Wii

METROID™

P R I M E 3

C O R R U P T I O N

INSTRUCTION BOOKLET

CONTENTS

IMPORTANT NOTE

FRIEND VOUCHERS THAT YOU EARN IN THIS GAME CAN ONLY BE RECEIVED BY PEOPLE ON THE FRIEND ROSTER ON YOUR Wii CONSOLE WHO ALSO HAVE THE PAL VERSION OF METROID PRIME 3 CORRUPTION. THE NAMES OF FRIENDS WHO HAVE THE PAL VERSION OF THE TRIO: PRIME 3 CORRUPTION AND HAVE ENABLED Wii CONNECT24 IN THEIR GAME WILL APPEAR BLACK IN THE FRIEND ROSTER OF YOUR GAME.

IF YOU SEND A FRIEND VOUCHER TO A FRIEND WHO HAS THE JAPANESE OR USA VERSION OF THIS GAME, THE FRIEND VOUCHER WILL DISAPPEAR.

SYSTEM MENU UPDATE

WHEN FIRST LOADING THE GAME DISC INTO THE Wii CONSOLE, THE CONSOLE WILL CHECK TO SEE IF YOU HAVE THE LATEST SYSTEM MENU. IF YOU DO NOT, A Wii SYSTEM UPDATE SCREEN WILL APPEAR. PRESS OK TO PROCEED. PLEASE NOTE THAT THE Wii CONSOLE MUST HAVE THE LATEST SYSTEM UPDATE IN ORDER TO PLAY THE GAME DISC.

GETTING STARTED

STARTING A NEW GAME

AFTER YOU PRESS Ⓐ ON THE TITLE SCREEN, USE THE Wii REMOTE TO POINT THE CURSOR AT A NEW FILE, THEN PRESS Ⓐ AGAIN. SELECT PLAY GAME TO GET STARTED.

CONTINUING/SAVING

WHENEVER YOU FIND A SAVE STATION OR ENTER SAMUS'S SHIP, YOU WILL HAVE THE OPTION OF SAVING YOUR GAME. WHEN YOU SELECT AN ACTIVE FILE FROM THE MAIN MENU, YOU WILL CONTINUE FROM THE SPOT YOU LAST SAVED. SAVE STATIONS COMPLETELY REPLENISH SAMUS'S ENERGY, AND HER SHIP ALSO REPLENISHES HER WEAPONS.

OPTIONS

BEFORE STARTING YOUR GAME, YOU CAN SELECT OPTIONS TO MODIFY YOUR GAME EXPERIENCE.

CONTROLS:
CHANGE IN-GAME CONTROLS TO MATCH YOUR PREFERENCES. YOU CAN TOGGLE RUMBLE ON AND OFF, TOGGLE LOCK-ON FREE AIMING ON OR OFF (SEE P. 8), SWAP THE FUNCTIONALITY OF Ⓐ AND ⓑ, ADJUST THE SENSITIVITY OF THE Wii REMOTE (SEE P. 7), AND SWAP FUNCTIONALITY OF Ⓐ AND ➖.

DISPLAY:
MANAGE THE VISUAL APPEARANCE OF THE GAME DISPLAY.

SOUND:
TOGGLE THE VOLUME OF MUSIC, SPEECH, AND SOUND EFFECTS.

BASIC CONTROLS

C ACTIVATE/ DEACTIVATE MORPH BALL MODE

C MOVE SAMUS

Z LOCK ON TO ENEMY/TARGET/ GRAPPLE POINT

AIM AT SCREEN TO AIM SAMUS'S WEAPON

FIRE MISSILES

B JUMP

A FIRE BEAM CANNON/ DROP BOMBS IN MORPH BALL MODE

+ PRESS AND HOLD TO ENTER HYPERMODE [P. 11]

GO TO Wii HOME MENU

1 GO TO MAP/LOG BOOK SCREEN [P. 12]

2 GET HINT

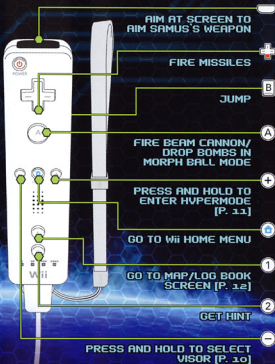**−** PRESS AND HOLD TO SELECT VISOR [P. 10]

NUNCHUK

JUMP IN MORPH BALL MODE (PULL UPWARD)

Wii REMOTE

CAST FORWARD TO CAST OUT GRAPPLE LASSO, PULL BACK TO REMOVE IMPEDIMENTS

WHILE INTERACTING WITH OBJECTS, PUSH FORWARD/ PULL BACK/ TWIST ACCORDING TO ON-SCREEN INSTRUCTIONS [P. 9]

⚠ CAUTION: WRIST STRAP USE

PLEASE USE THE WRIST STRAP TO HELP PREVENT INJURY TO OTHER PEOPLE OR DAMAGE TO SURROUNDING OBJECTS OR THE Wii REMOTE IN CASE YOU ACCIDENTALLY LET GO OF THE Wii REMOTE DURING GAME PLAY.

