NINTENDO DS™

nintendo **Wi-Fi** connection

METROID® PRIME HUNTERS

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.
If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.
To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*T*he official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

2-4 Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

2-4 Wireless DS Multi-Card Play
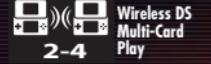
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

Rumble Pak Compatible (sold separately)

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK ACCESSORY.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at **www.nintendo.com/games**, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit **www.nintendo.com/community**.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at **(425) 885-7529**. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

Nintendo®

CONTENTS

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 civilization, 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 artifacts 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 his 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 truth about this mysterious message, to protect against a potential threat, and to keep the ultimate power of the Alimbics from falling into the wrong hands.

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

L Button
Attack (Hold down for a Charge Attack) / Bomb

+Control Pad
Move

Touch Screen
Select/Confirm in the menu
Control Samus
 (see pages 22-24 for additional information)

SELECT

START
Pause Menu (During Adventure Mode)

R Button
Boost

X Button
A Button
B Button
Y Button
Jump
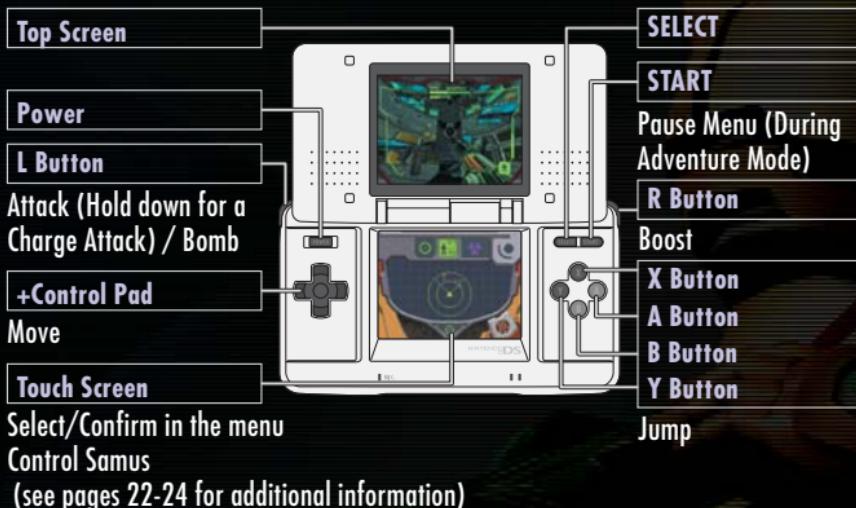
If you close your Nintendo DS during a game, it will go into Sleep Mode to save battery life. Open the DS again to resume the game.

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 13). See pages 22-24 for additional control information.

Stylus Mode | **Dual Mode**
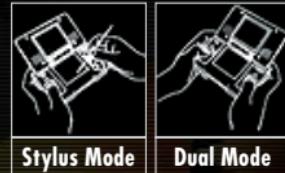
▶Stylus Mode

Buttons control the Attack and Move commands. The 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 22-24)

▶Dual Mode

In addition to Attack and Move commands, the A, B, X, and Y Buttons control 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 18), commands are selected in the following manner:

▶Selecting a Mode

To choose the game mode, select the Menu 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 the icons below.

Screenshots surrounded by a blue frame are on the Top Screen, and screenshots surrounded by a red frame are on the Touch Screen.

Starting the Game

1. 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. Touch the Metroid Prime Hunters panel to begin the game. If you would like to use the Rumble Pak, insert the Rumble Pak into the Game Boy® Advance Game Pak slot before turning the power on.

2. When you turn on the Nintendo DS, the screen on the right will be displayed. After reading the message, tap on the Touch Screen to continue.

3. Touch "Metroid Prime Hunters" on the DS Menu Screen to begin the game.

   *If you set your DS to Auto-Start mode, this step is not necessary. Please see the Nintendo DS hardware manual for details.

4. Once the title screen is displayed, follow the instructions on page 12.

⚠ WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthsafety/

Touch the Touch Screen to continue.

