

The Nintendo Gamecube

A Collected Wiki

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Chapter 1

Hardware

1.1 GameCube

The **GameCube**^{*} [lower-alpha 2] is a home video game console released by Nintendo in Japan on September 14, 2001; in North America on November 18, 2001; in Europe on May 3, 2002; and in Australia on May 17, 2002. The sixth-generation console is the successor to the Nintendo 64 and competed with Sony Computer Entertainment's PlayStation 2 and Microsoft's Xbox.

The GameCube is the first Nintendo console to use **optical discs** as its primary storage medium. The discs are similar to the **miniDVD** format; as a result of their smaller size and the console's small disc compartment, the system was not designed to play standard **DVDs** or **audio CDs**. The console supports **online gaming** for a small number of its titles via the **broadband or modem adapter** and connects to the **Game Boy Advance** via the **link cable**, allowing players to access exclusive in-game features using the handheld as a second screen and controller.

Contemporary reception of the GameCube was generally positive. The console was praised for its controller, extensive software library and high-quality games, but was criticized for its exterior design and lack of features. Nintendo sold 21.74 million GameCube units worldwide before it was discontinued in 2007. Its successor, the **Wii**, which is **backwards-compatible** with most GameCube software, was released in November 2006.

1.1.1 History

Dr. Yen has assembled at ArtX one of the best teams of 3D graphics engineers on the planet.

“
”

—Howard Lincoln

In 1997, a graphics hardware design company called **ArtX** was launched, staffed by twenty engineers who had previously worked at SGI on the design of the Nintendo 64's graphics hardware. The team was led by Dr. **Wei Yen**, who had been SGI's head of Nintendo Operations, the department responsible for the **Nintendo 64's** fundamental architectural design.^[7]^[8]

Partnering with Nintendo in 1998, ArtX began the complete design of the system logic and of the graphics processor (codenamed "**Flipper**")^[9] of Nintendo's **sixth-generation video game console**, reportedly bearing the early internal code name of "**N2000**".^[10] At Nintendo's press conference in May 1999, the console was first publicly announced as "**Project Dolphin**", the successor to the Nintendo 64. At the conference, Nintendo's **Howard Lincoln** said of ArtX, "This company is headed up by Dr. Wei Yen, the man who was primarily responsible for the N64 graphics chip. Dr. Yen has assembled at ArtX one of the best teams of 3D graphics engineers on the planet."^[8]^[11] Subsequently, Nintendo began providing development kits to game developers. Nintendo also formed a strategic partnership with IBM for the production of Dolphin's CPU, code-named "**Gekko**".

ArtX was acquired by ATI in April 2000, whereupon the Flipper graphics processor design had already been mostly completed by ArtX and was not overtly influenced by ATI.^[7]^[9] In total, ArtX team cofounder Greg Buchner recalled that their portion of the console's hardware design timeline had arced from inception in 1998 to completion

in 2000.*[7] Of ATI's acquisition of ArtX, an ATI spokesperson said, "ATI now becomes a major supplier to the game console market via Nintendo. The Dolphin platform is reputed to be king of the hill in terms of graphics and video performance with 128-bit architecture."*[12]

The console was announced as the Nintendo GameCube at a press conference in Japan on August 24, 2000,*[13] abbreviated as "NGC" in Japan*[14] and "GCN" in North America.*[15] Nintendo unveiled its software lineup for the sixth-generation console at E3 2001, focusing on fifteen launch titles, including *Luigi's Mansion* and *Star Wars Rogue Squadron II: Rogue Leader*.*[16] Several titles that were originally scheduled to launch with the console were delayed.*[17] It is also the first console in the company's history not to accompany a *Mario* platform title at launch.*[18]

Long prior to the console's launch, Nintendo had developed and patented an early prototype of motion controls for the GameCube, with which developer *Factor 5* had experimented for its launch titles.*[19]*[20] An interview quoted Greg Thomas, Sega of America's VP of Development as saying, "What does worry me is Dolphin's sensory controllers [which are rumored to include microphones and headphone jacks] because there's an example of someone thinking about something different." These motion control concepts would not be deployed to consumers for several years, until the *Wii remote*.*[20]

Prior to the Nintendo GameCube's release, Nintendo focused resources on the launch of the *Game Boy Advance*, a handheld game console and successor to the original *Game Boy* and *Game Boy Color*. As a result, several titles originally destined for the *Nintendo 64* console were postponed in favor of being early releases on the *GameCube*. The last first-party title in 2001 for the *Nintendo 64* was released in May, a month before the *Game Boy Advance's* launch and six months before the *GameCube's*, emphasizing the company's shift in resources. Concurrently, Nintendo was developing software for the *GameCube* which would provision future connectivity between it and the *Game Boy Advance*. Certain game titles, such as *The Legend of Zelda: Four Swords Adventures* and *Final Fantasy Crystal Chronicles*, would have the ability to use the handheld as a secondary screen and controller when connected to the console via a link cable.*[21]*[22]

Nintendo began its marketing campaign with the catchphrase "The Nintendo Difference" at the E3 reveal.*[16] The goal was to distinguish itself from the competition as an entertainment company.*[23] Later advertisements push the slogan "Born to Play", and video game commercials feature a rotating cube animation that morphs into a *GameCube* logo and ends with a voice whispering, "GameCube" .*[24]*[25]

The *GameCube* launched in Japan on September 14, 2001.*[26] Approximately 500,000 units were shipped in time to retailers.*[27] The console was scheduled to launch two months later in *North America* on November 5, 2001, but the date was pushed back in an effort to increase the number of available units.*[28] The console eventually launched in *North America* on November 18, 2001, with over 700,000 units shipped to the region.*[29] Other regions followed suit the following year beginning with *Europe* in the second quarter of 2002.*[30]

On April 22, 2002, veteran third party Nintendo console developer *Factor 5* announced its 3D audio software development kit for *GameCube* developers, titled *MusyX*. In collaboration with *Dolby Laboratories*, it provides motion-based surround sound encoded as *Dolby Pro Logic II*.*[31]

1.1.2 Hardware

The *Dolphin* platform is reputed to be king of the hill in terms of graphics and video performance with 128-bit architecture.

“
”

—ATI

See also: *Nintendo GameCube technical specifications*

Howard Cheng, technical director of Nintendo technology development, said the company's goal was to select a "simple RISC architecture" to help speed development of games by making it easier on software developers. IGN reported that the system was "designed from the get-go to attract third-party developers by offering more power at a cheaper price. Nintendo's design doc for the console specifies that cost is of utmost importance, followed by space."*[10] Hardware partner *ArtX's* Vice President Greg Buchner stated that their guiding thought on the console's hardware design was to target the developers rather than the players, and to "look into a crystal ball" and discern

“what's going to allow the Miyamoto-sans of the world to develop the best games” .*[7]

We thought about the developers as our main customers. In particular for GameCube, we spent three years working with Nintendo of America and with all sorts of developers, trying to understand the challenges, needs, and problems they face. First among these is the rising cost of development. The GameCube can see high performance without too much trouble; it isn't a quirky design, but a very clean one. It was important we didn't require jumping through hoops for high performance to be achieved. On top of that, it is rich in features, and we worked to include a dream group of technical features that developers requested.

—Greg Buchner, ArtX's Vice President

Initiating the GameCube's design in 1998, Nintendo partnered with ArtX (then acquired by ATI Technologies during development) for the system logic and the GPU,*[9] and with IBM for the CPU. IBM designed a PowerPC-based processor for the next-generation console, known as Gekko, which runs at 485 MHz and features a floating point unit (FPU) capable of 1.9 GFLOPS. Designed at 0.18 microns and described as “an extension of the IBM Power PC architecture” , Gekko features IBM's reportedly then-unique copper-based chip manufacturing technology.*[8] Codenamed "Flipper", the GPU runs at 162 MHz and, in addition to graphics, manages other tasks through its audio and input/output (I/O) processors.*[32]*[33]*[34]*[35]

The GameCube introduced a proprietary miniDVD optical disc format as the storage medium for the console, capable of storing up to 1.5 GB of data.*[36] The technology was designed by Matsushita Electric Industrial (now Panasonic Corporation) which utilized a proprietary encryption scheme – different from the Content Scramble System (CSS) found in standard DVDs – to prevent unauthorized reproduction.*[37] The Famicom Data Recorder, Famicom Disk System, SNES-CD, and 64DD had explored various complementary storage technologies, but the GameCube was Nintendo's first console to move away from cartridge-based media altogether.*[38] The GameCube's 1.5 GB mini-disc have sufficient room for most games, although a few games require an extra disc, higher video compression, or removal of content present in versions on other consoles. By comparison, the PlayStation 2 and Xbox, also sixth-generation consoles, both use 8.5 GB Dual-Layer DVDs.

Like its predecessor, the Nintendo 64, GameCube models were produced in several different color motifs. The system launched in “Indigo” , the primary color shown in advertising and on the logo, and in “Jet Black” .*[39] A year later, Nintendo released a “Platinum” limited edition GameCube, which uses a silver color scheme for both the console and controller.*[40] A “Spice” orange-colored console was eventually released as well only in Japan, though the color scheme could be found on controllers released in other countries.*[41]

Nintendo developed stereoscopic 3D technology for the GameCube, and one launch title, *Luigi's Mansion*, supports it. However, the feature was never enabled outside of development. 3D televisions were not widespread at the time, and it was deemed that compatible displays and crystals for the add-on accessories would be too cost-prohibitive for the consumer.*[42]*[43]*[44] Another unofficial feature are two audio Easter eggs that can be invoked when the console is turned on. When the power is activated with the “Z” button on the Player 1 controller held down, a more whimsical startup sound is heard in place of the standard one. With four controllers connected, holding down the “Z” button on all four simultaneously produces a "ninja-like” tune at startup.*[45]

Storage

The GameCube features two memory card ports for saving game data. Nintendo released three official memory card options: Memory Card 59 in gray (512 KiB), Memory Card 251 in black (2 MiB), and Memory Card 1019 in white (8 MiB). (Though often advertised in Megabits, as 4 Mb, 16 Mb, and 64 Mb respectively.) A few games were known to have compatibility issues with the Memory Card 1019, and at least two games have save issues with any size.*[46] Memory cards with larger capacities were released by third-party manufacturers.*[47]

The Memory Card numbers indicated the number of save blocks available on the card, and each number is 5 subtracted from some power of 2. This suggests that 5 save blocks are devoted to some sort of system information. Simple math can be used to find out that each save block is a 8 KiB page of data. (For example, $(59+5)*x = 512 \text{ KiB}$, $x = (512 \text{ KiB})/64$, $x = 8 \text{ KiB}$)

Controller

Main articles: [GameCube controller](#) and [WaveBird Wireless Controller](#)

Nintendo learned from its experiences – both positive and negative – with the Nintendo 64's three-handled controller



Memory Card 59

design and went with a two-handled, “handlebar” design for the GameCube. The shape was made popular by Sony's PlayStation controller released in 1994 and its follow-up DualShock series of gamepads introduced in 1997. In addition to vibration feedback, the DualShock series was well known for having two analog sticks to improve the 3D experience in games. Nintendo and Microsoft designed similar features in the controllers for their sixth-generation consoles, but instead of having the analog sticks parallel to each other, they chose to stagger them by swapping the positions of the directional pad (d-pad) and left analog stick. The GameCube controller features a total of eight buttons, two analog sticks, a d-pad, and an internal rumble motor. The primary analog stick is on the left with the d-pad located below and closer to the center. On the right are four buttons: a large, green “A” button in the center, a smaller red “B” button to the left, an “X” button to the right, and a “Y” button at the top. Below and to the inside is a yellow “C” analog stick, which often serves a variety of in-game functions, such as controlling the camera angle. The Start/Pause button is located in the middle, and the rumble motor is encased within the center of the controller.*[48]*[49]*[50]

On the top of the controller are two “pressure-sensitive” trigger buttons marked “L” and “R”. Each essentially provides two functions: one analog and one digital. As the trigger is depressed, it emits an analog signal which



Indigo GameCube controller

increases the more it is pressed in. Once fully depressed, the trigger “clicks” registering a digital signal that can be used for a separate function within a game. There is also a purple, digital button on the right side marked “Z”.*[51]

Unique to the GameCube is the controller's prominent size and placement of the A button. Having been the primary action button in past Nintendo controller designs, it was given a larger size and more centralized placement for the GameCube. The rubberized analog stick in combination with the controller's overall button orientation was intended to reduce the dreaded "Nintendo thumb" – a term used to describe pain in any part of the hands, wrists, forearms, and shoulders as a result of long-term play.*[52]*[53]

In 2002, Nintendo introduced the **WaveBird Wireless Controller**, the first wireless gamepad developed by a first-party console manufacturer. The RF-based wireless controller is similar in design to the standard controller. It communicates with the GameCube by way of a wireless receiver dongle connected to one of the console's controller ports. Powered by two AA batteries, which are housed in a compartment on the underside of the controller, the WaveBird lacks the vibration functionality of the standard controller. In addition to the standard inputs, the WaveBird features a channel selection dial – also found on the receiver – and an on/off switch. An orange LED on the face of the controller indicates when it is powered on. The controller is available in light grey and platinum color schemes.*[54]

Compatibility

The GameCube is unable to play games from other Nintendo home consoles, but with the Game Boy Player attachment, it is able to play Game Boy, Game Boy Color, and Game Boy Advance titles. The GameCube's successor,



A Platinum Nintendo GameCube with a WaveBird controller and Game Boy Player attachment

the Wii, supports backward compatibility with GameCube controllers, memory cards, and games. However, later versions of the Wii – including the “Family Edition” released in 2011 and the **Wii Mini** edition released in 2012 – dropped support for all GameCube hardware. * [55] * [56] * [57]

Panasonic Q

Main article: [Panasonic Q](#)

A hybrid version of the Nintendo GameCube with a commercial DVD player, called Q, was developed by **Panasonic** as part of the deal struck with Nintendo to develop the optical drive for the original GameCube hardware. Featuring a completely revised case, the Q overcomes the size limitation of the original GameCube's miniDVD tray by adding a commercial DVD-sized tray, among other hardware revisions. Released exclusively to Japan in December 2001, low sales resulted in the Q being discontinued in December 2003.

1.1.3 Software library

See also: [List of GameCube games](#)

Over its lifespan, which came to a close in 2007, more than 600 games were released for the GameCube. * [58] * [59]

Nintendo is traditionally recognized for releasing innovative, first-party game titles, most notably from the *Super Mario* and *The Legend of Zelda* series. These first-party series continued on the GameCube and bolstered the console's popularity. As a publisher, Nintendo also focused on creating new franchises, such as *Pikmin* and *Animal Crossing*, and renewing some that skipped the N64 platform, most notably the *Metroid* series with the release of *Metroid Prime*. The console also saw success with the critically acclaimed *The Legend of Zelda: The Wind Waker* and *Super Mario Sunshine*, and its best-selling game, *Super Smash Bros. Melee*, which sold 7 million copies worldwide. Despite Nintendo's commitment to its software library, however, it was still criticized by some for not featuring enough game titles during the console's launch window.

Early on in its history, Nintendo had achieved considerable success with third-party developer support on the Nintendo Entertainment System (NES) and Super NES (SNES). Competition from the Sega Genesis and Sony's PlayStation in the 1990s changed the market's landscape, however, and reduced Nintendo's ability to obtain exclusive, third-party

support on the Nintendo 64 (N64). The console's cartridge-based media was also increasing the cost to manufacture software, as opposed to the cheaper, higher-capacity optical discs used by the PlayStation.*[60]*[61]

With the GameCube, Nintendo aimed to reverse the trend as evidenced by the number of third-party titles available at launch – the N64 had none. The new optical disc format introduced with the GameCube increased the capacity significantly and reduced production costs. For the most part, the strategy worked. High-profile exclusives such as *Star Wars Rogue Squadron II: Rogue Leader* from Factor 5, *Resident Evil 4* from Capcom, and *Metal Gear Solid: The Twin Snakes* from Konami were very successful. Sega, which focused on third-party development following the demise of its Dreamcast console, offered a vast amount of support for the GameCube porting old favorites over such as *Crazy Taxi* and *Sonic Adventure 2*. The company also started new franchises on the GameCube including *Super Monkey Ball*. Several third-party developers were even contracted to work on new titles for existing Nintendo franchises, including *Star Fox Assault* by Namco and *Wario World* from Treasure.*[58]*[60]

Online gaming

See also: Nintendo GameCube Broadband Adapter and Modem Adapter

According to IGN in 1999, an unnamed source at Nintendo of America stated of the prototype platform which would become GameCube, “Networkability is at the top of the list for the new console.”*[10]

August 28, 1999:

There’s got to be something Dolphin has with the Internet, because from now on we can’t create entertainment without thinking about network communication. ...there is not a big market right now for Dolphin to involve a significant Internet business. Nintendo, as an entertainment company has a responsibility to parents and children so that the parents can always feel secure to provide their children with Nintendo machines, hardware and software. So because of that I don’t think network capabilities will be the core of the Dolphin project.*[1]

February 9, 2000:

I’m very interested in online gaming... So, if it ever came to the stage where we were talking about online gaming, it would be because we had a new way to approach the idea. It wouldn’t just be because everyone else is doing it.*[2]

1. ^ Miyamoto, Shigeru (August 28, 1999). “Miyamoto Talks Dolphin at Space World '99” (Interview). Interview with Chris Johnston. GameSpot. Retrieved July 6, 2014.
2. ^ Kennedy, Sam (February 9, 2000). “Miyamoto Goes Online for Dolphin” . GameSpot. Retrieved July 6, 2014.

—Shigeru Miyamoto, about Dolphin's online strategy

On June 8, 2000, Nintendo President Hiroshi Yamauchi said, “We are planning to introduce an Internet business next March or April. The first step will be online sales of a brand new type of Pokemon cards.”*[62]

Networking is featured on the GameCube in a small number of video game titles using a broadband or modem adapter that attaches to a serial port on the console. This feature is supported in *Homeland* – only released in Japan – and the *Phantasy Star* series.*[63]*[64] Nintendo made publishers responsible for managing the online experience and for providing the interface.*[64]

Regardless of industry speculation that Nintendo would eventually publish GameCube games with Internet connectivity, the company never released a first-party title with the feature. However, several games including *Mario Kart: Double Dash!!*, *1080° Avalanche*, and *Kirby Air Ride* feature multiplayer gameplay over a LAN connection. Third-party products, such as Warp Pipe and XLink Kai, introduced methods to connect these games over the Internet. The products aimed to show game developers a low-cost solution that demonstrated the feasibility of adding online support.*[63]*[65]*[66]

1.1.4 Reception

The Nintendo GameCube received generally positive reviews following its launch. *PC Magazine* praised the overall hardware design and quality of game titles available at launch.*[67] CNET gave an average review rating, noting that while the console lacks a few features offered by its competition, it is relatively inexpensive, has a great controller design, and launched a decent lineup of games.*[68] In later reviews, criticism mounted against the console often

centering on its overall look and feel, describing it as “toy-ish.” [69][70] In the midst of poor sales figures and the associated financial harm to Nintendo, a *Time International* article called the GameCube an “unmitigated disaster.” [71]

Retrospectively, Joystiq compared the GameCube's launch window to its successor, the Wii, noting that the GameCube's “lack of games” resulted in a subpar launch, and the console's limited selection of online titles hurt its market share in the long run. [59] *Time International* concluded that the system had low sales figures, because it lacked “technical innovations” . [72]

Sales

Nintendo sold 22 million GameCube units worldwide during its lifespan, [5][73] placing it slightly behind the Xbox's 24 million, and well behind the PlayStation 2's 153 million. [74][75] The GameCube's predecessor, the Nintendo 64, outperformed it as well selling nearly 33 million units. [76] The console was able to outsell the short-lived Dreamcast, however, which yielded 9.13 million unit sales. [77] In September 2009, IGN ranked the GameCube 16th in its list of best gaming consoles of all time, placing it behind all three of its sixth-generation competitors: the PlayStation 2 (3rd), the Dreamcast (8th), and the Xbox (11th). [69]

Many of Nintendo's own first-party titles such as *Super Smash Bros. Melee* and *Mario Kart: Double Dash!!* saw strong sales, though this did not typically benefit third-party developers or directly drive sales of their games. Many cross-platform games —such as sports franchises released by Electronic Arts—were sold in numbers far below their PlayStation 2 and Xbox counterparts, eventually prompting some developers to scale back or completely cease support for the GameCube. Exceptions include Sega's family friendly *Sonic Adventure 2* and *Super Monkey Ball*, which reportedly yielded more sales on GameCube than most of the company's games on the PlayStation 2 and Xbox. [20] After several years of losing money from developing for Nintendo's console, Eidos Interactive announced in September 2003 that it would end support for the GameCube, canceling several games that were in development. [78] Later, however, Eidos resumed development [79] of GameCube titles, releasing hit games such as *Lego Star Wars: The Video Game* and *Tomb Raider: Legend*. In addition, several third-party games originally intended to be GameCube exclusives – most notably *Resident Evil 4* – were eventually ported to other systems in an attempt to maximize profits following lackluster sales of the original GameCube versions.

With sales sagging and millions of unsold consoles in stock, Nintendo halted GameCube production for the first nine months of 2003 to reduce surplus units. [71] Sales rebounded slightly after a price drop to US\$99.99 on September 24, 2003 [80] and the release of *The Legend of Zelda: Collector's Edition* bundle. A demo disc, the *Nintendo GameCube Preview Disc*, was also released in a bundle in 2003. [81] Beginning with this period, GameCube sales continued to be steady, particularly in Japan, but the GameCube remained in third place in worldwide sales during the sixth generation era because of weaker sales performance elsewhere. [82]

Some third-party companies, such as Ubisoft, THQ, Disney Interactive Studios, Humongous Entertainment and EA Sports, continued to release GameCube games well into 2007. [83][84][85][86]

Market share

With the GameCube, Nintendo failed to reclaim the market share lost by its predecessor, the Nintendo 64. Throughout the lifespan of its console generation, GameCube hardware sales remained far behind its direct competitor the PlayStation 2, and slightly behind Microsoft's Xbox. The console's “family-friendly” appeal and lack of support from certain third-party developers skewed the GameCube toward a younger market, which was a minority demographic of the gaming population during the sixth generation. [87] Many third-party games popular with teenagers or adults, such as the blockbuster *Grand Theft Auto* series and several key first-person shooters, skipped the GameCube entirely in favor of the PlayStation 2 and Xbox.

As of June 2003, the GameCube had a 13% market share, tying with the Xbox in sales but falling far behind 60% for the PlayStation 2. [71]

Legacy

Many games released on the GameCube, such as *Pikmin*, later became popular Nintendo franchises. [88]

1.1.5 See also

- Dolphin (emulator)
- List of best-selling Nintendo GameCube video games
- List of GameCube games with alternate display modes
- Nintendo GameCube accessories
- Nintendo Selects

1.1.6 Notes

- [1] Requires the use of the Digital AV port, which was removed from later models
- [2] ゲームキューブ (*Gēmukyūbu* officially called the **Nintendo GameCube**, abbreviated *NGC* in Japan and *GCN* in Europe and North America)

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1.1.8 External links

- Official website
- Nintendo GameCube at the Wayback Machine (archived May 1, 2008)
- consolevations.com, for all the console / controller and packaging variations

1.2 GameCube controller

The **GameCube controller** (*DOL-003*) is the standard controller for the **GameCube** video game console.

1.2.1 Overview

Released alongside the GameCube console, the standard GameCube controller has a wing grip design. This controller was bundled with all new GameCube systems throughout the console's life cycle and was also available separately. It connects to the console's controller ports via a 2 m/6.5 ft cable.

The standard GameCube controller provides haptic feedback by way of a built-in rumble motor rather than using an external Rumble Pak add-on like the Nintendo 64 controller. Also unlike its predecessor, this controller does not feature any expansion capabilities.

The controller features a total of six digital buttons, two analog sticks, a d-pad and two hybrid analog triggers/digital buttons.

The primary analog stick is on the left, with the D-pad below it. The four face buttons are on the right of the controller (a large green “A” button in the center, a smaller red “B” button to its bottom left and two kidney-shaped buttons; “X” to the right and a “Y” to the top) with a yellow “C” stick below those. A Start/Pause button is located in the middle of the controller. On the “shoulders” of the controller there are two analog triggers marked “L” and “R,” as well as one digital button marked “Z” which sits above the “R” trigger. The “L” and “R” triggers feature both analog and digital capabilities. Each of these behaves as a typical analog trigger until fully depressed, at which point the button “clicks” to register an additional digital signal. This method effectively serves to provide two functions per button without actually adding two separate physical buttons.

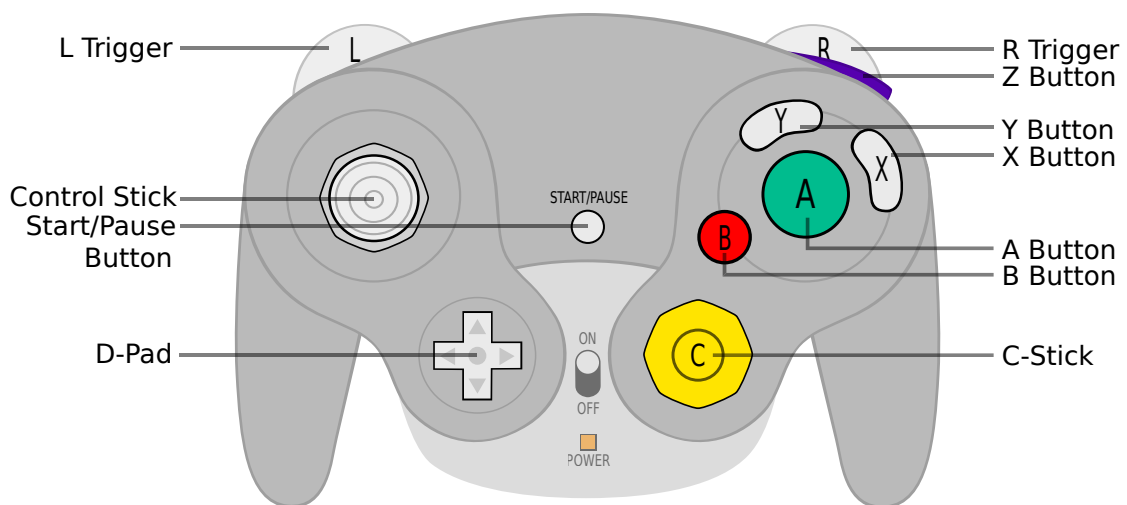
1.2.2 Versions

Colors/designs

Standard editions The GameCube controller was sold in several different colors over the console's lifespan. Standard colors included “Indigo” (Purple), “Jet Black” , “Platinum” (Silver) and “Spice” (Orange);*[2] these were bundled with their respective colored GameCube consoles and sold separately in many countries.*[1] Other standard colors sold separately included “Indigo/Clear” (Indigo top with a clear translucent bottom), “Emerald Blue” (Turquoise), and White; the latter two were only available in Japan.*[1]



Purple GameCube controller breakdown



Standard GameCube controller layout on a Standard controller, with WaveBird controller shape overlaid



The prototype GameCube controller that was included with development system.

Limited editions Nintendo released a number of limited edition controllers in Japan through Club Nintendo, which featured a unique color scheme and/or logo in the center. Club Nintendo controllers could be purchased for 500 points each and designs included “Mario” (red top and blue bottom),^[3] “Luigi” (green top and blue bottom),^[4] “Wario” (yellow top and purple bottom)^[5] and a “Club Nintendo” controller (white top and light blue bottom).^[6] The “Mario” design was also made available in limited quantities through the European Stars Catalogue for 5000 points.^[7]

Additionally, a number of limited edition GameCube consoles have been released which included matching controllers. Colors released in Japan include “Starlight Gold” ,^[2]^[8] “Crystal White” ,^[9] “Symphonic Green” (mint green),^[10] “Hanshin Tigers” (black with Hanshin Tigers logo),^[11]^[12] “Gundam Copper” (two-tone red with Gundam logo)^[2]^[10] and “Transparent” which was included with the “Enjoy Plus Pack +” bundle.^[13] The “Symphonic Green” and “Crystal White” colors were also released in Europe, although the latter was renamed “Pearl White” and bundled with Mario Smash Football.^[14] A Resident Evil 4 controller (Silver top and black bottom with logo) was available in Europe as part of a limited edition Resident Evil 4 console bundle.^[10]^[15] The Panasonic Q, a GameCube/DVD player hybrid system exclusive to Japan, came bundled with a grey Panasonic branded version of the controller.^[2]^[16]

WaveBird wireless controller

Main article: [WaveBird Wireless Controller](#)

The WaveBird wireless controller is an RF-based wireless controller based on the same design as the standard con-



Platinum WaveBird controller and receiver module.

troller. It communicates with the GameCube system wirelessly through a receiver dongle connected to one of the system's controller ports. It is powered by two AA batteries. As a power-conservation measure, the WaveBird lacks the rumble function of the standard controller.

LodgeNet controller

A specially-designed variation of the GameCube controller was created for the LodgeNet in some North American hotels. The controller can be used for pay-per-play access to select GameCube titles. In addition to the standard GameCube controller inputs, the LodgeNet controller features six additional buttons which are used to control the on-screen game selection interface. The controller can not be used on regular home systems.

1.2.3 Availability

Official controllers are becoming scarce at retailers, as a result of increased demand of the controller due to the Wii's backward compatibility with GameCube games and the fact that several Wii games support the controller as a primary method of control. In response to the regained popularity, Nintendo decided to re-launch the Gamecube controller.

White controller

In April 2008, Nintendo released a white GameCube controller, exclusive to Japan.*[17] The controller has not been released outside Japan, but online retailers such as Amazon.com and Play-Asia do import and sell the controller internationally.*[18]*[19] It differs from previous editions in that it features a white cable which is 3 m (9.8 ft) long, rather than the 2 m (6.5 ft) black cable used on standard controllers. In 2014, the manufacturing production of the



The LodgeNet GameCube controller

white controller was resumed under the Super Smash Bros. branding, again exclusively for Japan (see more info on the Super Smash Bros. edition below).

Continued production of platinum controller

Nintendo of America continued to sell wired platinum controllers up until early 2012 in North America, but have since sold out. It is unknown if they will ever go through another production run.*[20]

Super Smash Bros. Edition controller

The *Super Smash Bros.* edition controller was released in 2014, in conjunction with the release of *Super Smash Bros. for Wii U*. The controller features a metallic silver *Super Smash Bros.* logo surrounded by flames instead of the Nintendo GameCube logo. It comes in standard black worldwide, although a white version was released in Japan only.*[21] These controllers have much longer cables than the original controllers.*[22] Along with the release of the controller, Nintendo released a GameCube controller adapter for the Wii U. The adapter supports four GameCube controllers, and all original pads are supported. A second adapter can be hooked up to a console, allowing up to eight players to use a GameCube controller. But so far, the adapter is only compatible with *Super Smash Bros. for Wii U* as it does not work with any other game. However, it does serve a bit of functionality when used in the console's Wii Mode through homebrew means, though it is incapable of being used for Wii titles that are compatible with the controller, such as *Super Smash Bros. Brawl* for reasons unknown.

1.2.4 Use on subsequent consoles



GameCube controller connected to a Wii

See also: [List of Wii games that use the Nintendo GameCube controller](#)

Due to the **Wii's** ability to use GameCube controller input, all official GameCube controllers may be used on the Wii. GameCube software played on the Wii requires the use of a GameCube controller (and, for games with save data, a memory card), and cannot be played with standard Wii controllers. Wii software can be programmed to make full use of GameCube controllers. Nearly all **Virtual Console** games and certain **Wii** and **WiiWare** games have been designed to support GameCube controllers as input. However, some later Wii models, such as the **Wii Family Edition** and **Wii Mini**, lack support for GameCube software, controllers, and memory cards.

Although the follow-up console, the **Wii U**, also omits compatibility with GameCube software and hardware, Nintendo announced that an official adapter would be released that allows players to connect up to four GameCube controllers to the **Wii U** via its USB ports.*^[23] Though its initial product listing stated it would be compatible with any **Wii U** title that supports the **Wii U Pro Controller**,*^[24] Nintendo since corrected the listing, stating the adapter can only be used with *Super Smash Bros. for Wii U* and would not be compatible with other **Wii U** or **Wii** software.*^[25] The adapter launched alongside the game in November 2014, both separately and as part of a bundle with the game.*^[26]*^[27]

Accessory maker **PDP** began releasing a line of officially licensed “**Wired Fight Pad**” controllers for the **Wii** and **Wii U** in 2014. They are based on the design and layout of the GameCube controller, but behave as a **Classic**



“Wired Fight Pads” based on Nintendo characters

Controller Pro, meaning it is used via a Wii Remote's expansion port and are compatible with all Wii and Wii U games that support the Classic Controller, but not GameCube games. To provide parity with the Classic Controller, these controllers feature dual shoulder buttons, as well as the "+", "-", and “Home” buttons that the GameCube controller lacks.*[28]*[29] Controllers designed after Nintendo characters were later released*[30]

1.2.5 Legal issues

Anascope Ltd, a Texas-based firm, filed a lawsuit against Nintendo for patent infringements regarding Nintendo's controllers.*[31] A July 2008 verdict found that a ban would be issued preventing Nintendo from selling the regular GameCube and WaveBird controllers in the United States. Nintendo was free to continue selling the controllers pending an appeal to the U.S. Court of Appeals for the Federal Circuit.*[32] On April 13, 2010 Nintendo won the appeal and the previous court decision was reversed.*[33]

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1.3 Nintendo GameCube Broadband Adapter and Modem Adapter

The **Nintendo GameCube Broadband Adapter** and **Modem Adapter** are a network adapter and 56k dial-up modem, respectively, for the GameCube. They were produced by Conexant and made in the Philippines and released in October 2002.*[1] The adapters fit flush into “Serial Port 1” on the underside of the GameCube and add a 8P8C (*RJ-45*) or 6P4C (*RJ-11*) port to the side of the console.*[2]

1.3.1 Software

^ a LAN games can be played on the Internet with third-party PC applications such as Warp Pipe and XLink Kai that allows online play of these three games by tunneling the network traffic through a computer and across the Internet.* [3]

1.3.2 Hacking

Soon after *Phantasy Star Online Episode I & II* was released for the GameCube, it was discovered that a PC could be made to simulate the conditions of the server that the game would connect to. This information started as a method of tunneling the online service. When simulating this server, unsigned code can be streamed back to the GameCube, allowing homebrew, or information to be streamed back, allowing one to play copied games. This was also utilized to allow online gameplay in games for which it is not intended. Early dumps of GameCube games were created using this technique. From there, methods of running the games off of a computer through a GameCube were created. Nintendo and Sega responded by releasing the *Plus* version of the game.

1.3.3 Closure

The online gaming service was officially discontinued in April 2007, in order to focus on the GameCube's successor, the Wii, and its online service which was eventually shut down in 2014. Although the GameCube's official online service was eventually discontinued, games can still be played online via private servers.* [4] Games with LAN multiplayer support can still be played in LAN mode as well, and can be played online via tunneling software.* [3]

1.3.4 See also

- Famicom Modem
- Satellaview
- 64DD, Nintendo's previous Internet adaptor and accompanying Randnet online service in Japan
- Dreamcast Broadband Adapter and Modem Adapter
- PlayStation 2 online functionality
- Xbox Live
- Nintendo Wi-Fi Connection and WiiConnect24, Nintendo's online services for the Wii console.
- Nintendo Network, Nintendo's current online service.
- XLink Kai

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1.3.6 External links

- Nintendo of America's Online Support page
- Nintendo of Europe (UK) Online Support page
- IGN's look at the adapter

1.4 Nintendo GameCube technical specifications

Nintendo originally offered a digital video output on early GameCube models. However, it was determined that less than one percent of users utilized the feature. The company eventually removed the option starting with model number DOL-101 of May 2004.*[1] The console's technical specifications are as follows.*[2]*[3]*[4]



IBM PowerPC "Gekko" processor

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Nintendo GameCube optical storage disc

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1.5 WaveBird Wireless Controller

The **WaveBird Wireless Controller** is a radio frequency (RF) based wireless controller manufactured for the Nintendo GameCube video game console designed by former Nintendo employee Cameron Dribnenky, who had wanted to bring wireless controllers to gaming since the NES. Its name is a reference to Dolphin,*[2] the GameCube’s code-name during development.*[3] The WaveBird was available for purchase separately as well as in bundles with either *Metroid Prime* or *Mario Party 4*, which were exclusive to Kmart in the US.*[4]

1.5.1 Development

Nintendo had attempted to create a reliable wireless controller since the development of the Famicom. Its first attempt was for the *Advanced Video System* (AVS), the precursor to the *Nintendo Entertainment System* (NES), which included two wireless controllers but was never released.*[5]*[6]

Nintendo later developed an *infrared* (IR) adapter called the *NES Satellite* for the NES. Released in 1989, it used infrared to extend the length of up to four wired controllers, which would plug into the base of the unit rather than the console. The base could then be positioned anywhere within a certain range of the NES without the need for a cable.*[7]*[8] However, the extension base still needed a direct line of sight with the NES console; line of sight is a significant limitation of IR technology, requiring a clear space between an IR port and controller.*[9]*[10]

Radio Frequency controllers were not possible in the late 1980s as the early digital RF links were bulky and used too much power to be useful in battery-powered devices. However, advancements in *integrated circuits* made radio controllers for game consoles commercially viable only a decade later. The *WaveBird*, released in 2002, solved previous usability problems of wireless controllers by relying on *radio frequency* communication instead of infrared, allowing the controller to be used anywhere within 20 feet of the console.*[11] Although Nintendo only certifies the *WaveBird* to work within this 20 foot range, tests have proven that they may work as far as 90 feet on all 16 different channels.*[12]

1.5.2 Design

The *WaveBird GameCube* controller is designed and sold by Nintendo.*[1] Unlike most wireless controllers of its era, it relies on RF technology (first used in gaming with Atari's CX-42 joysticks*[13]) instead of *infrared line-of-sight* signal transmission.*[1] Early versions of the controller's radio transceiver run in the 900 MHz unlicensed band,*[14] while later versions of the controller use a transceiver that operates at 2.4 GHz.*[15] The range of the *WaveBird* controller is officially 20 feet,*[16] but some users have reported ranges of 60–70 feet.*[1] The *WaveBird* includes a small receiver unit which must be plugged into the controller port of the *GameCube*. Made of the same gray-colored plastic as the standard *WaveBird*, it features a channel-selection wheel and an LED to indicate when a signal is received. Up to sixteen *WaveBird* controllers may be used in the same area if each is set to a different channel.*[16]

The *WaveBird* controller maintains the same overall aesthetic design as the standard *GameCube* controller. The components (analog sticks, buttons, and triggers) and layout remain the same, while adding wireless functionality and space for two standard *AA* batteries.*[16] It is somewhat larger and heavier than a standard *GameCube* controller, with a channel selector dial, an on/off switch, and an orange LED power indicator on the face of the controller in place of the gap between the D-pad and the C-stick. Functionally, the only feature the *WaveBird* controller lacks compared to the standard controller is the *rumble* feature, the motors of which would reduce battery life.*[1]

Available colors

The *WaveBird* controller was available in most regions only in light gray and platinum colors. In Japan two limited edition *WaveBird* models were released through *Club Nintendo*: 1,000 Special Edition *Gundam* “Char's Customized Color” *WaveBirds* (two-toned red with the Neo-Zeon logo) to coincide with the Japan-only *GameCube* release of *Mobile Suit Gundam: Gundam vs. Z Gundam*,*[17] and a “Club Nintendo” *WaveBird* (white top with light blue bottom and *Club Nintendo* logo)*[18]

1.5.3 Use on the Wii

See also: [List of Wii games that use the Nintendo GameCube controller](#)

Like all *GameCube* controllers, the *WaveBird* is compatible with the *Wii*,*[19] for use with *GameCube* and *Virtual Console* titles as well as certain *Wii* games and *WiiWare* titles. Since the launch of the *Wii*, the *WaveBird* has seen increased popularity due to its ability to control these games wirelessly.*[20]

Following speculation that Nintendo might re-release the *WaveBird* due to the popularity of its use on the *Wii*, a Nintendo representative confirmed that there were no plans to offer *WaveBirds* in stores again.*[21] Although the representative stated that “original *GameCube* controllers” would be available directly from Nintendo, there is no listing for the *WaveBird*.*[22]

1.5.4 Legal issues

Anascope Ltd, a Texas-based firm, filed a lawsuit against Nintendo for patent infringements regarding Nintendo's controllers.*[23] A July 2008 verdict found that a ban would be issued preventing Nintendo from selling several controllers, including the WaveBird, in the United States. Nintendo was free to continue selling the WaveBird pending an appeal to the U.S. Court of Appeals for the Federal Circuit.*[24] On April 13, 2010, Nintendo won the appeal and the previous court decision was reversed.*[25]

1.5.5 See also

- Nintendo GameCube controller
- Club Nintendo

1.5.6 References

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1.6 Panasonic Q

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The **Panasonic Q** (sometimes known as **Q** and **GameQ**) is a hybrid version of the **GameCube** with a DVD player manufactured by Panasonic in cooperation with Nintendo. The system was officially released only in Japan. A feature of its main competitors **Xbox** and **PlayStation 2**, the GameCube lacked commercial DVD movie playback functionality due to the use of the Nintendo optical discs format for games and the correspondingly small disc tray. The Q system was licensed by Nintendo and released on December 13, 2001 and listed at US\$439.

1.6.1 Development

Nintendo's uncharacteristic decision to license the gaming technology to Panasonic was a result of a deal brokered between Matsushita (owners of the Panasonic brand) and Nintendo. When Nintendo signed Matsushita as the producer of the optical disc drives used by GameCube, an agreement was struck allowing Matsushita to produce a DVD system with the capability to play GameCube games.

Panasonic and Nintendo announced they were ceasing production of the Q on December 18, 2003 due to low sales.^[1]

1.6.2 Hardware and accessories

Other features of the Q include a backlit LCD, a front-loading slot disc tray, an optical sound output supporting **Dolby Digital 5.1** or **DTS** (sound system), a separate subwoofer jack, and a stainless steel chassis.^[2]

The Q comes with a grey, Panasonic-branded controller and a remote control. The Q is capable of installing all of the GameCube hardware upgrades; however, due to the legs on the bottom, it requires a special Panasonic Q Game Boy Player unit designed specifically for it.^[2]

1.6.3 See also

- **PSX** (digital video recorder)

1.6.4 External links

- Panasonic GameCube Q review at the Wayback Machine (archived May 8, 2005)
- IGN Panasonic GameCube Q review

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1.7 Dolphin (emulator)

Dolphin is a free and open-source video game console emulator for the **GameCube** and **Wii** that runs on Windows, Linux, macOS, and Android.^[8]^[9]^[10] It was the first emulator to successfully run commercial GameCube games, and is the only emulator capable of running commercial Wii games. Its name refers to the development code name for the GameCube.^[11]

1.7.1 Development

Origins (2003–2007)

Dolphin was first released in September 2003* [12] by programmers Henrik Rydgård (ector) and FİRES as an experimental Nintendo GameCube emulator that could boot up and run commercial games. Audio was not yet emulated, and there were performance issues. Many games crashed on start up or barely ran at all; average speed was from 2 to 20 frames per second (FPS).

Dolphin was officially discontinued in 2004, with the developers releasing version 1.01 as the final version of the emulator. The developers decided to revive the project in 2005 and then in 2007 version 1.03 was released with minor improvements and basic sound support.

Open source, Wii emulation, and 2.0 release (2008–2010)

Dolphin became an open-source project on July 13, 2008* [13] when the developers released the source code publicly on a SVN repository on Google Code under the GPLv2.* [14] At this point, the emulator had basic Wii emulation implemented. Upon its open sourcing, various developers were attracted, and development on the emulator has been continuous since, with regular releases of SVN builds. These preview builds and unofficial SVN builds were released with their revision number (e.g., RXXXX) rather than version numbers (e.g., 1.03). As with previous builds, differences between consecutive builds are typically minor.* [15]

Dolphin's Wii emulation reached a milestone in February 2009 when it successfully booted and ran the official Wii System Menu v1.0. Shortly after, almost all versions of the Wii OS became bootable.* [16]

By April 2009, most commercial games, GameCube and Wii alike, could be fully played albeit with a few minor problems and errors, with a large number of games running with virtually no defect. Improvements to the emulator had allowed users to play select games at full speed for the first time, audio had dramatically improved, and the graphics capabilities were fairly consistent except for a few minor problems.* [17]

By late October 2009, new features were incorporated into the emulator such as automatic frame-skipping, which increased the performance of the emulator as well as increased stability of the emulator overall. Also improved was the NetPlay feature of the emulator, which allowed players to play multiplayer GameCube and Wii games online with friends, as long as the game does not require a Wii remote. The GUI was reworked to make it more user-friendly. The DirectX plug-in also received further work.

On April 12, 2010 Dolphin 2.0 was released.* [18]* [19]* [20]

3.0 and 3.5 releases (2010–2012)

By the end of November 2010, the developers fixed most of the sound issues (such as crackling), added compatibility with more games, and increased the overall emulation speed and accuracy.

In June 2011, version 3.0 was released and the emulator reached its final stages of development. Strange user interface behavior, crashes, graphical glitches and other problems were fixed. For example, many games which did not boot at all in Dolphin, now work. The configuration dialogs were restructured to ease Dolphin usage for new users. The video configuration dialog received a complete overhaul and features a description panel for each option. Various features were added including support for the Wii Remote speaker, EFB format change emulation, graphics debugger, audio dumping, and many others. Because of numerous fixes to the LLE emulator engine, audio emulation in Dolphin is close to perfect now (provided that one has the necessary DSP dumps). The developers also added a Direct3D 11 video back-end and an XAudio2 audio back-end. The 2.0 release already had seen the introduction of plugin rewrites; the new plugins have been brought to feature parity and were replaced so well, that it was decided to merge all plugins into the Core. Further improvements are better suited as additions in the current infrastructure since this architecture allows for a better integration with the other parts of Dolphin. A set of eight translations (Arabic, Brazilian Portuguese, French, Greek, Hungarian, Portuguese, Spanish, Turkish) is also included with Dolphin 3.0. There have been some performance optimizations (especially in the texture decoder), but generally speaking, performance decreased in favor of more accurate hardware emulation.

On December 25, 2012 version 3.5 was released, featuring improved accessory support, a FreeBSD port, and emulation fixes.* [21]

Port to Android and 4.0 release (2013)

On April 6, 2013, the emulator team released the first builds for Google's Android mobile operating system.* [10] [22] As of September 2013, only a handful of devices have the hardware to support OpenGL ES 3.0, with Google officially supporting the standard in software since July 2013 with the introduction of Android 4.3 Jelly Bean. Games run at an average of 1 FPS. The developer has cited the Samsung Galaxy S4 as one of the first phones capable of playing games at higher speeds, but even it will have considerable speed limitations.* [23] [24]

On September 22, 2013, version 4.0 was released, featuring back-end improvements to OpenGL rendering and OpenAL audio, broader controller support, networking enhancements, and performance tweaks for macOS and Linux builds.* [25] [26] However, some critical bugs slipped through the release, leading to bugfix releases 4.0.1* [27] and 4.0.2.* [28]

Drop of legacy technologies, accuracy improvements, and 5.0 release (2013–2016)

In October 12, 2013 (4.0-155), Direct3D 9 support was removed from the project, leaving Direct3D 11 and OpenGL as the two remaining video back-ends. The Dolphin Team stated that “D3D9 is inherently flawed, and working around its problems wasted time and slowed development.”* [29]

On May 19, 2014, the Dolphin Team announced that 32-bit support for Microsoft Windows and Linux was being dropped.* [3] The Dolphin Team stated that it was becoming increasingly difficult to maintain the 32-bit builds, and that the 32-bit releases simply offered an inferior experience compared to their 64-bit counterparts. Furthermore, the vast majority of their users were already using 64-bit CPUs, and most users of 32-bit builds were 64-bit compatible yet were using 32-bit by mistake. The combination of these factors made 32-bit support unnecessary. 32-bit Android builds suffered from similar issues,* [23] but ARMv7 support* [30] remained for another year until the AArch64 JIT was ready and devices were available.* [4]

Throughout 2014, there was great progress with accuracy in mind, implementing features such as disc loading emulation, native support for GameCube controllers,* [31] near perfect audio emulation,* [32] and bug fixes for problems present since its earliest days.* [33] [34] [35] Memory management unit (MMU) improvements allow many games to boot and work properly for the first time.* [33] Development on Android devices has also been promising; as of December 2014, Dolphin can run on its most powerful devices, such as those using Nvidia Tegra processors, albeit with some difficulty.* [36]

In coordination with the developers of the VBA-M Game Boy Advance emulator, support for linking GameCube and Game Boy Advance titles landed in March 2015.* [37] [38]

On May 25, 2015 – the Dolphin project announced that they successfully re-licensed the code base from “GPLv2 only” to “GPLv2 or any later” to improve license compatibility with other FOSS projects to be able to share and exchange code with them.* [7]

During December 2015 the Dolphin project fixed some audio issues on TR Wii Remotes.* [39]

On June 24, 2016, version 5.0 was released, featuring various fixes and additions.* [1]

Post-5.0 developments (ongoing)

In September 2016, Dolphin's developers announced the emulator was now able to boot all official GameCube titles. The last title to be supported for boot-up, *Star Wars: The Clone Wars*, had been particularly difficult to emulate due to the game's use of the memory management unit.* [40] Also they announced that they removed Triforce emulation, because of no maintenance in the Triforce emulation's code.* [41]

Six months after the Clone Wars milestone, Dolphin reached another one by becoming compatible with the Wii Shop Channel.* [42]

1.7.2 Features

Features of Dolphin include the ability start games regardless of region, record tool-assisted speedruns,* [44] [45] [46] and cheating with Action Replay and Gecko codes. Dolphin supports real Wii Remotes via Bluetooth.* [47] Its expansions, such as MotionPlus adapter, Nunchuk, Classic controller, Guitar, Drums, and Turntable, are also supported.

Dolphin allows to map functions of the original GameCube controllers and Wii Remotes – with or without expansions – to PC controllers.*[48]*[49]

Two kinds of network play are supported by Dolphin: Emulated local multiplayer and Nintendo Wi-Fi Connection. The first only works among Dolphin users. It applies to games that by default have no online option.

The second kind is for online gameplay for WFC supported Wii games with other Dolphin users as well as real Wii users.*[25]*[50]

Game progress can be saved on virtual GameCube Memory Cards, emulated Wii flash memory, and save states. Dolphin features a Memory Card Manager which allows transfer of save files to and from virtual GameCube memory cards.*[51]

In conjunction with the *VBA-M* Game Boy Advance emulator, Dolphin supports linking GameCube and Game Boy Advance titles.*[37]*[38]

Graphical improvements

Like many other console emulators on PC, Dolphin supports arbitrary resolutions,*[35]*[52]*[53] whereas the GameCube and Wii only support up to 480p.*[17] The ability for high resolution graphics has been widely lauded by the gaming community and has received features on numerous gaming networks, as the emulator has surpassed the limits of the original console.*[54]

Dolphin can load customized texture maps. These can also be of higher resolution than the original textures.*[55] The emulator also has ability to export a game's textures in order that graphic artists can modify them.

Dolphin can output stereoscopic 3D graphics on any platform Dolphin runs. Special hardware such as Nvidia 3D Vision is also supported. The ability to play games in stereoscopic 3D is a feature the original consoles never had.*[56]

Additional features to further enhance the graphics quality are also available. Dolphin supports spatial anti-aliasing, anisotropic filtering, post-processing pixel shaders, and a widescreen hack for forcing widescreen output on games that do not support it natively.*[57]

1.7.3 Reception

Dolphin has received widespread critical acclaim from various independent gaming sites. *PC Gamer*, *Eurogamer*, and *1UP.com* commended the ability to play games in high-definition.*[13]*[52]*[53] It has also been praised for the high compatibility across both the GameCube and the Wii. It has also received the attention of many websites due to it being the first emulator to properly emulate a seventh generation console.*[58]

1.7.4 Variants

Dolphin VR

Dolphin VR is a project aimed to extend Dolphin with the ability to play games “in Virtual Reality with accurate life-size scale, full FOV [field of view], a 3D HUD, independent aiming, and the ability to look around.”*[59]

Ishiiruka

In reaction to the removal of DirectX 9 support Dolphin developer Tino created an unofficial fork called *Ishiiruka* on October 18, 2013.*[60] Although the focus is Windows with DirectX 9 and 11 support,*[61] Linux versions also exist.*[62]*[63]

The fork attempts to remedy performance problems present in Dolphin such as microstuttering.*[64] *Ishiiruka* serves as base for the canonical client of the Super Smash Brothers Melee netplay communities *Faster Melee**[65] and *SmashLadder*.*[66]

As with Dolphin, development is hosted on GitHub.*[67]

1.7.5 See also

- List of video game emulators

1.7.6 References

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1.7.7 External links

- [Official website](#)
- [Dolphin on GitHub](#)
- [Android version on F-Droid](#)
- [Linux versions for various distributions](#)

Chapter 2

The Games

2.1 List of GameCube games



The GameCube and controller (Indigo color)

This is a **list of 661 games released for the GameCube** video game system.

The GameCube is Nintendo's fourth home video game console, released during the sixth generation of video games. It is the successor to the *Nintendo 64*, and was first launched in Japan on September 14, 2001, followed by a launch in North America on November 18, 2001, and a launch in Europe on May 3, 2002. A total of 12 games were available at launch from both first-party and third-party publishers. The successor to the GameCube is the *Wii*, which was first released in North America on November 19, 2006, and is backward compatible with GameCube games, memory cards, and controllers (excluding the late-2011 redesigned “Wii Family Edition” model, which removed backward compatibility for GameCube games, memory cards, and controllers* [1]).

The last officially licensed game to be released for the GameCube was *Madden NFL 08*, which was released in North America on August 14, 2007.

The only unlicensed game to be released for the GameCube was *MaxPlay Classic Games Volume 1*, which was released in Europe on March 15, 2004.

2.1.1 Games

The “Japan” column is meant for all kind of NTSC-J software; available for Japan, South Korea, Taiwan and other NTSC-J territories. “Europe* / PAL” involve PAL/SECAM software, the superior letters indicates that the game is available for other regions within the PAL/SECAM territories, regularly for Australasia. “North America” is part of NTSC territories, including Central and South Americas.

This list is organized alphabetically by the games' localized English titles, or, when Japan-exclusive, their *rōmaji* transliterations. For a chronological list, click the sort button in any of the available regions' columns.

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2.1.2 See also

- [GameCube](#)
- [List of Player's Choice titles for GameCube](#)
- [List of GameCube games with alternate display modes](#)
- [List of PlayStation 2 games](#)
- [List of Xbox games](#)

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2.2 List of best-selling Nintendo GameCube video games

The following best-selling GameCube video games that have sold or shipped at least one million copies.

2.2.1 List

As of December 31, 2009, 208.57 million copies of GameCube video games have been sold.*[17]



GameCube

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Chapter 3

#

3.1 1080° Avalanche

1080° Avalanche, released in Japan as *1080° Silverstorm* (テン・エイティシルバーストーム *Ten Eiti Shirubā-sutōmu*), is a snowboarding game for the GameCube, developed by Nintendo's in-house development studio, Nintendo Software Technology, and published by Nintendo. *Avalanche* is a sequel to *1080° Snowboarding* for the Nintendo 64.

The game has an emphasis on racing, rather than doing tricks, in contrast to other popular snowboarding games, such as the *SSX* series. It can output in 480p and Dolby Pro Logic II and supports four players on one GameCube as well as LAN play with up to four GameCubes.

3.1.1 Gameplay

Gameplay in *1080° Avalanche* is similar to that of the original, centering on racing more than performing stunts. There are large gameplay differences between *Avalanche* and the original *1080°*, with one being the original is the ability to knock down opponents by running into them after filling a meter by performing tricks. The other is the reason for the titular *Avalanche* - the final event of every Match Race challenge is a daredevil run through an avalanche-prone trail where the player has to outrun an avalanche that starts in the middle of the run or even at the very start. A trick attack mode is also present and has three unique courses.

Unlike the first game, each rider had specific boards to them, and up to three new boards for each character could be unlocked throughout the game. There were also bonus boards, which were surreal objects replacing the snowboard, such as a penguin, a NES controller, a paint brush, and a very fast rocket.

3.1.2 Development and release

In 1999, it was confirmed a sequel to *1080° Snowboarding* was coming to the Nintendo 64. Second-party studio Left Field was responsible for development. When the game failed to materialize, it was confirmed the game was no longer being produced for the N64, but for the GameCube. Not long after this announcement, it was also confirmed Left Field was revoking its status as a second-party studio so it could develop multi-format titles.

Development of the game was handed to Nintendo's American development studio, Nintendo Software Technology Corporation (NST). They originally planned to call it *1080°: White Storm* (after *Wave Race: Blue Storm*), before finally renaming it *1080° Avalanche*.

1080°: Avalanche was released in two different versions; a common single disc, and a double disc format. The second disc was not a game disc, but rather a mini-DVD, featuring half an hour of extreme snow sports footage, set to music from the game. This version was only available at Wal-Mart, and is differentiated by a red sash on the front cover.* [1]

3.1.3 Reception

It received a score of 7.5/7/5.5 from *Electronic Gaming Monthly*: Dan Hsu, the first reviewer, said, “You can't beat its cornea-stripping sense of speed” . While Hsu found fault with the game's trick system, it was severely criticized by third reviewer Shawn Elliott, who believed that "*Avalanche* [...] can't compete with *SSX 3*".*[2]

3.1.4 Legacy

Akari Hayami, Ricky Winterborn and his Snowman costume cameo as stickers in *Super Smash Bros. Brawl*.

3.1.5 References

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3.1.6 External links

- (Japanese) Official website
- *1080° Avalanche* at Nintendo.com (archives of the original at the Internet Archive)
- *1080° Avalanche* at MobyGames

Chapter 4

A

4.1 Amazing Island

Amazing Island, known in Japan as *Kaijuu no Shima: Amazing Island* (カイジユウの島～アメージングアイランド～, lit. “Island of Monsters: Amazing Island”), is a video game developed by Ancient and Hitmaker and published by Sega for the GameCube. It was released on August 25, 2004.

4.1.1 Gameplay

After customizing a character's gender and name, the player helps the Maboo Tribe of the Amazing Island remove a possessing spirit known as the “Black Evil” .*[4]

Amazing Island is a minigame collection with an avatar creator. The player chooses either a boy or girl avatar, along with a monster companion. By completing courses, the player gains Vision Orbs, which drives off the Black Evil, restores portions of the Island, and earns them new abilities and items to customize their monster partner. Upon purging the whole Island of Evil, the villagers and the player hold a celebration.

Any time the player visits the Hall of Life, they can customize an existing monster or create a new monster. Creating a new monster costs nothing and will grant the player an additional Chance Star to use during minigames. If players' creature loses all of its Chance Stars, their creature will go back to the start and return players back to the village. To create a new monster, the player is to choose a Frame which acts as a skeleton for various body types, such as a dragon or a giant. Then the player can draw limbs and body parts on their creature, and choose how thick or thin they are to be. New frames are gathered from completed Courses and more advanced drawing tools such as a Stamp or Resize are gained from Vision Orbs.

Monsters can be further customized, once built. Patterns are textures that drawn on the body that can range from materials e.g. Glass, Rock, Lava; skins e.g. Dog, Cow, Parrot; or outfits e.g. Ninja, Santa, Cute Robot. Eyes, voices, and accessories such as clothing or weapons can be added. More component variations and tools can be gained from Vision Orbs. New monster components can be bought from Shops or found in silver chests from Courses and imported from Monster Cards.

Finally the player names their monster and takes their Foto, which is a card that links the monster to the human world from Amazing Island. Preset monsters are fully predesigned monsters that can be acquired by finding their monster cards in gold chests. The player cannot modify these monsters at all, but they do not take space on the Nintendo GameCube memory card. The player can also take a five-question personality quiz to have a monster randomly generated.

Every aspect of a monster—frame, accessories, actual drawn body shape and thickness—affects its stats: Speed, Mental, Power, Stamina, Weight, Element, and Class. Various events rely on different stats; for example, races will use Speed while fights rely on Power. Monsters in their element, such as a Fire monster in a Spin (lava) stage, will gain an advantage. The Class stat denotes the overall skill level of the monster.

Multiplayer

Amazing Island offers multiplayer options, where two to four players can compete on the Courses or link up in the Monster Cards minigame.

In the main game, players can complete an entire Course or specific event. They also have the option to use multiple memory cards to import their own monsters and cross-reference high scores between save files. In Monster Cards, up to four Game Boy Advances can link up to battle each other. If arranged close together, all four screens form an entire battle view. The last survivor of a Monster Cards battle will be awarded a chest.

4.1.2 Reception

The game received mostly mixed reviews. IGN gave it a 6.7 “passable” rating.^[7]

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4.1.4 External links

- *Amazing Island* at Nintendo.co.jp (Japanese)

4.2 Animal Crossing (video game)

This article is about the first game in the *Animal Crossing* series. For the series as a whole, see *Animal Crossing*.

Animal Crossing, known in Japan as *Dōbutsu no Mori* (どうぶつの森), is a life simulation video game developed by Nintendo EAD and published by Nintendo. It was originally published for the Nintendo 64 in Japan on April 14, 2001. It was enhanced and re-released on the GameCube in Japan later the same year as *Dōbutsu no Mori +* (どうぶつの森+). It was then released in other countries in 2002-2004. Finally a third version, *Dōbutsu no Mori e+* (どうぶつの森 e+), was released only in Japan in 2003.

Animal Crossing is an open-ended game in which the player character moves into a village populated with anthropomorphic animals. Throughout the game, the player can interact with the animals as well as other players through the GameCube's memory card. The game is synced with the GameCube's internal clock and calendar, allowing the game to be played in real-time, which also follows seasons and holidays.

Animal Crossing received favorable reviews from video game critics. While some praised the game's use of the GameCube's internal clock and calendar and its inclusion of hidden NES games, others criticized its audio and visuals. According to the review aggregator site Metacritic, the game received a score of 87 out of 100, indicating “generally favorable reviews based on 42 critics” .^[1] According to GameRankings, the game received a score of 86.6% based on 68 reviews.^[2] The game was a commercial success, selling more than 2 million copies worldwide.^[3]^[4] It is one of the best-selling Nintendo GameCube games.

4.2.1 Gameplay



A screenshot of the overworld, featuring the player's character. The game features graphics from the Nintendo 64 version.

This game is a social simulator that has been dubbed a “communication game” by Nintendo.* [5] It is open-ended, and the player's character can live a separate life with little preset plot or mandatory tasks. Players assume the role of a new resident to the town. The gender and looks of the character depend on answers given to a cat named Rover, whom the player meets on the train the character takes to the town. There are also tasks that players can complete and goals they can achieve. The game is played in real-time, observing days, weeks, months and years using the GameCube's internal clock. Many real-life events and holidays span the year, including Independence Day, Halloween, the Harvest Festival (Thanksgiving), and Toy Day (Christmas). Other activities such as fishing tournaments and early-morning fitness classes occur on a regular schedule. When players stop playing, they can talk to their Gyroid, a creature next to their house, to save their progress. If the player turns off the game or resets the GameCube without saving first, a mole called Resetti appears in front of the player's house the next time they play to scold them for resetting; what they achieved during the previous unsaved game is lost, but everything else is kept.

One of the main goals of the game, given to the player during the game's opening cut scenes, is to increase the size of the player's character's house. This house is the repository for furniture and other items acquired during the course of the game. It can be customized in several ways, such as roof color, furniture, music, wallpaper and flooring. These customizations are judged by the Happy Room Academy (HRA) every Sunday. Players are given the choice to receive HRA letters at the start of the game; however, the HRA letters are mandatory later in the game.

Tom Nook, a tanuki in the Japanese versions and a raccoon in the American and European versions, runs the local store. At the beginning of the game, he gives the player their first house with a mortgage of 19,800 Bells (the in-game currency). After paying the debt, part of which is done through a part-time job with Nook, the house is expanded, prompting another debt from Nook. The house is expanded several times during the course of the game. Players can sell basically anything to Nook in exchange for Bells.

The village initially contains six villagers, and more villagers move in or out depending on the player's actions. There is a maximum of fifteen villagers living there at a time. All villagers are animals and each has a home that the player can visit. There are many possible interactions between the player and the villagers, including talking, trading items, completing tasks, writing letters, and, in *e+*, buying medicine for when they get sick. Villagers also interact with each

other independent of player control.

4.2.2 Features

Nintendo Entertainment System games

Fifteen Nintendo Entertainment System games are normally available to collect in *Animal Crossing*. North American releases are packaged with a memory card that automatically gives the player two games upon creating a game file. Others are acquired in various ways.

There are four additional elusive games in the game's data that are unavailable in-game. In North America, two of these games were exclusively released through the use of e-Reader cards. These were *Ice Climber* and *Mario Bros*. Europe never received e-Reader support and Japan never received these e-Reader cards, but Nintendo offered to transfer equivalent save data from *Animal Forest* to *Animal Forest+* in Japan. *Ice Climber* was given as a gift to those who requested this option, but this service has since been discontinued. *Super Mario Bros.* was distributed in Japan as a Famitsu prize to *Animal Forest+* players. *The Legend of Zelda* also exists and is fully functional in the game's code, but no official means of obtaining it ever happened. These four bonus games can be found in any GameCube version through hacking except in *Animal Forest e+*.

Advance Play is when the player links a Game Boy Advance to the GameCube to download the NES game to the hand held temporarily. This is not available for games that were originally produced for the Family Computer Disk System, such as *Clu Clu Land D* and *The Legend of Zelda*, or are larger than 192 KB, such as *Punch-Out!!* and *Wario's Woods*, as they cannot fit into the GBA's RAM. All other games can be played on Advance Play, but they are slightly squashed on the Game Boy's display (as in PocketNES) because of the Game Boy Advance's smaller vertical resolution and are limited to one player.

Seven of the titles were also available in the original Nintendo 64 release. In addition, *Gomoku Narabe* and *Mahjong* existed exclusively in *Animal Forest+*. *Animal Crossing* and the *Animal Forest e+* re-release replace these games with *Excitebike* and *Soccer*, respectively.

Multiplayer

There are three types of multiplayer gameplay. In one method, up to four players can create their own houses in a single village. No two players can play at the same time, but by taking turns, they can each affect the village in their own ways, communicate with each other via the town board and mail, and share in the experiences of the village.

Another multiplayer option is simultaneous play with two players. This requires two controllers and a multiplayer NES game. After setting up the system with two controllers, the players are able to select the NES game they want to play. Once the game is started, players can select the two-player option and start playing multiplayer.

The third type of multiplayer play consists of trading items with another player using a system of codes. Tom Nook operates a system through which a player can “ship” an item to another player in another town. The player hands an item to Tom Nook and specifies the recipient's name and town, and Tom Nook gives the player a 28-character code. In the other town, the player tells the code to Tom Nook and receives the item. Another way to trade items is to travel to a friend's town and drop the item the player wants to give them. This prevents the loss of the item code which must be memorized or written down.

Traveling

This game has a traveling system that allows one character to visit a friend's village. This system requires an additional memory card with this game's data, and three blocks of memory to save “travel data”. Players go to the train station and tell Porter they want to take a trip. The train will arrive and they board it. This saves “travel data” on the other memory card. Players then arrive at the other town. If a player turns off the console in another town or while they are on the train, the next time they play, the player's eyes will be temporarily replaced with the face seen on the Gyroid outside their home (this face is colloquially referred to as a “missing face” due to its blank orifices resembling a facial template), and all the player's items in their inventory (including their Bells) will be gone; Mr. Resetti will not appear under these circumstances.

Travelling can be done in several ways. In the N64 version, two Controller Paks are required to travel: one to save travel data, and the other to access the destination town. In the GameCube release, the player can travel to a town on

a memory card in Slot B or in Slot A on a second Gamecube; the second method allows the game to be run on both consoles simultaneously.

Players can meet new villagers, shop at Tom Nook's store (which will most likely have a different stock; identical stocks between towns are possible but are very rare), shop at the Able Sisters (which may have different patterns depending on the friend's choice of display) and do almost anything else that they can do in their own town. There are only a few things visitors cannot do, and they all center around the idea that the character is visiting another town. The character does not have the same privileges and does not receive the same services that they would in their own town. For example, another town's Tom Nook will not travel to paint a roof, which means players cannot buy paint in another town.

After visiting another town, one of the villagers may move to the visited town. If the visited town has a full fifteen villagers, this will prompt someone from the visited town to move away. Depending upon how many memory cards a player or their friends own, there can be many other villages to see and different items to find.

Villagers can move even if none of the user-created characters travel to another town. If a memory card for another town is in the second slot in the GameCube, when a villager leaves, they move to the other town instead of just moving out. If a player interacts with a villager who has moved away from his or her town to the one he or she is visiting, the villager will remember the player.

Items can be traded by dropping the item outdoors in one's friend's town or through a Gyroid. For items that cannot be dropped, the item must be placed for sale or given away through the Gyroid. The Gyroid can only hold up to 4 items at a time.

Game Boy Advance

Game Boy Advance connectivity plays a role in *Animal Crossing*, using a Nintendo GameCube – Game Boy Advance link cable. Each town has a tropical island which can be accessed by plugging in a Game Boy Advance with a GameCube link cable. A character called Kapp'n ferries the player to the island for free. An exclusive animal roams the island, whom the player can become friends with. The island has an exclusive type of fruit, coconuts. The player can also decorate a small communal beach house and fish at the shores. On leaving, the player can download the island to a GBA and give fruit to the villager, who drops Bells; if the player then returns to the island, they can pick up the money that has been dropped. Players can also leave the islander tools to use, such as the shovel or net. Downloaded islands can also be traded between GBA's, using a Game Boy Advance Link Cable.

The Game Boy Advance can also be used when shopping at the Able Sisters. The pattern design tool can be downloaded to a Game Boy Advance, and the player can then upload designs made on a Game Boy Advance to the GameCube. This feature can be accessed by plugging in a Game Boy Advance with a GameCube Game Boy Advance Cable and talking to Mabel in the Able Sisters shop.

4.2.3 Development and release

The development of the game was started on 64DD as a vehicle to take advantage of the real-time clock on the system.*[6] The development was moved to Nintendo 64 after 64DD's extended delays, and featured an integrated real-time clock inside the game cartridge.*[7] Kazumi Totaka served as the game's sound director.*[8] Kenta Nagata composed background music for the fields, Toru Minegishi for the indoor areas and Shinobu Tanaka for the events.*[8] The game was originally released as *Animal Forest* on the Nintendo 64 in Japan in April 2001.

The game was ported to the GameCube as *Animal Forest+*, released on December 14, 2001 in Japan, eight months after the original game. This version contains extra features that were originally left out in the Nintendo 64 version, and also uses the GameCube's built-in clock to keep track of the date and time. With the use of the GameCube's clock, the passing of time affects the game, even between play sessions. This led to the game's slogan, "the real life game that's playing, even when you're not." *Animal Forest+* cost 7,140 yen and sold 92,568 copies during its first week of sale in Japan.*[9]

When Nintendo began localizing *Animal Forest+* for release in North America as *Animal Crossing*, the game underwent an immense translation project, which resulted in much more text than the Japanese version. Not only did thousands of lines of text have to be translated, but translators Nate Bihdorff and Rich Amtower*[8] had to create new holidays and items. Nintendo Japan was so impressed with the results done by Nintendo of America's Treehouse division that they added NOA's content back into the Japanese version and released it as *Animal Forest e+* along with some added new content of their own.*[10] It was released in Japan on June 27, 2003, and sold 91,658 copies during

its first week of sale.*[11]

4.2.4 Reception

Upon its release, *Animal Crossing* was subject to critical acclaim. It was named the seventh best game of all time on the GameCube by the television show *X-Play* on the television network G4.*[18] On IGN, the game holds an “outstanding” 9.1 rating.

Animal Crossing was also rated the fifth-best GameCube game by ScrewAttack on their "Farewell to the GameCube, ten GameCube games" list, saying, “It's a game that plays even when you're not and can last up to 30 years!”*[19] The popularity of the series inspired the creation of an animated film based on *Animal Crossing: Wild World*, which was released exclusively in Japan.

The game received awards for Innovation in Console Gaming, Outstanding Achievement in Game Design, Console Role-Playing Game of the Year and was nominated for Console Game of the Year, Console Role-Playing Game of the Year, Game of the Year, Innovation in Console Gaming, Outstanding Achievement in Game Design, and Outstanding Achievement in Gameplay Engineering all by Academy of Interactive Arts & Sciences.*[20]

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4.2.6 External links

- European *Animal Crossing* (GameCube) website

Chapter 5

B

5.1 Baten Kaitos Origins

Baten Kaitos Origins (バテン・カイトス II 始まりの翼と神々の嗣子 *Baten Kaitosu II: Hajimari no Tsubasa to Kamigami no Shishi*, lit. *Baten Kaitos II: Beginning of the Wings and the Heir of the Gods*) is a 2006 role-playing video game first unveiled at the 2005 Tokyo Game Show by Namco and Monolith Soft. The official name was revealed at E3 2006 on May 10, 2006.*[1]

It is the second game in the *Baten Kaitos* series, and a prequel to *Baten Kaitos: Eternal Wings and the Lost Ocean*. Unlike the first game which was published by Namco in Japan, North America and Europe, the prequel was published in these regions by Nintendo except for Europe, where the game was never released.*[2] It was released on February 23, 2006 in Japan, and in North America on September 25, 2006.

5.1.1 Gameplay

Unlike typical role-playing games, the *Baten Kaitos* series uses a mechanism where everything in the game is stored on magical *Magnus* cards. Rather than equipping characters with weapons and armor, these are drawn from the deck during battles and equipped only temporarily. Hence, equipment and even attack types exist as cards, rather than as statistics associated with the characters. Because of this, many of the game's quests provide new Magnus cards as rewards, which can then be incorporated into decks as needed.

The combat system is substantially different when compared to that of the original *Baten Kaitos*. Instead of each character having their own deck of Magnus cards, all characters use cards from a single deck and play from a single hand. Since most armor, weapons, and special attacks are specific to a given character, there are frequently times when one or two of the characters have only a very limited number of options. Because of this streamlining, the game focuses primarily on increasingly numbered card combos, instead of some of the more elaborate combinations that were possible in *Baten Kaitos*. Nonetheless, it is possible for one to maintain separate decks (such as a fire-based deck, a heal-heavy deck, etc.) and to then switch to the appropriate deck as needed between fights. Combat is more speed driven, and the player does not need to use a turn to 'reshuffle' their deck, as cards are automatically recycled as they're disposed.

As before, the game uses a separate *Quest Magnus* mechanism which allows various key items to be stored on blank cards. This is expanded from the first game, giving the player a much larger amount of blank Magnus (nearly 3 times as many as the first game), and a much larger variety of magnus, which can provide bonuses or negative effects. These items can be used at the appropriate time, or can be combined using a *Magnus Mixer*. In many cases, the quest Magnus cards age and decay over time. For example, pristine water slowly becomes drinking water, which then becomes stale water. *Battle Magnus* can be "upgraded" by being combined with proper Quest Magnus. For example, the battle magnus "Saber", can be combined with the Quest Magnus "Blaze" to create a stronger Battle Magnus, "Flame sword". In contrast to the previous game, the *Battle Magnus* cards which make up the combat decks don't decay or change over time.

The game also features several new locales, such as Sedna, a town that looks like it's made of childish clay sculptures, and Hassaleh, a new continent that didn't appear in the first game. Sedna is composed of different Magnus pieces which, as the player discovers and returns with the appropriate Magnus cards, spontaneously appear. As the town

grows, the player can then interact with the new inhabitants.

5.1.2 Plot

Story

Baten Kaitos Origins takes place 20 years prior to the events of the original *Baten Kaitos*. The main character, Sagi, works for the Alfard Empire in an elite unit, the Dark Service, that reports directly to a powerful politician, Lord Baelheit. He is joined by Guillo, who, while resembling a *Paramachina*, or mechanized puppet, is actually sentient and animated by magic. At the start of the game, the unit is given a dubious assignment to assassinate Emperor Olgan, although the ultimate source of the order is unclear. Before the two have a chance to actually carry out or reflect on the morality of this act, Olgan is killed by a third party. Blamed for the murder, Sagi and Guillo are then forced to flee. During their escape, they encounter a giant beast called an Umbra, which Guillo has been mysteriously programmed to defeat. While trying to leave the city, they meet up with the third member of the party, a young woman named Milly. The three of them must work to clear Sagi's name while trying to uncover the nature of the threat caused by the maneuvering of Alfard's various power-hungry politicians, as they work under Alfard's Quaestor Verus.

The overall theme is that of a struggle between *pro-magnation* (the power of hearts, wings of the heart, and magic) and *pro-machination* (mechanical) forces.

The main enemy in *Baten Kaitos Origins* eventually turns out to be a being named Wiseman, a sorcerer with a thirst to turn every being in the world into pure Magnus. As Sagi, Milly and Guillo go back and forth between the present and a "dream world", they eventually discover the reason why the evil god Malpercio was created. Near the end of the game, it is revealed that the spirit which the player actually plays is connected to that world, and that Sagi is not a spiriter at all, but is instead part of the Empire's *malideiter project*. This came about as a result of experiments which Lord Baelheit was ordered to perform on behalf of Emperor Olgan in an effort to create artificial spirites, rivaling their power with Malpercio's *afterlings*. Although the experiments were ultimately abandoned after a mishap, the test subjects were released still containing pieces of Malpercio. Years later, while stopping the maniacal plots of the politicians, Sagi learns of his true nature and must attempt to reach equilibrium with the being inside him or risk certain death.

Slightly later in the tale, Milly's true intentions are revealed, as well as her past, and connection to Baelheit. Near the ending, Baelheit also reveals that Milly is half-Machina; when she was just a child, a failed experiment (along the lines of the one which created Sagi's "spirit") tore her in half and killed her mother. With the help of his own guardian spirit, Baelheit managed to revive Milly using Machina.

Perhaps one of the greatest obstacles encountered during the quest is the *Machina Vanguard*, consisting of three high-ranking Mintaken officers, Valara, Heughes and Nasca (who is Heughes' younger brother), who report to Lord Baelheit. They hold the power of Machina Armas, the strongest weapons in Machina warfare, and thwart the plans of Sagi and his comrades several times over the course of the adventure. However, after joining powers with the force inside him, Sagi acquires immense strength. With this strength, he is finally able to defeat the Machina Vanguard that were *pro-machinating* each of the floating continents. He then sets off to defeat Baelheit once and for all. In the interim, though, Baelheit finishes construction on a huge flying fortress built completely out of machina called Tarazed. He orders that everyone move onto the fortress, as he intends to destroy the continents. Verus orders Sagi to stop Baelheit, and although Sagi does so, Verus reveals he has been pulling the strings and using the group for his own ends. The group defeats him, but Wiseman, who had possessed Verus, attacks the group. With the aid of the members of Malpercio, Sagi is able to defeat Wiseman, but this leads to Tarazed's collapse.

In a mad panic, Sagi, Milly and Guillo flee, trying to escape, eventually succeeding, but through sacrifice. The final flight is further aided by defeated villains, Nasca, Heughes and Valara, all of whom do their part in helping the party to escape (although this depends on previous player decisions in sparing their lives). Guillo also sacrifices itself to save Sagi, but it is heavily implied that Sagi salvages Guillo's head from its' body.

When Sagi and Milly return to Alfard, the two have a happy reunion with all of their past friends and the various rulers of the continents. Finally, Sagi and Milly decide to elope and move to Mira. Sagi and the power within decide that they will be together forever, and wherever life takes them (although this depends on the choice of the player as well). In a post-credits scene, Verus's prior assistant Geldoblame returns to Alfard and decides to become the new emperor. He tells his senators to locate the five **End Magnus** as well as to bring him a man named Georg, and laughs maniacally.

The last screen is a picture of a baby, and although many things hint to this baby being Kalas (as only one wing is

visible), others theorize that this is instead Melodia, mostly because Kalas was a failed attempt at the creation of the divine child by Georg. In addition, Milly's dress and hair style is similar to the way Melodia's, and her hair color is the same as Sagi's, hinting that Sagi and Milly are Melodia's parents at the end of the game when they go to live in Mira (Melodia's home).

Characters

Main article: List of *Baten Kaitos Origins* characters

The title features three main playable characters, as well as numerous other non-playable characters, many of whom are returning from *Baten Kaitos: Eternal Wings and the Lost Ocean*.

5.1.3 Development

The existence of the second *Baten Kaitos* game was first mentioned in *Famitsu* as one of the titles to be unveiled at the 2005 Tokyo Game Show.* [3] Originally planned for release in December of that year, it actually didn't see store shelves until several months later, in February.* [4]

Unlike a number of other GameCube titles in development, *Baten Kaitos Origins* did not make the jump to the Wii, despite the console's announcement prior to the title being released. Asked to explain why, producer Hirohide Sugiura explained, "Because we were almost finalising the development of the game when Wii was announced, we determined that transplanting it onto Wii was not worth the cost and labour hours. And since Wii is very unique hardware, we thought we should start from the basic game design if we [were to] make [a] game for Wii" .*[5]

When asked about a further sequel during an IGN interview with Sugiura, he indicated that the development staff who worked on the title were pursuing a different game, but remarked, "However, it does not mean the world of *Baten Kaitos* will end. There is [a] possibility that we could start to develop the title if certain circumstances and conditions are met" .*[6]

Shortly after the North American release of *Baten Kaitos: Eternal Wings and the Lost Ocean*, Nintendo revealed a list of upcoming Nintendo DS games including one titled *Baten Kaitos DS*.* [7] While speculation suggested that this was a version of *Baten Kaitos Origins* intended for the DS, the game never materialized, and instead disappeared from Namco's own list of upcoming games in October 2005.* [8]

The *Baten Kaitos Origins Original Soundtrack* is a three CD album containing the music from the game. It was composed and arranged by Motoi Sakuraba, who was in charge of all musical composition in *Origins*. A total of 61 individual tracks of music are included within the game.* [6]

5.1.4 Reception

Released towards the end of the GameCube's life cycle, *Baten Kaitos Origins* had few other major titles to compete with, particularly within the role-playing genre. IGN described it as "one of the last great gems" on the system, naming it the "Game of the Month" for September 2006.* [16]

Review scores were generally in the "Good" range, with reviewers enjoying the game overall, despite complaints over specific elements. While the card battles were noted to be a satisfying test of skill, the need to micromanage decks and the difficulty of some boss battles were faulted. Visuals were described as impressive, with pre-rendered artwork serving as the backdrop against which characters move.

Baten Kaitos Origins debuted at number 15 on the weekly games sales charts in Japan, with roughly 14,000 units sold in the first week.

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5.1.6 External links

- (Japanese) Official website

5.2 Baten Kaitos: Eternal Wings and the Lost Ocean

Baten Kaitos: Eternal Wings and the Lost Ocean (バテン・カイトス終わらない翼と失われた海 *Baten Kaitosu Owaranai Tsubasa to Ushinawareta Umi*) is a 2003 role-playing video game that was developed by tri-Crescendo and Monolith Soft and published by Namco in Japan, North America and Europe and by Nintendo Australia for Australia and New Zealand for the Nintendo GameCube. First released in Japan in 2003, it is the first game in the *Baten Kaitos* series, and takes place after *Baten Kaitos Origins*, a prequel released in 2006. It tells the story of a young man named Kalas and his companion Xelha, who live in an aerial island-based kingdom in the clouds. The title, *Baten Kaitos* (Arabic: بطن قيتوس), comes from Arabic meaning “belly of the sea monster/whale” and is also the name of the star Zeta Ceti.

5.2.1 Gameplay

Baten Kaitos is a role-playing video game with some puzzle elements. While not actually taking on the role of the protagonist, the player is an active participant as a *Guardian Spirit* who guides the main character, Kalas, on all of his decisions.*[1] Maintaining a positive relationship with Kalas can help the player, particularly during combat, by enabling special “Spirit Attacks” . The game mechanics rely heavily on magical cards known as *Magnus*, which absorb the “Magna essence” of real-world objects for storage and later use.*[2]

Saving the game and leveling a character up can be done at specific locations in the game, albeit in a somewhat unconventional manner. Large red and blue flowers are scattered through the game. The player can save by directing the character to stand over a flower (both red and blue), although saving can also be done when navigating the sub-world screen. Leveling up can only be done via a blue flower, which allows the player to warp back to a church. At the church, he/she can pray to the priest in order to level up, as well as to upgrade their class. A level up results in an increase in the character's primary attributes such as HP and attack and defense, while a class up results in an increase in the character's deck capacity.*[3] The latter can only be done once a certain item Magnus is obtained (one per character per class).*[2]

Money is primarily obtained in an unusual way. One of the Magnus that can be put into a deck is a **camera**, available in three different levels of quality or effectiveness. When in battle, the character can use the camera to take a picture of an enemy. After the battle, that picture will develop in about ten real time minutes. Once fully developed, a photo's value is primarily determined by the enemy photographed as well as conditions in effect at the time. Photos of rarer enemies (i.e. bosses) are worth more. If the enemy blocks a camera shot, the enemy in the photo will appear somewhat distorted and will be worth less. Using light or dark attacks along with the camera will make the photo lighter or darker, respectively. A photo will sell for less if it is too bright or too dark. Photos of PCs normally have very low sellback value, but there is a small chance of getting “rare shots” that are worth a decent amount.*[4]

While other Magnus can also be sold, with the exception of a few specific items, they generally sell for meager amounts of money compared to that obtainable from photographs.*[4]

Magnus

There are four major varieties of Magnus: Quest, Camp, Equipment, and Battle. Quest Magnus are items from the overworld stored into various blank cards. They are used to interact with other characters and complete puzzles and sidequests. Camp Magnus are items used outside of battle to heal the party members or grant them status bonuses. Equipment Magnus are made up of each character's unique weapon. They are equipped to the characters to provide increased statistics. Some of the Magnus change over time, gaining a stronger, weaker, or altogether different effect. Food items may rot and turn into items which cause poison or wine will turn from a healing item into vinegar, an attack card.*[2]

Battle Magnus make up the characters' decks. Outside of battle, the player assembles a deck of Magnus for each party member, from which he or she draws random hands during subsequent combats. Hand size, deck size and maximum combo size increase as the player upgrades the party members' class by finding character-specific Magnus and having them applied at the church. Weapon cards are used to fight with, Armor cards to block with, and Effect cards cause different effects, such as healing. Each Magnus has a Spirit Number in the corner ranging from 1-9. The Spirit Numbers are utilized during battle in order to create straights and same-number groupings (pairs, three-of-a-kinds, etc.), resulting in an increased damage effect. On cards with multiple spirit numbers, the player can select which number they want to use by rolling the C-stick.*[2]

Finishing moves are a special type of attack Magnus. They have some restrictions on their use: they can only be played after a certain number of Magnus have been played in a combo, and they immediately end a combo even if it has not yet reached maximum size. However, they are very powerful and visually impressive. Finishing moves are character-specific, and each playable character can collect nine of them throughout the game. All bosses and most enemies use finishing moves as well. Magnus can also be combined during battle. When certain Magnus are played, Special combos are formed, thus creating a new Magnus.*[2]

5.2.2 Plot

The plot in the story revolves around a world made up of islands floating in the sky. According to the story, an evil god named Malpercio invaded the world and sucked the oceans dry, leaving the islands floating around in the sky. He was defeated by 5 spiritual heroes, who sealed the evil god in the form of 5 “End Magnus.”*[5]

By the time of the events in the story, everyone living in the sky has grown wings. Enter Kalas, the ill-mannered, selfish one-winged unlikely hero of the story. He awakes in a hospital in a pastoral village on Sadal Suud Frontier. He is quickly joined by Xelha, a good-willed but naive traveler. Together, they inadvertently release the first of the End Magnus, which is quickly seized by the Empire, a hostile nation on one of the islands.*[5]

The two travel to Diadem where they meet Gibari, a fisherman from Nashira, and Lyude, the ambassador to Diadem from the Empire. After lowering the water level of Diadem's Lesser Celestial River, which has recently flooded, they leave with Gibari for the capital where they are welcomed by its King, Ladekahn. Lyude also joins the party at this stage.

They soon learn that the Empire is after the so-called “End Magnus” , Magnus cards that have the power of an evil god named Malpercio. Kalas, Xelha, Gibari, and Lyude find one of the five End Magnus in Diadem, but it is stolen from them. They then travel to Anuenue to find the next End Magnus; while there, they confront the emperor of Alford, Geldoblame, and meet Savyna, an ex-mercenary for the Empire. The group then travels to Mira, Kalas' home nation, where they meet Mizuti, a strange masked being. They are then arrested for the kidnapping of Lady Melodia and lose their only End Magnus. To make matters worse, Mira's End Magnus and Xelha's pendant are stolen

by Ayme, a sadistic Imperial soldier encountered at Diadem.

Finally, the group of six heads to Alfard, where they intend to stop Geldoblame once and for all. Unbeknownst to the rest of the party, Kalas has been working for Melodia all along to try to revive the ancient god Malpercio. Melodia takes control of the Empire from Geldoblame, and his former soldiers drive him into the depths of Alfard's Lava Caves. Kalas absorbs the power of the five End Magnus and falls under Malpercio's control. The other members are captured and imprisoned, but Xelha manages to escape and free the rest of her companions.

After this, the party travel to Wazn, an island covered in snow. It is here that the gang learn that Xelha is its queen and obtain the Ocean Mirror, which Xelha believes can snap Kalas out of his trance (though Xelha's nurse states otherwise in a cutscene). They also obtain the White Dragon, which enables travel between the islands.

Xelha and the rest of the group confront Kalas in order to make him return to his former self, but when they were almost being killed by Malpercio, Kalas himself manages to break free of Melodia's influence and help his companions to escape. It is hinted at that this phenomenon is due to Kalas' feelings for Xelha, as there are several flashbacks of her before this event. Malpercio and Melodia refuge themselves into Cor Hydrae, an ancient fortress sealed in another dimension, which has been brought into the sky when the five End Magnus were unsealed.

Kalas awakens in Mintaka, the Imperial capital, and receives both his Winglet and his guardian spirit back from Xelha. He also takes on the role of world-saving hero with greater enthusiasm than before, feeling he must make amends for deceiving his friends. After this, Mizuti directs the group to the lands below the Taintclouds, a poisonous layer of gas at the bottom of the sky. The atmosphere down there has become breathable over a thousand years, but this was not always the case. Due to this, the people who lived down there wore masks which could filter the air and make it possible to breathe. They also do not know when the air became safe to breathe. It is down here that the gang learn about the Sword of the Heavens, and that this area is Mizuti's homeland. Sadly, the Sword of the Heavens had been stolen by Krumly, who resented the role of guardians that the children of the Earth have inherited for generations. He therefore attempted a ritual to pierce a hole in the Taintclouds and beg Malpercio to release the children of the Earth from their duty. This turns out to be a mistake as Melodia and Malpercio rampage through Krumly's village. The village is saved by a last minute intervention from Kalas and the gang, but the Sword of the Heavens is broken.

The party then learns of one last hope of stopping Melodia and Malpercio: the Magnus of Life. This power is counter to the End Magnus which currently empower Malpercio, and that this power was used to create Kalas and his brother, Fee. Kalas, however, was too human for Geldoblame's liking and only had one wing, so Geldoblame had ordered his termination. This leads Georg to blow up his laboratory with explosives and secretly flee to Mira with Kalas and Fee in tow. Due to being a creation of the Magnus of Life, however, Kalas is empowered by it, though he does not yet know how to tap into this power. The group decide to tie up some loose ends from their journey so they can learn to harness the Magnus of Life's tremendous power. While they are doing this, it is decided that the islands shall launch a massive assault against Cor Hydrae's barrier. The purpose is to create a hole in it so Kalas' party can enter by flying the White Dragon into it.

The party battles through Cor Hydrae until they reach Malpercio and Melodia in the throne room. After defeating Malpercio, the leaders of all the nations join the party in the throne room. Duke Calbren of Mira begs his granddaughter Melodia to come back from the side of evil, but Melodia spurns him, saying she is no longer the frail Melodia she once was and instead becomes one with the corpse of Malpercio and creating a new, more powerful god. The party pursues Melodia/Malpercio to the top of Cor Hydrae and begin the final climactic battle. Malpercio is defeated, and Kalas "dives into" Malpercio and brings out Melodia. Kalas, Melodia, and the Guardian Spirit use their powers, along with the Sword of the Heavens, the Ocean Mirror, and the Earth Sphere, to release Malpercio's spirit from his body.

The energy needed to break the shield around Cor Hydrae drains the energy that allows the five major islands to float in the sky, and the islands fall toward the Earth below. However, not only has the air become clean over a thousand years, but life has returned to the Earth. The islands' fall is stopped by the spirits of five ancient gods who, while holding up the islands, turn into giant pillars of stone, connecting the islands once again to the Earth.

A great celebratory feast is held on Anuenue, and plans for the future are made. During the party, Xelha and Kalas slip away to the spring in Moonguile Forrest. Xelha reveals that the Ice Queens, of whom she is the last, are responsible for holding the long-lost Ocean, and that Kalas and the Guardian Spirit must release it from within her, now that the Earth has been restored. Kalas refuses at first, seeing that he has fallen in love with Xelha, but eventually agrees to restore humanity. The Ocean is about to be released when Geldoblame's spirit, inhabiting the surrounding Earth, returns, claiming the new world for himself. Kalas and Xelha defeat him, but the battle uses the last of Xelha's strength and she dies in Kalas' arms. Before her body disappears, she says that she just wished that she and Kalas could have been like any other couple.

All over the world, a rain begins to fall. People in the five nations comment on how odd this is, and how salty the rain tastes. The rain accumulates into the long-lost Ocean. At the same time, all the world's Greythornes come together and transform into the mighty Whale, with Xelha's Greythorne Meemei becoming the Whale's brain. For a moment, the people of the world regain their lost wings before they disappear in a shimmer of light.

Kalas, the party, and all other main characters of the game all meet in Mira to send the Guardian Spirit home. During the goodbye, a boy gives Kalas Xelha's pendant, saying that he can hear "Xelha's voice" in it. Kalas puts it up to his ear, and Xelha reappears in a flash of water. The Guardian Spirit then leaves the world of Baten Kaitos to a bright new future.

Characters

Kalas, the main character of the game, is a youth who seeks revenge for the death of his grandfather, the talented mechanic Georg, and his little brother, Fee. Kalas is accompanied by a Guardian Spirit, who can be seen as the *avatar* of the player. The spirit watches over Kalas and his party. Kalas occasionally addresses the spirit by turning toward the screen and asking him/her to make a decision. Xelha is a young girl who carries a mysterious pendant linked to the End Magnus. At a certain point in the game, the Guardian Spirit will accompany Xelha for a time when Kalas is temporarily not a playable character.

There are four other playable characters in the game. Gibari is a laid-back but proud fisherman. He is comfortable disobeying village rules when it suits him, though this is usually done to help others, and prefers living by his own rules. Lyude is an imperial ambassador to Diadem, son of a powerful family in the heart of the Alfard Empire. He bears a dreadful secret related to his transfer to Diadem. Savyna is an ex-mercenary whose past is largely unknown. Mizuti is a masked creature who is shrouded in mystery. Towards the end of the game Mizuti's mask shatters and Mizuti is revealed to be a little girl, who possesses greater power than anyone else in her tribe.

The primary antagonist of the game is the Alfard Empire, led by Emperor Geldoblame. He seeks to revive the Ancient God of Destruction, Malpercio, who was sealed away one thousand years ago by the ancient Children of the Earth. He is unsealed as the Alfard Empire pursues Geldoblame's ambitions, and is not pleased about being sealed away. He is described as experiencing hatred and jealousy for all humanity. Giacomo is a high-ranking officer in the Imperial Army of Alfard. He is muscular, powerful, serious, prudent, and forceful. Ayme and Folon are high-ranking officers in Alfard's army, under Giacomo's direct command. Giacomo and Ayme were involved in the murder of Kalas' grandfather Georg and brother Fee. Manipulating the Alfard Empire is Melodia, the granddaughter of Duke Calbren of Mira and another major villain, though she is not revealed as such until she orders Geldoblame's death. She could be considered to be the voice of Malpercio.

5.2.3 Music

The music of *Baten Kaitos: Eternal Wings and the Lost Ocean* was composed and arranged by Motoi Sakuraba. The soundtrack album was published by Team Entertainment on December 17, 2003.* [6]

Disc 1

Disc 2

Bonus CD

Toys "R" Us released a bonus CD that came packaged with the game. The CD contains seven songs:

5.2.4 Development

Prior to the release of *Baten Kaitos: Eternal Wings and the Lost Ocean*, IGN interviewed Namco producer Shinji Noguchi about the game's development. Noguchi shared that, although the game was an entirely new property, its development leveraged Monolith Soft's previous experience developing role-playing games, including series such as *Xenosaga*.* [7] When asked why the game was being developed for the GameCube, Noguchi explained that the goal was to satisfy existing fans of the genre yearning for such games on the system, while at the same time trying to provide an intuitive experience for those new to role-playing titles.



The OST album case with 90° rotated album art.

In a later interview, Noguchi indicated that the game concept was first created in 2001, with development beginning 6 months later.* [8] Noguchi also provided additional details about Monolith Soft's Tokyo staff, noting that the company consisted of roughly 100 employees (at the time), most of whom were game creators and developers.

Years later, when discussing *Eternal Sonata*, Hiyora Hatsushiba of tri-Crescendo indicated that the previous work on *Baten Kaitos* was a “very meaningful and memorable project” for the team. Hatsushiba further expressed his belief that tri-Crescendo was able to create *Eternal Sonata* precisely because of this earlier experience.* [9]

5.2.5 Reception

Critics gave generally positive reviews, however there were mixed opinions on the battle system and somewhat flat characters and voice acting. Websites such as IGN has described the game as accumulating a "cult following" in the years following its release.* [16] In their review for the title, IGN praised the game's graphics and battle system, concluding that “Monolith Software has crafted a beautiful and thoroughly engrossing game filled with great characters, impressive visuals and solid combat.” * [5]

5.2.6 References

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5.2.7 External links

- Official website (Japanese)
- *Baten Kaitos: Eternal Wings and the Lost Ocean* at MobyGames

5.3 Battalion Wars

Battalion Wars, originally to be titled as *Advance Wars: Under Fire*,^[4] part of Nintendo's *Wars* series, is a 2005 real-time tactics game for the GameCube, developed by Kujū Entertainment. A sequel, *Battalion Wars 2*, for the Wii, has been released.

5.3.1 Gameplay

Battalion Wars contains the elements of both a third-person shooter and a real-time tactics^[5] game. In the midst of battle, the player will have control over a variety of units, including infantry, armored vehicles, and aircraft. Separate units or unit groups can be given commands by the player, such as to follow the player, hold their positions, man gun turrets, or attack certain targets. A map screen can be used to check the mission region, location of enemies and objectives. At any time, the player may transfer control from one unit to another. Much of the game's missions focuses on the nation of the Western Frontier, which the player controls, though in some bonus missions unlocked, the player can control the other nations of the Tundra Territories, the Solar Empire, and Xylvania.

5.3.2 Plot

The demilitarized zone on the border of the Western Frontier and Tundran Territories has been the site of an uneasy truce between each nation's powerful armies for many months. Both nations, considering a possibility of the war between them re-igniting, are made ready to retaliate in the event of a pre-emptive strike. Days before it does so, the control of the Tundran Empire passes from the iron fist of Tsar Gorgi to the more progressive hands of Marshal Nova. With Nova in charge, there is some hope that peace may prevail, but on the other side of the DMZ, General Herman of the Western Frontier is annoyed due to how a lack of combat has made the Frontier Troops out of shape, which prompts Brigadier Betty to come up with a way to get the troops in shape, though during the exercise she has

the troops spy on the Tundrans as a precaution. During their combat patrol, Frontier Forces come across a Tundran armored division under the command of Tsar Gorgi, who secretly invades the Frontier because he wants to strengthen his nation's might. Marshal Nova, learning of Tsar Gorgi's invasion of the Frontier, forbids Gorgi from participating in the conflict in fit of rage, putting Major Nelly in control of Tundran forces in his place. This angers Gorgi, who out of anger, leaves because of his son's decision, while Nova commits himself to ending the conflict by defeating the Frontier. Aided by a new Frontier commander, Tundran forces are defeated during battles to defend the radar array at Windbreak Ridge, while they also free Frontier Spies, capture a Tundran HQ at Castle Potemkin, and destroy Marshal Nova's iron eight tanks, before moving out to attack the last Tundran Stronghold. However, during the conflict, Tsar Gorgi travels into Xylvania, a country that had been ravaged by the Frontier/Tundran rivalry, to meet with its leader, Kaiser Vlad. Vlad makes a pact with Gorgi to have Xlyvanian forces assist the Tundran forces to repel the Frontier. Unfortunately, Vlad lies about his aid, and send his bombers, commanded by Countess Ingrid, to bomb both armies. Weakened after the Xylvanian assault, both the Western Frontier and Tundran Territories join forces, forming the Alliance of Nations in a bid to stop the Xylvanian threat.

The first target of the Alliance leads to them attempting to weaken the Xylvanian forces at the Dune Sea, where the essential resource of this region, an element called "Nerocite"- an efficient vehicle fuel - is drilled and refined. Xylvania does everything to stop the Alliance hampering its resource gathering, but are defeated heavily, even after attempting to attack Tundran forces. In the final battle for the region, Frontier forces are deployed to bomb Xylvania's Primary Nerocite Mining Facility, but Kaiser Vlad deploys his elite fighter squadron to take out the Frontier bombers. Luckily for the Frontier and Tundran Forces, Tsar Gorgi, who had been in exile out of shame for his mistake, dispatchs his own personal fighter squadron to take out the threat and, upon returning to redeem himself. Although the battle ends in victory, Kommandant Ubel tracks Gorgi down at a nearby bridge by his personal light recon, and personally deals with him by throwing him off the bridge. Mortally wounded from the fall, Tsar Gorgi tells his son in his last words that he was only trying to act in the best interests of the Tundran Empire when he started the war with the Western Frontier and that the secret pact with the Xylvanians was out of desperation. After his father's murder, Marshall Nova vows revenge for his father's death.

Soon after the conflict in the Dune Seas, the war shifts to the nation of the Solar Empire, a high-tech nation (reminiscent of a Futuristic Japan) situated on a large group of islands, which had defeated Xylvania in its distant past. Empress Lei-Qo, leader of the Solar Empire, forms an alliance with the Western Frontier and Tundran Territories in exchange for their aid. After several islands are taken back from Xylvanian control, Vlad angrily orders a retreat, thus freeing the Solar Empire.

As the war begins to come to a close, Xylvania prepares to defend its own territories from invasion. However, in act of foolishness, Countess Ingrid takes a staff with her and uses it to awaken an ancient army of her nation, known as the Iron Legion. This dangerous new threat forces Xylvania into fighting on two fronts, battling both the Frontier and the Legion forces, which leads to them quickly losing ground. Though Kaiser Vlad attempts to reason with the demented Ingrid, he is met only with constant talk of Legion control by her, leading him to assume that she had become fully overtaken by the power of the Iron Legion. The Frontier Forces eventually cut a swathe through both forces, quickly find the Cenotaph (the massive structure that awoke the Legion) and destroy it, aided by the Solar Empire, who quickly intervene in the battle by sending support fighters. As the Cenotaph is destroyed, Empress Lei-Qo is quick to arrive and kill Ingrid.

In the final battle of the war, a combined force of Frontier and Tundran Troops arrive at Vladstag, the Xylvanian Capital. The task force launch a final assault, fighting through three layers of static defences and two Battlestations, before finally capturing the Xylvanian Capital. In its finale, the Frontier Commanding Officers and Marshall Nova arrive to find Kommandant Ubel and Kaiser Vlad prepping to escape. Ubel is taken down by Nova in an act of vengeance for his crimes and arrested, but Vlad manages to escapes in a transport helicopter. With the Xylvanians defeated, the war comes to an end.

5.3.3 Development

Nintendo at one point planned to release the game as part of the *Advance Wars* series under the name "*Advance Wars: Under Fire*". However, its concept never intended to have this connection in mind, and because of its otherwise unrelated gameplay elements and storyline, the title was ultimately changed to avoid confusion prior to its release and the "*Advance Wars*" branding was abandoned in the West.*[6] The Japanese release however, did retain the "*Famicom Wars*" (as the series there is known) brand and it was released under the title *Totsugeki!! Famicom Wars* (突撃!! ファミコンウォーズ *Totsugeki!! Famikon Uōzu*, "Assault!! Famicom Wars"), making the Japanese version the only official connection between the two series.

5.3.4 Reception

Battalion Wars received positive reviews. It has a Game Rankings percentage of 76.* [7]

Battalion Wars received an 8.8 on IGN.com and a 4 out of 5 stars from xplay complementing the games emphasis on strategy and third person shooting as well as its cartoonish art style while criticizing the sometimes clunky controls and lack of a multiplayer option.* [8]

5.3.5 Sequel

There is a sequel to *Battalion Wars*, entitled *Battalion Wars 2* for the Nintendo Wii, with a storyline that continues somewhat where *Battalion Wars* left off.

5.3.6 References

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- [3] “Updated Australian Release List - 13/2/06” . PALGN. 2006-02-13. Archived from the original on 2012-03-07. Retrieved 2009-08-17.
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- [6] <http://cube.ign.com/articles/617/617617p1.html>
- [7] Battalion Wars Reviews
- [8] (<http://g4tv.com/games/gc/24822/battalion-wars/>)

5.3.7 External links

- Official website
- Official website (Japanese)
- IGN review
- www.warscentral.com

5.4 Beach Spikers

Beach Spikers: Virtua Beach Volleyball (also known in arcades as just *Beach Spikers*) is a beach volleyball video game released in Japanese arcades in 2001 followed by home ports in all regions for the Nintendo GameCube in 2002. The game was published by Sega and developed in-house by Sega AM2.

5.4.1 Gameplay

Based on the sport of beach volleyball, the game revolves around two-on-two matches where a volleyball is hit back and forth over a net until one side allows the ball to touch the ground. Similar to Sega's *Virtua* sports games, most of the gameplay in *Beach Spikers* is based around the concept of “charging” the strength of moves, judged by how long the button is held prior to release at the point of which the move is executed. There is a button for setting (passing) and a button for rallying (sending the ball over the net) which, combined with how long the button is held to determine strength, is the basis for the way the entire game is played.

There are two modes to choose from: Arcade Mode and World Tour mode. Arcade mode is a basic progression through a series of AI opponents, and in the multiplayer portion of Arcade Mode, it is head-to-head matches for up

to four human players. In World Tour mode, the player take a user-created team through a tournament, earning points as you go that allow you to increase the stats of your players and also unlock special teams and players, including one based on the character Ulala from Sega's *Space Channel 5* series.

5.4.2 Reception

The game was met with some positive reception, as GameRankings gave the GameCube version a score of 77.20%,^[1] while Metacritic gave it 76 out of 100.^[2] TOM of Toonami reviewed the game in August 2002, saying that he “hangs out with the girls” and “there's something about it that grabs him”, obviously referring to the girls' cleavage, and it's implied that he and the girls had sexual intercourse after the review.

5.4.3 See also

- *Dead or Alive Xtreme Beach Volleyball*
- *Outlaw Volleyball*
- *Summer Heat Beach Volleyball*

5.4.4 References

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- [2] “Beach Spikers: Virtua Beach Volleyball for GameCube Reviews” . Metacritic. Retrieved October 24, 2014.
- [3] Marriott, Scott Alan. “Beach Spikers (GC) - Review” . AllGame. Archived from the original on November 15, 2014. Retrieved November 21, 2014.
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- [5] Johnston, Chris (October 2002). “Beach Spikers: Virtua Beach Volleyball” . *Electronic Gaming Monthly* (160): 194. Archived from the original on January 23, 2004. Retrieved October 24, 2014.
- [6] Bramwell, Tom (October 12, 2002). “Beach Spikers” . Eurogamer. Retrieved October 24, 2014.
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- [9] Tokyo Drifter (August 14, 2002). “Beach Spikers Review for GameCube on GamePro.com” . *GamePro*. Archived from the original on February 4, 2005. Retrieved October 24, 2014.
- [10] Liu, Johnny (September 2002). “Beach Spikers Review” . Game Revolution. Retrieved October 24, 2014.
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- [13] Bedigian, Louis (August 31, 2002). “Beach Spikers Review - GameCube” . GameZone. Archived from the original on February 10, 2008. Retrieved October 24, 2014.
- [14] Casamassina, Matt (August 12, 2002). “Beach Spikers (GCN)”. IGN. Retrieved October 24, 2014.
- [15] “Beach Spikers: Virtua Beach Volleyball” . *Nintendo Power*. **159**: 143. August 2002.
- [16] Boyce, Ryan (August 23, 2002). “Beach Spikers” . *Maxim*. Archived from the original on October 17, 2002. Retrieved October 24, 2014.

5.4.5 External links

- Official website (arcade)
- Official website (GameCube)
- *Beach Spikers: Virtua Beach Volleyball* at MobyGames

5.5 Beyblade: Super Tournament Battle

Beyblade: Super Tournament Battle, also known as *Beyblade VForce: Super Tournament Battle* and *Bakuten Shoot Beyblade 2002: Nettou! Magne-tag Battle!* (爆転シュートベイブレード 2002 熱闘! マグネタッグバトル!)^[2] in Japan is a 2002 role-playing video game.

5.5.1 Gameplay

In the game, the player selects a Beyblade and a Beyblader to fight in a tournament, buying better Beyblades as the game progresses. The objective of the game is to knock your opponent out of the stadium. When launching a Beyblade, a “Launch Meter” is displayed and quickly fills itself up with a golden meter. The closer the golden meter is to its end when the player hits the launch button, the faster the Beyblade will revolve. Players can also get points if the player makes the Beyblade stop spinning or misses a launch.

The player earns four points or more if they destroy the opponent's Beyblade to pieces using a powerful assault from the Bit-Beast. In order to be capable of releasing a Bit-Beast, the player has to earn “Legend Power” points simply by hitting other Beyblades repeatedly. Bit-Beast assaults usually take a larger amount of energy from the adversary than normal assaults and they also increase the speed of the spins.

5.5.2 Development

Beyblade is an action role-playing game for Nintendo GameCube. It was based on the anime and manga *Beyblade* and was released originally on December 19, 2002 in Japan and was later released in the west in 2003.

5.5.3 Reception

The game was not well received by game reviews. IGN ranked it 2.5 out of 10, stating that “the concept couldn't be simpler and this is largely why there's no need to do it in videogame form, especially if the videogame is as poorly conceived as this” .

5.5.4 References

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- [3] “Aggregate score at Game Rankings” .
- [4] “Aggregate score at Metacritic” .
- [5] “Review at IGN” .

5.6 Big Air Freestyle

Big Air Freestyle is a 2002 motorcycle racing video game released by Paradigm Entertainment. The game is an enhanced port of the PlayStation 2 title *MXRider*.^[1]

5.6.1 Reception

5.6.2 References

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- [5] “Review at GameSpy” .
- [6] “Review at IGN” .

5.6.3 External links

- *Big Air Freestyle* at MobyGames

5.7 Billy Hatcher and the Giant Egg

Billy Hatcher and the Giant Egg (ジャイアントエッグ〜ビリー・ハッチャーの大冒険〜 *Jaianto Eggū: Birī Hatchā no Daibōken*) is a 2003 video game developed by Sonic Team and published by Sega for the GameCube. It was ported to Microsoft Windows and Mac OS X in 2006, for release in Europe.

5.7.1 Plot

The story begins with a peaceful fantasy world by the name of “Morning Land” , where the Chicken inhabitants live in peace and harmony. But all that is shattered as Dark Raven and his army of Crows assault Morning Land, catching the inhabitants by surprise and shrouding Morning Land in a blanket of unnatural, eternal night.

