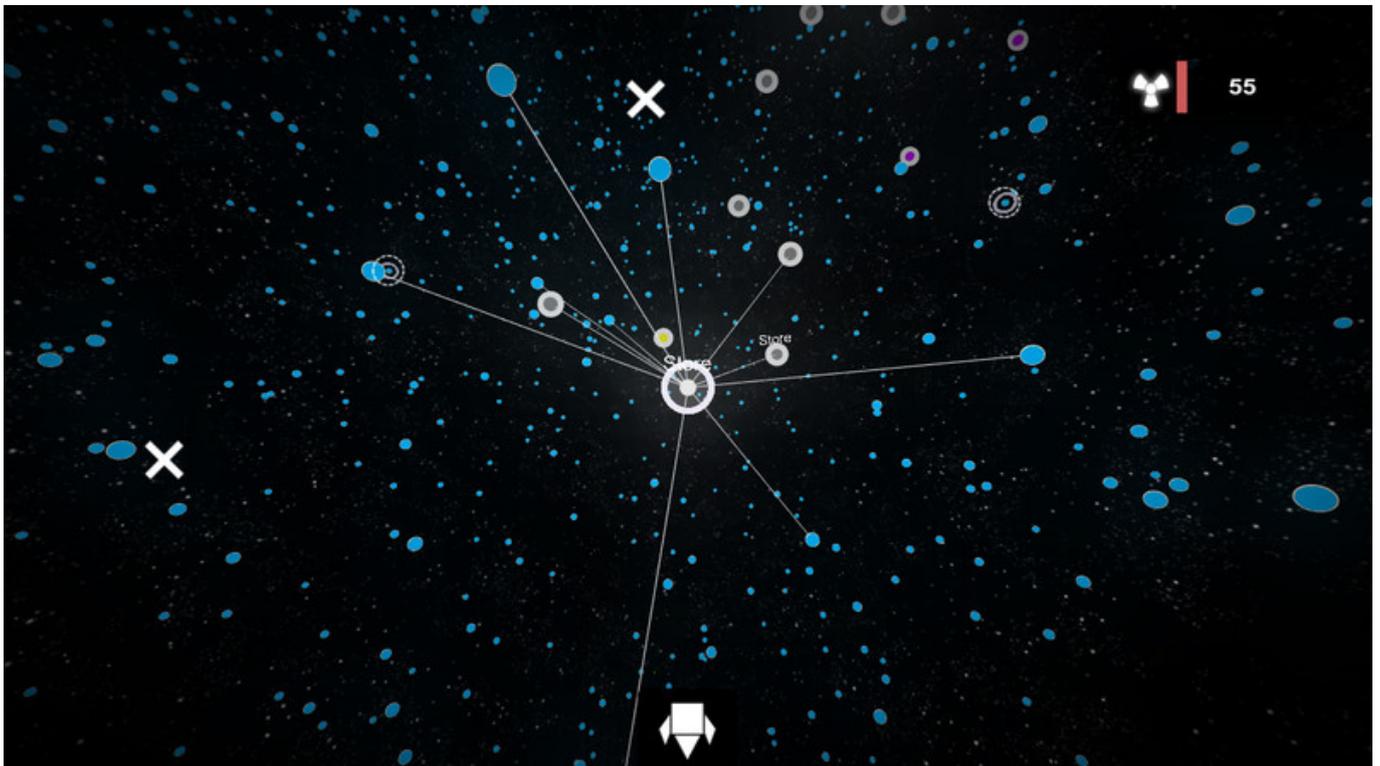

ROD: Revolt Of Defense Download]



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About This Game

This is an experimental game that mixes genres such as Strategy + Tower Defense elements + Roguelite elements + the elements of survival.

You have to survive in space on the platform is equipped with 4 engines for interstellar travel. The aim of the game is to save the universe from infected people by activating the cosmic cube, which cleans all the stars.

