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Fossil fighters champions rom not working

North American Front of Fossil Fighters.Developer(s)Nintendo SPDRed EntertainmentM2ArtdinkPublisher(s)NintendoComposer(s)Asuka ItoMegumi InoueDaisuke ShiibaSeriesFossil FightersPlatform(s)Nintendo DSReleaseJP: April 17, 2008NA: August 10, 2009[1]AU: September 17, 2009Genre(s)Role-playing GameMode(s)Single-player, Multiplayer Fossil Fighters, known as We Are Fossil Diggers[a] in Japan,[2] is a 2008 video game developed by Nintendo SPD, Red Entertainment, M2 , and Artdink and published by Nintendo. It was first released in Japan on April 17, 2008 and later released in North America on August 10, 2009,[1] and in Australia on September 17, 2009. [3] On September 10, 2010, a sequel was announced entitled Super Kasekihoridā,[4] and it was released in Japan on November 18, 2010. [5] Near the end of Nintendo's E3 2011 conference, it was announced that it would be released outside Japan, which was originally titled Super Fossil Fighters, but later changed to Fossil Fighters: Champions. It was released in North America on November 14, 2011. At E3 2014, Nintendo announced the first entry on the Nintendo 3DS, Fossil Fighters: Frontier, released in North America in 2015,[6] the game has been available in Japan since February 2014. [7] Gameplay The central concept of Fossil Fighters is the revival of prehistoric fossils into supernatural forms called 'vivosaurs', loaded with elemental energy, and the use of these creatures in battle against each other. The player accesses regions called digging sites and collects Fossil Rocks, all of which contain a quarter of a dinosaur skeleton; head, body, arms or legs. Fossil Rocks are scanned and cleaned on a Revival Machine and then incorporated into a vivosaur. Although a vivosaur can be revived using only one head fossil, integrating the other three parts will give it bonus strength and access to additional abilities. If the secondary parts are found without the head, they will be stored until the head is found and then integrated into vivosaur. Cleaning a Fossil Rock involves removing the rock around the fossil with a hammer, and then the remaining layer of dirt with a drill. The player has 90 seconds to perform this task and risks damaging the fossil by hitting it directly with the hammer or drill. A cleaner and less damaged fossil gives more strength to the vivosaur it is integrated into. Vivosaurs with a head fossil integrated are used in turn-based combat against opposing vivosaurs. Up to three of the player's vivosaurs can challenge up to three of an opponent's. Each team has access to an Attack Zone, two Support Zones and an Escape Zone; their starting positions are in the Attack and Support zones. Vivosaurs can use attacks and other abilities by expending Fossil Power (FP) gained at the beginning of each turn. Fossil Power can also be preserved between turns in a to put a large amount on a strong attack. Two turns worth of Fossil Power is added to a combatant pool if one of their vivosaurs gets on Life Points (LP) and is defeated. LP also decides who is the first to attack in a battle, where the team with the lowest total LP goes first. The battle is over when all one opponent's vivosaurs are defeated. The basic strategy of Fossil Fighters is to use attacks with an Attack Zone vivosaur while the Support Zone vivosaurs apply statistical bonuses to the player's Attack Zone or statistical penalties to the enemy Attack Zone. However, Fossil Fighters contains very strategic diversity. An injured Attack Zone vivosaur may be escaping to the Escape Zone when weakened, but a Support Zone vivosaur must enter the Attack Zone and take its place. The now empty Support Zone will be filled by the fleeing vivosaur in two turns. Fossil Fighters use a system of elementary balance in which each vivosaur has an elemental affinity. Fire-element vivosaurs win bonuses against Earth-element vivosaurs, who win bonuses against Air-type vivosaurs, who win bonuses against Water-element vivosaurs, who win bonuses against Fire-element vivosaurs. Neutral-element vivosaurs have no elemental strength or weakness. Certain mythical vivosaurs, only granted to players in special circumstances, are of the legendary element; these work identically to Neutral element vivosaurs. Plot Game begins with the Hero on a boat with his captain, Travers. He will ask a series of questions that determine the color of the Hero's clothes. When he arrives at his destination, Hero visits the local hotel on Vivosaur Island, where the manager gives him instructions on how to work the basic gameplay mechanics. Shortly after the manager delivers her instructions, she sends the hero to a trial version of dig site for first-hand training. Such practices include a fossil fight against a young boy named Holt. When he finishes the necessary training, he gets access to his first official Dig Site, Greenhorn Plains. Upon arrival at the said