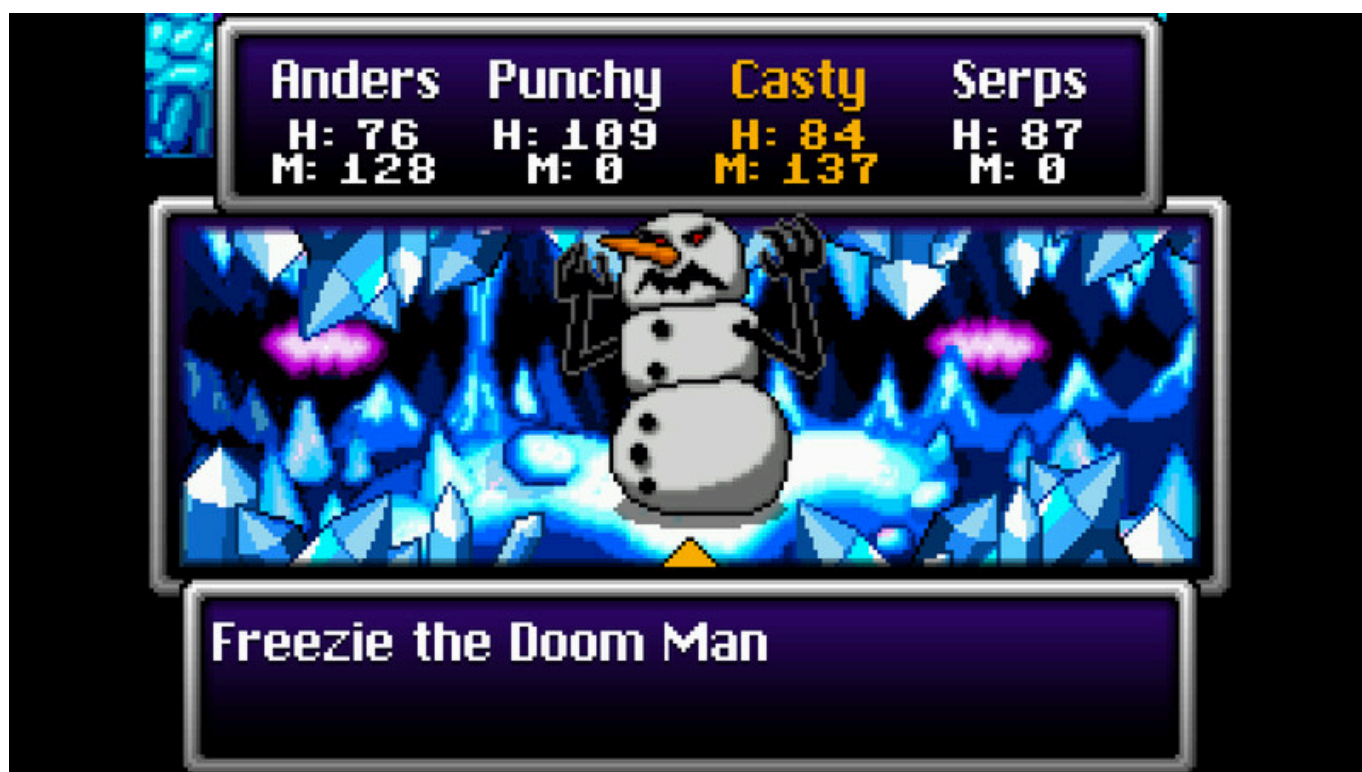

Dragon Fantasy: The Volumes Of Westeria Download 1gb



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About This Game

Experience an all-new old adventure! Fight your way through hordes of strange, silly, and scary monsters! Explore the caves, castles, and dungeons of an ancient evil! Meet warriors, princes, pirates, zombies, and crazy old woodsmen in a huge world of epic retro adventure! Authentic 8-bit artwork and an original soundtrack by renowned Bay Area 8-bit musician Crashfaster keeps the game true to its retro roots.

Title: Dragon Fantasy: The Volumes of Westeria

Genre: RPG

Developer:

Muteki

Publisher:

Choice Provisions

Release Date: 9 Apr, 2015

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English







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Dragon Warrior (NES) meets EarthBound (SNES), in a great meshing of gameplay that will have you hooked for hours. I myself prefer the 8bit mode to enjoy this game, as being in my 30s I've been raised on the 8bit genre - but you can enjoy this hidden gem in 8 or 16 bits (music and gfx toggleable seperately in the config screen).

