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About This Game

Dreamfall: The Longest Journey, winner of multiple E3 awards as the best game in its genre, is the continuation of a saga that began in the award-winning The Longest Journey, considered to be one of the finest adventure games ever made. In Dreamfall, players are taken on an epic journey of exploration and adventure as they venture through a thrilling and emotional storyline. Dreamfall features a fully interactive world where beautiful music, stunning graphics, fascinating characters and unparalleled gameplay variety promises to bring the adventure genre into a new era. Prepare for a spiritual, fantastic and powerful gaming experience.

- **Unparalleled Gameplay Variety** Never before has an adventure game brought this much gameplay variety! Use your brains or your brawn; sneak, fight or talk your way through the many challenges the game offers. Be polite or rude, threaten or sweet talk; in Dreamfall you make the choice, resulting in a game where you never quite know what to expect next.
- **Three Playable Characters** Experience the story from three separate perspectives, and learn how their destinies blend together in an epic finale. Each character has unique abilities and world views, giving you constant gameplay variations.
- **Three Worlds** Dreamfall spans three beautifully realized worlds, multiple chapters and a stunning amount of detailed locations. Travel across a futuristic version of our earth, journey into a magical fantasy realm and unravel the mysteries of the Winter.

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- **Unique World Interaction** Bridging the gap between the classic point and click adventure game, where you could click on any given point at the screen, and the action adventure, where you need to move up to an object to interact with it, Dreamfall introduces the brand new focus field feature. In this easy-to-use context-sensitive interface you can scan your entire visible environment as seen by the characters, and use it to get information on far away objects as well as triggering remote gameplay opportunities.
 - **Mature "Thriller"-type Storyline** Dreamfall delivers a mature and compelling storyline that mixes the futuristic, fantastic and spiritual with a tale of murder, deceit and a conspiracy threatening our very existence. Bringing the classic adventure game into the world of the modern action game, Dreamfall delivers a rare and special story experience.
 - **Stunning Sounds and Soundtrack** Listen to an emotional and epic soundtrack in 7.1 surround. Hear gripping voices as recorded by more than 50 professional actors, and enjoy soundscapes bringing players to the edge of their seats.
 - **A game for everyone** 50% of the players of the original The Longest Journey were women. With its cinematic approach, believable characters, mature storyline and easy-to- grasp interface, Dreamfall is a game that any teenager or adult can pick up and enjoy, regardless of their gaming background.

Title: Dreamfall: The Longest Journey

Genre: Adventure, RPG

Developer:

Funcom

Publisher:

Funcom

Release Date: 17 Apr, 2006

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English







I am reviewing the 3 games, since i played the 3 of them in a row for the story.
Actually, i played Dreamfall i guess in 2008, and i absolutely loved the game even before playing the first one.

Dreamfall follows the events of The Longest Journey, but it is not exactly a sequel, since it introduces a new plot with new things happening (Chapters is actually a sequel to Dreamfall, thinking this way).

So, Dreamfall itself and alone is not that great. I must say i liked the game a lot anyway, but the story is not so consistent as the first one, so must insist on saying that you play the 3 games in a row, then it will become much better, because you'll know more the characters and Chapters will answer almost everything.

Dreamfall actually differs a lot from TLJ in the way of the story, since for me it gets more personal. It talks more about the characters, the quest is not some epic adventure but something more centered in the relationship about everyone. Of course, Zoe do embark on her journey to save the world, but it is not epic at all. She doesn't fight evil wizards, visit the bottom of the ocean or talk with different types of creatures. TLJ feels a lot better probably because of it's epicness, but i still give Dreamfall it's points because it is good in it's own way.

About story and plot, it introduces us into a great scheme against the wellness of the 2 worlds, but it finishes it leaving questions (hence why i said you should play the 3 games). It follows the same way TLJ starts, but then you don't control only one character, and also lots of things start happening, so it becomes difficult to actually name a main plot and define it. Because everything is part of the plot. So it may look confusing and weak for most people...

This divided story is positive for me, i like how it is separated to show different parts of the worlds through different eyes.

Again, everything is voiced and we do have the thoughts of the characters about the world, though not so extensive as it was in TLJ. April had a lot more enthusiasm than Zoe and also talked much more, probably a reason why some people may not like Zoe that much. But i did like Zoe, i did like her voice acting and way of talking.

Again, they were succesful in creating characters that have personality, and the world doesn't feel like it centers only in the main character like a lot of other games.

The puzzles on this game are very easy compared to TLJ, but it also is now 3D and not entirely point-click. The game now approaches a more story driven pace than before, not wanting you to waste time trying to figure something out. This may please some and not others, but it doesn't mean that it is better or worse (actually, when you remember the paint shaking machine from TLJ, you may say it was for the best). So, puzzles now are to be solved locally, and you don't have to walk around the entire game with items you don't know if you'll need to use or not.

And they really got some different ones, even! The cave where you have to listen to the creatures singing? Hey, that was very interesting.

