Metroid Prime 3 : Corruption

Metroid Prime 3 : Corruption is a first @-@ person action @-@ adventure game developed by Retro Studios and published by Nintendo for the Wii video game console . It is the 9th game in the Metroid series , and the final entry in the Metroid Prime trilogy ? excluding two spin @-@ off titles . It was released in North America and Europe in 2007 , and in Japan the following year . The Wii Remote and Nunchuk devices are featured in a new control scheme that took a year to develop and caused the game 's release to be delayed several times .

The story of Corruption is set six months after the events of Metroid Prime 2 : Echoes , and follows bounty hunter Samus Aran as she assists the Galactic Federation in its fight against the Space Pirates . While fending off a Space Pirate assault , Samus and her fellow bounty hunters are attacked by her doppelgänger , Dark Samus , who incapacitates them with a mutagenic material called Phazon . After losing contact with the other hunters , the Federation sends Samus on a mission to determine what happened to them . During the course of the game , Samus works to prevent the Phazon from spreading from planet to planet while being slowly corrupted by the Phazon herself .

The game was first shown to the public at the E3 2005 trade show . Reception to Corruption has been positive , with several reviews specifically praising the gameplay . More than one million copies of the game were sold in 2007 . It was re @-@ released as part of Metroid Prime : Trilogy , a Wii compilation of the three main games of the Prime series with Wii Remote controls .

Gameplay

Metroid Prime 3 : Corruption is a first @-@ person action @-@ adventure game . The player controls the protagonist , Samus Aran , using the Wii Remote and Nunchuk devices . The Nunchuk enables the player to perform actions such as moving Samus and locking on to enemies and targets . The Wii Remote allows the player to execute actions such as jumping , aiming , and firing weapons .

Corruption is a large , open @-@ ended game that takes place across several planets , each with regions connected by elevators , rail systems , and bridges . Each region has rooms separated by doors that can be opened when shot with the correct weapon . The gameplay revolves around solving puzzles to uncover secrets , jumping on platforms , and shooting enemies with the help of a " lock @-@ on " mechanism that allows Samus to move in a circle while staying aimed on an enemy . The game uses a first @-@ person view , except in Morph Ball mode , in which Samus 's suit transforms into an armored ball and the game uses a third @-@ person camera . The third person camera is also used in conjunction with the Screw Attack power @-@ up : in this case Samus 's suit emits strange energy waves as she performs a continuous jump .

The game 's heads @-@ up display simulates the inside of Samus ' helmet , and features a radar , map , ammunition gauge and health meter . The player can change visors to enable new abilities such as X @-@ ray vision , collecting information on many items , creatures and enemies , and interfacing with certain mechanisms such as force fields and elevators . Corruption also includes a hint system that periodically displays on @-@ screen instructions and navigation assistance . The game also has the addition of the Hypermode , a feature in which health is drained to give temporary invincibility and more powerful attacks . Excessive usage of the Hypermode leads into Corrupt Hypermode , that if not stopped leads to a non @-@ standard game over due to Samus being overtaken by Phazon . Another new feature is the Command Visor , which allows Samus to summon remotely her gunship from a suitable landing site to save the game , or travel to another destination quickly . During the progress of the game , new abilities can be obtained to allow it to perform aerial attacks against enemy targets and transport heavy objects .

Synopsis

= = = Setting = = =

The events in Metroid Prime 3 : Corruption take place six months after Metroid Prime 2 : Echoes . The game 's protagonist , Samus Aran , is a bounty hunter hired to assist the Galactic Federation during its ongoing conflict with the Space Pirates . After facing initial defeat on the planet Zebes during the events of the first Metroid title , the Space Pirates sought to gain power by using a newly discovered mutagen called Phazon . However , Samus managed to disrupt their operations throughout the Prime trilogy and ultimately allowed the Galactic Federation to confiscate and replicate their Phazon armaments .

