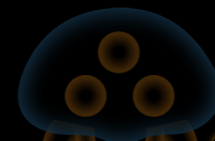


Wii™



# METROID™

P R I M E 3  
C O R R U P T I O N



*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™ 3: CORRUPTION Disc for your Wii system.

**WARNING:** Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo® Hardware system, Disc or Accessory. The booklet contains important safety information.

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



THIS GAME SUPPORTS 50Hz (576i) AND 60Hz MODE (480i).



**IMPORTANT LEGAL INFORMATION**

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## System Update

Please note that when first loading the Game Disc into the Wii console, the Wii System will check if you have the latest System Menu, and if necessary a **Wii System Update Screen** will appear. Select OK to proceed.



## Introduction

The Metroid Prime trilogy reaches an explosive conclusion!

Six months after the events on planet Aether, the Galactic Federation's supercomputer, Aurora Unit 242, is infected with a mysterious virus. Suspecting sabotage by the Space Pirates, the Galactic Federation recruits Samus and other powerful Bounty Hunters from across the galaxy.

Minutes into their initial briefing, the Space Pirates attack. The Bounty Hunters quickly leap into action, coming face-to-face with the resurrected Dark Samus! Their adversary is more powerful than ever, sweeping Samus and her comrades aside with a blast of Phazon corruption.

Revived by Galactic Federation medics, the Bounty Hunters are equipped with Phazon Enhancement Devices (PEDs) that tap the corruption's power to augment their own capabilities through a system called "Hypermodes". Learning of Dark Samus's plans to spread Phazon corruption throughout the galaxy using monstrous Phazon seeds called "Leviathans", Samus desperately pursues her nemesis while facing the terrifying effects of her own corruption.

Against this backdrop of epic battles and personal struggles, the final chapter of the Metroid Prime trilogy begins.



## Getting Started

Insert the METROID PRIME™ 3: CORRUPTION Disc into the Disc Slot. The Wii™ console will switch on. The **Health and Safety Screen**, as shown on the right, 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.

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

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

The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button. The opening movie will then begin to play.



## Starting a New Game

After you press the A Button on the **Title Screen**, use the Wii Remote to select **NEW GAME**, then choose a Mii and press the A Button again. Select **GAME START** to get started.



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.

## 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. Samus's ship will replenish her weapons.



## Erasing slots

To erase a slot, point at **ERASE SLOT** with the Wii Remote and press the A Button to confirm the selection. Point at the slot you want to erase and press the A Button again, then follow the instructions on-screen. Remember: Once you erase saved data, you can never recover it, so be careful!

## Main Menu

Before starting your game by selecting **PLAY GAME**, you can select **OPTIONS** to modify your game experience or access the **Extras Menu**.



## Options Menu

### CONTROLS

Change in-game **CONTROLS** to match your preferences. You can toggle **RUMBLE ON** and **OFF**, toggle **LOCK ON/FREE AIM ON** or **OFF** [p. 17], swap the functionality of the A Button and the B Button, adjust the **SENSITIVITY** of the Wii Remote [p. 16], and swap functionality of the + Button and the - Button.



### DISPLAY

Manage the visual appearance of the game display.

### SOUND

Adjust the volume of music, speech and sound effects.

**NOTE:** All options settings can also be accessed through the **Map Screen** while pausing the game.

## Extras Menu

Throughout the game you will be able to unlock **BONUS CREDITS** which allow you to purchase extra galleries, soundtracks and a lot more unique **METROID PRIME 3: CORRUPTION** special features.

Select **EXTRAS** on **Main Menu** to proceed to the **Extras Menu**.

### CONCEPT GALLERY

Take a peek into the creation of **METROID PRIME 3: CORRUPTION** and follow the artists' vision, seeing numerous pieces of marvellous storyboard and sketch artwork.

### BONUS GALLERY

Put your Mii **BOBBLEHEAD** on your ship dashboard, purchase a **SCREEN-SHOT TOOL** or personalise your Gunship with **SHIP BUMPER STICKERS** in true Nintendo fashion. You can also acquire detailed **Dioramas** here.

