
The Dope Game Download For Pc [key Serial Number]



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About This Game



The Straight Dope

To escape the city of Starkham and start your new life, you get your friend Preston to set up a meeting with the local loan shark, Sweaty Mike. After foolishly borrowing \$2,000 to start your fledgling drug dealing career, you embark on a timed mission to sell as many drugs as possible throughout the city. However, you must evade the police, make sure not to ♥♥♥♥ off the locals too much, and navigate an ever-changing drug market.

Visit locations like Crockfort, Pinky's Gun Emporium, Murphy's Lake, The Noose & Rafter Bar, Hillside, Saint Jaysus Memorial Hospital, and more to interact with people and buy or sell a variety of drugs. Almost everyone you meet can be fought or bartered with in some manner.

The Dope Game, the newest game from CoaguCo Industries, It is a take on John E. Dell's 1984 classic game Drugwars, where the player goes around New York City trying to make as much money as possible selling drugs while evading the police. But this isn't New York City. Or 1984. The Dope Game takes place in the fictional city of Starkham, Blannington, most infamously known from our previous games [One Way To Die](#) and [Raise Your Own Clone](#).



Game Features

The game features original music by [Macabre Gandhi](#) and fully hand-drawn art assets by GP Garcia. For those of you

unfamiliar with the premise, here is a fancy list of game features:

- 15 locations around Starkham
- 16 different drugs to buy and sell
- 35+ (barely) different weapons
- 8 different game lengths to play
- Listen to the old lady say lots of things on the bus (unlocks stuff sometimes)
- Borrow money from the loanshark (and maybe pay it back)
- Interact with (and fight) a variety of townspeople
- Randomly lose drugs, money, or weapons and possibly find those of other players
- Hire crew members to fight with you, including animals
- Random generated crew members: names, weapons, health, damage
- Full soundtrack by Macabre Gandhi
- 25 Achievements
- Fully hand-drawn game assets
- Holiday, NSFW, and hard modes
- A variety of random mechanics to make each game unique(ish)
- Back up statistics on CoaguCo's server and Steam
- Now with Russian localization



Owners of One Way To Die (dude, it's free) and/or Raise Your Own Clone will have access to additional bonuses in the game's special locations, The Finningan Brothers Fun Park and Dr. Stansfield's Cloning Lab, respectively.

The Fun Park provides a new NPC to interact with, Bill Finningan, as well as allowing you to sell your wares to park-goers. Owners of One Way To Die will get a random park animal for free after doing a favor for Mr. Finnigan and then heavy discounts on additional animals.

The Cloning Lab provides another new NPC, Dr. Stansfield's nephew Marsch, who allows you to stash drugs there for your next run. However, he may just do some of them. Owners of Raise Your Own Clone will also get heavy discounts on their storage fees and more strict care from Marsch with their belongings.

Title: The Dope Game
Genre: Adventure, Casual, Simulation
Developer:
CoaguCo Industries
Publisher:
CoaguCo Industries
Release Date: 30 May, 2016

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Minimum:

OS: Windows 7

Processor: AMD or Intel

Graphics: OpenGL 2.1+ Capable

Sound Card: Not necessary but you'll miss out on the music

Additional Notes: An okay memory or notepad

English,Russian

I, Cyborg

by Tracy Canfield

Show Stats

Restart

Achievements

Menu

Quillon spins in his seat and props his boots up on your armrest. "The autopilot'll keep the *Vajra* under control," he says. "So what shall we talk about?" The polished boot leather almost but not quite brushes the bare flexisheath skin on your hand.

- "Tell me more about the other two crime lords."
- "Do your pirates ever pick up anything I could use?"
- "Let's find something to shoot at. I'll fly—you take the guns. For old times' sake."
- I didn't come all this way just to talk. I'm going to seduce the Pirate King.

Next





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TL:DR: Terrible but hilarious and kind of fun to play.

Cons:

Absurd physics

Mediocre sound

Terrible checkpoints around the corner so you don't know which way you're going,

The other npc vehicles are faster even after you've applied the 3 torque upgrades

Pros

Funny AF

Achievements

Trading cards

Computer AI so dumb it's hilarious

Hasn't crashed or bugged out

Worth the sale price because I'm enjoying it and want to complete it.. Like this game, not bad. I wanted to like this game, as the concept was interesting, and while some cold war board games had been good, no good ones for the PC had been developed.

Sadly there still aren't any.

After playing several play-throughs with different styles, I found that no strategy worked for achieving victory even on the easy level, which is the only level you can play to start. Seemingly no matter which style I tried, the AI not only countered it, but was proceeding on his own play quite well. Despite having the same amount of political points each year, the same number of initial units, and equal influence, it seemed the AI economy was stronger, it could match point for point in army, army tech, space race and spies. Whichever one I didn't focus on, he went ahead, and you literally can not focus on all of them. Even if I got lucky, and global event went my way, it seemed this was only a temporary reprieve on an endless crush toward defeat. The final humiliation I suffered was a successful invasion of my home country, the "hard" game level goal, by the AI. Apparently I am so bad at the game that the AI can complete a hard game against me, while I can't win against him on easy.

I would recommend that the ability to start the game in turn-based mode be an option, since anyone who is good at the game can turn it to auto-run if they wish. I also recommend some level below easy, which gives players some advantage, so that new players can get a win under their belt. Feel free to reset the naming of these levels so that the current easy level is medium, medium is hard, and hard is ultimate or something. Nothing will lose players faster than a game they can't beat set to the lowest level.. Unique gameplay but has a dead community.. Big Bang Empire is a game that i would catagorise in the facebook category.

