

Metroid Prime: Federation Force Community

Discussions



Christian TheCalzoneZone

03/01/2017 3:09 PM

 Looking for Teammate

Closed

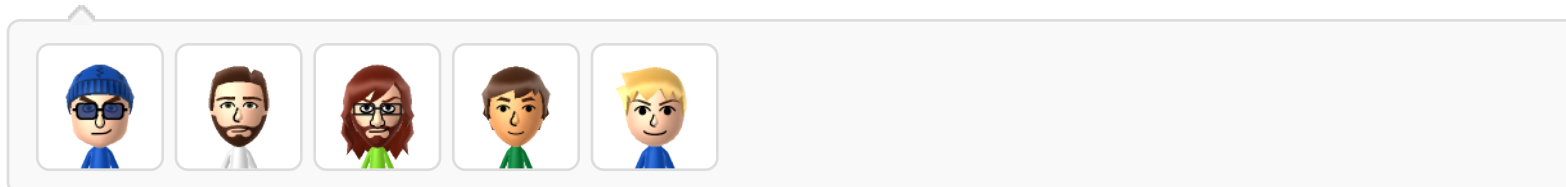
Metroid Prime Impressions

This will be the log of my first playthrough of Metroid Prime, playing the Trilogy version.

Brief forward: I have never played a first person shooter, or at least for not very long. True, I've had very minimal exposure through "trying out" a friend's Black Ops or a cousin's Call of Duty game, but have never had more than an hour to get to the meat of one, meaning

 Yeah!

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Christian 03/02/2017 12:01 AM

--Day 1 Impressions--

When I was thinking about how I was going to log this, I wanted to avoid

having it turn out like my Wind Waker log, which I admittedly don't think went so hot. So something I did different today was to actually keep a notebook with as many notes as I could think of, so as to aid in memory and smooth writing consequently.

The controls immediately posed a hurdle, and I had a

 Yeah!

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Christian 03/02/2017 12:07 AM

rocky adapting period. They weren't difficult by any means, only complex, and I was slow using them. Particularly the Scan and Map buttons, they always made me have to pause and think for a second before I remembered where they were. Now that the day's over, the controls are nearly natural to me; I've successfully broken them in! At several points I surprised myself by how quickly and effectively

 Yeah!

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Christian 03/02/2017 12:16 AM

I could move Samus around and traverse rooms whilst shooting foes, and by Day 2 this should be happening all the more. This also applies to the first person perspective. At first, the edges of Samus' helmet were all I could see, and her limited point of view was all I could focus on. Not anymore. I found that the world, at times, was engaging and realistic enough to make me forget about all those

 Yeah!

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Christian 03/02/2017 12:22 AM

things, that *I* was Samus, and I was on Impact Crater. It was a very unexpected thing, and although the moments were sparse and fleeting, they made me feel powerful as a player. I guess because, they were like moments that I felt very much integrated with the game world.

The beginning of the game surprised me a little, because of how similar it is to SM's intro. Other than that, I really liked

 Yeah!

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Christian 03/02/2017 12:27 AM

the fact that I was given taste of all of Samus' abilities, only to be stripped of them all and start from square one. The Parasite Queen was easy enough, but I couldn't help but immediately notice her music being an updated version of SM's Mother Brain fight. Woah, woah, woah, not yet! You're just the first boss! I only just made the escape, with 30 seconds left on the timer. During that time,

 Yeah!

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Christian 03/02/2017 12:31 AM

that room with the giant piston totally nabbed me, which got me to laugh in an otherwise tense situation.

I lost Ridley, and landed down on Tallon IV. The first thing that struck me was that Tallon felt like home, or at least very comforting and inviting, in direct contrast to the station I blew up. The landing site's music, a rendition of the original's Brinstar theme, was very adventure-like

 Yeah!

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Christian 03/02/2017 12:34 AM

yet also very soothing. The rain also helped this soothing aspect. For the first time, I felt calm and lulled into the world, which as you'd expect was a pleasant feeling.