## SOUNDTRACK GALLERY

Immerse yourself into the atmosphere of each track.

## FRIEND VOUCHERS

Send Friend Vouchers to Friends registered in your Friend Roster. For more information about Friend Vouchers, see below.

## WiiConnect24

Decide whether you want to show other Friends that you are playing METROID PRIME 3: CORRUPTION by having WiiConnect24 enabled while you play the game. If activated, your name will appear black on their Friend Roster and vice versa.

**NOTE:** Using this feature requires a Wii console which has an active broadband Internet connection and WiiConnect24 enabled. For further information on WiiConnect24, please refer to the Wii Operations Manual.

## Bonus Credits

### Blue Credits

You can acquire BLUE CREDITS by locating and scanning Lore spread across the different worlds. Completing special goals will also reward you with a Blue Credit.

### Gold Credits

You can acquire GOLD CREDITS by defeating bosses on different difficulty modes. Completing special goals will also reward you with a Gold Credit.

### Red Credits

You can acquire RED CREDITS by scanning creatures and bosses throughout the game.

### Friend Vouchers and Friend Credits

You will automatically earn FRIEND VOUCHERS by completing special events in the game. Mail a Friend Voucher to anyone on your Friend Roster of your Wii console. That person will then be able to exchange it for a FRIEND CREDIT, which can be used to purchase bonus items in the Extras Menu.

**NOTE:** Sending and receiving Friend Vouchers requires a Wii console which has an active broadband Internet connection and WiiConnect24 enabled. For further information on WiiConnect24, please refer to the Wii Operations Manual.

**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.

## 60Hz (480i) Mode

60Hz (480i) is a display mode that allows players to view and enjoy their game in enhanced quality. This means an even smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible play conditions.

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.

However, certain (mainly older) TV sets are unable to display games in 60Hz (480i) Mode, and therefore a small number of players could experience difficulty in playing this game on their TV. To find out if your TV set features 60Hz (480i) Mode, consult your TV instruction manual or contact the respective manufacturer for details.

The default setting of the Wii is 50Hz (576i) Mode. To activate 60Hz (480i) 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.

## 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.

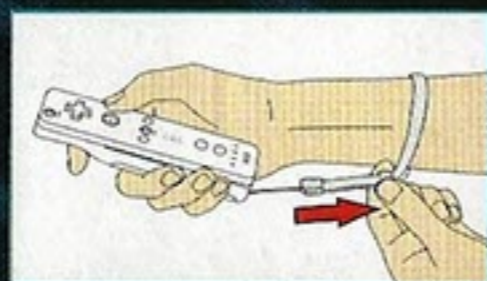
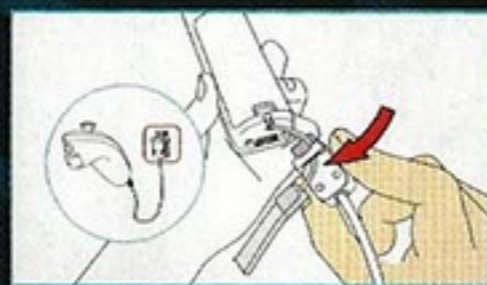
However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV / HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for 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 50Hz (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.



### CAUTION - USE THE Wii REMOTE WRIST STRAP

Feed the cord on the Wii Remote Wrist Strap through the Connector Hook. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Wii Remote. 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.



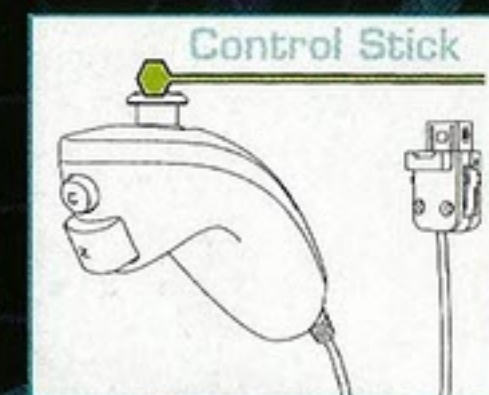
**CAUTION:** Always keep a firm grip on the Wii Remote and Nunchuk (if being used). Use the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. Please ensure there is sufficient 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.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Wii Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Wii Remote and striking objects or people.

