

= Metroid Prime =

Metroid Prime is a first @-@ person action @-@ adventure video game developed by Retro Studios and Nintendo for the GameCube console . It was released in North America on November 17 , 2002 , and in Japan and Europe the following year . Metroid Prime is the fifth main installment and the first 3D game in the Metroid series . Because exploration takes precedence over combat , Nintendo classifies Metroid Prime as a first @-@ person adventure rather than a first @-@ person shooter . On the same day as its North American release , Nintendo also released the Game Boy Advance game Metroid Fusion , marking the return of the Metroid series after an eight @-@ year hiatus following Super Metroid ( 1994 ) . In 2009 , an enhanced version was released for Wii as a standalone game in Japan and as part of Metroid Prime : Trilogy internationally .

Metroid Prime is the first of the three @-@ part Prime storyline , which takes place between the original Metroid and Metroid II : Return of Samus . Like previous games in the series , Metroid Prime has a science fiction setting in which players control the bounty hunter Samus Aran . The story follows Samus as she battles the Space Pirates and their biological experiments on the planet Tallon IV .

The game was a collaboration between Retro 's staff in Austin , Texas , and Japanese Nintendo employees , including producer Shigeru Miyamoto , who suggested the project after visiting Retro 's headquarters in 2000 . Despite initial backlash against the game 's first @-@ person perspective , the game garnered critical praise and commercial success , selling more than a million units in North America alone . It won a number of Game of the Year awards , and it is considered by many critics and gamers to be one of the greatest video games ever made , remaining one of the highest @-@ rated games on Metacritic .

= = Synopsis = =

= = = Background and setting = = =

Metroid Prime is the first of the three @-@ part Prime storyline . Retro Studios wrote an extensive storyline for Metroid Prime , which was considered a major difference from previous Metroid games . Short cutscenes appear before important battles , and a scanner in the heads @-@ up display extracts backstory @-@ related information from objects .

The Prime trilogy is set between the events of Metroid and Metroid II , but according to some sources , including Gradiente ? Brazil 's former Nintendo distributor ? and the Nintendo Power comics adaptation of Metroid Prime , the events in the Prime games occur after Super Metroid . The Brazilian publicity states that the Phazon meteor is a piece of Zebes , which was destroyed after Super Metroid . In Metroid Prime 3 : Corruption , however , it was confirmed that the meteor was a " Leviathan " from the planet Phaaze .

The game takes place on planet Tallon IV , formerly inhabited by the Chozo race . Five decades before the game 's events , the Chozo civilization fell after a meteor collided into Tallon IV . The said meteor contaminated the planet with a corrupting substance that the Space Pirates named " Phazon " , and also brought with it a creature known to the Chozo as " The Worm " . A large containment field emitter of the " Artifact Temple " in the Tallon Overworld area was designed as a seal to the meteor 's energies and influence within the crater where it landed , which the Space Pirates attempt to disable or bypass in order to gain better access in order to extract the Phazon . The containment field is controlled by twelve Chozo artifacts that are scattered around the planet . The player assumes the role of the bounty hunter Samus Aran , who receives a distress signal from Space Pirate Frigate Orpheon and travels to Tallon IV to investigate and stop the Space Pirate activity she found . Her investigation leads her to stop the Space Pirates from exploiting Phazon and stop the spread of Phazon on Tallon IV .

= = = Plot = = =

Samus intercepts a distress signal from the Space Pirate frigate Orpheon , whose crew have been slaughtered by the Pirates ' own genetically modified , experimental subjects . At the ship 's core , she battles with the Parasite Queen ? a giant version of the tiny parasites aboard the ship . The Parasite Queen is defeated and falls into the ship 's reactor core , initiating the destruction of the ship . While Samus is escaping from the doomed frigate , she encounters a cybernetic version of Ridley called Meta Ridley . During her escape , an electrical surge and explosion destroys her suit upgrades , forcing her to revert to her original Power Suit . Samus escapes the frigate and chases her nemesis in her gunship towards the nearby planet Tallon IV .

