

The Commission: Organized Crime Grand Strategy Full Crack [portable Edition]



Download >>> <http://bit.ly/2K0b0vJ>

About This Game



The Commission: Organized Crime Grand Strategy takes influence from the heyday of the 1930's American Mafia, featuring organized crime in the city of New Shore vying for control, money, and power. Pick one of the five unique families, exert your influence on the city and remove competing powers using violence, politics, and careful investment of illegal rackets.

KEY FEATURES

CHOOSE YOUR PATH:

Begin your path of supremacy by choosing one of the five families, each with unique backgrounds, strengths, weaknesses, and connections to the city of New Shore. See how you stack up against enemy Dons with the Commission's rankings. Earn the favor of Dons from across the country and determine the unspoken rules of organized crime.



CLAIM YOUR TERRITORY:

Navigate the five boroughs of New Shore. Each district is populated with iconic neighborhoods to control, showcasing the rich history of New Shore's five families. Invest in various rackets and take what you deserve from the citizens of New Shore. Pick the perfect crime for each neighborhood, then defend your territory from police and opposing families.



EXPAND YOUR CONTROL:

Manage the internal politics of your family through a deep loyalty system, keeping allied Capos steadfast under legal pressure, else they become a "rat", crippling your organization. Bribe local city officials using political favors to your advantage and protect your growing empire against organized crime crackdowns



SMOOTH SOUNDS:

Experience the Prohibition era through a period inspired soundtrack of 1920 to 1930's jazz, with a score that captures the grittiness of organized crime.



Title: The Commission: Organized Crime Grand Strategy

Genre: Casual, Indie, RPG, Simulation, Strategy

Developer:

302 Interactive

Publisher:

2:30 AM Studios

Release Date: 23 Aug, 2018

a09c17d780

Minimum:

OS: Windows 7

Processor: 2 GHz Dual Core

Memory: 2 GB RAM

Graphics: Geforce 8800, Radeon HD 2000, Pixel Shader 3.0, 256 MB discrete RAM

DirectX: Version 9.0c

Storage: 80 MB available space

Sound Card: DirectX compatible

English

Week 18 \$112.50

Cush Line

Essential Rackets

Casino
 Base Cost: \$120,000.00
 Base Profit: \$34,000.00
 High-stakes gambling for an elevated crowd. The price is steep, but it benefits immensely from its...

Distilleries
 Base Cost: \$28,000.00
 Base Profit: \$6,000.00
 Work around prohibition laws by getting alcohol on the streets.

Extortion
 Base Cost: \$30,000.00
 Base Profit: \$1,200.00
 Utilize the cities dirty little secrets to get what you want.

View borough | Sell all investments
 Suspend all rackets | Resume all rackets

West Cushman

Dreyer Square

Fordham

ROCHESTER

Bribing officials costs money, and earns Influence to spend on favors.

Politics

Mayor of New Shore
 James Shepstone

Road Construction
 Working-Class Advocate

Bribe (\$1,000.00) | Red Tape (40)
 Suit (40) | Back Channels (80)

Police Chief
 Riverboat Roids

Bribe (\$1,000.00) | Diversion (50)
 Police Raid (50)

District Attorney
 Gregg Fried

Next Turn

Week 1 \$50,000.00

Rochester

Assignments

Profits

Weekly profit	\$0.00
Lifetime profit	\$0.00

Choose capo:



Major Trait: Respected
Accusates associates more quickly when below the max.

Minor Trait: Bloodthirsty
Increase Profits and Heat from Violent rackets by 10%.

Benny Colassi

Calessi Family

Charlie Calessi

Benny Calessi Tony Calessi Tony Calessi



Next Turn



This game isn't worth the price tag by far.

No tutorial at all, good luck with that.

No research, no henchmen recruiting or equipping, nothing to build, the lack of a tutorial makes everything really nebulous. Even on easy the AI is able to make a lot of money and get 2 or 3 territories in less than 24 turns while you struggle to understand what you're supposed to do or how to create a racket.

Dunno what I'm supposed to do and what the game really has to offer, but we're really far from any kind of mafia game.. no tutorial, not sure what to do when starting. Description of the game sounded cool, but this game isn't done.. I like it. I played the Gangsters (hothouse creation) game from back in the day and I loved it. This isn't gangster and we will never see another game like that ever. I accepted that years ago, we need to stop comparing every mob game to gangsters.

This is one is entertaining it does need some work around smoothing out some issues but even as is I love to play it.

There is a lot of detail that goes into how you decide your family path for example when someone shows up on your turf do you sell of the investment and maybe bribe someone later to place them in jail or push them around, do you send in your strongest muscle to take them out or if you have enough points eliminate them with an assassination.

When you get enough power for a new Capo, who do you select to promote, what values do you need? When you do promote someone where is the best place to insert the Capo an existing neighbourhood so you can move a more powerful Capo and his soldiers to conquer a different neighbourhood or do you move him on his own and have him earn his rank.

When looking in the neighbourhood what is the other families doing? Are you outnumbered and outgunned, do you need to bribe for help or sell investments and move out. When you decided to hit them do you know where it will cost them the most and how is the best soldier to send?

