

= Metroid (video game) =

Metroid is an action @-@ adventure video game , and the first entry in the Metroid series . It was co @-@ developed by Nintendo 's Research and Development 1 division and Intelligent Systems , and was released for the Famicom Disk System in Japan on August 6 , 1986 , and for the Nintendo Entertainment System in North America in August 1987 , and in Europe in January 1988 . The game was re @-@ released for the Game Boy Advance in October 2004 , and for the Wii Virtual Console in Europe in July 2007 , in North America in August 2007 , and in Japan in March 2008 . Metroid was produced by Gunpei Yokoi , directed by Satoru Okada and Yoshio Sakamoto , and had music composed by Hirokazu Tanaka .

Set on the planet Zebes , the story follows Samus Aran as she attempts to retrieve the parasitic Metroid organisms that were stolen by Space Pirates , who plan to replicate the Metroids by exposing them to beta rays and then use them as biological weapons to destroy Samus and all who oppose them . The game 's style , focusing on exploration and the search for power @-@ ups that are used to reach previously inaccessible areas , influenced other video games . Its varied endings for fast completion times made it a popular game for speedrunning . Metroid was lauded for being one of the first video games to feature a female protagonist , though the player must complete the game in under five hours for this to be revealed , with the game 's English @-@ language instruction manual even using " he " to refer to the protagonist . Nintendo Power ranked Metroid 11th on their list of the best video games made on a Nintendo video game console . On Top 100 Games lists , Metroid was ranked 7th by Game Informer and 69th by Electronic Gaming Monthly .

= = Gameplay = =

Metroid is an action @-@ adventure game in which the player controls Samus Aran in sprite @-@ rendered two @-@ dimensional landscapes . The game takes place on the planet Zebes , a large , open @-@ ended world with areas connected by doors and elevators . The player controls Samus Aran as she travels through the planet 's caverns and hunts Space Pirates . She begins with a weak power beam as her only weapon , and with only the ability to jump . The player explores more areas and collects power @-@ ups that grant Samus special abilities and enhance her armor and weaponry , allowing her to enter areas that were previously inaccessible . Among the power @-@ ups that are included in the game are the Morph Ball , which allows Samus to curl into a ball to roll into tunnels ; the Bomb , which can only be used while in ball form and can open hidden floor / wall paths ; and the Screw Attack , a somersaulting move that destroys enemies in its path . In addition to common enemies , Samus encounters two bosses , Kraid and Ridley , whom she must defeat in order to progress . Ordinary enemies typically yield additional energy or ammunition when destroyed , and the player can increase Samus 's carrying capacities by finding storage tanks and defeating bosses . Once Kraid and Ridley have both been defeated , the player can open the path to the final area and confront the Mother Brain .

= = Plot = =

Chronologically , Metroid takes place first in the fictional Metroid universe . Space Pirates attack a Galactic Federation @-@ owned space research vessel and seize samples of Metroid creatures . Dangerous floating organisms , Metroids can latch on to any organism and drain its life energy to kill it . The Space Pirates plan to replicate Metroids by exposing them to beta rays and then using them as biological weapons to destroy all living beings that oppose them . While searching for the stolen Metroids , the Galactic Federation locates the Space Pirates ' base of operations on the planet Zebes . The Federation assaults the planet , but the Pirates resist , forcing the Federation to retreat . As a last resort , the Federation decides to send a lone bounty hunter to penetrate the Pirates ' base and destroy Mother Brain , the biomechanical life @-@ form that controls the Space Pirates ' fortress and its defenses . Considered the greatest of all bounty hunters , Samus Aran is chosen for the mission . Samus lands on the surface of Zebes and explores the planet , travelling through the

planet 's caverns . She eventually comes across Kraid , an ally of the Space Pirates , and Ridley , the Space Pirates ' commander , and defeats them both . Eventually , Samus finds and destroys Mother Brain . She then places a time bomb set for 99 @.@ 9 seconds , and escapes the collapsing lair .

= = Development = =

After Nintendo 's release of commercially successful platforming games in the 1980s , including Donkey Kong (1981) , Ice Climber (1985) , and Super Mario Bros. (1985) , as well as the critically acclaimed adventure game The Legend of Zelda (1986) , the company began work on an action game . The game was dubbed Metroid , which is a portmanteau of the words " metro " and " android " . It was co @.@ developed by Nintendo 's Research and Development 1 division and Intelligent Systems , and produced by Gunpei Yokoi . Metroid was directed by Satoru Okada and Yoshio Sakamoto (credited as ' Yamamoto ') , and featured music written by Hirokazu Tanaka (credited as ' Hip Tanaka ') . Makoto Kano (credited under his last name) was tasked to create the scenario , and Hiroji Kiyotake (credited under his last name) , Hirofumi Matsuoka (credited as ' New Matsuoka ') and Yoshio Sakamoto (credited as ' Shikamoto ') designed the game 's characters . The character design for Samus Aran was created by Kiyotake . Officially defined as a scrolling shooter video game , Nintendo released Metroid for the Family Computer Disk System on August 6 , 1986 , and on the Nintendo Entertainment System in August 1987 .