Samus initially lands on Tallon IV at a rainforest location referred to as " Tallon Overworld " . After a brief period of exploring , she discovers the Chozo Ruins , the remains of the Chozo civilization . After further investigation , Samus learns that many years ago , the planet was struck by a meteor , which carried with it a substance the Chozo and Space Pirates call Phazon . The meteor also contained a creature called " The Worm " . The Chozo built an Artifact Temple over the crater to contain " The Worm " and to stop the Phazon from spreading over the planet . The temple 's sealed entrance is controlled by twelve Chozo artifacts , which must be found to gain access to the crater . After obtaining the Varia Suit in the ruins , Samus finds her way to the Magmoor Caverns , a series of magma @-@ filled underground tunnels , which are used by the Space Pirates as a source of geothermal power and connect the game 's areas together . Following the tunnels , Samus travels to the Phendrana Drifts , a cold , mountainous location which is home to an ancient Chozo ruin and Space Pirate research labs used to study Metroids , as well as ice caves and valleys home to electrical and ice @-@ creatures . After obtaining the Gravity Suit in Phendrana , Samus explores the interior of the crashed Orpheon , then infiltrates the Phazon Mines ? the mining and research complex which is the center of the Space Pirates ' Tallon IV operations . Here she battles Phazon @-@ enhanced Space Pirates and obtains the Phazon Suit after defeating the monstrous , Phazon @-@ mutated Omega Pirate .

During her exploration of Tallon IV , Samus finds the twelve keys to the Artifact Temple and lore recorded by the Chozo and the Space Pirates , providing insight into the history of the planet and the two races ' colonization of it . As Samus puts the final key in place , Meta Ridley appears and attacks her . Samus defeats it with help from the temple 's defensive artillery . The Chozo Artifacts and Phazon Suit allow Samus to enter the Impact Crater , where she finds the so @-@ called " Worm " : the Metroid Prime , the source of the Phazon on Tallon IV . After she defeats it , all the Phazon on Tallon IV disappears , but the Metroid Prime absorbs Samus 's Phazon Suit in a final effort to survive , reverting her armor to the Gravity Suit . Samus escapes the collapsing crater and leaves Tallon IV in her ship . In a post @-@ credits scene , only viewable if the player has collected all of the items , Metroid Prime uses the Phazon Suit to reconstruct its body , becoming the entity known as Dark Samus ? one of the antagonists of Metroid Prime 2 : Echoes and the main antagonist of Metroid Prime 3 : Corruption .

= = Gameplay = =

As in previous Metroid games , Metroid Prime takes place in a large , open @-@ ended world in which regions are connected by elevators . Each region has a set of rooms separated by doors that can be opened with a shot from the correct beam . The gameplay involves solving puzzles to reveal secrets , platform jumping , and shooting foes with the help of a " lock @-@ on " mechanism that allows circle strafing while staying aimed at the enemy . Metroid Prime is the first game in the Metroid series to use a first @-@ person view instead of side @-@ scrolling , except in Morph Ball mode , when Samus ' suit transforms into an armored ball and the game uses a third @-@ person camera .

The protagonist , Samus Aran , must travel through the world of Tallon IV searching for twelve Chozo Artifacts that will open the path to the Phazon meteor impact crater , while collecting power @-@ ups that enable the player to reach previously inaccessible areas . The Varia Suit , for example , protects Samus ' armor against dangerously high temperatures , allowing her to enter

volcanic regions . Some of the items are obtained after boss and mini @-@ boss fights , which are encountered in all regions except Magmoor Caverns . Items must be collected in a specific order so that the player may progress . For example , players cannot access certain areas until they find a certain Beam to open doors , or discover new ordnance with which to beat bosses . Like the rest of the series , players are incentivized to explore the open world to find upgrades such as ammunition packs and extra health .

The heads @-@ up display , which simulates the inside of Samus ' helmet , features a radar display , a map , ammunition for missiles , a health meter , a danger meter for negotiating hazardous landscape or materials , and a health bar and name display for bosses . The display can be altered by exchanging visors ; one uses thermal imaging , another has x @-@ ray vision , and another features a scanner that searches for enemy weaknesses and interfaces with mechanisms such as force fields and elevators . Metroid Prime introduces a hint system that provides the player with clues about ways to progress through the game .

