= Joust 2 : Survival of the Fittest =

 Joust 2 : Survival of the Fittest is an arcade game developed by Williams Electronics and released in 1986 . It is a sequel to Williams ' 1982 game Joust . Like its predecessor , Joust 2 is a platform game that features two @-@ dimensional (2D) graphics . The player uses a button and joystick to control a knight riding a flying ostrich . The object is to progress through levels by defeating groups of enemy knights riding buzzards . Joust 2 features improved audio @-@ visuals and gameplay elements absent from the original .
 The game uses more advanced hardware than the original Joust , allowing for the new elements . John Newcomer led development again , which began to create a conversion kit that allowed arcade owners to convert the cabinet into another game . Williams chose a vertically oriented screen for the kit as a result of the design 's popularity at the time . Released during the waning days of the golden age of arcade games , Joust 2 did not achieve the success that Joust reached . The game was later released on home consoles as part of arcade compilations .

 = = Gameplay = =

 Joust 2 is a platforming game like its predecessor , Joust , in which the player controls a yellow knight riding a flying ostrich from a third @-@ person perspective . The player navigates the protagonist around the game world , which consists of floating platforms , via two @-@ way joystick and a button . The joystick controls the horizontal direction that the knight travels , while pressing the button makes the ostrich flap its wings . The rate at which the player repeatedly presses the button causes the ostrich to fly upward , hover , or slowly descend . The objective is to defeat groups of enemy knights riding buzzards that populate each level , referred to as a wave . Upon completing a wave , a more challenging one will begin .
 Players navigate the knight to collide with enemies . The elevation of an enemy in relation to the player 's knight determines the outcome of the collision . If the protagonist is higher than the enemy , the villain is defeated and vice versa . A collision of equal elevations results in the two knights bouncing off each other . Joust 2 introduced a transformation ability that morphs the player 's bird into a pegasus , which provides better offensive capabilities while on ground but poor flight capabilities . A second player can join the game . The two players can either cooperatively complete the waves or attack each other while competitively defeating enemies .

 = = Development = =

 Joust 2 was developed by Williams Electronics , with John Newcomer as the lead designer . The game features amplified monaural sound and raster graphics on a 19 @-@ inch color CRT monitor . Like other Williams arcade games , Joust 2 was programmed in assembly language . Williams ' video game department had shrunk following a decline in the video game industry . The company wanted to sell an arcade conversion kit for games that use a vertically oriented monitor , which had become popular at the time . Management felt that a sequel would improve the kit 's saleability . The company decided to release a sequel to either Robotron : 2084 or Joust , ultimately choosing the latter . Technology had progressed since the original 's release , providing more flexibility than before . As a result , Newcomer conceived new elements : additional characters , improved audio @-@ visuals , and new mechanics . To portray a progression of villains , the staff added a new enemy , Knight Lord . The developers added backgrounds to the levels , inspired by artwork by M. C. Escher , Newcomer 's favorite artist . Staff added a transform button to provide players with more variety and balance the gameplay .

 = = Reception and legacy = =

 Williams shipped around 1 @,@ 000 units of Joust 2 , significantly fewer than its predecessor . Brett Alan Weiss of Allgame and Mike Bevan of Retro Gamer attributed the poor numbers to an

industry slump in the mid @-@ 1980s . Joust 2 arcade cabinets have since become fairly rare among collectors . Weiss negatively compared the game to its predecessor , calling Joust more popular and enjoyable . However , he commented that Joust 2 's graphics are more detailed and robust . In retrospect , Newcomer expressed dissatisfaction with the game 's design , specifically the monitor 's orientation . He commented that the gameplay works best with a horizontal orientation or with multi @-@ directional scrolling . The vertical orientation proved to be a hindrance for home conversion . The game saw fewer home releases than Joust . In 1997 , it was released as part of Arcade 's Greatest Hits : The Midway Collection 2 . Joust 2 was also included in the 2003 and 2012 multi @-@ platform compilations Midway Arcade Treasures and Midway Arcade Origins , respectively . It also appeared in 2016 's Lego Dimensions .