

Wii™



METROID™

Other M

INSTRUCTION BOOKLET

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT AND THE WII™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR WII HARDWARE SYSTEM, GAME DISC OR ACCESSORY.

THESE CONTAIN IMPORTANT HEALTH AND SAFETY INFORMATION.



60Hz (480i) Mode

60Hz mode (unlike 50Hz mode) is not supported by every TV. On TVs that support 60Hz mode (PAL60 compatibility) this game can be displayed at 60Hz for a clearer display with higher quality. You can enable 60Hz mode in your Wii console's System Settings (Screen).



EDTV / HDTV (480p) - Progressive Scan

Progressive Scan is an enhanced display mode that enables the Wii console to present the best possible visual quality. Most high definition TVs and some standard definition TVs support Progressive Scan (480p). To determine whether your TV supports Progressive Scan (480p) consult the user's manual of your TV or contact the manufacturer. You can enable this mode in your Wii console's System Settings (Screen).

NOTE: EDTV / HDTV (480p) requires the use of a Wii Component AV Cable (sold separately).



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Manufactured under license from Dolby Laboratories.

This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You need to enable "Surround" in the sound settings of the game console.

IMPORTANT LEGAL INFORMATION: This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software.



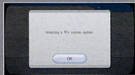
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Wii Menu Update

Please note that when first loading the disc into the Wii™ console, the console will check if you have the latest version of the **Wii Menu**, and if necessary a **Wii System Update Confirmation Screen** will appear. Select OK to proceed with the update. Updates can take several minutes and may add Channels to the **Wii Menu**. Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the disc.



NOTE: If, after performing an update, the Disc Channel still does not display the title of the inserted disc, a second update is required. Please repeat the above procedure.

Channels added by a **Wii Menu** update will be saved to the **Wii System Memory** if there is enough free space. These additional Channels can be deleted from the **Data Management Screen** in **Wii Options**, and can subsequently be re-downloaded from the **Wii Shop Channel** at no extra cost.

When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the **Wii Menu**.

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

Caution - Use the Wii Remote Wrist Strap

Place your hand through the Wii Remote Wrist Strap and hold the Wii Remote™ firmly in your hand. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Wii Remote Wrist Strap in place.



CAUTION: Always keep a firm grip on the Wii Remote. Use the Wii Remote Jacket (RVL-022) and the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. The Wii Remote Jacket will provide protection if the Wii Remote is accidentally thrown or dropped during game play. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

WARNING: Not suitable for children under 36 months of age. The Wii Remote Wrist Strap can coil around the neck.

Optimising Your Settings

To enhance your game play experience you can make use of the following features:

Volume / Rumble – This game uses the Wii Remote Speaker and the Rumble function. To adjust the volume of the speaker or turn Rumble ON or OFF, do so on the Wii Remote Settings Option Screen accessible from the HOME Menu.

60 Hz (480i) Mode

Many people don't know what the difference between 50 Hz and 60 Hz is, but since most modern TV models support 60 Hz it's definitely worth finding out if your TV is compatible. In basic terms, Hz (hertz) is related to the number of frames per second (fps) appearing on your screen.

50 Hz produces 25 fps and 60 Hz produces close to 30 fps, which may not sound like a big difference, but the increase in quality from 25 to around 30 fps is quite noticeable on-screen. With 60 Hz you get a smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience.

The default setting of the Wii console is 50 Hz (576i) Mode. To change this, activate 60 Hz (480i) Mode by selecting this TV TYPE in the Wii Settings. However, certain (mainly older) TV sets are unable to display games in 60 Hz (480i) Mode, and therefore a small number of players could experience difficulties using this display mode on their TVs. To find out if your TV set features 60 Hz (480i) Mode, consult your TV instruction manual or contact the manufacturer. If, after changing the setting to 60 Hz (480i) Mode, the screen appears blank or distorted, it will likely be the case that your TV does not support 60 Hz (480i) Mode. To revert to the default setting, press RESET on the Wii console while holding the down direction on the \blacktriangle Control Pad, and the Wii system will restart in 50 Hz (576i) Mode. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

Also, when you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture on-screen.



EDTV / HDTV (480p) Mode - Progressive Scan

EDTV / HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible play conditions.

However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV / HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii is 50 Hz (576i) Mode. To activate EDTV / HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.



The Story So Far

I had gone to planet SR388 to destroy the Metroids. After a deadly struggle I managed to defeat the Queen Metroid, and as I was preparing to return, a baby Metroid hatched before my eyes.

As I was the first thing the baby saw, it took me to be its mother.

I felt that studying the baby might produce some peaceful applications, so I took it back to the Galactic Federation.