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

### Nunchuk Neutral Position Reset

**NOTE:** If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (-) Buttons on the Wii Remote for three seconds.




To prevent this from occurring, do not move the Control Stick when:

- Turning on the Wii console
- Plugging the Nunchuk into the Wii Remote
- Starting Channels from the **Wii Menu**
- Returning to the **Wii Menu** from games or Channels.

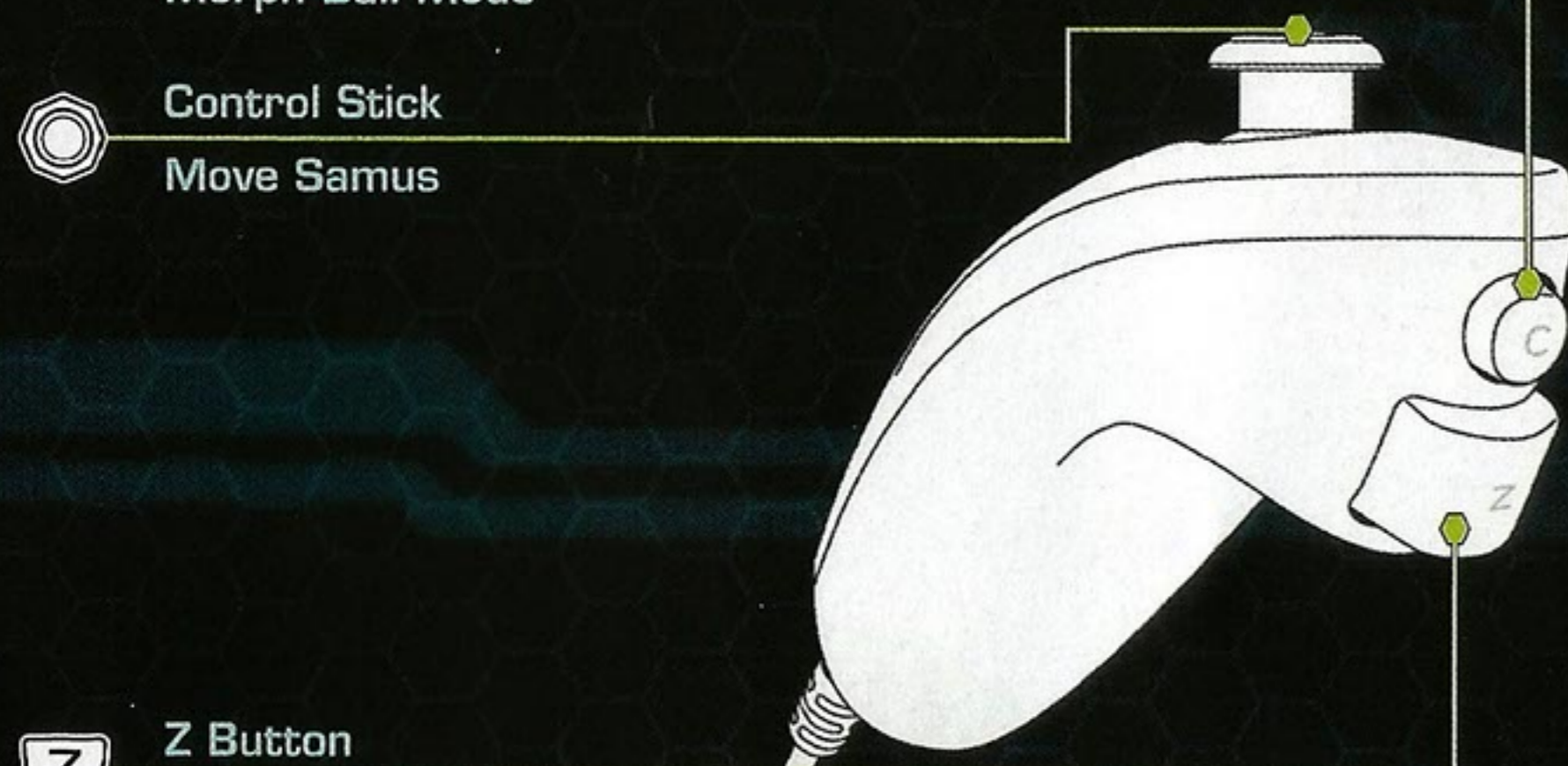
# Basic Controls

This description refers to the Standard Controls Settings.