This game is addictive if you liked the old dragon warrior games on the NES, you'll love this. I won't spoil the fun, but I've gotten through the 1st two caves and found the 3rd one (and died...). Luckily, I had my progress recorded on the imperial scrolls of... well, you get the point. It's just like Dragon Warrior/Dragon Quest series (with a splash of EarthBound's humor on the monsters/battles and hidden stuffs). Secrets items abound so do look around. Should be a fun play-through for anyone with a hankering for some more 8 (or 16) bit games.

Updated to let everyone know it works with a SNES or USB-SNES controller, use SCANCODE emulation in joytokey program to make it work with retro-controllers.

Fully Recommended.. Really enjoy this game. It is fairly short but is highly amusing. It feels very similar to early dragon quest/warrior games. It goes on sale fairly often and you can get it crazy cheap. I recommend picking this one up and if you like it grab the 2nd part too.. Hello Friends! Welcome to my review of Dragon Fantasy: The Volumes of Westeria. This game plays like how the original version of Final Fantasy IV after years used to play [as..in chapters. Basically, you have 4 chapters to pick from, and each has a main hero that you play in it as. I suggest playing them in order of 1,2,3, then M. This game is continued after ending to the second game, which is also on steam. i plan on playing it after this review. Yes, this is a RPG maker game, but it is done well. I did experience an error, and the monster recruiting change building was not explained at all, so i needed to figure that out on my own. So here are my pros/cons list:](#)

PROS:

- [Classic gameplay](#)
- [Chapter oriented](#)
- [Nice music](#)

CONS:

- [You may experience a bug where the game just shuts down. I did. I figured it was my screensaver, as this issue has happened with some older games before.](#)
- [The fact the game does not end is kinda annoying. The good thing you can continue the story on the next game though. Hopefully it ends on that one.](#)

[So i recommend this for old skool rpgers for the graphics and gameplay. I do not recommend for someone that wants graphics and a deep storyline.. I had lots of fun completing all the stories of the game. I really like the writing and the humour.](#)

[Working fine on Linux.. Completed the whole game.its great.nostalgic. Nice basic RPG. get it while it's on sale.](#)

real fun game, i love playing turn based rpg's like this, def recommend it if you're into this genre. Fun to play and just fun to watch all the conversation and silliness lol Minecraft chapter was pretty cool with all the game self-awareness hahaha Definitely recommend! Onward to see the continuation of this story.... This is a great game that kicks nostalgia into overdrive.

The game is a little short but still manages to deliver a satisfying story. The first chapter is the meat and potatoes of the game while Chapter 2 & 3 add other perspective to the story but are much shorter. The fourth chapter, or the intermission, is more of a joke chapter that can be skipped.

This game follows the JRPG formula to a T. If you don't like JRPGs you probably won't like this game but if you love JRPGs then you should love this one as well. It doesn't try to be unique and then lack to deliver, it tries to be exactly what it is: a classic.

The only negative thing I can say about this game is that the short chapters leave you wanting more. They are ended abruptly and don't feel like they have been concluded.

You can view my playthrough of the game here: <https://www.youtube.com/watch?v=MaZ9okxhtZI>. This is yet another retro-pixel 8 bit game with a few notable differences. It doesn't seem to have been made with the terrible RPG-Maker engine which does make the game slightly more appealing. It's written slightly better (but not that great) than most retro JRPGs trying to cash in on the success of Final Fantasy.

Regardless, this is still just a cash grab driven by nostalgia, the graphics are very lazy retro-pixel (it's 2018 now, let pixel graphics die).

I would give this 5/10 for not being a rubber stamp RPG-Maker game, but it's still completely derivative. Go play Final Fantasy if you want this kind of retro experience.. I... I just can't finish it. It's too boring.

There are funny jokes here and there and some character sprites are neat, but the gameplay is just too... archaic. Saving system is unpleasant and the idea of "if you have problems with battles just grind levels and spam attack-attack-attack in every fight" is pointless. I would much prefer to fight 1 werewolf with cool interactions than spamming a single button.

Interface is easy to learn but unpleasant a thousand times. Graphics have problems - the tiling system used on maps is very limited and creates incohesive mess, even RPG Maker engines do this better. The music is cute, but in some cases it's poorly looped and annoying.

The story - at least the part I saw - is aimed at children. Nothing bad about it, it's just something to remember.

Maybe if I would play it on an NES 30 years ago I would be fascinated, but not anymore. There is a difference between adaptation and an imitation, and this game is limited by its own inspiration. I'm sad.

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