Gameplay

You will have to monitor the level oxygen in the atmosphere, plant trees, build defensive constructions and improve them. Explore the stars and find resources for buildings. You will come across chests, that drop money, treasure maps or artefacts, but to open the chest requires a key, which is sold in stores. The opportunity to attack defense towers or soldiers.

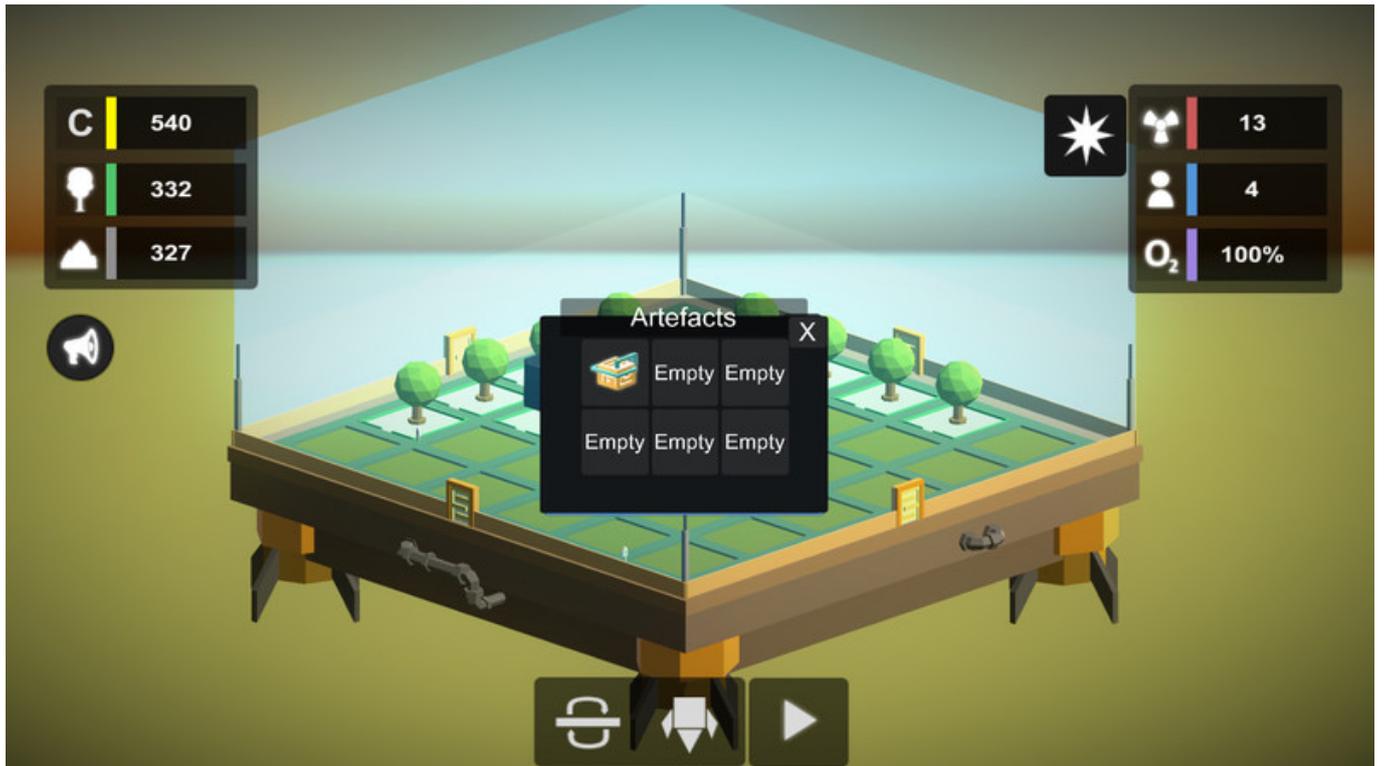
Features

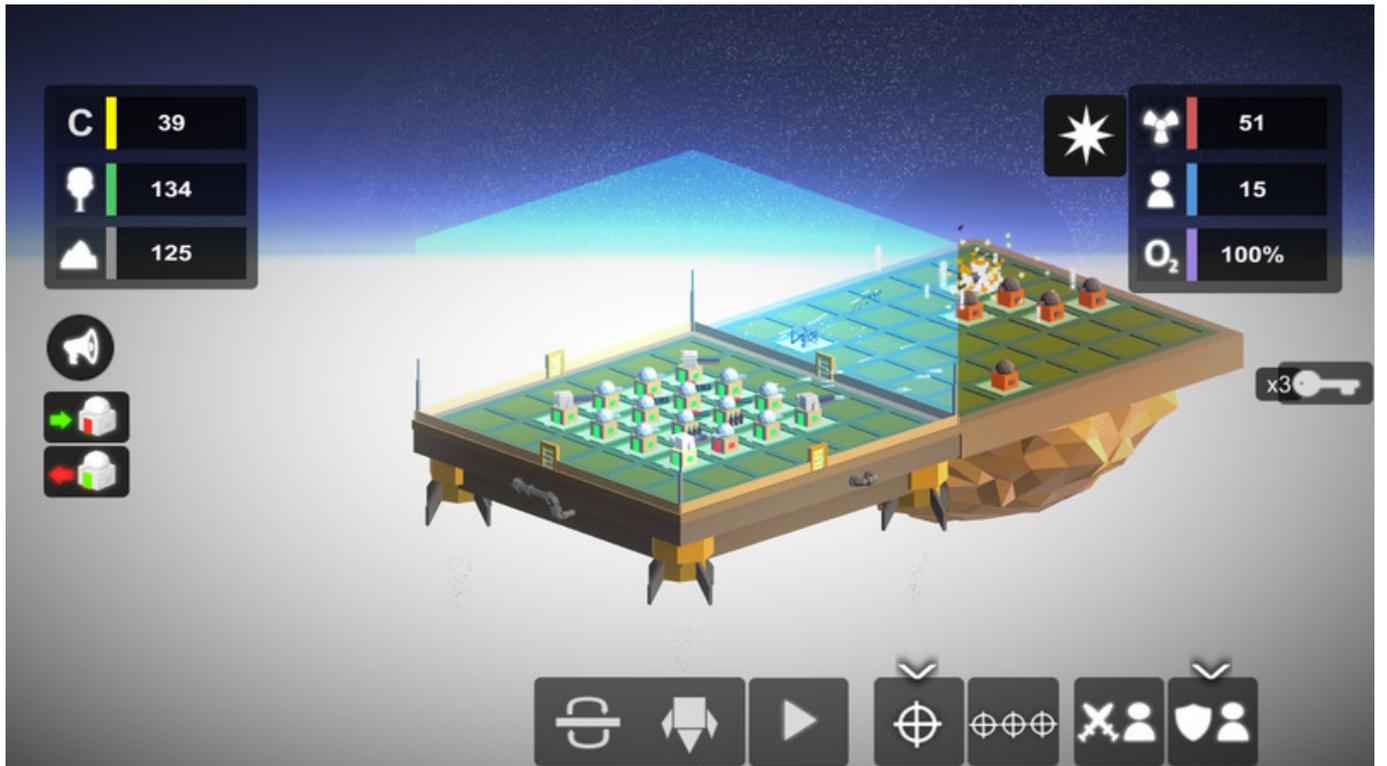
- Control only the mouse
- Replayability
- Trading cards

Title: ROD: Revolt Of Defense
Genre: Action, Indie, Simulation, Strategy
Developer:
Hostel Games
Publisher:
Hostel Games
Release Date: 12 Aug, 2016

a09c17d780

English,Russian







rod revolt of defense

There's no tutorial and no story. You don't even know what you're doing in the universe, but you can figure out some of it as you go. I would have liked some more detail, but overall it was a decently fun game.. There is a random game-breaking bug where you come into a system and it says you are under attack. However there are no enemies anywhere on the screen and you are not allowed to move from that location. So far I have died once to enemies and 4 times due to this bug. Fix the bug and I will change my review, otherwise I can't recomend this game.. if no mans sky was honest and fairly priced this would be it.. Your base consists of a 6 by 6 grid of land tiles, and all the tiles can be flipped in unison to reveal 6 by 6 more land tiles. Part of the strategy is choosing when to flip your tiles during a fight.