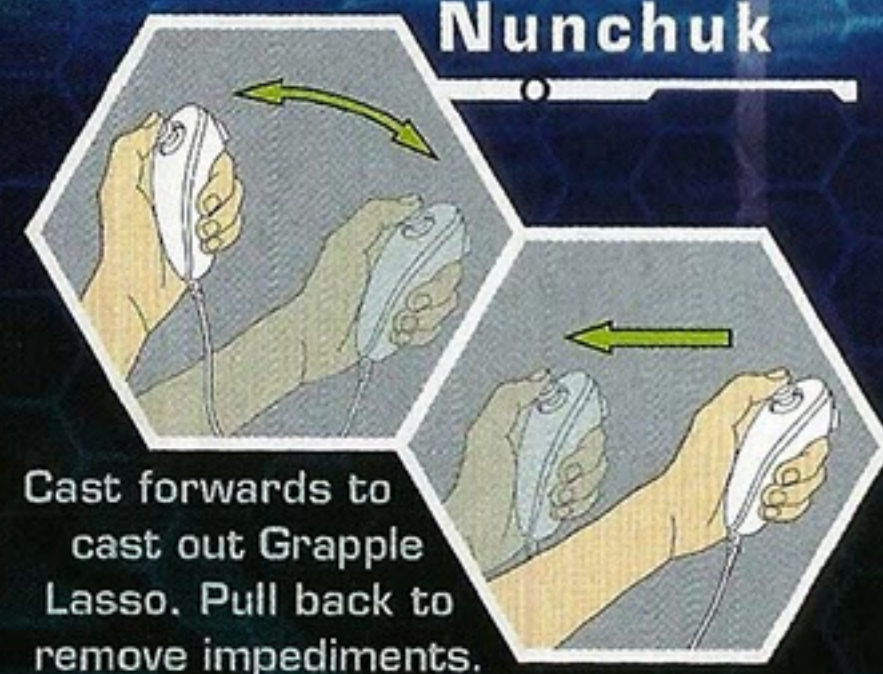
**C** C Button  
Activate / Deactivate  
Morph Ball Mode

 Control Stick  
Move Samus

**Z** Z Button  
Lock on to Enemy/  
Target / Grapple Point



## Nunchuk



Cast forwards to cast out Grapple Lasso. Pull back to remove impediments.



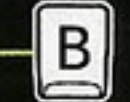
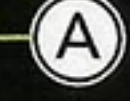
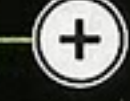

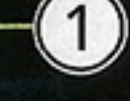


Jump in Morph Ball Mode (pull upward)



