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## Dragon Bros Torrent



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### About This Game

Robots are everywhere! They've conquered the whole planet, destroyed the place you used to call home and kidnapped your dragon-mom. That's not right, bros! Definitely not right. The only cure for this terrible mess is to exterminate those cranky machines with bullets and big explosions! Play as a young dragon in this 2D retro run & gun adventure, in co-op or solo. Armed with shotguns and laser cannons, free your mom from the evil Mechaliches!

### Story

Four teenage dragons go on an adventure to save their kidnapped mom. The culprits? The mechaliches! They are an evil robotic society who survived the collapse of a technologically advanced alien civilization. On their way, our dragons meet various mega bosses and learn more about their enemies goals.

### Features

- A smooth and fresh interpretation of classic Run and Gun games,
- Solo or local co-op up to 2 players,
- Tons of enemies to blow up,

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- Gorgeous pixel art,
  - Lots of weapons with alternatives firing modes,
  - Punchy soundtrack with old school tones,
  - Far too many explosions,
  - Higher difficulty modes for an extra challenge,
  - Full controller support,
  - 2 players on one keyboard support,
  - Hyper responsive controls and non stop action,
  - Future updates and free new levels already planned.



SHOOT SHOOT - DIE - SECRET PASSAGE - ROLL - OH NO IT'S A TRAP!

There are a dozen kind of enemies. Some are just shooting at you, other lob at you, some fly around and drop bombs, some have a shield in front of them, some fly and shoot, some are slow but very resistant, some are sniping you, some punch you etc.

Use the map to travel freely through already completed levels and improve your previous high score.

You can collect power ups along the track (machine gun, super laser, naval cannon, health pack, etc.). Every act of destruction rewards you with scraps (score). Use them to unleash your weapon super powers for a few seconds: bigger bullets, bouncy projectiles, increased range, higher damage, larger splash area, secondary effects, etc!

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Title: Dragon Bros  
Genre: Action, Casual, Indie  
Developer:  
Space Lizard Studio LTD  
Publisher:  
Space Lizard Studio LTD  
Release Date: 16 Sep, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** Core 2 Duo 8335 or AMD Phenom 875

**Memory:** 4 GB RAM

**Graphics:** AMD Radeon 7700 HD or Nvidia GTX 750 or GT 9800

**DirectX:** Version 11

**Storage:** 550 MB available space

English,Italian,Arabic,Czech,Dutch,Greek,Japanese,Norwegian,Portuguese,Romanian,Simplified  
Chinese,Thai,Turkish,French,German,Bulgarian,Danish,Finnish,Hungarian,Korean,Polish,Russian,Swedish,Tradition







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Judging from the base mechanics themselves the game is quite solid . The controls feel fluid enough however some issues with the options menu did occur . theres also a decent variety with the `mini-missions` (screw it thats what ill call em) . Music so far is just upbeat as hell and the world that has been created does send loads of charm through the screen .

Difficulty settings is thankfully from the start fully open for the players to mess around in and even without another player , controlling the 2nd dragon does create some strategy if you decide to use him .

Overall a very great title for some sidescrolling shoot em up madness .. Pros

-Fun Contra style gameplay

-Great pixel art

-Cool soundtrack

Cons

-Menus are somewhat confusing without text

-Incredibly short (It took me and my brother 1.3 hours to beat it on medium difficulty)

OVERALL: It's a very fun game despite having a small amount of content. 8/10

. A fun game in the Metal Slug tradition.

Terrific soundtrack.. Great game, loving it so far and I'm not usually into this type of game! Great work guys, can't wait for more updates!

For people looking to buy this game:

The game in single player takes control of one of the dragons and you manouvere across levels that contain some platform elements but coupled with the high-paced action it makes for great fun. Keep in mind that the game is difficult in single player, it is meant to be a challenging game!

They have local co-op and that works for keyboard too which is great.

Cons:

Sometimes the camera feels a bit close for the action

That's all i can say for now! Apart form that it is a great game! 9.5 / 10 so far

. Gorgeous 2D shooter in a good styles with great music. I'm a fan of this type of game, and it was very nice to play this game. Thanks to the developers. RUN & GUN.. i was well on my way to adding this to a small favorite list, its a neat little shoot'em up will some ?zany? story and odd character designs. I loved the gameplay, hell, even with the controls that wouldnt register or would plain lockup in an infinite scrolling state untill you died.

but jesus ♥♥♥♥ing christ those last levels were terrible. i had loved the idea of traps moving to the beat of the music and such. It was a fun creative touch filled with hope and naivty that was immediatly taken out back and beaten bloody with a rusty crowbar by a soured attempt of "fun" by the time it reached 4.1. The music that works against the level design as im guessing was an attempt at a difficulty ramp was ♥♥♥♥♥♥♥♥t. floors that stayed in a pattern until the barely audible second bass dropped randomly pulling the ground out from under you a half second after it spawned. The third randomly shooting knife from the ground when otherwise it would hit twice with the beat at a time is fun untill your in the middle of a bullethell firefight in CQC and it takes 3/4 of your health in a single hit.

and what the flying ♥♥♥♥ was that final boss? spoiler alert yall itll burn your ♥♥♥♥ing eyes out. ignoreing the fact of the boss design having anything to do with the "story" but the ♥♥♥♥in rave lasers flashing along with the backgroundenemystarDJWTFeveritis slowly losing color until your eyes are bleeding from the monotone always contantly flashing ♥♥♥♥♥♥♥♥t that has filled up the screen.

