

NINTENDO DS™

The background of the cover features a large, menacing orange and black mechanical creature with a green visor, resembling a Metroid Prime. It is positioned in a dark, industrial environment with various mechanical components and glowing lights. In the center, a large blue and yellow pinball is visible. The title 'METROID PRIME PINBALL' is overlaid on the scene. 'METROID' is in a large, white, blocky font with a blue shadow. 'PRIME' is in a smaller, white, blocky font. 'PINBALL' is in a large, glowing green, blocky font.

**METROID**  
PRIME  
PINBALL

INSTRUCTION BOOKLET

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**



Wireless DS  
Single-Card  
Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Rumble Pak  
Compatible  
(Included)

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK ACCESSORY.

## CONTENTS

- 4 CONTROLS
- 6 MAIN MENU
- 10 POWER UPS
- 11 SCORING
- 12 BOARD FEATURES
- 15 ENEMIES
- 16 MINI-GAMES
- 18 WIRELESS MISSION

### NEED HELP PLAYING A GAME?

Nintendo's game pages, at [www.nintendo.com/games](http://www.nintendo.com/games) feature walkthroughs, frequently asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online. For more information about our forums, visit [www.nintendo.com/community](http://www.nintendo.com/community).

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long distance call, so please ask permission from whoever pays the phone bill.

EVERYONE



CONTENT RATED BY ESRB

**Nintendo**

© 2005 NINTENDO. ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO.™, © AND THE NINTENDO DS LOGO ARE TRADEMARKS OF NINTENDO. © 2005 NINTENDO.



## CONTROLS

- R Button - Right Flipper
- L Button - Left Flipper
- Left on + Control Pad - Left Flipper
- Right on + Control Pad - Right Flipper

### TOUCH SCREEN

Pressing and moving your finger across the Touch Screen will nudge the table in the direction you move your finger.



- SELECT
- START - Pauses the Game
- X BUTTON - Missiles (in Combat Mode)
- A BUTTON - Right Flipper
- Y BUTTON - Power Bomb (in Morph Ball Mode)
- B BUTTON - Bombs (in Morph Ball Mode)



## MISSIONS

There are three different missions on which to take Samus:

### MULTI MISSION

Complete challenging objectives while helping Samus to collect Artifacts. Collect enough Artifacts to open new tables. Face off against tough enemies and vicious bosses. Defeated bosses will then be available for the Single Mission.

### SINGLE MISSION

Focus on one table in order to achieve the high score. There are two default tables that you begin with. Additional tables will become available once you open them up in Multi Mission.

### WIRELESS MISSION

Connect up to seven other players simultaneously. Everyone competes on the same table, Magmoor Caverns, trying to be the first to reach the target score. See page 18 for more details on connecting and playing wirelessly.

### OPTIONS

Backlight on/off — Toggles the Nintendo DS backlight on and off  
Rumble on/off — When the Nintendo DS Rumble Pak is inserted, this option will turn it on and off



## RUMBLE PAK

This game is compatible with the Nintendo DS Rumble Pak. Please read the following before you play the game with Rumble Pak enabled.

The Rumble Pak includes built-in features that rumble while you play, providing realistic feedback.

- Make sure the Nintendo DS is turned off. Insert the Rumble Pak into Slot-2 on the front of the Nintendo DS (the label should face toward the bottom) just like loading a Game Boy Advance Game Pak.

**RUMBLE PAK™**  
**INCLUDED**

- Make sure to turn the power off before removing the Rumble Pak.

### TROUBLESHOOTING

- Nintendo DS Rumble Pak is making a sound
  - When the Rumble Feature is on, the Rumble Pak will make sounds during game play.
- Does not rumble
  - Make sure the Rumble Feature is turned on in the game (select Options in the main menu).
  - Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) are not dirty.
- Does not stop rumbling
  - Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) are not dirty.

If the Rumble Pak still does not work properly after following these troubleshooting measures, please call Nintendo customer service.

## SELECTING A TABLE

Once you have selected a mission, you must now determine the starting table.

### SELECTING A DESTINATION

Use the Up and Down Direction Pad to select a table. Press A to confirm the selection and travel to the destination.

### OPENING NEW TABLES

In order to gain access to new tables you must play the Multi Mission mode. By playing through the Pirate Frigate or Tallon Overworld it will give you access to the Phazon Mines and Phendrana Drifts tables. Collect Artifacts along the way in order to progress even farther.

Collecting 12 Artifacts allows access to the Artifact Temple. Completing the Artifact Temple will open the path to the ultimate pinball challenge where Samus faces her greatest threat.



## HUD

The screen will give you all the information you need in order to defeat the enemies and take Samus across the varied terrains of the tables.

When this is lit, you have a Power Bomb to use.

This is the total score you have achieved.

