

= Ape Escape ( video game ) =

Ape Escape is a platform video game , developed by SCE Japan Studio and published by Sony Computer Entertainment . It was released for the PlayStation in May 1999 in North America , and June 1999 in Japan . The first in the Ape Escape series , the game tells the story of an ape named Specter who gains enhanced intelligence and a malevolent streak through the use of an experimental helmet . Specter produces an army of apes , which he sends through time in an attempt to rewrite history . Spike , the player character , sets out to capture the apes with the aid of special gadgets .

Ape Escape is played from a third @-@ person perspective . Players use a variety of gadgets to pursue and capture the apes , traversing across several environments . The game 's controls are heavily centred around the analog sticks , being the first game to require the use of the PlayStation 's DualShock . Development of Ape Escape lasted over two years , and was generally focused on adapting to the use of the controller , which was a significant challenge for the development team .

Ape Escape was met with critical acclaim from professional critics , with praise particularly directed at the innovative use of the dual analog controls , as well as the graphics and music ; the voice acting received minor criticism . The game is widely considered to be one of the greatest on the PlayStation console , and received several re @-@ releases . The game also spawned numerous sequels and spin @-@ offs , beginning with Ape Escape 2 in 2001 . A remake , Ape Escape : On the Loose , was released for the PlayStation Portable in 2005 to mixed reviews .

= = Gameplay = =

Ape Escape is a platform game that is viewed from a third @-@ person perspective . Players traverse several different environments to advance through the game . For most of the game , players control Spike ? a boy tasked with pursuing and capturing the apes across time , preventing them from rewriting history . Players use various gadgets to pursue and capture the apes , such as the Stun Club , used as an offensive measure against enemies , and the Time Net , used to capture apes and transport them to present day . More gadgets become available as players progress through the game . Players also control vehicles throughout the game , including a rubber raft , which allows travel over water , and the water net , which assists in traversing underwater . The game 's controls are heavily centered around the analog sticks : the left stick is used to move players , while the right stick manipulates the various gadgets .

The apes are equipped with helmets , which feature a siren representing their alarm level : blue means relaxed , and unaware of the player characters ' presence ; yellow is alert ; and red indicates fully alarmed , resulting in attempting to escape or becoming hostile . An ape 's personality can also be determined by the colour of shorts : yellow is standard , light blue means timid , and red represents aggressive . Some apes are equipped with weaponry , allowing them to attack players , or binoculars that allow them to identify players from long distances . Players are required to capture a specific amount of apes to clear a level ; remaining apes can be captured upon revisiting the level .

Should players take damage , they lose a life . Players can recharge their health by collecting cookies . Throughout the game , players can gather Specter Coins , which can be found in hidden locations in each stage . Collecting enough Specter Coins unlocks three bonus mini @-@ games : Ski Kidz Racing , a skiing game in which players race against opponents ; Galaxy Monkey , a shoot ' em up where players fight against aliens ; and Specter Boxing , a boxing game where players dodge and punch using the analog sticks .

= = Plot = =

The story begins when Specter , a white @-@ haired monkey at a monkey park , puts on an experimental Pipo Helmet created by a Professor , which increases his intelligence beyond that of a regular monkey , but also twists his mind , turning him evil . Imbued with this new power , Specter

gives Pipo Helmets to all the monkeys in the park and sets them loose , having them take over the local laboratory where the Professor and his assistant Katie ( Natalie / Natsumi ) are currently building a time machine . As Spike ( Kakeru ) and his best friend Buzz ( Jake / Hiroki ) arrive at the laboratory , they find themselves transported by Specter , along with all the other monkeys , to the various reaches of time . Realising that leaving the monkeys to their own devices could rewrite history in disastrous ways , the Professor tasks Spike with finding all of the monkeys scattered across time and sending them back to the present .

Spike must also face off against Specter , who has not only built himself an advanced Peak Point Helmet further increasing his own intelligence , but has also brainwashed Buzz to his side . After a lengthy series of captures and battles in segments of history ranging from the roam of the dinosaurs , medieval times and present day , Spike is eventually able to capture all of the apes . Spike chases Specter to his deranged theme park , where he is holding a recently captured Professor , Katie , and his friend Buzz . Spike frees Buzz of his and releases both the professor and Katie , and goes on to find Specter in an alternative universe he calls the " Peak Point Matrix " . Spike defeats Specter after a final battle , and he is captured and sent back to the zoo .

= = Development = =

The development of Ape Escape lasted approximately two @-@ and @-@ a @-@ half years . Shortly after the development team began conceiving the design and concept for Ape Escape , they attended a meeting regarding the development of the DualShock . Intrigued by the potential of the controller , the team implemented its use in Ape Escape , making it the first video game to require the use of the DualShock for gameplay . Conceptualizing the controls for the controller 's analog sticks was the greatest challenge for the team , and the controls underwent great testing prior to finalization .

The game 's music was composed by Soichi Terada . After a game director listened to Terada 's track " Sumo Jungle " , he was given the opportunity to compose the music for Ape Escape . The music changes in @-@ game depending on the situation and level ; for example , should players act stealthily , the music alters slightly to give a mellow atmosphere . Music from the game was included in Ape Escape Originape Soundtracks , published on November 18 , 2011 by Terada 's label Far East Recording . The gameplay sound effects were designed by Masaaki Kaneko , while the sound effects in the cutscenes were provided by Masatoshi Mizumachi . The English voice acting was recorded at Dubey Tunes Studios in San Francisco , California , with Sara Holihan and Hunter A. Pipes III serving as voice @-@ over director and producer , respectively .

