

YUJI HORII

AKIRA TORIYAMA

KOICHI SUGIYAMA

The logo for Dragon Quest II features the title "DRAGON QUEST II" in a large, stylized, 3D font. The letters are red with a gold outline and a glowing effect. The Roman numeral "II" is centered within a blue shield with a gold border. Below the main title, the subtitle "Luminaries of the Legendary Line" is written in a white, outlined font with a red glow. A small "TM" trademark symbol is located to the right of the subtitle.

DRAGON QUEST II
Luminaries of the Legendary Line™

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DRAGON QUEST II
Luminaries of the Legendary Line™

Dana Naidas
Bruce Maxim
CIS 487
9/16/2020

The logo for Dragon Quest II Luminaries of the Legendary Line. The words "DRAGON QUEST II" are rendered in a large, 3D, red and gold font with a white outline, set against a blue shield with a gold border containing a white Roman numeral "II". Below this, the subtitle "Luminaries of the Legendary Line" is written in a white font with a red outline and a trademark symbol (TM) to the right.

DRAGON QUEST II
Luminaries of the Legendary Line™

▶ Venture Forth

Yuji Horii

Creator, Scenario Writer, and Designer of DQ2 and many installations of Dragon Quest, even some spinoffs!

Game Designer and Scenario Writer



Akira Toriyama

Character and Monster Designer for every installation of the Dragon Quest Franchise



Koichi Sugiyama

Composer, Conductor, and Orchestrator

Mostly known composing and directing the music in DQ



Koichi Nakamura

President of Chunsoft, director, and lead programmer of this game.

Worked on first 5 installations of the DQ series



$$\begin{array}{r} 4.99 \\ 6.49 \\ 12.49 \\ + \hline 49.99 \end{array}$$



DQ1: 4.99



DQ2: 6.49



DQ3: 12.49



Physical DQ Bundle: 49.99



100 years after the first game.

Hargon, seeks to ruin the peace of the world and attacks Moonbrooke.

A soldier manages to escape and informs the king of Midenhall of the tragedy.

Your father encourages you to take on this journey and defeat the evil!

Team up with your cousins who are also heirs of the great hero on this adventure towards light.

Clear dungeons, collect relics, weapons, keys, and sigils to make your way to the final boss.



Adds on and improves aspects of the original Dragon Quest game:

- Party Members so you aren't lonely
- New spells to aid on exploration in the overworld and in battle
- New monsters to love and to hold (or beat to death)
- More than one save point
- You can teleport between towns
- A boat you can travel the high seas



Classic Turn Based RPG

Randomly encounter enemies through the overworld and dungeons

Lower monster HP and level up

Heal members at Inns and resurrect fallen comrades at Churches

Choose all your party moves first and who attacks first based on speed and sometimes luck

Luck is major component in this game due to RNG in programming

- encounter rates
- probability of spells taking effect
- metal slime loitering

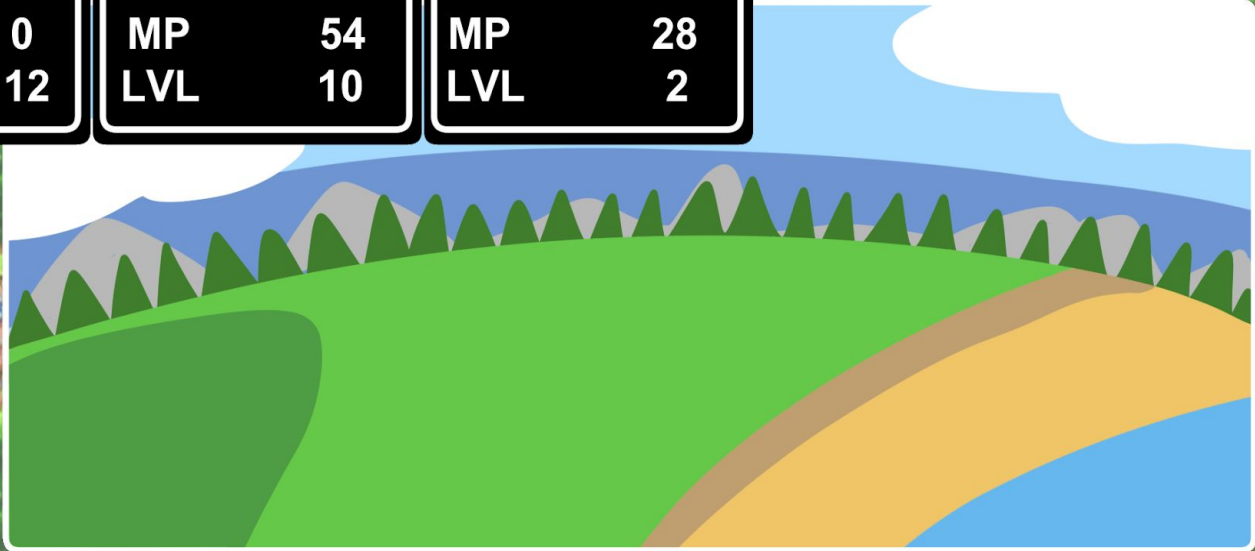




| You | |
|-----|----|
| HP | 35 |
| MP | 0 |
| LVL | 12 |

| Cannock | |
|---------|----|
| HP | 28 |
| MP | 54 |
| LVL | 10 |

| MoonBrooke | |
|------------|----|
| HP | 18 |
| MP | 28 |
| LVL | 2 |



- Attack
- Flee
- Defend
- Items

Enemy Group 3

The Positives

This remake made the game much better to look at, since more advanced technology.

It's colorful. Added more monsters. Added friends. More spells to tinker with. It even has quicksaves, so heck yeah.

And it's on the switch so it's portable too, so you can ragequit whenever you want.



The Negatives



The random encounter rate is too darn high

There is no handholding at all so you're just in the dark for most of it, so a guide is likely needed

There aren't any hints in the walls to where the exit is in some rooms

Those kamikazee monkeys...

The Path to Rhone is nonsense.




Story

DRAGON QUEST II
ドラゴンクエストII 悪霊の神々

**Dragon Quest II:
Luminaries of the Legendary Line**

A sequel set one hundred years after the events of the original. The game introduced the party system and established the basics of combat that would be used in every iteration thereafter. Known for its perplexing puzzles and hard-as-nails monsters, DQ II boasts a well-deserved reputation as the toughest in the series.



Downloading...

96%

42 / 43

To prevent data loss, make sure you
are on a stable connection.

Compare

The hardest game in the series.

Remakes of the game were made easier due to the original's buggy programming

Final Fantasy released the same year as DQ2 because Square saw how well DQ1 did and allowed Hironobu Sakaguchi to make his RPG

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DRAGON QUEST II

Luminaries of the Legendary Line™

▶ Summary



The logo for Dragon Quest XI S features the title in a stylized, 3D font. The word "DRAGONQUEST" is in blue with a gold outline, and "XI" is in gold. A silver sword with a gold hilt is positioned to the right of the "S". The background is a blue sky with white clouds, a purple ring, and a pink dragon silhouette.

DRAGONQUEST XI S

Echoes of an Elusive Age
— Definitive Edition — S

Bye.

References:

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