
Music: Delone

Title: Oik 2
Genre: Casual, Indie
Developer:
Crew Lab
Publisher:
Crew Lab
Franchise:
Oik
Release Date: 28 Mar, 2017

a09c17d780

Minimum:

OS: Windows XP, 7, Vista, 8, 8.1, 10

Processor: Intel Celeron 1800 MHz

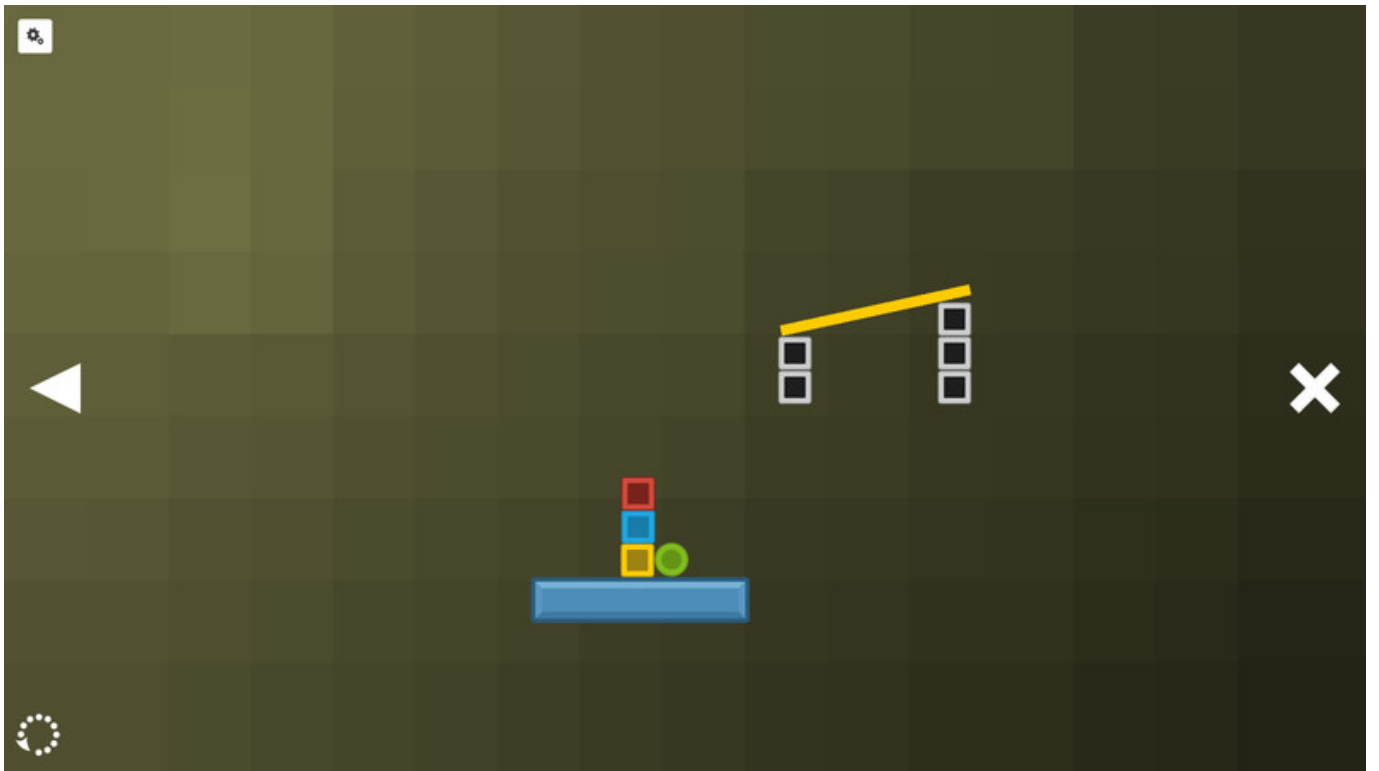
Memory: 256 MB RAM

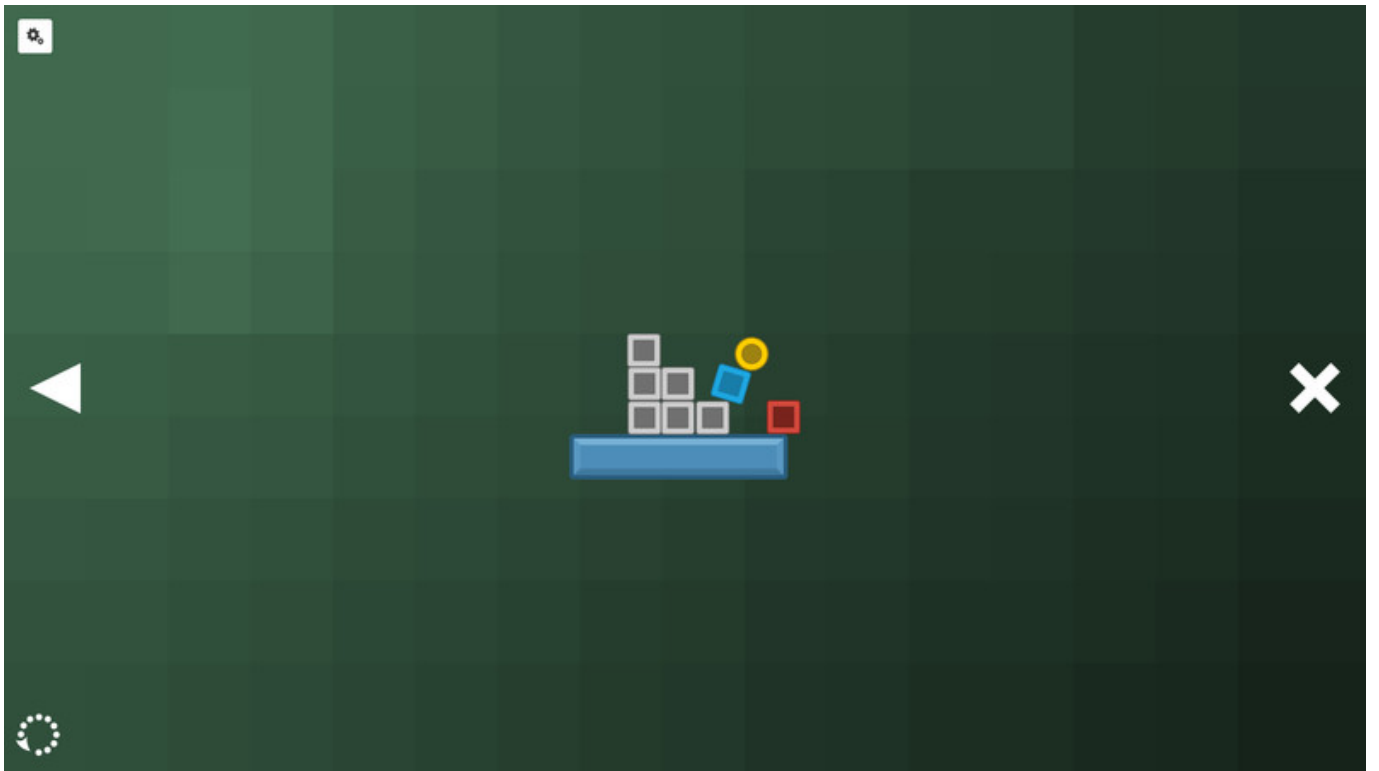
Graphics: Intel HD Graphics

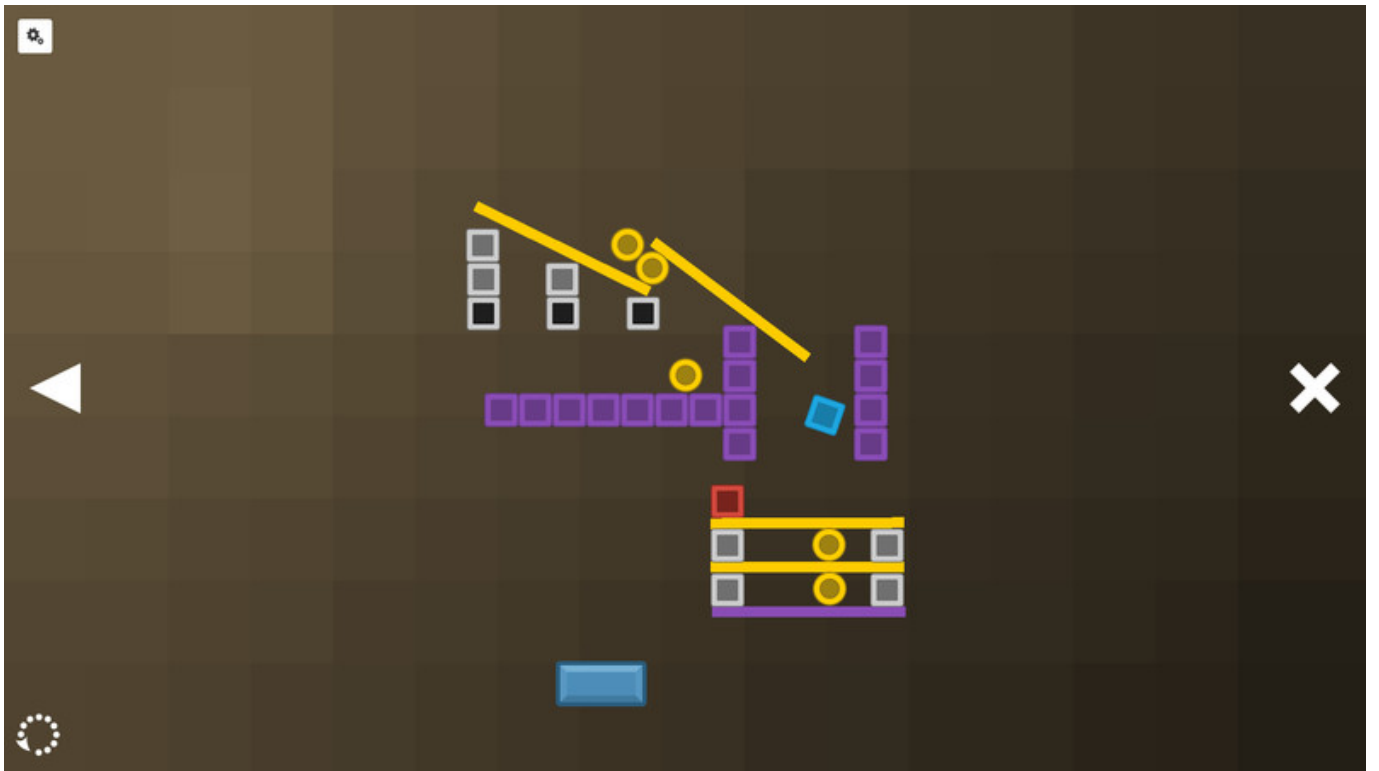
DirectX: Version 9.0

Storage: 15 MB available space

English,French,Italian,German,Arabic,Bulgarian,Hungarian,Greek,Danish,Traditional Chinese,Simplified Chinese,Korean,Dutch,Norwegian,Polish,Portuguese,Romanian,Russian,Thai,Turkish,Ukrainian,Finnish,Cz







oik 2 walkthrough. oil 2 stroke. oik 2 steam. oil 2 horse. oik 2 gameplay. oik idola cilik 2. oik idola cilik 2 sekarang. oik 2 achievements. oil memory 2. 2 cycle oil. pik ba golf 2

Better than the first one. There's music, levels actually hard and actually make you think unlike the first Oik which is bad. The levels get more creative around the end and suddenly nerfed itself thus giving it a non-satisfying ending. Like it better than the first, truly the sequel to a ♥♥♥♥♥ game can't get any lower than up.. Oik 2 is a significant step up from it's predecessor, something we haven't seen in the last few Zup! games. It's surprising, and refreshing. All this considering the original only came out last month.

