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About This Game

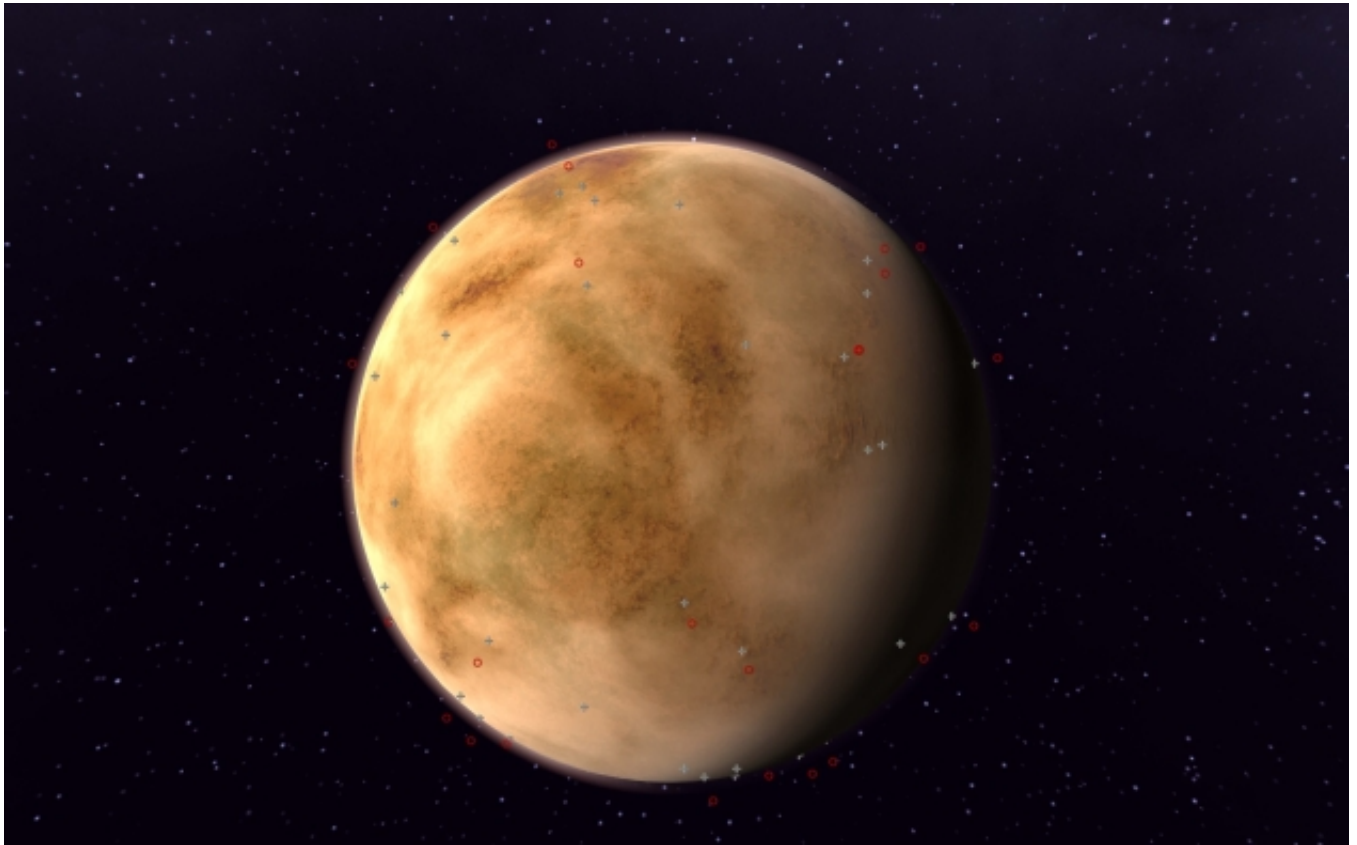
RODINA is a dream.

A shared vision of a massive, seamless universe to explore. The perfect **immersive space sim**, where you can go anywhere, do anything, become anyone.

I started **RODINA** because I suspected that no company could ever achieve this dream in a AAA way. I thought that perhaps a single developer, working over a long time frame, could eventually build something great.