= = = Items = = =

Throughout the game , players must find and collect items that improve Samus 's arsenal and suit , including weapons , armor upgrades for Samus 's Power Suit and items that grant abilities ? including the Morph Ball which allows Samus to roll into narrow passages and drop energy bombs , and the Grapple Beam which works by latching onto special hooks called grapple points , allowing Samus to swing across gaps . Unlike those in earlier games in the series , the beam weapons in Metroid Prime have no stacking ability , in which the traits of each beam merge . Instead , the player must cycle the four beam weapons ; there are charge combos with radically different effects for each .

Items from previous Metroid games appear with altered functions . Art galleries and different endings are unlockable if the player collects a high percentage of items and Scan Visor logs . Prime is one of the first Metroid games to address the reason Samus does not start with power @-@ ups acquired in previous games ; she begins the game with some upgrades , including the Varia Suit , Missiles and Grapple Beam , but they are lost during an explosion on the Space Pirate frigate Orpheon . The producers stated that starting with some power @-@ ups was a way to give the player " different things to do " and to learn the functions of these items before settling into the core gameplay .

Players can gain two features by connecting Prime with Metroid Fusion using a Nintendo GameCube ? Game Boy Advance link cable : use of the Fusion Suit that Samus wears in Fusion and the ability to play the original Metroid .

= = Development = =

After Super Metroid , fans of the series eagerly awaited a sequel . It was allegedly due for release for the Nintendo 64 , but while the game was mentioned several times , it never entered production . Producer Shigeru Miyamoto said this was because Nintendo " couldn 't come out with any concrete ideas " . Metroid co @-@ creator Yoshio Sakamoto said that he considered creating a new installment for the Nintendo 64 , but was not interested in being part of its development , mainly because of the console 's controller . He said , " I just couldn 't imagine how it could be used to move Samus around " . Sakamoto also said Nintendo approached another company to make an N64 Metroid , but the offer was declined because the developers thought they could not make a game that could equal Super Metroid 's standards .

Metroid Prime was a collaboration between Retro Studios and important Nintendo EAD and R & D1 members . The overall game design was a collaborative effort , while the art and engineering was done entirely at Retro , and the music was fully handled in Japan . Retro Studios was created in 1998 by an alliance between Nintendo and Iguana Entertainment founder Jeff Spangenberg . The studio would create games for the forthcoming GameCube targeted at a mature demographic . After establishing its offices in Austin , Texas in 1999 , Retro started working on four different GameCube

projects . When producer Shigeru Miyamoto visited Retro in 2000 , he suggested the development of a new Metroid game after seeing the prototype of a first @-@ person shooter engine they created . In 2000 and early 2001 , three games in development at Retro were canceled , and in July 2001 , an RPG called Raven Blade was terminated , leaving Prime as the only game in development there . During the last nine months of development , Retro 's staff worked 80- to 100 @-@ hour weeks to reach the deadline imposed by Nintendo .

The Japanese crew , which included producers Miyamoto , Kensuke Tanabe , Kenji Miki and game designer and Metroid co @-@ creator Yoshio Sakamoto , communicated with the Texas @-@ based studio through e @-@ mails , telephone conferences and personal gatherings . The game was originally planned as having third @-@ person perspective gameplay , but after Miyamoto intervened this was changed to first @-@ person perspective and almost everything already developed was scrapped . The change from third @-@ person perspective was prompted by camera problems experienced by Rare Ltd . , which was developing Jet Force Gemini . According to game director Mark Pacini , Miyamoto " felt that shooting in third person was not very intuitive " ; Pacini also said that exploration is easier using first @-@ person . Pacini said that after picking that perspective , the crew decided not to make a traditional first @-@ person shooter . He said , " We weren 't trying to fit in that genre . We had to break down the stereotypes of what a first @-@ person game is and make a fun Metroid game .