Meanwhile, being late to meet with his friends due to oversleeping, the slightly mischievous Billy Hatcher races out of his house to go meet them. Upon arrival, Bantam tells Billy he is late, showing him a pocket watch in the shape of an egg. And, being some sort of tradition among the four friends, Bantam Scrambled, Chick Poacher, and Rolly Roll prepare to dish out a consequence on Billy, but they're stopped by the weak chirping of a chick. Two Crows that are looming nearby dive at the chick, as if they're finishing it off, but Billy intervenes, saving the baby chicken by fending the Crows off with a stick. The chick suddenly begins to glow, transporting Billy and his friends to Morning Land, with Billy ending up in Forest Village.

Billy, being informed by Menie-Funie that the Crows are trying to take over Morning Land and will soon take over the human world. He's informed that if he doesn't save Morning Land, Dark Raven will bring eternal night, darkness will overcome the hearts of everyone, and the two worlds will be ruled by evil. Billy then goes and receives the Legendary Chicken Suit to begin on a journey to free the six Chicken Elders, which have been imprisoned in golden eggs by the Crows. Uri-Uri, the Chicken Elder of Pirates Island, reveals that Dark Raven is reborn every 100 years to try and bring eternal night. Once he has freed the Elders, defeated the six Crow Bosses, and opened the Rainbow Gate, Billy travels to the Giant Palace, where Dark Raven is trying to hatch the Giant Egg to receive ultimate power.

Billy battles Dark Raven, and once he defeats him, the Giant Egg unfortunately hatches and grants Raven's wishes, shaping him into a crow-shaped shadow demon dubbed Ultimate Raven. A second battle then ensues. Ultimate Raven attacks Billy, destroying the Chicken Suit. Afterwards, Billy must avoid his attacks until Menie-Funie speaks to him, telling him that he must not give up. Then the Courage Emblems he has collected form into the new and enhanced Sun Suit, imbued with the power of courage. Billy must then use this power to turn Ultimate Raven's attacks against him.

Billy finally defeats Ultimate Raven as his heart explodes, completely ending his existence and return. The power from the Giant Egg restores true morning to the land below. Once he and his friends return to where they entered Morning Land, they return the Chicken Suits and return to their world. It seems that when they're leaving, Billy is saddened that he has to leave Morning Land. The four friends wave goodbye and they are transported back. Upon their return to the human world, Billy is a short distance away from his friends. They get his attention by laughing at him and he runs over to them joining the laughter, thus ending the game with a chicken feather slowly falling from the sky.

5.7.2 Gameplay

Billy Hatcher has a unique style of gameplay revolving around rolling large eggs. The player controls the hero, Billy, who cannot do much by himself aside from moving and jumping. However, he becomes a powerhouse once he finds

an egg. While rolling an egg, Billy moves faster and is more agile. He can also dash, throw and return the egg along the ground, slam the egg down from the air, and Billy can travel on rails and fly through rings.

Eggs

The color-coded eggs themselves are another gameplay element. As Billy runs over fruit while holding an egg, the egg gains maturity and gets larger. When the egg's maturity gauge completely fills, the egg flashes and is ready to hatch. Then Billy can hatch the eggs, which can contain helper animals, character powerups, and extra lives. With variables such as egg size, helper animals, and personal powerups, *Billy Hatcher* can be played in many ways. Different animals can come out of the same eggs, and some creatures are vital to progressing through certain challenges.

Players should be wary of their handling of the eggs, as they take damage when attacked by enemies or impact certain obstacles. The egg gauge in the lower right-hand corner of the screen begins to crack, as does the egg Billy wields. When the egg takes enough damage, it is destroyed and no bonus comes from it. Eggs can also be 'lost', i.e. put into positions or situations that the player can not retrieve them from. In such cases, the egg will disappear from its position after several seconds of inactivity and will 'respawn' in its nest of origin, but will lose any maturity the player earned for it. Some characters from other games appear in certain eggs, such as Sonic the Hedgehog or NiGHTS. These specific eggs are marked with the Sonic Team logo on them.

Levels

Morning Land is divided into seven stages, six that are seen almost immediately and a seventh that is unlocked when the requirements of the previous six have been met. Each stage is divided into a series of 'Missions' that Billy can play through to collect 'Emblems of Courage'. The goal of each Mission is to fulfill the conditions required and collect the Emblem as a reward. The player is graded on their skill in completing the mission and given a rank letter, with S-Rank being the highest. There are eight (8) Missions per stage, and Billy can only play through the first five Missions. Upon rescuing his friends, Rolly, Chick and Bantam would each unlock their respective Missions in the stages and become playable for those Missions only.

Game Boy Advance connectivity

Billy Hatcher is one of a handful of GameCube games that supports linking between the GameCube and Game Boy Advance handheld system. Using the Nintendo GameCube Game Boy Advance Cable, players can load games such as *Puyo Pop*, *ChuChu Rocket!*, and *Nights: Time Attack* on their Game Boy Advance systems after certain objectives are completed within the game.*[1]

5.7.3 Development

Producer Yuji Naka stated in an interview with IGN that eggs were chosen as the focus of the game to give the player joy from caring for and hatching eggs, and a feeling of anticipation “because you don't know what's going to come out of eggs”. Animals were incorporated into the game to convey a mood of adventure, in contrast to the digital pet-based Chao creatures highlighted in previous project *Sonic Adventure 2*. The GameCube was chosen for development over the competing PlayStation 2 and Xbox because of its wide audience that Naka felt would appreciate such a family-friendly game. The game uses an engine that Naka called “an evolution of the *Sonic Adventure 2* engine.” The game was exhibited at Electronic Entertainment Expo (E3) 2003.*[2]

The PC port of the game that was released exclusively in Europe is virtually identical to the GameCube version, even to the point where the GameCube button icons are all preserved and are used to represent USB controller buttons or mapped keys. The only visible differences include the removal of the Game Boy Advance minigame linking feature and the absence of the words “Licensed By Nintendo” on the title screen.

5.7.4 Reception

Billy Hatcher and the Giant Egg received mixed to positive reviews according to video game review aggregator Metacritic.*[3] In Japan, *Famitsu* gave it a score of all four eights for a total of 32 out of 40.*[7]

Critics praised the visuals and music, gameplay style, presentation and multiplayer mode, while citing issues with the physics, camera, and a very simple plot. It was nominated in the 1st British Academy Game Awards for Best GameCube Game. The game was a commercial bomb, only selling around 250,000 copies worldwide. Due to the game's poor sales, Sega was reluctant to consider a sequel. In spite of this, executive producer Zachary Brown stated that Billy would appear in various other Sega titles, as he did in *Sega Superstars* and *Sonic & Sega All-Stars Racing*.

5.7.5 References

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5.7.6 External links

- Official website
- *Billy Hatcher and the Giant Egg* at MobyGames

5.8 Bomberman Generation

Bomberman Generation (ボンバーマンジェネレーション *Bonbāman Jenerēshon*) is a 2002 video game released for the Nintendo GameCube. It was later followed up by *Bomberman Jetters*.

5.8.1 Gameplay

Bomberman Generation consists of six worlds consisting of about five levels each. The levels involve puzzles, mini games, Pokémon-like battles using Charaboms who get befriended by Bomberman once defeated, and Charabom or bomb merge areas where a merge item and a bomb get fused or a Charabom and another Charabom get fused resulting in a stronger bomb or Charabom. Pommy (Pomyu) from *Bomberman 64: The Second Attack* and a few of his variations make appearances as Charaboms. The worlds have unique bosses each with a different strategy of defeating them. All of the worlds have puzzles that the player has to solve with bombs or Charaboms. Bomberman can acquire various power-ups which can increase his speed and his bomb power.

Bomberman Generation was one of the first titles to employ the style of cel-shading for the GameCube, a style utilized again in *Bomberman Jetters* and *The Legend of Zelda: The Wind Waker*.

The multiplayer mode resembles that of the classic games in that the players can no longer utilize full three-dimensional movement. The battles can consist of up to four human or computer characters. There are five different modes from which to choose.

- **Standard Battle:** This mode consists of classic Bomberman multiplayer where four players attempt to defeat one another by using bombs. Whoever is the last man standing wins. In the last minute of the battle, blocks drop along the edges of the arena, making it smaller and smaller until someone wins or time runs out, which ends in a tie. This mode has a variety of levels from which to choose, and the player can decide how often the power-ups appear.
- **Reversi Battle:** Bomb explosions flip the green floor panels to the color of whichever Bomber dropped the bomb. However, opponents can flip the panels previously flipped by other players. Whoever has the most amount of panels matching their corresponding Bomber when time is up is the winner.
- **Coin Battle:** By blowing up treasure barrels, players attempt to find the most coins before time runs out. Being killed causes the player to lose half of their coins. As the match progresses, Hige Hige Bandits appear to steal the coins, but blowing them up releases the coins and additional power-ups.
- **Dodge Battle:** Bombers cannot drop bombs; rather, bombs fall from the sky, and everyone must avoid the explosions. Bombers are equipped solely with Bomb Kicks, Punches, and Speed-Ups to avoid the blasts. The blast area of each bomb is shown on the arena floor. As the match progresses, a variety of different bombs and patterns of bombs will fall.
- **Revenge Battle:** All Bombers are in Revenge Bomber mode, and get points depending on how many moles they can stun or blow up. The bombs only go as far as the cursor allows, and merely stunning the moles with a bomb does not give the player as many points as making one explode.

5.8.2 Plot

According to the game's opening scene, stories of the origin of the universe's power have circulated for years, but it was not until recently that the source of the power has been found. Six crystals, named the "Bomb Elements," are said to contain unfathomable, though unknown, powers. So Professor Ein sends a space freighter to retrieve them and return to Planet Bomber for analysis.

However, en route to Planet Bomber, the freighter is attacked by a hired gun and is destroyed. The Bomb Elements fall out but are sucked in by the gravitational pull of the nearby planet Tentacalls. Professor Ein receives word that the Hige Hige Bandits, led by Bomberman's arch-enemy Mujoe, are making large scale moves towards Tentacalls, and it turns out that they were the ones responsible for the freighter attack. Not only that, but the Bandits have allied themselves with Bomberman's rivals, the Crush Bombers, who are also on the move to get the Elements for Mujoe.

Professor Ein orders Bomberman to Tentacalls to defeat the Crush Bombers and the Hige Hige Bandits, and to get the Bomb Elements before they do, for if even one element falls into their hands, then the universe would be as Mujoe pleases. Thus begins Bomberman's latest chapter to restore peace and order to the galaxy.

5.8.3 Reception

Bomberman Generation has a positive review ratio of 78% on GameRankings, including such web sites as IGN, GameSpot, and GameSpy, and including magazines such as *Electronic Gaming Monthly* and *Nintendo Power*.

5.8.4 References

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- [3] “Bomberman Generation Review” . *Electronic Gaming Monthly*: 136. August 2002.
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- [6] “Review” . IGN.
- [7] “Bomberman Generation Review” . *Nintendo Power*.

5.8.5 External links

- Hudson Soft page
- *Bomberman Generation* at MobyGames

Chapter 6

C

6.1 Chibi-Robo!

Chibi-Robo!^[5]^[6] is a platform-adventure video game for the Nintendo GameCube developed by skip Ltd. and published by Nintendo. The game was first released in Japan in 2005, and then released in North America and Europe the following year. Originally conceived as a point-and-click adventure game, it was put on developmental hold until Nintendo producer Shigeru Miyamoto gained interest in the title and overhauled its production.

The player takes on the role of the eponymous character, Chibi-Robo, a 10-centimeter-tall robot owned by the Sanderson family. Gameplay revolves around navigating a household and collecting “Happy Points”. These points are accumulated by completing various tasks from housework to helping solve the dilemmas of the Sanderson family and the numerous living toys that inhabit their household. Every action by the game's battery-powered protagonist consumes energy, requiring the player to recharge using the home's electrical outlets.

Chibi-Robo! was generally well received by critics, with praise directed towards the premise, charming storyline, and sound design. However, some gameplay mechanics and the quality of the graphics drew some criticism. Sales of *Chibi-Robo!* were modest, but it did spawn several sequels. For the Nintendo DS, *Chibi-Robo! Park Patrol* was released in 2007 and *Okaeri! Chibi-Robo! Happy Richie Ōsōji!* was released in 2009, the latter being a Japan-exclusive. For the Nintendo 3DS, *Chibi-Robo! Photo Finder* was released in Japan in 2013 and in North America in 2014, and *Chibi-Robo! Zip Lash* was released in 2015. The original *Chibi-Robo!* also saw a Japanese re-release in 2009 for the Wii as part of the New Play Control! series.

6.1.1 Plot

The plot of *Chibi-Robo!* takes place in a 1960s-style American home and revolves around a tiny, highly advanced robot of the same name.^[5]^[6] He is given as a birthday gift to a socially withdrawn eight-year-old named Jenny Sanderson by her father. This is much to the dismay of Jenny's mother, a homemaker who is constantly stressed over how much money her husband spends on toys despite his unemployment.^[7] Chibi-Robo is packaged with a small “Chibi-House” and an assistant named Telly Vision, who speaks on Chibi-Robo's behalf.^[8] Each of the one million Chibi-Robos in the world is supposed to collect “Happy Points” by doing good deeds for their owners, and must occasionally charge their batteries at electrical outlets.^[6]^[9] During the night or when humans are not around in the Sandersons' house, several toys come to life.^[9] This cast includes the superhero action figure Drake Redcrest, a group of egg-shaped army men called the Free Rangers, a wooden pirate named Plankbeard, and others.^[6]^[8] Chibi-Robo eventually finds a large robot in the basement called Giga-Robo, who was once a companion of the Sandersons', but had to be deactivated due to its high electricity consumption.^[6]^[10] Chibi-Robo attempts to bring Giga-Robo back to life by fully charging its massive battery and makes it a goal to find Giga-Robo's missing leg. At this time, Chibi-Robo is attacked by spider-like robots called Spydorz.

When Mr. Sanderson purchases yet another toy, his wife locks herself in her room and tells him that she wants a divorce, prompting the rest of the family to do the housework.^[11] Meanwhile, Chibi-Robo finds a strange pattern in the backyard and uses his radar to contact an alien species. Once the aliens land and greet him, Chibi-Robo uses a time machine made by the visitors to go into the past to find a code to a safe in the master bedroom containing Giga Robo's leg. He returns to the present to open the safe, but several larger Spydorz are also released from it and capture

the Sandersons. It is revealed that Mr. Sanderson originally created the Spydorz to be friends with the Chibi-Robos, but his toy company reprogrammed them to be hostile, causing Mr. Sanderson to quit his job.*[12] Mr. Sanderson upgrades Chibi-Robo's blaster weapon, allowing the small robot to defeat the Queen Spydor, recover Giga-Robo's missing leg, and rescue the Sandersons. Chibi-Robo reactivates Giga-Robo, and the aliens meet them in the backyard. The aliens explain that the toys are able to walk and talk due to a request from Giga-Robo to the aliens to give them life, and to give all Giga-Robos infinite battery power to prevent their energy consumption. The aliens could not do the latter at the time, and returned to their own planet to obtain the item necessary to grant Giga-Robo's wish.*[13] They then give Giga-Robo this ability, who shares it with Chibi-Robo and the rest of the robots in the world as well, eliminating the energy problem.

6.1.2 Gameplay



Cleaning pawprints from the floor using the toothbrush is just one way for the player to earn Happy Points. The game's HUD shows the player's remaining time (upper left) and battery life (lower right).

Chibi-Robo! is a platform-adventure game that puts the player in direct control of a tiny, battery-powered robot that does housework for humans. The objective of the game is to become the top-ranked “Super Chibi-Robo” in the world by accumulating Happy Points, a collectible that is gained by doing good deeds for the family and for various toys within the Sandersons' home.*[6]*[7]*[8]*[9]*[14] In order to do this, the player must control the 10 centimeter-tall protagonist and explore the Sandersons' humble, human-scaled home. During exploration, Chibi-Robo can find a wide variety of things to collect, including “Moolah”, the currency of *Chibi-Robo!*. An important task of Chibi-Robo's in gaining Happy Points is to clean up messes around the house, such as disposing of trash or scrubbing dirty footprints.*[7] The player can also interact with and help with the personal problems of the Sandersons and the toys. This ranges from solving a plot-driving crisis or completing a subquest of simply locating a lost object as a favor.*[6]*[8]*[9] With Chibi-Robo's assistant Telly Vision as his speaker, the player is often prompted to give either a positive or negative response to each question or request.*[8] The player loses battery power with every step and action. If his battery is not charged before it empties, Chibi-Robo will collapse and re-emerge in the Chibi-House, having lost half of his Moolah.*[8] Throughout the house are electrical outlets, which the player can plug into to recharge his battery or save his progress.*[7]*[14] The player's exploration is limited by a timer representing a full day or full night. Once the timer expires, Chibi-Robo automatically returns to the Chibi-House.*[9]

At the start of both day and night, the player always begins in the Chibi-House. Within it, the player can charge Chibi-Robo's battery and save at the electrical outlet. The player can also connect to the Citrusoft “Chibi-PC” to

purchase a variety of items and power-ups with Moolah, as well as use *scrap* metal to build “Utilibots”, robotic helpers that ease the navigation of the Sandersons' home.*[7]*[14] The gear available from Citrusoft includes the “Chibi-Copter”, used to reach far-off points or to fly down from a high place safely; the “Chibi-Blaster”, used to eliminate obstacles and fend off the hostile Spydorz; and the “Chibi-Radar”, used to detect hidden objects.*[6]*[8] There are several other items of the Sandersons' that Chibi-Robo can find and use. These include the toothbrush, used to clean up stains; the coffee mug, used for protection; the spoon, used to dig holes; and the *squitter*, used to hold fluids and squirt them.*[6]*[8] Chibi-Robo can also gain special costumes throughout the game, each of which has its own unique function.*[7] For instance, if the player poses for Mr. Sanderson while wearing The Drake Redcrest costume, he will give Chibi-Robo Happy Points. As more Happy Points are acquired, the player's rank increases among all the Chibi-Robos in the world. At certain ranks, Citrusoft will send the player bonus batteries, allowing Chibi-Robo to roam longer without having to recharge.*[14]

6.1.3 Development

Chibi-Robo! was developed by skip Ltd., the creators of the Japan-exclusive *Giftpia* for the Nintendo GameCube.*[6] *Chibi-Robo!* was first announced in early 2003 with publishing rights held by Bandai. Its original projected release date was June 2003 in Japan and spring 2004 in North America.*[15] Unlike the released version of *Chibi-Robo!*, the beta version entailed the player training Chibi-Robo to defend the home of his inventor from a pair of burglars. The gameplay was different as well; instead of a platform-adventure game, it played like a point-and-click adventure title, where the player was not in direct control of Chibi-Robo, but was rather conveying commands to him clicking a cursor around the area.*[5]*[15] The protagonist was also to learn and develop depending on the choices the player made for him.*[15] However, this incarnation of *Chibi-Robo!* was ultimately put on “indefinite hold” and disappeared from the media.*[16] Shigeru Miyamoto was eventually introduced to the game by fellow Nintendo producer Kensuke Tanabe.*[6] Miyamoto took a personal interest in the character of Chibi-Robo and signed on as the game's senior producer. The development of *Chibi-Robo!* was revamped with Nintendo acting as its new publisher.*[6]*[17]*[18] *Chibi-Robo!* was in development for four years from start to finish.*[5]

Director Kenichi Nishi has previous development credits such as *Chrono Trigger*, *Moon: Remix RPG Adventure* and *Incredible Crisis*.*[19] Nishi's approach to game design, even with *Chibi-Robo!*, was to always take a standard, orthodox method and “crash it, twist it, or create a totally different direction”.*[6] The reason Nishi chose to make the majority of the cast toys is because humans are “too big to interact with [Chibi-Robo] and create all the drama” and that it added a sense of *fantasy* to the experience.*[6] The family dog Tao had appeared in Nishi's previous games: *Moon: Remix RPG Adventure* and *L.O.L.: Lack of Love*. The director based the dog on his own pet because he felt that the “black-and-white color is very simple and universal”.*[20] Despite the game's overall happy attitude, the game designers put some emphasis on serious topics such as divorce, loneliness, pollution, and loss. “If we only concentrate on cheerful fun, we'll lose depth,” Nishi explained. “There's nothing surprising for people if the game looks cheerful and the experience is cheerful. There are no surprises or unexpected things.” Still, rather than use these topics as major themes for the player, Nishi felt it would be more effective to bring them in as “ordinary things to enhance the adventure of daily life”.*[6]

All the music and sound in *Chibi-Robo!* was composed by Hirofumi Taniguchi. He wanted to make unique sound patterns and motifs for each character, and even used *human voices* to create the system sounds, such as on the menu selections.*[6] All of the noises made by Chibi-Robo's actions were *phrased*. Taniguchi used both *woodwind* and *electronic* instruments for the character's actions, the former because “Chibi's actions are not ordinary robotlike actions” and the latter because he did not want to totally eliminate his mechanical characteristics.*[6] Different background music is played for the day and night cycles, but they lack *melody* because Chibi-Robo's footsteps create a melody at random. The *tempo* of his footsteps was designed to match the background music; if he picks up his plug to walk faster, the music speeds up.*[6] All of the game's music was compiled on the *Chibi-Robo! Limited Soundtrack*, a CD released alongside an official 142-page guidebook and published by Shogakukan in Japan in August 2005.*[21]

6.1.4 Reception

Chibi-Robo! has enjoyed a generally favorable critical reception.*[22] *Official Nintendo Magazine* ranked it the 88th best game available on Nintendo platforms. The staff felt that it was the GameCube's “last classic.”*[29] Critics Greg Mueller of GameSpot, Mathew Kumar of Eurogamer, Bryn Williams of GameSpy, Shane Satterfield of G4, and Matt Casamassina of IGN all applauded the game's charming setting, compelling storyline, and complex characters.*[8]*[9]*[14]*[26]*[28] Casamassina found that the fashion in which the main plot and objectives are sewn together is part of the reason the game is enjoyable.*[28] Mueller, Kumar, and Satterfield noted endearing, charis-

matic qualities among the various toy characters.*[8]*[9]*[26] Kumar heeded *Chibi-Robo!* as “honestly one of the most touching games I’ve played in ages” in which the player often becomes engrossed in “events that pan out like miniature plays, with love triangles (nay, love dodecahedrons) between toys, and some scenes with a real pathos behind them”.*[9] Considering the joyous atmosphere of *Chibi-Robo!*, Satterfield was pleasantly surprised at its inclusion of controversial topics like divorce and its possible distortion of a target audience.*[26] This attribute was criticized by Jinny Gudmundsen, a columnist for *USA Today*, who thought that the interpersonal issues negate the game’s overall charm and render it inappropriate for younger children.*[30] Writers for *Computer Games Magazine* praised *Chibi-Robo* by interpreting deep, symbolic meaning in its more subtle aspects. The publication found the game to use “overarching narrative arcs” and “stock melodramatic devices” among the Sandersons’ dysfunctional interactions, “emotional crisis points, downtime, and rhythms and cycles of action” between its day and night events, and “evocative music” as a way for characters to communicate their feelings.*[31]

Opinions on the gameplay of *Chibi-Robo!* have been mixed. Among the more positive reactions, Casamassina assessed the cleaning mechanics as “very fun and very rewarding”, while Kumar compared the game to the *Story of Seasons* series due to both entities convert seemingly boring tasks into something fun.*[9]*[28] James Mielke of 1UP.com similarly enjoyed the “near-constant sense of discovery” and the tiny details included by Skip with earning Happy Points and Moolah.*[23] Casamassina, Mielke, and Williamson were satisfied that they had to frequently recharge Chibi-Robo, but Mueller was dismayed to have to stop one’s current task in order to find an outlet.*[8]*[9]*[14]*[28] The GameSpot contributor was also aggravated with the mere five-minute intervals for the day and night cycles, which he considered a major interruption of the game’s pacing.*[14] Contrarily, Kumar felt the pacing was appropriate and Williamson viewed the feature as a “flexible difficulty level setting”.*[9]*[14] Satterfield proclaimed that although the gameplay is somewhat varied, most of it is constituted by the tedious location and collection of objects for the non-player characters.*[26] Jeremy Zoss of *Game Informer* was displeased with the game as whole and wrote that it was “not a platformer, but more of a 3D adventure game composed entirely of fetch-quests and repetitive menial labor”.*[27]

The audio design of *Chibi-Robo!*, particularly its integration of different instrumental tones for the hero’s various actions, was lauded by the press.*[8]*[23]*[26] Kumar felt that its utilization of sound could be “the seed of a new way of using music in games”.*[9] Casamassina commented, “Few developers would be brave enough to create a title whose main character generates varying musical notes whenever he takes a step, but this is exactly what Chibi does - and it’s actually very whimsical and cute.”*[28] Although many critics appreciated the bright and colorful features of the accompanying aesthetics, they also judged the graphical presentation as dated.*[8]*[14]*[23]*[27] Casamassina encountered low-polygon 3D models and a below-average frame rate; Satterfield stated the game operated at “Dreamcast level”.*[26]*[28] Other portions of *Chibi-Robo!* were assessed as unpolished as well. Several sources noted the game’s default camera system to be unwieldy, combersome, or frustrating at times.*[9]*[14]*[26]*[28] However, Mueller noted that switching to the top-down or first-person viewpoints and the ability to center the camera behind Chibi-Robo alleviates most of its problems.*[8] Satterfield and Casamassina regarded the cutscenes as awkward and repetitive; the former of the two claimed that they “amount to ugly characters recycling the same animation routine over and over while gibberish comes from their gaping maws”.*[26]*[28] Kumar perceived the game’s combat to be “messy”, “uninteresting”, and “entirely unnecessary”.*[9]

Chibi-Robo! was not a significant commercial success.*[32]*[33] According to *Media Create*, the GameCube version was the fourth best-selling game in Japan for its week ending June 26, 2005 with nearly 29,000 copies sold.*[34] The game managed to sell 97,879 units in Japan alone by the end of 2005.*[35] The Wii port of the game did not fare as well; it only sold 11,000 copies in Japan for the week ending June 14, 2009 and a total of 38,573 copies throughout the remainder of that year.*[36]*[37]

6.1.5 Legacy

Chibi-Robo! received a sequel in 2007 for the Nintendo DS called *Chibi-Robo!: Park Patrol*, which follows a different Chibi-Robo as it attempts to revitalize a park. Nintendo established a deal with Wal-Mart for the exclusive rights to sell it in the United States.*[38] A second sequel for the DS, titled *Okaeri! Chibi-Robo! Happy Richie Ōsōji!*, saw a Japanese release in 2009. It involves yet another Chibi-Robo vacuuming dirt for money within the home of an adult Jenny.*[39] The original *Chibi-Robo!* was re-released as part of *New Play Control!*, a selection of Wii remakes of GameCube games.*[40] The remake features special Wii Remote controls for the game’s tools. Aiming the remote allows the player to change perspective, while pointing it at interactive objects with will be identified with a sound.*[41] The remake was released in Japan on June 11, 2009, but Nintendo of America did not permit an English release.*[4]*[32] A fourth game in the series, *Chibi-Robo! Photo Finder*, was released in 2013 for the Nintendo 3DS.*[42] The fifth game in the series, titled *Chibi-Robo! Zip Lash* was announced on May 31, 2015 and

released in October 2015 for the Nintendo 3DS. * [43] * [44]

6.1.6 Notes

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6.1.7 References

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6.1.8 External links

- Official GameCube version website (Japanese)
- Official Wii version website (Japanese)

6.2 Cubivore: Survival of the Fittest

Cubivore: Survival of the Fittest, known in Japan as *Dōbutsu Banchō* (動物番長, lit. “Animal Leader”) is an action adventure video game co-developed by Saru Brunei and Intelligent Systems for the GameCube. It was originally published by Nintendo only in Japan on February 21, 2002. After Nintendo expressed intentions to not release the game in other regions, Atlus picked up the game and localized it for North America on November 10, 2002.

Development for *Cubivore* originally started on the Nintendo 64DD, but later was moved to the GameCube. The player controls a cube-shaped beast called a Cubivore, which eats other such beasts in order to mutate and become stronger. The game received mixed reviews upon release.

6.2.1 Plot

In the land of the Cubivores, the beast known as the Killer Cubivore reigns at the top of the animal food chain. This powerful tyrant and his gang of cronies have gorged themselves on the essence of the land, known in the game as “Wilderness”, so much that they have absorbed some of it into themselves. Meanwhile, nature has begun to fade away, becoming drab and infertile, and the number of beasts has declined. The user-named protagonist has taken it upon himself to become King of All Cubivores, in order to challenge the Killer Cubivore and restore the Wilderness to the world.

6.2.2 Gameplay

Cubivore's gameplay is an action-adventure game with a few role-playing video game elements in it. The purpose of *Cubivore* is to kill the Killer Cubivore and its cronies. To accomplish this your Cubivore must go through several mutations, through several lifetimes “laps” and generations of “offspring”. Upon attaining 100 mutations, your Cubivore can become powerful enough to produce an offspring capable of fighting the Killer Cubivore. Thus, *Cubivore* is a game that is meant to somewhat represent natural selection.

Combat is simple, but strategic and often fast-paced. When facing another Cubivore, your job is to attack it, weaken it, and finally kill it by tearing off its limbs. Cubivores are able to attack, jump, run, evade (i.e. walk backwards), and block. Much of the combat consists of trying to learn the enemy's attack patterns and hitting a weak point. Once the enemy has been subdued, it becomes a battle of wills when your Cubivore clamps down the opponent and attempts to tear off its limbs. Upon eating a limb your Cubivore heals itself a bit, absorbs the color of that limb, and mutates if possible. Finally some boss monsters have a special limb called “Raw Meat”, which grants special abilities when consumed.

Mutation

The core of *Cubivore* is its complex mutation system based on color, intensity, and limbs. There are five colors of Cubivore, each with their own strengths and weaknesses.

- Yellowbrate: very slow, but has the best attack and defense and blocking capabilities; they tend to resemble horses, zebras, hippopotami and various hoofed animals.
- Redapeds: have the best jumping ability and tend to resemble birds, however, their attack strength is lower than average.
- Bluocytes: have the best attack range but slightly lower defense; they tend to resemble frogs, snakes and various reptiles.
- Purpials: can walk backwards and turn around very quickly, sometimes faster than their normal speed; they tend to resemble rabbits, monkeys and other miscellaneous mammals.
- Greyodons: have the best running capability and only Yellobrates have higher attack power, and have balanced statistics; they tend to resemble dogs, wolves and other canines.

Intensity refers to the color type and combination. The more intense a color is the stronger the Cubivore. The levels of intensity in increasing order are Pale, “PaleDark” , Dark, Clash, and Rage. PaleDark refers to any combination of Pale and Dark limbs of the same color. Clash refers to a specific combination of Rage panels. For example, Clash Yellow consists of any combination of Rage Yellow and Rage Red.

Less essential than mutations are limbs. Limbs are lost when torn off in combat, resulting in a mutation of whatever has torn off the appendage. A Cubivore with missing limbs can regain them by eating limbs from other Cubivores. Every generation of a Cubivore will have one more limb than its parent generation. Each limb can hold one color, one Raw Meat, and allows the Cubivore to attack stronger enemies. For example, a Cubivore with one limb can attack one with up to two limbs, while a Cubivore with two limbs can attack one with up to three limbs.

Much of the game's strategy comes from deciding how to mutate. Because much of the game's emphasis is on attaining as many mutations as possible, the player will want to try to discover how to obtain certain colors in certain levels, rather than simply eating everything. The player also has to worry about tearing the right limbs off enemies and not eating too many. The Cubivore is given an option to “take a Doo” and expunge unwanted color panels from his system if necessary or to use the “Diet Plan” technique to only eat one color panel off an enemy. There 30 possible mutations of each color type, for a total of 150. Once a player has attained all 150 mutations, they are taken to Shangri-la, a place of eternal rest for Cubivores.

Mating

Another large focus of *Cubivore* is on its mating system. At certain points in the game, a Cubivore will face a boss it simply cannot beat, since it does not have enough limbs to attack it successfully. Thus, a Cubivore sees fit to enter a “Love Tunnel” , whereupon it can mate with females and inhabit a new generation of Cubivore, now with an additional limb. As your Cubivore attains more mutations, he will find more females willing to mate with him, thus giving the option for more variety of offspring. Once the two have mated, the player is given the option of selecting from the pool of possible offspring (although many females may be willing to mate with the Cubivore, the number that give birth is random, unless the Cubivore has collected over 100 hearts for that cycle, at which point all females will give birth). Any offspring selected will be stored into the “EZ Mutate” catalog, allowing a player to switch to that mutation via the D-pad anytime when they have that amount of limbs. Any offspring chosen that is not already in the catalog of overall mutations, separate from the “EZ Mutate” catalog, will be added.

6.2.3 Development

Reports indicate the game was first announced July 2000, in an issue of Famitsu detailing a list of games to appear at Nintendo's 2000 Space World conference. It was said to be designed by the creator of *Jungle Park* and the designer of *PaRappa the Rapper*. The game's nature was initially unclear, but due to its name, “Dobutsu Banchou,” (translated roughly as “Animal Thugs” or “Animal Leader”) it was thought to be a combat game. Spaceworld revealed little news about the game, though the purpose of the game was revealed to be something about “fighting your way to the top of the food chain.” Although the game was in its earliest stages designed for the Nintendo 64DD, the game was shifted over to cartridge format, possibly because the DD proved unnecessary and its lack of userbase might have hurt the game's chances of success.

A Cubivore appeared as a collectible trophy named 'Alpha' in 2001's *Super Smash Bros. Melee*, with factoids in the description and the game of origin listed as 'future release'.*[1]

In 2002, IGN released an article stating that Animal Leader's development had shifted to the GameCube console.* [2] Along with Animal Leader were a few other titles announced, such as *Dinosaur Planet*, *Eternal Darkness: Sanity's Requiem*, and *Animal Forest*. Although not announced, there is speculation that it was also around this time that *Doshin the Giant*, a God-simulation game released for the ill-fated N64DD, was being ported to the GameCube.

Animal Leader was finally released in Japan for the GameCube on February 21, 2002. The response from critics was mixed, and due to less than favorable sales, Nintendo later announced that it had no intentions to localize Animal Leader in other countries.

The game remained Japan-only until Atlus, developers of the *Shin Megami Tensei* series, announced in August 2002 that they would be picking up the game for localization.*[3] Atlus dubbed the new title “Cubivore” , after the game's cube-shaped creatures.

6.2.4 Reception

Cubivore received mixed reviews in both Japan and America, attaining aggregate rating of 71 on *Metacritic* and *GameRankings*.^[4]^[5] Critics seemed to enjoy the game's creativity and unusual premise, as the game was a substantial departure from anything else on the market. The most common complaints were regarding repetitive gameplay and a frustrating camera setup.^[8]^[10] Reviewers had mixed reactions to the simple graphics. While the visuals were often compared to those of a *Nintendo 64* title, some found this to be an endearing element of the game's overall style.^[9]^[11] Critics also found the game's sound effects and classical piano-based soundtrack to be somewhat charming, but noted that the music tended to become repetitive at times.^[7]^[9]^[12]

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6.2.6 External links

- *Cubivore: Survival of the Fittest* at MobyGames

6.3 Custom Robo (Nintendo GameCube)

Custom Robo, known in Japan as *Custom Robo Battle Revolution* (カスタムロボバトルレボリューション *Kasutamu Robo Batoru Reboiryūshon*), is an action role-playing video game developed by Noise and published by Nintendo for the *Nintendo GameCube*. It is the fourth title of the *Custom Robo* series, and the first title of the series released outside Japan, which was released in North America.

6.3.1 Gameplay

Story

In this title of the *Custom Robo* series, each player is called a “commander”, who pilots and customizes a miniature “robo” to battle each other in a virtual arena called a *Holosseum*; the average robo is 32 centimeters tall. The first half of the story takes place in “A New Journey” mode. After the story mode is completed, the player may choose to go through the story again or enter a series of tournaments called “The Grand Battle” .

The main objective of the entire game is to engage in battle with other robos, and finish its plot by collecting every custom robo, battle part, and item that the player wants, while winning every battle that moves you from one part of the storyline to the next. In *Custom Robo* battles, the objective is to reduce your opponent's hit points from 1000 to 0 by using different custom robos and their dash attacks, guns, bombs, and pods.

Battling

Robos fight on a Holosseum, a battle arena designed for custom robos. Some commanders can make their own Holosseums, or they can use a pre-created Holosseum taken from a Holosseum deck or in the robo itself. Holosseums come in a variety of sizes and layouts, and some feature environmental hazards such as ice or lava.

Before battling begins, players customize their robos from 5 types of parts: the chassis (the robo itself), the gun (right hand), the bomb (left hand), the pod (backpack), and the legs (attachments to your legs and feet). The chassis are arranged in groups that designate the model, which affects its traits. In addition, there are 3 types of the same model.

Battles begin with your robo being launched out of a Robocannon, which is controlled with the Control Stick. Robos are shot from the Cannon in the form of cubes; there are six sides numbered 1 to 6, which designate how long your robo has before transforming. You can speed up the process up by pressing any button repeatedly. The first robo to transform gets to attack first; an attack brings you to transform immediately. There are two views in battle: Normal view is the view that allows the player to see both the Custom Robos in an isometric view. First-person view allows you to see from your robo's point of view. You can change views during a battle by pressing up on the C-stick after "A New Journey" is completed. The endurance bar is located above your hit points. Once it runs out, your robo gets "downed", which means that it stays fallen for a couple seconds. After it gets up, it goes into "rebirth", where it briefly turns invincible for about 3 seconds. If the player repeatedly loses the same battle, the game offers the option of reducing the opponent's initial health. This goes up to the opponent losing 250 HP.

6.3.2 Plot

The story opens with a flashback from the hero's earlier life.

The main character "hero", is a child whose father has disappeared. Before his mysterious departure, Hero's father gave him a watch, telling him to keep it safe. At this point, the game leaps to the present and Hero suddenly receives a letter stating that his father has just died. In honor of his father's wishes for him to become a Robo Commander, Hero sets out to do so - despite knowing nothing about robos. He eventually manages to join up with a group of bounty hunters known as the "Steel Hearts", where he meets Ernest, Harry, and Marcia. A fellow member of the Steel Hearts, Harry, teaches Hero how to command robos and helps him receive his license, which allows Hero to battle with robos legally. After a few minor errands, Hero and company discover the self-guided Robo known as 'Rahu'. Later, after passing a test and obtaining a Class "S" license, Rahu's past is revealed and Hero finds out that Rahu is an invisible organic being who had accidentally been fused with a toy robot.

Before the time of the domed city, the world was attacked by a powerful entity - now known as Rahu. Eventually, Rahu came to possess a child's toy. This toy was very similar to a Robo. By popularizing Robo battling, the government gave the people a way to fight the entity. Rahu was soon damaged enough to be driven into dormancy for a long period of time, but has now awoken. Hero and the rest of the police force leave the safety of the dome to defeat Rahu again, along with the organization known as the Z-Syndicate, who are trying to control the entity for their own ends. After defeating the syndicate, Hero meets an old friend of his father's, and the brother of Marcia of the Steel Hearts, - a spy named Sergei. He originally joined the Z Syndicate to stop Rahu, but was forced to work with Oboro, who wanted to control Rahu for his own means. Eliza and Isabella, two other members of the Z Syndicate, also wanted to control Rahu. Sergei showed Hero an old recording of his father's last message to him. In the recording, Hero's father explains that he left to form the Z-Syndicate in an attempt to inform the people of Rahu's impending attack. The other members soon lost sight of his vision and betrayed him in an attempt to the seize control of the Syndicate and Rahu. Hero eventually defeats Rahu, ensuring the world's safety - for a while.

6.3.3 Characters

- **Hero (Main Character):** The main character is a young man whose only family was his father. His father left him when he was very young, and his mother died shortly before that. His father left him with a watch. He lives in a Triplex with a couple, their children, and his landlady. The given name for the Hero is given by the player of the game at its beginning.
- **Hero's dad:** The main character's dad was once the leader of Z Syndicate. When he died, Z was split in between Oboro and the Eliza/Isabella duo (the latter of whom are twins). He commanded Ray Legend (illegal), a Shining Fighter model.

- **Lucy:** The hero's landlady who wakes him up every morning. She knows nothing about Custom Robos although later in the game, she ends up acquiring a Robo of her own, a Tank Head (Funky Big Head) in “The Grand Battle” .
- **Harry:** A member of the Steel Hearts who first wanted to have the hero join so that he can boss him around. He tries to be a real ladies man, and it seems to work sometimes, but he often fails. It turns out after the hero joins, Harry is still the one being pushed around. He will give out some good tips and advice before most battles. Harry commands Glory (Shining Fighter).
- **Marcia:** A member of the Steel Hearts who is the pride of the team for some part of the game. When she was orphaned, she lived with her brother—an ex member of the police squad—until he left suddenly. She has the ability to “Half-Dive,” (which means to see through a Robo's eyes and even read the last thoughts of the Robo's Commander,) when she does, it can strain her mentally, so she cannot half dive for too long. Marcia commands Milky Way (Aerial Beauty). It is hinted that the hero may have a crush on her.
- **Ernest:** The leader, manager, boss, and CEO of the Steel Hearts. He does not do much but call members of the Steel Hearts and give them their assignments, but usually just ends up yelling at them. In “The Grand Battle” he's in a few parts but serves no major purpose apart from organizing the Steel Hearts Cup. He has a keen eye for poetry. Ernest commands Metal Bear (Metal Grappler).
- **Linda:** The Lab director. She is the person that gives the hero Ray 01. Both Ernest and Harry have a crush on her. Linda commands Seeker (Lightning Sky).
- **Evil:** The “Arch-Nemesis” . He runs another bounty hunter group named Dark Blue. He also has a huge ego. Evil thinks of himself as a king and that he is caring and the smartest one of them all. He often says he threw a fight on purpose when he loses, but he lets his pride interfere with everything, yet that does not prevent him from keeping his loyal (and slightly dim witted) minions by his side. Evil commands Juggler (Trick Flyer).
- **The police squad:** Group of people who only actually worked in one part of the game. To join you need to take and pass a Class-A test. Marcia wants to join the Police Squad in hopes of finding her long lost brother. Harry's older sister is a high-ranking member who constantly tries to get him to join. The only similarity in their battles is that almost all of them use the High Rise Cell as their course.
- **Mira:** Harry's older sister. The captain of the police squad, who is constantly trying to get Harry to join. She has a class 'S' license. Mira commands Sol (Aerial Beauty).
- **Roy:** The lieutenant of the police squad and Mira's partner and right-hand man, he is very devoted to the police force and dislikes Harry more than the Steel Hearts, (and all mercenaries). He has a class 'S' license. Roy commands Halberd (Strike Vanisher).
- **Sergei:** Former member of the Police Squad, and Marcia's older brother. He was departed to the outside world, joining Z before it was controlled by Oboro and Eliza. He wishes to fulfill the true director of Z's ultimate vision. Sergei commands Ruhiel (an illegal Lightning Sky).
- **Shiner:** A commander of the Z Syndicate (first one met.) He follows Oboro. Interestingly, he is the only commander who doesn't use an illegal body, but he sometimes uses an illegal gun. Shiner commands Breaker (Lightning Sky).
- **Eliza and Isabella:** Twin sisters, and leaders of the Z-Syndicate. They use the twin factor to confuse the protagonists sometime in the story. They are two of the main antagonists. They both command Athenas (an illegal Aerial Beauty).
- **Oboro:** A leader of the Z-Syndicate. One of the main antagonists. He commands Rakansen (an illegal Strike Vanisher).
- **Rahu:** A living creature that destroyed the outside world and dived into a custom robo for reasons unknown. It is the main enemy in the game. It is constantly evolving into multiple forms and is the only “custom robo” that can exist outside a Holoosseum in full form. Rahu's name comes from Hindu mythology, a snake that eats the sun and moon causing eclipses.

6.3.4 Reception

The game received “mixed” reviews according to video game review aggregator Metacritic.* [1] In Japan, *Famitsu* gave it a score of two sevens and two eights for a total of 30 out of 40.*[4]*[13]

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6.3.6 External links

- Official website
- *Custom Robo* at MobyGames

Chapter 7

D

7.1 Dance Dance Revolution Mario Mix

Dance Dance Revolution Mario Mix, known as *Dance Dance Revolution with Mario* (ダンスダンスレボリ ユーションウイズマリオ *Dansu Dansu Reboryūshon Uizu Mario*) in Japan and *Dancing Stage Mario Mix* in Europe, is a 2005 music video game developed by Konami and published by Nintendo for the GameCube. It is the first *Dance Dance Revolution* game to be released on a Nintendo video game console outside Japan.

Dance Dance Revolution Mario Mix predominantly features characters, music, and locations from the *Mario* franchise. The game was bundled with the [dance pad](#) controller.

7.1.1 Gameplay

Main article: [Dance Dance Revolution Gameplay](#)

Being run on a modified engine of *Mario Party 6*, the gameplay of *Dance Dance Revolution Mario Mix* follows the formula established in all *Dance Dance Revolution* games.

7.1.2 Plot

The game opens with [Waluigi](#) stealing the four Music Keys, who can grant wishes, from Truffle Towers. However, when he tries to open the door to the room containing the Music Keys, three of them scatter across the [Mushroom Kingdom](#), and the fourth one is kept by Waluigi. From a distance, [Toad](#) watches these events unfold and rushes to tell Mario or Luigi, depending on which character the player chose, who then rushes off to retrieve the missing Music Keys.

The keys are recovered by completing tasks for other characters who have found the scattered keys and then defeating them in a dance challenge. These characters are, in order, [Waluigi](#), [Pirate Lakitu](#), [Blooper](#), [Hammer Bros.](#), [Wario](#) and [Freezie](#).

Toad and the player's character then return the Music Keys to Truffle Towers. Soon after, [Bowser](#) steals the keys, but is followed by Toad and the player's chosen character. They enter Bowser's Castle to recapture the Music Keys, and are promptly challenged by Bowser. After defeating him in a dance-off, Bowser tells Toad and the player's character that he planned to use the Music Keys to fix his tone deafness. This prompts the player's character to use the Music Keys to turn the area around Bowser's Castle into a green field and induces a feeling to dance in everyone, with Toad realizing that this was how the Music Keys were supposed to be used as the game's ending sequence plays.

7.1.3 Music

The music featured in the game was featured with the level number, song name, and origin so players new to this game, or those unfamiliar with the songs can refer to the music that the song came from.

This following table is in the order by which the song is placed in Free Play.

*This only appears in the regular Story Mode. In Story Mode EX, it is replaced by the song immediately below.

7.1.4 Reception

Dance Dance Revolution Mario Mix received mixed reviews, gaining aggregate critical scores of 71.70% and 69% on GameRankings and Metacritic.

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7.1.6 External links

7.2 Darkened Skye

Darkened Skye is a third-person action-adventure video game developed by Boston Animation. It was released for Microsoft Windows and the Nintendo GameCube in North America in 2002 and the PAL regions in 2003. The game was also packaged with *Outlaw Golf*. Its title character is a young woman named Skye who lives in a fantasy realm searching for her mother. She does not use firearms, but can perform magic using Skittles candies, as well as use her staff as a melee weapon, though it also becomes an energy weapon when used in conjunction with the Skittles.

7.2.1 Gameplay

The game begins on a path in the forest of Lynlora near a village and moves to many settings, such as the gloomy Ogmire Archipelago and the drowned city and dungeon of the same name; Tikniki Swamp, which has a maze and a scene of riding shotgun on a giant turtle which you cannot steer; a fleet of balloons called the Sky Pirates' Camp; the Chinese-style land of Zen'Jai with lava rivers, three dragon lairs, of various elemental affinities, and the Warlord's Palace, which is like a maze; Stone Heath, with three combination-lock puzzles located in ancient stone circles; a multi-story dungeon called the Goblins' Lair; the Bone Lands, which surround a lava lake; a vampires' necropolis called the Gargoyle Cemetery, which leads to a Cathedral taken over by the enemy and a giant collapsed staircase in the Bell Tower; and a skyfull of floating stones leading to Necroth's Realm and his Lair. There is a short puzzle in a miniature village along a stream, called Twell Country.



gameplay of Darkened Sky.

Skye's overwhelming debility is drowning, so the game involves much jumping over water hazards, especially prevalent in Ogmire. There are also many puzzles of avoiding falling from great heights. It has an arcade sequence of riding a fantasy beast through underground chambers without falling into lava pits or crashing into rock formations.

So that it can be played by children, the game maintains a sense of humor about itself and its design. For example, defeated creatures melt away and it contains no morbid plot elements whatsoever. The vampires merely whisper meaningless taunts and never act like merciless monsters.

One of the aids that the game provides the player is that past dialogue is accessible. Also, it contains a notebook which keeps track of what the player is searching for at any given point in the plot.

Licensing

The magic system is based on the use of Skittles candy. Skye performs different magic spells by using various combinations of colored Skittles. She can perform non-combat spells like seeing invisible items, firewalking, floating, temporarily nullifying petrification spells, shrinking, reviving dead creatures, creating a protective field, increasing the firepower of the attacks spells, and turning ordinary people into mages (though she will only get to perform that spell on her mother). Attack spells range from light beams, fireballs, iceballs, lightning, confusion, and a spell that specifically destroys undead creatures (the only means to permanently kill a vampire). Skittles have limited, though slowly regenerating, quantities of Mana. When their mana is depleted, no spells can be performed with them and they have a dulled color. They regenerate mana over time, but mana can be replenished quickly by picking up blue power-ups. Available spells depend on the quantity of Skittles Skye collects throughout the game.

7.2.2 Plot

Setting

The game takes place in The Five Worlds: Lynlora, Ogmire, Zen'Jai, Stoneheath, and The Gorgoyle Realms.* [1]

Characters

The protagonist of *Darkened Skye* is Skye.

Story

7.2.3 Development



The game is based on the Skittles brand.

Publisher Simon & Schuster Interactive wanted to develop games based on M&M's given how recognized the candy characters were. While negotiating with Mars, Inc., Simon & Schuster also talked about using Skittles, which would be a back-up plan in case M&M's ended up unavailable. Eventually Mars gave the license to both brands, with the Skittles one being inspired by the assumption that a computer game based on Skittles could make the brand more popular as the confectionary's consumption declined with people older than 20.* [2] After the M&M's video games sold well, producer Elizabeth Braswell was asked to develop the Skittles game. While she first refused the job, Braswell eventually decided to work on it by focusing on gameplay and humor. A 300-page script, by lead writer and designer Andy Wolfendon, was written and submitted to Mars, which only asked to change a joke, utterances of "damn" and "remove all the snakes from the game." When Braswell asked for clarification, they said that there could be snake-like creatures, but no actual snakes.* [3]

Executive Producer Dale DeSharone stated the game's concepts were inspired by the Skittles television commercials of the "Taste the Rainbow" campaign. DeSharone led a team of over 50 people in Kiev across two years, working

on *Darkened Skye* simultaneously with *M&M's: The Lost Formulas*. By the time *Darkened Skye* was finished, Simon & Schuster considered removing the Skittles association, but the developers already incorporated the candy into the gameplay and in-game text, so it ended up with only no references to Skittles on the box cover.*[2]

The PC version was shipped in January 2002,*[4] while the GameCube version was released in November the same year.*[5]

7.2.4 Reception

Darkened Skye received mixed reviews from critics. Aggregating review websites GameRankings and Metacritic gave the GameCube version 62.63% and 61/100*[18]*[20] and the PC version 62.40% and 65/100.*[19]*[21]

The gameplay was compared to games like *Tomb Raider* and *The Legend of Zelda series*.*[8]*[22] *Game Informer's* Matthew Kato stated that he liked the magic system while calling the combat “painfully average”.*[7]

The reaction to the games product placement was mixed. Game Revolution's Johnny Lui said its use was clever and more creative than other games use of advertisement.*[8] Writing for Computer Gaming World, Erik Wolpaw called the game great in terms of being a Skittles game.*[6] CNNMoney, however, called the use of Skittles in the game “the most blatant product placement since Chap Stick in those commercials for *The Mothman Prophecies*.”*[23]

GameTrailers placed *Darkened Skye* as number two in their “Top 10 Shameless Licensed Games”, behind Chase the Chuck Wagon for the Atari 2600.*[24] GamesRadar had the game in their “Worst Mash-Ups” list,*[25] while the appearance of Skittles was part of their list of worst product cameos in gaming.*[26]

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- [26] Barratt, Charlie (2012-12-07). “The Top 7... worst product cameos” . *GamesRadar*. Future plc. p. 6. Retrieved 2014-08-20.

7.2.6 External links

- Official website at the Wayback Machine (archived August 6, 2002)
- *Darkened Skye* at Boston Animation
- *Darkened Skye* at MobyGames

7.3 Disney Sports Basketball

Disney Sports Basketball is a 2002 sports video game released by Konami.

7.3.1 Teams

- The Superstars (Mickey Mouse)
- The Charmers (Minnie Mouse)
- The Seaducks (Donald Duck)
- The Belles (Daisy Duck)
- The Spacenuts (Goofy)
- The TinyRockets (Huey, Dewey, and Louie & José Carioca)
- The Shifters (Max Goof)
- The Steamrollers (Pete)
- The Imperials (Mortimer Mouse)
- Mickey's All-Stars (Mickey, Minnie and Huey)
- Donald's All-Stars (Donald, Daisy and Dewey)
- Goofy's All-Stars (Goofy, Max and Louie)
- Pete's All-Stars (Pete, Mortimer and Big Bad Wolf)

7.3.2 Reception

The Nintendo GameCube version of the game received very negative reviews such as GameSpot giving the game a 2.6 out of 10.0 and saying, “Disney Sports Basketball has no redeeming qualities, and it should be avoided by basketball fans and Disney fans alike.”

7.3.3 References

- [1] “Game Boy Advance review” . GameSpot.
- [2] “GameCube review” . GameSpot.
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- [4] “Game Boy Advance review” . IGN.
- [5] “GameCube review” . IGN.
- [6] “Aggregate score for Game Boy Advance” . Game Rankings.
- [7] “Aggregate score for GameCube” . Game Rankings.
- [8] “Aggregate score for Game Boy Advance” . Metacritic.
- [9] “Aggregate score for GameCube” . Metacritic.

7.4 Disney Sports Football

Disney Sports Football is a Nintendo GameCube video game released in 2002 by Konami.

7.4.1 Gameplay

The game features Disney characters including Mickey Mouse, Minnie Mouse, Donald Duck and Goofy playing major league American football. Players pick a team to play in Challenge, Cup, Exhibition, and Practice modes against a number of opposing teams, and have a choice of magic items to help their team. ^[1]

7.4.2 Teams

- The Superstars (Mickey Mouse)
- The Charmers (Minnie Mouse)
- The Seaducks (Donald Duck)
- The Belles (Daisy Duck)
- The Spacenuts (Goofy)
- The Lords (Max Goof)
- The TinyRockets (Huey, Dewey, and Louie, Scrooge McDuck and José Carioca)
- The Steamrollers (Pete)
- The Imperials (Mortimer Mouse)
- The Wolfgangs (Big Bad Wolf)
- The Headhunters (Alligators from Fantasia, but led by one named Boss instead of Ben Ali Gator)
- Mickey's All-Stars (Mickey, Minnie, Donald, Daisy, Goofy and Max)
- Pete's All-Stars (Pete, Mortimer, Big Bad Wolf and Boss)

7.4.3 Reception

Review aggregator site *Metacritic* gave *Disney Sports Football* a rating of 59 out of 100 from 8 reviews, classed as mixed or average reviews.* [1] *Disney Sports Football* was reviewed by *GameSpot* and received a rating of 5.2 out of 10.* [2] *IGN*'s review gave a rating of 5.1 out of 10.* [3]

7.4.4 Voice cast

- Wayne Allwine as Mickey Mouse
- Tony Anelsmo as Donald Duck
- Russi Taylor as Minnie Mouse, Huey, Dewey and Louie
- Bill Farmer as Goofy, Sports Annoucer
- Tress MacNeille as Daisy Duck
- Jason Mardsen as Max Goof
- Arthur Burghadt as Pete

7.4.5 References

[1] “Disney Sports Football” . *Metacritic*. Retrieved 2016-10-25.

[2] “Disney Sports Football Review” . *GameSpot*. Retrieved 2016-10-25.

[3] Rodriguez, Tyrone (2003-02-10). “Disney Sports Football” . *IGN*. Retrieved 2016-10-25.

7.5 Disney Sports Skateboarding

Disney Sports Skateboarding, also known as *Disney All Star Sports: Skateboarding* in Europe, is a 2002 sports video game released by Konami. The playable characters include Mickey Mouse, Minnie Mouse, Donald Duck, Goofy, Max Goof and Pete.

7.5.1 Reception

The GameCube version received very negative reviews; *GameSpot* gave it 2.2 out of 10.0 and said it was worse than *Disney Sports Basketball*. They went on to say: “Disney Sports Skateboarding serves no purpose in this world, save to exemplify and showcase everything that can feasibly go wrong with a skateboarding game.” * [2] *GameSpot* gave the Game Boy Advance version a 3.2 out of 10.0 and even said: “Even if you take into account that Disney Sports Skateboarding is intended for a younger audience, that excuse doesn't explain away all of the game's problems and shortcomings.” * [1] But there were a couple of average reviews for the Game Boy Advance.* [5] * [7]

7.5.2 Voice cast

- Wayne Allwine: Mickey Mouse
- Tony Anselmo: Donald Duck
- Bill Farmer: Goofy
- Russi Taylor: Minnie Mouse
- Jason Marsden: Max Goof
- Arthur Burghardt: Pete

7.5.3 References

- [1] “Game Boy Advance review” . GameSpot.
- [2] “GameCube review” . GameSpot.
- [3] “Game Boy Advance review” . IGN.
- [4] “GameCube review” . IGN.
- [5] “Aggregate score for Game Boy Advance” . Game Rankings.
- [6] “Aggregate score for GameCube” . Game Rankings.
- [7] “Aggregate score for Game Boy Advance” . Metacritic.
- [8] “Aggregate score for GameCube” . Metacritic.

7.5.4 External links

- *Disney Sports Skateboarding* at MobyGames

7.6 Disney Sports Soccer

Disney Sports Soccer, known as **Disney Sports Football** in Europe, is a 2002 sports video game released by Konami.

7.6.1 Teams

- The Superstars (captain: Mickey Mouse, teammates: cats, jersey: blue)
- The Charmers (captain: Minnie Mouse, teammates: bunnies, jersey: red)
- The Seaducks (captain: Donald Duck, teammates: roosters, jersey: vertical teal and navy stripes)
- The Belles (captain: Daisy Duck, teammates: hens, jersey: lilac with purple trim)
- The Spacenuts (captain: Goofy, teammates: Dalmatian dogs, jersey: green)
- The Steamrollers (captain: Pete, teammates: pigs, jersey: orange)
- The Imperials (captain: Mortimer Mouse, teammates: jackals, jersey: purple with gold trim)
- The Wolfgangs (captain: Big Bad Wolf, teammates: wolves, jersey: burgundy with black trim)
- The TinyRockets (Huey, Dewey, and Louie & José Carioca)
- Mickey's All-Stars (Mickey, Minnie, Donald, Daisy and Goofy)
- Pete's All-Stars (Pete, Mortimer and Big Bad Wolf)

7.6.2 Voice cast

- Wayne Allwine: Mickey Mouse
- Tony Anselmo: Donald Duck
- Bill Farmer: Goofy
- Russi Taylor: Minnie, Huey, Dewey, and Louie
- Tress Macneille: Daisy Duck
- Jim Meskimen: Mortimer Mouse
- Arthur Burghardt: Pete
- Bob Bergen : Disney Sports Announcer

7.7 Disney's Hide and Sneak

Disney's Hide and Sneak, known as **Mickey and Minnie Trick and Chase** (ミッキー & ミニトリック & チェイス *Mikkī & Mini Torikku & Cheisu*) in Japan, is an action-adventure video game released in 2003 by Capcom. This is last game to featuring Mickey Mouse as protagonist until 2010 video game *Epic Mickey*.

7.7.1 Reception

This game received very poor reviews. IGN gave it a 4.8, calling it “just as bad and boring as *Magical Mirror*”.

7.7.2 See also

- List of Disney video games by genre

7.7.3 References

- [1] “Aggregate score at Game Rankings” .
- [2] “Aggregate score at Metacritic” .
- [3] “Review at IGN” .

7.8 Disney's Magical Mirror Starring Mickey Mouse

Disney's Magical Mirror Starring Mickey Mouse (known in Japan as: *Mickey Mouse no Fushigi na Kagami* ミッキーマウスの不思議な鏡) is a 2002 Disney adventure video game developed by Capcom, published by Nintendo and distributed by Disney Interactive for the GameCube.

7.8.1 Gameplay

The game uses a simple point-and-click mechanic which involves using a cursor to guide Mickey Mouse to various locations. Mickey will react to what the player does and what he encounters in the game by expressing curiosity, getting mad, falling down, running away, standing his ground, or other actions. At certain points, the player is able to have Mickey perform a special move that generally involves having him stomp on an onscreen enemy.

Mini-games, such as having Mickey fly an airplane or ski down a mountain, are available throughout the game. Special souvenirs may be uncovered as well, which are displayed in Mickey's room at the end of the game, such as Pluto's collar or Minnie's bow.

7.8.2 Story

One night when Mickey is fast asleep, he falls into a dream where a mischievous ghost traps a dream vision of himself inside a magic mirror. Stuck in an alternate universe that strangely resembles his own house, Mickey yearns to get back through the mirror to his own house and his own bed in order to wake up from this dreamlike state, however the ghost destroys the mirror and the pieces shrink and fly off to different areas around the house which turns the magic mirror into a normal mirror. The player must direct Mickey to outwit and pull gags in order to get past enemies, obstacles, and the aforementioned ghost and recover the twelve broken mirror pieces he needs to go home again and search for twelve magic stars (needed to pull gags) and items needed to help him throughout his quest. Whenever he finds a piece, it will fly back to the mirror and put itself back in place. After repairing the mirror, he prepares to leave but the ghost stops him revealing that it only brought him here so he can have someone to play with. The player could either chose to stay or go. Choosing to stay will make the ghost run off, leaving Mickey stuck in the alternate world until he reenters the mirror room where the player can choose to stay or leave again. If the player chooses to leave, Mickey says goodbye to the ghost and begins to go home, but the ghost decides to go with him (however, if the player has only collected at least eight mirror pieces, the ghost won't be able to go with him at all). After Mickey

wakes up, he goes downstairs to get something to eat. A model of the ghost is shown hanging on the ceiling fan and the ghost's laughter is heard.

7.8.3 Development

At Nintendo's Space World 2001 show, where it was just beginning to show more Nintendo Gamecube titles, a Disney title was announced which showed some screenshots of this game, which was assumed to be a platformer like much the vein of *Disney's Magical Quest* on the Super NES. But when Nintendo finally announced the product at the 2002 Electronic Entertainment Expo, this was proved that it was a completely different game instead.

This game's plot was based on "Thru the Mirror", a 1936 Mickey Mouse cartoon. The opening sequence also plays out similar to the beginning of the cartoon, even perfectly replicating Mickey's "walk through the mirror" animation. One part later in the game, where Mickey grows to a tremendous size then shrinks to a minuscule size, was also replicated exactly as in the cartoon.

7.8.4 Voices

- Wayne Allwine - Mickey Mouse
- Dallas McKennon - The Ghost (archive footage)

Disney character voices

- Rita Kedinoglu
- Renee Johnson
- Susie Lum
- Bryan Monroe
- Susan Ryan

7.8.5 Reception

The game was generally given negative review scores. For the most part, the player is given no instructions and cut scenes are limited to watching Mickey get chased or falling through to the next area. The game was also criticized because the controls are unreasonably unresponsive as Mickey will just wander off on his own even if players tell him otherwise.

7.8.6 See also

- Disney's Hide and Sneak
- List of Disney video games by genre

7.8.7 References

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- [2] "Aggregate score at GameRankings" . GameRankings. Retrieved 2008-08-30.
- [3] "Aggregate score at Metacritic" . Metacritic. Retrieved 2008-08-30.
- [4] Ryan Davis (August 21, 2002). "Review at GameSpot" . GameSpot. Retrieved 2008-08-30.
- [5] Shane Satterfield (September 5, 2002). "Review at GameSpy" . GameSpy. Retrieved 2008-08-30.
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7.9 Donkey Kong Jungle Beat

Donkey Kong Jungle Beat (ドンキーコングジャングルビート *Donkī Kongu Janguru Bīto*) is a platforming video game developed and published by Nintendo for the GameCube. It was released in Japan in December 2004, in Europe in February 2005, and in North America and Australia in March 2005. * [2] In 2008 and 2009, the game was re-released in the *New Play Control!* series of revamped GameCube titles. * [7] *Donkey Kong Jungle Beat* features the ape Donkey Kong and is played with the DK Bongos.

The Wii version of *Donkey Kong Jungle Beat* is somewhat changed from the original GameCube version, including new levels, modifications of old levels, and traditional controls that have the player use the analog stick to move and the A button to jump, unlike the GameCube version which required the player to beat the bongos to do both. * [8] Takashi Nagasako, who previously did the voice of Ganondorf in *The Legend of Zelda series*, does the voice of Donkey Kong and has continued the role in the years that have followed.

7.9.1 Gameplay

Gameplay involves combat, jumping, and counterattacking. While the traditional GameCube controllers are compatible, *Donkey Kong Jungle Beat* uses a pair of bongo drums to control Donkey Kong's (DK) actions. Hitting the left drum causes DK to move left, while hitting the right drum causes him to move right. Hitting both drums at the same time causes DK to jump. Clapping one's hands or hitting the sides of the drums also causes DK to clap, which has various consequences depending on the situation.

This is a unique game in the nature of play; it is a platformer where the goal is not simply to get to the end of the level. The goal is to get as many points, or “beats”, as possible. Beats are obtained by grabbing bananas during gameplay, and lost by getting hurt or touching the ground. The player can obtain additional beats by performing combos while grabbing the bananas. For example, three combo moves will earn four beats for each banana collected. Combos can go as high as 30, meaning that 31 beats can be earned from a single banana. Time records can also be earned for stages and for racing sections of stages.

DK can perform moves such as backflips, the ground-pound, vine swinging, corner hopping, and wall jumping. He can also use other objects and animals in the game to add to the combo score. When performing “combo-moves”, a counter is started, rising with each successive combo move acquired before landing. The combo counter is lost when DK is hurt or falls, and all beats are lost. If DK's beat count reaches zero, he loses and will have to restart the level. In the Wii version of the game, hearts represent DK's health instead of the beats, and there are extra lives and checkpoints throughout the level.

Clapping or making any other noise that the microphone in the Bongos picks up makes DK clap his hands. The hand clap produces two rings, a small red one and a giant green one. Enemies in the small red ring are usually defeated, and those in the larger green ring are usually stunned. Stunned enemies can then be jumped on and defeated by hitting the bongos repeatedly. Any bananas in the small red ring are grabbed in a chain, each incremented in value relative to the last (e.g., if three combo moves are done when DK clap-grabs 5 bananas, the bananas are worth 4, 5, 6, 7 and 8).

The level system consists of several “kingdoms”. Each kingdom contains three platforming levels. The first two sometimes contain racing and puzzle elements, which the final “boss” stage contains a fight against a large enemy. The beats obtained in the previous two levels are used as health for the fight against the boss, and the aim is to beat the boss without taking too many hits, lowering your beat count. There are many different types of bosses, each requiring different tactics to beat. For example, fights with other gorillas are fought in a *Punch-Out!*-style bout, while battles against elephants require throwing back bombs that they fire. The gameplay relies on rhythm elements, such as clapping at the right time to get all of the bananas in an area, or incapacitate a boss.

Between each level, there is a short minigame where the player must tap the bongos as fast as they can to earn extra bananas. The exception to this are levels in which DK rides a wildebeest, in which case the minigame is to either fly the farthest from a jump, or stay on high ground long enough to collect many bananas without touching the ground.

At the end of the kingdom, the total sum of beats (after deducting any damage taken during the boss fight) is tallied up. Completing a kingdom earns a crest, while additional crests are earned by achieving certain amounts of beats. Crests are required to play new kingdoms, which is determined by the number shown. Clearing all the kingdoms in a section unlocks the next set of kingdoms. Players can revisit earlier levels to try to earn more beats, thus earning more crests.

7.9.2 Development and release

Shigeru Miyamoto told Takao Shimizu and Yoshiaki Koizumi that they should make a *Donkey Kong* game. Development began in July 2003. Soon, Miyamoto directed the two developers to a meeting featuring the Bongo controller, which at the time was only compatible with *Donkey Konga*. They were shown how the controller worked and took a pair of the bongos with them. Most of Koizumi's earlier work had focused on character and camera controls, so he started to think of ways the bongo peripheral could simplify the platform game's control scheme.*[9]

7.9.3 Reception

Donkey Kong Jungle Beat received “generally favorable” reviews across both its releases.*[27][28] Most reviewers considered it unique and fun to play but rather short given the retail price. It was praised for its wide appeal; possessing both a simplicity targeted at new gamers, and a complex, skill-oriented combo system to attract more hardcore gamers. IGN praised the GameCube version's graphics, saying, “DK's fur makes StarFox Adventures' models look primitive”.*[22] Criticisms include the game's short length, despite the replayability offered by the score system in levels.*[20] There were also complaints of repetitive boss fights, as the same four bosses are used several times throughout the game with limited features to distinguish them.*[20] One of the primary criticisms, however, was the lack of past characters and elements from Rare's DKC games. However, despite these criticisms it was rated the 95th best game made on a Nintendo System in *Nintendo Power's* Top 200 Games list.*[30]

Non video-game publications also praised the GameCube version. *The New York Times* gave it a favorable review and called it “wildly entertaining”.*[31] *The Sydney Morning Herald* gave it four stars out of five and called it “a charming romp through dazzling jungle environments via glistening ice chambers, volcanic caverns and aquatic wonderlands. But sadly, many players will complete *Jungle Beat* in just a few hours.”*[26] *Detroit Free Press* gave it three stars out of four and stated that “the bongos are, indeed, special. They mean the difference between a predictable game and one that marches to a different drummer.”*[25] Common Sense Media gave the Wii version four stars out of five and stated that “The bottom line is that it’s fun but brief. Even with its relatively low price tag, the new *Jungle Beat* might make a better rental than purchase.”*[32]

7.9.4 Impact and legacy

Many gameplay elements from *Donkey Kong Jungle Beat* were reused in *Super Mario Galaxy*, which was made by the same development team. The helper monkeys were originally going to appear in the game as enemies, but were later removed. These gameplay elements would also be used in its sequel.

In *Super Smash Bros. Brawl*, a stage based on *Donkey Kong Jungle Beat* appears in the form of Rumble Falls. It is a stage that scrolls upward, similar to *Melee's* *Icicle Mountain* stage. One of the music pieces that can be played on the stage is the BGM of the level “Battle for Storm Hill.” Additionally, Donkey Kong's “Final Smash” move involves him repetitively hitting bongo drums and clapping for a brief time, similar to how *Jungle Beat* is played, and grows in range and damage if the player pressed buttons in sync with the beat. Several stickers and trophies based on the game can be collected.

Donkey Kong Jungle Beat was reformatted for the New Play Control! program, a brand of Nintendo GameCube video game remakes for the Wii. It was released on December 11, 2008, in Japan*[8] and later in North America and Europe on May 4, 2009, and June 5, 2009, respectively. It uses a combination of the Wii Remote and the Nunchuk instead of the DK Bongos (the DK Bongos are not compatible with the Wii version), using both traditional controls and motion controls. As well different modes in the remake, there are a few changes to the gameplay. Health is no longer determined by the amount of beats, but instead uses a more traditional heart and life system. Clap attacks are also directional as opposed to all around.

7.9.5 References

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- [3] “Updated Australian Release List - 14/02/03” . PALGN. 2005-02-14. Retrieved 2009-08-10.

- [4] “New Controls Have Donkey Kong Moving to a New Beat” . Nintendo of America. 4 May 2009. Retrieved 14 December 2009.
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- [6] Salter, Ben (30 April 2009). “Nintendo AU Date Two New Play Control Titles” . *MyWii.com.au*. MyMedia. Retrieved 14 December 2009.
- [7] “Wii release” . Go Nintendo.
- [8] “New Elements for Play It on Wii Selection Titles” . 2008-11-30. Retrieved 2008-11-30.
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- [10] Holmes, Jonathan; Davis, Ashley (May 13, 2009). “Review: New Play Control! Donkey Kong Jungle Beat” . Destructoid. Retrieved March 31, 2014.
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- [12] EGM Staff (April 2005). “Donkey Kong Jungle Beat (GC)”. *Electronic Gaming Monthly* (190): 134.
- [13] Bramwell, Tom (February 15, 2005). “Donkey Kong Jungle Beat Review (GC)”. Eurogamer. Retrieved March 30, 2014.
- [14] Pearson, Dan (June 11, 2009). “New Play Control! Donkey Kong Jungle Beat (Wii)”. Eurogamer. Retrieved March 30, 2014.
- [15] Juba, Joe (April 2005). “Donkey Kong Jungle Beat (GC)”. *Game Informer* (144): 130. Archived from the original on January 14, 2008. Retrieved March 31, 2014.
- [16] Major Mike (April 2005). “Donkey Kong Jungle Beat Review for GameCube on GamePro.com” . *GamePro*: 82. Archived from the original on April 6, 2005. Retrieved March 31, 2014.
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7.9.6 External links

- Official Nintendo Wii Minisite
- *Donkey Kong Jungle Beat* at MobyGames

7.10 Donkey Konga

Donkey Konga (ドンキーコング *Donkī Konga*) is a GameCube rhythm video game starring the ape Donkey Kong, developed by Namco and published by Nintendo. Instead of the standard GameCube controllers, the game is intended to be played with a special controller called the DK Bongos that resemble two small bongo drums.

Donkey Konga was developed by the same team of people who made the *Taiko: Drum Master* series for the PlayStation 2. The tracks include hits such as "Louie Louie", "We Will Rock You", "Shining Star", "Rock Lobster" and "Losing My Religion". There are tracks from the *Mario* series, the *The Legend of Zelda* series and other Nintendo related music. All regional variants of the game have differing track listings, and in the North American version of both games, almost all of the licensed non-Nintendo/traditional songs are shortened covers.

The Japanese, PAL, and US versions have different track lists. The different versions have around 30 tracks resp. around 55 in *Donkey Konga 3*.

7.10.1 Story

Donkey Kong and Diddy Kong are hanging out at the beach one day when they come across some mysterious objects that resemble barrels. Fearing they had something to do with King K. Rool, they take them to Cranky Kong. Cranky explains that they are bongos, so Donkey tries playing them. Diddy tries to do so as well. Then, when Donkey claps, the bongos start glowing. Cranky explains that the bongos have some kind of power inside them. Donkey and Diddy continue to play the bongos, but they both play terribly. Cranky advises them to practice. At first they are against this, but then they realize if they can become successful in playing the bongos, they could afford as many bananas as they wish, so they start practicing.

7.10.2 List of Songs

Main article: List of songs in the Donkey Konga game series

7.10.3 Sequels

Donkey Konga 2: Hit Song Parade!

Donkey Konga 2 (ドンキーコング 2 *Donkī Konga Tsū*)—Marketed in Japan as “Donkey Konga 2: Hit Song Parade!” is the 2004 sequel to *Donkey Konga* for the Nintendo GameCube, a video game where the player must pound on a special, barrel-like controller called the DK Bongos along with a selected song.

The main selling point of *Donkey Konga 2* is over 30 new tracks to play with Bongos. Other features include slightly improved graphics, the inclusion of some classic Donkey Kong characters and a variety of new minigames.

This is the only *Donkey Kong* game to be rated T for teen, as it contained Lyrics not suitable for younger players.

Donkey Konga 3: Tabehoudai! Haru Mogitate 50 Kyoku

Donkey Konga 3 (ドンキーコング 3 食べ放題！春もぎたて50曲♪ *Donkī Konga Surī: Tabehoudai! Haru Mogitate 50 Kyoku*, Donkey Konga 3: All You Can Eat! Spring 50 Music Works Mix) is a music video game in the *Donkey Kong series* developed by Namco and published by Nintendo. Before the second installment was released in North America, Nintendo and Namco had already started plans for the third game in the series, which, unlike the first two *Donkey Konga* games, was eventually released only in Japan in early 2005.

Donkey Konga 3 features a total of 57 tracks (none repeated from the previous games), over 20 tracks more than the first two games. 35 of these tunes are the usual classical, pop, and game selections, but an extra 21 tunes from Famicom games are included. It also features all new minigames.

7.10.4 Aftermath

Namco would continue to produce *Taiko no Tatsujin* games for the Nintendo Wii. A few songs were used in this series that were also used in *Donkey Konga* as well. The *Taiko no Tatsujin* games were only released in Japan with the exception of the North America release of *Taiko: Drum Master* for the PlayStation 2 and mobile phones.

7.10.5 Reception

Donkey Konga

Donkey Konga received “generally favorable reviews” according to the review aggregation website Metacritic.* [2] *Maxim* gave the game a score of eight out of ten and said that four bongos should be added “to create a frenzied, unholy din suitable for ritual virgin sacrifice.” * [15] *The Sydney Morning Herald* gave it four stars out of five and stated: “The beginner’s level is a breeze, but *Konga* later becomes deliciously challenging, with hilarity-inducing flustered panic as you start to fall behind and surprising levels of concentration required to clap instead of drum. Hysteria soon prevails.” * [16] *The New York Times*, however, gave it a mixed review and said, “Before you buy *Konga*, try clapping along with every song on the radio for half an hour and see how you feel at the end.” * [17]

Donkey Konga won an award at the Game Developer’s Conference for the best “Innovation” in 2005.* [18]

Donkey Konga 2

Donkey Konga 2 received “average” reviews according to Metacritic.* [19]

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7.10.7 External links

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- Nintendo Europe
- *Donkey Konga* at MobyGames
- *Donkey Konga 2* at MobyGames

7.11 Doshin the Giant

Doshin the Giant (Japanese: 巨人のドシン Hepburn: *Kyojin no Doshin*) is a Nintendo god simulation game for the Nintendo 64DD and GameCube. It was originally released in Japan on December 1, 1999 as a launch title for the 64DD, for which a soundtrack by Tatsuhiko Asano was released on CD by Media Factory, early the next year. Both of these received positive reviews. An expansion was released five months later called *Kyojin no Doshin Kaihō Sensen Chibikko Chikko Daishūgou*, which takes a very different perspective of the game, featuring short animated clips that the player can unlock after playing the original game. *Doshin the Giant* was later released and upgraded graphically for the GameCube and released in Japan on March 14, 2002 and Europe on September 20, 2002. The re-release received mostly positive reviews.

7.11.1 Story

The game opens on an island called Barudo, with a spoken narration, by an island native. This man, named Sodoru*^[2] who wears a mask on his face, tells the legend of a giant that rises out of the sea as the morning sun rises. As he tells the player this, Doshin, a yellow giant appears from out of the water.

The player then takes control of the giant. Sodoru then tells the player what the other inhabitants of the island want such as trees or hills raised and lowered. He then suggests helping the people, for which they will reward the giant with love, and might build a monument to it. Sodoru then suggests that the giant help bring the four tribes together. It takes Doshin many days to do this, and at the end of each day as the sun sets he returns to the sea. Finally, when every possible combination of tribes has been reached, the islanders then build one final monument called the Tower of Babel,*^[3] which causes the island and Doshin to sink into the sea, thus destroying everyone. However, the next

day, a new island appears at sunrise in the shape of Doshin himself, with two members of each of the tribes on it as before. Doshin then walks out onto the island again and the story continues.

The GameCube version, however, has one additional ending with the islanders not building a monument this time, but instead a large rocket that blasts them up into space. This ending has similarities with the beginning of Nintendo's *Pikmin*, which starts with a crashing ship and the survivor meeting three different colored plant type creatures.* [4]

7.11.2 Gameplay



Doshin the yellow giant, Jashin the red giant, and Sodoru in the 64DD version above and GameCube version below.

As a god game, *Doshin the Giant's* gameplay revolves around typical god-like abilities and tasks, such as altering the geography, managing natural disasters or answering prayers from simulated worshippers. Its designer Kazutoshi Iida has described it as "*Populous* meets *Mario*".* [1]

The player controls the Doshin as he tries to help, or hinder the islands inhabitants. Doing so causes the villagers to release love or hate, which Doshin absorbs. The two feelings cancel each other out, but if he gets enough of one type, he will grow in size. Doshin is the Love Giant, a yellow, featureless giant with a happy face and a few strands of hair. He is a benevolent, helpful being who, with his good actions, earns love from his people and increases in size (only for that day; by the next day, he is back to normal size). He can pick up people trees and other such things. Doshin can transform at will into his evil alter ego Jashin, the Hate Giant. In the GameCube version, he has wings and clawed feet and inspires Hate monuments that are slightly different from the Love monuments Doshin can earn.* [5] Jashin is known to be a destructive force to the natives, the exact opposite to Doshin's nature. With his bad actions, people show him their dislike, and he increases in size. The only thing the two giants have in common is that both have an outie belly button. Although he cannot pick up things, he can send streams of fire across the land, destroying structures in their way. Doshin and Jashin can both raise and lower terrain.

The four native tribes on the island are separated with the color of their clothing (red, green, yellow, blue). The female natives are dressed in a sleeveless, uni-colored gown of their tribe's color. The male natives wear a kilt and hat of their tribe's color, but remain shirtless, also showing outie belly buttons. In the GameCube version the people also raise farm animals, and there are fish in the water.* [5] There are several threats that also endanger the villagers,

such as tornadoes, volcanoes, fires, being crushed by Doshin, and even jealous tribe members named “Naughties.” * [3] * [5]

Other features of the game include the following: an album of photographic snapshots of the gameplay itself; and a monument gallery, where the player can look at the monument close up and find out information about it. * [3] In the GameCube version, after completing the game, a “New Map” option is unlocked. This option has various islands with different themed layouts and textures. * [5]

Developer Kazutoshi Iida notes “the sheer simplicity of the user-interface, as the game can be played without numbers or letters.” He added, “Mr. Shigeru Miyamoto from Nintendo has said that computer games incorporate a world-wide common language, and 'Doshin' illustrates this very clearly.” * [6]

7.11.3 Reception

Doshin the Giant was first publicly displayed at Nintendo Space World '99. The game's developer, Kazutoshi Iida, recalled a “continuous line of people queued to use the eight playable test units, and the 'Large Screen Experience'”. He said that the foreign press received the game “very enthusiastically” . * [6]

It was fantastic to see the captivated expressions of the young children, some of whom came on each of the three days especially to play 'Doshin'! During the project, we hadn't given much thought to the target market, but we were very pleased by its obvious attraction for children. This attraction isn't really surprising, since children, more than anyone, have a burning desire to grow in size. Thinking back to my own childhood, I recall being very enamoured by anything gigantic, so their reaction could actually have been anticipated. —Kazutoshi Iida, developer * [6]

Doshin the Giant was a hit game in Japan, peaking at Japan's number-one, and becoming the ninth best-selling game of 2002. In the UK, *Doshin the Giant* peaked at number-nine and was the UK's sixty-fifth best-selling game of 2002 and hit the top of the GameCube charts and was the twenty-second best-selling GameCube game of 2002. With its fame, Doshin went on to appear as a trophy in *Super Smash Bros. Melee*. He was shown holding a villager in his hands. He was called the Love Giant as the title of the Trophy, but called Doshin in the entry. Jashin appears as a secret trophy in the lottery as Hate Giant. * [10]

7.11.4 *Kyojin no Doshin: Kaihō Sensen Chibikko Chikko Daishūgō*

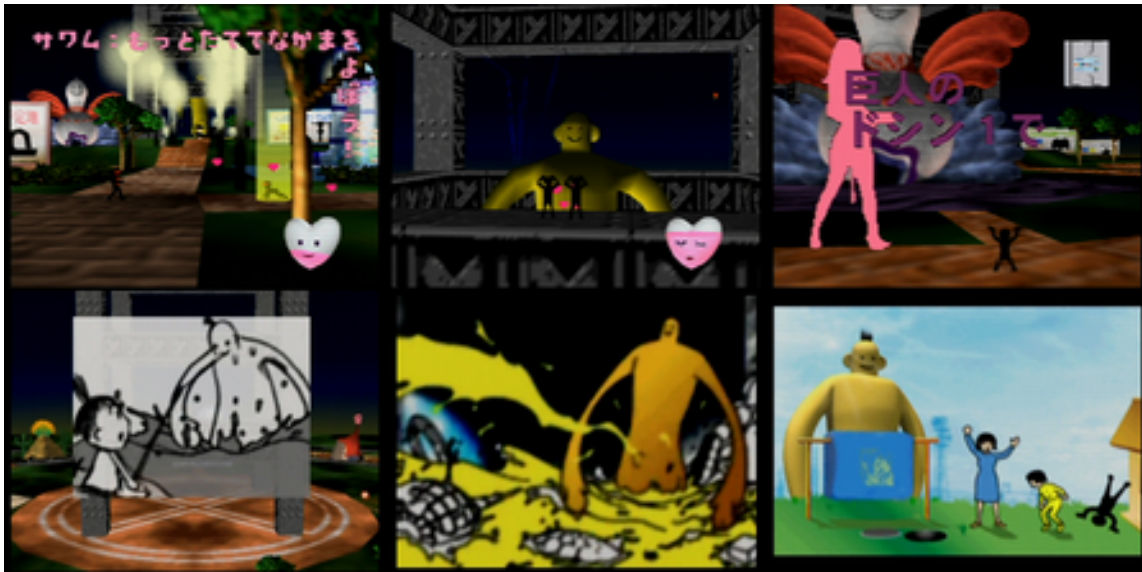
Kyojin no Doshin Kaihō Sensen Chibikko Chikko Daishūgō (巨人のドシン解放戦線チビッコチョコ大集合 *lit.* “*Doshin the Giant: Tinkling Toddler Liberation Front! Assemble!*”) is an expansion to the original, released on June 30, 2000 for 64DD. It requires the original 64DD version of *Doshin the Giant* to operate.

Gameplay

In the game, a child is told to go to sleep and is pulled out of bed and through the window, into a world of dreams. In this dream world, Doshin is now imprisoned, and the child can “Tinkle” 2D hearts on people and even the giant himself. The main objective of the game is to watch the 17 mini black and white movies collectively titled “More Than Giant” . * [11] The player must repeatedly go back and forth between the two disks to verify that monuments were built in game 1, and to complete tasks that the “Queen Companions” request of them.

Another objective is to free Doshin from his imprisonment, by causing him to grow larger than his cage. This will cause the game credits to begin.

The player can also gather help to free Doshin. After creating monuments in “Doshin 1” and their counterpart pavilions, children will appear in the Expo area and the player can “tinkle” on them with their hearts, and they will join the players team. Becoming what are known as “Teamers” or teamsters. There are two other teams that the player can choose from at the start of the game. When enough pavilions are completed the player can battle the other teamster groups in a tinkle contest. If the player wins, the loser's team members become neutral and can be added to their team. * [11] The team can be made of up to six other children. This gives the player six times more tinkling hearts that can be poured onto Doshin to try and free him.



Top: Gaining a new Teamster, Pouring Love into Doshin, Queen Companion's request.
Bottom: "More Than Giant" the meeting, Doshin spills out Love, Stained blanket.

The player is given a "Love" meter that fills with love, which they can use on the other people, billboards, or Doshin himself. However, if the heart becomes too full, or the player is beaten at a tinkle contest, it causes the player to wake up. After Doshin is released the player's character wakes up to find that they now have a stained blanket, which the mother lectures the child about. At this moment Doshin appears from behind the parent, and part of the child jumps into dreamland, as a Queen Companion appears asking if they want to play again. From that point the credits begin as the camera descends down a manhole.*[12]

Reception

Peer Schneider of IGN rated the game at 2.5 out of 10, citing the graphics, controls, and gameplay. He said it "[l]ooks and plays like it was programmed in two weeks. Controls are bad" and "this add-on disk is a glorified movie player." The only thing he found appealing about the game was its presentation, saying that "[t]he Param team definitely has a sense of humor. Both Doshin games will make you laugh because they're so absurd." he ended his review of the game with one word: "Painful" .*[13]

7.11.5 See also

- *Black & White*, a similar god sim, game where the player can be either good or bad, by Lionhead
- *SimCity 64*, another 64DD game where the player builds a city, and needs to protect its citizens from disasters

7.11.6 References

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7.11.7 External links

- Doshin the Giant, Official website at the Wayback Machine (archived July 9, 2010)

7.12 Dragon Drive: D-Masters Shot

Dragon Drive: D-Masters Shot is a third-person shooter video game released in 2003 by Treasure Co. Ltd. The game is based on the *Dragon Drive* series and was only released in Japan.

7.12.1 Gameplay

Dragon Drive was an aerial combat game, set primarily in large, outdoor arenas where players had to face several waves of enemies. With multi-directional dash and lock on abilities, the game has sometimes drawn comparisons to the *Zone of the Enders* series.

The game also has a handful of rail shooter levels, drawing frequent comparisons to Sega's *Panzer Dragoon* series, but these comprise only a very small portion of the game.

7.12.2 Legacy

Dragon Drive received largely negative reviews, drawing criticism for its poor graphics and repetitive nature. It remains the only game developed by Treasure never to be acknowledged on its own website, an intentional omission spanning several site redesigns, suggesting the developer was not satisfied with the release.

7.12.3 External links

- “Dragon Drive: D-Masters Shot” . IGN.

7.13 Duel Masters (video game)

Duel Masters Nettou! Battle Arena is a strategy video game released on December 18, 2003 by Takara. The game was only released in Japan for GameCube. It was later released for PlayStation 2 in North America, the PAL region, and Japan. The game is based on the *Duel Masters* trading card game franchise. It was published and developed by the video game company Takara.

7.13.1 Reception

When reviewed by Famitsu, a famous Japanese video game magazine, it was given a 7 out of 10.

7.13.2 External links

- *Duel Masters* at MobyGames

Chapter 8

E

8.1 Eternal Darkness

Eternal Darkness: Sanity's Requiem is a psychological horror action-adventure video game developed by Silicon Knights and published by Nintendo for the GameCube. The game was originally planned for the Nintendo 64. The game's setting is centered on a mansion in Rhode Island—the home of protagonist Alexandra Roivas' grandfather—and a book that Alexandra finds there. It utilizes a third-person view in which the player must navigate a number of locations as twelve characters spanning different time periods, as well as “sanity effects” to enhance the gameplay.

Though not a commercial success, *Eternal Darkness* was widely praised, winning numerous awards. While a direct follow-up was cancelled by the copyrights holder Nintendo, and Silicon Knights bankrupted and disbanded, the game's writer and director Denis Dyack has been attempting to make a spiritual successor titled *Shadow of the Eternals*.

8.1.1 Plot

The action in *Eternal Darkness* is divided between four principal locations. The game skips back and forth through time when the player begins or ends each chapter. The locations include the Forbidden City in Persia, a Cambodian temple in Angkor Thom, the Oublié Cathedral in Amiens, France, and the Roivas family mansion with the Ruined City of Ehn'gha in Rhode Island, United States.

Story

The plot of the game revolves around Alexandra Roivas, who is investigating the mysterious murder of her grandfather Edward Roivas. While exploring his Rhode Island mansion, she discovers a **secret room** containing, among other odd items, a book bound with human skin and bone. When she reads this book, *The Tome of Eternal Darkness*, she experiences a scene in the life of Pious Augustus, a respected **Roman** military commander in 26 BC. Pious is led by mysterious voices to an underground temple, where he chooses one of three mysterious artifacts. The artifact transforms him into an undead warlock, the **Liche**, and makes him slave to one of three Ancients, powerful godlike beings whose “Essences” are incarnated as the artifacts. As the plot unfolds, it becomes clear that Pious is attempting to summon his Ancient into this reality, while the powerful fourth “Corpse God” Mantorok is bound on Earth already, apparently helpless to stop it. If this summoning came to pass, the Ancient would feast on the bodies and souls of all living beings, and cast the universe into the horror of eternal darkness.

As she searches for and finds chapters of the Tome scattered throughout the mansion, Alex finds herself reliving the experiences of several (player controlled) individuals who have crossed paths with Pious or other servants of the Ancients over the centuries, and as a result came into contact with the *Tome* itself. While many of these individuals meet a sinister fate, their cooperation ultimately gathers the Essences of the three remaining Ancients in the mansion. Alex's own ancestors discover the long-deserted City of Ehn'gha beneath the family mansion, and powerful magickal machinery inside. Alex powers up this mechanism with the Ancients' essences, and summons a rival Ancient to fight Pious'.

While the two Ancients fight, Alex engages in combat with Pious with the aid of the spirits of his victims, the souls played in previous chapters, ultimately destroying his Ancient's essence. It loses the fight above as Alex kills Pious.

Then, realizing that the Roivases and their allies have just brought another powerful Ancient into the world, Edward's spirit quickly uses the mechanism in Ehn'gha to send the other Ancient back where it came from. He expresses pride in his granddaughter before he disappears.

After completing the game under all three alignments, it is revealed that all three Ancients have been destroyed — “All at once, separate and simultaneous, for the universe is made of many timestreams, many possibilities, all in harmonious synchronicity.” Because he was bound, and not powerful enough to stop Pious Augustus himself, Mantorok manipulated the Roivas family into completing the work for him. He orchestrates the deaths of all three Ancients, in separate timestreams, and then connects them all, resulting in the annihilation of all three alignments. In the end, only the corpse god Mantorok is still alive, “festering in its tomb... plotting.”

Playable characters

Chapter timeline

The player controls the following characters in the years noted next to their names. The game does not introduce them in chronological order and they are listed in the order the player first takes control of them.

- Alexandra Roivas (2000) - A student at a university in Washington. The game's main protagonist, she is investigating her grandfather's gruesome death in Rhode Island. Finding the *Tome*, she reads about the past struggles against The Darkness, and of the plan to prevent Pious from summoning the Ancient. The player controls her during the intro, the finale, and in between the other chapters. Voiced by Jennifer Hale, her surname is “savior” spelled backwards.
- Pious Augustus (26 BC) - A Roman Centurion in his late 20s, at war in Ancient Persia. He becomes the game's chief antagonist after being corrupted by one of the Ancients' essences while examining the ruins he stumbles upon. Alexandra Roivas defeats and kills him in 2000 AD. There is a bad ending in which the character dies and the darkness prevails, in which Pious defeats Roivas. This ending is obtained if the character dies while fighting Pious. Voiced by Richard Doyle.
- Ellia (1150 AD) - A Khmer slave girl and court dancer for Suryavarman II. She yearns for adventure after reading passages from the *Tome*. After finding herself locked in a temple imprisoning the former Khmer fertility god, she is chosen to bear Mantorok's essence. Pious kills her for her resistance to him shortly afterwards, but she remains half-alive because the essence is inside her body. Eight hundred years later, she gives it to Edwin Lindsey and then finally dies. Voiced by Kim Mai Guest.
- Anthony (814 AD) - A Frankish messenger for Charlemagne, ordered to deliver a message to his liege, a message that consumes Anthony in some corrosive magick which alludes to treachery in store for the Frankish emperor. He learns that the monks are plotting against the emperor, but is too late to save him. When Paul Luther finds him centuries later, he rises as a zombie-like creature, under the control of the Darkness. Paul defeats him, prays for the boy's soul, and takes his sword and a gem needed to proceed. Voiced by Cam Clarke.
- Karim (565 AD) - A Persian swordsman, sent into the desert to find a treasure (one of the Ancients' essences) for his love, Chandra. Chandra, however, is not faithful. She is mutilated and killed by a nobleman's jealous mistress, and her ghost warns Karim about the artifact's true nature. Although initially reluctant to believe her, he sacrifices himself so that he can watch over the artifact. Voiced by Rino Romano.
- Dr. Maximillian Roivas (1760 AD) - A rich doctor in colonial Rhode Island, ancestor of both Edward and Alex. Something is amiss in the mansion he recently inherited from his father, Aaron. Max eventually finds the city of Ehn'gha under the mansion, and after realizing how powerful the denizens are after barely defeating a Lesser Guardian in single combat, he attempts to warn the world, but fails. It is implied that he was committed to an insane asylum for that, but later revealed that he killed four of his servants, suspecting they were possessed by Bonethieves. Alex, surveying the room where the servants' remains lie sealed, notes that one of the corpses was missing its head, and there are only three sets of bones. Voiced by William Hootkins.
- Dr. Edwin Lindsey (1983) - An archaeologist exploring Cambodian ruins under the auspices of a mysterious benefactor named Paul Augustine. Paul Augustine, revealing himself to be Pious in disguise, tries to kill Lindsey, but he escapes and makes his way through Angkor Thom. Eventually he finds the undead remains of Ellia, who gives him Mantorok's essence; Lindsey returns to the United States and delivers it to Edward. Lindsey is one of the few characters to escape the Eternal Darkness without any physical or mental harm. Voiced by Neil Ross.

- Paul Luther (1485 AD) - A **Franciscan** monk on a pilgrimage to see a holy relic, the *Hand of Jude*. He is detained in Amiens by the **Inquisition** (led by Pious in disguise) on a pretense of suspicion in the murder of Brother Andrew. A custodian frees him, and helps him to find Brother Andrew's journals, which reveals that Andrew was killed to protect a secret: the dominant Ancient's Relic is hidden in the Cathedral. The *Hand of Jude* was a fake to lure victims to sacrifice. Paul ventures deeper into the **Amiens Cathedral**, finding a metal statue of the custodian near a door. Paul must “kill” the statue with a magical dagger to open the door, but as he does so he hears a wail from nearby, and finds the custodian has been killed with a similar dagger. Later, Paul finds the Black Guardian, who violently kills him on the orders of Pious. Voiced by **Paul Eiding**.
- Roberto Bianchi (1460 AD) - A traveling **Venetian** artist and architect, taken as a prisoner of war while roaming abroad. He is forced to work for a warlord (revealed as Pious Augustus in a pre-level cinematic), helping with the construction of the Pillar of Flesh by surveying the foundations. He acquires the artifact from Karim while surveying the monster-infested site, and when his work is complete, he is thrown into the pillar and buried alive. Voiced by **Phil Proctor**.
- Peter Jacob (1916) - A field reporter during **World War I**, staying at Oublié Cathedral, which has been converted into a field hospital. He notices that people are mysteriously disappearing, and investigates the lower levels when monsters attack. He defeats the Black Guardian, and keeps the artifact for many years until he delivers it to Edward. Besides sleepless nights, he is one of the few characters who does not suffer a tragic end as a result of the *Tome*. Voiced by **Michael Bell**.
- Edward Roivas (1952) - A clinical **psychologist**, Alex's grandfather, led to the *Tome* by Max's ghost. His servants are attacked by a dreadful presence, the Vampire. Edward eventually defeats it and wipes out the garrisoned forces of Ehn'gha with a massive Dispel Magick spell from the city's nine-point spell circle (formed by the towers of the city). Years later, he is killed by a Lesser Guardian. Edward is the game's primary narrator, introducing each *Tome* chapter (with the exception of Pious') and narrating the epilogue. Voiced by **Neil Dickson**.
- Michael Edwards (1991) - A Canadian firefighter sent to extinguish **oil fires** ignited by Iraqi troops in Kuwait after the **Gulf War**. An explosion at one well leaves him trapped in the Forbidden City as the only survivor. He receives the Essence of an Ancient from Roberto and destroys the City with magickally-enhanced **C-4** plastic explosives placed at the bridge. A few years after his return, he meets up with Edward in a city at night. Mike gives Dr. Roivas a package, believing that he himself will soon be killed by the Guardians (though his ultimate fate is not revealed). The package's contents are unknown, as the Essence and the Enchanted Gladius (if the player has acquired it) were later sent to Alex in a hastily wrapped and unmarked package dropped inside the mansion's front door, hinting at Michael's possible survival (also the fact that his statue in the Hall of the Tome of Eternal Darkness is missing, possibly meaning that his life did not end in the hands of the Ancients). Voiced by **Greg Eagles**.

The Ancients

The Ancients are depicted as godlike beings that existed on Earth before humanity. The three Ancients that Pious may align with were expelled from this universe, and Pious works to bring about the return of his Ancient. The featured Ancients are:

- Ulyaoth, whose powers focus on magick and the dimensional planes: his creations and spells are tinged blue. Ulyaoth's form is reminiscent of a jellyfish.
- Xel'lotath, whose powers focus on the mind and insanity: her underlings and enchantments are tinged green, and have an affinity for affecting sanity. Xel'lotath has an eel-like lower body, with four slender arms connected to a torso with a large eye in the center.
- Chattur'gha, whose powers focus on physical strength and matter: his troops and powers are tinged red. Chattur'gha is crustacean-like in appearance, and has two large claws.
- Mantorok is described as the “Corpse God” and the “God of Chaos”, and is the only Ancient known to have a physical presence on Earth. Its minions are tinged black and its magick is purple. Mantorok is a massive, amorphous being with countless eyes and mouths, somewhat reminiscent of a *shoggoth*. The murals of its temple depict it as once having a more defined, but still very grotesque shape.

Mantorok appears to be in a position of both superiority and inferiority to the other Ancients depending on context. It is described as the “Keeper of the Ancients”, and it's implied that Mantorok alone binds the other three Ancients and traps them outside of reality. Maintaining equilibrium among them, and ensuring that they are bound to fight against and destroy one another. However, due to a powerful binding spell cast by Pious, it has been weakened and its powers over the others has been waning for eons.

A fifth alignment, colored yellow, was confirmed to be the alignment of another Ancient that was not included in the game.*[2] In-game, yellow appears on unaligned runes and disintegrating enemies, and was responsible for the cursing of Anthony (intended for Charlemagne).

Fan theories surrounding the obscure fifth alignment and Montorok suggest: that while Mantorok would have been in a position of superiority to the primary other three, the unused yellow deity would have been in a position of inferiority to them, but while also being superior to Mantorok. However, the exclusion of the fifth alignment could be the reason behind Mantorok fulfilling both superior and inferior roles at the same time in the plot.

8.1.2 Gameplay

Initially, the player controls Alexandra as she investigates the mansion, which serves as a hub, in 2000 AD. Upon finding *The Tome of Eternal Darkness*, the player takes control of Pious Augustus in 26 BC. After Pious' chapter, the player resumes control of Alex as she finds additional chapter pages around the mansion. With each chapter, the player assumes control of a different character in the past, and ends with the perspective returning to Alex. Each chapter progresses the story and provides both the player and Alex the knowledge and abilities needed to progress. Alex does not actually engage in combat herself until late in the game.

Multiple Paths/Alignments

The player chooses which of the three artifacts Pious attempts to claim at the start of the game. This determines which of the three primary antagonists he is aligned with in the plot, and subsequently which enemies dominate each level of the game. These subtle differences can influence the players experience and in some cases the difficulty of the game.

- The red artifact is the essence of Chatur'gha. Chatur'gha aligned monsters are tougher to represent their affinity for physical power, and most deal more damage and have more health. Thus making the Chatur'gha alignment an unofficial hard mode.
- The blue artifact is the essence of Ulyaoth. His monsters sometimes have unique magick abilities. For example: Ulyaoth's Horrors (a monster in the game) can sometimes freeze the character with their electrical attacks. Another example is Ulyaoth's zombies. When attacked, they will chain themselves to other Ulyaoth zombies in the room and self-destruct simultaneously. This can be taken advantage of by the player to clear the room of the zombies quickly, or attempt to use them to damage other enemies.
- The green artifact is the essence of Xel'lotath. Her monsters tend to sap more sanity from the player than the monsters from other alignments. Therefore, if Pious picks Xel'lotath the game tends to get creepier faster as the player loses more sanity than they gain.

Magick

The alignments are identified by color, and have a rock, paper, scissors relationship, which is important in the player's consideration of his or her own magick use.

- Ulyaoth (blue) affects magick ability and has power over Chatur'gha.
- Chatur'gha (red) affects physical health and has power over Xel'lotath.
- Xel'lotath (green) affects sanity and has power over Ulyaoth.

By completing an optional goal, the player may also gain the ability to align spells with Mantorok (purple), which has power over the other three alignments and affects multiple parameters at once. However, there are certain spells the player cannot cast with the Mantorok alignment.

Eternal Darkness offers magical powers for healing, solving puzzles, and experimenting in combat. For example, it is possible for player characters to summon monsters like those they are fighting. This is achieved by a system of **runes** for the components of the spell and 3-, 5-, or 7-point “Circles of Power” which allow the runes to be scribed. Though they are called “runes” by the game (probably due to the term's association with mystery and magic), these symbols do not form an alphabet, but rather a vocabulary. As such, they would be more accurately termed **glyphs** or especially **sigilia**. To cast a spell, an alignment rune (fueling the spell with the power of one of the four Ancients), a “verb” or effect rune (describing the action of the spell) and a “noun” or target rune must be used. For example, the spell for recovering health consists of the alignment rune for Chatur'gha, the rune for “absorb” (Narokath), and the rune for “self” (Santak). The same runes when aligned to Xel'lotath would restore sanity, rather than health. As more runes are discovered, more combinations are possible, although not all have an effect. With a larger Circle of Power, “power” (Pargon) runes may be added to spells to increase the intensity of the spell. Runes and Circles gathered during a chapter are stored in the *Tome of Eternal Darkness* and available in all subsequent chapters, as well as to Alex in 2000 AD.

Sanity effects

The game's standout concept, patented by Nintendo,* [3] is the “sanity meter” , a green bar on screen which is depleted by various events, generally when the character is seen by an enemy. It can be restored by such actions as performing a “finishing move” on an enemy or casting a restorative spell. As the bar becomes low, subtle changes are made to the environment and random unusual events begin to occur, reflecting the character's slackening grip on reality. If the bar remains empty, further damage to sanity decreases the player character's health.

One effect which is consistently used is a **skewed camera angle** accompanied by whispers, cries, and unsettling noises. The lower the sanity meter, the more skewed the camera angle and the louder the sound effects. **Fourth wall breaking** effects include simulated errors and anomalies of the TV or GameCube (one effect being a **Blue Screen of Death**); this does not affect gameplay unless the player misconstrues them as actual technical malfunctions and attempts to correct them. There are many different sanity effects, and their length depends on each effect. Not all effects will necessarily be encountered during a given run through the game. A few more commonplace examples include sounds, such as footsteps, women and children screaming, doors slamming, the rattling of chains and the sound of a blade being sharpened; the player character finding him/herself walking upon the ceiling after entering a new room; walls and ceilings bleeding; the volume being lowered, accompanied by a fake television volume indicator on the screen; and the appearance of large numbers of monsters that are not really there, and disappear when attacked. Some sanity effects are character- or area-specific and reflect the individual's personal fears or experiences or take advantage of environmental features (such as a statue whose head turns to follow the player). When the sanity effect is finished, everything goes back to normal and the character often utters a panicked statement to the effect of, “this can't be happening!”

8.1.3 Development

In developing the game **Silicon Knights** intended to create a game “that was in the horror genre, but not categorized as survival/horror.” * [4] In an early interview **Silicon Knights** referred to it as “psychological thriller” as opposed to what they referred to “B-movie horror plots” of *Resident Evil*.* [5] At the same time, **Denis Dyack** was inspired by media reports that video games were “messing with people's heads” “So, we thought, wouldn't it be a good idea to make something that really does mess with people's heads?”* [4]

The game was revealed at the **E3 1999**, initially being developed for the **Nintendo 64** and featuring “a **Special Forces** commando deep behind enemy lines” among other characters.* [6] It was then planned to be a launch title for the **Nintendo GameCube**, but had to be delayed as a consequence of the **September 11 attacks**, as a quarter of the levels were reworked because of a major setting in the **Arab world**, which **Silicon Knights** felt the people were not ready for at that time.* [7] **Karim** was not in the early builds of *Eternal Darkness*. Writers **Denis Dyack** and **Ken McCulloch** had originally placed **Joseph De Molay**, a **Knight Templar**, in the scenario, though later changed this in 2001.* [1]* [8]* [9]* [10]

The music and sound effects of *Eternal Darkness* were composed by **Steve Henifin**. The soundtrack was made exclusively available through *Nintendo Power* magazine. The disc contains 14 tracks from the game, many of which are extended versions of those heard in the game.* [11] The game also features voice-overs from actors such as **Jennifer Hale**, **Neil Dickson**, and **Cam Clarke**. Many voice actors are known from the *Metal Gear* series, notably the aforementioned **Jennifer Hale** and **Cam Clarke**, as well as **Kim Mai Guest**, **Greg Eagles**, **Paul Eiding** and **David Hayter**.

8.1.4 Release

Eternal Darkness: Sanity's Requiem was first released and published by Nintendo on June 24, 2002 in North America, October 25, 2002 in Japan and November 1, 2002 in Europe. It was the first video game published directly by Nintendo, rather than a third-party developer, to be rated M (Mature) by the Entertainment Software Rating Board.

Short films

In 2002, Nintendo and Hypnotic, a film entertainment company, established a filmmaking contest in which contestants submitted ideas that would be later funded into short films if selected.^[12] Hypnotic also purchased the rights to produce a film or TV series based on the IP.^[13] The contest looked for ideas that evoke the same kind of psychological horror that the game intends to evoke, but the films were not directly based on the *Eternal Darkness* characters or storyline.

The contest drew over 500 submissions.^[14] Ten finalists were selected and were granted \$2,000 each to produce their respective short films. The grand prize for the contest was \$20,000, and was selected by a panel of industry experts. The finalists were unveiled between May 23 and July 4, 2002.^[15] A second prize, the viewer's choice award, was awarded on the basis of its popularity among the online audience.

The grand prize winner of the contest was Patrick Daughters, for the film *Unloved*. The viewer's choice award went to the film *Cutting Room Floor* by Tyler Spangler and Michael Cioni.^[15] Other videos featured on the official website included *Article Number One* by Julian Cautherley, *Dinner with Kip* by Chris Schwartz, *Del* by Chris Milnes, *Suburban Nightmare* by Christopher Reves, *Darkness Visible* by David McMillan, *Corner of the Eye* by Peter Hunziker, *Carnal Noise* by Francisco Aliwalas, and << (pronounced "rewind") by Rich Gallup.

8.1.5 Reception

Reviews and sales

Eternal Darkness: Sanity's Requiem received a near-universal critical acclaim upon its release, with aggregated review scores of over 9/10 at both GameRankings and Metacritic.^[16]^[17] Upon review, IGN gave *Eternal Darkness* one of its Editor's Choice Awards^[25] and, in its review of the game, stated "Simply put, an amazing achievement that shouldn't be overlooked. Games do not come any better than this."^[26]

Eternal Darkness sold less than half a million copies worldwide.^[27] In Japan, the game has sold 17,748 copies as of December 31, 2006.^[28]

Awards

Eternal Darkness: Sanity's Requiem won many awards, including the "Outstanding Achievement in Character or Story Development" award at the 6th Annual Interactive Achievement Awards presented by the Academy of Interactive Arts & Sciences in 2003, where it was also nominated for "Console Game of the Year," "Innovation in Console Gaming," and "Outstanding Achievement in Art Direction."^[29] At GameSpot's Best and Worst of 2002, it was awarded "Best Sound on GameCube", "Best Story on GameCube", and "Best Graphics (Artistic) on GameCube";^[30]^[31]^[32] the game was also nominated for "Best Music on GameCube", "Best Action Adventure Game on GameCube", and "Game of the Year on GameCube".^[33]^[34]^[35] GameSpy's Game of the Year Awards gave it their honorary "Day of the Tentacle (Cthulhu) Award".^[36]

Retrospective

In 2006, *Nintendo Power* ranked *Eternal Darkness* as the 101st top game on Nintendo systems,^[37] while the readers of IGN had it voted as the 96th best video game of all time on all systems;^[38] in 2009, *Official Nintendo Magazine* had it listed as the 48th best Nintendo game.^[39] The game was ranked as the seventh best game for the GameCube by *X-Play* in 2006,^[40] as the fifth best GameCube game by IGN in 2007,^[41] as the tenth best GameCube game by ScrewAttack that same year,^[42] and placed fourth on the list of top GameCube games in the January 2009 issue of *Game Informer*.

