

= Dragon Quest II =

Dragon Quest II : Luminaries of the Legendary Line , also titled Dragon Quest II : Akury? No Kamigami (?????????II ????? , Doragon Kuesuto Ts? Akury? No Kamigami , " Dragon Quest II : Gods of the Evil Spirits ") in Japan and Dragon Warrior II in earlier North American releases , is a role @-@ playing video game (RPG) developed by Chunsoft and published by Enix (later merging with Square to become Square Enix) in 1987 for the Family Computer (or Famicom) as a part of the Dragon Quest series . Enix 's U.S. subsidiary published the American version of Dragon Quest II for the Nintendo Entertainment System (or NES) in 1990 . Dragon Quest II is set one hundred years after the events of the first game .

The game 's story centers on the prince of Midenhall , who is ordered to stop an evil wizard named Hargon after Hargon destroys Moonbrooke Castle . On his adventure , he is accompanied by his two cousins , the prince of Cannock and the princess of Moonbrooke . Dragon Quest II greatly expands on the series formula from the first game by having a larger party , more areas to explore , multiple heroes and enemies in a battle , and a sailing ship. The game 's successor , Dragon Quest III : And Into the Legend ... , follows the ancestor of the main characters , the legendary hero Erdrick ; and the three games are collectively called " Erdrick Saga Trilogy " .

Planning began a month before the original Dragon Quest was released . One major goal was the development of a more exciting combat system , which was inspired by similar multi @-@ character party systems such as the one found in Wizardry . The artwork that was used as the basis for the characters and monsters was painted by Akira Toriyama and then translated into pixel art . The game was hit with delays due to game balance , which were only fully corrected in the early sections of the game . This , combined with a staff that included students not familiar with the coding and debugging process , pushed back the release by a month . The developers also had many ideas that had to be discarded due to the technical limitations of the Famicom system , though some were later incorporated into subsequent remakes and the game 's sequel , Dragon Quest III .

Dragon Quest II was successful in Japan ; the original Famicom version shipped 2 @.@ 4 million copies . Later , the game was remade for the Super Famicom and the Game Boy Color and combined with the original Dragon Quest game in a release entitled Dragon Quest I & II . A version of the game for Android and iOS was released in Japan on June 26 , 2014 and worldwide on October 9 , 2014 , as Dragon Quest II : Luminaries of the Legendary Line . The game was praised for improving on almost all aspects of the original , including having better graphics , having a larger world to explore , and more characters to participate in a more dynamic combat system . It was also known as one of the most difficult Dragon Quest games , especially late game , and retained that reputation despite adjustments made when it was ported to other platforms .

= = Gameplay = =

Dragon Quest II is a role @-@ playing video game . It allows the player to control more than one character , each of whom has their own characteristics , and it is the first game in the Dragon Quest series to do so . The game introduced a party system where , instead of beginning the game with an entire party as was common in previous computer RPGs , the player begins the game with only one character and gradually recruits more party members during the course of the game . The player controls his or her characters as they move in the game world . They can search treasure chests , talk and trade with villagers , equip themselves with weapons and armor , and cast spells .

While wandering fields , towers , caves , seas , and dungeons , the player randomly encounters monsters , after which the game shifts to battle mode . The game 's battle mode introduces groups of monsters , which is an upgrade from the one @-@ on @-@ one battles of Dragon Quest . In the battle mode , the player gives orders to the characters on how to fight the monsters . Once the player defeats all of the monsters , the characters gain experience points and gold . The experience points raise the characters ' experience levels . This improves the characters ' attributes , and they may also learn new spells .

To win , the player must fight monsters to improve the characters ' experience levels and get gold to

buy better weapons and armor . Eventually , the player 's characters become strong enough to make it to the next town or dungeon . This repeats until the player reaches the final boss and defeats him . However , the gameplay is not necessarily linear , especially after the player gets the boat . Exploration is a key component of the game . The game offers a few spots to save the game . In most of the towns , talking to a king or minister saves the game . In the American version , which incorporated a battery for saved games rather than the password system of the original , talking to the king also allows for the deletion and moving of saved games .

