
Wonder Boy: The Dragon's Trap Activation Code [portable]



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About This Game

Boasting beautiful, hand-drawn animations and a re-orchestrated soundtrack, the cult classic returns with a unique blend of exploration, action, and adventure!

Cursed into a half-human, half-lizard monstrosity by the Meka-Dragon, you are in search for a cure! The only way you can return to human form is to find the Salamander Cross, a magical item with the power to remove curses...

With each dragon slain, the curse intensifies, transforming you into different animals! Explore large, interconnected locations populated with grumpy monsters and exotic dragons!

Play as the game's classic character, Hu-Man, or as his brand-new, long-awaited co-star Hu-Girl. You can also inhabit Lizard-Man, Mouse-Man, Piranha-Man, Lion-Man, and Hawk-Man, and use their unique abilities to uncover the land's deepest secrets. Enjoy 3 difficulty levels catering to players of all types, and switch from modern graphics and sound to 8-bit graphics/audio at any time - even during gameplay!

Title: Wonder Boy: The Dragon's Trap

Genre: Action, Adventure, Indie

Developer:

Lizardcube

Publisher:

DotEmu

Release Date: 8 Jun, 2017

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Minimum:

OS: Windows 7

Processor: Any

Memory: 4 GB RAM

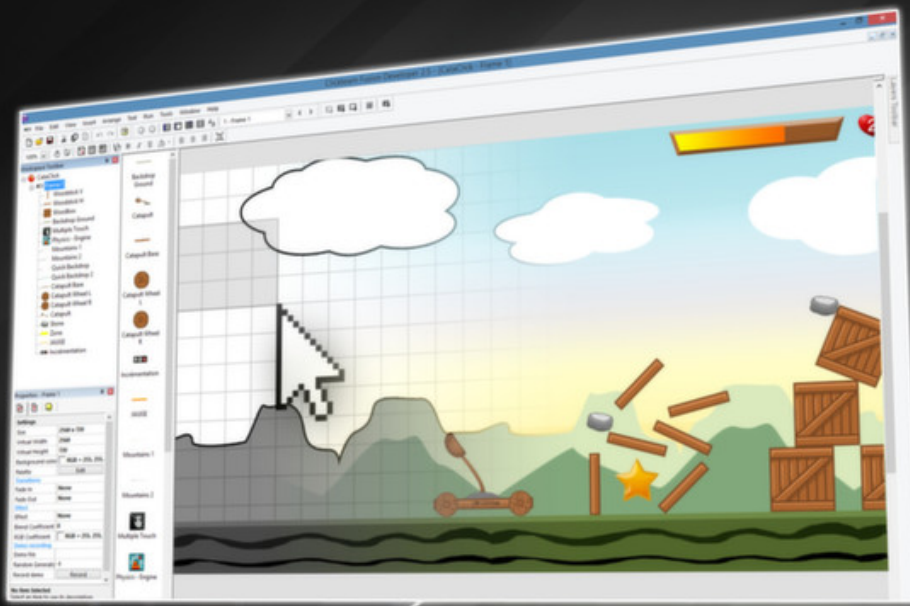
Graphics: Intel HD Graphics 4000-5000 series (game in 720p)

DirectX: Version 10

Storage: 1100 MB available space

English,French,Italian,German,Japanese,Russian,Simplified Chinese,Polish,Swedish,Traditional Chinese





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Happy to have gotten it for free. I believe for reserving. That being said, I cannot justify a 10 dollar price tag for something such as this. It was out same day as the game. therefor falls under content made and actively stripped to be added later for a price. Sorry chaps. Have you guys even made a really "Good" fable since Fable 1 and Fable the lost Chapters?. With Moorhun games it's hit or miss

The same can also be said about casual-ware

If you're looking for a practical fun game that can be played in small segments and doesn't require a lot of loading or setup, Strike's Back is a satisfying game to open\close in between spreadsheets during your work day

It takes a lot from the catapult idea in Angry Birds but then applies the concepts introduced in the original 80's board game 'Crossbows & Catapults.'