Both *X-Play* and *Game Informer* in 2007 in 2006 ranked it as the fifth scariest game of all time.* [43]* [44] In other lists, ScrewAttack ranked the fake “Corrupt Data” sanity effect as the ninth top “OMGWTF” moment in gaming in 2008,* [42] while Alex Roivas was included among the 50 greatest heroines in video games by Tom's Games in 2007* [45] and ranked as the 40th greatest heroine in video game history by *Complex* in 2013.* [46]

Several retrospective articles demanded a follow-up game. IGN included *Eternal Darkness* on their 2008 list of “horror franchises that should rise from the grave” ,* [47] GamesRadar included *Eternal Darkness* among the games “with untapped franchise potential” in 2009,* [48] and UGO included it on a similar list of games “that need sequels” in 2010.* [49]

8.1.6 Legacy

Cancelled sequel

Denis Dyack, designer of *Eternal Darkness: Sanity's Requiem* and *Too Human*, said “absolutely yes” in July 2006 regarding the question of a possible sequel. He stated that Silicon Knights had intended for *Eternal Darkness* to be a stand-alone game, but the company has always intended to make more games set in the *Eternal Darkness* universe involving the Ancients.* [50]* [51] At Microsoft's Spring 2008 Showcase, Dyack confirmed that a return to the *Eternal Darkness* brand could be on the cards: “There is a chance; we love all the games we work on. We don't want to be pigeon-holed [into a genre], we want to be known for strong content...There's a strong chance we'll return to it, but there's no announcements yet.” * [52] In November 2011, Silicon Knights claimed they wanted to focus on one of their most requested titles for the next generation of consoles. This combined with the fact Nintendo had trademarked the title once again, spawned rumours that another *Eternal Darkness* game would be made as a launch title for the Nintendo Wii U.* [53] However, the project was cancelled due to Silicon Knights' legal troubles with Epic Games.* [54]

In December 2012, Nintendo extended their ownership on the *Eternal Darkness* trademark for the fifth time, indicating that the company still has interest in the property.* [55] Any chances for a sequel, at least under Silicon Knights, were terminated on May 9, 2013, after Silicon Knights filed for bankruptcy, closed its office, and sold off its equipment.* [56] Nevertheless, Nintendo reregistered its trademark on July 29, 2013, with a new document that indicated that it might be a downloadable game. When asked about this by GameSpot, Nintendo declined to answer.* [57]

Shadow of the Eternals

On May 3, 2013, it was announced that Precursor Games, staffed by many former Silicon Knights members, had begun a crowdfunding campaign through PayPal, seeking \$1.5 million to create a spiritual successor to *Eternal Darkness* under the title *Shadow of the Eternals*, to be released for Microsoft Windows and Wii U.* [58] The game would be released in 12 two- to four-hour long episodes, with Denis Dyack acting as the game's chief creative officer.* [59]* [60]* [61] On May 13, a secondary fund-raising campaign was launched on Kickstarter, aiming to receive \$1.35 million within 36 days.* [62]* [63] Eventually, being only halfway through their funding campaign in early June, as a result of “a host of a new exciting opportunities that will make the game better than [Precursor Games] envisioned,” the company decided to shut down both funding campaigns on Kickstarter and their official website whilst refunding all the accumulated money back to their contributors, and promised to relaunch a new campaign a few weeks later with “a reveal of these exciting new developments.” * [64] Later in June, Precursor's founding member, and co-designer of both *Eternal Darkness* and *Shadow of the Eternals*, Kenneth McCulloch was arrested and pleaded guilty on charges of child pornography; the studio immediately severed all ties with him.* [65] Another Kickstarter campaign was launched on July 25 aiming for a \$750,000 goal this time. Instead of 12 episodes, the game was intended to be released as one 8- to 10-hour experience.* [66]

The game was announced as follows: “When Detective Paul Becker is called to one of the bloodiest gang massacres in Louisiana state history, only two survivors remain from a brutal conflict between two rival cults. As Becker begins his interrogations of the suspects, their combined recollections will uncover the truth about the 'Eternals'. Featuring an ensemble cast of heroes and villains, *Shadow of the Eternals* will span over 2500 years of history throughout Egypt, England, Hungary, and the United States. Players will question the perception of reality as they try to balance the mechanics of combat, magick, and sanity events to progress through the adventure. *Shadow of the Eternals* will take players on a memorable journey throughout time; weaving historical fact with disturbing fiction to create an experience unlike any other.” * [58] On May 10, a nine-minute gameplay trailer was shown.* [67]* [68] In creating the look of the game, Precursor Games purchased art assets from Silicon Knights which were going to be used on the *Eternal Darkness* sequel before it was canceled. Though Nintendo still owns the rights to *Eternal Darkness* as well as

the patent for the game's unique "Sanity Meter", Precursor Games head Paul Caporicci stated that the studio were in "constant communication" with Nintendo, who are supportive of the project.*[69]

As of September 30, 2013, *Shadow of the Eternals* was delayed indefinitely due to lack of funding on Kickstarter.*[70]*[71] *The Escapist* commented: "What seemed like a fairly obvious slam-dunk sequel to a classic game has instead been a circus of multiple failed crowdfunding campaigns, child pornography, and outright lack of faith in the developers. It certainly must be a discouraging experience for everyone involved, but that's the double-edged blade of crowdfunding: the crowds occasionally [do] not want your game."*[72] Kyle Hilliard of *Game Informer* wrote, "Despite good intentions, and the excitement surrounding the prospect of a sequel to *Eternal Darkness*, *Shadow of the Eternals* has been plagued with issues since its original announcement. It's disappointing, but not too surprising that Precursor has decided to put the game on hold. I would still like to see the final game someday, but I am not confident that we will be seeing or even hearing from the game anytime soon."*[73]

In October 2014 it was reported that Denis Dyack had created a new entertainment company Quantum Entanglement Entertainment. One of the company's first projects will be relaunching the development for *Shadow of the Eternals*. Dyack is also considering *Shadow of the Eternals* as a film and television property.*[74]

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8.1.8 External links

- *Eternal Darkness: Sanity's Requiem* at MobyGames
- *Eternal Darkness: Sanity's Requiem* at the Internet Movie Database

8.2 Evolution Worlds

Evolution Worlds (known as *Shinkisekai Evolutia* (神機世界エヴォルシア) in Japan) is a role-playing video game developed by Sting for the Nintendo GameCube. It was first published in Japan in 2002 by Entertainment Software Publishing and later by Ubisoft in North America and Europe. The game contains an abbreviated version of *Evolution: The World of Sacred Device* along with the full sequel *Evolution 2: Far Off Promise* on the same disc. Both games were originally released on the Sega Dreamcast.

8.2.1 Story

The game is set in the year of 930. An ancient civilization had met its demise one thousand years before. Special individuals are able to use Cyframes, ancient tools, which were excavated from the ruins of the ancient civilization. These individuals are known as 'Cyframe users' or 'adventurers,' and are assigned jobs from the Society, a research institute. The adventurers use their Cyframes to explore ruins. Some of the ruins have hieroglyphics that tell of a Cyframe called Evolutia that has tremendous power. Many search for the fabled Evolutia like the Launcher family and even the army.

8.2.2 Major characters

- **Mag Launcher:** The only offspring of the renowned Launcher family, Mag lives in his parents' mansion west of Pannam Town. His dream is to become as famed and successful an adventurer as his father, Asroc, who was lost while adventuring and never returned. Now, Mag is the only one to lead the family; despite his talent and enthusiasm, the Launcher family has since spiraled into debt. Voiced by:Thor Bishopric in English.
- **Linear Cannon:** She is always following Mag around on his adventures. Three years before the events of *Evolution Worlds*, she appeared at the Launcher home with a letter from Mag's father, which requested that Mag protect her. When she first arrived Linear was afraid of everything around her, when Mag gave her an Ocarina she slowly started to feel safer. Linear is habitually shy and silent, only occasionally daring to voice her thoughts, but she wields mysterious healing powers. It is later learned that she is Evolutia, the god of *evolution*. After defeating Eugene, and revealing her true form, she begins to speak, addressing Mag only, and in combat, or when examining objects. Her sentences are still short. Voiced by: Maria Bircher in English.
- **Gre Nade:** He is the Launcher family's butler. He watches over Mag and Linear with a stern eye, charged by Asroc Launcher with their safety. Gre is often strict, but skilled in all respects befitting a butler: he is good with money, a master chef, and in times of battle, an excellent shot with a rifle. Gre takes away no money when chosen for a dungeon. Voiced by:Richard M. Dumont in English.
- **Pepper Box:** She is a wild adult adventurer with a *bazooka*-like Cyframe attached to her hip. Pepper is a beautiful and flirtatious young woman who seems to have much experience as an adventurer. Her Cyframe, once sufficiently upgraded, can become extremely powerful. Pepper takes almost half of the prize money when completing a dungeon with her. Voiced by:Jennifer Seguin in English.
- **Chain Gun:** A young girl whose family has always been rivals with the Launchers. Chain is brash and a little conceited, but she is always willing to help Mag on a trip into the ruins (in no small part because of her secret infatuation with him). The Guns had wanted a male heir to carry on their legacy, and when Chain was born, her parents raised her as something of a tomboy. Chain takes a small portion of the prize money when completing a dungeon with her. Voiced by:Pauline Little in English.
- **Carcano:** A mysterious but honorable bandit who raids the train Mag and friends are on to Museville. Mag later finds his hideout at Pine Village and defeats him. Near the end of the adventure, impressed with the young Launcher's strength and devotion, he joins Mag to defeat Yurka. Carcano can steal items from enemies, and he wields a devastating and versatile Cyframe that is fashioned after a drill. Voiced by:Terrence Scammel in English.
- **Eugene:** Refined and intelligent, Eugene holds unsurpassed military clout as the head of the 8th Imperial Army. He stations his troops in Pannam Town while searching for Evolutia, in hopes of harnessing its power as a source of unlimited energy. Disturbingly enamored with Linear, he eventually captures her, forcing Mag to confront and defeat him. Voiced by:Arthur Holden in English.
- **Yurka:** The evolutia of Destruction, he may also be Linear's brother. After visiting her a few times at hotel he convinces Linear to leave Mag under the presumption that if she stays with Mag he will be in danger. He later combines Linear's power and his own to power a machine called Ulticannon. Linear is brought out of a trance that Yurka put her in by Mag when he plays the Ocarina he gave her. When Linear leaves his jealousy and anger transforms the Ulticannon to a much darker form but is defeated by Mag and his friends. Voiced by:Daniel Brochu in English.

Note that most of the main characters are named after weapons, such as Gre Nade (Grenade) and Linear Cannon.

8.2.3 Changes

While a re-release of *Evolution* and *Evolution 2*, this version has had several changes. The first *Evolution* had no spoken dialogue, while the sequel featured a Japanese voice track. *Evolution Worlds* uses newly recorded English voice acting for both games.

The Linear Watch was removed, due to lack of Dreamcast's portable memory cartridge, Visual Memory Unit. Also, due to limited disc space, the first part (re-release of *Evolution*) is highly trimmed down, eliminating almost all of its dungeon crawling and condensing the game's entire plot into fewer, but much longer, cutscenes.

8.2.4 Reception

The game received “mixed” reviews according to video game review aggregator Metacritic.* [2]

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8.2.6 External links

- *Evolution Worlds* at MobyGames

Chapter 9

F

9.1 F-Zero GX

F-Zero GX is a futuristic racing video game developed by Amusement Vision and published by Nintendo for the Nintendo GameCube console, which released worldwide in 2003. *F-Zero GX* runs on an enhanced version of the engine used in *Super Monkey Ball*. *F-Zero AX*, the arcade counterpart of *GX*, uses the Triforce arcade system board conceived from a business alliance between Nintendo, Namco and Sega. Published by Sega, it was released alongside *GX* in 2003.

F-Zero GX is the successor to *F-Zero X* and continues the series' difficult, high-speed racing style, retaining the basic gameplay and control system from the Nintendo 64 game. A heavy emphasis is placed on track memorization and reflexes, which aids in completing the game. *GX* introduces a “story mode” element, where the player assumes the role of *F-Zero* pilot Captain Falcon through nine chapters while completing various missions.

The *F-Zero GX* and *AX* project was the first significant video game collaboration between Nintendo and Sega. *GX* was well received by critics for its visuals, intense action, high sense of speed, and track design. Complaints centered on its sharp increase in difficulty that may alienate players.

9.1.1 Gameplay

See also: [Gameplay of F-Zero](#)

F-Zero GX is a futuristic racing game where up to thirty competitors race on massive circuits inside plasma-powered machines in an intergalactic Grand Prix.^[1] It is the successor to *F-Zero X* and continues the series' difficult, high-speed racing style, retaining the basic gameplay and control system from the Nintendo 64 game.^[2]^[3] Tracks include enclosed tubes, cylinders, tricky jumps, and rollercoaster-esque paths.^[2]^[4] Some courses are littered with innate obstacles like dirt patches and mines.^[4] A heavy emphasis is placed on track memorization and reflexes, which aids in completing the game.^[2]^[3] Each machine handles differently,^[5] has its own performance abilities affected by its weight, and a grip, boost, and durability trait graded on an A to E (best to worst) scale.^[6] Before a race, the player is able to adjust a vehicle's balance between maximum acceleration and maximum top speed.^[3] Every machine has an energy meter, which serves two purposes. First, it is a measurement of the machine's health and is decreased, for example, when the machine hits another racer or the side of the track.^[7] Second, the player is usually given the ability to boost after the first lap.^[8] Boosting greatly increases the racer's speed for a few seconds, but also drains their energy.^[7] Pit areas and dash plates are located at various points around the track for vehicles to drive over. The former replenishes energy, while the latter gives a speed boost without using up any energy. The less time spent in the pit area, the less energy will regenerate.^[8] Courses may also have jump plates, which launch vehicles into the air enabling them to cut corners.^[9]^[8]

Each racing craft contains air brakes for navigating tight corners by using the control stick and shoulder buttons.^[10] Afterwards, the game's physics modeling give vehicles setup with high acceleration a boost of acceleration. Players can easily exploit this on a wide straight stretch of a circuit to generate serpentine movements.^[11] This technique called “snaking” delivers a massive increase in speed,^[3] but it is best used on the easier tracks, when racing alone in Time Trial, and with heavy vehicles with a high grip rating and given high acceleration. According to Nintendo,

the snaking technique was an intentional addition to *F-Zero GX*'s gameplay.*[12]



Screenshot of *F-Zero GX*, showing the player's head-up display and racing craft

F-Zero GX features numerous gameplay modes and options.*[9] In the Grand Prix mode, the player races against twenty-nine opponents through three laps of each track in a cup.*[9] There are four cups available (Ruby, Sapphire, Emerald, and Diamond) with five tracks in each.*[13]*[14] Unlocking the AX cup gives the player all six tracks from the arcade game, *F-Zero AX*.*[15]*[16] Each cup has four selectable difficulty levels: Novice, Standard, Expert, and Master.*[15] Players get a certain amount of points for finishing a track depending on where they placed, and the winner of the circuit is the character who receives the most total points.*[9] If the player has a “spare machine”—the equivalent of an extra life—then the race can be restarted even if the player falls off a track or runs out of energy. A predetermined amount of spare machines based on the difficulty level chosen are given to players before starting a cup.*[17] Players get an additional spare machine for every five contenders he or she eliminates,*[8] and each eliminated contender recovers a portion of the player's energy meter. Competitors can be damaged and eliminated by means of a spin or side attack.*[18]

The Vs. Battle is the multiplayer mode where two to four players can compete simultaneously. Time Attack lets the player choose any track and complete it in the shortest time possible.*[19] An Internet ranking system was established where players enter a password on the official *F-Zero* website and get ranked based on their position in the database. Players receive a password after completing a Time Attack race, which records their time and machine used.*[20] Ghost data, transparent re-enactments of the player's Time Attack performances, can be saved on memory cards to later race against. Up to five ghosts can be raced against simultaneously.*[21] The Replay mode allows saved Grand Prix and Time Attack gameplay to be replayed with different camera angles and in-game music.*[22] The Pilot Profile mode has each character's biography, theme music, information on their machine, and a short full motion video sequence.*[23]

Customize mode is divided between the *F-Zero* Shop, Garage, and Emblem Editor. The shop is where opponent machines, custom parts for vehicle creation, and miscellaneous items such as story mode chapters and staff ghost data can be purchased with tickets. Tickets are acquired as the player progresses through the Grand Prix, Time Attack, and Story mode. In the Garage section, players can create a machine with three custom parts or print emblems on any vehicle. The parts are divided into body, cockpit, and booster categories, and affect the vehicle's overall durability,

maximum speed, cornering, and acceleration. The Emblem Editor is a tool-set for decal creation.*[24]

F-Zero GX is the first *F-Zero* game to feature a Story mode.*[20] Its story has the player assume the role of *F-Zero* pilot Captain Falcon in nine chapters of various racing scenarios; such as Falcon's training regiment, a race against a rival through a canyon with falling boulders, attack and eliminate a rival's gang, and escape from a collapsing building through closing blast doors. Each chapter can be completed on a normal, hard, and very hard difficulty setting.*[25] Toshihiro Nagoshi, one of the game's co-producers, stated that this mode was included because the development team felt that the *F-Zero* universe was unique and they wanted to explain some of the characters' motivations and flesh out the game world.*[20]

9.1.2 Arcade counterpart

F-Zero AX is a futuristic racing arcade game developed by Amusement Vision and published by Sega for the Triforce arcade system board.*[27] It is the second game by Sega to use Triforce,*[28] which was conceived from a business alliance between them, Nintendo and Namco.*[29] This hardware allows for connectivity between the GameCube and arcade games.*[26] *F-Zero AX*'s arcade cabinet is available for purchase in standard, and deluxe. The standard version is a regular sit-down model, while the deluxe version is shaped like Captain Falcon's vehicle and has a tilting seat simulating the craft's cockpit.*[26]*[30] IGN demoed the Cycraft version dubbed “F-Zero Monster Ride” at the 2003 JAMMA arcade show. The Cycraft machine, co-developed between Sega and Simuline, is a cabin suspended in midair controlled by three servomotors for a in-depth motion-based simulation.*[31]

The game introduces ten playable vehicles with their pilots, and brings back four from *F-Zero GX*.*[26] It includes six new selectable courses and two game modes. Each track must be completed before time runs out. Time extensions are awarded for reaching multiple checkpoints on a course, however the player will receive time penalties for falling off-course or depleting their energy meter.*[32] Race mode allows the player to select a track and race against twenty-nine opponents.*[33] Connecting multiple cabinets opens up “Versus Play” in the race mode, thus enabling up to three other people to compete simultaneously.*[32] In Time Attack, the player chooses any track and complete it in the shortest time possible.*[33]

Data storage devices

F-Zero AX cabinets can dispense magnetic stripe cards called a “F-Zero license card” to keep track of custom machine data, pilot points, and race data. A card was bundled with the Japanese release of *F-Zero GX*. The card expires after fifty uses, but its data can be transferred to a new card.*[26] Once inserted, the game builds a machine with three custom parts which can be upgraded by earning pilot points.*[34] Pilot points are acquired as the player progresses through the Race and Time Attack modes.*[32] Players can increase point earnings by improving finish place, eliminating opponents, and finishing races with a large amount of energy reserved.*[26] A magnetic stripe card is needed to enter the *F-Zero AX* Internet Ranking system.*[35] Similarly to *GX*,*[20] players receive a password after completing a Time Attack race to enter on the official *F-Zero* website's ranking system.*[36]

Nintendo GameCube memory cards, on which saved games are kept, can be inserted into these arcade units.*[37] A memory card is required for players a chance to win the *AX*-exclusive pilots, their vehicles, and tracks for use in *GX*.*[38] Players can store up to four machines from *GX* on a memory card, then play them in *AX*. If a memory card is used with a magnetic stripe card, players have additional options; they can enter stored *GX* machines into the *F-Zero AX* Internet ranking system, and transfer custom *AX* machine parts to *GX*.*[37] *F-Zero AX* content is also unlockable by progressing through *GX*'s tougher challenges.*[39]*[40] It was discovered in early 2013 that the arcade version is playable within the GameCube version by the use of a cheat cartridge.*[41]

9.1.3 Development and audio

Nintendo announced on February 18, 2002 that an arcade system board under the name of “Triforce” was being developed in conjunction between Nintendo, Namco, and Sega.*[29] The idea for the arcade board originated after discussions between Sega and Namco about the capabilities and cost effectiveness of the GameCube architecture to make arcade games.*[42] A month later, an announcement from Sega and Nintendo revealed Sega's subsidiary Amusement Vision and Nintendo will collaborate to release *F-Zero* video game titles for the Triforce arcade board and the Nintendo GameCube.*[27] Nintendo revealed the first footage of *F-Zero GX* at the Pre-Electronic Entertainment Expo (E3) press conference on May 21, 2002. While the game was known to exist several months prior, it had

remained behind closed doors until that conference. * [43] *F-Zero GX* runs on an enhanced version of the engine used in *Super Monkey Ball*. * [44]

In early March 2003, according to the official Nintendo website, *F-Zero* was delayed by two months. * [45] Via a live video conference call from Japan on July 7, 2003, co-producers Shigeru Miyamoto and Toshihiro Nagoshi, and supervisor Takaya Imamura answered questions about the two *F-Zero* games. There, Miyamoto announced the Japanese version of the game was finished and would soon be available to the public. Nagoshi mentioned that back at E3 2003, he was hoping that they would have that time to include a local area network (LAN) multiplayer mode, however they chose not to support this mode. The development team focused more on the game's single-player aspects, and a LAN multiplayer mode would distract greatly from it. * [20] Imamura commented that even though he worked directly on *F-Zero* throughout its different incarnations, this time he took a “step back and was involved at kind of a producer level at looking over the game.” * [20] Imamura added “hav[ing] worked on the *F-Zero* series, and seeing the results of the collaboration with Sega, I found myself at something of a loss as to how we can take the franchise further past *F-Zero GX* and *AX*.” * [20]

F-Zero GX/AX Original Soundtracks, a two-CD set composed of BGM soundtracks to the video games *GX* and its arcade counterpart, was released in Japan under the Scitron Digital Content record label on July 22, 2004. * [46] * [47] The first disc consists of forty-one tracks and the second has forty with an additional track rearranged by Supersweep's AYA (Ayako Sasō) of “Big Blue” . * [47] * [48] The soundtracks features an array of songs from rock and techno musical styles originally composed by the game music staff's Hidenori Shoji and Daiki Kasho. * [48] Shoji is known for his musical scores in *Daytona USA 2* and *Fighting Vipers 2*, while Kasho worked on the *Gran Turismo* series. * [48] Kasho composed the character themes and their lyrics were by Alan Brey. * [49] Both Shoji and Kasho supervised the soundtracks' audio mastering. * [48]

Collaboration and relationship

“With Nintendo, it comes to a question of letting some other companies work on our franchises. We focus more on specific relationships with talented producers; we look for people who will care, spend a lot of time and energy, on a specific franchise. We also want to allow these producers to work on franchises that they are interested in working on.”

—*The Nintendo/Sega Press Conference*, Shigeru Miyamoto, Nintendo EAD General Manager, July 7, 2003. * [20]

F-Zero GX and *AX* was the first significant video game collaboration between Nintendo and Sega. * [50] After Sega transitioned from first to third-party development in 2001, * [51] the two companies developed a close relationship and worked together on *F-Zero GX* and *AX*. * [52] Amusement Vision president, Toshihiro Nagoshi, was working on *Super Monkey Ball* for GameCube which opened up the opportunity for a collaboration between the two companies. Since Sega helped to develop Nintendo's Triforce arcade system, the company wanted to support it with software that would “stand out and draw attention to Nintendo's platform.” * [53] Nagoshi was suggested to develop a driving game and agreed under the stipulation he could come up with something unique—which was working on the next installment in Nintendo's *F-Zero* series. * [53] During its development, Nagoshi focused on what he called the self-explanatory “Interface” of the game, and “Rhythm”—to give the way the tracks are laid out a rhythmic feel. * [54] Miyamoto stated “[Nintendo] have gained a lot of fans among current game developers, including famous producers like Mr. Nagoshi who grew up playing Nintendo games and are big fans of some of our titles.” * [20] In 2002, Nagoshi claimed that 1991's *F-Zero* “actually taught me what a game should be” and that it served as an influence for him to create *Daytona USA* and other racing games. * [55] Before development started on *F-Zero GX* and *AX*, he mentioned abandoning the project due to personal pressures he faced to make a great impression on Nintendo and personal admiration of an established franchise. * [56] Still the announcement that Nintendo had handled development of one of its franchises to former competitor Sega came as a surprise to some critics. * [57] * [58]

While Amusement Vision was responsible for most of the game's development, * [53] * [59] Nintendo EAD employees Shigeru Miyamoto and Takaya Imamura took on the role of producer and supervisor, respectively. * [49] Sega handled planning and execution and Nintendo was responsible for supervision of their product. * [53] Nagoshi was initially concerned about differences in opinion between the two companies, and mentioned “If Nintendo planned to hold our hands through development, I would have suggested they develop the game themselves. That way we could focus on a project which would reflect our studio's abilities. I figured that would cause a war, but I was told most of the responsibility would be left to us.” * [53] Miyamoto thought the collaboration resulted in a “true evolution of the *F-Zero* series” , enhancing the simulation of racing at high speeds and expanding the “F-Zero world on a grand scale.” * [60] Published by Nintendo, * [27] *F-Zero GX* was released in Japan on July 25, 2003, * [61] in North America on August 25, 2003, * [62] and in PAL regions on October 31, 2003. * [63] The Arcade version was released in 2003

alongside its Gamecube counterpart.*[41]

9.1.4 Reception

When *F-Zero GX* was released, the game was well-received overall by reviewers; the title holds an average of 89/100 on the aggregate website Metacritic.*[64] Some video game journalists consider it as one of the best racers of its time and the greatest racer on the GameCube platform.*[69]*[70] It was listed “Best GameCube Racing Game” in the E3 2003 IGN Awards and “Best Racing Game of 2003” by IGN.*[71]*[72] *F-Zero GX* was awarded “Best GameCube Driving Game” in GameSpot’s “Best and Worst of 2003” feature and was nominated for “Console Racing Game of the Year” in the 7th Annual Interactive Achievements Awards held by the Academy of Interactive Arts & Sciences.*[73]*[74] *Official Nintendo Magazine* ranked it the 92nd best game available on Nintendo platforms. The staff felt it was best for hardcore fans.*[75]

The game has been credited for its visuals,*[2]*[4] arcade/home connectivity, longevity, sharp controls, tough challenge,*[76] and fleshed-out single-player modes.*[4]*[70] The game’s most common criticism is its difficulty, specifically in the game’s story mode.*[2]*[77] It earned fourth place in IGN’s and GameTrailers’ toughest games to beat.*[76] GameTrailers mentioned *F-Zero GX* demanded players to master the “rollercoaster-style tracks [which] required hairline precision” to avoid falling off-course.*[78] *Electronic Gaming Monthly* criticized *GX*’s sharp increase in difficulty and GameSpot’s Jeff Gerstmann agreed stating it “will surely turn some people away before they’ve seen the 20 tracks and unlocked all the story mode chapters”.*[2]*[70] Bryn Williams of GameSpy mentioned that “purists may find it too similar to [*sic*] N64 version” and criticized the lack of LAN play.*[4]

1UP.com stated that the *F-Zero* series is “finally running on hardware that can do it proper justice”.*[79] Eurogamer’s Kristan Reed pointed out that, graphically, “it’s hard to imagine how Amusement Vision could have done a better job”.*[9] Matt Casamassina of IGN praised the developers’ work commenting they have “done a fine job of taking Nintendo’s dated franchise and updating it for the new generation” and summed up the general opinion by stating that “For some, *GX* will be the ultimate racer. For others, it will be flat out too difficult.”*[3] In Japan, *F-Zero GX* sold 100,981 units*[80] and became qualified for the Player’s Choice line in both Europe*[81] and North America*[82] by selling at least 250,000 copies.*[83]

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9.1.6 External links

- Official *F-Zero GX/AX* website

9.2 Family Stadium 2003

Family Stadium 2003 is a sports video game released in 2003 by Namco.

9.3 Final Fantasy Crystal Chronicles

Final Fantasy Crystal Chronicles (ファイナルファンタジークリスタルクロニクル *Fainaru Fantajī Kurisutaru Kuronikuru*) is a 2003 action role-playing game for the Nintendo GameCube. It was published by Nintendo and developed by The Game Designers Studio: a shell corporation for Square Enix's Product Development Division-2 (which was re-branded as Taito Corporation in March 2006 once Square Enix merged Taito with The Game Designers studio* [2]). A spin-off of the *Final Fantasy* series, the game spawned a metaseries of the same name. It was released in Japan on August 8, 2003; in North America on February 9, 2004, and in Europe and Australia on March 12, 2004.

Many new gameplay elements were included in this game, such as real-time fighting and GameCube-Game Boy Advance compatibility; it was the first role-playing video game to incorporate the latter. Its music was composed by Kumi Tanioka. It received positive reviews, many of which described the graphics as beautiful and the multiplayer design as innovative. Five further *Crystal Chronicles* games have been released (chronologically, two sequels, one distant prequel, and two more); one for the Wii has been released, as well as two for the WiiWare download service; *My Life as a King* and *My Life as a Darklord*.

9.3.1 Gameplay

Like many action role-playing games, the gameplay of *Final Fantasy Crystal Chronicles* can be broken down into two sections: exploration and combat.

Exploration

Exploration makes up the majority of the game, which is a standard feature of role-playing games. The player travels in their caravan to various settlements via an overworld map. While in a town, the player can talk to various non-player characters and buy supplies and equipment using gil, the in-game currency. Unlike most role-playing games, equipment cannot be bought pre-crafted: instead, players must buy or find “designs” (blueprints for a piece of equipment) and the necessary components before paying for it to be crafted at a blacksmith or tailor (depending on whether the equipment is a weapon, piece of armour or an accessory).

Combat



Four team members in battle

Final Fantasy Crystal Chronicles features real-time combat with no transition to a separate screen. Rather than limiting certain skills to specific characters (physical attack skills, magic, etc.), every character can use all abilities, but with varying degrees of talent based on their race; for example, Lilties are the most powerful in terms of physical attacks, but weakest with magic, and vice versa for Yukes.

In terms of physical attacks, characters can chain up to three-in-a-row or charge their power to use a more powerful “focus attack”. There are multiple focus attacks available, dependent upon weapon. Magic in *Crystal Chronicles* comes in the form of “magicite” (a term first used in *Final Fantasy VI* and later used in *Final Fantasy XII* and other titles set in the world of Ivalice (as part of the Ivalice Alliance)) and encompasses only a few basic offensive and defensive spells, with the majority of the spells in the game accessible by combining two or more basic spells. This is done differently in single- and multi-player modes: in single-player, the magicite is combined in the command menu

in a process called “fusion” , while in multiplayer, players must charge and cast individual spells in the same place with a certain timing in a process called “stacking” (pictured).

To play *Crystal Chronicles* in multiplayer mode, each player must use a Game Boy Advance as a controller, connected to the GameCube by a Nintendo GameCube Game Boy Advance Cable. Each Game Boy Advance acts as its players “personal screen” , with which they can control their character and access an individual menu without disrupting the game's flow.

9.3.2 Plot

Setting

Final Fantasy Crystal Chronicles, and related titles, take place in an unnamed world. In the time of *Crystal Chronicles*, this world is covered in a noxious gas known as "miasma", to which direct exposure can prove fatal. Towns, villages and other settlements throughout are protected from the ill effects of miasma by crystals, which generate a barrier which miasma cannot penetrate. But this effect is not permanent: it only lasts for around one year. Therefore, each year, brave people from each settlement venture out into the world to collect "myrrh", a liquid substance that powers the crystals' protective effect. But myrrh can only be harvested from special “myrrh trees”, which are almost exclusively found in dungeons filled with monsters and other hostile creatures. The people collecting myrrh often use a caravan as a means of conveyance, and so are often called “caravanners” , and their caravans are often called “crystal caravans” .

Races

The world of *Crystal Chronicles* is inhabited by four humanoid races, and the relationships between them, and events thereof, form much of the world's history.

The **Clavats** (クラヴァット *Kurabato*) are biologically similar to humans and are a very peaceful race.* [3] They are generally farmers or ranchers. In the present day, a majority of Clavats live and work in the fertile Fields of Fum, providing a majority of the world's produce. Clavats are only confirmed to be capable of interbreeding with Selkies and Lilties. Their emblem is a crystal with a wing seen in profile, similar to the ones on the heels of their shoes. Clavats' main advantage in battle is their high defense, which makes them good for being able to withstand powerful enemies. They fight with swords, and use shields as their race-exclusive armor.

The **Lilties** (リルティ *Rirutī*) are a proud, stout race of warriors and knights. In the past they ruled the world in an empire,* [4] founded off the weapons forged from materials of the Cathurugian mines. Even though their empire is now gone, the Lilties maintain the roads built then, and form patrols to ensure the safety of the towns and caravans. The Lilties are the shortest race in the game, as an adult Lilty is noticeably shorter than most other characters. The Lilties also have a unique, flower-like appearance, which is perhaps the source of their name. Their emblem is a triple-pronged spear with two banner furls. Of the four races, Lilties are the most powerful, starting with a naturally high attack stat that lets them do heavy damage. They are inept at magic, and take the longest time to cast a spell. They equip gauntlets as their race-exclusive armor, and use spears as weapons.

Selkies (セルキー *Serukī*) are taller than Lilties, around the same height as Clavats, and usually have silver, blue, yellow or light purple hair and possess extremely fit and athletic bodies. They are a rugged race that dress in furs and stolen goods, and are mostly thieves. They usually put their own interests first and are often scorned by the other tribes.* [5] In the past, the Selkies were under the control of the Liltian empire and migrated from their ancestral homes to search for a safer place to live. They also seem to have been more culturally developed than in the present. They had their own language, and modern Yukes are studying Selkic texts on the Miasma, suggesting that they had lore of their own. It is said that they come from the sea. Their emblem is a stylized Selkie dancing, kicking, or jumping. It has two arms raised up, and one leg to the side. Selkies are the speediest of the races, and can take enemies down with a hit-and-run tactic. Selkies' race-exclusive armor is belts, and as weapons they use rackets.

Yukes (ユーク *Yūku*) are tall, slender creatures with helmets that cover their faces most of the time, though it is mentioned by a scholar in the game that Yukes may lack physical bodies and only have souls. They also have long, feathered, striped arms, and small, vestigial wings. In the past, the Yukes were the only tribe not to be under the control of the Liltian empire. They achieved this by being sieged on the island of Shella, aided by their magic.* [6] In the recent past, they built the Veo Lu Sluice, which diverts Lake Shella into the Jegon River and enables the high fertility in Fum. A majority of Yukes live at Shella, teaching magic to others, but they still retain their aloofness. A non-Yuke can enter the city only if they have a Mark of Shella, which can be found at the Sluice. Their emblem is

a stylized Yuke seen head on. Yukes are powerful magic casters, but are weak physical attackers. Their “Defend” command is possibly the most useful, as it makes them immune to all physical and magical attacks. Yukes use hammers as weapons, and their race-exclusive armor is helmets.

Characters



Artwork of the main characters.

Player characters are created by the players, with choices of race, name, gender and one of four set designs based on race and gender. Therefore, this section will list non-player characters with importance to the storyline.

- **Amidatty:** the rather eccentric leader of the Yuke caravan from Shella. At one point in the game, he buys a loaf of bread from Gurdy, who claims it to be a highly scientific model of the world, believing mold that formed in it to represent miasma. Amidatty reveals later that he knew it was bread the entire time.
- **The Black Knight:** a mad Lilty knight clad from head to toe in black armor. He spends his time chasing a 'light' across the countryside claiming it stole his memories. Later he is mortally wounded by a child Lilty, Leon Esla, that believed the Black Knight killed his father. Before the Black Knight dies, he seemingly remembers who he was before he died. It turns out that Leon Esla was his son, born after he left with Hurdy to try to rid the world of miasma.
- **De Nam:** A rather peculiar Selkie who players meet in Shella. He is studying magic and wants to one day rid the world of miasma. He will send players letters if they talk to him in Shella saying he is drinking miasma-filled water in Conall Curach to try to build up immunity to miasma. His final letter to players tells them to come to Conall Curach, where he has been corrupted by the miasma and turned into a monster.
- **Gurdy:** The rather untrustworthy Clavat makes his living out of cheating people out of their money. Players see him cheat both the Fields of Fum caravan and Amidatty. Possessing a great acting ability and silver tongue he seems to get away with it, though he often comes begging to players for help or money. Though one of the less pure characters he does help players a great deal in their quest with his poems. It later turns out that he has suffered from a loss of memories and barely knows who he is.
- **Hurdy:** A traveling priest who is apparently Gurdy's brother. However, near the end of the game, players will be given clues that suggest that Hurdy *is* Gurdy, who thought his name was Gurdy after his memories were stolen by Raem. This is confirmed in the *Final Fantasy Crystal Chronicles Official Guide*.
- **Mog:** A moogle who carries the chalice for the player in single-player mode. He will also ask the player to paint him and trim his fur in the moogle holes. Depending on what color he is painted, he may add his power to the player's for spells (red for fire, blue for blizzard, green for thunder). If a GBA (Game Boy Advance) or SP is connected to socket two with a GBA GCN connector during single player mode, the color will also change the type of radar it displays. (Normal or cut hair for Map, red for Enemy Radar, blue for Treasure Chest Radar, green for Monster Data)
- **Princess Fiona:** The half-Lilty, half-Clavat princess of Alfitaria. ^[7] Her heritage is visible through the leaves sprouting from her hair, large bust, and although she has a Selkie crest on her left cheek, this is part of a disguise used in Leuda. She runs away from Alfitaria during the game because she is scared of her duties, but is eventually inspired by the caravan and decides to return home giving a large sum of money to the caravan. Note that in the game Princess Fiona is referred to as a strange "Selkic Maiden" by the Selkie Merchant in Marr's Pass. When she runs away she decides to spend time in Leuda, land of the Selkies.
- **Roland:** In year two onwards till around year five the village elder will stop characters on the bridge on their way out of Tipa to give them some information about a scholar from Tipa who wanted to rid the world of miasma and hired the Black Knight for protection when he traveled in search of a way to dispel the miasma. The scholar apparently disappeared after sending a letter home to him from Mag Mell. He also claims that he recited certain poems which seemed to refer to the Lynari Desert. Gurdy will later recite these poems for players revealing that he could possibly have been the scholar before he lost his memories, when he was named Hurdy. This is confirmed in *Final Fantasy Crystal Chronicles Official Guide*.
- **Sol Racht:** The Lilty leader of the Alfitaria caravan. The knight is the first character players meet in the game and introduces them to the moogle Stiltzkin who teaches them how to fight. Although he is a little obtuse he helps the caravan, often giving advice, food, or weapons. Later in the game, his child is born, and he retires to provide parental care.

Story

Crystal caravans have been journeying throughout the world, seeking myrrh for many years now. The player is put in control of one such caravan, from the small village of Tipa, setting out for the first time (and as many subsequent times as the player desires). As the caravanners' journey continues and they travel further in the search for myrrh, they meet many interesting characters and learn much about the history of their world.

Eventually, they reach Mag Mell, home of the Carbuncles who, after the fall of the Meteor, shut themselves off from the world and entered hibernation so as to not get caught up in any more of the world's problems. After hearing of

the caravan's travels, they realize their folly and advise the caravanners to head for the nearby Mt. Vellenge, resting place of the Meteor and source of miasma. There they fight the Meteor Parasite, to halt the flow of miasma once and for all. When they are about to strike the final blow against the Meteor Parasite, they are pulled into an alternate dimension: there they meet Mio, a being connected to peoples' memories, taking the form of a young girl bathed in light; and Raem, her dark counterpart born from the violence sparked by the Meteor impact, taking the form of a bird-like beast. Mio and Raem both thrive on memories, but have significantly different habits: Mio occasionally “nibbles” on peoples' memories, causing forgetfulness. Raem, however, is much more malevolent, devouring peoples' entire collection of memories, causing *amnesia*, of which there has been a recent outbreak.

The miasma spreading throughout the land had created in people plentiful painful memories for Raem to feast on, but destroying the meteor parasite would break this cycle. Thus, Raem attacks the caravanners, who are able to resist his assault on their memories and defeat him. Fading away, Raem panics and attacks Mio, fusing her into himself to mount one last attack on the caravanners as the final boss Memiroa (anagram of “Raem” plus “Mio”, as well as “Memoria”). The caravanners' positive memories gain physical form, becoming high-powered magicite that they use to make swift work of the creature.

Defeated, Mio and Raem separate and begin to fade away, with Mio telling the caravanners that she and Raem will rest for a while. The caravanners are sent back to Mt. Vellenge, where they are finally able to kill the wounded Meteor Parasite, ridding the world of miasma. The caravan's journey, and the journeys of all other caravans, are over for good.

9.3.3 Development

First officially announced at the *Jump Festa* event in Japan on December 21, 2002, ^[8] *Crystal Chronicles* marked the first *Final Fantasy* game to be released for a Nintendo home system since *Final Fantasy VI* in 1994. ^[9] Nintendo had previously started a development fund called “Q Fund” to encourage software development on their consoles, and some of the funds money was combined with those of *The Game Designers Studio*. ^[1]^[10] This “studio” was a shell corporation for Square Enix's Product Development Division-2 majority owned by Akitoshi Kawazu and established for the purpose of creating games for Nintendo consoles within the limits of an exclusivity deal with Sony. ^[1]^[10] Funding between the two groups was split 51 percent from Q Fund and 49 percent from Game Designers Studio. ^[11] The title was rumored to be related to the anime *Final Fantasy: Unlimited*, especially with Akitoshi Kawazu rumored to have been working on such a game since the previous October. ^[12]

Crystal Chronicles was designed to be more easily accessible than other *Final Fantasy* games due to its more action oriented gameplay and its user-friendly interface. ^[13] The game met with some initial confusion as to the nature of the Square Enix and Nintendo project, the departure from standard *Final Fantasy* gameplay mechanics, and the use of the Game Boy Advance and link cable instead of a GameCube controller for multiplayer play. ^[14] The game's producer Akitoshi Kawazu explained that using the Game Boy Advance will “introduce different elements of gameplay”, ^[13] as players will have access to information on the GBA screen, and can choose to share it with the other players or keep it to themselves.

9.3.4 Audio

Main article: *Music of the Final Fantasy Crystal Chronicles series*

The soundtrack to *Crystal Chronicles* was primarily composed by Kumi Tanioka, while music programmer and arranger Hidenori Iwasaki provided one additional piece of music. ^[15]^[16] Tanioka has described the musical style for the soundtrack as being based on “ancient instruments”. ^[17] The soundtrack makes extensive use of many medieval and Renaissance musical instruments such as the recorder, the crumhorn and the lute, creating a distinctively rustic feel. Tanioka said that the idea came to her while looking at illustrations of the game world, which gave her the idea of making “world music”, where the tracks would “not [be] limited to a single country or culture”. ^[18] She also credits Hidenori Iwasaki, the synthesizer operator for the game, with doing “fantastic technical work” that brought her vision to life. ^[18] The soundtrack was released as a separate album on the Pony Canyon label on August 20, 2003. It included all of the music from the game with the exception of the English versions of the opening song, “Morning Sky” (“Kaze no Ne” in Japanese), and the ending theme, “Moonless Starry Night” (“Hoshizukiyo” in Japanese), sung by Donna Burke. The soundtrack spans 52 tracks over 2 discs, covering a duration of 2:11:38, and has the catalog number PCCG-00613. ^[17]

Final Fantasy Crystal Chronicles: A Musical Journey was a European promotional album which was given alongside

the game on March 11, 2004 if the game had been pre-ordered. It contains six tracks from the soundtrack, including “Kaze No Ne” in both Japanese and English, the only time the English version has been released. It was published by Nintendo of Europe, and covers a duration of 17:37.*[19]

“Sound of the Wind” (カゼノネ *Kaze no Ne*) is the opening song of *Final Fantasy Crystal Chronicles*, composed by Kumi Tanioka and performed by Yae. It was released as a single by Pony Canyon, featuring the “Kaze No Ne” song, an arranged version, and two other songs by Yae from her album *Blue Line*, “Carol (scat)” and “Flower of Love” (恋の花 *Koi no Hana*). The single was released on July 30, 2003, has a length of 14:12, and has a catalog number of PCCA-01915. While “Kaze No Ne” follows the medieval theme of the rest of the *Crystal Chronicles* soundtrack, the arranged version is a more “produced” electronic-sounding track. The two unrelated tracks are vocal and instrumental pieces, with “Carol” as a scat song, and “Flower of Love” more of a slower “ethnic/world” piece.*[20]

9.3.5 Reception

Crystal Chronicles received positive reviews overall. The game was noted on IGN for its *Phantasy Star Online*-like multiplayer cooperative play, but the use of the Game Boy Advance, while innovative, was thought to be detrimental to the gameplay.*[27] The game's visuals and music were also praised.*[26] The game received the Grand Prize at the 2003 Japan Media Arts Festival.*[28] It was also rated the 42nd best game made on a Nintendo System in Nintendo Power's Top 200 Games list.*[29] The game sold 187,035 copies in Japan in its first week of release, over 350,000 copies in Japan by the end of 2003,*[30]

Shane Bettenhausen of *Electronic Gaming Monthly* praised the game's multiplayer element, which he said transforms its “simple hack-n-slash gameplay [...] into something strategic, wild, and addictive” . He also called the game “visually arresting” , and noted that “every location you explore harbors stunning details” . Kevin Gifford, of the same magazine, criticized its single-player element, which he said “gets boring very quickly” . However, he said that the game has “a superb graphic and sound package (the most beautiful on GameCube, I'd say)”, and praised its multiplayer elements.*[23]

9.3.6 Legacy

Shortly after the release of *Crystal Chronicles*, there was a manga series that ran in *Monthly Shonen Gangan* known as *Final Fantasy Crystal Chronicles: Hatenaiki Sora no Mukou ni* (ファイナルファンタジー クリスタルクロニクル～はてなき空の向こうに～).

Final Fantasy Crystal Chronicles has since evolved into a metaseries. There are currently five more games set in the same world: *Final Fantasy Crystal Chronicles: Ring of Fates*, a prequel for Nintendo DS,*[31] *Final Fantasy Crystal Chronicles: The Crystal Bearers*, a sequel for the Wii,*[32] *Final Fantasy Crystal Chronicles: Echoes of Time* for the Nintendo DS and Wii, and *Final Fantasy Crystal Chronicles: My Life as a King* and *Final Fantasy Crystal Chronicles: My Life as a Darklord*, direct sequels for Wii released through the WiiWare download service. The series also includes a browser game, *Final Fantasy Crystal Chronicles: My Life as a King - Everyone's Kingdom*.

9.3.7 References

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- [3] “A gentle people that value harmony above all. Many of Tipa's residents belong to this tribe of unity and friendship. They are gentle by nature and dislike conflict. When disputes arise, they do whatever they can to resolve them. It is said that tranquility follows them wherever they go.” *Final Fantasy Crystal Chronicles* instruction booklet, The Game Designers Studio, Inc (2003/4).
- [4] “Little warriors [that] have lived all over the world since ancient times. Long ago, they ruled the world, and many still believe themselves to be superior to others. Though they can be hotheaded, they are also confident and down-to-earth. Liltian merchants are some of the best around.” *Final Fantasy Crystal Chronicles* instruction booklet, The Game Designers Studio, Inc (2003/4).

- [5] “Rugged individuals [that] clothe themselves in fur decorated with stolen goods. Unlike other tribes, they believe in putting themselves first. Many Selkies are agile and athletic, traits they put to good use as thieves. Though the other tribes tend to scorn them, some Selkies now reside in Clavatian villages.” *Final Fantasy Crystal Chronicles* instruction booklet, The Game Designers Studio, Inc (2003/4).
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9.3.8 External links

- [Official Japanese Site](#)

9.4 Fire Emblem: Path of Radiance

Fire Emblem: Path of Radiance, known in Japan as *Fire Emblem: Sōen no Kiseki*,^[lower-alpha 1] is a tactical role-playing video game developed by Intelligent Systems and Nintendo SPD, and published by Nintendo for the GameCube home console in 2005. It is the ninth main installment in the *Fire Emblem* series,^[lower-alpha 2] and the third to be released in the west. As with previous installments, gameplay revolves around positioning characters on a battlefield with the aim of defeating an opposing force. If characters are defeated in battle, they are removed from the rest of the game.

The story takes place in Tellius, a separate world from other *Fire Emblem* games. Tellius is a continent inhabited by the humanoid Beorc and the shapeshifting Laguz. The game begins when the Beorc nation of Daein invades Crimea, a fellow Beorc nation. The protagonist, a mercenary named Ike, discovers Princess Elincia, the last heir to the throne of Crimea, and begins a journey to restore her to the throne. Ike and his group travel across Tellius to form alliances with the other countries and free Crimea from Daein's control, confronting racial tensions and long-standing resentment between the Beorc and the Laguz along the way.

Path of Radiance began development for the GameCube after the overseas success of the Game Boy Advance game *Fire Emblem*, becoming the first home console entry in the series since *Fire Emblem: Thracia 776*. The game is the first entry in the series to feature 3D graphics, full motion cutscenes, and voice acting. The series' transition to 3D caused multiple difficulties for the developers. The localization team worked closely with Intelligent Systems to ensure the localization was as true to the original Japanese as possible. Upon release, the game received widespread critical acclaim for its gameplay and story, but several journalistic sites and magazines made negative comments about the game's graphics. The game debuted at the top of Japanese gaming charts, and was considered to have sold well. A direct sequel for the Wii, *Fire Emblem: Radiant Dawn*, was released in 2007 in North America and Japan, and 2008 in Europe and Australia.

9.4.1 Gameplay

Main article: [Gameplay of Fire Emblem](#)

Fire Emblem: Path of Radiance is a tactical role-playing video game in which players control protagonist Ike and a group of characters across multiple battle scenarios. At the game's opening, multiple difficulty settings can be chosen: in the Japanese version the options are Normal, Hard, and Maniac modes, while the western version has Easy, Normal, and Hard modes.^[4]^[5]^[6] In all modes, characters who fall in battle cannot be revived, being removed from the rest of the game, and no revival items can be used on them during a battle. If Ike falls in battle, the game will end and the level must be restarted.^[7]^[8]

Before entering battle, players can choose a certain number of characters to use in the battle from a roster of up to 46 characters. The roster grows as the game progresses and more characters are recruited, and the number of characters able to be used varied between battles. During battle, players have access to two species: the humanoid Beorc and the shape-shifting Laguz. Beorc use weapons and magic, while Laguz use close-quarters melee attacks. Laguz have a gauge which fills up during battle, filling at varying speed depending on their status and whether they are under attack. When the gauge is full, they transform into their animal form for a set number of turns, becoming far more powerful than Beorc characters. However, they are unable to attack while in human form, and are vulnerable until they transform again. The time between transformations can be shortened using special items.^[9]^[10] Playable Beorc characters are each assigned a **character class**. These classes affect a character's skills and how far they can move on the battlefield. Some classes are exclusive to certain characters: for example, the Ranger class and its skills are exclusive to Ike. Laguz characters also have different movement speeds and strengths depending on their transformed form.^[10]

Character skills are additional abilities each character possesses. These classes can be tailored to a degree, with some skills available to award to any character, but skills inherent to a particular character cannot be removed or changed, and the amount of skills able to be awarded is restricted by the character's skill limit.^[11]

Characters used in battle gain **experience points**, with larger amounts of experience being awarded depending on a character's performance in battle. Bonus experience is awarded by fulfilling secondary requirements outlined at the



A battle in Path of Radiance, with Ike and other characters confronting a group of enemies.

beginning of the level.*[9] Once a character earns 100 experience points, they automatically levels up. At level 21, a character's class is automatically upgraded. This upgrade can also happen at level 10 if the player uses an item called a Master Seal. Once the class changes, the character receives set stat bonuses, and their level is reset to level 1, while carrying over all the random stat increases aggregated up to that point.*[7]*[12] After promotion, the level-cap is 20, and no character can earn experience points after achieving this level.

Between battles, characters can be managed at a Base. In this location, skills can be assigned, weapons can be traded, purchased, and forged, and bonus **experience points** earned in battle can be given to characters. There is also a Support system accessible through the Base where player characters can talk with each other and improve their relationships. These conversations improve affinity between characters and grant stat boosts in battle. Supports are ranked from C to A, with A being the highest rank and granting the best bonuses.*[8]*[13]

Battles take place on a grid-based map with multiple teams: the player team, the enemy team, allied characters, and neutral characters. A character's class (animal form for the Laguz) and the map's terrain can affect how far they can move and the range of their attacks.*[10] Gameplay is turn-based, with the player moving their characters during the player phase. Once the player's turn ends, the enemy phase begins. If allied or neutral character are present, their phases will follow. During each phase, a character can move once and follow one command. Once this is done, the unit turns gray and cannot be moved or commanded until the next turn. Each turn can be ended manually by the player, or automatically when all characters are given their orders.*[7] The standard commands for characters include attacking characters, using items, rescuing characters (temporarily removing wounded characters from play at the cost of a stat-drain for the rescuing character), trading items with other allied characters, 'shoving' characters to an adjacent space, and waiting until a later turn to receive a command. Special commands include talking to characters in battle, opening chests, visiting buildings on the map, stealing items, and in some cases having characters escape from the map. If each character is not given a command, Ike has the exclusive ability to command all free characters, giving general orders to characters who have already moved for the next turn, or to unmoved characters for the current turn. If the level involves escaping the battle, Ike's escape will end the level.*[14]

The Fire Emblem series' Weapon Triangle mechanic is featured again, in which the three main close-combat weapons are strong or weak against each other: axes are strong against lances, lances are strong against swords, and swords

are strong against axes. Other similar mechanics exist, such as fire magic being more damaging to some beasts, and arrows being more effective against airborne enemies.*[9] Weapon durability decreases over time, with weapons eventually breaking when used a certain number of times. Weapons have different levels of strength, with its assigned letter (E to A and S) denoting the level of skill required to wield it. Weapons forged at Base can also be customized with a unique name.*[13] Magic is governed by a similar system to the Weapons Triangle; fire is weak to wind, wind is weak to thunder, and thunder is weak to fire.*[15]

9.4.2 Synopsis

Setting and characters

See also: [List of Fire Emblem: Path of Radiance characters](#)

As with previous *Fire Emblem* games, *Path of Radiance* takes place in a continuity and setting separate from the rest of the series.*[16] The game's setting is the continent of Tellius, inhabited by two species: the humanoid Beorc, and the shape-shifting Laguz. According to legend, the goddess who made the world created Beorc in her image, and created the Laguz to fill the gap between herself and beasts. The two races have struggled to coexist, leading to racial tensions and conflict on both sides. By the events of *Path of Radiance*, Tellius is divided into seven nations which remain at peace.*[17] A key item in Tellius is Lehran's Medallion, the world's incarnation of the recurring Fire Emblem. It is a bronze medallion said to contain a dark deity who brought chaos to the world 800 years before and caused all the world but Tellius to be engulfed by the sea. To prevent the dark god being freed, war must be prevented in Tellius.*[18]*[19]

There are forty six characters encountered through the story that can be recruited, each offering their own contribution to the story.*[8] The majority of the main cast comes from the Greil Mercenaries group, led by its founder Greil. The protagonist is Ike, Greil's son. He is accompanied on his travels by Mist, his sister, and Elincia, the lost heir to the Crimean Throne. Other Beorc characters include Titania, a former knight of Crimea, and Soren, a mage and tactician serving under Greil. The Laguz characters include Lethe, a cat Laguz with a strong hatred of Beorc; and Caineghis, the lion king of the beast Laguz who wishes for peaceful co-existence with the Beorc. The main antagonists are Daein generals called the Four Riders, which include the enigmatic Black Knight, and their master King Ashnard, the ruler of Daein.*[20]

Plot

The game opens with Greil recruiting Ike into his band of mercenaries. While on a mission near the Crimean border, Ike rescues a woman from a Daein patrol who is revealed to be Elincia Ridell Crimea, a princess who narrowly escaped being killed with her family during the Daein invasion of Crimea. Daein attacks the mercenaries shortly after this, and they are forced to flee over the border into Gallia, a Laguz nation. They are pursued by the Black Knight, who kills Greil in single combat before being driven off by the Gallians.*[21] Ike and Elincia decide to work together to drive the forces of Daein from Crimea. Over the course of the game, Ike and his companions overcome long-held racial tensions between the Beorc and Laguz in order to form an alliance against their true enemy, Ashnard, king of Daein. In particular, Ike manages to re-establish relations between the Beorc empire of Begnion and the few remaining members of the heron Laguz clan, which was annihilated in an act of genocide known as the Serenes Massacre.*[22] During the course of their journey, they discover that Ashnard is provoking the war to try and release the dark deity contained inside the Medallion, using Daein's invasion as a template for his plan.*[23] In the final assault, Ike and his mercenaries manage to defeat both the Black Knight and Ashnard, thwarting the scheme. With Ashnard defeated and the Daein occupation ended, Elincia is crowned as Crimea's new queen, who works to make the land a place where Beorc and Laguz can live in peace.*[24]

9.4.3 Development

Development on *Path of Radiance* began at Intelligent Systems after the international success of the first localized game in the series, released overseas under the title *Fire Emblem*. Due to high development costs, the team had been unwilling to develop a title for the GameCube, but after *Fire Emblem's* success overseas, they decided to return from portable to home consoles for its next release. Nintendo SPD was also involved in development.*[25] *Path of Radiance* was the first *Fire Emblem* to have 3D in-game graphics, full-motion video cutscenes and voice acting. It

was also the first home console game since *Fire Emblem: Thracia 776* for the Super Famicom.* [26] Transitioning from 2D graphics to 3D graphics was one of the biggest challenges during development, especially the transition from the tilted overhead view to a character-to-character battle in third-person. One of the features left out due to this process was a dedicated battle arena. At the same time, they introduced the base as members of the development team wanted a place where characters could interact separate from the battlefield. As there was no combat gameplay involved, other types of activity were created, such as special support conversations. To make moves in battle and cutscenes realistic, the team used motion capture, then made sure it appeared a little over the top so the fantasy feeling of the *Fire Emblem* series remained intact.* [5] By the end of development, Narihiro had some regrets about the quality of the game, saying in an interview that he considered it to be only 70% complete when released.* [25]

The character designs were done by Senri Kita, an artist new to the series.* [27] In contrast to previous *Fire Emblem* games, where the protagonist was of royal blood, the main character Ike was intended to be of lower social rank, a mercenary who becomes involved in royal politics and conflict rather than being born into it. Ike was born from the many ideas for new directions being suggested for the new 3D game, with many people wanting the protagonist everyone could empathize with. His status as a mercenary was a highly requested character trait by male staff. A character that returned from previous games was Jeigan, who was this time designed as a female character. Designing all the characters to be unique under the new conditions proved a challenge. This also resulted in higher-quality character artwork being produced during the initial design stages.* [5] The full-motion videos were created by Japanese animation studio Digital Frontier.* [5] [28] Introducing the cutscenes into the game proved challenging for the team.* [5] The game's subtitle does not refer to a specific object or place, but instead acts as a metaphor for the journeys of Ike and other characters.* [16]

9.4.4 Release

A new *Fire Emblem* title was first announced in April 2004, with the full reveal coming in an issue of *Weekly Shōnen Jump*.* [29] The game's title, story details and chosen platform were announced in *Weekly Shōnen Jump*, with a release date announced as some time during 2004.* [1] The game was first shown publicly by Nintendo at their Nintendo World Touch DS event in early 2005. The version of the game displayed there was an early model, and between its reveal and release, it underwent some changes to improve the usability and quality.* [5] As a pre-order bonus, Nintendo created a special CD containing selected tracks from the game, and a special calendar commemorating the series' 15th anniversary.* [30] The game released in Japan on April 20, 2005.* [31]

The first western demonstration of the title was at E3 2005. It was the third *Fire Emblem* title to be localized, after *Fire Emblem* and *The Sacred Stones*.* [26] [32] Players with save data from the Game Boy Advance *Fire Emblem* games are able to connect with *Path of Radiance* and access concept art and special maps revolving around characters from those games.* [16] *Path of Radiance* released in North America on October 17.* [33] It was subsequently released in Europe on November 4;* [34] and in Australia on December 1.* [35]

Localization

The localization of *Path of Radiance* was handled by Nintendo of America's localization branch Nintendo Treehouse. During the process, the team worked closely with Intelligent Systems staff members. The biggest challenge for the team was translating from Japanese to English, which required staff from Japan to come over and check their work. When translating the dialogue, the localization team wanted to preserve the story's depth and serious tone, despite often having a limited text and character space for interaction and expression. While they had the option to add extra text boxes, this would potentially have made going through conversations tedious for players, so they worked to match the number of text boxes used in the Japanese version. The western version's difficulty was also toned down: the Japanese version's Maniac setting was removed, Hard Mode was toned down, and a new Easy was introduced. These adjustments were based on both western test player feedback, and feedback from Japanese players complaining about the game's high difficulty.* [6] The amount of dialogue and text that needed translating was estimated at less than that in *Animal Crossing*, but still enough to take several months to complete. Due to its serious nature, the team needed to take a different approach to its localization than other Nintendo titles. As far as possible, the team remained faithful to the original script, aside from pieces like jokes which would not have made sense to people unfamiliar with Japanese humor. While most of the time they refrained from putting out-of-context remarks in character dialogue, an exception was Anna, a recurring *Fire Emblem* character who featured in optional tutorial missions. As she existed outside the game to a degree, they had more freedom to have her make pop culture references.* [16]

9.4.5 Reception

In Japan during its opening week, *Path of Radiance* sold over 100,357 copies, selling through 64.16% of its initial shipment. By the end of 2005, the game had sold 156,413 copies.^[41] In its UK debut, it reached the top of the GameCube charts.^[42] Although no exact sales figures have been published, Nintendo cited the game as being among its successful GameCube titles for 2005.^[43] According to the developers, the fact that it was released near the end of the GameCube's lifespan affected sales, but it still managed to help sell the hardware and convinced Nintendo that the *Fire Emblem* had selling power on home consoles.^[25]

Reception of the game was generally positive: on aggregate sites *GameRankings* and *Metacritic*, it received scores of 85% and 85/100 based upon 47 and 42 critic reviews respectively.^[36]^[37] In IGN's *GamerMetrics* List for 2005 and *GameSpot*'s 2005 Readers' Choice award, *Path of Radiance* was at #2 in their respective lists behind *Resident Evil 4*.^[44]^[45] The game was among those nominated at the 2006 *Golden Joystick Awards* in the “Nintendo Game of the Year” category.^[46] The game was named by *GamesRadar* was one of the best GameCube games of all time in 2014, and *Destructoid* listed it among the five best *Fire Emblem* games in the series in 2013.^[47]^[48]

Famitsu's reviewers each praised the gameplay, story, and the introduction of full-motion movies. One reviewer cited it as the series' new exemplar, while another pointed out rough edges in the graphical redesign and that the new 3D perspective made seeing some parts of the map difficult.^[39] *1UP.com*'s Shane Bettenhausen was positive overall, saying “[*Path of Radiance*] delivers a superbly paced and rewarding adventure”.^[4] *RPGamer*'s Chris Privitere said “While *Fire Emblem: Path of Radiance* doesn't necessarily add anything new to the tactical genre, it does everything very well”, recommending it to players while stressing the need for patience.^[8] Peer Schneider of IGN called the game “yet another worthy installment in Intelligent Systems' venerable strategy RPG series”.^[9] *RPGFan* reviewer Mark Tjan said that while not the best *Fire Emblem* game he had played, “it's certainly a good game and worth picking up if you're searching for an SRPG worth your time and money”.^[12] *Nintendo World Report*'s Karl Castaneda was also highly positive, though commenting that its graphical quality were more suited to the early days of the GameCube's life and that it might have been a great success if released during that period.^[15] *Eurogamer*'s Tom Bramwell, despite feeling that the game was flawed by inherent problems in the *Fire Emblem* formula, enjoyed the game and was willing to replay once he had finished.^[38] Greg Kasavin, writing for *GameSpot*, saying that “by replacing the traditional random battles that typify most Japanese role-playing games with a fun and exciting turn-based combat system, and by going out of its way to deliver a memorable and genuinely emotional story, *Fire Emblem: Path of Radiance* accomplishes what all role-playing games attempt, but very few actually manage to do”.^[40] The majority of praise went to the game's story and gameplay, while criticism was focused on the graphical quality.^[4]^[8]^[9]^[12]^[15]^[38]^[40]

9.4.6 Legacy

The team's successful return to a home console convinced them to carry on the story of Tellius in another home console release. The next entry, *Fire Emblem: Radiant Dawn*, began development in May 2005 for the Wii.^[25] It was released in 2007 in Japan and North America, and 2008 in Europe and Australia.^[31]^[49]^[50]^[51] Protagonist Ike has also appeared as a playable fighter in *Super Smash Bros. Brawl* and *Super Smash Bros. for Nintendo 3DS and Wii U*.^[52]^[53]

9.4.7 External links

- Official website (Japanese)
- Official European website
- *Fire Emblem: Path of Radiance* at Fire Emblem World (Japanese)
- *Fire Emblem: Path of Radiance* at Fire Emblem Museum (Japanese)

9.4.8 References

[1] (ファイアーエムブレム蒼炎の軌跡, lit. *Trail of the Blue Flame*^[1])

[2] Sources disagree on the exact numbering: it is variously called the 9th,^[2] and 10th^[3] entry in the series.

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- [19] Intelligent Systems (2005-10-17). *Fire Emblem: Path of Radiance*. GameCube. Nintendo. Level/area: Chapter 25: Strange Lands. **Ike**: What manner of being is this dark god? What would happen if it were freed from its prison? / **Caineghis**: I fear the world would once again be beset by natural calamity--much like it was 800 years ago. At that time, all the world, save Tellius, was drowned beneath the seas. / **Elincia**: That is a true story? I thought it nothing more than a fable... / **Caineghis**: We have living proof: Goidoa's King Deghinsea. He and two other heroes fought alongside the goddess herself to defeat the dark one. [...] The Black Dragon King is a living fossil, and as stubborn as anything alive. He's been trying to control the rest of us for years, and he always says the same thing. “Do not fan the flames of strife. As long as Lehran's medallion exists, you must never begin a war that engulfs the entire continent.”
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Chapter 10

G

10.1 Geist (video game)

Geist (early working title: *Fear*,* [2] stylized as *geist*) is an action game for the Nintendo GameCube video game console, released on August 15, 2005, in North America; on October 7, 2005, in Europe; and on November 3, 2005; in Australia. The game was not released in Japan.

A prototype of the game was developed by n-Space, who approached Nintendo to be the game's publisher. Nintendo accepted, making *Geist* the second GameCube game published by Nintendo to receive an M-rating (the first being *Eternal Darkness: Sanity's Requiem*). In the following years, Nintendo and n-Space worked closely on *Geist*.* [3] The game was first shown at the E3 2003* [4] and was announced to be part of the GameCube's line-up for 2003. However, it was delayed multiple times, making it two years of delay for fine-tuning. During that time, the game's genre changed from first-person shooter to first-person action-adventure with second-person elements. The *Geist* franchise is owned by Nintendo, due to their contract with n-Space.* [2]

10.1.1 Synopsis

Storyline

According to the game's official website, it is set in the year 2005. John Raimi is a civilian scientist and a member of a counter-terrorism team sent to investigate the Volks Corporation. The team, called CR-2, sent Thomas Bryson, Raimi's best friend, to Volks Corporation for an undercover operation months earlier and now they have to get him out of there.* [5] After meeting up with Bryson, the alarm goes off and CR-2 is forced to battle their way out. On the way out, a monster appears and violently kills one of Raimi's squad members. At the end, one of the agents seemingly becomes possessed and kills the rest of the team with the exception of Raimi, who just gets badly wounded, and, as the latter later finds out, Bryson. It is not revealed what happens with the possessed agent though. Raimi is captured and his soul is torn from his body by an experimental machine. Soon after, Alexander Volks himself puts Raimi into a machine to brainwash him, so he will become a new soldier for Project Z. However, the spirit of a young girl named Gigi blows the machine's power to save Raimi. She then teaches him the basics of being a ghost and Raimi sets out to get his body back and save Bryson. His new ghost abilities (possessing other humans, animals and even inanimate objects) immediately prove to be essential if he wants to succeed.

Raimi damages the main piece of machinery used in the ghost separation in order to prevent Bryson's separation. In the chaos that follows, Rourke, the head of Volks' military department, orders the computer operator to fire a "catalyst beam" at the machine, despite their loss of containment. Following his orders, the laser is fired. Suddenly the machine breaks down and a humongous monster emerges from the rift. Because people normally cannot see ghosts, this goes unnoticed by the members of Volks Corporation. They know "something" escaped, but that is said to happen all the time, thus no more precautions are taken than the regular ones. Raimi is not too far away, attempting to make it farther into the facility. He soon notices there are other beings free as well. Escaped creatures from the rift are roaming the compound, killing everything that is not from their world.

Raimi manages to save Bryson and get a helicopter to pick him up. They part ways, because Bryson has to go and inform his superiors of what is going on, while Raimi does not want to go without his body. However, when the

helicopter takes off, Raimi's body, possessed by **Wraith**, takes the helicopter down with a **rocket launcher**. Raimi follows him and ends up in a deserted mansion. There, he meets Gigi again. She then reveals to Raimi what her connection to Volks Corporation is. When she was alive, she lived with her aunt and brother in the mansion. Her brother is now the owner of Volks Corporation: Alexander Volks. Alexander was obsessed with the **occult** and **supernatural** when he was a young boy, often reading about it in books. One day he was reading a book in the big tree in the garden. Gigi tried to get his attention, but he told her to go away. She then climbed in the tree to get to him, but fell and died. Desperate, Alexander came up with the plan to use his knowledge about the occult to save his sister. He brought her to a “special place” (a seal to a **demon realm**) and tried to bring her back to life using spells he found in his books. The ritual failed however, and instead of bringing Gigi back to life, turned her soul into a ghost. To make matters worse, Alexander himself became slightly possessed by an ancient demon (Volks' Demon), which gave him a symbol-like scar above his right eye. Unaware of both results, Alexander became a puppet of the demon. It is revealed that Volks' Demon wants to seize control over the world through Alexander and with all that Volks Corporation has to offer.

Raimi soon is captured once more and again, Volks Corporation attempts to brainwash him. Due to another attack from some monsters, Raimi manages to free himself and continues his search for his body. Eventually, he gets his body back when facing Wraith. Once Raimi destroys him, he goes on in an attempt to stop the Volks Corporation from killing and possessing the world leaders (Project Z). He manages to stop the attack and at the end, comes face to face with the possessed Alexander Volks. When Raimi kills Alexander's body, Gigi appears and gets pulled into Alexander's body by Volks' Demon. Raimi follows her (as a ghost) and ends up in some ethereal realm which could either be Alexander's psyche, or (part of) the world on the other side of the rift. Raimi kills Volks' Demon here and witnesses the reunion of Alexander and Gigi (both ghosts now). They thank him and fly away. Raimi escapes from the collapsing cave and is picked up by a helicopter. In the helicopter, he meets Bryson again, who survived the attack. He also sees Anna Richardson and Phantom again, two characters he has possessed for some time during the game. Apart from the happy ending, this is likely also an indication CR-2 has already started cleaning up Volks Corporation's mess.

Characters

- **John Raimi** is the protagonist of *Geist*. He is 35 years old and an expert on biological and chemical threats. At the beginning of the game, he is contacted by CR-2 to assist in a mission to save his old college friend, Thomas Bryson.* [5] He is shot during the mission and wakes up strapped in a machine which soon separates his soul from his body. His body is stored somewhere in the compound, later gets possessed by Wraith and is reunited with his Raimi's soul near the end of the game. Raimi's soul on the other hand first is subjected to **brainwashing**. Saved by Gigi, he goes on a quest to get back his body. He has to learn to think and act like a **ghost** in order to succeed. He also needs to help Bryson and Gigi, his only two allies in the compound and eventually, save the world from an ancient ghost-demon. It is implied at the beginning of the game that before he was separated from his body, he did not believe in the **supernatural**.
- **Thomas Bryson** is the 48-year-old friend and mentor of John Raimi. Like Raimi, he is an expert on biological and chemical threats. At the beginning of the game, he is working undercover at Volks Corporation in order to find out what they are working on.* [5] It is not shown what happened to him when the mission to rescue him failed. During the first part of the game, it is revealed that he is next for the separation experiment. When Raimi prevents this, Bryson is brought back to the medical wing. The staff is ordered to let him die by not giving him the treatment he needs to stay alive as he is no longer useful. Again, he is saved by Raimi with whom he then tries to escape. When he eventually tries to leave with a helicopter sent by CR-2, he already knows Raimi will not leave until he has his body back and he says goodbye.
- **Gigi Volks** is Alexander Volks' younger sister and Raimi's mentor in being a ghost. She appears as a young girl, having died at the age of 5 (her aunt's diary entries indicate she was born in 1925 and died in 1930), who is completely green and, unlike Raimi and the Spectral Operatives, resembles her physical body. When she was alive, she lived with her aunt and brother in a big mansion which later became part of the Volks Corporation compound. In one of her aunt's many diary notes, it's mentioned that her original parents died. She was turned into a ghost and trapped in this realm when her brother tried to revive her by using **occult magic**. She has haunted her old home for 75 years watching over her brother who was semi-possessed by an ancient demon during the ritual. Though she saved Raimi out of altruism, she hopes he is strong enough to be able to help her brother.
- **Alexander Volks** is the 86-year-old head of Volks Corporation.* [5] During his childhood, he lived with his aunt and sister in a big mansion close to where he later would build the Volks Corporation's compound. In one

of his aunt's many diary notes, it's mentioned that his original parents died. He was obsessed with the occult and supernatural when he was a young boy, often reading about it in the books from his aunt's library. He was 11 years old when his sister died and he tried to revive her with arcane knowledge. From that day, he has been slightly possessed by a demon, who likely has influenced him to found Volks Corporation. As a mark of that day, Alexander has a scar above his right eye where the demon touched him. He has become quite cold through the years. The only time he is shown to still have some emotions is when he thinks about Gigi.

- **Commander Rourke** is Volks' right hand and called a mercenary by him at the beginning of the game. He has supervised the testing of military equipment at Volks Corporation for 15 years. Rourke is shown to have a bad temper and be incredibly aggressive and impatient. He threatens people a lot, kills one person for not listening and is stated several times to have injured other members of the staff. His personal assistant is said to get extra pay for taking the risk of working for Rourke. The only person he always behaves properly towards is his boss, though Rourke at one time states he would have ignored Volks' orders just for his own fun had Raimi not been tougher than he had expected. The only weak point Rourke has, are dogs: he suffers from severe *cynophobia*.
- **Wraith** is an intelligent demonic being that for a large part of the game possesses Raimi's original body. Along with Rourke, he is seen accompanying Volks (after Volks' possession) as one of his closest advisers. The real Raimi meets his body's new occupant several times during the game, who in turn tries to deter him at every opportunity. In their last encounter, Wraith leaves Raimi's body so he can crush it with a crane, but Raimi recovers it and defeats Wraith.
- **Volks' Demon** is the game's *antagonist*. He's a giant demon who, unlike the other ghosts, can directly influence the physical world. He appears to be a friend or ally of Wraith. When Giselle Tallant's husband, Joshua, died, Volks' Demon started talking to her. He pretended to be the spirit of Joshua and convinced Giselle to build a mansion near the seal to the rift and to keep expending it. By doing so, he hoped to be released in this world again when someone by accident would open the seal. This was first done by Alexander, but Volks' Demon only managed to get a part of him in this world, in the body of Alexander. Somewhere near this event, Giselle and the workers discovered an old, abandoned *monastery*. What Giselle found there caused her to question if the voice she had been hearing all those years was Joshua's. It is not revealed what happened to her, but years later, the semi-possessed Alexander is the boss of a huge corporation located on a huge terrain of which the mansion and monastery are part of. During the events of the game, Volks' Demon escapes completely possesses Alexander. When Raimi prevents Project Z's launch, and later kills Alexander's body, Volks' Demon pulls Gigi into Alexander's body. Raimi follows them and destroys Volks' Demon.

10.1.2 Gameplay

The game is divided in levels, which in turn are divided in stages. Each level starts with a cutscene and has one or more boss fights. The game saves automatically after each level.

A level is progressed through by completing its stages. A stage can be a period in the game in which the player has to puzzle and/or fight his way to a certain point or can be a boss fight.*[6] Upon completing a stage, a new checkpoint is reached.

As a disembodied spirit, Raimi cannot interact with the physical world except through possession. Gravity still affects him though he floats and can elevate himself for short periods and he cannot pass through solid walls.*[7] Normally, his sight is blue/white, but when standing at the same spot as an object or creature, his sight turns red. Ghosts are invisible and intangible, though they can be seen by other ghosts and animals can sense their presence even when they are possessing something. Without a host, a ghost is a lot faster than the physical world and sees everything in slow motion.*[8]

When Raimi possesses an object, such as a dog food bowl, he sees things from the object's perspective even if the device has no visual apparatus. He is able to provide some motive force on an ordinarily immobile object, activate electronics, and alter an object's appearance; for example, turning water from a possessed faucet red, or changing the reflection in a mirror. Creatures can only be possessed when badly frightened or startled.*[5] This is accomplished by performing a set combination of actions.*[9] Glimpses of a host's recent memories are sometimes gained immediately upon possession. Raimi has the same control over a host body that he would over his own. The only exceptions are an inability to make the host approach something which frightens him or her very badly, and the very difficult task of resisting something the host likes.

If a host is killed or destroyed, Raimi is unharmed and returns to his ethereal state. However, he cannot remain outside a host indefinitely; his spirit is continuously pulled towards the afterlife. Raimi can only anchor himself to the

world by possessing something, though absorbing life from small plants grants him additional time in this world.* [5]

Host abilities

The abilities of hosts differ. The most noticeable is the way the world is seen through the eyes of the host. For instance, most animals see the world in several shades of grey, while imps have binoculars-shaped sight.* [10] For the most part, Raimi gets to possess guards who carry one weapon and an unlimited amount of ammunition.* [8] Some weapons have a secondary function in the form of a grenade launcher or infrared scope.* [11] Other possessable humans are professors, engineers and several people with different supportive jobs. They cannot do battle, but allow access to new areas and sometimes carry objects with them that may be needed to proceed. Human hosts have no memory of what occurs when Raimi possesses them. They recall only being badly frightened, and then suddenly being in a different room. They will not do anything or get less frightened when Raimi dispossesses them, so they can be possessed again at any time.

Animals also cannot be used for combat, but are vital to reach some areas. Due to their size, rats and dogs (rabbits and roaches in multiplayer) can crawl through some small holes and reach the room on the other side. Bats can fly to otherwise unreachable areas. Other animals are tools to make a human host possessable. The only exception to animals being useless for combat situations are imps, but they can only be possessed in the multiplayer mode.

Each host has a different ability. Some human hosts can sprint and others can crawl. This means a character that can sprint cannot crawl or vice versa and this goes for all abilities. In some cases, the L button activates the zoom function.* [5] Most humans in the multiplayer mode have a different ability: jumping.

Collectibles

In *Geist*, the player can find two kinds of collectibles as a side-quest. There are Ghost Collectibles, which are only obtainable when in ghost-form, and Host Collectibles, which can only be picked up when possessing a host. Ghost Collectibles resemble Gigi's teddy bear and are the diary entries of Giselle Tallant. By picking them up, the player learns a deeper part of the story.

Multiplayer

The multiplayer section of the game is played with up to four human players and up to seven bots. It has three different modes: Possession Deathmatch, Capture the Host and Hunt.* [5] Though these modes are common multiplayer modes, the ghost aspect gives them a unique touch.* [6] Possession DeathMatch is played between ghosts. Therefore, each player is invulnerable until he/she possesses a host, after which the game plays as a normal deathmatch. To prevent players from staying a ghost, they have a timed ghost life. Capture the Host is a combination of deathmatch and capture the flag. Again, the battle is between ghosts. However, this time, kills made are not kept until the player dispossess the host on a base. There is also a key mode where a shield will surround the base and the players have to find the key to open it. Hunt is a hosts versus ghosts mode. The hosts, armed with anti-ghost weapons, try to kill the ghosts, while the ghosts try to get the hosts to commit suicide by possessing the hosts and letting them walk into one of the various deathtraps. Hosts can attempt to free themselves from the ghosts' grasp. The first team to get rid of all their opponents' lives wins.* [12]

During the story mode, hidden collectibles can be collected in order to unlock more multiplayer levels and characters. The abilities of ghosts and most hosts are slightly different from the story mode. For instance, most soldier hosts can jump, instead of sprint or crawl. Also, roaches and imps can be possessed in the multiplayer mode, but not in the single player mode. Another difference is the presence of power-ups, with various effects. The players can choose from a list of "advanced settings" to adjust the multiplayer mode to their wishes.* [5]

10.1.3 Enemies

Humans

The biggest group of enemies Raimi faces are humans (soldiers) working for Volks Corporation. They are the first enemies he has to battle. Most of them are unaware of Raimi's presence and will not start shooting until the possessed host attacks them or ignores their orders. There are several different classes with different outfits and weapons. There

is also a special kind of soldier known as Spirit Hunters. Spirit Hunters wear an orange suit that gives them the same speed as ghosts and allows them to see ghosts. They are armed with Spirit Hunter guns and Anti-Spirit grenade launchers, that harm both hosts and ghosts. They can also force a ghost out of its host and make the host temporarily unpossessable.

Monsters

Several monsters have escaped from the rift and the labs and attempt to kill everything that is not a monster. Volks Corporation has captured and studied several of them in an attempt to create new weapons. Though not intelligent, the monsters are very strong and capable of projectile and melee combat. Later, monsters become more common.

Ghosts

Other ghosts have been created by Volks Corporation, as part of Project Z, and are called Spectral Operatives. They have Raimi's abilities: they cannot do direct damage, but they are fast and can possess the same host another ghost is currently possessing. When doing so, they attempt to get Raimi's host body to commit suicide and a struggle for control starts. If Raimi wins, the Spectral Operative is thrown out of the host and flies off a little before attacking again. They can only be killed with Anti-Spirit grenades. There are also two genuine ghosts in the game, who both escaped from the rift.

- Wraith: Its true form is nearly transparent. It appears to have a black, hunched, insectoid body with elongated spines. For a long time, it possesses Raimi's body. He appears to have the same abilities as the Spectral Operatives and Raimi.
- Volks' Demon: Unlike other ghosts, it appears to have some physical abilities. He is the final boss and is fought in a strange realm.

10.1.4 Development

Work on *Geist* officially started in 2002. [13] N-Space learned that Nintendo was interested in a first-person shooter/action game with a unique feel to it. So, n-Space came up with the idea about making a game with an invisible man as the protagonist. [2] [14] From there, the concept changed from being an invisible person to being a ghost and Poltergeist.

After about eight months of work, [15] n-Space finished the prototype and sent it to Nintendo of America, from which it was sent to Nintendo. Nintendo latched onto the game, and it was decided N-Space and Nintendo would work together to develop the game. [3] [15] After six months, object possession was introduced in the game after some suggestions from Shigeru Miyamoto. [14] *Geist* was first shown to the public at the E3 2003 and it was later stated that *Geist* would be released the same year. [2] In the months after the E3 both companies realized they "weren't working on the same game"; N-Space had envisioned *Geist* to be a first-person shooter while Nintendo (more specifically, Kensuke Tanabe [16]) considered it to be a first-person action-adventure. The adjustments caused the game to be delayed many times until it was finally released two years later in 2005, but *Geist* was present at both the E3 2004 and E3 2005.

Nearing the end of development, a Nintendo DS port was rumored by an IGN tour to be in development. Although this port was never announced, and no information of it has ever been officially released, n-Space did have development kits for the DS at the time, and traces of the ports existence have been found within the ROM of the DS version of *Call of Duty 4: Modern Warfare*, (Which was developed by n-Space) as two text documents for the credits of "Geist DS" are present. [17]

10.1.5 Voices

Most of the voices done in the game were radio personalities from WTKS-FM 104.1 based out of Orlando, Florida, including members of *The Shannon Burke Show* and *The Monsters in the Morning*.

10.1.6 Reception

Geist was Nintendo's E3 2003 surprise, as it was not a new title from one of their old(er) franchises and no rumours about it had been going around before the E3 2003. In general, people were enthusiastic about the demo. * [9] * [31] * [32]

Two years later, the game received “average” reviews according to the review aggregation website Metacritic. * [18] While the game was praised for its originality in ideas, gameplay and story, it was held back by a weak engine (IGN: “Unfortunately, a game engine incapable of matching n-Space's ambitions occasionally hampers the experience” * [27]) which meant *Geist* was unable to maintain a smooth frame rate throughout the first-person shooter sequences. The game suffered from sluggish shooter controls that were not on par with other first-person shooters of its time. Nintendo World Report wrote: “There's a constant struggle with the controls that makes the game more frustrating than it should be,” * [33] and IGN called it “not exactly poor, but it certainly doesn't compare to better shooters on the market, either.” * [27] The game was also burdened by poor character animation and AI. Some reviewers were disappointed the game only allowed one scare tactic per person or animal and did not allow the player to be creative. Or as GameSpot put it: “You'll wonder how the game might have been different if it gave you more freedom to accomplish your objectives.” * [25]

Most reviews did praise the scare tactics for always being different and fun (Nintendo World Report: “Figuring out how to scare hosts is a lot of fun, especially because the ways in which you scare them are often very inventive”). * [33] Although the animation was not considered especially good, the graphics were praised. Altogether, the game was mostly placed in the “reasonable-to-good” range, with remarks as “*Geist* at least serves as an important reminder that an original game design and a first-person perspective aren't mutually exclusive. The shooter portions of *Geist* aren't all that special, but there's a lot more to this game than meets the eye” from GameSpot; and, “The concept is refreshingly inventive and *Geist* is propelled into something much greater than a FPS clone” from IGN; but also, “Unfortunately, no sooner does *Geist* suggest it can blossom into something fresh and exciting that it's undermined at every turn by a frustrating insistence on being nothing more than a mundane firstperson shooter” from *Edge*. * [19]

Jim Schaefer of *Detroit Free Press* gave the game three stars out of four, saying, “I like this game simply for its twists on an old genre. I enjoy many shooter games, but the ability to change characters gives this one a real personality.” * [30] *CiN Weekly* gave it a score of 71 out of 100, saying, “An undeveloped but great take on first-person views makes this a strong rental but iffy purchase.” * [34] *Maxim* gave it a score of seven out of ten, saying that players will “spend more time scaring the crap out of people than blowing the crap out of people, which slows down the action.” * [35] However, *Common Sense Media* gave it two stars out of five and called it “an original first-person shooter haunted by repetitive gameplay” due to “blocky, dated graphics and choppy slowdowns” . * [29]

Game Informer listed the game among the worst horror games of all time. * [36]

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10.1.8 External links

- *Geist* at MobyGames

10.2 Giftpia

Giftpia (ギフトピア Gifutopia) is a video game that was developed by skip Ltd. for the GameCube. It was released in Japan on April 25, 2003. Despite that its last showing at Electronic Entertainment Expo (E3) was in English, Nintendo cancelled the North American localization of *GiFTPiA*. In English, the game would most likely be better understood as called “Giftopia” to represent the two words, gift and utopia.*[2]

10.2.1 Plot and gameplay

Giftpia follows the protagonist Pockle, a resident of Nanashi Island, who, on the day of his coming of age ceremony, oversleeps and misses the whole thing.*[3] The mayor of the island, Mayer, is so incensed that he orders Pockle's arrest and a fine of five million “Mane” (the game's currency) to recoup the costs of the event.*[4] Thus, it is up to Pockle to work off his huge debt.*[3] At the game's start, Pockle must cope with heavy restrictions: an early curfew, a ball & chain, having his face pixelated and a robot police chief named Mappo. Throughout his adventure, Pockle is assisted by his dog Tao and his girlfriend Kyappa. There is also a large cast of supporting characters that live on Nanashi Island and interact with Pockle, including a bartender that goes by Peevee and a radio DJ called DEEJ. Pockle eventually encounters an old man who will give him some mushroom soup and teach him about other paths to adulthood via helping others.*[4]

Giftpia is similar to Nintendo's *Animal Crossing* in that both games place an emphasis on interacting with other characters.*[4] In order to meet the game's five million Mane requirement, the player must initially take menial jobs such as fishing, collecting fruit, or repairing signs. After meeting the old man, the player must travel the island, collecting its residents' wishes, and fulfill them.*[4] However, the player has numerous restrictions that are lifted as the game progresses. For instance, if the player stays out after curfew, ghosts will chase Pockle to his house. If he does not make it back, he will be put to sleep, making him vulnerable to theft.*[4] The player is also responsible for making Pockle eat, as he will otherwise starve to death.*[3]

10.2.2 Development

GiFTPiA was first announced in early 2002 under the development of Skip Ltd. and the direction of former Square employee Kenichi Nishi.*[5] Prolific game designer Shigeru Miyamoto signed on as one of the game's producers. According to the Japanese newspaper *Nihon Keizai Shimbun*, Nintendo provided half of the game's ¥500 million budget.*[6]

Although the game was shown at E3 2003 in English and a North American localization seemed likely, the game remained exclusive to Japan. Nintendo officially stated that the game was not announced for a North America release.*[4] The website IGN thought that the game was not going to be released due to being “too strange” for US audiences, an assumption that was confirmed by Nintendo of America in early 2006.*[4]*[7] One of the game's planners, Sayoko Yokote, hoped the game would be localized by a company other than Nintendo.*[8]

The music in *GiFTPiA* is provided via the in-game radio known as Nanashi-FM. The musical score was co-composed by Hirofumi Taniguchi and Yousuke Obitsumi and features over a dozen musical artists on the radio stations. The soundtrack was released on July 14, 2003 by Enterbrain alongside the *Giftpia Book*, a 99-page full color guide to the game.*[9]

10.2.3 Reception

Retail sales of *Giftpia* were unexceptional at best. According to estimates from Media Create and *Dengeki*, the game sold between 48,000 and 55,000 units during its first three weeks on sale in Japan.*[10]*[11] By the end of 2003, the game had sold nearly 70,000 units, ranking it 176th among all games in the country for that year.*[12]

Giftpia was given a total score of 34 out of 40 by *Famitsu*, earning it a “Gold Award”.*[1] The reviewers remarked that although game gives the initial impression it is for children, it offers “nice puzzle elements, great characters and a wonderful score”.*[13] *GiFTPiA* was awarded a curious review score of ??% by the UK-based *NGC Magazine*. They felt unable to review it properly, but were sure that there was “...clearly a quite brilliant game lurking beneath the reams of Japanese text”.

10.2.4 References

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10.2.5 External links

- Official webpage (Japanese)
- English Fan-Translation by Kirameki

10.3 Go! Go! Hypergrind

Go! Go! Hypergrind is a skateboarding video game for the Nintendo GameCube that was developed by Team Pponchi at Atlus Japan and published by Atlus USA.*[1] It was released in North America on November 18, 2003.*[1] Animation studio Spümcø of *Ren & Stimpy* fame contributed character designs and animations to the game.

10.3.1 Plot

In the game, Spümcø is holding auditions in the “Toon World” for a new skateboarding cartoon called *Go! Go! Hypergrind*. In the Story Mode, you choose one of the cartoon star hopefuls and attempt to impress Spümcø and pass the audition.

10.3.2 Gameplay

The game allows players to select one of several whacky cartoon characters and skateboard through a variety of cel-shaded levels. The objective of the game is to steer characters into a variety of classic cartoon “mishaps” (usually involving inflicting pain on the character in some way) and then chaining one mishap directly into another to create combos.

There is also a versus mode offering five different game types, which can be played with two players or against the computer.

10.3.3 Reception

Go! Go! Hypergrind received “mixed” reviews according to the review aggregation website Metacritic, holding an average score of 67.*[2] GameSpot gave the game a 7.9 praising the humor and presentation,*[3] while IGN gave the game a 5.1 criticizing the skateboarding mechanics for its simplicity.*[4]

10.3.4 References

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- [2] “Go! Go! Hypergrind for GameCube Reviews” . Metacritic. Retrieved November 16, 2016.
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- [4] Irwin, Mary Jane (November 17, 2003). “Go! Go! Hypergrind” . IGN. Retrieved November 16, 2016.

10.3.5 External links

- Official site
- *Go! Go! Hypergrind* at MobyGames

10.4 Gotcha Force

Not to be confused with G-Force: Guardians of Space, one of the English versions of Gatchaman.

Gotcha Force (ガチャフォース *Gacha Fōsu*) is a fighting / third-person shooter video game developed and published by Capcom for the GameCube in 2003. The game consists primarily of collecting small toys, called Gotcha Borgs, and battling with them.

Upon its initial release the game received mediocre reviews from critics and very little advertising. Due to these circumstances, it was not commercially successful, although it has gained a cult following with numerous high fan reviews.*[1]*[2]*[3] Capcom themselves seem to consider the game as one of their favorites, as the official Japanese website is stocked with concept art, videos, and screenshots of the developers messing around. There is also a toy and manga line in Japan though it is extremely rare.*[4]*[5]

In March 2012, Capcom reprinted copies for the GameCube in Japan 9 years after its original release, which stirred talk of a possible future sequel to come.*[6]*[7]

10.4.1 Gameplay

The game focuses primarily on its combat system, which goes as follows: Before each match, GF Commanders must pick Gotcha Borgs to put on a force.*[8] Each Gotcha Borg, depending upon its powers and abilities, costs a specific amount of “GF Energy” in order to place on a force—in Story Mode, GF Energy increases with each match. In multiplayer, GF Energy is determined by players beforehand.

Once Forces are determined, the battle begins. Borgs are placed in an arena, and both Borgs are constantly locked onto each other. If there is more than one enemy, Borgs can switch their lock between enemies, or have the option to lock onto allies (for healing or support). The player must quickly dodge, move, use borg abilities, and use the arena to their advantage in order to evade or block incoming attacks. Borgs often have five attack capabilities that normally consist of close range contextual attacks and three long range attacks, though some Borgs differ.

Once a borg is defeated, that does not mean the match is over. Forces are determined by multiple Gotcha Borgs, and once one is defeated, the next Gotcha Borg in the Force will arrive in the arena, picking up where his or her fallen ally left off. Battles continue until a Force simply has no more Gotcha Borgs. There are many different types, or tribes, of Gotcha Borgs. Some types of Gotcha borgs have the ability to make a partner bigger or make an enemy smaller, some borgs can even change the look and abilities of an opponent —there are many different strategies to use with a single force, counters to these strategies, and counters to these counters. There are over 200 Gotcha Borgs overall.

As you play through, you may also obtain borgs of alternate colours, or even special colours such as silver, gold, shadow, or crystal, each with various effects on the borg's life points though some borgs are significantly harder to obtain than others.

10.4.2 Plot

The Earth is being attacked by “Gotcha Borgs” called the Death Force. Luckily, a child named Kou finds a borg called G-Red and forms the Gotcha Force. Allied by his friends, Kou counterattacks and aims to get rid of the menace, known as the Death Force's leader, the Galactic Emperor.*[9]

10.4.3 Reception

Gotcha Force met with mixed critical reception upon release. Reviewers generally praised the game's concept and gameplay, but found the game to lack depth in the long run. Mary Jane Irwin from IGN stated: “What really hurts it is that the game never progresses beyond the simple battles. I never felt challenged -- and after playing through the story mode for an hour, I felt like I had seen all there was to see.”*[14] Irwin, along with other reviewers, also noted the game to be more appealing to children. The reviewer from GameSpot believed the game “crutches itself far too heavily on brainless, clunky, spastic action that doesn't so much entertain as it bewilders.”*[12]

Despite the mixed reception from critics, fan reviews remain consistently high.*[1][2]

10.4.4 References

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- [14] Irwin, Mary Jane (2003-12-05). “Gotcha Force - GameCube Review at IGN” . IGN. Retrieved 2012-08-18.

10.4.5 External links

- Official website (Japanese)
- Gotcha Force Fan Site

10.5 *GT Cube*

GT Cube is a racing video game sequel to *GT Advance 3: Pro Concept* racing released in 2003 by MTO for GameCube. The game was later re-released as *GT Pro Series* for Wii in 2006.

Chapter 11

H

11.1 Harvest Moon: Magical Melody

Harvest Moon: Magical Melody (牧場物語しあわせの詩 for ワールド *Bokujō Monogatari: Shiawase no Uta for Wārudo*, literally “Farm Story: Song/Poem of Happiness for World”) is a social simulation video game for the GameCube developed by Marvelous Interactive. It is an updated version of *Bokujō Monogatari: Shiawase no Uta* (牧場物語しあわせの詩), which was only released in Japan. The updated GameCube version was released in the United States by Natsume on March 28, 2006. For the game's European release, Rising Star Games created an updated version for the GameCube's successor, the Wii. The Wii version was released on March 14, 2008 in European countries.* [3] The Wii version of the game was also released in Australia on April 3, 2008 and in North America on August 25, 2009. The game was not released on the Wii in Japan. The Wii version in all territories added motion-sensitive controls for actions such as fishing, mining and foraging* [4] but removed the option to play as a female character.

Harvest Moon: Magical Melody is the first entry without the involvement of the main developers from Victor Interactive Software.

11.1.1 Gameplay

The game has two main objectives: to wake the Harvest Goddess and to marry one of the townspeople. The Harvest Goddess has turned herself to stone out of melancholy at the townspeople's disregard. The player must gather musical notes by finishing various chores and milestones. These tasks are not revealed to the player aside from hints the player can gather based on the name of the notes in the *Notes* screen of the pause menu. Some are very obvious, such as the *Second House* note, but others are less obvious such as the *Treasure Hoard* note. Collecting at least fifty out of a total of one hundred notes lets the player create the titular magical melody that will revive the village's protectress. This does not end the game, which allows the player to continue collecting even more notes and building relationships with the townspeople. The player can choose to be either a male or female character in the GameCube version.* [5] Each gender has a choice of ten potential spouses of the opposite sex, along with the androgynous rival Jamie who is eligible for either player gender. The player can have children, own a house and land, and mine, fish, and farm across four seasons. The game also includes several minigames in which up to four players can test their skills. Players unlock some minigames through gameplay, such as unlocking the swimming minigame after attending the Beach Festival and unlocking the horse race minigame after participating in a horse race in the main game.

11.1.2 Characters

Eligible Bachelorettes

Ann * [6]

- Birthday: 18 Summer
- Lives at the tool Shop with her father Michael.

- You will meet her when you enter the tool shop for the first time.
- Favorite gifts: corn, hard boiled eggs, all ores.
- Dislikes: Onions, Toadstools, vegetable juice
- Your rival for Ann is Blue
- She can be found in one of the rooms of the Junk Shop during business. But when it is closed on Tuesday's you can find her in the Moonlight Mine.
- Events with her at:
 - 2 hearts
 - 5 hearts- special scene and a letter
 - 7 hearts
 - Plus, you will receive a letter from her every winter.

Dia

- Birthday: 9 Winter
- Lives at the Sanatorium. She has family but Basil, Gina, and Martha care for her.
- You will meet her when you first enter the Sanatorium.
- Favorite gifts: Blueberries, strawberries, Moondrop flowers
- Dislikes: Toadstools, Sauteed Toadstools
- Your rival for Dia is Kurt
- Dia can be found either in the Clinic or on the second floor of the Sanatorium during the day. Sometimes you will find her in the forest near the workshop.
- Events with her at:
 - 2 hearts?
 - 5 hearts-scene and a letter
 - 6 hearts
 - 7 hearts
 - 10 hearts- when married to someone else
 - If she leaves the village, she may send you a letter.

Ellen

- Birthday: 8 Fall
- Lives at the Blue Sky Ranch. Hank is her father and Blue is her cousin.
- You will meet her first on 2 Spring when she visits your farm to give you a dog.
- Favorite gifts: Butter, breadfruit, Cocoa, chocolate pudding, flowers, and Moonstone
- Dislikes: Toadstools, Weeds
- Your rival for Ellen is Carl.
- Ellen can be found in one of the back rooms of the Blue Sky Ranch or outside in the pasture during the day. She can be found in the front room of the Blue Sky Ranch at 1:30 p.m. She likes to visit the Callaway Cafe as well. On Thursdays, when the Blue Sky Ranch is shut, she can be found in the square in the morning. You may see her at the Hearty Lyla Gift shop on Thursdays as well.
- Events with her at:
 - 2? Hearts
 - 5 Hearts- scene and letter
 - 6? hearts
 - 8? Hearts- scene for sure if married to someone else
 - 10? Hearts
 - Plus, a letter every Spring and every Winter.

Eve

- • Birthday: 16 Winter
- Lives at the Moonlight Inn where she works. Terry is her grandfather and Duke is her uncle.
- You will meet her when you enter the Moonlight Inn for the first time.
- Favorite items: Moonstones, cheese, flowers, mushrooms, rubies, strawberries
- Dislikes: Toadstools, Failed recipes, Weeds
- Your rival for Eve is Dan.
- Eve can be found at the Moonlight Inn every night during business hours. The Moonlight Cafe is shut on Tuesdays. She is fond of long walks and can be found by the Lake or the ocean at other times. After the Paradise Orchard opens she can be found outside it in the afternoon on occasion.
- Events with her at:
 - 7? hearts
 - 8 hearts
 - 9 hearts

Gina

- • Birthday: 20 Fall
- Works at the Sanatorium where she is a nurse. Her Grandmother is Martha.
- You will meet her when you enter the Sanatorium for the first time.
- Favorite Items: Eggs, Boiled Eggs, Deviled Eggs, Toadstools, Mushrooms, Fish, Green Peppers, Herbs, Onions, Pontata roots, wool
- Dislikes: Perfume, Weeds, Toadstool Saute
- Your rival for Gina is Basil.
- Gina can be found at the clinic during business hours. She often can be found at the Sanatorium and sometimes at the Junk Shop. When the Clinic is shut on Wednesdays, you may find her outside the clinic.
- No scenes

Gwen

- • Birthday: 8 Summer
- Lives at the Perch Inn. Her Grandfather is Woody and Doug is a distant relation of hers.
- You will meet her when you attend your first horse race.
- Favorite Items: Cabbage, Carrots, Cheese, Eggs, Pizza, Wool
- Dislikes: Toadstools, Weeds
- Your rival for Gwen is Bob.
- Gwen can be found in the kitchen of the Perch Inn during opening hours. She can sometimes be found on the path outside the Workshop. She will be absent from the Perch Inn from noon to 4:00 p.m. when she returns
- Events with her at:
 - 2? hearts
 - 5? hearts- scene and a letter
 - 6? hearts
 - 7 hearts
 - 8 hearts

Katie

- • Birthday: 29 Fall
- Lives at the Calloway cafe where she works.
- You will meet her when you enter the cafe for the first time.
- Favorite Items: Butter, breadfruit, cheese, diamonds, eggs, flowers, marmalade, potatoes, sweet potatoes
- Dislikes: chicken feed. toadstool
- Your rival for Katie is Joe
- Katie can be found in the Cafe Callaway during opening hours and outside the Cafe in the morning. The Cafe Callaway is shut on Tuesdays. Katie can sometimes be found in the Forest near the Workshop.
- Events with her at:
 - 5 hearts- scene and a letter
 - 6? hearts
 - 7 hearts
 - 10 hearts

Lyla

- • Birthday: 27 Spring
- Lives at the Heartful Lyla Shop which she owns but will not open this shop until you have shipped flowers.
- You will meet her when you attend the Flower Festival for the first time.
- Most favorite: Pink Cat Flowers
- Favorite Items: Flowers, Juice, Sapphires, Wool, and Yarn
- Dislikes: Fish and Toadstool
- Your rival for Lyla is Louis
- Lyla can be found in her gift shop during opening hours. The Gift Shop is shut on Mondays, and on that day you may find her at the Cafe Callaway. You may see her in the early evening (4:50p.m) on Monday outside the Spring Farm. She can be found at the Moonlight Inn occasionally in the evening.
- Events with her:
 - 5 hearts- scene and a letter
 - 7 hearts
 - 8? hearts
 - Letter in Autumn
 - If Lyla leaves, but is a friend of yours, then she will send you a letter.

Maria

- • Birthday: 5 Winter
- Lives at the Mayor's house and is the local librarian.
- You will meet her when you enter the library for the first time.
- Favorite Items: Stewed Potatoes, stewed yam
- Dislikes: Toadstools, weeds
- Your rival for Maria is Ray.
- Maria is the Mayor's daughter. She can be found in the Library during opening hours and at the Mayor's house when the Library is not open. The Library is shut on Mondays. She can sometimes be found outside the Square on the corner near the Junk Shop
- Events with her at:
 - 2? hearts
 - 3 hearts
 - 5 hearts- scene and letter
 - 6? hearts
 - 8? hearts

Nina

- • Birthday: 20 Spring
- Lives at the Flower shop with her mother, Liz.
- You will meet her when you enter the Flower Shop for the first time.
- Favorite items: Eggs, Flowers, Herbs, Herb Tea, Hot Milk, Strawberries.
- Dislikes: Chicken Feed, Fish, Toadstools
- Your rival for Nina is Basil
- Nina can be found at her mother's shop most of the time. The Spring Farm is shut on Mondays. Sometimes you will find Nina at the lake near the spot where Ray fishes.
- Events with her:
 - 2? hearts
 - 3? hearts
 - 5 hearts- scene and a letter
 - 6 hearts
 - 7 hearts
 - A letter at New Years

11.1.3 References

- [1] “Harvest Moon: Magical Melody Release Dates” . Gamespot. Retrieved January 24, 2012.
- [2] “Harvest Moon: Magical Melody Wii Release Dates” . Gamespot. Retrieved January 24, 2012.
- [3] “Harvest Moon European Wii Release” . Nintendo.
- [4] “Harvest Moon Magical Melody UK product information page” . Nintendo. Retrieved January 24, 2012.
- [5] Harvest Moon: Magical Melody Instruction Booklet pg. 3
- [6] “Harvest Moon: Magical Melody - Character FAQ” . *IGN*. Retrieved 2016-05-19.

11.1.4 External links

“A Truly Magical Harvest Moon” . Natsume. Archived from the original on May 2, 2009. Retrieved November 11, 2012.

- Official *Bokujō Monogatari* website (Japanese)
- *Harvest Moon: Magical Melody* at DMOZ

11.2 Home Run King

For the Major League Baseball player with the most career home runs, see **Barry Bonds**.

Home Run King is a sports video game released in 2002 by WOW Entertainment.* [1] A sequel, *Sega Home Run King 2*, was released in 2004 for the mobile platform.* [2]

11.2.1 References

- [1] “Home Run King Release Information” . gamefaqs.com. Retrieved 2009-10-26.
- [2] “Sega Home Run King 2 Release Information” . gamefaqs.com. Retrieved 2009-10-26.

11.3 Homeland (video game)

For other uses, see [Homeland \(disambiguation\)](#).

Homeland (ホームランド *hōmurando*) is a role-playing video game for the Nintendo GameCube developed and published by Chunsoft, and was released in Japan on April 29, 2005.

The game can be played offline in [single-player mode](#) or online in [multiplayer mode](#) over the internet or on a LAN. In online mode the player can assume the role of [gamemaster](#) and create an online game for up to thirty-five other players.* [1] It is one of only four titles for the GameCube designed for online play. It is unique among these games in a number of ways. It is the only one where the GameCube itself acts as the [server](#), rather than the player using a central server. It is also the only online GameCube game that isn't a [Phantasy Star Online](#) title, and the only one not to get a release outside Japan. Images of the game can be seen on the [official *HOMELAND* website](#) (in Japanese).

11.3.1 Gameplay

HOMELAND features [nonlinear gameplay](#) with [branching storylines](#) and [multiple endings](#), and (especially in [multiplayer mode](#)) [co-operative gameplay](#).

The player begins by choosing his or her [avatar](#) (a boy or a girl) and giving it a name. Next there is an introductory sequence of events in which the player answers a few questions that will determine which two “[mascots](#)” the player will have from the start. A mascot is a sort of avatar that the player's avatar transforms into before setting off on an adventure. Each mascot has different attributes and skills, and more mascots can be acquired in subsequent adventures through the accumulation of “[clear points](#)” for clearing certain events. In one storyline however, the player does not select a mascot but enters the adventure world as the original avatar, named *Bibi* (ビビ) for the girl and *Hal* (ハル) for the boy.

Players begin each new adventure at level 1 and level up as they acquire [experience points](#). A distinctive feature of *HOMELAND* is the ability of players to join hands and form a chain in order to combine their stats and special attributes. Communication is displayed as voice bubbles coming from the [player characters](#) (PC) and from the [non-player characters](#) (NPC). In weakened characters the background color of the voice bubbles changes from white to yellow and eventually to red when they are almost defeated. Distant voices appear as smaller voice bubbles near the edge of the screen. Players can be equipped with weapons, shields and accessories, and can carry a very limited number of items.

Co-operative play

Players in a multiplayer game do not normally battle each other; instead they benefit by helping each other to battle enemies and achieve common objectives. Some storylines cannot be completed without coordinated actions by a number of players. When players join hands to form a chain the lead player in the chain is in control and is the only one able to attack or to receive damage. This tactic provides a useful way of quickly levelling up a player who has just entered the game, and may be essential in a storyline where a particular attribute is needed to provide an immunity and not all of the players have that attribute. It is also possible to use the chain as a shield in order to prevent the leader having to battle too many monsters at once (a form of [crowd control](#)). Each member of the chain can “[unjoin](#)” at any time and continue independently.

In an offline game the player can summon their other mascots to come and assist them as though they were other players. These mascots become their companions and are controlled very effectively by the game's AI. The companions will follow the player around and assist in battles by fighting and – depending on their skills – by restoring the player's health. Companions can be equipped with weapons, shields and accessories, but cannot carry items. When a player logs out of a multiplayer game (or is absent too long) their mascot remains in the game as a companion and automatically “[gives](#)” any key items that it may be carrying. If the player rejoins the game they automatically regain control of their mascot.

Ring menus and spiral menus

Short menus are displayed as a ring of options around a pointer controlled with the joystick. An option can be selected sequentially by rotating the pointer like the hands of a clock, or directly by moving the joystick in the direction of



A spiral menu. As the cursor rotates, items appear at one end and disappear from the other.

the option. Longer menus are displayed as a ring of options that appear and disappear progressively as the pointer is rotated around the ring. This is compared visually to moving through the center of a spiral from one end to the other.

