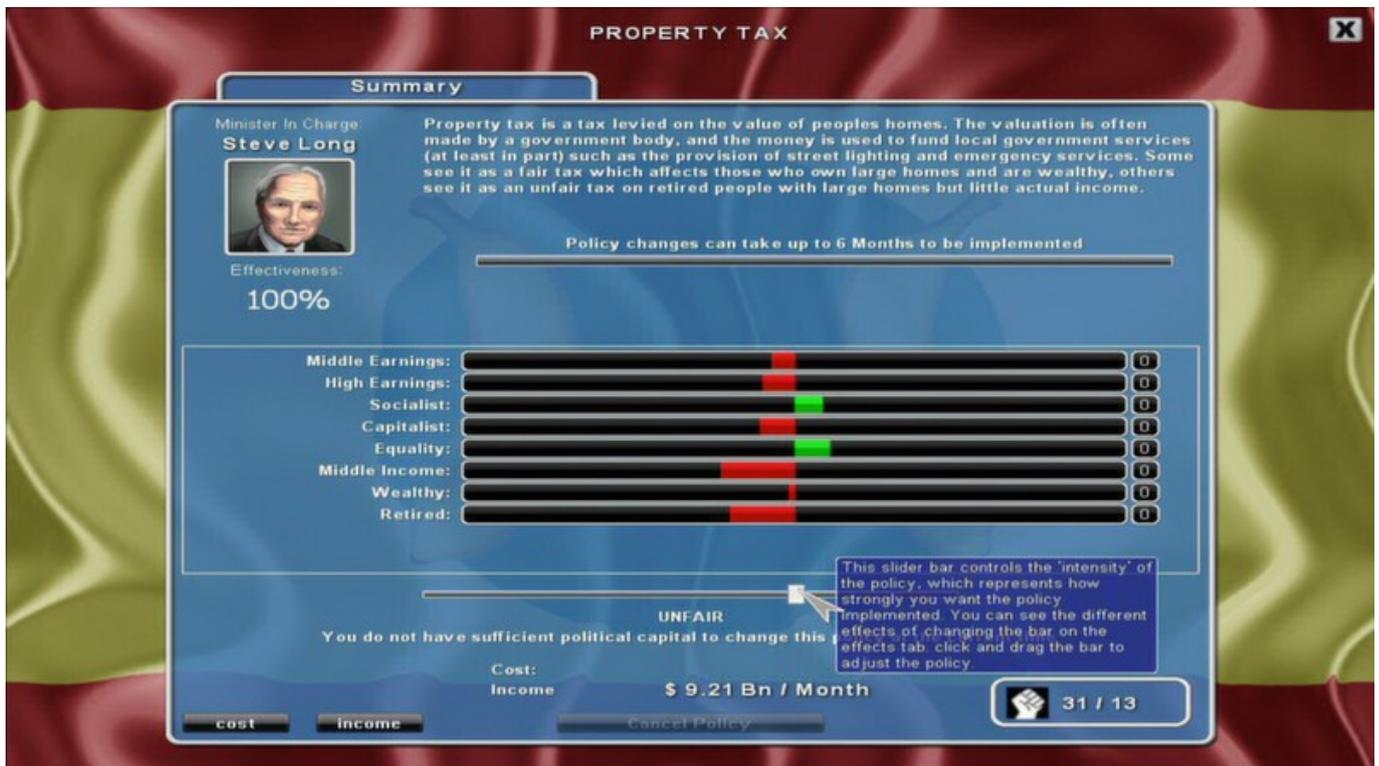


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## Democracy 2 Best Crack



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## About This Game

Democracy 2 is the ultimate political strategy / simulation game. The game simulates the motivations, loyalties and desires of everyone in the country. As president or prime minister, it's your job to balance the need for income from taxes against the demands of the voters. Do you want your country to be an eco-friendly green paradise? Or a capitalist utopia? Will you pander to the patriots, the liberals or the religious pressure groups? Can you keep crime under control without destroying the civil liberties of your citizens? And can you keep good diplomatic relations with other nation states?