Plus the game still says early access even when steam says diffrent is...worrying. but good goddam does this thing need more than a bit of polish. Okay so... This game mostly grabbed my attention on the fact that... Well, dragons. Plus the retro look got me extra interested. So I got this game on the spot months after playing the demo. And I friggin love it. The plot is as simple as, a group of baby dragons were born while their mother was taken away by evil robots. The group's first instincts are as follows.

1. Realize mother is missing

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2. Steal a bunch of weapons and clothes
  3. Let's shoot some robots.

These are the strangest baby dragons in existence and yet the coolest. Also why is there only three in the intro when there's four elsewhere? Not to mention they all have names if you check the original website's press kit page and look for the images of the four characters.

Blue Dragon: Larimar  
Red(Orange?) Dragon: Ruby  
Pink Dragon: Coralie  
Orange Dragon: Amber

Okay so chances are the pink and orange one are female judging by the names. But I'm not very sure at all honestly. \*shrug\*

That aside, the game is simple bullet-hell like platform shooter game. You get your basic yellow blaster. (Which is actually a robot arm. Who knew?) No ammo limit but you gotta spam tap the heck outta it to kill. Kinda hurts after a while. Although there's a machine gun that has rapid fire automatically. Every weapon has a super ability and all of them provide super fire power with infinite ammo for as long as it lasts and you can hold the trigger for the time being. Except for the laser weapon. You just get a screen-wide laser sweep. But that's cool too! The game's soundtrack is one of the biggest things in this game for me. It's so catchy that I bought the soundtrack only a day after I played the full game! I must admit, the main theme (Named, "Dragon Bros!" which plays at every boss fight.) really gave me that, "Intense, energy rush" feeling. Like I HAD to win this for the sake of myself. It motivated me to keep on trying no matter what. And I love it when music gives me that vibe. It's all the more worth listening to from there. Now then... The bosses. The game's bosses don't grab my attention too much in any way at all really. But I love em otherwise. Just nothing worth pointing out. Soz. Although I do want to point out that I love the game's sense of rhythm in its music. 90% of the time things in the level will be moving in some way to the beat of the music. Even traps! It's quite crazy and makes you want to just sit there and shake your head doesn't it?

So let's chop things down into simple to understand bite-sized pieces.

Gameplay: Bullet-hellish Platform Shooter

Main playable characters: Larimar (Player 1) and Ruby (Player 2)

Plot: A group of baby dragons get their mother taken away. And what do they do? Steal weapons and go on a mother fricken hunt.

Overall this game deserves as much as it can get. Considering this game is still in early access however... I do want to say that I'd be careful buying this game if I were you. As chances are, it's in development hell. I'm hoping it comes back out and gets on the move. Because I'd hate to see this game go to waste. I really would.. i was well on my way to adding this to a small favorite list, its a neat little shoot'em'up with some ?zany? story and odd character designs. I loved the gameplay, hell, even with the controls that wouldnt register or would plain lockup in an infinite scrolling state until you died.

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Good game for the price tag. Seems like it would be an unusual rip off of super smash bros by the title but it's not, it's just a really solid side-scrolling shooter. That being said, there are only 12 different levels, four of which are bosses, so there's not a huge amount of content to go with. Furthermore the timers are janky as hell, which doesn't really affect a whole lot besides the respawn times in co op, (which never seems to be the same twice, sometimes they respawn instantly, other times it takes more than five or maybe ten? seconds) and spikes and stuff seem to pop up at irregular intervals. But on the flip side, the shooting is really good, controller support actually works, and the music is catchy.. I played alot more of this game at Playexpo and talked to the devs about it too.

Dragon Bros is fantastic. Great, fast paced shooting thats VERY challenging at high difficulties. After beating the boss the devs deemed too hard for the second time they put me on Nightmare mode, which is literally 2 hits and youre dead.

The game rewards exploration too, many times I climbed a structure or went into an innocent looking hole to find shotguns and such, which I wholly recommend remembering for harder difficulties as clearing out mob zones is punishing when you die in 2 hits.

Pros: Flowly brilliantly

Graphics are good and cheerful

Guns are well placed about the map

Enemies are never unfair

Cons: Shottie, while very satisfying, have no ammo at all. 7 shots is just not enough

When holding aim mode and jumping, you have to wait til you land to exit aim mode, which can kill you at high difficulty

I liked Nightmare, but 2 hits is a little too steep a penalty considering the enemy health buff it comes with.

I wish the walk animation wasnt so simple. A fun game in the Metal Slug tradition.

Terrific soundtrack.. This game has a fair bit of promise to it. The plot is sadly barebones/nonexistant as of this time and you're unceremoniously dropped into the action; great if you want to just jump into the action, less great if you want to know why you're a dragon kid going around shooting everything up.

The gunplay feels really solid. The base gun isn't bad, though one-shot-per-button-press is pretty annoying. If it would slowly autofire (with the Ultra Combo system letting it go into hyperdrive) with the option to button mash for hairy situations, that'd be much more enjoyable to me. Other guns feel really satisfying (especially the shoulder-mounted Laser gun which makes your char grin in glee when wielding.)

Boss fights are definitely pretty enjoyable, good rhythm between dodging bullets, dealing with mooks, and trying to find moments to unleash hot lead into them.

Music is also pretty good and solid overall if you like chiptunes.

Overall I'd say if you love Contra run-and-gun action, pick this up.

EDIT: The autofire addition was patched in, as was being able to swap away from the big guns to save ammo. Always awesome seeing devs listen to reviews!

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