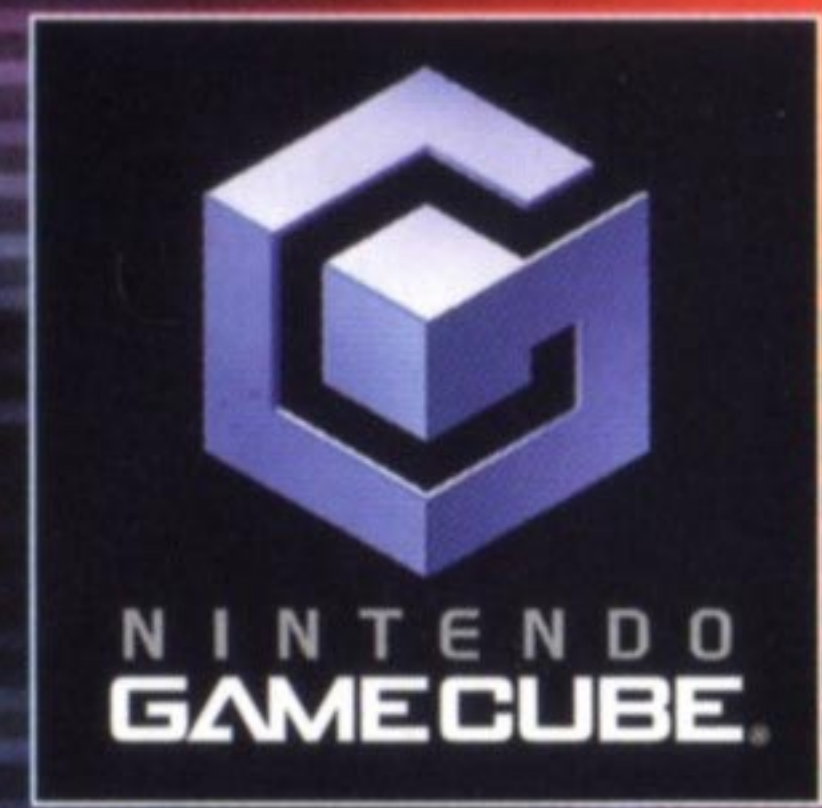


IM-DOL-G2MP-AUS



METROID™ PRIME 2 ECHOES

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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, 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	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	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 - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activities until you feel better.

⚠ CAUTION - Brightness of TV Screen

The brightness of the TV screen differs with each TV but can typically be adjusted. Always play games with the appropriate brightness setting. Excessive brightness or darkness can cause discomfort. If necessary, please refer to the instructions manual of your TV for guidance on adjusting the brightness of your TV.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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.



Thank you for selecting the METROID PRIME™ 2 ECHOES Game Disc for your NINTENDO GAMECUBE® System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and helpline information. Always save this book for future reference.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Please refer to the Nintendo GameCube instruction booklet for direction on how to format and erase Memory Card files.



THIS GAME WILL DISPLAY ONLY IN PAL 60Hz MODE.

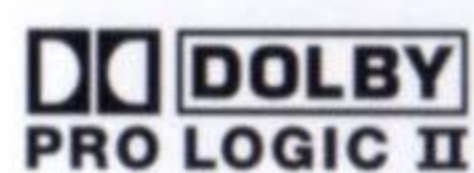
IMPORTANT:

Refer to the Nintendo GameCube Instruction Booklet to set up your Nintendo GameCube system and Metroid Prime 2 Echoes Game Disc, and press the POWER Button to turn the Nintendo GameCube on.

The Nintendo GameCube logo will display in PAL 50Hz mode. If this screen does not display correctly, check all connections between the Nintendo GameCube and your television (see Page 21 of the Nintendo GameCube Instruction Booklet for more details).

The Nintendo GameCube logo screen will be followed by a display in PAL 60Hz mode. If this screen is not shown or does not display correctly, try the following steps:

- If your television has onscreen menus, see whether there is an option to set it to "PAL" or "PAL60" to display the game correctly.
- Connect to a different television set.
- If you are still unable to use the Metroid Prime 2 Echoes Game Disc, please contact Nintendo Australia (1300 362 746) between 8:30am and 5:00pm Monday to Friday (EST) for further assistance.



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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

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A WAR OF TWO WORLDS

Once, long ago, a race of creatures called the Luminoth settled on planet Aether after many nomadic generations spent roaming the universe. They carved out a peaceful existence there, coming to know the land and animals and bathing in the power of what they called the "Light of Aether". To prolong the lifetime of the planet, they decided to harness this light by building Energy Controllers that would be housed in holy temples. They built three of these temples, one in each of their settlements, and linked them to their most sacred place, the Great Temple. A golden age of peace and prosperity blessed them, and they were content.

The peace would not last, though. They tracked a meteor on a crash-course with their planet, and could do nothing but watch as it approached. The meteor's strike scorched the earth, cast the seas into convulsions, and spread a veil of darkness over all that the Luminoth knew...but that was not all. The explosion and the energy from the meteor opened up a dimensional rift in Planet Aether, spawning a second planet that existed in a different dimension. Dimensional rips soon bloomed on Light Aether, and an evil race of dark creatures ventured forth, spreading violence. The Luminoth named these creatures the Ing, and soon created portals to follow them into a world they would come to know as Dark Aether.