The production was described as a " very free working environment " by Tanaka , who stated that , despite being the composer , he also gave input for the game 's graphics and helped name the game 's areas . Part way through development , one of the developers asked the others , " Hey , wouldn 't that be kind of cool if it turned out that this person inside the suit was a woman ? " . This idea was incorporated into the game , though the English @.@ language instruction manual for the game uses the pronoun " he " many times in reference to Samus . Ridley Scott 's 1979 horror film Alien was described by Sakamoto as a " huge influence " on Metroid after the game 's world had been created . The development staff was affected by the work of the film 's creature designer H. R. Giger , and found his creations to be fitting for the Metroid universe .

Nintendo attempted to set Metroid apart from other games by making it a nonlinear adventure @.@ based game , in which exploration was a crucial part of the experience . The game often requires that players retrace their steps to progress , forcing the player to scroll the screen left in addition to moving it right , as was the case in most contemporary games . Metroid was also considered one of the first video games to impress a feeling of desperation and solitude on the player . Following The Legend of Zelda , Metroid helped pioneer the idea of acquiring tools to strengthen characters and help progress through the game . Up until that point , most ability @.@ enhancing power @.@ ups like the Power Shot in Gauntlet (1985) and the Starman in Super Mario Bros. offered only temporary boosts to characters , and they were not required to complete the game . In Metroid , however , items were permanent fixtures that lasted until the end . In particular , missiles and the ice beam were required to finish the game .

After defeating Mother Brain , the player is given an end screen based on the time it took them to get there . Metroid is one of the first games to contain multiple endings , with five in total . In the third , fourth , and fifth endings , Samus Aran appears without her suit , and for the first time , reveals herself to be a woman . In Japan , the Disk Card media used by the Disk System allowed players to save up to three different games in Metroid , similar to the three save slots in The Legend of Zelda in the West . Use of an internal battery to manage files was not fully realized in time for Metroid 's international release . The Western versions of Metroid use a password system that was new to the industry at the time , in which players write down a 24 @.@ letter code and re @.@ enter it into the game when they wish to continue a previous session . Codes also allow for changes in gameplay ; the " NARPAS SWORD " grants Samus infinite ammunition , health , all power @.@ ups , and a modified Ice Beam . The " JUSTIN BAILEY " code lets the player play as Samus without her Power Suit , which was thought by some to be the only way to use the feature , however it is available simply by beating the game quickly enough to reveal Samus wearing a leotard at the ending

sequence . However , the game on the Nintendo 3DS becomes inoperable if the player enters a code that the game does not recognize .

= = Music = =

Tanaka said he wanted to make a score that made players feel like they were encountering a " living organism " and had no distinction between music and sound effects . The only time a melodic theme is heard is when Mother Brain is defeated in order to give the victorious player catharsis . During the rest of the game , the melodies are more minimalistic , because Tanaka wanted the soundtrack to be the opposite of the " hummable , " pop tunes found in other games at that time .

In his book *Maestro Mario : How Nintendo Transformed Videogame Music into an Art* , videogame scholar Andrew Schartmann notes the possible influence of Jerry Goldsmith 's *Alien* score on Tanaka 's music ? a hypothesis supported by Sakamoto 's acknowledgement of *Alien* 's influence on the game 's development . As Schartmann notes , " Much like *Metroid* , the movie owes some of its tensest moments to silence . " Schartmann further argues that Tanaka 's emphasis on silence was revolutionary to videogame composition :

Tanaka 's greatest contribution to game music comes , paradoxically , in the form of silence . He was arguably the first videogame composer to emphasize the absence of sound in his music . Tanaka 's score is an embodiment of isolation and atmospheric effect ? one that penetrates deeply into the emotions .

