

Rogue State Download] [Torrent]



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## About This Game

You led the revolution that freed the People's Republic of Basenji from the shackles of a corrupt monarchy. But now the new regime will be tested. You are the Glorious Leader who must hold onto power by maintaining the delicate balance between the interests of fundamentalists, capitalists, patriots, and liberals. However be aware, your brother, Farouk, consolidates power and influence with the intention to overthrow you! How will you manage affairs with your neighboring countries while ensuring you don't attract too much negative attention from the Americans? Will you be a generous donor to the United Nations? Or an international pariah building nuclear weapons in secret? The choice is yours in Rogue State.

## Features

- A world of possibilities! Over thirty possible state purchases, six clandestine projects, eight potential neighbors and hundreds of randomly generated events. No two games will ever be the same and the approaches you take in one game may not necessarily be successful in another.
- Manage complex relationships that are more nuanced than war and peace. Forging unlikely alliances may just keep Basenji from the kinds of wars your leadership can't survive. Other leaders have distinct personalities that may inform your tactics.
- Choose cabinet leaders to help manage your country. Maintain their favor by accomplishing relevant objectives.

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- Forge alliances, develop tourism, promote trade. Invade countries, assassinate your rivals, nuke the planet.
  - Beautiful comic imagery inspired by French comic artist Jean "Moebius" Giraud.
  - Thousands of lines of spoken dialogue, and the ability to play as either a male or female Head of State.
  - Be the dictator you need to be. Tackle problems with the level of freedom or oppression you desire.

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Title: Rogue State  
Genre: Indie, Simulation, Strategy  
Developer:  
LRDGames, Inc.  
Publisher:  
Black Shell Media  
Release Date: 16 Oct, 2015

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**Minimum:**

**OS:** Windows 10, 8, 7, Vista, XP

**Processor:** 1.6 GHz

**Memory:** 512 MB RAM

**Graphics:** 32-bit SVGA Video card

**Storage:** 1200 MB available space

**Sound Card:** Supports all DirectX-compatible sound cards

English





# BOETHIA



**PRIME MINISTER AMAL SARKOS**

STATE INTELLIGENCE SERVICE - MEMORANDUM 011-45

EXECUTIVE OVERVIEW - GATHERED INTELLIGENCE

Collection priority: Gather useful information about Prime Minister Amal Sarkos through open-source research, human intelligence and communications intelligence. Information will inform policy-making decisions.



Military Size



Unknown

Resource Demand



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Percent of Basenji Tourism Market



Unknown

\$1697m (+\$12m / turn)    54 (+0 / turn)    82%





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Rogue State - Where have you been all my life?

Instead of writing a technical review of what this baby can do, I'll tell you guys the tragic tale of Glorious Leader Hedegaard of the People's Republic of Basenji.

\*\*\* SPOILER WARNING \*\*\*

The honourable ruler had managed to please (or dispose) of everyone in the proud country of Basenji. The people where happy and the economy was risen - things where looking bright for the young republic.

The Glorious Leader had, as a Glorious Leader must, prioritized the means available to him. Hospitals where not an important thing - We didn't have them before, why would we need them now? People seemed to agree with reasoning.

Until a deadly virus came upon the land...

Devastating the fragile economy, the borders where closed. All funds where allocated to treating the deadly virus. All of the country's monetary reserves (and more) was spend. The economy was crippled, but the virus was eventually defeated and export could provide steady income once more.

Basenji's weakness did however not go unnoticed by the neighbouring countries. In an act of cowardise, Basenji was attacked one morning. Being a responsible Glorious Leader, Hedegaard deployed all forces to the border. At the brink of defeat Basenjjs forced prevailed and held back the enemy onslaught. All but annihaleting the Basenji army.

With a decimated army stuck in the desert my all but forgotten brother decided that his time was now...

BTW: Once we get Steam Workshop on this baby, this game will be downright insane!

Thank you guys so much for hours of fun and a good game!. This was a really interesting game, but not necessarily in a bad way. For starters, it really depends on if you like this sort of strategy game if you should get it or not. Certainly not as complicated (not even in the same vein of complication) as games like Victoria 2 or EUIV, but still complex.

My biggest issues with the game, was that it was hard to grasp how the policies worked in conjunction with the parties, also I felt like certain policies should influence more or some parties should have more policies attributed to them. That being said, it's not very hard to keep all the parties in line, you just have to be careful.

The military doesn't exist. Like it does, but it's extremely neglibile and hard to grasp, the funds aren't really there to allow much freelancing with the military in the first place. It's also extremely difficult to fulfill the advisors requests sometimes, like they could just be out of reach and you either don't have the funds or the means to perform the tasks they're asking you to perform, which becomes frustrating very easily because next thing you know, shawty got low (low low low low) and your brother just took over the government cause all of your advisors hated you.

Some of the infrastructure literally doesn't matter, like at all. I'm personally of the opinion that your game should be like a plate of food. Everything on the plate should be edible. Translated to gaming terms, everything should matter. If you have to spend resources on something, it should matter unless it's cursed or trapped or there's a specific reason why it doesn't matter.

The graphics and voice acting are.. Fine. I mean, they're not good, they're not bad. They're passable. I think better graphics and better voice acting and UTI would definitely help take this game to the "next level".

Your speeches. Sometimes they'll end up making no literary sense, which is a risk you take when you have that kind of mechanic in a game. LUCKILY for Rogue State, it's a nice mechanic, just maybe should be fleshed out a bit better. In the same

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vein, diplomacy always feels a little clunky, and I wish espionage was easier or done in a better way because I shoot myself in the foot a lot and end up getting invaded from all sides like I'm Sasha Gray.

