Wii

METROID
PRIME
TRILOGY

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**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT AND THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY.
THESE CONTAIN IMPORTANT HEALTH AND SAFETY INFORMATION.**

60Hz (480i) Mode
60Hz mode (unlike 50Hz mode) is not supported by every TV.
On TVs that support 60Hz mode (PAL60 compatibility) this game can be displayed at 60Hz for a clearer display with higher quality.
You can enable 60 Hz mode in your Wii console's System Settings (Screen).

EDTV / HDTV (480p) – Progressive Scan
Progressive Scan is an enhanced display mode that enables the Wii console to present the best possible visual quality. Most high definition TVs and some standard definition TVs support Progressive Scan (480p). To determine whether your TV supports Progressive Scan (480p) consult the user's manual of your TV or contact the manufacturer.
You can enable this mode in your Wii console's System Settings (Screen).

NOTE: EDTV / HDTV (480p) requires the use of a Wii Component AV Cable (sold separately).

DOLBY PRO LOGIC II
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Manufactured under license from Dolby Laboratories.
This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You need to enable "Surround" in the sound settings of the game console.

IMPORTANT LEGAL INFORMATION: This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software.

Nintendo

METROID PRIME TRILOGY

Samus Aran
One of the most skilled bounty hunters in the galaxy.

Nintendo is proud to present the METROID PRIME™ TRILOGY, a definitive collector's edition of all three Metroid Prime titles and the conclusion of this groundbreaking first-person adventure series. It's now possible to experience all three titles using the immersive first-person perspective controls developed for the Wii™. As an added bonus, this edition also comes with a METROID PRIME™ TRILOGY Concept Art & History insert, showcasing outstanding concept artwork from the series alongside a specially written synopsis of the trilogy, exclusively available here, to provide further insight into Samus's story as told in the Metroid Prime series.

Contents

Wii Menu Update
Please note that when first loading the Disc into the Wii console, the console will check if you have the latest version of the **Wii Menu**, and if necessary a **Wii Menu Update Screen** will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the Disc.
When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the Wii Menu.

1. Insert the Metroid Prime™ Trilogy Disc into the Disc Slot. The Wii console will switch on. The **Health and Safety Screen**, as shown here, 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.

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

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

4. The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button. The **Title Screen** will be displayed.

Caution - Wrist Strap Use

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play. Also remember the following:

• Make sure all players put on the wrist strap properly when it is their turn.
• Do not let go of the Wii Remote during game play.
• Dry your hands if they become moist.

• Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
• Stay at least one metre (three feet) from the television.

Further information regarding health and safety as well as the setup and operation of accessories compatible with this software can be found in the in the relevant sections of the Wii Operations Manual as detailed below.

Nunchuk Neutral Position Reset	Wii Operations Manual – System Setup "Components"
Wii Remote Configurations	Wii Operations Manual – System Setup "Using the Wii Remote"
Synchronising your Wii Remote with the Wii console	Wii Operations Manual – System Setup "Synchronising your Wii Remote with the Wii console"
60 Hz (480i) Mode / EDTV / HDTV (480p) Mode	Wii Operations Manual – Channels & Settings "Wii Settings and Data Management"

The in-game language depends on the one that is set on your Wii console. This game includes five different language version: 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 – Channels & Settings.

Select Game

Press the A Button on the **Title Screen** to display the screen shown on the right. To play from the beginning of the game select an empty slot, or to continue a previous game, point at a slot that contains a save file, then press the A Button. You will go to the **Main Menu**.

New Game	Select a Mii character saved in the Wii console, and create a new save file. (Or you can select one of the preset Mii characters included with the game.) When this is complete, you will go back to the **Game Select Screen**.
Copy Slot	You can copy a saved file to an empty slot. However, please note that your Friend Vouchers and Friend Credits (page 6) will not be copied.
Erase Slot	You can also select a save file to delete. Please note that deleted files cannot be recovered, so be careful.

Main Menu

Start Single Player

This mode is played by one person, progressing through the story. When playing for the first time, select NORMAL or VETERAN for the difficulty level. If you have already saved, you can continue from your previous game.

• Metroid Prime™ (see page 8)
• Metroid Prime™ 2 Echoes (see page 20)
• Metroid Prime™ 3: Corruption (see page 33)

Play Metroid Prime 2 Echoes Multiplayer

This mode (page 47) can be enjoyed by two to four players. To play the game in this mode, you will need a Wii Remote and a Nunchuk for each person playing.

Options

You can adjust the games' settings here. Select from one of the menus shown on the following pages to alter the settings. Select DEFAULTS to return to the initial settings. When you return to the **Main Menu**, the game will automatically save any changes that you have made to the settings.

Controls

Sensitivity	This sets the level of how quickly your viewpoint (camera angle) will change when you move the pointer around on screen. Please select one of the following three settings.
	Basic Your viewpoint doesn't move unless you point at the edge of the screen.
	Standard Your viewpoint is more responsive to movement of the pointer.
	Advanced Your viewpoint will change with only slight movements of the pointer.
Lock On/Free Aim	This sets whether you can move where you aim while locked on. The initial setting is ON, and your aiming cursor will move while locked on.
Rumble	This turns the Wii Remote's vibration function ON/OFF.
Swap Jump/Fire	This swaps the button you use for firing beams with the button for jumping.
Swap Visor and Beam/Hyper	This swaps the button you use for switching visors (page 12) with the button for switching beams (page 11) and activating hypermode (page 45).

Display

Brightness	This sets the brightness of the screen from 0 (dark) to 100 (bright).
HUD Lag	This sets whether to allow the visor frame to swing with your movement.
Hint System	This sets whether to display hints using the map.
Bonus Credit Messages	This sets whether you receive an on-screen message notifying you of any credits or vouchers you obtain.

Sound

Sound FX	This sets the volume of sound effects from 0 (silent) to 100 (maximum).
Music	This sets the volume of the music from 0 (silent) to 100 (maximum).
Speech	This sets the volume of the voices in METROID PRIME™ 3: CORRUPTION from 0 (silent) to 100 (maximum).

Extras

Select EXTRAS from the **Main Menu** to enjoy various bonuses by spending credits in each of the galleries.

Concept Gallery	View concept art or storyboard art content.
Bonus Gallery	Obtain special prizes and view dioramas.
Soundtrack Gallery	Listen to music from the games.
Friend Vouchers	You can send Friend Vouchers that you obtain during the game to friends registered on your Wii console. Only players who have the PAL version of METROID PRIME™ TRILOGY can receive them (see details on the following page).
Configure WiiConnect24™	Select YES to inform friends registered on your Wii console that you have this software.

Bonus Gallery

Some of the prizes you obtain in the **Extras** menu can be enjoyed within the game.

Screen-Shot Tool	Press up on the ✚ Control Pad to capture a photograph of the screen. Screen-shots will automatically be posted on the Wii Message Board. Please note that if you post too many screens, the Wii Message Board data will fill up quickly, and old messages will be deleted. Delete unwanted data on the **Wii Menu**. **Note:** For details about the Wii Message Board, please see the Wii Operations Manual – Channels & Settings.
Metroid Prime only: Fusion Suit	Samus's suit will change into the Fusion Suit, which first appeared in METROID™ FUSION.
Metroid Prime 3 only: Ship Bumper Stickers	If there is save data for certain games in the Wii console, stickers for those games will be stuck onto the hull of the Gunship.
Metroid Prime 3 only: Mii Bobblehead	A bobblehead doll of the Mii character selected for the save file will appear inside Samus's Gunship.

About Credits

When certain conditions are met within the game, you will obtain credits and Friend Vouchers like those shown below. You can exchange credits for bonuses in Extras on the **Main Menu**.