This twin planet, which had given birth to the Ing Horde, was a poisonous mirror of their own; and the Luminoth retreated from its damaging effects. Over time, however, as the Ing continued to make war on Light Aether and began to possess both creatures and friends, the Luminoth had to return and fight. They set up beacons of light that acted as protective oases against the dark creatures, and fought tooth and nail against the Ing. The war raged, and a stalemate soon became apparent; the Luminoth could not defeat the Ing on Dark Aether, and the powerful light of Aether was too much for the Ing to overcome.

The stalemate could not last forever. The planet's energy had been divided between the light and dark worlds, and both sides wanted to control it. The Luminoth created an Energy Transfer Module designed to absorb the energy from Dark Aether, only to have it stolen and used against them. Their temples fell one by one, until only their last, the Great Temple, remained. With only enough planetary energy to support one world, this temple was all that stood between Dark Aether completely eclipsing Light Aether, eradicating the last of the Luminoth...

Into this conflict came a new factor. A Federation ship chased a Space Pirate vessel onto the surface and engaged them, only to be attacked and decimated by the Ing. After losing contact with the troops, the Federation suspected the worst. Unwilling to abandon all hope, they sent an urgent message to Samus Aran...

Mission received from Galactic Federation...

Locate troops lost in Dasha region of Planet Aether...

Priority 1...

GETTING STARTED

Set your Metroid Prime 2 Echoes Game Disc in the Nintendo GameCube and close the Disc Cover, then turn on the POWER Button. When the title screen appears, press start to proceed to the Main Menu screen.



TITLE SCREEN

CREATE A FILE

You must have a Memory Card inserted in Slot A with at least 3 blocks of free space on it in order to create a file for Metroid Prime 2 Echoes. Please refer to the Nintendo GameCube instruction booklet for instructions on how to format, copy, and erase Memory Card files.



MAIN MENU

Use the Control Stick to select "Single Player" and then press the A Button. You can also select "Multiplayer" if you want to play a multiplayer game (see pg. 24). If this is your first time playing the single-player game, you will then select one of the three "New" files and press the A Button to begin the game. If you have a previously saved game file, choose that file to continue from your last save point.



SAVE STATION

In order to save your progress in Metroid Prime 2 Echoes, you must find Save Stations located all over Aether. When you find one of these rooms, enter the saving apparatus. When asked if you wish to save, choose YES and press the A Button. All of your progress up to that point will then be saved to the Memory Card in Slot A.

ERASING FILES

To erase a file, press the Z Button, choose the file you wish to erase, then press the A Button. Remember: once you erase a file, you can never recover it, so be careful!

OPTIONS

Change various game options by selecting "Options" on the Main Menu, pressing the A Button, then selecting the file you want to work with and pressing the A Button again. You can also press START/PAUSE to access the pause screen during a game and select "Options" from there.

VISORS

Adjust Samus's helmet and visor opacity, toggle the helmet display lag, and turn the hint system on or off.

DISPLAY

Adjust the brightness, dimensions, and alignment of the game play screen.

SOUND

Adjust the volume of the music and sound effects.

CONTROLS

Choose to play with standard control or a reversed Y-axis. You can also turn the Rumble feature on or off.

CONTROLS

L BUTTON

Lock on to enemies, scan objects in Scan Mode (see page 18), use Grapple Beam (see page 21).

