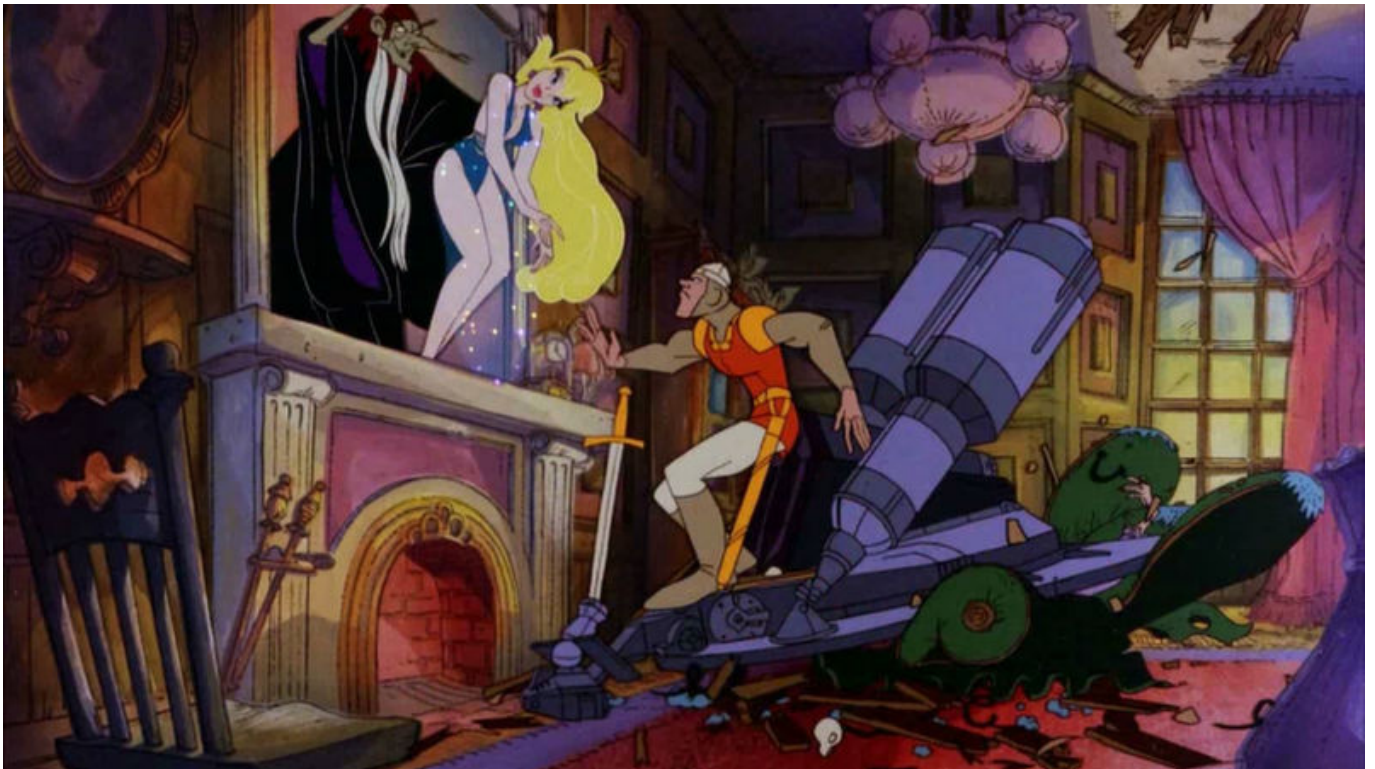

Dragon's Lair 2: Time Warp Download Lite



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About This Game

Dragon's Lair II: Time Warp, the followup to Don Bluth's arcade classic Dragon's Lair, can now be enjoyed on your PC. This fully arcade authentic version includes all of the original scenes you've come to enjoy, and even the unreleased Director's Cut ending not seen in the arcades. Other bonuses include a full watch feature to sit back and enjoy Don Bluth's stunning animation.