Oh yes, I glanced over this in my notes. I soon discovered the large importance placed on scanning in this game. Scanning everything, everywhere, all the time with this game. That'll teach me to forget its button!, hyuk. Good

 Yeah!

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Christian 03/02/2017 12:37 AM

hobby for completionists. No complaints with it so far.

Naming in this game is a lot more complex, with every area given a unique name, but I'm fairly certain the greater area I spent my time exploring head to toe tonight was collectively called the Chozo Ruins. I gotta say, as I went through every inch of the region, I came to really love that 3D map. More games should have 3D maps! They're

 Yeah!

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Christian 03/02/2017 12:40 AM

extremely useful and allow you to understand your surroundings in a way a 2-dimensional map just couldn't.

The manial clued me in early on that the Spider Ball was finally making a return to the series (only took 11 years!), and eventually I came across the magnetized rails as proof. Should be fun in 3 dimensions, once I find the item.

One of the flying enemies got me to jump. I was shooting a

 Yeah!

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Christian 03/02/2017 12:44 AM

horde of them, when I turned to my left to see one was inches away from my face. Nearly scared me off my chair, it did. Only achievable through 3D.

And speaking of those flying enemies, the room where you reclaim the missiles made me die for the first and so far only time. I had a lot of trouble killing them, which showed that I hadn't mastered Z-targeting yet, so I tried even harder my next

 Yeah!

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Christian 03/02/2017 12:49 AM

turn and became much better at the technique. The dying cutscene is much more intense than it's ever been! Samus lets out a scream!, and a loud heart rate monitor (beeps?) her unfortunate life state. Yikes, pretty scary,

eh? Speaking of screaming, will Samus finally speak in this game, or will I have to settle for grunts and yelps until Other M? [Rhetorical.]

Save Rooms. Now these have been



Christian 03/02/2017 12:53 AM

altered significantly. For the first time, a Save Room will restore all your energy. In past titles, it was a puzzle/challenge of *itself*, to use a Save Room, as you had to do it wisely according to how much energy you had. Now that's gone. Let's see how this works for the game, and if I end up liking it or not.

For my penultimate note, Flaahgra! I read a review for Fusion in which a reviewer



Christian 03/02/2017 12:57 AM

criticized the game's bosses for lacking depth. That certainly can't be said of Flaahgra, as she sure had a lot going on. Once I figured out how to successfully manage her sun panels, her fight became my favorite so far. And Majora's Mask style, defeating her cleared up the toxic water, allowing me to progress. Now I'm able to visit a place known as (Magnoor?) Tomorrow.

Finally, I made my way



Christian 03/02/2017 1:01 AM

back to the ship where I found I was now able to visit (forgive that I've forgotten its name) the section of Impact Crater where you can journey to its center. There I learned about the collection of 12 Chozo Artifacts allowing me to go to the center. Sounds like something that will keep me occupied. It was a perfect place to end for the night, as I found it was the most beautiful location and

 Yeah!

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Christian 03/02/2017 1:04 AM

music thus far. It's the rain, man. Does wonders. Have you ever noticed how drops collect on Samus' visor if you look directly up? Great touch.

And those were all my Day 1 observations. The first person and controls startled me at first, but now I'm a lot more settled into them. I want to play as much as I possibly can tomorrow, the reason should be obvious. Goodnight all and Ğđ bless!

 Yeah!

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Stagger 03/02/2017 2:12 AM

Wait until you catch the music in the Caverns you're heading to bro ... the first Prime has a lot of sonic reverence to earlier titles, but it breaks away beautifully in certain parts too.

Very cogent observations! Note taking does wonders heh ... the rare logs of mine that I considered good from start to finish involved the practice.

 Yeah!

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Duke Haman 03/02/2017 7:57 PM

Super Metroid and Metroid Prime are similar, certainly, but one being side scrolling and one first person 3D makes me think that you can't really compare them. I love this game. It did a great job feeling like Metroid, for the most part, I just have a few issues with the stuff near the end.