The Space Pirates ' operation was left in disarray following defeat in Metroid Prime 2 : Echoes . In their desperation , they turned to Dark Samus , Samus 's sinister doppelgänger , for aid . Dark Samus strengthened the Space Pirates ' forces , while also slowly indoctrinating them into mindless servants . Their combined forces seek to corrupt the universe with Phazon by first executing a series of methodical attacks on three Federation planets : Norion , Bryyo , and Elysia . The game is primarily centered on these planets and three other locations that become accessible after completing certain in @-@ game tasks .

= = = Plot = = =

Metroid Prime 3 : Corruption begins with a meeting between Samus , three other bounty hunters , and Admiral Dane , leader of the Galactic Federation fleet . The bounty hunters , including Samus , receive orders to clear a computer virus from several organic supercomputers called " Aurora Units " , located throughout the galaxy . Suddenly , the meeting ends abruptly when Space Pirates attack the Federation fleet . Samus and the other bounty hunters are deployed to the planet Norion , where the Space Pirates are concentrating an attack on a Federation naval base . While suppressing the attack , Samus learns that a Phazon asteroid , called a Leviathan Seed , will soon collide into Norion . Samus and the other bounty hunters attempt to activate the base 's defense systems , when they are suddenly attacked by a newly armored Dark Samus . With the other bounty hunters knocked out , a severely wounded Samus manages to activate the system just in time to destroy the Leviathan Seed before she falls unconscious .

A month later , Samus awakens aboard a Galactic Federation starship , where she learns that Dark Samus 's Phazon @-@ based attacks have corrupted her . The Federation equips her with a Phazon Enhancement Device (PED) that enables her to harness the Phazon energy within herself . She is informed that her fellow bounty hunters , also corrupted with Phazon and equipped with PEDs , have gone missing during their missions to investigate several planets embedded with Leviathan Seeds . Samus is first sent to the planet Bryyo and later Elysia to determine what happened to her missing comrades . She soon discovers that both planets and their inhabitants are slowly being corrupted by the Leviathan Seeds ; and that she must destroy the seeds to reverse this .

Samus encounters heavy resistance from the Space Pirates , Phazon @-@ corrupted monstrosities , and her fellow bounty hunters who have been corrupted by Dark Samus . Throughout her mission , which eventually takes her to the Space Pirate homeworld , Samus slowly becomes further Phazon @-@ corrupted . She manages to stop the Space Pirate assault with the assistance of the Galactic Federation Navy . The fleet then warps to the planet Phaaze , the source of all Phazon in the galaxy . Samus travels to its core , where she finally defeats Dark Samus , then the corrupted Aurora Unit 313 . As a result , Dark Samus is obliterated , Phaaze is destroyed , and all Phazon in the galaxy is rendered inert . At the end of the game , if the player collects 100 percent of the upgrades , Samus is seen flying into hyperspace with Sylux 's spaceship following her .

= = Development = =

Retro Studios intended to give Metroid Prime 3 : Corruption larger environments than Metroid Prime 2 : Echoes , and enable the game to run at 60 frames per second . The developers were also

interested in using the WiiConnect24 feature to provide additional content for the game that would be accessible from the Internet . Retro announced that Corruption would be the final chapter of the Prime series and would have a plot " about closure , told against the backdrop of an epic struggle " . After the Wii Remote was revealed , Nintendo demonstrated how Metroid Prime 3 would take advantage of the controller 's special abilities with a version of Echoes modified for the Wii and shown at the Tokyo Game Show in 2005 .

