
Laika 2.0 Serial Number



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About This Game

Laika 1.0 was not a success. You, Laika 2.0, are.

As Laika 2.0 you'll experience the life of a special biologically enhanced KGB chimpanzee agent. You'll need to avoid enemies, solve puzzles and dodge deadly traps along the way, in a beautiful environment mixed with an appealing graphic.

You'll need to push yourself to the limit if you want to get to the end of your mission...alive. Everything and everyone wants to kill you because there are things that should never be let out of their box.

Move silently to uncover all the mysteries of the Ogdoade in an extremely complex story. Just when you feel you are close to the solution everything will start looking strange again, only to find yourself in an even deeper slump.

Do you have what it takes to defeat the terrorists of the Ogdoade? Will you be able to succeed?

The game is level based and every level is a composition of several revisitable rooms. The player's goal in each level is to achieve an objective, getting through the puzzles lying in the rooms that separates his/her current room from the one where the objective can be achieved. Also, objectives can be composite, consisting of two or three sub-objectives. Furthermore, every level has a special puzzle room, that is the equivalent of a boss fight.

Laika 2.0 comes with only one difficulty mode, as every level is made to be harder than the previous one.

Title: Laika 2.0
Genre: Action, Adventure, Indie
Developer:
Studio Albatros
Publisher:
Drink7 Studios
Release Date: 8 Sep, 2017

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Minimum:

OS: Windows 7+

Processor: Intel Core

Memory: 2 GB RAM

Graphics: Intel integrated

Storage: 500 MB available space

Additional Notes: At least 3 bananas

English,Italian

Images & Maps

- 1 Alkonost
- 1 Balleg the Ravaged Wym
- 1 Canister of the Captive Mind
- 1 Carvegaem Lichen
- 1 Clityscape
- 1 Dark Grimjaw Ironpaw
- 1 Dead Veil
- 1 Devil Bender
- 1 Doppelganger's Gowl
- 1 Ettiene the Ringleader
- 1 Fenton Greycastle
- 1 Fireborn
- 1 Front Cover
- 1 Goblin Kennel Master
- 1 Graal the Tinkerer
- 1 Grisek's the Orc Queen
- 1 Hag Spaw
- 1 Interior Cover
- 1 Ishmael the Slayer
- 1 Jaldora the Night Hag
- 1 Jeeba Thialdriar the Mother
- 1 Under

Encounters

- 1.01 Patous, the Dryad (encounter)
- 1.02 Thain, the Forest Master (encounter)
- 1.03 The Child (encounter)
- 1.04 Yumog, the Cave Master (encounter)
- 1.05 Ettiene, the Ringleader (encounter)
- 1.06 Ishmael, the Slayer (encounter)
- 1.07 Graal, the Tinkerer (encounter)
- 1.08 The Created (encounter)
- 1.09 Grisek's, the Orc Queen (encounter)
- 1.10 Maaugh, the Troll (encounter)
- 1.11 Lord Sebastian, the Undead King (enc)
- 1.12 Balleg, the Ravaged Wym (encounter)
- 1.13 Kynk, the Debauched (encounter)
- 1.14 The Colossus of Charnax (encounter)
- 1.15 Nezzeroth, the Undying (encounter)

Reference

Kickstarter Backers
Foreword
How To Use This Book

MASTERS AND MINIONS

Masters and Minions
Patous, the Dryad
Thain, the Forest Master
The Child
Yumog, the Cave Master
Ettiene, the Ringleader
Ishmael, the Slayer
Graal, the Tinkerer
The Created
Grisek's, the Orc Queen
Maaugh, the Troll
Lord Sebastian, the Undead King
Balleg, the Ravaged Wym
Kynk, the Debauched
The Colossus of Charnax
Nezzeroth, the Undying

OPEN GAMING CONTENT


ETTIENE

ETTIENE IS ONE SUCH RARITY. IN FACT, PERHAPS UNIQUE.

ETTIENE'S LIFE HAS BEEN SHAPED BY THE PEOPLE AROUND HER. HER ELVISH PEDIGREE HAS SERVED ONLY TO MAKE HER POWERFUL, MAGICAL, AND—WITHOUT PARENTS TO GUIDE HER—AVID OF A MORAL COMPASS. THE PEOPLE SHE HELPS AND PLUNDERS AREN'T LIKE HER. NO ONE IS LIKE HER, SHORT OF THE VAGABONDS IN HER RETinue. WHERE'S THE SENSE OF RESPONSIBILITY THEN?

SHORT OF THE OTHER VAGABONDS IN HER RETinue.

