Wonder Boy III : The Dragon 's Trap

Not to be confused with the 1988 arcade game Wonder Boy III : Monster Lair .

Wonder Boy III : The Dragon 's Trap is a platforming and action @-@ adventure video game developed by Westone . It was published by Sega and released for the Sega Master System in 1989 and for the Game Gear in 1992 under the title Monster World II : The Dragon 's Trap (??????????? ?????? , Monsut? W?rudo Ts? : Doragon no Wana) . It was ported by Hudson Soft in 1991 and was released for the PC Engine in Japan under the title Adventure Island (???????????? , Adobench? Airando) and for the TurboGrafx @-@ 16 in North America under the title Dragon 's Curse . It was also ported in 1993 by Brazilian company Tec Toy under the title Turma da Mônica em o Resgate , with the game retooled to include characters from Brazilian comic book series Monica 's Gang (Turma da Mônica) . A remake developed by Lizardcube and published by DotEmu is currently in development .

The game takes place immediately after the events of Wonder Boy in Monster Land , which Wonder Boy has been cursed by the Mecha Dragon and must locate the Salamander Cross to lift it . The game is nonlinear and features varying landscapes in which players must navigate . Players find items and clues needed to access different parts of Monster Land , and they can transform into other forms and gain different abilities .

Wonder Boy III : The Dragon 's Trap received extensive coverage worldwide in gaming magazines upon its release . It was praised for its colorful and cartoon @-@ like graphics , rich sound and diverse sound effects , and varied and addictive gameplay . Criticisms include sprite flickering in the Master System version as well as slippery controls . The game has been compared to the Castlevania and Metroid series , while one review called it " a straightforward and simple ' Metroidvania ' adventure " . It won Electronic Gaming Monthly 's " Best Game of the Year " award for the Master System in 1989 . Reviews from gaming magazines have described the game as one of the best Master System and 8 @-@ bit titles of all time .

Overview

Wonder Boy III : The Dragon 's Trap takes place immediately after the events of Wonder Boy in Monster Land , Wonder Boy travels into the Mecha Dragon 's lair in order to slay him . (Some sources refer to this creature as the " MEKA dragon " .) However , upon doing so , he is inflicted by a curse that transforms him into " Lizard @-@ Man " . In the game , the player controls Wonder Boy as he tries to undo this curse by journeying across the land , defeating other dragons , and defeating finally the Vampire Dragon to obtain the Salamander Cross ? the only object that can remove his curse .

After completing the first level in the game (a simplified version of the final level from the preceding game Wonder Boy in Monster Land) , the player begins as Lizard @-@ Man from Alsedo , a town in Monster Land , and the gameplay becomes nonlinear . From there , the player explores and finds items and clues needed for Wonder Boy to access different parts of Monster Land . Gold and additional secondary items can be found by defeating enemies and opening treasure chests . With gold , players can buy additional items and better equipment in shops and restore their life meter in hospitals . Shops are normally designated as doors with windows on them , located in town or in caves . Items with question marks displayed cannot be bought unless the player has " charm " , which can be increased by collecting collect Charm Stones or by equipping certain items . The Status Screen shows how much attack and defense power , and charm Wonder Boy has , all of which depend on what items are currently equipped .

In the game , the player uses the directional pad to move Wonder Boy left or right , crouch down (only possible as Hu @-@ Man or Lizard @-@ Man) , or to enter doors . The buttons on the controller are used to attack enemies and to jump . Wonder Boy can attack with his main weapon or with secondary weapons by holding down on the directional pad and pressing the attack button . Pressing the pause button brings up the Status Screen (and pauses the game if Wonder Boy is fighting a dragon) . Wonder Boy has a life meter shown on the top of the gameplay area by a series

of hearts , which turn from red to black when taking damage from enemy attacks . When all hearts turn black , Wonder Boy dies and the game ends , but if he has a life potion (" medicine vial " in Dragon 's Curse) remaining , he will revive with some of the hearts refilled . After the game ends , the player is taken to a " continue screen " ; there the player has an opportunity to win a free life potion before restarting the game at the town . Players can visit the town 's church to receive a password in order to continue the game at a later time . The password saves the current player 's form , equipment , and amount of gold ; but it does not save any secondary weapons or life potions in stock . Dragon 's Curse has a " file cabinet " which allows players to store passwords into the game 's memory ; the player may access these stored passwords and continue the game without needing to manually input them .

