Metroid Prime Pinball

Metroid Prime Pinball is a pinball video game themed after the Metroid series . The game uses the graphical style and various story elements from Metroid Prime . It was developed by Fuse Games for the Nintendo DS handheld game console , and released by Nintendo in North America and Australia in 2005 , in Japan in 2006 , and in Europe in 2007 . Metroid Prime Pinball uses the basic mechanics of pinball , along with typical pinball items . New mechanics are introduced , such as wall jumping and the ability to fire weapons . The Nintendo DS 's touchscreen can be nudged with a finger to alter the pinball 's trajectory while in motion .

The initial idea for a video game that presented the Metroid series in a pinball setting came to Kensuke Tanabe after he learned that Fuse Games had previously worked on Mario Pinball Land , another pinball video game . Recalling that the series ' protagonist , Samus , can morph into a ball , Tanabe was convinced that the Metroid universe could be adapted to a pinball setting . The game was sold with a Rumble Pak accessory for the Nintendo DS , marking the first time the accessory was available for the Nintendo DS .

Metroid Prime Pinball received generally positive reviews . Critics praised the game 's transposition of the Metroid series into a pinball video game , but criticized its lack of variety . Metroid Prime Pinball sold 6 @,@ 228 copies during its debut month of October 2005 in the United States , and over 15 @,@ 000 units in Japan as of May 2008 .

Gameplay

Metroid Prime Pinball uses the basic mechanics of pinball , complete with an assortment of typical pinball items including flippers , spinners , bumpers , and ramps . In addition , new mechanics are introduced , such as enemies that wander around the table , wall jumping , and the ability to fire weapons . The Nintendo DS 's touchscreen can be used to nudge the pinball table and alter the ball 's trajectory . The game consists of six pinball tables , each inspired by a different area of Metroid Prime . Each table is shown across both screens of the Nintendo DS . Only two tables are initially available for play : Pirate Frigate and Tallon Overworld . After playing either of the first two tables , the player unlocks two more tables : Phendrana Drifts and Phazon Mines . In either table , the player must battle a boss to complete it .

During the course of the game , the player must acquire twelve Artifacts , which are prizes that are awarded after completing objectives such as winning minigames or beating bosses . Once having acquired twelve Artifacts , the player is granted access to a table called the Artifact Temple , which places six balls on the table at the same time . To complete the table , twelve different targets must be hit with the balls while they are bombarded by attacks from Meta Ridley , one of the antagonists of the Metroid Prime series . If all of the balls are lost , the table ends ; the player does not lose any of the twelve Artifacts already collected but is forced to revisit another table and complete it before being allowed a second attempt at the Artifact Temple . Upon completing the Artifact Temple , access is granted to the final table , Impact Crater . After the player defeats the Metroid Prime creature on the Impact Crater table , the game unlocks a higher difficulty level , Expert mode .

The game also features a " Single Mission " mode which confines players to a single board . The Pirate Frigate and Tallon Overworld boards challenge players to earn a high point score , as in real pinball ; on the other tables players are ranked by the time taken to complete a mission . In addition to the single @-@ player mode , the game features a multiplayer mode , which requires only one copy of the game and allows up to eight players to compete in a race to reach a target score . The mode uses a seventh table , Magmoor Caverns , that does not appear in the single @-@ player mode .

Development

While making Metroid Prime Hunters , a Metroid first @-@ person shooter video game for the Nintendo DS , Nintendo producer Kensuke Tanabe came up with the idea to make a pinball game

based on the Metroid series as Fuse Games finished Mario Pinball Land , another pinball simulator based on a Nintendo property . Tanabe felt like the Metroid universe fit into such a setting due to series protagonist Samus being able to morph into a ball , and Fuse agreed that the license was " a great fit for pinball " , accepting to work on the game . Fuse Games then received some assets from Metroid Prime developers Retro Studios , and collaborated with the Hunters team at Nintendo Software Technology to elaborate on specific aspects of Metroid Prime Pinball , such as Samus 's wall climbing and shooting abilities . Head of development Adrian Barritt said that in Metroid Prime Pinball the team tried to fix criticisms raised about the difficulty of Mario Pinball Land , creating a " more beginner friendly " game .

Named Project Code : Metroid Pinball while in development , the first gameplay footage from the game was released on May 17 , 2005 at the E3 convention . Nintendo of America revealed on August 22 , 2005 that the game , by then titled Metroid Prime Pinball , would be sold with the Rumble Pak accessory , which can be plugged into the Game Boy Advance slot of the Nintendo DS . When the Rumble Pak is installed , the Nintendo DS shakes whenever the pinball in the game hits an object . This was the first time that the Nintendo DS version of the Rumble Pak was introduced . It was first sold exclusively with Metroid Prime Pinball before becoming available as a standalone product from Nintendo .

