



NINTENDO DS™

NTR-AMHP-UKV

METROID PRIME HUNTERS



INSTRUCTION BOOKLET

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™ HUNTERS Game Card for the Nintendo DS™ system.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS, Game Card, Game Pak or accessory. The booklet contains important health and safety information. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

This Game Card will work only with the Nintendo DS system.



WIRELESS DS SINGLE-CARD DOWNLOAD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.



NINTENDO DS RUMBLE PAK
THIS GAME IS DESIGNED TO USE NINTENDO DS RUMBLE PAK.



NINTENDO WI-FI CONNECTION
THIS GAME IS DESIGNED TO USE NINTENDO WI-FI CONNECTION.

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Story

In the distant reaches of space, beyond the territories controlled by the Galactic Federation, is the Tetra Galaxy, once home to a mighty race known as the Alimbics. An advanced civilisation, peaceful, prosperous and powerful, the Alimbics maintained stability over the region forcefully but judiciously. They reigned over a vast region known as the Alimbic Cluster.

One day, perhaps thousands of years ago, perhaps tens of thousands, they simply disappeared, leaving behind artefacts scattered across the Alimbic Cluster, all protected by a lethal arsenal of the Alimbics' most advanced weaponry.

Today, for the first time in centuries, the long-dormant Alimbic Cluster has begun to stir, delivering strange tidings. A telepathic communiqué, originating within the Cluster, has been transmitted into the brains of some of the most exceptional beings in our galaxy. The message is translated into a thousand different languages on a thousand different worlds, but the message is always the same: "The secret to ultimate power lies in the Alimbic Cluster."

This message has intrigued and enticed some of the most formidable bounty hunters in the galaxy, inspiring them to make the long journey to the Alimbic Cluster. Each of these great warriors has their own motivation. Some desire power – for themselves, their planet, or their people – while others simply desire to hunt and to kill, to prove themselves the best bounty hunter in the galaxy. Now, it's a race against time to see which bounty hunter will triumph and who will discover the secret behind this promise of "ultimate power".

The Galactic Federation has heeded this strange, suspicious communication as well and has called for the help of Samus Aran.

Her mission: to discover the meaning behind this mysterious telepathic message, to secure the ultimate power or, if it cannot be secured, to ensure that it remains secret or destroy it.

Samus Aran

One of the best bounty hunters in the galaxy. Her POWER SUIT has the ability to transform her into a MORPH BALL.



Morph Ball

Controls

Using the Nintendo DS

METROID PRIME™ HUNTERS uses two control modes. In this manual, the controls for the **Stylus Mode** are explained using the configuration for right-handed players.

Top screen

POWER Button

L Button

Attack (Hold down for a CHARGE SHOT) / BOMB

+ Control Pad

Move

Touch Screen

- Select / Confirm in the menu
- Control Samus (see pages 21 – 23 for additional information)

SELECT

START

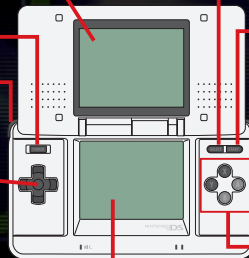
Pause Menu (during **Adventure Mode**)

R Button

BOOST

X Button, A Button, B Button, Y Button

Jump



If you close your Nintendo DS™ during a game, it will go into **Sleep Mode** to save battery life. Open the Nintendo DS again to resume the game. NOTE: The game will not go into **Sleep Mode** during Wireless Communications.

Control Modes

You can select either **Stylus Mode** or **Dual Mode** to play the game. Both modes support right- and left-handed controls. You can change the control mode by selecting CONTROLS under OPTIONS (page 12). See pages 21–23 for additional control information.



Stylus Mode



Dual Mode

▶▶ Stylus Mode

Buttons control the Attack and Move commands. The Nintendo DS Stylus handles all other controls.

Left-handed Stylus Mode

A, B, X or Y Buttons	Move
+ Control Pad	Jump
L Button	BOOST
R Button	Attack/BOMB
Touch Screen	Control Samus (see pages 21–23)

▶▶ Dual Mode

Buttons control Attack and Move commands as well as the character's viewpoint (look up/down), direction and jump commands.

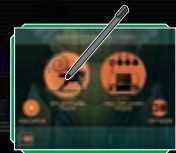
Dual Mode Controls	Right-handed	Left-handed
+ Control Pad	Move	Viewpoint (change direction)
A, B, X or Y Buttons	Viewpoint (change direction)	Move
R Button	Jump/BOOST	Attack/BOMB
L Button	Attack/BOMB	Jump/BOOST

How to Use the Touch Screen

Perform actions in-game by moving the stylus across the Touch Screen. On the **Menu Screen** or in the GUNSHIP (page 17), commands are selected in the following manner:

▶▶ Selecting a Mode

To choose the game mode, select the respective icon on the Touch Screen. If you select an icon with the + Control Pad, the icon will highlight, with the explanation displayed on the top screen. Tap on the icon to confirm your selection.



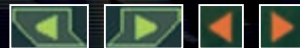
▶▶ Selecting Various Menu Icons and Items

Tap on the icon or text to make your selection.



▶▶ Scrolling/Switching Selection

Scroll through the text and switch selections by touching these icons.



Screenshots surrounded by a **yellow** frame are on the top screen, and screenshots surrounded by a **green** frame are on the Touch Screen.

Getting Started

Starting the Game

Make sure the Nintendo DS is turned off before you begin. Insert the METROID PRIME HUNTERS Game Card into your Nintendo DS and press POWER on the Nintendo DS system. If you would like to use the Nintendo DS™ Rumble Pak, insert the Nintendo DS Rumble Pak into the Game Boy Advance™ Game Pak slot before turning the power on.