THE ESCORTINGS HAVE BEEN AROUND A LONG TIME—LONG ENOUGH FOR EVERYONE IN THE ORIGINAL CREW TO HAVE PASSED ON AND FOR ETTIENE TO BE THE LAST REMAINING MEMBER. INVARIABLY, SHE LEADS THE BAND NOW, SETTING HER OWN RULES AND DEMANDING OTHERS FOLLOW HER EXAMPLES. ONCE A MERRY BAND OF TRICKSTERS, THE GROUP HAS TURNED DARK AND SHOWS LITTLE REMISE FOR THEIR BEHAVIOR. WHILE ALL TROUPES STEAL AND CON MARKS OF THEIR COIN, THE ESCORTINGS ARE A DIFFERENT BREED. ETTIENE'S MINIONS ARE ECHOES OF HER OWN AMORAL GREED. THEY ARE LOYAL, SO LONG AS THE MONEY KEEPS COMING.



Items

- 1 Canister of the Captive Mind
- 1 Charm Pendant
- 1 Doppelganger's Gowl
- 1 Feather Taken
- 1 Lash of the Master
- 1 Medallion
- 1 Whispering Crown

3E Ruleset v3.3.7A for Fantasy Grounds
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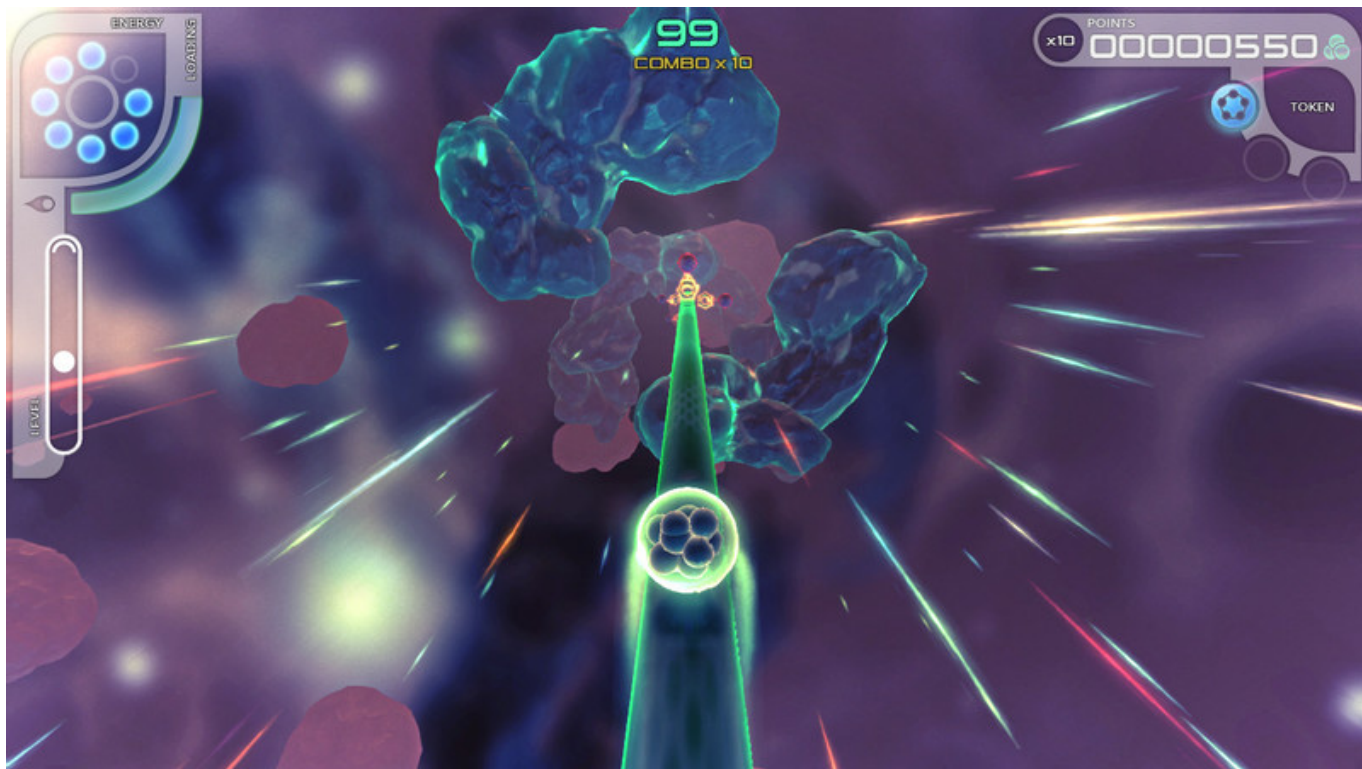
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CM

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DIS -2 -5

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11/10 would fund first-year game-design students again.. i really liked it

