

Evaluation Date: March 4, 2026

Game: Metroid Prime

Developer: Retro Studios

Director: Mark Pacini

Genre: Action-adventure

PlaySeal Version (v1.0 criteria)

Pillar 1: Design

- **Core Mechanics:** 3/5 (Reflects the steep learning curve and the limitations of the single-analog control scheme.)
- **Player Agency:** 5/5
- **Systems Balance:** 3/5 (Reflects the repetitive nature of the Scan Visor and the mechanical loading delays.)
- **Gameplay Loop:** 5/5
- **Subtotal:** 16/20

Pillar 2: Execution

- **Stability/Performance:** 5/5
- **Level of Polish:** 5/5
- **Bugs/Glitches:** 4/5
- **UI/UX:** 5/5
- **Subtotal:** 19/20

Pillar 3: Engagement

- **Sustained Attention:** 3/5
- **Pacing:** 3/5 (Reflects the mid-game plateau and the perceived "rushed" nature of the later environments.)
- **Investment:** 4/5
- **Immersion:** 5/5
- **Subtotal:** 15/20

Pillar 4: Originality

- **New Ideas/Mechanics:** 5/5
- **Evolution of Formulas:** 5/5
- **Creative Identity:** 5/5
- **Avoidance of Imitation:** 5/5
- **Subtotal:** 20/20

Pillar 5: Longevity

- **Replay Value: 5/5**
- **Endgame/Progression Depth: 5/5**
- **Long-term Relevance: 5/5**
- **Cultural/Genre Impact: 5/5**
- **Subtotal: 20/20**

Final Score: 90/100 Seal Awarded: 2 Star Seal — Landmark

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