
DragoDino Download Blackbox



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About This Game

Fight your way to the top in DragoDino, an epic adventure set in an ever changing world!

Meet Bob, a DragoDino, and guide him through the 10 levels of the Forest Kingdom in a quest to recover his lost egg stuck atop a giant tree.

Explore and fight enemies to reach ever higher, collecting powers on your way up to help you in your quest. But be careful, the guardians you'll meet won't let you through that easily.

Mix and match power ups, play as various DragoDinos, taking advantage of each one's abilities. Enjoy 2 difficulty modes, plus a free mode to practice and improve. In solo or in co-op, rise to the challenge!

Key Features :

- 10 levels
- 2 difficulty modes : normal (3 lives & checkpoints) / hardcore (1 life, no checkpoint)
- 2 playable characters with 2 skins
- 40 power Ups

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- 50 enemies
 - 3 bosses
 - a local co-op mode
 - a cartoon world
 - 2 unlockable characters
 - Special Items revealing Story Content
 - original soundtrack

Title: DragoDino
Genre: Action, Indie
Developer:
TealRocks Studio
Publisher:
Plug In Digital
Franchise:
Plug In Digital
Release Date: 20 Jun, 2017

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Finn did a very very nice job here, it's awesome. I just would wish, if it would be possible to choose transition instead of teleporting.

This is a great beginning of virtual museum exhibition and I recommend highly to download this!. Wonderful game. Still a work in progress, but very promising. Similar to Ark, but proper Survival

Bug Notes

Dropped a Jagged Rock (M) was caught in my hitbox and was being dragged around with me. Drinking Lowered my water supply Instead of Increasing it.. good game !. This might have been an interesting game 30 years ago. As it is, it's a game of push the coloured pixel along the lines, through the smaller pixels, to the bigger blue pixel. Simple graphics or mechanics wouldn't be a problem if the level design was in anyway comprehensible. I could even get past the big messy frustrating levels if the mechanics didn't break randomly - if you fall far enough, sometimes you'll just pass straight through the platform you're aiming for, and get stuck in the terrain.

Too much frustrating, too little fun.. Made me gay for Sub-Zero smh

11V10. Extremely hard and extremely boring

When I was younger, I always enjoyed to play with Lego's. Whenever I got an opportunity, I ran to the store to buy a Lego set (or I asked my parents kindly.) My fingers were always itchy, I had to build Lego vehicles. When I first discovered this game, I was really happy. Now I can build vehicles that resemble the vehicles I always used to build as a kid, or just go wild and build something else. I love it, I really love this game.

The only things I would love to see added in a future version of this game are: an AI system with vehicles driving around the city, some more types/shapes of bricks so you can build even more crazy vehicles and maybe some indicators for your vehicle.

For the rest this game is really good, I recommend it to everyone who likes building Lego vehicles and drive them around.

. Lovely music

Gameplay funny

Nice

9/10

Buy game if you wanna relax. It may need some elements about unlocking the door. Picking up a key is not interesting. Recycle weapons is a great idea, but it really makes upgrading much easier.. Seems like, the developers wanted to sell four levels for five dollars, when the base game costs three times as much with nearly five times as many levels. So they just made the levels absurdly difficult and tedious to ensure players would spend a lot of time trying to beat them; and so falsely believe the content had enough playtime worth five dollars. Even though that playtime is only that long because the content is overly difficult.

The first level is an assassination mission with instant kill dogs walking around. Players have to lure them away with food they buy with cash found from killing people. Although the last two dogs guarding the target have no food bowls near them so I have no idea how that is even done.

The mission objective is linear and rigid, which is not what the base game was about at all. Players have a specific target, and that specific target can only be reached in a specific way. It is thus a literal puzzle, with random chance added into it based on where the dogs and people wander.

The dogs kill the player immediately if they get anywhere near them. Anywhere remotely near them. Their line of sight is huge. Traps do not work on them, and the player cannot out run them. They are just instant kills floating around the map. They are also darkly coloured hunched over instant kills which are extremely easy to not notice because they don't stand out among the map or crowd at all. So over half the time, I couldn't even tell where they were, and you need to know where they are to avoid them, which means the information the player needs to survive is not properly telegraphed to them thus resulting in death. You can even look at the screenshot the developers have of that map, and can see how subtle the appearance of the darkly coloured dogs on the darkly coloured floor surrounded by brightly coloured people and objects is.

The map is cramped and dense yet has barely any walls or structures to block visibility so actually killing people in the conventional fashion is very difficult and rare because you're basically trying to do it while all of you are standing in a closet. Players cannot even enter the map when they start the game, a dog wanders over and blocks the entrance for several seconds and forces the player to stand outside and wait for it to leave. Is that there to annoy the player or is it meant to pad out of the playtime even more; because that seems to be the only thing the developers were concerned with here.

Overly difficult arbitrary level design which betrays the open ended massacre gameplay of the actual game, for the sake of forcing players to spend lots of time on not a lot of levels so the developers can justify the price tag.

It's not fun, it's just a chore. Figure out the thing, try to do the thing, eventually do the thing, beat the level. Could just look up a walkthrough and get the answer to begin with to beat the level without the frustration and wasted time.. Say "Jello" to this pozzotively delightful Chip's-Challenge-lite\like from the fast-drivin' rubber-burnin' boys at ToG!. Bought this game not really knowing what to expect. I don't really play early access games much but thought I'd try this one. Ambience and lighting is good and seems like the levels are pretty big? Died quickly on my own, just waiting to play with some friends! :) Cool potential though!. HD remaster, please.

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