

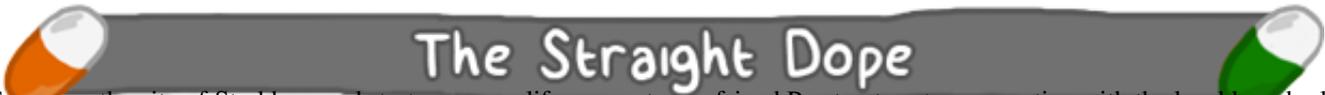
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## The Dope Game Cracked



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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 Moose & 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

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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



## Street Loyalty

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.

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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

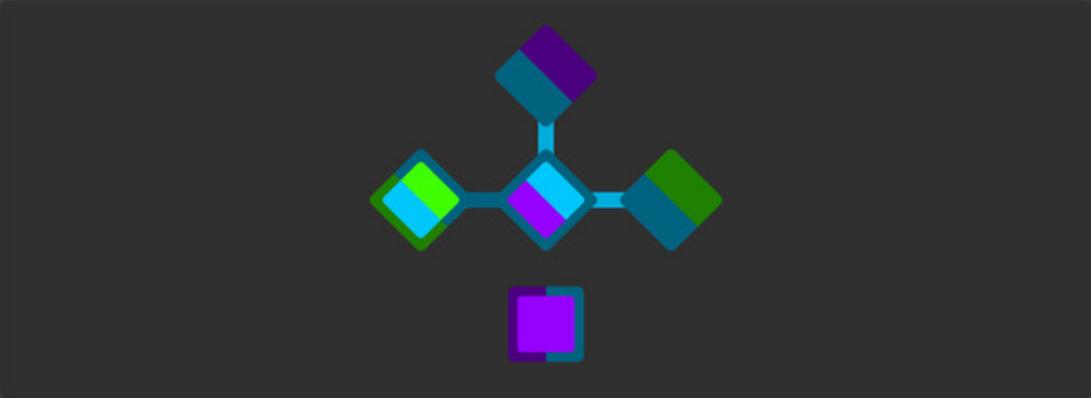
**Graphics:** OpenGL 2.1+ Capable

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

**Additional Notes:** An okay memory or notepad

English,Russian







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the dope game crew. stuck in the dope game. the dope game board game. spm welcome to the dope game. the dope game steam. the dope game guide. the dope game badge. but the dope game crazy. the dope game android edition apk. the dope game free download. welcome to the dope game lyrics. the dope game online. the dope game hard the rap game easy. the dope game still strong like pimpin ain't dead. the dope game gameplay. the dope game movie. what you know about the dope game nipsey hussle. the jacka dope game. the dope game clothing. the dope game video game. the dope game pc download. the dope game download. quotes on the dope game. the game dope boy lyrics. the dope game cheats. rules of the dope game. the dope game pc. the dope game tips. lil boosie dope game ain't the same. youtube the game dope boyz. the dope game misadventures of fat cat and pappy mason. dope boys-the game ft travis barker lyrics. deep in the dope game. graduated from the dope game. the game dope boy video. the game dope boyz mp3 download. the dope game cheat engine. the dope game new orleans. i'm in the dope game i put in overtime. the dope game apk download. life in the dope game. poems about the dope game. the dope game prices. from the dope game to the rap game. the dope game mod apk. you choose the dope game. the game dope boyz official video. the dope game web series. the dope game. getting out of the dope game. the game dope in my blood. welcome to the dope game. rules to the dope game. the game dope boy mp3 download. the dope game download free. the game dope boy dirty. how does the dope game work. the dope game playthrough. the dope game 2. the dope game full movie. the dope game apk

terribly glitchy and even on easy barely beatable. Why all the hate? I thought it was a decent shmup, altho lower resolutions, still looked pretty good to me, a decent challenge and variety. It is a simple shmup, but for \$2 regular price its decent. I got it for 75% off and judging from the reviews, was going to skip this one. But honestly its not bad, runs smoothly on my rig, have a hard time thinking this could be hard on any modern rig in the last 10 years. There are graphical settings, but no resolution settings, which I do find odd, but not as pixelated as half the shmups on STEAM tho.. This game seemed interesting since the user could incorporate their own music into it, but it is very bland. It's definitely a time-waster, but in a bad way. For achievement hunters, it doesn't take long to get all the achievements but it's basically just constant mindless grinding. I think the only good part about the game is that you can play your own music with it... but you can always just play your own music in the background of a better game. Not worth it.. I finished the main mode in 1.9 hours. There were a few crashes in that time. Mildly entertaining. Probably not a ton of replay value but I haven't tried the infinite mode on the harder difficulty yet. Seems like there could have been potential to keep going with additional items and enemies if the developers had the desire to add some more content.. Pros: Great Graphics, engaging story line, superb soundtrack, enjoyable quests (to a point - see Cons).