The MP3 controls, which the trilogy collection has, are excelent, the best thing next to a keyboard and

 Yeah!

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Duke Haman 03/02/2017 7:59 PM

mouse. It's a tragedy this hasn't been used since.

I replayed this game a couple months ago on hard difficulty and had a ton of fun again. This game really stands the test of time, and I hope so much

we can get another game like this eventually.



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Christian 03/02/2017 8:08 PM

You're too kind, Stagger.

Posting now to let you know I'm starting my next session. Hopefully, you'll hear from me soon enough, as my plan is to take a break mid-way for an update, then going back into the game a second time.



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Christian 03/02/2017 11:04 PM

What can I say, I was having too much fun and didn't want to stop for a break. Allow me to get you people to speed on what I've been up these past 2 hours:

--Day 2 Impressions--

My prediction was correct; I'm only finding movement easier and easier as I go along. And let me tell ya, little is more irritating in a video game than being uncomfortable with its controls.

I first tried my hand at



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Christian 03/02/2017 11:10 PM

East Magmoor Caverns, from the Landing Site entrance, but that turned out to be a dead. Humorously, even, trying to enter a pipe in morph form would send you right back to where you entered from. So back through the Chozo Ruins I went. Only, I tried to go for an Artifact in the Sunchamber, guided by one of the several Chozo hints I gathered last night. But oddly, I came up all the way and to the



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Christian 03/02/2017 11:15 PM

door of the chamber, only to find it blocked by vines! Which is funny, as I thought killing Flaahgra was supposed to heal the toxic plants, not grow more. In any case, I remembered the alternative entrance through the back end by magnetic rail, so I know how to snag it for next time.

Magmoor Caverns, or the area I got to see today, was good. I don't consider it particularly visually striking, as

Yeah!

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Christian 03/02/2017 11:25 PM

other areas have been, but the navigation was just as good as it's ever been. Harder, as well. Its music was fine, for being another SM remix, but I can't say I feel the same way about it as you, Stag. Perhaps you inadvertently hyped it up for me too much. *shrugs* The most enjoyable part, I will say, was all the morph ball usage.

Phendrana Drifts, in the end, I actually enjoyed more. We were

Yeah!

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Christian 03/02/2017 11:31 PM

given a taste of a snow biome in Fusion, but it's truly done to its best effect here. The music was quite enjoyable to boot. I eventually was to see Ridley's very low-res shadow (yes, a graphical nutpick) glide across the landscape, confirming his presence on the Crater. I claimed a brand new item for myself, the Boost Ball, and as soon as I had arrived in Phendrana I was off again.

Off to the

Yeah!

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Christian 03/02/2017 11:35 PM

Landing Site, where I could put Samus' rad skateboarding skills to the test. (Felt like I kinda had to bring it up.) Anyway, looks like I could've done with

some 1 on 1 with Tony Hawk myself, because I sure stunk at getting air on the half pipe. Eventually, I figured out that the secret was releasing energy towards the bottom of each side of the pipe, NOT at the apex of the boost or anytime else,

 Yeah!

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Christian 03/02/2017 11:39 PM

and I landed (heh, skateboard puns) myself the Space Jump.

Right here I made a note of something I had felt earlier on as well, but finally felt like addressing. I feel that Samus is gaining items faster than she ever has before. Thinking back to past titles, I probably can't justify it, honestly, but I'm writing it regardless because, well, it was my impression.

And this is an impressions log,

 Yeah!

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Christian 03/02/2017 11:43 PM

but of course!

One thought I also had was this was a new direction taken by the devs, where if every item is obtained earlier on, then more of the world can be navigated in more creative ways; requiring the careful use of all items, rather than just a select few. This has always been a part of Metroid, but now it could happen sooner. It's an interesting thought, but I don't think it's true any

 Yeah!

