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DOZA 2: NOVOGODNIY PEREDOZ Download For Pc [key Serial Number]



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## About This Game

**DOZA 2** - this first person shooter with Tower Defense elements.

In the first episode called "NOVOGODNIY PEREDOZ", you are invited to go to the "MAGICAL LAND", where the hard times have come, returned the evil dark wizard, who is known as **Lord Ovalny**. He's trying to seize power in the country and now intends to shift from the position "Director of vocational school MAGIC" the best magician **RutinDor**. Meanwhile, the snowmen revolted, because of the decrease in winter for 1 month. Remained only the last hope of a 40 - year-old magician Gregory, nicknamed "the Dumbbell". Go and find out if he can stop the EVIL.

## Features:

- **Destroy the snowmen**
- **Pay taxes**
- **Fill spiritual paper clips**
- **Buy upgrades and weapons**
- **Take part in game events**



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Title: DOZA 2: NOVOGODNIY PEREDOZ

Genre: Action, Indie

Developer:

RedTower

Publisher:

RedTower

Release Date: 5 Apr, 2019

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English,Russian





October 15, 2017 14:37

Health:  975 / 1750



'The Survivor Room 1'

Repair room 18?

Yes

No

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Fun little adventure game. Graphics are awesome, story is nice, puzzles make sense and I had a lot of good laugh during playing this one. If you'd like to spend a good afternoon, give this one a try!. Was a short, quite simplistic puzzle game.

A lot of the jokes fell flat for me, and the voice acting seemed really awkward most of the time.

I feel this game would be better suited for kids, including the plot and jokes.

Would only recommend if buying for a child, at a price of \$5 or lower.. want a magic hat...

good game :D. McDroid's towers felt weak and ineffective to me, and no matter how many I churned out, including carrying one on my little robot's back, every wave felt like an excessive swarm of enemies. I enjoy the tower defense genre, and while I do love killing swarms of enemies, I never felt like my towers were effective at their job. Initially, you cannot upgrade them, and rather than income being awarded automatically, you have to plant strawberries in the ground and run around, grabbing them before they disappear in different areas, then run those back to your ship to turn them in. In fact, you have a low max number of berries you can carry, so you may have to make multiple trips.

After you've acquired strawberries and taken them back to your ship, which work as money for purchasing towers, you buy a tower, one at a time, and manually run it over to where you want it, and place it. Your towers can be destroyed by enemy mobs, but you can stand near them to heal them. Of course, that means you can't be acquiring funds for more towers if you're doing that. Although you can repair many devices (if they aren't completely broken), you cannot repair yourself, which means avoiding taking damage is pretty important. Environmental hazards (flaming ground) and swarms of fast-moving worms can make this challenging, and these further detract from the time you have to spend trying to do everything else.

There are also benign towers which up the damage of towers in the vicinity and clear up small areas of environmental damage, making them essentially necessary in certain spots to grow strawberries and avoid getting yourself killed from simply "being" in the area. Additionally, another currency exists: diamonds. These can come from a number of places, including but not limited to vaults you need to blast with lasers to open up, and that currency purchases different items altogether, such as consumable exploding barrels that act as mines which do not do anywhere near enough damage to kill a single generic creep in my experience. Of course, you have to manually pick the diamonds up and bring them back to your ship as well.

In between missions, you go to a somewhat plain, "floating island" sort of hub that is very simplistic and involves you walking to signposts representative of the next level or an older level, and interacting to go play it. Right at the beginning of it, you will see a DLC sign, and what resembles Michael Jackson dancing around some tombstones. Off to the sides are some arena challenges and other levels.

I did notice before quitting that there is a "Toddler" difficulty and a "Souls" difficulty...and that's it; nothing in between. There doesn't seem to be any sort of intended joke, either...it seems to want to be taken at face value for what it is: ego-stroking for the "hardcore" crowd and an insult for anyone not up to the challenge (deeming them toddlers). The Souls difficulty is the default.

Although a couple of my issues with this game (taking too much damage from the environmental hazards and dealing too little damage to enemies) may have been alleviated or improved upon by playing the Toddler difficulty instead, everything about the strawberry growing/gathering, what felt to me like unenjoyable work running around completing other busy work, and inexplicable single player lag on my PC that runs Prey and Resident Evil 7 at max settings, all just put me off on this game. It's not Steam garbage, of course, as it has its own decent (if a bit blurry even at high settings) art style, voice acting I liked (the ship), and I can tell it did take effort to make. If you want tower defense games, I would instead recommend stuff like Kingdom Rush, Sanctum 2, Plants Vs Zombies, or Defender's Quest.. I've rarely review Early Access games, but this one stuck with me enough to spur me into action. It fills a niche I've sought after for a while: a good Visual Novel with equally solid gameplay mechanics. It plays a good bit like the 'Escape Velocity' series of games, but with a much better interface for story and choices. The art is gorgeous, the story engaging, and the gameplay is satisfying in both depth and challenge. If any of what I said sounds up your alley, I highly recommend supporting Omni Link!. Jerking off to plants while looking at pretty girls in the office... Hmm seems just like my real life.. How convenient.. game sucks.. Don't know why this has such terrible reviews. Maybe it was very buggy on release? Now it is bug free, well optimized, and totally worth playing while we wait for the buggy, poorly optimized piece of♥♥♥♥♥that is Dungeons 2 to get a few much needed updates. You can play as a Succubus in this one.. A very cute/intriguing story! Can't wait to play the rest of the series.. Very good RTS, and historically education as well. Urban

