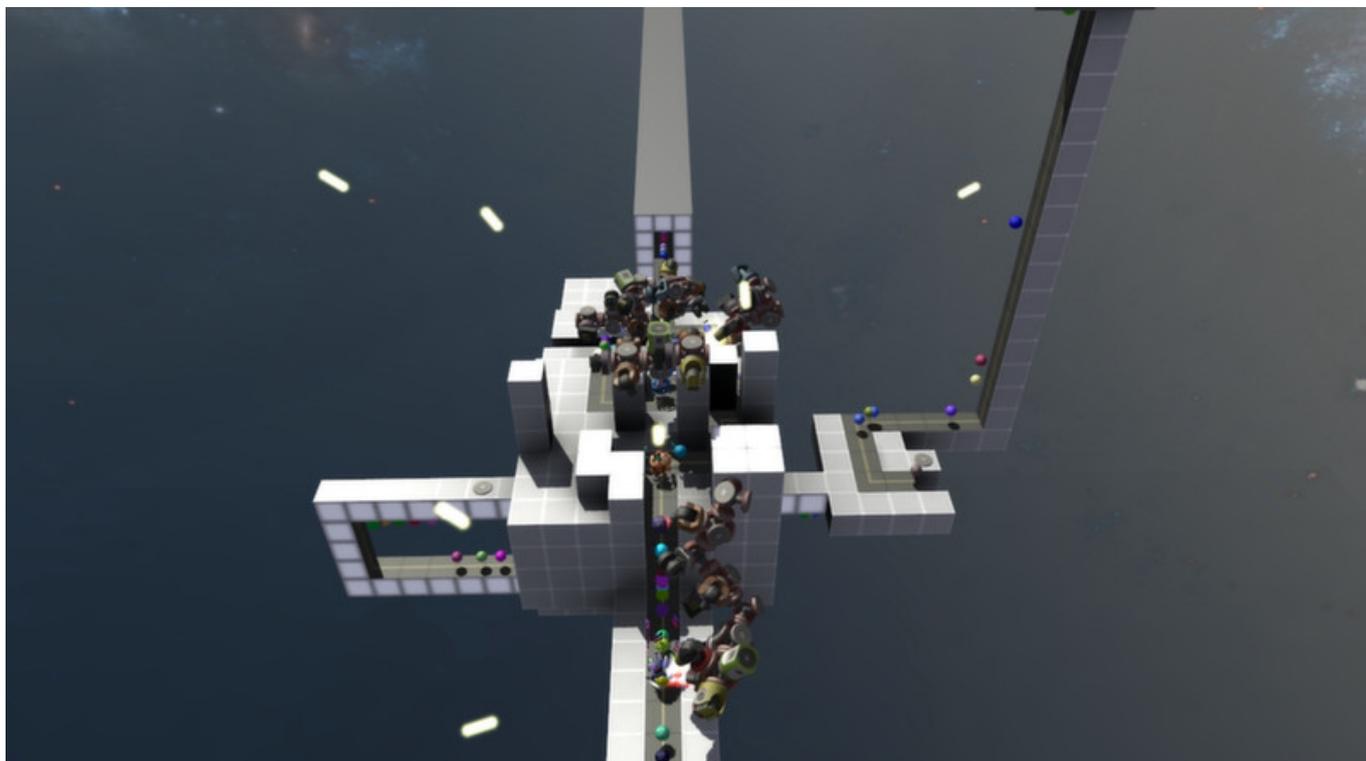

Terrorhedron Tower Defense Crack By Razor1911 Download



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About This Game

Terrorhedron is the 3D, cooperative tower defense game for the PC. Unmatched challenge and complexity is introduced to the genre through 3 dimensional gameplay, micro-strategy through programmable turrets and 'edge of seat' gameplay is extended to multiplayer with up to 8 players online co-op.

Defend wave after wave of colorful Terrorhedron spheres within attractive abstract grid landscapes. Unlock new infrastructure, turrets, upgrades and tracks in your quest to achieve all the stars. Terrorhedron offers a fresh look, feel and an entirely new depth of experience to a popular genre.