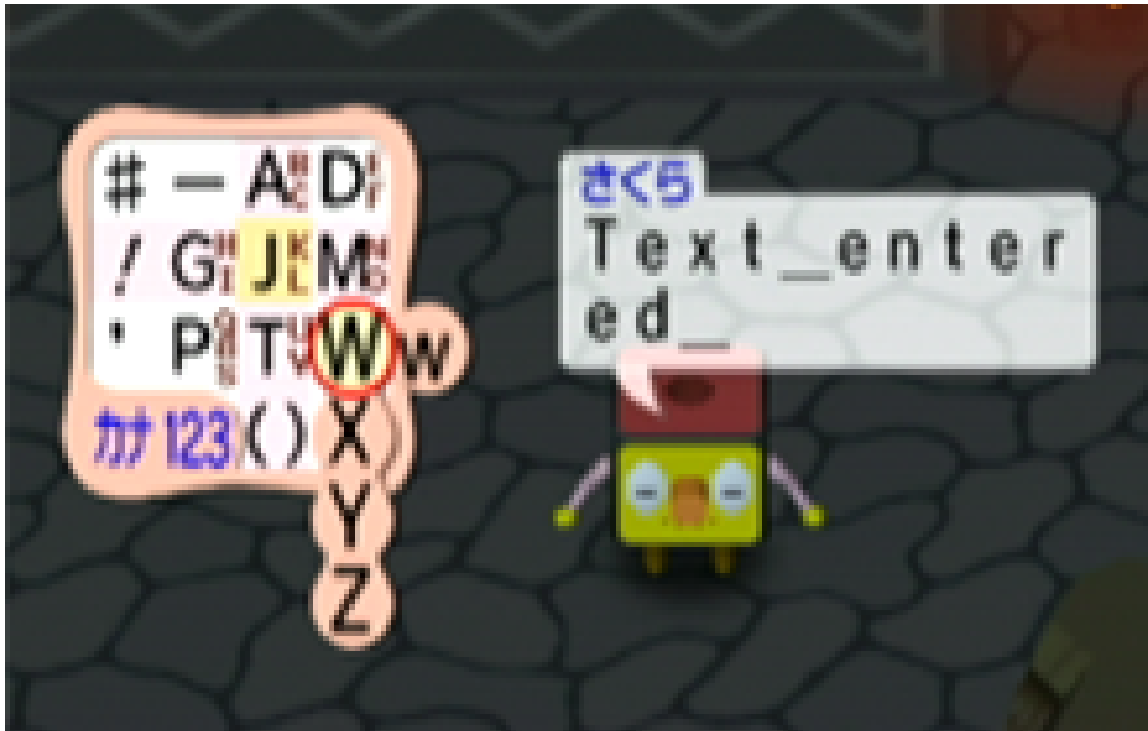
Communication

Players communicate in a multiplayer game via text messages entered using the game controller and a menu-like visual keyboard (keyboard controllers are not supported).^[2] This method is very slow at first, but becomes more efficient as the game remembers words and proposes them in a way similar to **predictive text** on a mobile phone. Messages entered in this way appear in the avatar's voice bubbles and are visible to all nearby players. There is also a way of broadcasting a message to all players anywhere in the game using a “shout” command. Emotional states of characters are displayed in anime or manga style, and can be expressed by the player by selecting the corresponding emotion from a ring menu. Possible states are: laughing, shocked, surprised, sad, angry, embarrassed, puzzled, and panicked. The effect lasts for just a second or two.

Quester Park

Hovering above the clouds is a transportation and communication hub called Quester Park. It is the starting point for new adventures and provides a convenient way of travelling from one region to another later in the game. It is divided into two areas with facilities staffed by helpful “angels” .

Information desk and bell One of the most important facilities is the bell next to the information desk at the front of the park. In a single-player, offline game the bell can be used to summon the player's other mascots to join the player as members of a group. A fee must be paid which is quite small for the first mascot, but which increases very rapidly for each additional mascot. In a multiplayer game the bell is used to locate and communicate with other players.



Text entry with a game controller is slow and complicated, but predictive text and shortcut buttons make it easier. Keyboard controllers are not supported.

Communication practice Instructions and advice on how to communicate with other players are provided by the angel *Timote* (テイモテ). A fast-talking minigame gives the player practice in using the interface and an opportunity to earn some experience points at the same time.

Ramps The second area of Quester Park is ringed with *ramps* that can be used to transport the player to the “altars” found in each town and village. A ramp cannot be used until the location of the corresponding altar has already been visited once on foot.

Key items storage Key items that are not needed but cannot be discarded can be left with the angel *Kamonau* (カモナウ) and picked up later. This frees up needed space in the player's inventory for other items. Key items may be left here when a player logs out.

Items

Items used in the game are usually bought in shops and from stallholders, but they are also obtained as loot by defeating an opponent and found lying around in treasure chests. They are grouped into the following categories:

- **Weapons**

The player starts with simple items such as sticks and clubs and gradually progresses to more powerful and expensive weapons such as swords that may affect the player's stats.

- **Shields**

May be as simple as a piece of leather or scrap iron, or proper shields giving much more protection and modifying the player's stats.

- **Accessories**

Decorative items such as badges, pendants and medals that increase some of the player's stats and may lower others.

- **Tools**

These are mainly items used for recovery or escape, but also include “drops” that can be sold for a lot of money.

- **Valuables**

These are key items that are needed to progress in an adventure. They are usually obtained by defeating a boss or by helping an NPC.

11.3.2 Storylines

Depending partly on the sequence of key events that are initiated by the hero, an adventure may follow one of a number of possible storylines. Other factors that may have an influence are the number of participating players and, in one case at least, whether or not a particular adventure has already been “cleared”. Each adventure begins in the quester’s room and ends with a meeting with the “big god”, who congratulates the heroes and heroines and hands out some rewards. After this the adventurer is returned to their room to begin again at level 1 but having acquired some “clear points” with which to buy additional mascots and accessories that can be used to personalise the mascots. Possible storylines are:



Returning the squid king to his throne in the Parasquid storyline (screenshot from a multiplayer game). The group of characters in the lower left are player mascots with accessories.

- **Boron Parts** (ボロンパーツ *boronpatsu*)

Morubon is trapped in an underground cave. Rescue him and then help him find the four “Boron Parts” that he was looking for. This is an online-only adventure.

- **Dark World** (暗闇の世界 *kurayami no sekai*)

When the quester tries to rescue a lost ghost some evil spirits try to prevent it from leaving; they scatter parts of the ghost's soul and curse the world to be covered in darkness. The quester must now recover all six pieces of the ghost's soul and remove the curse with the help of a mysterious flower encountered along the way.

- **Demon King** (魔王 *maou*)
The king of the demons was defeated 100 years ago - has he returned?
- **The Demons** (魔族 *mazoku*)
An online, multiplayer adventure in which some of the questers are cursed and try to catch the others. Three or more players are needed.
- **Dream World** (ユメの世界 *yume no sekai*)
When all the inhabitants of the homeland are put to sleep by the demon king, the quester has to enter the world of dreams to awaken them. This storyline is notable for the giant flying “whale” (actually like a cross between a whale, a catfish and a coelacanth) and a maze on a rotating cube. Finding out how to summon the whale is the biggest challenge in this adventure.
- **The Golems** (ゴーレム *gouremu*)
The golems (artificial creatures) feel they have been mistreated by their masters the robot people so they rebel.
- **Jailbreak** (脱獄 *datsugoku*)
An online, multiplayer adventure in which the questers are imprisoned by the robot people and must try to escape. Four players are needed, and cooperation and co-ordination are essential.
- **Jintori** (陣取り *jintori*)
An online, multiplayer adventure that requires at least ten players. A festival takes place in which one of the events is a game of jintori. Players are divided into five teams identified by animal symbols (crab, bear, rabbit, tiger and frog) that compete to capture thirteen bases.
- **Micro** (ミクロ *mikuro*)
Instead of defeating a final boss, players participate in a quiz about *HOMELAND*. Some questions must be answered within a time limit making this one of the hardest adventures to clear. It is called *Micro* because the players' mascots are shrunk so that they can enter a toy maze near the end.
- **Oragon** (オラゴン *oragon*)
This is the shortest and easiest adventure: defeat the dragon “Oragon” and recover the important item that he stole.
- **Parasquid** (パラダイカ *paradaika*)
The king of the squid people lost his memory when his spaceship crashed on the homeland and he has been imprisoned for a crime he did not commit. Free the king by finding the true culprit and then restore him to his throne which has since been seized by a usurper.
- **The Tale of the Hero and the Demon King** (魔王と勇者の物語 *maou to yūsha no monogatari*)
This is an offline only adventure which does not require the quester to transform into a mascot - instead it begins in the “real” world. The player must go back in time 100 years and help save the world from being consumed by darkness. There many puzzles and mysteries to solve, making this one of the longest and most interesting adventures. It is unlocked by clearing the *Demon King* adventure; the angel in the closet then transforms the homework on the table into a book, and reading this starts the adventure.

11.3.3 Gamemaster

The gamemaster begins a new game by selecting the “god” mascot and setting up the game parameters. During the game the gamemaster sees a map of the entire homeland and can “descend” to locations where there are players. The gamemaster cannot descend to a location in the game in which there is currently no player mascot present. The gamemaster sees a broader area than the individual players do, as though looking down through the clouds. Players and monsters are represented as moving icons and their voice bubbles are visible. The gamemaster's icon is controlled like a cursor and when placed over a player icon the name of the player is displayed. If left on a player icon, the cursor will automatically follow the icon as the player moves. The gamemaster can see a name list of all the players in the game, and can “jump” to the location of a selected player.



The gamemaster view shows the position of players, monsters and treasure chests in an area that is broader than the ordinary player view.

Powers

The gamemaster has no need of health points but does acquire power points as the players progress in the game. Power points are needed to perform “miracles” (similar to skills) such as causing monsters or items to suddenly appear. In this way the gamemaster is able to influence the game by helping or hindering the players. Miracles are unlocked and bought in a similar way to mascots and accessories. The gamemaster also has the ability, if necessary, to “evict” a troublesome player from the game. Players can send a message to the gamemaster and pay to increase the gamemaster's power points using the “god” telephones found in towns and villages.

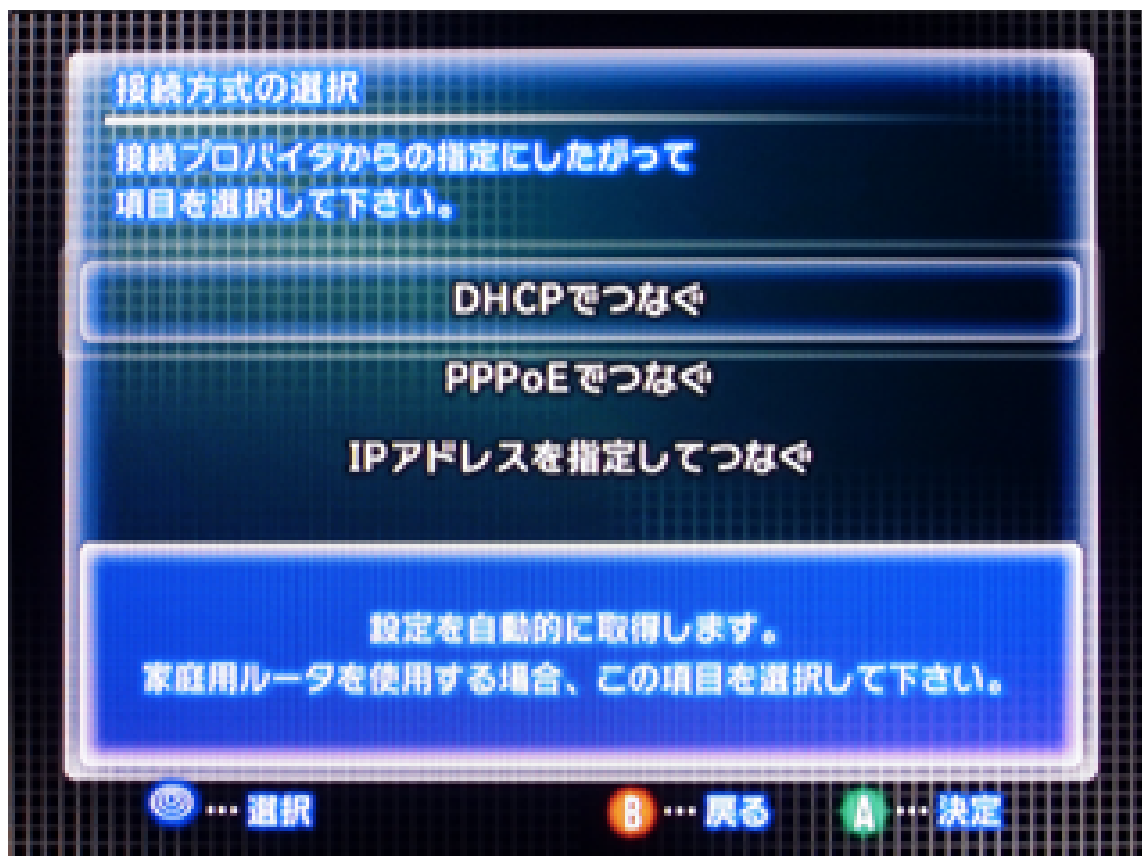
Suspending the game

The gamemaster can suspend and save the game at any time and then resume from the saved state later; it is not necessary to keep the console switched on all the time. Furthermore, the state of the game is saved automatically every few minutes to the Memory Card in the game server console so it will not be lost if there is a power failure.

11.3.4 Online mode configuration

A Nintendo GameCube Broadband Adapter (DOL-015) is required for multiplayer mode on the internet. The GameCube Modem Adapter (DOL-012) is not supported.*[2] The online option does not become available until the first adventure has been completed offline.*[2] This ensures that the player has learned how to play before participating in a multiplayer game.

The network connection settings are configured in the game and saved in a Network Settings file on a Memory Card in *Slot A*. The file must be saved on the same Memory Card as the *HOMELAND* game save file.*[3] Although the Network Settings dialog is accessed from within the game it looks like a separate application - it has a completely



The Network Settings dialog looks like a separate application.

different visual style and uses kanji text while the game uses only kana.

Settings

The following types of connection are supported:

- DHCP connection (automatic and manual configuration)
- PPPoE connection (automatic and manual configuration)
- Static IP address

A typical configuration on a home network would be DHCP with automatic assignment of the network parameters. Manual DHCP configuration requires the primary and secondary DNS server address to be entered. A PPPoE connection requires in addition to this the internet service user ID and password, and whether or not to save the password. A static IP address connection requires the IP address, subnet mask, default router, primary and secondary DNS server address to be entered. The network connection can be tested from a menu option before going online; error code [21003] indicates a successful connection.

An additional requirement since the end of the official matching server is to change the connection method so that instead of connecting automatically to the matching server the player is prompted to enter the IP address of the destination GameCube that is acting as a game server. This is done in the game by saying *#switch connection* (せつぞくきりかえ) to the “angel” NPC that appears from the closet in the quester’s room. This only has to be done once as the change is saved to the Memory Card. This change also makes it possible to play a multiplayer game on a LAN.

For other players to be able to connect to the gamemaster’s GameCube over the internet it must be accessible through port 9003 on a global IP address.* [4] The gamemaster should ensure that the IP address remains fixed for the duration of the game, otherwise players will be disconnected and must be informed of the new IP address before they can continue.

11.3.5 Beta test

A beta test version of the game was produced which can be recognised by the simple monochrome packaging and user guide. The disc and packaging are labelled “Not for sale” and “TEST DISC” (in Japanese), which also appears on the title screen. A **disclaimer** is displayed when the game is loaded.

CHUNSOFT gave away 1,000 copies of the beta test version as prizes in a competition^[5] shortly before the release of the game in 2005. Winners were selected randomly from customers who preordered the game between 10 and 25 February. These “free trial versions” enabled players to try out the opening stage of the game only; the first adventure ends when the player reaches the next region in the game. Those who had ordered the Broadband Adapter bundle received their copies in time for beta testing of the network (from 15 to 27 March)^[6] making it possible for them to try out the multiplayer *Internet Adventure* mode too.

Games saved in the test version cannot be loaded in the full version of the game.^[2]

11.3.6 References

- [1] *Homeland* user guide, page 30.
- [2] Official *Homeland* website Q&A.
- [3] *Homeland* user guide, page 32.
- [4] *Homeland* user guide, page 34.
- [5] CHUNSOFT website news February 10, 2005.
- [6] Famitsu website news February 10, 2005.

11.3.7 External links

- Official website (in Japanese)

Chapter 12

I

12.1 Idea Factory

Idea Factory (アイディアファクトリー株式会社 *Aidia Fakutorī Kabushiki-gaisha*) is a Japanese video game developer and publisher founded by former employees of Data East on October 26, 1994 headed by company chairman Shingo Kuwana and president Yoshiteru Sato.

On 30 September 2013, Idea Factory opened their international branch based in California, under the name Idea Factory International.* [1]

A subsection of Idea Factory develops *otome games*, under the name of Otomate.

12.1.1 Games published

12.1.2 Games developed

12.1.3 Subsidiaries

- Compile Heart
- Otomate
- Design Factory
- Idea Factory International

12.1.4 External links

- Official site (Japanese)
- Idea Factory International (English)
- Compile Heart (Japanese)
- Design Factory (Japanese)
- Company summary from IGN
- Company summary from GameSpot

12.1.5 References

[1] 2013-09-30, Idea Factory, The Company Behind Hakuoki And Neptunia, Opens U.S. Branch, Siliconera

[2] 2014-07-07, Three Girls Media Companies Coming Together For A New Game, Siliconera

Chapter 13

K

13.1 Kidō Senshi Gundam: Senshitachi no Kiseki

Kidō Senshi Gundam: Senshitachi no Kiseki (機動戦士ガンダム 戦士達の軌跡, Kidō Senshi Gandamu: Senshitachi no Kiseki, lit. “Mobile Suit Gundam: Warrior's Locus”) is a GameCube-exclusive third-person shooter video game released in 2004 by Bandai. The game was released only in Japan and a part of the Mobile Suit Gundam series.

13.2 Kirby Air Ride

Kirby Air Ride, known in Japan as *Kirby's Airride* (カービィのエアライド *Kābī no Earaido*), is a 2003 racing game video game developed by HAL Laboratory and published by Nintendo for the GameCube video game console starring Kirby, one of HAL's characters.

Kirby Air Ride has the players and computer-controlled racers ride on Air Ride Machines. The game supports up to four players, and was the first GameCube title to support LAN play using broadband adapters and up to four GameCube systems.

Air Ride received a mixed reception from critics, who criticized the game's simplicity. However, the game was a commercial success, selling over 1.2 million copies worldwide.

13.2.1 Gameplay

Kirby Air Ride is played primarily through use of a vehicle, many of which are taken from previous Kirby games, such as the Warpstar. Players take control of Kirby or any of his multicolored counterparts to compete in races or other minigames.

The simple controls are a defining feature of *Kirby Air Ride*. Unlike most racers, no input is necessary for the craft to move forward. Other than the use of the Control Stick to steer, the A button performs all other actions in the game, including braking, charging up for a boost, sucking in nearby enemies and thereafter using the powers absorbed from them.*[1] Gliding is also a definitive feature of the game, as the player can control the crafts' altitude when they go airborne.*[2]

Each of the three modes of the game has a “checklist” associated with it. These are 12x10 grids which contain 120 squares, all of which are initially blank. Each square has a hidden goal contained inside it, and certain goals also have unlockable content attached to them, such as alternate machines, new items and courses, new characters, and music tracks for the sound test. When a goal is completed, the squares fill to reveal completed goals. In practice, this system of discovering unknown goals is balanced out by several goals which are relatively easy to obtain, such as “finish a race three times” or “race on every course,” and various other goals which only require the accrual of play time; these, in turn, make it easier to find out what other, more specific goals are, since each goal unlocked will open up the objective of the goals touching the goal completed.

Kirby is the only playable character available from the start of the game, and the only one who can ride different

machines and suck up enemies to copy their abilities. Multiple players are represented by different colors of Kirby. **Meta Knight**, Kirby's rival, is an unlockable character. He doesn't ride machines, but instead uses his wings to float above the ground. He controls like a combination of Wing Kirby and Sword Kirby, as he uses sword attacks automatically when he approaches enemies or other players. Because he has high speed and acceleration in the game, he cannot charge. **King Dedede** is also unlockable. Controlling him is almost exactly like using the Wheelie Bike, except he can attack automatically with his hammer, similar to Meta Knight's attack.

Modes of play



Screenshot of gameplay in Air Ride mode. Features common racing information on screen, such as speed, time, laps, and place.

Air Ride Air Ride is a basic, back-view racing mode. The player chooses a racing machine and races against up to three other human or computer players via split-screen or LAN to get to the finish before anyone else. There are two ways to play a typical Air Ride race:

Laps Laps is the default mode, where the player finishes the race by completing a set number of laps around the course. The number of laps can be custom set from 1 to 99, or kept at the track's default. The default number of laps may depend on the current course.

Time In Time mode, players race for a set amount of time, and the player that goes the farthest down the track wins the match.

In both modes, the Kirbys may swallow and acquire the abilities of enemies strewn along the track and use those powers against their rivals. Doing so will slow Kirby's enemies down and potentially do damage to them (if the Health Bar is activated for the race.)

In addition to the racing mode, Air Ride also has the option of Time Attack mode, where a single player races around a track for three laps.*[3] Lastly, a single player can also race Free Run mode, an endless race with the sole purpose of reaching the fastest possible Lap Time.*[4]

Top Ride Top Ride is a racing mode on smaller, simpler tracks, and is viewed from above the track. Due to the decreased track size, the default number of laps is increased per track. Top Ride has only two vehicles to choose from; the red Free Star moves in the direction the Control Stick is tilted, while the blue Steer Star rotates clockwise or counterclockwise based on tilting the Control Stick right or left.*[5]

Like Air Ride, Top Ride also has Time Attack and Free Run modes. There are seven courses total, based on seven different themes: Grass, Sand, Sky, Fire, Light, Water and Metal.*[6]

City Trial City Trial is a larger mode where players must navigate a city, along with several more sections such as a forest, cave, and volcano, while grabbing Air Ride machine upgrade items, such as boosts, top speeds, charges, offense, defense, and more. Various Air Ride vehicles are randomly scattered throughout the city, allowing the player to switch vehicles at any time in the game. Players can even collect rare machine pieces to fuse together into “Legendary Machines”. This mode also features random events such as falling meteors, UFOs, Dyna Blade, rail station fires, bouncing items, fake power-ups, a strange pillar, a thief, all boxes containing the same items, dense fog, and more. When time expires, players face off in a small competition that tests how well your machine ended up, which can vary between a drag race, a brawl, a contest to destroy the most enemies, a gliding game, and even a lap on one of the Air Ride courses.*[7]

13.2.2 Development

Kirby Air Ride (known as *Kirby's Air Ride* at the time) was originally in development during the early days of the Nintendo 64 video game console.*[8] It was one of only two playable demos shown at the Nintendo 64's unveiling at the 1995 Shoshinkai show (the other being *Super Mario 64*).*[9] At this point the game was somewhat similar to *Marble Madness*, as players would control a ball-shaped Kirby to either race across an obstacle course (in single player) or knock competing players off the playing field (in multiplayer).*[10] It went through many changes during its elongated development period before eventually being canceled and then resurfacing on the GameCube in the form of a short video preview in March 2003 at the annual DICE summit in Las Vegas, at which point it received its final title. This preview received a mainly negative reception due to slow speeds and poor graphics, which led to the cancellation.*[11]

Kirby Air Ride was first seen in playable form at E3 in May later that year. The demo contained five playable tracks and three different game modes. The reception to the playable demo was more positive than they were from previous showings.

Masahiro Sakurai, the game designer behind most of the early games in the *Kirby* series, resigned from his position at HAL Laboratory shortly after the game's release, citing that he was tiring of the constant pressure from the industry to keep creating sequels.*[12]*[13]

Music

The soundtrack was composed by Shogo Sakai, Jun Ishikawa, Hirokazu Ando, and Tadashi Ikegami. These same composers also worked on *Super Smash Bros. Melee*.

Kirby Air Ride features songs from the Japanese version of *Kirby: Right Back at Ya!* (the game was also advertised at the end of some episodes).

13.2.3 Reception

Kirby Air Ride sold 422,311 copies in Japan and 750,000 in the United States.*[24]*[25] Upon its release, it received “mixed” reviews according to the review aggregation website Metacritic.*[14] Most websites and magazines praised its clean presentation and the originality of the City Trial mode while criticizing its gameplay as being overly simple. *Kirby Air Ride's* similarity to other titles released for the GameCube around the same time (most notably *F-Zero GX* and *Mario Kart: Double Dash!!*, both of which were also made by Nintendo) resulted in it being categorized as a rather throwaway title.*[21] In Japan, *Famitsu* gave it a score of two eights and two nines for a total of 34 out of 40.*[17]

13.2.4 Legacy

Oddly enough, *Super Smash Bros. Melee* had an event called “Kirby's Air-raid” , which might reference Kirby Air Ride despite *Melee* being released in 2001 and Kirby Air Ride being released 2 years later.

The game features a checklist format that is later used in the “Challenges” section of *Super Smash Bros. Brawl* as well as the “Treasure Hunt” section of *Kid Icarus: Uprising*. *Super Smash Bros. for Nintendo 3DS* features an exclusive mode called Smash Run that is based on the concept for City Trial mode.

13.2.5 References

- [1] *Kirby Air Ride* Instruction Booklet pg. 8-11
- [2] Casamassina, Matt (October 13, 2003). “Kirby Air Ride” . IGN. Retrieved October 5, 2016.
- [3] CocoA Vortex (2003). “Kirby Air Ride - General FAQ” . IGN.
- [4] *Kirby Air Ride* Instruction Booklet pg. 13-19
- [5] *Kirby Air Ride* Instruction Booklet pg. 20-24
- [6] *Kirby Air Ride* Instruction Booklet pg. 37
- [7] *Kirby Air Ride* Instruction Booklet pg. 25-31
- [8] Murphy, Mark (August 26, 2003). “*Kirby Air Ride*” . Gamers Europe. Archived from the original on June 14, 2006. Retrieved November 29, 2006.
- [9] Semrad, Ed (February 1996). “Ultra 64 Unveiled” . *Electronic Gaming Monthly*. Ziff Davis (79): 6.
- [10] “Kirby Bowl 64” . *Next Generation*. No. 14. Imagine Media. February 1996. p. 53.
- [11] IGN staff (March 4, 2003). “Kirby's Air Ride: First Look” . IGN. Retrieved October 5, 2016.
- [12] Bryer, Glen (October 5, 2005). “HAL Laboratory: Company Profile (Conceiving Sickeningly Cute Puffballs)” . N-Sider.com. Retrieved October 5, 2016.
- [13] “Masahiro Sakurai” . N-Sider.com. Retrieved November 29, 2006.
- [14] “Kirby Air Ride for GameCube Reviews” . Metacritic.
- [15] Edge staff (September 2003). “Kirby Air Ride” . *Edge* (127).
- [16] EGM staff (November 2003). “Kirby Air Ride” . *Electronic Gaming Monthly* (172): 196. Archived from the original on January 6, 2004. Retrieved October 5, 2016.
- [17] “Famitsu, Dengeki and Dorimaga scores” . Rage3D. July 9, 2003. Retrieved October 5, 2016.
- [18] Helgeson, Matt (December 2003). “Kirby Air Ride” . *Game Informer* (128): 158. Archived from the original on April 3, 2008. Retrieved October 5, 2016.
- [19] The D-Pad Destroyer (October 14, 2003). “Kirby Air Ride Review for GameCube on GamePro.com” . *GamePro*. Archived from the original on February 9, 2005. Retrieved October 5, 2016.
- [20] Silverman, Ben (October 2003). “Kirby Air Ride Review” . Game Revolution. Retrieved October 5, 2016.
- [21] Gerstmann, Jeff (October 15, 2003). “Kirby Air Ride Review” . *GameSpot*. CNET Networks. Retrieved October 5, 2016.
- [22] Williams, Bryn (October 15, 2003). “GameSpy: Kirby Air Ride” . GameSpy. Retrieved October 5, 2016.
- [23] “Kirby Air Ride” . *Nintendo Power*. **174**: 139. December 2003.
- [24] “Nintendo Gamecube japanese ranking” . Japan Game Charts. July 20, 2007. Archived from the original on April 9, 2008.
- [25] Edge staff (July 29, 2006). “The Top 100 Games of the 21st Century” . *Edge*. Archived from the original on April 26, 2012. Retrieved October 5, 2016.

13.2.6 External links

- *Kirby Air Ride* at Nintendo.com (archives of the original at the Internet Archive)
- *Kirby Air Ride* at MobyGames

13.3 Kururin Squash!

Kururin Squash! (くるりんスカッシュ!) is an action-puzzle video game developed by Eighting and published by Nintendo. It was released for the GameCube on October 14, 2004 exclusively in Japan. It is the successor to *Kururin Paradise* and is the only title of the *Kururin* series with 3D computer graphics.

13.3.1 Premise

The Kururin family won the grand prize at a local lottery, which sent them on a cruise around the four countries of the world. The entire family enjoyed the trip, but upon returning home, they suddenly realized that they had returned with only three members of the family; Kururin, Kakarin, and Totorin. All of Kururin's siblings had disappeared during the trip! Kururin sets off to the four countries on the special helicopter “Helirin” in search of the others.

13.3.2 Gameplay

The player controls a slowly spinning stick called the Helirin, and must maneuver it through a series of mazes without touching the walls. If the stick hits any wall or dangerous object three times it will shatter, forcing the player to start over again. The player controls the stick's direction and 3 levels of speed, but the continual rotation of the stick makes the task difficult. Bonus points are awarded once the player has successfully completed a level, and a gold star for completing the level without any crashes. If the player succeeds to complete the level without any crash, and also succeeds to have all the coins of the level, he will be awarded with a rainbow star, which represents the perfect run for a stage. The game also records shortest times taken to beat each level.

The game starts off with simple training levels, where instructions are given on how to play and get around the first corners. After this tutorial there are eight levels in each stage which progressively increase in difficulty and length. The main objective in the puzzle mode is to collect coins, and the objective in the race mode is to finish each maze within a target time frame. Multiplayer can include up to four players in a split-screen frenzy, or a battle mode where players must collect coins while holding off their opponents with various weapons.

Unlike the previous titles of the series, *Kururin Squash!* introduces water levels with power-ups that make the Helirin work like a submarine, use guns, punch with boxing gloves, create tornadoes, or use flame-throwers. Bosses are also present at the end of each stage.

13.3.3 External links

- Official website (Japanese)
- *Kururin Squash!* at MobyGames

Chapter 14

L

14.1 Lost Kingdoms

Lost Kingdoms is a fantasy video game developed by FromSoftware and published by Activision in North America and Europe. The original Japanese version of this game is known as *Rune* (ルーン *Rūn*). The game was released in Japan on April 25, 2002; in North America on May 27, 2002; and in Europe on August 9, 2002. *Lost Kingdoms* is a card-based action role-playing game where battles are fought in real-time.

A sequel, *Lost Kingdoms II*, was released a year later.

14.1.1 Story

The story begins with a substance known in the game as black fog. This fog is known for consuming people, towns, and other signs of civilization or life, nothing ever to escape from within. In *Lost Kingdoms*, the fog invades the land of Argwyll, home of the main character Katia, who is also the princess of this kingdom. The fog has been terrorizing the land for a long time, and Katia's father - the king - eventually ventured out to help try and deal with the deadly substance. However, since her father hadn't returned in some time, Katia soon leaves to find him.

Before she leaves, however, she is granted access to the castle's runestone, a key item in this game. With the runestone, Katia is able to use special magic cards to battle for her against the monsters that have spawned inside the black fog. Using this runestone, Katia is granted to leave the castle in the hopes of saving the kingdom, as well as finding and possibly rescuing her father. Unfortunately for her, she later finds that monsters killed her father. Later Katia finds a new enemy in the form of another runestone wielder, a girl named Helena that she repeatedly runs into. Eventually, Katia fights and kills Helena, but before she dies Helena reveals to Katia that she was trying to save her own land from the black fog. Katia eventually discovers that a man named Thalnos is behind the black fog, as well as the existence a malevolent entity known as the God of Destruction. After fighting and killing Thalnos, it turns out that he was just a vessel for the God of Destruction. Katia then fights and defeats the evil god as the final boss of the game.

14.1.2 Gameplay

Lost Kingdoms is best known for its unique system of combat. Battles are played in real-time, where the player has to keep their character moving to avoid enemy attacks and plot tactical points to attack. Katia uses her cards for battle purposes only, as she cannot fight. *Lost Kingdoms* also has a multiplayer system in which two players can use their own decks to battle one another. When compared to single-player, the multiplayer has various restrictions to make the fight fair. Healing and one-hit kills are forbidden. Since some cards have the ability to return used cards back to the deck, these types of cards are also prohibited.

Cards

There are three special types of cards. Along with the battle types are elements. The elements of these cards includes fire, water, wood, earth, and neutral. Each type has its own advantage over another: Fire is strong against wood, but

weak against water. Water is strong against fire, but weak against earth. Wood is strong against earth, but weak against fire. Earth is strong against water, but weak against wood. Neutral is a special and rare element, as it has no strengths and weaknesses against the other elements. Aside from finding new cards, Katia can also buy, sell, transform, and capture new cards.

Katia is capable of purchasing, finding, or getting her foes to submit to becoming new cards. Katia can also sell unwanted cards, and have her old cards transformed into new and/or stronger cards. Only a couple of cards are available after each level is completed, and they are not always completely new. Transforming cards is a part of the games **experience point** aspect, since defeating enemies with a card will earn the card experience points. Once cards earn enough experience, the shop will transform them into a different card for a certain amount of experience points. Capturing cards is a special process that allows Katia to transform her foes into cards. By initiating a capture throw, Katia can force weakened enemies into submission and transform them. If a capture throw fails, then the enemy only lose a small part of their life.

14.1.3 Reception

Reception for *Lost Kingdoms* was mixed. Fran Mirabella III of IGN gave it an aggregate score of 5.9/10, citing smooth framerate, deck customization, and two player mode as pros, but citing repetitive music, stiff graphics, average gameplay, trial-and-error, and random battles as cons. Ogami Itto at RPGFan was more positive and awarded the game 82/100, calling it a solid game marred by lack of polish and short length. In his review he praised the gameplay as addictive and a highly polished and impressive mix of its influences, but tempered his review by noting the simplistic story, graphics, sound, and translation.

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14.1.5 External links

- *Lost Kingdoms* at MobyGames
- Official site (Japanese)

14.2 Lost Kingdoms II

Lost Kingdoms II, known as *Rune II* (ルーン II *Rūn Tsu*) in Japan, is a role-playing video game developed by FromSoftware and published by Activision in North America and Europe. It is the sequel to *Lost Kingdoms*. *Lost Kingdoms II* is a card-based action role-playing game where battles are fought in real-time.

14.2.1 Plot

Generations after the events of *Lost Kingdoms*, Katia of Argwyll is now remembered as a legendary queen. The heroine of this story is Tara Grimface, a reserved member of a guild of thieves, who is trying to find her way in a dangerous world. While she is an outcast even among her allies, they respect and fear her because she possesses a True Runestone that allows Tara to use powerful magic cards in battle. Tara becomes embroiled in events that will eventually shape the lands around her as she travels with the Band of the Scorpion on a mission to steal the runestones crafted in the caverns of Kendaria. It is here that Tara first happens across the monster responsible for creating these runestones to which she later finds to be the body of the god of harmony. Through the journey Tara undertakes she will eventually find herself on a path to discovering her former self. Although, if she is to uncover the secret of her mysterious origins, she will have to overcome her distrust of others.

14.2.2 Gameplay

In *Lost Kingdoms II* the player engages enemies during exploration and may revisit levels after they have been completed. There are a number of new cards, though most of the original cards from the first game are retained. Many of the originals have their effects reworked in various ways. Notable changes in the card effects include giving each summon card two effects that the player may choose from, and a new type of card that transforms the player into a creature.(226 cards total).

A notable interface addition is the ability to pay double the cost for any card in exchange for enhanced effect. Certain card combinations can be combined into a single, generally highly potent effect.

A new element is also introduced along with the original elements of fire, water, wood, earth and neutral. The new element, mechanical, is much like neutral as it has no weakness and strengths versus other elements. The only difference between the two is that mechanical and neutral have separate power levels, which the player can increase by using cards of the same element repeatedly, but lowering all other elements slightly and the opposite element even further. The main villain of the game is a user of the mechanical element.

14.2.3 Reception

14.2.4 References

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14.2.5 External links

- Official website (Japanese)
- *Lost Kingdoms II* at MobyGames

14.3 Luigi's Mansion

Luigi's Mansion (Japanese: ルイージマンシヨン Hepburn: *Ruīji Manshon*, lit. *Luigi Mansion*) is a 2001 action-adventure game developed and published by Nintendo for the GameCube. The game was a launch title for the GameCube and is the first game in the *Mario* franchise to be released for the console, launched in Japan on September 14, 2001, in North America on November 18, 2001, and in Europe on May 3, 2002. It is the second title in the franchise in which Luigi is the main character, instead of Mario, with players controlling him as he explores a haunted mansion, dealing with ghosts that lie within its room by capturing them through a special device supplied by Elvin Gadd, a scientist in the Mario Universe who is introduced in this game, while searching for his missing brother.

Luigi's Mansion was relatively well received by reviewers, despite being criticized for its short length. The game has sold over 2.5 million copies, and is the fifth best-selling Nintendo GameCube game in the United States. It was one

of the first games to be re-released as a Player's Choice title on the system. The game was later followed by a sequel entitled *Luigi's Mansion: Dark Moon*, released for the Nintendo 3DS in 2013.

14.3.1 Gameplay



Luigi capturing one of the game's unique ghosts using the Poltergust 3000. The number represents the ghost's HP, which must be reduced to zero in order for Luigi to capture it.

In *Luigi's Mansion*, the main story is played out over four stages, with players able to also access a training room and a gallery at the laboratory of Professor E. Gadd between stages.*[1] In each stage, players control Luigi as he explores the mansion's rooms and hunts down the ghosts that lay within them, acquiring keys to get through locked doors and eventually dealing with a boss ghost hidden at the end of the stage, with more rooms becoming accessible as each stage is completed. To assist him in his task, Luigi uses a flashlight and two inventions supplied by E. Gadd - the Poltergust 3000, a specially modified, high powered vacuum cleaner; and the Game Boy Horror, a parody of Nintendo's Game Boy Color.

In order to capture ghosts, Luigi must first use his flashlight to light up the ghost and stun it, revealing their heart. When this happens, players use the Poltergust 3000 to suck them up, steadily reducing the ghost's hit points to zero; the more hit points, the more time it takes for a ghost to be captured, giving them a chance to break free while leaving Luigi more exposed to being harmed; if his HP is reduced to zero from being hurt by the ghosts, the game is over. Once a ghost's HP is reduced to zero, they are captured.*[2] Some ghosts cannot be captured easily until Luigi locates three special medallions, each granting the Poltergust with the ability to suck up certain elements from the rooms and use them to capture special ghosts lying within the mansion.*[3] In addition to capturing the regular ghosts in the mansion, Luigi must also draw out special, "portrait ghosts" from some rooms, each requiring a condition be met to make them available for capture. Once all the ghosts in a room are captured, it brightens up; the music also changes, being pleasantly whistled by Luigi, while being haunted and spooky when filled with ghosts, with Luigi humming nervously to the tune.

Utilising the Game Boy Horror, players can use it to gain access to a map of the mansion, seeing which rooms they have visited, what doors are open and which remain locked; when Luigi finds a key during his explorations, the Game Boy Horror automatically indicates which door it unlocks.*[4] In addition to a map function, the device also keeps track of any treasure that Luigi has found - rooms will usually have treasure hidden within, which can be either coins, gems, gold bars and so forth, hidden within items and even in a chest that appears when the ghosts are cleared out, which Luigi can draw out and then suck up with the Poltergust; if a ghost harms Luigi, he will drop a small portion of collected treasure that he will need to recover before it disappears. After Luigi encounters a group of Boos hiding in the mansion, the device can be used to find each one hiding in a room, through a beeper sound and a flashing yellow light on the device, which turns red when Luigi is close to one; Boos can only be located in rooms that have become lit after their ghosts have been cleared out.*[4] Boos are trickier to deal with, as they can plant decoys and traps within objects they can hide in that can fool the Horror, and will escape into other rooms if they can, forcing the player to chase after them.

Once a stage is completed, all portrait ghosts are restored to their paintings by E. Gadd, which the player can view in his laboratory's gallery,*[5] at which point a result screen reveals the portrait ghosts Luigi has managed to capture, along with the total amount of treasure he recovered for that stage. Once the final boss of *Luigi's Mansion* is defeated, the player is given a rating (A to H) during the end credits, based on the amount of treasure Luigi has found. After completing the game once, a second mode is offered, called the "Hidden Mansion". In the European version of this mode, the entire mansion appears as a reflection of the previous version, with bosses being made more difficult, ghosts and Portrait Ghosts being trickier to capture, and more ghosts being in some of the rooms.*[6]

14.3.2 Plot

The game begins with Luigi having won a mansion in a contest. Despite not having entered any contest, he promptly told Mario about the mansion, and the two agreed to meet up outside it that evening. Luigi takes a flashlight with him and he follows the map to the mansion. Upon finally arriving at his new mansion, which looks much more sinister than the supplied photo, Mario is nowhere to be found. Luigi proceeds inside the mansion, entering the Parlor after he gains the key from a strange ghost-like shape. Upon entry, he is soon assaulted by a Gold Ghost, only to be saved by a little old man wielding a vacuum cleaner. The old man, however, is unable to reel in the ghost and is soon overpowered. After being helped to his feet by Luigi, the old man introduces himself as Professor Elvin Gadd. The two retreat from the mansion when more of the Gold Ghosts appear.*[1]

In E. Gadd's laboratory, he explains how Luigi's newly won mansion is obviously the work of something not of this world, as it only appeared a few nights ago.*[7] As Luigi further explores the mansion, he discovers that it was built by King Boo to shelter the now-freed portrait ghosts, ghosts whom E. Gadd had previously captured and contained in paintings with a device dubbed the "Ghost Potrifactionizer". They sent Luigi the supplied photo and map to lure him into a trap. Gadd also tells Luigi that he saw someone wearing a red cap went into the mansion some time ago, but has not seen him since.*[8] Upon learning that the red capped man (Mario) was Luigi's brother, E. Gadd allows Luigi to take over his duties of ghost-catching and entrusts him with his powerful vacuum cleaner, the "Poltergust 3000," and a multipurpose invention called the GameBoy Horror that allows him to communicate with Luigi.*[9]

After numerous confrontations and challenges with many ghosts, portrait ghosts, boss ghosts, Boos, puzzles, and locked doors, Luigi confronts King Boo, who has trapped Mario inside a painting like the portrait ghosts and hung him in a secret altar in the basement. King Boo pulls Luigi into a painting for their final battle in an arena that resembles the mansion's roof within a fiery background, puppeteering a lifelike Bowser suit from the inside.*[10] Using spiked, explosive metal balls thrown by "Bowser", Luigi finds a way to blast off the suit's head and eventually vacuum and defeat King Boo, causing "Bowser" to collapse.*[11] Luigi returns to E. Gadd with Mario's painting and successfully extracts him from within it using the Ghost Potrifactionizer in reverse.*[12] King Boo is turned into a painting along with the other portrait ghosts. The ending also sees the haunted mansion disappear, after which Professor E. Gadd uses the treasure Luigi collected on his adventure to build a new, non-haunted mansion on the site of the original mansion. The size of the house depends on how much treasure the player gathered before the end of the game.

14.3.3 Development

The game was first revealed at Nintendo Space World 2000 as a technological demo designed to show off the graphical capabilities of the GameCube.*[13] The full motion video footage had scenes seen in later trailers and commercials for the game, but were never used in the final release. This footage includes Luigi running from an unknown ghost in

the Foyer, ghosts playing cards in the Parlor, ghosts circling around Luigi, and Luigi standing outside the mansion with lighting flashing. Soon after its creation, Nintendo decided to make the demo into a full-fledged video game. A year later, *Luigi's Mansion* was later shown at the Electronic Entertainment Expo alongside the GameCube console.*[14] A newer version of the game, more closely related to the final version, was later revealed at Nintendo Space World 2001.*[15]

The original plan for *Luigi's Mansion* involved a game where the levels revolved around a large mansion or complex. Tests were later done with *Mario* characters in dollhouses and such. Once it was transitioned into a GameCube project, Luigi was selected as the main character in order to keep the game original and new. The other gameplay ideas, such as ghosts and the ghost-sucking vacuum cleaner, were added later. Older concepts, such as a role-playing game-like system which made real-time changes to rooms, as well as an underground cave area located under the mansion, were also scrapped due to the inclusion of the new ideas.*[16]

Luigi's Mansion's music was composed by Shinobu Tanaka and Kazumi Totaka,*[17] and as such contains "Totaka's Song", a song featured in almost every game that Totaka has composed.*[18] It is found by waiting on the controller configuration screen at the Training Room for about three and a half minutes.*[19] The main theme of *Luigi's Mansion* is orchestrated and arranged by Shogo Sakai for *Super Smash Bros. Brawl*.*[20] The game featured voice actors Charles Martinet as the voice of Mario and Luigi, and Jen Taylor as the voice of Toad.*[21] *Luigi's Mansion* received an award for its audio by BAFTA Interactive Entertainment Awards in 2002.*[22]

All GameCube systems support the display of stereoscopic 3D, and *Luigi's Mansion* was developed to utilize this feature.*[23] However, 3D televisions were not widespread at the time, and it was deemed that compatible displays would be too cost-prohibitive for the consumer. As a result, the feature was never enabled outside of development.*[24]

14.3.4 Reception

Commercially, *Luigi's Mansion* is the most successful GameCube launch title and the best-selling game of November 2001.*[35] Despite meager sales in Japan at around 348,000 units in total,*[36] it became the fifth best-selling Nintendo GameCube game in the United States,*[37] with sales of roughly 2.19 million units.*[37] It was also one of the first Player's Choice titles on the console, along with *Super Smash Bros. Melee* and *Pikmin*.*[38]

Critically, *Luigi's Mansion* received generally positive reviews, and reviewers praised the game's graphics, design, and gameplay. GameSpot stated that *Luigi's Mansion* "features some refreshing ideas" and "flashes of brilliance."*[32] The gaming magazine *Nintendo Power* praised the game for being "very enjoyable while it lasts, with its clever puzzles and innovative game play."*[34] GameSpy said that the game features "great visuals, imaginative game design and some classic Nintendo magic."*[39] The game was referred to as "a masterful example of game design" by *GamePro*.*[40] Game Revolution stated that "the graphics are quite beautiful and the interesting game mechanics are enjoyable."*[41] The American-based publication *Game Informer* praised the gameplay, and referred to it as "brilliant and up to par with Miyamoto's best."*[31] The audio was praised by IGN, who considered Luigi's voice acting as "cute, humorous and satisfying",*[33] and GameSpy, who declared that the soundtrack remains "subtle, amusing and totally suitable throughout the game".*[39] The Japanese video game publication *Famitsu* awarded the game with a gold rating, and noted that the control system, while tricky at first, works well.*[30]

The game has also received criticism, mainly because of its length. GameSpot said that *Luigi's Mansion* "fails to match the classic status of Mario's adventures" and that the "short amount of time it takes to complete it makes it a hard recommendation." The review, however, also considered that the short length prevents the gameplay and audio from getting tiresome.*[32] GameSpy also criticized the game's length, saying that it could be beaten in about six hours.*[39] Allgame declared that *Luigi's Mansion* "ultimately fails to deliver a cohesive gameplay experience over the long-term."*[27] Fran Mirabella III of IGN felt that the game was sub-par, due to its "predictable, formulaic gameplay."*[33] G4's TV show *X-Play* criticized *Luigi's Mansion* in their special on *Mario* games and media, calling the game a letdown for players waiting for the first *Mario* game on the GameCube.*[42] *Luigi's Mansion* was awarded the 2002 BAFTA Interactive Entertainment Award for audio.*[43] The game placed 99th in Official Nintendo Magazine's 100 greatest Nintendo games of all time.*[44]

14.3.5 Legacy

Luigi's Mansion introduced two new characters, Professor Elvin Gadd (or simply E. Gadd for short) and King Boo. E. Gadd has reappeared in other Mario games, such as *Mario Party 6* and *Mario & Luigi: Partners in Time*. E. Gadd is referenced in *Super Mario Sunshine* as the creator of Mario's F.L.U.D.D. device and Bowser Jr.'s paintbrush. He also appears as a playable character skin in *Super Mario Maker*. King Boo has also reappeared in other games, either as a

boss (including *Super Mario 64 DS* and *Super Princess Peach*) or a playable character (including *Mario Kart: Double Dash!!* and *Mario Super Sluggers*). Although King Boo does not appear in *Super Mario Sunshine*, his name is used in the Western version of the game for a noticeably different Boo, who appears as a boss. The ghosts in Luigi's Mansion have made appearances in other Nintendo games, such as *Mario Party 8* and *Wii Party*.

The mansion in the game has reappeared in other *Mario* games, usually acting as Luigi's home stage. It appeared in *Mario Kart: Double Dash!!*, *Mario Kart 7*, *Mario Power Tennis*, *Mario Kart DS*, *Mario Hoops 3-on-3*, *Mario Super Sluggers* and *Mario Sports Mix*. In *Super Smash Bros. Brawl*, a Luigi's Mansion stage is unlockable. It can be destroyed when characters hit a set of pillars, but it can rebuild itself later on. There are also some stickers and trophies based on the game. The stage reappears in *Super Smash Bros. for Wii U*.

A sequel was revealed at E3 2011 for the Nintendo 3DS, and demonstrated as *Luigi's Mansion: Dark Moon* at E3 2012. After a delay, the sequel was released in March 2013 to celebrate the Year of Luigi.*[45]

At E3 2012, Nintendo introduced the Wii U launch title *Nintendo Land*, which hosts *Luigi's Ghost Mansion*, a multiplayer minigame based on *Luigi's Mansion*. In this minigame, four players controlling Miis dressed up as Mario, Luigi, Wario and Waluigi have to drain the energy of a ghost, while the GamePad player, controlling the ghost, must make all the other players faint before time runs out.*[46]

In 2015, Nintendo released *Luigi's Mansion Arcade*, an arcade version of Luigi's Mansion: Dark Moon developed by Capcom and published by Sega. The game uses the same plot as Dark Moon, but goes for a first-person, on-rails gameplay style, and utilizes a special vacuum-based controller. The game is mostly exclusive to Japanese arcades, although some cabinets have been localized and released at some specific Dave and Buster's locations in the United States.

14.3.6 See also

14.3.7 References

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- [8] Nintendo EAD (November 18, 2001). *Luigi's Mansion*. Nintendo GameCube. Nintendo. **E. Gadd**: Now that I get a look at you, I just recalled... A guy with a red hat kind of like yours went up to the mansion without even stopping to chat....and he never returned.
- [9] Nintendo EAD (November 18, 2001). *Luigi's Mansion*. Nintendo GameCube. Nintendo. **E. Gadd**: What? That guy was your brother? Oh no! That's horrible! He wouldn't stand a chance against those ghosts without my help! You have to go after him! Here's the plan: I'll teach you to deal with ghosts so you can rescue your brother, Luigi!
- [10] Nintendo EAD (November 18, 2001). *Luigi's Mansion*. Nintendo GameCube. Nintendo. **King Boo**: Don't imagine that I'll flee... I'll fight you like a true Boo!
- [11] Nintendo EAD (November 18, 2001). *Luigi's Mansion*. Nintendo GameCube. Nintendo. **E. Gadd**: Luigi, you did it! Truly remarkable, my boy! I supplied the Poltergust 3000, but you ran with it all the way to the top, sonny!... What's that? You found King Boo? He jumped into a painting of Bowser, you say? He even blew fire at you?
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Chapter 15

M

15.1 Mario Golf: Toadstool Tour

Mario Golf: Toadstool Tour, known in Japan as *Mario Golf: Family Tour* (マリオゴルフファミリーツアー *Mario Gorufu Famirī Tsuā*), is a 2003 sports game developed by Camelot Software Planning and published by Nintendo for the Nintendo GameCube. It is the sequel to the 1999 Nintendo 64 title *Mario Golf*, and is the second game in the *Mario Golf* series. It was released in North America on July 29, 2003, in Japan on September 5, 2003, and in the PAL region on June 18, 2004.

Toadstool Tour is a golf game featuring characters and elements from the *Mario* series. There are 16 playable characters in total, each with a set of golfing statistics defining their style of play. The game's main mode involves the player competing in tournaments to obtain new features, although there are alternative modes consisting of training session and variations to the golf format. This includes “Ring Attack”, requiring the player to hit the ball through rings of varying sizes while remaining on or under par.* [1] Players can transfer characters between *Mario Golf: Toadstool Tour* and *Mario Golf: Advance Tour* using the Nintendo GameCube Game Boy Advance Cable.* [2]

Toadstool Tour received a positive reception from the media. In general, reviewers praised the game's visuals, sound, and variety of courses, although a perceived lack of advancement from its predecessor was criticised. The game became part of the *Player's Choice* label in 2004.* [3]

15.1.1 Gameplay

Toadstool Tour is a golf game incorporating characters, enemies, and themes from the *Mario* series. As a typical golf game, the player's objective is to hit the ball into the hole using as few strokes as possible. Prior to the swing, the player chooses a club, a general direction and range for the ball to travel. During the swing, the player determines power by timing a button press for a marker to stop at the desired point on a power meter.* [4] At this point, the player can choose to influence the direction of the ball by applying spin.* [5] Players can alternate between auto and manual shots, with the latter providing the player with more control, albeit at a higher risk of a poor shot. Many of these gameplay aspects, such as spin, are affected by the 16 characters' individual statistics. These relate to features such as control of the ball and the general height of the character's shot, which determines how much the character's play is affected by the wind. At varying stages in the “Character match” mode, characters have a chance to be upgraded into “Star characters”, which grants statistical enhancements. To achieve this, the player must defeat a computer-designated *artificial intelligence* (AI) opponent with a character of their choice, awarding the AI character with the upgrade for use later by the player.* [1] The opportunities are only available once an envelope appears beside a character portrait in the selection screen.* [6]

There are seven courses in the game, with the later versions featuring more complex terrain and exotic features. The more advanced courses offer a higher frequency of difficult terrain and elevation,* [4] as in bunkers, which limit the accuracy and range of shots. There are also hazards such as lava pits and thwomps, which will incur a one-shot penalty if landed on. Each course takes its name from a particular *Mario* feature, such as “Peach's Castle Grounds”, which is themed in particular on the *Mushroom Kingdom*. This course includes themed hazards such as *chain chomps* in bunkers, as well as warp pipes to change the location of the ball.* [1]

Toadstool Tour contains several gameplay modes and variants of golf, as well as the traditional stroke and match play.



Mario about to hit the golf ball

The player can choose to play the “Doubles” option in several modes, which allows two players to play alternate strokes as a team. “Coin attack” entails collecting several coins scattered on the course, while “Ring attack” requires the player to direct the ball through rings of varying locations, angles, and diameter while keeping on or under par.* [1] Some side games incorporate personal training for the player, such as the side games, which develops approaching, putting, shots, and birdie skills (see types of shot). The main mode is “Tournament mode”, which involves the player competing against artificial intelligence opponents on each course to win trophies. The game features interactivity with the Game Boy Advance. Players can transfer characters between *Mario Golf: Toadstool Tour* and *Mario Golf: Advance Tour*.* [2]

15.1.2 Development

Toadstool Tour was developed by Camelot Software Planning, the same team responsible for the game's predecessor, *Mario Golf*. During an interview with two Camelot developers, Hiroyuki and Shugo Takahashi, it was revealed that the game was developed simultaneously with the GameCube *Mario Tennis* title, *Mario Power Tennis*. According to the brothers, ideas and technology used for the development of *Toadstool Tour* was also used for *Power Tennis*.* [7] The game was displayed as a playable demonstration in the E3 convention of 2003.* [8] *Toadstool Tour* became part of the Player's Choice label in 2004, which offers a reduced price to games that have sold more than one million copies.* [3] The music in *Toadstool Tour* was composed by Motoi Sakuraba, who has scored several other *Mario Golf* titles.* [9]

15.1.3 Reception

Toadstool Tour received a positive reaction from critics, although it was criticised for being too similar to its predecessor.* [1]* [5] Eurogamer's Tom Bramwell commented that “Mario Golf hasn't really grown much since its time on the N64”, despite enjoying the game's course design and “sense of fun”.* [1] Both GameSpot and IGN praised the game's courses, although the later stages were preferred to the more basic initial courses.* [4]* [5] *Electronic Gaming Monthly* lauded the game's physics evidenced by the use of wind, weather, and surface conditions.* [12] The game was often likened to the *Tiger Woods PGA Tour* games, which served as a criticism when Eurogamer noted the absence of

events and player progression in the game's single-player mode. [1] This point was shared by Jennifer Tsao of *EGM*, who wanted “a more compelling single-player mode” that would offer a “golf pro who coaches me based on my swings” . [12]

The game's controls were generally well received, despite specific issues such as difficulties executing very short putts due to the game's power meter. [2] The accessibility of the controls in particular were lauded, although Camelot's choice not to use the analogue swing present in many golf games was a common complaint. [1] [4] This specifically was compared to the analogue system present in *Tiger Woods* games, prompting Matt Casamassina to comment “going from Tiger Woods back to the mechanics of Mario Golf feels like going from car to horse” . [4] The variety of modes available in *Toadstool Tour* was rated as “amazing” by GameSpot, who proceeded to commend the clarification provided by the game's manual booklet and in-game tutorial. [5] Eurogamer also noted this by offering praise to “Ring attack” , but conversely rated “Coin attack” as “a bit shallow” . [1] The game's multiplayer offerings were highly regarded by most reviewers. [2] [21]

Many reviewers criticised *Toadstool Tour's* use of camera, especially when the ball's presented route would ignore obstacles. [2] [4] GameSpot otherwise welcomed the game's visuals, however, arguing that the recurring *Mario* characters “never looked better” . [5] IGN also lauded the graphics present in the full motion video and the rest of the game, as well as *Toadstool Tour's* audio. Matt Casamassina acknowledged the characters' voiced taunts, saying “the muttering, complaining Waluigi, never fails to bring a smile to our faces” . [4]

Alex Trickett of BBC Sport gave it 85% and stated, “If you like pure simulation stick with world number one Tiger Woods, but if you are ready for a wackier round of golf, let your favourite Italian plumber come to the fore.” [19] Likewise, Marc Saltzman of *The Cincinnati Enquirer* gave it four stars out of five and stated that, “One of the game's greatest assets is its intuitive control scheme. Novice and seasoned players will be able to pick up and play with little trouble. There are customizable options for manual or automatic swing modes.” [20] However, the only negative review came from Alex Porter of *Maxim*, who gave it a score of four out of ten, saying, “Golfing game standards like club selection, power meter, and control of backspins and topspins satisfy, but the sometimes-clunky controls and confusing camera perspectives will leave you teed-off.” [22]

Toadstool Tour sold 1.03 million units in North America as of December 27, 2007. [23]

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15.1.5 External links

- *Mario Golf: Toadstool Tour* at MobyGames
- *Mario Golf: Toadstool Tour* at Nintendo.com (archives of the original at the Internet Archive)

15.2 Mario Kart: Double Dash

Mario Kart: Double Dash!! (Japanese: マリオカートダブルダッシュ!! Hepburn: *Mario Kāto: Daburu Dasshu!!*) is a racing game developed by Nintendo Entertainment Analysis and Development and published by Nintendo for the GameCube in 2003. The game is the fourth installment in the *Mario Kart* series and the third for home consoles after *Mario Kart 64*. It was preceded by *Mario Kart: Super Circuit* from 2001 and was followed by the handheld game *Mario Kart DS*, which was released for the Nintendo DS in 2005.

Similar to previous titles, *Double Dash!!* challenges *Mario* series player characters to race against each other on *Mario*-themed tracks. The game introduced a number of new gameplay features, such as supporting co-op gameplay with two riders per kart. One player drives the kart, and the other uses items. Players can switch at any time. *Double Dash!!* is the only game in the *Mario Kart* series to allow cooperative gameplay so far. *Double Dash!!* supports LAN play using the Nintendo GameCube Broadband Adapter, allowing up to 16 players to compete simultaneously. There are 20 characters to select from in total, each of which with a special item, and with eleven characters being new to the series.

Double Dash!! received positive reviews by critics; it attained an aggregated score of 87 out of 100 on Metacritic. Reviewers praised the graphics and the new gameplay features, but voice acting was poorly received. It was commercially successful, with more than 3.8 million copies sold in the United States, and more than 802,000 copies sold in Japan.

15.2.1 Gameplay

See also: [Gameplay of the Mario Kart series](#)

Double Dash is a kart racing video game in which the player races in a kart against other teams in different courses. The game screen indicates the current standings in a race, the current speed of the player's kart and incoming weapons. Like in the previous installments, players can pick up item boxes to receive a randomly selected item and use it to impede the opposition and gain the advantage. Some items, such as shells and bananas, allow the player to hit others to slow them down, while other items, such as the star power-up, render them temporarily invincible to attacks. This is the only game in the series in which instead of one character per kart, there are two: one to drive, and one to use items; and is also the first in the series where players drop their items when hit by a weapon. The powerslide technique, an action that allows the player to drift around turns, has been improved; players can tilt the control stick while drifting to make sparks appear around their kart. If tilted enough, the sparks turn blue, and the player gains a speed boost known as a “mini-turbo” .*[2]*[3] The rocket start, an action that allows the player to gain a speed boost when a race begins is also improved as the Double Dash, which can only be done as a team.



Racing at Luigi Circuit, the first Mushroom Cup course. 2 players can ride on a kart instead of one in Double Dash!!

Game modes

There are four game modes in *Double Dash*: Grand Prix, Time Trial, Versus, and Battle. Most of the modes can be played cooperatively, while some can only be played by themselves in single-player races.

- Grand Prix** – This mode has the player race against 7 (or 6) teams, which are controlled by the computer, in a series of predetermined courses. The player can choose to race using 3 different engine size classes: 50cc, 100cc and 150cc. A fourth unlockable class, Mirror Mode, allows the player to race through a mirrored version of the tracks using the 150cc engine size.*[4] Since all karts go faster when using higher engine sizes, the 4 classes serve as difficulty levels. There are 16 tracks, divided into 4 cups: Mushroom, Flower, Star and Special. A 5th cup has the player race in every track called the All-Cup Tour. The tour always starts with Luigi Circuit and ends with Rainbow Road, but the remaining tracks show up in random order. Every race is three laps long except for Baby Park and Wario Colosseum, which have 7 and 2, respectively. After all the human players cross the finish line, the positions of the computer-controlled teams are immediately locked in and they are given points based on those eight positions, ranging from 0 to 10. At the end of the cup, there will be an award ceremony for the 3 teams, where they will get a trophy ranging from bronze to gold. No matter which position they earned after each race, everyone will move on because of these new rules.
- Time Trial** – This single-player mode has the player to finish any of the 16 courses in the fastest time possible, with the best time being saved as a ghost, a carbon copy of the player's performance that they can race against in later runs. Each character will receive a mushroom, which can be used at any time during the run. (1P only)
- Versus** – In this mode, players can choose any course and race against up to 3 (or 15 with LAN) human opponents with customized rules such as changing the item frequency or the number of laps in each race. (2P-16P only)
- Battle** – In battle mode, the player fights against up to 3 (or up to 15 with LAN) human-controlled opponents using items scattered throughout a battle arena. There is the traditional balloon-popping battle game, in which the player must use items to pop an opponent's three balloons while defending their own. Players can also steal

items from one another by speeding towards them with a mushroom or star. In Co-op battles, the player in the back of the kart can perform a slide-attack on another driver, which can also steal balloons. Additionally, two new games have been implemented: the first involves capturing a Shine Sprite and maintaining possession of it for a certain amount of time, usually starting out with 55 to 60 seconds. Each time the Shine Sprite is lost, the counter will somewhat reset the time. For instance, if a player is able to keep possession of the Shine Sprite for only 30 seconds, the counter would reset to 40 instead of 60. The other mode involves throwing Bob-ombs at each other to collect points. With two players, 3 points are needed to win, but when playing with 3 or 4, 4 points are required to win. If two or more players throw a bomb at each other in unison, no points will be awarded to anybody. In a way, it's similar to a tie. As in previous installments, the battle arenas are enclosed (the exception being Tilt-A-Kart), with a varying layout and a replenishing arsenal of items. (2P-16P only)

- **LAN play** – *Double Dash* also features LAN play using the Nintendo GameCube Broadband Adapter. Up to 8 GameCube consoles can be connected, allowing for 16-player multiplayer races, with 2 players controlling each kart.*[5]

Characters

Players can choose from a cast of 20 playable drivers divided in 10 pairs. All of the characters have their own special items which are unique to them, like Mario and Luigi with Fireballs, Donkey Kong and Diddy Kong with Giant Bananas, Bowser and Bowser Jr. with Bowser Shells, Yoshi and Birdo with Eggs, Peach and Daisy with Hearts, Wario and Waluigi with Bob-ombs, Koopa Troopa (who previously appeared in *Super Mario Kart*) and Paratroopa with Triple Shells, Toad and Toadette with Golden Mushrooms, and Baby Mario and Baby Luigi with Chain Chomps. Petey Piranha and King Boo have the unique ability to use any of the other characters' special items excluding Luigi's Green Fireball and Birdo's Pink Egg.*[6] There are 21 karts in all and the character's weight class (light, middle, or heavy) determines the kart in which they can ride as well as their speed, acceleration, and weight attributes.

In addition, other characters have supporting roles in this game as well. Lakitu reprises his role as the referee, helping racers in various situations such as announcing laps, giving the signal to drive with its traffic lights hanging on a fishing pole, and taking characters back on track in case they fall off course. Other supporting characters appearing in this game include Shy Guys, Goombas, Nokis, Toadsworth, Piantas, Chain Chomps, Piranha Plants and more. It should also be noted that this is the very first time that Toadette has appeared in the *Mario* franchise.

15.2.2 Development

Double Dash was first shown at E3 2001 as a seven-second video clip. The clip featured Mario and Luigi driving their karts on a bump mapped 3D surface with no background. At the time, it was early in development, and the working title of the game was simply *Mario Kart*.*[7] In April 2003, Nintendo released the first pictures and details of the game, as well as revealing the title to be *Mario Kart: Double Dash!!*.*[8] At E3 2003, a playable demo of the game was available. New features, such as having two characters drive one kart, had been implemented.*[9] An updated demo with some new additions was shown at the Games Convention in August 2003.*[10] In September, Nintendo held a Gamers' Summit for the press, in which a nearly complete and more sped up version of *Double Dash* was displayed. The Gamers' Summit also announced the North American release date to be November 17, 2003.*[11]

The development team struggled in devising gameplay features that would be enjoyed by the fans of the series. One of the hardest tasks chief director Kiyoshi Mizuki was assigned to do was to attract people who had no prior experience with the series; he decided to make the gameplay as simple as possible. Producer Shigeru Miyamoto presented the staff with a variety of opinions which they in turn would have to incorporate into the game the best way possible. Miyamoto let the team decide which graphics they wanted to use without restrictions.*[12]

Connectivity to the *Game Boy Advance* was discussed as an opportunity among the developers, but they eventually agreed that *Double Dash!!* was not suited to these connectivity ideas and decided to exclude it. It was desirable to narrow down the gap between the ability of veteran and novice players. Therefore, gameplay features like the ability to escape the banana were removed; the staff wanted both veteran and novice players to enjoy themselves.*[12]

A special edition of the game was also released, which included a bonus disc containing demos and gameplay videos of other games released around the time, including *Mario Party 5*, *Disney's Hide and Sneak*, *F-Zero GX*, *Pokémon Colosseum*, *Pokémon Channel*, *Sonic Heroes* and *Kirby Air Ride*, among others.*[13] The special edition disc also includes exclusive digital content that could be transferred to the *Game Boy Advance* title *Fire Emblem* via the Game Link Cable.*[13]



Shigeru Miyamoto provided a number of opinions to the development team.

The game's soundtrack was composed by *Super Mario Sunshine* composer Shinobu Tanaka and *Mario Kart 64* composer Kenta Nagata.*[14]

15.2.3 Reception

Double Dash received positive reviews. The game received the “Multiplayer Game” award from ITV's *Game Stars* in 2004.*[22] The game sold 3.8 million units in the United States,*[23] and over 802,000 units in Japan.*[24] According

to the NPD Group, *Double Dash!!* was the best-selling game of November 2003.*[25] It is also the third best-selling GameCube game in Australia.*[26] Joystiq reported in February 2009 that the game had sold nearly seven million copies worldwide.*[27] The game placed 63rd in Official Nintendo Magazine's 100 greatest Nintendo games of all time.*[28]

Nintendo Power gave the game a perfect score, and said the graphics were of “3-D perfection” and the controls and game mechanics “rival those of any GCN racing game”.*[21] *Double Dash* also received a perfect score from *GamePro*, who commented that the gameplay remains “fast and furious”.*[29] The feature of having two riders per kart was praised by Justin Leeper and Andy McNamara of *Game Informer*; McNamara stated: “Giving the player control of two different characters is pretty cool in single-player, but add a friend on the back of your kart in multiplayer and it opens the game up like never before.”*[17] *GameSpy* called *Double Dash!!* a “great-looking, great-playing game that most gamers will instantly warm to.”*[19] Eurogamer thought the game was one of the “finest pieces of electronic entertainment ever developed.”*[30] GameZone's Louis Bedigian felt that none of the racing games he had played for the GameCube were as “spectacular” as *Double Dash!!*.*[31] *GMR*'s Andrew Pfister said, “Mario Kart: Double Dash is the most fun you'll have with a game this year. And probably next year. And maybe even the year after that”.*[32] Brett Elston of GamesRadar praised the game's “dual-riders idea and untouchable multiplayer”.*[6] *Electronic Gaming Monthly* said that the game's “pure, exhilarating glee will envelop your soul”.*[16]

Double Dash has also received criticism from the media. Considering the 7-year gap since *Mario Kart 64*, GameSpot's Ryan Davis stated that he was “a little disappointed with the limited scope of the game” . He also said that the repetition of the voice acting was “unrelenting”.*[18] IGN was also critical towards *Double Dash* for not progressing beyond its predecessor, calling the game a “mediocre effort”.*[20] The UK-based publication *Edge* accused the game of “not being a racing game anymore.”*[33] Game Revolution criticized the game's single-player mode for lacking substance and the track design for being “bland”.*[34]

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15.2.5 External links

- *Mario Kart: Double Dash!!* at Nintendo.com (archives of the original at the Internet Archive)
- *Mario Kart: Double Dash* at the Internet Movie Database
- *Mario Kart: Double Dash!!* at MarioWiki

15.3 Mario Party 4

Mario Party 4 (Japanese: マリオパーティ4 Hepburn: *Mario Pātī Fō*) is a party video game for the GameCube, developed by Hudson Soft and published by Nintendo. *Mario Party 4* is the fourth installment in a series of board game style, and was the first game in the series to be released for GameCube. It was released in North America on October 21, 2002, in Japan on November 8, 2002, and in Europe and Australia on November 29, 2002. It is the fourth game in the *Mario Party* series. *Mario Party 4* is followed by *Mario Party 5*.

Mario Party 4 features eight playable characters: Mario, Luigi, Princess Peach, Yoshi, Wario, Donkey Kong, Princess Daisy and Waluigi from the Mario series, who can be directed as characters on six themed game boards in the game. The objective of the game is to earn as many stars as possible, which are obtained by purchase from a single predefined space on the game board. Each character's movement is determined by a roll of a die, with a roll from each player forming a single turn. Each turn in *Mario Party 4* is followed by a minigame in which characters compete for coins they can use to purchase items and stars. It is the final game in the *Mario Party* series to include Donkey Kong as a playable character until *Mario Party 10* for the Wii U.

Mario Party 4 received above-average reviews from the media, although there were several complaints regarding a lack of originality and slow pacing during games.*[1] The game won the Family Game of The Year award at the Interactive Achievement Awards of 2003.*[2]

15.3.1 Gameplay



Characters must hit a dice block to move forward on the board; the mushroom represents an Item Shop.

Mario Party 4 is based on an interactive board game played by four characters from the *Mario* series, which are controlled either by the player or the game's Artificial Intelligence (AI). The game features eight playable characters, although they do not have any different gameplay attributes from each other (save for favouring certain items when controlled by the AI* [3]). Players can arrange their characters into opposing pairs, or play independently in a battle royale.* [4] As with most board games, each participant takes turns in rolling a dice block (1 to 10) to determine the number of spaces moved on the board. A minigame follows each round of four turns,* [5] which yields a coin prize for the winner. A set number of these are required to purchase a star, with the victor being the character with the most stars at the end of the game.* [6] The length of a game can vary as the predetermined number of minigames is adjustable in multiples of five. Stars are usually attained by purchase at the specific space on the board where it is set, with the star location changing to another space after every acquisition. Three extra stars can be obtained if “Bonus mode” is switched on, with a star each awarded to the player with the most minigames won, most coins collected, and most happening spaces visited.* [7] This mode also contains hidden blocks, which will grant either coins or a star when located and hit.

Mario Party 4 features six boards, five of which take their name from a secondary *Mario* character, such as Goomba.* [8] The boards are themed to correspond with their titular character, and contain specialised features to reflect this such as the roulette wheel in the casino-based “Goomba's Greedy Gala”. The on-board characters follow a set route, although this becomes optional when arriving at a junction.* [9] The boards also contain multiple “Events”, which are generic stations placed on every board. These include “Lottery Shops”, where money is gambled on item prizes, and “Boo Houses”, where Boo is paid to steal either coins or a star from an opponent. The majority of spaces on the boards are denoted by either blue or red circles, with blue granting coins and red deducting them.* [4] Alternative spaces are also available, such as “happening spaces”, which trigger an event exclusive to the current board. “Mushroom Spaces” grant the user either a “Mega” or “Mini” Mushroom—“Mega Mushrooms” extend the movement range while “Mini Mushrooms” curtail it. Additionally, giant characters will bypass “Events” and stars while reduced characters can access special areas on the board via pipes.* [1] Multiple other items can be bought

from on-board shops, such as “Swap Cards”, which exchanges items between two players.

The minigames in *Mario Party 4* are short, unrelated events with a specified objective that the players must attempt to meet to earn coins as a reward. Minigames are unlocked during the main “Party Mode”, although they can be played outside of the game board context in “Minigame Mode”. [10] This allows the player to either freely play minigames; select which minigames they want, and control conditions for victory in a match, such as the “3-win-match”; or play 2 vs. 2 minigames to claim a space on a tic-tac-toe board. Minigames are split into seven categories: “4-player”, “1 vs 3”, “2 vs 2”, [4] “Battle”, “Bowser”, “Story”, and “etc.”. The first three occur randomly after each set of turns during a party, while “Battle” can only be triggered by landing on the corresponding space on the board. Unlike regular minigames, the players must contribute their money and then compete to reclaim it or earn more by winning the minigame. There are also rarer groups of minigames, such as the **Bowser** minigames requiring the loser to forfeit items or coins and the minimini games, [1] which can only be accessed by characters reduced by the “Mini Mushroom”. A set of minigames that cannot be played during normal conditions are located in the “Extra room”, featuring Thwomp and Whomp.

The game features a loose plot in that the player must progress through “Story mode” to earn presents from the eponymous characters of the pertaining boards. These are presents that had been brought to the player's birthday party in the game, [11] which must be completed by earning the most stars in a board game and subsequently defeating the present giver in a special one-on-one Story minigame. This is all contained within the “Party Cube”, which grants the wishes of its users; the story's climax comes in the form of Bowser, who wishes to disrupt the party with his own board, hosted by Koopa Kid.

15.3.2 Development

Mario Party 4, like all games in the *Mario Party* series, except for *Mario Party 9* and onward was developed by Hudson Soft and published by Nintendo. It is the last *Mario Party* game to have Donkey Kong as a playable character (until *Mario Party 10*) and to have Wario wearing his classic long-sleeve shirt. It is also the first *Mario Party* game to have Yoshi's main voice replacing his classic “record-scratching” voice from the first three *Mario Party* games, and the first to have default teams. It is also the first Mario game to feature Princess Peach and Princess Daisy's current main dresses, including Daisy's short orange hair, with her current gold crown, and Caucasian skin color. It is also the only *Mario Party* game to have Bowser as a playable character, though only in a hidden minigame.

The game was first announced in a 2002 Nintendo press conference in Tokyo, with the announcements made by Shigeru Miyamoto and Satoru Iwata. [12] It was targeted as part of the 2002 roster of Nintendo games, which they rated as their “biggest year” for software at the time. Nintendo presented a playable demonstration of the game at E3 2002, featuring a limited set of minigames. [13] The game featured voice acting from Charles Martinet (Mario, Luigi, Wario, Waluigi and Donkey Kong), Jen Taylor (Peach, Daisy and Toad), and Kazumi Totaka (Yoshi), all three of whom worked on previous games in the *Mario* franchise. [14]

15.3.3 Reception

Mario Party 4 received “average” reviews according to the review aggregation website Metacritic. [15] In Japan, *Famitsu* gave it a score of 30 out of 40. [18]

GameSpot's Ryan Davis praised the game's minigame format, although he noted that “players who have already exhausted themselves on previous *Mario Party* titles may not find enough here to draw them back again”. [22] Eurogamer's Tom Bramwell acknowledged the variety and thematic features of the boards, but thought they were too large, resulting in a “glacial pace” when coupled with the on-board animations. [4] Despite this, IGN praised the boards for the thematic features on each one, which helped to “ease the tediousness”. [6] The game's controls were lauded for their compatibility with the minigames and simplicity, with most minigames requiring simple actions and button presses. [4]

The game's multiplayer was praised by reviewers, especially in comparison to the single-player “Story Mode”. [6] The multiplayer element was noted for appealing to a diverse demographic for its party game qualities and being an “everybody” title. [6] Conversely, “Story mode” was criticised for exacerbating issues relating to pace, which was already remarked as having “snail's pace”. [4] Additionally, the **Artificial Intelligence** involved was bemoaned for contributing an imbalance in the game, with the random availability of quality items giving players an unfair advantage. [1] The “reversal of fortune” space, which initiates a minigame by which the victor would receive another player's stars or coins, was criticised for similar reasons, as it potentially penalises players who do well in the game. [4] The minigames were mainly met with a positive reaction, with critics praising their simplicity. [6] [22]

The grouping feature in the minigames were also welcomed for contributing a new dynamic of gameplay, although Bramwell commented that “It might seem a little odd to gang up with your competitors in some cases” .*[4]

Most reviewers noted the game's graphical improvement from its predecessors,* [22] with the minigames' visual style in particular receiving praise.* [6] Although IGN remarked that the game was graphically a “huge improvement since we last saw the franchise” , they proceeded to comment that “It's a mixed bag of good and bad” .*[6] GameSpot complained that the character animations appear “a bit lifeless” and that the boards were not aesthetically pleasing.* [22] The game's audio was met with an ambivalent reaction, with critics enjoying the music but complaining about the “annoying” character catchphrases.* [22] While not memorable, the music was lauded for fitting the game's whimsical nature.* [6] *Mario Party 4* won the “Family Game of The Year” award at the 2003 *Interactive Achievement Awards*.* [2] The game sold 1.1 million units from its release to December 27, 2007 in North America,* [28] and an additional 902,827 copies in Japan, bringing its overall sales to 2 million.* [29]

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- [9] *Mario Party 4* Instruction Booklet, pg.19
- [10] *Mario Party 4* Instruction Booklet, pg.42
- [11] *Mario Party 4* Instruction Booklet, pg.5
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15.3.5 External links

- *Mario Party 4* at MobyGames

15.4 Mario Party 5

Mario Party 5 (Japanese: マリオパーティ5 Hepburn: *Mario Pāti Faibu*) is a party video game developed by Hudson Soft and published by Nintendo. It is the second game in the *Mario Party* series for Nintendo GameCube. It was released in North America on November 10, 2003; in Japan on November 28, 2003; and in Europe and Australia on December 5, 2003. *Mario Party 5* is the fifth installment in the *Mario Party* series.

The game is set in the fictional world of the Dream Depot, consisting of seven game boards. The single-player “Story” mode involves the player winning multiple games against the Koopa Kids to prevent Bowser from conquering the Dream Depot. The main multiplayer game mode consists of four characters from *Mario* series playing a board game, with each board having a set theme. The game also features several minigames, which are played after every set of turns. *Mario Party 5* introduces the “Super Duel” mode to the franchise, which requires players to assemble and control custom made battle vehicles which can be used in combat against other machines.*[1] The game features ten playable characters, with playable debuts to the series from Toad, Boo, and Koopa Kid.*[2]

Mario Party 5 received “average” reviews by the media; reviewers enjoyed the new minigames of the series, although a perceived lack of originality was criticized.*[3]*[4] The game became part of the Nintendo Player's Choice label in 2004,*[5] and won the Console Children's Award at the 2004 Interactive Achievement Awards.*[6]

15.4.1 Gameplay



The “Sweet Dream” board is themed to reflect cakes and other desserts.

See also: Gameplay of *Mario Party* series

Mario Party 5 retains the fundamental gameplay featured in previous installments, which is based upon a themed board game played by characters of the *Mario* series. The player's objective is to obtain the most stars by the end of the board game, which are usually purchased when passing the designated star space on the game board.*[1] Coins are earned mainly by winning minigames, which occur after all players have rolled the die. “Party Mode” is the main multiplayer mode,*[7] and involves four characters competing in a standard board game either independently or in opposing pairs. As with its predecessors, players can adjust the number of turns in a game by multiples of five, and determine the difficulty of artificial intelligence opponents, among others.

Mario Party 5 features ten playable characters, including three additional characters to the series: Toad, Boo, and Koopa Kid. Hudson omitted Donkey Kong as a playable character from the series in this installment, instead featuring him in the “DK space”, which initiates an event granting the possibility of a star or coins whenever landed on.*[2] Like previous installments, blue and red spaces add or deduct three coins from players when they land on them. “Bowser spaces” return from *Mario Party 4*. While the series' predecessors used item shops as a means to obtain items, *Mario Party 5* introduces the capsule system. Capsules are containers that hold a single item which are acquired when passing the “Capsule Machine” on the board. The items contained within them serve a variety of purposes, from increasing the range of the die and thus movement, to deducting ten coins from an opponent.*[8] The capsules can only be thrown up to ten spaces ahead of the current position. During a game, the gameplay is altered for the last five turns with the options selected randomly via a roulette wheel; such changes include tripling the coin benefit or deficit from coloured spaces.*[9]

The game's boards incorporate the theme of the Dream Depot, with each having “Dream” at the end of the board's title, except for the “Bowser's Nightmare” board. Themes of the boards include dreams of toys and treasure hunting, among others. Each board consists of multiple types of spaces, some of which grant special types of minigames that cannot be accessed regularly. Some spaces, specifically “happening” spaces, will incorporate the relevant theme; for example, a giant robot resembling Mecha Bowser will shoot any character back to the start when landing on its “happening” space in the Toy Dream board.

Players can choose to play minigames separate from the board game context via “Minigame Mode”. The minigames are categorized by their character structure, with “4-player”, “1 vs. 3”, and “2 vs. 2” available.*[10] Besides these standard versions, there are also the “DK” and “Bowser” minigames, which are themed to reflect their titular character; “Battle” minigames are retained from the previous three *Mario Party* games. “Duel” minigames, which involve two players competing against each other, are re-introduced. The set of minigames are available without a structure (“Free play”) in this mode, but can be formatted into tournaments and separate objectives like in “Minigame circuit”, involving the characters winning minigames to reach the finish line first. A total of 75 minigames can be played, but they all must be unlocked via “Party mode” and “Story mode” before they can be played in “Minigame Mode”. In “Bonus mode”, a set of three larger games that do not appear in usual play can be accessed; this involves a card-based board game (“Card party”), as well as Beach volleyball and Ice hockey.*[11]

Mario Party 5 introduced the “Super-Duel Mode”, a game involving the player assembling and controlling a combat vehicle. Each component of the vehicle can be bought separately; these do not necessarily have to fit with other parts stylistically, and contribute to the vehicle's general statistics regarding fields such as health and speed.*[12] Once the vehicle is assembled and named, it can engage AI or human opponents in a single match or in tournaments. Variants of this are available, including a capture the flag mode and another requiring the player to shoot mechanical rabbits.*[13]

Plot and setting

The story mode in *Mario Party 5* is completely different from the story modes of *Mario Party 3* and *Mario Party 4*. Players face three Koopa Kids (red, green, and blue). The only way to defeat them and clear the board is to take all their coins away, mostly by beating them in minigames. Players must take all coins from a Koopa Kid to defeat him. If players lose all of the coins or don't defeat the Koopa Kids within fifteen turns, the game is over. After players win five boards, they face Bowser in a final stage mini-game called “Frightmare”, which is a one-on-one mini-game with Bowser. There are four parts to the battle. First, players go against Mechakoopas (robotic versions of Koopa Troopas). Next, players have to move and jump around to avoid three rings of fire for a short time. Then players face Bowser directly; they must make him jump onto a tile three times to clear the third part. The final part of the minigame is the final battle, where Bowser grows. After throwing fireballs and hitting Bowser with them five times, the game is cleared and the final board is unlocked.

15.4.2 Development

Like its predecessors, *Mario Party 5* was published by Nintendo and developed by Hudson Soft. It is the first Mario Party game to have Donkey Kong as a non-playable character. It is also the first Mario Party game to have Wario wearing his current short-sleeve shirt. It is the last Mario Party game where Daisy is voiced by Jen Taylor; for later games, Jen Taylor is replaced by Deanna Mustard. It is the fifth and final Mario Party game to have Bowser's sound effects from the first four Mario Party games.

Nintendo first unveiled the game at the E3 conference of 2003, where eight mini-games were available in a playable demonstration.*[14] Following release, Nintendo announced *Mario Party 5* as a "Player's Choice" title, which is a label for Nintendo titles that had sold more than one million copies to be sold at a bargain price.*[5] *Super Mario Fushigi no Korokoro Party Super Mario: The Mysterious Rolling Party* is an arcade version of *Mario Party 5* released exclusively in Japan in 2004. It was developed by Capcom instead of Hudson Soft.*[15]

15.4.3 Reception

Mario Party 5 received “average” reviews according to the review aggregation website Metacritic.*[16]

Game Informer's Andrew Reiner cited the example of coin redistribution in the game, which meant that “You could win every minigame and collect the most coins but still end up in last place” , when giving a second opinion of the game.*[19] While acknowledging issues relating to the waiting times during board games, IGN's Peer Schneider praised this installment for relieving the problem slightly, specifically referring to the Mini Bowsers, who all take their turns at the same time in “Story” mode.*[23] The quantity and accessibility of the minigames was lauded by GameSpot, although the reviewer Ryan Davis proceeded to note “If you bought *Mario Party 4* last year, *Mario Party 5* is hard to recommend.” , noting a lack of change to the series formula.*[4] Generally, critics cited having a fun experience in *Mario Party 5*, although the minigames received a more enthusiastic reaction than the actual board game,*[4]*[22] with GameSpy commenting that “the sheer volume can keep you compelled. If only you didn't have to deal with all that BS in-between” when referring to gameplay of the actual board game.*[22]

Features introduced in the game received a mixed response. The three games in “Bonus” mode were praised, although reviewers were least enthusiastic about “Card Party” , with GameSpot commenting that “This mode is proof that the minigames are really what make Mario Party fun, as it's pretty dull.”*[3] The capsule system was generally criticised as the pertaining animations seemed to exacerbate the game's slow place.*[23] Despite other reviewers' claims that the capsule system contributed to the game's dependence on chance, IGN commended the system for contributing to a more dynamic game board experience.*[23] The “Super Duel” mode was praised as a reasonably fun feature, although the gameplay was rated as “sluggish” .*[23] GameSpy noted the seemingly increased board sizes from previous installments, which apparently made obtaining stars and using ranged items more difficult*[22]

The game's graphics received a mediocre response, with GameSpot commenting that the presentation is “starting to seem a bit antiquated” when noting that the character models did not seem to have been updated from *Mario Party 4*.*[4] Despite this, IGN commented that *Mario Party 5* “isn't a bad looking game” , noting the level of detail and variety given to the game's board game's and maps.*[23] GameSpot noted that the game's audio did fit the game, although they commented that it “is largely recycled from *Mario Party 4*”. IGN criticized the “cheesy” and unadventurous soundtrack, as well as a lack of voice acting.*[23] The game won the Console Children's Award at the 2004 Interactive Achievement Awards.*[6]

It sold 807,331 copies in the US,.*[25]

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15.4.5 External links

- (Japanese) Japanese official site
- *Mario Party 5* at MobyGames

15.5 Mario Party 6

Mario Party 6 (Japanese: マリオパーティ6 Hepburn: *Mario Pāti Shikkusu*) is the sixth game in the *Mario Party* series of board game-style video games by Nintendo and is the third title in the series made for Nintendo GameCube and was released in Japan on November 18, 2004; North America on December 6, 2004; in Europe on March 18, 2005; and in Australia on September 15, 2005. It is the first GameCube game to make use of a microphone add-on. *Mario Party 6* is followed by *Mario Party Advance* and *Mario Party 7*.

15.5.1 Gameplay

In *Mario Party 6*, up to four players take turns moving on board game-style stages, often playing multiplayer minigames to earn coins and stars. The object of the game is to amass the most coins and stars before completing a set number of turns. This is the first game to take out the coin bonus star, replacing it with the orb star, which is awarded to the player that used the most orbs. On multiplayer boards the sun will periodically set or rise (every three turns), producing different effects. Changes include spaces moving, different characters appearing, and changes to minigames. This is reflected in two new characters, Brighton and Twila.

All ten playable characters from *Mario Party 5* return in this game (Mario, Luigi, Princess Peach, Princess Daisy, Wario, Waluigi, Toad, Yoshi, Koopa Kid, Boo); Toadette is also playable as a newcomer.

Brighton and Twila, the sun and moon who watch over the *Mario Party* world, argue over who is more popular. Mario suggests they collect as many Stars as they can to end this.

Orbs

Orbs are special items players can either collect on the board or buy with coins at the Orb Hut. They can be used in many ways to give a player an advantage, such as stealing coins from rivals, hampering a rival's progress, or quickly obtaining stars. In *Mario Party 5*, these were called capsules. Unlike in *Mario Party 5*, the player does not have to pay to use orbs on his or her self and may find coins in Orbs. How Orbs are used is determined by the Orb's type. These are: Self, Space, Roadblock and Special. Roadblock type Orbs are one-use only and trigger when passed. Space type Orbs transform a space into a character space and only work if a rival lands on the space. Self type orbs add buffs to the player that used them. If a player stops on their own character space, they gain five Coins.

Solo Mode

Solo Mode is where a single player embarks on a special single-row board with a set number of spaces to collect minigames. The player may also choose a teammate (for 2 vs 2 minigames). Also the player plays minigames with Red, Green, and Blue Koopa Kid. The dice block for Solo Mode only has the numbers 1-6 on it. At the end of the board, there is an exclusive rare minigame space, where the player gets a rare minigame without needing to play it. If the player goes past the rare minigame space, they fall off the board and lose all of the mini games they have acquired. To win, the player must land on the rare minigame space, or quit (without getting a rare minigame).

15.5.2 Minigames

There are eighty-two minigames in *Mario Party 6*. No minigames from previous installments of this series return. New to this edition are mic. and rare minigames. In mic minigames, players must say words into the mic to perform different actions. Rare games are usually obtained by stopping on the space at the end of Solo Mode, although one is purchased in the Star Bank. The minigames are divided into 4-player, 1-vs.-3, 2-vs.-2, Battle, Duel, DK, Bowser, Mic and Rare.

15.5.3 Reception

The game received “average” reviews according to the review aggregation website Metacritic.*[1] GameSpot cited great family and multiplayer fun, but the same idea of older *Mario Party* games.*[8] IGN criticized the game's lack of originality and the microphone.*[10] In Japan, *Famitsu* gave it a score of three eights and one seven for a total of 31 out of 40.*[4]

Mario Party 6 sold 1.65 million copies.*[14]*[15]

15.5.4 References

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15.5.5 External links

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- *Mario Party 6* at MobyGames

15.6 Mario Party 7

Mario Party 7 (Japanese: マリオパーティ7 Hepburn: *Mario Pāti Sebun*) is the seventh in a series of board game style video games for Nintendo platforms and is the fourth and final title in the *Mario Party* series for Nintendo GameCube. *Mario Party 7* features popular Nintendo characters. It was released on the Nintendo GameCube in North America on November 7, 2005, in Japan on November 10, 2005, in Europe on February 10, 2006, and in Australia on June 8, 2006. It features 88 new minigames. This game's host is Toadsworth, Princess Peach's longtime steward. It also makes use of the microphone peripheral introduced with *Mario Party 6*, which can be used in 10 minigames. This game also includes six entirely new worlds, with one unlockable. *Mario Party 7* is followed by *Mario Party 8*.

15.6.1 Gameplay

The goal of *Mario Party 7* is to gather stars, but each board requires one to do that in a different way. For the first time ever since the series' initial release in 1999, eight players may participate in either Party Cruise or Deluxe Cruise (the 8 player equivalent of the Mini-Game Cruise). Players are split into teams of two and are required to share a controller, with the first player using the L button and the Control Stick in mini-games, while the second player uses the R button and the C-stick.

While a mode for a solo player itself isn't new to the *Mario Party* series, this game's take is very much different from any of the past six games. One player competes against another (either computer controlled or human played), trying to complete the set objective on the board map before the other can. Tasks range from collecting a set number of stars to having a set number of coins on a space. Up to ten slots of different characters with different phrases may be saved. Once a player has completed all six boards, they are added to the rankings section, where it shows the players who took the least turns to complete them.

There are 88 minigames in *Mario Party 7*. Once again, no minigames from previous editions appear. There are nine types of minigames in the game: 4-player, 1-vs.-3, 2-vs.-2, Battle, Duel, 8-player, DK, Bowser, and Rare. For 4-player and 1-vs.-3, there are an additional five minigames that can be played with the microphone. In 8 player minigames, one player uses the Control Stick and L, and the other player uses the C stick and R. The minigame



The game has eight-player minigames, in which eight people can compete in four teams of two. The minigame pictured here is “Grin and Bar It” .

controls range from pressing a button repeatedly to using the control stick and several buttons. There are extra minigames which you must purchase in-game to unlock.

Another new addition to this game is “Bowser Time!”. This is an event that only occurs every five turns during a Party Cruise match. After each minigame, the meter on the screen will increase by 20% and when the meter is full, then Bowser will appear and he will hinder the players depending on which board that the characters are currently playing. Depending on the board, Bowser may destroy bridges, take stars from players, or change star locations. On almost every board at some time, Bowser may take a photo as a “memento” of the vacation and take the players' coins. At other times, he may open a shop that sells the players useless and expensive items, which are then taken by Koopa Kid. “Bowser Time!” may only occur once, or up to nine times, depending on the number of turns played.

This was also the first game in the Mario Party series to have removed the *autoplay* capability in Party/Deluxe mode (where all players can be manually set to AI, thus enabling the game to “play itself” without any human player). The game will not allow there to be less than one active human player at any time.

15.6.2 Plot

Toadsworth has invited Mario and all of his friends to go on a luxury cruise around the world due to all the hard work; however, Bowser was not invited. Furious at being omitted, the Koopa King vows revenge. When the cruise ship arrives at its first destination, the passengers discover that Bowser has turned their vacation paradise into a stress-filled madhouse. Mario tries to gain as many stars as possible to end this.

15.6.3 Reception

The game received “mixed” reviews according to the review aggregation website Metacritic.* [1] In Japan, *Famitsu* gave it a score of two eights and two sevens for a total of 30 out of 40.* [5] IGN gave the game a 7 out of 10, stating solely it was “a slumber party” .* [12]

It sold 1.86 million copies worldwide.*[13]

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15.6.5 External links

- (Japanese) Official Japanese website
- *Mario Party 7* at MobyGames

15.7 Mario Power Tennis

This article is about the GameCube version. For the Game Boy Advance game called Mario Power Tennis in Europe, see *Mario Tennis: Power Tour*.

Mario Power Tennis, known in Japan as *Mario Tennis GC* (マリオテニス GC *Mario Tenisu Ji Shi*), is a sports game developed by Camelot Software Planning and published by Nintendo for the GameCube in 2004. The game is the sequel to the Nintendo 64 title *Mario Tennis*, and is the fourth game in the *Mario Tennis* series. *Power Tennis* was released in Japan on October 28, 2004, in North America on November 8, 2004, and in Australia on February 25, 2005. The game was re-released for the Wii in 2009 as part of the *New Play Control!* collection of titles, featuring GameCube games with added Wii controls. As of 2012, the title is available as part of the *Nintendo Selects* collection.

Power Tennis incorporates multiple characters, themes, and locations from the *Mario* series. The game includes standard tennis matches, but contains variants that feature different scoring formats and objectives. Other variants include “Gimmick” courts, thematic areas with components and properties that directly affect gameplay. The game has 18 playable characters, each categorised by their style of play and each with a pair of unique moves known as “Power Shots” . *Power Tennis* was developed simultaneously with *Mario Golf: Toadstool Tour*, and the pair shared similar technology and concepts with each other during production. Such similarities include an emphasis on the *Mario* theme in characters and settings as well as alternative game modes such as “Ring Shot” .

The GameCube version was positively received in general, attaining an aggregate score of 81 percent from GameRankings and 80 out of 100 from Metacritic. Critics praised the game's depth and variety, but criticised the Power Shot animations, which could not be skipped. In 2010, the game was included as one of the titles in the book *1001 Video Games You Must Play Before You Die*.*[1]

15.7.1 Gameplay



Petey Piranha in the Tic-Tac-Glow Special Game

Mario Power Tennis includes variations of tennis matches consisting of characters, courts, and scenarios based on the *Mario* series. The range of courts includes the standard three types of tennis court, but consists predominantly of those themed upon games in the *Mario* series, known as “Gimmick” courts. As well as adopting the style aesthetically, these feature thematic elements that influence how the match will be played on that surface, such as the ghosts in the *Luigi's Mansion* court, which hinder movement when the character comes into physical contact with them.* [2] Although standard tennis is available, variants of the sport can be played which adopt different rules and methods of victory. “Ring Shot” involves the player earning points by hitting the ball through rings of varying sizes, with the number of points dependent on the difficulty of the shot.* [3] The player acquires the points whenever a winning shot is made adhering to standard rules; the match is won once the predetermined number of points is equaled or surpassed. A similar mode, “Item Battle”, involves the characters using items based on the *Mario* universe to interfere with each other's game and gain an advantage.* [4] The central mode of the game is “Tournament Mode”, which comprises a set of events with accumulating difficulty. These set of events must be finished successfully to unlock playable characters. This mode can be completed either in “doubles” or “singles”, and is divided into Gimmick courts and standard courts.* [5] An alternative to these are “Special Games”, which involve the player trying to meet a tennis-related objective on a Gimmick court. These Special Games come in multiple forms, incorporating themes from past Nintendo games, such as “Tic-Tac-Glow”, which requires the player to hit balls of water to liberate Shine Sprites trapped in dirt,* [6] a reference to *Super Mario Sunshine*. *Power Tennis* supports the option for four-player multiplayer, which can be accessed during “Exhibition Mode”,* [5] the standard mode of play where the player can choose his or her opponents and the conditions of the match. Such options include the difficulty of the opponent, the court used, and the number of games and sets required to win the match.

Power Tennis features 18 playable characters, all of whom derive from the *Mario* franchise. Many characters, such as Wario, had already appeared in the game's predecessor and several other *Mario* spin-offs, while this was the first appearance for Wiggler as a playable character. All of the characters are categorised into six groups that reflect their playing style: all-around, technical, power, speed, defensive, and tricky.* [7] Inherent in each character is a set of two unique moves known as “Power Shots”.* [2] These powerful moves, which are accompanied with an animation each time they are triggered, incorporate the character's specific qualities. They can only be triggered occasionally in the

match, but will usually result in defending or scoring a point, depending on the type of shot chosen. Generic tennis moves, such as slices, dropshots, and lobs, can be applied at any time in the match.*[2]

15.7.2 Development

Power Tennis was developed by Camelot Software Planning, with a team of approximately 30 people, headed by brothers Hiroyuki and Shugo Takahashi.*[8] The game was first unveiled in a 2002 issue of the Japanese magazine *Famitsu*,*[9] and was later presented at the E3 conference of 2004. Before release, the brothers discussed multiple developmental processes in an interview with *Famitsu*. Camelot had been working on a previous GameCube version of *Mario Tennis*, but discontinued the project and began again using ideas and technology from *Mario Golf: Toadstool Tour*, which was being developed simultaneously with the game.*[8] Shugo noted that the original would have been more serious and contained deeper gameplay, but with fewer "Mario-esque" gimmicks. There was also a willingness not to update the graphics only without exploring advancements to concepts and gameplay, which Hiroyuki stated would be "unacceptable for a *Mario* game". Due to the success of its predecessor, the brothers felt pressure to make a game that was original and would not appear too similar to its predecessor on first sight.*[10]

Following release, IGN interviewed Hiroyuki regarding the development of the game. He revealed that Camelot had received co-operation from Nintendo in relation to voice acting and animation, which Takahashi stated as "contributing quite a bit to the improvement of the game's graphics". Takahashi proceeded to explain why the *role-playing game* elements that were present in *Mario Tennis* were excluded from *Power Tennis*, stating that he felt they were more suitable for the "deep single-player experience" present in portable consoles. Regarding the themed courts in the game, he explained that the concepts were conceived during long brainstorming sessions, with courts selected that would both remind gamers of older *Mario* games and introduce new gamers to *Mario* games they may not have played. When questioned regarding difficulties in developing the game, Takahashi noted the effort used in making the opening sequences, developing the Special Games, and animations, which caused problems with meeting the schedule. Although there was speculation about online capabilities before release,*[11] Takahashi refrained from making the game online-compatible due to fear of lagging problems, stating "I don't think you can play a tennis game online under the current Internet environment and feel satisfied".*[8]

Nintendo collaborated with the Lawn Tennis Association in 2005 to promote *Power Tennis* in the United Kingdom. The promotion featured on-site sampling and official Nintendo branding at various tennis events such as Wimbledon. The LTA's *ACE Magazine* advertised *Power Tennis* and featured competitions offering the game as a prize.*[12] Nintendo also released an online questionnaire regarding players' habits and preferences in relation to tennis as a part of their *Who Are You?* campaign.*[13] Nintendo announced in 2008 that they would be re-releasing the title as part of their *New Play Control!* selection, which feature added Wii controls.*[14] The game can be controlled using the Wii Remote and optional Nunchuk attachment, allowing the player to trigger actions such as forehands and backhands by swinging the Remote like a tennis racket. It was released on January 15, 2009 in Japan*[15] and on March 2009 in other countries. It was later re-released in North America on June 10, 2012 along with *Pikmin 2* as Nintendo Selects titles.

15.7.3 Reception

The GameCube version of *Mario Power Tennis* enjoyed a generally positive reception, with reviewers complimenting the variety of play and multiple *minigames* available.*[2]*[26] GameSpy's Raymond Padilla lauded the game's use of characters and the player categories, stating "When you put it all together, you have a broad cast of characters, each of whom offers a different feel."*[26] Despite this, the Gimmick courts were labeled by Matt Casamassina as a "distraction" and "annoyance", although he acknowledged that some courts were better than others.*[27] Additionally, Nintendo World Report's Michael Cole thought that most players would revert to standard courts "after being 'unfairly defeated' by ghosts, paint, or some other trap."*[35] Eurogamer's Tom Bramwell welcomed *Power Tennis*'s style, which he said emphasised gameplay over simulation and realism.*[5] When comparing the game to its predecessor, reviewers praised *Power Tennis* for its incorporation of the *Mario* franchise in the different scenarios and courts.*[35]*[36]

The gameplay features introduced to the game received a mixed response. IGN noted that the Special Games varied in quality between different games, with Casamassina commenting that "they certainly don't make or break the experience."*[27] The game's "Power Shots" was also met with an ambivalent reaction—the shot themselves were praised for adding strategy and character, although GameSpot's Ryan Davis commented that "it would have been nice if you could just skip past the animations and keep the wild moves."*[2] In general, the game's multiplayer

modes were more popular than single-player, with the “predictable and basic” artificial intelligence contributing to a low difficulty level at times. [5] GameSpy noted how the number of options and variables enhanced the multiplayer experience, and commented that “The game is very good on its own, but it excels when you bring friends into the mix.” [26] The mechanics of the tennis gameplay were also popular, with reviewers lauding the game's accessibility as well as its depth relating to the variety of shots available and how the position of the character affects the contact with the ball. [2] [27] [37]

Most critics praised *Power Tennis*'s presentation, with reviewers noting the game's opening sequence especially. [27] [35] Nintendo World Report complimented the level of detail given to the themed locations and character animations, stating that it “[puts] even the *Mario Kart* series to shame.” [35] IGN generally shared this view, although they criticised the background animations, commenting that “The crowds in particular are a repeating blob of the same sprites over and over”. [27] On the other hand, the audio received a mediocre response, despite the comical voice acting. [2] [38] *Power Tennis* sold 139,000 copies during its first week of release in Japan, and sold 377,000 copies altogether in the country from release to December 31, 2006. [39] *Power Tennis* had sold 296,893 units in North America by January 31, 2005. [40] The game was at fifth position in the Australian GameCube sales charts from October 16 to October 29, 2005. [41] [42]

In spite of the mostly positive reception the GameCube version held, the reception for the Wii remake was mixed. It holds an average score of 65/100 and 68.19% at Metacritic and GameRankings respectively. [32] [34] While it has been praised for the original game's graphics holding up to current Wii games, many editors have found fault in the controls. IGN editor Mark Bozon criticized its motion controls, describing them as imprecise, for ruining a “great game”. [28] *X-Play* editor Dana Vinson similarly disliked the controls, also describing the act of releasing GameCube titles for the Wii with motion controls as being lazy. [43] *GamePro* editor Dave Rudden criticized the game for adding multiple moves into Wii Remote motions, commenting that it would have to be “twice as responsive” for it to work. [23] Eurogamer editor Oli Welsh criticized both the inaccurate controls and limited improvements, stating that *Wii Sports* is a superior alternative. [18] While GameDaily editor Robert Workman criticized the motion controls, he stated that everything else works. He also describes it as being mildly enjoyable with three other friends. [44]

In spite of the negative reception, the Wii version has had some positive reception. While *Official Nintendo Magazine UK* editor Tom East similarly bemoaned the motion controls, he felt that the multiplayer still held up, as it becomes balanced since the other players would have the same problems with the controls. [45] 1UP.com editor Justin Haywald agreed, stating that while it made single player modes difficult, the game was meant to be played with friends. [46] *Game Informer* editor Matt Helgeson, however, found the motion controls to be good, commenting that other developers should learn from Nintendo. In spite of this, fellow *Game Informer* editor Matthew Kato described the controls as being only so-so. [21] GameShark editor Danielle Riendeau, however, described the controls as excellent, though adding that it occasionally misreads her shots. [47] In the first four days of the Wii version's release in Japan, *Mario Power Tennis* sold 56,000 copies. [48] By January 3, 2010, it had sold 205,070 copies in Japan. [49]

15.7.4 References

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15.7.5 External links

- *Mario Power Tennis* at MobyGames

15.8 Mario Superstar Baseball

Mario Superstar Baseball, known in Japan as *Super Mario Stadium Miracle Baseball* (スーパーマリオスタジアムミラクルベースボール *Sūpā Mario Sutajiamu Mirakuru Bēsūbōru*) is a sports game that was developed by Namco and NOW Production and published by Nintendo for the GameCube in 2005. The game was created in the vein of other *Mario* sports games such as *Mario Golf: Toadstool Tour* and *Mario Power Tennis*. This game is now a Player's Choice title. A sequel, *Mario Super Sluggers*, was released for the Wii in 2008.*[1]

Gameplay mainly focuses on the player assuming the role of many *Mario* series characters to challenge any opposing teams compatible in the Challenge Mode, the final being Bowser, having baseball matches to see who will win the Cup of the mode. Other playable modes include Exhibition Mode, in which players choose the leader and the other rosters in the team and challenge another team to a single baseball game, and Minigames where the player must complete a certain mission. A common power-up in the game is a charged swing, a hit by a baseball bat performed by a character that will give the ball a strong hit, causing the length of a normal hit baseball to be twice as powerful.

Overall, the game was well received by critics, gaining an 8 out of 10 from GameSpot.*[2]

15.8.1 Game modes

Exhibition Game

A single game of baseball, players choose the Team Captain and a roster of players, and play one game. Players can choose which team bats first. Players can also choose how many innings the game will last, and pick their choice out of six unique stadiums. Bowser's Castle can be unlocked after beating Challenge Mode.

Challenge

The heart of *Mario Superstar Baseball* is the Challenge Mode. It is a single-player mode where the player selects a pre-built team and must defeat all the other teams; at first Bowser's team is the last team to beat for the cup, and must be unlocked before the player can use him. There are six teams, each led by one of the Captains (Mario, Peach, Yoshi, Donkey Kong, Wario and Bowser), features a secondary captain (Luigi, Daisy, Birdo, Diddy Kong, Waluigi and Bowser Jr.), and is filled with a mix of sub characters, some of which are duplicated within a team, but do not appear on any other team. For example, aside from the aforementioned captains and sub-captains, Mario's team consists of Monty Mole, 3 Piantas and 3 Nokis, Princess Peach's team consists of Toadette, Toadsworth, and 5 Toads, Wario's team consists of Boo, King Boo, Petey Piranha, and 4 Magikoopas, Yoshi's team consists of Baby Mario,

Baby Luigi and 5 Shy Guys, Donkey Kong's team consists of Dixie Kong, Goomba, Paragoomba, 2 Paratroopas, and 2 Koopa Troopas, and Bowser's team consists of 4 Dry Bones, Hammer Bro, Fire Bro, and Boomerang Bro (although Hammer Bro, Fire Bro and Boomerang Bro are separate characters (enemies) in the Mario series, in this game, it is actually just a color variation of the same character.). Players challenge the other teams, beating the other four opens the path to Bowser's castle. The secondary purpose of defeating other teams is to recruit other characters to improve ones team. On opposing teams, each character has a set of scouting flags. During the game players will have mission objectives like "Strike 'em out" , or "Score a run" , that earn flags; if one gets all the flags of a particular character and wins the game, that character will be recruited. If the player fails to complete a mission, he/she must wait for a while to complete another mission. Flags are cumulative, so if the player doesn't get all the flags in a game, or loses the game after getting all the flags, the flags earned will remain when the team is challenged again; a team can be challenged as long as the captain of the team is not recruited. Players of a different color can't be recruited and can only be played in minigames and playing with the teams they start on.

If the team captain is recruited, his or her team will disband; any characters from that team that were not recruited will join a team led by Bowser Jr. Another way to recruit characters is by a mercy win; if either team is leading by at least 10 runs at the end of an inning, the game is called out of mercy to the losing team. If the player wins a game in this fashion, all characters on the opposing team will be so impressed that they will immediately join.

After every game or minigame, Bowser Jr. will wander around the map; if the player runs into him, they will be forced to play a game in the bottom of the 9th inning, with the player randomly chosen as visitor or home. If the player's team is the visiting team, then they will have the lead and must stop Bowser Jr. from mounting a comeback; otherwise, it is the player's job to mount a comeback. Beating Bowser Jr. earns the player 100 coins to use in the shop, while losing costs the player half of their coins. It should be noted that in the event of having an odd coin count when losing to Bowser Jr., the coins will be rounded up. Bowser Jr.'s team also has players from disbanded teams that the player can recruit; in which case the only mission objective is "Win the game."

There is a shop located on the map for purchasing power-ups, each worth a certain number of coins that the player earns from the minigames or Bowser Jr. In order for a Captain to use their special abilities, they must be purchased from the shop; these power-ups are permanent, and can be carried over into other Challenge Mode games by continuing from a previously cleared game. Other power-ups offer a temporary boost to a stat for all characters on their team, but they only last for one game, win or lose. A Toad runs the shop.

Another goal during Challenge Mode is the Superstar quest; each character has a set of requirement that earn stars. If a character meets all of his or her requirements, then the character upgrades to a Superstar, and gets a boost in all their abilities. Also, once a character becomes a Superstar, the Superstar version of the character can be used in other game modes. There's a simple way to figure out the number of superstar missions per player. The captain of the team has 10 missions. The 2nd captain has eight. Minor characters have six. And characters of race (excluding Monty Mole who has six) have four. Note that players like Red Koopa and Black Shy Guy can be unlocked by completing the main changing color player like Blue Pianta & Blue Noki.