But that baby Metroid was attacked in the middle of an experiment and fell into the hands of the Space Pirates, who were led by Mother Brain.

In the hopes of rescuing the baby, I infiltrated the stronghold controlled by Mother Brain on planet Zebes.

But Mother's overwhelming power brought me to the brink of death.

And then the strangest thing began to restore vigour to my spirit's light, which was so close to going out.

"Why am I still alive?"

The baby protected me from Mother Brain's attack.

It gave me power.

And then the baby was destroyed above my head...

"Mother... Time to go!"

Mother Brain, the Space Pirates, and the Metroids were terminated along with the planet Zebes.

I don't know how much time passed since then. I was travelling in my Star Ship when I unexpectedly received a signal.

Code name: "Baby's Cry."

A common SOS with the urgency of a baby crying...

The nickname comes from the fact that the purpose of the signal is to draw attention.

The signal was coming from a remote part of space. I altered the course of my ship as if this detour had already been part of my flight plan.

Baby's Cry...

It was as though it was crying specifically for me...

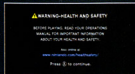
-Samus Aran-

Baby's Cry..

It was as though it was crying specifically for me..

Getting Started

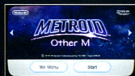
1 Insert the METROID™: OTHER M Disc into the Disc Slot. The Wii console will switch on. The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button. The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.



2 Point at the Disc Channel from the **Wii Menu Screen** and press the A Button.



3 The **Channel Preview Screen** will be displayed. Point at START and press the A Button.



4 The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button.



5 The **Title Screen** will be displayed. You will mostly be holding the Wii Remote sideways to play this game.



First Play

The screen on the right will appear. Press the 2 Button to bring up the **Options Screen**. Select a language with the ⬆ Control Pad, then press the 1 Button to confirm the selection and start the game.



Title Screen

When you have save data, a screen like the one on the right will appear. Press the 2 Button to go to the **Game Select Screen**.



▶ Game Select

When playing a game from the beginning, use the ⬆ Control Pad to select a slot marked NO DATA, or when continuing a game, select the saved-data slot and press the 2 Button. Select **START GAME** from the menu that appears to begin playing.



Note: See p. 17 for information on how to save.

OPTIONS

Change language setting here.

START GAME / Start the game.

COPY / Copy the save data to another slot.

DELETE / Delete save data.

Note: Save data that has been erased cannot be recovered. Please be careful.

Switching Views with the Wii Remote

Normal View

When holding the Wii Remote horizontally, you will go into the Normal View. This objective view is the basic perspective for this game.

Please see p. 12 for detailed control information.



Hold
Wii Remote
horizontally



Play in Normal View at these times:

- › When moving around the stage.
- › When engaging in basic battles with enemies.
- › When in Morph Ball form or when using bombs.



Search View

By holding the Wii Remote vertically and pointing at the screen, you can switch to Search View. This changes the screen to Samus' perspective.

Please see p. 14 for detailed control information.



Hold
Wii Remote
vertically



Play in Search View at these times:

- › When you want to lock on to an enemy and shoot a missile.
- › When your path is obstructed or when you want to inspect something.
- › When you want to look around and check the conditions of your surroundings.



Controls (Normal View)

In Normal View, hold the Wii Remote sideways to control Samus. You will acquire more abilities as the game progresses.

Please see p. 20–25 for more information.

+ Control Pad

- Move
- Sensemove (Dodge enemy attacks, see p. 24)

+ Button

- Display Map Screen (see p. 16)

2 B Button

- Jump
- (While pressing the + Control Pad)
- Spin-jump

A Button

- Enter / exit Morph Ball form

HOME Button

- Display HOME Menu

1 Button

- Fire beam
- Fire Charge Beam (Press and hold until the charge gauge is full, then release)
- In Morph Ball form Drop bombs
- In Morph Ball form Drop Power Bombs (Press and hold until the charge gauge is full, then release)

➤ Menu controls

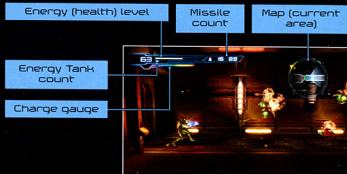
- + / Select
- 1 / Cancel (Back)
- 2 / Confirm

Hold the Wii Remote straight up and hold down A

- Concentration
- Restore missiles and some energy (see p. 18)



On-Screen Information



Energy (health) level If you run out of energy and your Energy Tanks are empty, your game will be over (see p. 18).

Energy Tank count One tank contains 99 units of energy. You will acquire more Energy Tanks as you progress through the game (see p. 19).

Charge gauge If you press and hold the 1 Button until this is full, you can fire Charge Beams and set Power Bombs, for instance.

Missile count Current missile count / Max missile count.

