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## La-Mulana 2 Hack



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## About This Game



La-Mulana 2 features sprawling ancient ruins, mind-boggling mysteries, untold numbers of items, and terrible enemies combining to form what is possibly the perfect Metroidvania-style "archaeological ruin exploration action game".

In La-Mulana 2, you take on the role of Lumisa Kosugi - daughter of the previous title's hero - as she explores the ancient ruins of La-Mulana, said to be the cradle of human civilization. Desperate to find the cause of the numerous recent appearances of monsters from the ruins, Lumisa heads to the "other" La-Mulana: the ruins known as Eg-Lana.

Explore the vast ruins comprising multiple field maps, solve mysteries and riddles using the stone tablets and messages you discover along the way, and take out huge monsters known as "Guardians" as you make your way to the deepest depths of the ruins.

You won't believe the awesome mystery of Eg-Lana awaiting you at the end of your journey...



La-Mulana was known as a "Metroidvania"-style game (a 2D action platformer with an emphasis on non-linear exploration). That said, the real core of the game is in deciphering the riddles scattered throughout the game, and solving the puzzles that exist as part of the ruins.

**A classic experience:** As with its predecessor, La-Mulana 2 will not feature a tutorial or a long-winded sidekick. As a seasoned explorer, it's up to you to discover the secrets hidden within the ruins and find the truth on your own.

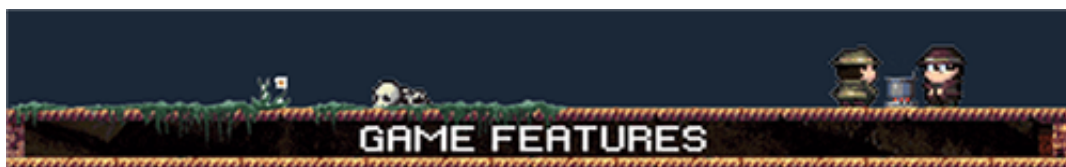
**Explore at your own pace:** By deciphering cryptic text on the monuments scattered throughout the ruins, you will gradually unravel the mystery of the ruins. Which parts of the sprawling underground you tackle, and in what order, is up to you. Sometimes you will need to use changes in backgrounds, mysterious sounds, the strength of enemies, or the sneakiness of traps to detect subtle changes in your surroundings.

**A colossal adventure:** We have designed a variety of zones, and have created a mystery deep enough to encompass a gigantic cave system. This is a very large-scale indie title. We predict newcomers to the series will probably be able to clear the game in 20 to 30 hours. Because of the non-linear nature of Eg-Lana, La-Mulana 2 will have plenty of replayability.

**New horrors, new weapons:** Plenty of ferocious and terrifying monsters and guardians stand in your way in the depths of this new underground network. Fortunately, you will also have an arsenal of tools and weapons at your disposal to help you on your journey.

**Widescreen support:** The first La-Mulana was a remake of a retro-style game that ran in a 4:3 aspect ratio, which made widescreen support impossible. For La-Mulana 2, the various maps and rooms are designed to be 16:9-compatible, making it perfect for widescreen TVs and monitors.

The question we've asked ourselves throughout development is: "How can we make an old-school 2D game take advantage of advancements in present-day technology?"



- Become an adventurer and explore sprawling ancient ruins
- Gather hints to solve the various mysteries of the ruins
- Dive into the action as you fight off tough enemies seeking to impede your progress
- A detailed and beautifully dot-rendered world
- Seven main weapons and over ten sub-weapons
- Over 60 items of various types to help you explore the ruins
- Over 20 apps to install on your trusty adventurer's tablet, the "Mobile Super X3"
- Includes reference book with over 200 monsters and other characters in the game



## Lumisa Kosugi

(21 years old; fourth-generation Japanese; the game's protagonist)



Some say she is Lemeza's wife's daughter from a previous marriage, while others believe she's Professor Shawn's illegitimate child. Either way, she is a Kosugi; that much is clear. She travels to La-Mulana to make her archaeological debut after accepting Xelpud's request to search the ruins.

## Lemeza Kosugi

(36 years old; the previous game's protagonist)



Tales of his exploits in the ruins of La-Mulana may be known worldwide, but he was also responsible for the ruins' destruction, and has gone into hiding as a result. His love of exploration has not faded, however, and he still finds time to go spelunking in secret.

