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Jeremy Parish

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Why do so many people consider the Metroid games some of the greatest ever made? This book attempts to dig into that question by breaking down the original Metroid trilogy (and its oddball cousin Kid Icarus) in comprehensive detail, looking at how the design, structure, and mechanics of the games all work together to guide players through a vast adventure, create atmosphere, and ultimately tell one of the most touching tales in video game history. This volume combines the content previous published in The Anatomy of Metroid Vol. I and Vol. II. Read more game design analysis at www.anatomyofgames.com This book is not endorsed or licensed by Nintendo of America.

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