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combat can be quite intense. And units need to co-ordinate in order to achieve anything. Fun to blow up buildings. And dug AT guns are the biggest pain in the a\$\$\$. Not bad for buck-fifty.



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I never thought I'd see an opening splash screen lag so badly. However, when I got to the main menu, I felt a surge of hope the game would actually run better. Everything was going so smoothly, that is, until I went into a mission.

I honestly wouldn't buy this, regardless of how cheap you may find it in future sales. I'm sure it was perfectly fine, if only it ran higher than around 5 fps (and .02 FPS for the splash screen). I cannot recommend this whatsoever.

**DO NOT BUY!**

EDIT - I don't have a bad computer, granted its not running a GTX Titan, it should be able to run anything (maybe with lower settings), and well meets the system requirements to run THIS game. At the time, I was using a weaker PC, but it wasn't terrible either. In comparison to other games I was playing at the time, this game looked worse, and had abysmal performance. Anyone questioning my PC should consider that the begging screen (when they show the publisher/dev) shouldn't have been going at such a low frame rate (taking minutes for a 15 - 20 second animation) regardless of my hardware. Even at the lowest setting I could run this at, it the framerate really tanked. I'll launch it up to see if my current PC does any better, but still, my review stands.. Don't even bother with the PvP, it's the most broken and absolutely Infuriating thing I've ever tried due to one single problem.

People can just NOT LEAVE the game after they've lost, half the players going around are just "playerxxxxx", playing the default hero who has an ability to attack and "possibly" steal near-undefended buildings, because of that they "have a chance" of "putting up more of a fight" and can just wait you out. . .

and, at least for me? over half the games I've played are just completely pointless because they can just disconnect when they die, and nobody gains/loses and points aparantly, even though you killed everything. . . aliens blew up your planet? don't get all Dented up! go forth to the alien worlds and make them pay. make them ALL pay.

basically, this is an arena shooter fought in a circular space. levels alternate between gathering salvage in Asteroids-style gameplay, and jacking up mass quantities of enemy planetary defensive craft long enough to get in nice and close and drop your Heckabomb on said planet to make it explode into lovely, lovely bursts of pretty sparkly bits,

along the way, you'll get to deal with levels involving alien saucer attacks (great for salvage!), enemy ace pilots, and huge warships that join in trying to keep their planet in a nice unexplodey state.

every level completed grants you an extra continue, which basically is an extra life that resets your ship to the state it had at the start of the level -- but the level itself will not be identical to the one just played. especially in planet levels, this could mean you get a much easier or much harder try than the previous one.

the game's got a pretty nice ship upgrade system and six special weapons that can be purchased (and themselves upgraded) . it oozes style in every way (I adore the main menu with its shifting viewpoints of planets and suns!) from the graphic design to the excellent, pulse-pounding music. all in all, it's an excellent, well-crafted shmup experience.

it can get kind of crazy in higher levels (40+), when aliens or asteroids begin to pile up in huge numbers that can be nearly impossible to fend off.

words to the wise AI: do NOT be within 4 to 5 ship-lengths of an asteroid when it blows up. two chunks of rock come racing out at high speed and while they're at this speed, can take off 2 or more shields at once. I got instakilled a bunch before I realized what was going on.. difficult, but good. I found this game actually made me go back into the previous games to remake new characters with new class/prestige class combos which I normally never have to do for games like this. if you like replaying these stories, then you will like this game, If you want to win everything in one go, you probably won't like it very much.. One BGM per level, Only 3 Keys are used, Black and White, No Hints, Atmospheric and abstract ... All of these looks fatal to a traditional game.

BUT when they all come together, the chemical reaction took place. Impressive, graceful and prefect, these are words I use to describe this game.

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Thank you staff. You've made a great game.. full of bugs and can PFP at every game site except steam waste of time and money. Excellent game but you will not be realizing this until you get past the early 'demo' stage of the game which is the weakest part due to lots of early 4th wall breaking banter.

Pro's

- + Interesting characters and lots of interaction with them.
  - + At first seemingly small play area. Game map is revealed early on. Nevermind that though the game area is used well and you will be returning to same places many times.
  - + Decent and not that hard combat. Can be made harder if that is what you want
  - + Nice side stories and achievements
  - + Endings. Lots of them. did not even find all of them.
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- 4th wall breaking humour early and more later on. Did not find it amusing in the longer run.
  - Random crashes. Keep those save files in order.

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