
The Dope Game Pack

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About This Game



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

Minimum:

OS: Windows 7

Processor: AMD or Intel

Graphics: OpenGL 2.1+ Capable

Sound

English,Russian

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This game is like crack. Fun and addictive.. it does what it intends to do. if you ever played drugwars you know what to expect. if not, it's a fairly simplistic concept. You buy low and sell high. the biggest challenge is getting to know the price range of drugs in order to turn the most profit. there are small events and RNG based outcomes but the meat of the game is the repetitive cycle of buying and selling. I recommend it because of it's low price, but don't expect anything major.. As much as I want to enjoy this game, there is one thing that I find extremely annoying. You have to calculate the number of drugs to buy based on cash on hand. There should really be a "buy max" button and increment buttons. On the plus side the art is kind of cool and it looks like the devs are applying patches rather quickly when issues come up.. The game looked pretty exciting on the store page and they really did a good job both with the trailer and with the game info, however the gameplay is pretty underwhelming considering the presentation it offers. One would think that this is a game about dealing drugs, you take drugs from a person, and you sell them to another, you stack some drugs in your house, maybe you produce some of your drugs, maybe you get high on your drugs, maybe you even get in some fights because of your drugs, that's what you would expect from a 'drug dealing simulator'. What the game actually is, is just a stock trading simulator in which you buy the so-called 'drugs' online through an app which is supposedly provided by CIA (makes u2665u2665u2665u2665ing sense), and you sometimes get into RPG type battles with random people, or the unrealistically perceptive cops in the game, because cops always know what a drug dealer looks like and whether or not he has drugs on him. I use the term 'so-called' because you could really replace the drugs in this game with anything and it wouldn't make a single difference in the gameplay. The main character doesn't even have a house/apartment, he just goes around the town 24/7 with his tablet and backpack supposedly selling and buying drugs, I don't even know how he gets the drugs, the game never shows him receiving them, it just shows him purchasing them online, I suppose they drop from the sky or someu2665u2665u2665u2665u2665 maybe the CIA use their top notch technology to synthesize the drugs directly into his backpack. The cops in this game don't make any sense, they will attack you on sight if you have drugs on you or even legally owned weapons, and they will frisk you if you don't (which is clearly a violation of your rights in almost any state and country), and if you're at the start of the game good luck dealing with them, cause you won't be able to fight them, and you'll almost never get away. It would have really been a great thing adding character stats in the game like speed (so you can get away from the cops without tripping 7 times in a row when you try to escape) or strength (so you could actually handle the cops in fights without having to purchase the ridiculously overpriced weapons). Also, why does this game take the weapon system to the extreme? I'm pretty sure no low-profile drug dealer would ever carry a rocket launcher or a flame thrower in his backpack. Also, the pricing of the drugs in this game is complete garbage. I mean, I'm not a drug-obsessed junkie, who just wants to snort coke everyday, but I know that a gram of cocaine doesn't cost \$20,000. It doesn't matter when or where you buy it, you could get it in North Korea for cheaper than that. Hell, you could probably even get it into space for cheaper than that. I understand that it wasn't an easy game to make, (especially since you guys spent so much time filling all that background story that nobody cares about) but if you are to make a game on drugs, could you at least do some research on the average prices for street drugs? And yes, they use the famous 'unit' as quantity measurement, just so they can discount pieces of criticism like this, but for real, that unit could be a gram, an 8 ball, an ounce or even a pound of cocaine and the pricing still wouldn't make sense. And even if we are to talk about the kilos, it still wouldn't make sense either, as the other drugs would be way too cheap. Needles to say, if you were to carry pounds or kilos of drugs in your backpack and walk through the entire town for days on end, you would probably break both your back and shoulders at some point. I personally can't recommend this game because it's poorly made and not what I expected, I don't really know what I expected from a 2u20ac game, but I guess I expected something a bit more than a stock trading simulator.. This game is based on DrugWars, that line alone got me excited and was the main reason I bought this thing in the first place. Unfortunately it turns out that it's more or less DrugWar's very distant u2665u2665u2665u2665u2665u2665u2665u2665 cousin that share the family name because their grand grand parents once had a short, drunk and passionate adventure. This game is just not worth even this price tag, the RNG is completely awful. Day 1, visited a loan shark, called him bro got screwed over, game over Day 1 again, visited the loan shark, called him sir, got some cash and bought my first drugs Day 2, after visiting my first other location I get confronted by a cop Straight up, no warning, nothing, just a cop in my face forcibly searching me for drugs I try to run away trip over my own feet, he catches up and the fight starts, this is where it gets really good You are equipped with fists that do 1-2 damage The officer has a gun that does 10-20 So what could I do? I try to run away and trip over my feet, again and again and again this happened 5 goddamn times and

then it was another game over screen. Seriously? Suddenly you're too u2665u2665u2665u2665u2665u2665u2665 to walk? How the hell do you trip over your own feet 5 times? OK maybe I just had bad luck, so I decided to start the game again ,survived my first trip earned some cash, bought some stuff, earned some more, and soon I was sitting on a glorious sum of \$8500 Time to pay back that thug so I don't get my face blown off, go back to the starting zone, see some guys with baseball bats, run away and drop like 90% of my cash. And at this point I decided to uninstall and request a refund, this game has nothing to do with any sort of stragy it's simply seeing how long you can dodge the RNG bullet.