➤ Map (current area)

The ◀ in the centre is Samus. The ◆ marks a target location.



Item This indicates an item to be found (see p. 19). (Not all items will be marked.)

Target location direction

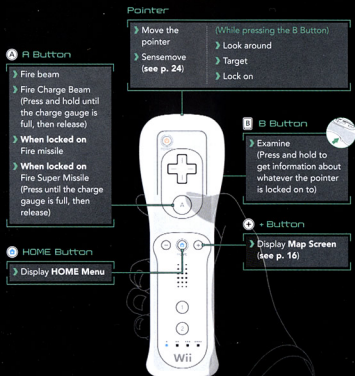
Door

Open doors are green; locked doors will appear in red.

Controls (Search View)

In Search View, point at the screen while holding the Wii Remote vertically. You will acquire more abilities as you progress through the game.

For more information, see p. 20–25.



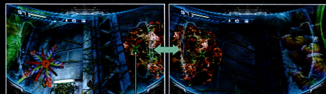
B Button Controls

In Search View, you can do a number of things by moving the pointer while holding down the B Button.

Looking Around

Change your viewing area by moving the pointer around the screen while holding down the B Button.

Note: Press and hold the B Button while pointing at certain objects in the environment to examine and acquire information about them.



Pointer

Target

If you aim the pointer near an enemy or certain objects while holding down the B Button, you will target them and bring them to the centre of the field of vision.

Note: Items you can target will appear marked in red. Targets you are locked on to will appear in yellow.



Lock-On Display

If you point at a target while holding down the B Button, you'll lock on to it.

You can fire missiles by pressing the A Button while locked on.

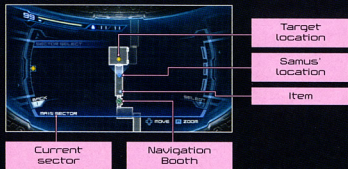


Map Screen

If you press the + Button while playing, you'll go to the **Map Screen**, where you can check Samus' current and target locations. Press the 1 Button (or the -Button in Search View) to access a variety of information.

Reading the Map

Scroll with the \blacktriangle Control Pad (or by moving the pointer in Search View), zoom in / out with the A Button.



▶ SECTOR SELECT

The sectors (locations) you've been to will be displayed. Select a sector to change the map displayed.

▶ STATUS

View Samus' current abilities, her suit features and the controls.

▶ CHARACTERS

Access profiles and current conditions of characters in the game.

▶ STORY

Select this to read a short recap of recent story events.

Saving the Game

Stand in the centre of a Navigation Booth to save your game progress. At the same time, your energy and missiles will be fully restored.



Notes:

- You can create three save files.
- In order to save your game progress, you will need 1 block of free space in your Wii System Memory.
- Do not turn the power off or press RESET while saving.
- For information on how to erase files in your Wii System Memory or how to copy them to an SD Card (sold separately), please check the Wii Operations Manual - Channels and Settings.

Game Over

If all of your energy runs out, your game will end and the **Continue Screen** will appear. By choosing YES, your game will restart from either the last place you saved or the last checkpoint you passed. By choosing NO, you will end your game and return to the **Title Screen**.



About Checkpoints

You can restart your game from these spots as you progress. Checkpoints are not saved, so if you choose NO on the **Continue Screen**, exit the game or turn the power off, the next time you play the game, you will start from the last save point.

▶ Concentration

If you hold the Wii Remote upright and press and hold the A Button for a given length of time, you will restore a certain amount of energy and all of your missiles. Though you can restore your missiles at any time, you can only restore your energy when your energy level glows red (when your energy drops below a certain level).

- When restoring your energy, press and hold the A Button until your energy level is full.
- If you receive damage while performing Concentration, your restoration will be interrupted.

Energy level



Items

Items are hidden in a variety of places. Every item you find will augment Samus' abilities.

▶ Energy Tank



Increases your Energy Tank count by one.

▶ Missile Tank



Increase the maximum number of missiles you can hold by one.

▶ E-Recovery Tank



Increases the amount of energy you can restore through Concentration. It also increases the threshold (the minimum amount of energy required) for being able to perform Concentration.

▶ Energy Part



Collect four of these to create one Energy Tank.


▶ Accel Charge




Increases how fast the charge gauge fills.

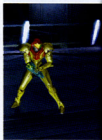
Abilities and Special Moves Small

As you progress through the game and more abilities are authorised or acquired, Samus will be able to perform more moves and her suits and beams will become more powerful.