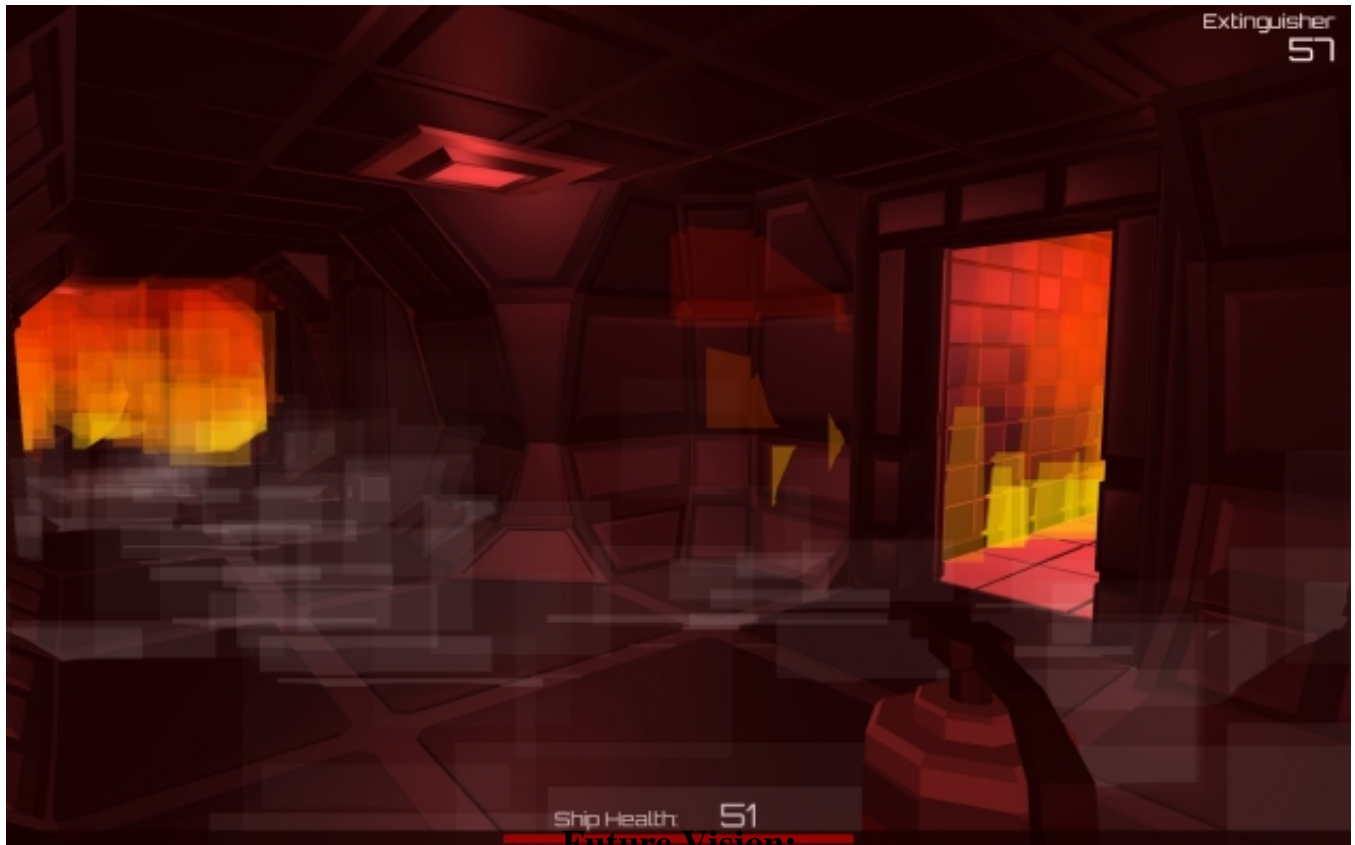
Join me on this adventure - **try the DEMO** and consider supporting further development!

