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## About This Game

Bizarre lands! Fantasy! Chaos!

You start off with the main chapter centered in the bizarre alien land as described in the book Gods and Nemesis: Leviathan Seed. Additional chapters will be added allowing you to advance your character.

As the chapters are added for you to explore, Gods and Nemesis: of Ghosts from Dragons will unravel into a multiplayer open sandbox RPG. One thing you will notice up front is every asset is crafted from scratch. Future chapters will include a survival-based world that will invite you and your friends to adventure the main storyline, find side quests, unravel secrets, or create and play your own epic quests within a truly alien environment. Once you get used to the asymmetrical world with its fresh layout within the first chapters, future chapters will be released that include giving an open world experience. Are you an explorer or dungeon crawler? Are you a survivalist or crafter? Maybe you want to begin creating your own quests as a modder-- the future chapters will give you incredible options.

Features of this first chapter

- 1st chapter will be approximately one hour of average play
  - Engaging storyline
- Intro to the alien world with in-game tutorials
  - Several Side quests and Easter Eggs

The 1st chapter will be scheduled on the release date for free. Additional chapters will be added over time based on overall support. Several chapters are already mapped out and will be available soon along with expanded content including the open

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world experiences. Although these systems work, the project will require additional developers to create a steady stream of content. In order to stand by my promise of releasing this game, I will release the 1st chapter which will have a great deal of content in itself. I believe that this will inspire the needed support for the planned Gods and Nemesis universe. Keep in mind that there is a unique burden of describing a truly alien world because there is little to relate with -- it must be played for someone to understand its potential and appeal and this is why the first chapters are deeply story driven.

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Title: Gods and Nemesis: of Ghosts from Dragons  
Genre: Action, Adventure, Free to Play, Indie, RPG, Early Access  
Developer:  
Chad Meffert  
Publisher:  
Chad Meffert  
Release Date: 1 Apr, 2017