The game rules that cannot be changed are as follows: Your team bats first, and the Star Skills and mercy are turned on. There are four difficulty settings for challenge mode that are similar to those of *Mario Kart: Double Dash!!* - Mushroom (easy), Flower (medium), Star (hard), and Special (very hard). On Mushroom, Flower, and Star difficulty setting, four other teams are challenged for three innings. After each team has been beaten at least once, Bowser is played for five innings. On Special difficulty setting, the innings change so that each team is played with two additional innings from before. Once the player clears Special difficulty, then Bowser is selectable as a team captain. When using him as a team captain, the rules slightly change: The other teams invade Bowser's castle, and Bowser must beat them in a game of baseball to win his castle back. Bowser has to beat the initial five teams, then they come together to form a team of captains led by Mario that Bowser must defeat; Bowser can still recruit other characters, except the captains and sub-captains; and because Bowser Jr. is on his team, he does not wander the map to challenge a player, so you must play minigames to earn coins.

Toy Field

Using four players and a metallic field decked with large buttons (reminiscent of the old "pitch and bat" machines), players will either gain or lose coins depending on where the ball lands. There are several types of spaces the player can land on.

When the ball is put into play, the player that retrieves the ball before it runs out of momentum will bat next. If the batter strikes out, the pitcher bats next. If the batter is struck out, they must give the pitcher 30 coins. If a batter is directly caught out, they must give the catcher 50 coins. If the ball is not caught before it runs out of momentum or

4 ball results are pitched, the batter gets another turn. The player with the most coins at the end of the game is the winner. The player gets to choose how many turns the game will last ranging from ten to fifty.

Minigames

All games are for 1–4 players.

Bob-omb Derby – Hit homers with **Bob-ombs** using a charged swing to gain points. Anything other than a homer is worth nothing. Get enough points to win.

Wall Ball – Pitch balls to break a set of walls. The walls with musical notes on them are worth the most points if hit last, and hitting one of the Bowser walls last causes the player to lose half of their points, the points are then evenly distributed to the other players. The player with the most points after three pitching rounds wins.

Chain Chomp Sprint – Collect as many diamonds as possible by running around the bases. If the **Chain Chomp** wakes up and you don't stop running, it will steal some of the diamonds from players that were moving when it awakens. The player with the most diamonds wins.

Piranha Panic – Throw the colored eggs to its correctly colored Piranha Plant. Any egg can be thrown at the giant purple Piranha plant. The fire the plants spit out should be taken into consideration when a player throws an egg at the different colored Piranha Plant and another player's Bob-ombs. The player with the most points wins.

Barrel Batter – Hit as many barrels as possible to gain points. After a certain number of barrels are blown, a special barrel appears for one pitch only. Hitting it destroys all the barrels. Get enough points to win.

Star Dash – (must be unlocked) Collect as many coins as possible as they are shot out of a Coin Generator. Mushrooms sometimes come out, too. Red ones produce a speed boost, while purple ones grant the opposite effect. Stars will also sometimes appear. Anybody who touches a star becomes temporarily invincible, and can run into other characters to knock them out and steal their coins and can knock through obstacles around the generator. The player with the most coins wins.

Grand Prix – (must be unlocked) All minigames are randomly chosen for player to place first out of four. First place is 10 points, second place is 6 points, third place is 3 points, and last place is zero points. If playing against a computer, it is automatically on special difficulty. The winner is whoever has the most points after all minigames are played.

Practice

This is where players can practice the various controls for *Mario Superstar Baseball*. This includes batting, pitching, baserunning, and fielding.

15.8.2 Reception

The game was met with positive reception, as *GameRankings* gave it a score of 76.70%,^[3] while *Metacritic* gave it 76 out of 100.^[4]






Robert Workman of *GameDaily* praised the game, as telling that “I found it to grow on me.”^[17] *IGN* praised the game, although also saying that “these high production values are not consistent throughout the experience.”^[13]

This content is sourced from *Facebook*.

Leaderboards

Currently the world ranking system in *Mario Baseball Superstar* consists of 10 players from multiple countries across the world.^[18]

1. Naoyuki Ohtsuka ● Japan
2. Andrew Garcia 🇺🇸 United States
3. Makoto Nakano ● Japan
4. Levi Gresham 🇺🇸 United States
5. Hideki Kurosaki ● Japan

6. Akira Iguchi  Japan
7. Joshua Vetter  Israel
8. Caleb Folsom  United States
9. Bryant Kerr  France
10. Kyle Shadid  United States

Awards

- G-Phoria's Best Alternative Sports Game for 2006

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15.8.4 External links

- *Mario Superstar Baseball* at Nintendo.com (archives of the original at the Internet Archive)
- Mario Superstar Baseball at Mario Wiki
- *Mario Superstar Baseball* at MobyGames

15.9 MC Groovz Dance Craze

MC Groovz Dance Craze is a rhythm game for the Nintendo GameCube developed and published by Mad Catz. The game is a *Dance Dance Revolution* clone and was bundled with Mad Catz' Beat Pad accessory. The game was originally announced via a press release on November 2, 2004.*[1]

15.9.1 Gameplay

There are two main gameplay modes: Scroll and Spin. In Scroll mode, the player steps on four different directions on the game pad (right, up, down and left) as the arrows scroll towards four icons at the top of the screen. Spin mode adds four additional directions. Its songs are also longer than other dance games, often lasting around seven minutes.*[2]

The game also includes three extra modes of play: Dance Workout (tracks calories burned during play), Dance Together (two-player cooperative), and Dance Faceoff (two-player face-off).

15.9.2 Songs

The game features a total of 28 songs, including several licensed songs from original artists such as KC and the Sunshine Band, Earth, Wind & Fire, Jewel, Jessica Simpson, The Emotions, Whodini, Peaches & Herb, Patti LaBelle, David Naughton, Jump5, Call Me Alice, Kaskade, Rithma, Boogie's Dubtronic Science, Miguel Migs, Ming (DJ) + FS, Afro Mystik and DJ Jazzy Jeff & The Fresh Prince.

- "Best of My Love" - Emotions 1977
- "Boogie Wonderland" - Earth Wind and Fire 1979
- "Come On" - Miguel Migs
- "D7 D7" - Rupee
- "Freak" - Ming (DJ)+FS
- "Freaks Come Out at Night" - Whodini 1984
- "Go" - Eugene
- "Intuition" - Jewel 2003
- "Irresistible" - Jessica Simpson 2001
- "It's You, It's Me" - Kaskade 2003
- "Lady Marmalade" - LaBelle 1974
- "Love and Music" - Rithma 2003
- "Machine Gun" - Commodores 1974
- "Meditation to the Groove" - Kaskade 2003
- "Makin' It" - David Naughton 1979
- "Natural" - Afro Mystik 2002
- "Ossining" - Mike Doughty 2004
- "Out of Sight" - Call Me Alice 2004
- "Parents Just Don't Understand" - DJ Jazzy Jeff & The Fresh Prince 1988
- "Rainfall" - J Boogie's Dubtronic Science
- "Rhythm Is" - Aero Mystik

- “Sandinista Fashionista” - Gray Does Matter
- "Shake Your Groove Thing" - Peaches & Herb 1978
- “Soundtrack to the Soul” - Kaskade
- “Sweet Love” - Kaskade
- "That's the Way (I Like It)" - KC and the Sunshine Band 1975
- "Turn Me On" - Kevin Lyttle
- "Walking on Sunshine" - Jump 5 2003

15.9.3 Reception

The game received “generally unfavorable” reviews, according to video game review score aggregator Metacritic.* [3] IGN has said that it is “Playable, but not fun.”* [4] and suggests that “The footwork doesn't match the music.”* [4] In regards to the workout mode, GameSpot said while it can count calories, it has no other differences from normal mode.* [2]

15.9.4 Lawsuit

On May 9, 2005, Konami filed a complaint against Roxor Games claiming an infringement of rights related to their dance game product *In the Groove*.* [5] On July 1, 2005, the complaint was amended to include MC Groovz Dance Craze.* [6] The aforementioned lawsuit was settled on November 1, 2006. The exact terms of the settlement were not mentioned in the press release.* [7]

15.9.5 References

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- [2] “MC Groovz Dance Craze for GameCube Review at GameSpot” .
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- [4] <http://cube.ign.com/articles/610/610670p1.html>
- [5] “Konami seeks an injunction and damages against the manufacture and distribution of dance simulation game “In The Groove” .”.
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15.10 Medabots Infinity

Medabots Infinity is a role-playing video game published in 2003 by Natsume, and developed by Victor Interactive. The game is based on the *Medabots* series.

Hooking up to the *Metabee* and *Rokusho* Game Boy Advance games allows for secret unlockable medabots: Arcbeetle (Metabee) and Mega-Emperor (Rokusho).

Several characters from the anime make appearances.

15.11 Mega Man Network Transmission

Mega Man Network Transmission, known in Japan as *Rockman EXE Transmission* (ロックマンエグゼトランスミッション *Rokkuman Eguze Toransumisshon*), is a video game developed by Arika and published by Capcom and ShoPro Entertainment for the Nintendo GameCube console. The game was first released in Japan on 6 March 2003, North America the following June, and PAL regions the following July. *Network Transmission* is part of the *Mega Man Battle Network* series, which originated on the Game Boy Advance (GBA) handheld.

Taking place one month after the events of the first *Megaman Battle Network* game, the plot follows the protagonist Lan Hikari and his online avatar MegaMan.EXE in their fight against the "WWW (World Three)" organization and its attempt to unleash and spread the infectious "Zero Virus" into cyberspace. The player controls MegaMan through a set of levels that require actions such as jumping, sliding, and shooting, as well as the use of special "Battle Chips" that grant the player various combat and movement abilities. *Network Transmission* combines action and platforming gameplay elements from older *Mega Man* games with the strategy and role-playing elements as defined by the *Battle Network* series.

The development team's intent was to meld these attributes into a home console title that would appeal to the young gamer audience that they found with the GBA series. Critical reception for *Network Transmission* has been mostly average reviews. Although it received some positive remarks for its Battle Chip gameplay, many critics have complained that the game features a high or unbalanced difficulty level. The game's sound and its combination of 2D and 3D cel-shaded graphics have been met with varied opinions.

15.11.1 Plot

The storyline of *Megaman Network Transmission* takes place during the first decade of the 21st century ("200X"), one month after the original *Megaman Battle Network*.^[4] Following the defeat of the "Life Virus" , the ultimate weapon of Dr. Wily and the "WWW (World Three)" organization, Lan Hikari and his network navigator (NetNavi) MegaMan.EXE return to a life of ease. However, no sooner does Lan begin to relax when he hears of a mysterious and destructive computer virus called the "Zero Virus" that infects Navis and causes mayhem via his personal information terminal (PET) e-mail.^[4]^[5] Lan has other qualms to deal with however, receiving an e-mail detailing fellow NetNavi Roll.EXE being trapped in the internet.^[4] MegaMan goes to save her, finding an infected FireMan.EXE as the cause of trouble. Defeating him, the duo talk to FireMan's operator, Mr. Match, and learn of the vaccine being distributed to amend the Zero Virus is actually doing just the opposite, having caused FireMan to go berserk.^[6]

Confirming this with Lan's father, Dr. Yuichiro Hikari, the two set out to search for the cure of the problem, finding many situations of pragmatic Navis infected and causing mayhem. Stopping all of them and returning them to their respective operators, the two eventually discover more clues leading to the remnants of the WWW. It is revealed that a powerful Navi called StarMan.EXE has been distributing the virus.^[7] After defeating StarMan, MegaMan and Lan engage in a climatic battle against the powerful super virus Zero himself. However, at the conclusion of the battle, just as the finishing blow is about to be delivered to Zero, the heroes discover he is not evil. Lan's father then transforms him into a full-fledged Navi. However, their happiness is short-lived as a former member of the WWW simply named "Professor" reveals this was all part of his scheme to revive the dreaded Life Virus.^[8] Analyzing clues, MegaMan and Lan engage and defeat the second Life Virus and use Zero's observation powers to eventually bring the Professor to justice. There is dialogue at the end of the game between ShadowMan.EXE and his operator Mr. Dark, leading the plot into the next chronological installment, *Mega Man Battle Network 2*.^[9]

15.11.2 Gameplay

Megaman Network Transmission incorporates aspects of action and platforming games similar to other *Mega Man* series, while retaining the strategy and role-playing elements of the *Battle Network* series.^[10]^[11] The player takes control of the protagonist Lan within the game's real world and his NetNavi MegaMan.EXE within its internet.^[4] Unlike previous games in this series, Lan is restricted from moving location to location. Instead, the player uses a map screen with points of interest to travel to different levels.^[10] Levels are opened up as the player progresses through the game, with a slight emphasis on linear progression, although MegaMan can move off-path at times. Levels typically end in a boss battle with another NetNavi. Combat takes place in real-time, with MegaMan given the ability to jump, slide, fire his default arm cannon, and dodge enemy attacks on a two-dimensional plane.^[4]^[10]^[12]

Special abilities called "Battle Chips" are provided through a "Custom Bar" that slowly fills at the top of the screen. When the bar is full, the player can select up to five Battle Chips, which are provided from a folder of player-



The player selects and uses a LongSword Battle Chip from the HUD at the bottom of the screen. The Custom Bar extends across the top.

selected chips.*[4] Ten random chips are available when the bar is full; a total of twenty can be used for each level excursion.*[10]*[11]*[12]*[13] Battle Chips are used for dealing large amounts of damage to enemies, protecting and restoring the player's health, summoning other Navi's to MegaMan's aid, and for some platforming abilities. Certain chips can even be combined to be more effective.*[10] Although Battle Chips are limited in quantity, they can be picked up from deleted enemies or can be purchased at shops when not exploring the internet. As in previous *Battle Network* games, items that upgrade MegaMan's maximum health, firing power, and other attributes can also be accessed.*[4]*[13]

15.11.3 Development

Megaman Network Transmission was developed by Arika, who had previously worked on the *Street Fighter EX* series, a 3D polygon rendition of publisher Capcom's traditionally 2D fighting series.*[1]*[14]*[15] Producer Keiji Inafune revealed in an interview with *Dengeki* that after a string of PlayStation releases, the team chose to focus their development efforts of the *Mega Man* franchise for Nintendo consoles with the *Battle Network* series.*[16] They felt that children who played the GBA handheld were beginning to show interest in the GameCube, and that the character was more suitable to a console related to the Nintendo Family Computer, where the franchise originated. Inafune stated that the developer wanted to “preserve the core of *Rockman*” by transcending the traditional action elements (i.e. running and jumping) for the current gaming hardware from the perspective of the role-playing series.*[16]

Network Transmission uses a cel-shaded animation style to match the *Mega Man NT Warrior* anime series that was airing in Japan during the game's development. Inafune explained that the team opted for an anime style with “eye-catching effects” in place of a more realistic look because he felt it the former would be more enjoyable.*[16] Yuji Ishihara, the primary character artist for the *Battle Network* series, used many of his previous character designs for *Network Transmission*. One new contribution was updating his illustration for the revived Life Virus by giving it two fists per arm, among other details. “I thought it would be both an effective look,” Ishihara elaborated, “as well as make for a reasonably mobile character for a polygon-based action game.”*[17] The musical score for *Network Transmission* was co-composed by Shinji Hosoe, Ayako Saso, and Yousuke Yasui. Hosoe's company Super Sweep

Records has recently been given the rights to produce the soundtrack, and it was released as a part of Megaman's 25th Anniversary on November 2, 2012. ^[18]

Network Transmission was announced and on display for the first time at the Tokyo Game Show in September 2002. ^[14] The game was showcased at the *Mega Man* series 15th anniversary celebration event at the Makuhari Messe in Chiba Prefecture that December. ^[19] A playable version made appearances in January 2003 at the World Hobby Fair in Osaka and at the Capcom Gamer's Day event in Las Vegas. ^[20] ^[21] Finally, the game was on display at the Electronic Entertainment Expo in Los Angeles during the summer between its Japanese and North American releases. ^[15]

15.11.4 Reception

Media Create sales data for Japan shows that *Mega Man Network Transmission* sold 23,147 copies during its first week on sale, 9,041 copies during its second week, 7,859 copies during its third week, and 4,679 copies during its fifth week. ^[29] ^[30] ^[31] ^[32] A total of 79,360 copies were sold in the country by the end of 2003. ^[33] A bargain-priced version of the game was released in Japan on March 18, 2004. ^[34] According to NPD Group, *Network Transmission* sold 30,224 copies in North America, making it the eighth best-selling GameCube game in the region for the month of June 2003. ^[35]

Network Transmission has been met with mixed critical reception. The game currently holds scores of 67% on GameRankings and 65 out of 100 on Metacritic. ^[22] ^[23] A point of contempt for many critics was the game's difficulty level. Skyler Miller of G4 summarized, "*Network Transmission* is painfully difficult not because of any genuine challenge, but because of its cheap enemies, frustrating weapons setup, and unnecessary complications. For example, you can only save after beating a boss, which is common in the *Mega Man* series. It's tedious to have to wade your way through the relatively straightforward levels time and time again only to meet instant death against a boss." ^[26] GameSpy's Benjamin Turner felt that the difficulty level was unbalanced rather than too steep, and that once a player gains a foothold on the gameplay and collects enough Battle Chips and power-ups, the challenge subsides. ^[13] Reviewers for Eurogamer, IGN, and GameSpot all similarly agreed that the greatest difficulty is presented toward the game's start, particularly with its first few boss battles. ^[10] ^[11] ^[12]

Opinions on the visuals and audio in *Network Transmission* have been decidedly split. Turner found the music perfectly fitting, but stated, "You may also be disappointed that the graphics don't quite push the GameCube. They're generally okay, and even pretty a few times, but overall the visuals are a bit spartan." ^[13] Jeff Gerstmann of GameSpot described the backgrounds and animation as appropriate, that the Japanese voice acting matched the characters, and that the music was upbeat. However, he found the art style lacking in personality, the weapon effects and summons "understated", and the sound effects "underdeveloped". ^[10] IGN's Matt Casamassina was conversely impressed by the art style, backgrounds, and frame rate, but disliked the graphics as a whole, proclaiming, "It's a brand new product, but it looks like it could have been released on PlayStation 1, or perhaps even on Super Nintendo." ^[11] Miller found the game's use of cel-shading useless and the titular protagonist "the weakest link of all, looking undefined, vague, and more than a little awkward". ^[26]

The game's integration of Battle Chips into the side-scroller genre was admired by some reviewers. Casamassina was entertained by discovering and capitalizing on which chips are useful against which enemies. ^[11] Turner was impressed by the random shuffling of chips in one's inventory and the instances of forced improvisation on the player's part. ^[13] Tom Bramwell of Eurogamer expressed satisfaction with having the needed chips at the right times, but admitted frustration with having to disarm oneself to organize them. He asserted, "Even glancing at what you might move to the top of the list involves sending the blue bomber's current chips back to the 'Folder', leaving you with a choice between edging forward with the paltry chargeable beam weapon and standing around waiting for your Custom bar to fill up again." ^[12]

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15.11.6 External links

- Official *Rockman EXE* website (Japanese)

15.12 Metal Gear Solid: The Twin Snakes

Metal Gear Solid: The Twin Snakes^{*} [lower-alpha 1] is an action-adventure stealth video game co-developed by Silicon Knights and Konami Computer Entertainment Japan for the GameCube video game console in March 2004.^{*} [1] The game is a remake of *Metal Gear Solid*, originally developed by Konami for the PlayStation in 1998.

The Twin Snakes features graphical improvements over the original, new cut scenes written and directed by Ryuhei Kitamura, and gameplay functions originally introduced in the sequel *Metal Gear Solid 2: Sons of Liberty*. The game includes a revised translation with re-recorded voice acting using almost all of the original English voice cast.^{*} [2] The game was met with positive reception.

15.12.1 Gameplay

The gameplay of *The Twin Snakes* was altered to resemble that of *Metal Gear Solid 2: Sons of Liberty*. While all of the original areas and enemies were kept, new ways for the player to combat them were introduced, such as the ability to shoot from a first-person view.^{*} [2] Enemy AI was improved, giving enemy soldiers the ability to communicate with each other and detect the player more intelligently with senses of sight and sound enhanced.^{*} [3]

15.12.2 Development

The Twin Snakes was first announced in 2003 by Nintendo of America, confirming that Silicon Knights would be developing under the guidance of *Metal Gear* creator Hideo Kojima and *Mario* creator Shigeru Miyamoto.^{*} [4]

Although *The Twin Snakes* was largely developed at Silicon Knights, Ryuhei Kitamura directed many of the game's cinematics while Silicon Knights implemented them into the game^{*} [5] to look identical to those in the original *Metal Gear Solid*, but upon inspection Hideo Kojima asked Kitamura to redo them in his well-known action style.^{*} [6] The game's composition duties were split: some of the in-game music was handled by Steve Henifin and Silicon Knights' music staff, while the rest of the music (in-game, menus and cut scenes) was handled by Konami's music staff, including *Metal Gear Solid 2* co-composer Norihiko Hibino.



Snake fires at the Ninja from a first-person perspective.

Voice acting

The voice acting was re-recorded with the original cast from *Metal Gear Solid*, except for the role of the Cyborg Ninja. David Hayter, the voice of Solid Snake, persuaded Konami to have the original voice cast reprise their roles.*[7] The main reason for the re-recording, according to an interview with Hayter, was because the increased audio quality allowed by the GameCube picked up outside noise from the original recordings that were inaudible in the PlayStation version. In the original game, Gray Fox and Donald Anderson were both voiced by Greg Eagles. However, in *The Twin Snakes*, Greg Eagles voices only Anderson, whereas Gray Fox was voiced by Rob Paulsen. The revised voice acting is used in *Metal Gear Solid 4* during Snake's reminiscence as the English-language voice-recording used in the original game was not recorded in a sound-proof studio.*[7]*[8]*[9] Mei Ling and Naomi Hunter speak with American accents in *The Twin Snakes* and *Metal Gear Solid 4*, whereas in the original *Metal Gear Solid*, they spoke with Chinese and British accents respectively.

15.12.3 Release

The Twin Snakes was released on March 9, 2004 in North America. It was originally to be released in November 2003, but was pushed back, along with the other versions.*[10] The European date was pushed back several weeks.*[11]

In Japan *The Twin Snakes* was released on March 11 alongside an exclusive Premium Package. The box includes the game itself; a platinum-colored GameCube adorned with the FOXHOUND logo; a 44-page book titled *Memorandum* containing production notes, sketches and photos; and a GameCube disc called the “Special Disc” containing an emulated version of the Family Computer version of the original *Metal Gear* and training probes of *The Twin Snakes*.*[12]

15.12.4 Reception

Much like the original *Metal Gear Solid* was met with acclaim from critics, *The Twin Snakes* received an 85.58% and 85/100 from *GameRankings* and *Metacritic*,^[16]^[17] respectively. *IGN* gave *The Twin Snakes* 8.5 out of 10, praising its superior graphics and likening the presentation to epic movies.^[18] *GameSpot* gave it an 8.2 out of 10 or “Great” on their scale,^[3] *Eurogamer* rated *The Twin Snakes* as 8 out of 10 and *Gaming Age* gave it a “A-” rating. *Game Informer* gave *The Twin Snakes* a 9.25 out of 10, citing its improved gameplay and graphics, and also its faithful retelling of the original *Metal Gear Solid* story.^[19] The publication later placed *The Twin Snakes* at #11 on their list of “Top 25 GameCube Games” in 2009.^[20]

Despite receiving generally favorable reviews, *The Twin Snakes* has also drawn criticism. According to *GamePro*, the game has a “flagging framerate and bouts of slowdown that occur when too much activity crowds the screen.”^[21] The use of new gameplay elements from *Sons of Liberty* was seen as unnecessary, as *GamePro* thought that the level design was virtually unchanged from *Metal Gear Solid*,^[21] which “spoils the challenge... and completely ruin at least one boss battle.”^[22]

15.12.5 References

Notes

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Footnotes

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15.12.6 External links

- Official website

15.13 Metroid Prime

Metroid Prime is a first-person action-adventure game developed by Retro Studios and Nintendo for the GameCube video game console.^[3] 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 in the *Metroid* series, and the first *Metroid* game to use 3D computer graphics. Because exploration takes precedence over combat, Nintendo classifies the game as a first-person adventure rather than a first-person shooter.^[4] 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).^[5]^[6]

Metroid Prime is the first of the three-part *Prime* storyline, which takes place between the original *Metroid* and *Metroid II: Return of Samus*.^[7]^[8] 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,^[9] the game garnered critical praise and commercial success, selling more than a million units in North America alone.^[10] 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.^[11] In 2009, an enhanced version was released for the Wii as a standalone game in Japan, and as part of the *Metroid Prime Trilogy* compilation internationally.^[12]

15.13.1 Synopsis

Background and setting

Metroid Prime is the first of the three-part *Prime* storyline. Retro Studios wrote an extensive storyline for *Metroid Prime*,^[13] 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.^[14] The *Prime* trilogy is set between the events of *Metroid* and *Metroid II*,^[7]^[8] but according to some sources, including Brazil's former Nintendo distributor Gradiente and the *Nintendo Power* comics adaptation of *Metroid Prime*, the events in the *Prime* games occur after *Super Metroid*.^[15]^[16] The Brazilian publicity states that the Phazon meteor is a piece of Zebes, which was destroyed after *Super Metroid*.^[15] However, one of the logbook entries from *Metroid Prime 3: Corruption* reveals that the meteor was a “Leviathan” from the planet Phaaze.^[17]

The game takes place on the planet Tallon IV, formerly inhabited by the Chozo race.^[18] Five decades before the game's events, the Chozo race fell after a meteor crashed onto Tallon IV. This meteor contaminated the planet with a corruptive, mutagenic substance that the Space Pirates later named “Phazon”,^[18]^[19] and also brought with it a creature known to the Chozo as “The Worm”.^[20] 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,^[21] which the Space Pirates attempt to disable or bypass in order to gain better access in order to extract the Phazon.^[22] The containment field is controlled by twelve Chozo artifacts that are scattered around the planet.^[23]^[24] The player assumes the role of the bounty hunter Samus Aran, who receives a distress signal from the 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.^[18]^[23]

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 damages her power suit, which revert to her original Power Suit. Samus escapes the frigate and chases her nemesis in her **gunship** towards the nearby planet Tallon IV.*[25]

Samus initially lands on Tallon IV at a rain forest location referred to as “Tallon Overworld” . After a brief period of exploring, she discovers the Chozo Ruins, the remains of the Chozo civilization.*[25] After further investigation, Samus learns that many years ago, the planet was struck by a meteor, which carried with it a substance the Chozo call the “Great Poison” ,*[19] commonly known as “Phazon” .*[18] The meteor also contained a creature called “the Worm” .*[20] The Chozo built an Artifact Temple over the crater to contain “the Worm” and to stop the Phazon from spreading over the planet.*[21] The temple's sealed entrance is controlled by twelve Chozo artifacts, which must be found to gain access to the crater.*[24] After re-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.*[25]

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 him 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”: **Metroid Prime**, the source of the Phazon on Tallon IV. After she defeats it, all the Phazon on Tallon IV disappears, but Metroid Prime itself 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.*[25] In a post-credits scene, only viewable if the player has collected all of the items, Metroid Prime uses the Phazon Suit to construct a new body, becoming the entity known in future sequels as Dark Samus.*[26]

15.13.2 Gameplay

See also: [Gameplay of the Metroid series](#)

As in previous *Metroid* games, *Metroid Prime* takes place in a large, **open-ended** world in which regions are connected by elevators.*[27] 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**.*[28]

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.*[23]*[29] Like the rest of the series, players are incentivized to explore the **open world** to find upgrades such as ammunition packs and extra health.*[27]

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.*[23] *Metroid Prime* introduces a hint system that provides the player with clues about ways to progress through the game.*[30]



Samus facing a Flying Pirate, surrounded by a crosshair; also shown are: immediate area danger level (left), radar (top left), health status (top middle), mini-map (top right), missile ammo (right), current/available beams (lower right), and current/available visors (lower left).



While Samus is in Morph Ball form, the view changes to a third-person camera.

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 compress herself into a ball in order 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. Other upgrades include boots that allow Samus to double-jump and a Spider Ball upgrade that allows her to climb magnetic rails.*[23]

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*.* [31] 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.*[32]

Players can gain two features by connecting *Prime* with *Metroid Fusion* using a GameCube – Game Boy Advance link cable: cosmetic use of the Fusion Suit that Samus wears in *Fusion* and the ability to play the original *Metroid*.*[23]*[33]

15.13.3 Development



Concept artwork of the Impact Crater

Further information: Retro Studios § 1998–2002: Creation and *Metroid Prime*

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,*[34] it never entered production. Producer Shigeru Miyamoto said this was because Nintendo “couldn't come out with any concrete ideas”.*[35] *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 himself, 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, supposedly because the developers thought they could not make a game that could equal *Super Metroid*'s standards.*[36]

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.*[3] 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.*[37] 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.*[38] In 2000 and early 2001, three games in development at Retro were canceled,*[39] and in July 2001, an RPG called *Raven Blade* was terminated, leaving *Prime* as the only game in development there.*[40] During the last nine months of development, Retro's staff worked 80- to 100-hour weeks to reach the deadline imposed by Nintendo.*[38]

“We didn't want to make just another first person shooter. [...] Making a first person shooter would have been a cheap and easy way to go. But making sure the themes and concepts in *Metroid* were kept was something that we wanted to do. And translating those things into 3D was a real challenge. For example, translating the morph ball was one of the hardest things to do.”

—Michael Kelbaugh, Retro Studios president since 2003*[41]

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.*[41] 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.*[3]

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” .*[42] 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” .*[43] 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.*[13] 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.*[44] 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.*[43]

The first public appearance of the game was a ten-second video at SpaceWorld 2000.*[45] In November of the same year, Retro Studios confirmed its involvement with the game in the “job application” part of its website.*[46] 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.*[4] In May 2001, the game was showcased at E3 2001 , with its name confirmed as *Metroid Prime*.*[47] 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.*[9]

Audio

Kenji Yamamoto, assisted by Kouichi Kyuma, composed the music for *Prime*.*[48] 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.*[49] 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,*[50] but Shigeru Miyamoto thought they were not yet good enough for an extended presentation at SpaceWorld 2001.*[51] The game supports Dolby Pro Logic II setups and can be played in surround sound.*[31] 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.*[52]

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 freeze 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.*[53] 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.*[54]*[55]

Metroid Prime was re-released in Japan in 2009 for the 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.*[56] Internationally, the Wii version was released in *Metroid Prime: Trilogy*, a single-disc compilation containing *Prime*, *Echoes*, and *Corruption* for Wii.*[12] On January 29, 2015, the compilation became available for download from the Wii U's Nintendo eShop.*[57]*[58]

15.13.4 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*.*[73] 250,000 units were sold in the first week of its release.*[74] As of July 2006, the game had sold more than 1.49 million copies in the U.S. alone,*[10] and had earned more than US\$50 million.*[75] It was also the eighth best-selling GameCube game in Australia.*[76] More than 78,000 copies were sold in Japan,*[77] and Nintendo added the game to its *Player's Choice* line in the PAL region.*[78]

Metroid Prime was met with critical acclaim.*[11] *Electronic Gaming Monthly* awarded the game a perfect review score.*[61] It won numerous *Game of the Year* awards and was praised for its detailed graphics, special effects, varied environments,*[79] moody soundtrack and sound effects,*[14] level design,*[80] immersive atmosphere*[28] and innovative gameplay centered on exploration in contrast with action games such as *Halo*.*[81] while staying faithful to the *Metroid* formula.*[82] Criticisms included the unusual control scheme, lack of focus on the story, and repetitive backtracking. *Game Informer* considered the control scheme awkward,*[62] *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” ,*[83] and *GamePro* stated that inexperienced players “might find it exhausting to keep revisiting the same old places over and over and over” .*[84]

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.*[85] In 2004 the video game countdown show *Filter* said *Metroid Prime* had the best graphics of all time.*[86]

Metroid Prime appeared on several lists of best games; it was ranked 23rd in IGN's Top 100,*[87] 29th in a 100-game list chosen by GameFAQs users,*[88] and 10th in *Nintendo Power's* “Top 200 Nintendo Games Ever” .*[89] IGN named *Metroid Prime* the best GameCube title of all time,*[90] while GameSpy ranked it third in a similar list, behind *The Legend of Zelda: The Wind Waker* and *Resident Evil 4*.*[91] *Nintendo Power* also ranked *Metroid Prime* as the sixth-best game of the 2000s.*[92] *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.” *[93] *Metroid Prime* also became popular among players for speedrunning; specialized communities were formed to share these speedruns.*[94]

Franchise and other media

Further information: [Games from the Metroid series](#)

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. ^[95]

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. ^[96]

Metroid Prime's second full sequel is *Metroid Prime 3: Corruption*, which closes the *Prime* series. ^[97] It was released on August 27, 2007, for the 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 are 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. ^[98] ^[99] *Metroid Prime's* style of gameplay and HUDs also influenced and was compared to later first-person shooters, such as *Geist* ^[100] and *Star Wars: Republic Commando*. ^[101]

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15.13.6 External links

- *Metroid Prime & Fusion Original Soundtracks* at MusicBrainz (list of releases)

15.14 Metroid Prime 2: Echoes

Metroid Prime 2: Echoes^[lower-alpha 1] is a first person action-adventure video game developed by Retro Studios and published by Nintendo for the GameCube video game console. It is the seventh published game in the *Metroid* series, a sequel to *Metroid Prime*, and the first game in the series with a multiplayer feature. *Echoes* was released in North America, Europe, and Australia in 2004; and in Japan in May 2005.

The story of *Echoes* follows bounty hunter Samus Aran after she is sent to rescue Galactic Federation Marines from a ship near Aether, a planet inhabited by a race known as the Luminoth. There, she discovers that the troops were slaughtered by the Ing, a race that came from an alternate dimension of Aether. Samus must travel to three temples to ensure the destruction of the Ing, while battling Space Pirates and her mysterious doppelgänger called Dark Samus.

Retro decided to make the game different from its predecessor by adding more focus on storyline and including new gameplay elements. Nintendo launched a viral marketing campaign to promote the game that included several websites written as if taking place in the *Metroid* universe. *Echoes*' single player mode and graphics were praised by critics, while its steep difficulty level and multiplayer components were met less positively. Since its release, *Echoes* has received several video game industry awards, as well as spots on “top games” lists by Nintendo Power and IGN. Over 800,000 copies of the game were sold worldwide. In 2009, an enhanced version was released for Wii as a standalone game in Japan and as part of *Metroid Prime: Trilogy* internationally.

15.14.1 Gameplay

See also: [Gameplay of the Metroid series](#)

Metroid Prime 2: Echoes is a action-adventure game in which the player controls the protagonist Samus Aran from a first-person perspective, and it takes place in an open-ended world with interconnected regions. Gameplay revolves around solving puzzles to uncover secrets, platform jumping, and shooting enemies. Progress through the game requires both dimensions to be explored, using power-ups that Samus acquires over time. Equipment players collect include the Screw Attack, which allows Samus to somersault in midair and off certain surfaces, and new beam weapons that have limited ammunition.^[1]

The game's head-up display simulates the inside of Samus's helmet and features a radar, map, missile ammunition meter and health meter.^[2] Several visors are available, and each performs a different function. One, also seen in the previous game, is a scanner that searches for enemy weaknesses, interfaces with mechanisms such as force fields and elevators and retrieves text entries from certain sources. The others reveal and highlight interdimensional objects or cloaked enemies, and create a visual representation of sound.^[3]

Echoes feature two parallel dimensions, Light Aether and Dark Aether, where changes in either dimension often reflect changes in the other. Although the maps in both dimensions have the same general layout, rooms often vary in their designs, creatures, and objects. Dark Aether's atmosphere is caustic and damages Samus's Power Suit, requiring the player to move between designated “safe zones” that allow Samus's health to be regained slowly. Safe zones



The player, controlling as Samus Aran, battles against the Pirate Commandos. The head-up display shows a radar, map and remaining ammunition.

are either permanent, or need to be activated by firing certain beam weapons at force field generators.* [4] Power Suit upgrades can reduce or nullify damage caused by the atmosphere.* [5]

Echoes also features a multiplayer mode that allows up to four players to engage in combat using a split screen. It has six arenas and two modes: **Deathmatch**, in which players attempt to kill their opponents as many times as possible within a set amount of time; and **Bounty**, which focuses on collecting coins that injured characters drop.* [6] Multiplayer in *Echoes* features the same control scheme as the single-player mode, including the lock-on system for circle strafing while targeting.* [7]

15.14.2 Synopsis

Setting

Echoes takes place on a rogue planet in the Dasha region, Aether, inhabited by a race known as the Luminoth. The Luminoth lived peacefully, protecting the planet's pure natural energy, which they call the "Light of Aether". Five decades before the game's events, a Phazon meteor collides into the planet and leaves a scar causing environmental damage and splitting the planetary energy. The split creates another planet in an alternate dimension, Dark Aether, a mirror version of Aether that is dark, arid, and has a poisonous atmosphere.* [8] Dark Aether becomes home to the Ing, cruel shapeshifting creatures who intend to destroy the Luminoth, and are able to possess bodies of the living, the dead, and the artificially intelligent. Eventually, the Ing and the Luminoth engage in a war over the planet's energy—whichever race controls it is capable of destroying the other.* [9]

Around this time, Space Pirates set up a base on Aether after detecting the mutagenic substance Phazon on the planet. A Galactic Federation Marine Corps patrol ship encounters one of the Pirates' supply ships leaving the planet and an altercation follows. Both ships suffer heavy damage, and after the Federation loses contact with the Marines, it calls the bounty hunter Samus Aran to investigate.* [9]

Plot

While looking for the Marines near Aether, Samus's ship is damaged by severe lightning storms from the planet. Said storms have caused **electromagnetic interference** that prevented the Marines from communicating with the Federation. Samus finds the troops dead and surrounded by hive creatures called Splinters. Deceased Marines suddenly rise and attack her, apparently possessed, and she fights them off. Samus then encounters her evil **doppelgänger**, **Dark Samus**, for the first time, and Dark Samus jumps through a portal. Samus decides to follow her through it and into Dark Aether, a vile trans-dimensional duplicate of Aether, where Samus is attacked by a group of dark creatures called Ing, who steal the weapons from Samus's suit before pushing her back through the portal.*[9]

Upon returning to Aether, Samus learns that the Marines were attacked and killed by Ing-possessed Splinters, and decides to enter a nearby alien temple structure to look for clues.*[9] When she reaches the structure, she meets U-Mos, the last remaining sentinel of the Luminoth,*[10] an alien race that have fought against the Ing for decades. They are now on the verge of defeat.*[11] He tells Samus that after a meteor struck Aether, the impact was so devastating, it created “Dark Aether”, from which the Ing spawned.*[12] He also tells Samus that the Ing have taken virtually all of the ‘Light of Aether’, the entire collective planetary energy for Aether that keeps the planet stable, and begs her to retrieve it.*[13] As if any world gains all this energy, the other will perish.*[14]

Samus goes to three regions—the Agon Wastes, a parched, rocky, desert wasteland region; Torvus Bog, a drenched swamp area that houses a partially submerged hydrosubstation; and the Sanctuary Fortress, a highly advanced cliffside fortress built by the Luminoth filled with corrupted robots that serves as the Ing hive in Dark Aether—to retrieve the Light of Aether and return it to the Luminoth temples. Samus fights Space Pirates, Dark Samus, and monstrous Ing guardians on her mission.*[9]

After Samus retrieves three pieces of the Light of Aether, she enters the Ing's Sky Temple and faces the Emperor Ing, the strongest Ing who guards the remaining Light of Aether. Samus defeats the creature and retrieves the last remaining energy, causing Dark Aether to become critically unstable and collapse; however, her path out of the temple is blocked by a horribly altered and unstable Dark Samus. After defeating her foe, Samus escapes as the dark world disappears around her. Returning to U-Mos, she finds that the Luminoth were in a state of hibernation but have now awakened. After a brief celebration, Samus leaves Aether in her repaired gunship.*[9] If the player completes the game with all of the items collected, Dark Samus is shown reforming herself above Aether.*[15]

15.14.3 Development

After the critical and commercial success of *Metroid Prime*, Nintendo asked Retro Studios to produce a sequel. The developers decided against recycling the features of the first game, and instead used new sound models, weapon effects, and art designs.*[16] They also implemented the Screw Attack and wall jumping features seen in previous *Metroid* games, which were not incorporated in the first *Prime* due to time constraints.*[17] Another element considered for the previous game was the multiplayer component.*[18] Since the game was a first-person adventure and its deathmatch mode could not easily replicate other shooters in the market, Retro just tried to “make a multiplayer experience that fans of *Metroid* games would instantly know and recognise”.*[17]

The staff opted for a more immersive storyline, with increased use of **cut scenes** and a plot that focused less on the Space Pirates and Metroids that permeate the rest of the series.*[16] Retro decided that the game would follow a theme of light and dark, which originated from “something that everyone understands: the conflict between good and evil”.*[19] Mike Wikan, the game's senior designer, elaborated on the theme: “We wanted a push and pull, the whole game is pushing and pulling you back and forth between the dark and the light. It ended up being that we wanted something that would feed into that dichotomy, that conflict between the two, and how the player's basic abilities reflect that.”*[19] The developers asked the producers of *The Legend of Zelda: A Link to the Past*, another Nintendo game, for advice because the game also used the theme of parallel worlds.*[18]

In developing Dark Samus, Retro wanted to create a character that was similar to Samus and be the same size, as opposed to the enormous monsters of *Metroid Prime*. One of the inspirations for the character was a boss battle in *Metroid: Zero Mission*, where Samus fights a mirror image of herself. The developers considered Dark Samus a “natural choice” for the game because it fit in well with the “dramatic feel of dark and light”.*[20]

Retro decided to make the game more challenging than *Metroid Prime*—which was supposed to familiarize players with the control scheme—and felt that “with the second *Prime*, we had the ability or the freedom” to do so.*[20] They wanted *Echoes* to be focused towards a hardcore audience by making the player “always worried about his health”,*[18] so more mini-bosses were added to provide unique boss fights.*[20] After the game's release, the developers admitted that it was more difficult to develop than they first imagined, and Michael Kelbaugh, Retro Studios' president,



Retro Studios, based in Austin, Texas, developed Metroid Prime 2: Echoes, as well as Metroid Prime and Metroid Prime 3: Corruption.

commented: “We wanted to expand and add to the title, and not just slam out a sequel. Nintendo doesn’t do things that way.”*[18] Retro tried to include some extras, such as a hidden version of *Super Metroid*, but were halted by the short development time.*[17] Producer Kensuke Tanabe later revealed that the game was just about thirty percent complete three months before the strict deadline Nintendo had set for a release in the 2004 holiday season.*[21]

The music for *Metroid Prime 2: Echoes* was composed by Kenji Yamamoto. The themes used for areas on Dark Aether are dark variations of the themes used for the same areas on Light Aether. Some remixes of music from the previous *Metroid* games were also used, with the escape theme being a remix of *Metroid’s* “Escape” theme, the “Hunters” multiplayer theme taking on *Super Metroid’s* “Upper Brinstar” theme, and the theme for the underwater Torvus region, the “Lower Brinstar” theme from the same game.*[22]

15.14.4 Release

Versions

Metroid Prime 2: Echoes was originally released for the GameCube in North America on November 15, 2004, Europe on November 26, and in Australia on December 2.*[23] The PAL version of *Echoes* have lacked the standard 50 Hz mode, and offered 60 Hz mode only.*[24]*[25] In Japan, it was later released on May 26, 2005, titled *Metroid Prime 2: Dark Echoes*.*[26]*[27]

Echoes was released in Japan in 2009 for the Wii console, as part of the *New Play Control!* series. It has revamped controls that use the Wii Remote’s pointing functionality, similar to those of *Metroid Prime 3: Corruption*.*[28] The credit system from *Corruption* is also included to unlock the original bonus content, as well as the ability to take snapshots of gameplay.*[29] The difficulty of the boss battles in *Echoes* was also lowered.*[30] The Wii version of *Echoes* was later released in North America on August 24, 2009, as part of *Metroid Prime: Trilogy*, a single-disc compilation that also includes *Metroid Prime* and *Metroid Prime 3: Corruption*. Both *Prime* and *Echoes* contain all of the enhancements found in their Japanese *New Play Control!* counterparts.*[31] The compilation was re-released on

the Wii U's Nintendo eShop on January 29, 2015.*[32][33]

Marketing

Nintendo launched several websites to initiate a viral marketing campaign for *Echoes*,*[34] with inspiration drawn from *Halo 2*'s alternate reality game *I Love Bees*.*[35] The websites included Luminoth Temple, an Internet forum; Channel 51, a conspiracy theory website that featured grainy QuickTime videos of *Metroid Prime 2* as if it were footage of extraterrestrials;*[34] Orbis Labs, which sold a “self-contained armored machine” called “Battle Sphere”, similar to the Morph Ball;*[34] and Athena Astronautics, which advertised sending women into space, featured a blog,*[36] and offered job positions for bounty hunters on Monster.com. Athena Astronautics gave a random selection of 25 people who replied to the offer an “interactive training manual”, which was in fact a free copy of *Metroid Prime 2: Echoes*.*[35]

A *Metroid*-related spoof of “I Love Bees” appeared online in October 2004, to which Nintendo reacted by stating that it was not involved with it. The campaign featured similarly named domain names such as *ilovebees.com*, which each had an image of Samus with the caption: “All your bees are belong to us. Never send a man to do a woman's job.”*[36]

15.14.5 Reception

Metroid Prime 2: Echoes was critically acclaimed upon release.*[37] When comparing it to its predecessor, *Metroid Prime*, GameSpot's Brad Shoemaker said that *Echoes* was as good as its predecessor, and delivered everything he expected.*[42] IGN's Matt Casamassina called the gameplay “superb” and “nearly flawless”,*[44] and Vicious Sid of *GamePro* praised *Echoes* as “an extraordinary return to form”.*[41] *Echoes* was considered one of the best single-player experiences on the GameCube by Kristan Reed of Eurogamer, who also considered the story to be “intricately designed and elaborately constructed into a coherent environment”.*[39] GameSpot and IGN praised the campaign as a lengthy and rewarding adventure and appreciated the minimum 20 hours required to complete the game.*[42][44] The game was considered suitable for players of any age by *Computer and Video Games*, which called *Echoes* essential for anyone who owned a GameCube.*[46] The theme's dynamics between dark and light was lauded by *GamePro*, along with the “simple, quirky, and ridiculously addictive” multiplayer mode.*[41]

Echoes's graphics and design received significant praise; GameSpot considered it some of the best on the GameCube,*[42] and IGN called it “gorgeous” and “one of the prettiest GameCube titles”.*[44] *The Guardian*'s Nick Gillett found the game entertaining and stated that its maps, terrain, and bestiary made the game an amazing epic space adventure.*[47] Bryn Williams from *GameSpy* complimented the game's controls and level design, commenting that the game was challenging but fair.*[43]

A major criticism of *Echoes* focused on the game's high difficulty, with *Game Informer* declaring that “not only are the boss fights unforgiving, the environment is sometimes difficult to follow”.*[40] Some reviewers found it difficult to search for the Sky Temple keys. GameSpot criticized this mechanism and called it “a scavenger hunt much tougher than the rest of the game”,*[42] and 1UP.com said that the only purpose it served was to artificially extend the game's length.*[48] The game's multiplayer mode was also considered unsatisfying. GameSpy called it a “secondary feature”,*[43] *The Age*'s Jason Hill called it “bland and dull”*[49] and Eurogamer said that the single-player features did not translate well to that mode.*[39] *Game Informer* criticized the multiplayer mode because of its inclusion of the lock-on mechanism, considering it a feature that made multiplayer too simple.*[40]

IGN was critical of *Echoes*' graphics and noted that the textures sometimes blurred when viewed up close, and the frame rate occasionally decreased. Publications including IGN and *The Independent* considered the gameplay too similar to *Metroid Prime*,*[44][50][51] while *GamePro* was unhappy that the game did not have a customizable control scheme.*[41] *Computer and Video Games* and *The Age* were disappointed that *Echoes* was not as innovative in terms of gameplay as *Metroid Prime*.*[46][49] *The Age*'s review also found the control scheme “unwieldy” and the difficulty “unforgiving”.*[49] Serge Pennings of *The Observer* noted there were too few opportunities to save the game while playing,*[52] an aspect *X-Play* also criticized by saying that most of the game's difficulty was “because the save system is poorly implemented and downright cheap”.*[45]

Echoes sold 470,000 copies in North America in December 2004.*[53] It was the ninth best-selling game in its debut month in Japan with 16,105 copies sold, ranking it behind *Yu Yu Hakusho Forever* and *Hanjuku Hero 4: 7-Jin no Hanjuku Hero*.*[54] By August 2009, 800,000 copies had sold worldwide.*[55] *Echoes* won an award in almost every category it was nominated for at the 2004 *Nintendo Power Awards*,*[56] and won awards for Best GameCube Game of 2004 from IGN,*[57] *Electronic Gaming Monthly*,*[58] and GameSpy.*[59] It was rated the 174th best game made

on a Nintendo system in *Nintendo Power's* Top 200 Games list,^{*} [60] the 74th best game by GameFAQs users,^{*} [61] the 15th best GameCube game by IGN,^{*} [62] and the 13th best by GameSpy.^{*} [63]

15.14.6 References

Notes

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- [13] Retro Studios (November 15, 2004). *Metroid Prime 2: Echoes*. GameCube. Nintendo. Scene: U-Mos intro. Level/area: Great Temple – Main Energy Controller. **U-Mos:** Before you arrived, the Ing has stolen a device from us... one that collects planetary energy. With it, they have weakened our planet to the verge of collapse. But fortune smiled upon us today, for the Energy Transfer Module... is now bonded to you. With it, you can help us... help us restore our world. You're our only hope, Samus.
- [14] Retro Studios (November 15, 2004). *Metroid Prime 2: Echoes*. GameCube. Nintendo. Scene: U-Mos intro. Level/area: Great Temple – Main Energy Controller. **U-Mos:** When Dark Aether was born, our planetary energy was divided. Half for our world, and half of theirs. Should one world gain control of this energy, the other will perish.

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15.14.7 External links

- Channel 51, Orbis Labs and Athena Astronautics websites at the Internet Archive
- *Metroid Prime 2: Echoes* at the Metroid Database

15.15 Monsters, Inc. Scream Arena

Monsters, Inc. Scream Arena is a sports video game released in 2002 by Radical Entertainment. The game is based on the computer-animated feature film *Monsters, Inc.*.

15.15.1 Plot

It is a basic dodgeball game with sheer simplicity aimed at a very young audience.* [1] The game starts in a specially designed arena, where monsters are lined up like in actual dodgeball and throw laugh balls at each other. There are a total of seven arenas and other bonus stages and mini-games which will be unlocked as the game progresses.* [2]

15.15.2 Gameplay

As seen in the movie, the monsters of *Monsters, Inc.* need to come up with another source of power for their worlds. So they gather their power from kid's laughter by throwing laugh balls at each other and each monster will react differently upon contact.* [3] The ultimate goal is to knock off your opponent and fill the laughter canister with children's laughter first. There are a total of 13 monsters among which a player can choose among five to start with. More playable monsters and stages will be unlocked as the game progresses in single-player mode. Each arena is based on a scene from the movie and has five different objectives, like obtaining the most points from pure hits, hitting targets, holding on a special ball longest and more. Only after completing them the player can move on to the next arena. Also, there are different types of balls which are fast, slow, sticky and explosive.* [1] The game has both single-player mode and multi-player mode with up to four players. In both modes the winner is the first monster to knock off the opponents.* [4]

15.15.3 References

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15.16 Mr. Driller: Drill Land

Mr. Driller: Drill Land (ミスタードリラードリルランド *Misutā Dorirā Doriru Rando*) is a Japanese exclusive puzzle video game released in 2002 by Namco.

15.16.1 Plot

A new theme park known as *Drill Land* is being opened and Susumu and his friends are invited for the opening ceremony. However, they don't know that the owner of the theme park is actually Dr. Manhole, the mad scientist. Together with the Ankoku Drillers, he is trying to stop Susumu and his friends again, so he can destroy the earth with gigantic drillers.

15.16.2 Gameplay

Like other games in the *Mr. Driller* series, *Mr. Driller: Drill Land* is an action puzzle game. The objective of the game is to drill through square blocks in order to reach the bottom of a stage. Blocks have different colors: drilling a block of a certain color will also break all adjacent blocks with the same color. This can cause blocks above to fall down and crush the driller. Combined with slowly decreasing oxygen, this calls for strategic actions.

At the end of completing one level of each world, the player will have to chase the Destruction Drill operated by Dr. Manhole.

Modes

This *Mr. Driller* game is slightly different from other games in the series because it consists of 5 different drilling games. These games are being presented as rides in a theme park, called *Drill Land*. Most of these rides are a pun on real properties.

Drill Land World Tour The classic *Mr. Driller* mode. Players need to drill their way to the end while avoiding collapsing blocks and maintaining oxygen. Brown blocks are harder to destroy and cause the player to lose some oxygen. Every 100m section is themed after a different country, thus this 'ride' resembles *It's a small world*. This is the only mode which allows players to choose their own character.

The Hole of Druaga A Puzzle RPG mode. The player starts with 100Hp and drilling a block costs 1Hp. Players need to search for a key to open a door in order to progress. A map is available to track whereabouts of items and the player. Throughout the game crystals (called Dristones) can be found in order to help the player. This mode is themed after a medieval castle, like the Namco game *Tower of Druaga* and played by Anna Hottenmeyer, dressed as a knight.

Horror Night House This mode combines *Mr. Driller* with ghost hunting. Players need to collect Holy water and inject this into stones with ghosts. Once injected, these ghosts will change to crystals when the stones are broken. In order to progress to the next level (floor), sufficient crystals need to be collected, as indicated in the lower corner of the screen. This mode is themed after a haunted mansion and is being played by Ataru Hori, dressed as a Vampire.

Drindy Adventure A more classic mode. Themed to *Indiana Jones*, players descend through the caverns while collecting golden statues and escaping from traps like rolling boulders and spikes. This mode is played with Taizo Hori, dressed as Indiana Jones.

Star Driller This mode takes place in a space setting. ? blocks contain special effects that may either help or hurt the player. Star blocks disappear after a few seconds, causing other blocks to potentially fall down and crush the player. This mode is played with Susumu Hori, dressed as an astronaut. This mode's name is a pun on Star Trigon.

15.16.3 GBA Link-up

The game can be connected with *Mr Driller A*, released for the Game Boy Advance. Using a GBA-GCN cable, points can be transferred from the GBA game to the GCN game, to be used in the shop of said version. Apart from transferring points, it is also possible to transfer the player's 'Pacteria card' information to *Mr Driller: Drill Land*. The Pacteria featured on their card will then join the parade in the GameCube version.

15.16.4 Reception

On release, *Famitsu* magazine scored the game a 30 out of 40.*[1]

15.16.5 References

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15.16.6 External links

- Images from IGN

Chapter 16

N

16.1 Naruto: Clash of Ninja

Naruto: Clash of Ninja, released in Japan as *Naruto: Gekitō Ninja Taisen!* (NARUTO -ナルト - 激闘忍者大戦!), is a series of 3D cel-shaded fighting games based on the popular manga and anime series *Naruto* by Masashi Kishimoto. They are developed by Eighting and published by D3 Publisher and Tomy. Various installments of the series have appeared on both Nintendo's GameCube, Wii and a pending platform. Four games are available for the GameCube, seven for the Wii and one speculated for the Wii U though its platform has not been confirmed yet. *Naruto: Clash of Ninja*, *Clash of Ninja 2*, *Revolution*, *Revolution 2* and *Revolution 3* are available in the US. *Naruto: Clash of Ninja 2*, *Revolution* and *Revolution 2* are available in PAL regions. *Naruto Shippuden: Clash of Ninja Revolution III* was released in Europe on April 9, 2010. All installments, excluding the *Revolution* series, have been released in Japan.

Each installment of the series has had numerous methods of play with varying types of modes.*[1] New games have introduced additional modes that appear in subsequent games. The player directly controls a character taken from the *Naruto* series, and uses their unique abilities to battle and defeat an opponent.*[1] New games in the series include more of the *Naruto* plotline in a “story mode,” and it tends to stay true to the source material. As a result, the character selection increases with each installment due to the inclusion of more of the *Naruto* plotline. With the newer games incorporating *Naruto: Shippūden*, the second part of the *Naruto* series, many of the characters have been substantially redesigned, and the selection correspondingly limited. Reactions to early installments were mixed, while later titles have been received more positively, with many praising the simple and easy-to-learn fighting system*[2] while others lambasting the fighting system, and the lack of significant unlockable content.*[3]

16.1.1 Gameplay

In each game of the series, the player controls one of many characters directly based on their counterparts in the *Naruto* anime and manga.*[3] As in practically all fighting games, the player then pits their character against another character controlled by the game's AI or by another player, depending on the mode that the player is in.*[3] The objective of each game is to reduce the opponent's health to zero using basic attacks and special techniques unique to each character that are derived from the source material.*[1] For instance, *Naruto Uzumaki* can use his signature *Shadow Clone Technique*, and *Rock Lee* utilizes many of his *Strong Fist* style techniques.*[4] Characters have available a chakra bar, which depletes upon the execution of a special technique. Each game in the series also possesses numerous modes that offer different styles of play. The game's story mode follows the plot from the anime and manga, with a versus mode pitting two players against each other also included.*[1] Each game in the series adds new modes, as well as incorporating new features into the game. Early games feature unlocking characters by using a Shop and obtaining money in fights. Most of the games feature an 'Omake' bonus section which contains music, sound effects, and character models.

16.1.2 *Naruto: Clash of Ninja/Gekitō Ninja Taisen!* (GameCube series)

Naruto: Clash of Ninja

Main article: [Naruto: Clash of Ninja \(video game\)](#)

Naruto: Clash of Ninja, known in Japan as *Naruto: Gekitō Ninja Taisen!* (ナルト -激闘忍者大戦!*, lit. Naruto: Great Ninja Battle!), is the first installment of the *Clash of Ninja* series and the first *Naruto* game released in Japan and North America. and has ten characters It was released in Japan on April 11, 2003.*[5] The game was announced along with its sequel, *Clash of Ninja 2*, on October 27, 2005, for a 2006 release in North America,*[6] which was released on March 7, 2006.*[5] The game's plot follows from Naruto's graduation from the Academy to the start of the Chunin Exams.

Naruto: Clash of Ninja 2

Naruto: Clash of Ninja 2, known as *Naruto: Gekitō Ninja Taisen! 2* (ナルト -激闘忍者大戦! 2*?, lit. Naruto: Great Ninja Battle! 2), in Japan, and ***Naruto: Clash of Ninja European Version*** in Europe, is the second installment of the series. It was released in Japan on December 4, 2003.*[7] It was announced alongside its prequel, *Clash of Ninja*, for a 2006 release in North America and has 22 characters*[6] which was then released on September 26, 2006.*[8] The game follows the plot of the series, in story mode, starting from Naruto's graduation from the Ninja Academy until the end of the Chunin exams. The game retains the characters from the first installment and added characters from the [Chunin Exam arc](#). This chapter allows four players to fight in multiplayer at the same time.*[9] Unlockable features in this game are acquired by accomplishing certain tasks to add them to the game's shop, and then using money won from fights to buy access to the features.*[10]

Naruto: Gekitō Ninja Taisen! 3

Naruto: Gekitō Ninja Taisen! 3 (ナルト -激闘忍者大戦! 3*?, lit. Naruto: Great Ninja Battle! 3), is the third installment of this series. The game was announced on August 3, 2004, and released in Japan on November 20, 2004.*[11] The game covers the events of the anime from the Chunin Exams to the Search for Tsunade arc. This installment introduces the ability to change forms during combat and gives some characters a second special attack.*[11] Also, the game adds on to the tag-team mode from *Clash of Ninja 2*, granting the player the ability to use team specials.*[11] While this game was released exclusively in Japan, it was later given an enhanced port under the name *Naruto: Clash of Ninja Revolution* with less characters.

Naruto: Gekitō Ninja Taisen! 4

Naruto: Gekitō Ninja Taisen! 4 (ナルト -激闘忍者大戦! 4*?, lit. Naruto: Great Ninja Battle! 4) is the fourth installment of this series. It was released in Japan on November 2005. It covers the events from the [Return of Itachi arc](#) to the Sasuke Retrieval arc. The game also introduces the ability for multiple characters to fight one another at once, ranging from a 3-on-3 match to a 4-way brawl.*[12] Most noticeably, the game does away with the shop feature, and unlockables are now acquired by simply meeting certain criteria in the game's new Mission mode. Mission mode forces the player to fight increasingly stronger opponents under specific circumstances and with different methods of winning in order to complete each mission. This game was released exclusively in Japan.

16.1.3 *Naruto: Clash of Ninja Revolution* (Wii series)***Naruto: Clash of Ninja Revolution***

Naruto: Clash of Ninja Revolution is a third installment of the *Clash of Ninja* series and was released on October 23, 2007 and 20 characters.*[13] *Clash of Ninja Revolution* covers the events of the Chunin Exams arc to the end of the Search for Tsunade (Chidubem Nwankwo) arc.*[14] *Clash of Ninja Revolution* is essentially an enhanced port of *Naruto: Gekitō Ninja Taisen 3* but uses the same gameplay engine as *Gekitō Ninja Taisen! EX*.*[13] The game utilizes the Nunchuk accessory for the Wii Remote, for basic attacks and for special attacks that require specific movements from both items. The Classic controller and GameCube controller are also compatible with the game. It was nominated as Wii's Best Fighter for 2007.*[13]

Naruto: Clash of Ninja Revolution 2

Naruto: Clash of Ninja Revolution 2 is the fourth English installment of the *Clash of Ninja* series and the second installment in the Revolution series. It was released in the US on October 21, 2008, in Australia November 12 2008 and has 35 characters * [15] and came out in Europe on February 13, 2009. * [16] The game features an original storyline that was never shown in the anime or manga, set after Sasuke Uchiha betrays the Hidden Leaf Village in search of power. In addition, the game introduces new gameplay modes, such as a new Mission Mode with three-hundred missions, with its gameplay as ten missions for each character; and bring back others, such as Oboro mode, now renamed Kumite Mode, among other minor tweaks. * [17] All control schemes from the original are available, * [18] and the game features a reworked team battle mode, although online play was ruled out in favor of balancing out the characters and perfecting the game's story mode. The game introduces for the North American audience the hand seal mechanism from *Naruto Shippūden: Gekitō Ninja Taisen! EX 2*, which characters can use to gain chakra or boost their attack power temporarily. * [18] It was nominated for Best Fighting Game on the Wii by IGN in its 2008 video game awards. * [19]

Naruto Shippūden: Clash of Ninja Revolution 3

Naruto Shippūden: Clash of Ninja Revolution 3 is the fifth installment in the *Clash of Ninja* series and is the third installment to Revolution series. It was released in America on November 17, 2009 and on April 9, 2010 in PAL territories, * [20] * [21] as *Naruto Shippūden: Clash of Ninja Revolution 3 European Version*. *Clash of Ninja Revolution 3* covers the Rescue Gaara story arc and features 40 playable characters, and fighting environments as well as Wi-fi multiplayer matches, co-op matches, latent ninja powers and an overhauled combat system. * [20] This game has a new feature: the ability to call on your teammate in team battle to help. * [22] The PAL version features minor bug fixes, minor character re-balancing and also Japanese voice acting everywhere but for the main menu and the Story Mode cutscenes.

16.1.4 *Naruto Shippūden: Gekitō Ninja Taisen! EX (Wii series)*

Naruto Shippūden: Gekitō Ninja Taisen! EX

Naruto Shippūden: Gekitō Ninja Taisen! EX (ナルト疾風伝激闘忍者大戦! EX[?], lit. *Naruto Shippūden: Great Ninja Battle! EX*) is the fifth installment of the *Clash of Ninja* series only for Japan. This game is the first game in the series to be released for the Wii, and was released in Japan on February 22, 2007. * [23] The game uses the Wii Remote by waving the controller in different directions, but the GameCube controller and the Wii Classic controller can be used with the game as well. The game takes place during the *Naruto: Shippūden* series, specifically the Rescue Gaara arc. The game replaces the cast of characters in the previous games with a new set based specifically on the Shippūden series.

Naruto Shippūden: Gekitō Ninja Taisen! EX 2

Naruto Shippūden: Gekitō Ninja Taisen! EX 2 (ナルト疾風伝激闘忍者大戦! EX 2[?], lit. *Naruto Shippūden: Great Ninja Battle! EX 2*) is the sixth installment of the *Clash of Ninja* series only for Japan. It was released on November 29, 2007. This is the first *Naruto Shippūden* game to feature Sasuke Uchiha as a playable character. * [24] All characters are playable in their timeskip forms, while Naruto and Sasuke are also playable in their pre-timeskip forms. * [25] Two new features are included in the game. The first, “Danger Zones”, are hazards on stages that can hurt the player's character when encountered (for example, spikes on cliff walls). The second feature included is a new hand seal mechanism, which can be used by the player to raise their character's attack power or chakra, and for some characters, an in-game transformation.

Naruto Shippūden: Gekitō Ninja Taisen! EX 3

Naruto Shippūden: Gekitō Ninja Taisen! EX 3 (ナルト疾風伝激闘忍者大戦! EX 3[?], lit. *Naruto Shippūden: Great Ninja Battle! EX 3*) is the seventh installment of the *Clash of Ninja* series only for Japan. It was confirmed on August 29, 2008; * [26] it was released on November 27, 2008 in Japan. A new mode called 'Hurricane Clash mode' has been added, where players take on hordes of ninja in levels based on the series locations. Another feature was added, called “Senzai Ninriki”, in which players gain a new power when they reach Critical Mode. This game

includes an original *Naruto: Shippuden* story line and the beginning of the Hidan and Kakuzu arc. There is also a tag team mode.

Naruto Shippūden: Gekitō Ninja Taisen! Special

Naruto Shippūden: Gekitō Ninja Taisen! Special (ナルト疾風伝激闘忍者大戦! Special[?], lit. *Naruto Shippūden: Great Ninja Battle! Special*) is the eighth installment of the *Clash of Ninja* series only for Japan that only features an updated character roster, a substitution bar, and Wi-fi. It was released on December 2, 2010 in Japan.^[27]

16.1.5 Playable characters

The characters in the *Clash of Ninja* series are directly based upon characters taken from the *Naruto* anime. Each game introduces a new set of characters, with their appearance and abilities derived directly from the source material. As *Naruto Shippūden: Gekitō Ninja Taisen! EX* and its sequels take place during *Naruto: Shippūden*, which is two and a half years after the initial storyline, the characters' appearance is significantly different. As such, many characters in the GameCube games differ drastically from their *Naruto Shippūden: Gekitō different types Ninja Taisen! EX*, EX2, EX3 and Special counterparts. *Naruto Shippūden: Clash of Ninja* is the first game in the series to feature both post-timeskip characters and their pre-timeskip (PTS) counterparts, with the exception of Naruto and Sasuke in Japan's EX 2 and EX 3.

Notes:

1. ^ This marks an in-game transformation of said character.
2. ^ This marks a character playable in both post and pre-timeskip forms.
3. ^ This marks a character playable in only pre-timeskip forms.

16.1.6 Reception

Clash of Ninja has received mixed reactions from critics. *Metacritic*, a website that compiles scores from numerous video game publications, gave *Clash of Ninja* a 72/100.^[47] *IGN* lauded the game's battle system as “very balanced, amazingly quick, and still a lot of fun.”^[2] In addition, *IGN* commented on *Clash of Ninja*'s “impressive visuals” and “strong audio.”^[2] Conversely, *GameSpot* provided a more negative review, deriding the game's different modes as “seriously boring and predictable,” as well as criticizing the lack of significant differences in the playing style of the game's characters.^[3] *G4's X-Play* gave *Clash of Ninja* two out of five stars, lambasting the fighting engine as “ridiculously basic,” and “shallow.”^[48] It also criticized the lack of a story or use of cutscenes or extras.^[48] *GameSpy* also commented on this, noting that “considering the charm of the source material, [the game] is really a disappointment.”^[49]

Critical reaction for *Clash of Ninja 2* has been similar to its predecessor, with mixed opinions from critics. *Metacritic* compiled a “universal score” of 74/100 from 22 reviews for *Clash of Ninja 2*.^[50] *X-Play* criticized the game for its limited two-player game and similar fighting styles of the characters. They did, however, praise the game's four-player mode and animation, commenting that it “[nailed] the look of the cartoon characters,” and referred specifically to the characters' special techniques animation as “remarkably impressive.”^[51] *IGN* agreed with this assessment, noting the game's “sharper look” and “overall depth.”^[52] *GameSpot*, echoing its sentiments with *Clash of Ninja*, called the fighting system “simple,” to the point that it made the game's expanded roster “irrelevant,” and the game “not very satisfying to play.”^[53] Although *GameSpot* remarked favorably on the game's “high-energy Japanese-themed background music,” it criticized the “obnoxiously repetitive” voice acting, and its constant presence in the game. *GameSpot* went on to remark that *Clash of Ninja 2* “ultimately [did] little to improve upon the original,” and felt more reminiscent of an “upgraded game than a true sequel.”^[53] *IGN* heavily disagreed, claiming that although the game was similar to the original, it had a “ton of added depth” in the fighting system and character options.^[52] *IGN* lauded the game's characters' “depth and complexity” as “awesome,” and “a blast to play.”^[52] *GameSpy* focused on the game's four player multiplayer, comparing it to the best-selling *Super Smash Bros. Melee* and that it was a “recipe for plenty of fun.”^[54] Like its predecessor, *Clash of Ninja 2* achieved the 250,000 unit sales benchmark, earning it a spot in Nintendo's Player's Choice games.^[55]

As with previous incarnations of the series, *Clash of Ninja Revolution* received a high score from IGN, who noted the game as “fun whether you're a fan of the anime or not”, and went on to name it the best Wii fighting game to date, giving it an 8.4 as the final score.*[56] The publication *Nintendo Power* gave *Clash of Ninja Revolution* a 7 out of 10, calling the game a mere roster update from previous versions.*[57]

Nintendo Power also gave the sequel, *Clash of Ninja Revolution 2*, an 8 out of 10 for its new modes and refreshed gameplay, and also called *Clash of Ninja Revolution 2* the “best *Naruto* fighting game for Nintendo to date.”*[58] IGN gave the game an 8.2 out of 10, saying “new characters, new stages, same feel. Fans will love it, but not everyone will want to buy it all over again.”*[59]

IGN gave *Clash of Ninja Revolution 3* an 8 out of 10, praising game to have the most balanced cast of characters and best game mechanics of the series. IGN also criticized Story Mode and laggy online play.*[60]

16.1.7 See also

- *Naruto*
- List of *Naruto* video games

16.1.8 References

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16.1.9 External links

1. Official TOMY Publisher site (English)
2. Official D3 Publisher site (English)
3. Official D3 Publisher site (Japanese)
4. Official Eighting site (Japanese)

16.2 Nintendo Puzzle Collection

Nintendo Puzzle Collection (ニンテンドーパズルコレクション *Nintendō Pazuru Korekushon*) is a 2003 puzzle video game compilation published by Nintendo for the GameCube. The game contains remakes or ports of three Nintendo-published puzzle games: *Dr. Mario 64*, *Yoshi's Cookie*, and *Panel de Pon*. The game was released in Japan on February 7, 2003, and releases in North America and Europe were planned but eventually cancelled.

All copies of *Nintendo Puzzle Collection* were bundled with a GCN-GBA cable to take advantage of the game's ability to download simplified versions of its games to a Game Boy Advance console.

16.2.1 Gameplay

Nintendo Puzzle Collection is a compilation of three Nintendo-published puzzle games that were originally released on earlier Nintendo consoles. All the games support both single-player gameplay and competitive local multiplayer for up to four players simultaneously. In addition, *Nintendo Puzzle Collection* supports GameCube-Game Boy Advance connectivity, allowing the player to use a Game Boy Advance as a game controller. Downgraded versions of each game can also be downloaded and played independently on the Game Boy Advance. Each game is stored in the Game Boy Advance memory and will remain until the handheld is shut down.*[1]

Dr. Mario

Main articles: [Dr. Mario](#) and [Dr. Mario 64](#)

Dr. Mario (Dr. マリオ) is a port of *Dr. Mario 64*, originally released in 2001 for the Nintendo 64. Like all *Dr. Mario* games, the gameplay focuses on eliminating colored viruses from the playing field by matching them with colored capsules.

Dr. Mario was directed by Hitoshi Yamagami and Yoshiyuki Kato and the music was composed by Manabu Fujiki and Seiichi Tokunaga.*[2] The downloadable Game Boy Advance version is an emulation of the Nintendo Entertainment System version of *Dr. Mario*.

Yoshi's Cookie

Main article: [Yoshi's Cookie](#)

Yoshi's Cookie (ヨッシーのクッキー *Yosshī no Kukkī*) was originally released on the Nintendo Entertainment System, Super Nintendo Entertainment System, Super Famicom, and Game Boy consoles in 1992.

Yoshi's Cookie was directed by Yasuhiro Minamimoto and Azusa Tajima, and the music (based on the original *Yoshi's Cookie* soundtrack) was arranged by Ai Yamashita.*[2] The downloadable Game Boy Advance version is an emulation of the NES version of *Yoshi's Cookie*.

Panel de Pon

Main article: [Panel de Pon](#)

Panel de Pon (パネルでポン *Paneru de Pon*) is an update to the 1995 Super Famicom game *Panel de Pon: Puzzle Action Game*, which was rebranded as *Tetris Attack* outside Japan. It contains more features, but presents itself as a sequel following the descendants of the original cast of characters. It is based on the Nintendo 64 version that went unreleased in Japan but was released internationally as *Pokémon Puzzle League*.

Panel de Pon was directed by Hitoshi Yamagami and Yukimi Shimura and the music (based on the original *Panel de Pon* soundtrack) was arranged by Masaru Tajima.

16.2.2 Development

Nintendo Puzzle Collection was co-developed by Nintendo and Intelligent Systems. Intelligent Systems had previously developed *Panel de Pon*, one of the available games, for the Super Famicom in 1995. Before its announcement in December 2002, the game was tentatively titled *Masterpiece Puzzle Collection*.^[3] *Nintendo Puzzle Collection* was playable at E3 2003, where releases in North America and Europe were announced.^[1]^[4]^[5] The plans were eventually cancelled.

16.2.3 Reception

Due to the game's Japan-exclusive release, reception of *Nintendo Puzzle Collection* is limited. The game holds an aggregate score of 75% on [GameRankings](#) based on two reviews.^[6] Michael Cole of Nintendo World Report, reviewing an imported copy, scored *Nintendo Puzzle Collection* 8 out of 10. Cole felt that *Dr. Mario* was the weakest selection of the three games available, with “uninspired” graphics and “unforgiving and honestly quite frustrating” gameplay. He remarked that while *Panel de Pon* was the best selection in regards to gameplay, *Yoshi's Cookie* had the most beautiful graphics.^[7] NowGamer scored the game 7.5, calling *Panel de Pon* the “highlight of the disc”, but remarking that it's “hard to shake the feeling that this is little more than a cheap cashin.”^[8]

Defunct Games placed *Nintendo Puzzle Collection* 44th on its list of *The 50 Compilations That Rocked The World*. While it called the selections “solid” and “just as addictive now as they ever were,” it remarked that the title would have ranked higher on the list if more games had been included.^[9]

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16.2.5 External links

- [Official website](#)

Chapter 17

O

17.1 Odama

Odama (大玉 *Ōdama*, lit. “Great Ball”) is a video game for the GameCube developed by Vivarium and published by Nintendo in 2006. The game was produced and designed by *Seaman* creator, Yutaka Saito.

Odama blends tactical wargaming with pinball gameplay. The game takes place in a feudal Japan setting. The main character is a young general named Yamanouchi Kagetora, who is intent on avenging his father's death by reviving the most ingenious weapon ever to hit the medieval battlefield: the Odama. The Odama is a gigantic ball powerful enough to destroy whatever it strikes, friend or foe. Using giant flippers, players aim the Odama to bowl over enemies, shatter their defenses and wreak havoc on the battlefield. With the Nintendo GameCube Microphone, players direct their soldiers out of the Odama's way and into the fray by charging the enemy, defending positions and seizing the enemy gates.

17.1.1 Plot

The main character in *Odama* is Yamanouchi Kagetora, a young general struggling to avenge his clan and preserve the Way of Ninten-do, which is a philosophy that means “The way of heavenly duty”. With this philosophy to guide him, he finds that his individual soldiers can band together to create a force strong enough to defeat even the most powerful enemy, a general named Karasuma Genshin. Genshin betrayed Lord Yamanouchi Nobutada, Kagetora's father, in a coup, leading Lord Nobutada to take his own life in order to avoid the shame of defeat. Kagetora exacts his revenge, using only limited resources against a vast army. One of these resources is a sacred object protected by his clan: a legendary weapon called the Odama.

17.1.2 Gameplay

The player controls flippers, which operate exactly like those in a pinball game: they strike the Odama back into the battlefield, directing it into targets and away from soldiers. Between the two flippers, the commander stands guard, hacking down any soldiers who attempt to pass. Players can tilt the battlefield, allowing them to alter the course of the Odama. The goal is to shatter the enemy gates with the Odama and direct a crew of men carrying a giant bell to pass through the opened gates. Players' soldiers will defend their crew and seize enemy positions to protect their men on the mission.

The Nintendo GameCube Microphone included with the game is the most important addition to this title. Using the Microphone, players direct soldiers by giving voice commands. There are 11 commands, ranging from generic (moving left and right, advancing and retreating) to map-specific and special moves.

17.1.3 Development

Odama was developed by Vivarium Inc. and chiefly designed by Yoot Saito, the creator of *Seaman* for the Dreamcast.* [1]* [2] According to Nintendo producer Shigeru Miyamoto, the publisher was initially taken aback by the game's curious

mix of pinball and real-time tactics and Saito's initial pitch, “I want to make a pinball game set in feudal Japan.” However, Saito eventually convinced them after creating a demo of the game.*[1]

Odama debuted at the Electronic Entertainment Expo (E3) in 2004. This version of the game showcased the use of the DK Bongos, which allowed a second player to raise troop morale and distract enemy troops by repeatedly beating the drums.*[3] However, this feature was absent from its E3 showing the next year and dropped prior to the game's release.*[2]

17.1.4 Reception

The game received “mixed” reviews according to video game review aggregator Metacritic.*[4] In Japan, *Famitsu* gave it a score of two eights, one seven, and one eight, for a total of 31 out of 40.*[8]

Odama won IGN's Most Innovative Design for a GameCube game in 2006.*[20]

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17.1.6 External links

- *Odama* at MobyGames
- Official website (Japanese)

Chapter 18

P

18.1 P.N.03

P.N.03, short for *Product Number Zero Three*, is a 2003 third-person shooter video game developed and published by Capcom for the Nintendo GameCube. Set in a science-fictional space colony compound, the game stars Vanessa Z. Schneider, a mercenary controlled by the player to combat berserk robots. The game was directed by Shinji Mikami as part of the *Capcom Five*. To avoid similarities with *Devil May Cry* and *Resident Evil*, the *P.N.03* team emphasized defensive and rhythmic maneuvers and a “delicate”, “feminine” game world.

P.N.03 was developed on a tight schedule in an attempt to offset Capcom's poor fiscal year. However, the game received mixed reviews and failed commercially. Several critics found the game repetitive and unintuitive. They were divided on its gameplay mechanics: some disliked its controls—specifically the inability to move and shoot simultaneously—while others compared it favorably to golden age arcade games. Mikami repurposed ideas from *P.N.03* in his 2010 game *Vanquish*.

18.1.1 Plot and gameplay

P.N.03 is a science-fiction third-person shooter. In the game, the player controls Vanessa Z. Schneider, a freelance mercenary who works on colonized planets. She is contracted by a mysterious client to destroy Computerized Armament Management System (CAMS) robots that have gone berserk.*[1] Robots of this type had been responsible for the deaths of Vanessa's parents.*[2] To combat the CAMS, Vanessa wears “Aegis suits”, powered exoskeletons that allow her to fire energy beams from her palms and to perform powerful attacks called “energy drives”. Energy drives, which deplete the energy meter, grant temporary invulnerability to Vanessa and damage multiple enemies.*[3] At checkpoints, the player uses points earned from defeated robots to purchase Aegis suits, suit upgrades and energy drives.*[3] The player may play “trial missions” (randomly generated levels) between missions to score extra points.

The CAMS attack in set patterns, and their next moves are indicated by visual and aural cues. The player avoids these attacks via evasive spins, rolls and other maneuvers.*[3] Vanessa cannot move while attacking, and so the player must often use the environment as cover. Defeated enemies sometimes drop items that replenish health and energy or that trigger a combo timer, which multiplies the points earned from enemies destroyed consecutively.*[3] Each mission takes place in a series of rooms that contain a fixed number of enemies and may include a boss robot. At the end of a mission, the player receives a score based on the number of rooms explored and enemies destroyed.

Late in the game, Vanessa discovers a clone of herself in a CAMS facility but is forced to abandon her when the building's self-destruct sequence is initiated.*[4] After destroying the CAMS central core, Vanessa encounters a digital projection of the client, whose appearance is identical to her own. She speculates that she is a clone of the client, but the client counters that none of their memories may be real.*[5] Vanessa debates whether to continue her work as a mercenary as the game ends.*[6]

18.1.2 Development

In November 2002, Capcom announced the *Capcom Five*, a group of video games developed by Capcom Production Studio 4 and overseen by *Resident Evil* creator Shinji Mikami. Among these titles was *P.N.03*, directed by Mikami.



In *P.N.03*, Capcom aimed to create a white, delicate game world to contrast its other works. Here, Vanessa uses the Harrier energy drive against a targeted enemy. The character's health and energy meters are displayed in the top-left corner.

Capcom conceived the *Capcom Five* to bring new intellectual property to the industry, which the company viewed at the time as stagnant.*[7] According to producer Hiroyuki Kobayashi, the *P.N.03* team's goal was to make a game both “fun to watch and fun to play” . The team focused on the game's audiovisuals, action, and speed, and they tried to balance the “tension experienced on the battlefield and the exhilaration of taking out the enemies” .*[8] Mikami wanted *P.N.03* to evoke the same feelings as classic Nintendo games.*[9] While the staff felt the background graphics were important, they prioritized excitement in the game world.*[10]

During the planning stage, *P.N.03* was originally a wargame referred to as the “robot war game” . Five days into development, the staff created a preliminary demonstration of the graphics. Mikami was unsatisfied with this prototype and decided to rework the project as a third-person shooting game.*[11] The director wanted to name the game *Jaguar* to reflect Vanessa's cat-like agility. However, other staff members disliked the name: some claimed that it failed to describe the game, while others thought that *White Jaguar* was a better title. Mikami chose *P.N.03* as a hint to the game's plot.*[12]

Early coverage of *P.N.03* by GameSpot and IGN highlighted the game's acrobatics and shooting.*[7]*[13]*[14] *P.N.03*'s gameplay was initially similar to that of *Devil May Cry*: Vanessa attacked with two pistols and performed acrobatic moves like *Devil May Cry*'s protagonist, Dante.*[3] Feeling that it resembled *Devil May Cry* too closely, Mikami altered the game to reward players for performing defensive moves.*[15] Mikami wanted Vanessa to use guns, but the developers were unable to complete the animated graphics for weapons in time for release.*[16] The guns were substituted by energy bolts fired from the character's hands.*[3]*[16] In an effort to meet yearly sales goals, Capcom developed *P.N.03* quickly and released it in March 2003.*[17]*[18] Many of Capcom's releases for the year had underperformed.*[17]*[19] *Viewtiful Joe*, another *Capcom Five* title, was delayed into the next fiscal year to decrease the possible sales that had to be offset.*[18] After leaving Capcom, Mikami later incorporated ideas he intended for *P.N.03* into the 2010 title *Vanquish*.*[16]

Kobayashi aimed to avoid conventions established in *Resident Evil*, such as that series' dark, masculine world. With *P.N.03*, Kobayashi wanted to portray a “white” world with “feminine, delicate lines” . To that end, the staff



Early versions of *P.N.03* highlighted shooting gameplay and featured the protagonist with a gun, which was later removed due to time constraints.

applied a minimalist approach to the visuals, used “fine drawn lines”, and emphasized “visibility and creativity” in the game world.*[10]*[20] To maintain the game’s “delicate image”, the developers tried to make the visuals easy to view and understand.*[10] The team crafted the gameplay to avoid “button mashing”; instead, players were meant to observe enemy attack patterns and think before acting.*[20] Mechanical designer Shou Sakai tried to craft “things that would stick in [the player’s] mind”. Because of the tight development schedule, 3D models had to be created immediately after their designs were completed. Sakai described the lack of time as the “toughest part” of the process.*[21]

Mikami was indifferent to the main character’s gender. During the early creation process, he left the decision to his staff, who ultimately chose a female character. Because *P.N.03* takes place in a space colony, Mikami wanted Vanessa’s country of origin to be ambiguous. To that end, she was given a combination of French, German, and English names. Vanessa’s movements were animated freehand, without motion capture technology.*[9] The designers posed Vanessa crouched on her hands and knees to resemble a jaguar, as an homage to the *Jaguar* title.*[12] The staff integrated rhythmic motions to her maneuvers to emulate dancing and to make her appear stylish. Kobayashi wanted Vanessa to be a “cool and sexy mercenary with a tough exterior that hides her dark past.”*[20] In retrospect, he was proud of the character’s style and movements.*[22]

18.1.3 Release

The *Capcom Five* were first announced as games exclusive to the *Nintendo GameCube*; however, Capcom later ported most of the titles to other consoles.*[23] At the end of 2002, the company confirmed that *P.N.03* would be released in 2003 as a *GameCube* exclusive.*[24] In January 2003, the company slated the game for a March release in Japan but retracted the exclusivity announcement.*[15]*[25]*[26] At a press conference prior to the 2003 *Electronic Entertainment Expo*, however, Capcom reaffirmed that *P.N.03* would be available only for the *GameCube*.*[27] In the end, *P.N.03* was the only *Capcom Five* title to remain exclusive to the system.*[23]

P.N.03 was the first of the *Capcom Five* to be released. Before the game’s debut in Japan, Capcom distributed

playable demos to stores and released screenshots to the media.*[21] Upon *P.N.03*'s release, Capcom shipped 25,000 copies to Japanese retailers. Under 11,000 units were sold, which made the game Japan's 26th best-selling title during the last week of March 2003.*[28] These low sales failed to help Capcom meet its yearly sales goals.*[19] The North American localization was announced in July 2003.*[29] Few aspects of the game were changed for the North American market.*[20] Capcom advertised a free T-shirt as a pre-order incentive in North America.*[30] Promotional sunglasses modeled after Vanessa's were also released.*[31]

18.1.4 Reception

P.N.03 failed commercially and received mixed reviews,*[40]*[41] with scores of 64% and 63 on review aggregate websites *GameRankings* and *Metacritic*, respectively.*[32]*[33] *Electronic Gaming Monthly*'s three reviewers characterized the game as shallow, repetitive and devoid of plot and character development. Mark MacDonald of the magazine criticized Vanessa's inability to move and shoot at the same time.*[34] By contrast, the reviewer for *Edge* wrote, "*P.N.03* may be rather short and its premise simple, but grace under fire has rarely been done better." The writer favorably compared its gameplay to that of *Space Invaders*, in that the game "rewards skill above all else and mastery brings huge satisfaction". The reviewer cited Vanessa as one of the game's high points.*[42] In a 2009 retrospective review, the *Edge* magazine staff echoed its previous praise of *P.N.03* but acknowledged the game's awkward control mechanics. The staff commented that Vanessa's potentially fluid movement is difficult to execute, but that the challenge of mastering the control scheme is part of the game's charm.*[41]

GamePro's Mike Weigand called the game "a long, intense, thumb-busting shooter that tests trigger fingers and patience levels." He found the environments and enemies repetitive, but he cited "strong aesthetics" and "a slick reward system" as redemptive features. Weigand summarized that, while the game lacks depth, it may be recommended to "those who crave a shoot-em-up with old-school inflections".*[36] Paul Byrnes of *GMR* found *P.N.03* to be a "boring and repetitive" missed opportunity. He felt that it lacked flow, thanks in large part to Vanessa's "clumsily staccato" movements and inability to move and shoot simultaneously.*[39] *Game Informer*'s Andrew Reiner wrote that *P.N.03*'s setting, animations and protagonist give it an "undeniable allure" of freshness and originality. However, he disliked the game's control system and wrote that "blowing away robots gets old rather quickly". Reiner called *P.N.03*'s length, which he estimated to be four hours, its "most disappointing aspect".*[35]

Greg Kasavin of *GameSpot* wrote that "you'll almost certainly be unimpressed with the repetitive and cumbersome action at the heart of [*P.N.03*]." He disliked the game's separation into brief, discrete sections; and, while he saw the game's design as a reference to that of older games, he found that *P.N.03* lacked the "extremely precise controls and smooth, colorful graphics" of the titles that inspired it. Kasavin summarized it as "a short, uninspired game that's yet another would-be imitator of Capcom's own *Devil May Cry*."*[37] Matt Casamassina of *IGN* wrote that players will "want to like" the game, but that its "design flaws and sloppy execution" are impossible to overlook. He found it to be shallow and repetitive, and he wrote that its fast pace and "unresponsive control setup" combine to place the game "at war with itself." However, he believed that *P.N.03* is "not a disaster—merely a disappointment", and that it sits "solidly in average country."*[38] In a 2012 retrospective from *Eurogamer*, Chris Schilling called the game the outcast of Shinji Mikami's work, criticizing its plot and calling its control scheme its "biggest obstacle". He later added "if at times its appeal can be hard to pin down, that doesn't mean it should be so easily forgotten", mentioning the satisfaction of beating the bosses in the game.*[43]

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18.1.6 External links

- Official European website
- Official Japanese website (Japanese)

18.2 Paper Mario: The Thousand-Year Door

Paper Mario: The Thousand-Year Door, originally released in Japan as *Paper Mario RPG* (ペーパーマリオ RPG), originally known as *Mario Story 2* in Japan and *Paper Mario 2* in North America, is a role-playing video game developed by Intelligent Systems and published by Nintendo for the GameCube. *The Thousand-Year Door* is the second *Paper Mario* game.

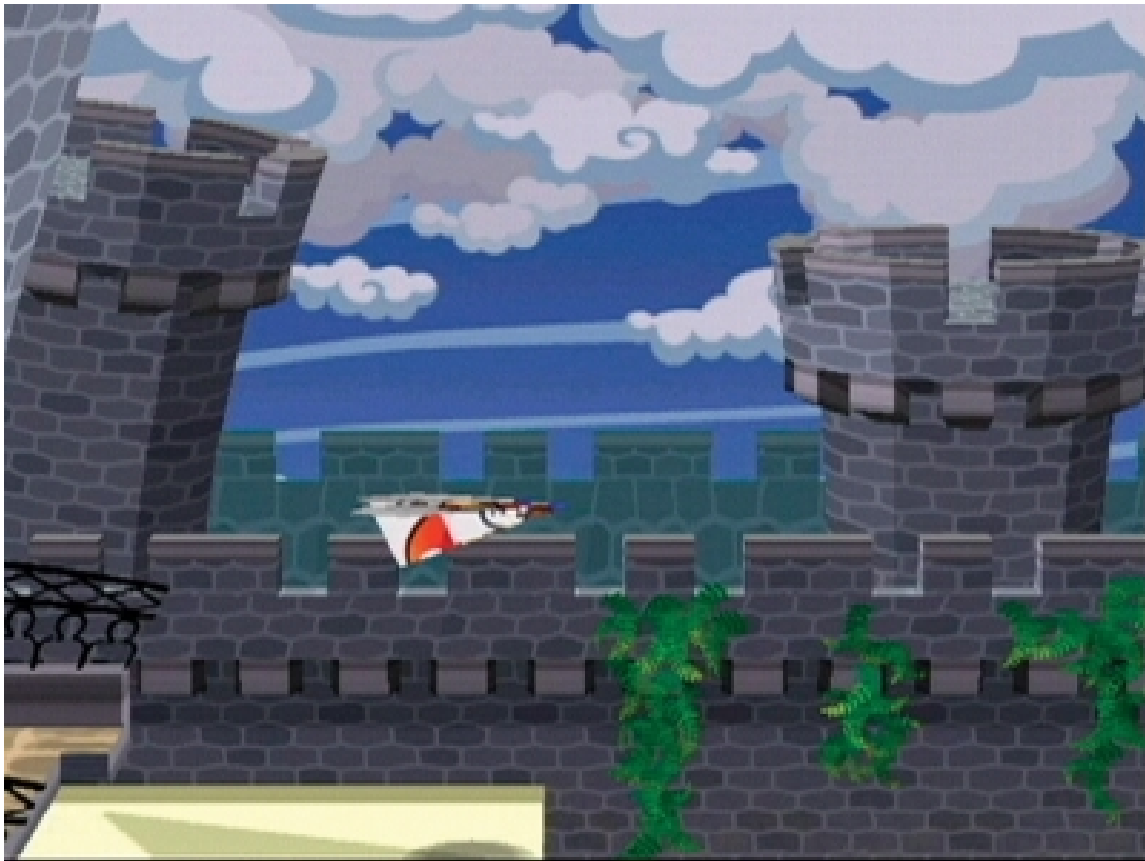
The Thousand-Year Door borrows many gameplay elements from its predecessor, such as a paper-themed universe and a turn-based battle system with an emphasis on action.*[2] For the majority of the game the player controls Mario, although Bowser and Princess Peach are playable at certain points.*[3] The plot follows Mario's quest as he tries to retrieve the seven Crystal Stars and rescue Peach from the X-Nauts.

The game was well received by critics, attaining an average score of 88 percent from GameRankings.*[4] Critics generally praised the game's engaging plot and gameplay, but criticised it for not being a big progression from its predecessor. *The Thousand-Year Door* won the “Role Playing Game of the Year” award at the 2005 Interactive Achievement Awards.*[5]

18.2.1 Gameplay

The Thousand-Year Door has a unique visual style. The graphics consist of a mixture of 3D environments and 2D characters who look as if they are made of paper.*[3] At different points in the game, Mario is “cursed” with abilities that enable special moves in the overworld, all of which are based on the paper theme. Mario can fold into a boat or a paper airplane by standing on a special activation panel, and roll up into a scroll of paper or become paper-thin.*[2] The game's environments also follow this theme; for example, illusory objects that conceal secret items or switches can be blown away by a gust of wind due to the environment's paper-like qualities. In certain parts of the game, the player controls Bowser in multiple side-scrolling levels based on the original *Super Mario Bros.*. Additionally, the player controls Peach in the X-Naut Fortress at the completion of most game chapters.*[3]

Battles in *The Thousand-Year Door* borrow elements from *Super Mario RPG* and the first original *Paper Mario* game.*[6] The turn-based system, in which players select an attack, defense, or item from a menu, is augmented by timed button presses that can result in substantial attack or defence bonuses when performed correctly.*[7] A similar “action command” was also used in all released Mario RPG games.*[8] In *The Thousand-Year Door*, each of Mario's party members now have their own heart points (HP) and may receive any attack that Mario can receive. When a partner's heart points are reduced to 0, the partner becomes inactive for the rest of that battle and later battles until recovery. If Mario's Heart Points are reduced to 0, however, the game ends.*[7] Flower Points—which are required for special moves—are shared among Mario and his party members. Defeating enemies awards various numbers of Star Points to Mario; for every 100 Star Points, Mario is able to level up.*[2] Mario can choose to upgrade his heart points (HP), flower points (FP), or his badge points (BP). The battles take place on a stage in front of an audience; if



Paper Mario folds up into a paper airplane to glide across a large gap.

the player performs well in a battle, the audience can assist Mario by replenishing star power, throwing helpful items on-stage, or inflicting damage on the opponent.*[3] Conversely, the audience may throw damage-causing items at the player or leave if the player performs poorly in a battle. For every 10 levels, the stage will increase by fifty audience members for a total of 200 after level 30.

Outside of battle, the game contains some strong role-playing video game traditions. For example, Mario's strength is determined by multiple statistical fields and status-boosting items that can be used in and outside of combat. The effects of these items range from healing Mario or his partner to damaging the opponent.*[9] Mario can also purchase badges from non-player characters or occasionally obtain them from defeated enemies; when equipped, these badges can permanently enhance a particular skill or aspect, or, in some cases, give Mario new moves, including Power Jump and Quake Hammer.*[10] Throughout the game, Mario is permanently assisted by a party member. Each party member has a specialised skill, some of which are required to solve puzzles to advance progression in the game. More party members are gained as the player advances through the game.

18.2.2 Plot

The Thousand-Year Door is not set in the Mushroom Kingdom,*[11] but in a cursed land across an unnamed ocean far away. The majority of locations are not featured in previous *Mario* games. Most locations consist of a set theme; Glitzville, for example, is a floating city centered around a fighting arena known as the Glitz Pit.*[12] The enemies and town inhabitants in the game range from recurring *Mario* characters, like Boo, to characters exclusive to the game, such as the X-Nauts. For many stages in the game, the story is presented in the context of a novel, and is divided into eight chapters (nine counting the prologue).*[13]

Characters

The Thousand-Year Door contains several characters, the majority of whom are not playable. Progression in the game is sometimes dependent on interaction with non-player characters, although many are used in the game's var-

ious subquests.*[12] In particular, the Goomba Professor Frankly, who knows the most about the mysteries relating to Rogueport, must be visited every time Mario retrieves a Crystal Star. The game continues the tradition of *Paper Mario*, in which Mario can be accompanied by one assistant character at a set time.*[9] There are seven party members in total: Goombella the Goomba, Koops the Koopa, Madame Flurrie the wind spirit, a Yoshi (named by the player), Vivian the Shadow Siren, Admiral Bobbery the Bob-omb, and Ms. Mowz, who is available as an optional character.*[14]

Mario is the main character of *The Thousand-Year Door*, although the game will frequently cut to Princess Peach in the X-Naut Fortress. Much time is spent on her interaction with the computer TEC, which has suffered from a glitch and has fallen in love with Peach, much to her surprise.*[15] The main antagonist of the *Mario* series, Bowser, tries to collect the Crystal Stars before Mario does instead of directly opposing Mario, though his attempts mostly become comedic relief.*[2] Luigi's role in the game consists of recounting his slapstick adventures in the Waffle Kingdom, and appears with party members of his own, many of whom do not like Luigi at all for unrelated reasons, juxtaposing the universal respect Mario's partners have for Mario.

Story



Paper Mario and Goombella battle Hooktail, the game's first major boss

The game opens with an introduction about a seaside town which was damaged by a cataclysm and consequently sunk into the depths of the earth. A town named Rogueport was later built at this site, with the fortunes of the lost kingdom fabled to exist behind the eponymous Thousand-Year Door,*[16] located in the ruins of the old town. Mario becomes involved when Princess Peach contacts him about a treasure map that she bought in Rogueport, but becomes part of a larger adventure after learning that Peach has gone missing.*[11] With the help of Goombella and Professor Frankly, Mario learns that the map can potentially reveal the location of the 7 legendary Crystal Stars, which are required to unlock the Thousand-Year Door.*[13] Under the assumption that Peach herself is trying to find the Crystal Stars, he uses the map in an attempt to locate her.

In actuality, Peach has been kidnapped by the Secret Society of X-Nauts (pronounced “Cross-Nauts” rather than “Ex-Nauts” according to Goombella's tattle on the X-Yux), a group led by Sir Grodus that are also searching for the Crystal Stars. While held captive, Peach uses e-mail via the main base's computer, TEC, to inform Mario about the

quest and consequently help him to attain all 7 Crystal Stars and locate the treasure.* [15] However, the “treasure” is actually the Shadow Queen, a demon responsible for the ancient cataclysm that destroyed the original town 1,000 years ago. The X-Nauts had kept Peach so that her body could be possessed by the Shadow Queen in a bid to recover her full power. This happens, but the arcane power of the Crystal Stars is then used to separate Peach from her possessor briefly to give Mario and friends the strength needed to fight the Shadow Queen. The game ends when Mario defeats the Shadow Queen and frees and returns home with Peach.* [17]

18.2.3 Production and release

Nintendo first revealed *The Thousand-Year Door* at the Game Developers Conference of 2003.* [18] Before its release, the game was confirmed to be a direct sequel to the N64 game *Paper Mario* and was known tentatively as *Mario Story 2* in Japan and *Paper Mario 2* in North America.* [19] A preview of the game was available at E3 2004; it included Hooktail Castle and a Bowser bonus level as playable stages.* [20] The game was released on October 11, 2004, in North America.* [18]

A sequel to the game, *Super Paper Mario*, was developed by Intelligent Systems and released for the Wii in 2007. It has a stronger emphasis on platforming than its predecessor. *Super Paper Mario*'s plot is unrelated to the story of *The Thousand-Year Door*, but it contains many easter eggs referencing characters from the previous two games.

Lawsuit

In 2008 Morgan Creek Productions filed a lawsuit against Nintendo alleging that they illegally used the song “You're So Cool” from the film *True Romance* in an advertisement for the game. Morgan Creek dropped the case six days later, after Nintendo revealed that the advertising agency, Leo Burnett USA, Inc., had licensing for the song.* [21]

18.2.4 Reception and legacy

The Thousand-Year Door received largely favorable reviews from critics.* [4] They particularly praised the plot; GameSpot's Greg Kasavin stated that “each [chapter] provides a thrill of discovery.”* [2] Similarly, Eurogamer welcomed the whimsical storyline in comparison to traditional role-playing games, commenting that “[it is] something closer to *Finding Nemo* than *Final Fantasy*, which is very much a compliment.”* [23] The game's characters were also well received, with reviewers complimenting the use of NPCs and text.* [3] Despite this, some commentators complained that the story developed slowly in the game's beginning stages.* [3]* [26] Eurogamer rated the high level of text as “the only major stumbling block” of the game.* [23]

One of *The Thousand-Year Door*'s main features, the use of a paper-based universe, was welcomed by reviewers.* [2]* [23] When referring to the paper theme, 1UP commented that “It's a cohesive, clever approach that turns the game's visual style into more than just a look.”* [27] Critics also commented extensively on the game's battle system, which deviated from traditional RPGs.* [2]* [23] GameSpy praised the use of timing in the battle system, stating that “these twitch elements were designed to be fun and engaging, and they succeed wonderfully at this.”* [28] Reviewers also praised the concept of having an audience to reward or berate Mario during battle.* [2]* [23]

The game's visuals received a mixed response from critics. GameSpot enjoyed the game's presentation, writing that “it exhibits a level of visual artistry and technical prowess matched or exceeded by few other GameCube games.”* [2] Conversely, other reviewers complained that the graphics were not much of a visual upgrade from its predecessor, *Paper Mario*.* [3] For the game's use of audio, IGN declared it “game music at its purest”, but proceeded to question the absence of voice acting in the text based game.* [3] RPGamer commented that the music “for the most part is done very well”, but that the perceived repetitive battle music was “one of the biggest flaws” of the game.* [26] The game won “Role Playing Game of the Year” at the 2005 Interactive Achievement Awards.* [5] The game was ranked 56th in Official Nintendo Magazine's “100 Greatest Nintendo Games” feature.* [29]

In its first week of release in Japan, *The Thousand-Year Door* was the best-selling game, selling about 159,000 units.* [30] It proceeded to sell 409,000 units in the country* [31] and 1.23 million copies in North America.* [32] The game has since been included in the Player's Choice line.* [33]

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- [11] *Paper Mario: The Thousand-Year Door instruction booklet*. p. 4.
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18.2.6 External links

- Official *Paper Mario: The Thousand-Year Door* website (via WayBack Machine)
- *Paper Mario: The Thousand-Year Door* at RPGClassics

18.3 Phantasy Star Online Episode III: C.A.R.D. Revolution

Phantasy Star Online Episode III: C.A.R.D. Revolution (ファンタシースターオンラインエピソード3 カードレボリューション *Fantashī sutā Onrain episōdo 3 kādo reboryūshon*) is a video game released for the Nintendo GameCube. It has a card based play style, making it unique among games in the *Phantasy Star Online* series. The story of the game takes place twenty-one years after *Episodes I and II*.

18.3.1 Plot

In *Phantasy Star Online Episodes I and II*, the spaceship *Pioneer 2* arrived at the uninhabited planet Ragol in hopes of colonization in response to the failing ecosystem of the home planet Coral. In *Episode III*, *Pioneer 2* remains in orbit above Ragol, but still has not begun colonization. The inner strife of the government of *Pioneer 2*, which has since gained independence from Coral, in addition to the exploitation of the planet's resources prevent colonization.

The government of *Pioneer 2* also hopes to exploit “the germ”, a mysterious substance discovered on the planet, which they use to power the newly developed “C.A.R.D. technology”, which is used to store items such as weapons as cards and allow them to be used much more efficiently.*[1] C.A.R.D. is an acronym for “compressed alternate reality data”. The game can be played as either the “Heroside” or the “Darkside”. The “Heroside” are government-appointed officials, who take orders from the government to explore, research, and capture the Arkz, an anti-government faction. The “Darkside” are the Arkz, founded by a man known only as Red. The Arkz try to intercept and destroy the government's plans for the exploitation of the planet. They also oppose the use of C.A.R.D. technology due to its unpredictability and the lack of complete understanding of the germ. They still, however, use a stolen version of the technology in order to be able to compete with Heroside. Both sides also search for the location of the “Great Shadow”, which is believed to be the source of the germ.

Within the two factions, each character has their own goals and aspirations, and playing as certain characters in battle will reveal different aspects of the story. When both sides of the story are completed, one after another, it is discovered that the government, while experimenting with the germ for clone technology, is attempting to create bio-soldiers with the genetic material of Red's deceased twin daughters. The final boss for Heroside is a rejected mutated clone of Pollux. The final boss for Darkside is a rejected mutated clone of the other twin, Castor. After completing the storylines and their boss battles, there is a final battle with the source of the germ, Amplam Umbra. Once the source is destroyed, *Pioneer 2* finally lands on Ragol, and the colonization of the planet begins.

18.3.2 Gameplay

Games are played either against computer players or against real-world players, using a customizable deck of exactly 30 cards. In the offline story mode, players fight against computer controlled opponents to unlock new missions and advance the story. In the online mode players battle each other under customizable settings. There is also an offline free battle mode, which allows multiplayer battles for up to four players offline. Battles are turn-based and take place on a grid of varying size. During their turn, players can activate cards from their deck to equip weapons, summon monsters and attack the enemy. Cards can also be used during the opponent's turn to defend against their attacks. A dice roll at the beginning of each turn determines how many actions can be taken in a single turn. The battle ends when one player has lost all their hit points. After each battle, the player receives new cards to use in their deck. More cards are received if the battle was won.

Players can choose to play as either the Hunters (heroside) or Arkz (darkside) in battle. They must also choose one of 12 characters from each side, each with varying special abilities and hit points. The two sides fight in different ways. Heroside players fight by equipping weapons, mags (small flying robots which augment the character's abilities) and shields, whilst darkside players have only one set weapon, and use their decks to summon creatures to attack for them. For both sides there is a limit to how many cards can be in play. More powerful cards use up more of this limit than weaker ones. A battle ends when one side either depletes the deck or hit points of the other side. Many of the weapons, mags, techniques and creatures available are the same as those found in Episodes I and II.*[1]



A screenshot of the gameplay for Episode III, showing both Hunters (near) and Arkz (far).

When not in battle, the player controls a customizable commander character on board pioneer 2. During offline play, the player can customize decks, interact with computer characters to discover information about the plot, and choose which battle to fight next. Online, the character is used to interact with other online players to arrange battles and tournaments.

To play the game online, a GameCube modem or broadband adapter is needed. To play using the official server requires the purchase of a 30-day “Hunter’s licence” . The same licence can be used to play *Episodes I and II*, as well as *Episode III*.*[1] On April 1, 2007, the official Sega server for online play was shut down.*[2]

18.3.3 Reception

GameSpot awarded a score of 7.2, saying that “It’s probably not what fans were expecting, but on its own terms, PSO III is a good game” .*[3] IGN wrote that the game was a “real testament of game design” that minded the requests of series fans.*[4] GameSpy found the game “unexceptional” .*[5] GameRankings reports an average score of 73%.

18.3.4 References

- [1] “Phantasy Star Online Episode III” .
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- [3] “GameSpot review” .
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18.3.5 External links

- *Phantasy Star Online Episode III: C.A.R.D. Revolution* at MobyGames

18.4 Pokémon Channel

Pokémon Channel, released in Japan as *Pokémon Channel ~Together with Pikachu!* (ポケモンチャンネル〜ピカチュウといっしょ! ~ *Pokemon Channeru ~Pikachū to Issho!*~), is a 2003 video game in the *Pokémon* series for the GameCube, developed by Ambrella and published by Nintendo and The Pokémon Company. The player's goal is to help Professor Oak refine and promote his TV network through watching broadcasts with a Pikachu. The game contains elements of the adventure, digital pet, and simulation genres. The player can explore full 3D environments, have Pikachu converse with other Pokémon, and collect various items.

The game was developed rather quickly as a sequel to the Nintendo 64 title *Hey You, Pikachu!* and to promote the Nintendo e-Reader accessory, and uses a novel 3D texturing effect. It was first showcased at Electronic Entertainment Expo (E3) 2003 and later through a month-long series of promotional events in Sapporo, Hokkaido, Japan. It was released on July 18, 2003, in Japan, December 1 in North America, and April 2, 2004, in Europe. In Japan, the game sold 66,373 copies in its first year. It received mixed reviews, which generally criticized its low level of interactivity and repetitive sound effects, though its collecting aspects and visuals were somewhat better received.