place, a man named Medal-Dealer Joe steals everyone's Dino Medals. The hero meets a young girl named Rosie, whose medals have also been stolen (she described the police captain two medals, one of Lambeosaurus, and the other by Edmontosaurus). She informs him that his medals are still safe and that he must fight the criminal in a Fossil Battle. A victory results in Medal-Dealer Joe being arrested, and everyone's Dino Medals being safely returned. Rosie takes an interest in the Hero, and decides to join him on his journey. When the duo returns to the island, it is announced that Level-Up Battles have begun. Both Rosie and the Hero successfully complete their battles, bringing them one step closer to becoming a Master. Shortly after they level up, a new Dig Site, known as Knotwood Forest, Available. This special place is home to a tribe called Digadigs. They plead that the Hero must defend his treasures from the wretched BB Bandits. As he examines Digadigmid, The Hero meets a woman named Nevada Montecarlo (a reference to Indiana Jones). The two later teams up and take on Vivian, leader of the BB Bandit Trio. Meanwhile, Rosie gets and can only speak in a similar way to those in Digadigs. This curse will last for most of the game. When the bad guys escape and peace is restored, Nevada and Hero, who found a mysterious but sticky idol, some ways. He and Rosie then head back to the island to compete in their second Level-Up Battle, where both emerge victorious. The hero then visits the Rivet Ravine site where a Fighter's Seminar takes place. The fossils will now be seen in different colors depending on the type. A man named McJunker is trying to fix mine wagons. The hero gives him his tools from bb bandits and he reveals that Holt is his apprentice. Holt gives the player an electromonitis for McJunker after a battle. After the mining wagons are fixed, Hero goes deeper into the cave, battles BB Bandits again, and finds another idol. After leveling up again, Hero is now able to visit Bottomsup Bay, with a diving mask. He is tasked with getting a bond for a pirate ghost. An eccentric man named Nick Nack has it but he will only give it for a molten bug shell, a sandal fossil, and prostheses of a prosthetic shark in return. The BB bandits try to stop them, but The Hero and Rosie manage to give the band back and get another idol as a reward. A mysterious girl named Duna seems to follow them. The next day, Rosie's kidnapped. She is taken to the BB bandits hideout and Hero is told to bring the three idols he found if he wants Rosie back. After beating Rex, Snivels and Vivian, BB Bandit's leader is revealed to be Police Chief Bartholomew Bullwort. The hero manages to get him arrested and save Rosie. But Rosie's grandfather, Mr. Richmond, suspects there is something delicious about idols and believes the bandits were hired to steal them. After another level-up tournament, Rosie thanks Hero for saving him so many times. Dr. Diggins, who has investigated idols, asks Hero to go find one more on Mt. Lavaflow. The hero encounters large lava rocks blocking his path, Duna arrives to get rid of them. After he finds the idol, she demands him to give it to her. Suddenly, the lava heat disrupts Duna's holographic transformation technology, which reveals itself as some kind of dinosaur-like alien. After trying to attack the player, duna gets crushed by a lava rock from an earthquake. The hero saves her by using his digging tools, much to her confusion. After Duna runs away, Rosie meets up with Hero, when they return they find that Vivosaur island has been taken over by the BB bandits. Bullwort somehow got his hands on the legendary Vivosaur known as Frigisaurus. It freezes Hero and Rosie and they are put in a prison cell. Rex, the Snivels, and Vivian help them escape to Dr. Diggins as they no longer want to take orders from Bullwort. The chief of digadigs reveals that Frigisaurus was rivals with another legendary Vivosaur known as Ignosaurus. So the hero, with the help of Rex, find ignosaurus fossils at Mt. Lavaflow, but Bullwort uses his Imperva-Ray on it making the fossil indestructible. Duna reverses the effects and Ignosaurus is soon revived, it defeats the Frigisaurus and Bullwort is arrested. After defeating the champion Fossil Fighter, Saurhead, Duna reveals to Hero that she is a Dinaurian, an alien race that believes humans were a mistake. The next day, when Hero and Rosie go to see how her grandfather does with idols, Duna and another Dinaurian named Raptin arrive to take them. They reveal the idols to be Sub-Idolcomps and will be used to wipe out the human race! Raptin transforms Rosie into a Triconodonta, knocks out the Hero and escapes with Duna. Rosie was able to get Raptin's device that transports people their spaceships. After receiving masks from Saurhead, Hero and Dr. Diggins infiltrate the ship. The two find Sub-Idolcomps connected to a much larger Idolcomp. Suddenly, the two of them are hiding as Duna and the king