These bars represent Samus' health. Once her health is gone, if you take damage, the ball will explode.

The lighted missile icons tell you how many missiles you have left.



Number of extra balls left.

These lighted icons tell you how many bombs you have.



Along the way Samus will be able to collect weapons and power-ups in order to achieve the best scores and open up more tables.

## POWER-UPS

|   |   |
|---|---|
|  |  |
| Missile – These allow Samus to unleash a powerful attack while in Combat Mode     | Power Bomb – Use these to damage a large area                                     |

## PICK-UPS

|  |   |  |   |   |   |
|--|---|--|---|---|---|
|  |  |         |  |                          |  |
| Health – Restores 2 Health Boxes   | Missile – Restores 1 Missile  | Power Bomb – you can only hold one at a time, so use it before trying to pick up another | Artifact – collect 12 to gain access to the Artifact Temple in Multi Mission      | Special – Once you have collected all the Artifacts, Special will become available to increase your score | Extra Ball – Adds an extra ball to your counter                                   |

## BOUNTY BONUS

When you lose a ball, you will be awarded a Bounty Bonus. This is based on the following:

- Total number of each enemy type killed
- Total number of specials collected
- Bounty Multiplier (See Board Features Pg 12 for more details)

Note that the total number is the total from the entire game, not just that ball. Therefore they will continue to accumulate and become worth more on subsequent balls.

## HIGH SCORES LIST

There are several high score lists that will save your accomplishments.

The main High Score list (top 10 scores are listed) is for Multi Mission. The number next to the artifact symbol tells you how many artifacts you have collected (maximum 12). This number will reset to zero once you have defeated the final boss. The number on the artifact symbol tells you how many times you have defeated the final boss. If the final boss has not yet been defeated, no number will be present on the artifact symbol.

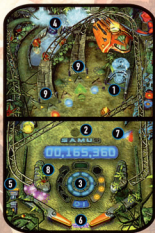
The two tables for the Single Mission will list the top five scores, and the total number of Specials collected.

Opening up tables in Multi Mission will allow you to use those tables in Single Mission. They are played in a Time Attack Mode, where your goal is to complete the table in the shortest amount of time. The top five times are listed.

## BOARD FEATURES

Each table has it's own unique features but there are some common ones shared between most tables.

- 1** Mode Saucer - Shoot this saucer to start whichever mode is being indicated by the hologram.
- 2** S-A-M-U-S lights - Shoot the flashing Blue Ramps to light a letter. Light all the letters to open the Combat Saucer.
- 3** Combat Saucer - Shoot the ball into this when it is open to start Combat Mode. Samus can be hit 4 times before being forced back into Morph Ball mode. Use your blaster or missiles to kill all the enemies and to successfully complete the mini-game and return to Morph Ball mode.
- 4** Bounty Multiplier Rollovers - Light all of these to increase the Bounty Multiplier
- 5** Kickbacks - These prevent the ball from passing into the outlames (the lanes just outside the flippers), but retract once they have been used. These can be re-activated by using the Award Scanner.
- 6** Force Field - This prevents you from losing the ball between the flippers. It can be re-energized by using the Award Scanner.



- 7** Award Scanner - Shooting yourself into this scanner will cause several possible rewards to spin. Use a bomb to stop the wheel and earn the reward.

Health Recharge - Restores Samus' health to maximum

Big Points - Awards points

Phazon Multiball - Starts a Phazon Multiball

Combat Ready - Opens the Combat Saucer

Extra Ball - Awards an additional ball for the mission

Force Field - Activates the Force Field (ball saver) for a short time

Missile Recharge - Refills all the Missiles

Bounty Multiplier - Increases the Bounty Multiplier

Power Bomb - Awards a Power Bomb

Kickback Ready - Energizes the Kickbacks

- 8** Bumpers - Hit these to increase the Jackpot and advance which hologram is displayed on the Mode Saucer.
- 9** Ramps - Shoot the ball up a ramp to earn points. Follow that up by shooting the ball up a ramp with a flashing white arrow to start a combo.



## BOARD FEATURES

### FLASHING LIGHTS

The arrows and circles on the surface of the table will flash to show available shots.

- White Arrow - Shoot this to make a Combo
- Blue Circle - Shoot this to add another letter to the S-A-M-U-S lights
- Green Circle - Shoot this to open a multi-ball lock
- Green Arrow - Shoot this to lock a ball, or start a three ball multi-ball
- Purple Arrow - Shoot this to energize the Kickback
- Red Circle - shoot this to advance the Wall Jump lights
- Red Arrow - Shoot this to start the Wall Jump mini-game once all the Wall Jump lights are lit
- Orange Arrow - Shoot this to divert the ball into the Bumpers
- Red & Blue Arrow - Shoot this to advance or start the Phazon Multiball (only on the Tallon Overworld table)



## ENEMIES



- Shriekbat - A fast moving creature that dive-bombs its target while emitting a high-pitched squeal.
- Beetle - A burrowing creature that attacks by charging its prey.
- Parasite - A new strain of parasitic creature that are dangerous in numbers.
- Burrower - A tunneling creature.
- Metroid - An energy based, highly dangerous parasite.
- Space Pirate - A race of space fairing thieves that have a long history of conflict with Samus.
- Triclops - A creature with powerful jaws that will pick up any item that comes near, including the ball.
- War Wasp - Beelike creatures that like to attack in numbers.
- Puffer - A floating orb that leaves behind poison when it is destroyed.