Friend Voucher

Metroid Prime

Orange Credit   Silver Credit

Metroid Prime 2

Purple Credit   Silver Credit

Metroid Prime 3

Blue Credit   Gold Credit   Red Credit

About the Friend Vouchers You Receive

You can exchange the Friend Vouchers you receive from friends for Friend Credits. If you receive Friend Vouchers, the number of vouchers you received will be displayed after you select a save file, so select the number of vouchers you want to exchange for credits. You can spend Friend Credits as you would regular credits.

Note: After you have decided the number of Friend Vouchers you want to send, or to convert to Friend Credits, the game will automatically save.

Friend Credit

About the Mii Character

A Mii character is personal data you can save in the Wii console, which you will use in the save file in this software. Even if you select ERASE SLOT on the **Game Select Screen** and delete this file, the Mii character saved on the Wii console will not be deleted. Conversely, if the Mii character in the Wii console is deleted, you will need to register a new Mii character in this software.

METROID PRIME™

In the year 20X5 of the Cosmic Calendar, a Galactic Federation research ship on its way back to base was attacked by Space Pirates and completely annihilated. The ship had been carrying several Metroid specimens — mysterious life-forms which had been discovered on the planet SR388. The Metroids were taken to a Space Pirate stronghold on the planet Zebes.

The Galactic Federation tasked a skilled bounty hunter named Samus Aran with the complete annihilation of the Space Pirates and the Metroids. Samus infiltrated the base on Zebes alone, and after a bitter struggle, she destroyed Mother Brain, the mechanical life form that controlled the planet, and completed the mission. It seemed that the Space Pirates' plans had been foiled...

Metroid

A floating life-form that multiplies when exposed to beta-rays, then attaches to other living things and sucks the energy from them.

However, not all the Space Pirates had been wiped out by Samus. Some had slipped away in a spaceship that had been in orbit around the planet Zebes.

They divided into two camps, with one camp returning to Zebes to begin rebuilding their facility, and the other going out to search for a new planet with powerful energy resources. It was this latter group that detected a powerful energy signature on the planet Tallon IV.

On this planet, they discovered many ruins bearing evidence of the Chozo civilization. Before long, they found pulses of energy emanating from a meteor sealed beneath the Chozo temple ruins.

The substance of this meteor, called Phazon, had a peculiar capacity to mutate. The Space Pirates who identified that characteristic began to experiment, mutating the life forms of Tallon IV via Phazon. At the same time, to obtain the meteorite thought to be the Phazon core, they tried to breach the area beneath the temple. However, they were thwarted by a riddle that locked away the inner sanctum.

And now, the radar on Samus's Gunship identifies the ship of the Space Pirates in orbit above Tallon IV...

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Controls

METROID PRIME™ is played with a combination of the Nunchuk and the Wii Remote. You will be able to use the controls shown in red as the game progresses.

You cannot use the Nintendo GameCube® Controller to operate this game.
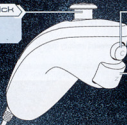
Nunchuk™

Control Stick
- Move
- (Pause Screen) Select item

C Button (C)
- Turn into Morph Ball / Change back

Z Button (Z)
- Lock on / Fix viewpoint
- (In Scan Visor mode) Scan
- Grapple Beam
- (In Morph Ball form) Spider Ball

Wii Remote™

+ Control Pad
- Take screen-shot
- Shoot missile
- (Press and hold the A Button until completely charged) Charge Combo
- (In Morph Ball form) Power Bomb

– Button
- (Press and hold) Switch visor

HOME Button
- Display HOME Menu

1 Button
- Display Map Screen

2 Button
- Display Pause Screen

Pointer
- Aim / Move viewing angle

B Button (B)
- Cancel
- Jump
- (During jump) Space Jump
- (In Morph Ball form) Boost Ball

A Button (A)
- Confirm item
- Shoot beam
- (Press and hold) Charge beam
- (In Morph Ball form) Morph Ball Bomb

+ Button
- (Press and hold) Switch beam

Pointing
Aiming the Wii Remote at the screen is known as "pointing". In this game, aiming and changing the viewing angle are done by pointing.

Flicking the Wii Remote
If you have the Morph Ball Bomb ability, flick the Wii Remote upward to perform a jump while in Morph Ball form.

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Move/Jump/Space Jump

Samus will move in the direction the Control Stick is tilted. Press the B Button to make Samus jump. During the jump, if you press the B Button again, Samus will then be able to Space Jump -- do a second jump in mid-air.

Aiming and Changing View

Use the Wii Remote to aim beams and missiles at wherever you are pointing. Point at the edge of the screen to move the viewing angle in that direction.

Note: Select SENSITIVITY in the **Controls Menu** to alter the movement sensitivity (page 6).

Targeting Reticule

Locking on

You can lock on to nearby enemies and focus your field of vision by pressing and holding the Z Button. To cancel the lock-on, let go of the Z Button. Set the Lock On / Free Aim setting (page 6) to OFF to have your beams and missiles (page 11) head towards the enemy.

Aiming during Lock-on

When Lock On / Free Aim is set to ON (the default setting), you'll be able to freely aim the Arm Cannon during lock-on. Beams will then fire wherever you aim, but missiles will still track the target you have locked onto.

Moving during Lock-on

If you tilt the Control Stick while locked onto an enemy, you can move while still remaining focused on the target of the lock-on. When locked-on, tap the B Button while tilting the Control Stick left or right to perform a quick sidestep.

Beams

Shoot beams with the A Button. Press and hold the A Button to charge, then let go to shoot the Charge Beam. While charging, you can pull in energy orbs and ammo.

Switching Beams

Press and hold the + Button to open the **Beam Select Screen**. Move the pointer over the beam you want to select and let go of the + Button.

Note: When using beams other than the Power Beam, you can switch back to the Power Beam by tapping the + Button.

	Power Beam	You can use this beam from the beginning. A single shot is not very powerful but you can fire rapidly.
	Ice Beam	This beam can stop some enemies by freezing them. It has a slower rate of fire, but each shot is more powerful than the Power Beam.
	Wave Beam	The Wave Beam fires three oscillating waves of energy, which will home in on the enemy you are locked onto. Enemies hit by this beam may get an electric shock and be unable to move.
	Plasma Beam	This beam launches streams of molten energy. It can set some enemies on fire, and sometimes it can melt ice, but it has a short range.

Missile Launcher

If you press down on the ✚ Control Pad, you can fire missiles. If you lock onto the enemy and shoot a missile, it will home in on the enemy. When you fire, your stock of missiles goes down.

Charge Combo

As the game progresses and you obtain the Charge Combo for each beam, you will be able to combine missiles with the beams you are using to launch a very powerful attack. Charge the beam fully by pressing and holding the A Button, then press down on the ✚ Control Pad while keeping hold of the A Button. The performance of the Charge Combo and the number of missiles it consumes will vary according to the beam you are using.

Charge Combo Name	Corresponding Beam	Missiles Consumed
Super Missile	Power Beam	5 missiles
Ice Spreader	Ice Beam	10 missiles
Wavebuster	Wave Beam	10 at launch + more consumed while holding down the A Button or down on ✚ Control Pad
Flamethrower	Plasma Beam	

Grapple Beam

When you use the Grapple Beam, you will be able to latch onto a Grapple Point, gain momentum and fly through the air. Press and hold the Z Button to automatically launch the beam and swing from a Grapple Point. Release the Z Button to let go of the Grapple Point. Time this well so you can fly as far as possible through the air.

Grapple Point

Visors

There are four visors that Samus can use. Each visor functions differently. Try to utilise the special characteristics of each one as you search the planet and fight enemies.