Like Bubble Pop and Match 3 titles you find yourself repeating early levels for better scores and more coins used to unlock better pieces and weaponry for your castle.. I usually love all manner of word games, but I played this for 10 minutes and found it so boring that I actually deleted it. There doesn't seem to be anything challenging or interesting within this game. You drag letters together to make words and earn points. The gameplay is clunky and slow. The challenges are boring: "make a word in 180 seconds" or "make a word with exactly 3 letters". This could possibly be more of a children's game - except that the colors\graphics\gameplay won't keep the interest of a child either. Sorry I wasted my money.
.[game was completed at time of writing]

the puzzles were really satisfying to solve and the difficulty curve is smooth

every now and again a level introduces a new mechanic, after which the levels incorporate it into puzzles.

if you're *into puzzle games*, this was fun.

if you're *not into puzzle games*, I imagine you'll clear around 70-80% of the game comfortably.

if you're *really really into puzzle games*, unless you only want extremely difficult puzzles, this is still fun.

it says i've cleared 85\87 puzzles, but i cant find any unfinished ones now. im guessing this is a slight mistake that'll get patched.. Good fun to have a pop at when you have some free time and fancy some tunes, my kids love this but I find myself taking over most of the time, good mix of tunes, haven't come across any issues what so ever, could do with some more tunes but im sure that will come in time. Worth buying for sure . I would recommend this. Its definately worth a try :). Music tastes are quite subjective, so whether I'd recommend this soundtrack or not is based on what kind of game music you enjoy.

The one good thing I'll say for sure is that unlike the original soundtrack, which is compressed to 128 kbps, this one comes in lossless format.

What I find puzzling is that this is called an "Arranged" soundtrack even though none of the tracks resemble the original soundtrack. I was expecting arranges of "Cyberated City", "Transparent Stream", and the like, not an entirely new soundtrack. Misleading advertising, to say the least.. Each of the classic doom games comes with level files (PWADs) and the engine to run them. While the levels are authentic, fun, and challenging, you should note that the engine that comes with this game is abysmal. It has terrible controls and a low resolution (320 x 200 pixels) that cannot be changed. It is completely unplayable, in my opinion.

Your only real option is to buy this (for the level files) and then download a free and open-source port (ZDoom, GZDoom, etc.) to run them. These source ports will allow you to customize the resolution, controls, and graphics quality. Some ports will allow you add dynamic lighting, anti-aliasing, z-dimensionality, various automap additions, high-quality sprites, particle effects, etc. If this sounds like too much work, then you probably shouldn't buy this game. If you try to run it through Steam, you'll be very disappointed.

As far as the levels themselves are concerned, they're great! I am having a blast playing through them!. Would not recommend. Very basic, animations janky, gameplay way bellow average. May very well improve but for now I'd def wait to see those

improvements happen.

Its like those puzzle games that have really simple mechanics, but are really hard. This one is more skill based than puzzles though. Overall, its pretty good.. Beautiful! Stunning! I felt like I was on a LOTR movie set. Really looking forward to the full release. Everything about this is great. Very imaginative. The first experience that made me feel like an actor in a movie. Great work devs!. O que falar de Hare...

Hare \u00e9 um jogo muito divertido, tem um gameplay fren\u00e9tico e possui variadas formas de gameplay, possui uma plot que te faz querer chegar at\u00e9 o final e tem um otimo grau de dificuldade, gostaria de parabenizar aos desenvolvedores por criar um jogo que trouxe a mim algumas memorias da minha infancia, quando os jogos eram bons.. Game has great potential but too many serious breaking bugs and missing features. During the 5 hours i played i encountered 2 game breaking bugs (AI players running through walls and players stuck in impossible situations where no move is legal). The team editor is broken so you cant change the nema or stats of your players. Some times the game fails to render icons during the matches. There is also no way to affect the starting positions of your players. That means that custum players are meaningless because you migh end up with your blockers on the end sides and runners on the scrimmage line. This game is not finished and should not have left alpha stage.. Cool assets that help offset the ugh factor that a lot of Paradox-made houses and commercial buildings have

Also helps to support a modder who's made over 300 FREE assets

So, here's what you do, buy this and support him - and THEN download ALL his content - to support him some MOAR :D. Costs a bit more than a pizza and makes playing Dota more fun. Also probably the best battle pass yet + I don't mind paying Valve a few bucks per year for all the great support and treatment, heck they even support Vulkan and open source platforms (runs like a dream on linux) while poor LoL is technically years behind in everything.. I remember when I was 7 and playing this game on my iPod, it's such a great game and it brings bach awesome memories for me! ;). Looks bad, plays bad. Save your money.. This game is classic Nintendo hard.