Pacini stated that Retro tried to design the game so that the only difficult parts would be boss battles and players would not be afraid to explore because " the challenge of the game was finding your way around " . Senior designer Mike Wikan also said that the focus on exploration led the development team to spend much time making the platform jumping " approachable to the player " , and to ensure the resulting gameplay had " shooting [ as ] a very important , though secondary , consideration " . Retro Studios developed the storyline of Metroid Prime under the supervision of Yoshio Sakamoto , who verified that the plot ideas were consistent with the lore of the series ' earlier games . The developers intended that Kraid , a boss from Metroid and Super Metroid , would appear in Prime ; designer Gene Kohler modeled and skinned him for that purpose . However , time constraints prevented Kraid from being included in the final version of the game . The development team considered implementing the Speed Booster power @-@ up from Super Metroid but concluded it would not work well because of the first @-@ person perspective and " limitations imposed by the scale of our environment " , and discarded it .

The first public appearance of the game was a ten @-@ second video at SpaceWorld 2000 . In November of the same year , Retro Studios confirmed its involvement with the game in the " job application " part of its website . In February 2001 , the game was confirmed by Nintendo , which also announced that because of its emphasis on exploration and despite the first @-@ person perspective , Metroid Prime would be a first @-@ person adventure rather than a first @-@ person shooter . In May 2001 , the game was showcased at E3 2001 , with its name confirmed as Metroid Prime . The first views of the game drew a mixed reactions from fans because of the change from 2D side @-@ scrolling to 3D first @-@ person navigation .

= = = Audio = = =

Kenji Yamamoto , assisted by Kouichi Kyuma , composed the music for Prime . The soundtrack contains arrangements of tracks from previous games in the series because Yamamoto wanted " to satisfy old Metroid fans . It 's like a present for them " , he said . The initial Tallon Overworld theme is a reinterpretation of Metroid 's Brinstar theme , the music heard in Magmoor Caverns is a new version of the music from Super Metroid 's Lower Norfair area , and the music heard during the fight with Meta Ridley is a fast @-@ paced reimagining of the Ridley boss music first featured in Super Metroid ? which has reappeared in most Metroid games since . Tommy Tallarico Studios initially provided sound effects for the game , but Shigeru Miyamoto thought they were not yet good enough for an extended presentation at SpaceWorld 2001 . The game supports Dolby Pro Logic II setups and can be played in surround sound . The official soundtrack to the game was released on an album called Metroid Prime & Fusion Original Soundtracks , which was published by Scitron on

June 18 , 2003 .

= = = Versions = = =

Prime was released for the GameCube in five versions . The original North American and Japanese NTSC versions and the second North American version , which contained minor changes , all used a loader that sometimes caused the game to crash in specific rooms . The European PAL version resolved these glitches and contained altered elements of the gameplay to prevent sequence breaking , a slower loader that prevented the occasional crashes , slightly different story details , and narration in the opening and closing scenes . Some of these changes were carried over from the PAL version to the NTSC region 's Player 's Choice re @-@ release , along with additional changes not made in other releases . This version , which was bundled with a silver GameCube , also contained a second disc featuring a preview trailer and a demo for Metroid Prime 2 : Echoes , a timeline of Metroid games , and an art gallery .

Metroid Prime was re @-@ released in Japan in 2009 for Wii as part of the New Play Control ! series . It has improved controls that use the Wii Remote 's pointing functionality . The credit system from Metroid Prime 3 : Corruption is also included to unlock the original bonus content and the ability to take snapshots of gameplay . Internationally , the Wii version was released in Metroid Prime : Trilogy , a single @-@ disc compilation containing Prime , Echoes , and Corruption for Wii . On January 29 , 2015 , the compilation became available for download from the Wii U 's Nintendo eShop .

= = Reception = =

Metroid Prime became one of the best @-@ selling games on the GameCube . It was the second best @-@ selling game of November 2002 in North America , behind Grand Theft Auto : Vice City ; 250 @,@ 000 units were sold in the first week of its release . As of July 2006 , the game had sold more than 1 @.@ 49 million copies in the U.S. alone , and had earned more than US \$ 50 million . It was also the eighth best @-@ selling GameCube game in Australia . More than 78 @,@ 000 copies were sold in Japan , and Nintendo added the game to its Player 's Choice line in the PAL region .