## **Shawn Kosugi**

(67 years old)



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After revealing the "Treasure of All Life" he brought back from the ruins of La-Mulana, he returned to a hermetic life once more. Although he technically retired after finishing his research on the "Cradle of All Civilization", he finds himself slowly drawn back into the world of archaeology.

## Elder Xelpud

(Age unknown)



Upon the collapse of the La-Mulana ruins, his life as a 7th Child came to an end. He's been spending his time running the "La-Mulana Ruins Tourist Spot" in hopes of finding purpose in life once again. As a result, he's become quite wealthy, and now lives a life of luxury full of beautiful women and fast cars.

## Mulbruk

(3024 years old; looks/hopes to look about 24)



Since her release from the ruins, Mulbruk has been happily living aboveground, pretending to be a "normal" young woman. Using her amazing knowledge of history, she has become a treasure hunter. She's also become quite fashionable.

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Title: La-Mulana 2  
Genre: Action, Adventure, Indie  
Developer:  
NIGORO  
Publisher:  
AGM PLAYISM  
Franchise:  
La-Mulana, PLAYISM  
Release Date: 30 Jul, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 (64-bit)

**Processor:** Intel(R) Core(TM) i5 2.3GHz or above

**Memory:** 4 GB RAM

**Graphics:** Graphic board with at least 1GB of VRAM

**DirectX:** Version 11

**Storage:** 4 GB available space

English,Japanese,Simplified Chinese









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This is tough. Please Steam, just make a third -neutral- recommendation option to make things easier to review. Ok?

I got this game because it looked interesting to me. It has that minimalistic design I like, it plays smoothly, there are no bugs... but somehow I just can't sink in it. It's like I am not compatible with this game. It's just not for me even though I love puzzle games. To me it felt like the game doesn't force You to think, but rather click everything randomly until You find a solution.

But still, it's not a bad game, not at all. I'm totally sure it can find its own fans. I'm just not one of them. I still recommend it though, it's cheap and it's worth a try. Maybe I will come back to it because I know there are much more levels to solve, maybe then I'll change my review. Time will tell.. Scored billions of points. Developed a strange urge to kill the Prime Minister of Malaysia.

10V10. seriously difficult, seriously thought pervoking. I got this game cause I have a new joystick, the F.L.Y 5 from Mad Catz and I had a hell of a time setting it up and when I did I still had a problem getting the view to look forward out from the cockpit. For some reason I was looking out from the bottom of the plane! Out of the box a game should not be this hard to configure. I do not recommend this game to anyone.. Literally just doesn't respect your time.

Many instant death pit falls, long travel time between screens that contain nothing, no map, an overworld that doesn't clearly delineate what things you need, damage as a deterrence (completely unclear where to go without just being bodied by enemies that you can't kill)

This isn't a very good metroidvania, as the backtracking is long, punishing, and unrewarding.

The people that complain about the hitboxes are complaining that their rancid meat has cucumbers on it instead of the pickles they ordered.

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Ran on Oculus Rift, 1080 Ti card.

Three major bugs that made the game unplayable.

I don't know what it is, but people need to stop shipping games that are this broken.

I'm sure you could lure your 13 year old neighbor to play your game for 10 minutes and find this stuff.

Posted to the 'bug forum' and the devs didn't even respond within a week. Would've stuck it out, but if the devs don't care about their game, I'm not sure why I should.

1: When playing single player, the knife doesn't work. It swings right through everything without doing any damage. Slow, fast, stabbing, doesn't matter. I've just been playing with guns at this point.

2: I'm experiencing a crash. I believe, but am not sure it revolves around my third bug. All I know is that if I play single player, at the end of the round after the board, the game crashes. I can't tell because 3 happens every time I play.

3: My guns can lose their viewable texture. I'm walking around shooting zombies and suddenly my guns remain suspended in the air and I can still fire, but I can't see my guns. I believe this has to do with the grip (drop) being accidentally pressed, but am not sure as this doesn't happen every time the grip is pressed at the same time as the trigger.. I know i played only 12 minutes but it is really eye exhausting with no ending gameplay. You only lose if your eye gets hurt and you close it.. Love this game it is a whole lot of fun. I must say tho I think that the devs should add another level for the dark. Will it be available for a Mac soon?. I enjoyed playing this game, definite throughback to the older Dragon Warrior/Quest games. As of now though, it has a very small community, limmiting the multiplayer itch. The game itself seems unfinished, and last time I checked all main servers were down. If/when Silk(games) recovers from health issues and is able to update as planned, things may change.

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