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Christian 03/02/2017 11:48 PM

longer. :P

Let's get more into the Space Jump while we're at it. It's been downgraded to a simple double jump, which I don't at all disagree with; infinite jumping and 3D environments can lead to glitches and sequence breaking galore. But one thing I realized, was the significance of this increased jump height.

Obtaining the item demands a rejection of everything you thought you knew. That is, what

 Yeah!

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Christian 03/02/2017 11:52 PM

was once impossible; is now possible. To a point! The power of the Space Jump has to end somewhere. :P

Finally, here are some last notes about the last couple things I did; more Phendrana fun. There was something fun about discovering the paths through Phendrana, simple as they were. I soon found myself at the Chapel of Elders, and made quick work of its precious Sheegoth guardians. This of

 Yeah!

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Christian 03/02/2017 11:56 PM

course grants you the Wave Beam, which, hand on, isn't much at all like past Wave Beams. From what I can tell, it just seems to function as a normal beam, that can now work on new things, i.e. purple doors and the X parasite wannabes. Sort of like a glorified Super Bomb. I hope to be proven wrong?

Finally, I had a Space Pirate jamboree. Which is a very light term for what was essentially a

 Yeah!

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Christian 03/03/2017 12:00 AM

ki!!-fest. The more of their logs I scan, the more of the story I unravel. I admit, it's not very coherent as of yet, and there are large bits that need explaining still, but slowly and surely, I'll get to a point where I understand who they are, what they're doing here, and what's happened to the world around me.

Like in Breath of the Wild!

And hey, speaking of, doesn't that come out today or

 Yeah!

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Christian 03/03/2017 12:06 AM

something. I think I want to try it, actually.

To be serious, I expect this log will suffer a short "hiatus" of sorts (but never completely stopped, only slowed down), in light of this. I just hope Prime won't get jealous. But, that's why I tried to get some good, meaty bits in yesterday and today, so I hope you've enjoyed it.

Now, on my mission to stay spoiler-free, I will also be severely

 Yeah!

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Christian 03/03/2017 12:10 AM

limiting my time here on MV. Don't take it personally folks, I just want an unadulterated experience like the rest o' ya. That's also why I will not be making any such logs of BotW.

Till we see each other again, goodnight, I love you all, and Ḡσḡ bless!

 Yeah!

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Jayse 03/03/2017 7:12 AM

I don't get BotW until later today, so I can still read your impressions one last time Christian.

Phendrana Drifts is one of my favorite locations in Prime. It's got a nice atmosphere, the music is some of my favorite in the game, and there are a few other reasons that you haven't quite gotten to yet, so I'll stop there.

 Yeah 

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Christian 03/03/2017 12:34 PM

I agree with everything you just said. And the "few other reasons" part makes me excited!, heh heh. Why must you taunt me?

I'm getting BotW in around 3 hours, as it turns out. Bye Jayse!

 Yeah!

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Stagger 03/03/2017 12:35 PM

I find your lack of reverence for Lower Norfair disturbing. End Vader voice ... :p It's the greatest molten lava song ever! *wanders back to BotW sleeplessly*

 Yeah!

 1



Christian 03/03/2017 12:37 PM

It's good, alright! Sheesh! I just don't think it's as amazing as you made it out to be. Enjoy, by the way.

 Yeah♥

 2



Stagger 03/03/2017 12:41 PM

Heh obviously clowning. It's probably only my third favorite piece in the game. Same to you man!

 Yeah♥

 2



Duke Haman 03/03/2017 6:54 PM

About the controls, I'd strongly suggest that you put the... uh... aiming control, or whatever it's called to the highest sensitivity. The added speed at turning will make combat much faster I think. I'd suggest testing it out in the easy beginning areas so can safely get used to it, because once you do, you'll really feel in control of Samus.

 Yeah!

 3



Duke Haman 03/03/2017 6:55 PM

Also, I just got BotW, but I'll still have to wait to play it until I manage to get a Switch.

