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Mega man 9 e tanks

2008 video game Mega Man 9North American virtual artwork designed by iam8bitDeveloper(s)Inti CreatesCapcomPublisher(s)CapcomDirector(s)Hayato TsuruProducer(s)Takuya AizuKeiji InafuneHironobu TakeshitaDesigner(s)Satoru ItoSatoshi YazimaProgrammer(s)Shinichi SemaArtist(s)Yoshitaka HatakeyamaComposer(s)Ippo YamadaRyo KawakamiYu ShimodaHiroki IsogaiSeriesMega ManPlatform(s)PlayStation 3, Wii, Xbox 360, Mobile, Microsoft Windows, PlayStation 4, Xbox One, Nintendo SwitchRelease September 22, 2008 WiiWareNA September 22, 2008[1] JP: September 24, 2008[3]PAL : September 26, 2008[2]PlayStation NetworkNA: 2008.2009[3]Xbox Live ArcadeNA: October 1, 2008 2008[1]PAL: October 1, 2008[4]JP: June 24, 2009[3]Mobile PhonesJP: December 1, 2010 [5] Genre(s)Action, platformingMode (s) Single Player Mega Man 9 [a] is a 2008 action platform video game developed by Capcom and Inti. This is the ninth numbered game in the original Mega Man series (Or tenth game overall, if including Mega Man & Bass). Mega Man 9 is the first home console game in the original Mega Man series since Mega Man 8 and Mega Man & Bass, which were released at least a decade earlier. Mega Man 9 was the first game in the series to do a physical release and was initially released only for download game services WiiWare, PlayStation Network (PSN), and Xbox Live Arcade (XBLA). In June 2017, it was announced that Mega Man 9 and 10 will be released in The Mega Man Legacy Collection 2 for PlayStation 4, Xbox One and Microsoft Windows, as well as a digital version released for the Nintendo Switch in May 2018. In the early 20th century, Mega Man 9 continues the adventures of android hero Mega Man. When devastating attacks on powerful robots begin to occur around the world, Mega Man's creator, the kind-hearted Dr. Light, is to blame. Mega Man's main enemy, the evil Dr. Wily, claims he was not involved in the events. It's up to Mega Man to stop the robots, prove its creator's innocence and reveal Wily's true intentions. Mega Man 9 uses the classic 2D side scrolling game on which the series is based. With the help of both action and platform elements, the player must complete a series of eight, initial stages of any order desired. Defeating each stage the Robot Master boss copies the unique weapon which the player can choose willingly across the rest of the game. Although the game was developed for modern consoles, mega man 9 has 8-bit images and sound similar to the Nintendo Entertainment System (NES) as a retro throw-back to the franchise's earliest entries. According to producers Keiji Inafune and Hironobu Takeshita, the development team deliberately made the graphics, sound, and game of Mega Man 9 as simple as possible to adhere to The fan and critical favorite Mega Man 2, released in 1988. Mega Man 9 was a commercial success and received mostly positive reviews from the press. The popularity of the game prompted Capcom to create a sequel, Mega Man 10, which also uses a simple 8-bit style. Plot As in previous entries in the series, the fictional events mega man 9 will take place during the 21st century. Dr. Light, the creator of the world's greatest android hero Mega Man, is to blame when several old and outdated models of Robot Masters he created suddenly go on a devastating rampage. [6] Mega Man's nemesis, Dr. Wily, is not related to him. [8] After showing a news video of Light declaring the planet's dominance and Wily refusing to follow him, Wily announces that he needs cash donations to complete the robots dr. He built against Light's robots. [9] Mega Man vows to fight to prove his creator's innocence and reveal Wily's true intentions. [7] After Mega Man begins the fight against the eight Robot Masters– Concrete Man, Splash Woman, Magma Man, Hornet Man, Jewel Man, Tornado Man, Plug Man and Galaxy Man[6] – The light will soon be arrested. During the victory over the fourth Robotmaster, he left behind a piece of scrap metal, revealing that the robot was soon due for recycling. [10] Mega Man eventually picks up its last Robot Master memory chip, which is analyzed to reveal Dr. Wily's vow to help robots survive this expiration date and eventually reprogram them. [11] However, before the information is made public, Wily swoops in to use the flying saucer and steals the chip. Mega Man invads Wily robot city, which is guarded by powerful wily robots built by a crowd of donations. Mega Man fights and defeats Wily, who immediately begs for forgiveness, at which time Mega Man scolds Wily for reminding him of all the begging in all previous main Mega Man series games. Mega Man then discovers that Wily was responsible for