

= Metroid Fusion =

Metroid Fusion is an action @-@ adventure video game published by Nintendo for the Game Boy Advance handheld game console . The fourth installment in the Metroid series , it was developed by the company 's Research & Development 1 (R & D1) division ? the same team that previously developed the 1994 game Super Metroid , to which Fusion bears heavy resemblance . It was released in North America , Europe , and Australia in November 2002 , and in Japan in February 2003 .

The game 's story follows bounty hunter Samus Aran , who is sent by the Galactic Federation to investigate the Biologic Space Laboratories space station , where it is swarming with organisms infected with virions known as the X Parasites . Like in previous Metroid games , Fusion is played from the side @-@ scrolling perspective . It introduces mission @-@ based gameplay that aids the player to explore areas . The game consists of objectives , which are flexible in how they can be accomplished . Fusion was released simultaneously with the GameCube game Metroid Prime in North America . The bonus features in Prime can be unlocked by linking between the game and Fusion via the Nintendo GameCube ? Game Boy Advance link cable .

Metroid Fusion received critical acclaim from critics , who praised the game for its action @-@ oriented gameplay . Fusion received several awards , including Handheld Game of the Year at the 2002 Interactive Achievement Awards , Best Game Boy Advance Adventure Game from IGN , and Best Action Game on Game Boy Advance from GameSpot . The game was released as a Nintendo 3DS Virtual Console title in December 2011 , as part of the " 3DS Ambassadors " program . The Wii U Virtual Console version was later released in April 2014 .

= = Gameplay = =

Metroid Fusion is an action @-@ adventure platform shooter in which the player controls Samus Aran . Like previous games in the series , Metroid Fusion is set in a large open @-@ ended world with elevators that connect regions , which each in turn contains rooms separated by doors . Samus opens most doors by shooting at them , while some only open after she reaches a certain point . Metroid Fusion unfolds in a more linear manner than previous Metroid games due to its focus on storyline ; for example , Navigation Rooms are introduced in Metroid Fusion , which tell the player where to go . The gameplay revolves around solving puzzles to uncover secrets , platform jumping , and shooting enemies while searching for power @-@ ups that allow Samus to reach new areas . Injected with a Metroid vaccine in Metroid Fusion , Samus can absorb X Parasites that restore health , missiles , and bombs . Power @-@ ups can be obtained either by downloading them in Data Rooms , or absorbing a Core @-@ X , which appears after defeating each boss . Metroid Fusion includes gameplay mechanics new to the series such as the ability to grab ledges and climb ladders .

Owners of both Metroid Prime and Metroid Fusion can unlock new features in Metroid Prime using the Nintendo GameCube ? Game Boy Advance link cable . After completing Metroid Prime , the player can unlock Samus 's Fusion Suit for use in Metroid Prime , and if they complete Metroid Fusion , they can unlock an emulated version of the first Metroid game . Players can also link Metroid Fusion to Metroid : Zero Mission to unlock a Metroid Fusion picture gallery , which includes additional concept art and extra images from the Japanese version of Metroid Fusion which chronicle Samus 's early years .

= = Plot = =

Bounty hunter Samus Aran , the protagonist , explores the surface of the planet SR388 with a survey crew from Biologic Space Laboratories (BSL) . She encounters the X Parasites , virions that can replicate their hosts ' physical appearances and memories , killing them afterward . Samus is unknowingly infected by the virus , and proceeds to return to the BSL station , when she suddenly loses consciousness and is ejected from her ship before it crashes into a nearby asteroid belt . The

Galactic Federation recovers her body and discovers that the X Parasite infected Samus 's central nervous system . They counteract the parasite 's damage by creating a vaccine made from a remaining cell culture of the infant Metroid that Samus had previously contacted , as the Metroids were the X 's main predators on SR388 . The vaccine cures Samus and not only gives her the ability to absorb and use the nuclei of X Parasites for nourishment , but also burdens her with the Metroids ' vulnerability to cold . Her infected Power Suit is sent to the BSL station for examination , although parts of the suit were too integrated with her body to safely remove during surgery , forming a partially armored suit called the Fusion Suit .