Ape Escape was officially announced in the April 1999 issue of Official U.S. PlayStation Magazine . Promotions for the game were held on Cartoon Network during Sony 's winter holiday marketing campaign of 1999 . A remake of the game , titled Ape Escape : On the Loose , was announced on May 11 , 2004 , during Sony 's press conference at the Electronic Entertainment Expo . It was released as a launch title for the PlayStation Portable ( PSP ) on March 24 , 2005 . The remake features altered controls , due to the lack of a right analog stick on the PSP , as well as some slightly different graphics and mini @-@ games .

= = Reception = =

= = = Critical reception = = =

Ape Escape received critical acclaim . Metacritic calculated an average score of 90 out of 100 , indicating " universal acclaim " , based on 19 reviews . Japanese publication Famitsu awarded the game 32 out of 40 , based on four reviews . Reviewers praised the game 's use of analog controls , as well as its graphics and music , with minor criticism directed towards the voice acting .

Reviewers praised the gameplay , and the game 's use of analog controls . Johnny Liu of Game Revolution wrote that the innovative controls were one of the game 's standout features . GameSpot

's Peter Bartholow declared the controls " beautifully executed " , praising the ease of use . Doug Perry of IGN felt that , while the controls are initially difficult , using the analog sticks became " new and refreshing " . Scott Alan Marriott of AllGame similarly noted the initial difficulty of the controls , but found it easier upon continued play , particularly praising the raft controls .

The graphics were met with generally positive comments . GameSpot 's Bartholow praised the visuals , naming the game " a sight to behold " and commending the use of colour and detail . IGN 's Perry wrote that the textures " aren 't terribly stunning " , and found the character design " rather fundamental " , but felt that the game 's lighting and camera blended to create " a fantastic and gratifying effect " . Game Revolution 's Liu named the graphics " good , but not the best " , noting frame rate slowdown . Marriott of AllGame similarly mentioned pop @-@ up issues and other glitches , but ultimately commended the graphics , noting the " distinct Japanese style " .

The game 's audio was commended by many reviews . AllGame 's Marriott praised the appropriateness of the music to the game 's setting . GameSpot 's Bartholow echoed similar remarks , applauding the interactivity of the soundtrack . Liu of Game Revolution felt that the music improves as the game progresses , similarly commending its use with gameplay . IGN 's Perry described the soundtrack as " a weird concoction of J @-@ pop and techno @-@ synth " , and noted that the " poppy tunes " were catchier than the " techno tunes " . Conversely , particular criticism was directed at the voice acting in the game ; GameSpot 's Bartholow described it as " uniformly atrocious " , while IGN 's Perry referred to Spike 's voice as " nothing special " . The game 's other sound effects , such as the ape noises , were met with positive reactions .

= = = PlayStation Portable version = = =

Ape Escape : On the Loose , the game 's remake for PlayStation Portable , was met with mixed reviews . Metacritic calculated a score of 66 out of 100 , indicating " mixed or average reviews " , based on 35 critics . Jeff Gerstmann of GameSpot lamented the loss of the " finely tuned control " of the original , but felt that the game " still has considerable charm " . GameSpy 's David Chapman felt that , despite the noticeable flaws of the game , particularly the controls , it still remains " a lot of fun to play " . Juan Castro of IGN praised the game 's use of colour , noting its enhancement on the PlayStation Portable screen . Castro also warned that " fans of the series will probably miss the second analog stick " , but felt that the gadgets mapped to the PSP 's face buttons would suffice . 1UP 's Jeremy Parish criticised the porting of the game for being outdated , declaring it " a game that was better in another time , on another system , ported simply for cynical convenience " . Parish felt that On the Loose served " to blemish the PSP 's reputation ... as a dumping ground for warmed over 32 @-@ bit offerings far beyond their sell @-@ by date " .

= = Legacy = =

Ape Escape is considered one of the most significant titles on the PlayStation console . Doug Perry of IGN declared it " the best 3D platform game on the PlayStation " , and GameSpot 's Peter Bartholow named it " one of the best 3D platformers to date " . Scott Alan Marriott of AllGame described the game as " one of the most enjoyable 3D platform games " on the PlayStation . IGN included Ape Escape in an article documenting the greatest PlayStation 3D platform games , and later named it the eighth greatest game on the console . In March 2004 , Official UK PlayStation Magazine named it the ninth greatest game of all time . Game Informer ranked it 100 on its list of best games in 2001 , praising its gameplay and innovation .

Ape Escape spawned a series of games , including sequels and spin @-@ offs . A direct sequel , Ape Escape 2 , was released for the PlayStation 2 ( PS2 ) in July 2001 , followed by Ape Escape 3 for PS2 in July 2005 . Several spin @-@ off titles were released exclusively in Japan : Pipo Saru 2001 in July 2001 and Saru ! Get You ! Million Monkeys in July 2006 for the PS2 , followed by Saru Get You : Pip Saru Racer in December 2006 and Saru ! Get You ! SaruSaru Big Mission in July 2007 for the PSP . Another spin @-@ off , Ape Quest , was also released worldwide for PSP in January 2008 . A series of party games has also been released : Ape Escape : Pumped & Primed in

July 2004 and EyeToy : Monkey Mania in August 2004 for PS2 , as well as Ape Academy 2 for PSP in December 2005 , and PlayStation Move Ape Escape for the PlayStation 3 in December 2010 . The character of Spike is available as a playable character in PlayStation All @-@ Stars Battle Royale ( 2012 ) , and an ape costume is available as a downloadable outfit in some of the LittleBigPlanet games ( 2008 ? 12 ) . A mini @-@ game featuring an ape from Ape Escape is included in Metal Gear Solid 3 : Snake Eater ( 2004 ) .