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DOWNLOAD TORRENT Dragon Quest VIII: The Cursed King's Odyssey by tejo :->Recension<:-Millions of copies sold in launch days, lines of miles in front of stores, a number of titles have been released by this brand... In short, when it comes to large numbers, you can not help but mention Dragon Quest. Four years and three months after its predecessor, chapter eight of the role-playing series is finally available, which has now won many followers. It was back in 1986, when inside Enix, screenwriter Yuji Horii, artist Akira Toriyama and composer Koichi Sugiyama decided to join a professional partnership to create one of the most successful video game works of its origins to date. And after all these years we will analyze in detail the last work, and probably the first to land on the old continent, where the biggest driver of sales is surely the figure of character designer Akira Toriyama better known as the father of Goku and others, the now famous, but also inflated, series Dragon Ball.The LEGENDARY SCEPTERThe night of the time said, is a scepter having a terrifying dark and evil force , locked in a castle, away from the hands greedy with power and blood, ready for anything in order to be able to rotate. And it will be precisely the theft of this mythical object, by an evil and mysterious clown, which will turn the castle and all its custodians into an evil spell that, in a state of apparent death, transforms them into blackberry plants. So the time has come for our hero, the only one who escaped the curse, to roll up his finger and go look for the sinister clown in an attempt to restore the peace and tranquillity that the world is now threatened by evil forces. The game begins to misdeeds already done, in fact even the aforementioned story is known later, as well as the prologue of the manual, thanks to the expediency of the flashback on which the narrative will rely several times on the continuation of the story. Therefore, immediately captain of a mini party consists of the protagonist and two other characters: a good-natured and fat green monster, Torode, and a robust bandit of our student, Yangus, whose true identities will be discovered only later. As mentioned above, the story unfolds, thanks to suggestive flashback sequences, always drawn from the graphic engine of the game to which we add and intertwine the present events that we, as protagonists, will live by hand, discover other characters and new members of the party: the dear Jessica and the elegant Kukule.La structure of the plot, which turns out to be pleasant and well narrator can be considered as a pilgrimage to the meanderings of the past that we will rebuild from time to time It's like a big puzzle. However, it is worth noting that in the event that we lose track of history, we can always trust our fellow travelers who are ready to give us valid support and interesting information. The sky, the sea, the earthIt is a part of the exact title of this eighth chapter - consisting entirely of Dragon Quest VIII (a line of umi from daichi to norowareshi himegimi) - from which the full vocation of freedom offered by the game in the exploration phase immediately comes to the fore, which is a renewed fully three-dimensional graphic design, allows very wide discoveries. In fact, having begun our journey to the party, we immediately face a very extensive, rich, diverse and reconstructed world in detail, where the dominant necessity is precisely exploring. The fully visitable landscapes that are noticeable as far as the eye can be seen range from the vast grasslands to the snow-covered mountains, from warm deserts to vast marine expanses, from the depths of the earth to the vast celestial areas that finally reach even spheres parallel to our world. Another fundamental and completely new aspect regarding the saga lies in the condition of being able to examine the surrounding environment at any time by simply switching to the first-person view, which often manages to show us a variety of perspectives and details, useful in some cases even in the game. Migration is aided by a detailed map of the geographical conformation of the area, which allows us to understand the areas that can be visited on foot from the start and those that will need other means. In addition, the areas you have already visited are marked on the map, where you can return at any time according to your needs or your history needs. The types of places we can visit are different. Let's start with classic villages and castles, where you have the opportunity to recover energy, save the game and provide useful information. In this type of environment, you can interact with both the population and various objects, such as barrels, vases, bookshelves, wells and bags, in which very often valuable surprises are hidden. Other secondary structures, but no less important, are well-known shops or stalls where you are committed to the purchase of weapons, protections and objects of all kinds valid for the improvement of the party. The last buildings that deserve special mention are the casino, its slot machines, new roulette and the game of Bingo, and the bank, of which it is advisable to deliver the items. In fact, in this case we must defeat the battle we will not stumble upon the classic game over, but we will find ourselves resurrected in a nearby church or chapel, but the money will be reduced by half. On the way to exploring the map, fortunately, we can find refreshing and rescue points the villages or castles as well as we will discover classic dungeons, often huge and imposing in majesty, or mysterious and fascinating places like towers or cathedrals. As for the trip, there is a choice between a variety of devices, such as the cross between a leopard and a Malaysian tiger, the legendary ship and bird, to make the transfers more comfortable and agile with the advantage of being able to partially avoid more random clashes. Tradition and news analysis in detail of the Dragon Quest saga immediately comes to the eye with the news that this eighth chapter, which are not few, but at the same time do not claim to revolutionize the genre. The most valuable is certainly the overall transition