Despite the complex simulation underneath, Democracy 2 is easy to pick up. An innovative user-interface shows the relationships between everything in the game just by hovering your mouse over an object. The game is 'turn based', so it's the ideal game for those who prefer an intelligent, thoughtful game.

The key to the game are the policy 'sliders' that let you adjust how your government runs. You can raise or lower taxes with a slider, or even adjust education policy, or workers rights in exactly the same way. This system makes for a game that is easy to learn and difficult to master.

Democracy 2 covers the whole range of political opinion and policy, from debates over stem cell research and school prayer, through the provision of state health care and benefit payments to the unemployed, right across to tax shelters for the wealthy, the death penalty, military spending and civil rights. Regardless of where you stand on political topics, you will have the option to take control of the government and put your ideology to the test.

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Title: Democracy 2  
Genre: Indie, Simulation, Strategy  
Developer:  
Positech Games  
Publisher:  
Positech Games  
Release Date: 1 Dec, 2007

a09c17d780

English

Cabinet X

						
Foreign Policy	Welfare	Economy	Tax	Public Services	Law And Order	Transport
 3	 4	 3	 3	 3	 3	 3

**Welfare Minister**



**Willie Watson**

Desired Jobs:  
 Economy  
 Foreign Policy  
 Tax  
 Political Capital Generated: 4