Throughout the game , players will go through differently @-@ themed levels : underwater , desert , jungle , cave , and sky . At the end of each level is a different dragon . After defeating a dragon , Wonder Boy changes form , and his abilities change . Wonder Boy begins the game as Hu @-@ Man , equipped with all eight hearts and the strongest equipment . He turns into Lizard @-@ Man after defeating and being cursed by the Mecha Dragon in the first level . At that point , he loses all equipment and all hearts except one . Lizard @-@ Man attacks enemies by breathing fire at them , and he can duck . He can assume other different forms throughout the game : Mouse @-@ Man can walk on walls and ceilings designated by checkered " mouse blocks " , Piranha @-@ Man can swim freely underwater and can access underwater places (such as the ship) which the other forms cannot , Lion @-@ Man attacks enemies with his sword by swinging from directly above to directly below him , and Hawk @-@ Man can fly freely in the air but takes damage if he enters water .

= = Development and release = =

Wonder Boy III : The Dragon 's Trap was developed by Westone and was published by Sega ; it is the sequel to Wonder Boy in Monster Land . It was first released for the Sega Master System in 1989 in North America and Europe . The game was then ported to the PC Engine in Japan April 19 , 1991 (1991 @-@ 04 @-@ 19) under the title Adventure Island (not to be confused with the Adventure Island series of games for the Nintendo Entertainment System) ; it was released for the TurboGrafx @-@ 16 that same year by NEC under the title Dragon 's Curse . Westone allowed Hudson Soft to publish the game provided they made no reference to the Wonder Boy series . Sega then released the game for the Game Gear in 1992 in Europe under the game 's original title and in Japan under the title Monster World II : Dragon no Wana . In 1993 , Tec Toy released the game in Brazil for the Master System under the title Turma da Mônica em o Resgate . Tec Toy replaced the sprites with characters from Brazilian comic book series Monica 's Gang (Turma da Mônica) , so instead of the player character turning into different creatures , he gets turned into different characters from the comics , relaying between them in order to rescue Monica , who disappeared after the previous game . In 2007 , Sega released the game in Japan for the PlayStation 2 as part of a compilation of all the Wonder Boy games titled Sega Ages 2500 Vol . 29 : Monster World Complete Collection . During the same year , Dragon 's Curse / Adventure Island was released for the Wii 's Virtual Console service worldwide . The Master System version of Wonder Boy III : The Dragon 's Trap was released in Europe on September 10 , 2009 (2009 @-@ 09 @-@ 10) and in North America on November 9 , 2009 (2009 @-@ 11 @-@ 09) .

= = Reception = =

Wonder Boy III : The Dragon 's Trap received coverage in the September 1989 issue of Electronic Gaming Monthly , where they provided a brief overview of the game and a summary of the events in Wonder Boy in Monster Land leading up to the game 's plot . Two months later , in its December 1989 issue in its " Best and Worst of 1989 " , the game won an award for " Best Game of the Year " for the Sega Master System . GamePro gave a brief overview of the game in its September ? October 1989 issue , adding that " it 's truly an adventure worthy of Wonder Boy " . It received

extensive coverage in both the January and February 1990 issues of VideoGames & Computer Entertainment , featuring an overview and a walkthrough of the game . The magazine praised the game for its challenge and overall look , which it says " will have you manipulating your control pad for days on end " .

Various UK @-@ based video gaming magazines gave Wonder Boy III : The Dragon 's Trap significant coverage . The Games Machine complimented the game 's colorful backgrounds and sprites with " the [Wonder] Boy himself being particularly well @-@ drawn " , while they criticized the weak animation on some of the characters as well as its choppy scrolling . They called it one of the best games by Sega but complained that it was expensive , saying " do you really want to spend 28 quid on it ? " The magazine 's successor , Raze , reviewed the PC Engine version titled Adventure Island . The magazine praised the game 's simplistic and addictive platforming gameplay and its smooth @-@ scrolling graphics , though they said they were " a little blocky " . They noted that the game had excellent music which was " worth listening through some headphones " . Zero , along with praising the game 's graphics and music , called it " enormously addictive " ; the review said the ability to transform into different forms and hence being able to progress into new areas kept the game fresh .