Visor Select Screen

To change the visor, press and hold the – Button, point at the visor you want to use, and let go of the – Button. Use the specific functions of each visor to help you progress through the game.

Note: When visors other than the Combat Visor are equipped, you can change back to the Combat Visor by tapping the – Button or, with some visors, the A Button.

Scan Visor

Thermal Visor

Combat Visor

X-Ray Visor

Combat Visor

The standard visor. You will use this mainly during battle.

Scan Visor

This visor reads information from creatures or computer terminals and collects data. You cannot use weapons while you are using the Scan Visor.

Scan Targets

Important targets are displayed in red, and other targets are displayed in orange. Faded targets indicate a target has already been scanned.

Aim Cursor

You can scan creatures or various substances that are caught within this cursor.

Scanning

With the target caught within the aim cursor, press and hold the Z Button to scan. Some devices can be activated by scanning. Also, when particularly important items are scanned, they are recorded in the Log Book (page 18).


Thermal Visor

This can detect the temperature of your surroundings. You may be able to see the locations or weaknesses of some enemies that you can't detect with the Combat Visor. It may also show you areas where the temperature is abnormal.
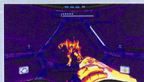
X-Ray Visor

This allows you to see through walls and find hidden passages or invisible objects. It is also possible to use it to see enemies that use optical camouflage to make themselves invisible.
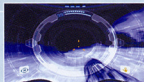
Morph Ball

If you press the C Button, Samus will roll up into a ball and will be able to get through narrow passages, such as air vents or hidden passages. To change back, press the C Button again.

Energy Gauge
(Page 16)

Remaining Power Bombs
This is the current number of Power Bombs.

Number of bombs set
You can set up to 3 at a time.

Bomb

Morph Ball Bombs

You can set bombs with the A Button and damage your enemies with the blast or destroy certain floors or walls. The force of the blast can also be used to make the Morph Ball jump into the air.
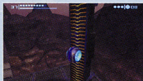
Spring Ball

If you have the Morph Ball Bomb ability, flick the Wii Remote upward to perform a jump while in Morph Ball form.

Boost Ball

Once you have obtained the Boost Ball ability, press and hold the B Button to charge the ability, and then release the B Button to give a boost to the Morph Ball's speed. Note that the longer you hold the B Button, the faster your boost will be.

Spider Ball

After you have obtained the Spider Ball ability, press and hold the Z Button to magnetically attach the Morph Ball to certain magnetic tracks. Tilt the Control Stick to move along the tracks.
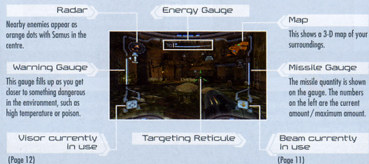
Power Bomb

After finding the Power Bomb, press down on the ✛ Control Pad to use a more powerful bomb. Power Bombs deal increased damage to enemies over a wider area. When you use a Power Bomb, your stock of Power Bombs is reduced by one.

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Screen Layout (when using Combat Visor)

This is the basic screen layout when you're using the Combat Visor (page 12). The **Map Screen** (page 17) is displayed with the 1 Button, and the **Pause Screen** (page 18) is displayed with the 2 Button.
Note: The screen layout may change depending on equipped items and Samus's status.

Radar
Nearby enemies appear as orange dots with Samus in the centre.

Energy Gauge

Map
This shows a 3-D map of your surroundings.

Warning Gauge
This gauge fills up as you get closer to something dangerous in the environment, such as high temperature or poison.

Missile Gauge
The missile quantity is shown on the gauge. The numbers on the left are the current amount / maximum amount.

Visor currently in use
(Page 12)

Targeting Reticule

Beam currently in use
(Page 11)

Lock-on Cursor & Target Scope

When you get close to an object or enemy that you can lock onto, the lock-on cursor will appear. When you lock on, the cursor will change to the target scope.

Lock-on cursor

Target scope

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Reading the Energy Gauge

The energy gauge shows the remaining energy of the life support system of Samus's suit. You can restore energy by obtaining items such as energy orbs or by using a Save Station or Samus's Gunship.

Energy Tank

One of these completely fills the energy gauge. A square is added each time you obtain an additional Energy Tank.

Energy Gauge

The number on the left is the current energy level. It goes down when you take damage, and when it reaches 0, one Energy Tank will be empty.

Game Over

The game is over when all Energy Tanks are empty and the energy gauge is at 0. To start from the last place you saved, select YES with the Control Stick or + Control Pad, and confirm with the A Button. If you select NO, you'll go back to the **Title Screen**.

Saving

You can save the game's progress by stepping onto a Save Station or Samus's Gunship. In order to save, you will need two available blocks in the Wii System Memory. Please note that once data is overwritten, it cannot be recovered, so please be careful.

Note: For information on how to delete files within the Wii System Memory, please see the Wii Operations Manual – System Setup.

Save Stations

Save Stations are installed in many locations. In addition to being able to save your status, you can also restore your energy, so try to save as often as possible.

Gunship

The Gunship is Samus's vehicle. In addition to being able to save your progress, you can also restore energy, missiles and Power Bombs here.

Map Screen

Press the 1 Button to display a map of the current area. The places you have visited so far will be displayed in orange. On the **Map Screen**, press the A Button to display the world map and check which parts of the world you have visited so far. Additionally, if you download a map at the Map Station in each area, the areas you have not visited yet will appear in blue.

Area Map

World Map

(A)

Map icons

Items displayed with ??? will be revealed as the game progresses.

Samus's current location

Samus is facing in the direction of the arrow.

Map Screen Controls

◎	Rotate map
Z + ◎	Scroll map
+	Zoom in
−	Zoom out
A	Switch between area map and world map
2	Switch display of icon and controls explanations
B / ①	Return to game

About Doors

There are various doors in each area. If you shoot the corresponding beam or missile at the door, you can unlock it and open it. Once a door with a Blast Shield has been unlocked with a missile, it will change to a blue door.

Press the 2 Button to display the **Pause Screen**. Use the **+Button** and the —Button to switch between the **Inventory Screen**, the **Log Book Screen** and the **Options Screen**. Use the Control Stick or ✛ Control Pad to select and press the A Button to confirm.

Menus

Inventory

This allows you to check and read explanations about Samus's equipment. First, select an equipment type shown on the left and press the A Button to confirm. Then select a piece of equipment from the list on the right.

Equipment type   Equipment list

Item acquisition rate
and scan rate

Explanation
Tilt the Control Stick up and down to switch between pages.

Equipment Types

Arm Cannon	Samus's various beams (page 11).
Morph Ball	Info on Morph Ball abilities (page 14).
Suits	Info on Power Suit upgrades and Energy Tanks.
Visors	Samus's various visors (page 12).
Secondary Items	Other equipment, such as missiles, Charge Combos (page 11).

Log Book

This allows you to check the information you scanned (page 12). Select a type of information shown on the left and press the A Button to confirm. Then select a piece of information from the list on the right.

Information type   Information list

Chozo Artifact information
Chozo Artifacts that have been acquired are displayed in orange.

Explanation
Tilt the Control Stick up and down to switch between pages.

Pirate Data	Data you deciphered that was encrypted by the Space Pirates.
Chozo Lore	Messages left by the Chozo.
Creatures	Information about enemies. Some of them allow you to check their weaknesses.
Research	Information about planets, devices and items. You can also check the effects of the items.
Artifacts	Information that allows you to view hints for finding Chozo Artifacts or verify the Chozo Artifacts you have already acquired.