Your base needs oxygen and adding more people requires adding more trees to compensate for oxygen usage. In fast mode people use more oxygen than normal. People fight melee, but if there are defense towers, then they battle first before any melee takes place. You'll need a warehouse to collect stone, wood, chests, or fuel and then choose what other buildings (hospital, armory, artifact house, shields, trees, walls, offensive towers). Chests are opened with keys.

Gameplay consists of flying your base from node to node through space, where nodes are either enemy bases, enemy super-bases, repair nodes, stores or treasure. Enemy bases either wait to be attacked or attack immediately. There are 6 enemy super-bases, and conquering them unlocks new weapons. When all 6 super-bases are destroyed the game is won.

Pros:

- Combines game mechanics from the following genres: Tower defense, Roguelike, 4x
- Randomized maps
- Artifacts
- Early game tension
- Every enemy base you wipe out opens new weapons, which adds some variety.

Cons:

- No save. I have beaten the game both in easy and hard modes in one sitting perhaps under an hour. So the lack of saving is not as bad as you might think.
- The tension seems to wear off later
- There are still some bugs
- The game defaults to Russian and it's tricky to get it into English again. It's sort of an introductory mini-game "decipher the language to find out the English setting" :)
- The game gets pretty grindy near the end. Not being able to save is a big minus.

Is it worth \$1?

No it's worth \$2 or \$3 - maybe even \$5 after it's polished. Get it while it's cheap and buy 3 copies to share with your friends!

Is it better than many games you pay \$50?

Of course not! Why would you think that? Whenever you pay more money you automatically enjoy the game that much more. Especially when titles are developed by armies of people and all of them are throwing each other under the bus and the bugs are left to the player base to catch and gripe about in the forums. Actually this game (as far as gameplay goes) is at least as good as many higher end titles (like Civilization for example).

Is it fun?

I think so. But buy it yourself and find out! Get a refund if you don't like it before 2 hours are up. I think it's well worth the time to give it a try.. I am terribly conflicted about whether to recommend this game. It is a frustrating 6/10 that would immediately gain 3 more points with any sort of save feature. even an involuntary roguelike auto-save. beating the game appears to take somewhere on the order of 8-10 hours, during which time you can't close the game.

On the other hand it has a very clever little combat and exploration system which I really enjoyed playing with. I'm going to put it as recommended now, so that I don't need to change it, when this becomes a great game once a save feature is hopefully implemented. Good game, well worth 99c.. It's a fairly enjoyable game for a little while. There isn't a whole lot of depth in the game, be it combat or building, but it can be enjoyable to explore the little blue dots of the hub world. The one major annoyance is the lack of a save feature. I find myself wanting to play the same world bits at a time instead of having to restart every time I quite. Still, you could do worse for a cute .99 cent indie game.. For \$1 this is a nice little game. It's very cool. The instructions could be a bit clearer, but the developer is russian, so english isn't his first language. Two things would make this game better.

1) a savegame. I don't have 4 hours to sit around at a stretch playing games anymore, unfortunately. well, I do, but I prefer to be able to save.

2) a way to flee from battles. Too often my men rush over to the other platform... and don't seem to do anything besides stand there as my own towers get mowed down.

Once these issues are fixed, I'd pay twice as much for this game. But it's still a cool little thing.. I really like this game xD took me about 2 hours and 30 minutes to complete but what do you expect for 1 euro? I would buy this game if you have 1 euro laying around and want a small amount of intertainment.

