
Dragon Racer Download 2gb Ram

Dragon Racer

by Tierra Wright

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Menu

"Raia?" Temperance begins.

"Yea?"

"Do you ever think about them, your biological parents? If you had the chance, would you wish to meet them?"

- "Yes, if only to get some answers."
- "Yes, I would."
- "No. They didn't want me then, and I don't want them now."
- "No, but only because I am over it."

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About This Game

Ever since you were a child, you dreamed of flying amongst other racers with your dragon, and so, when the chance came to become one, you leaped for it. But, things are not always so simple.

Dragon Racer is a 420,000 word interactive fantasy novel by Tierra Wright, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

Will you show all of those who doubt you that you have what it takes to ride with the greatest dragon racers? Will you form bonds with them, stronger than you ever thought possible, or will you use those around you to simply push your own agenda?

- Play as male, female, or non-binary; gay, straight, or bi.
- Name your dragon, and help shape his personality.
- Train your dragon in three different areas of racing.
- Fly you dragon in many different racing events.

-
- Learn the truth about your past and uncover the secrets of Abauruth.

Title: Dragon Racer
Genre: Adventure, Indie, RPG
Developer:
Hosted Games
Publisher:
Hosted Games
Release Date: 31 Jan, 2019

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English

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“Well, just remember that we leave tomorrow. A monitor will come by to wake you up. Pack up the wagon with your things tonight. If there is anything extra, like mashes that you want your dragons to eat, tell Allison.”

You’re about to leave when you hear someone call your name and Saren’s.

“Just the people I was looking for,” Cassius states as he approaches with Allison by his side.

“Each year the team goes on a camping trip right before we leave for the Team Cup, it’s become somewhat of a tradition. We wanted to tell the two of you in case you wanted to come along.”

“Sure because I can’t think of anything better to do.”

“I’d love to.”

“Yea, me and outside don’t exactly mix.”

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Squid, your dragon, touches down on the cliff, and you allow yourself to take in what rests before you.

"Just in time," Nyx smiles, sighing as she leans forward in her saddle. The perfect sunrise rests before you, beckoning you into its open embrace. Splashes of gold, pink, and purple dance across the sky, sometimes ending it to playfully hide behind the thick fleecy clouds that crawl. The sun is the choreographer, observing the meticulous colors with a scrutinizing eye. It sends out silent commands and advice to those who follow its lead, and in return, they give the world the show it deserves.

You dismount and approach the edge, standing shoulder to shoulder with your friends.

- Hold someone's hand
- Lean on someone's shoulder.
- Simply stand there.

Next

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I had enjoyed and loved the game but sadly it was a bit short. I could honestly see this becoming a full game with hours of fun and many choices and trails past the point where it did end, it hurt to see that it landed on an actual cliff hanger since ive gotten externally into it, but overall it was a fun game while it lasted.

Only thing i'd change about this game is making it a lot longer so everyone could see the battle and having to race to save your friends and/or loved ones.. might be the best game they have made!. This isn't the greatest interactive fiction I have ever read, feel free to skip to the end to avoid my rambling. There was a ton of exposition, world building and background info that you had to read through that slowed down the story and I got bored reading through, on the plus size it did remind me of being in school (lol). I find with fantasy worlds like this you kind of need all that background information because it's not our world but it broke immersion for me sometimes.

I would have liked more time exploring the bond with your Dragon and more time with each of the characters, especially for just friend stuff. I found with one of the character if you don't side with them from the start they treat you like your this evil untrustworthy person later on even if you haven't been playing that way, which was weird for me.

There are also still some bugs. The only one I found were in Dragon 101 the notes you can collect didn't show up so keep that in mind, there is a test.

I liked the different personality on the Dragons. I think my Favourite is Blue, but they are all pretty likeable. I also enjoyed the character in the story. I think that they were cliché for this genre but I don't care about Cliches if they are likeable and I liked all of them, even the rival to an extent.

I also enjoyed the end tournament section. I chose Puzzle key and I have a really good time. Though as a side note this is the only time in one of these games I wished for a save function in these games. I know that none of them have it but damn.

I also enjoyed the MC. Again a bit of a cliché but I found them likeable and that they had enough customizability to keep me interested through multiple play throughs.

The last thing is the overall story. It has a very familiar star wars with dragon feel for me. It's not a replication but there were some similar story elements. It also reminded me of Eragon to an extent. That being said, I love both of those things so it works for me

All in all, I enjoyed myself, which is the most important thing for me when I play these games. I don't think it's perfect and there are other choice of games that are probably better written like the Wayhaven chronicles or Fallen Hero: Rebirth. This one was still pretty fun. I really enjoy Dragon Riders, I think that bond is really interesting and I will likely read this again, I have it both on my phone and on Steam (I tend to play on my phone more often) I am excited for part two, the epilogue left on a pretty decent cliffhanger and I look forward to the rest of the series.. A fun choose your own adventure book!

This basically a Choose your own adventure. You've got to be a reader to enjoy it, that being said if you are a reader then you will most certainly enjoy this game! All of the characters are well thought out, as is the fantasy world you reside in. There's plenty of replay value here, I still haven't finished but I've been enjoying myself.

There's even romance opportunities, a definite plus. You can play as a nice guy or an ♥♥♥♥♥♥♥♥, all up to you.

All in all I definitely recommend this game for those of you who like to read.. This isn't the greatest interactive fiction I have ever read, feel free to skip to the end to avoid my rambling. There was a ton of exposition, world building and background info that you had to read through that slowed down the story and I got bored reading through, on the plus size it did remind me of being in school (lol). I find with fantasy worlds like this you kind of need all that background information because it's not our world but it broke immersion for me sometimes.

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Too good to be just one game I really hope that it gets a sequel, because I dont know if the ending I get it will stay as a cliffhanger or I another choises to get a different ending.....ITS AN AMAZING STORY. Too good to be just one game I really hope that it gets a sequel, because I dont know if the ending I get it will stay as a cliffhanger or I another choises to get a different ending.....ITS AN AMAZING STORY. This isn't the greatest interactive fiction I have ever read, feel free to skip to the end to avoid my rambling. There was a ton of exposition, world building and background info that you had to read through that slowed down the story and I got bored reading through, on the plus size it did remind me of being in school (lol). I find with fantasy worlds like this you kind of need all that background information because it's not our world but it broke immersion for me sometimes.

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The narrative is so imerrisive and compelling. I really feel for the characters even the ones you can't romance.

I've seen other reviews complaining about lack of choice and that makes no sense to me. It's an interactive novel not an open world game. Even open world games have parts that have to be done to move on.

You really get to see your choices having an impact on your game. If you don't have a high enough skill you can't perform a move during a race. A simple choice of right or left might mean the difference in first or third place. I've played the game multiple times already trying out new choice combinations.. This isn't the greatest interactive fiction I have ever read, feel free to skip to the end to avoid my rambling. There was a ton of exposition, world building and background info that you had to read through that slowed down the story and I got bored reading through, on the plus size it did remind me of being in school (lol). I find with fantasy worlds like this you kind of need all that background information because it's not our world but it broke immersion for me sometimes.

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