About the Chozo Artifacts

Chozo Artifacts are special relics left by the Chozo. If you scan a hologram somewhere, you will be able to get hints on the whereabouts of each Chozo Artifact.

Options

The settings are the same as the **Options Menu** (page 6) you can select on the **Main Menu**, but on this screen, there is also an option for adjusting your visor. Also, if you select QUIT GAME, the game will end and you will go back to the **Title Screen**.

Note: If you select QUIT GAME, any progress since your last save will be lost, so please be careful.

Visor Options

Helmet Opacity	This sets the transparency of the helmet displayed on the screen from 0 (transparent) to 100 (solid).
HUD Lag	This switches whether you allow the visor frame to swing with your movement.
Visor Opacity	This sets the transparency of the visor's information display from 0 (transparent) to 100 (solid).

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Once, long ago, a race of creatures the Luminoth settled on the planet Aether. For a time, they lived in a peaceful era, but soon, it became clear that the planet's energy was being depleted. To survive this danger, the Luminoth built Energy Controllers in three areas and linked them to their Great Temple. Eventually, the risk passed, and the Luminoth once again thrived in an era of peace and prosperity.

However, the peace did not continue for long. A meteor crashed into Aether. The explosion and the energy from the meteor opened up a dimensional rift in the planet, spawning a second planet that existed in a different dimension. It was a similar world to Light Aether — they called it Dark Aether, and an evil race of dark creatures the Luminoth called Ing ventured forth, spreading violence.

The Ing were able to fight in the light world by possessing the creatures of Light Aether. The Luminoth were unable to fight in the noxious gases on Dark Aether. Eventually, they were driven away.

▶ Luminoth

The planet's energy was divided between the two worlds (Light Aether and Dark Aether), and if all of the energy was collected by Light Aether, Dark Aether would be extinguished. The Luminoth, who had realised this fact, made a plan to take all of the energy from Dark Aether, and counterattack. However, the plan failed, and the Energy Transfer Module they developed was taken from them.

The Ing began to take the energy from all of the temples of the Luminoth except for the Great Temple, putting the lives of the Luminoth and the existence of Light Aether in a precarious state.

At this critical time, a Federation ship chased a Space Pirate vessel onto the surface and engaged them. However, contact with the Federation forces was soon lost. The Federation dispatched Samus Aran to investigate...

▶ Ing

METROID PRIME™ 2 ECHOES is played with a combination of the Nunchuck and the Wii Remote. You will be able to use the controls shown in red as the game progresses.

> You cannot use the Nintendo GameCube® Controller to operate this game.

▶ Nunchuk

Control Stick
- **Move**
- **(Pause Screen)** Select item

C Button (C)
- Turn into Morph Ball / Change back

Z Button (Z)
- Lock on / Fix viewpoint
- (In Scan Visor mode) Scan
- **Grapple Beam**
- **(In Morph Ball form) Spider Ball**

▶ Wii Remote

+ Control Pad
- Take screen-shot
- Shoot missile
- (Press and hold) Seeker Missile
- (Press and hold the A Button until completely charged) Charge Combo
- (In Morph Ball form) Power Bomb

Pointer
- Aim / Move viewing angle

B Button (B)
- Cancel
- Jump
- (During jump) Space Jump
- **(During Space Jump) Screw Attack**
- **(After Space Jump in water) (Press and hold) Gravity Boost**
- (In Morph Ball form) Boost Ball

– Button
- (Press and hold) Switch visor

HOME Button
- Display HOME Menu

1 Button
- Display Map Screen

2 Button
- Display Pause Screen

A Button (A)
- Confirm item
- Shoot beam
- (Press and hold) Charge beam
- (In Morph Ball form) Morph Ball Bomb

+ Button
- (Press and hold) Switch beam

Pointing and Flicking the Wii Remote
Please see page 9 for details.
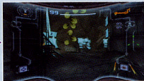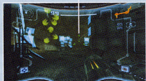
Samus's Actions

Move/Jump/Space Jump

Samus will move in the direction the Control Stick is tilted. Press the B Button to make Samus jump. During the jump, if you press the B Button again, Samus will then be able to Space Jump – do a second jump in mid-air.

Aiming and Changing View

Use the Wii Remote to aim beams and missiles at wherever you are pointing. Point at the edge of the screen to move the viewing angle in that direction. Select SENSITIVITY in the **Controls Menu** (page 6) to alter the movement sensitivity (page 6).

Targeting Reticule

Locking on

You can lock on to nearby enemies and focus your field of vision by pressing and holding the Z Button. To cancel the lock-on, let go of the Z Button. Set the Lock On / Free Aim setting (page 6) to OFF to have your beams and missiles (page 23) head towards the enemy.

Aiming during Lock-on

When Lock On / Free Aim is set to ON (the default setting), you'll be able to freely aim the Arm Cannon during lock-on. Beams will then fire wherever you aim, but missiles will still track the target you have locked onto.

Moving during Lock-on

If you tilt the Control Stick while locked onto an enemy, you can move while remaining focused on the target of the lock-on. When locked-on, tap the B Button while tilting the Control Stick left or right to perform a quick sidestep.

Beams

Shoot beams with the A Button. Press and hold the A Button to charge, then let go to shoot the Charge Beam. While charging, you can pull in energy orbs and ammo.

Switching Beams

Press and hold the + Button to open the Beam Select Screen. Move the pointer over the beam you want to select and let go of the + Button.
Note: When using beams other than the Power Beam, you can switch back to the Power Beam by quickly tapping the + Button.

	Power Beam	You can use this beam from the beginning. A single shot is not very powerful but you can fire rapidly.
	Dark Beam	This is a slower shot, but effective against light-side enemies. This beam uses Dark Beam Ammunition.
	Light Beam	This is a short-range weapon. However, this weapon is effective against dark enemies. This beam uses Light Beam Ammunition.
	Annihilator Beam	This is a powerful beam that consumes both Light Beam and Dark Beam Ammunition. It is effective against all enemies, and although the speed is slower, it has a homing function.

Missile Launcher

Press down on the + Control Pad to fire missiles. If you lock onto the enemy and shoot a missile, it will home in on the enemy. When you fire, your stock of missiles goes down.

Seeker Missiles

After obtaining this ability, you can fire missiles at up to five targets simultaneously. Press and hold down on the + Control Pad, then point at the targets to automatically lock onto them with a targeting scope. Let go of the + Control Pad to fire missiles at all selected targets.

Target Scope
Displayed on the targets you've locked onto.

Charge Combo

As the game progresses and you obtain the Charge Combo for each beam, you will be able to combine missiles with the beams you are using to launch a very powerful attack. Charge the beam by pressing and holding the A Button, then press down on the + Control Pad while keeping hold of the A Button. The performance of the Charge Combo and the number of missiles or beam ammunition it consumes will vary according to the beam you are using.

Charge Combo Name	Corresponding Beam	Missiles/Ammo Consumed
Super Missile	Power Beam	5 missiles
Darkburst	Dark Beam	5 missiles, 30 rounds of Dark Beam Ammunition
Sunburst	Light Beam	5 missiles, 30 rounds of Light Beam Ammunition
Sonic Boom	Annihilator Beam	5 missiles, 30 rounds of Dark Beam Ammunition, 30 rounds of Light Beam Ammunition

Grapple Beam

When you use the Grapple Beam, you will be able to latch onto a Grapple Point, gain momentum and fly through the air. Press and hold the Z Button to automatically launch the beam and swing from a Grapple Point. Release the Z Button to let go of the Grapple Point. Time this well so you can fly as far as possible through the air. You can also fire beams with the A Button while hanging from a Grapple Point.