Cons: Spotty movement, frequent game crashes (dialogue window asking to report to developers) - no wonder it Auto Saves after each area since after it saves it usually crashes upon loading the next area, and most the most annoying con - the repetitious task quests, particularly - the Sewers.

It's not a matter of being difficult, but very mundane after back-tracking the same path for the Nth time looking for triggers to open doors then having to go back to Side A, then Side B, then back to Side A, then back to Side B, then back to Side A, then back to Side B, then back to Side A, then back to Side B, then back to Side A, then back to Side B... lack of ingenuity resulting into a monotonous task much similar to classic ping pong. If I wanted to play ping pong, I'll fire up the classic Atari Ping Pong, but after a while, it's the same thing over-and-over again....

Closing: Unfortunately, I decided not to waste anymore time with this game. Stopping at Sewers quest. Onto the next game.

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Spammed the plus button around twenty times my first time in the program, changed sound to scream.

Thanks.. I've only played the game for a little while, and I had mixed emotions about it. The enemies were floating in the air, the game wouldn't let me know when I crafted something and I had like 10 hammers, and I couldn't select any of the items I had crafted. The Devs seem committed to the game, and there's a good community behind this title so I would go ahead and pick it up now before full release. As a game, you can tell it's a work in progress, but it has the potential to be a great game.. excellent platformer. Hope can improve the quality in the future. Now , many waifu in my computer awwww ♪(^▽^\*). Yeah wow... should have listened to all the bad reviews. Bought this game on sale for 9.99 Euro. Sounds are missing when you do some things. I whistled but could not hear it myself, but my enemies looked at me like i was ♥♥♥♥♥♥♥♥. Also i stabbed a guy in the stomach and not a single sound came from that. Luckily i noticed all the bad things with this game in 25 minutes. Refunded. Not even worth 9.99.. okay so I think this is actually a good quick use tool to reinforce your learning of Japanese.

its no good for anyone not wanting to commit any time to learning, and I would NOT recommend this game to anyone that isnt using other means to learn the language as this is only good as an exercise tool to test your progress with.

#### Pros

comes with charts - so you can use the charts to memorise the characters and get them in your head, then use the game modes to test that youve memorised your sheeeet.

Has Hiragana which is the basic of japanese language learning, Katakana is also included; you can progress through the written languages, Hiragana, into Katakana, and finally Kanji.

I havent started the Kanji yet but it claims to have the standard level 1000+ characters. Its a tool that will help me if i keep at it.

#### Cons

no sound - there are no pronunciation sounds for the characters (hiragana/katakana) so you cant use this game on its own to learn the language unless you find another resource to teach you pronunciation.

doesnt / will not - teach grammar, this is just a character learning tool, you wont be able to construct sentences without learning from another source.

STROKE ORDER - this game will not teach you stroke order, this does not seem important to us none Japanese people, however the Japanese are very passionate about perfection when it comes to writing, and as a result they have a specific stroke order for how they write out their characters (Hiragana, Katakana, Kanji). only using this tool alone could result in developing bad habits when writing out these characters.

This game is best thought of as Find Walley. Depending on how well you know your Japanese characters you will either find this game easy or struggle. Hence you have to learn from other sources.

final note; I dont like how the Kanji learning section is, feels messy and poorly structured.

#### OVERALL

OVERALL I RECOMMEND THIS GAME.. I like this game very much, I just do not recommend this particular Steam version which does not work! The game cannot even be launched under Win 8.1 64-bit, the process just hangs and has to be killed manually.. This isn't even a game. Why is it on steam? You don't interact with it at all. You choose a team and click start and it generates random stats like, "omg bob just scored a goal now the rangers are up 1-0 in first quarter". "Omg george just made a goal in 2nd quarter and now the scores are even. Dead third quarter. "Zomg bob makes the winning goal with 1 sec left in the game. The rangers win it! The rangers win it! ---Play audio file you googled now.". I've been waiting for this game for a very long time. It's finally done, and it's very good. It's a pure puzzler about rewinding time and cooperating with recorded versions of your past self, which is a mechanic that's been explored before but never in quite this much detail. It's shorter than I'd like,

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but it's not too short (4 hours for me, which I think is probably pretty fast because I already knew how to do a lot of stuff.) It's pretty hard. I haven't done the time trials yet, but I might. They look interesting.

A word of warning, however: the puzzle solutions in this game require precise execution. I like that, but if you're someone who gets frustrated if you know how to do a puzzle but can't quite get it to work, you're likely to have a bad time.

#### **The Dope Game - Version 3.3.7 Update:**

Hey dope fiends! We have a minor update for the game that deals with weird characters in people's usernames which was causes issues with our API system. Check out the change log for details:

- Added: check and correction for usernames having weird characters
- Changed: API system to match new username correction functions

#### **. The Dope Game Now On Humble Store:**

Hey, dope fiends! The Dope Game is now in the Humble Store and at 15% off for the first week! Check it out, you know, if you want to.

