

Wii™



METROID™

PRIME 3 CORRUPTION

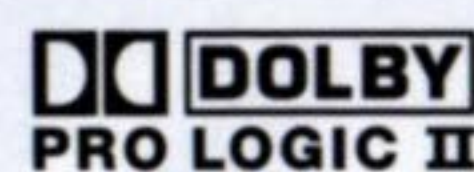


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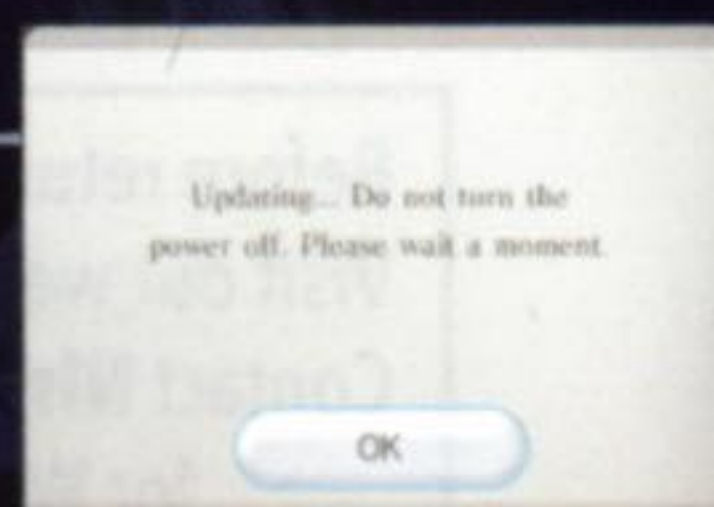
IMPORTANT NOTE

FRIEND VOUCHERS THAT YOU EARN IN THIS GAME CAN ONLY BE RECEIVED BY PEOPLE ON THE FRIEND ROSTER OF YOUR WII CONSOLE WHO ALSO HAVE THE PAL VERSION OF METROID PRIME 3 CORRUPTION. THE NAMES OF FRIENDS WHO HAVE THE PAL VERSION OF METROID PRIME 3 CORRUPTION AND HAVE ENABLED WiiConnect24 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 **A** ON THE TITLE SCREEN, USE THE WII REMOTE TO POINT THE CURSOR AT A NEW FILE, THEN PRESS **A** 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 **A** AND **B**, ADJUST THE SENSITIVITY OF THE WII REMOTE [SEE P. 7], AND SWAP FUNCTIONALITY OF **+** AND **-**.

