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About This Game

The 99 Dragons Clan has been murdered. Even worse, the ancient artifact they guard, stolen. With its power, one can trap the souls of the living and resurrect those who have crossed over. As Drake, a member of the 99 Dragons, you have been mysteriously brought back from the dead to right these wrongs. Using supernatural weapons, martial arts and firearms galore, you will exact furious, brutal revenge and reclaim the artifact before it becomes the ultimate weapon of evil.

Key Features

- 3D action-shooter visualized in an animated Batman™ style environment
- Five seamless game stages with 25 intense missions intertwined with 30 characters in an in-depth storyline
- Discover the secrets of the “Undying Dragon” and the 3000-year old conflict of rival supernatural forces
- Choose from an array of firearms, short and long blade close combat weapons and thrown melee weapons
- Go into slow motion or Freeze Motion™ mode

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- Utilize ancestral powers to summon a large ethereal dragon to fight at your side
 - Run up walls and back flip off them while firing your guns in any direction
 - Feed on the souls of the dead to replenish your health
 - Features various improvements over the console releases
 - Download includes a promotional comic

Title: Drake of the 99 Dragons
Genre: Action
Developer:
Idol FX
Publisher:
Majesco Entertainment
Release Date: 3 Nov, 2003

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English







In Soviet Russia the citizens declare war on the kingdom insted. unlike RPG Maker VX, RPG Maker XP is the original game maker, VX has a lot more stuff than XP but XP is cheap than VX, even cheaper with the 80% discount! im like new to this so im learning.. what in the actual\u2665\u2665\u2665\u2665\u2665is this. Make no mistake: The Labyrinth of Time is an adventure game from 1993. Most of the puzzles are mazes and inventory fetch quests. Much of the story is told through journals. There are a few ways to get stuck. If you doesn't sound appealing, steer clear. But if that's your speed and you want an adventure game experience with a unique artistic sensibility, this is a must-play.

The world of the Labyrinth is a patchwork of surrealism, Art Deco, and classical architecture. The art direction is mesmerizing. There is simply nothing else like it in any game. Every room is with worth seeing, every useless inventory item worth examining, every dead-end worth the trek. The dark, horror-influnced soundtrack reinforces the idea that the Labyrinth is a truly alien place, and the light-sci-fi archaeological time travel story is also entertaining.

By the end, the constant backtracking and repetitive mazes can get a little tiring. But The Labyrinth of Time deserves a look for its art and atmosphere.. Pretty game, but short and easy. (My total hours are inflated because I kept forgetting to exit the game and left it running while not playing it.) Good choice if you like hidden object games, but only recommended if on sale and bought in a bundle with the other Samantha Swift game.

Rating: 3/5. Full Review: [http://wamsoon.com/index.php/2018/08/24/negative-world-quick-hit-review/Nice little platform/puzzler that worth checking out if you're between games at the moment. It's puzzling why DTG chose to provide this engine as it was made in small numbers and wasn't regarded as a success. nevertheless what they provided is a worthwhile pack.](http://wamsoon.com/index.php/2018/08/24/negative-world-quick-hit-review/Nice%20little%20platform/puzzler%20that%20worth%20checking%20out%20if%20you're%20between%20games%20at%20the%20moment.%20It's%20puzzling%20why%20DTG%20chose%20to%20provide%20this%20engine%20as%20it%20was%20made%20in%20small%20numbers%20and%20wasn't%20regarded%20as%20a%20success.%20nevertheless%20what%20they%20provided%20is%20a%20worthwhile%20pack.)

Pros:

[Good loco modelling, inside and out. Rolling stock is good, with some interesting views in the dome cars. Loco sounds are well above the normal standard for DTG: plenty and depth and richness to the motor sounds with dynamic brakes sounding believable and a good selection of other run and system sounds. The horn sounds a bit generic, but as no one will ever again hear a P30CH for real, who's to say they're wrong. Rolling stock sounds are ok.](#)

[Lights are great. The cab light illuminates the interior realistically and there are three intensities of head and tail lights, so you can run during the day without appearing to have a portable sun strapped to the front of the loco. Strobes work, though they're slaved to the bell and there's also an independent gyralight.](#)

[Scenarios are entertaining, though I would prefer more. Two are night runs which bring out the atmosphere of the route.](#)

Cons:

[Physics are questionable. Acceleration and braking seem credible, but sustained speeds seem odd. Being able to hold 60 mph on the level in notch 1 and barely making 79 mph in notch 8 are questionable, but perhaps that's the way they were.](#)

[The speedometer needle isn't lit by the gauge lamps, so at night the only way you can see is by leaving the cab light on or driving with the HUD.](#)

[I enjoy driving this loco, it's got plenty of immersion factor and looks great in the Phase III livery. .itas žaidymas primena labai apie agurkinių gauja kai kelis nušovė prie durų grc zajabys buvau kraujas ležosi visur. This game is unplayable man... The movement to the sides is not ok, it stops for no reason, it's like 3 steps, stop,2 steps, stop, and the detection on the colliders for the things enemies throw at you \(when you try to hit them back\) works just like running, it works, now it doesnt. Not cool.... Was the best 5 minutes of my life, then realised the game was no pun intended](#)

The Amtrak Dash 8 is a bit of a weird one for me personally. I have no idea why I like it so much, but I remember back in the days of MST3K, (2001) being really jealous of the AI getting to drive that poorly modeled, Pepsi can, Dash 8... Now in 2017, I can finally drive a high quality, legit version of this engine. So how is the Amtrak Dash 8, and do I still like it as much as I used to?