The Dope Game - Version 3.3.0 Update : Hey, dopefiends! We are pushing out an update ahead of the localizations. This features some fixes for things as well as changes in some layouts and graphics. Here is the change log for the curious: Added: localization functions Added: Russian translations Added: new graphics for Russian translations Added: Russian achievements to Steam Changed: some graphics in English version Changed: upgraded to new Steamworks API Changed: cleaned up some code Changed: layout of Stashware Changed: cleaned up unused graphics Changed: "at" on dealing to more language-neutral ". Fixed: various spelling and grammar errors in English version Fixed: issue with alternate NPC images Fixed: blackmarket categories not "unpressing" if items in other category selected Localization Progress Speaking of the localizations, the Russian one is currently in beta. We are looking for issues with it but so far everything seems good. The folks at Tolma4 Team are still checking though.. The Dope Game - Version 3.3.18 Update : Hey, dope fiends! We're updating the game with some minor but requested changes for your gaming pleasure.. The Dope Game - Anniversary, Sale, And Giveaway : Hey, dope fiends! Today the game is one year old and what a year it was. We got a lot of great feedback, added a bunch of stuff including your ideas, started fleshing out designs for a possible sequel, and even started on localizations. The first of which is Russian and is currently available. To celebrate the anniversary we are offering the game at a 40% discount on Steam, Itch.io, Humble, and Indiegamestand. Not only that but we are giving away 10 copies of the game. Want to take part in the anniversary giveaway? Come check out this post: We also pushed out the version 3.3.8 update with the following changes: Changed: spacing on drug lists in inventory Fixed: overlap on drug name spacing in Russian Fixed: incorrect drug names for holiday modes Hope to see your weird fanart soon!. The Dope Game - Version 3.3.2 Update : Hey, dopefiends. We are pushing a patch to fix a small issue some people have where drugs and prices aren't showing up on Stashware.. 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.. The Dope Game Sequel - Starting Pre-Development : Hey, dope fiends! We reached out to ask folks about a sequel and got some good feedback so we are now starting the very early pre-development stages. Basically that is fleshing out ideas and mechanics in writing and lots of discussion. This is not making assets, engine stuff, or any programming. Yet. We are currently getting through Into Oblivion's beta for hopeful release this summer then moving into Haulin' Oats full time. And after that. Kitten Simulator. The Dope Game sequel would be slated to go into full-time production after that. We are talking 2018 probably.. The Dope Game - Dope Fiend Edition, Game Giveaway, and Mac Console Edition : Hey, dope fiends! Happy Steam Summer Sale! We have three pieces of news to go over with you today. The Dope Fiend Edition bundle, our Summer Sale giveaway, and the Mac Console Edition. Dope Fiend Edition Bundle Now that the DLC has dropped, we put together a bundle so you can snag both that and the main game at a discounted prices. Which also stacks with other sales! You can check out the bundle here! Game Giveaway As we are wont to do every sale, we are giving away five copies of the game and five copies of the DLC; as well as keys to our other games. Oh yes. Just head over to The Dope Game's community hub for more details (or click this)! Mac Console Edition Thanks our resident Mac fiend, [NL]thisismike97, we now have a Mac version of the Console Edition in the DLC.. The Dope Game - Version 3.8 Update : Hey, dope fiends! We are pushing another small patch to upgrade some stuff behind the scenes.. The Dope Game - Version 3.3.16 Update : Hey, dope fiends! Yep, another update the very next day. This one, however, is a maintenance update which upgrades the engine and fixes a few small things. Like two. In case you are curious, here is the change log to explain, kinda: Changed: upgraded to Godot Engine v2.1.4 Changed: screen to maximize on launch, unless set to fullscreen in config Fixed: issue with connecting to CoaguCo API over SSL. The Dope Game - Hard Case Update - Version 3.0.0 : Hey, dope fiends! We have just released the Hard Case update which features a whole bunch of changes, many of them under-the-hood. This update is primarily focused on combat while adding a new location, NPC, a bunch of new weapons, and lots of tweaks to the system overall. Curious as to what? Here is the official change log: Added: new NPC - The Shady Merchant Added: new sub-location - The Alley Added: you can now buy various weapons from The Shady Merchant Added: three stages of damage to enemies as they get injured Added: player can now heal themselves in combat with right items Added: The Salesman now sells medpacks sometimes instead of bookbags Added: NSFW mode function for renaming weapons Added: new functions to allow larger than 32-bit integers Changed: run away from combat success rate increases as enemy's health drops Changed: CoaguCo API for new variables Changed: bank only allows deposits or withdrawals of \$100,000,000 max Changed: bank interest function; bank only gives up to \$1,000,000 in interest per day Changed: 32-Bit INT Club achievement to fire when lifetime cash total goes over 2.1 billion Changed: small engine tweaks to slim the code and speed up the game Changed: bank, bar, dealing, loanshark, lab, gun store, hospital interfaces to allow new

integer functions Changed: layout of combat interface Fixed: wrong player crew condition for purchase Removed: non-Steam desktop statistics from Stats section To celebrate, we are offering the game and The Stash DLC at 25% off on Steam, Itch.io, and IndieGameStand! Until next time!

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