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**Minimum:**

**OS:** Windows XP/Vista/7/8.1 /10

**Processor:** 1.7 GHz or better

**Memory:** 4 GB RAM

**Graphics:** 4 GB RAM or better

**DirectX:** Version 9.0

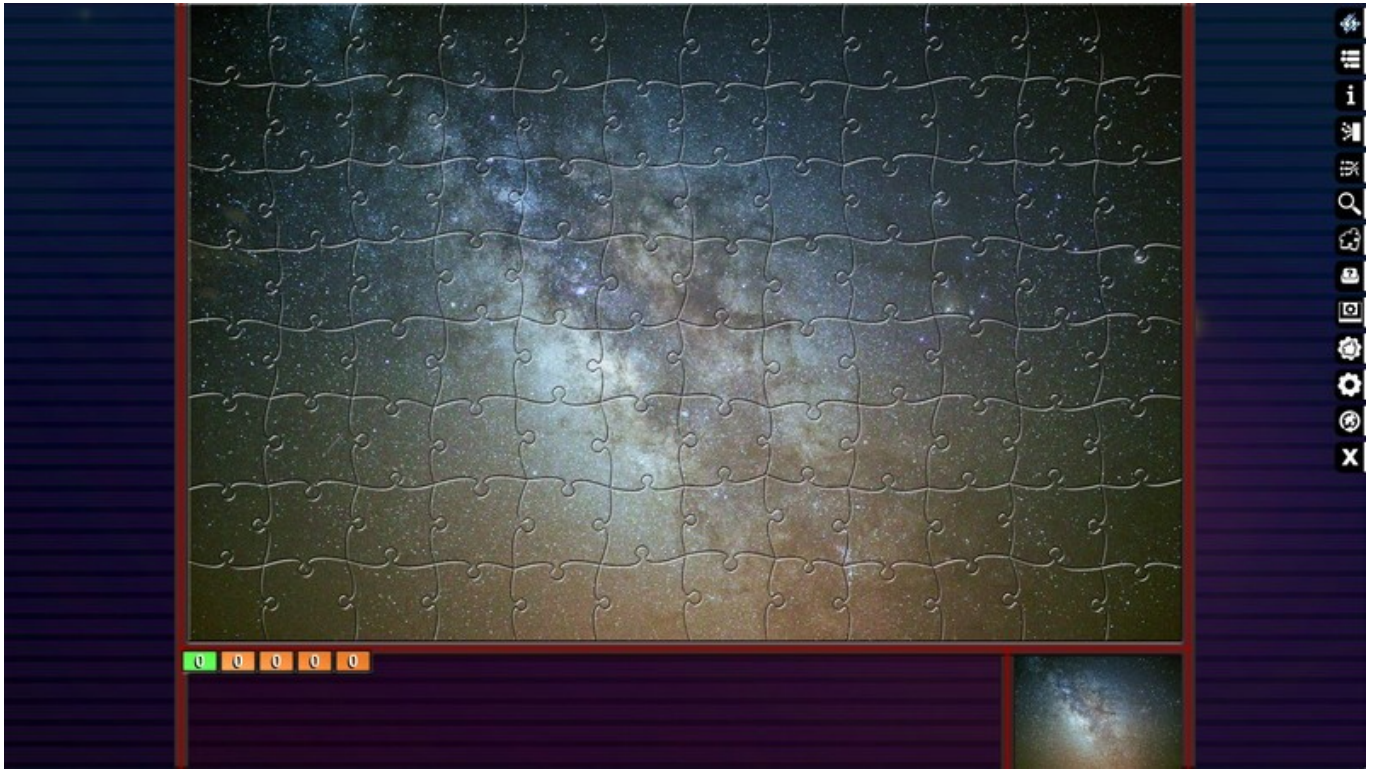
**Storage:** 4 GB available space

**Sound Card:** DirectX 9 Compatible

**Additional Notes:** 4 GB Available Space

English







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### **The Dope Game - The Doped Update - Version 2.0.0:**

Hey, dope fiends! Holy crap, we have a rather big update today. The Doped update has finally hit and is our first big content update for the game. We have a bunch of different pieces of into and here they are broken into chunks!

#### **Giveaway**

To celebrate we are doing a [giveaway over at our community hub](#) which will go live after this post does. We will be giving away a few copies of the Dope Fiend edition of the game.

#### **Twitch**

We will be streaming a play-through of the new version around 5 PM CST! [Just head over to our Twitch page and hope the stream doesn't shit out half-way through!](#)[\[www.twitch.tv\]](http://www.twitch.tv)

#### **Changes!**

The change log is meaty. Here is, as far as we wrote down or remember, the list of changes for version 2.0.0:

- Added: Dr. Stansfield's Cloning Lab
- Added: Marsch may or may not do some of your drugs, low percent chance
- Added: final group of drug price spikes/drops to transiting
- Added: 40 more Old Lady sayings, up to 100 now!
- Added: Sweaty Mike responding to player paying loan in full or in part
- Added: "tutorial" hints for first time play in a variety of areas
- Added: F4 to toggle "tutorial" hints on and off
- Added: police proximity to dealing, shows how close cops are
- Added: limited number of deals per spot or risk getting busted
- Added: "tutorial" hints disappear when inventory or bus map opens
- Added: ability to drop drugs when dealing (fiends might snatch it up though)
- Added: placeholder text to input fields
- Added: weird and distorted images when stuck with a syringe by the Old Lady
- Changed: game engine over to Godot 2.1
- Changed: sub-location icon now grey if no sub-location exists
- Changed: HUD buttons now grey when they are not available
- Changed: Cloning Lab available for all players
- Changed: owners of RYOC get discounts from Marsch at Cloning Lab
- Changed: raised max FPS to 240



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- Changed: small streamlining in codebase
  - Changed: moved next/end button in dialog a bit lower
  - Changed: Sweaty Mike dialog if loan is late
  - Changed: Sweaty Mike allows payment after deadline, to not kill you, but incurs heavy penalty
  - Fixed: issue where IOU never unset paying amount
  - Fixed: glitch where you could select Hard, Endless, or NSFW mode before getting to that screen
  - Fixed: various small spelling and grammar mistakes (surely more exist!)
  - Fixed: bank amounts going into negative when going above 32-bit int cap

### Discount

We were going to do a discount for this update but Valve has a cooldown period on that kind of thing so it was a no-go since Summer Sale wasn't that long ago. Because of this, we will be posting discounts to Itch.io and Indiegamestand instead! With a Steam discount coming at the end of the month.

<https://itch.io/s/4662/the-dope-game-doped-update-release>  
<https://indiegamestand.com/store/2906/the-dope-game/>  
<https://indiegamestand.com/store/2929/the-dope-game-the-stash-dlc/>

That's it for now! Let us know if you find any bugs and we'll see you again soon!. **Talking about RotM:**  
<https://www.youtube.com/watch?v=G6p8dAscTk>

I've given many talks where I discuss Ritual of the Moon. Sometimes it is easy and sometimes it is hard. I gave a 15 minute talk specifically on RotM, a "mid-mortem", at the Queerness and Games Conference in Los Angeles in 2017. I used to be very scared of public speaking (skip classes where I had to speak level scared of public speaking) but I am thankfully mostly over it now. But sometimes it comes back. I can't figure out a pattern to it. QGcon is a generous audience. I had spoken at a previous one with no nervousness. But this time in 2017 I was really full of nerves. I felt like I couldn't catch my breath. I had a flash of "omg am I really going to tell this strangers I've been suicidal before???". I've been talking publicly about mental illness for almost 6 years now. It often feels like a script, devoid of any feeling. But sometimes it bubbles up. Here it did. I even thought the talk itself was really good - maybe the best designed one I had planned so far. It became a paper that I'll save talking about for another daily reflection. Maybe it was the wealthy, sterile environment of USC, maybe it was my period, maybe it was the alignment of the stars, but I couldn't catch my breath. I can't bring myself to watch the recording of it to see if it is noticeable in my voice, (but you are welcome to do so and play investigator!).