Dragon Quest II is noted for greatly expanding upon the gameplay of the previous game , Dragon Quest . The game is the first in the series to feature multiple heroes and enemies in a battle , as well as a sailing ship . It also allowed the player to land the ship anywhere , making it possible to explore the entire game world in an open @-@ ended manner . It included other new gameplay features such as weapons which cast spells when used in battles . Compared with its predecessor , Dragon Warrior II offers a wider array of spells and items and a much larger world . The game also expanded the inventory management system of its predecessor by giving each character an individual inventory that holds up to eight items , placing a greater emphasis on conservative item management between the characters . Dragon Quest II : Luminaries of the Legendary Line was also the first Dragon Quest game to include a game of chance (played with Lottery Tickets that the player finds) , and was also the first Dragon Quest game to use multiple key types and to include travel doors (warp gates) .

= = Plot = =

Dragon Quest II is set one hundred years after Dragon Quest . The story begins with an attack upon Moonbrooke Castle by the wizard Hargon , who seeks to summon the demon Malroth to destroy the world . A wounded soldier escaped the battle and fled to the kingdom of Midenhall , where he informs the king of the attack before he dies . The king then commands his son , who is a descendant of Erdrick (known as Loto in Japanese translations and later localizations) , to defeat Hargon .

The Prince begins his quest alone , but is later joined by two cousins : the Prince of Cannock and the Princess of Moonbrooke . After finding the Prince of Cannock , who began a similar journey at the same time as the Prince of Midenhall , they save the Princess of Moonbrooke from Hargon 's assault on Moonbrooke Castle , which is reduced to ruins . As the trio quest to find and defeat Hargon , they secure a ship that allows them to travel across oceans to reach new continents , including Alefgard , which is where Dragon Quest took place . There they meet the grandson of Dragonlord , the villain from the previous game , who gives the party valuable information . He tells them that by collecting the five crests hidden around the world , the party can create the Charm of Rubiss , allowing them to defeat Hargon and his illusions . After obtaining the Charm of Rubiss , the party travels to Hargon 's castle in the ice @-@ covered plateau of Rhone and confronts Hargon in his throne room . Hargon is defeated , but he offers himself to Malroth and the demon emerges to destroy the heroes . Together , the three heroes slay Malroth and return to Midenhall , where the Prince is named the new king .

= = Development = =

Like other main games in the Dragon Quest series , Yuji Horii wrote the story for Dragon Quest II , Akira Toriyama did the artwork , and Koichi Sugiyama composed the music . Co @-@ creator Koichi Nakamura , Chunsoft 's president , directed the game and did half of the programming .

Planning for Dragon Quest II began in April 1986 , a month before the release of the original Dragon Quest . With the system and memory map decided , they started development in early July . At the beginning of development , producer Yukinobu Chida asked director and programmer Koichi Nakamura for a definite release date , and he offhandedly set one . Then the development team was divided into two groups , with one designing the story , as well as the monsters , and one doing the programming . The initial deadline was set for early November , but the game ultimately suffered

a small delay . The development team had finished programming almost everything by the time of the initial release and believed the game could be released by the end of that year . In the Japanese magazine Weekly Shōnen Jump , published on November 11 , 1986 , it was announced that the game would be released in late December . However , the developers found that the game was too difficult , so it was delayed for month to adjust the balance . They had to finish the final version in mid December , which they did , and then rushed to deliver to Nintendo to make the physical game cartridges . The game was released on January 26 , 1987 .