## Wii Remote

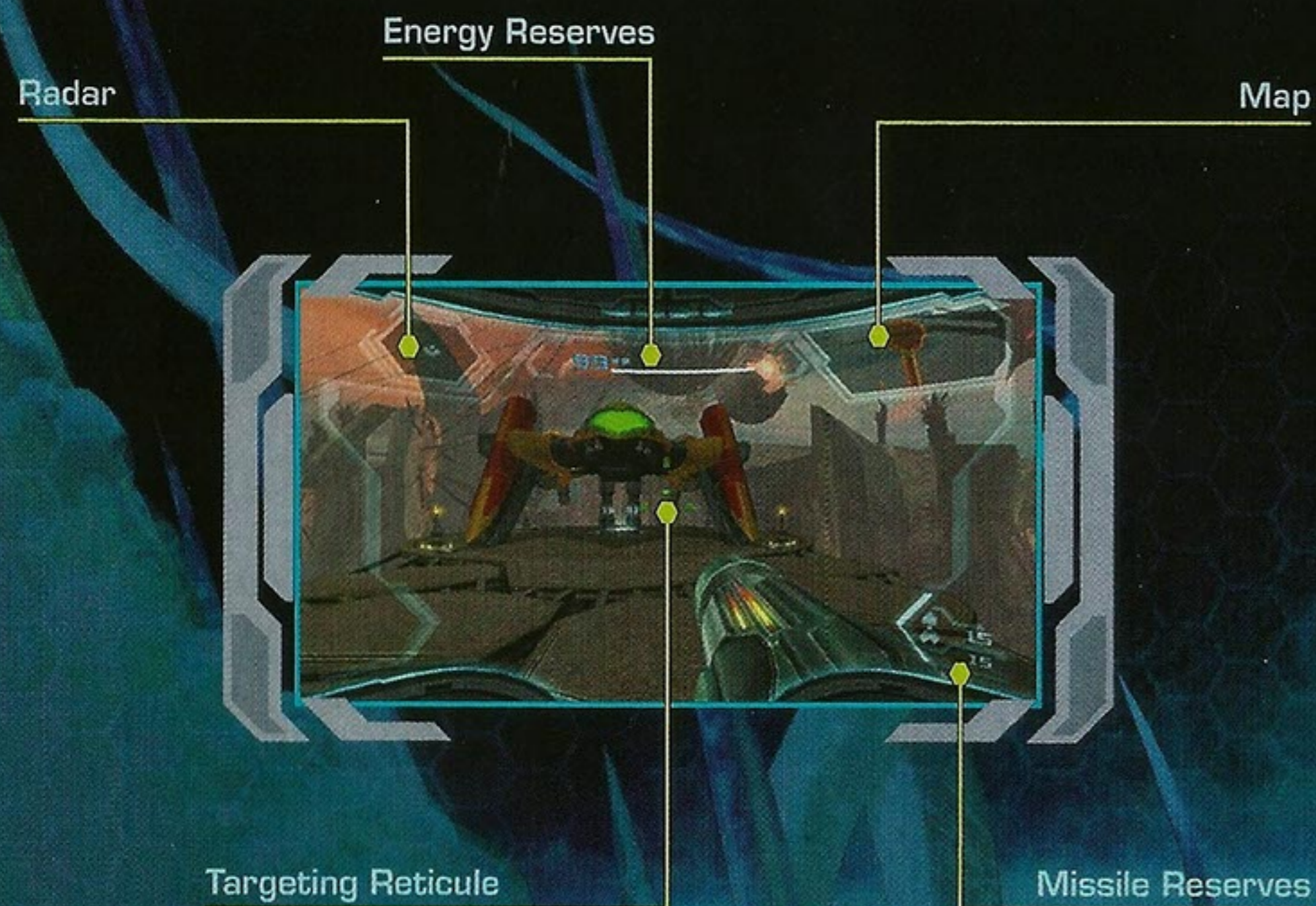


While interacting with objects, push forward / pull back / twist according to on-screen instructions [p. 18].

- Pointer**  Aim at screen to aim Samus's Weapon
- + Control Pad**  Fire Missiles
- B Button**  Jump
- A Button**  Fire Beam Cannon / Drop Bombs in Morph Ball Mode  
Press and hold to charge, then release to fire Charge Shot
- + Button**  Press and hold to enter Hypermodes [p. 20]
- HOME Button**  Go to **HOME** Menu
- 1 Button**  Pause game and go to **Map / Log Book / Inventory / Options Screen** [p. 21]
- 2 Button**  Get hint
- Button**  Press and hold to select visor [p. 19]

## Samus's Interface

Looking through Samus's visor, you will see some helpful information displayed on-screen.



### Radar

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

### 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 1 Button, you'll call up the **Map Screen** [p. 21].

### Missile Reserves

This numeric display tracks the current number of Missiles Samus has in reserve and the total number of Missiles she can have.

### Targeting Reticule

This reticule will move in conjunction with the pointer. By pressing the Z Button, you will lock on to whatever point is currently highlighted. In the **OPTIONS** you can also choose the **LOCK ON / FREE AIM** setting [p. 17] that you prefer.



