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## DOZA 2: NOVOGODNIY PEREDOZ Activation Code [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

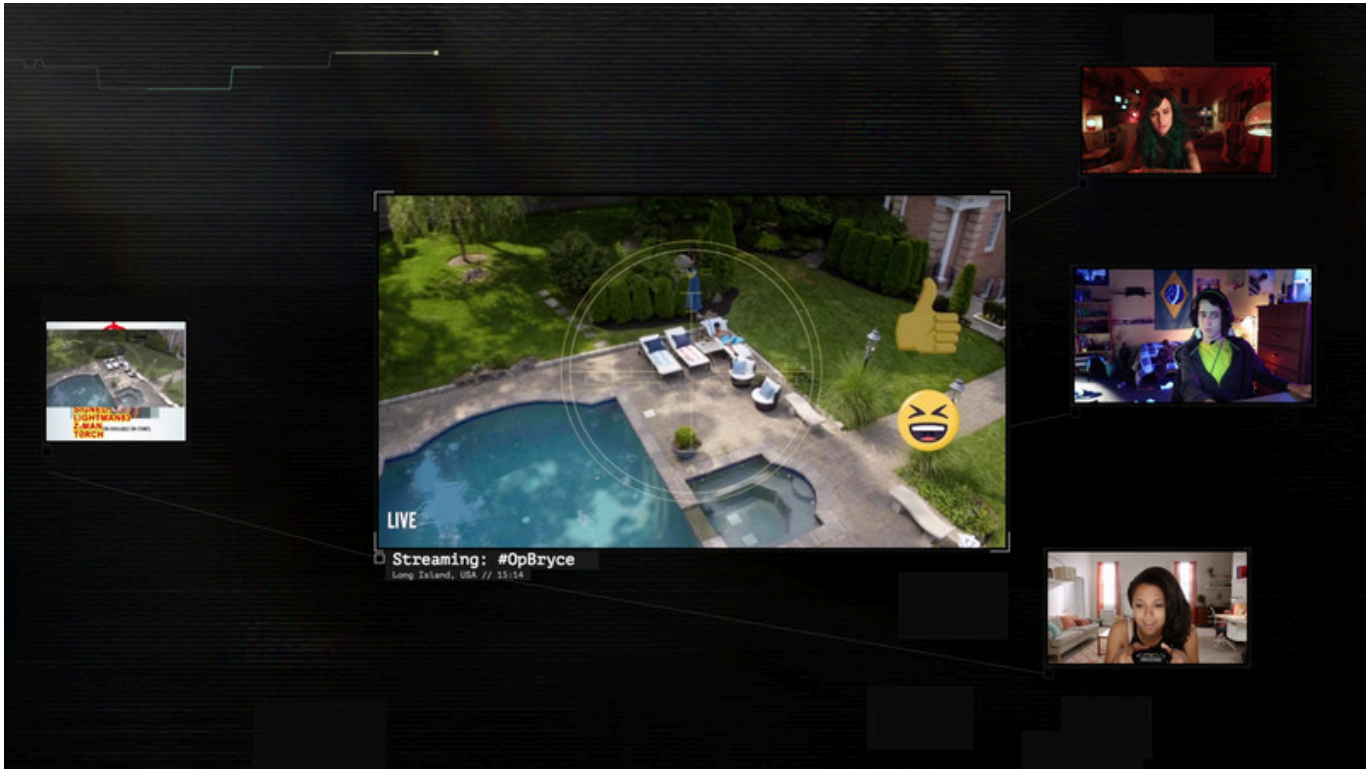
Publisher:

RedTower

Release Date: 5 Apr, 2019

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English,Russian







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I just started to play the game, but I'm already in love. Combat feels really good even without the controller, I feel powerful when slashing enemies up. Graphics look awesome as well and the world is well made and super beautiful. I also love that you can search collectables, so I don't have to run around the woods like an idiot, since I love collecting stuff. Game also works nicely for me, even though I live in Europe, so the servers aren't too close to me (I use North America).