When you turn on the Nintendo DS, the **Health and Safety Screen** will be displayed. After reading the message, tap on the Touch Screen or press a Button to continue. Touch the METROID PRIME HUNTERS Panel on the **Nintendo DS Menu Screen** to begin the game. If you set your Nintendo DS to AUTO MODE, this step is not necessary. Please see the Nintendo DS Instruction Booklet for details. Once the **Title Screen** is displayed, follow the instructions on page 11.

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Nintendo DS Instruction Booklet.



Main Menu

On the **Title Screen**, tap the Touch Screen to view the **Main Menu**. Select a game mode or the **OPTIONS** icon by tapping once.

Menu Window

Mode Icon

Return Icon

Tap on this icon to return to the previous page.



▶▶ Adventure Mode (pages 13 – 30)

Control Samus Aran in this single-player adventure.

▶▶ Multiplayer Mode (pages 31 – 50)

Up to four players can play multiplayer by using Multi-Card Play, DS Download Play or Wi-Fi Connection. By tapping on RIVAL RADAR, you can exchange your HUNTER LICENSE automatically with nearby players who have also activated this feature (page 43).

► Options

Change in-game settings here. After you have made your selections, tap on the tick icon in the lower-right corner of the screen to save your preferences.

AUDIO

Choose between STEREO, SURROUND or HEADPHONE sound. Volume levels for sound effects and background music, and the mic sensitivity can be adjusted here.

CONTROLS

Set the in-game controls (page 7) and the SENSITIVITY of the stylus here. You can also invert the up/down perspective controls by turning LOOK INVERT on.


CREDITS

Look at the people responsible for METROID PRIME HUNTERS.

RUMBLE PAK

If you have a Nintendo DS Rumble Pak inserted in your Nintendo DS, you can turn the Rumble Feature ON or OFF.

ERASE ALL DATA

After selecting this option, tap the  icon on the **Confirmation Screen** to erase all saved data and records (see page 18 for saving).

Any data you erase is gone forever, so please be careful.

Adventure Mode

How to Advance in the Game

What is Adventure Mode?

This **Story Mode** places you in the action as you battle enemies and solve puzzles as the main character, Samus Aran. Visit various planets and space stations within the Alimbic Cluster and gather all the OCTOLITHS to acquire the ultimate power within.

Select the destination

Use the **Alimbic Cluster Scan Screen** (page 15) to select a planet or space station.

Explore

After selecting a planet or space station, use all the abilities at your disposal (pages 21–30) to find an OCTOLITH.

Acquire Octoliths

Once you have obtained an OCTOLITH, return to Samus' GUNSHIP to continue on to your next destination.

► Game Over

If your remaining ENERGY hits zero, the game ends. Select YES to resume from the last checkpoint.

► About Octoliths

Like Samus, six other bounty hunters are exploring the Tetra Galaxy seeking out the OCTOLITHS. If one of these Hunters defeats you in battle, you may lose an OCTOLITH you're carrying. If this happens, you must battle that Hunter again to reclaim your OCTOLITHS.



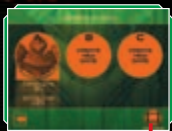
Starting Adventure Mode

Select ADVENTURE MODE from the **Main Menu** to begin.

► Select a File

When playing for the first time, select one of the three files (A, B or C) available. Your game will be saved to the file you select.

After selecting a file, you can delete or copy the data to another file. Note that once you delete saved data, it is gone forever (see page 18 for information on saving).



View Unlocked Cinematics

► Select a Destination

From the **Alimbic Cluster Scan Screen**, select a planet or a space station to explore (page 16).

Alimbic Cluster Scan Screen

On the top screen, you can view the Tetra Galaxy from inside your GUNSHIP. The Tetra Galaxy map appears on the Touch Screen. Select the location you want to visit here.



1 Change Abscissa Axis

Slide the stylus up and down on the Ordinate Axis or use the + Control Pad to change the horizontal line.

2 Change Ordinate Axis

Slide the stylus right and left on the Abscissa Axis or use the + Control Pad to change the vertical line.

3 Destination Name

After selecting a destination, its name will appear on the top screen.

4 Land Ship

Tap LAND SHIP to land at the selected destination.

5 Opposing Hunter at this destination

If your opponent has an OCTOLITH, this will also be displayed.



► Selecting a Destination

Using the stylus, adjust the Ordinate and Abscissa Axes to select a planet or space station. Once LAND SHIP is displayed, touch the icon to visit the destination.



About the Alimbic Cluster

There are two planets and two space stations within the Alimbic Cluster in the Tetra Galaxy.

Celestial Archives

This space station was badly damaged by an unknown object and is currently in a very unstable condition.



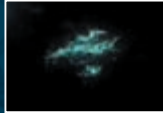
Alinos (The Volcanic Ruin)

This planet's ultra-high temperature once provided power for an Alimbic city. In the ruins, visible reminders of their civilisation can still be seen.



Vesper Defense Outpost

This small base once operated as a refuelling station. It has been abandoned for a long time. A toxic fuel leak has frozen over the station.



Arcterra (The Ice Cave)

This planet is located at the farthest reaches of the Tetra Galaxy. Arcterra is a barren and frozen world with numerous caves and catacombs.

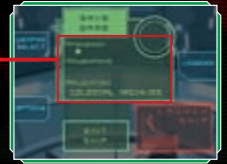


Inside the Gunship

When you visit a space station or planet you have already been to, or when Samus goes back inside her ship, this screen will appear. Inside the GUNSHIP, your ENERGY and AMMO will automatically be replenished.

Current Status

This screen displays your current number of ENERGY TANKS (page 20), Sub-weapon selection (pages 26–27), and current location.



Gunship Screen Menu

WEAPON SELECT

View all currently available Sub-weapons.

OPTIONS

Change the game's control scheme (page 12).

SAVE GAME

Save your game progress.

LOGBOOK

View previous logbook entries.

EXIT SHIP

Exit the GUNSHIP and resume exploration.