## 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 from to optimise your experience. You can set these levels in **OPTIONS** before beginning your game or press the 1 Button 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 move the Wii Remote. The **BASIC** setting is recommended for beginners as the low sensitivity will make it easier to aim at enemies and move without becoming disoriented, and the **LOCK ON / FREE AIM** 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 the A Button. You can also press and hold the A Button, 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 the A Button and hold to charge your weapon and suck them in like a tractor beam.



### Lock on/Free Aim

**LOCK ON / FREE AIM** allows players to aim freely at anything in view, even while locking on to a target with the Z Button. Since the game defaults to the **STANDARD** Control scheme, you will automatically have the **LOCK ON / FREE AIM** option enabled – if you want to change this, select **CONTROLS** in **OPTIONS**, then turn **OFF** the **LOCK ON / FREE AIM** 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 AIM** 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 Button, then cast the hand holding the Nunchuk forwards as if you were whipping something. The Grapple Lasso will deploy – once it turns yellow, pull your Nunchuk hand back to rip the impediment backwards. Later on, you will obtain a Grapple Beam upgrade that will add the Grapple Swing function, so you will be able to lock on to Grapple Points with the Z Button. This will allow you to hang from Grapple Points and swing across gaps.



## Context-Sensitive Interaction

You will frequently have direct interaction with items in the game, from door handles to keypads to tumbler locks. When you can interact with something, you will be prompted on-screen to press the A Button. Do so and you will enter **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 (RVL-014) connected to your Wii system. While in this mode, you can always press the B Button 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 weapons 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

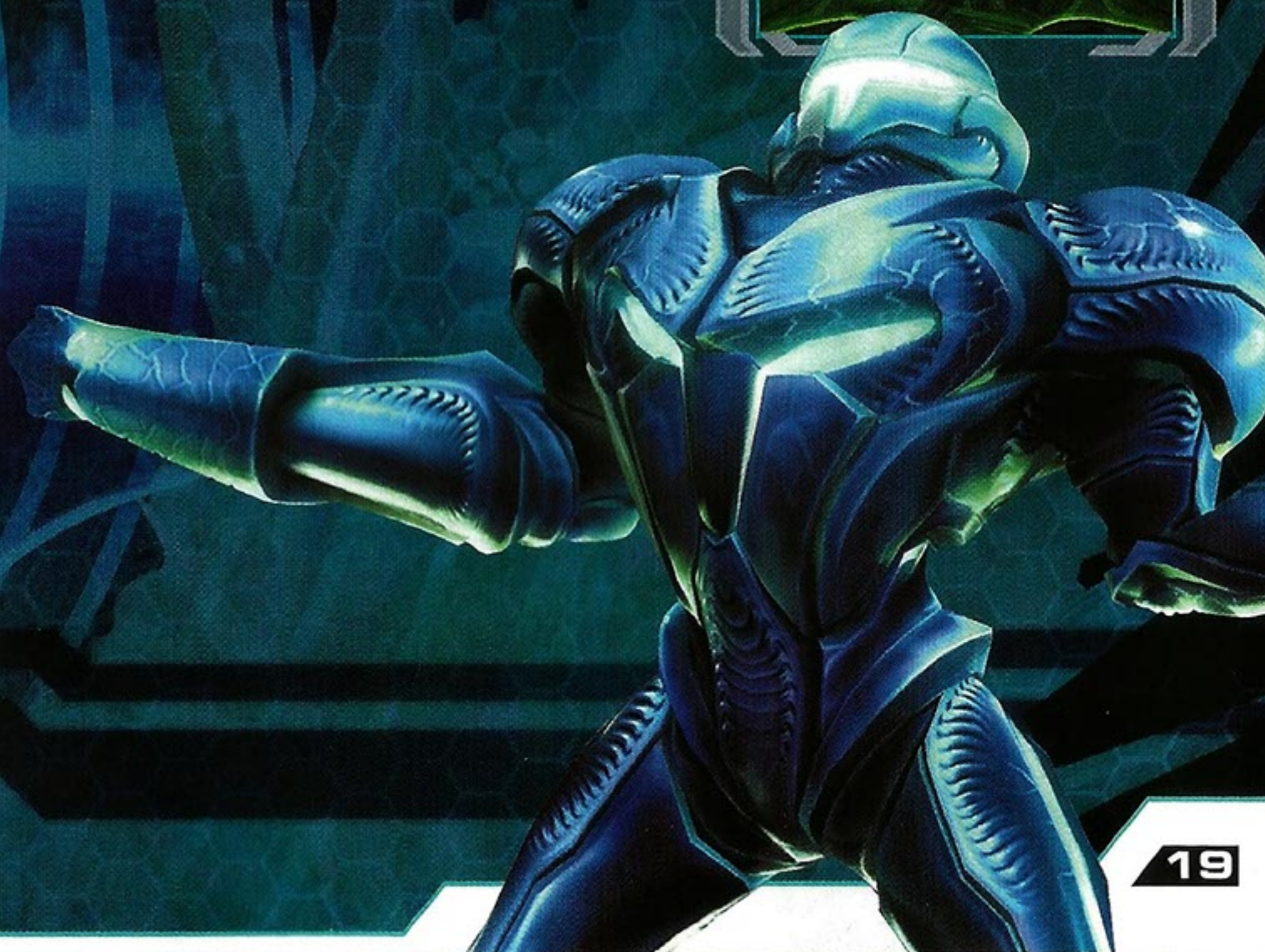
Hold down the - Button and a **Visor Select Screen** will superimpose over the game screen, allowing you to quickly select a different visor by simply pointing to its section of the screen and releasing the - Button.