of the Dinaurs, Dynal, came in. He reveals that their plan is to use Idolcomp to return all the people on Earth to amoebas and start over, the plan is called Project: Mother Planet. Dynal tells Duna to press the switch but she refuses, she has come to accept that people and as intelligent as Dinaurians. Dynal is furious that she wants the pitch shut down as he doesn't see it the same way, so he goes to do it himself but Hero jumps in his way and battles him. Despite losing dynal, dynal manages to press the power button on the main Dadydcomp. But Dr. Diggins manages to disconnect a Sub-Idolcomp so it wouldn't work. It also ends up sending him back in time to the Jurassic period, but Sub-Idolcomp was with him. King Dynal tries to kill the Hero and Duna but the two teleport to safety. Duna reveals to Mr. Richmond that the plan for Project: Mother Planet is to recreate the Dinaurian home planet. After it was destroyed by the gigantic and unqualified planet swallower, Guhnash, the Dinaurs searched outer space for a new home. When they found the Earth, they used their DNA to create seeds to plant on the planet. But the seeds took another evolutionary path: humans. So Idolcomp was created to monitor development and regress people back to amoebas so that they can evolve into Dinaurians. But Sub-Idolcomps got lost in an accident and ended up on Vivosaur Island. They did not about human society so they hired BB Bandits to look for them. They all agree that they must find Sub-Idolcomp before King Dynal. Rosie is back to normal as the portable regression ray Raptin had was weak, but the tension still triggers the effects. The Sub-Idolcomp got crushed into five fragments during the journey through time, after collecting them all Duna revealing that it is still missing its core processor. Mr. Richmond remembers a secret island on which the spaceship was found, the technology found inside was used to revive fossils. Richmond and Diggins hid secret island away to prevent the technology from falling into the wrong hands. When The Hero and Duna enter the Dinaurian spaceship, the latter learns that the Scout ship on the first exhibition to Earth was attacked by Guhnash. In the main control room is a man with the last idol fragments in stone-sleep. Suddenly, Raptin appears and attacks the Hero to get the fragment, but the latter manages to win the battle that causes Raptin to leave and say that people are flawed despite Duna's protests. The two reviving Dr. Diggins back in the Fossil Center, he found stone-sleep technology in the old ship. Returning to the Richmond building Mr. Richmond has Rosie and Hero assemble Sub-Idolcomp to make sure it's real, he's actually King Dynal! He stuns all the Hero's friends who make the latter chase him. Back on the spaceship, Dynal is impressed when he loses another fight against the Hero. After the down arrives, Hero suggests that the humans and Dinaurians could live on the planet together. Raptin, who still sees people as his mistake, was against the idea and presses the power button, but then speaks Sub-Idolcomps suddenly. They reveal that the seeds planted by the Dinaurians actually perished in the sea and that humans originated from their own planet. They agreed to just see them grow but the main Idolcomp wanted to destroy them. Since the machine was only built for regression, it sent sent signals to Guhnash who did not have the coordinates of Earth until Sub-Idolcomps was returned! Both Raptin and Dynal were shocked by this and they all return to Earth. Dr. Diggins reveals that he found a sample of the monster when he went back in time, Guhnash can only be defeated by taking out his three brains. Dynal puts the teleporter to the mouth of Guhnash, it can only send one additional person for support, the hero has the opportunity to bring either Rosie or Duna. The two are successful in saving Earth, but the teleporter is disturbed by the leaking of energy from Guhnash that is about to explode. So the two use a portable stone-sleep inducer to turn them both to stone to protect themselves and go back to Earth. As soon as he comes back, the hero is revived but the girl he brought with him was met with a more unfortunate fate: if she was elected turned to stone permanently if Rosie was chosen she lost her memories. Either way, the chief of the Digadig Tribe comes to help, he claims he had a dream from the fossil god who told him that the Hero and the Girl He Took saved the earth. The hero performs a hip-shaker dance gathering the power of the country and restores the girl back to normal. During the credits, the player sees what all the characters in the game are doing now. Afterward, the Hero can take part in a series of side missions that include helping Dr. Diggins build and use a time machine. Character Hero (known in the official manga as Hunter): The main character of the game. A young boy arriving at Vivosaur Island at the beginning of the game. Players can change the character's name