LAUNCH SHIP

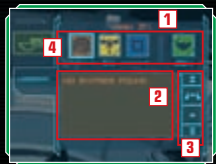
Stop exploring and return to the **Alimbic Cluster Scan Screen**.

Portals and Returning to the Gunship

If you activate a PORTAL while exploring, you can use it to return to a location near the GUNSHIP. This comes in handy when you want to save your progress.

► Logbook

With the LOGBOOK, you can check the information you scanned with the SCAN VISOR (page 23) and Samus' equipment status. Tap on the Category icon, then select the item you want to view.



1 Category and Scanning Percentage

2 Data List

3 Scroll Icon

Scroll through the data list with the up and down arrows.

4 Category Icon

The number below the categories indicates the scanning percentage average.

How to read the Category Icons



LORE

Review messages left by the Alimbics.



BIOFORM

Data about enemies you have scanned.



OBJECT

Information about various mechanisms and objects.



EQUIPMENT

Information about Samus' equipment.

Saving Data

Select SAVE GAME on the **Gunship Screen** to save your **Adventure Mode** game progress. Your **OPTIONS** settings will be saved at the same time.

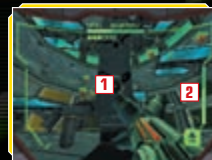
Adventure Mode

The Default Screen



Main Screen

The **Main Screen** displays Samus' point of view. Please see page 29 for how to view the screen while Samus is in MORPH BALL form.



1 Sight

Aim your shots using the sight's targeting reticle.

2 Remaining Ammo

Check how much ammo remains in the currently equipped weapon.

3 Visor Icon

Touch here to switch between COMBAT and SCAN VISORS (page 23).

4 Beam Icon

Touch here to switch your weapon to the POWER BEAM (page 26).



5 Missile Icon

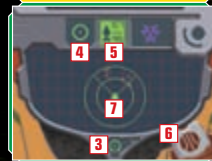
Tap here to switch your weapon to the MISSILE. The top number indicates remaining ammo, and the bottom number indicates maximum ammo.

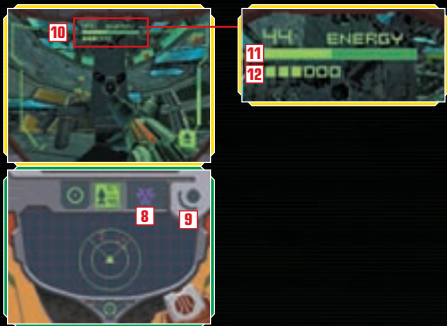
6 Morph Ball Icon

Tap here to transform into the MORPH BALL (pages 29–30).

7 Radar

The RADAR icon indicates Samus' location. Nearby enemies are indicated with  or  marks on the radar.





8 Sub-weapon Icon

Check the currently equipped Sub-weapon (pages 26 – 27). Tap on this icon to switch to the Sub-weapon.

9 Sub-weapon Change Icon

Touch and hold the stylus here to view and change all available Sub-weapons (pages 26 – 27).

10 Remaining Energy

Samus' current ENERGY level. If the ENERGY Gauge reaches zero, the game is over.

11 Energy Gauge

When Samus receives damage, the ENERGY Gauge of each tank drops.

12 Energy Tank

Find new ENERGY TANKS for extra ENERGY in the battles ahead.

Adventure Mode

Basic Actions

Moving the Character

+ Control Pad

Move Samus in the desired direction by pressing on the + Control Pad. If you are using the **Left-handed Stylus Mode** (page 8), use the X Button to move forward, the B Button to move backward, the Y Button to strafe left and the A button to strafe right.

Changing the Viewpoint / Direction Change

Sliding the stylus moves your point of view in any direction.



In **Right-handed Dual Mode** (page 8), the X Button and the B Button look up and down, and the Y Button and the A Button turn you left and right. In **Left-handed Dual Mode**, press up and down on the + Control Pad to look up and down, and press left and right on the + Control Pad to turn left and right.

Jumping

Quickly double-tap the Touch Screen to jump. Combine this move with the **+** Control Pad to jump in various directions.

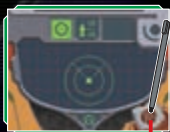
In **Right-handed Dual Mode**, use the R Button to jump. Use the L Button in **Left-handed Dual Mode**.



Switch to Morph Ball

Tap on the Alt-Form icon to transform Samus into the spherical MORPH BALL (pages 29–30). Tap the same icon again to return her to bipedal form.

Tap on the Alt-Form Icon



Alt-Form Icon



Normal



MORPH BALL

Switching Visor Types

Touch and hold the Visor icon to change the top screen to the SCAN VISOR view. Tap the icon again to switch back to the COMBAT VISOR.

While using the SCAN VISOR, you cannot use weapons.



▶ Using the Scan Visor

When the Scan cursor appears on the screen, hold the L Button to scan an object. Once scanning is complete, information on the object will be displayed on the Touch Screen. Tap OK when you have finished reading. If there is any important information, that information will be entered into the LOGBOOK (page 18). Certain mechanisms found in the game can be activated by scanning them.

Sight Window

Scan various organisms and objects that appear in this window.



Scan Cursor

This cursor indicates an object you can scan.

When using left-handed controls (page 8), press the R Button to scan.

Viewing the Map

Press **START** to display your current location in the **3-D Map** on the top screen. Use the stylus to manipulate the **3-D Map**.

Samus' Location

Samus' location is displayed in red.

Door/Entrance/Exit

Symbols on the Map

Review various features, including door types, compatible weapons, etc.

START

Press **START** to return to the **Default Screen**.

QUIT Icon

Touch here to abort the game and return to the **Title Screen**. Your progress will not be saved.



Opening Locked Doors

Locked doors can be opened by shooting them with the appropriate weapon. Scan the door with the **SCAN VISOR** to determine which weapon to use.