18.4.1 Gameplay

Pokémon Channel is difficult to categorize into a genre, [1] [2] as it incorporates elements of adventure, [3] simulation, [1] and digital pet games. [4] The graphics are in 3D, [3] the perspective is first-person, [5] and the player navigates and selects things with a cursor. [4] The game centers on watching television programs with a Pikachu, a mouse-like Pokémon. [3] The player, who lives in a house, can channel-surf freely among the various channels of a television network created by the elderly Professor Oak, as well as explore one room of the house and several outdoor areas. [4] [6] [7] Pikachu sometimes displays emotional reactions while watching, such as happiness or anger. [3] [4] The game takes place over a few days, with unique plot events on each. The GameCube's inner clock tracks time such that every in-game day lasts at least as long as one real-time day. [3] [4]

While several channels are available, only a few are essential to the completion of the game. The player saves the game by reporting on recent accomplishments to Oak at *Prof. Oak Report*, watches episodes of an anime series at *Pichu Bros.*, and listens to plot-advancing news coverage from a Psyduck at *Pokémon News Flash* (PNF). On a channel called *Shop 'n Squirtle*, the player uses the game's currency, "Poké", to purchase bus passes to travel among the game's locations, as well as non-essential items like Pokémon dolls, new television sets in various styles, and other decorations, all delivered by a Delibird (a bird-like Pokémon that carries various items in its satchel). [3] [8] Extraneous channels include the trivia-based game show *Quiz Wobuffet*, [3] where the player earns Poké, [9] the art exhibition program *Smeargle's Art Study*, where Smeargle gives opinions on art that can be created in a paint-by-numbers style in the player's house, [4] [7] and the exercise program *Smoochum Shape-Up*. [3]

The main collectibles available in *Pokémon Channel* are trading cards that display various Pokémon. The trading cards, known in game as Nice Cards, exist in three forms: Single, which simply show a picture; Motion, which are holographic; and Platinum, which are holographic and play the respective Pokémon's cries. [3] The collectibles can be found by having Pikachu speak with other Pokémon and help them with tasks, [6] or by ordering from *Shop 'n Squirtle*. [3] There is a virtual Pokémon Mini console hidden under the player's bed that plays six games: *Snorlax's Lunch Time* (exclusive to *Pokémon Channel*) [3] and five others previously released for the real-life Pokémon Mini. [10] The games are simple and mainly based on rhythm. [4]

18.4.2 Plot

The game opens with a group of Magnemite—magnet-like Pokémon with levitation abilities—delivering a television to the player's house. Upon turning the television on, Professor Oak appears to request the player's help: he is creating a new television network for Trainers and their Pokémon to enjoy together, and he wants the player to serve as a beta tester. [11] He has them watch an episode of an anime called *Pichu Bros.* and then introduces the game's basic features before leaving them alone. [4] The player then hears Pokémon cries from outside, [12] which turn out to



Pikachu watches a game show, Quiz Wobuffet

belong to a Pikachu and two other creatures: the reptilian Treecko and the avian Torchic. While the others run off, the Pikachu stays and the player adopts it. Oak decides to allow Pikachu to be a second beta tester.*[13]

After completing a few tasks, the player returns to Oak's channel, and the Professor remarks that Pikachu has behaved remarkably well.*[14] The overexcited Pikachu uses its Thunderbolt attack on the television and destroys it.*[15] Unfazed, Oak has the Magnemite deliver a “retro” television while the player and Pikachu wait for a replacement of the original.*[16]*[17] When the replacement arrives the next morning, the Professor remarks that the player's viewership has brought life to the network and helped spawn new shows.*[18] The player then finds a bus stop and visits Viridian Forest, a location that first appeared in *Pokémon Red and Blue*.*[19]

The third day opens with Pikachu asleep in the cupboard and Oak expressing pleasure at the Pokémon's growing attachment to the player.*[20]*[21] On the fourth day, Pikachu invites its friends back over.*[22] Little else occurs on these two days besides visits to the snowy Mt. Snowfall and the tropical Cobalt Coast,*[23]*[24] although Oak does continue to laud the player's investment in the network, which has become a huge success.*[25]

On the morning of the fifth day, the *Pokémon News Flash* reports on a breaking news story:*[26] a disc containing the unaired fifth episode of *Pichu Bros.* was dropped and lost by the delivery Magnemite on their way to the show's broadcasting studio.*[27]*[28]*[29] After obtaining a lamp from a friendly Duskull in the front lawn,*[30] the player takes a bus back to Mt. Snowfall, where the disc was presumed lost.*[31] Eastward are the Ruins of Truth, where the stubborn Ghost-type Pokémon Gengar blocks the player's path until it is scared away by the lamp.*[32] Inside the Ruins, Pikachu gets stuck inside a statue of the bat-like Pokémon Golbat.*[33] Upon being shaken free, the missing disc pops out.*[34] The player hands it back to Magnemite, who is waiting sheepishly outside,*[35] and heads home to watch the last episode, along with a video called *Meowth's Party*.*[36]

Oak informs the player that every program produced for his network has been aired,*[37] thanking the player and Pikachu for their time,*[38]*[39] and announces the impending arrival of a gift for them.*[40] The gift, which arrives the following morning, is a “Star Projector” , a device for viewing images flashed across the sky.*[41] That night, Professor Oak notices that a Pokémon has arrived at the player's house—the rare and legendary Jirachi—which leaves him in shock.*[42] The player, Pikachu, and Jirachi then visit Camp Starlight, the locale for which the Projector is intended.*[43] Using it, they project the entire series of *Pichu Bros.* and *Meowth's Party* onto the sky for the universe to see, and the story ends.*[44] This event also allows players of the PAL version (i.e. Europe and Australia) to download a Jirachi to a copy of *Pokémon Ruby or Sapphire* via the Nintendo GameCube – Game Boy Advance link cable.*[45]

18.4.3 Development and release



Pokémon Channel was created in part to promote the Nintendo e-Reader (pictured) and included three cards for it.

Pokémon Channel was developed by Nintendo subsidiary Ambrella and published by Nintendo and The Pokémon Company. It was created both to serve as a spiritual successor to *Hey You, Pikachu!*—a similar digital pet-type game wherein the player plays with a Pikachu—and to promote the Nintendo e-Reader peripheral device. The game included three e-Reader-compatible cards, but not the e-Reader device itself.*[46] When scanned, the cards upload new templates for the player to paint and for Smeargle to critique.*[4]

The game uses the visual effect of applying pre-rendered video footage to a polygon, specifically the game's pre-recorded shows on the television. IGN writer Anoop Gantayat praised this effect's implementation, although he did note some minor graphical issues visible in the transition from distanced to full-screen viewing.*[47] Also unusual for the *Pokémon* video game series, the Pokémon's voices are borrowed from the anime and sound like their names.*[6]

The game was first announced at E3 2003, where IGN staff noted that the game's demo appeared to be early in development due to its choppy frame rate.*[48] *Pokémon Channel* was released on July 18, 2003, in Japan,*[49] December 1 in North America,*[4] and April 2, 2004, in Europe.*[50] The game was showcased on its Japanese

release date at the Sapporo, Hokkaido, location of Pokémon Fest 2003 (ポケモンフェスタ 2003 *Pokemon Festa 2003*), a series of promotional events that extended across Japan and lasted about a month. Attendees could play the game at GameCube kiosks.*[49]

18.4.4 Reception

Pokémon Channel has scores of 51% and 55% on the review aggregators GameRankings and Metacritic, respectively, both indicating a mixed or average reception.*[51]*[52] Reviewers felt that the game would only suit existing *Pokémon* fans and young children: staff at 1UP.com summarized that “the various diversions here are cute, slickly produced, and entertaining, assuming you really, really dig Pokémon”, and that even fans would be bored if over the age of five.*[53] Justin Leeper of *Game Informer* claimed that fans would enjoy it but “everyone else will be turned off, pun intended”.*[1] Author Tokyo Drifter of *GamePro* guessed that the game had been “tailored for die-hard fans” and would please no one else.*[55] IGN's Mary Jane Irwin stated that its intuitive interface, copious instructions, and “mindless entertainment” would keep young players entertained.*[4] *Nintendo Power*'s review called the game “hours of fun for *Pokémon* fans.”*[56]

Reviewers complained about the game's low level of interactivity due to most of the gameplay time being spent watching television with Pikachu. Summarizing the gameplay in general as “weak”, GameSpot's Ricardo Torres argued that the game's promising ideas were fundamentally deadened by “the gimmick of having to 'virtually' watch television programs” and the long stretches of time this entails.*[3] Leeper claimed that Pikachu “will be content much longer than you will” and decried the channels' non-interactive nature while praising the unlockable status of a few.*[1] Darryl Vassar of *GameSpy* went even further and claimed that there was “no gameplay”. He gave the game only one star out of five as a result, despite calling the animation quality and Pokémon voices “decent”.*[6] Tokyo Drifter found its low interactivity and slow pace to be the two biggest barriers for *Pokémon* fan enjoyment, and gave the game a 3.0 on a five-point scale.*[55] Irwin stated that the player would desire more interactivity and condemned the programs overall, with the exception of *Pichu Bros*, which she called “the only worthwhile programming”.*[4]

The game's 3D graphics received lukewarm opinions. Torres called them “decent but unspectacular” and “bland”. His praise focused on the animations of the Pokémon with “distinct animations that suit their personalities”, especially that of Pikachu.*[3] Irwin echoed these opinions.*[4] Vassar stated that the Pokémon animations were better than those in the then-upcoming GameCube title *Pokémon Colosseum* and found the environments passable, if boring and overly limited.*[6] Tokyo Drifter found the environments “bright and colorful” while wholeheartedly praising the smooth and “adorable” Pokémon animations.*[55]

The sound and music were negatively received. Torres focused on their repetitiveness, stating that some of the music within the programs was catchy but “it starts to grate after some of the mandatory repeated viewings you'll have to endure”, and that the paucity of sound effects “puts the weight of the audio burden on the Pokémon voices, which, while accurate, are naturally repetitive”.*[3] Irwin and Vassar gave special focus to the repetitiveness of the voices.*[6] Tokyo Drifter gave little opinion on the voices but found the lack of voice acting for Oak to be disappointing.*[55]

Critics praised the large number of collectible items and Pokémon in the game. Torres noted the game's many items to collect and Pokémon for Pikachu to meet, and praised the game's increased replay value as a result.*[3] Tokyo Drifter thought similarly, calling the collecting aspects “a prominent part of the gaming experience”.*[55] Irwin found the collecting aspects a nice way to pass time and called the incorporation of the virtual Pokémon Mini “a nice diversion”.*[4]

Within three days of its Japanese release, *Pokémon Channel* sold 12,581 copies, making it the thirteenth best-selling game among all platforms during its release week (July 14 to July 20).*[57] By August 17, 2003, its Japanese sales totaled 38,617 copies.*[2] The title had sold 66,373 copies in Japan by December 28 of the same year.*[58]

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- [24] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Alert:** Take the bus to Cobalt Coast?
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- [30] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Alert:** Received the Duskull Lamp as thanks!
- [31] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Oak:** The disc seems to have disappeared on the summit of Mt. Snowfall.
- [32] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Alert:** Gengar was startled and fled!
- [33] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Alert:** [Pikachu's name] is stuck! Jiggle the [GameCube's Control Stick] and set it free!
- [34] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Alert:** Something popped out with [Pikachu's name].

- [35] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Alert:** Magnemite came to retrieve the Program Disc you found.
- [36] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Logo:** Meowth's Party: Meowth & Pokémon BAND
- [37] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Oak:** Finally, every program on Pokémon Channel has gone on the air.
- [38] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Oak:** We really were lucky to have chosen you as a monitor, [player's name].
- [39] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Oak:** Ah, yes, I mustn't overlook [Pikachu's name]'s contributions. [Pikachu's name] deserves our thanks, too.
- [40] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Oak:** We are currently preparing a gift for you two as a token of our appreciation.
- [41] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Oak:** The gift is the Star Projector.
- [42] Ambrella (December 1, 2003). *Pokémon Channel*. Nintendo. **Oak:** Oh? Here comes a Pokémon now, just as I speak. ...That Pokémon? It can't be!
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- [53] IUP Staff. "Pokemon Channel (Phil)". IUP.com. Archived from the original on March 25, 2014. Retrieved January 27, 2014.
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- [57] 集計期間:2003年7月14日〜2003年7月20日 (in Japanese). Famitsu. August 1, 2003. Archived from the original on February 1, 2014. Retrieved January 28, 2014.
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18.4.6 External links

- Official website

18.5 Pokémon Colosseum

Pokémon Colosseum (ポケモンコロシラム *Pokemon Koroshiamu*) is a role-playing video game developed by Genius Sonority and published by Nintendo as part of the *Pokémon* series. It was released exclusively for the GameCube on November 21, 2003, in Japan; March 22, 2004, in North America; and May 14, 2004, in Europe. Unlike previous titles, the game does not feature random encounters with Pokémon; instead, the player can steal (“snag”) the Pokémon of other Pokémon Trainers. The game also features several battle modes for single-player and multiplayer gameplay.

The game is set in the desertous region of Orre. The player protagonist is Wes, a former member of Team Snagem. Throughout the game, the player rescues “Shadow Pokémon”—Pokémon who have had their hearts darkened by Cipher, an antagonistic organization—via snagging. Rui, a non-player girl, serves as Wes's sidekick and identifies Shadow Pokémon.

Pokémon Colosseum was exhibited at E3 2003. North American pre-orders were packaged with a bonus disc that allows the player to download the Pokémon Jirachi. Upon release, the game was generally well-received, with praise directed at its graphics and music. It was a commercial success, with 1.15 million copies sold in the United States and 656,270 in Japan.

18.5.1 Gameplay

Further information: [Gameplay of Pokémon](#)

Pokémon Colosseum is a 3D role-playing game viewed from a third-person perspective.*[1] The player, controlling



The player battles with Sudowoodo and Hitmontop, who are both identifiable as Shadow Pokémon by the purple border of their avatars. This battle against the opponent's Trapinch and Numel is conducted on Mt. Battle, a common setting for battles.

a Pokémon Trainer named Wes (default name), moves through various towns and other locations (traversed using a type of one-wheeled motorcycle), battling enemy Trainers and completing quests. Items are purchased at “Pokémon

Mart” locations using the game's currency, “Pokémon Dollars” (£). When a battle starts, the screen switches to a turn-based interface where the player's and enemies' Pokémon fight. Most battles are of the “double battle” format, which means two Pokémon on each side at one time. However, each Trainer can carry up to six Pokémon at one time, so once a Pokémon is defeated, his or her Trainer must switch out another one unless no more are left. Battles are also conducted at “Colosseums” in several cities.*[2]

Unlike most *Pokémon* games, *Colosseum* does not feature random encounters. The player begins the game with two Pokémon. More are obtained throughout the game by “Snagging” them from other Trainers using Poké Balls of various strengths. Only specifically designated “Shadow Pokémon”, whose hearts have been artificially closed, can be Snagged.*[1] Pokémon can be traded between *Colosseum* and the Game Boy Advance games *Pokémon Ruby*, *Sapphire*, *FireRed*, *LeafGreen*, or *Emerald*.*[3]

Each of the player's Shadow Pokémon has a purple gauge that is drained by battling and coming to like the player. Once a Pokémon's gauge is empty, the player may “Purify” the Pokémon by bringing him or her to Celebi's shrine in Agate Village, or by using a rare “Time Flute” item. Purifying Shadow Pokémon is desirable because while in that status, they will often disobey the player, they cannot gain experience points, and their moves are at first restricted to “Shadow Rush”.*[4] Additionally, Shadow Pokémon will sporadically enter “Hyper Mode” state during battle, causing them to disobey the player character or attack themselves until the condition is alleviated by selecting the “Call” battle command.*[2]

Aside from the story mode, *Colosseum* also features several non-canonical battle modes. In the “Quick Battle” mode, the player can battle either CPU trainers or friends, using Pokémon obtained in the story mode or randomly assigned ones. Battles in this mode do not result in gain of experience points or money. In the single-player battle mode, the player competes at Colosseums—stadiums used throughout the game for Pokémon battles—and earns “Poké Coupons”, another currency which can be used to buy rare items. In the “Gang Battle” mode, up to four players can compete in a tournament. The first can use Pokémon obtained in the story mode, or from the Game Boy Advance games. Players two through four, however, can only use Pokémon from the Game Boy Advance games.*[1]

18.5.2 Plot



Pokémon Colosseum's 3D overworld features visual detail and a fixed camera angle that is comparable to Square Enix's Final Fantasy series. Shown here is Es Cade's office. Characters of various significance clockwise from top left: Verde, Trudly, Folly, Mirror B. (with afro), Wes, Rui, Bluno, and Rosso.

Setting

Pokémon Colosseum is set in the Orre region. Orre is a mostly desertous region in which no wild Pokémon can be found (although the sequel, *Pokémon XD: Gale of Darkness*, adds wild Pokémon spots to the region). Orre consists of many cities, towns, and Colosseums.*[5]

Characters

The game's player protagonist is by default named Wes (レオ *Reo*, Leo), but as with most *Pokémon* games, the player can change his name. Wes's Starter Pokémon are *Espeon* and *Umbreon*, two cat Pokémon who start at higher levels than most Starter Pokémon.*[6] Team Snagem (スナッチ団 *Sunatchi-dan*, Team Snatch), a criminal organization that uses the “Snag machine” technology to capture the Pokémon of Trainers, serves as an antagonistic entity in the game.*[7] However, shortly after the game's start, the Cipher Syndicate (シャドー *Shadō*, Shadow) is revealed to be the main antagonistic force, having partnered with Snagem to obtain Pokémon from Trainers, corrupting them, and distributing them throughout Cipher and other places such as Pyrite Town. Wes is a former employee of Team Snagem. The organization also employs many grunt workers, as well as four administrators: disco-loving *Mirror B.* (ミラーボ *Mirābo*, *Mirrorbo*), the explosively-tempered bodybuilder, *Dakim* (ダキム *Dakimu*), the queen of the Under, *Venus* (ヴィーナス *Vīnasu*), and the strategist of a scientist, *Ein* (ボルグ *Borugu*, *Borg*).*[8]

Story

The game begins with a cold open in which Wes infiltrates and destroys the Team Snagem hideout before leaving the organization.*[9] Wes starts at the Outskirt Stand, a dilapidated train engine in the middle of the desert that has been converted into a shop. With *Espeon* and *Umbreon*, Wes's first opponent is a Trainer named *Willie*.*[10] Wes then leaves the Stand and heads to the oasis-esque *Phenac City* in time to see two men dragging a sack.*[11] After defeating them in battle, Wes unties the sack to find *Rui*.*[12] a girl with the ability to discern Shadow Pokémon. They meet the mayor, *Es Cade*.*[13] who seems very bothered about the Cipher problem, but seems to do nothing about it.*[14] Later, upon leaving *Phenac Colosseum*, three Snagem grunts find Wes and *Rui*. The grunts then reveal to *Rui* that he was a member of Snagem, and an excellent Snagger.*[15] Wes then confronts one of the grunts, which results in the latter's defeat. Finding out that he is an expert at snagging Pokémon, *Rui* asks him to join forces with her in finding and snagging Shadow Pokémon.

As the game progresses, Wes becomes a target of a powerful organization known as Cipher. After leaving *Phenac*, he visits *Pyrite Town*, where *Rui* was kidnapped. In *Pyrite*, Shadow Pokémon are openly offered to winners of the town's Colosseum tournament. The local police force is powerless to stop the practice, so *Duking*, an influential man in *Pyrite*, asks Wes to enter the tournament and investigate. Wes enters the Colosseum challenge and defeats four trainers to win. Inside a nearby building, a Cipher *Peon* is about to present the Shadow Pokémon prize, but another one recognizes Wes. The pair then battle their way through the building and a maze-like cave set in the rock behind. Eventually, they face and defeat *Mirror B.*, one of four Cipher Admins. Afterwards, Wes returns a Pokémon *Mirror B.* stole from *Duking*. A team of kids working in *Duking's* house introduce themselves as members of an anti-Cipher news network, known as the *Kids Grid*, who pledge their help to Wes and *Rui*.

Their next stop is *Agate Village*, a forested village in the mountains. As *Rui* introduces Wes to her grandfather *Eagun*, another villager runs into the room, telling them that the *Relic Stone*—a shrine protected by *Celebi*—is under attack. Wes, following *Eagun* to the center of the tree, fights off four Cipher agents before the *Relic Stone* is safe. After resting, Wes is given access to the *Relic Stone*, the only place where he can purify Shadow Pokémon. After receiving an e-mail from *Duking* about Mt. *Battle* being under attack by Cipher, *Rui* asks *Eagun* where it is and the two headed over there.

Upon reaching Mt. *Battle*, people inform Wes and *Rui* that Cipher has already taken over the first section of the mountain. After battling nine other Trainers, Wes battles the Cipher administrator *Dakim*. *Dakim* owns a Shadow *Entei*, who is one of the trio of legendary beasts. After defeating *Dakim*, Wes heads to *The Under*, which is an underground city located underneath *Pyrite Town*, and under the control of Cipher.*[16] More members of the *Kids Grid* are here. They tell the player of *Venus*, another Cipher administrator, who has influence over *The Under*. After Wes confronts *Venus*, the owner of the second legendary beast *Suicune*, she flees. Next, Wes and *Rui* head to the Shadow Pokémon Lab, where Pokémon are transformed into Shadow Pokémon. After defeating numerous Cipher *peons*, Wes faces *Ein*, the final Cipher administrator and the owner of the final legendary beast *Raikou*.

Wes and *Rui* then go to *Realgam Tower*. All four administrators are there and ready to face Wes again. After doing

so, he is granted access to the Colosseum at the top of the building. There, he is greeted by a large crowd. A Cipher man named Nascour tells Wes that he will have to face four trainers. After Wes defeats all four trainers, Nascour fights him. Once defeated, Nascour tries to leave, only to be interrupted by Es Cade. Es Cade reveals that he is really none other than Evice, the head of Cipher, and battles Wes. When Wes defeats him, Evice attempts to escape by helicopter, but the legendary Pokémon Ho-Oh swoops in and blasts it out of the sky. Evice and Nascour are presumably arrested.

18.5.3 Development and release

Pokémon Colosseum was developed by the Japanese game developer Genius Sonority, and published by Nintendo.*[17] Just as Nintendo 64 predecessors *Pokémon Stadium* and *Pokémon Stadium 2* had served as home console counterparts to the first- and second-generation handheld titles, *Colosseum* had a similar role for the third generation.*[18]

The new concept for *Pokémon Colosseum* was influenced by RPGs such as *Final Fantasy VII* and *Persona 2* over the *Pokémon* mold.*[19] When asked in an interview with Prima Games why the gameplay of *Colosseum* did not mirror that of the handheld *Pokémon* games, *Pokémon* director Junichi Masuda explained: “How players communicate with each other has been key to the *Pokémon* games – it is the backbone of all *Pokémon* game designs. I feel that the handheld systems work better than the home-based consoles. It’s certainly possible to come up with concepts for home-based consoles, but we might then have to change the core of the game.”*[20]



The city of Phoenix, Arizona was primary used as the basis for the Orre region.

The transition to 3D also brought new graphical changes. Wes was designed to look “hazy” and about 17 years old.*[19] Genius Sonority ported most of the models and animations of first- and second-generation Pokémon from *Stadium* and *Stadium 2*.*[4] Genius Sonority based most of Orre on the real-life city of Phoenix, Arizona. As a whole, the graphics were influenced more by manga than by established *Pokémon* convention.*[19]

A preview for the game was hosted at E3 2003.*[21] Upon completion of development, *Colosseum* received a rating of “E” (Everyone) from the Entertainment Software Rating Board, “All Ages” from Computer Entertainment Rating Organization, and “3+” from Pan European Game Information. The game was released on November 21,

2003 in Japan; March 22, 2004 in North America, and May 14, 2004 in Europe.*[17]

Nintendo also published supplementary media to unlock additional content. Pre-ordered copies of the game came with a bonus disc that contains trailers for the game and the film *Pokémon: Jirachi Wish Maker*. The North American disc also contains the exclusive Pokémon Jirachi that can be downloaded to the player's copy of *Ruby* or *Sapphire*. The Japanese release contains a downloadable Celebi instead and requires a completed save file of Pokémon Colosseum. The disc also updates the software in *Ruby* and *Sapphire* to remove a “berry glitch” discovered in 2003. Despite public anticipation the Bonus Disc was not released in PAL territories, prompting Nintendo to issue an official apology.*[22] However a Jirachi was later included in the PAL version of the game *Pokémon Channel*. In Japan, scannable cards for the *Nintendo e-Reader* were available for purchase that featured additional trainers to battle and Shadow Pokémon.*[23]*[24]

18.5.4 Reception

Critical response

Pokémon Colosseum was generally well-received upon release, with respective scores of 73/100 and 73.46% from aggregators *Metacritic* and *GameRankings*.*[25]*[26] Allgame staff writer Scott Alan Marriott gave the game three and a half stars out of five, although he did not review the game with more depth.*[27]

Critics praised *Colosseum* as the first true 3D role-playing installment in the *Pokémon* series. Gamers Hell reviewer John K. called it “certainly a step in the right direction to a good 3D *Pokémon* game” , although he felt that the limited number of Pokémon and lack of a true *overworld* detracted from the experience.*[32] IGN staff writer Craig Harris said that the adaptation of the *Pokémon* RPG formula to the 3D zeitgeist “does a decent enough job” and is “a bit more linear and straightforward” .*[3]

The new 3D graphics received mixed remarks. Harris called the game “[g]raphically ... a mixed bag” , praising the visual style of the game's Pokémon but criticizing the “poorly modeled and animated, angular” style of the Trainers.*[3] GameSpot reviewer Ryan Davis offered a similar opinion, concluding that “[t]he visual style ... has gone off the deep end” .*[8] *GamePro* writer Star Dingo called the graphics as a whole “insanely cute” but criticized the lack of animations showing two Pokémon attacking in tandem.*[30] *GameZone*'s review took a more positive stance, saying that “[a]nimations are brief but impressive; each attack move is more elaborate and more extravagant on the 'Cube.”*[6] *Nintendo Power* thought similarly, commending the “amazing level of detail” .*[31]

GameZone compared the overall town design and environments to those of the landmark *Final Fantasy VII*.*[6] Dingo complained that “there are some characters to talk to and chests to find, but no 'overworld' with free-roaming monsters to capture.”*[30] John K. stated that “[t]he towns are made with enough detail, but sometimes a bit dull.”*[32]

Harris denounced the game's usage of old Pokémon battle cries, a recurring complaint of the series.*[3] Dingo called the music as a whole “a bit too low-tech and synthetic” .*[30] *GameZone*, in contrast, stated that the sound effects evoke nostalgia for *Pokémon Red and Blue*, and that the music tracks “have more depth than any of the songs from the previous *Pokémon [sic]* games.”*[6] John K. said that the music is neither annoying nor entertaining.*[32] *Retronauts* described *Colosseum* as “terrible” , citing the reuse of graphics from the *Pokémon Stadium* games.*[33]

In 2006, *Nintendo Power* listed *Colosseum* as the 121st greatest video game to appear on a Nintendo console.*[34]

Sales

Three weeks before its release, pre-orders of *Pokémon Colosseum* made it the best-selling game on *Amazon.com*.*[1] In the game's first week of release in the United Kingdom, it boosted the GameCube's market share from 16% to 32%.*[35] It was the best-selling GameCube game of May 2004, and fourteenth among all consoles.*[36] In 2005, the game was certified as part of Nintendo's *Player's Choice* line in North America, representing at least 250,000 copies sold.*[17] As of 2007, the game has sold over 1.15 million copies in the United States*[37] and 656,270 in Japan.*[38] It is the best-selling RPG for the GameCube.*[39]

Legacy

Pokémon Colosseum spawned a high-profile tournament in the United Kingdom entitled “Pokémon Colosseum Battlemaster 2004” . The first round of battles was held at Toys “R” Us locations, with later battles taking place in movie

theaters.* [40] Across Europe, the game was bundled with GameCube consoles shortly after its release.* [41] Special editions of this set also included a copy of *Pokémon Box: Ruby and Sapphire*—a game that allows players to organize and store up to 1,500 Pokémon from their games—as well as a memory card and a Game Boy Advance–GameCube link cable.* [42]

A manga adaptation of *Colosseum's* plot was printed in 2004 issues of the Japanese magazine *CoroCoro Comic* and titled *Pokémon Colosseum Snatcher Leo* (ポケモンコロシムスナッチャーズレオ).* [43] The game was followed by a 2005 sequel entitled *Pokémon XD: Gale of Darkness*. Set in Orre five years after *Colosseum*, it features a new protagonist snagging Shadow Pokémon from Team Cipher. Shadow Lugia is the game's mascot, and serves as an antagonist whom the player can snag.* [44] The game alludes to Wes, Rui, and The Under, though they do not appear.* [16]

18.5.5 See also

- *Pokémon XD: Gale of Darkness*
- *Pokémon Battle Revolution*

18.5.6 References

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- [8] Davis, Ryan (March 22, 2004). “Pokemon Colosseum Review” . GameSpot. Retrieved April 1, 2010.
- [9] Genius Sonority. *Pokémon Colosseum*. **Newscaster:** The HIDEOUT was discovered only as a result of the explosion. By the time police arrived, the ruined building had already been abandoned.
- [10] Genius Sonority. *Pokémon Colosseum*. **Willie:** Yo! Wait! Wait up! Hey, my name's WILLIE. After I got a good look at you, well, I got this urge to battle you. It's like I'm compelled to. Any way I look at it, it's obvious that you're no ordinary Joe. So what do you say? Let's you and me have a quick battle!
- [11] Genius Sonority. *Pokémon Colosseum*. **Trudly:** Yeah, you say that, but this... It won't stop squirming. Makes it tough to hold on.
- [12] Genius Sonority. *Pokémon Colosseum*. **Rui:** Phew! Thank goodness! I'm saved! ...Where is this? Where did those two bring me?
- [13] Genius Sonority. *Pokémon Colosseum*. **Es Cade:** Ah, you must be travelers! Welcome to PHENAC CITY! I am ES CADE, the MAYOR.
- [14] Genius Sonority. *Pokémon Colosseum*. **Rui:** I saw a peculiar POKÉMON... No, that's not quite right. What I saw was a POKÉMON that gave off a black aura. It was like a fighting machine! And, that POKÉMON could attack people! / **Es Cade:** O-o-o-oh, my! POKÉMON like a fighting machine? And it attacks people?! Now, if that were true, that would be truly frightening. However, it is a little hard to believe.
- [15] Genius Sonority. *Pokémon Colosseum*. **Grunt:** But he's no ordinary member. He's a SNAGGER. He's the best in TEAM SNAGEM at Snagging POKÉMON without fail!
- [16] Genius Sonority. *Pokémon XD: Gale of Darkness*. **Old man:** There once was a town ruled by CIPHER beneath the cliff here. The town was just called THE UNDER. When CIPHER's hold over the town was broken, the UNDER citizens moved out into the sunlight. I'm one of them. ONBS's NETT is another former resident of THE UNDER. They went and buried THE UNDER to prevent people from getting to the abandoned town site. It's sad to see my hometown go like that.

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- [29] *Point Plus 30: ポケモンコロシウム*. Famitsu. No.1153. Pg.40. 20 January 2011.
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18.5.7 External links

- *Pokémon Colosseum* at Nintendo.com (archives of the original at the Internet Archive)

18.6 Pokémon XD: Gale of Darkness

Pokémon XD: Gale of Darkness, released in Japan as *Pokémon XD Yami no Kaze Dark Lugia* (ポケモン XD 闇の旋風ダーク・ルギア *Pokémon Ekkusudī Yami no Senpū Dāku Rugia*, lit. “Pokémon XD: Whirlwind of Darkness Dark Lugia”), is the second role-playing video game from Nintendo's Pokémon franchise for the Nintendo GameCube. It is the successor of the GameCube game *Pokémon Colosseum*. The game takes place in Orre, the setting of *Pokémon Colosseum*'s adventure mode. All of the Game Boy Advance Pokémon games can connect to this game through trading and Battle Mode.

18.6.1 Gameplay



In the new “Purify Chamber” mode, the player arranges purified Pokémon around a Shadow Pokémon to purify the latter. Ideally, four purified Pokémon would be arranged in a clockwise fashion so that each would have a typological advantage over the next. This would fill the “tempo” gauge and allow for most efficient purification.

Shadow Pokémon

The main focus of the game, like its predecessor, is to capture Shadow Pokémon and purify them. Shadow Pokémon are captured using the Snag Machine, as in *Pokémon Colosseum*. In this game there are 83 different Shadow Pokémon to capture.*[1] Each Shadow Pokémon has a set of Shadow moves that it knows to give it more variety in combat, which is a significant change from *Pokémon Colosseum*. If at some point in the game the player cannot catch a Shadow Pokémon, there is a second chance available: at random points throughout the game an antagonist Miror B. will appear and have a Shadow Pokémon that the player was not able to catch.*[2] Once the player has obtained 82 of the Shadow Pokémon Miror B. will appear one final time with the final obtainable Shadow Pokémon in the game.*[3]

Purifying Shadow Pokémon Once a Shadow Pokémon is captured the player then has to purify it. There are two different ways of purifying Pokémon: one way is to use the Purification Chamber,*[4] and the other is to carry the Pokémon in the party just like in *Pokémon Colosseum*. The Purification Chamber allows the player to place anywhere from 1 to 4 Pokémon in a circle and a Shadow Pokémon is placed in the center of this circle.*[4] Depending on the

Pokémon that are placed in the circle the tempo will increase, which increases the speed of purifying the Shadow Pokémon. * [4] After that the Shadow Pokémon will be purified as the player walks around, and they will be notified when a Shadow Pokémon is ready to be purified. * [4] When the player carries the Pokémon in the party and battles with them, they will gain experience when they are purified. If the Purification Chamber is used then the Pokémon will not gain any experience, but with the Purification Chamber multiple Pokémon can be purified at the same time. * [4]

Mt. Battle

The Mt. Battle area is an area that is accessible early on in the game and is a 100 trainer challenge. * [5] The 100 battles are split into 10 battles in 10 different zones with the trainers in each zone being stronger than the ones in the zone before. * [5] The tenth trainer in each zone is called the Area Leader, and after each Area Leader is defeated the player gets a specific number of pokécoupons. * [5] When the player defeats an Area Leader the first time the player gets a special item. * [5] At the front desk Mt. Battle the player can exchange their pokécoupons for certain prizes. * [5]

Poke Spots

One other new aspect to the game is that there are three different PokeSpots throughout the game. * [6] At these special locations the player can lay Poke snacks in the area to cause wild Pokémon to appear. * [6] At these 3 locations 9 different wild Pokémon can be captured and they can be traded to a character named Deking for rare Pokémon. * [6] One challenge of the Poke Spots though is that sometimes an old lady's Munchlax will appear and eat the player's Poke Snacks, which make it harder for the player to capture wild Pokémon. * [7] The old lady will give you 10 Poke Snacks. * [7]

18.6.2 Story

The story begins five years after the events of *Pokémon Colosseum* with the introduction of The Hero, (default named Michael) the main protagonist. Michael talks to Professor Krane, his mother's boss, who introduces the concept of Shadow Pokémon, which are Pokémon whose hearts have been artificially closed. The criminal syndicate Cipher is creating and distributing them for their evil purposes. Krane also introduces the Snag Machine, which is used to capture Shadow Pokémon to purify. * [8] Krane entrusts Michael with the Snag Machine to capture these Shadow Pokémon and is given the Aura Reader (the eye piece) to identify them from normal Pokémon.

Shortly after this, Krane is kidnapped by Cipher agents. Michael goes after the Cipher Agents to rescue Krane, and soon is led on many adventures throughout Orre. He must defeat the Cipher Peons and Admins and rescue the shadow Pokémon to save Orre from the evil Cipher. At the end of the game, he must get to Citadark Isle and battle the main villain: Master Greevil, who, in the beginning of the game, was thinly disguised as an old rich man named Mr. Verich. After Michael defeats Greevil and snags his shadow Pokémon, he must purify all of them, including the (seemingly) impossible to purify Shadow Lugia. After all of the Pokémon are purified, Michael returns home and puts down his snag machine, but he stores it safely in his room to be used if it is ever needed again.

18.6.3 Development and marketing

In March 2005, Nintendo of America executive Reggie Fils-Aimé said that *Pokémon XD* would be a new GameCube game, but not a sequel to *Colosseum*. He said that the gameplay would be more similar to the Game Boy Advance role-playing video games *Pokémon Ruby* and *Sapphire*. * [9]

Japanese gaming magazines *Famitsu* and *CoroCoro Comic* later gave screenshots and information that revealed that the game would have 3D graphics similar to those of its predecessor, *Pokémon Colosseum*. It was also revealed that the game would continue the inclusion of Shadow Pokémon and snagging from *Colosseum*. Nothing of the plot was revealed, other than the fact that a black Shadow Lugia was said to play a large part in the story. It was also revealed that the player starts with an Eevee, and that the levels progress more closely to the main handheld series. The Eevee that you are given by default can evolve into any of five Pokémon, Vaporeon, Flareon, Jolteon, Umbreon, or Espeon. Towards the start of the game when the player must enter the parts shop, there is a man who will give you any of the five evolution-inducers: Sun Shard, Moon Shard, Water Stone, Fire Stone, or Thunder Stone.

Nintendo released two demos to promote the game. In the demo released to retail stores, the player goes through two battles where the player can snag three Shadow Pokémon. The second demo was playable on the "Pokémon Rocks

America” tour.

This game features two Sinnoh related Pokémon species from the Diamond and Pearl generation introduced in *Pokémon: Destiny Deoxys*, both of which evolve into previous species. They are Munchlax, which evolves into Snorlax, and Bonsly, which evolves into Sudowoodo. However, they cannot be obtained in the Advanced series titles, because they lack the Sinnoh Pokédex, although the player can temporarily use Bonsly during one minigame.

18.6.4 Reception

Pokémon XD received mixed reviews, usually scoring 6–7 out of 10 (8.6 out of 10 was its highest score).^[10]^[11]

The game was commonly criticized for having a large amount of recycled material from the earlier *Pokémon Colosseum*. This recycled material includes a number of reused areas, some recycled graphics, and a modified engine.^[12] GameSpot commented that “not much has changed since the original”.^[13] Another common complaint were the Poké Spot areas, regarded as very limited and small compared to *Ruby* and *Sapphire*.^[13]^[14]^[15] While discussing the mixed quality of the *Pokémon* console games, Retronauts recalled it as an example.^[16]

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18.6.6 External links

- Official North American website
- Official Japanese website
- *Pokémon XD: Gale of Darkness* at Nintendo.com (archives of the original at the Internet Archive)

Chapter 19

R

19.1 Resident Evil (2002 video game)

Resident Evil, known in Japan as *Biohazard*,* [lower-alpha 1] is a survival horror video game developed and published by Capcom and originally released for the GameCube video game console in 2002. It is a remake of the 1996 game *Resident Evil*, the first installment in the *Resident Evil* video game series. The story takes place in 1998 near the fictional Midwestern town of Raccoon City where a series of bizarre murders have taken place. The player takes on the role of either Chris Redfield or Jill Valentine, S.T.A.R.S. agents sent in by the city to investigate the murders.

Resident Evil was developed over the course of one year and two months as part of an exclusivity deal between Capcom and Nintendo. It was directed by Shinji Mikami, who also designed and directed the original *Resident Evil*. Mikami decided to produce a remake because he felt that the original had not aged well enough and that the GameCube's capabilities could bring it closer to his original vision. The game retains the same graphical presentation, with 3D models superimposed over pre-rendered backgrounds. However, the quality of the graphics were vastly improved. The remake also features new gameplay mechanics, revised puzzles, additional explorable areas, a revised script, and new story details including an entire subplot cut from the original game.

Upon release, *Resident Evil* received critical acclaim from video game journalists, who praised its graphics and improved gameplay over the original game. It is often described as one of the best, scariest, and most visually impressive entries in the *Resident Evil* series. Despite this, the game sold worse than expected and led Capcom to change the direction of the series to a more action-oriented approach. In 2008, the game was ported to the Wii, featuring a new control system. A high-definition version of the game was released worldwide for Microsoft Windows, PlayStation 3, PlayStation 4, Xbox 360, and Xbox One in 2015 to positive critical reception and commercial success.

19.1.1 Gameplay

Resident Evil is a survival horror game where the player controls the on-screen character from a third-person perspective to interact with the environment. To advance through the game, the player must explore a mansion and its surrounding areas while avoiding, outsmarting and defeating various types of monsters like zombies, undead dogs, and giant spiders.* [1] The player can open doors, push certain objects, climb obstacles, and pick up items. When an item is collected, it is stored in an inventory that the player can access at any time. Items in the inventory can be used, examined, and combined to solve puzzles and gain access to areas that were previously inaccessible.* [2] The inventory is limited to a certain number of slots, and the player must often move items from the inventory to storage boxes located in certain areas to manage space.* [2]

Although the player can use firearms to kill monsters, *Resident Evil* emphasizes evasion over fast-paced combat by providing the player with limited ammunition. The player also has a limited amount of health which decreases when attacked by monsters. Nevertheless, players can regain their health by collecting and using herbs, which can be mixed with other herbs to increase their healing effect.* [2] Some monsters can also infect the player with a poisoning effect, which gradually depletes the player's health over time until the poison is cured with serum or special herbs.* [2] The zombies that are defeated but not decapitated or burned eventually revive mutated into much faster and deadlier opponents.* [3]

Like in the original *Resident Evil*, the player can play as either Chris Redfield or Jill Valentine and each character



The player, controlling Chris Redfield, can use defensive weapons like a dagger when grabbed by zombies. The graphical style of the game features 3D models over pre-rendered backgrounds.

has advantages and disadvantages.*[4] For example, Chris can take and deal more damage than Jill but Jill can carry more items and unlock certain doors with a **lock pick**. Both characters can also equip defensive weapons that can save them from taking damage when seized by an enemy. These defensive weapons include a dagger and a special weapon that is exclusive to each of them: Jill can use a **taser**, while Chris is able to shove **stun grenades** into the zombies' mouths and detonate them with a pistol shot.*[5] Defensive weapons are limited and can only be used when the player is grabbed by a monster.*[5]

The game features an **automap** to help players navigate the different areas of the game. Additionally, the player can pick up maps of certain sections to reveal unexplored areas.*[2] To save their progress, players need to find ink ribbons and use them with a typewriter; the game features a limited supply of ink ribbons, so players cannot save their progress as many times as they want.*[2] The story of the game is slightly altered by the character the player chooses to play as,*[4] and certain choices the player makes in the game can impact the direction of the game and its ending.*[6] Upon completing the game under a certain difficulty setting and time limit, the player may unlock secret costumes for the main characters, bonus weapons, and special difficulty modes.*[7]

19.1.2 Plot

Resident Evil takes place on July 24, 1998, when a series of bizarre murders occur on the outskirts of the **Midwestern** town of **Raccoon City**. The Raccoon City Police Department's **Special Tactics And Rescue Service (STARS)**, which is divided into Alpha Team and Bravo Team, are assigned to investigate these murders. After contact with Bravo Team is lost, Alpha Team is sent to investigate their disappearance. Alpha Team locates Bravo Team's crashed helicopter and land at the site, where they are suddenly attacked by a pack of monstrous dogs, killing one of the team's members. After Alpha Team's helicopter pilot, **Brad Vickers**, panics and takes off alone, the remaining members of the team (Chris Redfield, Jill Valentine, **Albert Wesker** and **Barry Burton**) are forced to seek refuge in a nearby abandoned mansion.

Depending on which character the player assumes control of, either Chris or Barry are separated from the rest of the

team during the chase and do not make it to the mansion. At this point, the team decides to split up to investigate. Over the course of the game, the player character finds several members of Bravo Team, including Kenneth J. Sullivan being eaten by a zombie; **Richard Aiken**, who dies after being bitten by a venomous snake; Forest Speyer, who is found dead on the balcony and then revived as a zombie; and Bravo Team leader Enrico Marini, who reveals that one of Alpha Team's members is a traitor before being shot and killed by an unseen assailant. Bravo Team survivor **Rebecca Chambers** joins Chris. The player character eventually learns that a series of illegal experiments were being undertaken by a clandestine research team under the authority and supervision of biomedical company **Umbrella Corporation**. The creatures roaming the mansion and its surrounding areas are the results of these experiments, which have exposed the mansion's personnel and various animals and insects to a highly contagious and mutagenic biological agent known as the T-virus.

Eventually, the player character discovers a secret underground laboratory containing Umbrella's experiments. In the lab, the player finds Jill or Chris in a cell and encounters Wesker programming a **Tyrant**, a giant humanoid supersoldier. Wesker reveals that he is a **double agent** working for Umbrella, and plans to use the Tyrant to kill the remaining STARS members. However, in the ensuing confrontation, Wesker is supposedly killed and the player character defeats the Tyrant. After activating the lab's self-destruct system, the player character reaches the heliport and manages to contact Brad for extraction. The game features multiple endings depending on the player's actions at key points over the course of the game. In the best ending, the surviving team members escape by helicopter after defeating the Tyrant one last time. In contrast, in the worst possible ending, the mansion remains intact and the player character is the sole survivor.

19.1.3 Development

Resident Evil was developed by Capcom and directed by Shinji Mikami, who has designed and directed the original *Resident Evil* for the PlayStation video game console. The game was part of an exclusivity agreement between Capcom and Nintendo that would bring previous and new *Resident Evil* titles to the GameCube.*[8]*[9] Unlike with *Resident Evil 2*, *Resident Evil 3: Nemesis*, and *Resident Evil Code: Veronica*, which were simply ported to the GameCube, Mikami decided to produce a remake of the original game because he felt that its graphics had not aged well enough, making it hard for new players to appreciate its charm.*[10] Capcom programmer Yasuhiro Anpo also cited the original game's "poor localization" for the international release as another reason for the remake.*[11] Mikami remarked that the GameCube's capabilities would allow him to bring the game closer to the original vision he had for the *Resident Evil* series.*[12] As Capcom's marketing director Todd Thorson said, the main goal in developing the remake was to "achieve motion picture quality visuals and create even more suspense and fear than the original".*[13]

Production on the game started at the beginning of 2001 with a team of only four programmers.*[14] Since *Resident Evil* was one of Capcom's first titles developed for the GameCube, the development team had to study the system's performance during the first stages of development.*[14] Initially, the team considered the possibility of creating the game's environments with computer graphic animation, but then realized that this approach would require too much hardware capacity and processing to achieve realistic graphics.*[15] As a result, the graphical style of the remake features **3D models over pre-rendered** backgrounds like the *Resident Evil* games for the PlayStation.*[12] Despite this, the camera is more dynamic and can track the player at varying angles.*[16] The backgrounds also make use of **particle effects** and **full motion video** layers to simulate effects such as rushing water or swaying tree branches.*[17] Causing fear to the player was a high priority, and many of the game's backgrounds were designed to have a high contrast between dark and light so that enemies could appear unexpectedly.*[18]

Originally, the developers planned to only upgrade the graphics and tweak the gameplay. However, as development was getting closer to completion, Capcom started making more substantial changes in the game.*[10] For example, the inventory was expanded so that players could carry a standard item like Jill's lock picking, while defense items, which were initially not going to be separated from the main inventory, were introduced to make the game a bit easier than the original *Resident Evil*.*[10] The developers originally planned to make all enemies invisible but the idea was ultimately discarded because it would have made the remake very different from the original game. However, they designed the zombies so that they could come back to life a certain amount of time after they are killed.*[10] The developers also added new areas for the player to explore, changed most of the puzzle designs, and included a new control scheme called Type C where players move their characters by pressing the R button of the GameCube controller and steer them with the analog stick.*[4]*[20] Another addition is the subplot involving the character Lisa Trevor, which was cut from the original game.*[21] Instead of using adjectives to describe difficulty levels, Mikami deliberately decided to have unique questions so that the player would pick the hard one.*[9]

Capcom auditioned actors to be used as references by the character designers.*[16] The faces of the main protagonists



Canadian model Julia Voth served as the basis for Jill Valentine's facial and physical appearance. [19]*

were shaped and based on real people, while motion capture was used to animate their models.* [22] About 60 percent of the characters' motions were animated based on the captured data, while the rest was created from scratch.* [16] The developers initially struggled to develop a system for computer graphic animation. However, Nintendo provided Capcom with assistance and the problems were eventually solved.* [9] Capcom also hired new voice actors and rewrote

the game's script to make the plot more convincing.* [17] The game was developed over the course of one year and two months.* [23] Final development of the game was very intense, as programmers had to work for two straight months with no days off to meet the proposed deadline.* [14]

19.1.4 Release

Resident Evil was originally released for the GameCube in March 2002 in Japan, April 2002 in North America, and September 2002 in Europe.* [12]* [13] As of January 2004, 445,176 copies of the game had been sold in the United States.* [24] In May 2008, Capcom revealed that a total of 1.35 million copies of the GameCube game were sold.* [25] In December 2008, the game was ported to the Wii along with *Resident Evil Zero*. The port, titled *Resident Evil Archives: Resident Evil*, features a control system that supports the Wii Remote and the GameCube controller.* [26] Although Capcom originally had no plans to release the Wii version outside Japan, arguing that the game would not sell very well, the game was eventually released in North America and Europe in June 2009 due to the commercial success of *Resident Evil 5*.* [27]

A high-definition version of the game, titled *Resident Evil HD Remaster*, was released worldwide for Microsoft Windows, PlayStation 3, PlayStation 4, Xbox 360, and Xbox One in January 2015.* [28] The HD version supports 5.1 surround sound as well as a resolution of 1080p and a widescreen aspect ratio of 16:9.* [28] Since the original controls of the game were criticized, the remaster also includes a new control scheme which allows players to move their character in the direction of the analog stick.* [28] Although the game is a digital-only release in North America and Europe, a retail edition of the PlayStation 3 version was made available exclusively in Japan and Asia.* [29] The HD version was a commercial success, breaking several sales records.* [30] It became the PlayStation Network's biggest launch title in the service's history and Capcom's fastest selling digital game across both North America and Europe.* [31]* [32] As of April 2015, more than one million copies of *HD Remaster* had been sold worldwide across all platforms.* [33]

19.1.5 Reception

Upon its initial release, the GameCube version of *Resident Evil* received critical acclaim.* [34] Matt Casamassina of IGN felt that the game is “a triumph as a stand-alone adventure and a major accomplishment as a remake”, calling it “the prettiest, most atmospheric and all-around scariest game we've ever played.”* [4] Similarly, GameSpot reviewer Shane Satterfield described the remake as “one amazing game that clearly stands as the best the [*Resident Evil*] series has to offer.”* [3] Jes Bickham, writing for *NGC Magazine*, criticized the gameplay for its limiting controls and tedious inventory management, but nevertheless judged its graphics impressive, noting that the game is “so visually rich that simply seeing the next area is an experience to be treasured.”* [51]

The game was widely praised for its graphics.* [3]* [44]* [45] Satterfield was impressed with the game's attention to detail, realistic gore, volumetric fog, and Capcom's ability to integrate real-time lighting and shadows with pre-rendered backgrounds, commenting that the company “has finally perfected the art of mixing pre-rendered scenery with ambient animations and polygonal objects, and the result is the most visually impressive video game ever released.”* [3] Bickham also remarked that, unlike in the original *Resident Evil*, the contrast between character models and backgrounds is seamless.* [51] Casamassina highlighted the complex geometry of the character models, stating that “close shots of Chris or Jill look almost photo-realistic.”* [4] The game's suspenseful and cinematic atmosphere received similar praise, with *Game Revolution* going so far as to say that the game makes the original *Resident Evil* look like *Pong*.* [45] *Resident Evil* was also praised for its realistic sound. AllGame reviewer Scott Alan Marriott felt that the game “[creates] a constant sense of dread without relying too much on obvious shock values”,* [39] while Satterfield highlighted the quality and variety of sound effects, noting that “there seem to be dozens of sound effects for footsteps alone.”* [3] However, some publications considered the voice acting to be weak due to its exaggerated delivery.* [3]* [4]

Changes to many aspects of the gameplay were positively viewed; Mike Weigand of *GamePro* wrote that “It's like playing *Resident Evil* for the first time.”* [44] Satterfield remarked that the defensive weapons add a new layer of strategy to the game.* [3] However, the controls were criticized for their lack of analog precision, a feature that was previously available in the Nintendo 64 version of *Resident Evil 2*.* [51] Hector Guzman of *GameSpy* criticized the fact that the original game's “laborious” movement scheme, where the analog stick moves the player character in the direction they are facing, was not changed, stating that it can cause unnecessary difficulties when players try to evade monsters.* [48] Casamassina also criticized the game's default control scheme, but considered the Type C controls to be a welcome addition.* [4] At the GameSpot's Best and Worst of 2002 awards, *Resident Evil* was nominated for

Best Story on GameCube,^[52] Best Graphics (Technical) on GameCube,^[53] and Best Action Adventure Game on GameCube.^[54]^[55]

The Wii version of the game received generally favorable reviews from critics,^[37] but some publications such as IGN criticized it for its outdated controls and lack of new features.^[49] Critical reception towards the HD version was mostly positive.^[36] Several critics noted that some features like the inventory system and the insistence on having to revisit previously explored areas have not aged very well, but generally agreed that the remaster was a solid revival of a classic.^[41]^[47]^[50]

19.1.6 Legacy

Resident Evil is often regarded as one of the best and most visually impressive titles in the *Resident Evil* series.^[17]^[56]^[57] According to Lucas M. Thomas of IGN, the game's graphics “became the new standard by which all future installments in the series would be compared.”^[58] Digital Spy writer Liam Martin remarked that the game is “the definitive version of a true classic” and that it still looked “fantastic” nearly 13 years after it was first released.^[57] Although the GameCube version received critical acclaim, it sold worse than expected.^[59] As a result, Mikami and Capcom decided that subsequent games in the *Resident Evil* series would shift away from the survival horror genre and incorporate more action-based elements, starting with *Resident Evil 4* in 2005.^[59] Before that happened, Capcom developed *Resident Evil Zero*, a direct prequel using the same graphic engine and released in late 2002.^[60] The commercial success of the HD version resulted in Capcom's announcement of a similar edition of *Resident Evil Zero* in 2015.^[61] A retail compilation called *Resident Evil: Origins Collection* that includes both *Resident Evil HD Remaster* and *Resident Evil Zero HD Remaster* was released on January 22, 2016.^[62]

19.1.7 Notes

- [1] Stylized as *biohazard* (Japanese: バイオハザード Hepburn: *baiohazādo*). The Japanese version has the title spelled entirely in lowercase letters, as opposed to the uppercase style used in the prior games.

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19.1.9 External links

- Official website
- Official website of *Resident Evil HD Remaster*

19.2 Resident Evil 4

This article is about the video game. For the fourth live-action Resident Evil film, see *Resident Evil: Afterlife*. For the animated film, see *Resident Evil: Vendetta*.

“RE 4” redirects here. For the German rail service, see *Wupper-Express*.

“Biohazard 4” redirects here. It is not to be confused with Biohazard level 4.

Resident Evil 4, known in Japan as *biohazard 4*^[lower-alpha 1] is a survival horror video game developed and published by *Capcom*. The sixth major installment in the *Resident Evil* series, the game was originally released for the *GameCube* in North America and Japan in January 2005, and in Europe and Australia in March 2005. The story of *Resident Evil 4* follows the U.S. government special agent *Leon S. Kennedy*, who is sent on a mission to rescue *Ashley Graham*, the U.S. President's daughter whom a sinister cult has kidnapped. Traveling to a rural area of Spain, Leon fights hordes of violent villagers and reunites with the mysterious spy *Ada Wong*.

First hinted at in December 1999, *Resident Evil 4* underwent a long development time during which four proposed versions of the game were discarded. Initially developed for the *PlayStation 2*, the first attempt was directed by *Hideki Kamiya* after producer *Shinji Mikami* requested him to create a new entry in the *Resident Evil* series. Nevertheless, it was decided to start development over again. The game was intended to be a *GameCube* exclusive as part of the *Capcom Five*, but a *PlayStation 2* version was announced before the game was released for the *GameCube*. *Resident Evil 4* was subsequently released for *Microsoft Windows*, *Wii*, *PlayStation 3*, *Xbox 360*, *PlayStation 4*, *Xbox One* and in downsized versions for *iOS*, *Zeebo*, and *Android* (exclusive to *Samsung* devices outside of Japan).

Resident Evil 4 garnered critical acclaim. It received multiple *Game of the Year* awards for 2005 and was seen as a successful cross-platform hit that influenced the evolution of the survival horror and third-person shooter genres. The game pioneered and popularized the “over the shoulder” third-person view perspective in video games. It has since been widely considered to be one of the best video games of all time.

19.2.1 Gameplay

The player controls the protagonist *Leon S. Kennedy* from a third-person perspective. The gameplay focuses on action and shootouts involving crowds of enemies in large open areas but still features some Horror elements. The camera is placed behind Leon and zooms in for an over-the-shoulder view when aiming a weapon, or a first-person view when aiming with a sniper rifle.^[4] There is no crosshair for firearms, instead, every firearm has a laser sight. Unlike previous games where players can only shoot straight, up or down, players have more options. For example, shots to the feet can cause enemies to stumble, shots to the arms can make them drop their weapons, and headshots instantly kill most human enemies. Players can shoot down projectiles like thrown axes or scythes.^[5]

Another aspect of *Resident Evil 4*, new to the series, is the inclusion of context-sensitive controls. Based on the situation, players can interact with the environment: kicking down a ladder, jumping out of a window, dodging an attack or executing a “finishing move” on weakened enemies. There are also quick time events, in which the player must press buttons indicated on-screen to execute actions such as dodging a falling boulder or wrestling an enemy to stay alive. These are often incorporated into the game's many boss fights, where the player must avoid instant kill attacks.^[6]

The main enemies are violent villagers referred to as *Los Ganados* (“The Cattle” in Spanish). *Los Ganados* can dodge, wield melee and projectile weapons, and are capable of working collectively and communicating with each other. They were once simple farmers until becoming the product of an infestation of *Las Plagas* (“The Plague” in Spanish).^[7]

The inventory system of the game features a grid system, represented by an attaché case, that has each item take up a certain number of spaces. The case can be upgraded several times, allowing for more space. Weapons, ammunition, and healing items are kept in the case, while key items and treasures are kept in a separate menu. Items may be bought from and sold to a merchant that appears in various locations throughout the game. He sells first aid sprays,



Leon in battle with a group of Ganados. Unlike previous entries in the series, Resident Evil 4 has the camera following directly behind the main character. The laser sight enables the player to target key hit zones on enemies.*[5]

weapons, allows for weapons to be upgraded and buys various treasures that Leon finds. The various weapons each have their own advantages and disadvantages.*[8]*[9]

Capcom added new content made specifically for the PlayStation 2 version of the game, which was later incorporated into the PC and Wii releases. The largest addition is “Separate Ways”, a minigame which focuses on Ada Wong’s involvement in *Resident Evil 4* and her connection to the series’ villain Albert Wesker.*[10] “Ada’s Report”, a five-part documentary, analyzes Ada’s relationship with Wesker and his role in the plot.*[11] Other unlockable content in all versions includes the minigames “The Mercenaries” and “Assignment Ada” (using Ada to retrieve *Las Plagas* samples), new costumes for Leon and Ashley, new weapons, and a cutscene browser.*[12]

19.2.2 Plot

Six years after the events of *Resident Evil 2*, former Raccoon City police officer Leon S. Kennedy (Paul Mercier) is sent on a mission to rescue Ashley Graham (Carolyn Lawrence), the U.S. President’s daughter, who has been kidnapped by a mysterious cult.*[13] He travels to a nameless rural village in an unspecified part of Spain, where he encounters a group of hostile villagers who pledge their lives to *Los Illuminados* (“The Enlightened Ones” in Spanish), the cult that kidnapped Ashley.

While in the village, Leon is captured by its chief, Bitores Mendez, and injected with a mind-controlling parasite known as *Las Plagas*.*[14] He finds himself held captive with Luis Sera (Rino Romano), a former *Los Illuminados* researcher.*[15] The two work together to escape, but soon go their separate ways. Leon discovers that Ashley is being held in a church, and rescues her.*[16] They both escape from the church after Osmund Saddler (Michael Gough), leader of the *Illuminados*, reveals his plan to use the plaga they injected into Ashley to manipulate her into injecting the president of the United States with the “sample” (a Master Plaga) once she returns home, allowing Saddler to begin his conquest of the world.*[17] After killing Mendez, Leon and Ashley try to take refuge in a castle but are attacked by more *Illuminados* under the command of Ramon Salazar (Rene Mujica), another of Saddler’s henchmen who own the castle,*[14] and the two become separated by Salazar’s traps. Meanwhile, Luis searches for pills that will slow Leon and Ashley’s infection, as well as a sample of *Las Plagas*. He brings the two items to Leon but is killed by Saddler, who takes the sample, while the pills to suppress the infection remain in Leon’s hands.*[18] While in the castle, Leon briefly encounters Ada Wong (Sally Cahill), a woman from his past who supports him during his mission. He then battles his way through the castle before finally killing Salazar.*[19]

Afterward, Leon travels to a nearby island research facility, where he continues the search for Ashley. He soon discovers that one of his former training comrades, Jack Krauser (Jim Ward), who was believed to have been killed in a helicopter crash two years prior, is responsible for her kidnapping.*[20] It is eventually revealed that both Ada and

Krauser are working with Albert Wesker (Richard Waugh), for whom both intend to secure a *Plagas* sample. [21] Suspicious of the mercenary's intentions, Saddler orders Krauser to kill Leon, believing that no matter which one dies, he will benefit. [22] After Krauser's defeat, Leon rescues Ashley, and they remove the *Plagas* from their bodies using a specialized radiotherapeutic device. Leon finally confronts Saddler, and with Ada's help, manages to kill him. However, Ada takes the sample from Leon at gunpoint before escaping in a helicopter, [23] leaving Leon and Ashley to escape via her jet-ski as the island self-destructs. [24]

19.2.3 Development

Scrapped versions

First hinted at in early December 1999, [25] *Resident Evil 4* underwent a lengthy development period during which at least four proposed versions of the game were discarded. [26] Initially developed for the PlayStation 2, the first attempt was directed by Hideki Kamiya after producer Shinji Mikami requested him to create a new entry in the *Resident Evil* series. [27] Around the turn of the millennium, [28] *Resident Evil 2* writer Noboru Sugimura created a scenario for the title, [29] based on Kamiya's idea to make a “cool” and “stylish” action game. [30] The story was based on unraveling the mystery surrounding the body of protagonist Tony, [31] an invincible man with skills and an intellect exceeding that of normal people, with his superhuman abilities explained with biotechnology. [28] As Kamiya felt the playable character did not look brave and heroic enough in battles from a fixed angle, he decided to drop the prerendered backgrounds from previous installments and instead opted for a dynamic camera system. [27] This new direction required the team to make a trip to Europe, where they spent 11 days in the United Kingdom and Spain, photographing things like Gothic statues, bricks, and stone pavements for use in textures. [32] [33] Though the developers tried to make the “coolness” theme fit into the world of *Resident Evil*, [34] Mikami felt it strayed too far from the series' survival horror roots and gradually convinced all of the staff members to make the game independent from it. Kamiya eventually rewrote the story to be set in a world full of demons and changed the hero's name to Dante. [28] The cast of characters remained largely identical to that in Sugimura's scenario, [35] although the hero's mother [36] and his father, [37] the latter an early version of the Umbrella Corporation founder Lord Oswell E. Spencer, [38] [39] were written out of the story. The game's new title was revealed as *Devil May Cry*, released for the PlayStation 2 in August 2001, [40] resulting in its own franchise.

Development on *Resident Evil 4* started over at the end of 2001. [41] The first official announcement of the game was made in November 2002, as one of five games exclusively developed for the GameCube by Capcom Production Studio 4. [42] [43] This revision, commonly dubbed the “fog version”, was directed by Hiroshi Shibata [44] and was 40 percent finished at that time. [45] The game saw Leon S. Kennedy struggling to survive [44] after having infiltrated the castle-like Umbrella's main headquarters located in Europe and featured traditional *Resident Evil* monsters such as zombies. [26] [46] [47] During the course of the new story which was again written by Sugimura's scenario creation company Flagship, [48] Leon became infected with the Progenitor Virus and possessed a hidden power in his left hand. [26] [49] [50] The producer of the final version also pointed out that Ashley did not appear back then, though there was a different girl who was never revealed to the public. [26] The game was to feature some first-person perspective gameplay elements. [51]

At E3 2003, another revision was revealed that is widely known as the “hook man version” now, [52] though officially titled *Maboroshi no Biohazard 4* (呪の「バイオハザード4」, lit. “The Phantom Biohazard 4”) on the *Biohazard 4 Secret DVD*. During Mikami's introduction of the trailer, he assured that development was proceeding very smoothly and claimed the game to be scarier than ever before, warning gamers with the quote “Don't pee your pants!” [52] The story was set in a haunted building where Leon contracted a bizarre disease and fought paranormal enemies, such as animated suits of armor, living dolls, and a ghostlike man armed with a large hook. [46] [52] The game had an otherworldly feel to it, containing elements like flashbacks and hallucinations that were marked by a bluish tint and a shaking camera. [26] It also displayed various gameplay mechanics that carried over to the final release, like the over-the-shoulder camera and a laser sight for aiming in battles and quick time events. [52] Other features, such as dialogue choices, were removed later. [26] Though ultimately scrapped, five minutes of gameplay footage for this version was released on the *Biohazard 4 Secret DVD*, a Japanese pre-order bonus given out in January 2005. [53]

The Hallucination version had only a basic story concept, having dropped the previous scenario penned by Noboru Sugimura of Flagship. In 2012, *Resident Evil 3: Nemesis* scenario writer Yasuhisa Kawamura said he was responsible for this version, as he wanted to make *Biohazard 4* scarier “and suggested using a particular scene from the film *Lost Souls*, where the main character [...] suddenly finds herself in a derelict building with a killer on the loose. An arranged version of this idea eventually turned into Hook Man. The idea went through several iterations as Mr. Sugimura and I carefully refined this world (which, I have to say, was very romantic). Leon infiltrates the castle



This screenshot of a canceled version depicts Leon fighting the hook man. Though this earlier revision still used fixed camera angles while exploring environments, the battles already employed the over-the-shoulder view seen in the final build.

of Spencer seeking the truth, while inside a laboratory located deep within, a young girl wakes up. Accompanied by a B.O.W. [an abbreviation for “Bio Organic Weapon” in the series' lore] dog, the two start to make their way up the castle. Unfortunately, there were many obstacles that needed to be overcome and the cost of development was deemed too expensive.” Kawamura added he was very sorry and “even ashamed” that Mikami had to step in and scrap this version.*[54] After this attempt, the last canceled revision featured classic zombies again. However, it was discontinued after few months, and before it was ever shown to the public, as the developers felt it was too formulaic.*[26]

The story of the Progenitor Virus was eventually covered in *Resident Evil 5* and the Spencer Estate became the setting for *Resident Evil 5* downloadable content (DLC) pack “Lost in Nightmares” (featuring Chris Redfield and Jill Valentine)*[55]).

Final version

Following that, it was decided to reinvent the series.*[46] Mikami took over directorial duties from Shibata and began working on the version that was released.*[56] In an interview with Game Informer, Mikami explained his decision to shift to a new gameplay system is due to the feeling that the older system is “more of the same” after playing *Resident Evil 0*. He says that he only felt nervous once more when playing with the newer system.*[57] Speaking for the team, game producer Hiroyuki Kobayashi*[56] mentioned how the staff was “tired of the same thing”*[58] and how some got bored and moved on to other projects.*[59] In addition to that, the producer also felt that the older format was “stuck in a cookie cutter mold” and described it as “shackles holding us down”.*[60]

However, despite what Kobayashi said, not every single staff member was on the same page about changing the gameplay system. Kobayashi mentioned how some of the development team felt depressed and were hard to motivate after the focus of the game shifted from horror to action.*[41] Although Mikami demanded the camera system to be completely revised, the staff members had reservations about making big changes to the series he had created.*[61] Eventually, he intervened, explained his proposed changes, and wrote a new story for the title that, unlike previous installments, was not centered on the company Umbrella.*[61]*[62]*[63] Inspired by *Onimusha 3: Demon Siege*, a game Mikami had enjoyed playing but felt could have been better with a different view, he decided to place the

camera behind the playable character.*[64] To go along with the new gameplay and story, a new type of enemy called “Ganado” was created, as opposed to using the undead creatures from previous *Resident Evil* games.*[63] Furthermore, producers expended additional detail to modify and update characters that had previously appeared in the series. In a documentary explaining the conception of the game's characters, Kamiya stated he intended to make Leon Kennedy “look tougher, but also cool” .*[65]

The game's English voice actors recorded their parts in four sessions, over three to four months.*[66] Capcom assigned Shinsaku Ohara as the game's script translator and voice over coordinator.*[67] Carolyn Lawrence, who provided the voice for Ashley Graham, described her character as “vulnerable, because Leon has to come to her rescue all the time” .*[66] She also described Kennedy's character as “more brawn, perhaps, than brain” .*[66] In addition to the voice acting, the game's designer detailed each cinematic sequence so that each character's facial expressions matched the tone of their voice actor.*[65]

Along with *Resident Evil: Dead Aim* and *Resident Evil Outbreak*, two side story titles that did not fall under the exclusive policy, it was announced on October 31, 2004 that *Resident Evil 4* would come to the PlayStation 2 in 2005, citing increased profit, changing market conditions, and increased consumer satisfaction as the key reasons. The PlayStation 2 version included new features, primarily a new sub game featuring Ada Wong. On February 1, 2006, Ubisoft announced that they would be publishing the game on the PC for Microsoft Windows.*[68] On April 4, 2007, a Wii version was announced and was launched later in the year. The game features all of the extras in the PS2 version, along with other additions, including a trailer for *Resident Evil: The Umbrella Chronicles*.*[69]*[70]

19.2.4 Release

The original version for the GameCube featured two different collector's editions of the game. The first was available as a pre-order that included the game, *Prologue* art book, and a T-shirt. GameStop offered another limited edition that was packaged in a tin box with the art book, a cel of Leon, and a soundtrack CD.*[71] Australia received an exclusive collector's edition that came with the game and a bonus disc with interviews and creator's footage.*[72]

Ports

Resident Evil 4 was ported to the PlayStation 2 after Capcom stated that it did not fall under the exclusivity deal with Nintendo. It was released in North America on October 25, 2005. The largest addition to the game is “Separate Ways” , a new scenario for Ada written by Haruo Murata.*[67] According to producer Masachika Kawata, the Separate Ways campaign was something thought up by the PS2 porting team and was added after getting approval from Shinji Mikami.*[73] The port was later included with *Resident Evil Code: Veronica X* and *Resident Evil Outbreak* as part of the compilation *Resident Evil: The Essentials*.*[74] The PlayStation 2 version featured two standard and collector's bundles from pre-orders. The standard package included the game and a T-shirt, while the collector's bundle included the game, a T-shirt, a figurine of Leon, and the soundtrack *Biohazard Sound Chronicle Best Track Box*. This quickly sold out, and a second pressing was released that included an Ada figurine. Another, called the *Resident Evil 4: Premium Edition*, was packaged in a SteelBook media case, along with the art book, a documentary DVD, and a cel art of Ada.*[75]

A PC port of *Resident Evil 4* developed by Sourcenext was first released in Hong Kong on February 1, 2007, published by Typhoon Games. It was later released in Europe, North America, and Australia in March 2007 and was published by Ubisoft. The port contains the bonus features from the PS2 version, such as “Separate Ways” , the P.R.L. 412 laser cannon and a second set of unlockable costumes for Leon and Ashley, as well as an Easy difficulty level. It also supports multiple widescreen resolutions.*[76] The shadow and lighting issues were fixed in the first and the only patch for the game, Version 1.10.*[77]

Resident Evil 4: Wii Edition was released for the Wii on May 31, 2007 in Japan and on June 19, 2007 in the United States. It features updated controls that utilize the pointing and motion-sensing abilities of the Wii Remote and Nunchuk, though both the GameCube controller and the Classic Controller are also supported.*[70] The Wii Remote is able to aim and shoot anywhere on the screen with a reticle that replaces the laser sight found in the other versions, and motion-based gestures are used to perform some context-sensitive actions, such as dodging or slashing Leon's knife. The *Wii Edition* also includes the extra content from the PS2 and PC versions, and a trailer for *Resident Evil: The Umbrella Chronicles*.*[69] The *Wii Edition* became available for download from the Wii U's Nintendo eShop in Europe on October 29, 2015.*[78]*[79]

Resident Evil 4: Mobile Edition was released in Japan for au's BREW 4.0 on February 1, 2008. It was first announced by Capcom at TGS 2007.*[80] Differences from the original include changing the flow of the story from being

continuous to being divided into sections such as “Village”, “Ravene”, “Fortress” and “Subterranean Tunnel”. There is also a more challenging Mercenary Mode.^[81]^[82] The game uses the MascotCapsule eruption engine^[83] and was adapted to the Zeebo and iOS platforms.^[84]^[85] On July 13, 2009, without any formal announcement, *Resident Evil 4: Mobile Edition* was released by Capcom for the iOS platform via the App Store in Japan, but was quickly removed,^[86]^[87] though some players were able to purchase and download the game. The game has since been officially released in Japan and North America.^[85] Later, Capcom made an update that had different difficulty levels and high scores. Recently, Capcom released a new separate version called *Resident Evil 4 for Beginners*, which offers the first two levels (three counting a training level) of both Story Mode and Mercenary Mode. However, the rest of the levels are available for purchase in-game as downloadable content. Due to the release of the iPad, Capcom recreated the iPhone version of *Resident Evil 4: Mobile Edition* and updated it to HD graphics as ***Resident Evil 4: iPad Edition***.^[88]

On March 23, 2011, high-definition remastered versions of both *Resident Evil Code: Veronica* and *Resident Evil 4* were announced to be in development for the Xbox 360 and PlayStation 3, as part of the *Resident Evil: Revival Selection* series.^[89] The ports are to feature all the bonus content from the previous releases, including “Separate Ways”. On July 23, 2011 Capcom announced at Comic-Con 2011 that *Resident Evil 4* would be released on September 20, 2011^[90] for the PlayStation Network and Xbox Live Games on Demand.^[91] In Japan, *Resident Evil 4* and *Resident Evil Code: Veronica* were released on a single disc with the title *Biohazard Revival Selection* on September 8, 2011.^[92] For North America and Europe, both titles, including ***Resident Evil 4 HD***, were only released as downloads on Xbox Live Games on Demand and PlayStation Network.^[93] On February 27, 2014, Capcom released ***Resident Evil 4 Ultimate HD Edition*** for Microsoft Windows. The port features improved graphics and many other enhancements that were included in *Resident Evil 4 HD*. *Resident Evil 4* was re-released on PlayStation 4 and Xbox One on August 30, 2016.

In April 2013, *Resident Evil 4* was released on Android, but outside of Japan, it is exclusive to Samsung through Samsung Galaxy Apps.^[94]

Merchandise

An album titled *Biohazard 4 Original Soundtrack* was released in Japan on December 22, 2005. It contains 62 compositions from the game and the 48-page *Visual Booklet* with liner notes from composers Shusaku Uchiyama and Misao Senbongi.^[95] Other merchandise for the game included figures by McFarlane Toys,^[96]^[97] NECA^[98] and Hot Toys.^[99] Agatsuma Entertainment has also created various miniature collectibles based on several main characters and enemies from *Resident Evil 4*.^[100] Two special controllers designed to resemble chainsaws were designed by NubyTech for use with the game's GameCube and PlayStation 2 versions.^[101]

19.2.5 Reception

Sales

The GameCube version sold over 320,000 copies in North America during the first twenty days. The European release sold its entire 200,000 copies during the first month. By January 2006, over 3,000,000 copies of the GameCube and PlayStation 2 versions had been shipped worldwide.^[102] According to January 17, 2007 sales figures provided by Capcom, the GameCube version of *Resident Evil 4* has sold a total of 1.6 million copies worldwide, while the PS2 version has sold over 2 million copies.^[103] As of September 30, 2011, the PS2 version has sold 2.2 million copies and the *Wii Edition* has sold 1.9 million copies.^[104] According to Capcom's Platinum Titles list, the game has sold 5.9 million copies across all formats, making it the fourth biggest-selling *Resident Evil* title and for which it holds the record for “Best-Selling Survival Horror Game” in the 2012 *Guinness World Records Gamer's Edition*.^[105] In addition, the 2014 Windows release of *Ultimate HD Edition* sold more than 650,000 copies on Steam as of December 2016.^[106]

Reviews

Resident Evil 4 was critically acclaimed and received an overall score of 96/100 on Metacritic for the GameCube and PlayStation 2 versions.^[130]^[132] In addition to the gameplay, the characters and story generally received positive commentary, leading to the finished product being deemed by most as one of the best video games ever made. GameSpot's Greg Kasavin praised the game's voice acting, but claimed that it was betrayed by “some uncharacteris-

tically goofy dialogue” . [112] Yahoo! Games' Adam Pavlacka and GameSpot's Kevin VanOrd acclaimed Capcom for adding great amounts of detail to the game's characters. [115] [135] IGN's Matt Casamassina went into further detail in his review for *Resident Evil 4*, praising not only the detailed character design but also the fight choreography and three-dimensional modeling within cinematic sequences. [120] Casamassina also complimented the game's voice actors, especially Paul Mercier (Leon), commenting, “For once, the characters are believable because Capcom has hired competent actors to supply their voices. Leon in particular is very well produced” . [120] IGN and *Nintendo Power* specifically recognized *Resident Evil 4*'s character design and voice acting. The increased variety of weapons has been praised by gaming publications such as *GamePro* [136] and Game Over Online. [137] G4 TV show X-Play gave it a 5 out of 5, for introducing a new style of gameplay for the series as well as incorporating moments where the player would have to interact with the cut scenes. Not long after, it was awarded as the best game ever reviewed on the show. [138] The makers of *Resident Evil 4* worked on various innovations associated with the use and inventory of weapons. [139] Game Over stated that players can use the vast array of weapons to “go for headshots now” . [137] *Game Informer* stated that ammunition is more plentiful in *Resident Evil 4* than in other games in the series, making the game more action-oriented. [140]

The ratings of the PC port were not as high as for the other versions. It was heavily criticized for no mouse support and frustrating keyboard controls, low-quality FMV cut scenes, choppy graphics rendering (lacks shadows and proper lighting) and requiring a gamepad controller for more precise aiming and gameplay. Despite the issues, the game still received generally positive reviews from IGN and GameSpot that praised the gameplay. [113] [121] Japanese game magazine *Famitsu* reviewed the Wii version of the game, with two editors giving the game a perfect 10 score, and the remaining pair giving it a 9, resulting in a score of 38 out of 40. The reviewers noted that the game's improved controls offer something fresh and different. Multiple reviewers agreed that even those who own the original will find something fun and enjoyable in this version. [111] British magazine *NGamer* gave the *Wii Edition* a score of 96%, [1] slightly lower than the 97% given to the GameCube version. They praised the visuals, controls, and features and commented on the fact that such an “exceptional package” was on sale for a low price; however, when writing about the Wii controls, they said, “if you've played the GC version this won't be as special” . *Official Nintendo Magazine* gave the Wii version 94%, 3% less than the original due to it simply not having the same impact it did back then. [141] IGN praised the Wii version, stating it is the superior edition, but does not push the Wii like it did with GameCube and PS2. [3] GameSpot praised the new controls of the *Wii Edition* but commented on the lack of exclusive Wii features. [115] *Hyper*'s Jonti Davies commended *Resident Evil 4: Wii Edition* for its “visual improvements” but criticized it for having “no new content” . [142] The PS3 version of *Resident Evil 4 HD* received a score of 9.0 from Destructoid, which called it “a hallmark of excellence” . [143]

In their October 2013 issue, *Edge* retroactively awarded the game ten out of ten, one of twenty-three games to achieve that perfect score in the magazine's twenty-year history. [110]

Awards

The game has received several awards from various organizations from various video game websites. It was named Game of the Year at the 2005 *Spike Video Game Awards*. [144] *Nintendo Power* also named it their 2005 Game of the Year. [124] *Game Informer* named it their 2005 Game of the Year as well. [145] It tied with *Kingdom Hearts II* as *Famitsu*'s Game of the Year 2005. [146] *Nintendo Power* acknowledged the title's voice acting in its 2005 Nintendo Power Awards, [147] while IGN gave the game the “Best Artistic Design” award in its “Best of 2005” segment. [148] The International Game Developers Association nominated *Resident Evil 4* for their best “Visual Arts” award, [149] but lost the award to Sony's *Shadow of the Colossus*. [150]

Resident Evil 4 is often considered one of the best video games of all time. *Nintendo Power* ranked it as number one top best GameCube games of all time” in 2005 [124] and also ranked it second on their list of the best games of the 2000s in 2010. [151] In 2008, *Resident Evil 4* was also ranked first place in the list of the best video games of all time according to the readers of IGN. [152] In 2009, *Game Informer* ranked *Resident Evil 4* number one on their list of top GameCube games [153] and number three on their list of top PlayStation 2 games. [154] *ScrewAttack* named *Resident Evil 4* the best GameCube game of all time, [155] while *GamePro* ranked it as the second best game for the PS2. [156] In 2010, the readers of *PlayStation Official Magazine* voted it the 10th greatest PlayStation title ever released. [157] In 2007, *Edge* ranked the game at second place in its list of top games of all time, behind only *The Legend of Zelda: Ocarina of Time*. [158] That same year, G4 named it the 21st top video game of all time, calling it “a modern horror masterpiece.” [159] In 2015, the game placed 7th on USgamer's The 15 Best Games Since 2000 list. [160] In early 2006, in their 200th issue, *Nintendo Power* ranked it in second place in their Top 200 Games of all-time list, also behind only *The Legend of Zelda: Ocarina of Time*.

19.2.6 Legacy

Resident Evil 4 is regarded as one of the most influential games of the 2000s decade, due to its influence in redefining the third-person shooter genre [161] by introducing a “reliance on offset camera angles that fail to obscure the action” . [162] The new gameplay alterations and immersive style appealed to many not previously familiar with the series. [163] The over-the-shoulder viewpoint introduced in *Resident Evil 4* has later become standard in third-person shooters, including titles ranging from *Gears of War* to *Batman: Arkham Asylum*. [161] It has also become a standard “precision aim” feature for action games in general, with examples ranging from *Dead Space* and *Grand Theft Auto* to the *Ratchet & Clank Future* series and *Fallout*. [164]

Resident Evil 4 redefined the survival horror genre by emphasizing reflexes and precision aiming, [165] thus broadening the gameplay of the series with elements from the wider action game genre. [166] However, this also led some reviewers to suggest that the *Resident Evil* series had abandoned the survival horror genre, [167] [168] by demolishing the genre conventions that it had established. [169] Other major survival horror series followed suit, by developing their combat systems to feature more action, such as *Silent Hill Homecoming* [167] and the 2008 version of *Alone in the Dark*. [170] These changes represent an overall trend among console games shifting towards visceral action gameplay. [171] While working on *The Last of Us*, Naughty Dog took cues from *Resident Evil 4*, particularly the tension and action. [172]

19.2.7 Notes

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19.2.8 References

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19.2.9 External links

- Official website

19.3 Resident Evil Zero

Resident Evil Zero, known in Japan as *Biohazard Zero*,^[lower-alpha 1] is a survival horror video game developed and published by Capcom. It is the fifth major installment in the *Resident Evil* series and was originally released for the Nintendo GameCube in 2002. It serves as a prequel to *Resident Evil* (2002), covering the ordeals experienced in the Arklay Mountains by the special police force, S.T.A.R.S. Bravo Team. The story follows officer Rebecca Chambers and convicted criminal Billy Coen as they explore an abandoned training facility for employees of the pharmaceutical company Umbrella. The gameplay remains similar to other entries in the *Resident Evil* series, but includes a unique “partner zapping” system. The player controls both Rebecca and Billy, switching control between them at will in order to solve puzzles and take advantage of their unique abilities.

Development for *Resident Evil Zero* began originally on the Nintendo 64 in 1998. The partner system was created in order to take advantage of the short load times only possible with the capabilities of the N64 Game Pak. The cartridge format also provided limitations, as the storage capacity was significantly less than that of a CD-ROM. The team had to approach the game's design differently from previous series entries to conserve storage space. *Resident Evil Zero* was designed to be more difficult than previous *Resident Evil* titles. Inspired by *Sweet Home* (1989), the team removed the item storage boxes present in earlier games and introduced a new item-dropping feature. Development slowed down when the team began to encounter memory storage issues, and so production was moved to the newly announced Nintendo GameCube. The game had to be completely rebuilt, with only the concept and story carried over.

Resident Evil Zero received generally positive reviews upon release. Critics praised the graphics and audio for building a haunting atmosphere. Opinions on the new partner and item systems were mixed. Some found the changes were an improvement and added new layers of strategy, however, others believed the changes were cumbersome or non-innovative. The controls were panned for being outdated and Capcom was criticized for not evolving the series' traditional control scheme. The title was ported to the Wii in 2008, and a high-definition remaster was released in January 2016. These re-releases received mixed reviews due to lack of improvements made to the original. *Resident Evil Zero* is commercially successful, having sold over 2.5 million copies across all platforms.

19.3.1 Gameplay

Resident Evil Zero is a third-person survival horror video game. The gameplay remains largely the same as previous entries in the series.^[3] However, unlike controlling one sole character like the previous games, the player controls two protagonists throughout the entire game. The player may switch between police officer and medic Rebecca Chambers and convicted former Force Reconnaissance Officer Billy Coen. If they travel together, either one of them can be controlled while the other character is handled by the game's AI. The player may also control both simultaneously or split them up entirely to explore areas separately.^[3] Each character has unique abilities. Rebecca has a mixing kit which allows her to combine herbs and other chemicals, but she is weak defensively. In contrast, Billy can move heavy objects, use a lighter, and has higher defense.^[4]^[5] The partner system is central to solving many of the game's puzzles.^[6]^[7]

The characters can run as well as perform quick 180-degree turns to evade danger. The player may examine objects such as doors, other characters, and items in order to find clues to proceed through the game. Some objects can be pushed or climbed upon to investigate higher levels.^[6]^[8] Items held by the characters can be examined in the inventory screen. Some items such as weapons can be equipped, and other items can be combined together to



The player guides Rebecca by a zombie which has just emerged from a refrigerator. Meanwhile, the AI-controlled Billy takes aim at the enemy.

create more effective items or replenish ammunition. When Rebecca and Billy are close-by, they can exchange items between one-another. * [6] *:10–12 Previous series installments had the player store items in boxes placed in fixed locations. *Resident Evil Zero* has no item boxes, and instead allows players to drop items on the floor, freeing space in the inventory momentarily until they are retrieved at a later point. The locations of dropped items are displayed on the game map. * [3] The number of items that can be discarded in a room is limited. * [6] *:10–12

19.3.2 Plot

On July 23, 1998, an Umbrella owned train, the Ecliptic Express, is attacked by a swarm of leeches while a mysterious young man watches it over a hillside. Two hours later, Bravo Team of the Special Tactics And Rescue Service (S.T.A.R.S.) police force is sent to investigate a series of cannibalistic murders in the Arklay Mountains outside of Raccoon City. On the way to the scene, its helicopter has an engine failure and crash-lands in a forest. Officer Rebecca Chambers of Bravo Team discovers the same train from earlier now infested with zombies and explores it. She teams up with former Marine Force Reconnaissance Billy Coen, a convict on the train, who was being escorted by the military police after he had been sentenced to death for killing 23 people. The two are confronted by the same strangely clad young man from the opening of the game, who sets the train into motion. Meanwhile, two Umbrella soldiers are on the train with them and are taking it to an unknown location while they are being contacted by two supervisors, Albert Wesker and William Birkin. The soldiers are then killed by leeches. As the train speeds out of control, Rebecca and Billy apply the brakes and avert its course towards an abandoned building.

The location is revealed to be a disused training facility for future executives of the pharmaceutical company Umbrella. Rebecca and Billy find out that the corporation's co-founder and former director of the facility, Dr. James Marcus, had discovered the so-called Progenitor virus in the 1960s and examined its potential as a biological weapon. He combined it with leech DNA to develop the t-Virus that causes rapid mutations in living organisms and thus transforms humans and animals into zombies and monsters. Meanwhile, Wesker decides to leave Umbrella and join its rival company. Birkin refuses to join him in order to complete his research on the G-virus. Later, Rebecca and Billy get separated when Billy falls over a railing into the water below. Rebecca, now on her own, encounters Captain Enrico who tells

her that the rest of the Bravo team will meet up at an old mansion. He allows her to stay behind to find Billy. Just after Captain Enrico leaves, Rebecca is attacked by the Tyrant. After temporarily defeating the Tyrant, Rebecca meets up with Billy again and together they defeat the Tyrant. After, they lower the dam's water level and continue to navigate the water plant.

Eventually, Rebecca and Billy catch up with the leech-controlling man who is actually Marcus' final experiment, the Queen Leech. A flashback reveals that the real Marcus had been assassinated on the orders of Umbrella co-founder Oswell E. Spencer ten years prior. The Leech entered Marcus' corpse and gained his memories and the ability to shape shift. Now believing itself to be Marcus, the entire outbreak was masterminded by it as a means of revenge. After temporarily defeating the Queen Leech, Billy and Rebecca attempt to take a lift to the surface. The facility's self-destruct mechanism is tripped during the journey, and the two are pursued as they attempt to escape up the shaft. At the top of the shaft, Rebecca and Billy make their final stand against the Queen Leech. Just before the explosion, Rebecca and Billy defeat the creature by exposing it to sunlight. They escape to the forest where they see an old mansion in the distance used by Umbrella as a research facility. Rebecca assures Billy that her police report will list him as just another casualty of the incident. Billy thanks her and escapes as Rebecca heads towards the mansion to investigate the whereabouts of her fellow Bravo Team members, beginning the events of *Resident Evil* (2002).

19.3.3 Development and release

While the original *Resident Evil* (1996) was still in development, the idea for a prequel came up shortly after the 64DD peripheral for the Nintendo 64 was announced in 1995. The 64DD's low sales four years later eventually made Capcom decide to develop *Resident Evil Zero* as a cartridge-based Nintendo 64 release.*[7] Capcom started development on the Nintendo 64 version shortly before the summer of 1998, one of many *Resident Evil* titles being developed at the time. One of these titles was *Resident Evil: Code Veronica* (2000) which was taking full advantage of the capacities of the GD-ROM format. The Nintendo 64 cartridge could only store 64MB of data, 1/10 that of a traditional CD-ROM. For these reasons, the team approached *Resident Evil Zero* with different ideas for gameplay and visual design that would function better with less storage space.*[8] After the script had been completed in early 1999, the production of a *Resident Evil* title for Nintendo 64 was revealed to the public by Yoshiki Okamoto, the president of Capcom's screenplay company Flagship.*[9]

Resident Evil Zero was designed to be more difficult than its predecessors, removing the item boxes to make the game more like *Sweet Home* (1989).*[10] The real-time “partner zapping” system was designed to take advantage of the console's unique features and strengths, namely the lack of load times, which are necessary for optical disc based gameplay as with the PlayStation.*[7]*[11] In an effort to make 1-on-1 zombie fights more intense, Capcom experimented with giving the zombies different reactions when they were shot and allowing the player to counter-attack when bitten. The team also toyed with faster zombies, a pre-cursor to *Resident Evil*'s crimson head enemies. The prototype also supported local co-operative play.*[8] *Resident Evil Zero* was officially announced at 20 percent completion in January 2000, after which it was presented with a playable demo at Tokyo Game Show.*[12] The game was expected to release in July 2000 and reportedly had an atmosphere close to the first *Resident Evil*, focusing more on suspense than the more action-oriented gameplay of *Resident Evil 2* (1998).*[7]*[13]*[14] However, development began to slow down when it became apparent that the data for *Resident Evil Zero* would not fit on a single cartridge.*[15]

Production shifted to the newly announced GameCube, with the concept and story carried over but all of the data recreated.*[15] The platform change was confirmed in September 2000.*[16] The game's final version was developed primarily by Capcom Production Studio 3 with additional support provided by Tose.*[17]*[18] As a result of the transition to the GameCube, it was delayed so that the environments could be upgraded visually.*[11] More CGI videos were created as a result of the increased memory capacities, and the voice acting was re-recorded.*[7]*[8] The iconic sounds of the leeches were actually from recordings of cooking hamburgers. For the gun models, the modelling team was provided realistic-looking airsoft guns to base their designs from. Their designs were so close to the source material that the models at-first featured replica markings and gas refill inlets. No one on the team noticed until half-way through development.*[19] Scenario writer Noboru Sugimura was called back to make some changes to the story.*[20] In the prototype's story, either Rebecca or Billy could die with the other character surviving and completing the game. This idea was scrapped as Rebecca dying would ruin the canon of the *Resident Evil* timeline.*[8] Billy was also also originally designed in the prototype as a more ambiguous character, possibly becoming friend or foe as the story progressed. This idea was scrapped.*[21] The character designs were also adjusted: Rebecca for example lost her beret and shoulder pads while Billy received a new hairstyle.*[22] The GameCube's use of optical discs reintroduced load times, so the programmers had to use sophisticated programming to make the “partner zapping” system work.*[11] Capcom announced its intention to release a game demo in Japan around August 2002.*[23]

Resident Evil Zero was first released for the Nintendo GameCube on November 10, 2002 in North America, and then later released on November 21, 2002 in Japan and March 7, 2003 in Europe.*[24] In December 2008, the game was ported to the **Wii** along with *Resident Evil* (2002). The port, titled *Resident Evil Archives: Resident Evil Zero*, is near-identical to the original but also features a control system that supports the **Wii Remote** and the GameCube controller.*[25] For many years, the fate of the original Nintendo 64 prototype remained unclear. All that remained was low quality video captured from the Tokyo Game Show in 2000 and magazine scans. In 2015, Capcom showed off the prototype while marketing the remaster and demonstrated new high quality footage of it. The prototype remains unreleased to the public.*[26]*[8]

Remaster

On May 26, 2015, Capcom announced that a remastered version of the game was in development, titled *Resident Evil Zero HD Remaster*.*[27] The success of the high-definition remaster of *Resident Evil* inspired producer Tsukasa Takenaka to provide the same treatment to that game's prequel. Takenaka recognized that many *Resident Evil* fans preferred the old style of gameplay pre-*Resident Evil 4*, and so he reasoned that the HD remasters were to provide that same gameplay experience on modern hardware.*[28] The remaster was produced by Tsukasa Takenaka and the team was made up of many members from the original team, including director Koji Oda. Takenaka was glad Oda was on board, as this ensured Oda's original vision of the game would not be tarnished.*[29] *Resident Evil Zero HD Remaster* was released on January 19, 2016.*[30] A retail compilation called *Resident Evil Origins Collection* that includes *Resident Evil HD Remaster* and *Resident Evil Zero HD Remaster* was released on January 22, 2016.*[31]

For the remaster, Capcom used the original 2002 models and textures from their archives. To Takenaka's surprise, the models and textures were actually designed in a very high quality, and then downscaled for the original release. This meant that some assets had to be redone, as items that were intentionally blurry or illegible in the original were now much more clear and did not make sense in context, such as posters or signs in the environment.*[29] The models and textures were re-touched, and then the backgrounds were re-captured.*[32] Some backgrounds in the original also featured video effects such as fire. In the remaster, these videos were transitioned into 3D effects.*[19] Additional modes were added as well, including an easy mode and Wesker mode.*[19]*[28] In Wesker mode, the player controls Albert Wesker instead of Billy, and can move quickly and use special attacks. Other improvements include an upgrade to 5.1 surround sound, video options for both the original 4:3 ratio or a new 16:9 option, as well as more control styles including a modern non-tank-like control scheme.*[19]*[33] Overall, Takenaka felt that putting together the remaster for *Resident Evil Zero* was more difficult than that of *Resident Evil*, largely due to the companion function.*[29]

19.3.4 Reception

Resident Evil Zero received generally favorable reviews after its initial GameCube release in 2002.*[50] The graphics and atmosphere were universally praised, being described as “wonderfully spooky” and “moody” with an “astounding level of detail” .*[3]*[34]*[43] Scott Steinberg of *GameSpy* noted how the animated backgrounds, such as flickering lights and dripping water, brought the environments to life.*[45] Giancarlo Varanini of *GameSpot* shared these sentiments, and complimented Capcom on how they were able to blend the game's models with pre-rendered backgrounds to create highly detailed visuals.*[43] The sound design was also complimented, with Matt Casamassina of *IGN* noting that “Capcom uses silence at times, too, to scare, which is brilliant.”*[3] Varanini described the soundtrack as one “that will keep you in constant fear.”*[43] Louis Bedigian of *GameZone* praised the sound effect work, such as thunder, gunshots, and footsteps for building a scary environment.*[47] The controls were universally panned as archaic, and the series was criticized for not evolving the control scheme to something more similar to *Devil May Cry* (2001) or *Eternal Darkness* (2002).*[3]*[43]*[45]*[42]

Critics had mixed reactions to the gameplay changes from previous series entries. Regarding the new item system, a critic from *Game Revolution* noted that it prevents the need to return to item boxes to empty inventory. However, he also noted a drawback, in that it introduces more backtracking to pick up an item that was dropped.*[42] Contrary to this, Mark MacDonald of *1UP.com* praised it for eliminating the backtracking that slowed down previous series entries.*[34] Varanini from *GameSpot* gave credit to Capcom for attempting a new item system, but it is ultimately not to useful since it is easiest to drop all the items in a save location anyway.*[43] Casamassina of *IGN* called the system “perfect” and much better than the item boxes in previous titles.*[3] Regarding the partner system, Varanini said that it works well, although he found the puzzles too simple and the companion's AI was lacking at times.*[43] Bedigian of *GameZone* praised the companion system for adding a new dimension to the *Resident Evil* series and it left him excited for future titles.*[47] Steinberg of *GameSpy* liked the puzzles which required both characters working

together, but he was not keen to fighting alongside them, feeling like he was “babysitting” the other character due to weak AI. [45]

Re-releases of *Resident Evil Zero* have received considerably less praise than the original, receiving mixed or average reviews. [51] [52] The Wii release was criticized for being a near identical port of the GameCube version and for not fully using the *Wii Remote*'s motion control capabilities, instead relying largely on the *Classic Controller* and *remote/nunchuk* combo. [48] [38] For the high-definition remaster, critics were impressed by the improved visuals but ultimately felt the game inherited the problems of the original. [44] [33] Peter Brown of *GameSpot* highlighted *Wesker Mode* as a fun addition and noted the game still “bears the hallmarks that made the original *Resident Evil* enjoyable.” [44]

Resident Evil Zero sold 1.25 million copies on the GameCube, and the high-definition remaster has sold 1.3 million units as of December 2016. [53] The game was novelized into the book *Resident Evil: Zero Hour* by S. D. Perry and published by *Pocket Books* on October 24, 2004. [54]

19.3.5 Notes

- [1] Stylized as *biohazard 0* (Japanese: バイオハザード0 Hepburn: *baiohazādo zero*). The title is spelled entirely in lowercase letters, as opposed to the uppercase style used in prior games.

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19.3.7 External links

- Official website (Japanese)
- *Resident Evil Archives: Resident Evil Zero* official website
- *Resident Evil Zero* at MobyGames



Top to bottom: The Nintendo 64 prototype (2000), original GameCube release (2002), and high-definition remaster (2016). In each scene, Rebecca can be seen taking aim at an enemy during the opening train scenario.



Footage from Tokyo Game Show 2000 was most of what remained of the Nintendo 64 prototype until Capcom demonstrated new footage in 2015.

19.4 Road Trip: The Arcade Edition

Road Trip: The Arcade Edition, known as *Gadget Racers* in Europe and *Choro Q!* in Japan, is a racing video game released in 2002 by Takara. This 3D game is only available for the Nintendo GameCube. Road Trip: The Arcade Edition is based mainly upon *Road Trip Adventure*, a predecessor, however was only sold for the Gamecube. Allowing this, weapons were added to a more racing perspective to make it an arcade version. It involves tiny little toy cars known in real life as Choro-Q or Penny Racers. There are many different modes in this game. The game also include weapons such as machine guns and shot guns.

19.4.1 Gameplay

Players choose which of the 10 cars they will be driving. Some modes are: Challenge Race, Drag Racing, and Grand Prix. Players must complete tracks in Challenge Race and Grand Prix in order to play additional cars in any given game. The tracks for the races are called: Road Trip Circuit, Road Trip Park, After School, Kid's Room, Road Trip Highway, and Silver Village. The tracks will be short, middle, long, short reversed, middle reversed, and long reversed. Successful players may work up to 100 cars and many more parts including the legendary Devil Magnum engine and the Road Trip Hurtle.

The Racetracks

The game includes six different tracks, as well as three different lengths of the tracks, short, medium, and long. the tracks can also be unlocked in reverse mode, heightening the total amount of tracks to 36. These Environments Include Road Trip Circuit, A track that starts out as an oval track that eventually increases to a massive circuit on the shoreline, Road Trip Park, A Offroad track that takes place in a nature park, and features bridges, jungle gyms, and a short river, After School, a track that takes racers around a school after hours, and one of its more notable sections is the pool area, where the player had to stay on the 'Floaties' to avoid falling into the water and losing speed, Kid's Room, a track that is made up of many toys and some school supplies. another notable aspect of this track is the spinning tops arena, similar to the "Beyblade" Toys. Road Trip Highway is a very futuristic highway course decorated with several tall buildings and holographic billboards. the track has several 'potholes' in the road, and one some areas of the track, electric fences that slow cars down. the final track, Silver Village, starts out in the small village that is supposedly the Silver Village, but quickly enters a massive and dangerous mountain, with broken bridges, oddly colored caves, and is decorated with snowmen. the track's finale being a ski jump.

The Vehicles

100 "Bodies" are available for the vehicles, including VW Beetles, SUV's Pickup Trucks, Sports Cars, Emergency Vehicles, Other Utility Trucks, a model-T like vehicle with a pumpkin for a cockpit, and A Rubber Duck. The Bodies, however, are just for looks, as well are the accessories. Players can also modify the two colors of their vehicles, and the tire colors as well, and can also rename their bodies. Tires, suspension, and equipped weapons affect the vehicles' performance. One Engine Part of notability is the Legendary Devil Magnum Engine. There are Monster Truck sized versions of the available Tires, But the size of them also affects the vehicle's performance.

Weapons

There are several weapons in the game that players can use to hinder other racers, or use to help themselves. The Shield coin protects players from enemy fire three times, but prevents players from getting other weapons. The Niro boosts allow a player to increase their speed for a short amount of time. The Weight Coin causes a large weight to appear on the car ahead of the player, and can be shaken off with the spin function. The Super Weight Coin does the same to all of the players ahead of the player. Oil Slick can be dropped like a mine, and causes other players to skid out of control. Weapons can be mounted on the players' vehicles, which range from Sniper Rifles to Machine Guns, as well as Shotguns and Bazookas. If the player has a Weapon, so will all of the CPU players. Without a weapon, the ammo pickup gives the player a Missile.

The Shop

The Shop in the game has all of the above-mentioned parts for purchase, but the inventory expands as players progress through the game. Some vehicles can only be unlocked by winning 1st place in career mode races and tournaments, most of the unlockable bodies can only be bought from the shop, as well as all the other unlockable parts, minus the Devil Magnum, which can only be unlocked when the player returns to their garage after collecting all 100 Vehicles. Once a player has purchased everything in the shop, a license plate with the words, "Woo-Hoo!" appears whenever they enter the shop.

Minigames

Minigames include Drag Racing, Chicken (in which players brake on the checkered line before falling off a cliff) and shooting game where one player drives and collects ammo (such as missiles, minigun ammo, and shotgun ammo) while another player controls the equipped weapon, First-Person Style, and attempts to shoot the opposing vehicle three times. There is also an unlockable minigame in which players jump over hurdles and finish as fast as possible.

19.4.2 External links

- *Road Trip: The Arcade Edition* at MobyGames

Chapter 20

S

20.1 Sonic Adventure 2

Sonic Adventure 2 (Japanese: ソニックアドベンチャー2 Hepburn: *Sonikku Adobenchā Tsū*) is a video game developed by Sonic Team USA and published by Sega for the Dreamcast as part of the *Sonic the Hedgehog* series. It was released on June 23, 2001 as the last *Sonic* game for the Sega console after the company stopped manufacturing the console. A port for the Nintendo GameCube, *Sonic Adventure 2 Battle*, was released in 2001 with new content. The game was released for the PlayStation 3, Xbox 360 and Microsoft Windows online in 2012.

The sequel to *Sonic Adventure*, *Adventure 2* features two good-vs.-evil stories: an heroic tale of Sonic the Hedgehog, Miles (Tails) Prower and Knuckles the Echidna as they attempt to save the world, and a dark story following Shadow the Hedgehog, Doctor Eggman and Rouge the Bat in their attempt to conquer it. The stories are divided into three gameplay styles: traditional, fast-paced platforming for Sonic and Shadow; multi-directional shooting for Tails and Eggman, and action-exploration for Knuckles and Rouge. The game also includes an extensive Chao-raising system.

Sonic Adventure 2 was announced in October 1999 and exhibited at E3 2000. The game's development took 18 months, and it was designed to be faster-paced and more action-oriented than the original *Adventure*. Its scenery was influenced by U.S. locations such as San Francisco and Yosemite National Park. *Adventure 2* received positive reviews, with critics praising its gameplay variety, visuals and music but criticizing its camera, voice acting and plot. Although critical enthusiasm had waned by the release of *Battle*, this version sold over 1.44 million copies and the game as a whole has received a number of accolades.

20.1.1 Gameplay

Sonic Adventure 2 is a 3D game with six playable characters, divided into two campaigns: Hero (with Sonic, Tails and Knuckles the Echidna, where the player battles to save the world) and Dark (with Shadow the Hedgehog, Doctor Eggman and Rouge the Bat, where they battle to conquer it). Each character on each side has a playing style similar to the other characters on the side. The player moves through the Hero and Dark campaigns, switching between them at will. Each campaign cycles through levels of its three characters, telling different sides of the story. Levels have a variety of themes (such as cities, jungles, desert pyramids and outer space), with some followed by boss fights. Completing both the Hero and Dark campaigns unlocks a Last Story with all six characters, culminating in a final boss fight.*[1]

Sonic and Shadow play fast-paced levels, emphasizing platforming and gameplay.*[2] Their homing attack can lock onto robots created by Eggman and G.U.N., and they can grind on rails. Tails' and Eggman's levels are slower and oriented towards multi-directional shooting; they are confined to mechs in which they can jump short heights, hover and shoot enemies. Knuckles' and Rouge's levels are open and feature action-adventure gameplay with treasure hunting; in each level, they must find three shards of the Master Emerald. Their search is guided by radar and puzzle-based clues from harmless robots.*[1] Knuckles and Rouge can glide, defeat enemies with punches and kicks* [2] and scale walls, digging into them to find power-ups.*[3]

Adventure 2 has the health system found in many other *Sonic* games. The player collects rings scattered throughout the levels; being hit by an enemy while holding rings causes the player to drop them all, while being hit without rings causes them to lose a life. Tails and Eggman have the customary health bar, which is slowly refilled by collecting rings.



Sonic rides a snowboard and performs tricks in City Escape, the first level of the Hero story in Sonic Adventure 2.

Dying with no lives results in a **game over** screen.*[4] The characters are aided by occasional upgrades; in one, Sonic and Shadow can bounce up and down to reach higher areas and in another, Knuckles and Rouge can kick powerfully enough to break certain containers.*[5] Chaos Drives can be used with the player's Chao (small, anthropomorphic animals).*[6]

Separate from the main campaigns, the player can raise Chao as virtual pets.*[1] They have five attributes (Swim, Fly, Run, Power and Stamina) and a moral continuum from Hero to Dark. From the moment they hatch their stats can be increased with Chaos Drives, empowering them to compete in karate*[7] and racing minigames.*[2] Their alignment gradually changes, based on their affection for a characters; for example, a Chao which likes Tails will gradually become more heroic. Playing with Chao increases affection, and when a Chao becomes fully Hero or Dark it assumes that form permanently.*[8] Although Chao eventually die, if they received enough affection during their lives they reincarnate.*[9]

Adventure 2 has 180 emblems, earned for a variety of tasks.*[10] Each level has five missions; only the first is required to continue the campaign, and other missions include completing a **harder** version of a level and collecting 100 rings. The player earns emblems by completing missions and other tasks, many related to Chao raising. Collecting all the emblems unlocks a 3D version of the **Green Hill Zone** from the original *Sonic the Hedgehog*.*[11]

The game has several two-player modes. Players may race on foot through new (or altered) levels, have shoot-'em-up battles in mechs,*[2] hunt for Master Emerald shards*[12] or race in go-karts.*[2] A few characters are playable in these modes, but not in the main game; Tikal and Chaos from the original *Sonic Adventure* are playable in the treasure-hunting game,*[13] as are Amy Rose and Metal Sonic in the foot-racing levels.*[14]

20.1.2 Plot

Learning of a secret weapon from the diary of his late grandfather, Professor Gerald Robotnik, Eggman infiltrates a high-security G.U.N. facility and revives it using a Chaos Emerald.*[15] This weapon, a black hedgehog and self-proclaimed "Ultimate Life Form" named Shadow, offers to help Eggman conquer the world, telling him to rendezvous at the abandoned Space Colony ARK with more Chaos Emeralds. Shadow goes to Central City, encountering G.U.N.'s forces after stealing an Emerald. He flashes back to the death of a girl, Maria, who begs him to fulfill an

unspecified promise he interprets as one of revenge.* [16] Shadow blasts through the military force and meets Sonic. After a brief confrontation, Shadow escapes and G.U.N. captures Sonic, whom they mistake for Shadow.

Knuckles encounters Rouge and Eggman, who try to steal the Master Emerald. After shattering the Emerald to prevent this, he looks for the scattered shards.* [17] Although Rouge intends to collect the shards for herself, she must also spy on Eggman for the government. This mission leads her to Eggman's base* [18] and, eventually, the ARK. On board, Shadow shows Eggman the Eclipse Cannon, another superweapon created by Gerald, and discloses his plan: to charge the cannon with Chaos Emeralds and use it to take over the world. Rouge appears, offering them an Emerald to gain their trust.

Tails and Amy infiltrate G.U.N.'s island base and rescue Sonic,* [19] while Eggman, Shadow and Rouge collect three Emeralds on the island.* [20]* [21]* [22] Eggman makes a global broadcast threatening to fire on Earth in 24 hours if his demands are not met, demonstrating the cannon's power by destroying half the Moon. Sonic, Tails, Amy and Knuckles use their Emerald to track down the other six. They infiltrate Eggman's base,* [23] boarding his shuttle as it launches into space. Knuckles' Emerald shards are spilled along the way, and he leaves to collect them.* [24] He again meets and fights Rouge, but when he saves her from falling into a lava pit she gives him her shards and he restores the Master Emerald.

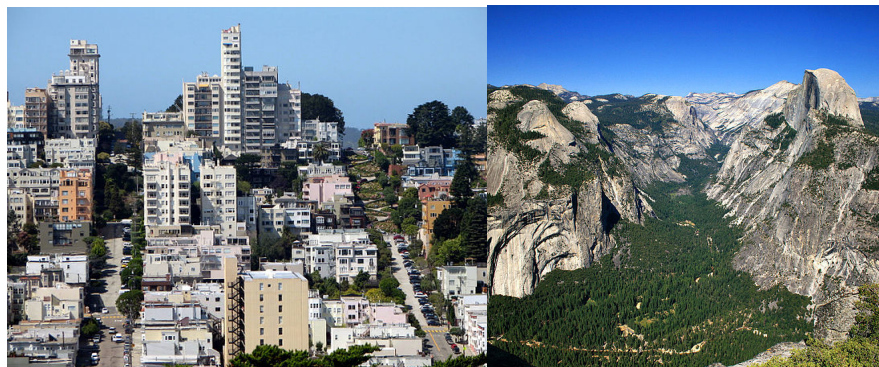
On the ARK, Tails reveals he has designed a counterfeit Emerald to reverse the energy fields of the real ones, destroying the Eclipse Cannon. When Sonic is about to use the fake Emerald, Eggman tells him that he has captured Tails and Amy, forcing him to return and rescue them.* [25] Sonic tries to trick Eggman with the fake, but Eggman traps and jettisons him in an escape pod rigged with explosives. Tails, thinking Sonic dead, defeats Eggman in retribution. Using the fake, Sonic performs Chaos Control and escapes;* [26] Shadow is sent to intercept him, but Sonic defeats him and successfully destroys the Eclipse Cannon.* [27]

After Tails defeats him, Eggman sneaks away with the last Emerald and arms the Eclipse Cannon. When he tries to fire it at full power, the ARK begins falling toward Earth and a recorded message from Gerald is broadcast worldwide: he programmed the ARK to collide with Earth, destroying it in revenge against humanity. His diary reveals his hatred began when the government condemned his research and killed many of his colleagues, including his granddaughter Maria, while attempting to shut the ARK down. Eggman determines that the Emeralds' energy is making the ARK fall, and everyone works to access the cannon's core and neutralize it.* [28]

When Shadow refuses to participate, Amy pleads for his help, reminding him of Maria's real request: for him to help mankind. Realizing this, he catches up with Sonic and Knuckles in the core and they encounter the Biolizard, a prototype Ultimate Life Form. Shadow repels it, allowing Knuckles to deactivate the Chaos Emeralds with the Master Emerald. The Biolizard uses Chaos Control to fuse with the cannon, becoming the Finalhazard and continuing the ARK's collision course.

Sonic and Shadow use the Emeralds to transform into their super forms, defeating the Finalhazard and using Chaos Control to teleport the ARK back into stable orbit. This depletes Shadow's energy and he plummets to Earth, content in fulfilling his promise to Maria; he is presumed dead. As the humans on Earth celebrate, the teams reflect on what has happened; as they leave the station, Sonic bids Shadow a final farewell.

20.1.3 Development



The game's scenery was inspired by the streets of San Francisco (*left*) and Yosemite National Park (*right*).

