

OFFICIAL
NINTENDO POWER
PLAYER'S GUIDE

AVAILABLE AT YOUR NEAREST RETAILER!
WWW.NINTENDO.COM



NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?



Nintendo

CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700
MON. - SAT., 6:00 a.m. to 9:00 p.m.;
SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN USA

EmuMovies



49492A



INSTRUCTION BOOKLET



NINTENDO
GAME CUBE

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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, 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 - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



CONTENTS

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



1 Player

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.



Game Boy Advance
Compatible

THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.



Memory
Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



Progressive Scan
compatible

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

NEED HELP PLAYING A GAME?

You can visit our web site at www.nintendo.com for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707

U.S. \$1.50 per minute

1-900-451-4400

Canada \$2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



TEEN (13+)

Violence

THE CHOZO	6
THE SPACE PIRATES	8
THE ADVENTURE BEGINS	10
CONTROLS	12
POWER SUIT INTERFACE	14
ARMOR & ARMAMENTS	16
BEHIND THE VISORS	18
THE MORPH BALL	20
POWER-UPS & POWER MOVES	22
SAMUS'S DATABANKS	24
A LINK TO METROID	26
FUSION	
WARRANTY & SERVICE INFORMATION	31

Nintendo

retro studios inc.

ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO. © 2002 NINTENDO. TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. DOLBY, PRO LOGIC AND THE DOUBLE-D SYMBOL ARE TRADEMARKS OF DOLBY LABORATORIES. © 2002 NINTENDO. ALL RIGHTS RESERVED.



The Chozo... Over millennia, this bird-like race of creatures made incredible technological and scientific leaps. Traveling at will through space, they built many marvels across the universe—technological wonders of unfathomable complexity and cities unmatched in beauty. They shared their knowledge freely with more primitive cultures and learned to respect and care for life in all its forms.

Even as their society reached its technological peak, however, the Chozo felt their spirituality wane. Their culture was steeped in prophecy and lore, and they foresaw the decline of the Chozo coinciding with the rise of evil. Horrified by the increasing violence in the universe, they began to withdraw into themselves, forgoing technology in favor of simplicity. Tallon IV was one of several refuges they built—a colony bereft of technology, built of natural materials and wedded to the land and its creatures.

The years passed, and in time a great meteor crashed into Tallon IV, sending a massive spume of matter into the atmosphere and impregnating the land with a cancerous element known as Phazon. This element immediately sank into the earth and water, poisoning life wherever it bloomed. Most plants and animals died, while others mutated into hideous forms.

The Chozo called upon all of their knowledge and technology to control the power of the Phazon, but their efforts were doomed to fail. All they could do was build a temple over the crater at the impact site, separate the Phazon core, and seal it away. Believing that someday a savior would return to the planet, the Chozo left for an unknown destination, leaving behind nothing but engraved accounts of their time on Tallon IV.

THE SPACE PIRATES

The Space Pirates were interstellar nomads, technologically advanced in both space travel and weaponry. When they plundered the Metroid population that had been discovered by the Galactic Federation on SR388, they recognized in them massive military and energy resource potential. They immediately invaded the nearby planet of Zebes, wiping out all life (including most of the indigenous Chozo) and building a massive network of research facilities below the planet's surface.

Deep below the surface of Zebes, the Space Pirates researched Metroids for many years, even as a young girl orphaned by their raid on the neighboring planet K-2L was growing up among the Chozo. Trained as a warrior and infused with Chozo blood, Samus Aran donned a Chozo-made Power Suit and cut a swath through the Space Pirates' operation, destroying everything in her path, including the gargantuan mainstays of the Space Pirate army, Ridley and Kraid. She eventually made it to the core of their base, destroyed all the Metroids she saw, and seemingly blew up the Mother Brain.

But the Space Pirates were far from finished. They immediately split their survivors into two main camps. One headed to Zebes to begin rebuilding their ravaged facility and resuscitating Mother Brain, Ridley, and Kraid. The second set out in search of a planet with powerful energy resources. They didn't search far before they discovered Tallon IV, which was still emanating huge pulses of energy from the Phazon contained beneath the Chozo temple. Entranced by the massive potential of the strange mutagen, they immediately moved in, retrofitting their laboratories, transporters, and life-support systems into the Chozo Ruins.

As the Space Pirates mined the Phazon and experimented with it, they found that its capacity to mutate was unlike anything they'd ever seen, and they promptly started combining it with indigenous life-forms. They refined their operation: powering their machinery with thermal-powered engines sunk in the molten depths of Tallon IV, they drove deep mineshafts and mined more and more Phazon, shipping it to their two main labs in the Phendrana Drifts, where sub-zero temperatures made specimen containment safer. Research leaped forward: by harnessing Phazon's power, they were able to create untold horrors that soon patrolled the dark caverns below Tallon IV's crust.

The Space Pirates also transported many species to their orbiting ship for zero-G Phazon experiments, unaware that Samus Aran had finally tracked their ship to its low orbit. As they continued with their unnatural experiments, Samus sped toward Tallon IV, preparing to wipe them out once and for all...