Grapple Point

Screw Attack

After executing Space Jump, press the B Button repeatedly with the correct timing to initiate and perform Screw Attack (up to a maximum of 6 times). Screw Attack deals damage to enemies and allows you to climb while jumping off certain walls.

Gravity Boost

After doing Space Jump in water, press and hold the B Button and you will be able to rise up through the water for a fixed time.

Visors

There are four visors that Samus can use. Each visor functions differently. Try to utilise the special characteristics of each one as you search the environment and fight enemies.

Visor Select Screen

To change the visor, press and hold the – Button, point at the visor you want to use, and let go of the – Button. Use the specific functions of each visor to help you progress through the game.
Note: When visors other than the Combat Visor are equipped, you can change back to the Combat Visor by tapping the – Button or, with some visors, the A Button.

Scan Visor

Dark Visor

Combat Visor

Echo Visor

Combat Visor

The standard visor. You will use this mainly during battle.

Scan Visor

This visor reads information from creatures or computer terminals and collects data. You cannot use weapons while you are using the Scan Visor.

Scan Targets

Important targets are displayed in red, and other targets are displayed in blue. Green indicates a target has already been scanned.

Aim Cursor

You can scan creatures or various substances that are caught within this cursor.

Scanning

With the target highlighted with the aim cursor, press and hold the Z Button to scan. Some devices can be activated by scanning. Also, when particularly important items are scanned, they are recorded in the Logbook (page 32).

Dark Visor

This visor will allow you to see objects and creatures that exist in the dimensional rift that can't be seen with the naked eye. Targets, such as creatures, will be displayed in red.
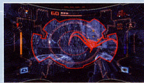
Echo Visor

This visor allows you to visualize sound waves. You will be able to see and learn the locations of objects and creatures emitting sound waves.

Morph Ball

If you press the C Button, Samus will roll up into a ball and will be able to get through narrow passages, such as air vents or hidden passages. To change back, press the C Button again.

Energy Gauge
(Page 27)

Number of bombs set
You can set up to 3 at a time.

Remaining Power Bombs
This is the current / maximum number of Power Bombs.

Bomb

Morph Ball Bombs

You can set bombs with the A Button, and damage your enemies with the blast or destroy floors or walls. The force of the blast can also be used to make the Morph Ball jump into the air.

Spring Ball

If you have the Morph Ball Bomb ability, flick the Wii Remote upward to perform a jump while in Morph Ball form.

Boost Ball

If you have the Boost Ball ability, press and hold the B Button to charge the ability, and then release the B Button to give a boost to the Morph Ball's speed. Note that the longer you hold the B Button, the faster your boost will be.

Spider Ball

After you have obtained the Spider Ball ability, press and hold the Z Button to magnetically attach the Morph Ball to certain tracks. Tilt the Control Stick to move along the tracks. Let go of the Z Button to release the Morph Ball from the tracks.

Also, you can launch off the tracks using the Boost Ball ability.
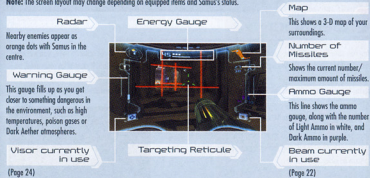
Power Bomb

After finding the Power Bomb, press down on the ✚ Control Pad to use a more powerful bomb. Power Bombs deal major damage to enemies over a wider area. When you use a Power Bomb, your stock of Power Bombs is reduced by one.

Screen Layout (when using Combat Visor)

This is the basic screen layout you use when using the Combat Visor (page 25). The **Map Screen** (page 30) is displayed with the 1 Button, and the **Pause Screen** (page 31) is displayed with the 2 Button.
Note: The screen layout may change depending on equipped items and Samus's status.

Radar
Nearby enemies appear as orange dots with Samus in the centre.

Energy Gauge

Map
This shows a 3-D map of your surroundings.

Number of Missiles
Shows the current number/ maximum of missiles.

Ammo Gauge
This line shows the ammo gauge, along with the number of Light Ammo in white, and Dark Ammo in purple.

Warning Gauge
This gauge fills up as you get closer to something dangerous in the environment, such as high temperatures, poison gases or Dark Aether atmospheres.

Visor currently in use
(Page 24)

Targeting Reticule

Beam currently in use
(Page 22)

Lock-on Cursor & Target Scope

When you get close to an object or enemy that you can lock onto, the lock-on cursor will appear. When you lock on, the cursor will change to the target scope.

Lock-on cursor   **Target scope**

Reading the Energy Gauge

The energy gauge shows the remaining energy of the life support system of Samus's suit. You can restore energy by obtaining items such as energy orbs or by using a Save Station or Samus's Gunship.

Energy Tank
One of these completely fills the energy gauge. A square is added each time you obtain an additional Energy Tank.

Energy Gauge
The number on the left is the current energy level. It goes down when you take damage, and when it reaches 0, one Energy Tank will be empty.

The game is over when all Energy Tanks are empty and the energy gauge is at 0. To start from the last place you saved, select YES with the Control Stick or ✚ Control Pad and confirm with the A Button. If you select NO, you'll go back to the **Title Screen**.

Saving

You can save the game's progress by stepping onto a Save Station or Samus's Gunship. In order to save, you will need two available blocks in the Wii System Memory. Please note that once data is overwritten, it cannot be recovered, so please be careful.

Note: For information on how to delete files within the Wii System Memory, please see the Wii Operations Manual – System Setup.

Save Stations

Save Stations are installed in many locations. In addition to being able to save your status, you can also restore your energy, so try to save as often as possible.

Gunship

The Gunship is Samus's vehicle. In addition to being able to save your progress, you can also restore energy, beam ammo, missiles and Power Bombs.

Two Worlds

The planet Aether is divided into two worlds, Light Aether and Dark Aether.
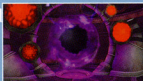
Light Aether

This is the world where the Luminoth race exists. It has been ravaged by the appearance of Dark Aether. The story starts when Samus lands here.

Portals

These are the doors that connect the two worlds. When you find and start up the Light and Dark portals, Samus will be able to travel between the two worlds.

Dark Aether

This is the mirror world of Light Aether, and the terrain is very similar. However, the atmosphere is toxic, and you can be damaged just by being there.

On Dark Aether, when you start up the Light Crystals or Light Beacons, a Safe Zone will be created in that area. In Safe Zones, you do not take damage from toxins in the atmosphere and you can restore energy as long as you don't take any damage from enemies.

Note: Safe Zones created with Light Beacons will disappear after a time. If that happens, reactivate the beacon to make the Safe Zone reappear.

Map Screen

Press the 1 Button to display a map of the current area. The places you have visited so far will be displayed in orange. On the **Map Screen**, press the A Button to display the world map and check which parts of the world you have visited so far. Press the 2 Button to switch between the Light Aether map and the Dark Aether map.

If you download a map at the Map Station in each area, the areas you have not visited yet will be displayed in blue.

Area Map

Map icons
Items displayed with ???? will be revealed as the game progresses.

World Map

Samus's current location
Samus is facing in the direction of the arrow.

Map Screen Controls

◎	Rotate map
Z + ◎	Scroll map
+	Zoom in
−	Zoom out
A	Switch between area map and world map
2	Switch between Light Aether map and Dark Aether map
C	Switch display of icon and controls explanations
B / 1	Return to game

About Doors

There are various doors in each area. If you shoot the corresponding beam or missile at the door, you can unlock it and open it. Once a door with a Blast Shield has been unlocked with a missile, it will change to a blue door.

Pause Screen

Press the 2 Button to display the **Pause Screen**. Use the Control Stick to select and press the A Button to confirm.

Menu

Inventory

This allows you to check Samus's equipment and read explanations about it. First, select an equipment type and press the A Button to confirm. Then select a piece of equipment.