The developers believed that Dragon Quest 's one vs one combat system was " tedious " and too simple , and that the leveling system was " boring " , so they decided to have Dragon Quest II use a party system with players controlling multiple characters . In another game from the time entitled Wizardry , players can control a party of up to six characters directly ; Nakamura saw this , liked the idea , and wanted to do something similar . Due to technical restrictions , they decided to use only three characters ; the Famicom video game system supports the display of up to eight sprites side by side , and one game character used two units in a direction , so it was possible for up to three characters to talk with a non playable character (NPC) . Yuji Horii believed many players would play Dragon Quest II without first playing Dragon Quest , and thus had players search for the other party members . During development , the staff discussed the idea of deprecating the " stair " command of the predecessor several times . Nakamura has stated that the Cave of Rhone found in the game is inspired by a classic trick to exit mazes , that of always moving forward while sticking to the right hand side wall to avoid traps .

In the story group , monsters were the first thing designed . The monsters ' names , skills , and personalities were decided first , after which they were drawn by artist Akira Toriyama . Yuji Horii allowed Toriyama to paint full drawings rather than directly create the pixel art that would be shown in the game . The artwork was then converted into computer graphics ; as Toriyama was unfamiliar with computer graphics technology , other staff took charge of this . Many new monsters needed to be designed to make the game feel real , and the process was laborious for Toriyama . But he has also said that , compared to the manga comics he was used to , he enjoyed painting more , so on balance the experience was positive . Yuji Horii stated that for his process , like other manga and film creators , he quickly outlines the story 's plot in his mind . With regard to map design , a blank map was used to create the physical shape of the place , like a castle , cave , or tower , and then the key elements and story were created together afterwards . The scenarios were mainly written by his friend Hiroshi Miyaoka . Compared with write lines in writing paper and design map in graph paper , staff wrote both two in 5 mm graph papers of A4 , as they felt that 's easy for organization ; their manuscript thickness is 15 cm .

Compared with its predecessor , the game was more advanced in nearly all technological aspects . Koichi Nakamura programmed with several students , but since it was his first time working with a team , he didn 't know how to delegate work or communicate his goals . Since the students were unfamiliar with the coding process , they did not know how to debug or to keep track of whose code it came from , so Nakamura had to do it himself , which caused delays . In programming , they did the maps first . Then they worked on characters , including numbered characters in maps for assigned lines , and designed the NPC 's moving route . The next step was programming the items , while the final step was setting the monsters data and converting Toriyama 's artwork . This work was completed by the end of October .

Due to the aforementioned balance issues , the game was initially very difficult , especially in the later stages . Nakamura had written a program that simulated every single combat that he used to adjust the games setting for character leveling and the strength of enemies players would encounter . This program failed to account for larger monster groups , however , which fell outside the model and caused the game to be very difficult . Further more , enemies leveling and weapons power were designed by area , but Koichi Nakamura didn 't think over the boat , so if player get the boat to some land might be quickly killed . The developers realized there was a balance problem and did some modifications , such as limiting the number of enemies in Midenhall to groups of three , and moving the Cannock Castle closer to Midenhall Castle .

Due to a lack of cartridge space , many ideas were abandoned during development , such as an

alternate ending that the Lorasias Prince is killed by the Prince of Cannock 's sister if he dies in the final battle . Some elements were later used in remakes or sequels : a subplot about the Prince of Cannock being cursed was added to the Super Famicom remake and later remakes . Also , the Promontory of Olivia in Dragon Quest III was initially an idea for Dragon Quest II . The game cartridge 's ROM capacity is 1 Mbit , but only about 10 bytes of free space remains in final products .

The North American release of the game as Dragon Warrior II was created by Enix themselves and published in 1990 . Unlike the original Japanese Famicom version , which used passwords for saving , the NES version used an internal battery backup instead to record the player 's progress . The storyline introduction in Moonbrooke is presented exclusively in Dragon Warrior II . In the Japanese original , the game starts right with the injured soldier from Moonbrooke entering Midenhall castle , seeking help from its king . The dialogue of the American localization often used (intentionally) archaic English vocabulary , among other differences from the Japanese version . Like Dragon Warrior , the American version of Dragon Warrior II was censored in some aspects ; for example , it used a ghost @-@ like sprite instead of the original defeated character 's coffin with cross sprite .