This view is echoed by Gamespot 's *History of Metroid* , which notes how the " [game 's music] superbly evoked the proper feelings of solitude and loneliness one would expect while infiltrating a hostile alien planet alone . "

= = Reception = =

Metroid has shipped 2 @.@ 73 million units worldwide . In 2006 , Nintendo Power ranked *Metroid* as the 11th @-@ best game on its list of the Top 200 Games on a Nintendo video game console . Two years later , the magazine also named *Metroid* the fifth @-@ best game for the Nintendo Entertainment System in its Best of the Best feature , describing it as a combination of *Super Mario Bros.* ' s platforming and *The Legend of Zelda* 's exploration and character upgrades . On Top 100 Games lists , the game was ranked 69th by *Electronic Gaming Monthly* , and 6th by *Game Informer* then 7th in 2009 by *Game Informer* . *Game Informer* also put *Metroid* 7th on their list of " The Top 200 Games of All Time " , saying that it " started the concept of open exploration in games " . *GamesRadar* ranked it the fifth best NES game ever made . The staff felt that it had aged after the release of *Super Metroid* but was " fantastic for its time " . *Metroid* 's multiple endings enticed players to race through the game as fast as possible , a method of play commonly known as speedrunning . The game was re @-@ released or made available several times after its original launch . Linking the Game Boy Advance game *Metroid Fusion* (2002) with the Nintendo GameCube 's *Metroid Prime* (2002) using a special cable unlocks the full version of *Metroid* . An emulated version of *Metroid* was available as a bonus upon completion of *Metroid : Zero Mission* (2004) . A Game Boy Advance port of *Metroid* , part of the Classic NES Series collection , was released in Japan on August 10 , 2004 , in North America on October 25 , 2004 , and in Europe on January 7 , 2005 . The game arrived on the Wii Virtual Console in Europe on July 20 , 2007 , in North America on August 13 , 2007 , and in Japan on March 4 , 2008 . *Metroid* was released for the Nintendo 3DS Virtual Console in March 1 , 2012 . This release was featured amongst other games from the NES and Super NES to be released for the 3DS on a tech demo called Classic Games at E3 2010 . Nintendo of America president Reggie Fils @-@ Aimé said " not to think of them as remakes " . Miyamoto said that these classics might be using " new features in the games that would take advantage of the 3DS ' capabilities " .

In a retrospective focusing on the entire *Metroid* series , *GameTrailers* remarked on the original game 's legacy and its effect on the video game industry . They noted that starting with *Metroid* , search and discovery is what continues to make the franchise popular . The website felt that the

combination of detailed sprites , original map designs , and an intimidating musical score " generated an unparalleled ambience and atmosphere that trapped the viewer in an almost claustrophobic state " . They also noted that the Morph Ball , first introduced in Metroid , " slammed an undeniable stamp of coolness on the whole experience and the franchise " , and they enjoyed the end segment after defeating Mother Brain , claiming that the race to escape the planet Zebes was a " twist few saw coming " . The game brought " explosive action " to the Nintendo Entertainment System and a newfound respect for female protagonists . Noting that Metroid was not the first game to offer an open world , nor was it the first side @-@ view platformer exploration game , and neither was it the first game to allow players to reach new areas using newly acquired items , Gamasutra praised Metroid for being perhaps the first video game to " take these different elements and rigorously mold them into a game @-@ ruling structure " .

Reviewing the original NES game , Allgame awarded Metroid with a five stars , their highest rating . The review praised the game over Metroid II : Return of Samus and Super Metroid , stating that " Metroid 's not just a classic because of its astounding graphics , cinematic sound effects , accurate control and fresh gameplay , but also because of its staying power . " Reviewing the Classic NES Series version of the game , GameSpot noted that 18 years after its initial release , Metroid " just doesn 't measure up to today 's action adventure standards " , giving the game a rating of 5 @. @ 2 out of 10 , for " mediocre " . For the Wii Virtual Console version , IGN commented that the game 's presentation , graphics , and sound were basic . However , they were still pleased with Metroid 's " impressive " gameplay , rating the game 8 @. @ 0 out of 10 , for " great , " and giving it an Editor 's Choice award . The review stated that the game was " still impressive in scope " and that the price was " a deal for this adventure " while criticising the number of times it has been re @-@ released and noting that it takes " patience " to get past the high initial difficulty curve . In GameSpot 's review of the Virtual Console version , they criticized its " frustrating room layouts " and " constantly flickering graphics " . In particular , the website was disappointed that Nintendo did not make any changes to the game , specifically criticizing the lack of a save feature .

Metroid 's gameplay style , focusing on exploration and searching for power @-@ ups to reach previously inaccessible areas , influenced other series , most notably the post @-@ Symphony of the Night titles of the Castlevania series . The revelation of Samus being a woman was also lauded as innovative , with GameTrailers remarking that this " blew the norm of women in pieces , at a time when female video game characters were forced into the role of dutiful queen or kidnapped princess , missile @-@ blasting the way for other characters like Chun @-@ Li [from the Street Fighter series] and Lara Croft [from the Tomb Raider series] " .

= = Enhanced remake = =

The game was reimagined as Metroid : Zero Mission with a more developed backstory , enhanced graphics , and the same general game layout .