deck.

His voice lines are delivered perfectly without the cheesy sounding fake hollywood russian accent that we've come to expect from a lot of games. Though i wish there was a little more variety in what he says. More russian lines maybe?

His backstory, being a professional (i guess former professional) hockey player then transitioning into a career criminal with the Payday gang is made more realistic in the sense that he had no other motivation for it other than he was in it for the money.

His perk deck makes playing loud very very fun as it allows you to regenerate health as you damage your enemies. So if you love going loud and like hurting people, this is gonna provide you with some survivability. The rifle he has is very useful in stealth as it already has high concealability and has a suppressor mod that does not take away any points for damage. Meaning it will synergize very well with Silent Killer and will be very useful to stealth oriented\dodge oriented heisters.

His mask doesn't look clowny at all but it does look cool. The bloody star on it just looks so badass. It is also designed to look like half of the soviet navy logo.

If you put on the infamy shades or any kind of mask that doesn't cover up the face you'll see a cool looking scar on his face.

His suit is by far the best looking one in my opinion. Just the right amount of black there.

It is not yet known if Sokol Kozak has any connection to Vlad Kozak (One of the Contractors you get missions from in Payday 2.) as Sokol is Russian and Vlad is Ukrainian. Perhaps they are cousins?

Not much else to say except buy it.. Nice game and grapich.

Waiting for big update for multiplayer/pvp and building.. Finally finished the achievements.

The game plays as a great hidden object puzzle adventure game. Good graphics, easily forgotten story, but still a good experience for the genre. Only sticky area for this game is that for a casual game it offers a couple timing achievements one of which was fairly difficult and took a few tries. Overall, they are all accessible, and if you're not an achievement hunter, then no problem, as the game itself does not time your puzzle mini-game.

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