Item acquisition rate and scan rate

Equipment image
You can enlarge by pressing down on the + Control Pad.

Equipment type
The blue gauge on the right shows the information acquisition rate for that category.

Explanation
Press the A Button to read through the explanation.

Equipment Types

Weapon Systems	All about beams (page 27) and missiles (page 23).
Morph Ball Systems	Info on Morph Ball upgrades (page 26).
Armor	Info on Power Suit upgrades.
Visors	All about Samus's visors (page 24).
Movement Systems	Equipment for moving, like Space Jump Boots.
Miscellaneous	Other equipment, such as the Energy Transfer Module and Energy Tanks (page 27).

This allows you to check the information you scanned (page 25). First, select a type of information and press the A Button to confirm. Then select a piece of information.
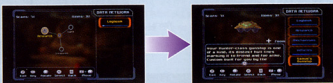
Information Types

|	
Lore	This allows you to check documents of the Luminoth or messages left by Federation troops or Space Pirates.
Creatures	This is data about the creatures you have scanned. It will also allow you to check the weaknesses of your opponents.
Research	This is information about various mechanisms or worlds.

Options

The settings here are the same as in the **Options Menu** (page 6) you can access on the **Main Menu**, but on this screen, there is also an option for adjusting your visor. Also, if you select QUIT GAME, the game will end and you will go back to the **Title Screen**.

Note: If you select QUIT GAME, any progress since your last save will be lost, so please be careful.

Visors Options

Helmet Opacity	This sets the transparency of the helmet displayed on the screen from 0 (transparent) to 100 (solid).
HUD Lag	This switches whether you allow the visor frame to swing with your movement.
Visor Opacity	This sets the transparency of the visor's information display from 0 (transparent) to 100 (solid).

Items

	Dark Beam Ammunition	Replenishes the Dark Beam with ammo. Replenishment will vary according to the size. These appear when you use the Light Beam to defeat enemies or destroy objects such as storage crates.
	Light Beam Ammunition	Replenishes the Light Beam with ammo. These appear when you use the Dark Beam to defeat enemies or destroy objects such as storage crates.

Six months have passed since the events on the planet Aether. A serious situation is unfolding within the Federation.

The Galactic Federation's computer network, which is made up of organic supercomputers known as Aurora Units, has suddenly and completely become corrupted with something like a virus.

The network is shut down, and during the investigation of the cause, it becomes clear that the situation is larger than this isolated incident.

About four months ago, the Federation spaceship Valhalla was attacked by Space Pirates and went missing, and the Aurora Unit 313 on board the Valhalla was taken. The virus was transmitted from this Aurora Unit, infecting other Aurora Units one by one.

If the Space Pirates attack while the network is down, the Federation will take considerable damage. To restore the network as quickly as possible, the Federation urgently assembles bounty hunters on the Federation flagship Olympus.

While the situation is being explained to the bounty hunters, the Federation is viciously assaulted by the dreaded Space Pirates. Samus and the bounty hunters who were headed to the planet Norion must protect the Federation base, which appears to be the main target. They know that an object like a giant meteor, called a Leviathan, is coming to the planet. If the Leviathan hits, Norion will be destroyed.

To avoid this danger, Samus and the bounty hunters must fight to restore the Federation's defence system that has been shut down by the pirates.

To top things off, the agent behind the attack is Dark Samus, thought to have been killed by Samus on planet Aether…
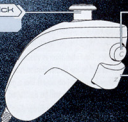
Controls

Metroid Prime™ 3: Corruption is played with a combination of the Wii Remote and Nunchuk. You will be able to use the controls shown in red as the game progresses.

You cannot use the Nintendo GameCube® Controller to operate this game.

Nunchuk

Control Stick
• Move

C Button
• Turn into Morph Ball / Change back

Z Button
• Lock on / Fix viewpoint
• (In Scan Visor mode) Scan
• (In Morph Ball form) Spider Ball
• (In Command mode) Send orders to Gunship
• **Note:** If you lock on to a Grapple Point and shake the Nunchuk, you will shoot the Grapple Beam.

Wii Remote

Pointer
• Aim / Move viewing angle
• (Pause Screen) Select item

+ Control Pad
• Take screen-shot
• Shoot missile
• (Press and hold) Seeker Missile

B Button
• Cancel
• Jump
• (During jump) Space Jump
• (During Space Jump) Screw Attack
• (In Morph Ball form) Boost Ball

– Button
• (Press and hold) Switch visor

HOME Button
• Display HOME Menu

A Button
• Confirm item
• Shoot beam
• (Press and hold) Charge beam
• (In Morph Ball form) Morph Ball Bomb

1 Button
• Display Pause Screen

2 Button
• Display hints or help
Note: Use this if you are stuck and can't progress any further.

+ Button
• (Press and hold) Start / End Hypermode

Pointing
Aiming the Wii Remote at the screen is known as "pointing". In this game, selecting items, aiming and changing the viewing angle are done by pointing.

Flicking the Wii Remote
Flick the Wii Remote upward to perform a jump while in Morph Ball form.

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Samus's Actions

Move / Jump / Space Jump

Samus will move in the direction the Control Stick is tilted. Press the B Button to make Samus jump. During the jump, if you press the B Button again, Samus will then be able to Space Jump – do a second jump in mid-air.

Aiming and Changing View

Use the Wii Remote to aim beams and missiles at wherever you are pointing. Point at the edge of the screen to move the viewing angle in that direction.
Note: Select SENSITIVITY in the **Controls Menu** to alter the movement sensitivity (page 6).

Targeting Reticule

Locking on

You can lock on to nearby enemies and focus your field of vision by pressing and holding the Z Button. To cancel the lock-on, let go of the Z Button. Set the Lock On/Free Aim setting (page 6) to OFF to have your beams and missiles (page 36) head towards the enemy.

Aiming during Lock-on

When Lock On/Free Aim is set to ON (the default setting), you'll be able to freely aim the Arm Cannon during lock-on. Beams will then fire wherever you aim, but missiles will still track the target you have locked onto.

Moving during Lock-on

If you tilt the Control Stick while locked onto an enemy, you can move while remaining focused on the target of the lock-on. When locked-on, tap the B Button while tilting the Control Stick left or right to perform a quick sidestep.

35

Beams

Shoot beams with the A Button. Press and hold the A Button to charge, then let go to shoot the Charge Beam. While charging, you can pull in energy orbs and missile ammo. When you get a new beam, the powers of the new beam will be added to those of the existing beams.

Power Beam

You can use this beam from the beginning. A single shot is not very powerful but you can fire rapidly.

Plasma Beam

Once you have obtained the Plasma Beam, you will be able to burn or melt some enemies and obstacles.

Nova Beam

Once you have obtained the Nova Beam, your beam will be able to penetrate obstacles made of certain materials. Combining this beam with the X-Ray Visor (page 39) allows you to defeat some enemies with a single shot.

Missile Launcher

Press down on the ✛ Control Pad to fire missiles. If you lock onto the enemy and shoot a missile, it will home in on the enemy. When you fire, your stock of missiles goes down.

Ice Missile

If you have the Ice Missile, when it hits some enemies whose life energy is down, you will be able to freeze them.

Seeker Missiles

After obtaining this ability, you can fire missiles at up to five targets simultaneously. Press and hold down on the ✛ Control Pad, then point at the targets to automatically lock onto them with a targeting scope. Let go of the ✛ Control Pad to fire missiles at all selected targets.

Target Scope
Displayed on the target you're locked onto.

Grapple Beam

As you proceed through the game you will acquire various abilities that will upgrade your Grapple Beam and allow you to perform new actions.