The title Corruption and some of the first gameplay footage were revealed at Nintendo 's Media Release at the E3 2006 trade show . Iwata said he hoped Corruption would launch with the Wii in November 2006 , but a few months later the game was delayed to 2007 . In April 2007 , Nintendo of America President Reggie Fils @-@ Aime stated in an interview that Corruption was " not going to ship by June " and set it at a summer 2007 release date at the earliest . Later he opined , " when we release it , it will be perfect . And if that 's a little later than folks would have liked , I 'm hoping they 're going to be happy . " In late April 2007 , IGN editor Matt Casamassina revealed that Corruption would be shown in detail during May of that year , and that the game would be released on August 20 , 2007 , in the United States . Nintendo of America later announced to have moved the release date to August 27 , 2007 , but Nintendo finally announced an " in stores " date of August 28 , 2007 . The game was released in Europe on October 26 , 2007 . At the Media Summit held by Nintendo during the week of May 21 , 2007 , Reggie Fils @-@ Aime said that Metroid games " never played this way before " when referring to Corruption . He also noted that Nintendo employees who had seen the game in action claimed that it " will reinvent the control scheme for a first @-@ person shooter " .

Game director Mark Pacini stated that the biggest concern Retro had during production was the controls , which had " too many functions for the amount of buttons " . Pacini also said the Wii Zapper , a gun shell peripheral , was never considered because it was announced when the game 's development was almost done . Retro president Michael Kelbaugh said that the delays for the game 's release gave them more time to tune the controller , which took a year . He also stated that while Retro did " a great job on the multiplayer in Metroid Prime 2 " , focus was centered on the single player portion of the game , which was considered to be " the core strength of the franchise " . Art director Todd Keller declared the graphics to be focused in both texture detail and variety , with every single texture being hand @-@ made and trying to " make every room its own custom stage " . During development , the Nintendo EAD team involved with Corruption suggested Retro to turn Hypermode into the core of the game , saying it would enhance the tension as it made players powerful but if used excessively would lead to a game over . Retro initially disagreed , saying it would be difficult to implement the feature without dampening the entertainment value , but after discussion decided to turn Hyper Mode into a regular functionality of the game .

= = = Audio = = =

The soundtrack for Metroid Prime 3 : Corruption was composed by Kenji Yamamoto , Minako Hamano and Masaru Tajima . The game took advantage of the increase in the amount of RAM that took place when the series switched from the GameCube to the Wii ; this allowed for higher quality audio samples to be used and thus allowing a better overall audio quality . Yamamoto used Hirokazu Tanaka 's musical design of the original Metroid in Corruption , by keeping the music and themes dark and scary until the very end , when uplifting music is played during the credits .

Metroid Prime 3 : Corruption is the first game in the Metroid series to feature a significant amount of voice acting , compared to previous games in the series in which Samus " [acted] alone [... and] always came across as a lone wolf " . The producers decided to include voices to create a stronger connection between players and the characters . The characters ' voices were performed by Timothy Patrick Miller , Lainie Frasier , Christopher Sabat , Edwin Neal , Claire Hamilton , Brian Jepson , Gray Haddock , Clayton Kjas and Ken Webster .

= = Marketing and release = =

IGN initially criticized Nintendo for its minimal marketing campaign for Corruption and compared it to the larger campaign for the original Metroid Prime , which included its own live action advertisement . The website concluded that the campaign was the result of Nintendo 's new focus on casual games for their console . When questioned on the company 's actions , Nintendo of America responded by saying , " Nintendo fans will be surprised by the quantity and quality of Metroid Prime 3 : Corruption information that becomes available before the game launches on Aug. 27 . Your patience will be rewarded (or Corrupted) . " Following this promise , Nintendo released the " Metroid Prime 3 Preview " channel on August 10 , 2007 , in North America and on October 15 , 2007 , in Europe . The channel , available as a free download via the Wii Shop Channel , allowed Wii owners to view preview videos of the game that included a battle sequence and previously unannounced details on new characters . The Preview channel was the first in a series of new downloadable content including videos made available in North America . The " month of Metroid " , as named by Nintendo , included Virtual Console versions of Metroid , available on August 13 , 2007 , and Super Metroid , available on August 20 , 2007 .

Metroid Prime 3 : Corruption was released in North America on August 27 , 2007 , in Europe on October 26 , 2007 , and in Japan on March 6 , 2008 . In the Japanese version , the game 's difficulty level is decided by answering to " a questionnaire from the Galactic Federation " , in contrast to the North American version where the difficulty level is chosen directly by the player . Metroid Prime series producer Kensuke Tanabe said that an idea for a questionnaire came from Retro Studios .