Use the **Scan Visor** (top section) to scan highlighted objects for information by locking on to them with the Z Button. The **Command Visor** (right section) allows you to send orders to your ship by locking on to **Command Icons** in specified areas.



To return to your **Combat Visor**, simply select the centre section on the **Visor Select Screen** or briefly press the - Button (while using the Scan Visor or Command Visor, just press the A Button).



## Hypermode

After the opening section of the game, Samus will be able to access Hypermode, an extremely powered-up state that entails some risk. To enter it, press and hold the + Button for about one second.

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 is empty. During this time, you will be invincible.

However, if you stay in Hypermode past the 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 the + Button (you recover some energy if you have not used the whole tank). Once you enter Corrupt Hypermode, however, you can only vent the corruption by firing your weapon rapidly until the meter is empty, or resist for a limited time so that the meter does not scale out.



## Databanks

Samus's suit can store immense amounts of data that will help her along her adventure. Pressing the 1 Button will take you to the **Map Screen** where, among other things, you can study maps of the areas you have visited or use the icons on the borders of the screen to access Samus's databanks.

### Map Screen

Press the 1 Button to access the **Map Screen**. 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 the Z Button as you tilt the Control Stick or hold down the A Button as you move the cursor around, you will scroll through the map. Press the A Button to zoom in on a highlighted room. A room with a "?" usually indicates the location of your next objective. Press the A Button while highlighting the **CURRENT PLANET** or **GALAXY MAP** icons in the lower right to jump between maps of various areas. Press and hold the 2 Button to bring up a key for Map Navigation.



### Logbook Screen

The **LOGBOOK** contains information about Samus's important **OBJECTIVES**, the **CREATURES** she scans through her mission, the **RESEARCH** she does on the different worlds and the **LORE** she collects in them.

### Inventory Screen

The **INVENTORY** provides data about Samus's current equipment. You can learn additional information about Samus's equipment and power-ups, the ship and the credits you have collected [p. 8] by selecting the icons on the right border of the screen.

### Options Screen

You can access all options for **CONTROL**, **DISPLAY** and **SOUND** by selecting the corresponding icon on the **Options Screen**. The same options can be found in the **Options Menu** of the **Main Menu** [p. 7].

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Edoardo Toniolatti

Rubén Aragón

**Special Thanks**

Jan Peitzmeier

**The PEGI age rating system:**Age rating  
categories:Content  
descriptors:BAD  
LANGUAGEDISCRIMI-  
NATION

DRUGS



GAMBLING



FEAR

SEXUAL  
CONTENT

VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system visit:

<http://www.pegi.info>All Rights, including the copyrights of Game, Scenario, Music and Program,  
reserved by NINTENDO.