Title: Terrorhedron Tower Defense
Genre: Casual, Indie, Strategy
Developer:
Dan Walters
Publisher:
Dan Walters
Release Date: 24 Jul, 2014

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Minimum:

OS: Windows XP or later

Processor: Core 2 Duo

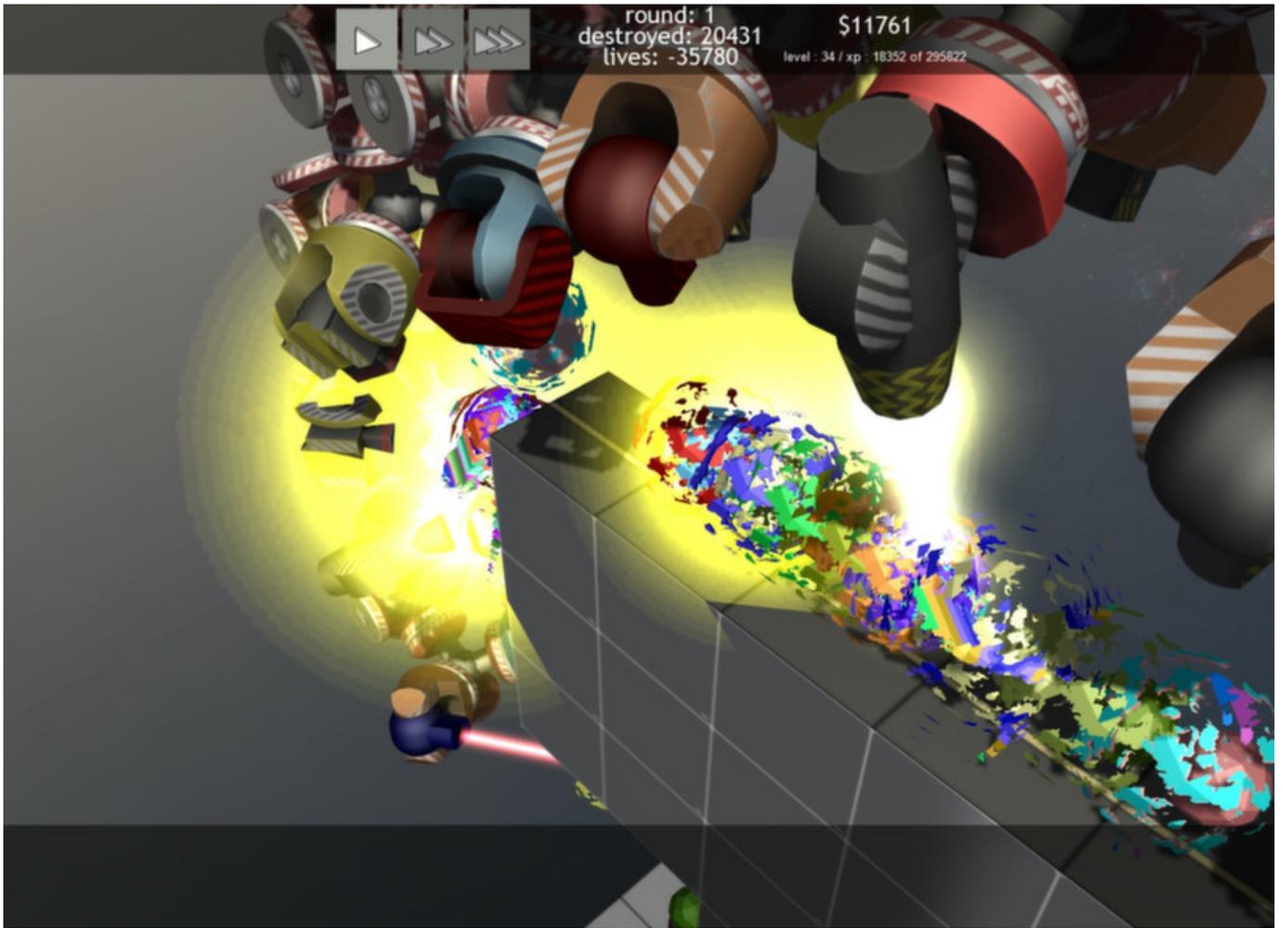
Memory: 2 GB RAM

DirectX: Version 9.0c

Storage: 300 MB available space

English







Wonderful twist on a classic genre. The more people the more difficult and hectic it is to form strategy, so I recommend only playing with that many close friends. Just doing 5 right now is difficult.

You have to connect by IP which is a set back, but the game otherwise works great.

Features that would be nice would be an AFK setting, since the game is so long. This would automatically distribute your share of funds to the other players and have you set to continue to the next round.

But for \$0.24 I can't expect everything. This is one of the best ways of spending couch change.. the only negative thing i can say about this game is that the camera is a little wonky, its a fantastic buy, the soundtrack is great, just about everything about this game is great. Other than having to set port forwarding in the year 2017 CE for multiplayer, a few weird sync bugs, and graphics that come off initially as a test game, I do recommend this game.