Sonic Adventure 2 was developed by Sonic Team USA, the now-defunct U.S. division of Sonic Team, and published by Sega. The game, directed by longtime series contributor Takashi Iizuka, was developed over an 18-month period

beginning shortly after the release of the American version of *Sonic Adventure*. It was designed to be more action-oriented than the slower-paced, more story-based *Adventure*. The development team ran the game at 60 frames per second with “tempo”, giving Sonic a variety of actions rather than focusing on speed alone. Its levels facilitated this flow, making Sonic seem faster than he was.*[29]

For the game's levels and environments the developers were inspired by San Francisco (their headquarters) and other American locations, such as Yosemite National Park (where they vacationed during its development) and the San Francisco Bay Area. Compared to *Adventure*, the sequel was intended to have “more of an American flavor”.*[29] Although the game's level design prioritized the frame rate, it was more streamlined than *Adventure* because of the team's experience with Dreamcast hardware.*[30]

Iizuka described the Chao as a “relative neutral entity” in *Sonic Adventure*. In the sequel the developers expanded the creatures' presence, adding the ability to raise “Hero” and “Dark” Chao to reflect the conflict between good and evil. For the same reason, all six playable characters have roughly equal gameplay time (unlike *Adventure*, where Big the Cat's and E-102 Gamma's stories were short).*[29] In *Adventure 2* Chao have the ability to socialize, so they resemble a “real artificial life form.”*[30]

Sega announced a follow-up to *Sonic Adventure* and a spinoff (which would become *Sonic Shuffle*) on October 4, 1999.*[31] The newly named *Sonic Adventure 2* appeared at E3 2000, with Sonic Team adding video shown there to its website on June 30.*[32] Sonic Team posted a trailer and a number of screenshots on May 30, 2001,*[33] with Sega promoting *Sonic Adventure 2* as the last *Sonic* game for the Dreamcast and as marking the series' 10th anniversary.*[34] Sega held a 10th-anniversary party for Sonic in June 2001, at which attendees could compete in a battle tournament; the winner played against Iizuka.*[30] The GameCube, rather than the competing Xbox or PlayStation 2, was chosen for a port of *Sonic Adventure 2* because of its 56k technology. Sega and Sonic Team USA were unconcerned with the fact that the Xbox would feature broadband Internet connectivity, and the GameCube would not.*[35]

Music

Jun Senoue returned as lead composer and sound director for *Adventure 2*, with assistance from Fumie Kumatani, Tomoya Ohtani, and Kenichi Tokoi. The soundtrack is primarily melodic rock, with some hip-hop and orchestral tracks.*[36] As in *Adventure*, each character has a musical theme. The game features performances by returning vocalists Tony Harnell, Ted Poley, Marlon Saunders, Nikki Gregoroff and Johnny Gioeli, and new vocalists Tabitha Fair, Todd Cooper, Paul Shortino, Everett Bradley, Kaz Silver and Hunnid-P. Crush 40 (consisting of Senoue and Gioeli)*[37] debuted on the game's main theme, “Live & Learn”.*[38]

Several soundtrack albums for the game were released. *Sonic Adventure 2 Multi-Dimensional Original Soundtrack* was released in Japan by Marvelous Entertainment on September 5, 2001. *Sonic Adventure 2 Vocals Collection: Cuts Unleashed*, an album with character theme tracks by Senoue and Tokoi, was released by MMV in Japan on August 21, 2001. For the twentieth anniversary of the *Sonic* series, *Sonic Adventure 2 Original Soundtrack 20th Anniversary Edition* was released on iTunes on June 22, 2011.*[39] On October 29, 2014, a two volume original soundtrack was also released on iTunes.*[40][41]

20.1.4 Alternate versions and releases

GameCube port

A GameCube port of *Sonic Adventure 2* was released on February 11, 2002, known as *Sonic Adventure 2 Battle*. The port upgraded much of the Chao-raising system, with a Chao's stats viewable within the game.*[42] A player can transfer one Chao from *Sonic Adventure 2 Battle* to the Tiny Chao Garden section in *Sonic Advance*, *Sonic Advance 2*, and *Sonic Pinball Party* with the GameCube-Game Boy Advance link cable. If a Game Boy Advance (GBA) is connected without a GBA game inserted, a version of the Tiny Chao Garden can be copied temporarily into the Game Boy Advance's memory. This version also introduced the Chao Karate feature.*[43] The Battle multiplayer options were expanded in the GameCube version, including new abilities and upgrades to multiplayer-exclusive characters and removing online play.*[44] One character, Big the Cat, was replaced by a Dark Chao in multiplayer mode.*[45] *Battle* also has more detailed textures and additional scenery.*[46] In Europe, this version was marketed and distributed by Infogrames who at the time, signed a deal with Sega to distribute their games on the GameCube, with Sega remaining as publisher.*[47]

Downloadable re-releases

Sonic Adventure 2 was re-released in high-definition video, with additional content from the *Battle* edition available as downloadable content.*[48] This version was released on the PlayStation Network in North America on October 2, 2012, in Europe on October 3, 2012 and in Japan on October 4, 2012.*[49]*[50] It was released worldwide on the Xbox Live Arcade on October 5, 2012*[49] and on Microsoft Windows via Steam on November 19, 2012.*[51]*[52]

20.1.5 Reception

Sonic Adventure 2 received positive reviews, with scores of 89 from review aggregator Metacritic.*[53] Critics appreciated the game's multiple playing styles. According to *Edge* and reviewer Four-Eyed Dragon of *GamePro*, the core game's three styles and bonus features such as Chao gardens made the game engaging to play.*[36]*[54] Johnny Liu of *Game Revolution* praised its replay value of multiple playing styles and 180 different goals.*[55] Anthony Chau of *IGN* called it “one of the best *Sonic* games ever”: “If this is the last *Sonic* game in these declining Dreamcast years, it's satisfying to know that the DC didn't go out with a bang, but with a sonic boom.”*[1]

Shahed Ahmed of *GameSpot* criticized *Adventure 2*'s camera for the “cardinal sin” of 3D platformers: forcing a player to jump to an out-of-frame platform. Ahmed wrote that although a player can re-orient the camera with the trigger buttons, it reverts when the character moves.*[2] According to Chau and Liu camera issues were absent in Tails' and Eggman's levels and insignificant in Sonic's and Shadow's, but searching for Emerald shards and items in cramped sections of Knuckles' and Rouge's levels was frustrating.*[1]*[55] *Edge* found camera problems permeating the game, with no significant improvement from *Adventure*.*[54]

Liu called the graphics “sweet, sweet eye-crack”.*[55] Four-Eyed Dragon wrote: “*Sonic [Adventure] 2* is simply jaw-dropping beautiful”, citing its detailed backgrounds and scenery and the playable characters' and enemies' extensive color palettes.*[36] According to Chau, the game had “some of the best textures ever seen” and was one of the most beautiful Dreamcast games.*[1] *Edge* was impressed by the texture detail and draw distance,*[54] and Chau, Liu and Ahmed praised its 60-frame-per-second rendering speed.*[1]*[2]*[55]

According to Ahmed the game's music was a step up from *Adventure*'s “campy glam-rock and J-pop soundtrack”, with less emphasis on lyrics,*[2] and Liu appreciated its more “understated” approach.*[55] Four-Eyed Dragon called *Adventure 2*'s music “an eclectic mix of orchestrated masterpieces, guitar tunes, and melodic hip-hop voices gracefully fill the game's ambiance to a perfect pitch.”*[36] Reaction to the voice acting was mixed; although Ahmed said, “The voice acting, and the lip-synching in particular, is executed quite well”,*[2] Liu and Chau thought the English voices were inferior to the Japanese ones.*[1]*[55]

Ahmed criticized *Adventure 2*'s plot: “Throughout the game the plot becomes more and more scattered and lackluster”, not focusing long enough on one element to execute it meaningfully.*[2] Although Liu agreed that despite the game's ambitious scope and themes it failed to advance the series' core plot beyond the *Sega Genesis Sonic* games,*[55] *Edge* appreciated the story's presentation from both perspectives: hero and villain.*[54]

Despite high review scores for the Dreamcast version, the GameCube version released six months later received poorer reviews: respective Metacritic and GameRankings scores of 73 percent and 72.33 percent.*[56]*[57] Critics generally felt that although the game was still enjoyable, it was not significantly improved from the Dreamcast original.*[46]*[58] However, Shane Bettenhausen of *GameSpy* saw *Battle* as noticeably superior; in addition to its upgrades, its action was better suited to the GameCube's controller than the Dreamcast's.*[59] The game sold almost 50,000 copies in its first week in Japan*[60] and 1.44 million copies in the United States by December 2007, making it one of the best-selling GameCube games.*[61]

Sonic Adventure 2 received several accolades, including the 2001 *IGN*'s Editors' Choice Award.*[62] *ScrewAttack* called it the fifth-best Dreamcast game,*[63] and *GamesRadar* rated it the tenth-greatest Dreamcast game out of 25: “Despite trailing off significantly in recent years, the 3D side of the *Sonic the Hedgehog* franchise had a surprisingly stellar start with the *Sonic Adventure* entries, and the 2001 sequel really amped up the action”.*[64] In February 2014, *IGN*'s Luke Karmali called *Battle* his tenth-favorite game of all time.*[65]

20.1.6 Legacy

Shadow and Rouge, who debuted in *Adventure 2*, have become recurring characters in the *Sonic* franchise. Both appeared along with new character E-123 Omega as “Team Dark”, one of the playable character teams, in *Sonic Heroes* (2003), the follow-up to *Adventure 2*.*[66] Shadow starred in his own game, *Shadow the Hedgehog* (2005),

which expands on many of *Adventure 2*'s plot points and features a similar 3D platforming gameplay style.* [67]

With a few modifications, the plots of *Adventure* and *Adventure 2* were reprised during the second season of the anime *Sonic X* (2003–06). American licensing corporation 4Kids Entertainment hired an entirely new voice cast for the English dub, but the Japanese cast from the games reprised their roles in the original version of the show.* [68]

Sonic Generations (2011), released to mark the series' twentieth anniversary, contains gameplay elements and levels from various *Sonic* games, including *Adventure 2*.* [69] Elements from *Sonic Adventure 2* included a remake of the City Escape stage in the console versions* [70] and a remake of the Radical Highway stage in the Nintendo 3DS version.* [71] Shadow also appears in a recreation of his boss battle,* [72] and the Biolizard boss is recreated exclusively in the 3DS version.* [71]

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20.1.8 External links

Media related to Sonic Adventure at Wikimedia Commons

- *Sonic Adventure 2* at Sega's Dreamcast Minisite (Japanese)
- *Sonic Adventure 2* at Sega.com
- *Sonic Adventure 2 Battle* at SonicTeam.com

20.2 Sonic Mega Collection

Sonic Mega Collection (ソニックメガコレクション *Sonikku Mega Korekushon*) is a video game compilation developed by Sonic Team and published by Sega in 2002 for the Nintendo GameCube. The compilation contains twelve to fourteen games (depending on region) originally released on the Sega Genesis/Mega Drive. Ten of the included games are installments of the *Sonic the Hedgehog* series, while the remaining two to four games are only related to the series through its publisher, Sega.

According to the director, Yojiro Ogawa, the purpose of the compilation was to introduce younger players to the original games in the *Sonic* series. The games are played through a Genesis/Mega Drive emulator developed by Sonic Team themselves. Outside of the games, the compilation includes Sonic-themed videos and illustrations, as well as high-resolution scans of the instruction manuals and *Sonic the Hedgehog* comic covers.

Sonic Mega Collection received positive critical reception, being recommended for its large library of titles, great emulation, and its cheap market price. The compilation was re-released with eight bonus games as *Sonic Mega Collection Plus* for PlayStation 2, Xbox, and Microsoft Windows. This was followed by a new compilation for the GameCube, *Sonic Gems Collection*, which included more obscure and rare Sonic games such as *Sonic CD*.

20.2.1 Overview

Sonic Mega Collection features twelve to fourteen complete games in one retail unit. All games are ports of their original versions on the Sega Genesis/Mega Drive. High-resolution instruction manual scans are included for each game. Also included is an *Extras* section featuring over 100 scans of *Sonic the Hedgehog* comic covers, illustrations of *Sonic* characters throughout the franchise's history, and a handful of videos promoting other *Sonic* games, including the beginning and end sequences to *Sonic CD*.

Default games

- *Sonic the Hedgehog* (1991)
- *Sonic the Hedgehog 2* (1992)
- *Sonic the Hedgehog 3* (1994)
- *Sonic & Knuckles* (1994)
- *Sonic 3D Blast (Sonic 3D Flickies' Island)* (1996)
- *Sonic Spinball* (1993)
- *Dr. Robotnik's Mean Bean Machine* (1993)

Unlockable games

- *Sonic & Knuckles* Lock-On Technology combinations:
 - *Blue Sphere*
 - *Knuckles in Sonic 2*
 - *Sonic the Hedgehog 3 and Knuckles*
- *Flicky* (1991)
- *Ristar* (1995)
- *Comix Zone* (1995, Japan version only, also included in *Sonic Mega Collection Plus*)
- *The Ooze* (1995, Japan version only, also included in *Sonic Mega Collection Plus*)

20.2.2 Development

As with the games included, *Sonic Mega Collection* was developed by Sonic Team and published by Sega. Director Yojiro Ogawa stated in an interview with [GameSpy](#) that the compilation was meant to introduce younger gamers to the original games in the *Sonic* series. The 1995 Genesis game *Vectorman*, along with its sequel, was planned for inclusion in *Sonic Mega Collection*, but was ultimately pushed back to the 2005 rarities compilation *Sonic Gems Collection* so that *Sonic Mega Collection* could focus on the core games.* [1] Other *Sonic* games, such as *Sonic CD* and *Sonic Drift*, were also planned to be included, but the former was deferred to *Sonic Gems Collection* and the latter appeared in *Sonic Mega Collection Plus*.* [2]

20.2.3 Sonic Mega Collection Plus

Sonic Mega Collection Plus is an update of *Sonic Mega Collection* for the PlayStation 2 and Xbox consoles. A Microsoft Windows version was also released in Europe and North America. This edition includes the addition of six Game Gear games:

- *Sonic the Hedgehog*
- *Sonic Chaos*
- *Sonic Drift*
- *Sonic Labyrinth*
- *Dr. Robotnik's Mean Bean Machine*
- *Sonic Blast*

It also includes the two games that were included in the Japanese version of *Sonic Mega Collection*:

- *The Ooze*
- *Comix Zone*

20.2.4 Reception

Reviews for *Sonic Mega Collection* were generally favorable. Louis Bedigian of GameZone praised the controls as “top-notch” including that “even the thumbstick is usable, and it works flawlessly.”^[3] *Game Informer* declared *Sonic Mega Collection* to be “perhaps the best compilation ever.”^[4] Fran Mirabella of IGN christened the compilation as “a wonderful little collection that, while not perfect, is a great value.”^[5] Jeff Gerstmann of GameSpot suggested that “if you're fiending for Sonic the Hedgehog and either don't have or are unwilling to drag out a dusty Genesis from the closet, don't hesitate to give it a shot.”^[6] However, Johnny Liu of Game Revolution advised “just blow the dust off the old Genesis, because there isn't enough good extra stuff here.”^[7] *Nintendo Power* described *Sonic Mega Collection* as “the ultimate compilation of *Sonic* adventures.”^[4]

Reviews for *Sonic Mega Collection Plus* were also positive. Chris Baker of GameSpy decided that “despite its exclusions, though, *Collection's* large selection of titles for \$19.99 is a tough thing not to recommend to anyone who calls himself a gamer. Even if a few of the games undeniably suck.”^[8]^[9] Hilary Goldstein of IGN declared that “you can't find a better deal than 20 games for 20 dollars,” and that “while not every *Sonic* game is a winner, the majority are. These games, though old, are superior to Sega's more recent 3D *Sonic* offerings.”^[10]^[11] Aceinet of GameZone, while praising the compilation overall as “a nearly complete package of classic *Sonic* games,” was critical of the emulation of the Game Gear games, saying that “while the emulation is spot-on for the games, having to put up with a black bar around the screen could be upsetting to some.”^[12] Jeremy Parish of 1UP.com assured readers that “even with its shortcomings, it's still one of the most value-packed classic compilations available for any system -- as long as you like *Sonic*.”^[13] *Game Informer* suggested that “if you grew up with these games, they're still a joy to play,” and that “new converts to the *Sonic* fold will get a great introduction to the 'hog's history.”^[14]^[15] *GMR Magazine* concluded that “if you're new to *Sonic*, for 20 bucks you really can't go wrong.”^[14]

20.2.5 See also

- *Sonic Gems Collection*

20.2.6 References

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20.2.7 External links

- *Sonic Mega Collection* at MobyGames
- *Sonic Mega Collection Plus* at MobyGames

20.3 Star Fox Adventures

Star Fox Adventures is an action-adventure video game developed by Rare and published by Nintendo for the GameCube for the *Star Fox* series. It was released in North America on 23 September 2002, Japan on 27 September, Australia on 15 November and Europe on 22 November. Along with being Rare's only GameCube title, it was Rare's final game for any Nintendo home console before the company was acquired as a first-party developer for Microsoft's Xbox division the day after the game's release in North America. It is the third instalment in the series and the direct sequel to *Star Fox 64*.

The game follows Fox McCloud attempting to save the Dinosaur Planet from Andross. It began development as an unrelated game named "*Dinosaur Planet*", initially intended to be Rare's last standalone title for the Nintendo 64 system. The game endured a number of dramatic changes during development before Shigeru Miyamoto noticed similarities between the original game and *Star Fox* and convinced Rare to re-brand it into a *Star Fox* title for the upcoming GameCube.

The game received mostly positive praise from critics upon release. Notable topics of praise included its detailed graphics, new character design for Fox, dynamic environments and *The Legend of Zelda*-influenced gameplay. However, the game was criticized for its aforementioned gameplay being too much of a departure from previous *Star Fox* games, while mixed reactions came from critics and fans alike for Rare's departure from Nintendo.

20.3.1 Gameplay

Star Fox adventures is a 3D action-adventure game with platforming elements. Its gameplay is frequently compared to that of the *The Legend of Zelda* series, especially *The Legend of Zelda: Ocarina of Time*.^[2]^[3]^[4] Like *Ocarina of Time*, *Star Fox Adventures* has a day-and-night phase, but a more gradual one.^[5] The game also has a widescreen mode, designed for widescreen television sets.^[6]

The game includes thirteen different locations, each of which is unlocked when the player completes parts of the story. Unlike other *Star Fox* games in which most of the player's time is spent in air combat, playable protagonist Fox McCloud is on foot for most of the game.^[5] He pilots his Arwing aircraft only to reach other parts of the planet, although the game includes a few space battles involving the Arwing.^[5]^[6] The game's combat system is melee-orientated, as General Pepper forbids Fox from using any sort of blaster, telling him "This mission is about saving the planet, not blowing it up!"^[7] Fox instead relies on a magical staff belonging to a native named Krystal that he discovered on the planet. The staff can be used to attack and defeat enemies as well as interact with the surrounding environment. While Fox uses the staff primarily for melee combat, he can later gain power-ups for the staff which allow it to fire projectiles, freeze enemies or help him reach high up areas that are normally inaccessible.^[6] Fox homes in on his targets automatically when he approaches them, after which combat begins.^[2] Fox cannot jump unless he runs off the edge of an object or a cliff, but can roll after landing on the ground.^[3]^[5]^[6]

20.3.2 Plot



The in-game graphics in *Adventures* were commended for their high quality.

Characters and settings

Main article: [List of Star Fox characters](#)

Star Fox Adventures features both the established main characters of the *Star Fox* series—Fox, Falco Lombardi, Slippy Toad and Peppy Hare (though Falco is absent), as well as a host of new characters. New allies include a mysterious blue fox named Krystal and the small dinosaur Prince Tricky. The entire planet is populated with dinosaurs, like the tyrannical General Scales, and other prehistoric animals such as pterosaurs and mammoths.*[6]

The entire game takes place on the world of Dinosaur Planet (known as “Sauria” in subsequent games) and a number of detached pieces of the planet that are suspended in orbit around it. Dinosaur Planet is ruled by the EarthWalker tribe, resembling *Triceratops*, and the rival CloudRunner tribe, similar to pterosaurs and birds. The SharpClaw tribe are villainous humanoid theropods.*[6]

Story

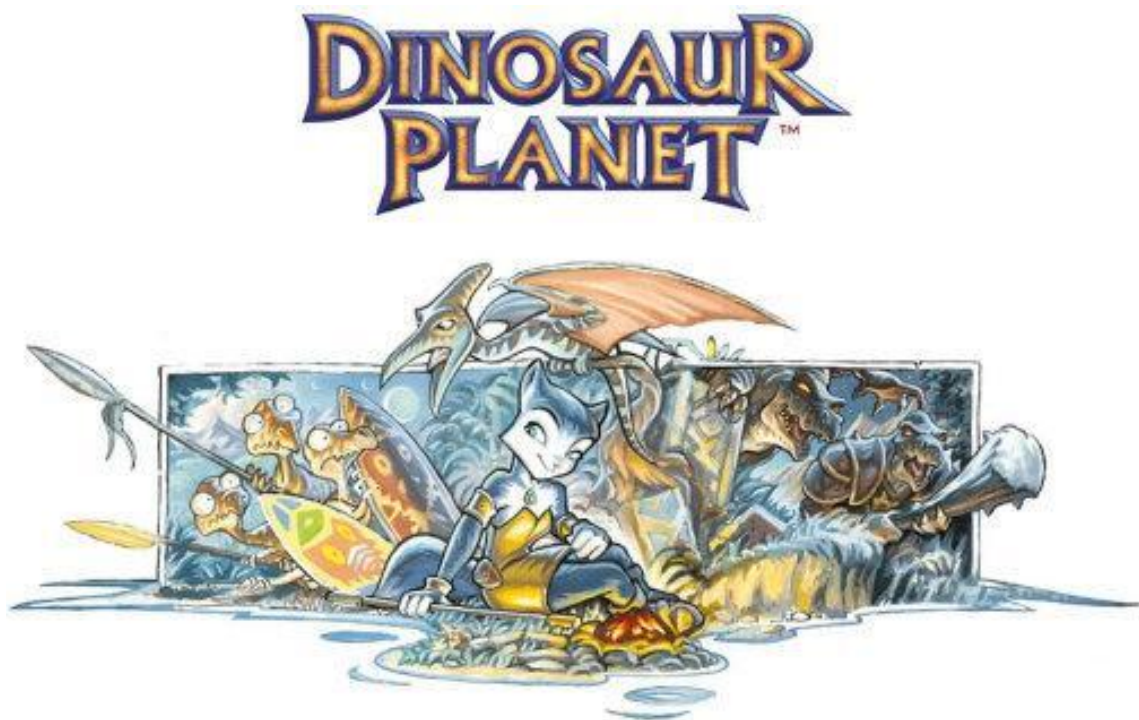
Eight years after the events of *Star Fox 64*, Krystal, a mysterious fox, looks for answers to the destruction of her home planet, Cerinia and the death of her parent. She lands on Krazoa Palace after receiving a distress call from the planet*[6] and discovers that it was attacked by General Scales and the SharpClaw army. Krystal is persuaded by a wounded EarthWalker in the Palace to help by collecting all of the Krazoa Spirits and returning them to the palace, which would supposedly tilt the war in the dinosaurs' favour and stop Scales.*[8] However, after releasing the first one, a mysterious being pushes Krystal into the spirit's path, trapping her in a floating crystal atop the Krazoa Palace until all the spirits can be returned.

On the edge of the Lylat System, General Pepper contacts the Star Fox Team and asks them to investigate the invasion of Dinosaur Planet.*[9] Since the team is in desperate need of money for maintenance on the Great Fox, their aircraft,

Fox McCloud agrees to take a look, arriving unarmed at Pepper's request to avoid trouble with the locals. On the planet's surface, Fox comes across Krystal's magic staff, which Krystal lost it earlier when she was attacked by General Scales at the beginning of the game, and it becomes his sole weapon in the game. Fox learns from the Queen of the EarthWalker Tribe that General Scales stole four Spellstones from the planet's two Force Point Temples.*[6] To prevent the planet from breaking up further and restore it to its original unity, Fox must restore the Spellstones to the temples, with the help of the Queen's son, Prince Tricky. As Fox retrieves the Spellstones, he discovers that he must also retrieve the other five Krazoa Spirits to repair the planet*[10] and save Krystal.*[11] When Fox finds the last of the Krazoa Spirits, he discovers that it is guarded by General Scales himself. However, just as Fox and Scales engage in combat, a mysterious voice that Fox seems to recognize orders Scales to surrender the spirit, to which he reluctantly agrees. Fox takes the spirit to the Krazoa Shrine and frees Krystal.

The spirits are forced into a Krazoa statue, which reveals itself to be the revived Andross, the mastermind behind the spirit scheme, who flies off to resume his conquest of the Lylat System.*[12] Fox pursues him in his Arwing, and, with the help of Falco Lombardi, who arrives during the battle,*[13] defeats Andross, restoring the Krazoa spirits to the planet and repairing it. Afterwards, Falco rejoins the Star Fox team and Krystal is recruited.

20.3.3 Development



Dinosaur Planet artwork showing various characters, including Krystal's original design

What would become *Star Fox Adventures* was initially developed by Rare as *Dinosaur Planet*, a Nintendo 64 game unrelated to the *Star Fox* series.*[14] According to lead software engineer Phil Tossell, development of *Dinosaur Planet* began after the release of *Diddy Kong Racing*, with two teams to work on the latter title and *Jet Force Gemini* towards the end of the Nintendo 64's lifespan.*[15] The game was changed many times during early development before Rare settled on the eventual idea of an open world adventure-game based around two interwoven stories.*[15] The plot concerned Sabre (whose role was given to Fox) and Krystal, along with sidekicks Tricky and Kyte (who both appear in the finished game), and Randorn, a wizard who was Sabre's father and Krystal's adoptive father (who was dropped entirely). The game featured elements such as the 'SwapStone', which would let the player switch between Krystal and Sabre.*[14] *Dinosaur Planet* was intended to be Rare's last game for the Nintendo 64 and was adorned with gameplay and cinematics introduced by *The Legend of Zelda: Ocarina of Time*.*[14] *Dinosaur Planet* initially utilised the Nintendo 64's Expansion Pak and was housed in a 512-megabit (64 megabyte) cartridge, which would have placed it among the largest Nintendo 64 games by stored data.*[14]

Shigeru Miyamoto mentioned in a retrospective interview that, after reviewing content of *Dinosaur Planet*, the sim-

ilarities of Rare's anthropomorphic design of Sabre to Nintendo's Fox McCloud design were striking. The title was later changed to be a *Star Fox*-brand launch game for the Nintendo GameCube.*[16] According to Tossell, the sudden change was not “accepted willingly by all” of the team as the plot had to be entirely re-written in places to accommodate the *Star Fox* canon.*[15] The updated title was originally named *Star Fox Adventures: Dinosaur Planet*, but “Dinosaur Planet” was later removed.*[17] The team later realised the potential of using the *Star Fox* licence in hopes of boosting awareness, and decided to switch development from the Nintendo 64 to the upcoming GameCube console.*[15] Before the change, Rare released downloadable, limited full length MP3s from the unreleased game—many of which did appear in *Star Fox Adventures*—to video game websites, along with numerous trailers and screenshots of gameplay.*[18]

We were slightly disappointed at having to change *Dinosaur Planet* as we had all become so attached to it, but we could also see the potential of using the *Star Fox* licence.

“
”

Phil Tossell in a interview with NintendoLife *[15]

With the *Star Fox* theme established, Rare begun re-working the game for the upcoming GameCube and was subsequently met with little interference from Nintendo. During development, the team was invited to Nintendo's headquarters in Kyoto to discuss progress and certain changes; in return *Star Fox* creator Takaya Imamura came to stay at Rare's Twycross studio to oversee development.*[15] Tossell stated that “without a doubt”, Nintendo strengthened their relationship through trust and respect, despite Nintendo only owning 49% of the company at the time.*[15]

The game was Rare's final console video game released under Nintendo before the Leicestershire-based studio was sold and became a first-party developer for Microsoft. Shortly after the game's release, Microsoft purchased Rare for £375 million, thus ending Rare's entire association with Nintendo.*[15] Many fans and critics do not consider *Star Fox Adventures* to be an “essential” Rare title, as the negativity was attributed to Microsoft's takeover, which led to some fans speculating that Microsoft were “buying out competition” .*[14]*[15]

David Wise used Peter Siedleczyk's Advanced Orchestra library in creating the music for *Star Fox Adventures*.*[19] Wise said the tracks that referenced the music for the previous *Star Fox* games came very late into development, which was after the developers created *Dinosaur Planet* into *Star Fox Adventures*.*[20]

20.3.4 Reception

Star Fox Adventures received “generally favorable” reviews, according to video game review aggregator Metacritic.*[21] It sold over 200,000 copies in Japan following its release, and was the fastest-selling GameCube game at the time.*[27] *Star Fox Adventures* was eventually designated a Player's Choice game by Nintendo, signifying over 250,000 copies sold, and was thus available at a reduced retail price.*[28]*[29]

The visuals were very well received. *Edge* wrote that the “visual splendour is immense” ,*[23] whilst in a similar fashion Matt Casamassina of IGN noted that the game is a “perfect companion” to *The Legend of Zelda* series, to which *Adventures* is often compared.*[2] Casamassina noted that elements of its graphical rendering were sophisticated for its time, in particular the advanced real-time rendering of the movement of the characters' fur.*[2] *NGC Magazine* praised the game's vibrant atmosphere and detailed textures, adding that *Adventures* had “the best real time graphics on the GameCube so far” .*[26] The game's combat system garnered some accolades, with *GameSpot* adding that the combat is simplistic, despite being “good looking” and not “frustrating” .*[3] Casamassina also praised the combat system, calling it “a beneficial addition” .*[2] *NGC Magazine* similarly praised the use of the combat system, however they noted that the battles did not require any skill and eventually “felt like a dull chore” .*[26] The voice acting was viewed negatively, with Casamassina remarking that it is “over the top” in some places.*[2] *NGC Magazine* felt that the accents of most of the characters did not suit that of the *Star Fox* world, in particular they noted the use of a Scottish accent for the Warpstone Master was “awful” .*[26]

Despite the mostly positive reviews, *Star Fox Adventures* is often criticised for its setting being too much of a departure from the other *Star Fox* games. Casamassina said that “Fans expecting a true *Star Fox* experience akin to the older games are in for a disappointment” . He also added that the *Star Fox* license has been utilised sparingly to the point where the game felt “out of place within the confines of the *Star Fox* game universe” . Casamassina asserted that Fox was “clearly only on 'Dinosaur Planet' at Nintendo's request, not because he belongs” .*[2] *NGC Magazine* similarly expressed concern on why Fox was added to the game, adding that *Adventures* was “one game Fox himself would probably want to forget” and further speculating that Nintendo only added the *Star Fox* license to prevent *Dinosaur*

Planet from appearing on the Xbox.* [26]

20.3.5 References

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20.3.6 External links

- Star Fox Adventures – Dinosaur Planet – Rareware
- Dinosaur Planet – Rareware
- Dinosaur Planet – Nintendo

20.4 Star Fox: Assault

Star Fox: Assault (スターフォックスアサルト *Sutā Fokkusu Asaruto*) is a 3D scrolling shooter and third-person shooter video game developed by Namco and published by Nintendo for the GameCube. It is the fourth released title in the *Star Fox* series. It was released on February 15, 2005 in North America, on February 24, 2005 in Japan, on April 29, 2005 in Europe, and on June 16, 2005 in Australia. The game was available at Blockbuster and Hollywood Video stores starting February 1, 2005 as a promotion.*[1]

The game is set after *Star Fox Adventures*, and follows Fox McCloud and his team attempting to save the Lylat System from the enemy insect beings called Aparoids.*[2] It contains orchestral arrangements of music from *Star Fox 64*.

When *Assault* was initially announced by Nintendo and Namco, it was also rumored that an arcade game was under development.*[3] However, the arcade game was never heard about again in public.

20.4.1 Gameplay



Fox helps destroy the aparoids that have appeared on Sauria with his Arwing in a similar manner to previous titles

The gameplay of *Star Fox: Assault* is divided into three distinctive types. The player can either fly an Arwing (a spacecraft), drive a Landmaster (a tank) or perform certain tasks on foot. All three play types are available for

multiplayer mode, although some levels on multi-player mode are specific. For example, Level 1, “Fortuna: A New Enemy” is specifically Arwing. The game follows a completely linear track, unlike its predecessors *Star Fox* and *Star Fox 64*.

Arwing missions in *Assault* are similar to those of the first two games in the series. The player flies in space or close to the ground and shoots down enemies. Some levels are on rails, while others allow full freedom of movement in a relatively small area. As in previous games, the wing mates of Fox, the main character, occasionally call for help when chased by enemies. Additionally, in some levels, the player has the ability to hop in and out of the Arwing at will.

While in the Landmaster, the player has complete freedom to move about the level. They are free to shoot or run over enemies and assisting their wingmates when necessary. Playing on foot essentially turns the game into a 3D third-person run 'n' gun shooter; the player starts armed with the blaster, a type of gun, and can acquire a variety of other weapons, including but not limited to a machine gun and a homing launcher. In two shooting gallery levels, the player rides on the wing of an Arwing or a Wolfen fighter, shooting enemies on the ground and in the air with a plasma cannon.

As an added bonus, by collecting all silver medals throughout the game, the player can unlock the NES port of the scrolling shooter arcade game, *Xevious*.^[2] The Japanese version of *Star Fox: Assault* also has the Famicom games *Battle City* and *Star Luster* as unlockables.

Multiplayer

The game features multiplayer with support for up to four players simultaneously. This mode starts off very limited, with only a few playable characters, weapons, items, and maps; but many more can be unlocked by either playing a certain number of multiplayer games or achieving certain accomplishments in-game. Players are able to fight on foot or in a vehicle (a Landmaster, Arwing, or Wolfen), though some stages prohibit certain modes of travel. Playable characters include the entire *Star Fox* team (including Peppy) as well as Wolf O'Donnell.

Multiplayer mode offers several stages for playing, including stages from the single-player mode, “Simple Maps” (which look like they're made of building blocks), and other new maps. There are also several modes for play available, which can force a certain weapon (sniper, rocket launcher, etc.) or change the style of play (capture the crown, etc.). Also, there are a few customizable options, such as turning radar on/off, turning special weapons on/off, and turning Demon Launches on/off.

Multiplayer has a number of items and weapons, most of which are taken directly from the single-player mode. There are also special unlockable weapons such as the Demon Sniper and Demon Launcher (dubbed “The Loser Gun” by the gaming community, because one gets it when one is losing) which have the ability to kill in one hit. In addition, there are a couple special items such as jet packs (which give a player on foot a hovering ability similar to Landmaster's hover), and the “Stealth Suit”, which can make the player invisible for a long period of time.^[2]

Weapons and items

Assault features a number of projectile weapons, such as the blaster, machine gun, Homing Launcher, sniper rifle and the hand grenade^[2] Also used is the Plasma Cannon, a rapid-fire gun with unlimited ammunition. This, however, is only used at two specific points in *Assault*. The game has a number of special items, including personal barriers which deflect enemy attacks. The usual rings seen in other *Star Fox* games that restore a vehicle's shield are also present.^[2]

20.4.2 Plot

Setting and characters

Main article: [List of Star Fox characters](#)

Star Fox: Assault takes place in the Lylat system where the player visits the rest of all planets in the game, except Venom. It also introduces the Aparoid Homeworld.

The game features the *Star Fox* team members, including Fox McCloud, Falco Lombardi and Krystal, while Peppy Hare and ROB stay at the *Great Fox* to observe each missions. It also features the return of the *Star Wolf* team,

including leader Wolf O'Donnell, Leon Powalski and Panther Caroso (the new member), with Pigma Dengar and Andrew Oikonny not siding with the team. Slippy Toad's father, Beltino Toad is the scientist.

The game features the Aparoids, villainous insect-like creatures between machine and life form. They are capable of infecting other life forms and machines and transforming them into Aparoids and also known as *Aparoidedation*. The large ones have a core memory containing instructions and information on contacting the Aparoid Homeworld. The Aparoids, led by the Aparoid Queen (Aparoid Mother in the Japanese version) on their home planet. The Queen believes that all things in the universe exist for the Aparoids to infect, and that becoming an Aparoid is not infection, but rather a form of evolution. All Aparoids are networked together in a hive mind, meaning destroying the Queen would lead to the destruction of the entire species.

Story

While Andrew assumes the leadership, Fox, Falco, Krystal and Slippy arrive to help the Cornerian Army. At Fortuna, the team confronts him with his flagship emulating Andross. It is destroyed by a strange insect-like creature, whom Fox destroys it and takes a partial “core memory” for research, just before a large number of identical insects arrive.

Fox learns from Beltino that the enemy creature was an Aparoid, one of the powerful species that destroyed the fleet seventeen years ago. After destroying the giant infected UFO at Katina, Fox discovers Pigma stealing the Core Memory. The team infiltrates the Sargasso Space Zone, a criminal hideout Wolf O'Donnell recruited. However, Wolf, informs Fox about Pigma's absence. Fox and his allies head for the asteroid belt, only to see Pigma's infected ship. As Fox defeats Pigma and retrieves the core memory, Pepper and the team reveal the information for the Aparoid Homeworld. After Fox and Krystal save the dinosaur planet Sauria, Pepper informs the team about the Aparoids invading Corneria. Fox and his team fight back against the Aparoids, until they discover Pepper's infected ship. Fox defeats it, before Peppy saves Pepper and softens the crash. Back in space, Beltino discovers that all Aparoids are vulnerable to apoptosis, the self-destruct program. The team head to defend the large warping space station, the Orbital Gate from the Aparoids, while Beltino successfully creates the program. The team reaches the Aparoid Homeworld, only to discover the core of the planet blocked by a base and a large shield. They infiltrate the base to disable the shield, but quickly regenerates. The damaged *Great Fox*, infected by the Aparoids, destroys the base and opens the shield long enough for the team to get through before it explodes. The shield then regenerates and destroys the *Great Fox*. While Wolf, Panther and Leon distract the Aparoids, Fox, Falco, Slippy and Krystal enter the core of the planet onward to the Queen's lair. There, the *Aparoid Queen* uses the voices of Peppy, Pepper, Pigma and James to deceive them into joining her. The team ignores her and Fox shoots the program inside of her. The queen represses it and attempts to escape, but Fox defeats her. The program then destroys the Aparoids and their planet.

Back in space, Fox and his team see Peppy and ROB alive in the escape pod. Fox mentions the surviving possibility for Wolf's team and General Pepper, and thanking his friends.

20.4.3 Development

Star Fox: Assault was first announced on May 8, 2002. It had a tentative release date of April 2003 for Japan, and would be developed by the same employees who worked on *Ace Combat 2* at Namco.*[3] New information about the game didn't show up until a short video montage at E3 2003 in Los Angeles, which showcased the game's first-person perspective.*[4] According to *Electronic Gaming Monthly*, the video was booed by viewers, and *EGM* itself said the video was “remarkably unimpressive” .*[5]

During development, the game had the working title: *Star Fox Arcade*,*[6] but eventually came to be known as *Star Fox: Assault*.*[7] In 2003, the game was intended to be multi player oriented, and the ground missions of the game had a control scheme similar to the on-foot multi player mode in *Star Fox 64*.*[8]

At E3 2004, *EGM*, the same magazine that wrote poorly about it a year before, wrote a follow-up that said the game looked “much better than...a year ago” .*[9] *Assault* was scheduled for a November 2004 release, but was delayed to the beginning of 2005.*[10]

Assault uses middleware provided by the Japanese company CRI Middleware as a game engine.*[11] Yoshie Arakawa and Yoshinori Kanemoto provided *Assault* with a musical score and sound effects with the music performed by the Tokyo New City Orchestra.*[12] Most of the score pieces use themes from *Star Fox 64*, composed by Koji Kondo and Hajime Wakai.

20.4.4 Reception

Star Fox: Assault was met with mixed to positive reception, and currently has an average score of 71% on [GameRankings](#) and 67/100 on [Metacritic](#).^[13]^[14] Some complaints were aimed at the control scheme during on-foot portions; IGN worded the complaint as “ground missions suffering from sloppy control”.^[16] [GameSpot](#) noted that the multi-player portion of the game has little lasting value, an annoyance that IGN felt as well. IGN went on to say the design was too simplistic.^[15]^[16] However, IGN noted that being able to switch between the Arwing and Landmaster at will was a “welcome addition”. In *Electronic Gaming Monthly*, two of the reviewers gave it an 8 out of 10. [Play Magazine](#) gave the game 8 out of 10.^[13] [Thunderbolt](#) gave it 9 out of 10.^[17] Kevin Gifford said that “the game is aimed less at the *Mario* club and more toward the hardcore crowd”. *EGM* also noted that *Assault* had an epic feel, helped by a great soundtrack.^[18]

The game became enough of a commercial success for it to be included in Nintendo's *Player's Choice* line, which also includes *Star Fox 64* and *Star Fox Adventures*.^[19]

20.4.5 References

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20.4.6 External links

- [Official website](#)

20.5 Star Wars Rogue Squadron II: Rogue Leader

“Star Wars Rogue Leader” redirects here. For the comic book, see *X-Wing: Rogue Leader*. For the character, see *Rogue Squadron*. For other uses, see *Rogue Leader*.

Star Wars Rogue Squadron II: Rogue Leader (also known as *Star Wars Rogue Leader: Rogue Squadron II*) is an action game co-developed by Factor 5 and LucasArts. The second of three games in the *Rogue Squadron* series, it was published by LucasArts in North America in Europe version published by Activision and Japanese version published by Electronic Arts and Squaresoft joint venture Electronic Arts Square. and released as a launch title for the GameCube in North American on November 9, 2001 and Europe on May 3, 2002.

Set in the fictional *Star Wars* galaxy, the game spans all three original trilogy *Star Wars* films. The player controls Luke Skywalker and Wedge Antilles. As the game progresses, Skywalker, Antilles and the Rebel Alliance fight the Galactic Empire in ten missions across various planets.

20.5.1 Gameplay

Similar to its predecessor, *Star Wars: Rogue Squadron*, *Rogue Leader* is a fast-paced, flight action game. Each of the game's ten levels introduces mission objectives such as search and destroy or protection that must be completed to progress to the next level. Enemy aircraft are primarily composed of TIE fighters, Imperial shuttles and Star Destroyers. Ground defenses are more varied and include three different walkers, various laser turrets, probe droids and stormtroopers.

The heads-up display features a health meter, a radar, an ammunition count for secondary weapons and the “command cross” that allows the player to give limited instructions to their wingmen.*[1] The player can control seven craft in the base game: X-wing, A-wing, Y-wing, B-wing, Snowspeeder, the T-16 Skyhopper and the *Millennium Falcon*. Each vehicle offers a unique armament arrangement, as well as varying degrees of speed and maneuverability.*[2] The game initially restricts the player to a particular craft for each level; however, after a level is completed, it can be replayed with any available craft.*[3] Some levels offer the player the option to change craft mid-level.*[4] Eleven bonus power-ups are hidden in different levels throughout the game. These bonuses improve a craft's weapons, durability and targeting computer and are applied to each eligible craft for the remainder of the game.*[5]

The player's performance is measured throughout the game, and performance statistics are checked after each level against three medal benchmarks.*[6] Each benchmark contains six categories: completion time, number of enemies destroyed, shot accuracy, number of friendly craft and structures saved, number of lives lost and targeting computer efficiency.*[7] If a player's performance meets or exceeds one of the level's three benchmarks in all six categories, a medal—bronze, silver or gold—is awarded on completion. Acquiring these medals promotes the player's rank and helps unlock hidden content.*[6] Once the player completes all of the training missions and achieves gold medals on all 15 levels, the opportunity to activate “Ace Mode” is awarded. The player may then achieve one more medal per level by completing them with this mode activated.*[8]

Unlockable content

Rogue Leader includes a number of unlockable secrets. The player can unlock five bonus levels. Two of these levels allow the player to pilot the *Millennium Falcon*, while two others allow the player to fight against the Rebel Alliance as Darth Vader. The fifth unlockable level pits the player against 99 waves of enemy fighters. These levels can be purchased after the player obtains enough points accumulated via the game's medal system. Alternatively, they can be unlocked via password. Several craft are also available when unlocked. The *Millennium Falcon*, the TIE advanced, an Imperial shuttle and the *Slave I* may be selected after the player meets or exceeds various medal requirements or enters the corresponding passwords. A Naboo Starfighter and a TIE fighter may also be selected after the player completes in-game tasks dependent on the time as dictated by the GameCube's real-time clock. A playable model of a 1969 Buick Electra 225 based on a car owned by the game's sound designer, Rudolph Stember, can be unlocked via password only. The complex scrambling system developed for *Star Wars: Rogue Squadron* to help hide a code from gamers using game-altering devices such as GameShark or ProAction Replay also made a return. This time it is used to hide a password-only alternate color scheme for *Slave I*, as seen in *Star Wars: Episode II – Attack of the Clones*. *Slave I* could be restored to its original color scheme by entering the password a second time.

20.5.2 Synopsis

Setting

Star Wars Rogue Squadron II: Rogue Leader is set in the fictional *Star Wars* galaxy, where a war is fought between the Galactic Empire and the Rebel Alliance. The game spans all three original trilogy *Star Wars* films: *A New Hope*, *The Empire Strikes Back* and *Return of the Jedi*. Luke Skywalker and Wedge Antilles have recently joined the Alliance to help defeat the Empire and restore freedom to the galaxy.*[9]

Plot

The game opens with an opening crawl resembling those featured in the *Star Wars* films. Further story details are presented through the game's instruction manual, pre-mission briefings, character conversations during the game, in-game cut scenes and movie clips lifted directly from *Star Wars* films. The game begins with the Rebel Alliance launching an attack on the Death Star, the Galactic Empire's largest space station.*[9] In a reenactment of *A New Hope*'s climactic battle, Luke Skywalker destroys the Death Star after firing into an exhaust port.*[10]

Skywalker and Wedge Antilles then accompany a Rebel supply convoy from Yavin IV to Hoth.*[11] When attempting to rendezvous with a second convoy in the Ison Corridor, they discover that the convoy has been destroyed and are ambushed.*[12] After fighting off the attack, the Rebels continue on to Hoth. As depicted in *The Empire Strikes Back*, Imperial forces locate the Rebel base on Hoth and begin an invasion. Despite Skywalker crash-landing,*[13] Rogue Squadron is able to hold off the Imperial attack force long enough for the Rebel base to sufficiently evacuate.*[14]

A secret Imperial installation is then located in The Maw. As the Antilles-led Rogue Squadron approaches the base, they receive a transmission from a prisoner who identifies herself as Rebel Karie Neth, a Rebel who was taken prisoner after the battle of Hoth. Neth informs Rogue Squadron that she and a few others have escaped from the prison, but need help freeing the remaining Rebel prisoners.*[15] By providing cover fire, Rogue Squadron is able to successfully escort the prisoners out of the base. Skywalker then obtains data important to the rebellion, and Rogue Squadron is asked to escort the blockade runner carrying the data to Rebel high command.*[16] However, the blockade runner is captured by an Imperial Star Destroyer while orbiting Kothlis.*[17] After the Rebels disable the Star Destroyer, it crashes on Kothlis and Crix Madine retrieves the data.*[18]

The Alliance soon discovers that the Empire is constructing a second Death Star near Endor. With the help of Madine, Antilles infiltrates the Imperial Academy on Prefsbelt IV and steals an Imperial shuttle needed to get close enough to destroy a shield generator on Endor.*[19] The Rebel fleet then begins to assemble near Sullust but needs tibanna gas for its weapons. Lando Calrissian points the Rebels to his former tibanna-mining operation near Cloud City on Bespin. Rogue Squadron raids the now-Imperial-controlled facility and secures the gas supply.*[20]

In a reenactment of *Return of the Jedi*'s climactic space battle, the Alliance then launches its attack on the second Death Star.*[21] When they arrive, however, Han Solo has not yet disabled the Death Star's shield generator on Endor and the Alliance is forced to engage the Imperial fleet until the generator is destroyed. Once the space station is vulnerable, Calrissian and Antilles fly into the Death Star and destroy its power generator, effectively destroying the entire structure.*[22]

20.5.3 Development

When Factor 5 received early GameCube prototype hardware in mid-2000, the development team then working on *Star Wars: Episode I: Battle for Naboo* decided they next wanted to create a direct sequel to Factor 5's most successful game to date—*Star Wars: Rogue Squadron*. With LucasArts' approval, the team immediately began developing a tech demo to exhibit at Space World, a Nintendo-hosted trade show. In 19 days, Factor 5 produced an introductory cutscene that emulated a scene from *Star Wars* and a playable demo, which then premiered alongside Nintendo's GameCube hardware at the show.*[23]*[24] According to GameSpot, the cutscene “wowed audiences” ,*[23] and IGN described the demo as “drop-dead gorgeous” .*[25]

As with *Rogue Squadron* and *Battle for Naboo*, *Rogue Leader* was again co-developed by Factor 5 and LucasArts, however the bulk of the game's development was done by Factor 5. Unlike past co-development efforts, the bulk of the level design, which was traditionally handled by LucasArts, was created by Factor 5 in addition to the game's engineering and programming. Factor 5's in-house development team consisted of 25 members plus two freelance employees.*[26] One level designer as well as the game's lead artist were employed by LucasArts.*[4] Development of the game's art started that same year.*[24] In anticipation of the project, modelers immediately began building high-



Denis Lawson, the actor who portrayed Wedge Antilles in the Star Wars films, recorded new lines for the game.

polygon models of the playable craft using Maya and in-house tools, and usable art was pulled from the archives. In late December, 2000, mission designers met with director Julian Eggebrecht and producer Brett Tosti to start planning the game engine. The team eventually completed *Battle for Naboo*, and full-time development of *Rogue Leader* began in February 2001.*[24]

Draw distance, much improved over the first *Rogue Squadron* and *Battle for Naboo*, was drawn out as far as possible. A small amount of haze was deliberately added to create a sense of distance, but not to actually hide the drawing. The game also has three levels of detail; The closer the player comes to objects, the more detailed they become.* [4] By utilizing the GameCube's Graphics processing unit's TEV pipeline, Factor 5 was able to create the shader needed to produce the visual effect employed by the game's targeting computer.* [27] The developers tried to make the game as close to the movies as possible, studying Industrial Light & Magic's special effects, using some of the same sound effects, music and voice acting from the films. The original actor, Denis Lawson, was also hired to record new lines for Wedge Antilles.* [28]

20.5.4 Reception

The game was met with critical acclaim, as GameRankings gave it a score of 90.04%,* [29] while Metacritic gave it 90 out of 100.* [30] David Trammell of Nintendo World Report gave it nine out of ten and called it “a visual and aural masterpiece. The game has all the bells and whistles you'd expect from a next-generation game including bump mapping and 480p support on the visual end, and five channel surround sound via Dolby Pro Logic II on the aural end.”* [46] Marc Saltzman of *Playboy* gave it a score of 90% and stated that, “The combined package of beautiful graphics, intense action (including force-feedback rumble support in the controller!) and familiar Star Wars ditties all work together to create an immersive, outstanding experience from beginning to end.”* [44] In *The Cincinnati Enquirer*, he gave the game four stars out of five and stated that, “If there was ever a reason to purchase this compact new console, this is it... [but] there's no multiplayer mode. It would have been fun to fly alongside or against another player in some of the missions.”* [43] Alex Porter of *Maxim* gave it a similar score of eight out of ten and said: “More than a Jedi mind trick to make you buy Nintendo's new whiz-bang console, this is the closest a video game has come to recreating a *Star Wars* movie.”* [47]

Rogue Leader was among the highest rated GameCube launch titles, and praised for its gameplay and graphics.* [48] *Official Nintendo Magazine* ranked it the 100th best game available on Nintendo platforms. The staff called it an essential launch title for the GameCube.* [49]

Rogue Leader won the E3 2001 Game Critics Award for Best Action Game.

Sales

Rogue Leader was the 7th-best-selling video game in November 2001, the title's debut month.* [50] These sale figures made the game the best-selling third-party and second-best-selling overall GameCube game during the console's launch. LucasArts stated that the title had sold faster than any of its previously published games at the time.* [51] When both the game and console were launched in the United Kingdom over six months later, the title entered the charts at number one, making it the first ever third-party game to hit the top spot during a console's launch.* [52] In May 2003, Nintendo added *Rogue Leader* to its best-selling Player's Choice collection.* [53] *Rogue Leader* sold over 873,000 copies in the United States,* [54] and over 100,000 in the UK.* [55]

20.5.5 References

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- [9] **Rogue Squadron II *Rogue Leader***: It is a period of civil war. The Rebel Alliance is preparing a major attack against the evil Empire. Launching from a hidden base on the fourth moon of Yavin, the Alliance forces hope to destroy the Death Star, an armored space station with enough power to decimate an entire planet. Luke Skywalker and Wedge Antilles, two young Rebel recruits, have joined the Alliance in a brave attempt to restore freedom to the galaxy...
- [10] **Death Star Attack Briefing**: The Death Star will soon be in firing range of Yavin base. Destroy the large deflection towers on the surface and the TIE fighters defending the approach to the trench. Fly down the trench and fire your proton torpedoes when you're within range of the exhaust port.
- [11] **Ison Corridor Ambush Briefing**: The Rebel supply convoy is moving from Yavin IV to a new base on the planet Hoth. Rendezvous with a second convoy along the way and continue to the destination.
- [12] **Luke Skywalker**: Red Leader, here. The sensors don't show any signs of the second convoy. Looks like they ran into trouble. / **Wedge Antilles**: Luke, enemy fighters approaching from all directions. We're surrounded!
- [13] **Luke Skywalker**: Hobbie, I'm hit! / **"Hobbie" Klivian**: Echo Base, Commander Skywalker is down.
- [14] **Battle of Hoth Briefing**: A fleet of Imperial Star Destroyers has located the secret Rebel base on Hoth and is preparing an invasion. General Rieekan has ordered a full evacuation. Rogue Squadron must hold off the advancing Imperials.
- [15] **Karie Neth**: If anyone can hear this transmission, please respond. / My name is Karie Neth. I'm the leader of the prisoners here. Some of my people were brought here from Hoth. A few of us have broken out, but we need help to free the others.
- [16] **Razor Rendezvous Briefing**: Working with Bothan technicians, Commander Luke Skywalker has helped uncover secret data vital to the rebellion and has placed it on board a Rebel blockade runner—the *Razor*. Assemble a task force and rendezvous with the *Razor*, now in orbit around Kothlis. Escort the *Razor* to Rebel high command and take whatever steps are necessary to ensure a safe delivery of the secret data.
- [17] **Rebel Wingman**: Wedge, and Imperial cruiser has captured the **Razor**.
- [18] **Vengeance on Kothlis Briefing**: The Star Destroyer carrying the secret data has crashed on the planet Kothlis. A team of commandos led by Crix Madine is preparing to enter the vessel and retrieve the data. Provide air support as the commandos attack the site.
- [19] **Imperial Academy Heist Briefing**: The Empire is constructing a second Death Star near the forest moon of Endor. The site is protected by a shield generator, which must be destroyed if a Rebel attack on the Death Star is to take place. Command has determined that only an Imperial vessel can come close enough to Endor to allow destruction of the shield generator. With help from Crix Madine, infiltrate the Imperial Academy on Prefsbelt IV and steal an Imperial shuttle.
- [20] **Raid on Bespin Briefing**: The Rebel fleet is assembling near Sullust and in dire need of tibanna gas to power their weapons. Lando Calrissian has pointed the Rebels toward his former tibanna-mining operation in Bespin. Lead a raid on the Imperial-occupied facilities in Cloud City and secure the tibanna gas.
- [21] **Battle of Endor Briefing**: The Rebel fleet will be preparing to enter hyperspace. General Solo's strike team should have the shield on Endor deactivated by the time we arrive. Join General Calrissian's fighter crew, follow him to the Death Star and destroy the main reactor.
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20.6 Star Wars Rogue Squadron III: Rebel Strike

Star Wars Rogue Squadron III: Rebel Strike is an action video game developed by Factor 5 and published by LucasArts exclusively for the Nintendo GameCube. The game is set during the original *Star Wars* trilogy and recreates battles that take place during those films. The game follows the Rogue Squadron, which, under the command of Luke Skywalker and Wedge Antilles, uses starfighters to engage and defeat the Galactic Empire.

Rebel Strike was developed as a sequel to *Star Wars: Rogue Squadron* and *Star Wars Rogue Squadron II: Rogue Leader*. *Rebel Strike* added the ability for players to leave their starfighters to participate in ground battles as well as enter and pilot other vehicles during certain missions. The game also has a two-player multiplayer mode allowing cooperative play for all but two missions from *Rogue Leader*.

20.6.1 Gameplay

Single-player

Rebel Strike contains on-foot missions and space battle missions, as in the previous *Rogue Squadron* games. The game also includes some unlockable classic missions inspired by the *Star Wars* original trilogy.

Multiplayer

Rebel Strike features two multiplayer modes: Co-op and Versus. Co-op allows players to replay missions from *Rogue Squadron II: Rogue Leader* in split-screen, excluding the levels “Triumph of the Empire” and “Revenge on Yavin”. In Co-op, players share the same pool of lives. *Versus* features a variety of modes, such as Dogfight and Survival. In any Versus mode, players can pilot several craft, including X-Wings, A-Wings, TIE Fighters, and Darth Vader's TIE Advanced.

20.6.2 Plot

The story is set shortly after the destruction of the Death Star above Yavin 4. The Empire drives the Alliance off the moon, leaving the Alliance searching for a planet to serve as its next base. Tycho Celchu, an Imperial officer, defects to the Alliance on Dantooine and leads it to a group of scientists on Ralltiir who wish to defect. During the battle to rescue the scientists, Rogue Squadron member Sarkli defects to the Empire. Despite this, Rogue Squadron and the scientists escape safely in a transport craft. The Rebels settle on Hoth, but the Battle of Hoth forces them to leave as the Empire attacks and destroys their base.

The Wedge Antilles campaign takes place after the Battle of Hoth, leading a raid on Bakura to extract rebel hostages from the orbiting prison. Sarkli leads Rogue Squadron into Geonosis' orbit, where they both crash following an ambush by TIE fighters and Imperial escort carriers. Rogue Squadron fights with stormtroopers and battle droid remnants. By making use of various pieces of deactivated Galactic Republic machinery left over from the Battle of Geonosis, Rogue Squadron escapes and Wedge flees the system. This uncovers a ploy to wipe out part of the Alliance fleet over Dubrillion, and, in response, Rogue Squadron raids the shipyards of Fondor to destroy a Super Star Destroyer under construction. Emperor Palpatine reveals that the recent battles were manipulated, making the Rebels overconfident. This proves disadvantageous to the Rebels in the upcoming Battle of Endor. Nevertheless, Han Solo, having been rescued from Jabba the Hutt, disables the shield protecting the second Death Star over Endor while killing Sarkli, allowing the Rebels to achieve victory.

20.6.3 Development

Since *Rebel Strike* would be a “second generation game”, the production team felt the need to expand upon the game's predecessor by adding enhanced atmospheric effects, more impressive explosions and the capability of having many more enemies on-screen at once than *Rogue Leader* could handle, among other improvements.

The game ran into some troubled development. Because of the decision by Director of Technology Thomas Engel and Development Director Holger Schmidt to scrap all the coding of the engine for *Rogue Leader* so they could “reinvent the wheel” with the knowledge of the GameCube engine they had at that point, Factor 5 ran into various

glitches as well as ultimately had various difficulties in development of a new landscape engine, causing it to go as long as tedious as in *Rogue Leader*, due to underestimating the amount of time it would take to do so.* [2]

Pre-orders for the game included a bonus disc featuring several game demos, trailers, a playable version of the original *Star Wars* arcade game (which can also be unlocked in the main game) and a Rebel Strike art gallery.* [3]

20.6.4 Reception

Rebel Strike was met with positive reception, as GameRankings gave it a score of 76.61%,* [4] while Metacritic gave it 75 out of 100.* [5] Critics praised the intense gameplay and the ability to have more enemies on screen than on *Rogue Leader*. However, *Rebel Strike* was criticized for its on-foot missions, due to their clunky game-play and lack of refinement.* [16]

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20.6.6 External links

- *Star Wars Rogue Squadron III: Rebel Strike* at MobyGames

Chapter 21

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Naven, SieBot, GuitarWeeps, PlanetStar, Cpg4343, Scarian, Euryalus, ToePeu.bot, VVVBot, Addit, 98E, Jswanson11, Caltas, Thunderbird8, Existitem, X-Fi6, Rgarrrity999, M.thoriyan, Vanished user 82345ijgeke4tg, Happysailor, Radon210, Sparv, Elcobbola, Reapermage190, Hxhbot, Ferret, Nembard, JSpung, Ophois, Oxymoron83, Faradayplank, Ocuturion, Nk.sheridan, DLAD1, Lecher, Steven Crossin, Lightmouse, Iain99, Canadakid2, Hulkkk01, WacoJacko, Fratrep, Gunmetal Angel, Maelgwnbot, Anakin101, Andrij Kursetsky, Braves3005, Kid13, Relffehcs, MichaelIvan, Dabomb87, Ylerta, DRTllbrg, Bigmoosextreme, Gdemet, Asher196, CLShortFuse, ImageRemovalBot, WikipedianMarlith, The amazing Magic idiot, Martarius, Infernal Inferno, ClueBot, Lordofpigs, Fintan123, The Thing That Should Not Be, EoGuy, Redd Baron1, Arakunem, Rhonin the wizard, Wikieditz, HweeWieng, SuperHamster, BLOWA-HOE69, Thunderkatz, 91at1, Link006, Ansh666, Harland1, The luigi kart assasions, Poomachine, Ryou-kun16, Redsox is back, Lagman7700, Puchiko, TheGoonSquad, Gu1dry, Excirial, Dudago, Resoru, Funke73, Kaizoku2, Abraham lincoln lives, Leonard^Bloom, Estirabot, NuclearWarfare, Suicide2003, Aeds17, Pooppooppooppoop22, Mewtu, ChrisHodgesUK, Thehelpfulone, La Pianista, IntfictExpert, Dill1015, Thingg, Darren23, 13dbaker, Footballfan190, Anarkangel, Versus22, Mariannete, Tezero, Madgod666, Darkhero7, Noobhunter78, Jonathan105, DumZiBoT, Tynetrekker, CBMIBM, Conleh, InternetMeme, XLinkBot, Heartbreakkid04, Eeeee5, Pker45, Oster316, Bbj46, WikHead, Badgernet, OlenWhitaker, Gazimoff, Vianello, Gtamonster, DracIsBack, Pdc005, Y2008sw, Addbot, Paper Luigi, PilsnerUrquell, Some jerk on the Internet, Dawynn, Landon1980, Metalwario, Whsc5, Whsc6, Megata San-shiro, Celidus, Dvmsnicster, Jackinthebox121, Cponte87, Someguyfromhell, LazyBone91, Cst17, Skibicks123, MrOllie, Mmkirby, Sheahunter1, Dif04, Dhscmmtech, Leucius, MiBallsIsHarri, AndersBot, SoloWing3844, Favonian, Eriaii, NGDasun, Cpeteron12, DarkTigerLord, Xosder43, Tide rolls, Superspanky2010, Blueblade0, MuZemike, CryptographicHash, NewYorkStyledCheesecakes, Poshycat, Ebuckcuf, Kraid117, Luckas-bot, Yobot, Legobot II, ChatRoomSeries, Popcorn is already in use, Amirobot, Emanuel9405, Wikipedian2, Livy, BAPACop, Ayrton Prost, Eman9405, Mckenzie1995, Nybiker1, Bajing olympics, AnomieBOT, DemocraticLuntz, Krelnik, Jim1138, IRP, Nhern4, Sappy161, Mcjakeqcool, DilHobo, Fignuss IV, Giants27, MaterialsScientist, SnorlaxMonster, Max Laguna, Xqbot, Belasted, Warmpuppy2, Digifan23, Pto911, Joehollister1, Nasnema, DSisyphBot, Slimac55, J JMessery, Pmlineditor, Armbrust, BaboonOfTheYard, Sergexcross73, Jorsha, WackyBurrito, Wikieditor1988, GXlighter, ZanterXD, Energybender, Freddaveg, N419BH, Maddawg05, PM800, Sesu Prime, Mario64kid, Acdfantony, Krakalaken, FrescoBot, Guinea pig warrior, Link83, MISTY-FAN4EVER8887, HjacksonvVT, Sky Attacker, Shortie43504, Lxloomis, NGSF, Bebeep, Chard513, Otchiman, Timjames47, Rapsar, Moneeb chaudhry, Prodigymx, PrincessOfLlyr, Jonesey95, Mexicans33, Eagles247, Smuckola, Cax17, Luph25, Toonwiki, Secret Saturdays, Salvodrim!, BADDAMAN, GoneIn60, Bg4378, DellTG5, DC, Xxcom9a, Augustus the Pony, Mariacer Cervantes, Juhko, Commandr Cody, Vadde, Martin IIIa, Lotje, Sillent DX, Reaper Eternal, Chrissy123, Wschlitz, Superrailers, Tshotch, Reach Out to the Truth, Minimac, Supergamecube999, Homerjay95, NES Wii, Dan6534661, Alligatorinator, Sonicdude558, Noommos, MXXX-309, Indy500noah, Mausmalone, The Stick Man, Salvio giuliano, Sapslaj, Kevin1gamer, EmausBot, John of Reading, WikitanvirBot, AmericanLeMans, Heracles31, Justinful, RA0808, ChokeSlamFromHell, Pincerr, Emotionial being, Spaz245, NotAnonymous0, 36912a, Captain Ran, Somebody500, Niallzi, Djllollyb, Hounder4, Yourm0m937, Iamcool234, Ummwat, Turtlemay, Liquidmetalrob, Beamer103, Josve05a, Odokee, Rachudante, Jesusavedmeandu, WatWatButt, Anonmudkip, Therockerboy161, 2therockerboynerd, Unreal7, SuperMarkio, Naruto1671, Alborzagros, Donner60, Wikiposter0123, Asdfsfs, Golfcourseairhorn, Cat100004, ChuispastonBot, Evan-Amos, Dorsal Axe, 123GhostMonkey, TheTimesAreAChanging, LUxlii, ClueBot NG, Cars4me, Satellizer, Mtxr, PtoatozGunaPtate, Milesgabourel1, Smokeyfire, Snotbot, VanishedUser sdu8asdad, Krystallinity, Easy4me, Rukario-sama, Widr, Juan C. S. H., Gultejp, ARadioheadSong, VVikipedia343, HMSSolent, Jeza norway, Calidum, LGBlake, BG19bot, Nunkol, Lafitup, Gabriel Yuji, Autotaker, StealthMantis, Caboose2233, Kagundu, Pdiddyjr, SwordsGuy11, Arkhandan, Meelow100, GameboyMad, Redracer968, Superner11, PhilipTerryGraham, Mcelvis1234, MrBill3, Darrman, Klilidiplomus, FrederickE, The1337gamer, BattyBot, Yodonthav, FourthLineGoon, David.moreno72, HueSatLum, Poopmai, Cup o' Java, Jorobino, Michael Chauhan, ABunnell, Yoshiman6464, Mrlovelygame, Zzic-

- cardi, The Anonymouse, Liudant, Ueutyi, Hm.oostanaula, DarkToonLink, Magicperson6969, Schmorgyborgy, SegaKing247, Dantendoink, Justinford12, Kevinfrombk, Yomamo123, LunaGOGO, Beesnizzle, Redeagle2000, Windowpuncher, Jackmcbarn, DAN707077, Malcolm9925, TheLennyGriffinFan1994, VanishedUser sdu9asdsopas, Konveyor Belt, Game4brains, EtonGames, Thewikiguru1, Lordtobi, The Gamer 91, Noctis1436, Hunterman3500, LinkSm2, Monkbot, TropicAces, Guy322, BethNaught, Prisencolin, BillyHatcher2014, Mikeis1996, Kaboom! RogerRedAnt, Kevin123456789111, Owlleaf, Supermario123, Sephirothkefka, TheMagikCow, Quaker Qweer, 0x8E8, Moka Mo, Zacharyalejandro, Frevel8093, Cartakes, Classclown6, Pyrotle, Sauske824, Unorginal 2015, Gamingforfun365, Superyoshi246, JaybrossClassicPinguFan, Swag104i5, Mit-tyler, Zachary Lawler, Thealejandro13, Feminist, Betrerr, KristenMaura, Majora, Master Bruce69, LTPofficial, Joshhoover2004, Helterskelter80, Sonic penguin, InternetArchiveBot, QXQXQXQX3, Plysonin, GreenC bot, Davidbeals.000, Francesco Mail Images, Hardy Ardy Bardy, TheJobro64, Stick lizard 2, AverageJ123, AhhahajjdqujNz, Bender the Bot, II.Super Legendary.II, 911 eolgi, ZaScarf, WiiU, PrimeBOT, Pikapowerpwnd, Stewart Little, Andy6496, Losermeme, KingSky-Lord and Anonymouse: 1756
- **GameCube controller** *Source:* https://en.wikipedia.org/wiki/GameCube_controller?oldid=773227396 *Contributors:* Chowbok, Bender235, Deathhawk, New Age Retro Hippie, Ritz, Sanjuro, Cyko149, Froth, Kkmurray, Thegreyanomaly, ViperSnake151, Ryukotsusei, SmackBot, ReyVGM, Lone Guardian, Alphathon, Hope(N Forever), Cydebot, Gogo Dodo, The Obento Musubi, Jhsounds, Jwisser, R'n'B, CommonsDelinker, VolkovBot, Liko81, S. M. Sullivan, Superjustinbros., Wonchop, Mild Bill Hiccup, Niceguyedc, Sonixrulerz, Resoru, Project FMF, Blackslime, Addbot, The Sage of Stamford, TVippy, Yobot, Subzerosmokerain, Purplebackpack89, Tomballguy, Sergecross73, Energybender, Phin68, Link83, Secret Saturdays, GoneIn60, Declan Clam, Matthewmoncek, E-Asiegbu, RjwilmsiBot, Takinzimnia, Hounder4, TheGGoose, The bubonic j, Evan-Amos, ClueBot NG, Satellizer, BG19bot, Jvjordi1, Maxzutter, Stevoisiake, Favre1fan93, 22dragon22burn, Yoshiman6464, Zziccardi, Zrksyd, Munchman15, VanishedUser sdu9aya9fs232, RollTideRollTideRollTide, TheDookMaster, WhosYourBossNow, Eqy, Skr15081997, Monkbot, Ozdarka, Prisencolin, IHateComingUpWithUsernames, Zucat, Zacharyalejandro, Hvaara, Mediavalia, InternetArchiveBot, GreenC bot, MuffinInTheSky, Bender the Bot, PrimeBOT, The Okay-At-Best Mr. IS and Anonymous: 52
 - **Nintendo GameCube Broadband Adapter and Modem Adapter** *Source:* https://en.wikipedia.org/wiki/Nintendo_GameCube_Broadband_Adapter_and_Modem_Adapter?oldid=767086037 *Contributors:* Damian Yerrick, Bender235, CyberSkull, Goldom, Wtshymanski, ZakuSage, Pagrashtak, Robertvan1, NeOak, Closedmouth, Stx, Ryukotsusei, Onesimos, OrphanBot, Nova Prime, TJ Spyke, Marysunshine, Courcelles, Kev19, Cydebot, Netkgb, Thaddius, Thijs!bot, Martiniturbide, Widefox, Scepia, Blue Swirl, Myutopian, Bovineboy2008, WarddrBOT, Sherlockindo, ImageRemovalBot, Resoru, Simdude2u, Ost316, Addbot, MuZemike, Nybiker1, JoeNES, MichaelXX2, Smuckola, John of Reading, ClueBot NG, True Tech Talk Time, The1337gamer, Themariobrosadvance, Yoshiman6464, Zacharyalejandro, Childishbeat, Communal t, BobM73 and Anonymous: 29
 - **Nintendo GameCube technical specifications** *Source:* https://en.wikipedia.org/wiki/Nintendo_GameCube_technical_specifications?oldid=767487957 *Contributors:* Indrian, Bender235, Malcolm, Cydebot, Tikuko, Niceguyedc, Resoru, AnomieBOT, LoggoGR, Smuckola, GoneIn60, Dewritech, JosJuice, Asdfsfs, Michelko, BG19bot, FourthLineGoon, Yoshiman6464, Serpinium, Oranjelo100, Eldizzino, DrFli2401, Fmadd and Anonymous: 12
 - **WaveBird Wireless Controller** *Source:* https://en.wikipedia.org/wiki/WaveBird_Wireless_Controller?oldid=769897540 *Contributors:* Damian Yerrick, Furrykef, K1Bond007, Playwrite, Rich Farmbrough, Xezbeth, Bender235, Swid, Evice, Thunderbrand, Deathhawk, Jason One, CyberSkull, Bart133, Mahanga, Ritz, Hbdragon88, Mxcl, Omega21, Wbwither, BD2412, Luigi2, Koavf, Dar-Ape, El Cid, Atomic Cosmos, Consumed Crustacean, NTBot-enwiki, Rhindle The Red, Pagrashtak, RattleMan, Falcon9x5, Thegreyanomaly, Yolanch, Jeff Silvers, SmackBot, Pielover87, Oscartheecat, Zombie13, Onesimos, Alphathon, Checco, Adavidw, Stratadrake, TPIR-FanSteve, Judgesurreal777, 252671, CmdrObot, Mika1h, Stevo1000, Nicklegends, Cydebot, Cambrant, Anybody Listening?, Dancter, Thaddius, Daven200520, Karadoc-enwiki, X., BrokenBeta, Drewboy64, Aurabolt, Silver Edge, Mentifisto, BokicaK, Sean K, Utumaroun, Jhsounds, Ex-Nintendo Employee, VoABot II, الاديون ي, Gimlei, CommonsDelinker, Luigilos, Richiekim, AlphaFactor, Sd31415, Keakster, Ajfweb, Scabloo, Thunderbird8, Vanished user 82345ijgeke4tg, EoGuy, Xenon54, Resoru, Project FMF, DumZiBoT, Bearsona, Addbot, Wikipedian314, Americanfreedom, Lightbot, Blueblade0, MuZemike, Yobot, Subzerosmokerain, AnomieBOT, JoeNES, Metor-enwiki, GrouchoBot, SassoBot, Sesu Prime, Link83, PleaseStand, Kerrick Staley, SporkBot, Evan-Amos, Bonelayer12864, ClueBot NG, Teddylb, Cyberbot II, Dissident93, Yoshiman6464, Kjphill1977, GreenC bot, Fmadd, Bender the Bot and Anonymous: 77
 - **Panasonic Q** *Source:* https://en.wikipedia.org/wiki/Panasonic_Q?oldid=768353618 *Contributors:* Arvindn, Edward, K1Bond007, Tonius, Ed g2s, Kirvett, Academic Challenger, Radagast, AngelHedgie, Lockeownzj00, Halo, Discospinster, Silence, Diceman, Jason One, CyberSkull, Jtalleo, Seancdaug, PoccilScript, Admrboltz, Combination, Infosocialist, Ttwaring, Czar, Kakurady, YurikBot, Oni Lukos, WulfTheSaxon, Pagrashtak, Snkcube, Malcolma, Anetode, Xino, Jedi6, XSTRIKEx6864, SmackBot, F, Nihonjoe, Boffo, WikiPedant, OrphanBot, Charlesr, Hope(N Forever), EddieVanZant, Rev-san, Temoshi, Grandy02, JohnnyWestlake, TJ Spyke, SubSeven, DKqwerty, Cydebot, Gogo Dodo, VG Cats Tipe 2, Col. Hauler, BokicaK, Gioto, East718, VoABot II, GRAND OUTCAST, Nintenboy01, AOEU, Chaz1dave, RockMFR, AntiSpamBot, D1a8n2, Philip Trueman, Wiae, SieBot, JtheUserMan, Bloodzombie, ClueBot, Dekisugi, Ottawa4ever, Project FMF, InternetMeme, Ost316, SilvononBot, Addbot, LordXaero, Lightbot, MuZemike, Broughman96, Arcane.depiction, Maniadis, Gensanders, Ufo karadagli, Tfactor, Secret Saturdays, Plasticpork, Martin IIIa, GoingBatty, Iamstd2, Rangoon11, Evan-Amos, This lousy T-shirt, Widr, Helpful Pixie Bot, MusikAnimal, Pdiddyjr, Hmainsbot1, Yoshiman6464, Epicgenius, Opio2000, TheLennyGriffinFan1994, BillyHatcher2014, Joey7777777, Quaker Qweer, Zacharyalejandro, KristenMaura, GreenC bot, Fmadd, PrimeBOT, JosVan and Anonymous: 77
 - **Dolphin (emulator)** *Source:* [https://en.wikipedia.org/wiki/Dolphin_\(emulator\)?oldid=772380467](https://en.wikipedia.org/wiki/Dolphin_(emulator)?oldid=772380467) *Contributors:* Damian Yerrick, KAMiKA-ZOW, Jh51681, Rich Farmbrough, WikiPediaAid, Bender235, Thunderbrand, Bobo192, Gary, TheParanoidOne, CyberSkull, Computerjoe, Jeffrey O. Gustafson, Qwertys, Kbdank71, Akhenaten0, RussBot, Chrisballinger, Toehead2001, Snarius, Falcon9x5, Re-Cover, Rehevkor, SmackBot, Knilt, Timotheus Canens, Whollabilla, Metalim, Frap, Pdk, Doberman Pharaoh, Tranceit, Derek R Bullamore, Marcus Brute, Teancam, Coresdat, Nova Prime, Hope(N Forever), Andrwsc, TJ Spyke, Blakegripling ph, Mika1h, Cydebot, Wikien2009, Mblumber, Dancter, Alaibot, Jedibob5, Martin Rizzo, Kbthompson, TTN, Jhsounds, Sonicadvance1, Szh-enwiki, Theoadislong, 28421u2232nfenfcenc, Acid 1, GermanX, Rettetast, CommonsDelinker, EvilHom3r, RockMFR, CFCF, AltiusBimm, Gurchzilla, Masky, Sd31415, KylieTastic, GCFreak2, VolkovBot, Colinto, Magnusmaster, TXiKiBoT, Oshwah, EmuWikiDude223, Genium, Falcon8765, FutureDomain, AlleborgoBot, Svick, Hendricks266, AutoFire, Martarius, ClueBot, Tomajko, Pjc-x, Gonei72, Niceguyedc, Mewtu, Chrorlando, Hyins, Addbot, Megata Sanshiro, Mac Dreamstate, 5 albert square, JediVulcan, Bultro, Shinobi MVP, Ricieloco, Megaman en m, BlueMario1016, Ben Ben, Luckas-bot, Yobot, Fraggle81, Nyat, Delroth, AnomieBOT, Overmannus, Vanished user x10, Noq, KiasuKiasiMan, KoveytBud, LilHelpa, Xqbot, I Feel Tired, CoolingGibbon, Iwolfblake, Abdul qayyum 1986, Abigor, Grakiao, Oehr, CHR15x94, FrescoBot, 9rockky, ZenerV, Shuffle2222, PigFlu Oink, 1AZ8UD86IKG34HDUVX, SwooshyCueb, Tom.Reding, Smuckola, Usuedik2, Francis E Williams, Azatos, Exaslave, Mewtwo465, Bvdbijl, HeinzlderMannn, John of Reading, Extreme64, Bykfiend42, Odokee, Uyabba, Aavindraa, AManWithNoPlan, JosJuice, ChuispastonBot, Nin2020, Wikinium, Awesomeness95, Shaddim,

Kevonni, Rukario-sama, Danim, HappyLogolover2011, Wbm1058, BG19bot, DmitryN, WikiTryHardDieHard, Scnz, Arkhandar, Isacdaavid, Soloa43, Parlane, Joshjord, Googol30, Cyberbot II, Earflaps, Codename Lisa, Mogism, Makecat-bot, MasterGamerNo1, AlexChien4963, Zziccardi, SolarStarSpire, MayImilae, Oranjelo100, Eedddg1, Amortias, PremiumBananas, MWill75, Moka Mo, Mjart14, Emulator newsguy, PPLToast and Anonymous: 254

- **List of GameCube games** *Source:* https://en.wikipedia.org/wiki/List_of_GameCube_games?oldid=772410327 *Contributors:* Mintguy, Rbrwr, Norm, Delirium, Ahoerstemeier, Timwi, K1Bond007, Bearcat, LGagnon, Mushroom, ZJP, Gtrmp, Netoholic, 141, JamesHoadley, PiaCarrot, Maroux, Jmmurphy, Wmahan, Gadfium, Chored, Jossi, Phil Sandifer, Tubedogg, Grunners, Marcus2, D6, Slady, Discospinster, Rich Farmbrough, Blade Hirato-enwiki, Bender235, ZeroOne, Mairi, Thunderbrand, AshSert, Circeus, Nsaa, Jason One, BluesX, CyberSkull, Tarage, TheDotGamer, Ianblair23, Steinbdj, Oking83, New Age Retro Hippie, Y0u, Mahanga, Marasmusine, Ian Moody, Brazil4Linux, Thorpe, SwordKirby537, Poiuyt Man, Fbv65edel, Drizzt2, ADeveria, BD2412, Cabutt, Sdornan, Ukdan999, SMC, Notorious4life, Remurmur, Wackelpudding, Czar, Jonny2x4, D.brodale, SeraphX3, Benlisquare, Bgwhite, YurikBot, Jasonglchu, Shrek32, Prophet15, Pagrashtak, Astral, Welsh, Doctor33, Thiseye, Saberwyn, Misza13, IceCreamAntisocial, Thegrey anomaly, Xino, WCX, N. Harmonik, The-, JQF, Jedi6, NeilN, SmackBot, TheBilly, C.Fred, Eskimbot, Liasos, Dragonilm-enwiki, Guermantes, Atticuslai, The Rogue Penguin, Ned Scott, StingX, Tscabot, Egsan Bacon, Chlewbob, Mr.bonus, Mr.Z-man, A WikiFan, Doberman Pharaoh, Tehw1k1, Knuckles sonic8, TheListUpdater, Slakr, Beetstra, Dajal, LuminousSpecter, Kurtle, TJ Spyke, JeffW, JensenDied, Mika1h, Sinnyo, Karenjc, Soporific, Cydebot, HokierNB, Dancter, Odie5533, DumbBOT, Slordak, Thijs!bot, Jm3, JNighthawk, AtlantisX, SNS, Yettie0711, Vitoraraujo, TangentCube, TarkusAB, Salavat, Jayron32, Jj137, Tmopkism, RobJ1981, Jhsounds, Vendettax, PresN, JANDbot, Queen of Swords, Nthep, Timkovski, Outside-enwiki, Magioladitis, Dark Duelist 5000, Jllm06, Avicennasis, KConWiki, Andymania, Lkk, ColdthroatEskimo, Death Master, BadBull, MartinBot, Dan457j, Ceros, J.delanoy, Geologik, Regini, Dispenser, Flash13, Masky, Bones999, Mega Man 5, VolkovBot, Floppydog66, Bovineboy2008, WOSlinker, Maxtremus, AeronPeryton, Rpgking4, Yeti420, Digi-wld1, Kolano, SimOn20, Unused000702, Hornpipe2, Triwbe, Vanished user 82345jigeke4tg, EternalWashuFanboy, Jdaloner, Culture-Drone, Simplebowman, TubularWorld, Bratz12, Mx. Granger, Martarius, ClueBot, History Wizard, Mild Bill Hiccup, Niceguyedc, Applemann, Russ Davis, Randomran, Dalric, Aitias, BarretB, Ost316, Penale52, Ogat, Nsrodgers, Krimpov, Entitled, Addbot, JoshuaKuo, Wikipedian314, CarsracBot, Tassedethe, Chrobel, MuZemike, Aether7, Ben Ben, Yobot, AnomieBOT, Krelnik, The Banner, CoolingGibbon, Armbrust, Sergecross73, RibotBOT, PixelChief, Redrose64, LittleWink, Spidey104, Salvidrim!, Lightlowemon, Callanec, Takinzinnia, Azerty312, Andromedabluesphere440, Hydao, Weird-tom, Futurama De Off, Evan-Amos, TheREALCableGuy, ClueBot NG, 201Two, Easy4me, JuventiniFan, Rukario-sama, Lowercase sigmabot, Geraldo Perez, Mark Arsten, Kaiserland77, DPL bot, MartynMW, The1337gamer, Jbdodson, Jayson6561, SprinterBot, Poopmai, Kaiserland77webmaster, Partingoceans, Yoshiman6464, Lugia2453, Chandlerb67, LoK Wiki, Pytor, Charles serget, Kaztheberserk, Erquint, Taurus94, Fundingmoney, Keviemann94, Kevdaspyda, Acepuyoursleeve, Kevbrook, MrLavisherMoot, DangerousJXD, Zacharyalejandro, Dreamian, JaybrossClassicPinguFan, Communal t, GreenC bot, CtheGameCubeGuy, What cat?, The-receiver and Anonymous: 262
- **List of best-selling Nintendo GameCube video games** *Source:* https://en.wikipedia.org/wiki/List_of_best-selling_Nintendo_GameCube_video_games?oldid=772952617 *Contributors:* David Edgar, Xanzzibar, Bender235, Igordebraga, Bgwhite, Anomie, Crisco 1492, Th1rt3en, SmackBot, Colonies Chris, Alphathon, TJ Spyke, Cherry Cotton, Stardust6000, Mika1h, Cydebot, Zomic13, X201, Philip Trueman, JohnnyMrNinja, History Wizard, Rhonin the wizard, Tezero, Ost316, Yobot, AnomieBOT, Sergecross73, FrescoBot, Shortie43504, Jonesy95, Hadger, Jack Greenmaven, Awesomeness95, Easy4me, Hubcapp, Apolo13, Papa Lima Whiskey 2, Cyberbot II, DoctorKubla, Totentänzer, PhantomTech, Sives, Monkbot, Moka Mo, Zacharyalejandro, Laughing Elephant, Communal t, Stro23, Foreverevil007, Pieverse, GreenC bot, Jason92219, OrlanderOx and Anonymous: 55
- **1080° Avalanche** *Source:* https://en.wikipedia.org/wiki/1080%C2%B0_Avalanche?oldid=757743791 *Contributors:* KAMiKAZOW, Mulad, K1Bond007, Horst F JENS, WikiFan04, Quarl, Jayjg, Bender235, CanisRufus, Bendono, Jason One, CyberSkull, ReyBrujo, Drat, Tabletop, ADeveria, Combination, Remurmur, FlaBot, Czar, RussBot, Kimchi.sg, Jaxl, Tony1, Gujamin, N. Harmonik, Smurray-inchester, RhYnoECfnW, Moomoomoo, SmackBot, Bluebot, Unknown Dragon, Oscara, Victor Lopes, Triforce of Power, SingCal, Nova Prime, Fryguy64, TJ Spyke, Ken Gallager, Cydebot, PV250X, BetacommandBot, Thijs!bot, FireDragonValo, X201, Loves Nintendo!, Prolog, RobJ1981, Symbiotes, Manochese, Jigahurtz, Propaniac, Magioladitis, Joshnickerson, Yellow Mage, Andyo14, Transit1, Masky, Varnent, Bovineboy2008, WOSlinker, TXiKiBoT, Snowbot, Ashnard, HansHermans, Miremare, Vanished user 82345jigeke4tg, Sherlockindo, Kumioko (renamed), Tigerruby, ImageRemovalBot, Martarius, Ellassint, DerBorg, Nextairjordan, Addbot, Paper Luigi, Megata Sanshiro, LAAFan, Mully006, MuZemike, Yobot, Mr T (Based), Commander Shepard, PizzaofDoom, SeQel, Obersachsebot, XxTimberlakexx, Salvidrim!, Trappist the monk, Lorson, EME44, Fæ, Δ, Frietjes, Kasirbot, Achowat, The1337gamer, Travis.rigas, Lordtobi, SantosPhillipCarlo, ClassicOnAStick, D2F0F5, Anarchyte, Owen313 and Anonymous: 48
- **Amazing Island** *Source:* https://en.wikipedia.org/wiki/Amazing_Island?oldid=761470917 *Contributors:* Darkwind, K1Bond007, Xezbeth, Bender235, Alansohn, CyberSkull, Sade, TheDotGamer, RJJFR, Rjwilmsi, Gurch, Czar, Hibana, Gaius Cornelius, Kimchi.sg, GeeJo, N. Harmonik, That Guy, From That Show!, ProvelT, Chris the speller, Verrai, Can't sleep, clown will eat me, Unknown Dragon, The Prince of Darkness, CmdrObot, Tawa410, Cydebot, Shadow the Edge-hog, BetacommandBot, X201, RobJ1981, MegaTailzChao, Endlessdan, Ding Chavez, Varnent, VasilievVV, Bovineboy2008, Unused000702, Miremare, Galanoth7395, ImageRemovalBot, Fishcatcher, Project FMF, Addbot, Megata Sanshiro, SpellingBot, Yobot, Fraggel81, DASHBot, Benstoneking, SporkBot, BattyBot, Khazar2, Dissident93, Helsabot, AdrianGamer, ClassicOnAStick, Dracolych, PrimeBOT and Anonymous: 43
- **Animal Crossing (video game)** *Source:* [https://en.wikipedia.org/wiki/Animal_Crossing_\(video_game\)?oldid=768438719](https://en.wikipedia.org/wiki/Animal_Crossing_(video_game)?oldid=768438719) *Contributors:* Damian Yerrick, William Avery, D, Wwwwolf, Ixf64, Ahoerstemeier, Evercat, Conti, Andrevan, Tediuz Zanarukando, WhisperToMe, Saltine, K1Bond007, Owen, MK-enwiki, Jaleho, R3m0t, RedWolf, Academic Challenger, Rholton, Moink, Mushroom, Carlj7, Somercet, Gtrmp, Nifboy, Misterkillboy, NessSnorlax, Bradeos Graphon, NekoJustin, Ssd, FriedMilk, Jmmurphy, Chrismeare, Karl Naylor, Evilweevil, Bobblewik, Golbez, Wmahan, Architeuthis, Gadfium, SareOfVulcan, Sonjaa, Rushoffailure, Joi, MacGyverMagic, Harry R, Morgan695, Sam Hocevar, MementoVivere, DMG413, Adashiel, Crynud, Freakofnurture, Rich Farmbrough, Vague Rant, Hazz, Melt-Banana, Pseudo Intellectual, WikiPediaAid, Pnevares, Evice, Ht1848, Sockatume, CanisRufus, Pjrich, Nickj, Matteh, Thunderbrand, Deathhawk, KinkoBlast, Mochi-enwiki, Cohesion, BCampbell, PiccoloNamek, Pschemp, Apostrophe, TheAL, Jason One, Alansohn, Qwe, CyberSkull, Sade, Redfarmer, Bart133, ReyBrujo, Garzo, Amorymeltzer, AquaDoctorBob, Drat, Mikeo, Zxcvbnm, Krellion, MIT Trekkie, Alai, Tsuba-enwiki, Kouban, Nosferatu Alucard-enwiki, New Age Retro Hippie, Dan100, Red dwarf, Dingobully, Mongolian-Moose, Marasmusine, Kelly Martin, Smoke, Firsfron, LizardWizard, Chiphead, Dustball, Trogga, TheGreatDave, Schzmo, Optichan, Tokek, Combination, Magister Mathematicae, BD2412, Kbdank71, Luigi2, Zoz, Rjwilmsi, Tim!, Jake Wartenberg, Tawker, Dangerous Angel, Nneonneo, ElKeybo, Mecandes, Dar-Ape, Remurmur, Yamamoto Ichiro, DirtyWilly, A Man In Black, DocDragon, FlaBot, Ian Pitchford, PinkDeoxy, Master Thief Garrett, Zooba, Czar, Atomic Cosmos, Michael Hopcroft, Jonny2x4, Bamboozler, Dragon's Light, Ih8evilstuff, Hibana, Liontamer, Chobot, Flamedude, Mhking, Actown, Abby724, Gwernol, Sonic Mew, Wack'd, BuddyJesus, Khisanth,

Gyre, Mukkakukaku, FlareNUKE, Erachima, ~Viper~, RussBot, WikidSmaht, Okedem, Enderu, Gaius Cornelius, Alex Bakharev, Kimchi.sg, Pelago, Smash, Wiki alf, Pagrashtak, Jaxl, Welsh, ElRyacko, Maikeru Go, Scaredofme, Thiseye, Derex, Matthew0028, Saberyn, Mikademus, Oconno, Cosmotron, Shadow Ralts, CLW, N. Harmonik, Simmemann, Wknight94, FF2010, Joshua368, 21655, Cpl.Punishment, Nezuji, Closedmouth, Arthur Rubin, Spring Rubber, Aeryka, Josh3580, Th1rt3en, Kirix, Tomnook10, StealthFox, Ink Pudding, Smurrayinchester, Bly1993, Jeffreymanus, HurricaneJeanne, TJF588, Ryukotsusei, Kurtisnelson, That Guy, From That Show!, SmackBot, Dark121, Radak, TheBilly, Volcanictelephone, Khfan93, Alexie, Hydrogen Iodide, McGeddon, Werthog, Davewild, ScaldingHotSoup, Harrygold, Edgar181, Aksi great, Gilliam, Ohnoitsjamie, Oscarthecat, Ppntori, EyeBall226, Uberushaximus, Parrot-head1983, Dave B, Liamdaly620, Alumni, Iamstillhiro1112, AlexDitto, Charles Nguyen, Krallja, Darth Panda, Wounded625, Can't sleep, clown will eat me, Unknown Dragon, Fuhghettaboutit, Tvaughn05, Nakon, Poopdeck, DoeEyes, Dreadstar, Wirbelwind, Anoriega, Derek R Bullamore, Vessol, Sonic Hog, Unknown Shadow, Tehw1k1, Triforce of Power, Yoshi ~, Pilotguy, Isequal, HighwayCello, ArglebargleIV, Harryboyles, Axem Titanium, Supremesonic, 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PerfectStorm, FangzofBlood, Oliver202, SNS, John254, Evan1109, James086, X201, LOG IN, Jonny-mt, The Culprit, TarkusAB, Silver Edge, Icecap4, Salavat, Hukt own fonikz, Mentifisto, Teamrocketspy621, AntiVandalBot, RobotG, Majorly, Animalxing4ever, Pokemon200, Punctured Bicycle, Catprog, RobJ1981, Xtra3847, General456, Jhsounds, Vendetta, Jack skellington, Dead Screen, Myanw, Jimafu, Inpractice, Tony Myers, ThomasO1989, Stellmach, Timkovski, ThiagoSimoes, Meltd0wn, Ratchet&daxter, Jigahurtz, Wiki for dummies, Inven13, Doshindude, Frankyboy5, VoABot II, MartinDK, BriguY9876, Grishnovik, BradleyNellis, CTF83!, Kotsolis, Balloonguy, Cooper3456173, JaffaCakeLover, HarryLC, FMAN, Miss Mondegreen, Thedreamdied, Thibbs, Gyroid, StormCommander, DerHexer, Swordsman04, S3000, MartinBot, MaraNeo127, R'n'B, RockMFR, J.delanoy, Trusilver, DomBot, :Alex:, Extransit, Cuddly Panda, Bradgnoyes, Katalaveno, Ender214, Arbayer2, Dividing, Brucefry, Crimson 42491, Ace of Jokers, Mega Man 5, Casper10, SixteenBitJorge, Mincebert, Thebelltree, Alan012, Xariana, Dorftrottel, S (usurped also), Halmstad, OriginalJunglist, WheehW, Lights, Bse3, Luigirules, ABF, Miles Blues, PhilTorDoc, Hersfold, Bovineboy2008, Bless ya, Natg 19, McMe 3!6, Ben Hall13, Mailmann, Superjustinbros., Haseo9999, Denmengenash, Nukleoptra, @pple, Enviroboy, NoNameJ, Shadow stormer, OrangeAipom, Runewiki777, DigitalC, Unused000702, Cruise meerkat, FlowerFaerie087, Pink-Polka-Dot, Tom1729, Miremare, Vanished user 82345jigeke4tg, Oda Mari, Ferret, Oxymoron83, Vancyon, Thehotelambush, Lightmouse, Charliechopedia, Microphone360, Alex.muller, Rctgamer3, La Parka Your Car, Zil, Legendgirl12345, TypoBot, Yair rand, Cocoapropo, ImageRemovalBot, ClueBot, LAX, Jishmeister, IceUnshattered, EoGuy, Jappalang, Drmies, Wikiedittz, Walkingonthesun, SophieLyon, F-402, Welsh-girl-Lowri, Chykka207, Footienerd, Mynameisnotpj, Resoru, Vincent Slander, CtrlAltDelite, Novil Ariandis, Batista1220, Arjayay, Razorflame, Handcannonbeast, 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Animalcrossingfan GC, Mario9996, 2justice4no1, Cylingsolwayshrimp, RA0808, H3llBot, A Thousand Doors, SuperAlpaca, Cjhwq82rmcs37lu6, Δ, Fananimalcrossing099, Mclm, ClueBot NG, Hlink101, Red Hair Bow, Easy4me, Vidpro23, John-west1999, JCwiki21, The1337gamer, Yodonothav, Christophe95, Randomduch, 22dragon22burn, SNAAAAKE!!, Leavethelighton, Dissident93, Mogism, VirtualRash, Zharkaer, MarioZelda128, Joshtaco, Brian.bakkala, Magicperson6969, DeriLoko2, Shicky256, Kevinfrombk, Jose242001, Nintendo3271, Game4brains, Kringel1, Landingdude13, ClassicOnAStick, Zacharyalejandro, InternetArchiveBot, HeidyIsabel, GreenC bot, PrimeBOT and Anonymous: 887

- **Baten Kaitos Origins** *Source:* https://en.wikipedia.org/wiki/Baten_Kaitos_Origins?oldid=760945028 *Contributors:* Sean, Michael Hardy, KAMiKAZOW, Jerzy, David Gerard, Bender235, Thunderbrand, Storm Rider, Grutness, TheParanoidOne, CyberSkull, ABCD, Snowwolf, ReyBrujo, Zxcvbnm, New Age Retro Hippie, Mahanga, Ixistant, Mindmatrix, SwordKirby537, Gimboid13, Rjwilmsi, Chiefmartinez, Remurmur, Platypus222, Hibana, YurikBot, Epolk, Kimchi.sg, Smash, Pagrashtak, Jaxl, Misza13, VederJuda, N. Harmonik, Closedmouth, Smurrayinchester, Jedi6, Doom127, DVD R W, Tphi, SmackBot, Mr. Pointy, Geoff B, Chris the speller, Tree Biting Conspiracy, EmperorBrandon, The Rogue Penguin, Can't sleep, clown will eat me, OrphanBot, Unknown Dragon, Zeta26, Ivysaur12, TenPound-Hammer, TJ Spyke, Turtleheart, CmdrObot, Mika1h, Cydebot, Steel, Code link, Zyxx, Slordak, BetacommandBot, Thijs!bot, Patrician Vetinari, X201, TarkusAB, RobJ1981, Kaobear, Jingleboy, Luvboat, Ashogo, 0carinaoftime, Ryonslaught, Rolan the Judgmaster, Thoroughbred Phoenix, DreamingLady, Bovineboy2008, Darklordmrfrodo, VeblenBot, Unused000702, Miremare, JohnnyMrNinja, Sfan00 IMG, MightyLink, Swindbot, Tezero, Addbot, Megata Sanshiro, LilHelpa, Sergecross73, ASOTMKX, Thehelpfulbot, Trappist the monk, NeoGenPT, DASHBot, Miszatomic, Triv642, ArmbrustBot, ClassicOnAStick, InternetArchiveBot, Owen313, PrimeBOT and Anonymous: 107
- **Baten Kaitos: Eternal Wings and the Lost Ocean** *Source:* https://en.wikipedia.org/wiki/Baten_Kaitos%3AEternal_Wings_and_the_Lost_Ocean?oldid=760102460 *Contributors:* Wwwwolf, KAMiKAZOW, Charles Matthews, David Gerard, Nifboy, Bkonrad, Mboverload, DoubleCross, Neic, Marblespire, Apostrophe, Alansohn, SnowFire, CyberSkull, Scuirinae, Zxcvbnm, Tsuba-enwiki, New Age Retro Hippie, Kelly Martin, Firsfron, Veemonkamiya, Mindmatrix, Pichu0102, Tabletop, Graham87, Rjwilmsi, Tim!, Chiefmartinez, Remurmur, Platypus222, Wackelpudding, Gurch, Hibana, ShadowHntr, YurikBot, Van der Hoorn, Gaius Cornelius, NateDan, Kimchi.sg, Bullzeye, Janarius, VederJuda, N. Harmonik, BenoitRen, Closedmouth, Smurrayinchester, Jedi6, Samuel Blanning, Nekura, Crystallina, SmackBot, Evilgrug, Nihonjoe, Jagged 85, Wolf ODonnell, Master Deusoma, Cheshil, Jake Larsen, Chris the speller, The Rogue Penguin, TheChainMan, KojieroSaske, Pegua, Can't sleep, clown will eat me, OrphanBot, Unknown Dragon, Zvar, Zoltek, Fuhghettaboutit, Bendragonbrown47, Ivysaur12, Remik, Harryboyles, Delf, OFX, Mathman1550, Zhorken, Stratadrake, JHunterJ, TJ Spyke, Wero-enwiki, Judgesurreal777, Turtleheart, JoeBot, Alsaan-enwiki, Scarlet Lioness, Marc patt14, Bentendo24, CmdrObot, Rorshacma, Kzer-za, Sailor Titan, Mika1h, Cartoonmaster, LuckyStar, ChaosMaster, Error411, Cydebot, Borisboofhead, MystikX, Steel, Sweetbriar, Slordak, BetacommandBot, Mattisse, Mojo Hand, Evan1109, Patrician Vetinari, X201, TarkusAB, Gr4yJ4Y, Scepia, RobJ1981, TTN, anacondabot, Lord Seth, Ding Chavez, JaGa, Luvboat, OneRavenWing, BigrTex, Calamity-Ace, Cyborg Ninja, Ryonslaught, Pwright329, Lor-

dAnubisBOT, Osakadensetsu, STBotD, Gemini1980, VolkovBot, JohnBlackburne, Bovineboy2008, DSGruss, Spacedog7, Strangerer, Cercia, SieBot, WereSpielChequers, ICE GAMER, Creative1985, Miremare, Venomous9, JohnnyMrNinja, ImageRemovalBot, ClueBot, MightyLink, Tezero, TRTX, SilvononBot, Addbot, WingsoftheHeart, Megata Sanshiro, Kurtis, Mr T (Based), LilHelpa, Resident Mario, Sergecross73, Ian98502, Full-date unlinking bot, Raazinleavetiin, NeoGenPT, DASHBot, EmausBot, Angrytoast, Tuco123, Daftpunkboy94, SporkBot, Funnysheep, Wbm1058, Cyberbot II, ChrisGualtieri, Dexbot, Dissident93, Triv642, Tentinator, ArmbrustBot, ClassicOnAStick, D2F0F5, Hearn Up, GreenC bot, PrimeBOT and Anonymous: 178

- **Battalion Wars** *Source:* https://en.wikipedia.org/wiki/Battalion_Wars?oldid=769389316 *Contributors:* Christian List, K1Bond007, Davidcannon, David Gerard, DocWatson42, Jacoplane, Misterkillboy, Neilc, SYSS Mouse, Bender235, Kross, Bookofjude, Thunderbrand, LtNOWIS, CyberSkull, ABCD, New Age Retro Hippie, Lkinkade, Woohookitty, Combination, Rjwilmsi, DidYouLoseASock, Dar-Ape, Remurmur, FlaBot, Paper Snifit, Gold Stur, IceDrake523, Czar, DevastatorIIC, Gakon5, Jonny2x4, D.brodale, JesseGarrett, Bg-white, Jeffthejiff, Gaius Cornelius, Kimchi.sg, TonicBH, NawlinWiki, The Merciful, Jaxl, Arima, Mikademus, N. Harmonik, Ultravisitor, Nikkimaria, JQF, Jimbob1630, Smurrayinchester, Codemonkey, YoyoYoshi, Katieh5584, Samuel Blanning, Nekura, SmackBot, KMcD, Georgehh, Mr. Pointy, WikiuserNI, SirMaur, NFAN3, Eskimbot, Geoff B, Edgar181, Hmains, Parrothead1983, Deuxhero, Blueshirts, Can't sleep, clown will eat me, Unknown Dragon, Bendragonbrown47, Either way, Phalanxia, Ong elvin, Nova Prime, Grandy02, AdultSwim, Ryulong, TJ Spyke, ILovePlankton, Unsunghero28, JoeBot, CmdrObot, Mika1h, Stevo1000, Kev19, Cydebot, Cambrant, Steel, Soetermans, Dancter, Steve386, Makester, BetacommandBot, Thijs!bot, Rebel101, The Dark Side, Deathbunny, John254, X201, TarkusAB, RobJ1981, Kirbycc, Mattsell, Power Slave, Schwarzes Nacht, Appraiser, Black Legionare, Brittany Ka, R'n'B, Azer Red, SharkD, AlcoholVat, Willie the Walrein, Ice12, C.Olimar788, ShadowLaguna, Jaimeastorga2000, Bovineboy2008, Chiafriend12, Broadbot, Suriel1981, Youridhere, Enviroboy, Miqademus, Metooduke, EJJ, LtWinters, Miremare, Fatnickc, Wuhwuzdat, Juandope, Martarius, Infernal Inferno, StratoDestroyer, ClueBot, Srnabu, Wysprgr2005, ToughHHead, Polly, BOTarate, DumZiBoT, Iquator, Rror, Addbot, Friginator, Megata Sanshiro, Huggy beer, Ettrig, II MusLiM HyBRiD II, Reid Hershel, Pidgeoncommander, Happydaysz, AnomieBOT, Happydaysz1, Hellohallo1, Koopa Chrissy, LilHelpa, Metroidfan25, Krasilschic, River45, Jaguar, Denny genie, Ryanrules281, Jedijacob999, RustyPete12, DASHBot, ClueBot NG, FrankCab, Fraulein451, ClassicOnAStick, Darkeno7, InternetArchiveBot, PrimeBOT and Anonymous: 188
- **Beach Spikers** *Source:* https://en.wikipedia.org/wiki/Beach_Spikers?oldid=768790782 *Contributors:* Rpyle731, EagleOne, Guanabot, Cmdrjameson, Combination, Rjwilmsi, Ukdan999, MZMcBride, Mitsukai, Hibana, N. Harmonik, Doktor Wilhelm, Bib, Unknown Dragon, Dungeon Siege, SubSeven, Ace of Sevens, Angeldeb82, Cydebot, ST47, Odie5533, BetacommandBot, Salavat, RobJ1981, Narjuko, Janadore, Thibbs, Reedy Bot, Dispenser, Shadowth, Varnent, Bovineboy2008, Z'Alai, AutocracyBot, Addbot, Megata Sanshiro, AnomieBOT, YouTubeFan123, Lightlowemon, EmausBot, StealthMantis, CeraBot, SNAAAAAKE!!, Alichino888, GiovanniGiulio, MrLinkinPark333, ClassicOnAStick, LTPofficial, InternetArchiveBot, PrimeBOT and Anonymous: 16
- **Beyblade: Super Tournament Battle** *Source:* https://en.wikipedia.org/wiki/Beyblade%3A_Super_Tournament_Battle?oldid=757240877 *Contributors:* Bender235, Cmdrjameson, Angr, ADeveria, Combination, Rjwilmsi, Jonny2x4, Gaius Cornelius, Kimchi.sg, Jaxl, N. Harmonik, The Rogue Penguin, Unknown Dragon, Victor Lopes, JHunterJ, TJ Spyke, CmdrObot, INVERTED, Cydebot, VG Cats Tipe 2, Alaibot, Omicronpersei8, BetacommandBot, X201, Salavat, RobJ1981, Timkovski, PhilKnight, Ding Chavez, Bovineboy2008, PG-SONIC, Miremare, JohnnyMrNinja, Project FMF, Ost316, Addbot, Lightbot, Yobot, USAJAP1, LilHelpa, I dream of horses, EmausBot, SporkBot, Yugi93, Kris1924, 22dragon22burn, Helsabot, ArmbrustBot, AdrianGamer, ClassicOnAStick, Chocolatejr9, PrimeBOT and Anonymous: 36
- **Big Air Freestyle** *Source:* https://en.wikipedia.org/wiki/Big_Air_Freestyle?oldid=757249216 *Contributors:* CyberSkull, SteinbDJ, ADeveria, Rjwilmsi, Hibana, RussBot, Kimchi.sg, Jaxl, N. Harmonik, SMCandlish, Scoutersig, SmackBot, The Rogue Penguin, Colonies Chris, Can't sleep, clown will eat me, Unknown Dragon, TJ Spyke, Dallas rocks, Mika1h, Cydebot, BetacommandBot, RoryS89, X201, Salavat, Escarbot, RobJ1981, Varnent, Fuzzygenius, Bovineboy2008, Snowbot, I am getting pist now, Miremare, ImageRemovalBot, Project FMF, NayhanAmor, Ost316, Addbot, Dawynn, Yobot, HRoestBot, The1337gamer, Happycat7, PrimeBOT and Anonymous: 6
- **Billy Hatcher and the Giant Egg** *Source:* https://en.wikipedia.org/wiki/Billy_Hatcher_and_the_Giant_Egg?oldid=772006147 *Contributors:* K1Bond007, David Gerard, Wmahan, Thunderbrand, Alansohn, CyberSkull, Italledo, TheDotGamer, ReyBrujo, Hbdragon88, ADeveria, Galwhaa, BorgHunter, Rjwilmsi, Tigermave, Hibana, Dstln, Epolk, WikidSmaht, Kimchi.sg, MidnightWolf, Icatsii, Rouge2, N. Harmonik, Calaschysm, Allens, SmackBot, Doktor Wilhelm, Jon513, The Rogue Penguin, Can't sleep, clown will eat me, EEVEE103, Thebeast666, Sonic Hog, Knuckles sonic8, Microchip08, Cyberlink420, TJ Spyke, Phediuk, Shadoman, Rainbow Warrior, Pokemega32, Angeldeb82, Mellery, CmdrObot, Cyrus XIII, HellCat86, Cydebot, Meno25, Soetermans, BetacommandBot, Thijs!bot, Coconutfred73, X201, Digifend, JustAGal, TarkusAB, Mentifisto, AntiVandalBot, Gondomwing, Fayenatic london, Dragon DASH, Elaragirl, Dancingcyberman, Usagi77, Neo Geo, Llamaguard, Vorsic, Bubbam, SystemPatch, Trusilver, Klaus Kratchet, DarkFalls, Smitty, Tamatama, Varnent, Wikiluigi, RingtailedFox, DreamingLady, Bovineboy2008, Kyle the bot, Gules222, Vanished user ikijeirw34iuaeolaseriffic, Cremepuff222, Superjustinbros., Tyson.tucker, Seshomaru, FlyingLeopard2014, Kingdom Escape I2, BlueDragonLegends, BlueAzure, Info845, Tony Webster, Wonchop, Hippo99, Aileza, ApostleJoe, Katanada, Tezero, SLJCOAAATR 1, Kbdankbot, Addbot, DolFina, Megata Sanshiro, TutterMouse, Download, Gurahk, GamerPro64, USAJAP1, AnomieBOT, Andrewrp, XL2D, Commander Shepard, Mokoniki, CheeseDeluxe, BritishWatcher, Jankuza, Tomballguy, Sergecross73, ASOTMKX, Skull33, Iupolisci, Spinrad, Mosaicturtle, ZéroBot, Isarra, ClueBot NG, Awesomeness95, Theopolisme, Johnwest1999, Geraldo Perez, PhilipTerryGraham, LoneWolf1992, The1337gamer, Ashefield06, Dissident93, SonicManEXE, DrDevilFX, Lordtobi, Kaasert4, BethNaught, OptimusMagnus, SummerPhDv2.0, CnRM1, InternetArchiveBot, PrimeBOT and Anonymous: 145
- **Bomberman Generation** *Source:* https://en.wikipedia.org/wiki/Bomberman_Generation?oldid=767323576 *Contributors:* KAMiKA-ZOW, Wmahan, CyberSkull, JeffreyAtW, TheDotGamer, New Age Retro Hippie, ADeveria, Combination, Rjwilmsi, Kimchi.sg, GeeJo, Jaxl, Thiseye, N. Harmonik, Romanista, That Guy, From That Show!, Antster1983, DarkAdonis255, Tree Biting Conspiracy, Can't sleep, clown will eat me, Jacob Poon, Unknown Dragon, GVnayR, Triforce of Power, TJ Spyke, Iridescent, ChocoHearts, CmdrObot, Rorshacma, Mika1h, Cydebot, BetacommandBot, Luigifan, X201, Salavat, RobJ1981, VoABot II, Mr Wesker, Varnent, Bovineboy2008, WOSlinker, Miremare, DepressedPer, Fratrep, Navnløs, EoGuy, Alexbot, WikHead, MystBot, Kbdankbot, Addbot, Megata Sanshiro, Clockwork Hydra, The1337gamer, Samwalton9, Magicperson6969, Keviemann94, Monkbob, Landingdude13, AdrianGamer, ClassicOnAStick, PrimeBOT and Anonymous: 40
- **Chibi-Robo!** *Source:* <https://en.wikipedia.org/wiki/Chibi-Robo!?oldid=767550251> *Contributors:* Michael Hardy, Tanuki Z, Ungvichian, David Gerard, KevinJr42, Golbez, Utcursch, Sparky the Seventh Chaos, Rich Farmbrough, Ahkond, Bender235, Evice, Richard W.M. Jones, Bobo192, Giraffedata, Blotwell, CyberSkull, Snowolf, New Age Retro Hippie, Kelly Martin, Woohookitty, BD2412, Jclemens, Rjwilmsi, Erebus555, CJHung, Zooba, Hibana, Wavelength, ~Viper~, Eggman183, Gaius Cornelius, Kimchi.sg, GeeJo, Pagrashtak, Jaxl, Dogcow, Thegreyanomaly, N. Harmonik, Decolley25, Chase me ladies, I'm the Cavalry, Closedmouth, Jedi6, That Guy, From That Show!,