UK magazines Computer and Video Games and its spin @-@ off Mean Machines ? in the latter 's premiere issue ? gave the game positive reviews . Computer and Video Games praised the animation in particular and called it the best game of its type on that platform , using phrases such as " familiar air of polish and ingenuity " and " piles of addiction guaranteed " . Mean Machines ' Matt Regan said it " ranks as one of the greatest Sega Master System games ever ! " ; he compared the gameplay to the Mario series of video games and praised the game 's depth , saying that " there 's always something new to discover , be it a key to a previously locked door or even a secret room ! " Julian Rignall praised the game 's graphics and the huge world players can explore , which he says contributes to the game 's addictiveness . He said that " the combination of adventuring , shooting and platform action results in one of the best games of its type available on any console " . Collectively , they praised the game overall presentation and graphics , saying that the sprites complement the background . While they additionally praised its playability for being " accessible from the word go " and longevity , they criticized its sound , saying that it " could have been much better " .

German magazine Video Games gave Wonder Boy III : The Dragon 's Trap a positive review , saying that the game gave more weight to strategy and tactics , that it " stands out clearly from the two predecessors " , and that its graphics became less childlike but more " spectacular " . The review continued , saying that its gameplay is a good example of what makes action @-@ adventure games addictive to play . It complimented the game 's depth and wide array of equipment , saying that it " provides an additional touch , which makes [it] the best thought @-@ out game [at the time] " .

Upon the release of the TurboGrafx @-@ 16 version Dragon 's Curse to the Virtual Console in 2007 , IGN 's Lucas Thomas reviewed the game , comparing the opening sequence of the game to the opening sequence of Castlevania : Symphony of the Night ; he proceeded to add that the game parallels with games in the Castlevania series , calling the game " a straightforward and simple ' Metroidvania ' adventure " but with " several layers of unexpected depth " . Thomas noted the game 's popularity among fans and that it plays almost exactly the same as the Master System version despite graphics and sound improvements ; at the time , there were no Master System games on the Virtual Console . He praised the game 's rich sound , gameplay depth , and " colorful and cartoony " graphics , which " was perfectly suited to the TurboGrafx platform " .

IGN 's Travis Fahs , in discussing the SMS version , offered another opinion , praising the game as " not only the crowning achievement of the series , but perhaps one the best games of the 8 @-@ bit era " , drawing comparisons to both Mario and Zelda . Thomas again reviewed the Master System version of Wonder Boy III : The Dragon 's Trap when it was released two years later for the Virtual Console . In this review , he compares the gameplay to Metroid ? more specifically the need to gather additional equipment and abilities to advance in the game . While he acknowledged that this version from one of the best Master System games as well as for any 8 @-@ bit system , he felt

that the Master System 's Virtual Console release had a reduced appeal . He said that the TurboGrafx @-@ 16 version Dragon 's Curse had already been out for two years and that there was no difference in gameplay between the two versions , but there were improvements in graphics and sound in the TurboGrafx @-@ 16 version because of the system 's superior capabilities . He also noted that the Master System version suffers from sprite flickering ? something the TurboGrafx @-@ 16 version did not have . Despite the small differences in the two versions , he decided to give the Master System version the same rating as the TurboGrafx @-@ 16 version .

Allgame 's review of the Master System version praised the non @-@ linear gameplay and the ability to change into different forms , saying that it " keeps things interesting and fun " and " keeps the game from getting repetitive " . It lauded its visuals and sound effects , saying the " graphics are very colorful and have a cartoon look to them " . Criticisms included slippery controls and the difficulty of getting into doors ; it said the controls kept the game from obtaining a perfect rating , and the gameplay was still not as good as Wonder Boy in Monster Land . The editing staff from magazine Retro Gamer listed Wonder Boy III : The Dragon 's Trap as one of the " Perfect Ten Games " for the Master System , calling it " the best in a long and highly convoluted myriad of multi @-@ titled games " and " a great adventure that every Master System fan needs to own " . The review praised the game 's brisk pace and gameplay , despite the length of the game .

= = Remake = =

In June 2016 , indie developer Lizardcube and publisher DotEmu announced a remake of Wonder Boy III : The Dragon 's Trap , simply titled Wonder Boy : The Dragon 's Trap , for consoles and PC . The game supports a different , modern visual style , but retains the same gameplay , level design and story . Original series creator , Ryuichi Nishizawa , is involved in a consulting role .

This comes 9 years after the release of the wildly popular " Dragon 's Curse " remake by user Vile2013 , who greatly expanded upon the original version by adding significantly larger levels , newer zones , more secret areas , an additional playable character , and " Golden " enemies , which are tougher than the standard hard Blue enemies .