Adventure Mode

Weapon Actions

Charge Shot

L Button

Press the **L Button** to fire a weapon. Some weapons can be charged for more powerful attacks. To charge your weapon, hold down the **L Button** and then release to fire a devastating **CHARGE SHOT**. Except for the **POWER BEAM**, **CHARGE SHOTS** consume more ammo than regular attacks.



▶ Switching the weapon of choice

Tap on the **Beam icon** to switch your weapon to the **POWER BEAM**. Tap on the **Missile icon** to switch to the **MISSILE**, and tap on the **Sub-weapon icon** to switch to the **Sub-weapon**.

Power Beam Icon

Missile Icon

Sub-weapon Icon

Sub-weapon Switch Icon



▶▶ Switching Sub-weapon Types

Samus can use up to six types of Sub-weapons, as well as the POWER BEAM and MISSILE. Touch and hold the Sub-weapon Switch icon to see the list of Sub-weapons, then slide the stylus to the desired weapon. Lift the stylus from the screen to replace the current Sub-weapon with the Sub-weapon you chose.



Weapon Types

You can earn up to six different Sub-Weapons as you progress through the game.

▶▶ Power Beam

POWER BEAM has a limited offensive capability, but it has excellent rapid-fire ability. It can perform CHARGE SHOTS.

▶▶ Missile

The MISSILE is more powerful than the POWER BEAM, and is capable of CHARGE SHOTS. Samus' MISSILES have homing capability; its CHARGE SHOT activates the homing feature.

▶▶ Battlehammer

Sub-weapon



The BATTLEHAMMER is a heavy-duty mortar-type weapon with moderate firing speed. The BATTLEHAMMER has no CHARGE SHOT, but the rapid-fire attack more than makes up for it.

▶▶ Judicator

Sub-weapon



The JUDICATOR shoots plasma that has been super-cooled to temperatures approaching absolute zero. If the beam hits hard ground, it will bounce around the environment. Normal attacks shoot a single shot while the CHARGE SHOT shoots three shots simultaneously.

▶▶ Volt Driver

Sub-weapon



The VOLT DRIVER shoots high-velocity, rapid-fire energy blasts with a very high hit probability. This weapon's CHARGE SHOT launches an aerobomb that moves slowly, but causes tremendous damage.

▶▶ Magmaul

Sub-weapon



The MAGMAUL shoots projectiles of superheated magma. When charged, its projectiles become wider and explode on impact.

▶▶ Shock Coil

Sub-weapon



The SHOCK COIL fires concentrated bursts of high-density neutrinos, sending multiple concussive waves toward its target. This weapon possesses no CHARGE SHOT. Press and hold the L Button to fire the beam continuously.

▶▶ Imperialist

Sub-weapon



The IMPERIALIST is ideal for sniping. It fires a thin, powerful laser over long distances. Press the R Button to turn on the **Zoom Feature**, which increases the hit probability and power.

Use the L Button while using the **Left-handed Stylus Control Mode** (page 8). You can also zoom in if you double-tap the Sub-weapon icon (page 20) or with SELECT if using **Dual Mode** controls.

About Items

Some items can be found by defeating enemies, and some are hidden in various locations in the world. Draw ENERGY, MISSILES and UNIVERSAL AMMO PACKS toward you by charging your weapon (page 25).



Energy

(S: Red, M: Blue, L: Yellow)

Restores Samus' ENERGY.
(S: 30, M: 60, L: 100)



UA / Universal Ammo (S, L)

Restores ammo for the Sub-weapon.
(S: 10, L: 25)



Missile Expansion

Max MISSILE number increases by 10.



Sub-weapon

Samus earns a new Sub-weapon.



Missile (S, L)

Restores ammo for the MISSILE.
(S: 5, L: 10)



Energy Tank

Samus gains an extra ENERGY TANK.



UA Expansion

Max ammo for the Sub-weapon increases by 30.



Octolith

A mystery item that holds the key to ultimate power.

Adventure Mode

Morph Ball Actions



Morph Ball Screen

By tapping on the Alt-Form Icon, Samus transforms herself into the MORPH BALL and the viewpoint will switch to a third person view. If you tap on the icon again, Samus will return to her normal form.

BOMBS

Up to three BOMBS can be deployed at once.



BOOST Icon

While boosting, the BOOST icon will blink.



Alt-Form Icon

Move

Press the **+** Control Pad or slide the stylus on the Touch Screen to move the MORPH BALL in any direction.

Boost Ball

Quickly slide the stylus in any direction on the Touch Screen to activate the BOOST in that direction. This allows the MORPH BALL to move at a higher speed for a short time. You can also BOOST by charging the R Button (L Button in **Left-handed Control Modes**).



Bomb

Press the L Button to release a BOMB (R Button in **Left-handed Control Modes**). If you place the MORPH BALL on top of the BOMB before it explodes, the impact of that explosion will propel the MORPH BALL into the air.



Multiplayer Mode

Single-Card Play




Hosting a Game

To host a Single-Card game with up to four players, select SINGLE-CARD PLAY from the **Multiplayer Mode**. In this mode, the player with the Game Card will be the host and set the game rules. Everyone else will be guest players.

Please read DS Wireless Communications (Single-Card Play) on page 54 before you play.

▶▶ Select an Arena

Select the ARENA and the settings you would like to use for the game (pages 47–48). Only the **Battle Game Mode** is available with Single-Card Play. When you have finished choosing your settings, touch the  icon in the lower right corner.



▶▶ Select Your Hunter

Double-tap on the Hunter you wish to use for the battle, then wait for the other players to be ready.



▶▶ Start the Battle

Once everyone is ready, you can start the game. If you are playing a team battle, divide players into teams by touching the colour bar. Tap on START GAME to begin the battle.



▶▶ When You're the Guest

If you are a guest player, you can use only SAMUS as your Hunter. Once the download is completed, wait for the host player to start the game.