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- **Cubivore: Survival of the Fittest** *Source:* https://en.wikipedia.org/wiki/Cubivore%3A_Survival_of_the_Fittest?oldid=757231678 *Contributors:* Bryan Derksen, WhisperToMe, K1Bond007, Carlj7, Mboverload, Evice, CyberSkull, TheDotGamer, RJFJR, New Age Retro Hippie, Thorpe, Combination, RadioActive~enwiki, Chiefmartinez, Remurmur, DocDragon, Ppk80, Hibana, TexasAndroid, Hydrargyrum, Kimchi.sg, Pagrashtak, Jax1, N. Harmonik, Manmonk, Crystallina, SmackBot, Wikistar3, Dynendal, Parrothead1983, The Rogue Penguin, Can't sleep, clown will eat me, Darin Fidika, Unknown Dragon, Herb-Sewell, Ravimakkar, Ralff, Tktktk, Nintendonien, TJ Spyke, Azentium, Zarex, Mika1h, CryoTox, Cydebot, Jay32183, BetacommandBot, X201, Aganar, Hamstermage, TarkusAB, The Hams, RobJ1981, Vendettax, Alphachimpbot, Metaleggman, Tony Myers, Hero of legend, Xen0, JaffaCakeLover, Evaunit666, Thibbs, Retteast, Wiki Raja, RockMFR, Casper10, Pdcook, S (usurped also), Slydevil, Bovineboy2008, WOSlinker, SupernaviX, Miremare, JohnnyMrNinja, ClueBot, Mild Bill Hiccup, WaddleDee72, Project FMF, Sir Fritz, Firebat08, Kingplatypus, Anticipation of a New Lover's Arrival, The, Addbot, Megata Sanshiro, DaCellaFella, LilHelpa, Jaguar, Lorson, KirbyRider, The1337gamer, Samwalton9, Torugames12, Landingdude13, PrimeBOT and Anonymous: 64
- **Custom Robo (Nintendo GameCube)** *Source:* [https://en.wikipedia.org/wiki/Custom_Robo_\(Nintendo_GameCube\)?oldid=766409181](https://en.wikipedia.org/wiki/Custom_Robo_(Nintendo_GameCube)?oldid=766409181) *Contributors:* Voidvector, Finlay McWalter, Alan Liefing, David Gerard, TheGridExe, Mindmatrix, Remurmur, SmackBot, Gilliam, Parrothead1983, Chris the speller, Unknown Dragon, Taotd, Masem, Angeldeb82, Cydebot, BetacommandBot, X201, Hb2~enwiki, Neofcon, MartinBot, Ender214, S (usurped also), Varnent, Miles Blues, Bovineboy2008, GreaterWikiholic, Miremare, KoRoBeNiKi, StvJbs2, Kevin 20 5 23 26, Fratrep, Excirial, Sparkdogvbdapdnw, Project FMF, Crazygoji of atari forums, Addbot, The Sage of Stamford, Megata Sanshiro, G0T0, Geo g guy, Lightbot, MuZemike, Kurtis, Yobot, Elm-39, Kwiki, Ballsinyourmouth, SporkBot, ClueBot NG, Easy4me, Socomsnip33, Samwalton9, Platypus364, Shane Murphy Jackson, ArmbrustBot, Sabbatino, Second Skin, Songokuu1991, AdrianGamer, Anarchyte, PrimeBOT and Anonymous: 46
- **Dance Dance Revolution Mario Mix** *Source:* https://en.wikipedia.org/wiki/Dance_Dance_Revolution_Mario_Mix?oldid=757231601 *Contributors:* Furrykef, K1Bond007, KSweeley, David Gerard, Niteowneils, Mckaysalisbury, Golbez, Kusunose, KeithTyler, NrDg, Bender235, Richard W.M. Jones, Deathhawk, 23skidoo, Apostrophe, CyberSkull, TheDotGamer, ReyBrujo, Carioca, MIT Trekkie, Coolgamer, New Age Retro Hippie, Daveydwieb, Spiritsnare, GVOLT, Thorpe, Poiuyt Man, Flamingspinach, Nlyons162, Combination, Rjwilmsi, James-2, Press Start, Sherool, ShadowHntr, LittleSmall~enwiki, Kidicarus222, Epolk, Kimchi.sg, Nahallac Silverwinds, Smash, Ron Stoppable, FlyingPenguins, Trainra, N. Harmonik, Newagelink, ViperSnake151, GLmathgrant, Jeff Silvers, Ryukotsusei, SmackBot, Gerk, Piroteknix, Chanlord, DarkAdonis255, Goldpump56, Tghe-retford, Onesimos, The Rogue Penguin, AdibMasumian, DARTH Panda, Royboycrashfan, Talmage, Unknown Dragon, Oscara, ThirdMarioBro, Knuckles sonic8, Triforce of Power, TheListUpdater, Heywüd, Ravimakkar, Doug Bell, JzG, John, Bando26, NintendoGod, Slakr, Eternal Equinox, Volker89, Grandy02, RememberMe?, NuncAutNunquam, Phuzion, TJ Spyke, Hu12, JYi, Cat's Tuxedo, Shadoman, JoeBot, Courcelles, Stanchfi, TheHorseCollector, The Prince of Darkness, Wyveelix, Dogman15, Cydebot, Soetermans, Dancter, After Midnight, BetacommandBot, This!bot, Ishdarian, Stumpers, X201, Chavando, Herald Alberich, PsYcHoDaN, Smobey, RobJ1981, Danger, PresN, Tony Myers, ThomasO1989, MERC, Magioladitis, Yashultsyan, JaffaCakeLover, Thibbs, Tb1991, StopItTidyUp, MartinBot, Naohiro19, Ilikemusci, Wiibeatsps3, Ace of Jokers, Jaron99, Sailor Lead Crow, Casper10, Mike V, MrDrake, Sodaplayer, Gracz54, Bovineboy2008, AeronPeryton, Gamekirby, 150sectest, VeblenBot, Colorvision, Snip3rNife, Unused000702, SieBot, K. Annoymous, Flare13, Phe-bot, Miremare, Oxymoron83, Fratrep, Spartan-James, Lorlei Mackenzie, Martarius, ClueBot, Eric Duff, Another Believer, Ost316, Kbdankbot, Addbot, The Sage of Stamford, Megata Sanshiro, BlueMario1016, Yobot, AnomieBOT, Zoombus, Joanne ong, Mario777Zelda, Sergecross73, FrescoBot, Blackguyw, Trioculus1, Salvidrim!, GS Sentret, Ripchip Bot, NeoGenPT, Magicbologna, AvicAWB, Orange Suede Sofa, LuigiMania, ClueBot NG, Santtu37, Satellizer, Game-Guru999, The1337gamer, 22dragon22burn, Rorycool, Dissident93, Epicgenius, Magicperson6969, Torugames12, Chaulin humberto tuteto, Monkbot, Landingdude13, Prisencolin, InternetArchiveBot, PrimeBOT and Anonymous: 191
- **Darkened Sky** *Source:* https://en.wikipedia.org/wiki/Darkened_Sky?oldid=757244973 *Contributors:* Rholton, Pearle, CyberSkull, SeanDuggan, Snowolf, Sobolewski, Versageek, Kouban, Jackel, GVOLT, BD2412, Rjwilmsi, TnS, Igordebraga, N. Harmonik, Crisco 1492, Analoguedragon, JimmyBlackwing, Master Deusoma, Elagatis, Can't sleep, clown will eat me, SevereTireDamage, Tehw1k1, LtPowers, Villagedeliman, Angeldeb82, CmdrObot, Amalas, Cydebot, MaxBiaggi2, BetacommandBot, X201, Salavat, Zecc, GurchBot, LonesomeMoon, VerasGunn, Rich257, Austinmohr, Bovineboy2008, Noctalis~enwiki, Someone another, DumZiBoT, GamerPro64, Historic 66, AnomieBOT, Lorson, Reach Out to the Truth, H3llBot, BG19bot, Cky2250, SNAAAAKE!!, Filedelinkerbot, Feminist, GreenC bot, PrimeBOT and Anonymous: 19
- **Disney Sports Basketball** *Source:* https://en.wikipedia.org/wiki/Disney_Sports_Basketball?oldid=757250662 *Contributors:* TMC1982, Snowolf, Marasmusine, Tabletop, ADeveria, BD2412, SMcCandlish, SmackBot, Cydebot, BetacommandBot, X201, RobotG, RobJ1981, Varnent, Bovineboy2008, Snowbot, JohnnyMrNinja, Addbot, Dawynn, Fortdj33, Mjs1991, Cky2250, Spydyspydy, PrimeBOT and Anonymous: 6
- **Disney Sports Football** *Source:* https://en.wikipedia.org/wiki/Disney_Sports_Football?oldid=757250668 *Contributors:* TMC1982, Marasmusine, ADeveria, Czar, Bgwhite, N. Harmonik, SMcCandlish, SmackBot, Cydebot, Salavat, RobotG, RobJ1981, Varnent, Snowbot, JohnnyMrNinja, Jim1138, Mjs1991, Wgolf, Rukario-sama, Spydyspydy, Joseph2302, Atlantic306, PrimeBOT and Anonymous: 6
- **Disney Sports Skateboarding** *Source:* https://en.wikipedia.org/wiki/Disney_Sports_Skateboarding?oldid=757250671 *Contributors:* TMC1982, Marasmusine, ADeveria, TnS, SMcCandlish, SmackBot, Cydebot, BetacommandBot, RobJ1981, Varnent, Bovineboy2008, Snowbot, Falcon8765, JohnnyMrNinja, Mild Bill Hiccup, JasonAQuest, Ost316, Dawynn, Fortdj33, Mjs1991, Lorson, Cky2250, Jefferson16, PrimeBOT and Anonymous: 6

- **Disney Sports Soccer** *Source:* https://en.wikipedia.org/wiki/Disney_Sports_Soccer?oldid=757250691 *Contributors:* TMC1982, Marasmusine, ADeveria, SMcCandlish, SmackBot, Cydebot, BetacommandBot, Salavat, RobJ1981, Waacstats, Bovineboy2008, Snowbot, JohnnyMrNinja, Fortdj33, Mjs1991, Mkrqolf, PrimeBOT and Anonymous: 12
- **Disney's Hide and Sneak** *Source:* https://en.wikipedia.org/wiki/Disney%27s_Hide_and_Sneak?oldid=757250836 *Contributors:* Maclean25, CyberSkull, Snowwolf, ADeveria, Kimchi.sg, N. Harmonik, SmackBot, The Rogue Penguin, Can't sleep, clown will eat me, Unknown Dragon, Majorclanger, TJ Spyke, Masem, Cydebot, AlaiBot, BetacommandBot, X201, Bovineboy2008, Miremare, Cuvette, JohnnyMrNinja, Lord Opeh, ClueBot, Addbot, Dawynn, BlueMario1016, Luckas-bot, Deltasim, Mjs1991, EmausBot, ChuispastonBot, Neverrainy, Julian David Silva Otalora, PrimeBOT and Anonymous: 16
- **Disney's Magical Mirror Starring Mickey Mouse** *Source:* https://en.wikipedia.org/wiki/Disney%27s_Magical_Mirror_Starring_Mickey_Mouse?oldid=763401085 *Contributors:* Szyslak, Thunderbrand, Geschichte, RJFJR, Kelly Martin, Firsfron, BD2412, Rjwilmsi, Jonny2x4, TnS, Khisanth, Kimchi.sg, N. Harmonik, Garion96, SmackBot, Luigi128, The Rogue Penguin, Unknown Dragon, Oscara, Bob Castle, Majorclanger, Grandy02, TJ Spyke, Masem, The Prince of Darkness, Mathsgeek, ShelfSkewed, Cydebot, Flowerpotman, AlaiBot, X201, JustAGal, Luna Santin, JANdBot, Penubag, Ripple Guy, LordAnubisBOT, Marioman12, Bovineboy2008, Pbsub, Miremare, Aspects, JohnnyMrNinja, Gundersen53, JasonAQuest, MystBot, Addbot, BlueMario1016, Yobot, Baba's camel, John Littlewood, LilHelpa, Deltasim, I dream of horses, Mjs1991, Canyq, EmausBot, GoingBatty, H3llBot, Easy4me, Helpful Pixie Bot, The1337gamer, BattyBot, Neverrainy, Jodosma, Mugiwara1994, Mkrqolf, ClassicOnAStick, StarMan98, Cawoodjosh, Julian David Silva Otalora, FrozenFan2, Omni Flames, GreenC bot, PrimeBOT, Home Lander and Anonymous: 76
- **Donkey Kong Jungle Beat** *Source:* https://en.wikipedia.org/wiki/Donkey_Kong_Jungle_Beat?oldid=766219636 *Contributors:* Ghakko, Ubiquity, Darkwind, Vanierter, Furrykef, K1Bond007, Robbot, Mushroom, David Gerard, Mintleaf~enwiki, Peruvianllama, Mboverload, Meweight, Bender235, Mirage5000, Thunderbrand, Bobo192, Kappa, Apostrophe, Hagerman, CyberSkull, Sade, Zircean, Njahnke, TheDotGamer, RainbowOfLight, Kouban, New Age Retro Hippie, Pekinensis, ^demon, Optichan, Combination, Rjwilmsi, Chiefmartinez, The wub, Remurmur, FlaBot, Czar, Jmorgan, Gwernol, YurikBot, LittleSmall~enwiki, Impossible, Nintendorulez, Kimchi.sg, Pelago, Rhindle The Red, Pagrashatak, Jaxl, Larsinio, Falcon9x5, Antoshi, DiddyKong1234, Black Falcon, N. Harmonik, Nintenfreak, ReCover, Ddespie@san.rr.com, Bly1993, SmackBot, Betacommand, Bluebot, Luigi128, Jla04, Tree Biting Conspiracy, Can't sleep, clown will eat me, Unknown Dragon, GVnayR, Ryan Roos, NES Boy, Tehw1k1, Knuckles sonic8, Salty!, Takuthehedgehog, Jai Soun, Grandy02, Ryulong, TPIRFanSteve, TJ Spyke, GAMEchief, Cat's Tuxedo, John Mash, Judgesurreal777, Angeldeb82, CmdrObot, FunPika, Mika1h, Cydebot, Scorpion, Dancter, Thaddius, DumbBOT, Sunjl, Guess who i am, Omicronpersei8, BetacommandBot, RobbieG, Anupam, SNS, X201, X96lee15, Silver Edge, Salavat, AntiVandalBot, Luna Santin, Fred151, RobJ1981, Narjuko, Tempest115, ThomasO1989, Danc-ingcyberman, MakronIn, Xtremeblur, Bongwarrior, Fusionmix, Yandman, Thibbs, Glen, JaGa, PaulTaylor, Neo Geo, LoganTheGeshrat, Nono64, Thirtdright, Uncle Dick, Jreferee, McSly, Ace of Jokers, Casper10, Bovineboy2008, Tltee19, WOSlinker, DeathbyChiasmus, Victory93, Brianga, Kirbyfan555555, Unused000702, Mick 96, Rakaha, NFreak007, Miremare, Vanished user 82345ijjgeke4tg, Angry Sun, Madhatter9max, Fratrep, 48states, Wonchop, ImageRemovalBot, The amazing Magic idiot, Martarius, Rhonin the wizard, Alexbot, Super Shy Guy Bros., Sun Creator, Arjayay, LuigiIsEvil, Addbot, Lithoderm, Megata Sanshiro, LaaknorBot, Rodimus Rhyme, THEN WHO WAS PHONE?, Mr T (Based), Cave88, AnomieBOT, Kingpin13, Giddyup123, Citation bot, Jokn21, 1wolflake, Sergecross73, J.shellenbarger, Citation bot 1, Elockid, Jaguar, Trioculus1, Salvidrim!, Green Yoshi, Thewtfchronicles, John of Reading, Takinzinnia, Mistermanguy, Liquidmetalrob, Bollyjeff, Easy4me, Qyre, Lowercase sigmabot, Geraldo Perez, Gumbeat, 22dragon22burn, Dissident93, SolarStarSpire, Magicperson6969, NYBrook098, ClassicOnAStick, Bender the Bot, PrimeBOT and Anonymous: 153
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- **Duel Masters (video game)** *Source:* [https://en.wikipedia.org/wiki/Duel_Masters_\(video_game\)?oldid=762172487](https://en.wikipedia.org/wiki/Duel_Masters_(video_game)?oldid=762172487) *Contributors:* Snowwolf, C3o, ADeveria, N. Harmonik, Unknown Dragon, Cydebot, Soeternans, AlaiBot, BetacommandBot, X201, Salavat, RobJ1981, Bovineboy2008, Snowbot, Shurikenfreak, Miremare, Hydao, ClueBot NG, HappyUberBunny, PrimeBOT and Anonymous: 4

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- **Fire Emblem: Path of Radiance** *Source:* https://en.wikipedia.org/wiki/Fire_Emblem%3A_Path_of_Radiance?oldid=773355702 *Contributors:* Tediuz Zanarukando, Davidcannon, David Gerard, WarChild, Bluemask, Bender235, Dark Twilkitri, Loren36, Evice, Pikawil, Apostrophe, Pearle, CyberSkull, ABCD, Axl, Goldom, Zxcvbnm, Tsuba-enwiki, Netkinetic, New Age Retro Hippie, Kelly Martin, Mindmatrix, Tabletop, BD2412, James26, Rjwilmsi, Scorchsaber, Gurch, Czar, Igordebraga, Digitalme, ShadowHntr, Rebochan, Erachima, Sotomura, Wikada, Kimchi.sg, MidnightWolf, Nahallac Silverwinds, Smash, Douglasfrankfort-enwiki, Thiseye, Tenks, HeroicJay, Matticus78, Larry laptop, Tony1, N. Harmonik, Nikkimaria, Aveyn Knight, Jedi6, Meegs, Ryukotsusei, Joshbuddy, Flipkin, SmackBot, Evilgrug, Erik the Appreciator, C.Fred, Geoff B, Tigeriz, Deuxhero, The Rogue Penguin, Emperor Jachra, Can't sleep, clown will eat me, Hailinel, OrphanBot, TKD, Unknown Dragon, Mr Bucket, Tinctorius, Nakon, Underbar dk, Ravi Makkar, AndyBQ, Ravimakkar, Axem Titanium, MiIta, Superway25, Fryguy64, Vzette, Fadiga-enwiki, Ryulong, TPIRFanSteve, TJ Spyke, 1435tw, Tawkerbot2, ShadoWalker, Twincast, The Prince of Darkness, CmdrObot, Wafulz, Mika1h, Fordmadoxfraud, Cydebot, Markadet fr, Cambrant, Steel, Lllot, SubStandardDeviation, Ward3001, JohnInDC, BetacommandBot, Thijs!bot, Luigifan, SomeStranger, Patrician Vetinari, X201, 63.191.271.47., Haha169, 43.181.234.67., RobJ1981, T.F.V, Kariteh, Smashman202, Armando12, ThomasO1989, Stratigem, Verkhovensky, Pants of Destiny, AL8888, Ragnell-enwiki, Archerboy1, Hellsangel, Sollegend622, Ultraviolet scissor flame, Dinoguy1000, SharkD, Skier Dude, Anthomps, Largoplazo, Blackdragon120, Vnt21, Bovineboy2008, SJones23, Oshwah, AeronPeryton, Guest9999, Chibiheart, Ashnard, Spacedog7, Yaksar, Mhmya1, WikiGrammarEditor, Unused000702, BloodDoll, Miremare, Tiptoety, Blake, Lotrfish, Infernal Inferno, ClueBot, Pairadox, FireEmblemGeek, Nihonprince, Bighead4444, Rysim, M.O.X, Tezero, Kbdankbot, Addbot, Megata Sanshiro, Snowtwo, Aether7, GamerPro64, Mr T (Based), Xqbot, RibotBOT, Luigi00001, FrescoBot, ProtoDrake, HRoestBot, Jaguar, Lightlowemon, Martin IIIa, Canyq, Takinzinnia, Nintendocan, I can't think of another user name, H3llBot, SuperAlpaca, Sea.Shepherd.supporter, ClueBot NG, MrWii000, BrandedSoul, The1337gamer, Yodonothav, Swrutra, NathanWubs, ArmbrustBot, Torugames12, Thibaut120094, Landingdude13, Mr.cloudwatcher, Instaa101, Jyosua, Zacharyalejandro, Hot Croissant, InternetArchiveBot, Great Deeds Great Words, Justin My Anthony, Hayleywilliamsfanclubpresident, The tigerhawk, Let the Curtain Fall, Knowledgekid666, PrimeBOT, HeartMadeFullmetal and Anonymous: 207
- **Geist (video game)** *Source:* [https://en.wikipedia.org/wiki/Geist_\(video_game\)?oldid=772597953](https://en.wikipedia.org/wiki/Geist_(video_game)?oldid=772597953) *Contributors:* KAMiKAZOW, EmphasisMine, Altenmann, Jacoplane, Michael Devore, Bender235, Evice, Kross, Thunderbrand, Pearle, CyberSkull, Drat, Zxcvbnm, New Age Retro Hippie, Oleg Alexandrov, Kelly Martin, Kam Solusar, ADeveria, Combination, Rjwilmsi, Remurmur, DocDragon, Ian Pitchford, Master Thief Garrett, Gurch, Wavelength, LordofHavoc, Gaius Cornelius, Kimchi.sg, The Merciful, Pagrashtak, Jaxl, Thiseye, Brandon, William Graham, Tony1, EEMIV, GSwarthout, N. Harmonik, JQF, Amren, Jedi6, Zeus Guy, Colonel Tom, Master Deusoma, Can't sleep, clown will eat me, Unknown Dragon, Andrew c, Nova Prime, Hope(N Forever), Fryguy64, Grandy02, AdultSwim, TJ Spyke, Angeldeb82, ChrisCork, CmdrObot, Mika1h, Watkinzef, Cydebot, BetacommandBot, IceCatraz, Team Leader, X201, TarkusAB, RobJ1981, Darklilac, Leolaursen, JaGa, A Nobody, BigHairRef, Squids and Chips, DreamingLady, Bovineboy2008, PGSONIC, Synthebot, TigerboltXp, Seresin, Magiclite, Anyep, Miremare, Vanished user 82345ijgeke4tg, Samquinn, Rhesusmonkeybot, DarkMario91, DragonZero, ImageRemovalBot, MenoBot, ClueBot, Jnikolai, Mild Bill Hiccup, TBustah, Niceguyedc, DarthVado210, Rror, Ost316, Addbot, Alabaster15, Megata Sanshiro, FoxMulder900, Xanthus179, Lightbot, Pbotgourou, Mr T (Based), AnomieBOT, ASOTMKX, FrescoBot, Canyq, NeoGenPT, Racerx11, H3llBot, SporkBot, ClueBot NG, DarkKyoushu, Levdr1lp, BG19bot, The1337gamer, BattyBot, Pratyga Ghosh, Fang97, GreenC bot, PrimeBOT and Anonymous: 95
- **Giftpia** *Source:* <https://en.wikipedia.org/wiki/Giftpia?oldid=759540276> *Contributors:* Andrevan, David Gerard, Joyous!, Bender235, Aranel, CanisRufus, Thunderbrand, Jason One, Anthony Appleyard, CyberSkull, Sade, Snowwolf, Carioca, Y0u, Marasmusine, Woohookitty, Kbdank71, Rjwilmsi, Hibana, Bgwhite, YurikBot, DanMS, CambridgeBayWeather, Kimchi.sg, Pelago, N. Harmonik, Mike Selinker, Justsomechick, Jedi6, Curpsbot-unicodify, GLmathgrant, SmackBot, Parrothead1983, SuperBuuBuu, Unknown Dragon, Charlesr, ILovePlankton, BlackMageJ, CmdrObot, Cydebot, Chrislk02, BetacommandBot, X201, Salavat, Seaphoto, RobJ1981, Alphachimpbot, Avicennasis, JaGa, S (usurped also), Bovineboy2008, Unused000702, Miremare, Ob01790834, ImageRemovalBot, Resoru, Project FMF, Kbdankbot, Addbot, Yobot, AnomieBOT, Salvidrim!, Trappist the monk, SketchesOfMoondays, SporkBot, ChromeDemon, ArmbrustBot, Monkbot, ClassicOnAStick, Chocolatejr9, InternetArchiveBot, PrimeBOT, AlmightyMushroomMan and Anonymous: 30
- **Go! Go! Hypergrind** *Source:* https://en.wikipedia.org/wiki/Go!_Go!_Hypergrind?oldid=757243178 *Contributors:* Mitaphane, Rich Farmbrough, CyberSkull, Snowwolf, RJFJR, Recury, Liface, Combination, Czar, Hibana, Bgwhite, Kimchi.sg, John Pannozzi, SmackBot, Bluebot, Can't sleep, clown will eat me, Unknown Dragon, GVnayR, Ravimakkar, NeedlerFanPudge, Masem, Cydebot, Slordak, BetacommandBot, X201, BioYu-Gi!, Thibbs, Darth Mike, Bovineboy2008, WOSlinker, Miremare, Questionitall, Project FMF, Yobot, Lorson, Hounder4, SporkBot, Avgmane, ClueBot NG, BG19bot, StealthMantis, Wolfbjoe, The1337gamer, Samwalton9, PrimeBOT and Anonymous: 7
- **Gotcha Force** *Source:* https://en.wikipedia.org/wiki/Gotcha_Force?oldid=771772063 *Contributors:* Inrogation, GTBacchus, Andrewman327, Haukurth, Markhurd, Mushroom, Thunderbrand, CyberSkull, Snowwolf, Firsfron, Woohookitty, Chris Weimer, BD2412, Josh Parris, Rjwilmsi, Chiefmartinez, Remurmur, Ian Pitchford, Gurch, Gaius Cornelius, Rsrikanth05, Kimchi.sg, TerminusEst13, N. Harmonik, SmackBot, Moonstne, The Rogue Penguin, The last sheikah, Neo G X, Can't sleep, clown will eat me, Unknown Dragon, DynamoDT, Alori, TJ Spyke, Masem, ShadowWalker, CmdrObot, Cydebot, MindWraith, BetacommandBot, X201, TarkusAB, Salavat, RobJ1981, Ereiyo, Manochese, Jonemerson, SIVLEOL, RockMFR, Tanjo3, Biglovinb, STBotD, Bovineboy2008, Shotmillions, DBZROCKS, Kurwoofwoof111, Insanity Incarnate, Miremare, Android Mouse, Kotabatubara, KyoufuNoDaiou, ImageRemovalBot, Bokan, Project FMF, DumZiBoT, Valacardon, Ost316, Worrdo, Anticipation of a New Lover's Arrival, The, Addbot, Yobot, Locobot, Sophus Bie, Fortdj33, ReedqLEbQfcg27aTzKvxtCV, Josh the guitar player 19, GoingBatty, Josve05a, Tachikoma0, Nyves, BG19bot, Friendly Neighbourhood Editor, Meatsgains, Qazzaqwe, Samwalton9, Cyberbot II, DarkToonLink, NintendoE32013, Jimyboyz, InternetArchiveBot, GreenC bot, PrimeBOT and Anonymous: 72

- **GT Cube** *Source:* https://en.wikipedia.org/wiki/GT_Cube?oldid=760393501 *Contributors:* Snowwolf, ADeveria, Hibana, RussBot, N. Harmonik, SmackBot, Unknown Dragon, Radagast83, Nova Prime, TJ Spyke, Cydebot, Alaibot, RobJ1981, Willy105, Bovineboy2008, Snowbot, Miremare, Tophher385, Addbot, Luckas-bot, Erik9bot, John Cline, The1337gamer, PrimeBOT and Anonymous: 5
- **Harvest Moon: Magical Melody** *Source:* https://en.wikipedia.org/wiki/Harvest_Moon%3A_Magical_Melody?oldid=757241486 *Contributors:* Paul A, Mdebets, Nv8200pa, Chris 73, Mushroom, David Gerard, Brian Kendig, Remy B, Mboverload, Discospinster, Rich Farmbrough, Bender235, ESKog, Evicse, MBisanz, Bobo192, Gary, CyberSkull, ABCD, Snowwolf, SteinbDJ, New Age Retro Hippie, Kelly Martin, Combination, Mendaliv, Canderson7, Rjwilmsi, Sango123, Jelly Soup, Zooba, Czar, Hansamura1, D.brodale, Zein~enwiki, Kimchi.sg, Smash, RazorICE, Brandon, Falcon9x5, N. Harmonik, Wknight94, El cid the hero, Fang Aili, Sean Whitton, Alasdair, Penelope D, Jedi6, Vjasper, Bibliomaniac15, Ryūkotsusei, Luk, SmackBot, TheBilly, Suprboy772, Shiggy, Stifle, Rc5, Sarahsuke, The Rogue Penguin, DiddyZelda, Darth Panda, Sct72, Pounce, Can't sleep, clown will eat me, Mulder416, EEVEE103, OrphanBot, Unknown Dragon, Bushwick2002, Fuhghettaboutit, Nakon, Louisng114, Triforce of Power, J.smith, Chosen1~enwiki, RomanSpa, Niroht, FreshBulletTime, Red romanov, Aarktica, Funnybunny, TJ Spyke, BranStark, Iridescent, NeonGenesisPop, Turtleheart, Grant Powell, JoeBot, ZeroRaider, Tawkerbot2, Dlohcierekim, Zelda67, Gfmech, Blondielouise3, TheBeaver, JForget, Toadette Fan, CmdrObot, Raven23, Nevermorestr, Mika1h, R9tgokunks, Thursday Postal, Cydebot, Robotmafia, Ericksbabe72, Don.atreides, WorMzy, Skye the fox, Khatru2, Nikun, Guyinblack25, Mrs.Henderson, BetacommandBot, Mojo Hand, X201, Sfida, The Culprit, Silver Edge, Salavat, Mentifisto, SilentWind, RobJ1981, Sss333, Zombiepuppy, Husond, Lathemle, QuagmireDog, GurchBot, Meeples, VoABot II, CTF83!, Ding Chavez, Esanchez7587, Fethrosforia, MartinBot, Charlie MacKenzie, Me676, J.delanoy, Extransit, TheomanZero, Ownage2214, Gzkn, Tokyo-girl79, Katalaveno, Kellogs107, Dhelor, MKoltnow, Matt Death Is Here, Serph, RadLink5, Bovineboy2008, Philip Trueman, Altruism, Wiae, Kurowoofwoof111, Osho-Jabbe, Chuck Sirloin, Kiko-Chan-64, Leirith, Euryalus, Triwbe, Epass, JohnnyMrNinja, StaticGull, ClueBot, Hippo99, Durmgrid, EoGuy, SuperHamster, Rockfang, Jjrejection, Purelyrandom, Gtstricky, Millionsandbillions, KevinMalachowski, Aitias, Viciouslamb, Vanished user uih38riiw4hjsld, SheridanDub, WikHead, Draco pupgirl, Addbot, OttRider, Leszek Jańczuk, HyperSonic13, Opalfaerie, Yobot, Washburnmav, AnomieBOT, Konata-kun, LilHelpa, Fabnt, Lucasnar, Cheyjo, Gamewizard71, WikitanvirBot, Chuck4545, SporkBot, Zmario111, ClueBot NG, BG19bot, HMman, Slickyrider, ChrisGualtieri, Dissident93, Robkday, NathanWubs, Fench, Landingdude13, VampAyano, Zacharyalejandro, Jimmylolok, Dohvahkiin, Ksm448, PrimeBOT and Anonymous: 487
- **Home Run King** *Source:* https://en.wikipedia.org/wiki/Home_Run_King?oldid=757253841 *Contributors:* TMC1982, Jtalleo, Marasmusine, ADeveria, Rjwilmsi, N. Harmonik, SMcCandlish, SmackBot, Taelus, Colonies Chris, Bkrudy, GVnayR, Phoenixrod, Cydebot, BetacommandBot, CharlotteWebb, Salavat, RobotG, RobJ1981, Timkovski, Janadore, Waacstats, Nyttend, Bovineboy2008, Snowbot, ImageRemovalBot, Project FMF, Natural Cut, Prsaucer1958, PrimeBOT and Anonymous: 2
- **Homeland (video game)** *Source:* [https://en.wikipedia.org/wiki/Homeland_\(video_game\)?oldid=757252147](https://en.wikipedia.org/wiki/Homeland_(video_game)?oldid=757252147) *Contributors:* Edward, CyberSkull, Vegaswikian, Bgwhite, Check two you, N. Harmonik, Can't sleep, clown will eat me, Unknown Dragon, SevereTireDamage, Gobonobo, OS2Warp, Amalas, Zarex, Cydebot, MC10, BetacommandBot, X201, Nick Number, Scepia, RobJ1981, Blue Swirl, GermanX, SharkD, Varnent, Bovineboy2008, Miremare, JohnnyMrNinja, Ost316, Addbot, The Sage of Stamford, Dawynn, Megata Sanshiro, JackieBot, LilHelpa, Einstein95, TechBot, Sergecross73, FrescoBot, EmausBot, Yumenosekai, BG19bot, The1337gamer, Dissident93, ArmbrustBot, Fr208, Srednuas Lenoroc, Chocolatejr9, PrimeBOT and Anonymous: 8
- **Idea Factory** *Source:* https://en.wikipedia.org/wiki/Idea_Factory?oldid=769819428 *Contributors:* Brainy J, BD2412, Lugnad, Hibana, Benlisquare, Thatdog, Rathfelder, Jagged 85, Parrothead1983, Enbob89, Urahara, Zhane Masaki, TheFarix, Cydebot, X201, SCB '92, Katharineamy, Cloud668, Bovineboy2008, Strippinheat, TaerkastUA, Wonchop, NeoSkyte, Addbot, Zeta Nova, LaaknorBot, MuZemike, Luckas-bot, Extremepero, AnomieBOT, KiasuKiasiMan, Coretheapple, Woad85, Sergecross73, Banej, DarkOne9, Look2See1, Going-Batty, ZéroBot, Lacon432, AlphaBlitch, Kiyoko3, The1337gamer, Justincheng12345-bot, G182XY, Comatmebro, Iseesky, Banchayehu, Cartakes, Jerodlycett, Xyzyy foobar, Moonmythology, Kenricklenno2001, Perksofbeingaphantomhive, TheLegendaryN, Ipr1 and Anonymous: 37
- **Kidō Senshi Gundam: Senshitachi no Kiseki** *Source:* https://en.wikipedia.org/wiki/Kid%C5%8D_Senshi_Gundam%3A_Senshitachi_no_Kiseki?oldid=757254188 *Contributors:* Kusunose, ADeveria, N. Harmonik, SmackBot, Unknown Dragon, Zhane Masaki, Masem, Cydebot, Alaibot, BetacommandBot, X201, Bovineboy2008, Miremare, MystBot, Addbot, Dawynn, Megata Sanshiro, Lightbot, Knowledgekid87, Erik9bot, The1337gamer, PrimeBOT and Anonymous: 3
- **Kirby Air Ride** *Source:* https://en.wikipedia.org/wiki/Kirby_Air_Ride?oldid=757229008 *Contributors:* RickK, K1Bond007, Gtrmp, Nifboy, Joizashmo, SAMAS, Bender235, Ht1848, Thunderbrand, Pikawil, Apostrophe, TheAL, Jason One, CyberSkull, Lord Pistachio, ABCD, Goldom, Mysdaao, Snowwolf, Sunbow, Nintendo Maximus, Eric Herboso, New Age Retro Hippie, Firstfun, Combination, BD2412, Cabutt, Vegaswikian, Ligulem, The wub, Gakon5, Hibana, Hahnchen, Rtkat3, RussBot, Nintendorulez, WikidSmaht, Kimchi.sg, Thane, Smash, Prod, Darc, N. Harmonik, Analoguedragon, Th1rt3en, TITROTU, Bly1993, Jeff Silvers, SmackBot, Renesis, Oscartheecat, Mirokado, Parrothead1983, Luigi128, TimBentley, Darth Panda, Corey Clayton, Can't sleep, clown will eat me, Unknown Dragon, Knuckles sonic8, Triforce of Power, TenPoundHammer, Ravimakkar, HighwayCello, Harryboyles, Zeldamaster3, RememberMe?, TPIRFanSteve, TJ Spyke, Cat's Tuxedo, The Giant Puffin, Ivyna J. Spyder, CapitalR, Angeldeb82, Kirbyrocks, Clyde Miller, CmdrObot, Starfox Pilot, Dogman15, Cydebot, Mato, Gogo Dodo, StarDigian, Soetermans, Dancter, BetacommandBot, Dogaroon, Kirbykook, X201, TarkusAB, CZmarlin, RobJ1981, Glass of water, Kung Fu Man, PresN, Kariteh, Coveritus, ThomasO1989, Timkovski, Xen0, Gert7, TheAllSeeingEye, Paul Haymon, JaGa, Link 486, Super Cheese, Video game fan11, Disaster Kirby, Moozipan, PrinceForte, RockMFR, SJP, Shroopliss, Jaron99, STBotD, Varnent, VolkovBot, Weavile493, Orthologist, Bovineboy2008, Gregor 2002, Maxim, Kurowoofwoof111, Jc iindyysgvxc, Unused000702, Fortenium, SieBot, PlanetStar, Zombom96, Ultim87, Phe-bot, Miremare, SgtMustang, Keilana, Zalath, Kevin 20 5 23 26, Martarius, ClueBot, Hippo99, SuperHamster, Link9000000, Michael j. iwai, Polly, Thingg, Project FMF, Rror, Addbot, Wiseguy2tri, Megata Sanshiro, LaaknorBot, Huggy beer, Tide rolls, Lightbot, Candidulus, Yobot, Popcorn is already in use, VaderRacer, RandomAct, SnorlaxMonster, The Banner, Starkirby64, Sergecross73, Miyagawa, Anaphysik, DrillBot, Martin IIIa, Bluefist, Lorseon, Alph Bot, TuneyLoon, H3llBot, AlphaPikachu578, Jennet Uraida, Thecarljefferson, ClueBot NG, Vacation9, Despatche, Gabriel Yuji, LordRapture, Avataronvhs, Byll the Wyll, Cyberbot II, Raymond1922A, Dissident93, Pragmocialist, Mogism, Nowmusicfan2816, Lugia2453, NathanWubs, Magicperson6969, The Sackinator, Richolmes14, Alexismad, Anthonymous, Landingdude13, DJV11181988, Project Fairy Member Grace, Zacharyalejandro, Owen313, PrimeBOT and Anonymous: 240
- **Kururin Squash!** *Source:* https://en.wikipedia.org/wiki/Kururin_Squash!?oldid=757253969 *Contributors:* Chowbok, Bender235, New Age Retro Hippie, Vidgmchtr, ADeveria, Rjwilmsi, N. Harmonik, SmackBot, Parrothead1983, Unknown Dragon, Cydebot, Alaibot, BetacommandBot, X201, TarkusAB, RobJ1981, Sam Blacketer, Bovineboy2008, Noveltyghost, Miremare, Lightmouse, Addbot, Megata Sanshiro, MuZemike, Yobot, Mjs1991, SporkBot, Fouzzy, The1337gamer, Dissident93, PrimeBOT and Anonymous: 1

- **Lost Kingdoms** *Source:* https://en.wikipedia.org/wiki/Lost_Kingdoms?oldid=757239597 *Contributors:* Centrx, Cmdrjameson, Brainy J, CyberSkull, ABCD, Nuggetboy, Percy Snoodle, ADeveria, Combination, Dpv, Ian Pitchford, Gurch, Hibana, Samuel Wiki, RussBot, Kimchi.sg, Nahallac Silverwinds, N. Harmonik, Sycomonkey, Crystallina, SmackBot, Bluebot, The Rogue Penguin, Can't sleep, clown will eat me, Unknown Dragon, Ravimakkar, Mr. Lefty, Meleedragon27, Jon186, TJ Spyke, Masem, Tawkerbot2, Mika1h, Cydebot, Soetermans, Phydend, BetacommandBot, LeeG, X201, KrakatoaKatie, Prolog, Xeno, Rich257, Thibbs, JaGa, Pokemogu, Shadow Pirate22, Rettetast, Lights, Bovineboy2008, WOSlinker, Rei-bot, SieBot, Miremare, ImageRemovalBot, PixelBot, FiercedcitylinkX, Tezero, Hugo07, Alexius08, FightingStreet, Addbot, Megata Sanshiro, Mr T (Based), AnomieBOT, Xqbot, Sergecross73, Radams52, Lorson, Thine Antique Pen, The1337gamer, SNAAAAKE!!, ArmbrustBot, Monkbot, Dai Pritchard, DangerousJXD, SAJ 2, Chocolatejr9, PrimeBOT and Anonymous: 29
- **Lost Kingdoms II** *Source:* https://en.wikipedia.org/wiki/Lost_Kingdoms_II?oldid=757759385 *Contributors:* Thanos6, Brainy J, Pearle, Snowwolf, RJFJR, Sdornan, Hibana, Bgwhite, Kimchi.sg, N. Harmonik, That Guy, From That Show!, Crystallina, SmackBot, The Rogue Penguin, Unknown Dragon, Madheretic, Ravimakkar, SMasters, Scoty6776, TJ Spyke, Masem, Mika1h, Cydebot, Soetermans, Slordak, BetacommandBot, ViktorZ, AntiVandalBot, Xeno, VoABot II, Pokemogu, Varnent, Bovineboy2008, SieBot, Miremare, ImageRemovalBot, Swindbot, Tezero, FightingStreet, Addbot, Willking1979, Dawynn, Megata Sanshiro, Yobot, Mr T (Based), AnomieBOT, Lorson, Thine Antique Pen, The1337gamer, SNAAAAKE!!, Dissident93, ArmbrustBot, Lordtobi, DangerousJXD, 302ET, Chocolatejr9 and Anonymous: 19
- **Luigi's Mansion** *Source:* https://en.wikipedia.org/wiki/Luigi%27s_Mansion?oldid=772244807 *Contributors:* Mav, Eclecticology, Mbecker, Vzbs34, Ghewgill, Kaishin521, Tacvek, Andrevan, Tpradbury, K1Bond007, Quoth-22, Yas-enwiki, Lowellian, Mushroom, Carlj7, Dave2, Lucky 6.9, Cynical, Korodzik, Joyous!, MakeRocketGoNow, Mike Rosoft, Caswin, Eyrian, IKato, Pavel Vozenilek, Bender235, Evice, Ht1848, Shanes, Thunderbrand, ERW1980, Smalljim, Adrian-enwiki, SVer1NY, Apostrophe, Jason One, Alansohn, CyberSkull, Jtalledo, Seancaug, ReyBrujo, Nintendo Maximus, Alai, Tsuba-enwiki, New Age Retro Hippie, ZakuSage, MagicBez, Grillo, Poiuyt Man, Trogga, Hbdragon88, Marcin Otorowski-enwiki, Ryajinor, Electricmoose, BD2412, Rjwilmsi, Koavf, Pleiotrop3, MarnetteD, Remurmur, JiFish, Dragon's Light, Sherool, Igordebraga, NTBot-enwiki, Rtkat3, Retodon8, FlareNUKE, DarkfireTaimatsu, Gaius Cornelius, Kimchi.sg, Rhindle The Red, Hihih, Smash, Pagrashtak, RattleMan, Jaxl, Aaron Schulz, JJBunks, T-rex, Trainra, VederJuda, N. 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- **Mario Golf: Toadstool Tour** *Source:* https://en.wikipedia.org/wiki/Mario_Golf%3A_Toadstool_Tour?oldid=757740934 *Contributors:* Mrwojo, Stan Shebs, Saltine, K1Bond007, Secretlondon, Mushroom, SimonMayer, Gtrmp, Nifboy, Michael Devore, Celerityfm, Bender235, Evice, Phred, Apostrophe, CyberSkull, ABCD, Snowolf, ReyBrujo, New Age Retro Hippie, You, Pcpce, Daniel Case, Poiuyt Man, Hbdragon88, Liface, Rjwilmsi, Koavf, Zooba, Gyre, Gaius Cornelius, Kimchi.sg, EWS23, Smash, Pagrashtak, Jaxl, Tony1, N. Harmonik, The-, Mariofan, Sugar Bear, Jeff Silvers, SmackBot, Nick Dillinger, Blue520, Sillygostly, Choalbaton, Onesimos, Zachkudrna18@yahoo.com, Royboycrashfan, Can't sleep, clown will eat me, Unknown Dragon, Triforce of Power, Ravimakkar, Iceferno, JzG, Teancum, Avant Guard, TJ Spyke, Masem, Cat's Tuxedo, Judgesurreal777, JoeBot, Angeldeb82, Nyarpy, Lily Kitsune, The Prince of Darkness, Pointlessness, Mika1h, GooTuM, Cydebot, BetacommandBot, Thijs!bot, X201, X96lee15, Malcolm, Pipedreamergrey, Appraiser, Avicennasis, KConWiki, JaGa, Yellow Mage, RockMFR, BigrTex, 123wiki123, Ace of Jokers, Bovineboy2008, X3ni, Ashnard, Synthebot, Victory93, SieBot, Miremare, Zil, SuperHamster, Someone another, Project FMF, Tezero, Mileycyrussoulja, FightingStreet, Addbot, Megata Sanshiro, Sardur, GrouchoBot, FrescoBot, Trioculus1, Salvidrim!, Old sole, Pitepower, Satellizer, Arkhandar, Dexbot, Curtaintoad, Nowmusicfan2816, Sriharsh1234, Lordtobi, Landingdude13, Cawoodjosh, Abhiram0903 and Anonymous: 94

- **Mario Kart: Double Dash** *Source:* https://en.wikipedia.org/wiki/Mario_Kart%3A_Double_Dash?oldid=772598363 *Contributors:* The T, Gabbe, Delirium, Amcaja, Kwekubo, Tacvek, Andrevan, K1Bond007, Wetman, RadicalBender, RedWolf, Altenmann, Yelyos, Mushroom, Carlj7, Matt Gies, Gtrmp, Jao, Misterkillboy, Netoholic, Everyking, No Guru, AlistairMcMillan, Unknownwarrior33, Oneiros, Latitude0116, Marcus2, Sparky the Seventh Chaos, CALR, Xezbeth, Bender235, Evice, Ht1848, Surachit, Thunderbrand, Wilbot, Phred, Pikawil, Thanos6, Azure Haight, Samadam, Apostrophe, Jason One, Alansohn, Thebeginning, Free Bear, CyberSkull, MarkGallagher, Snowolf, Alai, New Age Retro Hippie, Galaxiaad, Ian Moody, Kelly Martin, Firsfron, GVOLTT, Thorpe, Grillo, Poiuyt Man, KFan II, Combination, Rjwilmsi, Lego3400, Ukdan999, Vegaswikian, Wwjdd, Remurmur, Platypus222, Ian Pitchford, Paper Snifit, Latka, Master Thief Garrett, Bubbleboys, Czar, Atomic Cosmos, MTC, WikiWikiPhil, Hibana, Chobot, Bgwhite, Mr.Do!, NSR, Gyre, Rtkat3, Kidicarus222, ~Viper~, Splash, Ytgy111, WikidSmaht, Maxisthemam, C777, Kimchi.sg, @lex, ENeville, EWS23, Pagrashtak, Jaxl, SmegEd, Ksg-88, N. Harmonik, Wknight94, Richardcavell, FF2010, Joshua368, Jejorda2, TheKoG, The-, RSmith3813, Nikkimaria, Sean Whitton, Stezton, Piccraft, Rirse, Justice League 05, Vanished user 99034jfoiasjq2oirhsf3, Ryūtoksusei, PretzelCommander, Locke Cole, KnightRider~enwiki, SmackBot, Cyberdude93, Evilgrug, Unyoyega, Geoff B, Edgar181, Commander Keane bot, Yamaguchi 先生, Gilliam, Oscarthecat, Vercalos, Boffio, Royboycrashfan, Can't sleep, clown will eat me, Unknown Dragon, Acairns, Logan GBA, SuperSonic, YesManJr, Triforce of Power, Sigma 7, Ravimakkar, RickO5, Harryboyles, JzG, MFischer531, Teancum, Weatherman87, Goodnightmush, Mr. Lefty, Robertorulez, 041744, MarkSutton, Grandy02, RememberMe?, Galvy, Ryulong, TPIRFanSteve, Avant Guard, Hiroe, TJ Spyke, Masem, Karasuhebi, Cat's Tuxedo, JoeBot, Gamerforever, Mathfan, Courcelles, Tawkerbot2, Ajw2255, RaviC, DKqwerty, Bentendo24, Jezmm, Covenant Elite, Videogamewierdo, The Prince of Darkness, Rhsunderground, Mika1h, Stevo1000, Jhskulk, Dogman15, Cydebot, MC10, Steel, Red Director, PV250X, Zomic13, Dancter, VG Cats Tipe 2, UberMan5000, Jay32183, BetacommandBot, Thijs!bot, Deusfaux, The Dark Side, X201, X96lee15, TarkusAB, Silver Edge, Mentifisto, Biggman15, Lamontacranston, RobJ1981, TTN, Darklilac, Malcolm, Vendettax, Glass of water, Jukilum, ShadowInferno, ThomasO1989, Berek, Dancingcyberman, Justin The Claw, Lzer, Angelofdeath275, Gildos, Eric Ka Ming Zhang, Evildoctocow, Twilightsojourn, Avicennasis, JaGa, Video game fan11, Viewport, Neo Geo, LoganTheGeshrat, Yellow Mage, CommonsDelinker, SystemPatch, RockMFR, Theonewhodoesyourlaundry, Bistromathics, Pseudolus42, SCB '92, Steviestar3, Dispenser, Ufsark~enwiki, Magiwand, NiGHTS into Dreams..., Ofalode, Masky, Sd31415, Bowsy, Ace of Jokers, DurinsBane87, Atama, SixteenBitJorge, Gumper, Moggie mn, Martyring, Wxy, Alexandria, Toddlas29, Bovineboy2008, A4bot, Monkeys rule 99, Lege Devin, Altava~enwiki, Wiae, Danielboyyee, Superjustinbros., Toadsworth, Dogpatrol, Jc iindyysgvxc, Baerscult, Mgoblue3296, Unused000702, Darthhoush, CrayZsaaron, SieBot, BotMultichill, Matthew Yeager, Miremire, Vanished user 82345ijgeke4tg, Danielgordon, CoolioMcAwesome, Ferret, Staticz, Esposch, Brod87, Asher196, Martarius, Sfan00 IMG, ClueBot, Wii321, CaptainJae, Rodhullandemu, Marilyn Manson Fan, SuperHamster, Niceguyedc, The luigi kart assassions, Meeps123456, Compnynerd255, Mynameisnotpj, Marc-Olivier Pagé, Sun Creator, Lbrun12415, La Pianista, IntfictExpert, Ratna0, Tezero, DumZiBoT, Claimgoal~enwiki, Eik Corell, SLJCOAAATR 1, FightingStreet, Poohman0, Addbot, RandySavageFTW, Kaptincapo, Fyrael, Non-dropframe, Megata Sanshiro, Dif04, CarsracBot, Tpbps, AndersBot, Dallinboborsnake, BlueBlitz445, Ben Ben, Yobot, BAPACop, Erigu, AnomieBOT, Degenerate-Y, Citation bot, Xqbot, Combo Pwner, Sergecross73, Fiddle and herman, Asfarer, Dooiny, Its.kyway, Zondry, Smuckola, Trioculus1, Salvidrim!, Shanmugamp7, Diannaa, Tbotch, Blackroid, Josh the newcastle fan, The Stick Man, EmmaBot, Plot Citizen, Dewritech, Justinhful, Andromedabluesphere440, Dcirovic, Donner60, LuigiGamer64, Cucumber012, ClueBot NG, Satellizer, Easy4me, Muon, PhillipAlanStorey, Calabe1992, JuliusMax, Wiki13, Gabriel Yuji, Chromespartan15, SpaceChimp1992, Geraldo Perez, Snappy4884, Jkudlick, The1337gamer, Jackfitz91, 22dragon22burn, ChackerBacker69, Acesykyk09, Thomasadumario7, Junior5a, Kenywood fan, Curtaintoad, Fldljkflkl, Nowmusicfan2816, Zziccardi, Jackfitz86, Greenmist158, Landingude13, Prisencolin, Andymii, Fireball24fire, MrLavisherMoot, Mr.Gumby 531, Zucat, Zacharyalejandro, AJFU, Famous Hobo, TheTMOBGaming2, SYSTEMOFFUN, GreenC bot, Pppery, TheJoebro64, Superchunk22, IggyKoop408, PrimeBOT, Robert Lapis, Account0674 and Anonymous: 486
- **Mario Party 4** *Source:* https://en.wikipedia.org/wiki/Mario_Party_4?oldid=767465736 *Contributors:* Eloquence, Mav, Mushroom, Andy-cjp, Cynical, Imroy, Thunderbrand, ERW1980, Feitclub, Goal103~enwiki, Apostrophe, Orzetto, CyberSkull, ABCD, MarkGallagher, Suruena, Harej, New Age Retro Hippie, Firsfron, Hbdragon88, Combination, Luigi2, RadioActive~enwiki, Rjwilmsi, Koavf, Cabutt, Remurmur, FlaBot, RexNL, Antiuser, Nikachus01, LittleSmall~enwiki, Daverocks, ~Viper~, Dbalic, Kimchi.sg, Smash, Wiki alf, Chick Bowen, Jaxl, HeroicJay, N. Harmonik, Zzuuzz, Thursiya, The-, Graemel, DaProx, Tud123, Ryūtoksusei, SmackBot, Skudrafan1, Sillygostly, Eskimbot, Onesimos, Colonies Chris, Royboycrashfan, Can't sleep, clown will eat me, Unknown Dragon, NES Boy, Unknown Shadow, Triforce of Power, Pilotguy, Ravimakkar, Zchenyu, ArglebargleIV, Axem Titanium, JzG, Disavian, Ryulong, TPIRFanSteve, Avant Guard, TJ Spyke, Masem, MikeWazowski, Cat's Tuxedo, R~enwiki, Angeldeb82, Tawkerbot2, DKqwerty, ChrisCork, Jezmm, Covenant Elite, Toadette Fan, The Prince of Darkness, Mika1h, Dogman15, Cydebot, Dtedizkiller, Gogo Dodo, Cdjbue, Dancter, Tawkerbot4, DumbBOT, Slordak, 7123451, Rlk89, BetacommandBot, Thijs!bot, Litnin200, 24fan24, Mojo Hand, SNS, X201, JustAGal, X96lee15, AntiVandalBot, Durean, Scepia, RobJ1981, Malcolm, ThomasO1989, Yashtulsyan, Avicennasis, Giggy, Thibbs, JaGa, Michelle3801, SuperSonic64, RockMFR, Hundred-Man, Clerks, Henchman 2000, Bowsy, Ace of Jokers, Gemini1980, HeSaGa, Gene S. Poole, Bovineboy2008, Sjones23, Ocelotgirl25, JayC, FrogTape, Ashnard, Jc iindyysgvxc, Bulbasaur99, SieBot, Addit, Miremire, Oda Mari, DepressedPer, Harry-, Da blue whale, ClueBot, Lacipaciga, Frostyhat123, HannahMiley, SuperHamster, Niceguyedc, Winstone365, Sun Creator, IntfictExpert, Tezero, Ost316, Mario Speedwagons, Addbot, Karimsan, The Editor 155, Megata Sanshiro, Leszek Jańczuk, Glass Sword, MuZemike, Yobot, AnomieBOT, TJD2, GnawnBot, LilHelpa, Mario777Zelda, Sergecross73, ASOTMKX, FrescoBot, Trioculus1, Salvidrim!, Ping08, Tbotch, NeoGenPT, Black Yoshi, ZéroBot, H3llBot, 1bestcooldude, ClueBot NG, Satellizer, Chester Markel, Pillow2011, Widr, BG19bot, Geraldo Perez, Peacemaker67, 22dragon22burn, Dexbot, Dissident93, Junior5a, ProgMM, Curtaintoad, Nowmusicfan2816, Squarehead1998, Lemaroto, Lordtobi, Mkrqolf, Prisencolin, Mr.Gumby 531, Sameyummy, Gamester123, Zacharyalejandro, AJFU, MarioKartYay, ElectricController, Raritydash, TobeyWRattempts and Anonymous: 212
- **Mario Party 5** *Source:* https://en.wikipedia.org/wiki/Mario_Party_5?oldid=767466071 *Contributors:* Damian Yerrick, The T, Mdebet, Mushroom, Mariana, Imroy, Duja, Eyrian, Discospinster, YUL89YYZ, Bender235, Bobo192, ERW1980, Feitclub, Goa103~enwiki, Apostrophe, Pearl, CyberSkull, Bart133, Snowolf, Harej, New Age Retro Hippie, Firsfron, LOL, NeoChaosX, Hbdragon88, Combination, Rjwilmsi, Koavf, Cabutt, FlaBot, Isotope23, LittleSmall~enwiki, Kimchi.sg, Smash, Pagrashtak, Jaxl, Welsh, Tony1, N. Harmonik, Zzuuzz, Arthur Rubin, Zeus Guy, Ryūtoksusei, DK, SmackBot, Sillygostly, Tyciol, Chris the speller, The Rogue Penguin, Royboycrashfan, Can't sleep, clown will eat me, Mr.bonus, Unknown Dragon, Nint, Triforce of Power, Ravimakkar, Axem Titanium, JzG, Scientizzle, Disavian, RomanSpa, Ryulong, Avant Guard, TJ Spyke, Masem, Cat's Tuxedo, Angeldeb82, DKqwerty, The Prince of Darkness, King Gamer28, I love entei, Mika1h, NickW557, Senorelrobo, Dogman15, Cydebot, Vanished user vjhsduheuiui45hjri, Dancter, DumbBOT, Rlk89, BetacommandBot, Thijs!bot, SNS, X201, Silver Edge, COLDMAN, Scepia, RobJ1981, Malcolm, Vendettax, ThomasO1989, Dcooper, Bongwarrior, StirloFTW, Yashtulsyan, Avicennasis, Giggy, Animum, JaGa, The Pantsless One, Arjun01, R'n'B, RockMFR, 123wiki123, King Piranha Plant, LordAnubisBOT, Henchman 2000, Bowsy, Ace of Jokers, Useight, CardinalDan, Gene S. Poole, Bovineboy2008, Sjones23, FrogTape, Ashnard, Jc iindyysgvxc, Falcon8765, SieBot, Coffee, Addit, Miremire, DepressedPer, KPH2293, ClueBot, Lacipaciga, Frostyhat123, Editsalot, Mild Bill Hiccup, SuperHamster, The luigi kart assassions, IntfictExpert, Versus22, Tezero, Spitfire, Mariofan2237, Addbot, The Editor 155, Megata Sanshiro, Wookoohitty, Arbitrarily0, Yobot, GnawnBot,

Mario777Zelda, Sergecross73, RetiredWikipedian789, Rocknroll2415, FrescoBot, Calmer Waters, Trioculus1, Salvidrim!, Unluckyhat, January, Reaper Eternal, Tbhotch, ButOnMethIts, Gfoley4, Justinhf, Yplays, ZéroBot, H3llBot, Selxxa, lbestcooldude, ClueBot NG, Satellizer, Qwertymasterfull101, Pillow2011, SuperKamiGuru, Countgrackula, Popedcap, BG19bot, ErockOverboard, Peacemaker67, 22dragon22burn, Dissident93, Curtaintoad, Nowmusicfan2816, RotlinkBot, Greenmist158, DrDeviFX, Lordtobi, Mkrqolf, Trajectoryman, TobeyWRattempts, Sudge slug, DEJAPIERRE and Anonymous: 176

- Mario Party 6** *Source:* https://en.wikipedia.org/wiki/Mario_Party_6?oldid=770130724 *Contributors:* K1Bond007, Olpus, Mushroom, Sinistro, SarekOfVulcan, Bender235, Szyslak, ERW1980, Feitclub, BCampbell, Goa103-enwiki, Alansohn, CyberSkull, Zircean, Harej, RJJFR, New Age Retro Hippie, MagicBez, Hbdragon88, Combination, Luigi2, Sjö, Cabutt, FlaBot, Bottles98, Isotope23, MTC, RussBot, Dbalic, Muchness, Rsrkanth05, Kimchi.sg, Smash, Jaxl, WriterFromAfar755, N. Harmonik, Zzuuzz, PTSE, Macdogg, ViperSnake151, Ryūkotsusei, SmackBot, Sillygostly, Yamaguchi 先生, Can't sleep, clown will eat me, Unknown Dragon, Dreadstar, Triforce of Power, Ravimakkar, ArglebargleIV, NintendodsFreak, Caim, Disavian, SQGibbon, TPIRFanSteve, TJ Spyke, Masem, Cat's Tuxedo, Angeldeb82, Tawkerbot2, CmdrObot, Mika1h, EgerBeaver, Dogman15, Cydebot, Gogo Dodo, Dancter, DumbBOT, Rlk89, Dragonps2, BetacommandBot, Thijs!bot, Luigifan, SNS, X201, RickinBaltimore, Salavat, KrakatoaKatie, Scepia, RobJ1981, Malcolm, ThomasO1989, Barek, Xen0, Bongwarrior, Avicennasis, FMAN, RockMFR, Aqwis, Henchman 2000, Bowsy, Ace of Jokers, Mega Man 5, SixteenBitJorge, CardinalDan, Jeff G., Bovineboy2008, SJones23, Oshwah, Elandogold, Jackfork, FrogTape, Jc iindyysgvxc, Slay-erlx, Victory93, W4chris, SieBot, PlanetStar, Addit, Anlome, Miremare, Vanished user 82345ijgeke4tg, Church, Martarius, ClueBot, Metiscus, HannahMiley, Orthoepy, Jusdafax, RC-0722, InfctictExpert, Project FMF, Oscar1210-enwiki, Tezero, Mariofan2237, Addbot, Guoguo12, The Editor 155, Ronhjones, Favonian, MuZemike, The Bushranger, Cmano13, Jsk14jeca, BAPACop, MaterialsScientist, E2eamon, GnawnBot, Mononomic, Mario777Zelda, Sergecross73, Shadowjams, MastiBot, Serols, Trioculus1, Salvidrim!, Peñatoskvyia, Mono, Cova1408, Hadger, Cyanophycan314, Diannaa, Lorson, Tbhotch, Bobby122, Bento00, NeoGenPT, Croixcross, Black Yoshi, Tommy2010, ZéroBot, WhatNow122, Dynamitekyle, Vuxcdeded, Zelugfdf, Mafumafuchrischris, BrandonsLe, ClueBot NG, Satellizer, AeroJelly, Weriiik, Polkmn124, Gabeisthebest, Sonsiblemok, PeterMitlk, Salvatore6969, Kreatureuk, Asgaver, Brofessor, Lastvortigaunt, Fireice56, Popedcap, Legiteditorontban, Wheretheresawhip, Lblounsbury, Dissident93, Curtaintoad, Nowmusicfan2816, Epicgenius, Vanamonde93, Camyoung54, Fruitloop11, Prisencolin, AJFU, Bonomont, My Chemistry romantic, CAPTAIN RAJU, Simplexity22, MeowMoon, PrimeBOT, Bouncy Glow and Anonymous: 356
- Mario Party 7** *Source:* https://en.wikipedia.org/wiki/Mario_Party_7?oldid=767189507 *Contributors:* Olpus, Mushroom, Gtrmp, Peruvianllama, Bumm13, Mariana, Imroy, Bender235, RoyBoy, Feitclub, Smalljim, FoekeNoppert, Cmdrjameson, Pikawil, Goa103-enwiki, Apostrophe, Dansk14, CyberSkull, MarkGallagher, Snowolf, TheDotGamer, Harej, RJJFR, Drat, Tsuba-enwiki, New Age Retro Hippie, RyanGerbil10, Mel Etitis, MagicBez, Chiphead, Jeff3000, Hbdragon88, Combination, Tizio, IChrisI, FlaBot, Aphasia83, Nihiltes, Isotope23, RexNL, Bmicomp, RussBot, SpuriousQ, Gaius Cornelius, Kimchi.sg, Ugur Basak, Smash, Bachrach44, SaturnYoshi, Jaxl, WriterFromAfar755, Denis C., Trainra, Poochy, N. Harmonik, Zzuuzz, Chase me ladies, I'm the Cavalry, Dspradax, Surprise of the Century, ViperSnake151, Allens, Bradleyjx, Tosus, Ryūkotsusei, TheWindshield, SmackBot, Prodego, Emokidinlove, Sillygostly, Nicodh, CrossEyed7, Jake Larsen, Bluebot, Keegan, Onesimos, Charoog10, Alexle92, Royboycrashfan, Can't sleep, clown will eat me, Unknown Dragon, Answerthis, Only, Flymanfly, Some1no, Knuckles sonic8, Triforce of Power, Pilotguy, Ravimakkar, ArglebargleIV, Nareek, JzG, Amplat, TdanTce, Konklone, SQGibbon, Atirage, DJ the Raptor, TJ Spyke, Masem, MikeWazowski, Cat's Tuxedo, Gameforever, Angeldeb82, Snagret King, Covenant Elite, Toadette Fan, Detcool, KyraVixen, Requestion, Dogman15, Cydebot, Dancter, Tawkerbot4, DumbBOT, Rlk89, Dragonps2, BetacommandBot, Thijs!bot, Epr123, Headbomb, SNS, X201, X96lee15, Salavat, KrakatoaKatie, Drewdy, RobJ1981, Malcolm, PresN, PJ Pete, ThomasO1989, Lightwing1988, Chickyfuzz123, Mikemill, Mdbgc, Bongwarrior, SineWave, FMAN, Hyakkiyakou, Pikazilla, MartinBot, Anaxial, Rash Raccoon, Wiki Raja, RockMFR, Truncated, Second crinson, Henchman 2000, Bowsy, Ace of Jokers, Uhai, Useight, CardinalDan, Klevar-enwiki, Kelapstick, Gene S. Poole, Bovineboy2008, SJones23, BlueCanary9999, Scottman108, FrogTape, Superjustinbros., Jc iindyysgvxc, Victory93, SieBot, Addit, Matthew Yeager, Miremare, Toddst1, Shadowmark2, KPH2293, GaryColemanFan, Caramel lunatic, Asher196, Church, ClueBot, Foxj, Frostyhat123, HannahMiley, Eab969, SuperHamster, Trivialist, Thehelpfulone, InfctictExpert, Tezero, Temeku, Mariofan2237, Addbot, The Editor 155, Shirtwaist, Glane23, BlueMario1016, Yobot, Fraggle81, AnomieBOT, MaterialsScientist, GnawnBot, LilHelpa, Combo Pwner, Mario777Zelda, Sergecross73, Shortie43504, VS6507, Trioculus1, Salvidrim!, Reaper Eternal, Cyanophycan314, Lorson, Tbhotch, NOAWiki, Fakirbakir, Black Yoshi, EvanJ35, ZéroBot, Isarra, ClueBot NG, Satellizer, BroderickAU, ScottSteiner, Mario Retardy, Sepuchek, Gibbsyibsy, Mariofan777, Lowercase sigmabot, Cameron1999, The1337gamer, Millennium bug, Zeroslash, 22dragon22burn, Dissident93, FoCuSandLeArN, MarioZelda128, Curtaintoad, Nowmusicfan2816, Frosty, CCamp2013, Greenmist158, Lordtobi, Bonomont, Sro23, CAPTAIN RAJU, Howarsisnow, (agith) and Anonymous: 372
- Mario Power Tennis** *Source:* https://en.wikipedia.org/wiki/Mario_Power_Tennis?oldid=757230371 *Contributors:* Andrevan, K1Bond007, Robbot, Alan Liefthing, Oddharmonic, Gtrmp, DoubleCross, Golbez, Bender235, Evice, Phred, Apostrophe, Pearle, CyberSkull, ABCD, Nintendo Maximus, Tsuba-enwiki, New Age Retro Hippie, Y0u, Meeptroid, ApLundell, Hbdragon88, Combination, BD2412, Josh Parris, Rjwilmsi, Cabutt, Chiefmartinez, FlaBot, Czar, Consumed Crustacean, Igordebraga, YurikBot, Rtkat3, WikidSmaht, Kimchi.sg, EWS23, Smash, Pagrashtak, Jaxl, Tony1, Thegrey anomaly, N. Harmonik, TheKoG, Sdoo493, JuJube, ArielGold, Nall, Jeff Silvers, Ryūkotsusei, SmackBot, Sillygostly, Geoff B, Yamaguchi 先生, Ajsh, Luigi128, Charoog10, Zachkudrna18@yahoo.com, Colonies Chris, Can't sleep, clown will eat me, Rsm99833, Unknown Dragon, PsychoJosh, Triforce of Power, Curly Turkey, Ravimakkar, Harryboyles, JzG, John, Mugsywiii, Mr. Lefty, Avant Guard, TJ Spyke, Masem, Ace of Sevens, Angeldeb82, Bearingbreaker92, The Prince of Darkness, CmdrObot, Wafulz, Mika1h, Jonathan71, Yaris678, Cydebot, Porsche997SBS, RyanPF, Dancter, DumbBOT, Slordak, BetacommandBot, Coconutfred73, X201, X96lee15, Voyaging, LinaMishima, RobJ1981, Jhsounds, ThomasO1989, Dancingcyberman, VoABot II, Ling.Nut, SineWave, HelperOnline, Kernell, Avicennasis, Giggy, JaGa, SpecialWindler, MartinBot, DrKay, SCB '92, Neural777, Warut, Bowsy, Ace of Jokers, Casper10, Gemini1980, Dermot-94, Napoleon4444, Bovineboy2008, GimmeBot, Optigan13, Natg 19, Oddtruth, Ashnard, Victory93, Izzy259, Unused000702, SieBot, Phe-bot, Miremare, Smallwikiuser, Hxhbot, NapHit, Wikipedian-Marliith, ClueBot, Artichoker, Jappalang, Sebquantic, Thehelpfulone, Another Believer, Project FMF, Tezero, Laser brain, Ost316, Ninteneo1379, Kbdankbot, Addbot, Megata Sanshiro, Kurtis, Luckas-bot, GamerPro64, Mr T (Based), AnomieBOT, DemocraticLuntz, Citation bot, Xqbot, AstaBOTH15, Mametchi99, RedBot, Trioculus1, RG104, ZéroBot, H3llBot, Unreal7, Wayne Slam, Vhfaj, Bill william compton, ClueBot NG, Tacosforbritish, Michael36419, Shaddim, Easy4me, Helpful Pixie Bot, Lowercase sigmabot, Vaati the Wind Demon, Mark Arsten, Lblounsbury, Cyberbot II, M england a808, Dexbot, Dissident93, MrDamonCorzb, Epicgenius, DarkToonLink, TFA Protector Bot, Taylor Trescott, Altojells, IlovePewDiePie, Landingdude13, ClassicOnAStick, Famous Hobo, Saskoiler, GreenC bot, PrimeBOT and Anonymous: 139
- Mario Superstar Baseball** *Source:* https://en.wikipedia.org/wiki/Mario_Superstar_Baseball?oldid=765197268 *Contributors:* K1Bond007, Davidcannon, Jacoplane, DoubleCross, Golbez, Beland, MisfitToys, Meweight, Imroy, Discospinster, Bender235, TMC1982, Bobo192, Cmdrjameson, Apostrophe, Pearle, Llamapalooza87, CyberSkull, ABCD, Lee S. Svoboda, ReyBrujo, Itschris, Tsuba-enwiki, New

- Age Retro Hippie, Tigers boy, Luigi2, FlaBot, HalifaxRage, LittleSmall-enwiki, Rtkat3, Kimchi.sg, Pagrashtak, Bachrach44, Jaxl, KeithD, HeroicJay, ThrashedParanoid, VederJuda, FE411, N. Harmonik, The-, Rsmith3813, Dubbya9, Sugar Bear, Junglecat, Ticonderoga-enwiki, Ryükotsusei, SmackBot, Sillygostly, Eskimbot, Liasos, DarkAdonis255, Chris the speller, Bluebot, Jprg1966, DrPepper-Samurai, Charoog10, Zachkudrna18@yahoo.com, TMFSG, Royboycrashfan, Can't sleep, clown will eat me, Unknown Dragon, Evilveil, NES Boy, Tehw1k1, Triforce of Power, Ravimakkar, Mr. Random, Heffy, JzG, NintendoGod, Drumpler, Caiafia, TJ Spyke, Cat's Tuxedo, Judgesurreal777, Destro, Blehfu, Angeldeb82, Covenant Elite, CmdrObot, Nevermorestr, DragonRidr, MrJazzbo, Cydebot, Dancter, Jay32183, BetacommandBot, Thijs!bot, X201, Linkeatspie, JustAGal, X96lee15, RobotG, RobJ1981, Dvandersluis, PhoenixFlare, Xtra3847, PresN, PJ Pete, DOSGuy, Endlessdan, Baby Luigi, Lord Crayak, Bongwarrior, VoABot II, Avicennasis, Michelle3801, MartinBot, Christani14, Kanafisch34, J.delanoy, Clerks, Henchman 2000, Bowsy, Ace of Jokers, Bowserjr55, SixteenBitJorge, S (usurped also), Spellcast, Wikieditor06, Bovineboy2008, Sjones23, Sleeper chevelle, Miranda, Anna Lincoln, Shawnjohn94, Tj84, Camanda, Synthebot, Lol man rofl, King food, SieBot, Toxicroak, Miremare, Hxhbot, Dangerousnerd, Moccamonster, Into The Fray, ImageRemovalBot, WikipedianMarlith, MamaWaluigi, ClueBot, IntfictExpert, Project FMF, Robert J. Potocki, MystBot, Addbot, Xp54321, CarsracBot, LAAFan, Mr.Xp, Mr.Yahoo!, Yobot, BAPACop, Darkharvest09, TJD2, Defender Of Justice, Birdetta, BooSluggers, Tdawg121, Joe-mommajoe, Lamaar, Wierse, Trioculus1, Salvidrim!, Dusty777, The Utahraptor, John of Reading, Nuujinn, Justinhful, Hydao, Lacon432, Stoneman980, Dragonite023383, Pepperman1, Satellizer, Easy4me, Klilidiplomus, Mom1967, The1337gamer, Sangheili Elite, 22dragon22burn, Dexbot, Dissident93, Hmainsbot1, Curtaintoad, Nowmusicfan2816, Landingdude13, ClassicOnASTick, ToastyEdit, Caliburn, GetchaPopcornReady21, 風中の刀劍, Jstreich13, PrimeBOT and Anonymous: 299
- **MC Groovz Dance Craze** *Source:* https://en.wikipedia.org/wiki/MC_Groovz_Dance_Craze?oldid=764132618 *Contributors:* Kitsune Sniper, Drano, Xezbeth, Chardish, Rjwilmsi, Czar, TnS, Kimchi.sg, N. Harmonik, SmackBot, J.Steinbock, The Rogue Penguin, George Ho, Unknown Dragon, SevereTireDamage, TJ Spyke, Masem, Amalás, Abehammy, ShelfSkewed, Cydebot, Krator, Shirulashem, BetacommandBot, X201, JustAGal, Moronicles, The Hams, RobJ1981, AuburnPilot, Thibbs, Belovedfreak, Bovineboy2008, AeronPeryton, Mhdj14, Moonriddengirl, Miremare, DAAaMan64, Fixer88, SporkBot, Aalbano, BG19bot, The1337gamer, Helsabot, Lemnaminor, Jodosma, Narky Blert, PrimeBOT and Anonymous: 12
 - **Medabots Infinity** *Source:* https://en.wikipedia.org/wiki/Medabots_Infinity?oldid=757254127 *Contributors:* Snowolf, ADeveria, N. Harmonik, Unknown Dragon, Masem, Amalás, Cydebot, Guyinblack25, BetacommandBot, X201, Bovineboy2008, Clamticore, Miremare, Rosiestep, JohnnyMrNinja, Addbot, Lightbot, Luckas-bot, Homechallenge55, PrimeBOT and Anonymous: 8
 - **Mega Man Network Transmission** *Source:* https://en.wikipedia.org/wiki/Mega_Man_Network_Transmission?oldid=757229974 *Contributors:* K1Bond007, KelvSYC, Mboverload, Violetriga, ERW1980, CyberSkull, Snowolf, Zxcvbnm, New Age Retro Hippie, Y0u, Boco XLVII, ADeveria, Combination, BD2412, A Man In Black, FlaBot, JdforresterBot, Hibana, Gaius Cornelius, Kimchi.sg, Randall Brackett, NickBush24, Allahweh1453, ACE Spark, N. Harmonik, That Guy, From That Show!, SmackBot, Davewild, Hmains, The Rogue Penguin, Colonies Chris, Can't sleep, clown will eat me, Bentes, Unknown Dragon, Ghaleonh41, Ravi Makkar, Ravimakkar, Sukechi, Ryu-long, TJ Spyke, Masem, Mellery, CmdrObot, Cydebot, Dancter, BetacommandBot, X201, Salavat, CZeke, Das654, Crimsoneiko, Ksbs, Brittany Ka, JoshuaMD, Bovineboy2008, Lots42, Bishop2, Jack Merridew, Miremare, Norgor, ImageRemovalBot, Jon24hours, Czarkoff, Project FMF, Tezero, FightingStreet, PMGUARDIAN, Kbdankbot, Addbot, Megata Sanshiro, Yobot, Pbtougourou, AnomieBOT, Lightlowemon, Trappist the monk, Martin IIIa, A930913, H3llBot, SporkBot, Helpful Pixie Bot, AngusWOOF, NathanWubs, Monkbot, BD2412bot, InternetArchiveBot, GreenC bot, PrimeBOT and Anonymous: 44
 - **Metal Gear Solid: The Twin Snakes** *Source:* https://en.wikipedia.org/wiki/Metal_Gear_Solid%3A_The_Twin_Snakes?oldid=767188364 *Contributors:* Liftarn, Wwwwolf, Andrevan, Furrykef, K1Bond007, Moink, DoubleCross, Golbez, DaveJB, Beland, Arsene, Sam Hovevar, Alsocal, Discospinster, Mirage5000, Ht1848, Sockatume, Surachit, Giraffedata, Apostrophe, Jason One, CyberSkull, Teggles, Evil Monkey, Shadowwolf, Kamezuki, Y0u, LostAccount, Brazil4Linux, TheNightFly, Commander Keane, Optichan, Plrk, Combination, Rjwilmsi, Seraphimblade, Yamamoto Ichiro, A Man In Black, Jonny2x4, Scoops, Kjlewis, YurikBot, RobotE, Rtkat3, JustSomeKid, Phantomtiger, Gaius Cornelius, Kimchi.sg, TonicBH, Snkcube, Valhalla, Arima, Falcon9x5, Mr Fist, N. Harmonik, Druff, Conan-san, Th1rt3en, JQF, Glabrata, SovietChicken, Hayter, KnightRider-enwiki, SmackBot, Dieboybun, Jagged 85, Chumtoad, Geoff B, Trebor, The Rogue Penguin, Michael Baptista, Onikage725, Zidane4028, Unknown Dragon, Fuhghettaboutit, Twlighter, Powellzinho, Dacxjo, Where, Ravimakkar, CardinalFangZERO, Teancum, Mjgiganteus1, Cyberlink420, The Bread, TJ Spyke, Ronius, Cheesechimp, Audiosmurf, TheHorseCollector, Xero Anarian, CmdrObot, HGLatinBoy, The Cake is a Lie, Mika1h, Olimarynf, Cydebot, Steel, Cablebfg, Qwerasdfzxcvvcxz, Soetermans, Thaddius, T.A Shirakawa, After Midnight, Dark Samus, EvocativeIntrigue, BetacommandBot, Thijs!bot, TJDW, Bot-maru, Sestren NK, Error1355, Headbomb, X201, TarkusAB, Darkwarriorblake, Nicholas0, Bald Chihuahua, Sion8, Cesarm, Darklilac, Jhsounds, Oddity-, Jheinz, Magioladitis, JoDB, FushigiDenki, GavSalkeld, Stephen Mathis, Neo Geo, RockMFR, Cd50, Deoxy911, Snake bgd, Wiz-Pro3, Tatrgel, Wiibeatsps3, Mr Wesker, SouperAwesome, Bigger Boss, MarcRS, Bovineboy2008, UmbrelasVirus, Gatotsu911, Gavyn Sykes, Marskuzz, Nico4, Benhead 07, Ubersuntzu, Seaborg106, Roman619, Finferno, -ross616-, Master of the Orichalcos, Victory93, Martinstatic, Ferox117, Unused000702, Jack Merridew, Seedbot, JohnnyMrNinja, Altzinn, Wonchop, Martarius, B1atv, WDavis1911, Harley'sbitch, Resoru, HeaveTheClay, Tezero, Brock2097, Gaaramax1235, Y2008sw, Addbot, DOI bot, Megata Sanshiro, LaaknorBot, Zero no Kamen, Tassedethe, AnomieBOT, JackieBot, Trut-h-urts man, Mrk1122, Luigi00001, FrescoBot, Throwaway85, NeoGenPT, WildBot, Hounder4, Lacon432, Bilbo571, Bill Hicks Jr., Rickraptor707, 594rk, TheDeviantPro, AnddoX, ClueBot NG, Shaddim, Ecs-Tactic, Fazm1bico, Eliskuya2, Dexbot, Dissident93, Gaminggur, Lordtobi, Monkbot, ClassicOnASTick, Rrp13121989, DangerousJXD, CubanLegend and Anonymous: 266
 - **Metroid Prime** *Source:* https://en.wikipedia.org/wiki/Metroid_Prime?oldid=771506818 *Contributors:* AxelBoldt, Enchanter, Liftarn, Wwwwolf, Ixf64, Stefan-S, Andrevan, Tediuz Zonarukando, DJ Clayworth, Furrykef, K1Bond007, Tonus, Pigsonthewing, Fredrik, Mboverload, Dave2, Golbez, Jh51681, Grunt, SYSS Mouse, Mathx314, Koopaling, Sparky the Seventh Chaos, CALR, Discospinster, Rich Farmbrough, Ebelular, Pie4all88, Bender235, Evice, Ht1848, Vanished user kjjj32ro9j4tkse, Sietse Snel, RoyBoy, Thunderbrand, Dgpop, Bobo192, ERW1980, Nyenyec, Cmdrjameson, Phred, Pikawil, Spleener, Apostrophe, Jason One, Gary, Arthena, CyberSkull, ABCD, Stillnotelf, Snowolf, Njahnke, Irdepesca572, ReyBrujo, Zxcvbnm, Cheyinka, Deadworm222, Bsadowski1, New Age Retro Hippie, Y0u, Chardish, Mimir-enwiki, Kelly Martin, Poiuyt Man, Qaddosh, Tabletop, Meneth, ThomasHarte, Essay, Combination, BD2412, Josh Parris, Rjwilmsi, Rschen7754, Nick R, Brighterorange, The wub, Jack Lumber, Digital Watches, Platypus222, DaHaK, FlaBot, Master Thief Garrett, Nihiltes, HurriSbezu, SouthernNights, Sean WI, Atomic Cosmos, Hibana, Igordebraga, ShadowHnr, Wavelength, NTBot-enwiki, Gyre, ~Viper~, Enderu, Gaius Cornelius, Kimchi.sg, Wimt, Ornilas, Pagrashtak, Msikma, NickBush24, Jaxl, Brandon, ShadowMan1od, Tony1, Falcon9x5, N. Harmonik, Zac Beaumont, FF2010, Druff, TheKoG, ZXer, Jetman123, Smurrayinchester, Bman19088, Johnpseudo, Kungfuadam, Snaxe920, Zeus Guy, Rehevkor, Bibliomaniac15, Ryükotsusei, SmackBot, Evilgrug, Tigerghost, KMcd, Bobet, Mr. Pointy, Wikistar3, SirMaur, NFAN3, Jagged 85, Eskimbot, Geoff B, JimmyBlackwing, Master Deusoma, Portillo, Oscartheecat, Vercaulos, Chris the speller, Wuffyz, Persian Poet Gal, Green meklar, NicAgent, Colonies Chris, Royboycrashfan, Gruntyking117, Can't sleep, clown will eat me, SheeEttin, IdOcrEat!NG, Alphathon, OrphanBot, Catfantastic, Unknown Dragon, Legendman,

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- **Naruto: Clash of Ninja** *Source:* https://en.wikipedia.org/wiki/Naruto%3A_Clash_of_Ninja?oldid=764688340 *Contributors:* WhisperToMe, Michael Devore, SoWhy, Ukexpat, Ratiocinate, RossPatterson, Discospinster, ESkog, Lankiveil, Bobo192, Nsaa, Anthony Appleyard, Snowolf, Wtmitchell, RainbowOfLight, New Age Retro Hippie, OwenX, SwordKirby537, NeoChaosX, WadeSimMiser, Tabletop, AnmaFinotera, Kralizec!, Ryajinor, BD2412, Mendaliv, Rjwilmsi, Koavf, Remurmur, RexNL, Tedder, Bgwhite, RussBot, Ryan the Game Master, Irishguy, Retired username, Tony1, Thegreyanomaly, 21655, Closedmouth, Carlosguitar, Ryukotsusei, SmackBot, KnowledgeOfSelf, Od Mishehu, Yamaguchi 先生, Kurykh, BrendelSignature, The Rogue Penguin, Sephiroth BCR, VMS Mosaic, Parent5446, Unknown Dragon, Jmlk17, Dreadstar, Louising114, FallenAngelII, Robomaeyhem, Axem Titanium, Ryu Ematsu, Aleenf1, NJA, TJ Spyke, Masem, Megaman1124, BranStark, Iridescent, Shadoman, JForget, Mika1h, The Wretched, Juhachi, El aprendelenguas, Dotsdfe, Cydebot, MindWraith, Cyhawk, ST47, DumbBOT, Snapper2, Quetzalcoat45, Ike-bana, Epbr123, N5iln, Leedeth, Woody, Shinydrag, DaRk StRiDeR, Mentifisto, Hmrox, Teamrocketspy621, Coolman1250, Uj137, DaftZ, TTN, Poetic Decay, Kylemauliffe15, PresN, Chriswilliams, MER-C, Magioladitis, Bongwarrior, VoABot II, DylanUchiha, DerHexer, Link 486, Eседragon1, SoundPound500000, Naruto134, S3000, MartinBot, Aznbrain93, InnocuousPseudonym, Mwolvesto50, Lexo, J.delany, Trusilver, Dinoguy1000, Vanished user 342562, Dispenser, Eijiaj80, AntiSpamBot, KylieTastic, Juliancolton, JavierMC, Useight, SoCalSuperEagle, Spellcast, Keyblade626, ABF, Jeff G., Indubitably, Bovineboy2008, Philip Trueman, Gaara1224, Iamorly, Sage1989, Link floyd, DBZROCKS, MiracleMatter, Hiddenvillage, Cremepuff222, Moontecker, Falcon8765, Ryne11, AlleborgoBot, Legoktm, Euryalus, AlexFili, Winchelsea, Matthew Yeager, The very model of a minor general, Nummer29, Keilana, Thatscork, Tiptoety, Radon210, Ferret, Playaboyeee, Oxymoron83, Jack Zparrow, Hobartimus, Naruto627886, Spartan-James, DragonZero, Bloo890, L Lawliet, Dabomb87, Darth G, Bloodbell, JesseMeza, JhonnyBobA, WikipedianMarlith, FFXFan1991, ClueBot, Upspice, Alpha296, Avenged Eightfold, Binksternet, Hippo99, Foxj, Domebody, Phazon Chaos, Goshikuu, Zach is narutofan, Dakari313, Ndenison, B forever, Sebquantic, Cube lurker, Hiei37, Tintor2, Blanchardb, Hobocrow, Wazzup970, Excirial, Anonymous101, Shuriken6, Eeekster, Kiri No Haku, MOM3NTUM, Lartoven, RPS23, ParisianBlade, NuclearWarfare, Orango124, Mika2h, NanDattebayo!, Razorflame, Dvax 100, Alpha92613, Zero78, Williambeckner, Aitias, Mexicanposer15, Versus22, Sasmen101, Wariofan14, DumZiBoT, Foofightersfan, XLinkBot, Gnowor, Lordrockman, Rror, NejiLeeShikamaruKiba, Naruto10423, Andrensath, Ike12, RyanCross, Kbdankbot, Addbot, Shisu51, Megata Sanshiro, Marx01, Zezon, Ironklad, CanadianLinuxUser, Fluffernutter, ULF391, Narutfart, Roux, Chdmstrs12, Itfc+canes=me, ShadowYams, Bfigura's puppy, DuncanMills, Lightbot, Thundermaster258, Alex4719, Moocowsrule, Samuel Pepys, Soupcoq, Bahamaboy, Jet9510, Yobot, Wiki master Q 2099, Pianopmark, Legobot II, Sajirou, Craig11h, GreyShadowUchiha, 1A643E7, Tempodivalse, Dunkerguy89, Synchronism, Orion11M87, AnomieBOT, Furryslayer 3000, Jim1138, Wiki Master Dude, Piano non troppo, Skisquash, Supersmashbros123456, DaisukeVulgar, Knowledgekid87, Flewis, Ghormine, Pein457, Frankenpuppy, LilHelpa, Parthian Scribe, Capricorn42, Bellicosek, 4twenty42o, Sergecross73, Queen Rhana, Koolz9011, Lilyluvsanime, Flapjack727, FrescoBot, Yoshinaruto, Stersonbob, KuroiShiroi, Terry911, Wiishigi, Arjunthegreatkool, Ben120657e, Narutoupdater, I dream of horses, Elockid, Notedgrant, Jonesey95, JJC34, Volkner467, Uchiha100, MisterSanderson, Thenarutofan8, Rigby590, Orenburg1, Gimli2020, Naas300, Bubbub01, CommanderKool86, Dinamik-bot, 122pacman666, Bluebuury, Specs112, Megax260, RjwilmsiBot, Ryder100, TheJokerXIII, Takinzinnia, Yunhyunmin, Lacon432, H3llBot, SporkBot, OnePt618, Autoerrant, Bullshine, Petrb, ClueBot NG, AhmedAliHamdan, Awesomeness95, Despatche, Shermantankfan, Mike Jones-chief, Nickelbackrules1518, Downyourvoice, Gabriel Yuji, AwamerT, Mark Arsten, Bobbythealien, Samwalton9, GameFreak667, Goslajuavi, Melcous, Opencoooper, Landingdude13, Biblioworm, MarioSonicU, ClassicOnAStick, TheOtherUnknown, Darkeno7, 1989, Ohmysasuke, Ira Leviton, Challenger.rebecca, Knowledgekid666, PrimeBOT, Dhruv.virani and Anonymous: 1118
 - **Nintendo Puzzle Collection** *Source:* https://en.wikipedia.org/wiki/Nintendo_Puzzle_Collection?oldid=764046869 *Contributors:* Ahoerstemeier, Jason Quinn, Mboverload, Mike Rosoft, Bender235, Func, Seancaug, Snowolf, New Age Retro Hippie, Hbdragon88, ADeveria, Reyontoyeny, Rjwilmsi, Hibana, Kimchi.sg, Smash, N. Harmonik, Jeff Silvers, SmackBot, Benpc91, Parrothead1983, The Rogue Penguin, KieferSkunk, Unknown Dragon, Cybercobra, PsychoJosh, Bando26, Zeek The Yoshi, Berenlazarus, TJ Spyke, Masem, Cydebot, Soetermans, Dancter, BetacommandBot, SNS, X201, Salavat, Biggman15, ThomasO1989, Thibbs, LightningPower, Ashitaka96, Bovineboy2008, Miremre, JohnnyMrNinja, SuperHamster, Ost316, Addbot, Megata Sanshiro, MuZemike, Yobot, DSisypheBot, Trioculus1, Jesse V., RjwilmsiBot, NeoGenPT, NOAWiki, Wagino 20100516, Magicperson6969, Spydspydy, ClassicOnAStick, Zacharyalejandro, PrimeBOT and Anonymous: 48
 - **Odama** *Source:* <https://en.wikipedia.org/wiki/Odama?oldid=767189508> *Contributors:* Olpus, Mushroom, Rich Farmbrough, Sockatume, CyberSkull, Snowolf, ReyBrujo, Nightstallion, New Age Retro Hippie, Tabletop, RadioActive-enwiki, Chiefmartinez, The wub, Dar-Ape, Remurmur, FlaBot, Ian Pitchford, Zooba, Hibana, ShadowHntr, YurikBot, Kimchi.sg, RadioKirk, Jaxl, Mikademus, N. Harmonik, Jedi6, SmackBot, Tree Biting Conspiracy, Can't sleep, clown will eat me, Unknown Dragon, SevereTireDamage, Tehw1k1, 041744, TJ Spyke, Angeldeb82, CmdrObot, Cyrus XIII, Mika1h, Cydebot, Oboewan, BetacommandBot, Highlandlord, X201, RobotG, RobJ1981, Flat-enwiki, MER-C, Geniac, Kgagne, JaGa, Bovineboy2008, Philip Trueman, Chikalin, AlleborgoBot, Unused000702, Miremre, Project FMF, DumZiBoT, Addbot, Yobot, Mr T (Based), Prince Ludwig, A.amitkumar, FrescoBot, Dark Lord of the Sith, EmausBot, SporkBot, Easy4me, Snow Blizzard, Samwalton9, Dissident93, Hmainsbot1, Lordtobi, TheHunterPersian, Qzd and Anonymous: 49
 - **P.N.03** *Source:* <https://en.wikipedia.org/wiki/P.N.03?oldid=757241081> *Contributors:* David Gerard, Michael Devore, Romanito, DoubleCross, Sockatume, CyberSkull, ABCD, Combination, Marudubshinki, Rjwilmsi, Remurmur, Gurch, BitterMan, Hibana, Igordebraga, Kimchi.sg, Anetode, Tony1, Mr Fist, N. Harmonik, OddityEG, SmackBot, JimmyBlackwing, Indium, Chris the speller, The Rogue Penguin, SlickDizzy, Can't sleep, clown will eat me, Unknown Dragon, Charles, HighwayCello, Axem Titanium, Romeu, TJ Spyke, Masem, CmdrObot, Cyrus XIII, Nemesis556, Mika1h, Cydebot, MaxBiaggi2, Guyinblack25, BetacommandBot, Akadewboy, X201, Vendettax, MER-C, Zeashe, RockMFR, Calamity-Ace, SixteenBitJorge, Bovineboy2008, Unused000702, SieBot, Miremre, Wanderer32, GameLegend, Addbot, GamerPro64, AnomieBOT, Xqbot, Azurfrog, BenzoBot, Jaguar, NeoGenPT, GA bot, H3llBot, Funnysheep, IGeMiNix, G-Zay, Gabriel Yuji, TheHealthMantis, Player017, The1337gamer, SNAAAAKE!!, Monkbot, PrimeBOT and Anonymous: 24
 - **Paper Mario: The Thousand-Year Door** *Source:* https://en.wikipedia.org/wiki/Paper_Mario%3A_The_Thousand-Year_Door?oldid=773346083 *Contributors:* SimonP, Liftern, Rossami, Silverfish, Andrevan, Tediuz Zananarukando, WhisperToMe, Selket, K1Bond007, Ashdurbat, David Gerard, Jacoplaner, Captain Rotundo, Lupin, Michael Devore, Slowking Man, Tubedogg, Liberlogos, CALR, Discospinster, EITyran, Rich Farmbrough, Pie4all88, Bender235, CanisRufus, Purplefeltangel, Matteh, Thunderbrand, Drmagic, Func, L33tminion, Apostrophe, Slipperyweasel, Miyako, Jason One, CaptainSpam, CyberSkull, Atlant, ABCD, Sade, InShanee, MoraSique, ReyBrujo, Tony Sidaway, RJFJR, RainbowOfLight, Xzcxbnm, Lfaraone, Kusma, LukeSurl, New Age Retro Hippie, Yumyumpuppies,

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- Phantasy Star Online Episode III: C.A.R.D. Revolution** *Source:* https://en.wikipedia.org/wiki/Phantasy_Star_Online_Episode_III%3A_C.A.R.D._Revolution?oldid=757546564 *Contributors:* Ixf64, Ahoerstemeier, Kappa, Alansohn, CyberSkull, Snowf, Mindmatrix, Sygmoral, DavidFarmbrough, Ryajinor, Czar, Bgwhite, Kimchi.sg, Smash, Jaxl, Falcon9x5, 21655, That Guy, From That Show!, SmackBot, Ianjm, Doktor Wilhelm, Unknown Dragon, TJ Spyke, Mika1h, Thrashmeister, Cydebot, Draky, BetacommandBot, Dogaroon, X201, Salavat, AntiVandalBot, RobJ1981, Ereiyo, Darklilac, Tsukento, Ding Chavez, JasonS2101, 6d3, Neo Geo, MartinBot, DreamingLady, Bovineboy2008, Lots42, Mini Joe, SieBot, Miremare, JohnnyMrNinja, ImageRemovalBot, Trivialist, Project FMF, Peacheshead, Tezero, Addbot, Megata Sanshiro, Jpaelma13, Yobot, Noq, Amaury, Lucia Black, Tim1357, John of Reading, SporkBot, Ego White Tray, ClueBot NG, Bumblezellio, PhilipTerryGraham, The1337gamer, Dissident93, Helsabot, ArmbrustBot, Landingdude13, PrimeBOT and Anonymous: 27
- Pokémon Channel** *Source:* https://en.wikipedia.org/wiki/Pok%C3%A9mon_Channel?oldid=773420351 *Contributors:* Mxn, Ilyanep, WhisperToMe, K1Bond007, David Gerard, Gtrmp, Misterkillboy, Marcica, Everyking, Mboverload, Christopherlin, Mu, Morgan695, Pidgeot, Sparky the Seventh Chaos, WikiPediaAid, Paul August, Bender235, Ht1848, Jason One, Tek022, CyberSkull, Snowf, The-DotGamer, New Age Retro Hippie, Firsfron, Poiuyt Man, Combination, Remurmur, A Man In Black, Win777, FlaBot, Czar, Bgwhite, Sonic Mew, WikidSmaht, Kimchi.sg, Smash, Jaxl, N. Harmonik, Navstar, Crisco 1492, HurricaneJeanne, SmackBot, Ian Rose, Doktor Wilhelm, Schmiteye, The Rogue Penguin, HubHikari, Can't sleep, clown will eat me, Unknown Dragon, Luigi III, John, 041744, -al, Ryulong, TJ Spyke, Masem, Urutapu, Dogman15, Cydebot, YuckieDuck, Dancter, Odie5533, Thaddius, BetacommandBot, Adambesthythe, TarkusAB, Salavat, RobJ1981, EXP282, PresN, Husond, Hero of legend, Bencherlite, Drkirby, FMAN, MaraNeo127, Casper10, Bovineboy2008, TXiKiBoT, Xenophrenic, Malinaccier, Redwiki536, Youp.c, Superjustinbros., SieBot, Miremare, Mastercaster, Blake, Yangon, ClueBot, Wysprgr2005, Excirial, Zimmbotkiller, Swindbot, Tezero, DumZiBoT, Ost316, Dezomomo, Addbot, Paper Luigi, Megata Sanshiro, Zellfaze, Yobot, GamerPro64, AnomieBOT, Sophus Bie, Sesu Prime, Sock, Lightlowemon, Trappist the monk, XJMsa, NeoGenPT, Super48paul, The Mach Turtle, TailsTheFox2476, Checkingfax, Sipan1234, Donner60, ClueBot NG, Another n00b, Bradley wyatts, BG19bot, Gabriel Yuji, C3F2k, Supermerd11, Dexbot, Dissident93, Lugia2453, Zziccardi, Nicereddy, Hoppeduppeanut, Buffbills7701, TFA Protector Bot, Monkbot, MostRecentUser, Belle, Superegz, ClassicOnASTick, SexyLexi12, Imnotkidding, Sabrina177, Cheezelover1122, Disneyinfinityboss, Jeffytheturtle, EthanRossie2000 and Anonymous: 81
- Pokémon Colosseum** *Source:* https://en.wikipedia.org/wiki/Pok%C3%A9mon_Colosseum?oldid=769574467 *Contributors:* Andrevan, Sebastian Wallroth, WhisperToMe, K1Bond007, Topbanana, Fredrik, Bulbaboy, David Gerard, Eric42, TorreFernando, Everyking, Guanaco, Mboverload, Pidgeot, WarChild, Sparky the Seventh Chaos, CALR, Discospinster, Guanabot, Bender235, Evice, Bobo192, Phred, Apostrophe, Jason One, CyberSkull, Zxcvbnm, Imdwalrus, Alai, New Age Retro Hippie, Kelly Martin, Mindmatrix, Poiuyt Man, Hbdragon88, Daniel Lawrence, Combination, Luigi2, Rjwilmsi, Remurmur, A Man In Black, RainR, User142, FlaBot, Emarsee, PinkDeoxyS, Pleasehelp, Nihiltres, MTC, Hibana, Sonic Mew, YurikBot, Rtkat3, WikidSmaht, C777, Kimchi.sg, @lex, Smash, Jaxl, I'm On Base, HeroicJay, N. Harmonik, Shadowxlng, Deville, NHSavage, Anclation-enwiki, Curpsbot-unicodify, MasterXiam, Ryükotsusei, KnightRider-enwiki, SmackBot, Evilgrug, TBH, Sillygostly, DellDot, Guermentes, The Rogue Penguin, Raymie, Can't sleep, clown will eat me, AntiVan, Eye.of.the.dragonfly, OrphanBot, Unknown Dragon, Evilgidgit, HighwayCello, Bando26, Willbender, Ragnaroknike, Ryulong, TJ Spyke, BranStark, Cipher, Shadoman, CzarB, JoeBot, Jasonh22, Pokemega32, The Prince of Darkness, Urutapu, CmdrObot, FunPika, Noi88, MrBubbles, Mika1h, Melicans, Gran2, Cydebot, MindWraith, Codingmasters, Krator, SubStandardDeviation, FireV, RandomOrca-enwiki, The Raven's Apprentice, BetacommandBot, RandomOrca2, Thijs!bot, Odd1, James086, X201, Tellyaddict, TarkusAB, Salavat, SummerPhD, RobJ1981, Darklilac, Alphachimpbot, Armando12, ShadowInferno, Jingleboy, Uweboll1466, Superx, Thibbs, DerHexer, Gwern, Nichlok, Anaxial, Chriswilliam92, R'n'B, Majusca, FMAFan1990, J.delanoy, M C Y 1008, (jarbarf), Dhelor, Razorash, Ace of Jokers, ManecoWifi, S (usurped also), Varnent, Cactus Guru, Manectric, Bovineboy2008, Sjones23, COOLRUNNER87, Celestos, Youp.c, LedgerJoker, Billinghamurst, Comedyguy0411, JDub90, Rgarrity999, Miremare, Vanished user 82345ijgeke4tg, Oniryushizobura, Keilana, Arknascar44, Oxymoron83, Fancysun, KPH2293, Blake, Faizan22, Nn123645,

ClueBot, LAX, SubZeroSilver, Artichoker, Rhonin the wizard, TBustah, Aralas, Sebleouf, Estirabot, MacDaddyD, Thingg, Wiegels, Tezero, Ost316, Maplestory7636, Addbot, Paper Luigi, Theking312, Megata Sanshiro, MrOllie, FCSundae, Zorrobot, Ettrig, Bass of the, Yobot, AnomieBOT, Mokoniki, MaterialsScientist, RobertEves92, Hikari Tajiri, CheeseDeluxe, GrouchoBot, Shadowjams, Chomperjr, Sesu Prime, I dream of horses, Hamtechperson, Full-date unlinking bot, NANWIZ, ThunderRaikou, Trappist the monk, Mptb3, Abc haynesethan, GA bot, Dewritech, HJgreg, ZéroBot, A930913, Wangxuan8331800, ClueBot NG, Easy4me, Widr, HighestSources, Swifty, The1337gamer, ChrisGualtieri, Jethro B, Dissident93, Slaiest, Zziccardi, Darkvaati99, L42Ueh, ArmbrustBot, JadeGuardian, Heatran75, Monkbot, Meowthchan, AdrianGamer, Narky Blert, Zacharyalejandro, GSS-1987, St3v3n7xed8, PrimeBOT and Anonymous: 256

- **Pokémon XD: Gale of Darkness** *Source:* https://en.wikipedia.org/wiki/Pok%C3%A9mon_XD%3A_Gale_of_Darkness?oldid=76729763 *Contributors:* Nikai, Charles Matthews, Andrevan, Furrykef, David Gerard, Lupin, Everyking, Mboverload, WarChild, CALR, Discospinster, Rich Farmbrough, Evice, Izalithium, Thunderbrand, Bobo192, Cmdrjameson, Apostrophe, CyberSkull, ABCD, Zxcvbnm, Tsuba-enwiki, New Age Retro Hippie, Kelly Martin, Mindmatrix, GVOLT, Hbdragon88, Bbatsell, ADeveria, Daniel Lawrence, Combination, WordsSayNothing, Barnabat, KramarDanIkabu, Luigi2, The wub, Remurmur, A Man In Black, Pleasehelp, Nihiltes, JiFish, Gurch, Pandas, Spriteless, Bmicomp, Chobot, Mhking, Bgwhite, ShadowHntr, Sonic Mew, YurikBot, Rtkat3, WikidSmaht, Quentin Smith, Gaius Cornelius, Kimchi.sg, @lex, Smash, Grafen, Jaxl, HeroicJay, Emersoni, Falcon9x5, PrimeCupEevee, Nlu, N. Harmonik, Wknight94, Pokemon Fan, Carsonley, 21655, Chase me ladies, I'm the Cavalry, Alakazam, Salazard, Jedi6, ViperSnake151, Zeus Guy, SmackBot, Evilgrug, Erik the Appreciator, PDL, Sillygostly, Eskimbot, Oscarthecat, Chris the speller, Zouf, Bonesii, Toastypk, K4zem, Can't sleep, clown will eat me, AntiVan, OrphanBot, Unknown Dragon, Evilgidgit, Sukecchi, Sajman12, Akendall, Ascend, Willbender, Drumpler, Fryguy64, Link3710, Michael Greiner, Ryulong, Snotplinkoid, TJ Spyke, Cipher, Shadoman, CzarB, Marysunshine, Blue Mirage, Covenant Elite, The Prince of Darkness, Urutapu, CmdrObot, FunPika, Dycedarg, Jackotheripper, Mika1h, GooTuM, Melicans, Thrashmeister, KingPenguin, Cydebot, Oboevan, Mariobrogamer, Dark Samus, RandomOrca-enwiki, BetacommandBot, RandomOrca2, Thijs!bot, Bobcheezy, Tirkfl, X201, Salavat, Teamrocketspy621, Masamage, Husond, ShadowInferno, MER-C, Caf-feinedreamer, Relyk, Filnik, D3athstardisco, DanielV29XMK8, VoABot II, CTF83!, Nat495, Knuclear200x, Quanyails, Musicking, Hdt83, JohnWii, Sdgfreak, Franken Pimple, Ageofe, Uncle Dick, M C Y 1008, SHTR, SpigotMap, Cmc24, DarkMech, Dr Doomed, ManecoWifi, Varnent, Reader2009, Weavile493, Bovineboy2008, Oxfordwang, Bobby84, AlleborgoBot, Bob the Rabbid, Gardevoir11, SieBot, Scarian, Rgarrity999, Miremare, Allan109, Flyer22 Reborn, Mikmoonie, Wii Kid2, Pooty the Echidna, JohnnyMrNinja, Anitachan, TypoBot, ImageRemovalBot, ClueBot, Allthatjeff, Kiya-chan, Niceguyedc, Alexbot, Stylinhawaiiian7, Mrahay, Stevea29, Wprlh, Alanmp, Wiegels, Versus22, Tezero, Swordmaster592, Ost316, Addbot, Paper Luigi, Megata Sanshiro, Jhuhn, Roux, Kyle1278, Ultimate Ranger, Zorrobot, DeluxNate, AnomieBOT, Xqbot, Digifan23, SassoBot, GarretSlarrity, Uup-enwiki, Sesu Prime, ShunKazami, Jaguar, Jer44, DARTH SIDIOUS 2, Wikicars12345, FetchcommsAWB, N3g4t1v3z3r0, AmericanLeMans, OliverDF, Arrace, EleferenBot, Socob, Radix Z, ClueBot NG, Swimnteach, Andrew ash graham, Moritz37, Joydeep, Jazama, Swifty, Geneticrebel, Dissident93, The Sackinator, L42Ueh, ArmbrustBot, EmperorSushi, CyMoahk2, Zacharyfronterotta, Jinklebadober, AdrianGamer, Weegeerunner, Nobodyslight, UnshapedBubba, PrimeBOT, Junebug44 and Anonymous: 381
- **Resident Evil (2002 video game)** *Source:* [https://en.wikipedia.org/wiki/Resident_Evil_\(2002_video_game\)?oldid=773150525](https://en.wikipedia.org/wiki/Resident_Evil_(2002_video_game)?oldid=773150525) *Contributors:* Topbanana, Michael Devore, Jonny2x4, DVdm, Happy Evil Dude, George Ho, Danjewell, Derek R Bullamore, Shadoman, Valvados, Mika1h, Cydebot, TarkusAB, Magioladitis, Thibbs, Sjones23, Mosherdude91, BuddyBat, Wonchop, Loganmac, Addbot, The Editor 155, NeoBfatreak, Legobot, AnomieBOT, TJD2, Malincia, Trappist the monk, Ferar360, Niwi3, Ragowit, Bt8257, Hounder4, Prozert, Bill Hicks Jr., TheTimesAreAChanging, Horseman16, Despatche, BG19bot, Gabriel Yuji, Cky2250, BattyBot, WorldBetterPlace20, SNAAAAKE!!, Dissident93, My name is not dave, Monkbot, Landingdude13, MAinternational, ToastyEdit, 302ET, LosterFrowden, AggressiveNavel, GreenC bot, PrimeBOT and Anonymous: 65
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