CONTROL STICK

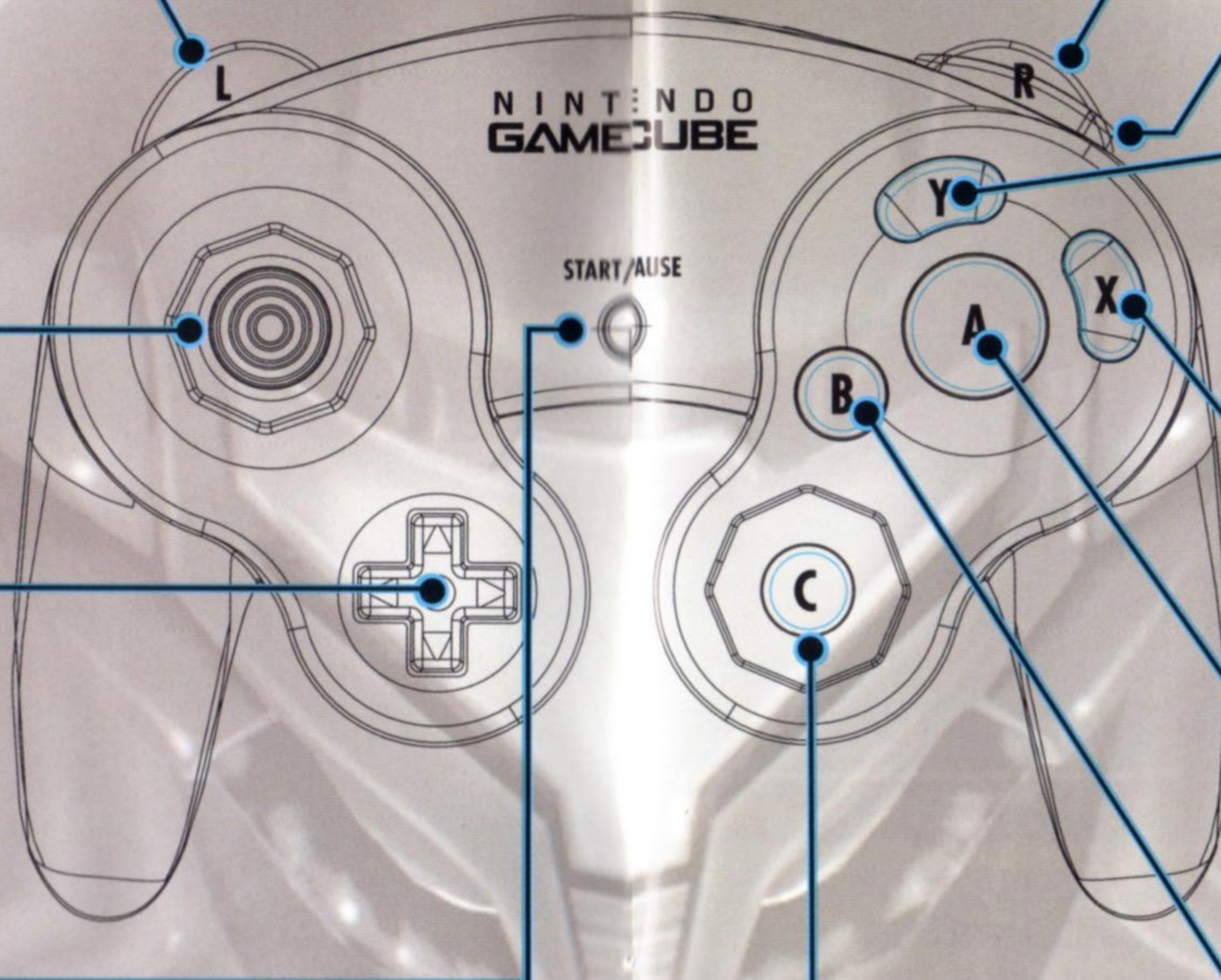
Move Samus, look around (with the R Button).

+ CONTROL PAD

Switch visors (see page 18).

START/PAUSE

Pause the game and view Samus's Data Network (see page 22).



R BUTTON

Look around (with Control Stick), activate Spider Ball in Morph Ball mode (see page 20).

Z BUTTON

Call up map (see page 22).

Y BUTTON

Fire Missiles, fire Missile combos (with the A Button), lay Power Bombs in Morph Ball mode (see page 20).

X BUTTON

Switch between standard and Morph Ball modes.

A BUTTON

Fire beam weapon (press and hold to charge), lay Bombs in Morph Ball mode (see page 20).

C STICK

Select beam weapon (see pages 16-17).

B BUTTON

Jump, dash sideways while locked-on, activate Boost Ball in Morph Ball mode (see page 20), activate Gravity Boost while jumping (see page 21).

SAMUS'S INTERFACE

As you explore Aether from Samus's viewpoint, you'll need to master the visor interface. Every part of the readout is essential for survival.

RADAR

The wedge at the top of the circular radar display is Samus's field of vision. Enemies within the radar's range appear as orange dots.

THREAT ASSESSMENT

This gauge warns Samus of nearby environmental dangers. It rises in accordance with the proximity of the threat.

VISORS

The symbols here correspond to Samus's different visors. Each one is mapped to a direction on the + Control Pad—simply press the + Control Pad in the appropriate direction to select that visor (see page 18).

TARGETING RETICULE

This reticule will automatically track enemies. By pressing the L Button, you will lock on to whatever point is currently highlighted. Bear in mind that the reticule will change in appearance depending on which visor Samus is currently using (see page 18).

ENERGY RESERVES

The numeric display and horizontal gauge tracks the amount of energy in Samus's Energy Tank. The highlighted squares above the main energy gauge indicate Energy Tanks that Samus has in reserve.

MAP

A small section of the current map, with exits highlighted. If you press the Z Button, you'll call up the full-screen map (see page 22).

MISSILE RESERVES

This numeric display tracks the number of Missiles Samus has in reserve. When Samus's Missiles are armed, this display will glow brighter.

DARK/LIGHT BEAM AMMO

Once Samus acquires the Light and Dark Beams, these gauges will track how much ammo she has for each weapon (see page 17).

BEAM WEAPONS

The symbols here stand for Samus's different beam weapons. Each one corresponds to a direction on the C Stick—simply tilt the C Stick in the appropriate direction to select that weapon (see pages 16-17).

A PLANET DIVIDED...

Early on in the game, Samus will enter a portal and travel for the first time to Dark Aether, the poisoned alternate planet that's like a corrupted mirror of the home of the Luminoth. Over the course of her adventure, travel between the two Aethers will become integral in solving puzzles and navigating the mazelike surfaces of the main areas.

