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## Legend of dragoon special monsters guide

The Legend of DragoonBox art showing (from left): Dart, Shana, and Rose, as part of its Dragoon formDeveloper (s)SCE Japan StudioPublisher(s) Sony Computer EntertainmentDirector (s)Yasuyuki HasebeProducer (s)Shuhei YoshidaDesigner(s)Yasuyuki HasebeProgrammer (y)Satoshi MamuroArt (s)Kenichi Iwata Tatsuya NakamuraWriter (y)Takehiro Kaminagayoshi Yasuyuki HasebeComposer (s)Dennis Martin Takeo MiratsuPlatform(s)PlayStationReleaseJP: December 2, 1999NA: June 13, 2000EU: January 19, 2001Genre(s)Role-playingMode(s)Single-player The Legend of Dragoon [a] is a role-playing video game developed by SCE Japan Studio and published by Sony Computer Entertainment for PlayStation in 1999 in Japan, 2000 in North America and 2001 in Europe. Set in a high fantasy fictional world called Endiness, the game follows a group of warriors led by the protagonist, Dart, as he tries to stop the destruction of the world. The player controls the side of 3D character models through pre-rendered linear environments. Combat uses a combination of turn mechanics and real-time commands. In particular, the game contains a quick event called addition during each attack, which requires the player to press a button when two squares converge. Development began in 1996 and took three years with a production team of more than a hundred, and cost \$16 million, especially high on time. The game is the use of realistic CGI movies alerted from the press. On release, The Legend of Dragoon received mixed to negative reviews, with critics comparing it unfavorably to the Final Fantasy series. The Legend of Dragoon has sold more than one million copies worldwide, with most of these sales coming from North America. The album soundtrack of the game was released in 2000, as well as a novel and manga inspired by the game. Gameplay Arrow attacks the enemy and triggers the addition of a quick time event. To perform another attack the player must press X when the two squares converge, as shown on the icon in the lower right corner. The legend of dragoon game contains three modes of the game: map of the area, field and battle screen. Players are surveying the World of Dragoon Legend according to predetermined routes on a linear 3D map. [1] At the end of each route there are different representations of areas for players to enter, including cities and dungeons. As the game progresses multiple routes are revealed for players to switch to. In the map field, the player navigates the fully scaled version of the areas represented on the world map, which are overlapping on the pre-provided background. The player can explore the environment, talk to the characters and advance the story. [2] At random intervals on the area map and in field mode and at certain moments of the story, the game enters the battle screen. [3] A maximum of three characters are used in each battle. On the part of the member in turn, the player chooses the command for their character to take as an attack with a weapon, guarding to restore health, using or escape. When attack is selected, a quick time mechanic named addition is activated. Two blue squares appear on the screen and begin to converg. If the player presses the button when the squares overlap, the character continues to add and does more damage. [1] Characters receive several additions during the game that have longer chains and cause more damage. However, longer additions allow enemies to face each other and the player must press a different button to continue the attack. [4] The player can also select a magical offensive item where the player can increase the power of the attack by repeatedly pressing the button. [1] During the story of the game, dragoon spirit acquires the character, which gives them the ability to transform into dragoon form in combat. [2] Dragoon form changes character appearance, giving them wings and making them swim in the air. [1] A character can only become a dragoon during a battle if he or she has earned spiritual points that were earned after a successful extra attack. [5] In Dragoon form, the character gains support for their damage and health, and their attack orders, guards, objects, and running are replaced by Dragoon Attack and Dragoon Magic. [2] If a Dragoon attack is selected, the player enters a new fast time event to expand the number of attacks they have carried out. The circle appears with a line that moves clockwise, and when the line reaches the top of the circle, the player must press X to perform another attack. [1] Dragoon Magic allows the player to perform a powerful offensive or defensive spell. [2] The Dragoon form is only applicable to a limited number of revolutions and must be recharged to be reused. [1] When the player is not in battle, he can use the menu screen. This screen is used to check the status and statistics of individual characters, use items and abilities, save the game (on the world map or at the place of deposit) and select an attack to add in battle. [5] The legend of dragoon set the plot and character takes place in a world known in the game as Endiness. [6] His aesthetic recalls the Middle Ages with fantasy elements such as swords, magic and dragons. [1] The world contains various species including humans, dragons and winglies. [6] Humans live like farmers, while dragons look like winged creatures and have Dragoon Spirits. Winglies are an aggressive species that is able to fly and enslave people 10,000 years before the start of the game. People became Dragoons by getting the help of the Dragons to beat the Winglies and living in relative peace at the time of the game. [7] There are