【学本斉史の世界】 生い立ちヒストリーフー③ KISHIMOTO'S WORLD HISTORY 7-(3)

It's now obvious that the window system was based off of the commands, but at the time, since it was the first time I had seen DQ, I didn't understand well.

However, by the time we had become able to use "Hoimi" and had already perfectly understood the system and had satisfied ourselves with about 4 hours of DQ, our father appeared in front of us two stupid brothers, who were going to turn off the game without learning the revival spell, and said something I remember well. "Let me do it too." After that, father and children stayed up all night playing DQ, which is now a good memory.

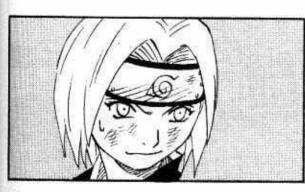
Our father, who had no interest in games at all, had shown a considerable reaction to DQ. At the time it was mysterious, but now I can approve of that.

DQ became an incredibly popular game, and now DQ1 is out already. Recently, after calling my real home for the first time in a while, my father picked up and we talked. He had apparantly beaten DQ1.



165 HTTP://WWW.TORIYAMAWORLD.COM
TRANSLATED BY AKOFTROY, EDITED BY DARCHSAN, SCANNED BY MR_RYO



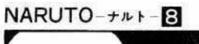




















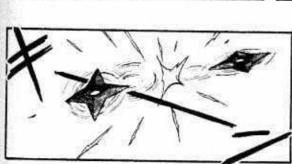














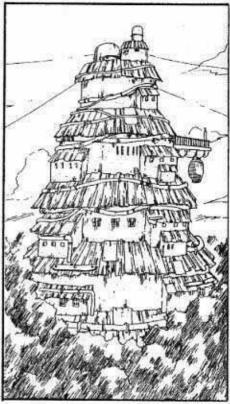




NARUTO-ナルト-8



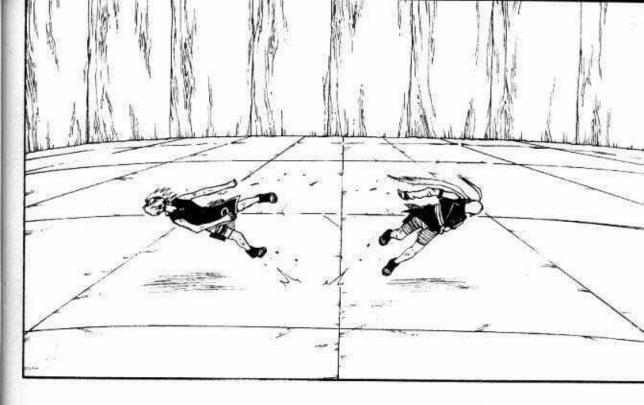
















































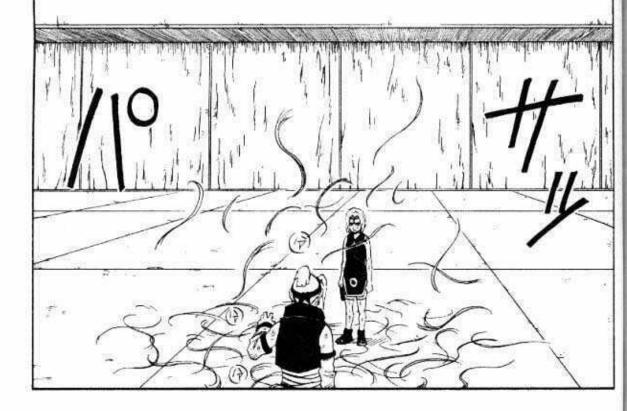


















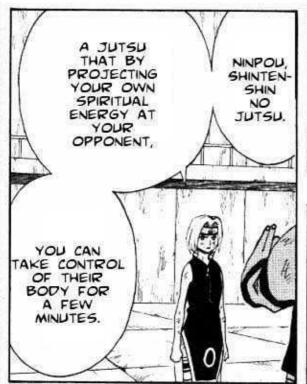




















IF YOU

KEEP

MOVING

THERE'S

NOTHING

TO FEAR.



