METROID PRIME™: BLAST BALL

Support Information

1   Important Information

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.

◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.

⚠ IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.
You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian.
If your Nintendo 3DS system language is set to one of these, the

same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.
For instructions about how to change the system language, please refer to the System Settings electronic manual.

Advisories

This software (including any digital content or documentation you download or use in connection with this software) is licensed by Nintendo only for personal and non-commercial use on your Nintendo 3DS system. Your use of any network services of this software is subject to the Nintendo 3DS Service User Agreement and Privacy Policy, which includes the Nintendo 3DS Code of Conduct.

Unauthorised reproduction or use is prohibited.
This software contains copy protection technology to prevent reproduction and copying of content.
Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS

system.
After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

This software, instruction manual and other written materials accompanying the software are protected by domestic and international intellectual property laws.

CTR-N-JA5P-00

2   About amiibo
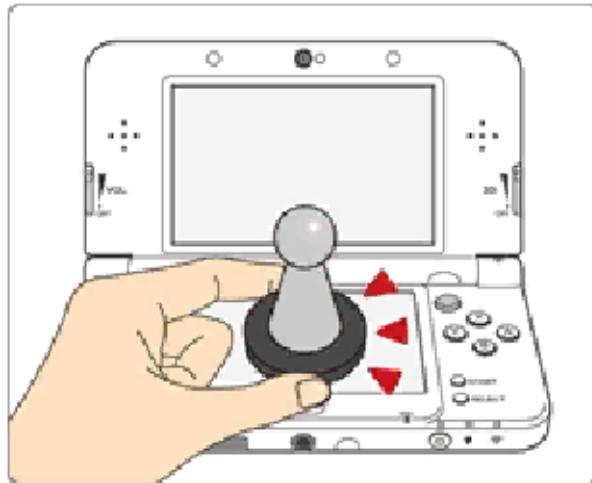
This software supports :amiibo: .
You can use compatible amiibo™
accessories by touching them to the
Touch Screen of a New
Nintendo 3DS/New Nintendo 3DS XL
system.

Your amiibo aren't just for show. You
can use NFC (near-field
communication) to connect them to
compatible software and play with
them in the game.
For more information, visit:
- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/
New Zealand)

◆ An amiibo can be read by multiple
   compatible software titles.
◆ If the data on your amiibo
   becomes corrupted and cannot be
   restored, go to the HOME Menu
   ⇒ [icon] ⇒ amiibo Settings and
   reset the data.

The Nintendo 3DS NFC Reader/
Writer is required to use amiibo
with a Nintendo 3DS/3DS XL/
2DS system.

IMPORTANT

A light touch on the Touch Screen is
enough for the system to detect
your amiibo. Do not press the amiibo
into the screen or forcefully drag it
across the screen.

This software allows you to connect
to the internet to compete in Blast
Ball games (p. 9). It also allows you
to download software from the
Nintendo eShop (p. 8).
◆ For information about connecting
   your Nintendo 3DS system to the
   internet, refer to the Operations
   Manual.

This software supports Nintendo
Network™.

NINTENDO
NETWORK

Nintendo Network is an online
service which allows you to play
with others players all over the
world, download new add-on
content and much more!

Online Precautions

● If you post, send or otherwise
   make available any information or
   content through wireless
   communication please make sure
   not to include any information that
   can be used to identify you
   personally, such as your name,
   email address, your address or
   your telephone number, as others
   may be allowed to see such
   information and content. In
   particular, when choosing a user

name or nickname for your Mii™ characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.

● Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.

● Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable.

In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.

● Please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems, and online services for certain software may be discontinued.

4   Parental Controls

You can use the following Parental Controls to restrict certain features of this software.

◆ For more information about Parental Controls, refer to the Operations Manual.

● Online Interaction
Restricts online interactions with other players.

● Nintendo 3DS Shopping Services
Restricts the purchase of downloadable content.

This is a futuristic sport in which players score points by shooting a giant ball into the opponents' goal. Each player pilots a mechanised suit called a "Mech". Matches are 3 against 3.

There are two control
configurations, and you can change
between them on the Controls menu
(p. 8). Controls that only apply to
CONFIG B are in yellow.

Move	◎
Power Shot	Ⓐ/Ⓡ
Charge Shot	Hold Ⓐ/hold Ⓡ
Jump	Ⓑ/Ⓛ
Use power-up	Ⓨ/ZR
Lock on to the ball	Ⓛ/ZL
Free Aim	Ⓡ + system movement/◎
Sidestep	Ⓛ/Ⓡ + ◎(left/right) + Ⓑ ◎ (left/right) + Ⓛ
Send preset chat message	✛
Display pause menu	START

If CONFIG B has been selected, ZL/ZR and ⊙ can be used during the game. This control configuration is only available on the New Nintendo 3DS and New Nintendo 3DS XL.