Princess Daphne has been spirited away to a wrinkle in time by the Evil Wizard Mordroc who plans to force her into marriage. Only you, Dirk the Daring, can save her.

Transported by a bumbling old time machine, you begin the rescue mission. But you must hurry, for once the Casket of Doom has opened, Mordroc will place the Death Ring upon Daphne's finger in marriage and she will be lost forever in the Time Warp!

Bonuses Include:

- Full Watch Game
- Deleted Scene - Pirate Ship Animatic

Title: Dragon's Lair 2: Time Warp
Genre: Action, Adventure, Casual
Developer:
Digital Leisure Inc.
Publisher:
Digital Leisure Inc.
Release Date: 16 Jun, 1991

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Minimum:

OS: Windows 8

Processor: 1.8 GHz dual core CPU

Memory: 2 GB RAM

Graphics: 256 MB GeForce 8800, Radeon 3850, or Intel HD 2000 Graphics

DirectX: Version 9.0

Storage: 2 GB available space

Sound Card: DirectX Compatible Sound Card

English,French,Italian,German







How could you not love Don Bluth games from the golden age of gaming.

No substitute for the original but enjoyable all the same.

Get it when its on sale.

Jacko Rating

7/10. It brings back good memories.. Much like Space Ace, this port of Dragon's Lair 2 is the same as the port of the first game, but without any of the special features, making it not really worth the ten bucks.

Dragon's Lair 2 is longer than its predecessors, and yet much less coherent. Its just weird. The plot follows Dirk (still a silent doofus) trying to rescue Daphne (still an over-sexualized caricature) from an evil wizard, who wants to put a cursed wedding ring on her finger that will turn her into a monster. He does so by stealing a futuristic time machine (that speaks with the voice of a stuffy old English guy) from a Scottish snake and using it to pursue the wizard (who is the time machine's brother!?) to other lands such as the Garden of Eden (occupied by fat campy angels and an aggressive, obese Eve) and Alice's Wonderland (which manages to be weirder than you'd expect). Its downright trippy.

The individual scenes are much longer here than in previous games, meaning if you screw up you better be prepared to play back through the whole five-minute sequence again. It does a better job of telegraphing what buttons to push and when than its predecessors, though, making the little button prompts at the bottom of the screen obsolete, especially as they can lead you astray if you're following them blindly.

This is because the game has a whole "treasure" mechanic, where there are several treasures hidden in each scene that you must collect to be able to access the game's ending. If you reach the last scene without all the treasures, it makes you start all over again. They're a nightmare to find without help and the button prompts never prompt you to grab them. I ended up just doing the "watch the game" option so I could see how it ended without having to replay the whole thing over twelve times. Not a great mechanic.. Okay, so I'm a huge fan of the original Dragon's Lair. I played the first game to death on my DSi and Mega CD. Dragon's Lair is a simple yet fun and thrilling game. I understand not everyone is too fond of the trial-and-error gameplay as well as the lack of interaction, but for me thats what defines Dragon's Lair and makes it both charming and compelling as well as the beautiful hand drawn art by Don Bluth, the great sound design and the humour.

I eagerly awaited to play Dragon's Lair 2 for many years, eventually catching it on sale on Steam, snapping it up instantaneously. For starters the graphics are just as amazing as the first, and the inclusion of collectible objects throughout add a speck of replay value and depth.

But I can't say I enjoy this game unfortunately. Dragon's Lair 2 is more difficult than the first, you really can't afford to blink or twitch. But the problem isn't the onslaught of commands needed, but the problem stem from the lack of structure unlike the first game. Dragon's Lair 1 had you travelling through room after room, they're relatively short save for a few that last a little bit longer.

But in Dragon's Lair 2 you're not following this structure, you're just moving forward in rather large sections that feel like they last forever and with checkpoints not being as abundant as the ones found in the first game mean that, especially if you're going for the special items, you're gonna have to see the game over screen a lot. I mean, Dragon's Lair 1 will only have you repeat a 10-20 second sequence, whereas this is much more stingy; being forced to repeat a few minutes worth of gameplay.