I loved that Oik 2 focused on designing quality levels overall. At least 30% of these levels will pose a serious thinking challenge to the player. While there are a few simple levels, especially early on, the later levels will create a small challenge. These difficult sections offer achievement hunters more ways to exercise their brain to figure out the correct combination to finish a level, while still being able to finish the game in a short amount of time. I was able to 100% complete this game in just under an hour, and I believe many other veteran Zup and Oik players will be able to do the same.

I should note that this game is really for a certain demographic, folks who enjoy hunting achievements/completionist games, and those who are familiar with the Zup! franchise; however, the game is simple enough for any new players, I just suggest you start with the first Oik or Zup! before you jump into this game, as I felt the difficulty was higher than any previous games.

As someone who has been incredibly critical of Zup!'s sequels in the past, I urge the Oik developer to continue making strides positively changing the Oik series, adding more blocks and difficulty curves to prevent themselves from being stuck rehashing the same games two more times.. A fun puzzle game and good for gaining more achievements!. PROS:

+Harder than the first Oik.

+The music is relaxing.

CONS:

-RNG.

-Difficulty curve.

-Not original at all.

-No new mechanics. (I'm pretty sure)

-Achievement spam.

CONCLUSION: Basically a Zup! clone. If you want achievements and better puzzles just buy Zup! Zero.. Basically Zup! in a different skin. Easy Achievements

Easy Perfect Game

Easy Life. Another minimalist puzzle game with blocks. I like this game better than Zup! because it has calm music and you have to beat a level without explosions. Also the added challenge of getting rid of red blocks makes it more interesting.. Has enough achievements to last an entire year if your goal is to get an achievement a day. 10/10. Oik 2 is a fantastic sequel to what was a great little puzzle game inspired by the Zup! series. This offering contains over 60 levels, 365 achievements, Steam trading cards and some degree of challenge in the hour or so it takes to complete.

Like Zup! the aim is to land a specific block in a zone by interacting with other blocks - instead of exploding them as you do in that game to create a physical chain; here you are required to interact with several blocks, balls and ramps; some of which require perfect timing to land the blue block in the landing area. Most puzzles can be solved through simple trial and error but others can be far more complex that you really appreciate the level design at times.