The downloaded game will be deleted once you turn off the power.

▶▶ For Players With the Game Card

If you are a guest player and you have a copy of METROID PRIME HUNTERS, you can join a multiplayer game following the steps on pages 33–34. You can select any of the available Hunters. Your game results will be saved to your HUNTER LICENSE (page 41).

Multiplayer Mode

Multi-Card Play

To play a Multi-Card game, each player must have a Nintendo DS and a METROID PRIME HUNTERS Game Card.

Creating / Joining a Game

The player who selects the CREATE GAME option hosts the game and determines the game criteria. The other players must select the host's name in the JOIN GAME box to enter the hosted game.



▶▶ Select Game Mode

Host Only

The host selects a game mode from the seven modes available (pages 47–48).


▶▶ Select the Arena

Host Only

The host selects the ARENA and game rules used for the game (pages 47–48). After the selections have been made, touch the tick icon in the lower-right corner of the screen.

▶▶ Select Your Hunter

All Players


Tap twice on the Hunter you would like to play. If you don't have enough players to join the game, the host can add a BOT (computer-controlled character) to play against. Tap on the  icon and select the characters to add to your battle.

The host player can also play this mode with all-BOT players for additional hunting practice.

ADD BOT



Change BOT Difficulty

Change the difficulty of the BOT by tapping on the  icon.

- One ★ = easy
- Two ★ = normal
- Three ★ = hard

▶▶ Start the Battle

Host Only

Once all players are ready (including BOTs), the host can start the game. If playing with teams, first divide the players into teams by touching on the coloured bar above or below the Hunter. Tap on START GAME to start.

Multiplayer Mode

Nintendo Wi-Fi Connection

Nintendo Wi-Fi Connection allows multiple METROID PRIME HUNTERS owners to play together over the internet even when separated by long distances.

To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection Instruction Booklet included with this game for directions on setting up your Nintendo DS.

To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network connection (such as a wireless router) and an active broadband internet account.

If you do not have a wireless network device installed on your PC, you need a Nintendo Wi-Fi USB Connector (sold separately). See the separate Nintendo Wi-Fi Connection Instruction Booklet for more information.

Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the Power Supply to prevent running out of power when using the Nintendo Wi-Fi Connection.

You can also play Nintendo WFC compatible games at selected internet hot spots without additional setup.

Please note that the Nintendo DS system will shut down and must be restarted when making any Nintendo Wi-Fi Connection changes.

Select CONFIGURE Wi-Fi in the **Nintendo Wi-Fi Connection Screen** to set up your Nintendo DS hardware and Game Card for Nintendo Wi-Fi Connection.

Wi-Fi Menu

After selecting MULTIPLAYER MODE from the **Main Menu**, tap on NINTENDO Wi-Fi CONNECTION to view the **Nintendo Wi-Fi Connection Screen**.

For the best experience, use the same Nintendo DS and METROID PRIME HUNTERS Game Card together as a set. Please read the separate Nintendo Wi-Fi Connection Instruction Booklet for details.

FIND A GAME
(pages 37 38)

Connect to Nintendo WFC and battle with users all over the world.

FRIENDS AND RIVALS
(pages 39 40)

Connect to Nintendo WFC, and battle against your FRIENDS and RIVALS.

CONFIGURE Wi-Fi

Set up your Nintendo DS hardware and Game Card for Nintendo Wi-Fi Connection.

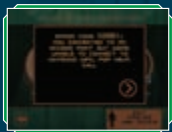
EDIT FRIENDS AND RIVALS
(pages 41 44)

Review your FRIENDS and RIVALS roster and register new FRIENDS.

Connection Problems?

If you cannot connect to Nintendo Wi-Fi Connection when you select FIND A GAME or FRIENDS AND RIVALS, an error message and error code will be displayed.

Please read the separate Nintendo Wi-Fi Connection Instruction Booklet for more details.



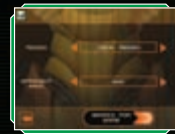
Find a Game

Use the FIND A GAME option to connect to Nintendo Wi-Fi Connection and play against gamers from all over the world (pages 45 48).

You cannot edit the POINT GOAL, TIME LIMIT or TEAM PLAY settings in a FIND GAME battle. Also, only **Battle Mode** is available.

► Set the Criteria

Select a specific region and opponent ranking to search for opponents. After you have selected your criteria, select SEARCH FOR GAME. After players meeting your criteria have been found, the game will advance to the **Hunter Selection Screen**.



Criteria REGION

To find an opponent from anywhere in the world, select WORLDWIDE. If you want to limit the search to Europe, select LOCAL REGION.


OPPONENT RANK

Use MATCH MY RANK to find opponents similar to your skill level.

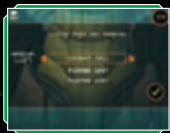
▶▶ Select Your Hunter

Tap on the Hunter you want to play, then tap again to confirm your selection.

▶▶ Select the Arena

Each player helps choose which ARENA to play. Make your selection and tap on the  icon to confirm. Once everyone has made a selection, the ARENA will be decided by majority vote. If multiple choices receive the same number of votes, the ARENA will be selected randomly from the choices.

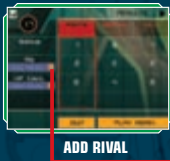
Once the ARENA is selected, the battle will start automatically.



Register your opponent in the RIVALS roster

Any players that you play against through FIND GAME may be added to your RIVALS roster from the **Results Screen**. Tap on the player's ADD RIVAL icon, then select either QUIT or PLAY AGAIN. If that player also tapped on the ADD RIVAL icon, then each of you will be registered to your opponent's RIVALS roster.

If the other player didn't tap on your ADD RIVAL icon, then that player will not be added to your RIVALS roster.