◆ When using the Circle Pad Pro, ZL/ZR/Right Circle Pad can be used. The placement of ZL/ZR and L/R is different on the Circle Pad Pro and the New Nintendo 3DS.

About Motion Controls

Hold Ⓡ (CONFIG A) and move your system around to aim your weapon.
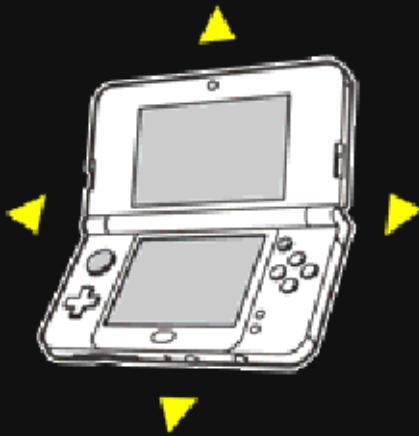
When using this software, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands. Do not move the system with excessive force, as this could lead to injuries, damage to the product or damage to nearby objects.

Circle Pad Pro Calibration
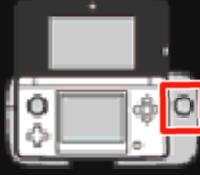
Right Circle Pad

If the Right Circle Pad is not responding correctly, or it is sending signals to the software without being touched, follow the instructions below to calibrate the accessory.

● Calibration

1. On the Blast Ball menu or the pause menu, select "Controls" "CONFIG B" and then "Options".

2. Follow the on-screen instructions to calibrate the Right Circle Pad.

◆ Calibration of the Nintendo 3DS system's Circle Pad can be carried out in the System Settings.

If the Circle Pad Pro is not used for five minutes, it will enter standby mode. To end standby mode, press ZL/ZR.

For detailed information on setup and use of the Circle Pad Pro, please refer to the accessory's

instruction booklet.
This accessory is not necessary if
you are using a New
Nintendo 3DS/3DS XL system.

Saving Data

Your progress is saved automatically at the end of a match.

Deleting Data

It is possible to delete all data by holding Ⓐ + Ⓑ + Ⓧ + Ⓨ when launching the game. This can be done between when the Nintendo 3DS logo disappears and when the game's title screen is displayed.

◆ Deleted data cannot be restored, so be careful.

● Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/SD card inserted into the system while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.

● Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

When you play Blast
Ball for the first time,
you can choose to
play a practice match.
Selecting "Practice"
and then finishing the practice match
or selecting "No practice" will take
you to the Blast Ball menu, where
the following options are available:

BLAST BALL	Select a play type and play Blast Ball (p. 9).
Customize	Change your Mech's paint job or change the preset messages set to ✛. You can also change the language, gender or pitch of your voice.
Practice	Practise movement and shooting. It is also possible to play a one-on-one match against a computer-controlled opponent.

Controls	View the controls or switch control configurations if you are using a New Nintendo 3DS system or a Circle Pad Pro.
? Manual	Opens this electronic manual.
Training	Try your hand at training for Mech certification to become a combat-ready member of the Federation Force.
Nintendo eShop	Takes you to the Nintendo eShop.

About amiibo

You can unlock special paint jobs by selecting the amiibo icon from the paint job menu and then using a compatible amiibo.

Choose a Play Type

There are four
different ways to play
Blast Ball.
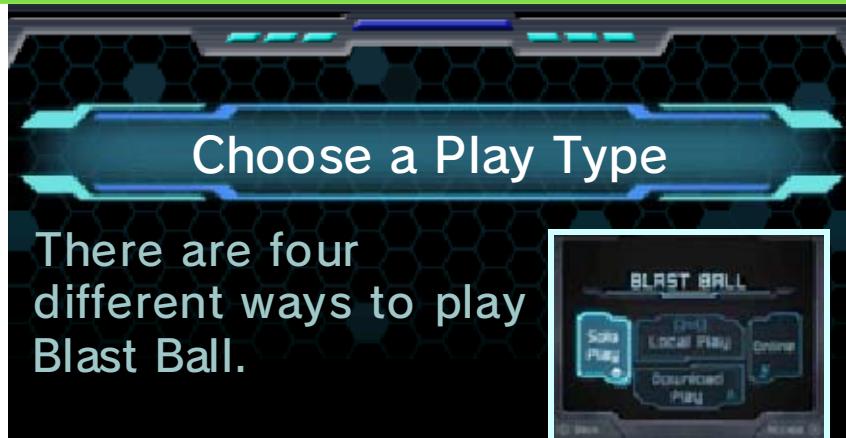
👤 Solo Play

Select "Solo Play" to play Blast Ball
on your own. Your teammates and
opponents will all be computer
controlled.