 Yeah!

 2



Ethan 03/03/2017 8:46 PM

Dude, if you gonna play any FPS games it's the Metroid Prime series, forget Call of Duty. (Nothing offensive... Sorry.)

Yeah♥

3



Christian 03/28/2017 10:49 PM

Hm. I miss this.

Writing this was too fun. Soon, I hope, I will bring back this log, and continue writing for y'all.

-Chris

Yeah!

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Duke Haman 03/28/2017 10:51 PM

Well, you're busy with BotW, right? It's understandable, but I still hope you come back to Metroid Prime since it's such a great game.

Yeah!

1



Christian 03/28/2017 10:52 PM

I'm only busy because I choose to be, Duke. But I'm sure you realized.

Yeah!

1



Duke Haman 03/28/2017 10:55 PM

I'm sure I'll be the same way once I can finally play BotW. I'll be playing nothing else.

Yeah!

2



Christian 03/28/2017 10:58 PM

I think... I'll be content after beating Breath of the Wild for the first time, to finally take a short break from it. Yes. I think that's when I'll return to Prime. I'll need to refamiliarize myself with the controls, surely, I just realized.

 Yeah!

 1



Chris 03/29/2017 7:57 PM

Yeah, I WANT THE SWITCH SO BAD! EVERY EPISODE OF BOTW I WATCH ON GAME GRUMPS MAKES ME SAD THAT I DON'T HAVE A SWITCH AND ZELDA RIGHT THEN AND THERE!

Money's tight, though, so I can't really complain too much.

 Yeah...

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Christian 04/01/2017 1:44 PM

I don't much to say, other than I'm incredibly excited. Tonight I'm returning to the game, and resuming my Phendrana excavation. I have some work to accomplish, but I'll probably be thinking about Prime the whole time doing so.

Oh yeah, and I recently found the name of the song I said I loved so much: Tallon IV Overworld Depths. Such a beautiful synth melody. This song just reeks of atmosphere.


 Yeah!

 2



Christian 04/01/2017 1:46 PM

And thank you Duke for your control recommendation, it'll be the first thing I do when I'm on.

 Yeah!

 1



Chris 04/01/2017 5:11 PM

I'm tellin' you, if you need a walkthrough for Metroid games, you watch Lancun (on Youtube). He hasn't uploaded many videos in a while besides some things on Breath of the Wild. But he deserves more subs than he has.

He's the Metroid man, though!

 Yeah!

 1



Vater1203 04/01/2017 5:33 PM

anyone want to play online campaign

Yeah!

0



Duke Haman 04/01/2017 8:54 PM

I admit that I did turn to a walkthrough to beat a certain boss that I just could not figure out. I must have died at least 20 times and had enough. Also, I think I used one for a few of those things you find at the end (trying to avoid spoilers), but then I also realized that it gives you decently strong hints in the menu.

Yeah!

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Christian 04/01/2017 11:37 PM

I've made a (using the term loosely here) pact with myself to never use walkthroughs again. Tips are fine, but never walkthroughs. I sure *hope* I don't reach a point where I feel like I've exhausted my resources and feel the need to turn to one. Off to Phendrana!

Yeah!

1



Duke Haman 04/01/2017 11:46 PM

I only resort to one if I'm totally stuck and have spent forever trying to figure out what to do. For example, the old game Phantasy Star practically REQUIRED a guide since it was so annoyingly vague! It can also be fun to look up things after you beat the game, to see what's hidden in it.

Yeah!

2



Christian 04/02/2017 3:24 PM

--Day 3 Impressions--

I've yet to have a bad play experience; yesterday's play session was just as good as the first. I started, really unexpectedly, with discovering the titular enemies of the series. I had no idea how close I actually was on my last

save March 2nd, as they were a few short minutes away. They seem small to me, hm, must be the 3 dimensions playing tricks on me, because they're

 Yeah!