ADD RIVAL

Friends and Rivals

You can only play with the players you registered as FRIENDS or RIVALS. When you tap on the CREATE GAME icon, you can create a game as the host. You cannot choose FRIENDS or RIVALS if you do not register them.

AVAILABLE GAMES

The host's name will be displayed. Tap on the name to join in.

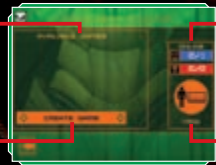
ONLINE Info

Number of the FRIENDS and RIVALS players currently online.

CREATE GAME

VIEW

Tap to switch to the **Friends and Rivals Screen**. This will show those FRIENDS and RIVALS currently online.



▶▶ Select Game Filter

Host Only

The host player has the ability to restrict players who can join the game. If you don't want rivals to join the game, select NO on RIVALS. If you don't want your friends to join, select NO on FRIENDS.

▶▶ Game Mode and Arena Set up

Host Only

Select the game mode you would like to play from the seven available game modes (pages 47-48). Then, choose the ARENA and game conditions you would like to use (pages 47-48).

►► Choose a Hunter

All Players

Tap on the Hunter you want to use for the battle, then tap again to confirm. Wait for the other players to select their Hunters.

►► Start the Battle

Host Only

Once you have at least two players in the game, the host can close the invitation and start the battle. If you want to play a team battle, divide players into separate teams. Tap on START GAME to begin.



Send a Message to Your Friends / Voice Chat



Send a message

If players are on your FRIENDS roster, the icon on the left will be displayed after all players have selected their Hunter. If you tap on this icon, the keyboard (page 44) will be displayed and friends can exchange messages before beginning a game.

These messages will be shown to everyone on your FRIENDS roster.



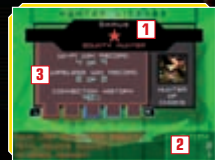
Voice Chat

If the icon on the left is displayed on the screen, press the X Button to chat with other friends using Voice Chat. As with sending a message, you can only chat with people on your FRIENDS roster.

To protect your privacy, do not give out personal information such as your last name, phone number, date of birth, age, e-mail or home address when communicating with others.

Edit Friends and Rivals

On the **Friends and Rivals Screen**, you can review other players' information and add to or edit your FRIENDS and RIVALS rosters. The FRIENDS and RIVALS rosters are displayed on the Touch Screen.



1 Player Name and Rank

A player's ranking is decided by the results of previous battles. This ranking indicates the player's skill level (with five stars being the highest ranking). The colour of the frame around the player's name indicates the player's region (European version: Green, North American version: Blue, Japanese version: Red).

2 Ranking and Personalized Battle History

Depending on whether you chose your own HUNTER LICENSE or one of another player, it displays either individual info on your ranking or a personalized battle history.

3 Player Information

Switch the display by pressing the L or R Button.

4 Your Name

5 FRIENDS Roster

6 RIVALS Roster

7 ADD FRIEND (page 43)

8 DELETE PLAYER (page 44)

About the Hunter License

The HUNTER LICENSE is your own personal game profile. Various pieces of information are stored here, including your favourite weapon and game mode, number of wins, and total hours played.

► Data Lock Switch

You can register up to 60 players on your FRIENDS and RIVALS rosters. If you register more than 60 players, the earliest registered player's data will be deleted. If you want to make sure a player will not be deleted, tap the icon on the left of the player's name to lock that player's data. You can lock up to 57 players.



FRIENDS and RIVALS



FRIENDS

Players can play FRIENDS AND RIVALS battles (pages 39–40) as well as exchange messages (page 40) with other friends.

How to register a FRIEND

1. Play MULTI-CARD PLAY (pages 33–34).
2. Input a FRIEND CODE to register that player (page 43).




RIVALS

Battle rivals in the FRIENDS AND RIVALS mode.

How to register a RIVAL

1. Register the player after a completed FIND GAME battle (page 37).
2. Register the player after a completed FRIENDS AND RIVALS battle.
3. Exchange information using the RIVAL RADAR feature (page 43).

► Registering a FRIEND

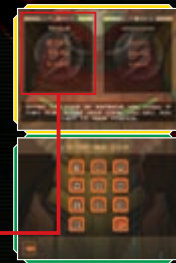
- 1 Select ADD FRIEND in order to register a friend. Enter your friend's FRIEND CODE on the screen displayed on the right, then tap on the  icon to confirm. When this is complete, enter a temporary name for your friend.

A FRIEND CODE is the 12-digit code automatically assigned to you when you first connect to Nintendo Wi-Fi Connection.


Your Personal FRIEND CODE

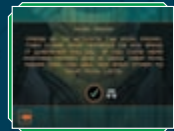
Give your personal FRIEND CODE to your friend when you want to register him/her on your FRIENDS roster.

- 2 Decide when you would like to meet up with your friend online, then connect to Nintendo Wi-Fi Connection. Registration will automatically take place. If you connect to Nintendo Wi-Fi Connection at different times, only the person who was connected later will be registered. The first person must connect again to be registered.




Use RIVAL RADAR to add RIVALS

Select RIVAL RADAR from the **Multplayer Menu**, then tap on the  icon to start communication. If you come near someone who has set his/her Nintendo DS on RIVAL RADAR, you can exchange your HUNTER LICENSE (page 41) with up to three players at a time, and register those players on your RIVALS roster.



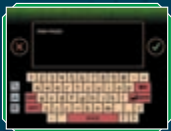
► Delete a name from the roster

Select the player you want to delete from the roster, then tap on DELETE PLAYER to delete the data. On the **Confirmation Screen**, tap the  icon.






How to use the Keyboard

The **Keyboard Screen** will be displayed when you send a message (page 40) or when registering a friend's name on the FRIENDS roster. Use the Touch Screen keyboard to enter text.