and the colors of his outfit, but not his gender. Players also can change his face by finding or buying masks later in the game. Rosie Richmond: A young girl with pink pigtails, matching pink skirt, and a matching pink helmet. Rosie helps the player character at various times but seems to be unlucky. She is also one of love interests for the hero. McJunker's Apprentice and another Fossil Fighter. In the official manga, Holt is a big of V-Raptors and Rosie also has a crush on him. Dr. Diggins: A tall, cunning man with glasses, blue hair, and a deep tan. The principal researcher on Vivosaur Island, and an expert in cleaning and revivosaurs. B.B Bandits: An organization of thieves on the island. The player meets and battles three of the members several times: Vivian, the greenish blue-haired field leader, her long-nosed subordinate Snivels, and their remarkable dog companion Rex. Digadig tribe: A tribe of ancient island natives, led by a chieftain. Captain Woolbeard: A ghost pirate who lives in a shipwreck in Bottomsup Bay. He wears a pink ribbon on his beard. Saurhead: The reigning arena champion, a mountain of a man with a macho attitude and trademark green dinosaur mask, making him seem a lot like a luchador wrestler. Duna: A mysterious girl (Dinaurian) with purple hair, and a deep connection to the island's past. She is also a love interest for the hero. Raptin: Dinaurian elite (like Duna) with blue hair, and the character to go against Dynal's words to remove people from the earth. Mr Richmond: Rosie's grandfather who owns Vivosaur Island. He often appears throughout the plot and has his own office in the Richmond Building. King Dynal: The leader of the dinaurs and the main antagonist under the second arc. Guhnash: A big monster with three brains, he roams the universe for planets of life to eat whole. The hero fights him to save Vivosaur Island and earth itself. Development Director Azusa Tajima and Genki Yokota from Nintendo SPD along with their entire audio staff from Nintendo worked alongside Artdink, M2 and Red Entertainment in the development of this game. [8] in an interview with the 4-team development team, Nintendo's Hitoshi Yamagami describes the game's perception around 2004, when Red Entertainment proposed the idea of a game involving dinosaurs. [9] Manga The official manga currently has 15 episodes listed on fossil fighters official website, each of which has 16 pages. Hunter, the protagonist of manga has revived the following vivosaurs: Spinax (Altispinax): Hunter's first revived vivosaur V-Raptor (Velociraptor): Hunter's 2nd revived vivosaur crown (Kronosaurus): Hunter's 3rd revived vivosaur Shoni (Shonisaurus): A slow developer, but pairs BB Bandits' Plesio (Plesiosaurus) in the manga. Tricera (Triceratops): Revived from Greenhorn Plains, Tricera was used against BB bosses Frigi, but didn't stand a chance. Also fought alongside Samurai's Mihu (Mihunekisaurus), to destroy dinomaton in Fossil Stadium. Coatlus (Quetzalcoatlus): Not seen used in combat, but has helped Hunter. Igno: Fought BB Boss'I'Mkalla, but only temporarily as Igno faded after Frigi was beaten Reception Fossil Fighters got a score of 32 out of 40 by the Japanese newspaper Famitsu. [10] The game was the third best-selling game in Japan the week it was released with 35,000 copies sold. [11] By the end of 2008, Fossil Fighters had sold 240,176 copies, making it the 15th best-selling DS game of the year in the region. [12] In the United States, 92,000 units were sold in August 2009, making it the 10th best-selling game of that month. [13] In America, Fossil Fighters score on average between 7 and 8. Reviewers generally praised the game for being fun, with simple but surprisingly addictive cleaning while having battles that were somewhat fun. While most reviewers compared it to the Pokémon game series, some reviewers like GameSpot didn't mind it and said they might as well borrow from the best, while others didn't bring it up much. But reviewers found game elements like graphics and music overall missing, and some reviewers, like IGN (which gave the game a 5.3), tapped the game to be repetitive and too Pokémon-like. Notes ^ Japanese: 中中ンー Hepburn: Bokura wa Kasekihoridā References ^ a b East, Tom (4 June 2009). E3: Nintendo reveal Fossil Fighters. Official Nintendo Magazine. Nintendo. Filed from original on August 12, 2009. Retrieved August 1, 2009. ^ The Making of Fossil Fighters - Developer Interviews | Nintendo DS game. Filed from original on August 10, 2009. Retrieved November 30, 2011. ^ Fossil fighters. Nintendo (Australia). Filed from original on July 16, 2011. Retrieved December 29, 2010. ^ RawmeatCowboy (September 9, 2010). Fossil Fighters get a sequel. GoNintendo. Filed from original on July 11, 2011. 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External links Official website (in English) Official website (in Japanese) DS Fanboy article Downloaded from

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