
The I Of The Dragon Activation Fix



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About This Game

THE DRAGON'S LEGACY

The world of Nimoa is as beautiful as the morning dew, but only at first glance. Under the surface of hills and fertile valleys lurks an old and eternal evil. Living as a mould, stretching threads through an infected area like deadly toadstools. The center of this "being?" deep in the under world is the giant daemon, Skarbarr.

GAMEPLAY

You, the player, take the role of the young, inexperienced dragon. In the role of the savior of Nimoa you move through the skies and faces all the challenges of the evil Skarbarr. At the beginning of the game the player has the choice of three dragons: Annoth The Fire Breather, Barroth the magician and Morrogh The Necromancer. All three are different and all three have their own ways of dealing with the great many adversaries you will meet. You also develop the dragon's combat abilities throughout the game to deal with the increasingly tough and resilient enemies, until you meet and conquer Skarbarr himself.

That is not all, you will also need to control other characters and complete important tasks on the path to overall victory: a warlord and his steed on a potentially fatal fact finding mission, the thoroughly competent hunter on a mission of delicate accuracy and selective killing and the three huge creatures and their riders in an attempt to destroy magical generators keeping the dragons away from the next big fight.

Through 12 enormous and differing geographical areas the task is not only to hunt and destroy despicable monsters, but to build, maintain and defend human settlements. A dragon's individual character, breathtakingly fluid graphics and addictively exhausting aerial combat bring you many hours of sometimes sweat generating gameplay.

You will also fall under the spell of "The I of the Dragon" with its mystical atmosphere, impressive sunrises and colorful but ominous sunsets, for who knows what the night will bring.

FEATURES

- **A choice of three dragons** each with its own abilities, based on fire, ice and acid, developing either into a battle, wizard or sniper dragon. There are no limits to the possibilities
- **12 unique territories** representing various geographical areas: mountains deserts, forests and savanna etc. Each map has over 10 square kilometers to cover
- More than **60 spells** with special effects available to each dragon
- **Real time Terra-Forming** allows complete mountain ranges disappear and reappear in another location
- Static and real-time lighting ensure the correct lighting conditions to every day and night cycle
- Fascinating sunsets and a night sky full of stars await you
- The Time Control-Option makes it possible to adjust "The I of The Dragon" to your own speed
- **Slow motion mode** with a fascinating effect

Title: The I of the Dragon
Genre: RPG
Developer:
Primal
Publisher:
TopWare Interactive
Release Date: 10 Mar, 2004

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Minimum:

OS: Windows 98/Me/2000/XP/7/8/10

Processor: Intel or AMD Single Core CPU

Memory: 2 GB RAM

Graphics: DirectX 9 compatible

DirectX: Version 8.1

Storage: 1 GB available space

Sound Card: Direct X Compatible

English,German,Hungarian,Czech







One of my favorite games from the childhood. The gameplay is very unique and great.
But this version is a incredibly bad port to Steam.

First of all, this remastered version has some huge bugs (what is the purpose of porting the game without fixing them)?
You can't rebind controls. Can you imagine that?
Also, there are some critical bugs in the gameplay (can't turn during a fire and other)
No promo video, no native (Russian) translation and localisation. Also, they changed music (to worse) and English voice-over.

OK. Some helpful users made several guides to fix these problems. I spent about an hour by reading guides, downloading files and installing patches. Even after that, I couldn't rebind controls.

I found another guide and started a setup again. After that the game refused to start. I uninstalled all files and downloaded the game again and now got Direct3d problem. I searched forum, found some solutions, tried them, but it didn't help.
So I give up now.

This is very lazy port of a great game doesn't worth your time.. One of my favorite games from the childhood. The gameplay is very unique and great.
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