Metroid Prime was met with critical acclaim . Electronic Gaming Monthly awarded the game a perfect review score . It won numerous Game of the Year awards and was praised for its detailed graphics , special effects , varied environments , moody soundtrack and sound effects , level design , immersive atmosphere and innovative gameplay centered on exploration in contrast with action games such as Halo , while staying faithful to the Metroid formula . Criticisms included the unusual control scheme , lack of focus on the story , and repetitive backtracking . Game Informer considered the control scheme awkward , Entertainment Weekly compared the game to a " 1990s arcade game , filled with over the top battle sequences , spectacular visual effects ? and a pretty weak plot " , and GamePro stated that inexperienced players " might find it exhausting to keep revisiting the same old places over and over and over " .

On GameRankings , Metroid Prime is the 11th @-@ highest rated game ever reviewed , with an average score of 96 @.@ 35 % as of April 2014 , making it the second @-@ highest reviewed game of the sixth generation after Soulcalibur for the Sega Dreamcast . In 2004 the video game countdown show Filter said Metroid Prime had the best graphics of all time .

Metroid Prime appeared on several lists of best games ; it was ranked 23rd in IGN 's Top 100 , 29th in a 100 @-@ game list chosen by GameFAQs users , and 10th in Nintendo Power 's " Top 200 Nintendo Games Ever " . IGN named Metroid Prime the best GameCube title of all time , while GameSpy ranked it third in a similar list , behind The Legend of Zelda : The Wind Waker and Resident Evil 4 . Nintendo Power also ranked Metroid Prime as the sixth @-@ best game of the 2000s . Wired ranked the game 10th in its list of " The 15 Most Influential Games of the Decade " for popularizing " exploration , puzzle @-@ solving , platforming and story " among first @-@ person shooters , saying that the game was " breaking the genre free from the clutches of Doom " . Wired 's writer continued ; " This GameCube title took one massive stride forward for first @-@ person

games . " Metroid Prime also became popular among players for speedrunning ; specialized communities were formed to share these speedruns .

= = = Franchise and other media = = =

After Metroid Prime , three more games in the first @-@ person perspective and a pinball spin @-@ off were released . The sequel Metroid Prime 2 : Echoes ? in which Samus travels to planet Aether and discovers that a Phazon meteor crashed there , creating an alternate reality and Samus fights a mysterious enemy called Dark Samus ? was released in November 2004 for the GameCube . It was followed by Metroid Prime Pinball , a spin @-@ off game featuring the locations and bosses of Metroid Prime , developed by Fuse Games and released in 2005 for the Nintendo DS .

The next game released was Metroid Prime Hunters for the Nintendo DS ; its storyline takes place between the events of Prime and Echoes . A demo of the game , titled Metroid Prime Hunters ? First Hunt , was bundled with the Nintendo DS , and the full game was released on March 20 , 2006 , in North America and May 5 , 2006 , in Europe . In its narrative , Samus tries to discover an " ultimate power " while facing six rival bounty hunters . Hunters was not developed by Retro Studios , but by Nintendo 's Redmond @-@ based subsidiary Nintendo Software Technology . The game contains more first @-@ person shooter aspects than Prime and Echoes , with removal of assisted aiming , more action @-@ oriented gameplay , and various multiplayer modes .

Metroid Prime 's second full sequel is Metroid Prime 3 : Corruption , which closes the Prime series . It was released on August 27 , 2007 , for Nintendo 's Wii console . In Corruption 's story , Samus is corrupted by Phazon after being attacked by Dark Samus , who has become the leader of a Space Pirate group and is sending Phazon Seeds to corrupt planets . Corruption 's gameplay differs from that of Prime and Echoes ; the assisted aiming is replaced with free aiming with the Wii Remote , and the interchangeable beams is replaced with a stackable upgrade system .

Elements of Metroid Prime have appeared in other games , such as Super Smash Bros. Brawl in which the frigate Orpheon is a playable stage , featuring the Parasite Queen in the background and several music tracks from Metroid Prime as background music . Metroid Prime 's style of gameplay and HUDs also influenced and was compared to later first @-@ person shooters , such as Geist and Star Wars : Republic Commando .