

= Metroid Prime : Trilogy =

Metroid Prime : Trilogy is a compilation of action @-@ adventure games developed by Retro Studios and published by Nintendo for the Wii video game console . It features three games from the Metroid series : Metroid Prime , Metroid Prime 2 : Echoes , and Metroid Prime 3 : Corruption . Prime and Echoes , which were originally released for the GameCube , were updated with many of the features that were first implemented in Corruption , such as a new control scheme based on the Wii Remote and a credits system that was supported by WiiConnect24 .

The compilation was first announced by Nintendo in May 2009 , and was released in North America on August 24 , 2009 ; in Europe on September 4 , 2009 ; and in Australia on October 15 , 2009 . It was not released in Japan , because the Prime and Echoes ports were released as standalone games in the New Play Control ! collection for that region . In January 2010 , Nintendo discontinued the title in both North America and Australia . Metroid Prime : Trilogy was well received by critics , with much praise to the new controls . In January 2015 , the compilation was made available for download from the Wii U 's Nintendo eShop .

= = Overview = =

The updated Wii versions of Prime and Echoes , which were released separately in Japan as part of the New Play Control ! series , utilize the same Wii Remote control scheme introduced in Corruption . Other updates include shorter load times , upgraded textures , bloom lighting , altered visual effects , and 16 : 9 widescreen capabilities ; however , the heads @-@ up display is always displayed at the original aspect ratio , causing it to be stretched horizontally when in widescreen mode .

Additionally , the award system from Corruption was incorporated into the first two games . Players earn credits by accomplishing certain tasks , allowing them to unlock in @-@ game items such as artwork , music , a screenshot feature , decorative items for Samus ' ship in Corruption and the Fusion Suit in Prime , in which the latter was previously unlocked by connecting the Game Boy Advance title Metroid Fusion to the game . Credits could also be shared with registered Wii friends , who also have a copy of Trilogy , via WiiConnect24 which used the Wii 's own 16 @-@ digit number as opposed to a separate Friend Code . Save files from the original version of Corruption cannot be transferred to the Trilogy version due to changes made to the source code .

The game also featured the multiplayer mode from Echoes , but was limited to local four @-@ player games and did not feature online play , which is faithful to the original . In response to complaints from players and critics about Echoes 's high difficulty during some of the boss battles , the difficulty of the encounters was lowered . All three games were printed on a single disc , and accessible via a new , unified start menu designed differently from any of the previous editions of the included games . The menu also allows independent access to the Echoes multiplayer mode , the extras menu , and other settings .

= = = Metroid Prime = = =

Originally released in 2002 for the GameCube , Metroid Prime was the first 3D title in the series , changing the perspective from sidescrolling third person to first @-@ person view , with third @-@ person being used on the Morph Ball gameplay . The game starts with protagonist Samus Aran receiving a distress signal from Space Pirate Frigate Orpheon . After an accident causes the ship to be destroyed , Samus lands on the nearby planet , Tallon IV , where the Space Pirates discovered a powerful radioactive substance known as Phazon . Samus fights off the Pirates and their biological experiments , eventually leading to a battle with Metroid Prime , a highly mutated Metroid that had been feeding off the core of a Phazon meteorite . The game received universal acclaim by critics , winning several Game of the Year awards , and sold over two million units worldwide .

= = = Metroid Prime 2 : Echoes = = =

Released in 2004 , Metroid Prime 2 : Echoes continues from the events of the first Prime , and featured a multiplayer mode . Samus is sent to rescue Galactic Federation Marines from a ship near Aether , a planet inhabited by a race known as the Luminoth . There , she discovers that the troops were slaughtered by the Ing , an evil race that came from an alternate dimension of Aether created by a Phazon meteor . Samus travels to three temples to ensure the destruction of the Ing , while battling Space Pirates and her mysterious doppelgänger called Dark Samus . Although it was positively received , criticism of the game was driven on the steep difficulty and multiplayer components . Sales for Echoes were lower than the first , with a total of 800 @ , @ 000 units .

= = = Metroid Prime 3 : Corruption = = =

Released in 2007 , Metroid Prime 3 : Corruption was the first title in the series to be released on the Wii . While fending off a Space Pirate assault , Samus and her fellow bounty hunters are attacked by Dark Samus . After Samus loses contact with the other hunters , the Galactic 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 received high critical acclaim , and as of March 2008 , 1 @ . @ 31 million copies of the game were sold worldwide .

= = Development = =

In 2004 , while Retro Studios was finishing Echoes , senior producer Bryan Walker suggested to studio president Michael Kelbaugh to " do something for the fans by putting all the games together on a single disc in a collector [ ' ] s ' trilogy ' edition " . Kelbaugh sent the proposal to Nintendo , which the company accepted . Development on the compilation started shortly before the release of Corruption , and used only a few of Retro Studios ' staff , as most of the crew was busy with Donkey Kong Country Returns . Prime series producer Kensuke Tanabe asked the staff to resolve most of the glitches for the Trilogy release to prevent sequence breaking .