= = = Music = = =

Koichi Sugiyama composed and directed the music for the game . The first album of Dragon Quest II , Suite Dragon Quest II ~ Gods of the Evil Spirits ~ , was released in February 1987 . It covers ten orchestra version soundtracks with a twenty @-@ five minute " original sound story " ; this suite was performed by the Tokyo Strings Ensemble . Some of the tracks are classical and some are jazz . On August 20 , 1987 , the first " Family Classic Concert " was held . In this concert , Dragon Quest and Dragon Quest II 's music was performed by the Tokyo Strings Ensemble . Later in October 1987 , the concert recording was released as symphonic suite CD under title Dragon Quest in Concert . Music of Dragon Quest II were also released as a piano CD , a Drama CD and several Symphonic Suite albums . Dragon Quest II 's musics were also collected in music compilations , like Symphonic Suite Dragon Quest Best Selection Vol.1 ~ Roto ~ (1997) , Dragon Quest Game Music Super Collection Vol . 1 ? 3 (2001 ? 2002) , Symphonic Suite Dragon Quest Complete CD @-@ Box (2003) and Symphonic Suite Dragon Quest Scene @-@ Separated I ~ IX (2011) .

" Only Lonely Boy " the background music in the game 's name and password input interface , is a single by Anna Makino . Since the original Dragon Quest opened with a pop song , Sugiyama decided to use this song make the games stylistically connected . This music is also used for Japan professional baseball team Chiba Lotte Marines ' fight song . The song that is played when wandering the fields of Dragon Quest , " Unknown World " , is also played when the Hero is in that area . The ending theme " My Road , My Journey " is also the ending song of related anime Dragon Quest : Dai 's Great Adventure .

= = = Remakes = = =

Dragon Quest II was ported to MSX computers in February 1988 , but the ported version had many issues like choppy scrolling , black @-@ surround characters titles , poor graphics , along with sluggish combat and menus . The MSX2 ported version was released in May 1988 in Japan .

On December 18 , 1993 , Dragon Quest II was remade and combined with Dragon Quest as part of Dragon Quest I & II for the Super Famicom , which used Dragon Quest V 's engine . Besides enhanced in graphics and sound , gameplay was also improved . The Super Famicom remake features an improved enemy targeting system : if an enemy is defeated before a character who was assigned to attack can perform its attack move , the character will attack another enemy rather than do nothing like in the Famicom version . And like its successors , players can find stat @-@ improving items from pots or dressers . The Super Famicom remake was only released in Japan .

In 1999 , Dragon Quest I & II was released for Game Boy Color ; the game is also compatible with Game Boy . A year later , it was localized in America as Dragon Warrior I & II . This remake is

similar to the Super Famicom version , but with 8-bit graphics . Compared with the NES version , it featured better graphics and was less difficult . The remake also provided a quick save function to allow players save and load game anywhere unless they reset the Game Boy . In the Game Boy Color localization , the main characters ' and towns ' names were retranslated to be similar to the original Japanese names : legendary hero " Erdrick " was retranslated as " Loto " , and the castle name " Midenhall " was re-dubbed " Lorasias " . The original translation had a lot of errors , and Enix changed the names to help fix that .

Dragon Quest II was remade for Japanese NTT DoCoMo brand cell phones in 2005 . The remake's size was four times bigger than the original Dragon Quest port , and since phone capacity was limited , the game was divided into two parts . The first part was pre-installed in cell phones and the second part could be downloaded for free . The world map was provided by a pre-installed PDF file . In 2006 Japanese mobile companies BREW and SoftBank also started selling the game on their mobile platforms .