You should also keep an eye on the politics see how the mayor and police chief influence your business based on there policies. Also do you think you will win the commission vote and if you do what do you select as your policy, lower heat, cease fire, increase profit or others.

As per above there are a lot of choice you can make that plays an important role in how you protect your family and how you make them rich. You can just rush through but really stop look at the detail and enjoy the game.

Overall its unique and a lot of fun. It just needs some random events and believe the developers are working on it.

As it gets patched I will update my review.. Interestingly hooked on this game since I bought it. I'm looking forward to future updates given that it was only released a few days ago. It has great potential to be an underdog strategy game for all the mafia junkies out there. Keep up the great work dev's!. I'm going to bet on this game - I like the framework that's in place, and I think there's a lot of room to build a really compelling game out of it. Happy to support the devs on this one.. badly made, crashes, cant move around the map; no autosave. Has potential but fair go its not 1992 anymore.. I have really enjoyed this game thus far, while initially seeming a little sparse, I very quickly realised that there is actually alot of nuance and interesting interactions between mechanics. The traits for your soldatos, capos and your don, for example, at first seemed a little generic and boring, until I realised they stack on top of each other in the geographic divisions of the game, allowing interesting stacking and building of modifiers and alot of interesting possibilities there alone! This game is teeming with things like that, the mechanics all feel well thought out and nuanced.

The game is also very thematically sound with money being the sole driving purpose and primary resource of everything you do, your actions are abstracted in a brilliant way, almost simulating the dissonance between the leader of a criminal syndicate and the carnage they create. You will end up killing dozens of people, in the cold pursuit of money, and you will not see any of it, it is purely impersonal and just numbers.

It very much feels like a good boardgame and one can see that the devs were going for that in a way with the design of the map, the one menu you have in the game, looks like a boardgame, and it works. It is a compact, well thought out and surprisingly

nuanced game.

I do have a few light criticisms of the game, that are a little annoying, but that I am sure will be addressed in future patches:

- the lack of tutorial makes starting the game a little jarring, although there is a glossary button at the top of the screen that explains all of the game mechanics well, it is never pointed out to you.
- the ui feels a little oversized, perhaps it is just due to having a lower resolution, but it takes up about 2/5ths of the screen at all times at least, it makes it feel slightly cluttered. I think it could do well with slightly scaling down the ui elements slightly.
- the music is nice, however there are a small number of tracks and they very quickly start to repeat, a small gripe, but worth mentioning

I will definately be playing more of this in the coming days, and I'm excited to see what will be done with this game and this studio in the future, and I wish them luck.. For now the game is not worth the money in my opinion.

The mid to late game is very shallow, and it pretty much become a click game (to maximize the profits with espansions) and steamroll the other families when you got new caporegime\soldiers.

Having said that, I see that the devs are still working on it (in my opinion is more an early access game than a finish product). I could change my review if some (many) improvement are done in the RPG aspect of the game (politics, diplomacy with the other families, diplomacy and betrayal inside own family) and late game objective (it's very easy, maybe way to easy, to build a Casino and late game facilities).

. The game isn't done. There's no tutorial and very little in the way of gameplay. The UI is confusing and weak.

The game has a lot of features, but nothing that resembles a game.

hate to give this a negative review but there is simply too much going on here thats problematic.

First things first no, this isnt gangsters 1 or 2 and to be honest thats not what I expected it to be although i did expect a different game which to be fair is probably my own fault.

The game loop is as follows, pick a family which than gives you randomly assigned capos and their underlings with random bonuses - yes the families do have set bonuses as such but from what ive seen and read most ppl seem to agree that the big affects are had by the guys that get rolled at random.

Than randomly put these guys into various neighborhoods to try and figure out what rackets will work there.

Now that in itself isnt necessarily bad but it starts a trend - everything is random. Untill you have setup in a burrow and in fact a specific neighborhood there is no way to scope out what will work in that specific place ie what people you should have wokring what type of rackets there. (if there is I havent been able to find out about itV readV utube etc.)

Now to clarify reading the are info will help you narrow it down some e.g. a rich neighborhood is only interessted in the high end rackets casinos rather than gambling dens etc. BUT it wont tell you if this NH e.g. dislikes gambling untill after you tried to gamble there. So you could have potentially tanked 120k on a casiono jsut to find out people there hate gaminbling.

And than u rinse and repeat in different neighbourhods untill you start to make enough money to get engaged with deeper mechanics like the politics of the entire cityV the commission itself.

Add to that random events that take place that seem to tip the board over time and time again and it feels like your actions are more or less unnecessary, it being a game as static as literally looking at a map and nothing else I can understand why the devs would add that into the game to mix it up but it results in feeling as if your actions in itself have little to no influence on the actual game.....which at least in my opinion defeats the purpose of playing.

As I mentioned previously I had read of people claming this to be in the vein of the old Gangster games and I instantly felt that wasnt the case on booting it up (to be fair devs never said it was!). So to make sure I didnt mis remember the game I bought Gangster 1 on gog and had a few rounds and while there are some elements beyond just the era that are similar between the two games gangster 1 is a completely differnt monster. While fiddly and needing disturbing amount of micromangment and in terms of combat player controll G1 actually makes you think you made a difference. Sure gearing you guys to the max will give them an edge but telling them to focus on a sepcific guy will win the fight with less loses on your side etc etc.