LIGHT AETHER

The land the Luminoth called home was once an idyllic world, but the devastation wrought by the meteor that produced Dark Aether ruined much of its pristine beauty.

The Agon Plains were scorched into a wasteland, the Torvus Forest was engulfed by the sea and transformed into a swampland, and violent beasts soon thrived everywhere.



TEMPLE GROUNDS



SANCTUARY FORTRESS

Samus will find many remnants of the Luminoth civilisation across the land, as well as machinery and items left by Federation Troopers and Space Pirates.



AGON WASTES



TORVUS BOG

DARK AETHER

Light Aether's poisonous twin is home to the Ing Horde, who are bent on the utter destruction of the Luminoth. The very atmosphere damages Samus's Power Suit—this damage is significantly lessened once she gets the Dark Suit.

Fortunately for Samus, the Luminoth found a way to create Safe Zones of protective light, installing Light Crystals all over Dark Aether's terrain that repel the Ing and give respite from the atmosphere. They also placed many Light Beacons—unlike Light Crystals, these must be energised by a shot from Samus's Power Beam and are unstable. A Light Beam shot will power them for a longer period of time; of course, dark energy can completely snuff out a Light Crystal. While in the protective Safe Zones, Samus will slowly regain energy, but until she upgrades her equipment, she will slowly take damage while in the darkness.



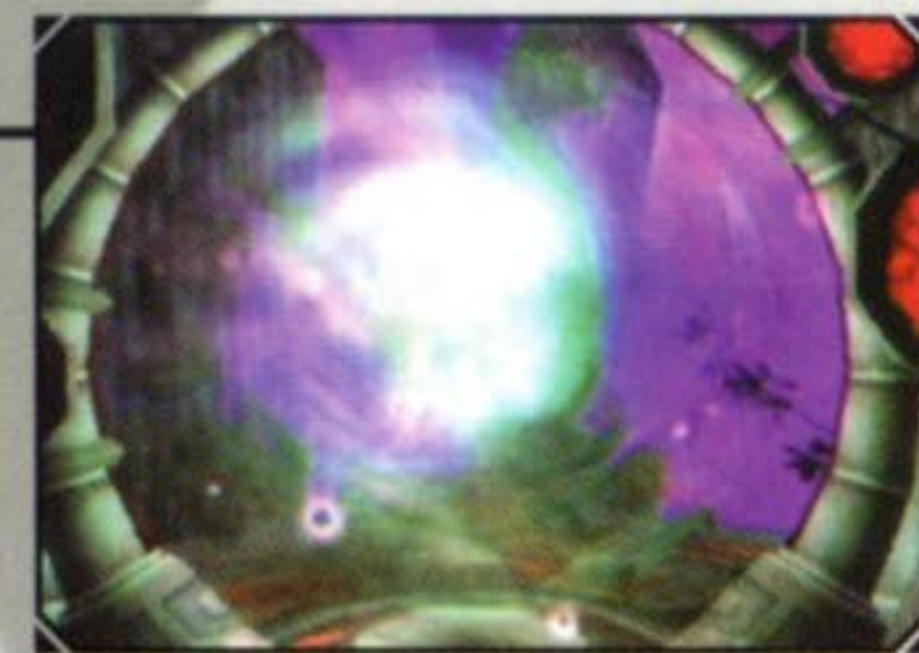
LIGHT CRYSTAL



LIGHT BEACON

PORTALS

To travel between the two worlds, Samus must utilise portals. Samus will have to activate most of them with a shot from either the Dark or Light Beam, or by scanning nearby equipment. Navigating the mazelike areas of both worlds will depend on jumping back and forth through these portals, solving puzzles on both worlds, so remember where each of them is and utilise them frequently.



LIGHT PORTAL



DARK PORTAL

SUITING UP

Samus will find many power-ups that improve both her arsenal and her suit, all of which help her access new areas. Early on, she also will gain two important abilities, the first of which allows her to become a vessel that can transport the Light of Aether back to the Luminoth Energy Controllers. The second is a translator that allows her to scan and open some Luminoth doors; she will update this translator several times over the course of her adventure (see page 19).

Samus finds many weapons over the course of the game, each of which will become integral to her success. New to Samus is an ammunition system; for the Dark, Light, and Annihilator Beams, she will have to collect light and dark ammo to replenish her supplies.

VARIA SUIT

Samus's standard Power Suit, built for her by the Chozo people, is made even stronger by the Varia Suit upgrade. It provides shielding in battle and augmented physical strength, and its life-support systems allow her to survive in water and even space without additional equipment.



VARIA SUIT

DARK SUIT

Once Samus finds the Dark Suit, she will be able to resist the poisonous atmosphere of Dark Aether to a certain extent. Dark matter attacks and extreme toxins will still injure her.



DARK SUIT

POWER BEAM

Fire the Power Beam continuously by rapidly tapping the A Button. It becomes much stronger when Samus uses the Charge Beam. Hold the A Button to charge (which also engages a tractor beam effect that draws power-ups toward Samus), then release it. The Power Beam can open blue hatches and has infinite ammo.