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.
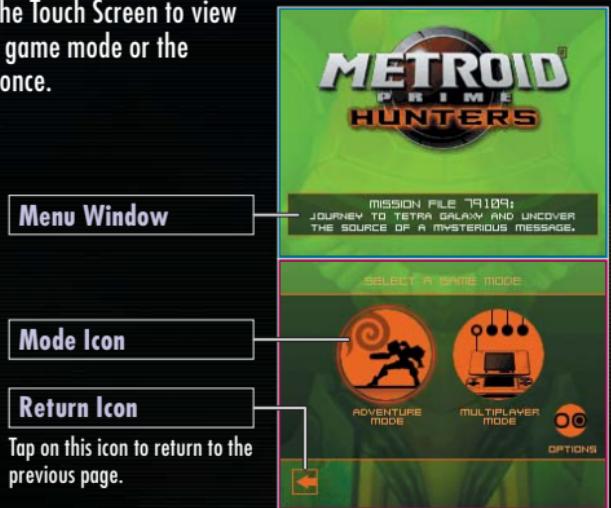
▶▶Adventure Mode (Pages 14-31)

Control Samus Aran in this single-player adventure.

▶▶Multiplayer Mode (Pages 32-51)

Up to four players can play multiplayer by using Multi-Card Play, DS Download, or Wi-Fi communication.

By tapping on RIVAL RADAR, you can exchange your Hunter License automatically with other nearby players who have also activated this feature (page 44).

▶Options

Change in-game settings here. After you have made your selections, tap on the checkmark icon to save your preferences.

Save Icon

AUDIO	Choose between Stereo, Surround, or Headphone sound. Volume levels for sound effects and background music, and mic sensitivity can be adjusted here.
CONTROLS	Set the in-game controls (page 9) 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 DS Rumble Pak inserted in your DS, you can turn the Rumble Feature on or off.
SHOW MY STATS ON NINTENDOWIFI.COM	Decide whether or not you would like your online game statistics and Hunter's License (page 42) to be viewable at www.NintendoWiFi.com.
ERASE ALL DATA	After selecting this option, tap ⊘ on the confirmation screen to erase all saved data and records (see page 19 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 Tetra Galaxy Scan screen (page 16) to select a planet or space station.

Explore	After selecting a planet or space station, use all the abilities at your disposal (pages 22-31) to find an Octolith.

Acquire Octoliths	Once you have obtained an Octolith, return to Samus's Gunship to continue on to your next destination.

▶Game Over

If your remaining energy hits zero, the game ends. Select Continue 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 any Octoliths 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 19 for information on saving).

View Unlocked Cinematics.

▶Select a Destination

From the Tetra Galaxy Scan screen, select a planet or a space station to explore (page 16).

Tetra Galaxy 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 Ordinate Axis

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

2 Change Abscissa Axis

Slide the stylus right and left on the Abscissa Axis or use the +Control Pad to change the horizontal 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 Tetra Galaxy

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 unkown object and is currently in very unstable condition.

Alinos (The Volcanic Ruin)

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

Vesper Defense Outpost

This small base once operated as a refueling 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 caves and underground 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 21), 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 9).
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 Tetra Galaxy 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 24) and Samus's 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 category 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's 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

-Default Screen-

Main Screen

The main screen displays Samus's point of view. Please see page 30 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 24).

4 Beam Icon

Touch here to switch your weapon to the Power Beam (page 27).

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 30-31).

7 Radar

The 🔺 icon indicates Samus's location. Nearby enemies are indicated with ❌ or ◈ marks on the radar.

8 Sub-weapon Icon

Check the currently equipped Sub-weapon (pages 27-28). 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's 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 9), 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.
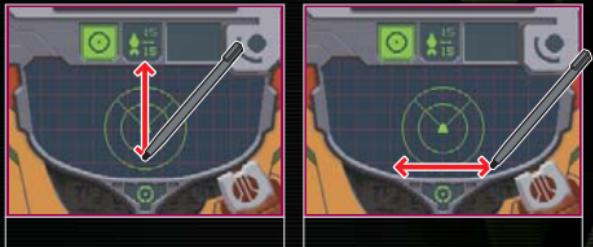
In right-handed Dual Mode (page 9), the X Button and the B Button look up and down, and the Y Button and the A Button turn you left and right. In left-handed Dual Mode, press up and down on the +Control Pad to look up and down, and press left and right on the +Control Pad to turn left and right.