Grapple Lasso

Once you have the Grapple Lasso, you will be able to latch onto and pull items, like enemy shields and some hatches. When you lock on to a Grapple Point, shake the Nunchuk to shoot the beam. When the beam connects to the target, pull the Nunchuk back.

Grapple Point

Grapple Swing

Once you have the Grapple Swing ability, you will be able to swing from certain types of Grapple Point. Press and hold the Z Button to automatically launch the beam and swing from a Grapple Point. Release the Z Button to let go of the Grapple Point. Time this well so you can fly as far as possible through the air. You can also fire beams with the A Button while hanging from a Grapple Point.

Grapple Voltage

If you obtain the Grapple Voltage, after you shoot the Grapple Beam, you will be able to exchange energy with the target of the beam. After you shoot the beam, tilt the Control Stick up to send your energy to the target, and tilt it down to absorb energy from the target.

Screw Attack

After executing Space Jump, press the B Button repeatedly with the correct timing to initiate and perform Screw Attack (up to a maximum of 6 times). Screw Attack deals damage to enemies and allows you to climb while jumping off certain walls.

Visors

There are four visors that Samus can use. Each visor functions differently. Try to utilise the special characteristics of each one as you search the environment and fight enemies.

Visor Select Screen

To change the visor, press and hold the – Button, point at the visor you want to use, and let go of the – Button. Use the specific functions of each visor to help you progress through the game.

Note: When visors other than the Combat Visor are equipped, you can change back to the Combat Visor by tapping the – Button or, with some visors, the A Button.

Scan Visor

X-Ray Visor

Combat Visor

Command Visor

Combat Visor

The standard visor. You will use this mainly during battle.

Scan Visor

This visor reads information from creatures or computer terminals and collects data. You cannot use weapons while you are using the Scan Visor.

Scan Targets

Important targets are displayed in red, and other targets are displayed in blue. Green indicates a target has already been scanned.

Aim Cursor

You can scan creatures or various substances that are caught within this cursor.

Scanning

With the target highlighted with the aim cursor, press and hold the Z Button to scan. Some devices can be activated by scanning. Also, when particularly important items are scanned, they are recorded in the Logbook (page 44).

Command Visor

When you switch to the Command Visor and lock onto a command icon, you will have remote control of the Gunship and be able to issue it various commands. This ability will help you to progress through the game.


Command Icon

Gunship Commands

Landing	Call the Gunship and have it land on a landing site.
Ship Missile	Once you have obtained the Ship Missile, you will be able to fire missiles from the Gunship at some targets. Also, when an enemy is in an open-air area, you will be able to fire missiles at random locations in the area by pressing and holding the Z Button.
Ship Grapple Beam	If you obtain the Ship Grapple Beam, you will be able to lift and carry some targets using the Gunship.

X-Ray Visor

This visor displays the same information as the standard view (Combat Visor), but allows you to see through walls and find hidden targets or invisible objects. If you lock onto a target, this visor will zoom in on your target's weaknesses which are highlighted in red.

Morph Ball

If you press the C Button, Samus will roll up into a ball and will be able to get through narrow passages, such as air vents or hidden passages, etc. To change back, press the C Button again.

Energy Gauge

(Page 40)

Number of bombs set

You can set up to 3 at a time.
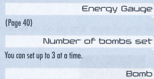
Bomb

Morph Ball Bombs

You can set bombs with the A Button to damage your enemies with the blast or destroy certain floors or walls. The force of the blast can also be used to make the Morph Ball jump into the air.

Spring Ball

Flick the Wii Remote upward to perform a jump while in Morph Ball form.

Boost Ball

Once you have obtained the Boost Ball ability, press and hold the B Button to charge the ability, and then release the B Button to give a boost to the Morph Ball's speed. Note that the longer you hold the B Button, the faster your boost will be.

Spider Ball

After you have obtained the Spider Ball ability, press and hold the Z Button to magnetically attach the Morph Ball to certain magnetic tracks. Tilt the Control Stick to move along the tracks. Let go of the Z Button to release the Morph Ball from the tracks. Also, you can launch off the tracks using the Boost Ball ability.

Screen Layout (when using Combat Visor)

This is the basic screen layout when you're using the Combat Visor (page 38). The information displayed here will help you in battle and while you are investigating your environment.

Note: The screen layout may change depending on equipped items and Samus's status.

Energy Gauge

Radar
Nearby enemies appear as orange dots with Samus in the centre.

Map
This shows a 3-D map of your surroundings.

Targeting Reticule

Missiles
Shows the current number / maximum number of missiles.

Lock-on Cursor & Target Scope

When you get close to an enemy that you can lock onto, the lock-on cursor will appear. When you lock on, the cursor will change to the target scope.

Lock-on cursor → **Target scope**

Reading the Energy Gauge

The energy gauge shows the remaining energy of the life support system of Samus's suit. You can restore energy by obtaining items such as energy orbs or by using a Save Station or Samus's Gunship.

Energy Tank
One of these completely fills the energy gauge. A square is added each time you obtain an additional Energy Tank.

Energy Gauge
The number on the left is the current energy level. It goes down when you take damage, and when it reaches 0, one Energy Tank will be empty.

The game is over when all Energy Tanks are empty and the energy gauge is at 0. The game will also be over if Samus is completely corrupted while in Corrupt Hypermode (page 45). To start from the last place you saved, select YES with the pointer and confirm with the A Button. If you select NO, you'll be back to the **Title Screen**.

Saving

You can save the game's progress by stepping onto a Save Station or the Gunship. In order to save, you will need two available blocks in the Wii console memory. Please note that once data is overwritten, it cannot be recovered, so please be careful.

Note: For information on how to delete files within the Wii System Memory, please see the Wii Operations Manual – System Setup.

Save Stations

Save Stations are installed in many locations. In addition to being able to save your status, you can also restore your energy, so try to save as often as possible.

Gunship

Stand on the hatch of the Gunship and select SAVE or SAVE AND ENTER SHIP to save your progress and restore your energy and missiles.

Gunship

Enter the Gunship to travel to other planets or use the devices within the ship. To enter the Gunship, select ENTER SHIP or SAVE AND ENTER SHIP.

Note: To use devices within the Gunship, point and press the A Button.

Travelling to Other Planets

Use the control directly in front of Samus to travel to other planets or other landing sites. First, select the planet you want to go to, and then select the landing site.

Point at the controls and press the A Button.

Galaxy Map

This displays the galaxy map (entire galaxy).

Landing Site

Select the landing site where you want to land. 🚫 indicates a site which you can't land at yet.

Other Devices

The Gunship is equipped with a radio and a device that allows you to check your battle log. Use them as the game progresses, or according to the instructions displayed on screen.

Pause Screen

Press the 1 Button during the game to display the **Pause Screen**. Select one of the four icons shown on the left with the pointer. Press the A Button to confirm and open the **Map Screen, Logbook Screen, Inventory Screen** or **Options Screen**. Press and hold the 2 Button to see details of the controls for each screen.

Menu

Samus's current location

Samus is facing in the direction of the arrow.

Sub-Menu

The options shown here depend on which menu has been selected.

Map

An area map focused on the current area is displayed. Areas where you have not yet visited are shown in blue, and areas where you have visited are shown in orange. Press and hold the 2 Button to see details of the icons and controls for each screen.

Note: On the area map, point at a room and press the A Button to change to the room map and see details about that room.

Map Sub-Menu

	Zoom in on Samus's current location.
	Display a map of the current planet.
	Display the galaxy map.
	Select a room you are interested in, and then select this icon to bookmark that room.