Only thing that is making this game hard for me to play, is the fact that it's only in Chinese. I really wish they will add English subtitles some day. The game feels good to play, it looks nice and the story seems interesting... only problem with that is that I can't understand anything, so I have made up my own story. It also has so much going on with all the menus, minigames and fighting, so understanding what is happening would be cool - but then again, this is kinda like playing Pokémon when I was a kid and I didn't understand English. I can work around not understanding the game, since the gameplay goes somewhat smoothly even with zero understanding. But story is impossible to understand, so I'm just rolling around and making stuff up as I go. It's fun like that too, but not intended and I can't see the sad parts of the story like this.

All in all, great great game. I just wish I would either speak fluent Mandarin or that the game would have subtitles. Still happy that I took the risk and bought it.. I thought Steam had a Quality Control department, this game can't English properly, crashed when I changed settings to full screen, bug won't let me save or place down any more than 5 structures, can't refill my oxygen even when there's power and plants (food) in the base, it's weird how you left Earth with some mining resources yet you can only use them to sell back to Earth... wait what?

So how did this game get on Steam? meanwhile there are a ton of good games waiting to be greenlit..... It's a fun game at first but only has 1 maze.. it's fun :D. Super fun quick little game. Pucks flying at your face are scary.. Alle, die mich -und meinen Kanal- vielleicht kennen, wissen, dass ich ein ziemliches Faible für chinesische Sim/Management-Games habe... u.a. einfach weil diese irgendwie "anders" sind.

Und Dokus schaue ich mein Leben gerne. Also was gibt es da eigentlich besseres, als genau diesen Film hier?

Allerdings sollte man des Englischen schon halbwegs mächtig sein (keine deutschen Untertitel) - und vor allen Dingen, schnell lesen können :D Das hat aber wohl mehr etwas mit der chinesischen Sprache zu tun.

Desweiteren bekommt man einen (meiner Meinung nach) ziemlich ehrlichen Einblick in die chinesische Indie-Dev-Szene. Ich muss gestehen, ich habe keinen "unserer", westlichen Indie-Game-Movies gesehen, von daher kann ich es schlecht vergleichen.

Von mir bekommt das Teil jedenfalls 5-Sterne... (ach warte, Stop... falscher Shop^^) - aber wie man oben lesen kann, bin ich ja auch irgendwie "vorbelastet" ;)

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tl;dr-version for the english folks

very interesting documentary around the Chinese IndieDev-Scene. Be sure to read fast, because it seems the Chinese language transfers a LOT more information (per word) as we're used to :D

But if you're interested in Indie-Games, Documentaries and the Chinese way of doing things, you will have some great 100 minutes.

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And for the fellow Chinese friends here:

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(I really hope this is accurate :D)

. Lost in translation. That's the only way to describe it.

Despite reviews that suggest otherwise, Exodus from the Earth isn't a bad game. It's just not a very good one. If you're someone who only plays 'top notch' games, then you likely won't be reading this. If you are someone who spotted this game on sale and wanted to know if it is worth buying, read on.

The only significant issue I found with this game is that it was translated poorly. I mean \*really\* poorly. Honestly, I think the developer had to have been misled, since there is no way they would release it like this if they knew how badly it was translated. (From Russian) Remember, the voice over actors read from a script. It's the script that's bad. However, do you buy games based on the dialogue script? Or the gameplay? I'm thinking the latter.

If you can get past the translation issue, it's not a bad game if you catch it on sale.

The big complaint is that the player is too easily killed, or that it is a 'stealth' game. The reality is that it is neither. The difficulty level on this game is high, but guess what? The difficulty setting can be changed in the options. (So you can change it anytime during the game.) I played it on 'easy', not because I have difficulty playing an FPS, but just because I like a faster gameplay experience. If you want an experience that is more 'tactical' and requires very careful planning, movement, and combat--increase the difficulty. While there are places where stealth will reduce your combat, it's not something that is mandatory. If you can brute force your way though; go for it.

I'd also like to remind people of some FPS101 tips that apply in this game.

-Headshots are king... almost to the point of being overpowered. A scoped assault rifle headshot can kill a guard with ease. Those who like to spray and pray will find it more challenging.