Loyalty: ██████████

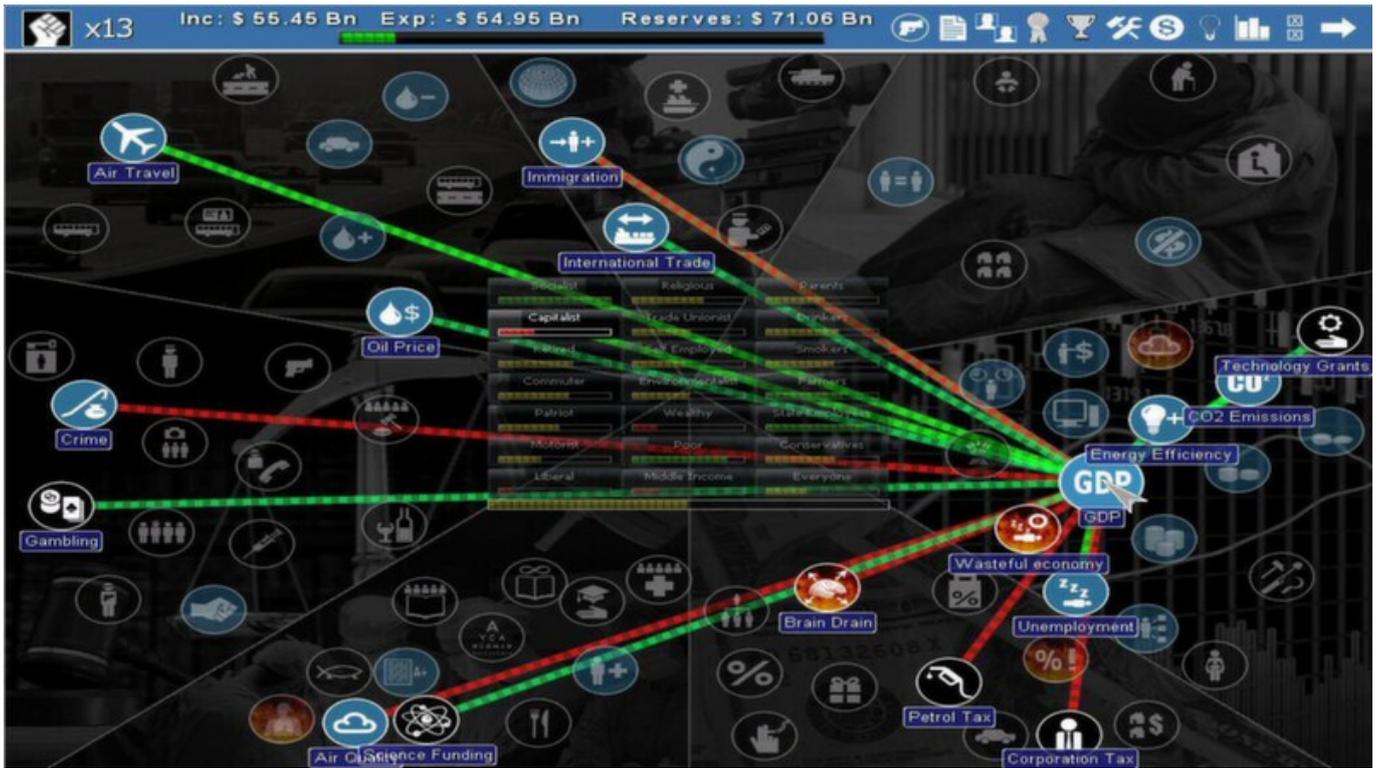
Experience: ██████████

Sympathies: Motorist  
 Conservatives

**Political Capital**

Political capital measures the amount of power you have within government. You need capital to implement or change some policies, depending on how controversial that policy is to the electorate. Political capital is calculated each turn, and is generated by your ministers. The more loyal a minister is, the more supportive they will be, and the more political capital they generate each turn. To a limited extent, unused political capital can be carried over to the next turn.

Capital Per Turn:	22
Capital Currently available:	50



## Summary

## Encyclopedia

The Gross Domestic product of your country. This is defined as The total market value of all the goods and services produced within the nation in a year. This is a good general purpose measure of the strength of your economy, and the nations overall wealth. One of the contributing factors is the global economic cycle, which tends to be cyclical, and is beyond your control.

## Value Over Time



## Influences

Technology Backwater:	<input type="range"/>	0
International Trade:	<input type="range"/>	0
Productivity:	<input type="range"/>	0
Wasteful economy:	<input type="range"/>	0
Stem Cell Research:	<input type="range"/>	0
Legalise Prostitution:	<input type="range"/>	0
Oil Price:	<input type="range"/>	0
Science Funding:	<input type="range"/>	32
Immigration:	<input type="range"/>	0
Crime:	<input type="range"/>	0

## Effects

Capitalist:	<input type="range"/>	0
CO2 Emissions:	<input type="range"/>	0
Air Travel:	<input type="range"/>	0
Immigration:	<input type="range"/>	4
Unemployment:	<input type="range"/>	0
Air Quality:	<input type="range"/>	0

This is the number of turns of 'inertia' in this effect. So if the underlying value has changed, this shows many turns it will take before the effect has been fully felt.

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Overall 5/10

Pros:

- The idea behind it is good, you get to play a government and using different policies you try to get reelected while improving a country.
- Some concepts behind it are solid, both in terms of economics and social policies.
- It is easy to understand what each policy does.

Cons:

- It is probably too easy to beat, just a bunch of algorithms to beat.
- There's only one way to "win" and that is pretty much going full "social democrat", nothing else seems to work.
- Very few scenarios.
- The consequences of some actions are totally off, like raising VAT to 70% and seeing your opinion rating go up.

I truly like the idea behind it, and I hope the author gets backing to develop it into 1) a real game, made by pros and 2) a more realistic simulation, but as it is now I cannot recommend it.. Democracy 2 is a really lackluster game.

It's rare that I play a game and feel like I've wasted my money, but D2 had me feeling that within half an hour.

For me, the dealbreaker is the fact that when you aren't voted back in, the game ends. What's the point in that? I was actually looking forward to being opposition leader and laying the smackdown on the current government while I set my party on a road to recovery.