Kinda like maffia style dueling, improving your character and clan, but then everything in a porn theme.

- The artwork is not bad but not great in a cartoonish karikature style.

- The options of customising your character are cool, but there is usually no compromise between cosmetic value and usefulness. So as you level up you will have to say goodbye to your sexy nurse outfit.

What it succeeds most in, is rewarding the players who actually put time into the game. All too often a player is rewarded for how many days he has been playing compared to how intensive he has been playing. But this game's timings seem just about right so you can progress faster compared to somebody who only plays 2 hours a day.

I recommend this game because it doesn't suck. But like most facebookgames (that's why i categorised it like this), most people will probably grow tired of it within weeks.

Edited:

I went from recommending this game to not recommending it. After the positive things i wrote here, i have to admit that they really screwed this game up. From around level 15 for studio's you cannot progress further unless you pay and buy diamonds. For most of the tasks you would like to do; for example change your profile picture, you get enough free diamonds. However to upgrade your studio further you have to pay 100 diamonds for each level! Not only that but they also made the game buttons very tactical. Sometimes actions require money, sometimes diamonds. However there is no confirmation needed, so that way you are bound to spend your free diamonds, that you worked hard to get, on useless actions by accident.

I see a lot of people stopping to play around this level and i can fully understand why now, as i will do the same.. If you like horror and rpgmaker this is your cup of tea. Also, while the original game is still here, they did clean up a lot of the chase and puzzles so it overall is a much smoother experience (and doesn't detract from the atmosphere).. TGIF - Thank God It's Free.

Great game, it gets quite difficult, lots of trial and error, i love the blind sound wave concept thing, its awesome, i want to see more like this game. 11/10. I had such great hop for this game and after waiting years to be able to play the game i have to say its the worse game i have ever bought. No way of deleting saved games you dont play it is always freezing and once you save and open to play and i have no building or walls. amazing game. it do its job to scare you. and the gameplay is good, story, graphics its all good. got it during steam sale for very cheap price at 80% off. do i recomend this game? hell yeah.. I didnt see controller support anywhere for this game ... its okay I probably wouldnt have got it if I knew I had to lean over and use keyboard , graphics look nice and decent nothing amazing but suffice and game play is slightly addictive all up a solid 7V10 , but I wish the devs would make it so I can use my xbox controller but hey for the price its playable and decent.. IT SUCKS! It is not in any way or form modernized it has terrible gameplay quality. An the graphics are so unbearable i can see every pixel. . I've always wanted VR developers to embrace goofy but tightly controlled arcade style light gun gameplay instead of going for hardcore immersion and this is certainly it.

While it's very lacking in content as I write this review (You can breeze through it in a few minutes) The mechanics are very solid and the inclusion of an arcade mode where you're graded at the end of it makes it very replayable. The decision to only involve one vive controller in the game so you can stabilize your aim better as if you were holding a guncon is pretty cool. The dust particles that bounce off of where you shoot give your gun a very impactful feel which is a subtle but highly important part of making it enjoyable to use.

They've got the arcade feel down, they just need the content. I wanna see more VR games embrace this kind of arcade feel.. it's a great mod but can you please fix the launch error. This game has a lot of potential. Hopefully will be developed in the future. Art style reminds me good old Warcraft 3. Gameplay is pretty nice and simple. Probably would be successfull as a mobile game. I would introduce some simple character progression to add more depth during the matches.

. Good paintjobs

The Dope Game - Version 2.0.1 Update:

Hey, dope fiends! The game has had a small update prior to the "Hard Case" content update later this month. This addresses a few small issues and adds a few new things. Here is the change log:

- Added: music and sound volume sliders instead of on/off
- Changed: stat loading procedure to prevent lost data from Steam
- Removed: CoaguCo login

As mentioned above, we are now phasing out the CoaguCo server login from our games and sticking strickly to Steam accounts. It will smooth over some statistics issues and prevent players from having to login into our system on top of Steam.

See you later this month for the second big content update!. **Server Updates And Stuff:**

Well, birthdays are over for another year and a new nephew is born so it's time to get back to work!

One of our first points of order is changing our server hosts. This will possibly cause a small hiccup in our API system in all of our games which may result in some stats not being backed up correctly. However, this does not affect Steam's copy of the stats and those should sync sometime afterward. If any horrendous issues arise, please let us know! We expect the server swap to happen sometime around Thursday or Friday.. **The Dope Game - Version 3.2.6 Update:**

Hey, dope fiends! We have another little fix for you. Thanks to user Scratch for pointing some stuff out. Here is the change log for your viewing pleasure:

- Fixed: drug amount not updating correctly if chased/dropped
- Fixed: Broken Bottle and Baseball Bat showing each other's data

-
- Fixed: some small spelling/grammar mistakes

. The Dope Game - Android Edition Coming Tomorrow:

Hey, dope fiends! Tomorrow we will be launching The Dope Game - Android Edition on Google Play! It is pretty much the same old game but with a changed up layout for small screens. Same features, same dialog, same characters.

We will be doing a "street" loyalty program for fans too. If you own the game on Steam and have played more than 2 hours, you can get a promo code to download the game for free!

Since Google only allows 500 codes per quarter, you will have to go to the game's website and sign up for one. We will have details in tomorrow's launch post.

More then!. **The Dope Game - Version 3.2.5 (Tiny) Update:**

Hey, dope fiends! We slipped in a very small update which addresses two issues that absolutely no one even noticed. Here's the rather minor change log:

- Fixed: icon image error in certain builds
- Fixed: miscellaneous Steamworks function error

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