Walker considered the compilation to be " an almost unheard of opportunity to take something you had already released and make it better " . Senior designer Mike Wikan said most of the content additions were subtle changes , such as streamlining the engines for steady framerates and shorter loading times , and higher resolution textures . Prime had the addition of light bloom , and Echoes had difficulty tweaks to make it " more accessible to those who were really intimidated early on " . For Corruption , the code was examined to find ways to make it run faster and better than in the original Wii release . Besides the changes , the particle and water ripple effects found in the original versions of Prime were reduced . The word " damn " uttered by the character Admiral Dane in Corruption 's original release was also replaced with " no " . Corruption voice actor Timothy Patrick Miller recalled on a minor dialogue alteration for his voice work : " I realize that video games even more than film is a Director [ ' ] s medium . The Director will take any actor [ ' ] s performance , edit it , cut it and in general mold it to fit his vision of the overall project . Not only do I not have a problem with that , I don ' t see how it can be any other way . Should they find it not to work I expect the voice will be dropped . "

On October 2 , 2008 , Nintendo presented the New Play Control ! series of GameCube ports , with Prime and Echoes among the initial Japan titles . In May 2009 , Nintendo announced that all three games would be packaged in a single @ - @ disk compilation internationally . In April 2011 , a copy of Trilogy ? signed by Retro Studios staff and the Prime series producer ? was auctioned on Amazon , with 100 percent of proceeds to be donated to the relief efforts for the T?hoku earthquake and tsunami . Initially at the 2011 Game Developers Conference , Kelbaugh stated that the studio had no plans for the Trilogy to be re @ - @ released . However it was later announced in a Nintendo Direct on January 14 , 2015 , that the Trilogy would see a re @ - @ release alongside Super Mario Galaxy 2 on the Wii U eShop .

## == Release ==

Metroid Prime : Trilogy was released in North America on August 24 , 2009 , packaged in a steel @-@ book case , along with an art booklet . The European release in the following month maintained the booklet , while the Australian release in October only had a metallic cardboard slip cover . On January 8 , 2010 , it was reported that Nintendo of America was no longer producing or shipping Metroid Prime : Trilogy , and stated that players may still be able to find second @-@ hand copies of Trilogy via video game stores . On January 11 , 2010 , it was reported that Nintendo Australia had also discontinued the game . Following Nintendo of America 's announcement , Nintendo of Europe assured that the game was not discontinued in their region . Although , the game had since been out of stock at most retailers .

In August 2013 , U.S.-based retailer GameStop announced they acquired a significant stock of pre @-@ owned copies of Metroid Prime : Trilogy , along with Xenoblade Chronicles , another game that Nintendo published with a limited print cycle . GameStop stated that the game is available for purchase exclusively via their website as a " vintage " title ( despite being released merely four years prior ) for \$ 84 @.@ 99 , and " with no shrink wrap " , suggesting their pre @-@ owned copies are slightly or never used , including intact Club Nintendo redeeming codes . Whilst the price is high for a pre @-@ owned game , it is relatively much cheaper than other copies of the game being offered by other resellers via trade sites such as eBay , as demand remains high for Metroid Prime : Trilogy against the low supply .

In the January 2015 Nintendo Direct , it was announced that Metroid Prime : Trilogy would be released for download through the Wii U 's Nintendo eShop . It was made available in North America and Europe on January 29 , 2015 , and in Australia and New Zealand on January 30 , 2015 .

## == Technical issues ==

Metroid Prime : Trilogy uses a dual @-@ layer disc to allow all three games to fit on a single disc due to the size of the game data . Nintendo of America has stated that some Wii consoles may have difficulty reading the high @-@ density software due to a contaminated laser lens . Nintendo offered a free repair for owners who experienced this issue .

## == Reception ==

Metroid Prime : Trilogy was released to critical acclaim . GameSpy 's Phil Theobald praised it for being the compilation of three great games for the price of one . Matt Casamassina of IGN awarded Trilogy a score of 9 @.@ 5 out of 10 , citing the " fantastic gameplay " and " brilliant presentation values " , while Martin Kitts of NGamer UK complimented the addition of achievements system , and said the package had a good money value , calling it a " massive amount of gameplay per pound " . Eurogamer 's Kristan Reed thought the new implementations made it attractive to newcomers and old @-@ time fans , and declared that " not since Super Mario All Stars in the SNES era has Nintendo taken an opportunity to unite one of its great series in such an irresistible way " . 1UP.com 's Jeremy Parish liked the implementation of the new control scheme , stating that " the smooth precision of the Wii Remote makes the older games well worth revisiting " .

Metroid Prime : Trilogy has also been subject to criticism . GamePro 's Ashley Schoeller said that graphically , " the games do look a bit dated " and complained that the HUD was " out of aspect " to fit the widescreen . Official Nintendo Magazine 's Fred Dutton said that some aspects of Prime and Echoes had aged , saying the backtracking " feels like more of a chore than it did seven years ago , " and that it is " not until [ Echoes ] enters its final third that things really start to pick up " . GamesRadar considered the achievements too expensive , and that the similarity between the three games gives " an inescapable sense of déjà vu " . Edge noted that the control scheme was not very innovative , and that Echoes and Corruption " favoured graphical flourishes over design innovation " . While Ben Reeves of Game Informer praised the game , the " second opinion " reviewer , Adam

Biessener , considered the collection " subpar " , saying it lacked innovation , and that the Wii control scheme , particularly aiming and panning , " is inferior in every way to the traditional scheme from the GameCube titles " .

In IGN 's Top 25 Wii Games list , Metroid Prime : Trilogy ranked third ( 2011 ) , and fourth ( 2012 ) . In a feature article regarding games collections , Bob Mackey of 1UP.com listed Trilogy as the " Hardest @-@ to @-@ find Work of Greatness " , noting that it " had a conspicuously low print run ; finding a copy in the wild proves difficult , and eBay prices often reach 100 dollars . "