The gameplay feels well balanced, there is an acceptable mix of turrets AND upgrades, the maps are creative, and I like the music.

It's fun, it's fun with a friend. Absolutely worth the \$2.. I played many different tower defence games before but this one is the best.

(+++)
The biggest thing in the game giving priority for turrents. It makes everything different and more logical.

--> For example:

Let's say you have two weapon which can hit 80hp and you have two more which can hit 20hp. And your enemies have 100hp.

In other tower defence game because they hit the nearest one;

First hit make enemies hp 20 and the second enemy pass away because as everyone knows power means slowness in that kind of games. If the second powerful one hits one has 20 hp then the second enemy still has 100 hp and your 20hp weapons cannot kill it.

However in this game;

You can give the priority. This one will hit slowest one, this one will hit strongest one etc. This makes your game more logical and if we back the example, powerful ones hits the most strongest one then it compares 20hp with 100hp then it hits 100hp so your weak weapons can kill them.

(++)
Second most attractive thing is; there is not lots of nodes to build turrents. In the other games you have a path and you can build weapons on side of path. In this game you can build nodes to build more nodes or turrents. Therefore, you have to find the optimum balance for it. You can manage your money more carefully.

(+)
The path is 3D and this is a bit more difficult the other tower defence games.

(+)
Price is really funny. Kind of there is no price :)

(-)
Control mechanism of 3D view is weird. Sometimes I lost the game :D

(-)
Levels are too hard actually.. Clean, simple tower defense game. Lots of fun, and you can play multiplayer coop. Really wish a sequel or the ability to build your own maps/workshop implementation would be added. If you like tower defense games, you'll probably enjoy it. And for the price, you can't lose.. I really wish there was a way once you completed a level to keep playing. Then there could be infinite fun!. For two dollars I was not expecting a great tower defense game. What I got was probably my favorite tower defense I've ever played.

It's pretty straightforward, and not overly complicated. Each type of turret is entirely worth it if you upgrade it enough.

This game is incredibly satisfying, and the levels provide some great escher-feeling game play.

Playing with other people is also great fun (and great aggravation until you figure out how to work together.) It does lag a bit when you play with three or more people, but it doesn't really effect gameplay.

Not sure how long I've sat here playing this, but I worked an 11 hour day starting at 8am, and I got home and played until 3 am because I couldn't stop playing.

HIGHLY recommend this.. An odd little tower defense game, and one that will certainly not be to everyone's liking, but for those who do enjoy its style, it will work your brain and entertain for hours.

First the downside. The game has zero personality. The targets are simple colored geometric shapes, each shot removes a 'layer' dropping down thru the colors until the shape is broken down to the next size, repeat as needed.

A deal breaker for some players, there is no pathing on the maps I have been on, and I will be shocked if it shows up in the other maps. If they do I will come back and edit the review.

You are also limited to where you can build towers, for which there are about six types, five which I have unlocked. Some shoot, some have a slowing affect. They seem to upgrade to level three, then stop, with no variety or control over what they improve into.

Now the upsides, at least for me.

The game is totally three dimensional. The controls take some getting used to, and I have not mastered them by far, but the path the shapes take go up and under, around and on occasion thru, and learning to find your way around can be challenging.

One way in which the game created variety is the platforms you can build on the build points. (These are in addition to the previously mentioned turrets) They offer an extension of build points, one offers three, the other five, I believe, though you cannot build into a spot that blocks the path. What I found really interesting was that you can build a platform on a platform, with so far no limit, allowing for some really interesting ways to get your guns into useful positions.

One mechanism the game has which I wish more tower-defense games would also use is that you gain resources with every hit, not every time something dies. I'm not expecting more of a reward, but to get it as a monster progresses seems a better way to spread out the resources, and avoids the issue of getting no resources if you have done a ton of damage but fail to finish it off.

The final piece of the puzzle that brings me back again and again is that your experience does not vanish when you lose a level. You do not have to unlock each gun or upgrade each time you play. For now this adds some nice replayability. There are also five levels of difficulty for each of the six maps.

Yes, it appears to be only six.

One thing to be aware of is how many lives you lose when a shape hits the exit, it appears to be one for every potential color and shape remaining to that piece, this can be huge, and even on easy the difficulty of the monsters scale much faster than the potency of your weapons.

Given that I have only played a few times, I find this game easy to recommend. I got it really cheap, which is always a plus, and have already gotten my moneys worth. As I explore the game further, I will probably come back here and touch base, but as of right now, thumbs up!. Fun game but hard. At first, I was laughing at this game. But after I laid my eyes on the perfection of it, I knew my life would never be the same.