-Weapon accuracy is also affected by various factors. Excluding the shotgun and rocket launcher, the following will increase weapon accuracy on bullet-based weapons: WALK. Since the game defaults to 'always run', you need to press shift to walk and gain better accuracy. If you stop moving entirely you will gain even \*more\* accuracy. CROUCH. Again, this is basic stuff. Crouch down, and you will have increased accuracy. ZOOM. Many weapons have zoom, and not only will it enlarge the view, it too will also increase accuracy. RECOIL. Weapons have recoil, and the more you shoot the more recoil you will get. The first shot won't have recoil, so aim and make it count. But also fire in small bursts. There is no 'fire mode' to take the weapon off full auto (although pistol isn't auto) so just don't spray and pray. If you stop moving, crouch and use zoom on the assault rifle while firing at the head in small bursts, you'll see a big difference. Use these tools to improve your accuracy... and your kills.

-For times when you are running between areas, keep your shotgun out if you expect an ambush. Its accuracy will remain the same no matter what you do, although it's range will be limited. You'll find a shotgun blast to the face to be surprisingly effective.

-If you are having ammo issues, make note of what weapons the enemy is using and use that weapon so you can use their ammo if it drops. Also make note of the ammo that is available in the zone. Some zones are heavy on shotgun ammo for example, so use the shotgun to take advantage of that.

Overall, once you have the assault rifle and shotgun, you pretty much have the weapons you'll need for the bulk of the game. The dual submachineguns look cool, but accuracy is poor unless you are crouched motionless and the enemy is close. In such cases I'd use the shotgun, but if you need to save ammo, use the submachine guns. The sniper rifle is situational, and handy on occasion, but ammo is scarce. The rocket launcher is something you'll only use to take on certain large targets. The assault rifle does have a grenade launcher on it though, and that can be used in place of it at times. Speaking of grenades, there are both 'regular' and remote detonation grenades. I tended to find more remote ones than regulars.

Just make sure to save often. There were a few glitches where I was killed by the 'world'. Otherwise, if you want something to play and kill time, and it's on sale, there are worse purchases you could make.

Are there better games? Of course! But for a game released over SIX years ago, I've seen far worse in that era. It's unfortunate that the translation really undercuts the value of the game, but if you can ignore the poor job of translation, it's not a bad game. Not a very good one, but not a very bad one either.. **MAKE AN EASY MODE, UNTIL THEN DO NOT BUY DO**



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NOO

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If you're interested in playing it but don't want to purchase it, the original is available online for free. just as good (aka unnerving) as the original.. It's fun and challenging, but it's a short game.. I picked this game up on a whim some time ago. Zombie Exodus is a very well written choose-your-own-adventure story that grips you and keeps you within minutes of starting. All of the events are well described, the characters are unique and have their own stories.

Everything is so well described, it paints such a vivid picture in your mind of what's going on and what you're seeing. The story is so good and the events are so memorable, that even many months later I can still remember the events that occurred and the choices I made from start to finish.

I would absolutely recommend this game.. Is In Exilium a particularly exciting game? No, and that's just fine with me. What you have here is a straight forward hack and slash rpg where you will explore a basic map to an ambient soundtrack of nature sounds. The exploration is somewhat non linear although level requirements do restrict the player's path. You start out with a dagger, a short bow, and a magical staff making it plenty easy to choose your class. In a lot of ways this is mediocre game but man is it satisfying.. If you're planning on buying Aurum, buy these packs first. You get more for your money. Also, don't buy the cache keys... trade the Aurum for MoF and use that to buy the stuff from the chest in the AH. I made the mistake of buying cache keys and lost a lot of profit.. One of the best Tower Defense games I have played in a long time, would recommend to anyone who enjoys strategy games. A nice fresh approach to the TD genre.. very frustrating game but a great play for a few min game :D

. Everybody loves this game, except those who dont.. Quick but still pretty fun shooter for when you have a minute or two... Great visuals, too.. I really enjoy the art style and speed running through levels to get my best time.

Great game!

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