Rodina is made mostly by a single, obsessed developer - a 10-year veteran of the games industry who previously worked at **Bethesda Softworks** on **Oblivion** and **Fallout 3**. You can always contact me at brendan@elliptic-games.com



Current Features:

- *Full-scale, completely seamless procedural solar system*
4 full-size planets, 50 randomized major asteroids, something like 45,000 minor asteroids, and one enormous star!
- *Xeno Bases*
Discover the Xeno Bases and Mines – interior spaces that are laid out, constructed, and decorated completely procedurally.
- *FPS Combat*
Use your blaster, missiles, or powerups to handle half a dozen Xeno aliens
- *Combat with alien ships*
Several different alien ship types, and 5 different weapon types, including heat-seeking missiles
- *Customizable ship interiors*
Easily personalize your ship's layout and share your design with other players
- *A Story and Background fiction*
As told through books, emails, and logs
- *Dynamic Soundtrack*
Over an hour of music, written by award-winning composer John Robert Matz
- *Mod Support*
An open scripting system allows for mods that are simple to create, install and remove



Future Vision:

Over time, I intend to work on Rodina towards the direction of "**Daggerfall in Space**" - a seamless procedurally-generated space RPG on a massive scale.

Frankly, this is crazy! I can't make any promises about where or how long Rodina will go (and I ask you to buy only based on what you see here now), but I *can* promise to keep working on Rodina for as long as I'm able to. I'm committed to making Rodina great, and I hope that what's already released shows that I'm capable of delivering something **different, vital, and fun**.

Please **try the demo**, and if you like what you see and pick up the full game, all your money will go towards Rodina's future development!

Title: Rodina
Genre: Action, Indie, Early Access
Developer:
Elliptic Games
Publisher:
Elliptic Games
Release Date: 28 Jul, 2014

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Minimum:

OS: Vista, 7, or 8

Processor: Dual Core

Memory: 2 GB RAM

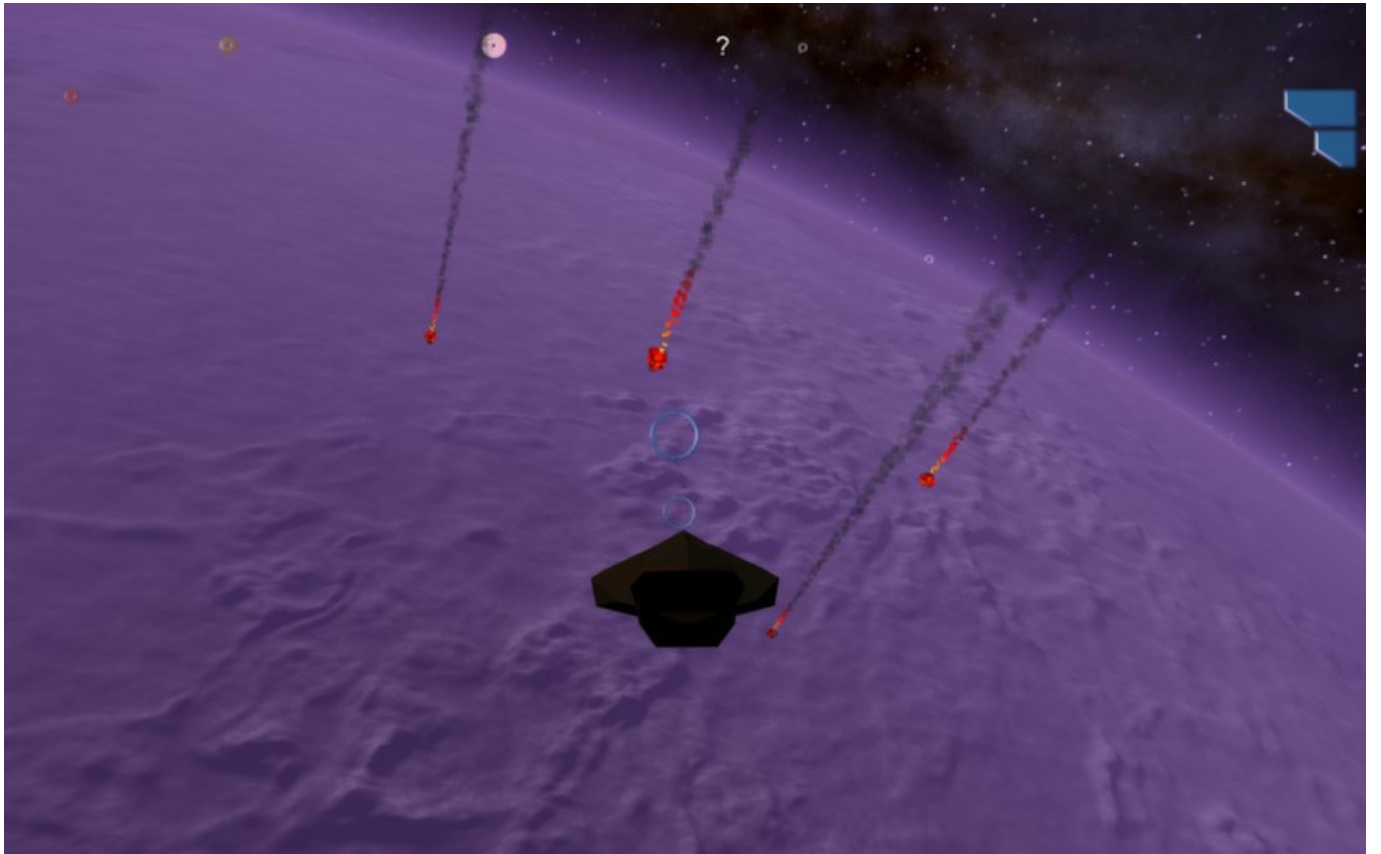
Graphics: Dedicated GPU with 512MB Memory