 4



Christian 04/02/2017 3:27 PM

really the same size as they were in Fusion. Last time, I concluded that I didn't have enough information yet to form a coherent backstory for the Pirates, but now I feel I understand them a little more. Amidst the technobabble, "Phazons" is the term that's constantly getting thrown around most, and I learned that the Space Pirates have been conducting a series of tests to inject the Metroids with

 Yeah!

 4



Christian 04/02/2017 3:31 PM

said Phazons. I also caught wind of something called Meta Ridley, and Space Pirates' becoming infused with Phazons themselves. But what are Phazons, and what do they do? All in good time, I hope.

A series first, through research notes I'm able to think of the Space Pirates as less of a mindless enemy and more like intelligent creatures that can reason and have lives. And intelligent they are;

 Yeah!

 4



Christian 04/02/2017 3:45 PM

as they've developed safe (eek!) ways of handling Metroids with the proper ice gear, and have been shown to have a fairly good understanding of how a Metroid behaves. Yet, they don't understand the "life force" or how it gets extracted through those tiny mandibles. I must say, seeing the Space Pirates as intelligent creatures is pretty eye opening, but sadly, I can't let them continue trying to

 Yeah!

 4



Christian 04/02/2017 3:51 PM

bend Metroids to their will. And something tells me the Metroids won't

either. Truly, I think it will lead to their downfall, and I may not even have to step in in the end. (Wouldn't that be an awesome twist?)

After killing a couple of them, without the Ice Beam no less, which is a weird feeling, I found a great reward. The Thermal Visor! The lights went out, so I quickly put it on and, "Woah!"

 Yeah!

 4



Christian 04/02/2017 4:01 PM

For a second, I was pretty stunned. Thermal technology was an idea I'd never seen in a video game before, and it felt so, commanding, using it. I had to test it; several times I flipped back to the standard visor and peered into the black nothingness. I had to quickly switch back at the risk of pysching myself out each time.

And that brings me to my next point, the tension during this area.

 Yeah!

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Christian 04/02/2017 4:04 PM

In the visor room, but before actually getting the visor and the lights turning out, I remarked how effectively tense the area was. There were no enemies but Metroids trapped behind their, for now, impenetrable glass, but the faint hum of machinery and Samus' footsteps really contributed to that cautious atmosphere. And like I said, returning to the standard visor and looking into a near pitch

 Yeah!

 4



Christian 04/02/2017 4:06 PM

black room was *chilling*. Real scary stuff.

The Space Pirates seem to have a theme of their own, at least when I'm engaged in battle with them, that I really like. If you don't remember what it sounds like, this should jog your memory: It contains a very prominent "wailing" sound, one that sounds like it could be coming from some sort of distortion guitar. It sounds so raw, and like an animal

 Yeah!

 4



Christian 04/02/2017 4:10 PM

crying in distress. Such a unique sound, I wonder who came up with it?

Featured in this area, it's fun to see jetpack Pirates crash to the ground and explode when you whittle their health down.

Little note, you know how you can actually get a head start on killing an enemy if you start shooting through the doorway of the previous room as you come in? A lovely tactical advantage that wasn't

 Yeah!

 4



Christian 04/02/2017 4:16 PM

before possible in 2D.

Ah, Thardus. With the Wave Beam in hand, and my new visor to identify door-opening conduits, his giant boss room was the obvious next spot on my journey. He was fairly easy and straight forward, but it didn't matter to me because it was a blast of its own using the Thermal Visor in battle in a unique way.

Also, I think I can safely conclude now that Breath of the Wild

 Yeah!

 3



Christian 04/02/2017 4:19 PM

copied everything from Metroid Prime. Scanning is akin to the Hyrule Compendium, the Space Pirate data logs are similar to the Captured Memories, and for crying out loud, they both have sentient icy rock monsters!

Ooh, I glanced over this in my notes, but this is something funny I picked at once I first found the Thermal Visor. I noticed that you could see the heat signatures left by all the

 Yeah!