POWER BEAM

DARK BEAM

The Dark Beam can hinder enemies, extinguish Light Crystals, and is effective against Light Aether enemies. Charge it to fire an Entangler blast, which enshrouds enemies in shadow. The Dark Beam can open purple hatches.



DARK BEAM

LIGHT BEAM

This fires beams of light that can pass through enemies and set them on fire. It can be used to energise Light Crystals, and is effective against dark creatures. Charge it to fire a wide-dispersing Lightblast that will continually burn enemies. The Light Beam can open white hatches.



LIGHT BEAM

ANNIHILATOR BEAM

Fires streams of energy that seek out multiple targets and emit sonic waves that can be used on sonic-powered devices. Its shots are effective against light and dark enemies. Charge it to fire a Disruptor shot that stuns enemies.



ANNIHILATOR BEAM

MISSILES

Press the Y Button to fire Samus's Missiles, which home in on targets and can blast open red hatches and Brinstone impediments. Missile Expansions are scattered all over, and each one will up Samus's capacity by five. Every beam weapon has a charge combo that can be used with Missiles to fire powerful blasts that do various things and open certain hatches. Samus must first find these combos before she can use them. Once she has, select the appropriate beam, charge fully by holding down the A Button, then press the Y Button to fire the blast.



MISSILE LAUNCH

SEEKER MISSILES

Fire and home in on multiple targets at once. While holding down the Y Button, use the R Button and the Control Stick to move the reticule to lock onto to every enemy or target it passes over, to a maximum of five. You can also lock onto the same target up to five times.



SEEKER TARGETING

VISOR VISION

Samus's most important tool is her suit, and it can provide her with a wealth of information by interfacing with various visors. Samus will start the game with two—the standard Combat Visor and the Scan Visor—but eventually she'll use four, each of which can be accessed easily by pressing different directions on the + Control Pad.

COMBAT VISOR

This default visor is standard for battle, and provides Samus with all the general information she needs (see pages 12-13).

SCAN VISOR

Scannable items in the environment appear cloaked in red, blue, or green light. Green light means the object has been scanned before, red light means the item is mission-critical, and blue light means you can gather some information about the item. If you press and hold the L Button while locked onto one of these symbols, the Scan Visor will download information. Once it's downloaded enough, the visor will display a message. You can press the A Button to display more of the message if it continues off-screen.



SCAN VISOR

Besides using the Scan Visor to solve puzzles, find enemies' weak spots, and unlock various areas in the game, Samus will also frequently download pieces of information that can be stored in her Logbook. These can be accessed by pressing START/PAUSE during game play (see page 23) and include creature morphologies, Space Pirate and Federation Trooper logs, Luminoth lore and much more. Keep in mind that you can go directly to a Logbook entry by pressing START/PAUSE immediately after scanning something.



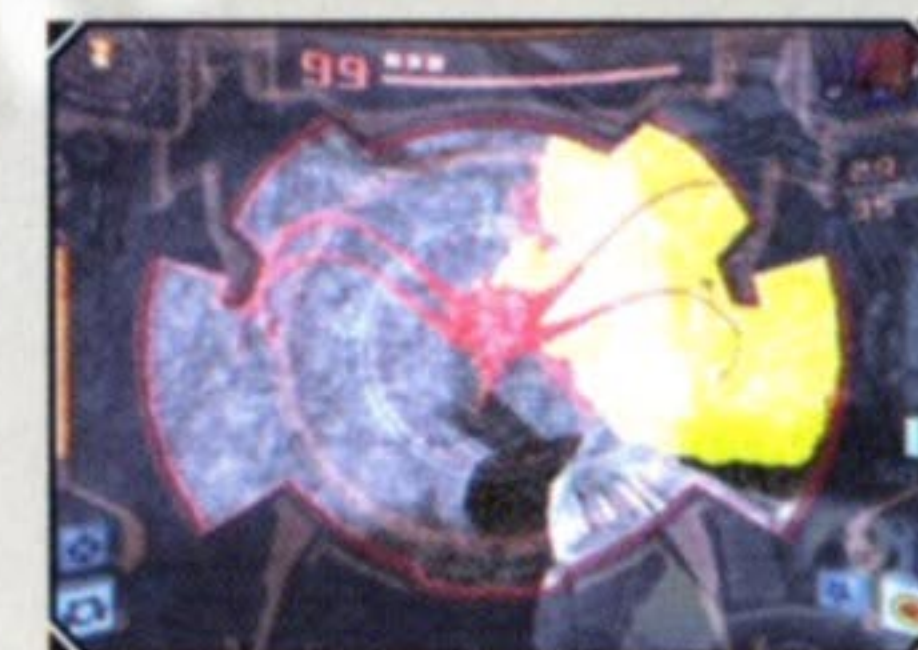
LOGBOOK

DARK VISOR

Once Samus finds the Dark Visor, she can better see through Dark Aether's poisonous haze and identify invisible and interdimensional objects and creatures. This visor will show the weak points of certain enemies or objects, and is a huge help in total darkness or poor weather.