Both the Famicom and Super Famicom versions of this game , along with Dragon Quest and Dragon Quest III , were re-released under the Dragon Quest 25th Anniversary Collection compilation for the Wii in Japan on September 15 , 2011 . The Wii compilation featured interruptible save functions for each game . The compilation also included original copies of the strategy guides for the games , along with original artwork and material on the games ' development .

Square Enix announced the first eight Dragon Quest titles would be re-released on Android and iOS in Japan . This Dragon Quest II was based on the previous cell phone version while optimized for smartphones and was released on June 26 , 2014 in Japan . An English version was released on October 9 , 2014 under the title Dragon Quest II : Luminaries of the Legendary Line . Square Enix registered this trademark in Japan in 2013 , and in United States in early 2014 .

== Other media ==

Several guide books were published : the first was published by Shueisha in February 1987 , the second by Tokuma Shoten in July 1987 , and the third by game publisher Enix in 1988 as an " official guide book " .

Similar to other early main games in the series , Dragon Quest II was novelized and adapted to game books . The Dragon Quest II Novel was written by Hideo Takayashiki and published in 1989 ; it was reprinted in 1991 and 2000 . The Dragon Quest II Game Book series was also published in 1989 .

== Reception and legacy ==

=== Sales ===

The Famicom version sold approximately 2.4 million copies in Japan . Together , both the Super Famicom and Game Boy Color remakes shipped in excess of 1.92 million copies worldwide . The Japan Mobile version was downloaded more than one million times . The game was included in a 2011 compilation called Dragon Quest Collection for the Wii , which sold 403,953 copies .

=== Reception ===

Dragon Quest II received both critical and financial success in Japan . Readers of Family Computer Magazine gave it a score of 28 out of 30 , and named it the best overall cartridge game of the year . In 2006 , readers of Famitsu magazine voted the game the 17th best video game of all time .

The game is generally known for fixing problems found in the first game , including improvements such as allowing parties of three characters , having a larger world , better graphics , and the ability

to carry more items . Other noted improvements were keys that can be used multiple times and new strategic elements introduced because of larger parties and larger groups of enemies . The game 's music is often praised , despite its limited 8 @-@ bit capabilities . Considered a classic for the RPG genre , the game is regarded as praiseworthy . Japanese reviews highlighted the Famicom version 's difficulty , stemming from issues such as the many traps in the Cave of Rhone , and the final boss 's ability to cast a " Healall " spell , and this has led to some critics calling the game " the most difficult Dragon Quest " . After Dragon Quest III released , director Koichi Nakamura said " In result , Dragon Quest II received favourable from everybody , but as me creator 's side , I feel that I did about only half what I wanted to do . "

Remakes of Dragon Quest II were also successful and well received . Famitsu awarded the Japanese Super Famicom remake a 35 / 40 . The Game Boy Color remake got a 30 / 40 from Famitsu , and the U.S. version , Dragon Warrior I & II , received fairly high marks , including an 8 @. @ 0 out of 10 from IGN , a 9 @. @ 6 out of 10 from GameSpot , and 8 out of 10 from Nintendo Power . It also received the RPGamer 's Game Boy Color Award of the Year for 2000 .

= = = Other media = = =

The release of Dragon Quest II also promoted sales of the original Dragon Quest , and with the success of Dragon Quest II , the series became a Japanese cultural phenomenon . The sequel to Dragon Quest II , Dragon Quest III : And Into the Legend ... , was released in 1988 in Japan . It serves as a prequel to the first two games and follows the ancestor of the main characters , the legendary hero Erdrick ; the three games are collectively called " Erdrick Saga Trilogy " . Also with the success of Game Boy Color remake , Enix released a Game Boy Color Dragon Warrior III in 2001 , which was based on a previously unreleased Super Famicom update of the original Famicom Dragon Quest III . The world of Dragon Quest II was later used as the setting of Dragon Quest Monsters : Caravan Heart on the Game Boy Advance .