But honestly, this wouldn't bother me too much but what makes it all a grueling experience is the inclusion of voice acting. The majority of the first game has very little voice acting. But this game has a lot. Due to the amount of deaths you will have to listen and listen to speech that is repeated every time you retry. Its irritating. I can't play the game longer than just a few minutes at a time because of this. It may sound trivial, but when you play it, you WILL know the pain of repeated voice clips. I honestly do believe this pulls the game down, the first game is hard on newcomers but was never annoying. This annoyed me, and as a result upsets me.

Is the game that bad? Not really. Not recommended doesn't necessarily mean the game is bad, but between this and the first, I would 100% ALWAYS recommend the first Dragon's Lair to this. Its much more balanced, its funnier, has a thicker atmosphere and is simply more enjoyable as a whole.. The ambitious sequel to the innovative arcade game by Don Bluth and his team. The squeaky eye-candy princess Daphne has been kidnapped by the evil Mordroc, who apparently wants to marry her for some unknown reason. While the entire first game took place in the castle, in this one, you travel through 6 different timelines

by using a unique flying time machine.

Another change is this game plays more like an interactive movie; inputting the correct commands to progress through the level as it goes. I am not entirely sure what the difficulty was on the first game, but this one is pretty difficult, especially when you turn off the move guides which serve as the game's training wheels. Then you have to solely rely on the yellow flashes to figure out what direction to go or when to use your sword. To make matters worse, except in the first level, if you mess up, you will restart to the beginning of the level. So you'll need good memorization skills in order to succeed, especially when turning off the move guide to get two achievements.

There are also treasures hidden in each level, which flash yellow when you're nearby. Input the correct direction to obtain the item. You have to collect all the treasures before reaching the final level or else the game will make you restart at the level(s) where you missed them. So overall, this game is a big step-up from the first one; the animation is improved in glorious Don Bluth style, the levels are distinctive to each other, and an increase in difficulty. If you played Dragon's Lair or any laser disc arcade game before, or you are a fan of Don Bluth movies (like me), or you just want a challenge, I highly recommend this game.. Great sequel to the groundbreaking arcade classic with a great time travel plot and beautiful animation. The game is really fun but you should play the original one first. Dragons Lair 2: Time Warp plays much like the first game, except this time it is more difficult. This game should only be bought to complement the first Dragon's Lair with after you finished the first game. DL2 is honestly more frustrating thanks to needing to find all of the hidden treasures to access the last level and checkpoints being spaced out by entire levels. It is a harsh experience for those learning how to get through each part without hints on, and the repeated dialogue you hear may drive you insane. It doesn't really improve from it's predecessor in any particular way and is more or less the same way of playing except harder. Despite flashes that do give you a general hint on what you should do, there will still be a good handful of times where you are conflicted between two directions it could be, guess wrong, then have to replay the whole level again. It is in my opinion a little worse overall compared to the first game. Only get this if you must have part two of Dragon's Lair after completing the first game and don't mind an additional challenge.

NOTE: Scroll down for summary and rating

If you haven't played Dragon's Lair 2, or any of the Don Bluth games in general, imagine a cartoon animation fused with Geometry Dash. Highly difficult, fast reactions, trial and error, and memory. Dragon's Lair 2 is a challenging full motion video game where you must push the arrow keys and space bar at the right moment.

The story continues from the first Dragon's Lair. After the protagonist Dirk the Daring freed Princess Daphnie from the dark magic of the Dragon's Lair, she gets kidnapped by the evil wizard Mordoc, and must use a time machine, which is oddly the nicer brother of Mordoc and talks. He must travel through different time zones and worlds to save Daphnie once again.