About Doors

There are various doors in each area. If you shoot the corresponding beam or missile at the door, you can unlock it and open it. Once a door with a Blast Shield has been unlocked with a missile, it will change to a blue door.

Logbook

This allows you to check your current goal or any information you have scanned (page 38).

Logbook Sub-Menu

	Check current and past objectives.
	Check the details of creatures and people you have scanned.
	Check the details of important items and objects that you have scanned.
	Check the lore retrieved.

Inventory

Check Samus's and the Gunship's equipment. You can also check the number of credits you have earned.

Inventory Sub-Menu

	Check Samus's equipment.
	Check the Gunship's usable equipment.
	After you have obtained Energy Cells, you can check their acquisition or usage status here.
	Check the current number of credits and Friend Vouchers.

Options

Adjust the game's Options (page 6) or quit the game.

Options Sub-Menu

|	
	Set the controls (page 6).
	In addition to the display options shown in the **Main Menu**, you can also set the visor opacity and helmet opacity from 0 (transparent) to 100 (solid).
	Change sound settings (page 6).
	Quit the game and go back to the **Title Screen**. **Note:** Unsaved data will be lost, so be careful.

Hypermode

After you obtain the PED Suit, you will be able to start Hypermode. However, if you stay in Hypermode past a certain amount of time, you will fall into Corrupt Hypermode, a dangerous situation, so be careful.

Starting Hypermode

When you obtain the PED Suit, you can use one Energy Tank and start up Hypermode by pressing and holding the + Button. While in Hypermode, you will be able to do powerful attacks, and will no longer take damage from enemy attacks.
Note: If you don't have any Energy Tanks, you will not be able to start up Hypermode.
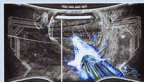
Phazon Energy Gauge

It shows the remaining Phazon energy that can be used for Hypermode weapons.

Cancelling Hypermode

You can cancel Hypermode by pressing and holding the + Button. Energy is restored depending on how much is left on the Phazon energy gauge. If 25 seconds pass after starting Hypermode, or if the Phazon energy gauge gets to 0, Hypermode is automatically cancelled.
Note: If Hypermode is automatically cancelled, your energy is not restored, so be careful.

Corrupt Hypermode

In the later stages of the game, if Samus remains in Hypermode for a certain amount of time, the Phazon inside Samus's body will go on a rampage, and Samus will enter Corrupt Hypermode. While in Corrupt Hypermode, the following phenomena will occur.

- Even if you press and hold the + Button, you cannot cancel Corrupt Hypermode. To cancel Corrupt Hypermode, a certain amount of time needs to pass, or the Phazon energy gauge needs to be completely depleted by using your weapons.
- The Phazon energy gauge goes up with the passage of time and with enemy attacks.
- If the Phazon energy gauge fills up completely and stays there for a certain amount of time, Samus will be completely corrupted and you will lose the game.
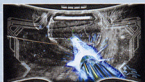
When you start up Hypermode, you will be able to do Hypermode exclusive attacks.

Hyper Beam

Press the A Button to shoot a powerful beam that is powered by Phazon energy. There are some obstacles that can only be destroyed with the Hyper Beam. Be aware that the special properties of the Plasma Beam and Nova Beam will have no effect while using the Hyper Beam.

Hyper Charge Beam

Press and hold the A Button to charge the Hyper Beam. Release the A Button to shoot a continuous beam powered by Phazon energy. The duration of the Hyper Charge Beam will depend on how long you hold the A Button.

Note: You can also pull in energy orbs and missile ammo while charging.
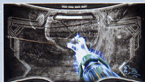
Hyper Ball

Once you have obtained the Hyper Ball, press and hold the A Button while in Morph Ball form to attack your surroundings. You will use Phazon energy while the button is held down.

Hyper Missiles

After obtaining the Hyper Missiles, press down on the ✚ Control Pad, to fire a powerful missile powered by Phazon energy.

Hyper Grapple

Hyper Grapple is the same ability as Grapple Voltage (page 37) and can be used while in Hypermode. Tilt the Control Stick up or down while you are using Grapple Beam (page 37).

Multiplayer

This mode allows you to play with two to four players based on METROID PRIME™ 2 ECHOES. To play in this mode, you will need a Wii Remote and a Nunchuk for each person playing.

Starting Multiplayer

Select PLAY MP2 ECHOES MULTIPLAYER on the **Main Menu** and the screen on the right will be displayed. Each player presses the A Button to enter.

After entry, each player can press the 2 Button to set up their RUMBLE, SENSITIVITY and LOCK-ON + FREE AIM settings (page 6). Alter each setting by tilting the Control Stick right/left and confirm each setting by tilting the Control Stick down. Select OK? with the Control Stick and confirm with the A Button to complete the settings. When everyone has finished, press the + Button to go to the next screen.

Game Mode Selection

Select either DEATHMATCH or BOUNTY MODE for your game mode. Rotate the menu with the Control Stick and confirm with the A Button. After you confirm, you can change the background music, the target number of kills or coins, and the time limit. When you are happy with the settings, select OK? with the Control Stick and press the A Button to confirm.

Stage Selection

Select the stage with the Control Stick and confirm with the A Button. Press the A Button to begin the game.

Multiplayer Rules

Battle against the other players and try to achieve the winning conditions (winning conditions vary with the game mode). If you take damage and your energy gauge is fully depleted, or if you fall outside the stage, you will be revived a few seconds later in another place. You can use the following equipment in **Multiplayer Mode**.

Normal	Power Beam, Charge Beam, Space Jump, Combat Visor, Dark Visor, Grapple Beam, Gravity Boost
Morph Ball	Morph Ball Bomb, Boost Ball, Spider Ball

Deathmatch

This mode has you fighting several other players. The game ends when someone achieves the winning number of kills or when the remaining time runs out.

Bounty Mode

In this mode you compete for points, as you collect the coins that other players drop when they take damage. The game ends when someone achieves the target number of points or when the remaining time runs out.

Coin Colours and Number of Points

Coins

White:	1 point
Blue:	5 points
Red:	10 points
Green:	50 points
Gold:	100 points

Multiplayer Screen

During a multiplayer game, the screen will be divided up according to the number of players involved. Also, some of the displays will be different from **Single-Player Mode**.

Player 1   Player 2
Player 3   Player 4

Current no. of Kills

Note: If the game mode is **Bounty Mode**, the current number of points is displayed.

Energy Gauge

This gradually empties as you take damage. You lose a life when it reaches 0.

Radar

Player 1 is orange, Player 2 is white, Player 3 is green and Player 4 is blue.

Weapon display

This is the current number of (from the top) missiles, Light Ammo, and Dark Ammo.

Remaining Time

This displays the current time left.

Pausing during Multiplayer

Press the 2 Button to pause the game. The player who pauses the game can choose to end the game or change the music. To resume the game, press the B Button.

Results Screen

When the time limit is up or when someone achieves the winning conditions, the scores and rankings will be displayed on the **Results Screen**. After you have viewed the results, press the A Button to go back to the **Mode Selection Screen**.

Multiplayer Items

Energy Orbs

When you get a purple energy orb, your energy will be restored by 10. If you get a red energy orb, it will be restored by 30.

Missiles

This restores 5 missiles. There are also Super Missiles which have a more powerful attack.

Randomizer

When you go inside, you will be able to temporarily acquire various abilities, such as Invisibility, Invulnerability, Hacker Mode (where you can plant a virus on opponents you scan and drain their energy) and Death Ball (a Morph Ball that gives major damage to opponents it hits).

Pickup Crates

Equipment such as Dark Beam, Light Beam, Annihilator Beam and Power Bomb are inside these. Destroy the box to make the item inside appear.

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