NOT ONLY THAT, BUT IF IT FAILS

YOU CAN

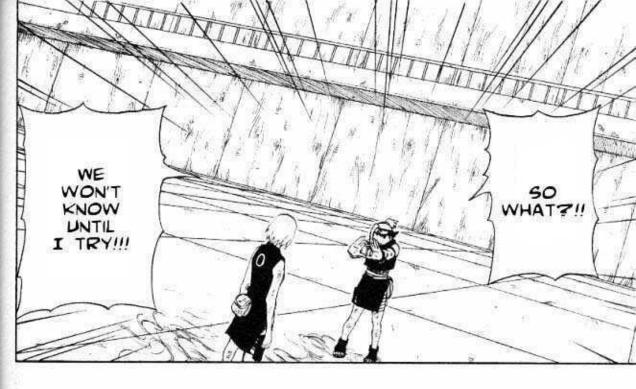
POUND ON

YOUR

OPPONENT

FOR A







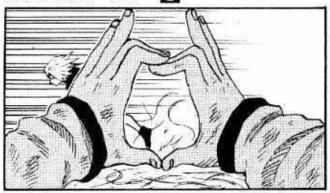


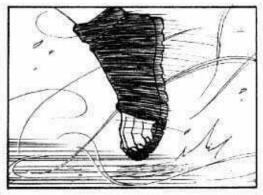






NARUTO-ナルト-8





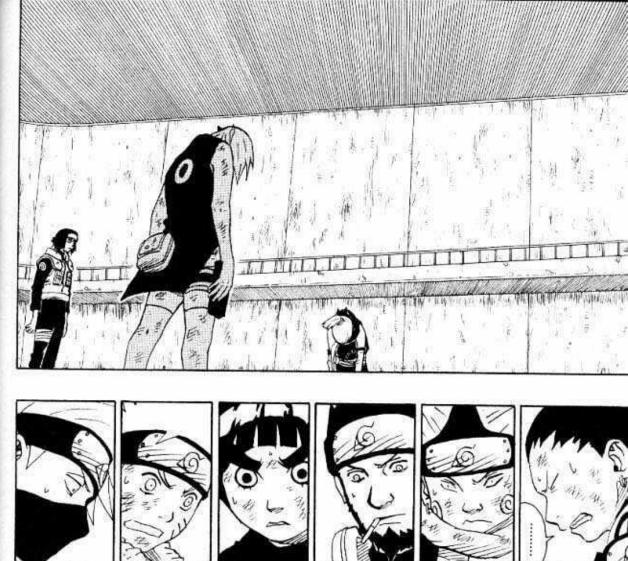




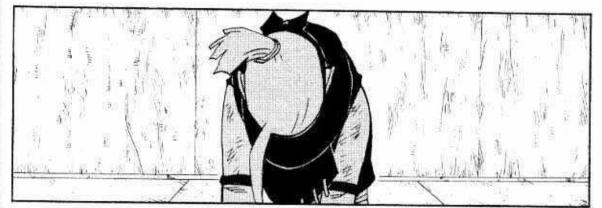




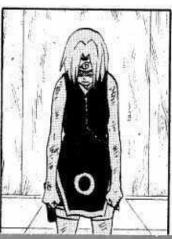






































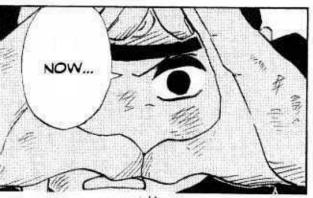






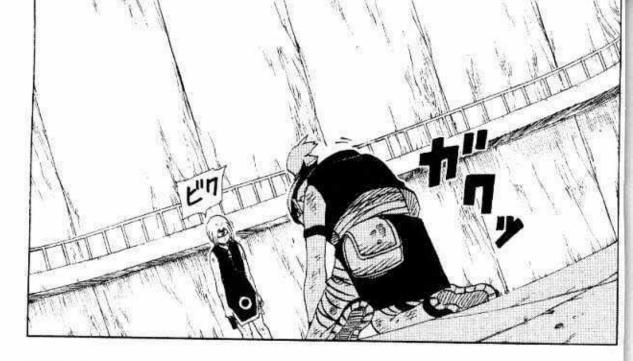




















183 3 命懸けの戦い!!(完)