 Control in Normal View

 Control in Search View

1



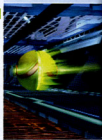
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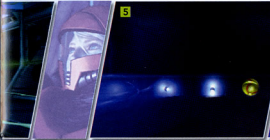
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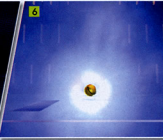
4



5



6



4 Morph Ball



Press the A Button to go into Morph Ball form and move around small spaces. Press the A Button again to change back.

5 Normal Bombs



Press and release the 1 Button in Morph Ball form to set bombs that will damage enemies and break some floors and walls.

6 Power Bombs



Press and hold the 1 Button in Morph Ball form until the charge gauge is full and release to set a powerful Power Bomb.

SUITS

1 Power Suit

The Power Suit that Samus is wearing will acquire new features as you progress through the game.

2 Varia Feature

Cuts damage from high temperatures and reduces damage from enemy attacks.

3 Gravity Feature

Negates the effects of liquids and extreme gravity and further reduces damage from enemy attacks.

BOMBS

BEAMS

1 Normal Beam/Charge Beam



Press the 1 Button to fire a beam. Press and hold the 1 Button until the charge gauge is full and release to fire a powerful Charge Beam.

2 Ice Beam



Adds the ability to freeze enemies. Effective against hot creatures, it also increases the beam's attack power. You can also fire Charge Beams.

3 Wave Beam

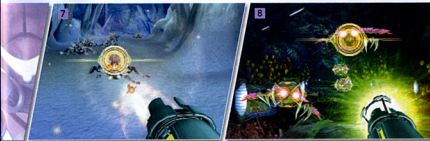
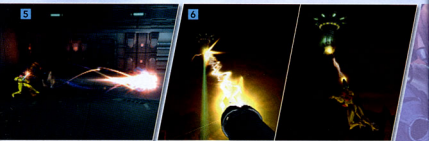
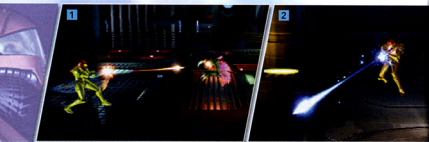


Adds the ability to penetrate transparent and semi-transparent objects. This powerful beam can also be shot as a Charge Beam.

4 Plasma Beam



Gives Samus' beam the ability to pass through enemies. This most powerful beam can also be shot as a Charge Beam.



5 Diffusion Beam



If you fire a Charge Beam, the beam will scatter around the point of impact.

6 Grapple Beam



Press the A Button when locked on to a Grapple Point to hook on to it with a rope-like beam. Samus can then swing around while hanging with the beam. Press A to release the beam. If you release the beam at just the right time, Samus will fly forward.

7 Normal Missile/ Super Missile



Press and release the A Button while locked on to fire a missile. If you release the A Button when the charge gauge is fully charged, five missiles will be used and you'll shoot a powerful Super Missile.

8 Seeker Missile



If you press and hold the A Button until the charge gauge is fully charged, you will lock on to multiple targets. Release the A Button to fire a Super Missile along with four normal missiles at up to four additional targets.

MISSILES

SPECIAL MOVES

1 Speed Booster



Press and hold the **◆**Control Pad and move in a single direction for a certain period of time to start to run fast. You can also cause damage to enemies and objects that you run into.

2 Shinespark



While speed boosting, press and release the **2** Button to perform a powerful jump. If you aren't pressing the **◆**Control Pad in any direction when you release the **2** Button, you'll jump straight up. Press the **◆**Control Pad when you release the **2** Button to jump in any direction.

3 Space Jump



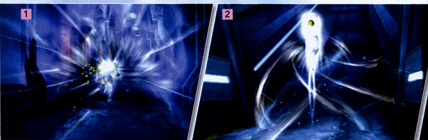
Press the **2** Button during a spin jump to perform another spin jump.

Note: If you repeatedly press the **2** Button, you will continue to space-jump.

4 Screw Attack



While doing a spin jump, Samus' suit will emit energy waves that cause damage to enemies they touch.



5 Kick Climb



If you press and hold the **◆**Control Pad in the direction of the wall and repeatedly press the **2** Button with good timing, you'll kick your way up the wall.

Note: You don't have to change the direction you're pressing on the **◆**Control

6 Sensemove



If you press the **◆**Control Pad (or move the pointer off the screen in Search View) at the right time just before getting hit by an enemy's attack, you'll dodge and avoid getting hurt. If this is done while pressing the **1** Button, your charge gauge will fill up quickly.

7 Lethal Strike



Press the **◆**Control Pad in the direction of a downed enemy while simultaneously pressing the **1** Button to build up a charge. When fully charged, you'll launch a powerful attack.

8 Overblast



Jump towards an enemy to ride on top of it and the charge gauge will fill. Once it's full, press the **1** Button to attack.

Note: This might not be possible, depending on the type of enemy and the battle conditions.