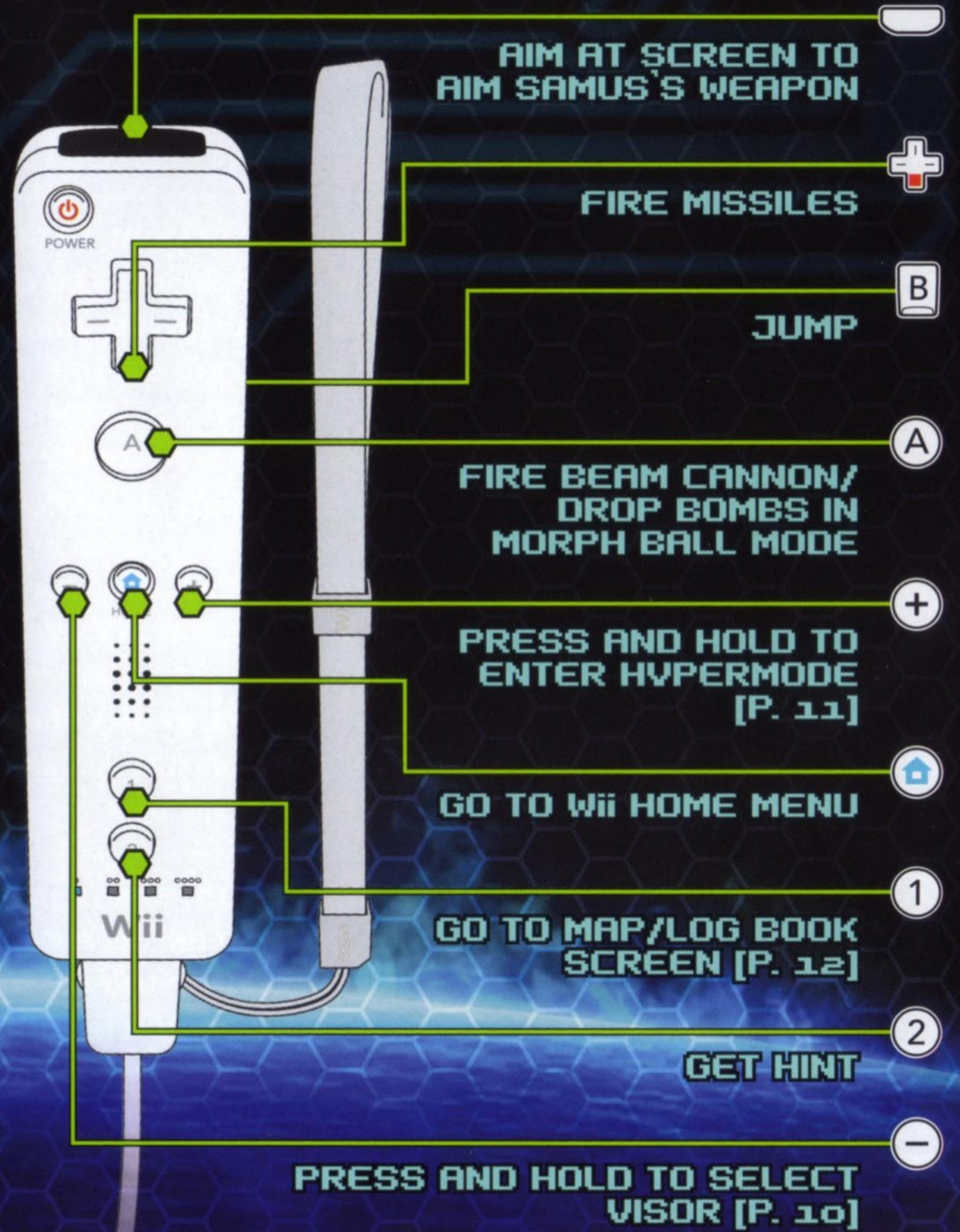
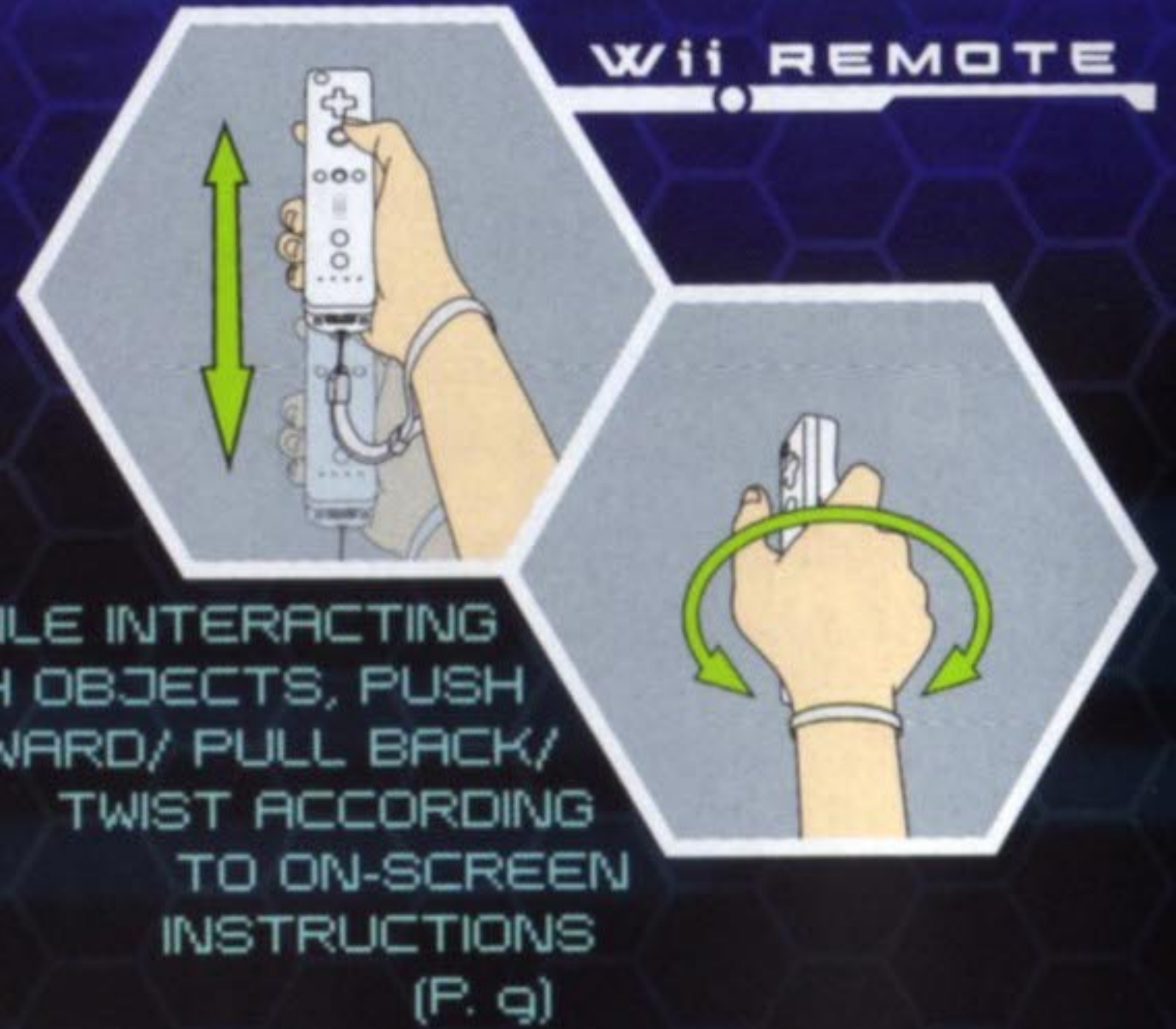
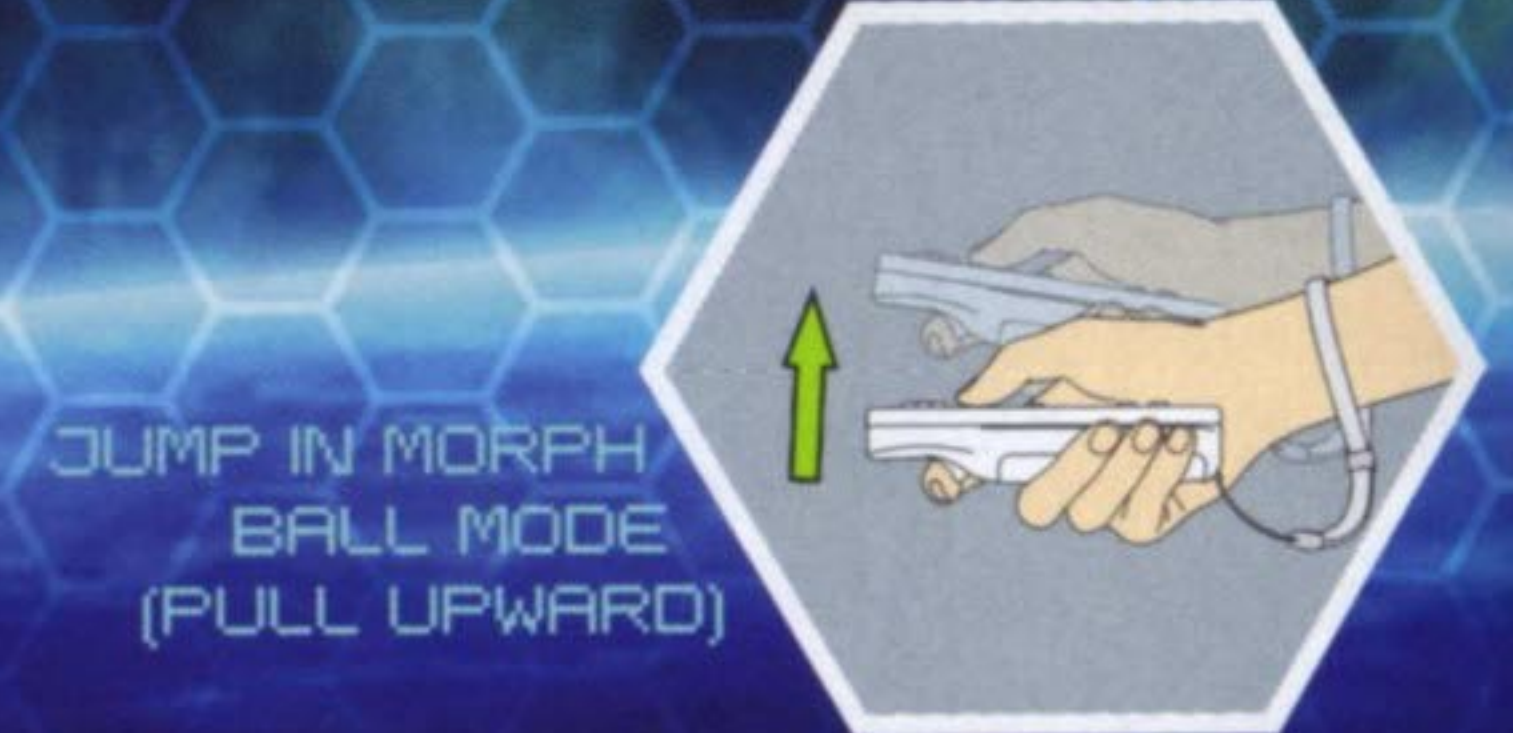
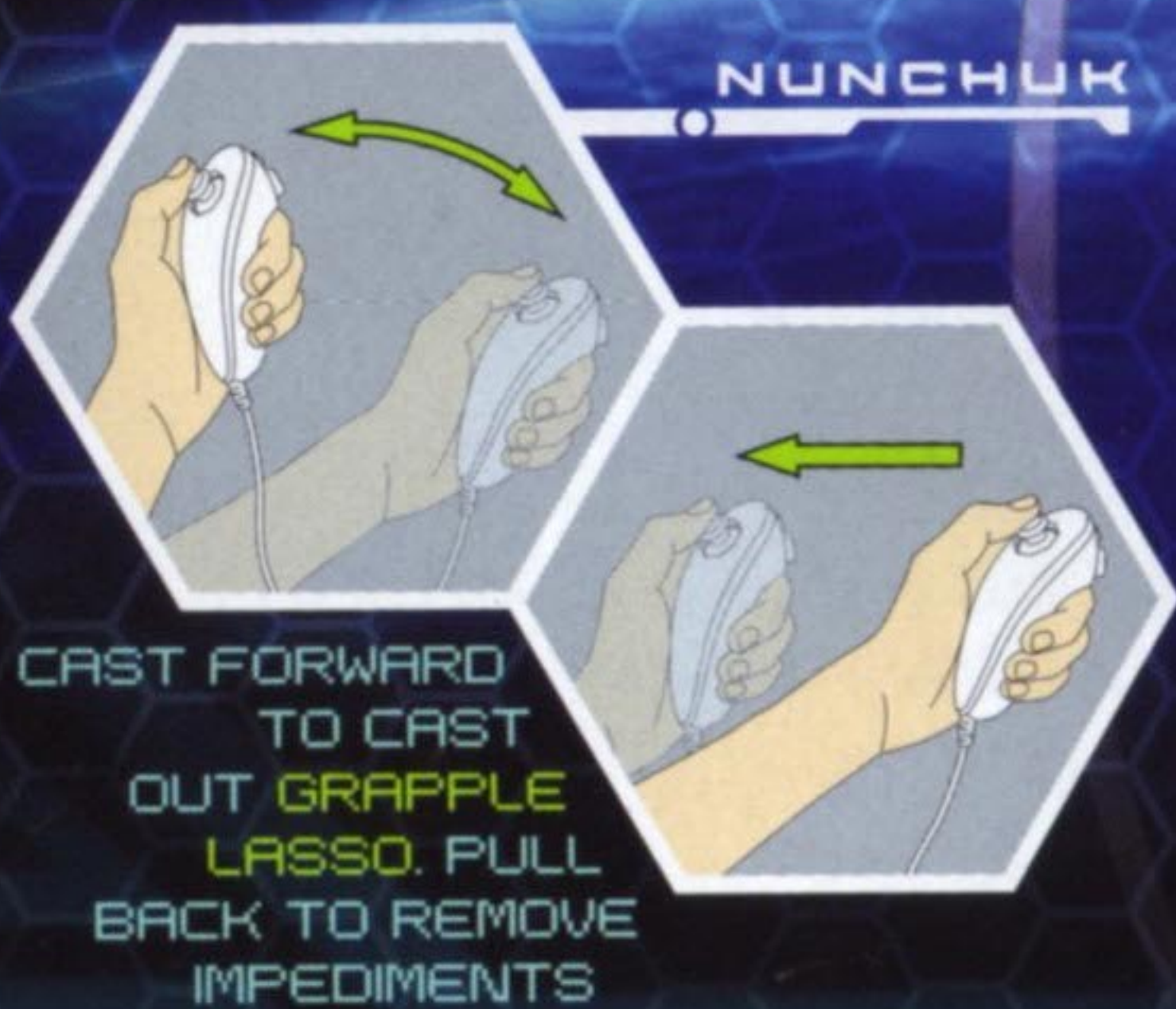
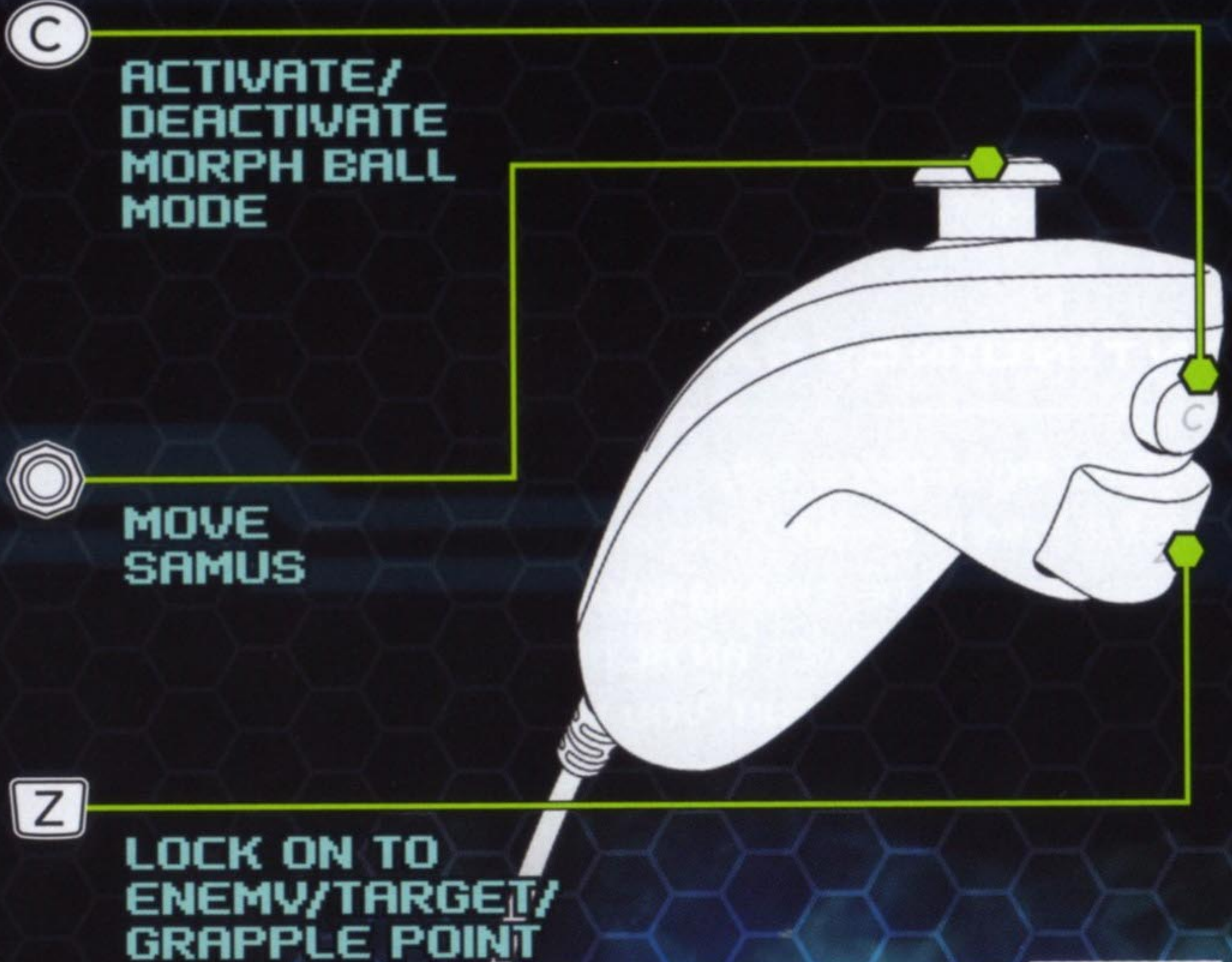
DISPLAY:

MANAGE THE VISUAL APPEARANCE OF THE GAME DISPLAY.

SOUND:

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

BASIC CONTROLS



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 **A**. YOU CAN ALSO PRESS AND HOLD **A**, 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 **A** 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 **Z**. 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 **Z**, 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 **Z**. 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

A. 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 **B** 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 **Z**. 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 **A**].



H Y P E R M O D E

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 BEAMS 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.

M A P S C R E E N

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 **Z** AS YOU TILT THE CONTROL STICK OR HOLD DOWN **A** AS YOU MOVE THE CURSOR AROUND, YOU CAN SCROLL THROUGH THE MAP. PRESS **A** TO ZOOM IN ON A HIGHLIGHTED ROOM. PRESS **A** 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].



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NOTES

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