Nintendo DS games that use the device 's top and bottom screens as one continuous screen are harder to control because of a gap in the middle , sometimes called a visual " dead zone " ; objects in this area are not visible . The developers of Metroid Prime Pinball , a game which takes advantage of both screens , resolved this problem by placing a second set of pinball flippers at the bottom of the upper screen to give players a reference to work with . The tabletops in the game use pre @-@ rendered artwork for graphical effects , including Samus 's Morph Ball , which uses renderings of images at several different angles to provide a smooth animation . To simulate the appearance of a real pinball game from a player 's point of view , the tabletop in Metroid Prime Pinball was tipped back . The game offers players the ability to nudge the table , a technique used in pinball games to influence the ball 's movement . This is achieved by touching the Nintendo DS 's bottom touchscreen with a finger and pushing it in the direction that the player wants to nudge the tabletop . The game 's soundtrack was composed by Kenji Yamamoto and Masaru Tajima , with audio effects from the Metroid Prime series are borrowed by the game to provide a " CD @-@ like " music experience . The voice of the Power Suit was provided by Lorelei King .

= = Reception = =

Metroid Prime Pinball was released by Nintendo for the Nintendo DS in North America on October 24 , 2005 , in Australia on December 1 , 2005 , in Japan on January 19 , 2006 , and in Europe on June 22 , 2007 . Metroid Prime Pinball sold 6 @,@ 228 copies during its debut month of October 2005 in the United States . The game has sold over 15 @,@ 000 units in Japan as of May 2008 . It was given " generally favorable reviews " , according to the review aggregator website Metacritic .

Despite early skepticism over the quality of a pinball video game themed after the Metroid series , reviews praised the integration of the two in Metroid Prime Pinball . Nintendo Power called the game a " fully realized and well @-@ tuned hybrid of pinball play and Metroid Prime atmosphere " , and the Official Nintendo Magazine named it one of the better recently released pinball games . GameZone believed that the game appeals to anyone who is a fan of pinball games or the Metroid Prime franchise , to which Play magazine attested , adding that the game embodies the Metroid Prime series well .

Appreciating the game 's pinball gameplay , 1UP.com thought that its Metroid motif did not add much more to the game . Nintendo World Report felt differently ; they were impressed with the game 's " top @-@ notch graphics and sound that believably invoke the Metroid series " . They also appreciated the pinball innovations introduced in the game that incorporate features from the series , concluding , " This game really does feel like a seamless , if unlikely , merging between classic arcade pinball and the creepy @-@ cool Metroid Prime series . " The sentiment was shared by GameSpot 's Greg Kasavin , who was convinced that pinball was an excellent medium to simulate

the challenging struggles found in the Metroid series , noting that the game " pulls it off very well " by being faithful to the main series . Bryn Williams of GameSpy was impressed after playing the game ; he noted that it was one of the more interesting gaming sessions that anyone can have on the Nintendo DS . Metroid Prime Pinball 's gameplay was lauded by reviewers . Craig Harris of IGN appreciated Fuse Games ' work on the game , praising the graphics , audio , and gameplay , along with its " pick @-@ up @-@ and @-@ play " element that made it easy for people with varying levels of skill to play . X @-@ Play felt the same way , noting that the simple controls and " short bursts of gameplay " make Metroid Prime Pinball a perfect handheld video game . In addition , they asserted that the game has great value because of the included wireless multiplayer mode , which allows up to eight players to play the game with just one game card .

 A few critics were negative about Metroid Prime Pinball . The reviewer from the Electronic Gaming Monthly video game magazine found it hard to see the pinball while playing the game , especially when it was in the area between the top and bottom Nintendo DS screens . With a limited selection of game modes , GamePro 's Rice Burner was disappointed with the game , and concluded that because every game mode features the same tabletops , Metroid Prime Pinball lacked variety , which Game Informer 's reviewer agreed with , noting that he would have had more fun with the game if he " had access to a little more content " . The minigames were criticized by Game Revolution , which claimed that there were too many minigames that were only of average quality . Furthermore , it asked the game 's developer , Fuse Games , to spend more time making a great pinball game rather than several minor minigames , requesting " a character @-@ based game that 's great at pinball rather than a fence @-@ riding jack of all trades that is master of none " . Eurogamer had a different experience , finding that the minigames provided more entertainment than the main game , which they remarked was a " cardinal sin in pinball " . They also criticized the tilt feature for being unintuitive and difficult to use . The reviewer for GamesMaster felt that Metroid Prime Pinball was directed more towards Metroid fans than pinball aficionados , calling it a " flashy but insipid " game .