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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)

Tap on the Alt-Form icon to transform Samus into the spherical Morph Ball. Tap the same icon again to return her to bipedal form (page 30-31).

Alt-Form Icon

Normal   Morph Ball

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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.

SCAN VISOR ACTIVATED

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 19). Certain mechanisms found in the game can be activated by scanning them.

Sight Window
Scan various organisms and objects that appear in this window.

99 ENERGY
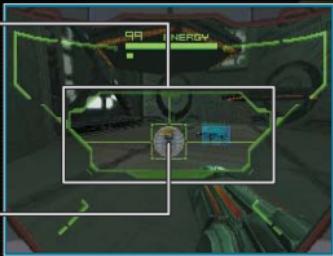
Scan Cursor
This cursor indicates an object you can scan.

When using left-handed controls (page 9), 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.

SYNERGY CORE

Door/Entrance/Exit

Samus's Location
Samus's location is displayed in red.

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.

BATTLEHAMMER — ANY BEAM
VOLT DRIVER — MISSILE
??? — PORTAL
??? — BOSS PORTAL
JUDICATOR —
???

QUIT

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.

-Weapon Actions-

Charge Attack | 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 Attack. Except for the Power Beam, Charge Attacks 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.

▶▶ Missile

The Missile is more powerful than the Power Beam, and is capable of Charge Attacks. Samus's Missiles have homing capability; its Charge Attack enhances the homing feature.

▶▶ Battlehammer | Sub-weapon |

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

▶Judicator   `Sub-weapon`

The Judicator shoots energy 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 Attack 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 Attack launches an aerobomb that moves slowly toward its target. If the aerobomb strikes the target, it 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 charged blasts of high-density neutrinos in concentrated bursts, sending multiple concussive waves toward its target. This weapon possesses no Charge Attack. 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 control mode (page 9). You can zoom in if you double-tap the Sub-weapon icon (page 21) or with the SELECT Button if using Dual Mode controls.

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About Items

Some items can be found by defeating enemies, and some are hidden in various locations in the world. Draw Energy Balls, Missiles, and Universal Ammo packs toward you by charging your weapon (page 26).

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

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

Missile (S, L)

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

UA/Universal Ammo (S, L)

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

Energy Tank

Samus gains an extra energy tank.

Missile Expansion

Max Missile number increases by 10.

UA Expansion

Max ammo for the Sub-weapon increases by 30.

Sub-Weapon

Samus earns a new Sub-weapon.

Octolith

A mystery item that holds the key to ultimate power.

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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.

BOOST Icon

While boosting, the Boost icon will blink.

Bombs

Up to three Bombs can be deployed at once.

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. 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 Download Play on page 55 before you play.

▶▶Select an Arena

Select the Arena and the settings you would like to use for the game (pages 48-49). Only the "Battle" game mode is available with Single-Card Play. When you have finished choosing your settings, touch the ✓ in the lower right corner.

▶▶Select Your Hunter

Double-tap on the Hunter you wish to use for the battle. Wait for the other players to select their Hunters. In Single-Card play, Samus is the only selectable character.

▶▶Start the Battle

When everyone has made their selection, you can start the game. If you are playing a team battle, divide players into teams by touching the color bar. Tap on START GAME to begin the battle.

▶▶When You're the Guest

If you are a guest player, you can select 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 34-35). You can select any of the available Hunters. Your game results will be saved to your Hunter's License (page 42).

MULTIPLAYER MODE

-Multi-Card Play -

To play a multiplayer 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 48-49).

▶▶Select the Stage   Host Only

The host selects the Arena and game rules used for the game (pages 48-49). After the selections have been made, touch the checkmark 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 ⊕ 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.