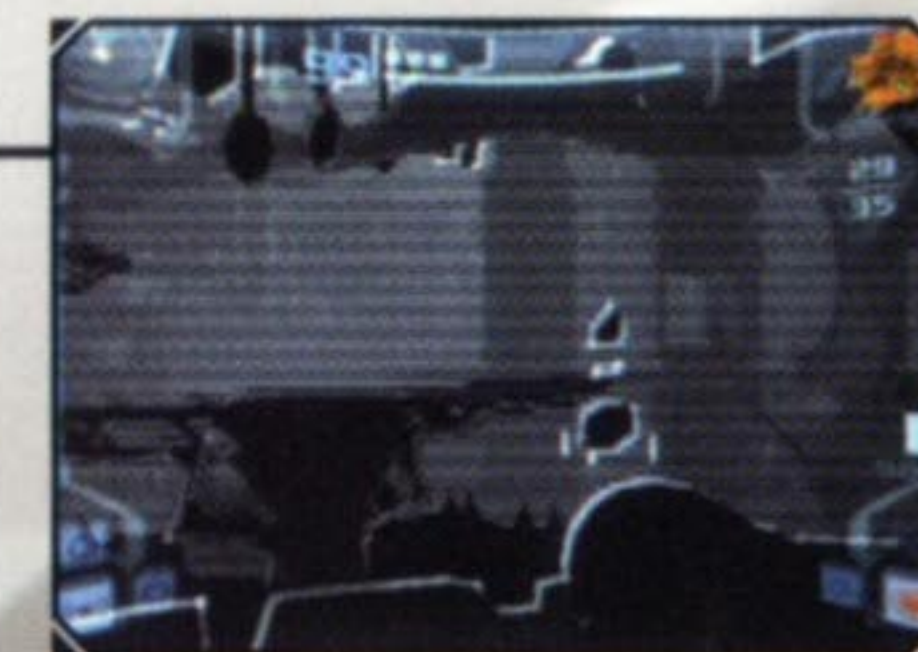
DARK VISOR



DIMENSIONAL TARGETING

ECHO VISOR

After Samus tracks down the Echo Visor, she'll be able to visualise sound waves to detect invisible enemies and objects.



ECHO VISOR



ECHOLOCATING

LUMINOTH TRANSLATORS

Over the course of the game, Samus will gain access to more and more areas by upgrading her Luminoth translator module. Keep an eye out for illuminated symbols like the one on the right.



TRANSLATOR DOOR

MORPH BALL MOVES

As Samus explores, she'll run into many areas that are too small for her to navigate. By pressing the X Button to go into Morph Ball mode, however, she'll gain the power to roll herself up into an armoured ball that can fit in small tunnels and drains. As she finds additional power-ups, she'll expand on the abilities at her disposal while in Morph Ball mode.

THE BOOST BALL

Once Samus finds this power-up, press and hold the B Button to build up a speed boost. When you release the B Button, Samus will accelerate in whatever direction she is rolling or even boost up halfpipes.



BOOST BALL

THE SPIDER BALL

Once Samus finds the Spider Ball, she can attach herself to specific magnetic tracks. To activate the magnet, simply press and hold the R Button. The Morph Ball will stay fixed to the track as long as you hold the R Button—tilt the Control Stick to move and release the R Button when you wish to drop off. You can propel upward by laying Bombs while attached, or launch out by using the Boost Ball function.



SPIDER BALL

BOMBS

Samus will be vulnerable early on in the game, but she'll soon find Bombs to arm herself. Samus has an unlimited number of them, but she can only lay three at a time. Bombs can be used to destroy objects and walls made of Talloric Alloy as well as enemies. By positioning the Morph Ball directly over a Bomb, you can propel it up in the air, effectively jumping short distances.

POWER BOMBS

Power Bombs are super-powered bombs. Unlike ordinary Bombs, Samus will have to replenish them by defeating enemies and collecting Power Bomb capsules. Impediments made of Denzium can only be destroyed by Power Bombs. Drop these by pressing the Y Button while in Morph Ball mode. You can find Power Bomb expansions to augment your supply, but they tend to be well hidden.

POWERING UP

There are many other power-ups scattered throughout the worlds of Aether, and all of them will play vital roles in Samus's quest. Scan every room for possible power-ups—very often, you'll need to solve a puzzle to reach a specific power-up.

ENERGY TANK

Samus will start her adventure with minimal energy reserves. For every Energy Tank she tracks down, however, her maximum energy reserve will grow by 100 units.

SPACE JUMP BOOTS

The Space Jump Boots will enable Samus to jump a second time while airborne. Once she's found the upgrade, jump once by pressing the B Button, then press it a second time while she is in the air to jump a second time and reach previously distant areas.

GRAPPLE BEAM

This lets Samus latch onto specific energy nodes. The icon above a node will brighten when it is in range; simply press and hold the L Button to latch onto it with the Grapple Beam. You can still shoot while grappling.



GRAPPLE NODE

GRAVITY BOOST

Once Samus finds the Gravity Boost upgrade, she'll no longer be hindered by liquid environments and can float on command while underwater—simply press and hold the B Button after performing an underwater Space Jump to rise high up through the liquids.