Dr. Light's arrest and that Light has fallen ill. However, Mega Man ally Proto Man comes along and warns the hero that it's a trap, which according to the seemingly sick scientist of a fraudster previously used Wily to make his first news video. [12] Mega Man then risks Light, and the impostor shocks him; Wily escapes while disabled. When the fort comes down on him, Proto Man quickly returns to save him. In the end, Dr. Light is liberated and the status quo is restored. [13] The eight Robot Masters will be rebuilt and new features will be given to work alongside Light and his other robots. Gameplay Mega Man battles mini-boss Hanabiran on hornet man's stage. The game contains the same graphics and games for NES-era Mega Man games. Mega Man 9 is an action platform game in which the player controls the titular character and must complete a number of 2D side scrolling The start of the game is a selected screen screen Sections from which the player can choose to fill the desired order. [6] At each stage, the player develops by running, jumping, avoiding traps, shooting enemies and mini-bosses, and eventually battling the Robotmaster boss at the end. Mega Man starts with the Mega Buster arm-cannon weapon, but each boss is defeated, with a unique weapon added to his arsenal. Since each robot master is weak with a specific weapon, the player strategize in order in which the sections are deleted. [7] The player also begins the game with the possibility of calling Mega Man's dog Rush, who can turn into a Coil springboard to jump higher, or a Jet that can travel long distances through the air. [14] Mega Man's health, special weapons and Rush options are all limited by energy meters that can be recharged by taking items at each level. Special screws can be picked up and used to buy items from Auto's store between sections. These items include extra life, tanks to recharge your energy, and a one-time use batteries to call your Mega Man companions Eddie and Beat for help. [7] The original Mega Man and Mega Man 2 were used as the main inspirations for mega man 9 gameplay, missing out on many of the important features of previous games. Specifically, Mega Man lacks the ability to slide along the ground and be able to charge up the Mega Buster with stronger shots. [6] [7] [15] In addition to using or leaving various elements from previous games in the series, Mega Man 9 introduces a time attack mode and 50 optional challenges where certain requirements must be met. They are defeating the boss using only the Mega Buster clearing the entire game without causing any damage. [7] [14] In October 2008, downloadable content was made available for all three versions of the game. Proto Man can be downloaded as another playable character. Proto Man is able to slide, charge the buster and takes twice the damage of Mega Man, among other differences. [16] Other downloadable add-ons include greater difficulty modes, an endless stage and a special stage featuring a new boss, fake man. [17] [18] This downloadable content was added to Mega Man Legacy Collection 2, which requires the player to finish the game or enter a secret code. [19] Development Mega Man 9 was developed by Capcom and Inti Creates. The latter company developed the Mega Man Zero and Mega Man ZX spin-off series and employs a number of former Capcom members who have worked on previous Mega Man games. [6] [15] [20] The first six games of the original Mega Man series were created for the NES in the late 1980s and early 1990s. [22] Due to the huge popularity of the original series, there are many spin-off series, related games and compilations out of Capcom. The latest entries in the main series, Mega Man 8 and Mega Man Man Bass was first released on more advanced home consoles in 1996 and 1998 respectively. [22] Keiji Inafune, capcom's designer, artist and producer, was involved in most of the franchise's development. As early as 2004, Inafune, credited as Inafkng, publicly expressed his intention to make Mega Man 9 as a throwback to the super old school, but that creation largely depends on the input of fans. [22] Inafune said the simple fun of the classic Mega Man game does not fit into the grandiose and expansive world that has become part of the consumer gambling industry, so it is necessary to make games that meet current expectations. He also believed that pushing for the creation of Mega Man in the style of the original would be quickly criticized for things like being simple, outdated, or too expensive, making it too difficult to develop such games in the current atmosphere. [6] Inafune cited the rise of retrogaming services such as the Nintendo Virtual Console, as it allowed the development