It just made it a really one-dimensional and short-lived game for me.. It's kind of like dust II when you're trying to call strats but everyone is a \u2665\u2665\u2665\u2665\u2665\u2665\u2665 that don't listen to you.. It might just be me but it seems like this game is politically biased.. This game is a fun political simulator. Only complaint I can think of is that it encourages you to go to extremes on all the issues and doesn't really encourage moderation (basically, if you're going to anger a certain part of the electorate anyway, then the game doesn't discourage you from going all the way).

I've also heard some complaints that this game has a left-wing bias but I don't buy that. You'll get some bad events if you go full-blown socialist to the point of alienating your capitalists.. Simple, but a nice little game.. This game is fun if simplistic, don't expect realism though. But you really should just get the 3rd one instead.. This is an awful game. **DO NOT BUY THIS JUNK!!** It makes all kinds of crazy "unchangeable" aspects of the game. It is obviously very politically motivated.

This game is a hot Steamy (pun intended) pile of socialistic, communist crap.

. Overpriced, unbalanced, inflexible. This is a game that is over 4 years old now, and still costs 20 dollars. It's ridiculous! Second, many of the in-game options are unbalanced. I have been assassinated, by environmentalists, when I had a carbon tax and strong anti-pollution regulations. Most importantly, I find, the amount of actual changes you can make besides different degrees of neoliberal capitalism is very low. You can't have any kind of socialism (Social democracy is very attainable, but the closest thing to a leftist ideology in the game, and it's still capitalist.), you can't abolish the government, and limited government doesn't work great either. You can't really have fascism either.

Even the sequel to this game (Democracy 3) is still plagued by many of these problems, but slightly less so. If you really want a game like this, just skip this one and get Democracy 3, but the entire series isn't the best, I find. There isn't a really high amount of replayability, either, it all gets to be the same pattern, for me. (Make some changes, keep budget balanced, some terrorist group gets angry, I get assassinated after about an hour of playing)

Can't recommend.. A good concept, but poorly executed. If you want a political simulator, this is not the one to play. As for which one is... that I am less certain about. Either way, don't bother with this one. I wish I didn't. :(

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If you have the demo you have the game.. Had been looking for a long time for this time of game... Came out better than expected. Really great game.. This is a very simple and minimalistic government simulator type game. After playing about thrice, you learn all the mechanics inside out, and it becomes boringly easy to "win". It has a very linear type of policy making panel, with far left, or far right, and everything in between. Everything has a linear and predictable effect, and all-in-all, it becomes very tedious.

It is fun for the first few hours however, I won't deny that. But it simply has no replayability. Games like Masters of the World have a much better and in-depth mechanic and policy implementation. But if that's too complicated for you, then this game is just fine. Grab it on sale since this is an old game, no point paying full price like I did for a game that's just about mediocre.

Overall Rating: 6/10. Let me start out by saying that I have a degree focusing on Political Science and have worked in the sector....

The Socioeconomic policies do not reflect what happens in the real world, more what someone idealizes how they should work. The Human Element is not well represented, such as in situations where a positive outcome is seen, but the electorate is unhappy due to outlying political/social/etc beliefs (e.g. the goal is accomplished, but not HOW the populace wanted it accomplished, etc).

The Political system is rather simplified and this makes a Democratic Socialist approach far too easy and ignores key psychological responses that have been observed in the real world when certain situations arise.

After playing for a few hours, using demographic knowledge of game developers, and knowing the political beliefs behind certain policies, I easily beat the game with a Social Democracy....which appears to be the ultimate point of the developers. Comparatively, I attempted a few other forms of government approaches that have been historically stable in the real world, but those forms were not nearly as friendly in the game world.

As this is intended to be a political sim attempting to replicate the real world, I cannot recommend this.

However, if this were a model that honestly stated its intent to show HOW a Democratic Socialist contract can best be made and why it is best for them, in their view, as compared to other options...Then I would say that it accomplished its intent.. My biggest complaint is that there is no way to win the different scenarios if you choose any other political path than "progressive liberalism."

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