nine playable protagonists in the game. [8] The main protagonist is Dart, a warrior looking for the Black Monster. Shana is a childhood friend of Dart's and she's interested in love. [1] Rose is a fighter who teaches Dart how to fight like Dragoon. [9] Albert is King Basil, duchy in play and Lavitz is his a knight who fights a spear. Meru is a dancer from a flower town and Kongol is the last of its kind in the world. Haschel is an older man looking for his daughter, and Miranda is a magician. [8] Story Dart travels to his hometown when he is attacked by a dragon controlled by the Sandor Army, a rebel faction in the Serda Civil War. He is rescued by Rose, who informs Dart that the Army of Sandora has invaded his home. When he arrives, he discovers that his hometown has been destroyed and his childhood friend Shana has been taken to prison. After Rescuing Shana, King Albert sends a side to defend the fortified city of Hoax. In a surprise attack, Dart gains the ability to transform into dragoons. With the fortress safe, the party travels to Lohan, where they meet Lloyd and discover that he kidnapped King Albert and took the Moon Gem from him, an ancient artifact held by the royal family. The king is saved, but Lloyd escapes with the Moon Jewel. The party discovers that Lloyd collects similar artifacts held by the royal family across the continent, and while the party tries to reverse its work, Lloyd acquires all three artifacts. Dart and the party defeat Lloyd, who agrees to take them to Emperor Diaz. Diaz reveals that during the reign of the Wings 10,000 years ago a creature called Virage Embryo, also known as the God of Destruction, came into the world to end all other life. Before he could be born, the Winglies used their magic to separate their bodies from their souls and throw the body into heaven, where it became a moon that never socialized. They sealed the moon with magic signatures placed in each of wingly towns to prevent the soul and body from reunification. The soul of the God of Doom was originally placed inside the Crystal Sphere, worn by the master of the Wings, Melbu Frahm, to increase his power. The crystal ball was destroyed when the Dragoons attacked the winged capital of Kadessa. The soul of The God of Doom wandered the Earth, and every hundred and eight years the body of a human child is its own in an attempt to return to its body. The body can be summoned if the signnets are destroyed, which is done using the enormous magical power contained in the artifacts lloyd has collected. Nowadays, the man who is the soul of the God of doom is Shana. Emperor Diaz turns out to be Zieg Feld, Dart's father and dragoon leader 10,000 years ago. Melbu Frahma cast a spell that had mesmered Zieg and kept his own spirit alive in Zieg's body. Zieg - obsessed with Melba Frahma - takes Shane and destroys the remaining Signet balls that seal the moon, which he never shys, causing it to fall from the sky. He carries Shana into the body of the God of Doom, so that the body may feel the presence of its soul and prepare to be re-found. Instead, Melbu Frahma connects with the body itself and assumes the form and power of the God of doom. Zieg is released from Melbu Frahma's and the party is capable of defeating Melba. Zieg and Rose sacrifice themselves to destroy Melba Frahma, and the surviving party members return to different places on the continent and live separate lives. The Legend of Dragoon development was developed in-house by Sony Computer Entertainment, Inc. The play was directed and designed by Yasuyuki Hasebe, who also created the story outline. The producer was Shuhei Yoshida and this game was one of the last and biggest projects he worked on before leaving SCE Japan Studio. [11] [12] Kenichi Iwata was the artistic director and designer of dragoon armor, working on character samples alongside Tatsuya Nakamura. [12] [13] Monsters games were designed by Itsuo Itoh, and dragons were created by Hirohiko Iyoku. The script was written and overseen by Takehiro Kaminagayoshi. Sony Polyphony Digital's internal studio helped create CGI movies. [12] Shuhei Yoshida, pictured in 2013, was the producer of the dragoon legend. It took three years to make the game. At the beginning of its development in 1996, the company also created Ape Escape and Ico, so The Legend of Dragoon started with a very small team. [11] The production team grew to more than 100 employees and had a budget of \$16 million, both considered very large for PlayStation. [11] [14] The Addition Battle System was designed to make players feel like they were actively participating in a battle instead of taking orders and waiting for actions to be completed. The team's pursuit of realism resulted in magic – a common character ability in RPGs – only incorporated into the dragoon state or through items with equivalent effects. [13] Originally, there were no plans for CGI movies because character models were based on a polygon and would disconnect between real-time graphics and CGI graphics. The development team agreed to use CGI films for key events because they looked impressive and wanted to show off the characters flying through the air. It was challenging for developers to create smoke because it was their first attempt at this effect. The game's real-time lighting was designed to mimic the lighting used in CGI video productions, so the development team focused on the parts that the player would be drawn on, allowing its economic use. [13] The number of CGI movies and pre-rendered backgrounds meant that the game had to be spread over four CDs, which was the maximum possible number of discs for one PlayStation case. [11] According to Yoshida, a team of ten