team to team up with Mega Man 9. [6] Mega man 9 not only carries gameplay and story elements from older games, as graphics and music are similar to how their original games appeared on nes' 8-bit hardware. [6] Inafune felt that the time had come to choose this style of play to please her fans. [6] Capcom's management supported the mega man 9 being available for download, but wanted the game to be 3D instead of 8-bit, as they thought the latter would only appeal to Mega Man fans. The team also discussed the possibility for players to choose between 8-bit and current-generation styles. [24] However, in the end, the idea of using only the 8-bit one ultimately ended up winning. [25] The crew surpassed Mega Man 2 instead of Mega Man 8, as the second part of the series received the most critical praise. [6] [15] [18] [20] Producer Hironobu Takeshita called Mega Man 9 the new Mega Man 3. [26] Mega Man 9's development team consisted of a total of about 20 people. [6] Takeshita explained that although Inti Creates used its previous experience to create the game, technical aspects such as graphics and sound were harder to fine-tune. Because the team tended to make these qualities complex, Inafune often scolded them to simplify their work and bring it back to basics. [20] Instead of NES technology, the Mega Man 9 runs on a new patented engine that simulates the behavior of 8-bit video games. The game even includes Legacy Mode, which emulates the low video processing power the NES section makes sprites, thus causing them to flash when too much is on the screen at once. [20] [26] Developers believed that the game would be distributed on NES cassettes, but the technology bridge bridge the difference between cartridges and current gaming hardware, the idea was abandoned. [25] Takeshita clarified that mega man 9 was too big to actually fit on an NES cartridge. [20] Inafune designed Plug Man and Splash Woman, while Inti Creates artists created the remaining six Robot Masters. Plug Man was used as an example guide for younger designers in getting characters with simple yet unique features. The idea for Splash Woman, the first female Robot Master in the original series, was requested by the design team. [18] Hornet Man was originally conceived as another female robot master named Honey Woman, before Inafune introduced splash woman's design. [18] Audio The mega man 9's musical score and sound effects were composed by Ippo Yamada, Ryo Kawakami, Yu Shimoda and Hiroki Isogai. [28] Yamada, a veteran capcom composer, worked with nostalgia at this point, while younger designers studied and imitated older games. [29] Voice director Yu Shimoda analyzed the sound of NES Mega Man games for several months before the project began. [28] Yamada insisted that the game did not contain actual NES music, but rather the spirit of NES music, as there were no hardware restrictions like the first six games developed. [26] Most of the songs were written with the quality of previous games in mind, but only referenced a few previous songs. Character and levels plans were an essential process for generating the music. [28] The game's sound effects were created using computers running Music Macro Language. Yamada explained that taking away the sound of charging up the Mega Buster allowed many more sound waves that would have been blurred or blocked out. [28] As the spiritual successor to Mega Man 2, the layers of background music are deliberately designed to fall out when heard simultaneously with certain sound effects, as they did in the game. [30] Capcom officially announced Mega Man 9 in July 2008. [31] The official details were first confirmed with Weekly Famitsu and Nintendo Power magazines, revealing that the title would appear as a Wiivare title on the Nintendo Wii. [6] [32] Originally designed for WiiWare, Capcom denied previous reports of Microsoft XBLA and Sony PSN releases. [33] It was soon confirmed by game sites such as IGN for PSN and XBLA. [35] Between September 2008 and June 2009, the game was released in several regions, including North America, Japan, Europe and Australia. [1] [3] [2] [4] The mobile incarnation of Mega Man 9 was released in Japan in late 2010. [5] The North American promotional artwork for the game, designed by Gerald de Jesus iam8bit, was designed to be reminiscent of the home cover of the Mega Man game. According to Capcom employee Chris Kramer, the marketing group felt that if they were going to release a game that graphically resembled it came there in 1987, it would be best that the marketing campaign reflect this. [36] T-shirts bearing artwork were made for Inafune and Takeshita to wear to the game's official debut at the Electronic