= Mega Man Network Transmission =

 Mega Man Network Transmission , known in Japan as Rockman EXE Transmission (????? ??? ????????? , Rokkuman Eguze Toransumisshon) , is a video game developed by Arika and published by Capcom and ShoPro Entertainment for the Nintendo GameCube console . The game was first released in Japan on 6 March 2003 , North America the following June , and PAL regions the following July . Network Transmission is part of the Mega Man Battle Network series , which originated on the Game Boy Advance (GBA) handheld .
 Taking place one month after the events of the first Megaman Battle Network game , the plot follows the protagonist Lan Hikari and his online avatar MegaMan.EXE in their fight against the " WWW (World Three) " organization and its attempt to unleash and spread the infectious " Zero Virus " into cyberspace . The player controls MegaMan through a set of levels that require actions such as jumping , sliding , and shooting , as well as the use of special " Battle Chips " that grant the player various combat and movement abilities . Network Transmission combines action and platforming gameplay elements from older Mega Man games with the strategy and role @-@ playing elements as defined by the Battle Network series .
 The development team 's intent was to meld these attributes into a home console title that would appeal to the young gamer audience that they found with the GBA series . Critical reception for Network Transmission has been mostly average reviews . Although it received some positive remarks for its Battle Chip gameplay , many critics have complained that the game features a high or unbalanced difficulty level . The game 's sound and its combination of 2D and 3D cel @-@ shaded graphics have been met with varied opinions .

= = Plot = =

 The storyline of Megaman Network Transmission takes place during the first decade of the 21st century (" 200X ") , one month after the original Megaman Battle Network . Following the defeat of the " Life Virus " , the ultimate weapon of Dr. Wily and the " WWW (World Three) " organization , Lan Hikari and his network navigator (NetNavi) MegaMan.EXE return to a life of ease . However , no sooner does Lan begin to relax when he hears of a mysterious and destructive computer virus called the " Zero Virus " that infects Navis and causes mayhem via his personal information terminal (PET) e @-@ mail . Lan has other qualms to deal with however , receiving an e @-@ mail detailing fellow NetNavi Roll.EXE being trapped in the internet . MegaMan goes to save her , finding an infected FireMan.EXE as the cause of trouble . Defeating him , the duo talk to FireMan 's operator , Mr. Match , and learn of the vaccine being distributed to amend the Zero Virus is actually doing just the opposite , having caused FireMan to go berserk .
 Confirming this with Lan 's father , Dr. Yuichiro Hikari , the two set out to search for the cure of the problem , finding many situations of pragmatic Navis infected and causing mayhem . Stopping all of them and returning them to their respective operators , the two eventually discover more clues leading to the remnants of the WWW . It is revealed that a powerful Navi called StarMan.EXE has been distributing the virus . After defeating StarMan , MegaMan and Lan engage in a climatic battle against the powerful super virus Zero himself . However , at the conclusion of the battle , just as the finishing blow is about to be delivered to Zero , the heroes discover he is not evil . Lan 's father then transforms him into a full @-@ fledged Navi . However , their happiness is short @-@ lived as a former member of the WWW simply named " Professor " reveals this was all part of his scheme to revive the dreaded Life Virus . Analyzing clues , MegaMan and Lan engage and defeat the second Life Virus and use Zero 's observation powers to eventually bring the Professor to justice . There is dialogue at the end of the game between ShadowMan.EXE and his operator Mr. Dark , leading the plot into the next chronological installment , Mega Man Battle Network 2 .

= = Gameplay = =

 Megaman Network Transmission incorporates aspects of action and platforming games similar to

other Mega Man series , while retaining the strategy and role @-@ playing elements of the Battle Network series . The player takes control of the protagonist Lan within the game 's real world and his NetNavi MegaMan.EXE within its internet . Unlike previous games in this series , Lan is restricted from moving location to location . Instead , the player uses a map screen with points of interest to travel to different levels . Levels are opened up as the player progresses through the game , with a slight emphasis on linear progression , although MegaMan can move off @-@ path at times . Levels typically end in a boss battle with another NetNavi . Combat takes place in real @-@ time , with MegaMan given the ability to jump , slide , fire his default arm cannon , and dodge enemy attacks on a two @-@ dimensional plane .

Special abilities called " Battle Chips " are provided through a " Custom Bar " that slowly fills at the top of the screen . When the bar is full , the player can select up to five Battle Chips , which are provided from a folder of player @-@ selected chips . Ten random chips are available when the bar is full ; a total of twenty can be used for each level excursion . Battle Chips are used for dealing large amounts of damage to enemies , protecting and restoring the player 's health , summoning other Navi 's to MegaMan 's aid , and for some platforming abilities . Certain chips can even be combined to be more effective . Although Battle Chips are limited in quantity , they can be picked up from deleted enemies or can be purchased at shops when not exploring the internet . As in previous Battle Network games , items that upgrade MegaMan 's maximum health , firing power , and other attributes can also be accessed .