 3



Christian 04/02/2017 4:22 PM

Metroids encased in glass. Only, in real life, thermal imaging doesn't work through glass at all!

Final thing I did, was try to claim the Chozo Artifact of the Wild. Why that one? No... particular... reason. It was a fruitless journey to the Sunchamber it's supposedly found in, however, since I was quickly assaulted by Ghost Chozos. After scanning them, it tells me I can't attack them unless I

 Yeah!


 3



Christian 04/02/2017 4:24 PM

possess X-ray capabilities. Since I didn't, I was pretty much trapped, and I shut the game off.

As I said, this was just as fun as playing the game on Day 1, which was a wonderful and unexpected thing. Ready for more!

 Yeah!

 4



Christian 04/02/2017 4:25 PM

Oops, nearly forgot, curse my messy handwriting. I also received the Spider Ball from Thardus, which was the item I was most excited for prior to starting the game. Hope to find some gnarly 3D rails to use it on!

 Yeah!

 4



Christian 04/02/2017 4:26 PM

Drat, I forgot one last thing. Good thing I didn't need my comments for anything else today. I switched to the "Advanced" sensitivity setting Duke, it's a definite improvement. Thank you for the tip!

 Yeah!

 3

Duke Haman 04/02/2017 5:31 PM



You don't need the X-ray visor to fight the Chozo ghosts, it just makes the fights much easier. Use the power beam and super missiles, and attack when they appear. Shooting blindly where you think they might be is worth trying sometimes as well.

Yeah!

4



Duke Haman 04/02/2017 5:32 PM

And the Metroids are definitely smaller in this than they were in the original games.

Yeah!

2



Chris 04/02/2017 7:39 PM

SPOILERS TO SUPER METROID FOR THIS POST

Yeah! Imagine encountering the giant baby metroid like at the end of Super Metroid! That would be awesome!

Yeah!

0



Chris 04/02/2017 7:42 PM

Oh! Also, the plural of 'Phazon' is just Phazon. (no 's' ;D)

I also beat 20/20/20/20 mode in the mobile version of FNAF 1 and got the 3rd star! So happy!

Yeah!

0



Christian 04/02/2017 8:37 PM

Smaller? Okay then, I'm not crazy. No X-ray required? That explains the fact I was "trapped." Eh, it was 3 in the morning, I didn't feel like trying much harder.

Yeah!

2



Jayse 04/02/2017 9:14 PM

I love that Space Pirate section when you get the Thermal Visor. It's such a

fun part of the game.

 Yeah!

 3



Chris 04/03/2017 1:09 AM

I don't know. I never look forward to it. Maybe it's just because it feels so threatening or because you can't see anything for the second half of it, or maybe because I JUST WANNA FIGHT THARDUS!

 Yeah...

 0



Christian 04/03/2017 1:25 AM

I've been curious as to just what the music playing on the Trilogy title screen is, and I tried to test it tonight. I still don't know if it comes from one of the existing Primes' title screens or if it's an original composition, but at least I know it's definitely not from the first. That's when I finally found "it", the Menu Select theme, that I first briefly heard in Nintendo's own trailer and

 Yeah!

 1



Christian 04/03/2017 1:33 AM

had to replay it over and over again. Yes, this song alone is the reason I was ever interested in Prime, and it still sounds great today. The driving percussion and chaotic electronic noise, the incredibly strong and rich synth line, it fills me with this grand sense of adventure and the unknown. It's the perfect summary of what Prime is, it hits on all the right moods. Though it's not technically

 Yeah!

 2



Christian 04/03/2017 1:42 AM

the title theme, I learned that for Prime's fanbase it's often thought as synonymous with the real one. This is my new favorite "title" theme from any video game, even beating previous holder Majora. The music in this game is truly something special. It does such a remarkable job helping for the atmosphere.

I'll close this post now since we're close to filling it up.



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