To answer those questions shortly, it's about a 9 out of 10 DLC for train sim, and yes, yes I do. The Dash 8 has all the modern details you've come to expect from DTG, include a FPS reducing cab light, operating doors in the cab, and even a toilet for any emergency defecation situations that might occur for your virtual driver. All the lights work as expected, although the ditch lights are a bit hard to turn on. It comes with 2 paint schemes, one being the early 2000 era Pepsi can, and the other being the more modern, darker blue paint job. And it comes with a ton of Superliner coaches, just in case you want to use this Locomotive on a route on the west coast. And of course, you've got the missions for the West Palm Beach route, which work as intended.

All in all, it's a great locomotive, and I recommend it.. What is good on a Multiplayer game?
The challenge of Player VS Player, correct?
And what if you don't have friends to play with?
Oh well, there must be a story mode, or at least a flat setting to set you up for action, right?
So... what might go wrong here?

Well Metal Drift firstly needs to register to play.
I bought the game guys.... hello?????
Why did you had to force us to register to play.
Gee bad move, whatever.

After the whole process I logged in to find what?
Almost empty servers and.... no story mode.

So If I want to convince a friend of mine to buy the game, I can not actually play it, right?
Well guess what, this is a NO from me.

It is a very VERY rare thing putting a thumbs down on a game.
But I can't play it.
No seriously... if I had some friends playign with me I could give it a shot and recommend it on discount.
But now what can i do?!

By the way, graphics are not something special...
gameplay is average, can't tell if it is boring or not though, SINCE I CAN NOT PLAY ALONE....

It's a no for me and I am really sorry.
I know that fanboys will come and rate this down but I don't really care.
Really, think about it.
Spending money on a game you can not enjoy, how would YOU feel?. Great retro fun. xbox controller is a must or don't bother.. This is all about luck, not about skills or abilities of players.
You may try your best to beat this game but you may fail if you aren't lucky.

If trying much effort but still can't win, it's not fun. Really unfair game for me.. One of the best games with co-op potential, takes time to learn all the tricks and mechanics but easy to jump into. Very welcoming and friendly community, variety of people playing from around the world.

Haven't experienced any lag, played with some guy from Palestine and the UK while in Chicago on a European server.

Hoping for flying pink walrus in next update.. This is a tactical rpg that is constantly getting updates that fix issues and improve the quality of the game over time. It is similar to what you would expect from an SRPG studio game in the early game, with two chapters being outright copies of the maps from the sample game SRPG Studio gives you to experiment with. Later on, however, the game grows in quality and becomes an enjoyable experience.

The only serious negative I have is towards the stats in the game. The game doesn't explain any of them and the only reason why I figured which ones influenced which is because I had a copy of SRPG Studio and played a ton of Fire Emblem.

Overall, I like this game. For such a low price, you get a decent tactical rpg with multiple routes.. Got this in a bundle... I don't recommend this because there are better free apps than this. Look up Tux Paint for an example. This is very limited.... maybe for a very young child it would be o.k. but the icons for the different brushes or the paintbucket or oversized and don't represent exactly where it will fill. Only good thing is for kids is that it doesn't have save function which can also be bad and no exit button so have to alt f4 to exit unless I missed it.... Needs updates. This game is a waste of money.

I'm not even kidding, there's absolutely NOTHING to do.

You can play slots (don't play the slots) which are absolutely useless because of this stupid 10% rule where each game takes 10% of the money you currently have (\$1 if you have \$10, \$10 if you have \$100) but the rewards are always the same being \$10, \$25, \$50. THEREFORE you don't actually make any money from the slots AND you certainly won't be able to buy a gift. The most entertaining part of this game is doing your job, and you can only work on Tuesdays ???!?!?!? Why can't I just choose when I want to work?

When I first opened the map, I was surprised with all the options of places that I could go to. Before looking at all these places, I was expecting them to have stat-raising benefits like a gym, library (that I could actually boost a stat in not do nothing), workplaces, etc. Instead, there's a bunch of houses which you can't go until later in the game, lockers which you have no damn clue how to open, a place where you can play the same puzzle over and over to raise your reputation, and a casino in which you can just lose all your money. I was hoping the bar would save all the boring locations they had on the map as maybe I could converse or fight people there, BUT NO. the Devs seem to have put the bar there to spit in your face, as you can't even enter it.

I'm surprised by the dev's decision to not have any stats or REAL way to make money. Would like my money back, gonna try to refund it. There's absolutely nothing to do. It seems like you're expected to go to work, buy a girl a present, and then manually make your character sleep every subsequent day until you can work again and hope you have enough money to buy a gift, if not, sleep until the next week. What a fantastic gaming experience. The game is honestly so deprived of anything to do, I tried breaking into a safe after work so that I could skip a whole week by being in jail, but that didn't work.

Don't buy this game. You'll just end up seriously disappointed. The worst of the worst free dating sim type games are better than this by miles. Simplicity is key in games like this, but the devs seemed to try too hard to spice it up with their casino garbage, but that is pointless because you just lose money. Oh yeah, and that panty minigame is broken, it's the most boring and bugged version of Pong I've ever played, which I don't really understand how you can mess up. The ball constantly bounces incorrectly off the wall and it doesn't matter where it hits your pong platform, it always seems to move in a randomly decided path. Being able to work whenever the hell I wanted and some stat requirements/boosting locations would make this game playable, but there's absolutely nothing to do with the way it currently is.

Score: 2/10 It could be a decent game if the Dev made better decisions or basically had anything other dating sims have, but the gameplay is absolutely nonexistent. Poor design choices. There's nothing to do but sleep until you can work or play the crappy pong game.. love this pack of paint jobs particularly the saber tooth one would like to see the pack in ATS if possible

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