Entertainment Expo in the summer of 2008. The T-shirts were later made available to the public through Capcom's online store. [36] iam8bit produced a limited edition press set intended for media members and used the same cover. As faithful to the original 1987 release as possible, the iam8bit crew disassembled thousands of vintage NES cartridges and inserted mini DC inside. Although the D's don't include the actual game, they contain a series of screenshots, graphics, and game information. It was then wrapped in a custom-created, classic-looking NES box, complete with shrink-wrap and bargain bin price tags. [37] The press kit was also offered to Capcom's store. [38] To promote the game, Capcom released E-Tank energy drinks and two CDs. Rockman 9 Original Soundtrack was released on September 12, 2008. [40] The soundtrack, which consists of 35 tracks from the game, includes a booklet of liner notes written by the Inti Creates sound team, as well as graphics and information about the eight Robot Masters. Rockman 9 Arrange was released on October 10, 2008. [40] This album contains remixes of songs directed by the Yamada team, Yamada's offspring and several guest composers from previous posts in the Mega Man series. [28] [43] Reception and Legacy Reception Aggregate ScoreAggregatorScoreMetacriticPSN: 77/100[50]WiiWare: 83/100[51]XBLA: 82/100[52]Review scoresPublicationScore1Up.comB+[44]Edge6/10[45]Eurogamer8 /10[14]GameSpot8.5/10[7]IGN8.6/10[46]ONM90%[47]OPM (UK)5/10[48]OXM (UK)7.5/10[49] Mega Man 9 has received mostly positive reviews from game magazines and websites. The WiiWare, XBLA and PSN versions of the game currently hold an aggregate percentage of 83, 82, and 77 were from Metacritic. [50] [51] [52] 1UP.com gave the game a B+, praising the aesthetics and challenge of the old cut. [44] IGN awarded the game an 8.6/10 award and won the Editor's Choice award on all platforms, praising it for being the best design in the series. [46] Official Nintendo Magazine canceled the game 90%, noting that it booked hours and retro screams. It did up it down because it might be too frustrating. [47] However, Edge gave the game six out of 10 points. The magazine responded positively to the game's hostile design, although it criticized the game for trying to fit into the retro cool category and being not as good as previous games. [45] Version of Mega WiiWare He received 9 additional accolades from various publications. In the Nintendo Power Game of the Year section, Mega Man 9 was voted the best WiiWare game of 2008 by both readers and staff. [53] In 2008, it was nominated by IGN for Best Platform Game for wii. [54] GameSpot's Best of 2008 was nominated for Best Wii Game and Best Console Game to Download. [55] [56] Gaming Target selected it as part of 40 Games We'll Still Be Playing From 2008. [57] IGN ranks Mega Man 9 among the top 15 WiiWare games. [58] In 2011, IGN released Mega Man 9 as 5. [59] [60] Although no financial data was released for Mega Man 9, Christian Svensson (Capcom's vice president of business development) exposed all sales rumors shortly after its launch, stating that the company was cautiously optimistic about its performance on WiiWare. [61] Svensson and Capcom's Seth Killian stated months later that the company was strongly pleased with the game's sales. [62] Inafune also expressed his satisfaction with the game's success, stating that it was far beyond their expectations. [24] [64] The mega man 10 sequel was released in March 2010 for WiiWare, PSN and XBLA. This sequel also features retro style graphics, sound, and gameplay. [24] [65] [66] Mega Man 9 was later released for playstation 4, Xbox One and PC as part of the Mega Man Legacy Collection 2, which also slightly changed the player to unlock all previous downloadable content. [19] References ^ known in Japan Rockman 9: Yabou not Fukkatsu! (仮'a (1919)c-!!; Rokkuman 9: Yabou no Fukkatsu!!; lit. Rockman 9: The Ambition's Revival!)) ^ A b c d e Capcom Unleashes Mega Man 9 for Digital Download (Press Release). Capcom. September 22, 2008 Archived from the original on September 25, 2008. Accessed May 20, 2010. ^ Mega Man 9 - Nintendo - Games. Nintendo. Accessed May 20, 2010. ^ a b c d 𐄂 Capcom. Archived the original on May 22, 2010. Accessed May 10, 2010. ^ Plunkett, Luke (October 1, 2008). Mega Man 9 XBLA arrives tomorrow. Kotaku. Gawker Media. Archived from the original on July 6, 2011. Accessed February 16, 2011. ^ Spencer (December 1, 2010). Mega Man 9 busts its way into mobile phones. Silys. Archived from the original on February 20, 2011. 