Change BOT Difficulty

Change the difficulty of the Bot by tapping on the ⭐ icon.
One ⭐ = easy
Two ⭐ = normal
Three ⭐ = hard

Add Bot

▶▶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 colored 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 device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC 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 AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

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

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

Wi-Fi Menu

After selecting Multiplayer Mode from the Main Menu, tap on NINTENDO WFC 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 booklet for details.

FIND A GAME (pages 38-39)	Connect to Nintendo WFC and battle with users all over the world.
FRIENDS AND RIVALS (pages 40-41)	Connect to Nintendo WFC, and battle against your Friends and Rivals.
CONFIGURE WI-FI	Set up your DS hardware and game card for Nintendo Wi-Fi Connection.
EDIT FRIENDS AND RIVALS (pages 42-45)	Review your FRIENDS and RIVALS roster and register new Friends.

Connection Problems?

If you cannot connect to Nintendo Wi-Fi Connection even when you select FIND A GAME or FRIENDS AND RIVALS, an error message and error code will be displayed.
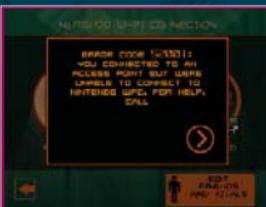
Please read the separate Nintendo Wi-Fi Connection booklet for more details.

Find Game

Use the FIND A GAME option to connect to Nintendo Wi-Fi Connection and play against gamers from all over the world (page 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 North America, select LOCAL REGION.
OPPONENT RANK	Use MATCH MY RANK to find opponents similar to your skill level.

▶▶ Select the Hunter

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

▶▶ Select the Stage

Each player helps choose which stage to play. Make your selection and tap on ⊘ 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.
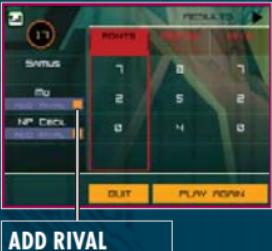
ADD RIVAL

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

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.

Create Game

Online Info

Number of the FRIENDS and RIVALS players currently online.

View

Tap to switch to the FRIENDS and RIVALS screen. This will show those FRIENDS and RIVALS currently online.

▶▶Select Game Conditions   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 Stage Set up   Host Only

Select the game mode you would like to play from the seven available game modes (pages 48-49). Then, choose the Arena and game conditions you would like to use (pages 48-49).

▶▶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 a Friend/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 45) 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 last name, phone number, birth date, age, e-mail or home address when communicating with others.

Edit Friends and Rivals

On the Edit 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 previous battle's results. This ranking indicates the player's skill level (with five stars being the highest ranking). The color of the frame around the player's name indicates the player's region (North American version: Blue, Japanese version: Red, European version: Green).

4 Your Name

5 FRIENDS Roster

6 RIVALS Roster

7 Add FRIENDS (page 44)

8 Delete Player (page 45)

2 Ranking Points and Next Round

Displays current RANK POINTS and how many points are needed to reach NEXT RANK.

3 Player Information

Switch the display by pressing the L or R Button.

About the Hunter License

The Hunter License is your own personal game profile. Various information is stored here, including your favorite 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 oldest 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.

Lock Status ◀▶ Unlock Status

FRIENDS and RIVALS

FRIENDS

Players can play FRIENDS AND RIVALS battles (pages 40-41) as well as exchange messages (page 41) with other friends.

How to register a FRIEND	1. Play Multi-Card Play (pages 34-35). 2. Input a FRIEND CODE to register that player (page 44).

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 38). 2. Register the player after a completed FRIENDS AND RIVALS battle. 3. Exchange information using the RIVAL RADAR feature (page 44).

▶▶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 ✅ to confirm. When this is complete, enter your friend's name.

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

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.