ALSO REMEMBER THE FOLLOWING:

- MAKE SURE ALL PLAYERS PUT ON THE WRIST STRAP PROPERLY WHEN IT IS THEIR TURN.
- DO NOT LET GO OF THE Wii REMOTE DURING GAME PLAY.
- DRY YOUR HANDS IF THEY BECOME MOIST.
- ALLOW ADEQUATE ROOM AROUND YOU DURING GAME PLAY AND MAKE SURE THAT ALL AREAS YOU MIGHT MOVE INTO ARE CLEAR OF OTHER PEOPLE AND OBJECTS.
- STAY AT LEAST ONE METRE (THREE FEET) FROM THE TELEVISION.

ADVANCED CONTROLS

AIMING/FIRING

AIMING IS A SIMPLE MATTER OF POINTING WHERE YOU WANT TO SHOOT
WITH THE WII REMOTE. HOWEVER, THERE ARE SEVERAL LEVELS OF
SENSITIVITY THAT YOU CAN CHOOSE BETWEEN TO OPTIMISE YOUR
EXPERIENCE. YOU CAN SET THESE LEVELS IN OPTIONS BEFORE
BEGINNING YOUR GAME OR PRESS 1 MID-GAME TO BRING UP THE MAP
SCREEN, THEN SELECT OPTIONS, CONTROLS, THEN SENSITIVITY. THE
THREE SENSITIVITY SETTINGS (BASIC, STANDARD, AND ADVANCED)
REFLECT HOW SAMUS'S VIEW CHANGES AS YOU SHIFT THE WII REMOTE.

THE BASIC SETTING IS RECOMMENDED FOR BEGINNERS-THE LOW
SENSITIVITY WILL MAKE IT EASIER TO AIM AT ENEMIES AND MOVE
WITHOUT BECOMING DISORIENTED, AND THE LOCK-ON FREE AIMING
SETTING WILL DEFAULT TO OFF, MAKING SHOTS HOME IN ON LOCKED-ON
TARGETS. PLAYERS FAMILIAR WITH FIRST-PERSON GAMES WILL LIKELY
PREFER THE HIGH SENSITIVITY OF THE ADVANCED SETTING.

TO FIRE AT TARGETS, SIMPLY PRESS
Ⓐ. YOU CAN ALSO PRESS AND HOLD
Ⓐ, THEN RELEASE IT TO FIRE A
CHARGE SHOT. WHEN YOU DESTROY
OBJECTS OR DEFEAT ENEMIES,
POWER-UPS IN THE SHAPES OF
GLOWING ENERGY ORBS OR MISSILES
WILL APPEAR-SIMPLY WALK OVER
THESE TO PICK THEM UP, OR PRESS
AND HOLD Ⓐ TO CHARGE YOUR
WEAPON AND SUCK THEM IN LIKE A
TRACTOR BEAM.

LOCK-ON FREE AIMING

LOCK-ON FREE AIMING ALLOWS
PLAYERS TO AIM FREELY AT ANYTHING
IN VIEW EVEN WHILE LOCKING ON TO
A TARGET WITH THE Ⓩ. SINCE THE
GAME DEFAULTS TO A STANDARD
CONTROL SCHEME, YOU WILL
AUTOMATICALLY HAVE LOCK-ON FREE AIMING ENABLED-IF YOU WANT
TO CHANGE THIS, SELECT CONTROLS IN OPTIONS, THEN TURN OFF
THE LOCK-ON FREE AIMING FEATURE. WHILE OFF, THE PLAYER'S
SHOTS WILL AUTOMATICALLY FIRE DIRECTLY AT A LOCKED-ON
TARGET. BEAR IN MIND THAT EVEN IN BASIC MODE, YOU CAN STILL
TURN ON LOCK-ON FREE AIMING IN THE CONTROLS SUB-MENU.

