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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**

Title: DOZA 2: NOVOGODNIY PEREDOZ

Genre: Action, Indie

Developer:

RedTower

Publisher:

RedTower

Release Date: 5 Apr, 2019

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English,Russian



BACK

ACHIEVEMENTS (35 / 66)

BASICS

FAMILY

EDUCATION

LUDI

ECONOMY

POWER

SPECIAL



KNOWLEDGEABLE

FINISH THE TUTORIAL



A WEDDING

ARRANGE A MARRIAGE FOR ONE OF YOUR CHARACTERS



LITERATE

COMPLETED EDUCATION IN A LUDUS



APPRENTICE

COMPLETED AN APPRENTICESHIP



FIRST PURCHASE



I had an unexpected amount of fun playing this game!

My Playthrough: <https://youtu.be/DC9YqpnLG5g>. Great game 10/10. Shame there will never be a game like this again.. Nice and relatively long campaign. I wish some objectives were better explained. Oh, and I wish it was cheaper, I am not sure it is worth 10 euros. Great game with fun visuals. Its one of those perfect quick play games that you can jump right into. Within a few minutes I was in the game and playing. Easy to figure out and a fun concept. Looking forward to the multiplayer.. Just started playing and it looks good. On top of the allies but they are fighting back by cutting off supply lines. Usual OoB stuff but quite enjoyable at the moment.. I am enjoying it, plus there's some grind in there for fans of boxes, but you don't have to.. I'm legitimately confused at the positive reviews. This is a pay to wait game of the very worst sort. It does nothing at all to disguise this fact right from the start. "Gameplay" literally consists of clicking on a quest object on screen to start a timer. The quest then resolves via a predetermined "battle effect" or if not combat based is automatically passed. You can skip the waiting period by using a donut which of course you can buy more of for real money.

This isn't even a decent model of gameplay for an idle type game. It's just bad.

If you have money to burn and are easily entertained, go nuts. If you want an actual game though, look elsewhere.. A very nice point n' click, not very difficult, but not too easy either. Having played a whole lot of games from the genre, it was quite interesting to play the story of a dancer spy, as weird as it sounds. The voice acting could've been better in my opinion, also the dancing minigame was very annoying, probably meant for touchscreens. I also hated the fact that the inventory/discussion topic system is clumsy and requires unnecessary clicking and dragging of items. But once you let these things slide it's an enjoyable game and I'd say give it a shot.

This game is great, it is simple, fun, can be difficult and easy depending on the level. And in my opinion far better than its successor which I refunded because I much prefer this one.

8.5/10. It's pretty good content and is well worth the time to watch the pack didn't help me, but I'm a computer sci guru. but not everyone is. what I think this pack needs is to add maybe (how to blend a wave anim into a RPC that would help alot of people I see on the forms. I seen your work on guild, I was wondering if you your thinking of doing some RTS stuff like c&c. I see alot of tutorial of them, but there horrerable. I believe this would be a very interesting add to the GTGD. love the learning format, you have for teaching people.. It's a very small text-based strategy game where you have to survive 50 turns as a township in a cruel morbidly eclectic fantasy world against constant random attacks from some unmotivated anonymous foes. You do it through budget planning - building and hiring workers & fighters, also you choose faith recieving divine bonuses for faith currency. The battles get resolved automatically in a plain field before your eyes - so when the stupid AI can't organize units' movement effectively & loose troops just because of poor pathfinding you only can clutch your teeth tighter. The art is rather bland in this one except the presentation screens, the music's quite repetative, an ok'ish mobile game.. the witch's house is a (puzzle / horror game) by game creator Fummy The game is a survival horror game in which the main goal is to solve all puzzles correctly and escape the witch's house if you can hahaha XD anyway this is a remastered game of the 16-bit graphics and i have to say it look awesome whit the new looking graphics the control are easy to use. what a crap game. Even though there is no enemy aircraft right next to you it still says there is a missile lock. Stupid game and waste of money. This game is so much better than I expected. Really well written and well constructed, with only a couple of minor story line inconsistencies that I noticed. Which is amazing considering the size of it. I can definitely recommend it to anyone with a decent amount of imagination.. old but dam it has actually very good gameplay and it works on windows 10

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