= = Development = =

Megaman Network Transmission was developed by Arika , who had previously worked on the Street Fighter EX series , a 3D polygon rendition of publisher Capcom 's traditionally 2D fighting series . Producer Keiji Inafune revealed in an interview with Dengeki that after a string of PlayStation releases , the team chose to focus their development efforts of the Mega Man franchise for Nintendo consoles with the Battle Network series . They felt that children who played the GBA handheld were beginning to show interest in the GameCube , and that the character was more suitable to a console related to the Nintendo Family Computer , where the franchise originated . Inafune stated that the developer wanted to " preserve the core of Rockman " by transcending the traditional action elements (i.e. running and jumping) for the current gaming hardware from the perspective of the role @-@ playing series .

Network Transmission uses a cel @-@ shaded animation style to match the Mega Man NT Warrior anime series that was airing in Japan during the game 's development . Inafune explained that the team opted for an anime style with " eye @-@ catching effects " in place of a more realistic look because he felt it the former would be more enjoyable . Yuji Ishihara , the primary character artist for the Battle Network series , used many of his previous character designs for Network Transmission . One new contribution was updating his illustration for the revived Life Virus by giving it two fists per arm , among other details . " I thought it would be both an effective look , " Ishihara elaborated , " as well as make for a reasonably mobile character for a polygon @-@ based action game . " The musical score for Network Transmission was co @-@ composed by Shinji Hosoe , Ayako Saso , and Yousuke Yasui . Hosoe 's company Super Sweep Records has recently been given the rights to produce the soundtrack , and it was released as a part of Megaman 's 25th Anniversary on November 2 , 2012 .

Network Transmission was announced and on display for the first time at the Tokyo Game Show in September 2002 . The game was showcased at the Mega Man series 15th anniversary celebration event at the Makuhari Messe in Chiba Prefecture that December . A playable version made appearances in January 2003 at the World Hobby Fair in Osaka and at the Capcom Gamer 's Day event in Las Vegas . Finally , the game was on display at the Electronic Entertainment Expo in Los Angeles during the summer between its Japanese and North American releases .

= = Reception = =

Media Create sales data for Japan shows that Mega Man Network Transmission sold 23 @,@ 147 copies during its first week on sale , 9 @,@ 041 copies during its second week , 7 @,@ 859 copies during its third week , and 4 @,@ 679 copies during its fifth week . A total of 79 @,@ 360 copies were sold in the country by the end of 2003 . A bargain @-@ priced version of the game was released in Japan on March 18 , 2004 . According to NPD Group , Network Transmission sold 30 @,@ 224 copies in North America , making it the eighth best @-@ selling GameCube game in the region for the month of June 2003 .

Network Transmission has been met with mixed critical reception . The game currently holds scores of 67 % on GameRankings and 65 out of 100 on Metacritic . A point of contempt for many critics was the game 's difficulty level . Skyler Miller of G4 summarized , " Network Transmission is painfully difficult not because of any genuine challenge , but because of its cheap enemies , frustrating weapons setup , and unnecessary complications . For example , you can only save after beating a boss , which is common in the Mega Man series . It 's tedious to have to wade your way through the relatively straightforward levels time and time again only to meet instant death against a boss . " GameSpy 's Benjamin Turner felt that the difficulty level was unbalanced rather than too steep , and that once a player gains a foothold on the gameplay and collects enough Battle Chips and power @-@ ups , the challenge subsides . Reviewers for Eurogamer , IGN , and GameSpot all similarly agreed that the greatest difficulty is presented toward the game 's start , particularly with its first few boss battles .

Opinions on the visuals and audio in Network Transmission have been decidedly split . Turner found the music perfectly fitting , but stated , " You may also be disappointed that the graphics don 't quite push the GameCube . They 're generally okay , and even pretty a few times , but overall the visuals are a bit spartan . " Jeff Gerstmann of GameSpot described the backgrounds and animation as appropriate , that the Japanese voice acting matched the characters , and that the music was upbeat . However , he found the art style lacking in personality , the weapon effects and summons " understated " , and the sound effects " underdeveloped " . IGN 's Matt Casamassina was conversely impressed by the art style , backgrounds , and frame rate , but disliked the graphics as a whole , proclaiming , " It 's a brand new product , but it looks like it could have been released on PlayStation 1 , or perhaps even on Super Nintendo . " Miller found the game 's use of cel @-@ shading useless and the titular protagonist " the weakest link of all , looking undefined , vague , and more than a little awkward " .

The game 's integration of Battle Chips into the side @-@ scroller genre was admired by some reviewers . Casamassina was entertained by discovering and capitalizing on which chips are useful against which enemies . Turner was impressed by the random shuffling of chips in one 's inventory and the instances of forced improvisation on the player 's part . Tom Bramwell of Eurogamer expressed satisfaction with having the needed chips at the right times , but admitted frustration with having to disarm oneself to organize them . He asserted , " Even glancing at what you might move to the top of the list involves sending the blue bomber 's current chips back to the ' Folder ' , leaving you with a choice between edging forward with the paltry chargeable beam weapon and standing around waiting for your Custom bar to fill up again . "