GRAPPLING

EARLY ON IN THE GAME, SAMUS
WILL ACQUIRE THE GRAPPLE LASSO.
ONCE SHE GETS THIS ITEM, SHE CAN
GRAPPLE CERTAIN ITEMS LIKE DOOR
PLATES AND ENEMY SHIELDS. ITEMS
THAT CAN BE GRAPPLED WILL SHIMMER
OR APPEAR WITH A GRAPPLE ICON
(LIKE THE ONE SHOWN TO THE RIGHT).
LOCK ON TO SUCH OBJECTS WITH
THE Ⓩ, THEN CAST THE HAND
HOLDING THE NUNCHUK FORWARD AS
IF YOU WERE WHIPPING SOMETHING.
THE GRAPPLE LASSO WILL DEPLOY-ONCE IT TURNS YELLOW, PULL
YOUR NUNCHUK HAND BACK TO RIP THE IMPEDIMENT BACKWARD.
LATER ON, YOU WILL UPGRADE TO THE GRAPPLE BEAM TO ADD
GRAPPLE SWING FUNCTIONALITY AND BE ABLE TO LOCK ON TO
GRAPPLE NODES WITH Ⓩ. THIS WILL ALLOW YOU TO HANG FROM
NODES AND SWING ACROSS GAPS.

CONTEXT SENSITIVE INTERACTION

YOU WILL FREQUENTLY HAVE DIRECT
INTERACTION WITH ITEMS IN THE GAME,
FROM DOOR HANDLES TO KEY PADS
TO TUMBLER LOCKS. WHEN YOU CAN
INTERACT WITH SOMETHING, YOU WILL
BE PROMPTED ON-SCREEN TO PRESS

Ⓐ : DO SO AND YOU WILL ENTER A CONTEXT-SENSITIVE MODE WHERE
YOU MUST FOLLOW THE ON-SCREEN PROMPTS TO PERFORM WHATEVER
ACTION IS NECESSARY. IT'S IMPORTANT TO REMEMBER THAT WHEN YOU
ARE INTERACTING WITH SOMETHING ON-SCREEN, YOU MUST KEEP THE
WII REMOTE POINTED AT THE SCREEN—OTHERWISE YOUR WII REMOTE
CANNOT COMMUNICATE WITH THE SENSOR BAR ON YOUR TV. WHILE IN
THIS MODE, YOU CAN ALWAYS PRESS Ⓑ TO EXIT.

SAMUS'S SHIP

OVER THE COURSE OF THE GAME, YOU
WILL USE SAMUS'S SHIP TO TRAVEL
TO MANY PLANETS, OFTEN TOUCHING
DOWN AT MULTIPLE LANDING SITES.
WHENEVER YOU STAND ON THE HATCH
OF THE SHIP, YOU WILL HAVE THE
OPTION TO SAVE, ENTER SHIP, SAVE AND ENTER SHIP OR CANCEL.
SAMUS'S ENERGY AND WEAPON WILL RECOVER WHEN EITHER SAVE,
ENTER SHIP, OR SAVE AND ENTER SHIP IS SELECTED. ONCE IN THE
COCKPIT, YOU CAN SELECT DESTINATIONS ON YOUR CURRENT PLANET
IF MULTIPLE SITES ARE AVAILABLE. WHEN YOU GET THE ABILITY
TO TRAVEL TO NEW PLANETS, YOU CAN SELECT NEW PLANETARY
DESTINATIONS BY SELECTING THE GALAXY MAP, THEN PICKING THE
PLANET AND LANDING SITE YOU WANT.

VISORS [VISOR-SELECT]

HOLD DOWN Ⓒ AND A VISOR MENU
WILL SUPERIMPOSE OVER THE GAME
SCREEN, ALLOWING YOU TO QUICKLY
SELECT A DIFFERENT VISOR BY
SIMPLY POINTING TO ITS SECTION OF
THE SCREEN AND RELEASING Ⓒ .
USE THE SCAN VISOR [TOP SECTION]
TO SCAN HIGHLIGHTED OBJECTS FOR
INFORMATION BY LOCKING ON TO THEM
WITH THE Ⓩ . THE COMMAND VISOR
[RIGHT SECTION] ALLOWS YOU TO
CALL YOUR SHIP BY LOCKING ON TO
LANDING ICONS IN SPECIFIED AREAS.
TO RETURN TO YOUR COMBAT VISOR,
SIMPLY SELECT THE CENTRE SECTION
ON THE VISOR-SELECT SCREEN OR TAP
Ⓒ (WHILE USING THE SCAN VISOR OR
COMMAND VISOR, JUST PRESS Ⓐ).
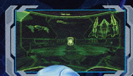
HYPERMODE