All this rambling aside I still think there is somethign here with The Commission I am jsut right now trying to figure out if its worth hanging onto or refunding it.

Can I accept the fact that the game will essentially be a random number generator and I have some minute ways to improve my position between these rolls, but never substantial enough to really impact the random events as they happen to me?

And sure no tutorial is harsh and I can see how people would jsut instantly refund since they can tell that it will be hours to actually figure out what this game is about - ie. there is a real chance you wont be allowed to refund the game by the time you actually understand it - even a little bit. Ive kept my timer down by reading alot about the compounding mechanics watcing clips and playing on my brothers account....

Food for thought. Think of Gangsters or gangsters 2 ! If you are a fan of Mafia games, then this one is for you ! It is a strategy game. You play a Boss of 5 families. You choose which family you want ! it's a fun little game , to me it is a gem ! I am playing it right now ! I want to thank the developers for making it. There is a lack of Mafia games since Gangsters 2 and Mob Rule. There is Omerta which I also adore too. If you like this genre you wont be disappointed. To me the 20 bucks is worth it . To other players it may be disappointing. It is a game like from 1997. I adore the game its a small gem. Its realistic. You can promote associates into soldiers. You can promote soldiers into capos. Its fun ! Its a little gem and I would recommend it to gangsters and Gangsters 2 fans. Yes those games probably had more capital to make it a more bigger game but think of the potential. Thanks for making the game , hope you make a part 2 with many more options . Think of it. Thanks! It's time for me to take over the city Al Capone style.. its a game that has a lot of areas where it could be imporved on: but if you are willing to be patant with it it can be alot of fun.. Game isn't ready for release yet. I immediately ran into a game breaking problem with soldato assignment, and the UI is atrocious without any tutorial or adequate explanations to get you going. UI also hinders any understanding on what is going on from turn to turn, so in many ways the games bread and butter is completely hidden from view outside of possible profits, which doesn't lead to satisfiying gameplay.

Outside of that the game has promise and I might come back to this in the future. Given some patches I'd recommend the game, but it's not there just yet. I'll list this as a tentative recommendation given its promise, but you shouldn't buy this without researching what has been done with it since this review was posted.. I enjoy the game for the most part, its fun to set up rackets and invest more into them to increase their profits! It's interesting to play it a few times because each family has it's own perks so it is better to try each one to see which one works the best for you. But my only complaint is that you will literally spend 99%

of your time fighting the other families over and over and over and OVER for just one neighborhood! Now the dev team said they are going to add a "vendetta" sort of feature that when you go to war with a family you can actually wipe them out by force or hopefully be diplomatic and negotiate your way as the top crime family! But like I said it is a fun game and as a mafia fan who has always wanted to run my own crime family it's definitely worth it!. The game is simply too difficult to follow, lacking any kind of sense in the design department!

I was really hoping for this one, but since you cannot see the world map in a single window...

A waste of money and a lesson on HOW NOT design the interface for a game.. Bugs. This game has bugs, some of which are GAMEBREAKING, so i would steer clear of this game unless the devs put in some major work clearing these away. Even after this is done, I wouldn't invest in this product. It is lacking a whole lot of interesting features and mechanics that would work so well in a game about the Mafia. The fact that it is turn based, as opposed to real time also rubs me the wrong way, and I am not even sure why, maybe just nitpicking, as there is no reason that turn based shouldn't work for this game.

There is just the basic attack, defend or ceasefire when it comes to district wars. Ther is no diplomacy with the other families, no real diplomacy with the law. There are a lot of flaws, though that is not uncommon for PC games, and to be honest a lot of the flaws here are not terrible. The few game-breaking bugs don't seem like they are that difficult to fix, and last I saw on the forum, they had acknowledged one of the bugs to fix, so they may be fixed inside a week either way.

TLDR: If this game is on sale for less than \$12 or so, I would say it wouldnt the worst thing in the world to buy, but not for \$20, there are dozens of better games for that price.. If you're old enough to have played gangsters organised crime then you'll definitely enjoy this. It can seem a bit confusing at first and hard to get into but stick with it and you'll be hooked for hours. Some more features and more depth to the commission and maybe some customisation of gang names etc would be great but there's enough here to keep you busy once you get the hang of it. The new tutorial is a big help. Really get to know your gangsters, my capo has just turned informer and had my boss arrested, saved by well placed bribery. Highly recommended game

[European Mystery: Scent of Desire Collector s Edition download low mb](#)
[Znkl - 177 offline activation code and serial](#)
[Monster Jam Steel Titans download thepcgames](#)
[Rogue Islands Download\] \[portable edition\]](#)
[Lucky Shot \[Crack Serial Key](#)
[Gunman Tales Free Download \[key\]](#)
[Virtual Reality Girls key serial number](#)
[Deponia Doomsday download bittorrent pc](#)
[Street Posse Showdown full crack](#)
[Zahalia key serial number](#)