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In video games, life is a game turn that is owned by a player-character as the period between the beginning and the end of the game. [1] [own-edition source?] Sometimes it's called a chance or a try, especially in games of all ages, to avoid the morbid innuendo of losing a life. [2] In general, if the player loses all health points, he loses life. Every loss of life usually gives the player-character game over, forcing them to either restart or stop playing. The number of lives specified by the player varies by game type. In arcade games in the 1980s, the number of lives became common, and mechanics such as checkpoints and power-ups made managing lives more strategic over time they did. Lives give novice players more chance to learn from the a video game while allowing more advanced gamers to take more risks. History Lives can come from a pinball mechanic having a limited number of balls. The fnititable number of lives (usually three) has become a common feature of arcade games. Like pinball games, the player's goal was usually to score as many points as possible with a limited number of lives. [3] Later, checkpoints and saves allowed players who had lost their lives to continue playing at some point instead of starting over. Refinement of health, defense and other traits, as well as power-ups, made managing a player's character's life a strategic experience, and lost health with less of a disadvantage he had in early arcade games. [4] As video game design progressed, the number of lives set became less frequent. Saving modern games, checkpoints, or points is more common. Some games still track the number of deaths and offer a reward for meeting goals below a certain amount, or just bragging rights. Use In frequent action games for the player to have more life and chances to earn in more games. In this way, the player recovers from making a catastrophic mistake. Role-playing games and adventure games usually only give you one, but they allow player character to reload the saved game. [5] Lives create a situation in which death may not be the end of the game, allowing the player to take risks that he would not otherwise take or experiment with different strategies to find the one that works. Multiple lives also allow novice players a chance to learn the mechanics of the game before the game is over. Another reason to finally live is that the ability to earn extra edge provides an additional reward incentive for the player. [3] The problem that can arise when a player often loses his or her life is that it discourages the player from continuing to play fairly. If the loss of a life causes the loss of equipment, skills or points, the player may feel inclined to restore the game to its previous rescue point when a life is lost. [7] In modern times, some free-to-play games, such as the Candy Crush Saga trilogy, take advantage of multiple life systems to create opportunities to acquire more microtransactions. In such games a life is lost when the player is not at a level, but if all life is lost, the player is unable to continue playing for a temporary period of time, instead of getting a game under that would involve complete failure, or need a new beginning as edge automatically generates automatically after a few minutes or hours. Players can either wait live, experiment with alternative activities to relives for example, asking friends online to donate lives) or buying items that can fully replenish your life or give you unlimited life for a limited time to continue playing right away. [summons required] This system is commonly known as Energy system, which is popular for free to play. Extra edge A 1-up mushroom in the Super Mario series. The extra life redirects here. For other uses, see Extra Life. 1-up redirects you here. For other uses, see 1-up (100% 100 000). An extra life, also known as a 1-up, is a video game element that increases the player's character life. [8] Since there are no general rules of the game, the 1-up form changes from game to game, but is often rare and difficult to obtain. The use of the 1-up to designate an extra life was first released in Super Mario Bros., and the term was quickly caught, seeing the use of both domestic and arcade video games. Many games included an exploitable design flaw called a 1-up loop in which it is possible to get two or more 1-ups between a certain checkpoint and the next checkpoint. The player can thus gain two 1-ups so that the character dies and restarts the first checkpoint of net profit for a lifetime; This procedure can then repeat as many lives as the player desires. [9] References ^ Orlands, Kyle; Thomas, David; Steinberg, Scott Matthew (2007). The Video Game Style Guide and Manual. 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