= Moto Racer Advance =

Moto Racer Advance is a motocross racing game developed by Adeline Software International , produced by Delphine Software International and published by Ubisoft for the Game Boy Advance . It was released in PAL regions on October 4 , 2002 and in North America on December 4 , 2002 . It is part of the Moto Racer series and was the last game to be developed by Adeline Software and also the last with any involvement from Delphine Software .

Moto Racer Advance features several different modes , but much of it centers on a " Progression " mode , which requires the player to compete in races in a variety of environments . Multiplayer is supported through the link cable . Moto Racer Advance garnered positive reception from critics , noting its graphical quality and overall presentation as two of the main reasons for its success . IGN 's Craig Harris called it one of the top racing games from 2002 . As of 2009 , Moto Racer Advance has received compilation scores of 86 / 100 and 83 % on Metacritic and GameRankings respectively .

= = Gameplay = =

The player controls a motorcyclist and must try to win races on various terrain and settings . Each motorcycle in the game handles differently with some performing better on paved roads and others working better on rougher terrain .

There are a number of different modes : Grand Prix (GP) , Motocross , and Traffic . GP takes place at a number of different locations across the world on paved tracks in places such as San Francisco and Russia . The paved tracks require the player to learn how to effectively use their brakes around corners . The GP courses contain small differences between them , giving more variety to the courses in the game . Motocross requires the player to drive on off @-@ road terrain and to master the act of " powersliding " on corners . The courses found in Motocross races are less hospitable and often take place in arid and unkept locales and with obstacles . Traffic mixes both GP and Motocross , having mixed pavement courses and traffic on roads that serve as obstacles .

There are three different methods of gameplay : Championship , Progression , and Single Race . The single race mode must be earned through playing the progression mode . Progression is the game 's " main mode " and places the player in a number of different tournaments and races in all three racing styles . It allows the player to earn hidden content , including new bikes which handle differently . The game contains link cable support for up to four players , provided that all four people own a copy of the game .

= = History = =

Moto Racer Advance was first displayed at the 2002 Electronic Entertainment Expo (E3) . IGN gave the game two awards for portable games after its E3 2002 coverage : " Best Graphics " and " Best Racing Game " . IGN praised the early version of the game for its high draw distance and smooth frame rate . The game was built from the ground up to be a racing game for the Game Boy Advance and to take advantage of the hardware offered by the system . IGN previewed the game six months before it was made available for retail and called the graphics the game 's highlight , while noting that tune @-@ ups in the physics engine were needed before release . The game manipulated 2D sprites and backgrounds to give the impression of 3D to the player . By keeping the core graphics engine simple , the game was able to contain elongated draw distances and a smooth frame rate . It was released on October 4 , 2002 in PAL regions , and on December 4 , 2002 in North America . Moto Racer Advance was the last game to be developed by Adeline Software .

Moto Racer Advance garnered positive reaction from critics for its graphics and gameplay ; it received 86 / 100 and 83 % ratings on review aggregate websites Metacritic and GameRankings , respectively . IGN 's Craig Harris praised the smooth graphics engine of the game , noting that the designers had succeeded in creating a satisfying racing game for the Game Boy Advance . He called it one of the top racing games from 2002 . The Sydney Morning Herald 's Dan Toose praised

the game 's " smooth , minimalist graphics " , while GameSpy 's Steve Steinberg noted that the physics of the game felt " dead @-@ on " and enjoyed the overall presentation of the game . GamePro 's Vicious Sid was surprised by the game 's long draw distance , calling it a technical feat on the Game Boy Advance . The sound design from the game received a mixed response from critics . GameZone 's Code Cowboy stated that the Motocross bikes sounded " like gravel in a blender-- being chopped up " . IGN noted otherwise , saying that the sound stayed to the background and was mostly pleasant , while The Sydney Morning Herald praised the realistic sound the bikes created . The game received Editors ' Choice Awards from GameSpy , GamePro , and IGN .