In gameplay, your mission is to push a button according to where a yellow flashing light appears. You have less than a second to react. The button depends on which direction it is from Dirk, the player character, or if Dirk's sword is flashing. If so, use the space bar. For experience, I too found the game pretty challenging. One death and you start over a level. Major levels are about a minute long each, the first level has two checkpoints, and the last two are pretty short. I ALWAYS play without a move guide for the most thrilling game experience. Just like what Nostalgia Critic stated in his review of Dragon's Lair, it's cheating! Without the guide, reaction times are quite slim. However, if you replay some levels and get used to the moves, it shouldn't be that stressful, especially if you are forced to replay the whole game if it tells you you missed a special "Treasure", which brings us to the next feature. Each level has at least one treasure item that flashes with the next move. Collect them all to enter the level where you fight Mordoc. There are also two modes called "Original" and "Director's Cut". In Original, you HAVE to collect all treasures to proceed to the Mordoc fight. In Director's Cut, the treasures are not required, but grants an alternate, easier Mordoc fight when they are all collected. One last thing about level gameplay, most of the levels have a chance to be mirrored, making it harder and disorienting if you played the level before.

For presentation, Don Bluth directed and animated the FMV for this game. Bluth was the legendary animator for some of our favorite nostalgic movies like Land Before Time and An American Tail, and he was called down to do a series of games by Digital Leisure, like this one! The level concepts are really clever and creative. Seeing how Dirk travels through different time zones, there are typical eras like the Prehistoric Times fighting flying creatures. There are even crazier-looking levels like the one where Dirk slides "Through the Looking Glass" into Wonderland! This is one of the most innovative video games I have played, and love it. This is why I like replaying this game. I'm not only watching an animation, I'm playing it!

To conclude, the game is okay. The appearance is outstanding and really takes me back to when I saw "All Dogs Go to Heaven" and "Bartok the Magnificent" as a kid, which were other movies he did by the way. But I do think it should be longer, or the price lower, speaking of price, I purchased this on sale and so should you, my opinion. Bluth is also trying to get back to animation and developing a Dragon's Lair movie. I sure hope he does it!

I rate this game 8V10. To summarize: Great animation, innovative gameplay, creative concepts, but a bit too high for price and a bit too short for length.. This game has a nostalgic pull from my youth, I played a good amount of #1 - but my local arcade never got #2. So on the few occasions when I did see it, I would watch with rapt attention as others played.

I was excited to finally be able to play through this, but it lacks the charm and repeat play of the first game in a bad way. Sequences are long, repetitious and unforgiving, if you miss one step you start must at the beginning of the scene - which makes failing the last few steps in a sequence rage inducing. There is no incentive to play the game twice as the story is linear, the only change being the potential of a sequence being a mirror image of itself (left/right swapped).

I personally didn't get to enjoy the story as I had to glaze my eyes a bit to look for the up/down/left/right/sword interaction.

This game thrived on being cool technology for the time, now it will feed on the nostalgia from our youths.. They updated the game to a non working one.. Again not sure if this is a bad port or a problem with modern pc setups (graphics card or boosted cpu's) but is unplayable.

I am a fan of the original games (Dragons lair 1 & 2 and Space ace) they are challenging games needing quick reflexes, but this game runs like a kid on a sugar rush hyperspeed (video feed so fast you cant see it let alone make a choice) then sometimes sluggish and slow, its controls are unresponsive at best.

original game oldschool reveiw 7V10 this port of it 0V10 (not sure how they managed it)

Refund. Unlike the first game, this game is made more frustrating by all the unnecessary hoops set up. You'll be asked repeatedly to retry 3min long button sequences and if you screw up, you have to start all over again from the beginning. This is not fun. Dragon's Lair and Space Ace are the better games to go for. Dragon's Lair 2 leaves you feeling cheated most of the time, which will frustrate you. One example, is when you progress through half or more of the entire game, only to be notified you missed one fo the bonus treasures. So now you have to start ALL THE WAY FROM THE BEGINNING of the game because you missed hidden button presses. That's complete bull**it.

It's fun for the novelty, but if you want a fun experience, avoid this and stick to Dragon's Lair or Space Ace.

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