## 24 MONTHS WARRANTY

This warranty covers the Wii games software (the "Product") supplied by Nintendo of Europe GmbH ("Nintendo").

Subject to the terms and exclusions below, Nintendo warrants to the original consumer purchasing the Product ("you") that, for a period of 24 months from the date of the purchase of the Product by you, the Product will be free from defects in materials and workmanship.

To make a valid claim under this warranty, you must notify Nintendo of the defect in the Product within 24 months of the date of the purchase of the Product by you and you must return the Product to Nintendo within 30 days of notifying Nintendo of that defect. If, having inspected the Product, Nintendo accepts that the Product is defective, Nintendo will (in its sole discretion) either repair or replace the Product (or the part causing the defect) without charge, or refund the price you paid for the Product.

**This warranty does not affect your statutory rights.**

### EXCLUSIONS

**This warranty does not cover:**

- accessories, peripherals or other items that are intended for use with the Product but are not manufactured by or for Nintendo (whether or not included with the Product at the time of purchase);
- the Product if it was purchased outside the European Economic Area;
- the Product if it has been resold, or used for rental or commercial purposes;
- defects in the Product that are caused by accidental damage, your and/or any third party's negligence, unreasonable use, use with products not supplied or licensed by Nintendo (including, but not limited to, non-licensed game enhancements or copier devices), use of the Product otherwise than in accordance with Nintendo's Wii Operations Manual or any other instructions provided with the Product, or any other cause unrelated to defects in material and workmanship; or
- the Product if it has been modified or repaired by any person other than Nintendo.

### HOW TO MAKE A CLAIM

To notify Nintendo of a defect covered by this warranty, please contact:

**Nintendo Service Centre**

**Codestorm House, Walton Road, Farlington, Hampshire P06 1TR, Tel: +44 (0) 870 60 60 247**

(Calls from a landline within the UK are charged at the standard national rate offered by the caller's network provider. Charges may vary for calls made using a mobile phone. Customers calling from outside the UK will be charged at the international rate offered by the provider of the network being used to make the international call. Please obtain permission from the person responsible for paying the bill before calling.)

When sending the Product to the Nintendo Service Centre, please:

1. use the original packaging where possible;
2. provide a description of the defect;
3. attach a copy of your proof of purchase, ensuring that it contains the date of purchase of the Product; and
4. ensure that it is received by Nintendo within 30 days of the original notification of a qualifying defect.

If the above 24 months warranty period has expired at the time the defect is discovered or if the defect is not covered by this warranty, Nintendo at its sole discretion may still be prepared to either repair or replace the Product (or the part causing the defect). For further information about this and, in particular, the details of any charges for such services, please contact:

**Nintendo Service Centre**

**Tel: +44 (0) 870 60 60 247**

(Calls from a landline within the UK are charged at the standard national rate offered by the caller's network provider. Charges may vary for calls made using a mobile phone. Customers calling from outside the UK will be charged at the international rate offered by the provider of the network being used to make the international call. Please obtain permission from the person responsible for paying the bill before calling.)



Call our games hotline for assistance on all Nintendo published/distributed software, hardware and accessories. Our dedicated games counsellors can answer all your gameplay questions offering hints, tips and strategies to ensure that you get the most from your Nintendo products.

To call the hotline, dial\*

**+44 (0) 870 60 60 247**

(\* Calls from a landline within the UK are charged at the standard national rate offered by the caller's network provider. Charges may vary for calls made using a mobile phone.)

Customers calling from outside the UK will be charged at the international rate offered by the provider of the network being used to make the international call.

Please obtain permission from the person responsible for paying the bill before calling.)

Lines are open Monday to Friday 08:30 to 19:00\*\*.

(\*\* Charges and opening hours are correct at time of printing – May 2007 – but are subject to change without prior notice.)

RVL-RM3P-UKV



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UK and Ireland:

Nintendo UK

55 - 57 High Street, Windsor, Berkshire, SL4 1LP, U.K.

[www.nintendo.co.uk](http://www.nintendo.co.uk)

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