Special Keys

- CANCEL** Tap on the  icon to return to the previous page.
- SHIFT / CAPS** Switch font types.
- SPACE** Put a space between text.
- SEND / CONFIRM** Tap on the  icon to send a message to your friend.
- BACKSPACE** Tap on the  icon to backspace.

Multiplayer Mode

Playing a Multiplayer Game



Multiplayer Screen

Depending on the Hunter you choose, the **Multiplayer Mode Display Screen** will be different. However, the basics will be the same as the **Adventure Mode** (pages 13–30). Hold START to check the current score.

The game does not pause while you are viewing the current score.

The screenshot on the right is the **Multiplayer Mode Display Screen** for Samus.

Objective Completion Gauge

ENERGY Gauge

When your character receives damage, the gauge will be reduced. If the ENERGY Gauge reaches zero, your character is defeated. Your ENERGY Gauge can reach a maximum of 199 ENERGY units.

RANK

Displays your current game ranking.

Remaining TIME

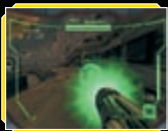


Multiplayer Basic Rules

Battle other players to complete the selected objectives. Watch your ENERGY Gauge: once the gauge goes down to zero, you're defeated. Press the L Button (or, if you're left-handed, press the R Button) to respawn your character in a different spot.

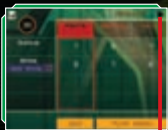
▶ Action Controls

Basic controls are the same as in **Adventure Mode**. Although you cannot switch VISORS or view the world map, all other commands are available (pages 21–28). All characters can use Alt-Forms by touching the Alt-Form icon. Each character has its own unique movement and attack methods, so try them all!



▶ The Results Screen

When time expires or the game requirements are met, the battle ends. Each player's rank appears on the **Results Screen**. Select PLAY AGAIN to start the next game or QUIT to exit **Multiplayer Mode**.



Screen Switch Icon

Tap this icon or use the L and R Buttons to review the details of your battle results.

Setting Game Criteria

There are seven different multiplayer game modes. Each mode has different objectives. Detailed rules can be modified in the **Arena Settings Screen**. Please see pages 31–34 for more information.



ADVANCED

▶ Game Types



BATTLE

Compete to see how many other Hunters you can defeat. You can set the POINT GOAL needed to win the game, the TIME LIMIT and TEAM PLAY (choosing this will divide players into two teams).



SURVIVAL

Battle against other players—the last one standing is the winner. You can set LIVES (the number of times you can respawn your Hunter), the TIME LIMIT and TEAM PLAY.



BOUNTY

Pick up the OCTOLITH and take it to a specified location to earn points. The first player to deliver the specified number of OCTOLITHS to the goal wins. You can set the number of OCTOLITHS required to win, the TIME LIMIT, TEAM PLAY and AUTO RESET, which returns the OCTOLITH to base when the carrying Hunter is defeated.



DEFENDER

Attempt to secure a designated area. You will earn time while you are the only Hunter to occupy it.



PRIME HUNTER

The first player to make a Kill becomes the powerful PRIME HUNTER. The remaining players must then defeat this player to take the title. Compete against each other until TIME GOAL is met, or TIME LIMIT has expired. If the TIME LIMIT expires, the player who held the title longest is the winner.



CAPTURE

Attack enemy territory and steal their OCTOLITHS, then bring them back to your own territory. The team who receives the specified number of points first wins. You can set the number of OCTOLITHS required to win, the TIME LIMIT and AUTO RESET, which returns the OCTOLITH to the base when the carrying Hunter is defeated.



NODES

Fight over the NODES placed in the ARENA. When you stand on an uncontested NODE for ten seconds, you capture it. You get points for NODES under your control.

►► Advanced Settings

Tap on **ADVANCED** on the **Arena Settings Screen** to modify detailed rule options.

SHOW HUNTERS ON RADAR

If you turn this option off, enemies will not be displayed on the radar.

DAMAGE LEVEL

Adjust the damage level you give and receive.

FRIENDLY FIRE

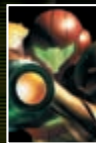
You can receive damage from your team-mate as well as enemy players (**Team Play Mode**).

AVAILABLE WEAPONS

Choose between **DEFAULT** or **AFFINITY** weapons.

Hunters & Affinity Weapons

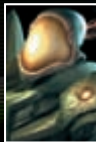
Samus and the other six Hunters all have unique and different abilities and Alt-Forms. Using each Hunters' **AFFINITY WEAPON** strengthens that Hunter's weapon power and weapon effects.



Samus Aran

Weapon: Missile

The **MISSILE** can track enemy movements. The **CHARGE SHOT** activates this feature.



Weavel

Weapon: Battlehammer

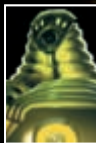
When the **BATTLEHAMMER** strikes its target it explodes, causing additional damage.



Noxus

Weapon: Judicator

If Noxus uses the **CHARGE SHOT** with the **JUDICATOR**, its shots freeze the target.



Kanden

Weapon: Volt Driver

When a charged **VOLT DRIVER** strikes its target, the target's vision is temporarily distorted.



Spire

Weapon: Magmaul

The **MAGMAUL'S CHARGE SHOT** has a larger explosion that burns its target.



Sylux

Weapon: Shock Coil

The **SHOCK COIL** drains the target's energy.



Trace

Weapon: Imperialist

While using this weapon, Trace's body will be invisible as long as he remains stationary.

Items

Find the items placed across each stage and use them to your advantage. The items you can find differ depending on the game mode and rules you select.



Energy Balls (M: Blue, L: Yellow)

Restores ENERGY level.
(M: 60, L: 100)



Missile (S, L)

Restores MISSILE ammo.
(S: 5, L: 10)



UA / Universal Ammo (S, L)

Restores Sub-weapon ammo. Number restored depends on weapon.



Affinity Weapon

Earn the Hunter's preferred AFFINITY WEAPON.



Double Damage

Doubles attack power for a limited time.