If you like retro games like Ninja Gaiden or Strider then you're in for a treat.

~PROS

- Solid Retro Style Gameplay
- Puzzle like platforming
- Good Soundtrack
- Level Select Feature
- Easy to Learn/Hard to Master
- Leaderboards

~CONS

- Lack of Full controller support (D-Input Only?)
- High Difficulty
- Trial & Error Level Design

GAMEPLAY

All the classic NES type stuff is in this game & you could even play it with a USB NES controller if you have one. You move left/right. Jump with one button & attack with the other. You can crouch under projectiles and attack while crouching or jumping. UP+Attack is to throw a grenade & there's a special pick up that gives you a slightly larger attack radius & if you have at least 2 stacks of it you can use your Berserk power which gives you invincibility & upgrades your attack to god like levels for a few seconds. Every time you take damage you lose one stack of berserk, so you gotta not get hit to keep it up.

The game is pretty hard & gets harder as you progress. It even has that annoying knock back effect when you get hit & yes, I've been knocked back into pitfalls quite a bit. Classic NES difficulty right there. It's not as hard as Ninja Gaiden, though. The levels do get easier as you learn your way around them & get used to how the game plays. Nothing ever really feels like it's unfair. It's just challenging.

It plays like any classic NES action platform game similar to Ninja Gaiden or Strider. Each level has a two or 3 parts to it with bosses at the end of each segment & checkpoints in case you lose a life. If you lose all your lives it's back to the very beginning of the stage & you get 3 lives per level with a hidden life somewhere in each stage for a total of 4 lives. Once you beat a stage your lives reset to 3 for the next stage regardless of how many lives you have.

The downside to all this is you will die a lot the first time you play through it. The game seems to be based on a trial & error type design. Once you know your way around a level & how to beat the areas/bosses it gets a lot easier. Everything is set up so you can easily beat it once you know what you're doing. A good example is when I first played through Level 2 I died quite a few times & had to start over more than once, but now I can play through it without dying that much.

FEATURES

The level select feature is kind of like Volgarrr the Viking (if you've played that game you'll find this game easy by comparison). Once you beat a stage you can skip it & go to the next stage the next time you play via the level select menu.

There is also a High Score feature. Once you beat a level, you get a score. These don't really matter unless you want them to. You can always go back & replay levels to try and beat your high score & upload your best total score to the Leaderboards. High Scores are based on how much health, lives & upgrades you have at the end of the level as well as how quickly you get through them.

The game also has some cool cutscenes similar in style to Ninja Gaiden.

OVERALL

Overall, I'm not too far into the game but I've seen enough to recommend it. It's got all the stuff Retro fans will love so if you like old school games then you should pick this one up especially if it's on a good sale.. The Inner Darkness is a fun, fairly short, puzzle-solving 2-D platformer. I completed this game in under an hour and for the price that's fair but still could of been little bit lenghtier. I love old school NES style graphics and the game looks great. The purplish grey darker colors with the contrast of bright Super Mario World colors are in good taste. The game's controls are well-polished and I came across no glitches while playing. Presentation and the controls are the strongest points of this game but then we get to the puzzles...

Basically, all the puzzles revolve around a function of the game where you switch from the light side to the dark side. There will be obstacles in the light side that don't exist in the dark side and so on. It's a fun idea, not the most original, but relatively it's an under used gameplay mechanic. Variation is lacking very much in this game. The puzzles are moving boxes around to get to a higher platform. There are some really good puzzles that were challenging and others that were way to easy for where you were at in game. Challenging aspects a side, all the puzzles involve moving boxes to get to the next puzzle that involves moving more boxes. Then you occasionally you have to run from some tentacle darkness monster and that takes about a minute then back to the boxes.

I know I'm harping on the repition of this game but I did still enjoy it. It was a relaxing, good-looking 2-D puzzle solver. The price was I guess about right but I wouldn't suggest playing it, it was fun but too repetitive. I was just expecting more from this game, it just seems kind of empty to me.

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