## MINI GAMES

There are lots of mini games to help you earn high scores and advance in the game. Each mini-game has three levels of difficulty.

**Shriekbat Shootout** - Shoot all the Shriekbats in Combat Mode before they reach Samus.

**Beetle Blast** - Defeat all of the Beetles in Combat Mode before they hit you.

**Burrower Bash** - Kill all the Burrowers before the time runs out. Run over the submerged Burrowers to make them surface.

**Clone Multiball** - Shoot the ramps marked by the Arrows to score a Jackpot and a Double Jackpot.

Shoot the open Clone Machine will the Clone Multiball is active to score the Super Jackpot.

**Parasite Purge** - Kill all the Parasites before the time runs out.

**Phazon Multiball** - Collect the Red Phazons with the Red Phazon Ball and collect the Blue Phazons with the Blue Phazon Ball. Collecting all Phazons of one color earns you a jackpot. Collect both colors of Phazon to earn a Super Jackpot.



**Gunship Multiball** - Shoot the ramps marked by the Arrows to earn the Jackpot and the Double Jackpot. Shoot the open Gunship while in Gunship Multiball to score the Super Jackpot.

**Metroid Mania** - Defeat all the Metroids before the time runs out. Be careful as they can attach themselves to Samus and drain her energy.

**Phazon Frenzy** - Hit as many of the Red & Blue Phazons as you can before the time runs out.

**Space Pirate Panic** - Kill all the Space Pirates before the time runs out. Avoid their missiles which can damage Samus and knock her around the table.

**Triclops Terror** - Kill all the Triclops before the time runs out. Watch out, these guys will grab hold of the ball and try to throw it toward the flippers. Bombs will help if getting rid of them.

**Wall Jump** - Alternate using the left and right flippers to jump from one wall to the other in order to reach the prize at the top.

**Hurry Up** - Shoot the ramp in the direction of the flashing lights in order to receive the reward before it is reduced to zero.



## WIRELESS MISSION

### HOW TO CONNECT

#### THE HOST OR PARENT DS

1. Start your Metroid Pinball DS game.
2. Select the Wireless Mission option from the menu.
3. Wait for the other players to download the game.
4. When a player is downloading the game, the ball next to their name will stop flashing.
5. Press the START Button.
6. Begin playing.

#### THE CLIENT OR CHILD DS

1. Start the DS without a Game Card.
2. Select DS Download Play on the IPL screen.
3. If a Metroid Prime Pinball game is available to play it will be listed in this menu.
4. Select Metroid Prime Pinball slot once it appears.
5. Select Yes when asked "Would you like to download this software?"
6. Download the software.
7. Wait until the Parent or Host starts the game.
8. Begin Playing.

### HOW TO PLAY - WIRELESS MISSION

Shoot Ramps, Loops, Targets, Rollovers, Spinners and Saucers to earn points. String together Combos for even more points. The game ends when one player reaches the target score. A leader board will keep track of the high scores.



#### DISPLAY

- The Progress bar - the orange marker is your position, the blue markers are the other players.
- Your Score
- Your bombs (up to 3)
- Samus' Health
- Your rank (1st, 2nd, 3rd, etc.)

#### TOWER JUMP

- Shoot the Left and Right Spinners to light the Towers.
- Shoot the Tower Target to light the next section of both Towers.
- When all 5 sections of both Towers are lit, the Tower Target will descend, giving access to the Tower Saucer.
- Shoot the Tower Saucer to start the Tower Jump and collect the Special.

#### SENDING METROIDS

- Shoot all the Drop Targets in a bank to send a Metroid to all the players with higher scores.
- Light all the Drop Target Lights to send two Metroids to all other players.
- Metroids can grab hold of ball Samus and drain her health.
- To defeat a Metroid you must hit them three times.

#### SAUCER

- Each time the Saucer is shot, it will increase the reward for the next time the Saucer is hit.

#### LOSING THE BALL

- The ball can be lost either by loosing all of it's energy, or by falling between the flippers.
- If the player in 1st place loses the ball, his score is reduced so that they are in 2nd place.
- The points for the Saucer Reward are reset.
- The ball is relaunched.

