= Digimon Racing =

Digimon Racing (????????? , Dejimon R?shingu) is a racing video game developed by Griptonite Games and published by Bandai (now Namco Bandai Games) for the Game Boy Advance . Part of the Digimon media franchise and video game series , it utilizes Digimon 's characters and elements . Its gameplay largely resembles that of traditional racing games , but also utilizes elements of kart racing and action games . Its eleven playable characters can be increased to over 40 via Digivolution .

Digimon Racing uses Mode 7 and voice acting . The game was initially announced at Electronic Entertainment Expo (E3) 2003 and later exhibited at E3 2004 . It was released on April 1 , 2004 in Japan ; April 30 in Europe ; and September 13 in North America . It received mixed reviews from critics upon release , with criticism directed at its resemblance to other kart racers of the time and praise at some aesthetic and gameplay aspects .

= = Gameplay = =

Digimon Racing is a racing video game that utilizes characters and elements from Digimon as well as those of traditional racing games . The game follows a group of Digimon competing in a racing tournament within the Digital World , home to all Digimon . The purpose of the grand prix is to determine who is the best racer ; thus , they use specially designed karts that equate all contestants in terms of ability .

Digimon Racing 's gameplay largely resembles that of traditional racing games . It focuses on competing against seven CPU @-@ controlled characters in cup races consisting of three laps . The usage of items to attack opponents and improve one 's own condition is an integral part of the gameplay , and adds an element of kart racing games . A new feature in the game is " kart hopping " : using the karts to jump onto opponents , slowing them down . This adds an element of action gameplay . Digivolution , a recurring theme in Digimon , also plays a role in the game . Driving over energy hotspots scattered throughout the tracks increases an energy meter located at the bottom left of the game 's HUD . As the meter increases , the player traverses the Digimon 's evolutionary line , becoming more powerful and ultimately gaining the ability to use a special attack .

The game 's fifteen tracks ? four of which are available immediately ? are based on conventional video game environments such as jungles , volcanoes , and cities . After completing a track for the first time , the player unlocks a time trial mode for this track , and a boss battle . The action @-@ oriented boss battles involve defeating a generally static Digimon using items scattered throughout the areas , which are not designed as race tracks . The player can also compete in single races unrelated to the story in any unlocked tracks . The game uses the Game Boy Advance Wireless Adapter or Game Link Cable accessories for a multiplayer racing mode supporting up to four players .

= = = Playable characters = = =

The game features eleven Digimon as playable characters . Eight characters are available immediately ; the rest are unlockable by completing cup races . However , the Digivolution mechanic increases the total number of playable Digimon to over 40 . The cast predominantly includes popular Digimon from the Digimon anime . Characters ' racing abilities differ through their ranking in three areas : speed , handling and acceleration .

= = Development = =

Unlike previous games in the series which were developed by Japanese companies , Digimon Racing 's development was handled by the Kirkland , Washington , United States @-@ based Griptonite Games . However , Digimon series veteran Bandai (now Namco Bandai Games) returned to publish the game . It was the first original Digimon game for the Game Boy Advance ,

since Digimon Battle Spirit and Digimon Battle Spirit 2 were ports of WonderSwan Color games . The game uses the Mode 7 engine to create three @-@ dimensional gameplay on the handheld console otherwise incapable of such a feat . It occasionally uses voice acting during races , uncommon in Game Boy Advance games . The game was initially announced at E3 2003 . It was later exhibited at E3 2004 , with the North American release announced for August 2004 . Upon completion of development , the game received a rating of " E " (Everyone) from the Entertainment Software Rating Board (ESRB) and " 3 + " from Pan European Game Information (PEGI) .

= = Reception = =

 Digimon Racing 's release fell on April 1 , 2004 in Japan ; April 30 in Europe ; and September 13 in North America . The game received mixed reviews from critics upon release ; it has a score of 62 % at Metacritic and 63 @.@ 67 % at Game Rankings . Critics criticized the game for its close resemblance to other kart racers of the time . IGN 's Craig Harris and 1UP.com 's Garnett Lee stated that Digimon Racing 's gameplay mirrored that of Crash Nitro Kart and the Mario Kart series respectively . Aside from the familiar format , critics praised specific aesthetic points such as the graphics and music (GameZone 's Michael Lafferty) and the tracks ' layouts and themes (Lee) . Aspects of the gameplay were also praised , such as control (Harris and Lee) , multiplayer mode (Lee) , replay value , and kart hopping (Harris) . Nintendo Power stated that " [t] he racing action is similar to that of other kart games , but the Digimon influence adds a fun gameplay edge . " Famitsu 's four reviewers gave the game scores of 5 , 5 , 7 , and 6 out of 10 , respectively , resulting in a total score of 23 out of 40 . Allgame 's T.J. Deci gave the game three stars out of five , although he did not provide a more thorough review .