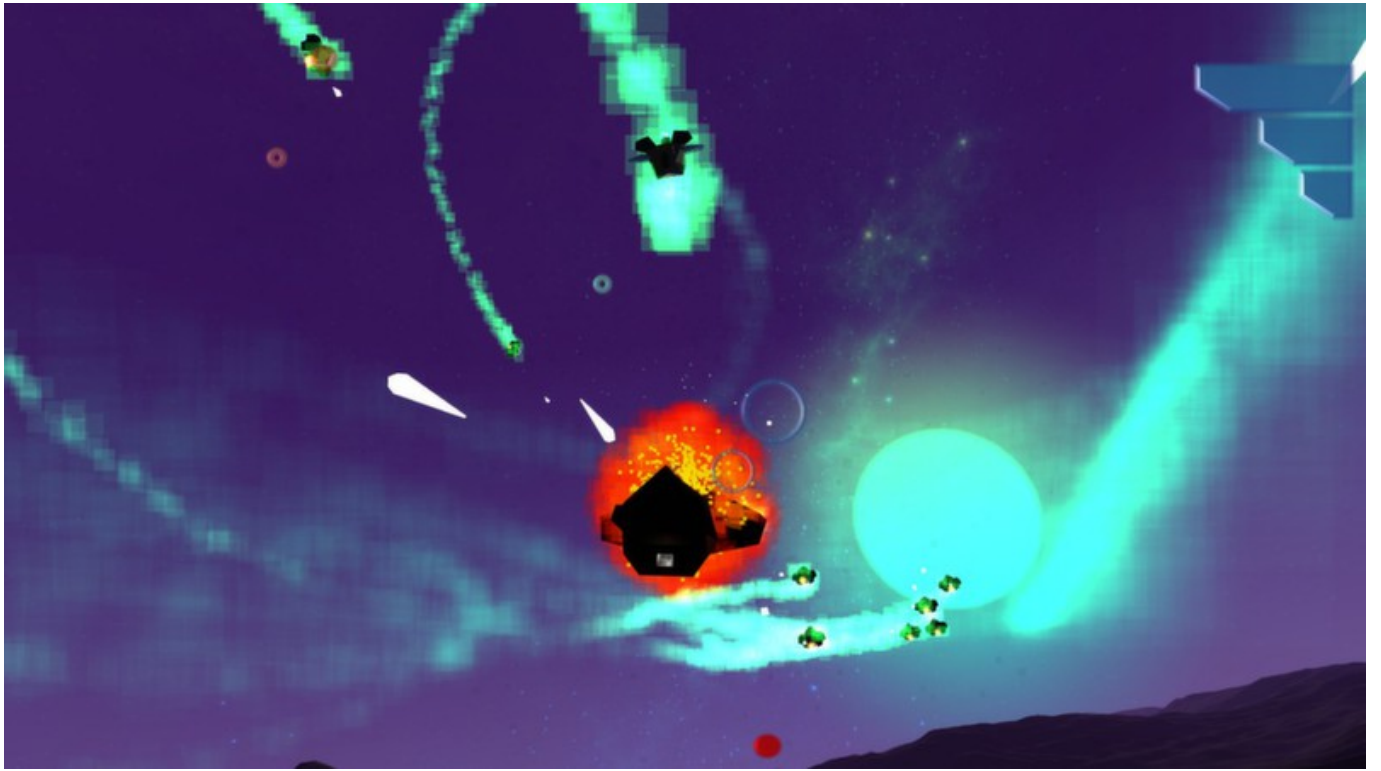
DirectX: Version 11

Storage: 300 MB available space

Additional Notes: Some users have reported problems with Intel cards. Please try the demo before buying Rodina!

English







Well worth it.. I had just survived a spaceship fight in the upper atmosphere of a planet and my ship was on fire. I originally tried to put out the fires with an extinguisher, but I crashed into the planet before I could save the ship. When I reloaded, the game had dumped me right as I had won the spaceship fight and my ship was on fire again. So instead of using an extinguisher, I flew the ship out of the planets orbit and emergency opened all the doors. The fires died, the ship was saved, and I was almost pulled out by the rushing air. I find it one of the my most memorable gaming moments.

Rodina is a beautiful game. Very few games have immersed me as well as this one does and I can't wait for it to grow more and more. The music is really nice too.. Fantastic game, played the demo for hours before buying all the way back when NerdCubed put out a video on it.. Best space exploration game Iu00b4have ever played. Its pretty good. The story of a lone developers journey to make a sci fi universe.

I really love the ship controls. You can even set your ship on a course, leave the pilots seat, and wander around your ship while it haphazardly travels into whatever object you threw it at. I deliberately crashed a few times while watching helplessly from the windows.. because that just seems like something you do.

The planets are barren but they do direct you to points of interest, which during my playthrough was just crates of objects to help your journey along, lately alien bases have been added that I'm sure cranks of the gameplay.