Personal I would say becareful I got a little sad when i won, because i lost my island xD but else really good game for a strong price.. Cheap price for a cheap game, I lost my interest in 5mins. Barely count as a strategy game, only few buildings available, and the data is not balanced. Most of gameplay depends on kind of rough-like like ftl but not much of contents. Good theme of this game but is just bad develop.

By far one of the most surprising and amazing games I have ever played, it's like a spore tower defense, tycoon, and exploration. I highly recommend this game for anyone... everyone should try this game out.. Very good game, looking forward to see how it develops.. This game is pretty fun for \$1 and for sure worth it. Hopefully they update the game so you can save your progress!. I bought this game for only a few cents and I don't regret it, even a dollar isn't that bad. took me 1.9 hrs to do a single play through but some of that time is figuring out how to play because there is no tutorial, you have to learn by playing around with everything and you are bound to mess up every now and then. Also this game doesn't have a save system so don't think you can start a new game, save and load it back up to continue where you left off, you have to do it all in one go. Unless you leave the game on then you should be fine. All that aside its a fun game to pass the time if you have nothing else to really do.

8/10. for 99c the game is pretty nice, a good time waster. Though after you beat your first major chunk, the game gets ridiculously easy. It does feel a bit incomplete, as such I doubt one would get one or 2 complete plays out of it. But for its budget and the amount of people that worked on it. It is a well made simple game, plus it is only 99c USD.. a really nice game 4 0.99E. Got my 99 cents out of this game for sure!. And here I sit staring at the upvote\downvote buttons, really confused as to why I'm almost tempted to upvote this game. Cause the thing is, I kinda enjoyed playing it. Despite the fact that it looks, feels and plays like a game prototype at its early stages. Its strategy is puddle deep, none of the gameplay elements go anywhere, the game progression is completely unbalanced, and once you understand what on earth it is you're supposed to be doing, the only thing left is to hop from star to star till you reach all the circled stars and get the black screen of deflating victory.

And I still found it charming. Even though the gameplay is horribly repetitive, the UI makes student projects look fancy, someone forgot to add a save option, and there are very basic design and\or execution mistakes. Like treasure maps that consistently lead you to completely empty stars, teaching you never to trust pirates ever again. Or like how you can lose the game by having too many people and not enough oxygen - and by having no way to get rid of people or generate more oxygen. Which, I have to say, almost added tension to the game for a second there. Till I decided to just sent my minions into combat without any turret or hospital support, killing half my city along with them in a desperate suicide mission of incompetence.

Not that destroying the city mattered. After scrambling to get set up in the very (very) early game, you soon realise that you have tons of resources and absolutely nothing to spend them on. So you hop here, and hop there, not fighting enemies, not collecting resources, just trying to figure out whether the next star will get you any closer to the end game, all with the creeping suspicion that there really is no end game. (Hint: There isn't.)

The question remains: Why was I entertained by this barely half baked project? I'm honestly wondering. There are some good design ideas somewhere in there for sure. The random maps can make the early game entertaining, for a short while. Also the star map is strangely fascinating - hopping from star to star just feels... satisfying somehow. And that's pretty much all I can come up with.

Maybe I was just in the mood for an odd lil alpha build of a game. If you are too, maybe buy it anyway. Personally, I'm not willing to recommend it - low price alone does not a good game make. But hey, what do I know? You wanna trust someone who found this trainwreck oddly charming? :). It's a cool game for cheap. There are some problems and defaults which are mostly the fact that you can't save and I find this pretty sad but it might come in a future update I hope. Then when you "land" a on star where's there nothing there is bug where you're in fight but there's nothing around.

When this would be fixed and the possibility to save added, this game would be better.

Still that's it's a good game for cheap, also with new functions that could be added in the future to give us a better in game experience, like more buildings...

To the developer(s) well done BRO that's a nice little game.. Trash. Still way better than No Man's Sky.

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