Eng ver. below

เกม Tower Defense ที่เรียบง่าย unit มีไม่ค่อยเยอะ แต่ให้อิสระในการสร้างและวางแผนค่อนข้างมาก
Terrorhedron มี platform ให้เรา 2 แบบ คือ 4 ด้าน กับ 6 ด้าน ซึ่งเราสามารถสร้างต่อออกมาได้เรื่อยๆ ตามที่เราต้องการ (ถ้าเงินถึง)
Unit ป้อมปืนต่างๆ (7 แบบ) สามารถอัพเกรดได้ 3 ชั้น โดยชั้นที่ 3 จะเปลี่ยนการทำงานของ Unit เป็นอีกรูปแบบไปเลย

การเคลื่อนไหวของศัตรูที่วิ่งตามทางแบบ 3 มิติ ผู้เล่นต้องหมุนดูรอบๆ และหาที่วางตำแหน่งป้อมเพื่อตรวจสอบ line of sight ให้ดี
เล่นเพลิน

ส่วน Multiplayer กับ Co-op ยังไม่ได้ลอง

A Simple Tower Defense game with 7 type of Defense units. Terrorhedron gives you 2 types of platform (: 4 sides and 6 sides) to play with, which can extend indefinitely in any direction you want. as long as you have enough resource.

This give you lots of freedom to build your defenses.

The defense units have 3 levels. at the 3rd level their mechanic slightly changed. add a bit of varieties in your defense plan.

I've not yet dive in Multiplayer or Co-op yet. Having fun blasting the colorful polygons at the moment.

[edit] forgot to mention the offender movement path are in 3D (if you aren't already know that). so the line of sight of some defense unit matters.

-Recommended!!-. 80 minutes in and I have to say, this game is worth the 24c I payed. But I would be disappointed if I payed the 5USD asking price (6.24AUD for me currently). As a fun tower defense game, I can say there is nothing onscreen that isn't needed. After 5 minutes I turned off all Audio ingame as it is just a small set of annoying sounds, a stock robot voice and infuriatingly annoying music. The menu music is too loud for it's own right. But, I do enjoy this game. Tower Defense games are immensely fun, and this is no exception. I would get it while it is on sale, otherwise, I would hold your money and get another TD game. This feels like it should be in early access though, so be warned. It is rough around the edges, I am unable to get Multiplayer Co-Op working, and did I mention the horrible audio effects? Yes? Well, I will until they're changed.

The gun variety. This is something I would file as neutral instead of just good or bad. It has good variety, from the stock Laser turret (essentially a short burst machine gun turret) to the EMP turret which slows down enemies (but is not worth the money, keep away as it is faulted massively). I like the plasma turrets. They are very nifty for when there is a distance to cover with a lot of power needed. I tend to put them near to the entry point.

The EMP turret is very bad. I thought it would be helpful but took me 10 rounds to realise the geo is only slowed down until it gets shot. Why would they chose this as a design decision? It is very strange in my opinion. But the other turrets do suffice in how well they work, just stay off of the EMP.

All in all, this game is fun and a good distraction, not the best TD game. Not the most well made game in general either. It's UI is about as bland as the UI from Bad Rats. And we all know how terrible that game was, dont we...

If you have some money to spare from maybe some steam trading cards, go for it, it's worth a buy then. But for the \$5 marking price I personally wouldn't go for it. There are plenty of other TD games out there for such a low price with much higher content and a lot more well made than this one. But for a game which you can lose hours in , I don't regret ny purchase one bit.. Best TD for \$0.24. This is terror, head-on!

Oh wait.... Payed \$0.24. Made an entire defense out of laser towers. Got to round 21. Died because I ran out of places to put laser towers. 10/10 would laser again for a quarter. Such a beautiful game, it's simply breath-taking, and not because of what the game shows you, it's what you end up with at the end of the level, the tree of turrets you built from scratch and became something so powerfull it could withstand the countless polygons that came to destroy(?) you ... it's unique

Basically it's a tower defense, but 3D... but not the 3D you're thinking about ;). This and Sanctum are the best tower defence games ever. I was trying to find a great game coop that i can play with friend and was under 1€

I found this. AMAZING!!

- Adrenaline
- a lot of ways and strategies to beat it
- raging when one ultra ball come to end ;s;
- nice camera
- a lot of types of cubes and balls ect.
- asweosme ffel when yo usee how you rekt cubes with 56479846312 turrets <3
- fun, fun, FUN

9.6/10 ^V^

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