Two weeks ago I spoke briefly about Ritual of the Moon at GDC. When I was asked to be a part of the micro-talks I had a strong flash of panic. GDC's audience is not so generous. Each speaker is individually ranked which is horrifying. I knew the room would be packed with hundreds of people. But on the day I wasn't nervous like I expected. It felt like no big deal. So not a big deal that I felt quite empty after. What is the point of talking about these things? So few people will actually play the game. Am I destroying the experience of the game by explaining it to them instead? Will they get their fill of this idea just by hearing what it's about? I made very pretty slides though, so that's nice. (I'll save those too for another reflection).

18 days until release.. **Sphere 3: Rage of the Devastator:**  
Dear friends!

The world is changing fast, and so does Sphere! The update "Sphere 3: Rage of the Devastator" is out!



So what's waiting for you in the game?

The graphics has been drastically changed. The old locations you know look completely different now — you may not even recognize them. Sphere 3 is becoming prettier! It keeps up with the times without changing its system requirements.

The maximum character level has been increased to 60, which means there are plenty of new and exciting adventures to be had!

A beautiful Emerald Valley lies to the south of the Forgotten Lands. Visit this cradle of mankind and learn more about its ancient faiths and traditions by braving one of the two mountain passes in the south of the Forgotten Lands.

There's a new level 60 castle for you to capture. The magnificent Shiai Toc features three flags that need to be raised if you wish to claim it, but be warned — this challenge is not for the faint of heart. The garrison of this fortress is armed to the teeth, and their teeth are sharp!

Are you looking for thrills and top tier equipment? You may try your luck and challenge Tlaloc the Devastator in Emerald Valley. This hulking and ugly servant of the Snake god is unusually sensitive to magic. Be careful, Tlaloc is extremely dangerous both in close combat and at range — so do not say you have not been warned!

But there's more. We saved the most interesting bit for last!

We have completely changed the game balance. Character stats are now calculated differently — it is no longer possible to stack critical strike chance to ridiculous amounts, red socketing gems are now useful again and the spirit stat has become useful and desirable.

A new game mechanic has been introduced! Weapon speed makes the choice of weapon more flexible and justifies the existence of daggers. Main hand weapons are now called one-handed weapons, and shields give additional bonuses to their bearers. The affix system has also been changed: some affixes have been added, some have been removed and the effect of certain affixes on character stats was also altered. The equipment enchanting system was extended to include several new enchantments that will make battles in the world of Sphere even more thrilling.

The changes do not stop here. The game's inventory system has been updated — stackable items now have a top limit. Additionally, the system of castle and potion buffs has been reworked! Perhaps more importantly, we listened to the players' feedback and changed the world boss loot so that now every participant has a chance to be awarded an item.

Of course, whenever the issue of balance comes up, the damage potential and gameplay mechanics of different classes need to

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be mentioned. Much has been changed, so you will probably want to change your existing build and tactics. We are aware of this and will refund the trait points for every character the first time you enter the game after the update.

We understand that coming up with a new strategy is a challenging task and that the amount of changes can be overwhelming. Don't worry, we'll publish a number of helpful tips from the developers in the nearest future and explain which skills should be paid attention to, how to identify the correct equipment for your character and provide you with plenty of useful information.

Are you ready to soar to new heights? Log in and play Sphere 3 right now!. **Stronghold Next Update:**

13 Things You Need To Know. **Patch v1.00.01 - Hotfix:**

A small Hotfix patch is now available for Elium - Prison Escape, which addresses a few issues that can hinder the gameplay experience

#### Changes:

- Bugfix: Fixed FOV resetting to 80 when looting
- Bugfix: Fixed an occurrence of mis-aligned stairs in a random hallway
- Bugfix: Fixed table keys not able to be picked up
- Bugfix: Fixed looted lockpicks stacking into the wrong inventory item

. **Top Secret:**



The graphic is a dark-themed promotional image for the game 'Intelligence Trader'. It features a world map with red lines connecting various locations, suggesting a global network or intelligence gathering. A prominent red tag in the top left corner displays '-75%!'. The title 'INTELLIGENCE TRADER' is written in large, glowing yellow letters. Below the title, the words 'TOP SECRET' are written in white. The main body of text, also in white, reads: 'RECENT INTELLIGENCE REPORTING FROM OUR AGENT IN STEAM INDICATES THAT INTELLIGENCE TRADER IS CURRENTLY 75%'. At the bottom, it says: 'RECOMMENDATIONS: DO NOT MISS THIS OFFER AND THEREFORE SPEED UP THE GAME'S FULL RELEASE!'. The background includes a map of the USA, a portrait of a man, and various documents and photos pinned to a wall.

We've found signs of changes in Steam. Object Intelligence Trader got a 75% discount. Our informants reported that acquiring Intelligence Trader could bring closer its full release in 2019. Use this information wisely, agent. And have a merry Christmas!

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