AFTER THE OPENING SECTION OF THE GAME, SAMUS WILL BECOME ABLE TO ACCESS HYPERMODE, AN EXTREMELY POWERED-UP STATE THAT ENTAILS SOME RISK. TO ENTER IT, PRESS AND HOLD ⊕ FOR ABOUT ONE SECOND. ALTHOUGH BEAR IN MIND THAT ENTERING THIS MODE WILL DRAIN AN ENTIRE ENERGY TANK FROM SAMUS'S RESERVES. WHILE IN HYPERMODE, YOU CAN KEEP SHOOTING POWERFUL, DRAINING, UNTIL THE METER ON THE TOP OF THE SCREEN EMPTIES. DURING THIS TIME, YOU WILL BE INVINCIBLE. HOWEVER, IF YOU STAY IN HYPERMODE PAST AN ALLOTTED TIME, SAMUS WILL FALL INTO CORRUPT HYPERMODE, AT WHICH TIME THE METER WILL TURN RED AND START RISING. IF THIS METER MAXES OUT, SAMUS WILL BECOME UTTERLY CORRUPTED AND THE GAME WILL END. TO GET OUT OF HYPERMODE, SIMPLY PRESS AND HOLD ⊕ (WHICH RECOVERS SOME ENERGY). ONCE YOU ENTER CORRUPT HYPERMODE, HOWEVER, YOU CAN ONLY VENT THE CORRUPTION BY FIRING YOUR WEAPON RAPIDLY UNTIL THE METER EMPTIES, OR RESIST FOR A LIMITED TIME SO THE METER WILL NOT SCALE OUT.

MAP SCREEN

PRESSING ① WILL TAKE YOU TO SAMUS'S DATA BANKS WHERE, AMONG OTHER THINGS, YOU CAN STUDY MAPS OF THE AREAS YOU'VE BEEN. AS YOU PROCEED THROUGH THE GAME, YOU WILL RECORD EVERY ROOM YOU ENTER ON THE MAP, AND YOU WILL ALSO DOWNLOAD AREA MAPS THROUGH INTERACTION WITH CHARACTERS AND COMPUTERS. TO ALTER THE VIEWING ANGLE OF THE MAP, SIMPLY TILT THE CONTROL STICK. IF YOU HOLD DOWN Ⓩ AS YOU TILT THE CONTROL STICK OR HOLD DOWN Ⓐ AS YOU MOVE THE CURSOR AROUND, YOU CAN SCROLL THROUGH THE MAP. PRESS Ⓐ TO ZOOM IN ON A HIGHLIGHTED ROOM. PRESS Ⓐ WHILE HIGHLIGHTING THE CURRENT PLANET OR GALAXY MAP ICONS IN THE LOWER-RIGHT TO JUMP BETWEEN MAPS OF VARIOUS AREAS. PRESS AND HOLD ② TO BRING UP A KEY FOR MAP NAVIGATION.

ON THE MAP SCREEN, YOU CAN ALSO USE THE ICONS ON THE BORDERS OF THE SCREEN TO ACCESS SAMUS'S INVENTORY (A LIST OF HER CURRENT POWER-UPS) OR LOG BOOKS, WHICH CONTAIN DOWNLOADED INFORMATION ABOUT CREATURES, LORE, OR IMPORTANT OBJECTIVES. A ROOM WITH A "?" USUALLY INDICATES THE LOCATION YOU SHOULD GO TO NEXT. YOU CAN ALSO ACCESS ALL CONTROL OPTIONS HERE BY SELECTING THE CONTROLS ICON ON THIS SCREEN, YOU CAN MODIFY THE SAME OPTIONS THAT YOU CAN ACCESS FROM THE TITLE SCREEN (SEE PAGE 4).