When Samus recovers consciousness , she discovers that an explosion has occurred on board the BSL station . She is sent to investigate . The mission is overseen by her new gunship 's computer whom Samus nicknames " Adam " , after her former commanding officer , Adam Malkovich . Soon after her arrival , Samus discovers that the X have infected the station with the help of the " SA @-@ X , " an X parasite mimicking Samus at full power . Samus narrowly avoids the SA @-@ X on several occasions as she continues to explore the space station , completing various objectives such as saving the sentient Etecoons and Dachoras still on board the ship . By using Data Rooms and defeating larger creatures infected by the X , Samus begins to recover her various abilities . She later discovers a restricted lab containing Metroids . Suddenly , the SA @-@ X appears , and in an attempt to destroy the Metroids sets off the restricted labs ' auto @-@ destruct sequence . Samus escapes but the lab is destroyed . Discovering this , the computer chastises Samus for ignoring her orders , and admits that the Federation was secretly using the lab to breed Metroids . It also reveals that the SA @-@ X managed to asexually reproduce before perishing , subsequently cloning itself ; in light of this , the computer advises Samus to leave the station .

On her way to her ship , the computer orders Samus to leave the rest of the investigation to the Federation , which plans to capture SA @-@ X for military purposes . Knowing that the X would only infect the arriving Federation troops and absorb their spacefaring knowledge to conquer the universe , Samus announces her intention to destroy the station . Although the computer initially intends to stop Samus , after Samus calls it " Adam , " the computer suggests that she alter the station 's propulsion to intercept with SR388 and destroy the planet to destroy all X populations . En route to initiate the propulsion sequence , Samus confronts an SA @-@ X , defeats it , and sets the BSL station on a collision course with SR388 . As she prepares to exit the station , she is stopped by an Omega Metroid which injures Samus towards an inch of her life . She is only saved by the recently defeated SA @-@ X. Samus absorbs the nucleus of this SA @-@ X and uses her newly restored Ice Beam to destroy the Omega Metroid . Her ship arrives , piloted by the Etecoons and Dachoras , and they escape before the station impacts the planet . The computerized CO reveals that it is the consciousness of Adam Malkovich , uploaded after death .

= = Development = =

Metroid Fusion was developed by Nintendo Research & Development 1 (R & D1) , the same development team that created the 1994 video game Super Metroid for the Super Nintendo Entertainment System , which visually bears a resemblance to Metroid Fusion . Its gameplay , screen layout , and controls mimic those of Super Metroid , with minor enhancements . Metroid Fusion is the first 2D Metroid game with animated cut scenes ; the game 's story is revealed through text and visual close @-@ ups . Metroid Fusion was written and directed by series co @-@ creator Yoshio Sakamoto , and produced by Takehiro Izushi . While brainstorming for ideas to the game 's plot , Sakamoto decided to create an original story instead of remaking a Metroid game because he " always [tries] to do something really unprecedented , something people have never played before " . He continued , saying , " Many of our designers and creators want to challenge something new rather than simply porting over an old title . That 's something I hope we 'll always do . If you can challenge something new , you can look forward to the public response , be it good or bad . " The game introduces gameplay mechanics that are new to the Metroid series . Metroid Fusion offers a more direct , almost mission @-@ based structure that supports the player to explore areas . Objectives are also flexible in how they can be completed , acting " more as a guide for what the

player should do instead of giving a completely blank map and saying ' Here you go , figure out what to do and how to do it ' " .

According to the lead programmer Katsuya Yamano , Nintendo R & D1 did not consult previous Metroid games , and instead used their previously developed game Wario Land 4 as a reference in order to program Metroid Fusion . The game 's system director Takehiko Hosokawa states that while parts of the old gameplay remain in Fusion , the developers decided to introduce new elements to the game . Samus 's suit was revamped for Fusion ; Hosokawa said that this was because an X Parasite has attacked Samus and made her lose all her abilities . The missiles from previous games were also changed , leading an addition of two new types : the Ice Missiles ? which has an similar effect to the Ice Beam ? and a more @-@ powerful Diffusion Missiles . Other abilities were added to Fusion ; such as climbing walls and ceilings , and absorbing X Parasites to replenish health .

Nintendo first confirmed an unnamed Metroid title would be released for the Game Boy Advance handheld game console on March 23 , 2001 . Despite speculation that the game would be based on Super Metroid , Ken Lobb , Nintendo of America 's Director of Game Development , quelled rumors by stating , " One of the things I wanted to get across in today 's meeting is that Metroid is not Super Metroid . It 's something new . [...] And that 's something that will hopefully be seen at E3 for our sweet little Game Boy Advance . " The first video footage from the game , a 10 @-@ second clip , was shown to the public on May 18 , 2001 , at the 2001 Electronic Entertainment Expo ; by then , the game was titled Metroid IV . At the E3 convention the following year , IGN awarded the game , titled Metroid Fusion , their Best of Show and Best Action Game awards . The game was scheduled for a release date of November 18 , 2002 . On August 22 , 2002 , Nintendo announced that the game can connect to Metroid Prime for the GameCube , a Metroid game that was released on the same day as Fusion .