SCREW ATTACK

After executing a Space Jump, press the B Button repeatedly and with good timing to initiate and perform multiple Screw Attacks. As you guide Samus with the Control Stick, she'll damage enemies and cross huge horizontal distances.

If Samus performs a Screw Attack while facing and touching certain walls, she will perform a Wall Jump—stringing together multiple Wall Jumps allows her to climb to great heights.



WALL JUMP

DATA NETWORK

Samus's suit can store immense amounts of data that will help her along her journey. Most of these, with the exception of the map, can be accessed by pressing START/PAUSE during game play. Once the Data Network screen appears, use the Control Stick and the A Button to select the Options (pg. 9), Logbook, or Inventory screens.

MAP

Press the Z Button during game play to call up a 3-dimensional map display of the region Samus is currently in. Unless Samus has downloaded the full map for that particular region, the only areas that will appear will be ones that she has explored already. Once she downloads the map, however, rooms she has explored will glow orange while those yet to be explored will appear without colour.

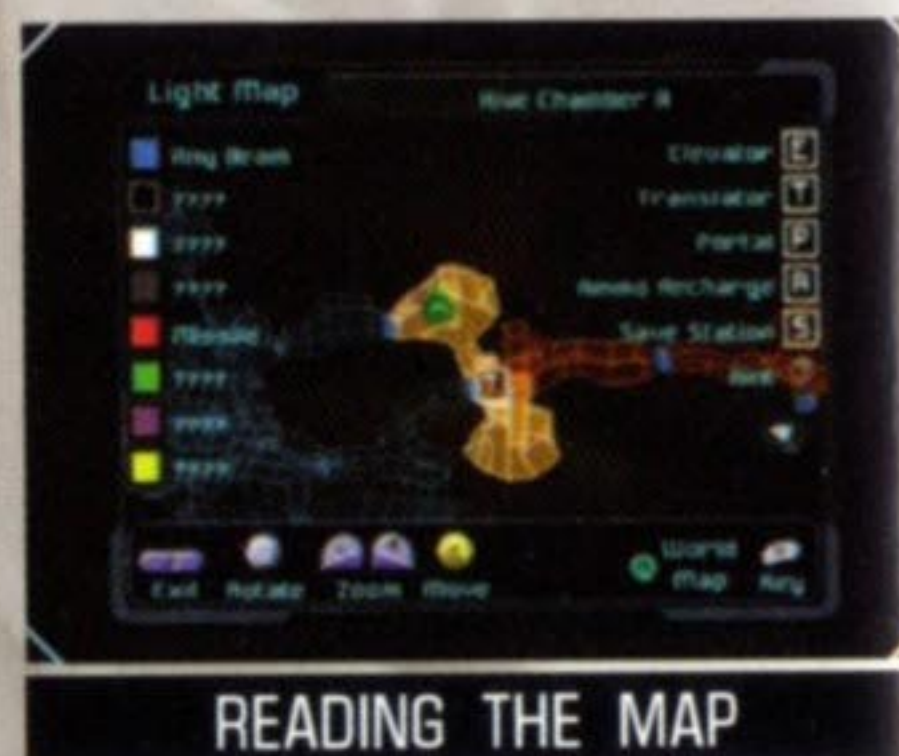
Coloured dots on the map indicate exits; press the Y Button to bring up a key that will help you decipher what weapon will open each exit, as well as pinpoint specific environment features like translators, portals, elevators, ammo-recharge stations, save stations, and hints. Samus herself will appear as a green arrow pointing in the direction she currently faces. You can zoom in or out with the L and R Buttons, move around with the C Stick, or rotate the 3-D display with the Control Stick. To view the World Map, simply press the A Button; press the A Button again to zoom in from the World Map.

INVENTORY

From this screen, you can learn additional information about Samus's current visors, weapon systems, armour, movement systems, morph ball systems, and other miscellaneous topics. Simply select what you want to learn about and press the A Button to bring up an informational display.



MAP STATION



READING THE MAP



INVENTORY

THE LOGBOOK

As you play through the game, be sure to scan anything and everything. Very often you'll learn a crucial bit of information by scanning an enemy or downloading one of the many logs scattered around the twin planets. To view information that you have downloaded to your Logbook, press START/PAUSE, use the Control Stick to highlight the Logbook, and press the A Button. From there, select the data you want to view and press the A Button to access your Data Network.



LOG ENTRY

LUMINOOTH LORE

The Luminoth's time on Aether has been well-documented, from historical writings, to accounts of the war with the Ing, to individual warrior's journals.

SPACE PIRATE LOGS

The Space Pirate operation on the planet has been rife with conflict from the beginning, and these brief logs give a glimpse into their goals and the price they've paid.

TROOPER LOGS

The Federation Troopers did not die without leaving a record behind—by scanning their bodies, Samus can learn valuable information about their doomed time on the planet.

CREATURES

Whenever Samus scans an enemy, she will download valuable information regarding weak points and behavioural patterns, as well as visual diagnostics of the creature's form.

RESEARCH

Many items will help Samus in her quest, and scanning them will provide brief informational data for later study.