#### <https://www.humblebundle.com/store/the-dope-game>. **The Dope Game - Version 0.5.1 Update And Mac Support:**

Two pieces of information for you all, we have update the game to version 0.5.1 to correct some issues and add some more things. You can check out the change log below.

Also, we are shelving the Mac version of the game for now. Since we have no Mac to test it on nor compile it correctly, that version fo the game will be skipped until we can solve that issue efficiently. Sorry, Mac users!

On to the change log:

- Added: more old lady gibberish and price fluctuations
- Added: enemies can heal themselves in combat
- Added: interest rate to bank accounts, now a premium 1%!
- Added: heat goes down over time
- Changed: fleeing from police or combat, players can duck into a special location or streets to escape
- Changed: heat gains by: 3 for running from police, 6 for running from combat with police, 9 for killing police
- Changed: crew member decision making in combat
- Changed: police presence rates in various parts of the city
- Fixed: misspelling on the main menu
- Fixed: glitch where larger bookbag could be purchased if player didn't have enough money
- Fixed: loading message not showing up if keys are pressed
- Fixed: issue where Sweaty Mike would attack you on your last day to pay him back
- Fixed: issue with API system not adding new Steam players correctly

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- Fixed: issue where having crew with you in combat broke the loop
  - Fixed: issue where sometimes the prices would carry over if going to/from special locations
  - Fixed: spelling of Heroin on inventory screen (how'd everyone miss that?)
  - Fixed: incorrect achievement graphics
  - Fixed: achievement 11 'Unstoppable'
  - Fixed: issue where wrong data was sent to Steam servers about endings experienced

#### **. The Dope Game - Version 1.0.1 Update:**

Hey there! We have some bugs to fix and just issued a patch to do so. We also took in a small request for music/sound/screen hotkey! Plus cheers to user counterstroke for finding some other hideous bugs! Here is the official change log:

- Added: toggle sound on/off with F1
- Added: toggle music on/off with F2
- Added: toggle fullscreen/windows with F3
- Added: extra condition check to crew hiring
- Changed: boot process with additional centering function (hopefully) help some users
- Fixed: glitch in IOU interface
- Fixed: glitches in banking interface, including button interactions
- Fixed: glitches in hospital interface, including button interactions
- Fixed: button interaction at gunshop

There were some great suggestions given to use on the first day and we are taking a bunch into account. We hope to issue a content update next week incorporating some of the things you guys came up with. Not all, but some. This will be the first unplanned content update in our list. Stay tuned!. **The Dope Game Is Here:**

That's right, it is time to get into The Dope Game! The game is now available on Steam with a 15% discount for the first week. At the end of that week the price will go up and we will release the demo version so people can try it out before buying, if they wish. We have more to talk about so let's get into it!

#### **Update**

We have updated to version 1.0.0! Granted we posted the release candidate change log earlier, it was incomplete. Here is the real change log for the official release version:

- Added: 'Demo Locked' to demo version of the game, for days selection
- Added: The Finnigan Brothers' Fun Park to the game
- Added: Fun Park background to game over module
- Added: Sweaty Mike now accepts bribes to remove current police heat levels

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- Changed: police presence algorithm
  - Changed: increased cost of crew hiring
  - Fixed: crew running away during combat seems to duplicate crew members
  - Fixed: glitch where you could keep getting loans from Sweaty Mike, over and over
  - Fixed: dialog for Bill Finnigan, two options were switched around
  - Fixed: issue where interact screen popped up when combat was initiated at Fun Park
  - Fixed: Sweaty Mike coming after you a day early if loan isn't paid

### **Giveaway!**

We are doing a giveaway currently on The Dope Game community hub! We are giving five people sets of keys to all our of games in celebration of this game's release! Head over to the giveaway here:

<http://steamcommunity.com/app/466800/discussions/2/357287304438328841/> and good luck!

### **Future Updates**

We are planning two big content updates: The Doped Update and Hard Case Update. To expand upon that, The Doped Update will add Dr. Stansfield's Cloning Lab to the game where you can deal with Marsch and stash drugs. It also adds an effect that takes place if the old lady stabs you with a syringe... you'll see what we mean. And lastly it will add in more fluctuations of drug prices around the city.

The Hard Case Update focuses mainly on combat and adds in more effects as well as crew members for NPC's and police. Fighting right now is kind of easy compared to how it will be so get in while the getting is good.

We will also be adding controller support at a later date.

### **Desktop Edition Axed**

Wait, what? Yes, we are axing the stand-alone desktop edition in favor of the Steam edition. How does this affect you? It doesn't. It just means instead of maintaining two versions we are only doing the Steam one. We will update the leaderboard and stats layouts in the next update to reflect this. Our Itch.io page will also be changed out.

Speaking of, the leaderboards are currently topped by in-house testers and pre-order folks! Sets you up with a good challenge.

That's it! Go play!

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