👤 Local Play 📶

Up to six players can play Blast Ball
together via Local Play. Each player
needs their own Nintendo 3DS
system and a copy of this software.

● You Will Need:

One Nintendo 3DS system per
player (max. 6)

One copy of the software per player
(max. 6)

● How to Play

To host a match, select "Create",
choose the desired settings, and
then select "OK". When all players
have joined and selected their team,
press Ⓐ to start. Players join a
match by selecting the name of the
host.

Online (Internet) 🌐

Select "Online" to connect to the internet and play Blast Ball online with other players.

Download Play))📇

Selecting Download Play lets up to six players play a Blast Ball match with just one copy of this software.

● You Will Need:

One Nintendo 3DS system per player (max. 6)

One copy of the software

● How to Play

Sending Data

1. Press Ⓐ or select "Create", choose the desired settings, and then select "OK".

2. When the other players' names appear, select "Upload" to begin.

Receiving Data

1. On the HOME Menu, select the Download Play icon, then touch "Open".

2. Select the Nintendo 3DS logo.

3. Select this software from the list.

   ◆ You may need to perform a system update. Follow the on-screen instructions to begin the update.
   If you receive a message during the system update that the connection was unsuccessful, carry out the system update

from the System Settings
application.

Settings

The following
settings are
available in Blast
Ball:

● Match Type

Versus is a match between two
teams, while Challenge is a
single-elimination-tournament
challenge against five computer-
controlled teams.

● Autobalance

When Autobalance is on, players
are automatically divided into
evenly-matched teams. Players
can select their own team when
Autobalance is off.

◆ Autobalance can only be used
   in Versus matches.

1 Score

2 Energy

Your Mech's energy decreases when hit by the ball or an opponent's shots. Once depleted, the Mech will break down and require a short amount of time to repair itself.

3 Game Time

4 Weapon Sights

The weapon energy gauge decreases as you fire. You cannot fire your weapon when it is empty. It recharges when you are not shooting.

5 Arena Map

Check other players' positions and the ball's location.

6 Player Status

Check the names of the players on each team.

7 Power-ups (p. 11)

Press Ⓨ or touch a power-up on the Touch Screen to use it.

8 Chat Messaging

Displays all of the chat messages that you can send, including those assigned to ✚ for quick communication.

Pause Menu

Press START to display the pause menu, which contains the Game Time and the following options:

Resume	Continue playing the current game.
Controls	View the controls or switch control configurations if you are using a New Nintendo 3DS system or a Circle Pad Pro.
Exit Game	Exit the game and return to the play type selection screen.
Mute Team Audio	Touch ⬡ to turn off chat voices. 🟢 shows when "mute team audio" is activated.
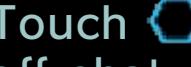
Rules

Shoot the ball to move it around the arena, and into the goal to score a point. The first team to score three points or the one with most points when the time runs out is the winner. The game enters one minute of sudden death if the score is tied when the time runs out. The first team to score is the winner. If neither team can score a point, the match is declared a draw.

◆ A draw in Challenge Mode will cause you to lose the challenge.

About Power-ups

Power-ups can be picked up after the ball has been shot a number of times. Once a power-up has been collected, press Ⓨ or touch the power-up on the Touch Screen to use it.

Shield	Shields a player from damage and prevents the player from being ejected from their Mech if a member of the opposing team uses the eject power-up.

⚡ Adrenaline	Mech movement speed, weapon recovery, and shot power are all increased when this power-up is used.
🔺 Eject	Ejects all members of the opposing team from their Mechs.

🤖 Repair Capsules

Pick up Repair Capsules to restore energy.

🤖 The Ball

A new ball appears after a goal is scored. In rare cases, a special ball is used.

Results Screen

The Results screen shows each player's achievements at the end of a match.

Select "New match" to play again or "Exit" to end the match and return to the Blast Ball menu. "New match" can only be selected when you are playing in Versus mode.

12　How to Contact Us

For product information, please visit
the Nintendo website at:
www.nintendo.com/countryselector

For technical support and
troubleshooting, please refer to the
Operations Manual for your
Nintendo 3DS system or visit:
support.nintendo.com