MULTIPLAYER MODES

The single-player adventure is only part of Metroid Prime 2 Echoes; you can also battle up to three friends in split-screen, multiplayer matches. To get started, simply advance past the title screen, use the Control Stick to select "Multiplayer", and press the A Button. Bear in mind that you'll have to have at least two Controllers plugged in to access this mode.

Once on the Multiplayer screen, each player should press A to select their character; you can also press Y at this time to adjust individual options. Once everyone is ready, press START/PAUSE to continue to the mode-selection screen.



CHARACTER-SELECTION SCREEN

DEATHMATCH

There are two multiplayer modes: Deathmatch and Bounty Mode. Tilt the Control Stick to select one and press the A Button to proceed. A Deathmatch is straightforward—you just hunt the other players. You can set parameters for each game, choosing either a time limit or a number of frags to determine the winner. You can also select the music at this time. Once you've set the parameters, press the A Button, select an arena to battle in, and press START/PAUSE to start the battle.



DEATHMATCH

BOUNTY MODE

In Bounty Mode, you must first set the time or coin limit and music, then pick your arena and begin. The object of this mode is not merely to eliminate the other players. Instead, each player starts with a set amount of Bounty Coins, which will drop when that player is hit with powerful attacks. The coins are colour-coded; white coins are worth 1, aqua coins are worth 5, red coins are worth 10, emerald coins are worth 50, and gold coins are worth 100. The goal is to collect as many as possible in the set time limit or hit the set coin total first. Sometimes coin chests will appear somewhere in the level, so be sure to find them quickly!



BOUNTY MODE

WARRIOR'S WAYS

The controls for multiplayer are the same as for single-player (pages 10-11). Players will start out with basic Power Beam functionality as well as Morph Ball, Boost Ball, Grapple Beam, Space Jump Boots, Spider Ball, and Bombs. However, the HUD will appear slightly different; you will have no spare Energy Tanks, Missiles, visors, and beams will only appear when you acquire them, and the ammo counter for Dark, Light, and Annihilator Beams will appear numerically only. The radar display in the upper left of your screen will still prove integral, as red dots will show you where your enemy is. Lock-on will still function, but you can escape a lock-on by turning into a Morph Ball and using the B Button to boost to safety.



MULTIPLAYER DEATHMATCH

POWER UPS

Besides using features like Grapple Nodes and Morph Ball Launchers to move around, you must also collect power-ups to attack others.

HEALTH

Purple orbs are worth 10 points of health, red orbs are worth 30 points of health.



MISSILE LAUNCHER

This item holds five missiles. You can also acquire the powerful Super Missile.



RANDOMIZER

Walk into a Randomizer and you will get a random power-up. The power-ups include unlimited ammo for beams and missiles, temporary invulnerability or invisibility, super-powered weapon strength, or even more obscure weapons like Death Ball or Hacker Mode.



PICKUP CRATES

Pickup crates could hold the Dark Beam, Light Beam, Annihilator Beam, or Power Bombs.



Important

REV-A

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CONDITIONS OF WARRANTY

The benefits conferred by this Warranty are in addition to all other conditions and warranties in respect of this product which the consumer may have under the Trade Practices Act 1974 of the Commonwealth of Australia and/or similar State, Territory or Country Laws.

Nintendo Australia Pty Limited warrants this Nintendo GameCube® (GAME DISC) to be free of defects in materials, workmanship and manufacturing to the original purchaser for a period of twelve months after the date of purchase and upon presentation of purchase receipt.

1. Nintendo Australia Pty Limited will at its option and subject to the terms and conditions stated below, repair or replace free of charge this GAME DISC or any component part, which upon examination by Nintendo Australia Pty Limited is found to be defective.

2. This Warranty shall not apply:

- (a) If the GAME DISC has been subjected to misuse, abuse, accident or want of care.
- (b) If the GAME DISC has been modified and/or tampered with.
- (c) If a repair has been made or attempted by the purchaser or their agent.
- (d) The following are not covered by this Warranty:
 - (i) Liquid damage;
 - (ii) Scratched or damaged discs;
 - (iii) Wear and tear.
- (e) If the GAME DISC fails due to causes unrelated to defective materials or workmanship.

3. Nintendo Australia Pty Limited accepts no liability pursuant to this Warranty for any cost or consequential damage or economic loss whether direct or indirect, to any person or property, arising from breakdown or failure of this product and no responsibility is to be implied or accepted over and above the replacement value of the product.

This Warranty is given by Nintendo Australia Pty Limited and no other person or organisation is authorised to vary its provisions and conditions.

Before returning a Nintendo GameCube® GAME DISC for service, contact:

Nintendo Customer Service on (03) 9730 9822
Warranty and Repair information and all other general enquiries.
Hours of operation: 8:30am to 5:00pm Monday to Friday (EST).

NINTENDO AUSTRALIA HEAD OFFICE
Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179 Australia



NINTENDO AUSTRALIA PTY. LTD.
Scoresby Industrial Park, 804 Stud Road,
Scoresby Victoria 3179 Australia
<http://www.nintendo.com.au>
NEW ZEALAND AGENT MONACO CORPORATION LTD.
10 Rothwell Avenue, Albany, Auckland



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