= = Reception = =

Metroid Prime 3 : Corruption received critical acclaim . Nintendo Power commented , " The stunning visuals and immersive gameplay of the finale to the Prime series proves that the Wii is ready for the mainstream gamer . " IGN awarded the game an Editor 's Choice Award , and noted that the game was beautifully designed and the best looking game for the Wii . They also praised the inclusion of " well @-@ done " voice acting , in contrast to the lack of any voice acting in most other Nintendo games . Despite stating that Metroid Prime 3 was too similar to its predecessors , the review concluded that it was the best game in the Prime trilogy . IGN also said that it could be worthy of the same score as the original Metroid Prime (9 @.@ 8) , had it not been for the aforementioned reason . X @-@ Play claimed that the game was enjoyable , but it had a few awkward control mechanics and was a little difficult to control on the Wii . They also said that although it was fun , there were problems that lead to odd lock @-@ on mechanics and painful wrists from continuous motions .

Brand Jones from GameTrailers praised the more user @-@ friendly and action @-@ packed nature of the game compared to Metroid Prime and Echoes . Jones also praised the superior motion @-@ sensitive controls , stating , " After playing Metroid Prime 3 you 'll never want to play a shooter with dual analog controls again , it 's that good . " He further added that those elements make Corruption " far superior to the original Metroid Prime " . 1UP.com was enthusiastic about the new control system and said the graphics were " some of the best visuals in gaming , period " . Electronic Gaming Monthly gave Corruption a Silver award and ranked the title as Game of the Month in a three @-@ way tie with FIFA 08 and The Legend of Zelda : Phantom Hourglass . GameSpot stated the game had enjoyable puzzles , boss battles , atmospheric levels , and smooth gameplay . It also explained that the game was more like a traditional shooter video game than an adventure shooter , and stated that the motion activated actions were too unresponsive .

GamesRadar named Metroid Prime 3 : Corruption the 10th best Wii game of all time out of a list of 25 , stating that " Metroid Prime 3 is the ultimate achievement of the series . The formula , which was repeated several times by Corruption , was been tweaked and pruned to its most perfect point , with some of the best shooting on the system . " In IGN 's Best of 2007 Awards , Corruption received the awards for Best Wii Adventure Game , Best Artistic Design , and Best Overall Adventure Game . GameSpy ranked it as the second best Wii game of the year , behind Super Mario Galaxy , and honored it as the Best Innovation on the Wii . Australian website MyWii named Prime 3 as the second best Wii game currently available , behind Super Mario Galaxy . Despite being released on

August 27 , Corruption was the fifth best @-@ selling game of the month , with 218 @,@ 100 copies sold . It also debuted at the fifth spot of the Japanese charts , with 34 @,@ 000 units in the first week of release . More than one million copies of the game were sold in 2007 , and as of March 2008 , 1 @.@ 31 million copies of the game were sold worldwide .

= = Rerelease and future = =

 Metroid Prime 3 was rereleased on August 24 , 2009 in North America , alongside Metroid Prime and Metroid Prime 2 : Echoes , as a single @-@ disc compilation titled Metroid Prime : Trilogy . Prime and Echoes feature the motion controls and achievement systems introduced in Corruption . The compilation was later rereleased on the Wii U 's Nintendo eShop on January 29 , 2015 .
 Metroid Prime : Federation Force , an upcoming Nintendo 3DS game to be developed by Next Level Games , was announced at E3 2015 ; Metroid Prime series producer Kensuke Tanabe said that " this time around we 're doing a story on the Galactic Federation . " Regarding the Corruption 's ending , Tanabe wanted to create a story that centers on Samus and Sylux , noting that " [t] here 's something going on between them . I want to make a game that touches upon [it] . " Tanabe added that Nintendo has no plans on releasing the next Metroid Prime game for the Wii U , stating it " would likely now be on Nintendo 's NX console . "