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

Use RIVAL RADAR to add RIVALS

Select RIVAL RADAR from the Multiplayer Menu, then tap on the ✅ icon to start communication. If you come near someone who has set his/her DS on RIVAL RADAR, you can exchange your Hunter License (page 42) 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 41) 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 20-21). 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 22-29). Other 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 Button 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 Setting screen. Please see pages 32-35 for more information.

Advanced Settings

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) 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 base when the carrying Hunter is defeated.
NODES	Fight over the Nodes placed in the stage. 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 SETTINGS 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 teammate 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 attack increases the Missile's effectiveness.
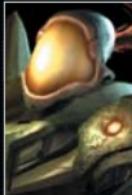
Weavel

Weapon: Battlehammer

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

Noxus

Weapon: Judicator

If Noxus uses the charge attack 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 attack 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)
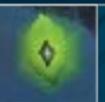
Restores Sub-weapon ammo. Number restored depends on weapon.

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.

SYLUX

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

Alt-Form: Lockjaw

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 honor to himself.

Alt-Form: Triskelion

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

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 Diamonts, 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 DOWNLOAD PLAY

This section explains how to establish a link for DS Download Play.

What you need:

☐ Nintendo DS systems ································· 1 per player
☐ Metroid Prime Hunters Game Cards ····················· 1

What to Do (For the Parent Unit)

1. Make sure that all DS systems are turned off, then insert a Metroid Prime Hunters Game Card into your unit.
2. Turn on the power for all systems. The DS Menu Screen will appear.
3. Touch the "Metroid Prime Hunters" panel.
4. Follow the instructions on page 32.

Steps - All systems excluding P1

1. Turn on the power of all the systems.
   The DS menu screen will appear.
2. Touch the "DS Download Play" panel.
   The Game List Screen will appear.
3. Touch the "Metroid Prime Hunters" panel. The Download Confirmation Screen will appear.
4. When the correct software appears, touch "Yes."
   The parent unit will then start the download process.
5. Next, follow the instructions on page 32.
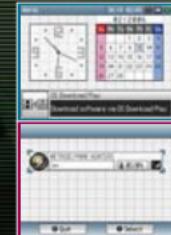
Game Selection Screen
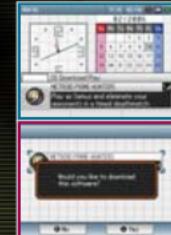
Game List Screen

Take note of the following guidelines for DS Download Play.

☐ The icon on the DS and game menu screens shows that there is a wireless function associated with an activity. Choose menus with this icon to engage in wireless activities. Please do not choose this option in places where wireless transmission is forbidden, such as airplanes or hospitals.

☐ The icon that appears when you are connected to a wireless signal indicates the strength of the signal. The stronger the signal, the smoother your wireless play will be.

Within 30 ft.	0	1	2	3
Signal Bars	Weak ← → Strong			

The power light will blink when wireless functionality is active.

☐ To make the most of your wireless experience, remember the following:
• Keep all DS consoles within 30 feet of each other, or at least close enough that you see two or more bars of signal strength.
• Please arrange the DS consoles so they face each other. Make sure there are no people or other obstructions between the DS consoles.
• Play may sometimes be affected by devices that cause interference, such as GBA Wireless Adapters, Wavebirds, WLAN, microwaves, or cordless appliances. If this occurs, move away from the interference-causing device or turn it off.

RUMBLE PAK ™

This game is compatible with the Nintendo DS Rumble Pak (sold separately). The Rumble Pak includes built-in features that rumble while you play, providing realistic feedback. Please read the following before you play the game with Rumble Pak enabled.

• Make sure the Nintendo DS is turned off.
• Insert the Rumble Pak into Slot-2 on the front of the Nintendo DS (the label should face toward the bottom) just like loading a Game Boy Advance Game Pak.
• Make sure to turn the power off before removing the Rumble Pak.

▶Troubleshooting

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

• Does not rumble
- Make sure the Rumble Feature is turned on in the game (select Options in the main menu).
- Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) are not dirty.

• Does not stop rumbling
- Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) are not dirty.

If the Rumble Pak still does not work properly after following these troubleshooting measures, please call Nintendo customer service.

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