. I tried to like this game, I loved the premise for the story, New Orleans noir. Unfortunately, it just has way too much text and not enough happening. The atmosphere is not really there either.. Applava, I'd say you hit this out of the park, but that'd be wrong. You launched it into the stratosphere this game is amazing! In the first 2 days I got it I sunk 8 hours into it. This game is tons of fun and the rush you get from beating tough bosses and surviving rooms that make you say "Oh wow, how the hell am I gonna make it outta this one?" make this game insanely fun. The tutorial isn't obnoxious and is actually quite short, though a bit confusing. Once you get through the tutorial, you're all on your own, which is a bit hard to get used to at first, unless you're good in this kind of genre. I felt like a genius when I discovered that the Newt's tongue got stuck on the [figure it out yourself :D], and dealing massive damage. Learning the playstyle of each character and what works with you is part of the fun as well, and that's not including the 96 modded characters (at the time of me writing this) that make this game even better. There are some features though I feel this game could use. 1: Custom map/Venue mods. Creating custom maps, although likely time consuming, would probably be a great way to find cool worlds. Custom enemies would also be a ton of fun, making the game more diverse with the possible enemies. 2: Online PvE/PvP. Online PvE is what it sounds; the current local play mode but with people online. PvP is where it gets more difficult. I was thinking a team fight or perhaps a FFE gamemode where everyone is for themselves. I'm not a game dev so I have no clue how hard implementing features like these would be, but it would be great to see them.

TLDR: The game is really enjoyable and satisfying to learn, but has high difficulty, especially in the beginning. I would recommend if you like the top down shooter genre.

Ps. any cool mods i should try lol?. Fun Carmageddon style racer with decent graphics.

It could have been better with more content and things to do but I still like it for what it is.. Not as good as the first but at least its trying to be a different game.

I am a sao fan, but this is just boring. You do the same thing over and over. And there is too much text.. If you like small short time 2D games, this is the right choice for you:

Being in a comic like 2D world, that reminds a little bit of worms, you control one of five fighter planes with each different playstyle and abilities.

Armed with MGs, Rockets, Lasers and Bombs, you have to shoot down the enemys and survive as long as you can.

The game gives you a leveling system, achievements and with that the ability to customize your choose of abilitys you use.

Ingame you not only fly an shoot but have basic physical elements like altitude, speed and afterburner. If you get to slow while flying up, your engine will stall and you will fall from the sky. Also you can find one use weapons on the map, that will give you rockets, EMP fields and shields.

The game has a lot of game modes like Deathmatch, Team Deathmatch, last man standing and some form of capture the ball mode.

Even if it hasnt that big community anymore it still has usable full functional bots, which arent that big challenge, but still decent and dangerous.

Being able to be played with only the mouse, it is a nice game on mobile devices and a short game for long traveling.. I dislike Pay-Walling as much as the next guy, however I'd like to thank SEGA and CVA for stepping up and offering a lot more than "Faction Access" they've created a great game here and deserve rewarding. So long as CVA submits interesting NEW content to factions I will continue to buy them. For me, the quantity and quality of this specific DLC should be considered the primary benchmark of expectation for future faction relation DLC packs.

Violent Proto-Germanic Alcoholic, (Celts) Rejoice!. a truly fun game, i wonder if they would do a sequel?
the story is easy to follow and the solutions are not always apparent.. A nice add-on for flavor.. After a little less of 100 minutes of playtime, I didn't think the concept of a TWD theme wasn't translated well into gameplay/mechanics (not sure which one, maybe both of them), making it not fun for me. I think the devs could've done a lot better, making it focus more on survival than on what's the case now (and I'm not even sure how to explain it).. To be fair, you have to have a very high IQ to understand Super robolom. The humour is extremely subtle, and without a solid grasp of theoretical physics most of the jokes will go over a typical player's head. There's also Robolom's nihilistic outlook, which is deftly woven into his characterisation- his personal philosophy draws heavily from Narodnaya Volya literature, for instance. The fans understand this stuff; they have the intellectual capacity to truly appreciate the depths of these jokes, to realise that they're not just funny- they say something deep about LIFE. As a consequence people who dislike Super robolom truly ARE idiots- of course they wouldn't appreciate, for instance, the humour in Robolom's existential catchphrase "Title screen music is too loud," which itself is a cryptic reference to Turgenev's Russian epic Fathers and Sons. I'm smirking right now just imagining one of those addlepated simpletons scratching their heads in confusion as Dan Harmon's genius wit unfolds itself on their television screens. What fools.. how I pity them. \ud83d\ude02

And yes, by the way, i DO have a Super robolom tattoo. And no, you cannot see it. It's for the ladies' eyes only- and even then they have to demonstrate that they're within 5 IQ points of my own (preferably lower) beforehand. Nothin personnel kid \ud83d\ude0e

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