I also love the music, each planet has its own theme, and the desert planet feels very authentic.

Your story as the MC is also a great thing to experience, I don't want to ruin it but its well made and it kept me playing up intill the very end.

Id suggest following this game, if only to support the efforts of the developer. Updates are common, if small, and the game has potential.. **FOR GOD'S SAKE PEOPLE OPEN YOUR EYES. THIS IS A PROPAGANDA TOOL BY THE RUSSIAN POLITICAL PARTY RODINA.**

1. Why are the enemies the "Xenos"

The Greek word for foreigner is "Xenos"; Rodina is an ultra nationalist party seeking to curb migration. They became known for one of their controversial advertisements featuring migrants eating watermelon and throwing trash on the ground. The aim of Rodina is to normalise violence towards foreigners by systematically training people to shoot the "xenos"

2. What actually is Rodina?

We are told in the game that "Rodina" is a ship full of colonists that needs to be saved. In reality its an allegory for the Russian homeland, and the native Russian ethnos. "Rodina" means homeland in Russian, hence its significance. the aim of the propaganda game is to train loyal russians to defend their homeland from the evil foreigners and increase levels of nationalism in the populous.

<<<SPOILER AHEAD>>>

<<<SPOILER AHEAD>>>

3. Why is the main character really a robot?

This is a deep play on how collectivist ideology turns people into robots who are destined to obey their overlords. the same way soldiers are expected to act like machinery. Rodina aims to subconsciously normalise this by training the player to feel OK with being a cog in a giant machine

IF YOU'RE A WESTERNER THAT LOVES HIS\HER COUNTRY DON'T BE FOOLED. I'm on to you Brendan >:(. Before I Played:

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