Faro is a little♥♥♥♥♥ Fluff that ninja, I hate Faro.

All of that being said, it's a fine game. Not a ton of replayability but replayability does exist. I think it simulates the parties well, I think it simulates the stress of running a country and making big decisions and taking risks and even managing a house of representatives well. I enjoyed it's simplicity, at times.

In short, I wouldn't recommend it to anybody that I didn't see struggling with games like Vicky 2 or EU4, but still loving strategy.

Out of ten, Rogue State is my idea of a perfectly average game, so a 5/10. I recommend it, but don't expect a lot.. Invaded a bunch of chickens. I lost. Now im bitter.. This is a game about managing a country that has recently been purged of a unlawful dictator. You, the leader, has to rebuild your country and become the greatest country in the world.

Pros:

Rebuild a civilization

Manage Capitalists, Socialists, Liberals, and Federalists and gain their support

Your brother, Farouk will eventually rebel and attempt to take the country.

Become friends with other countries.

Make people happy.

Realistic Dictatorship Simulator

Cons:

Buggy (automatic text sometimes goes by too fast to read)

Mouse control is hard to use

Confusing at some points

Incomplete Tutorial (shows most things but not all of them). I came really close to not recommending this game. The concept behind it is very well thought out. It was fun, but i would say that this game lacks major polishing. There was also a bug that appeared after about 2hrs of play. Random dialogue sections would skip, and your character would immediately jump to whatever you clicked on. With the way the graphics are (retro graphics from the 90's? kind of appealing) and the lack of content and its diversity i would put this game at mid to late beta stage.

With some more work from the dev's this could become a real gem. I get the sense that dev's really liked this game but either had too much on their plate, or they wanted to rush this game out "as is" for some money. At a \$9.74 pricetag i can say im not disappointed that i spent this much money, however i expect some more content, and a clearer set of instructions. (i could not find out how to sell military items instead of disbandment). This game is far too short to be considered more than a flash game.

I give this game a 5.5/10 great first try, i hope to play this after an update or some such. (dont you dare try to charge me more money for DLC, in fact, dont even offer me any this would prove to me your intentions)

EDIT: Also the military system is lacking. If i am attacked, i expect my military to have a report on our losses, (predicted) Enemy losses, and the enemy units that attacked. Anytime you use the military system, you are essentially blind. Morale is a huge part of combat, if my military's morale is high i expect them to fight far better than if their morale is Meh. Also, ive had situations where an enemy makes peace, then immediately after attacks. As a side note, if i have excellent relations with the U.S. i expect some major help from them, in addition to other nations with poor relations with the attacker.. That game is awesome i love game like this.

This is basically Assad Simulator :-). I actually like it. Yeah, I know, the visuals are far from sophisticated and some complexity is badly missed when it comes to features like trading, but still, it's addictive, occasionally amusing, and clearly worth of better ratings.



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that happens at the first phone call, nice

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Illegal exception  
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An exception 0xC0000005 occurred in ACWIN.EXE at EIP = 0x0041E7B9 ; program pointer is +3330, ACI version 3.4.0.14  
NMP, gtags (31,220)

AGS cannot continue, this exception was fatal. Please note down the numbers above, remember what you were doing at the time and post the details on the AGS Technical Forum.

in "NPC.asc", line 81  
from "Dialog 0", line 24

Most versions of Windows allow you to press Ctrl+C now to copy this entire message to the clipboard for easy reporting.

An error file CrashInfo.dmp has been created. You may be asked to upload this file when reporting this problem on the AGS Forums. (code 0)

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OK  
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. Great political simulator, too bad the foreign relations are bit restricted.. This game is like a flash-game version of Tropico. Not worth the price, and not nearly as good as Tropico is.. Full of irony and pretty challenging in the first hours, it slows down after the beginning phases and loses a lot of steam due to a repetitive structure.. interesting gameplay. Welcome to Basenji! Land of revolution, intrigue, and grenade-based goat-focused sporting events!

Rogue State is a politically-themed roguelike infused with a surprisingly deep and satisfying level of strategy. The core of the game focuses on keeping your popularity high with your four key factions: capitalists, patriots, liberals, and fundamentalists. At the end of each round you are faced with a random event. How you choose to deal with these events may have positive or negative effects on your factions, on your neighbours, or even on your relations with the US. Balancing all of these factions can prove challenging, but after a few games you start to "see through the matrix" and understand how to best manage your country.

The game features a charming sense of humour that never overstays its welcome, and the writing is very effective. It's clear the developers have a strong understanding of political science and used that knowledge to help flesh out your role as the Glorious Leader.

Highly recommended for anyone who enjoys strategy games, political simulators, or indie games with a good sense of humour.

Would dictate again.. It really turned out to be a pretty big disappointment.

I guess it is somewhat supposed to be a "rogue-like" strategy game, but the game seems to randomly punish you, even in the first few turns, which can basically ruin a play through. A lot of the game's strategy seems to be based on guesswork, such as how other countries' leaders will respond to your talking points. Also, factions seem to randomly hate you or like you for no obvious reasons, even though you haven't changed policies whatsoever. Too many turns, I found myself with basically nothing to do and just skipping to the next turn. Maintaining even a half-way decent military is virtually impossible, and actually gaining enough intelligence to use that military well is equally impossible, as it takes huge amounts of money to do either.

Overall, this game basically presents you with an enormous mountain to climb, and gives you absolutely none of the tools necessary to even begin to remotely even consider climbing it. It has generally just been a terrible, frustrating experience to play. I wouldn't even remotely recommend it unless you like to play games where the objective is to get as frustrated as possible without ever having any fun.

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