Cloak

Turns your character invisible for a limited time.



Deathalt

Changes character to Alt-Form to quickly destroy its enemies by touching them.



Octolith

Take this back to the goal or base to earn points.

Hunters

SYLUX

Sylux is a resourceful tracker, and a deadly sharpshooter who harbours an intense hatred for the Galactic Federation, and in turn for Samus Aran for assisting the Galactic Federation in the past.

Alt-Form: Lockjaw



WEAVEL

This cybernetic warrior is part of a Space Pirate special unit. Badly injured in a past battle with Samus Aran, Weavel's body has been reconstructed and fused with a Power Suit. The rebuilt Weavel has become a formidable and ferocious warrior.



Alt-Form: Halfturret



TRACE

Trace is a Kriken, one of the most hated and feared races in the galaxy. His quest for ultimate power consumes him, and his every thought is bent toward bringing supremacy to the Krikens and honour to himself.



Alt-Form: Triskelion

KANDEN

A lab experiment gone awry, Kanden was created to be the ultimate soldier, immortal and relentless. He is a ferocious, deadly and dangerously unpredictable Hunter. To prove himself as the finest bounty hunter of them all, he now seeks to attain the ultimate power.

Alt-Form: Stinglarva



NOXUS

Noxus is a member of the Vhozon, a proud and reclusive race. He is determined to get the ultimate power first to prevent it from falling into the hands of lawbreakers or the unworthy.

Alt-Form: Vhoscythe



SPIRE

Spire is the sole remaining member of the Diamonds, an ancient silicon-based life-form. He hopes that finding the Alimbics' source of ultimate power and solving the mystery of their lost race will help him solve the mystery of his own.

Alt-Form: Dialanche



DS Wireless Communications (Single-Card Play)



Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

Nintendo DS system	One for each player
METROID PRIME HUNTERS Game Card	One

Connection Procedures

Host System:

1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the METROID PRIME HUNTERS Panel.
4. Now, follow the instructions on page 31.

Client System:

1. Turn the power on. The **Nintendo DS Menu Screen** will be displayed.
- NOTE:** Make sure the **Start-up Mode** of your system is set to MANUAL MODE.
For further details on how to set up the **Start-up Mode**, please refer to the Nintendo DS Instruction Booklet.
2. Touch DS DOWNLOAD PLAY. The **Game List Screen** will appear.
 3. Touch the METROID PRIME HUNTERS Panel.
 4. You will be asked to confirm your choice. Touch YES to download game information from the Host System.
 5. Now, follow the instructions on page 31.

DS Wireless Communications (Multi-Card Play)



Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need


Nintendo DS system	One for each player
METROID PRIME HUNTERS Game Card	One for each player

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the METROID PRIME HUNTERS Panel.
4. Now, follow the instructions on page 33.


Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function. **DO NOT** use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.



When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Nintendo DS Rumble Pak



**THIS GAME IS COMPATIBLE WITH THE NINTENDO DS™ RUMBLE PAK
(Model No.: NTR-008).**

The Nintendo DS Rumble Pak includes built-in features that rumble while you play, providing realistic feedback. The Nintendo DS Rumble Pak is not included. For information on purchase please contact the Nintendo Service Centre.

Please read the following before you play a game with the Nintendo DS Rumble Pak enabled.

1. Make sure the Nintendo DS system (NTR-001) is turned off.
2. Insert the Nintendo DS Rumble Pak into the Game Pak Slot (SLOT-2) on the front of the Nintendo DS system (the label should face toward the bottom) as you would insert a Game Boy Advance Game Pak.
3. Make sure to turn the power off before removing the Nintendo DS Rumble Pak.

The Nintendo DS Rumble Pak is the exclusive option cartridge of the Nintendo DS system. It will not work with any other game systems.

Troubleshooting

Nintendo DS Rumble Pak is making a sound

- When the Rumble Feature is on, the Nintendo DS Rumble Pak will make sounds during game play.

Does not rumble

- Make sure the Rumble Feature is turned on in the game. Please see page 12 for details on turning the Rumble Feature on and off.
- Make sure the edge connectors of the Nintendo DS Rumble Pak and the Nintendo DS system (SLOT-2) are not dirty.

Does not stop rumbling

- Make sure the edge connectors of the Nintendo DS Rumble Pak and the Nintendo DS system (SLOT-2) are not dirty.

If the Nintendo DS Rumble Pak still does not work properly after following these troubleshooting measures, please contact the Nintendo Service Centre.

Please also read the instruction booklet included with the Nintendo DS Rumble Pak.

Credits



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Richard Vorodi

Wi-Fi Game Design / Project Coordination

Wing S. Cho

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Hiroto Alexander

Technical Programming Lead

Colin Reed

Programming Lead / Multiplayer Game Design

Jonathan Johnson

AI Programming

David Devaty

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Audio Programming

Rory Johnston

Network / Multiplayer Programming

Cory O'Regan

Jonathan Bryant

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Tools Department Lead

Satoru Hosogai

World Editor Tool

Alexander Van Berg

Menu Tool

Clark Morse

Corey Ross

Art Director / Multiplayer Game Design

Michael Harrington

Special Effects

Edward Barkley

Environment Lead

Alain Schneuwly

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Environment / Game Objects

Edward Sherman

Character Modelling / Animation Lead

David Lee Phemister

Character Modelling / Animation

Oscar Nebres

Mark Trono

UI Design / Art

Nicholas Trahan

Promotional Art / Package Design

Kunitake Aoki

In-Game Camera Sequences

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Special Thanks

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Product Testing Manager

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Special Thanks

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NOE Wi-Fi Team

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The PEGI age rating system:

Age rating categories:



Note: There are some local variations!

Content descriptors:



BAD LANGUAGE



DISCRIMINATION



DRUGS



FEAR



SEXUAL CONTENT



VIOLENCE



Nintendo®