The exploring part, where you need to click things to interact and hear the character thoughts about them, are not really the best. You need to click with the right mouse button to scan the area...

But you can play the game with mouse or keyboard, and change how the camera works. It was enjoyable having to use the mouse only to scan the surroundings.

Eer... well... the combat... (sigh). Yes, you have to fight sometimes. And it is a bit frustrating.

But you can win them, just try again! You can do it!

(no, they are not good. Not much else to say, i think this is the worst part of the game, glad they removed them from Chapters lol)

About graphics, they are not the best but work well. I must say that graphics will only be an issue if they affect gameplay or story in some way. If not, then they shouldn't matter (like poor textures and meshes, clipping things and etc).

So, overall, Dreamfall is a good game on it's own, but A LOT better when played as the second part of 3. It is very atmospheric, very very movie like and at least I had lots of fun playing it.

Of course, i recomend it. Absolutely.

Again, as said in TLJ review, i think everyone should play The Longest Journey-Dreamfall saga once in their lives.. Outstanding game. I purchased the entire bundle because I liked it a lot. I hope you do too because it will take quite a while to complete. The story play and graphics are high quality. I can't stress the importance of gameplay based upon the previous Dreamfall games... they are linked so you will love the last game as they are so well developed.. The second game of The Longest Journey Trilogy. Funny enough, this game was the first one I played. I played the original TLJ after... and I gotta say... the first one is better.

The voice acting in this wasn't as good as the first game. Some characters sounded so bad that you could probably find a stranger off the street and have him or her do better.

The graphics are good for a 2006 game. There is some clipping though with the characters. One of the main characters boots fly into his cape a he sprints, etc.

The game takes place 10 years after the original TLJ. So my favorite part about it is getting to see some of the locations of the original TLJ turned into 3D. That part is awesome. Total fanboy-gasms all around. So if you're playing these in order, definitely don't skip this game. It fills a lot of the gaps of what happened after TLJ and what April has been up to (along with Crow, April's dragon sister, Benrime, Brian Westhouse, Charlie, Emma, etc.)

The story was alright. I liked 1's better. Although this can be just as confusing as 1. This game's plot didn't have much to do with the first game's plot at all. This game introduced a new enemy, and a lot of new lore\elements.

I'd say pick it up if you're playing them in order. If you try skipping to Dreamfall: Chapters without playing this, I'd say you would be confused.

I didn't really like Zoe. April is a much better protagonist. April's voice actor is awesome. As for Zoe's voice actor... she isn't too good. Barely conveys emotion in her voice. Glad they replaced her in Chapters.

The game has some combat, but it is horribly done. Seriously it would have been better if the game just got rid of all of that. That's not the type of game this is.

This game had way less puzzle elements than the first game did. This was more of a straight-shot journey. It had backtracking similar to the first game, but the puzzles are replaced with doing tasks\ talking to people.

Overall, A solid 6.5\10 for me. My favorite parts of it were re-visiting the TLJ locations, and seeing how the characters evolved.. Unfortunately, I will not be finishing this game. After original game I was looking to this one but I got disappointed. The controls, mixed up story of all different characters, stupid and unusable fighting controls, beasts I cannot fight at all so I die all over. I am sorry but I am not happy. I will try third instalment of the Dreamfall and see maybe it will be better.. Horrible camera controls, terrible fighting system. Easy puzzles, basically a walking simulator. Big disappointment.

3\10. very much enjoyed The Longest Journey.

This, however... I'm sure the story would be just as good, but part of my enjoyment was it was point and click.

This has keyboard controls and one of, if not the, worst camera controls I have ever encountered. I really can't keep playing with a camera that annoys me this much.. I could say that this game is almost a masterpiece. The story was pretty cool, well... mixed up story of all different characters could have be done litle better.

Unfortunately i never played the first game, i guess that is why i missed a significant element of history.

I've never played this game before, so i took into account the fact that the game is already 13 years old. Despite the age of the game, this game is actually aged very well.

The game's animation was pretty good , and the graphics remained beautiful, yeah i mean as 13 year old game.

But as i mentioned this game is still far from masterpiece.

The first problem is that the first game was a "point and click" genre game, on next game the creators feels like stuck with this game without knowing what genre they want to create.

Just look, fighting in this game sucks, controls sucks, camera sucks, and third person style does not worked well on this "point and click" gameplay. It feels weird, and not completed.

Next problem is ending. The game ends very unexpectedly, leaving many unanswered questions. Looks like end of the game has

been cut.

Maybe all the answers is in the third game, i don't know because i haven't played yet.

It was not a good idea to leave this ending so unfinished, and then unrelease next game for many years.

Anyway this game was still fantastic, and i recommend for everyone who hasn't tried yet.. The creators truly created something magnificent in the \u201cThe Longest Journey\u201d. They created a world that makes the games want to keep revisiting. The storytelling on this franchise is top notch! The game is like playing through a beautifully crafted novel (along the lines of JRR Tolkien and C.S Lewis). I really enjoyed this game and the original.

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