= = = Audio = = =

The music for Metroid Fusion was composed by Minako Hamano and Akira Fujiwara . According to Hamano , Sakamoto wanted her to create music in accordance with Adam 's dialogue . Hamano aimed for " serious , ambient music rather than melody " because she did not want the exploration themes to be " annoying " . She also borrowed jingles that were previously used in Super Metroid , and arranged them for Fusion . As Nintendo of America wanted the developers to look for " Hollywood @-@ like " voice actors , Hamano added a voice of an announcer . The developers were planning on featuring voice acting into the game , but the voices were only used for warning announcements due to ROM cartridge limitations .

A two @-@ disc album , Metroid Prime & Fusion Original Soundtracks , was published by Scitron on June 18 , 2003 , with the catalog number SCDC @-@ 00276 / 7 . The second disc contain musical tracks from Fusion , along with an additional track arranged by Shinji Hosoe .

= = Release = =

Metroid Fusion was released by Nintendo for the Game Boy Advance in North America on November 17 , 2002 , in Europe on November 22 , 2002 , in Australia on November 29 , 2002 , in Japan on February 14 , 2003 , and in China on March 2 , 2006 . Metroid Fusion was released worldwide for the Nintendo 3DS Virtual Console on December 16 , 2011 , as part of the " 3DS Ambassadors " program , which was announced by Nintendo on July 28 , 2011 . The game was one of ten Game Boy Advance games that can only be downloaded with 3DSs bought before a price @-@ cut on August 11 , 2011 . During the Nintendo Direct on February 13 , 2014 , Nintendo announced Metroid Fusion would be among the first three Game Boy Advance games to be released on the Wii U 's Virtual Console ; the game was released for the service on April 3 , 2014 .

In its debut month of November 2002 in the United States , 199 @,@ 723 copies of Metroid Fusion were sold , with total revenues of \$ 5 @,@ 590 @,@ 768 , making it the third bestselling Game Boy Advance game in that month , and the tenth bestselling game across all platforms . The game went

on to sell over 1 @. @ 08 million copies in North America by August 2006 , with revenues more than \$ 27 million . As of November 2004 , the game has sold 180 @, @ 000 units in Japan .

= = Reception = =

Metroid Fusion was met with critical acclaim , according to Metacritic . The game was considered fun and satisfying by several reviewers . X @-@ Play claimed that it was a " pleasure to play " , and praised its " beautiful " graphics and audio . The game satisfied IGN , which appreciated the lengthy minimum of 10 to 12 hours of playtime required to complete the game , further hailing it as an " outstanding achievement on the Game Boy Advance " . GamesRadar and GamePro , however , felt that the game was " a little short " , but still " love [d] every minute of it " , finding the hidden secrets and new power @-@ ups " sublimely ingenious " . The sentiment was shared with GameSpot , which was disappointed that the game ended so soon , but still stated , " Metroid fans should absolutely get it , as should anyone willing to trade off some quantity for some serious quality in their gaming time . " Metroid Fusion received several accolades . It was named Handheld Game of the Year at the 2002 Interactive Achievement Awards . The game was also chosen as Best Game Boy Advance Adventure Game by IGN and Best Action Game on Game Boy Advance by GameSpot .

Nintendo World Report and Eurogamer were excited about the game , both calling it the best 2D Metroid game and the best Game Boy Advance game so far . Video game magazine Game Informer agreed , describing the game as " everything you could want from a Game Boy Advance game " from beginning to end , giving it a perfect review score . Play also enjoyed the game , describing it as a " magnified , modified , and improved " version of everything great from Metroid and Super Metroid .

Comparing the game to Super Metroid , GameSpot thought that Metroid Fusion offered that game 's best qualities packaged in a new adventure . Nintendo Power heralded it as a return to the classic Metroid action gameplay style . The " perfect " controls were praised by Electronic Gaming Monthly , concluding its review by claiming " all games should feel this good . " The game did not feel new to GameSpy , which complained that even the final enemy encounter draws heavy inspiration from Super Metroid . GameZone found that the small screen was a poor environment in which to play Metroid Fusion , but they ultimately still found it an exciting game .