to the three dimensions, which favored new and interesting game ideas, such as the one already described in the first-person view, which we can appeal to at any time, both for a purely exploratory purpose and solve puzzles of different types. As for the combat system, we are dealing with a classic system of excess, starting with in-game menus that have not aged at all compared to previous chapters, if not for the additional options available; In fact we find time for the turn-based control and canonical layout in line with the party and the enemy. In battle, the protagonist is the only one that we can control exclusively in manual mode, while the companions are possible both to maintain this kind of setting and to choose some predetermined tactics that measures the turns automatic and leaner. As usual, attacks can be divided into four types: normal, with special abilities, spells (which are used to heal allies and not just allies) and objects. Attacks based on special abilities are closely related to two different variables: weapon equipment and the degree of upgrade of the new skillmaster system: a new game component that allows you to develop different characteristics of group members based on skill points, which you get as the level of experience increases. This kind of offensive, along with spells, manifests itself in a number of spectacular moves seasoned with more light and other effects, but without ever being frustrating the player for too long execution time. Another important novelty of the conduct of the clashes is that the tension system, thanks to which our heroes will be able to store the energy of the super saiam style, is that there is increasing damage to opponents: repeatedly manage to accumulate tension with the devastating of the attack will be devastating, but we need to pay attention to some enemy attacks that are able to erase their impact. Further enrichment of the game is suggested by the scouting option, which allows us to monsters, the only ones seen in the exploration phase, are valid allies in battle, but this is only after challenging and defeating them; And among these monsters, as the faithful of the saga will not miss, we meet the old acquaintances of the series. The last important news is not insignificant in the pot of alchemy, with which you can indulge in certain combinations of weapons, armor and objects of various kinds to create ever stronger and fulfilling ones, and it is also due to the real recipes that you need to find around. VIDEO GAME OR ANIMATION? From a technical point of view Dragon Quest VIII presents itself as the title of excellent craftsmanship, realized with regard to the characters and moving parts, the already known technique of cel-shading makes exemplary way, and that manages to be fully evident to us the unmistakable trait of Toriyama, a true cross and joy of this saga. On the other hand, all the fixed structures in the rooms are made of a 3D canon, but the color palette used textures are so vivid and brilliant that they manage to mix well with the other elements above. In fact, the feeling that the graphics industry offers us exactly is that it is able to move and command the protagonists of a Japanese animation, thanks to a very good characterization of the characters, despite the complete lack of synchronization makes everything a little less attractive and devoid of a certain postoss. The details of the characters and settings are very high and therefore aim to re-enter even deeper into the perception of a fully alive and tangible world where you can get lost in the long exploration sessions, even just to admire the wonderful sunset. In fact, the passage of time takes place in real time, bringing with it the consequences of the case; For example, at night the shops are closed, and the monsters are even more and more powerful. The music of the composer Koichi Sugiyama is, as always, high carat, and perfectly goes in the style of the game in all sectors: both purely visual and narrative; the accepted art genre, the symphonic style, regains the tone of the greats of the Baroque period, such as JS Bach and Antonio Vivaldi, and thus combines the work with added value with great charisma and effect. In conclusion, it's safe to say that Dragon Quest VIII is a very valid title that can make us live an unmissable experience and hours of carefree fun, with an average longevity of Japanese RPG. In short, another option for fans and non-fans to enjoy extraordinary events, full of adventures and dangers, where there is no lack of emotion and a nice dose of irony. Positive>Theo good graphics >Sensory absolute freedomNeas negatives>Some slowdown> lack of synchronizationRea conclusionThe game is worth the candle? Yes Yes. Dragon Quest VIII, like other titles in the series, undoubtedly deserves to be played at least once in a lifetime, at least by all those who do not completely despise the genre. We are faced with the title that despite some mistakes (see the lack of synchronization), appreciate the spontaneity and compactness suggests RPGIAN systems might be a little too classic, but that they manage to always give new ideas of improvement through small renovations, that, however, is probably the choice, never the way to pure innovation. The revolution can turn their noses upside down a little at all costs, but in fact it remains the material of a dense and complete game, able to excite and entertain a wide range of users.:->Screenshoots of the game<:->Sase-Technical Board<:-:D Size: 2.52 GB Language: Multi 5 [ITA-ENG-FRA-SPA-DEU] Version: PAL Genre: RPG Developer: SQUARESOFT Official Site:www.square-enix.co.jp/dragonquest/eight/ Release date: APRIL 9 years: 2006 Minimum requirements: Magic swap or PS2 Modified requirements Required: Memory card price at the time of official release: €59.90 :->Note<:-:Seed every day from 9.30 to 11.30pm in the 20-25KB sec band supercore and BAN users bitcomet and bitlord that can still be downloaded from other. [/LIST] [LIST] [*] BITFROZEN[*]JT TORRENT[*]WEBPOINT[*]TORRENTMATRIX[*]MININOVA[*]TORRENTSPY[*]MEGANOVA[*]SEEDLER[*]BTJUNKIE[*]MONOVA[*]NEWNOVA[*]PIRATIC[*]BITENOVA[*]FULLDLS[*]TORRENTVALLEY[*]SOHUNT PEERS. 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