CREDITS

Retro Studios Staff Credits

Executive Producer
Michael Kelbaugh

Senior Producer
Bryan Walker

Assistant Producer
Ryan Harris

Design

Game Director
Mark Pacini

Senior Design
Tom Ivey
Mike Wikan

Design
Jay Fuller
Russell O'Henly
Bobby Pavlock
Brandon Salinas
Andy Schwalenberg
Bill Vandervoort

Contract Design
Scott Carpenter
Jonathan DeLange
Aaron DeOrive

Additional Thanks
Jason Behr
Karl Deckard
Kynan Pearson

Art

Art Director
Todd Keller

Principal Art
Elben Schafers

Senior Art
Chuck Crist
Elizabeth Foster
Ryan Powell
Luis Ramirez
Chris Voellmann

Art
Sammy Hall
Sean Horton
Matt Manchester
Ilya Nazarov
Danny Richardson
Teague Schultz
Quinn Smith
Ben Sprout
Cliff Young

Contract Art
Kip Carbone
Jake Johnson
Andrew Jones
Ian Olson
Thomas Robins
Amanda Rotella
Karen Welford

Additional Thanks
Don Hogan
Nathan Purkeypile

Engineering

Engineering Director
Frank Lafuente

Principal Technology Engineering
Jack Mathews

Senior Engineering
Mark Haigh-Hutchinson
Steve McCrea
Marco Thrush

Engineering
Ryan Cornelius
Jim Gage
Andy Hanson
Rhys Lewis
Frank Maddin
Alex Quinones
Eric Rehmeyer
Jesse Spears
Paul Tozour
Aaron Walker

Additional Thanks
Ted Chauviere
Tim Cowan
Zoid Kirsch
Eugene Kwon
Irving Mah
Kai Martin
Andy O'Neil

Animation

Animation Lead
Vince Joly

Senior Animation
Derek Bonikowski
Dax Pallotta

Animation
William Bate
Carlos Mendieta
Alejandro Roura
Stephen Zafros

Contract Animation
Brian Kowalczyk
Sonny Santa Maria
Raphael Perkins

Audio

Audio Supervisor
Scott Petersen

Sound Design
Mike Behrman
Frank Bry
Matt Piersall
Todd Simmons

Additional Sound Design
James Barker
Matt Chaney

Voice Acting
Troy Baker
Lainie Frasier
Gray G. Haddock
Claire Hamilton
Brian Jepson
Clayton Kras
Mary Law
Timothy Patrick Miller
Edwin Neal
Christopher Sabat
Ken Webster

Operations
Al Artus
Faith Casper
Kellie Prinz Johnson
Ethan R. McDonald
George Thomas

Translation and Administration
Akiko Furukawa-Lazar

Nintendo Staff Credits

Executive Producer
Satoru Iwata

Producer
Kensuke Tanabe

Assistant Producer/Coordination
Risa Tabata

Interpretation/Coordination
Kiyohiko Ando

Coordination Assistant
Toshihiko Okamoto

Music
Kenji Yamamoto
Minako Hamano
Masaru Tajima

Supervisor (Samus Model)
Tomoyoshi Yamane

Storyboards
Naoki Mori

Technical Support
Hironobu Kakui
Masahiro Takeguchi

NCL Special Thanks
Yoshio Sakamoto
Akiya Sakamoto
Souichi Yamamoto
Akira Kinashi
Norihito Ito
Ken Kato

13

41

CREDITS

Nintendo of America Staff Credits

NOA Producer
Jeff Miller

Public Relations
NOA Coordination
Nate Bihldorff
Jeff Gilbert

Bilingual Product Specialist
Chiko Bird

Testing Management/ Supervision
Eric Bush
Robert Crombie
Sean Egan
Shuji Hashimoto
Kyle Hudson

Testing Coordination
Tom Herzog
Leland Jones

Testing
Michael Chipman
Melvin Forrest
Kathy Huguenard
Shane Lewis

Teresa Lillygren
Jason Mahaffa
Tomoko Mikami
Jeffrey Storbo

Special Thanks
Reggie Fils-Aime
Mike Fukuda
Brett Gow
Tatsumi Kimishima
Howard Lincoln
Kalinda Raina
J.C. Smith
Jacquelee Story
DB Talent

Nintendo Of Europe Staff Credits

Product Localisation Team

German Translation
Jan Peitzmeier

French Translation
Christelle Brawn

Spanish Translation
Iván Garrido

Italian Translation
Roby Bonomo-Meves

Product Coordination
Andy Fey
Jan Peitzmeier

NOE Manual Localisation and Layout
Silke Sczyrba
Adrian Michalski
Peter Swietochowski
Jens Peppel
Kathrin Grieser
Ursula Lipinski
Roby Bonomo-Meves
Iván Garrido
Jan Peitzmeier
Christopher Csel

Testing Coordination
Daniel Herrón
Rudi Schnitzer

Testing
Lutz Ohl
Petra Gyarmaty
Peter Eiselt
Raphaël Jacobsen
Edoardo Toniolatti
Rubén Aragón

Special Thanks
Jan Peitzmeier

NOTES