Laika 2.0 Download Direct Link

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?

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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

Hanako

Leeet's plaaay...

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I first became aware of this novel by watching it streamed on Twitch. I was hooked from the begining . It hooks you instantly as the soldier gets shot . There is some intrigue and humor sprinkled throughout . Please dont dismiss this review because I only have a little playtime on it . Im playing it again after watching Zaxtor99 doing it on Twitch. I would recomend this whole heartedly . I love the characters each in thier own way and really there are no good guys or bad guys in this it is all how you decide to go kind of like a choose your own adventure book from when I was a kid . I would recomend 10 out of 10. This game is ♥♥♥♥in awesome. really fun combat, awesome characters with cool♥♥♥♥♥moves. The games keeps you moving with its almost race like structure, if you like beat em ups, this is a good one to try out and enjoy. Couldn't even beat the tutorial...20/10. As dumb as this game is IMO, its actually pretty fun with friends. Though its a bit glitchy. not bad.. awesome but you don't have the ability to save your in-game progression. I kind of want to refund the game and get my 49 Cents back, Oh you are just minding your own business? \u2665\u2665\u2665\u2665 you, you \u2665\u2665\u2665\u2665ing\u2665\u2665\u2665\u2665\u2665\u2665 This random\u2665\u2665\u2665\u2665\u2665\u2665is going to start shooting you, Oh your running away? Enjoy having satan\u2665\u2665\u2665\u2665\u2665\u2665your \u2665\u2665\u2665\u2665\u2665\u2665 You stupid \u2665\u2665\u2665\u2665\u2665!. I can't believe I forgot to go to the gym today. That's 7 years in a row now.

I bought this thinking it would work with GameMaker, you know, maybe the 2nd most popular game creation tool after Unity, but nope, you can get a buggy addon that gives you randomly working projects or not. It's frustrating as I'm sure it would be a great tool but it's lack of support across the platforms worries me, Spine2d supports everything, I understand it's a smaller team but for £45 you would expect it to work with common game creation tools.. This game is not now like it was in at launch. It has now turn lights, police fines for crossing the red light or hitting cars. You can disable those from the options menu. You can also turn off the rain in the options becasue that was very annoying :)

You can drive a lot of machines in this game if you dont mind grinding the experience to unlock them all. You gain experience ONLY when you are doing the jobs yourself but you can have employes who make money for you as log as you have the trucks available for them.

There are 5 categories of activities with their specific machines and you can unlock more abilities in that category ONLY if YOU do jobs in that category: you can't just do the garbage jobs and unlock the street sweeper abilities. You can only unlock all the categories by doing just one job type.

It is very repetitive game and you need to have your own music playlist becasue the game has no music in it but if you like gathering materials in a MMO, then this is the same thing, only that you replace the materials with garbage, plastic, paper, bottles etc. :)

The city design is awesome It looks really great and fun to drive / walk through, but it feels pertty deserted becaseu there are very few pedestrains on the streets. There is trafic which makes it a little more alive tho. Beautiful atmospheric and fun Chronology is not far away from being a really quite excellent game. Unfortunately, the story isn't strong enough to carry it and it ends just as the puzzles are really hitting their stride. So well worth a look but maybe wait for it to pop up on the Steam sale.. As someone who has always loved Silent Hill/Resident Evil and other likeminded games and also someone who aspires to one day create something in the same vein as this very game, I can see a lot to love about it, and feel like everyone needs to understand that a team of just two motivated, inspired and inspiring people are behind it and, as much as I acknowledge that at the time of writing this, there is collision issues with some objects, in that you can simply walk through them, get stuck.. loading times, etc. But all of this can and will be fixed with patches in time, and shouldn't be what this game is reviewed based on, it's a fantastic, scary and immersive game and I am engaged in the story completely.

The graphics are stunning in some areas, and lacking in others, but again I'm happy with polygons and 'fog' to hide everything within a 2 foot radius of your character, a'la Silent Hill.. so I really think this game and it's team have done everything it's set out to do at it's core, and that is intruige and scare me.

My only real problem is that there aren't more games like this and Steam is full of microtransaction garbage!. Excellent game!!

The combat and dynamics are even better than the much newer Blitzkrieg 2 game.

Heres what i love about this game:

- USSR missions where if you retreat you are shot at by NKVD Anti-Desertion squads, NOT ONE STEP BACKWARDS COMRADS!

- artillery has actual real ranges, mortars can hit targets across the map. In BK 2, mortars and artillery can barely fire longer than a few 100 feet.

- infantry can ride on tanks!! I love this aspect of the game because its such as small feature but makes the game feel so immersive

- a large variety of tanks and armored vehicles.
 There are like 10 different versions of the German Pz. III, ranging from commander versions with special radio equipment on the sides and a tank commander actually visable on top. Some tanks will have ammunition boxes on the back and sides while others have Nazi flags! The detail in this game is just great.

- infantry are actually useful and aren't just slaughtered. They can survive a few hits and can fire at targets from a reasonable

range.

- Each mission is highly detailed with plenty of scripted events like suprise counter attacks and enemy air strikes. BK 2 and Cuban Missile Crisis: The Aftermath suffer from the same missions played over and over again.

Besides being sorta old, the game has no real drawbacks from what ive played so far. Both the Russian and German campaigns are highly detailed and give intense missions. Best $5 ive ever spent on steam!!

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