Don't think of this as a Zup! clone - it's a great game in its own right that is well crafted and great value for money. Whether you are after raining achievements or a nice cheap game with trading cards to boot; I'm sure everyone will find something they like here so check it out and the original too.. Pretty Hard at mid game but the rest is easy....similar to the Zup! Series.

Simple nice game. Achievement spam is funny, and game is too short of it to get old.. 1 Hour and an half of a good game, A good logic game.

Amazing low price. Great Game. 365 achievements within 40 min, with cards ! Get it.. Not surprising, Oik 2 is similiar to Oik. You remove blocks and planks to get your blue block on the home plank. There are two differences other than the puzzles themselves between the two games. There is the addition of balls, which I enjoyed. The other difference I didn't enjoy. Puzzles seemed to be the somewhat random in the movement of these new balls and maybe in all puzzles in general.

For the most part I was able to easily get through the puzzles with ease. I got stuck a few times and what I found was doing the exact same thing on each reset would yield different results. I would remove one block only triggering a plank to become inclined and start the ball rolling. Where that ball ended up changed. I didn't like that aspect of it, if it was intended or not. One puzzle really had me getting frustrated because of this. You had no idea if you were doing it right and just needed to keep repeating the pattern until you got the desired result or if you were wrong and had to try something else for 30 times until you got the desired result. I went to the guides for help. What I found was everyone seemed to do it differently. Watching a playthrough showed someone else struggling to get it to work too. I did his winning combination and it took me 17 resets going through the same pattern to finish it and it finished in a different way.

Having said that, the vast majority of the puzzles were very easy and were relaxing and fun to do. I still finished the game rather quickly. Like Oik, there is no windowed mode which I would have favored. The music was nice and I will replay it again at a later date for the fun aspects of it.

If you're considering only getting either Oik or Oik 2, then I'd go with the first because of that randomness frustration. But I'd recommend both to anyone who likes those little puzzles. Like, Oik, the achievements come with each level finish and when you finish them all you've completed your achievements. No hidden random weird achievement to get. There are guides and walkthroughs if you do get stuck.. wietna gierka do schackowania wyglądu profilu i wypisywania na nim pierdół. Another 100% 365 Steam Achievements. Improves minorly on the first game, and continues the trend of being just like the ZUP games. Though I do enjoy the game, I can't recommend it due to it being a blatant copy of ZUP.. Nice puzzle game, like Red Remover and many other Flash games on the Internet; fast and funny :). Whooo! This was a toughie! Harder, but also more fun than the first Oik! Can't wait for the 3rd! :D

New puzzle game "qop" from the developer of Zup!:

Hello friends! Happy to recommend you a new puzzle game qop!

<https://store.steampowered.com/app/654900/qop/>. **Last day discount for Hentai energy!:**

A stylish logical puzzle with a nice reward at the end of each level!

https://store.steampowered.com/app/1071680/Hentai_energy/?curator_clanid=33017468. **Oik 5 Now available!:**

Hi, bro!

New levels, new mechanics, new puzzles!

https://store.steampowered.com/app/992050/Oik_5/. **CrewLab on Twitter!:**

Hello friends! Now you can contact us through the official Twitter account!

You can link to it on our Steam page:

<https://store.steampowered.com/developer/CrewLab>. **Oik Memory 2 Now available!:**

Hi. bro!

https://store.steampowered.com/app/781820/Oik_Memory_2/. **TOK HARDOCRE at a discount in the store!:**

Last day discount for TOK HARDCORE in the Steam Store!

Challenge yourself through the hardcore puzzle!

https://store.steampowered.com/app/1053250/TOK_HARDCORE/

Do not forget to leave a review, bro!. **Oik memory 3 Now available!:**

Hi, bro!

New Oik Memory 3 is already in store!

https://store.steampowered.com/app/1025130/Oik_Memory_3/?beta=0. **Oik Memory: Endgame is already in the Steam Store!:**

https://store.steampowered.com/app/1086450/Oik_Memory_Endgame/. **Sarcophag:**

Hi, bro! I recommend you a new game:

<http://store.steampowered.com/app/631830/Sarcophag/>

Boo!

[A Fisherman's Tale Free Download \[Password\]](#)
[Gratuitous Space Battles: The Nomads Torrent Download \[addons\]](#)
[METAL SLUG download no virus](#)
[Joy Climb crack and patch](#)
[Call of Duty : Ghosts - Unicorn Pack Ativador download \[pack\]](#)
[Reprogram Activation Code \[crack\]](#)
[One Day in London Ativador download \[key\]](#)
[Cell Defender full crack \[hack\]](#)
[A five-day tour in the morgue Ativador download \[crack\]](#)
[Ohmicide Torrent Download \[portable\]](#)