THE ADVENTURE BEGINS

et your Metroid Prime Game Disc in the Nintendo GameCube and close the Disc Cover, then turn on the POWER Button. When the title screen appears, press start to continue to the Main Menu.

GETTING STARTED

efore playing, you must first create a Metroid Prime save file. You need to have a Memory Card inserted in slot A with at least 100 blocks of free space on it in order to create a save file for Metroid Prime. Please refer to the Nintendo GameCube instruction booklet (pages 18-20) for instructions on how to format, copy, and erase Memory Card files.

When this is your first time playing, select one of the NEW GAME files and press the A Button. When the words START and OPTIONS appear, select START and press the A Button to begin. If you have a previously saved game file, simply choose that file to continue from your last save point.

In order to save your progress through Metroid Prime, you must find Save Rooms located throughout Tallon IV's many regions. When you find one of these rooms, enter the saving apparatus. When asked if you want to save, choose YES and press the A Button. All of your progress up to that point will then be saved to the Memory Card in Slot A.

ERASING FILES

If you want to erase a file, select Erase from the bottom of the screen, choose the file you want to erase, then press the A Button. Remember: once you erase a file, you can never recover it, so be careful!



Title Screen



Main Menu



Save Room

OPTIONS

From the pause screen, press the L Button to customize many features of your game-play experience. You can also access the Options screen from the Main Menu before you start your game.

VISOR

Adjust Samus's visor opacity, her helmet opacity, and the HUD lag time.

DISPLAY

Adjust the brightness and dimensions of the game play screen.

SOUND

Adjust the volume of the music and sound effects, or select between Mono, Stereo, and Dolby Surround modes.

CONTROLLER

Choose to play with standard control or a reversed Y-axis. You can also turn the Rumble feature on or off and reverse the visor/beam configuration.

PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual) and a Nintendo GameCube Component Video cable (available only through Nintendo). Visit www.nintendo.com or call 1-800-255-3700.

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Display in Progressive Scan mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide-screen (16:9) format.

CONTROLS

L BUTTON

- Lock onto enemies
- Scan objects in Scan Mode (see page 18)
- Use Grapple Beam (see page 23)

START/PAUSE

- Pause the game and view Samus's databanks (see page 24)

Z BUTTON

- Call up map (see page 24)

R BUTTON

- Look around
- Aim (with Control Stick)
- Activate Spider Ball in Morph Ball mode (see page 21)

Y BUTTON

- Fire Missiles
- Lay Power Bombs in Morph Ball mode (see page 21)

X BUTTON

- Switch between standard and Morph Ball modes

A BUTTON

- Fire beam weapon
- Lay Bombs in Morph Ball mode (see page 20)

B BUTTON

- Jump
- Activate Boost Ball in Morph Ball mode (see page 21)
- Dash sideways while locked-on (see page 23)

C STICK

- Select beam weapon (see page 17)

+ CONTROL PAD

- Switch visors (see page 18)

CONTROL STICK

- Move Samus
- Look around
- Aim (with the R Button)

POWER SUIT INTERFACE

Samus's Power Suit is technologically complex, but all of its agnostic functions are projected on the inside of the visor for easy access. Knowing the status of the suit at all times may make the difference between survival and failure, so it's important to understand every part of the readout.

RADAR

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

TARGETING RETICULE

This reticule will automatically track enemies or scan points. By pressing the L Button, you will lock onto whatever point is currently highlighted. Bear in mind that the reticule will change in appearance depending on which visor Samus is currently using (see page 18).

THREAT ASSESSMENT

This gauge warns Samus of nearby environmental dangers. It rises in accordance with the proximity of the threat—when the threat is extremely near, the word "Warning" will appear. If Samus is actually being injured by the hazard, the word "Damage" will appear.

VISORS

The symbols here correspond to Samus's different visors. Each one is mapped to a direction on the + Control Pad—simply press the + Control Pad in the appropriate direction to select that visor (see page 18).

MAP

This area shows a small section of the current map. If you press the Z Button, you'll call up the full-screen map (see page 24).

ENERGY RESERVES

The numeric display and horizontal gauge track the amount of energy in Samus's Energy Tank. The highlighted squares above the main energy gauge indicate Energy Tanks that Samus has in reserve.

MISSILE RESERVES

The vertical gauge and numeric display track the number of Missiles Samus has in reserve. When Samus's Missiles are armed, this display glows more brightly.

BEAM WEAPONS

The symbols here represent Samus's different beam weapons. Each one corresponds to a direction on the C Stick—press the C Stick in the appropriate direction to select that weapon (see page 17).

ARMOR & ARMAMENTS

As Samus delves deeper into the Space Pirates' operation, she'll find power-ups that improve both her arsenal and her suit. Every power-up she finds will help her access something new in the vast regions of Tallon IV, so remember areas where she can't progress and return once she's gained new abilities. Pay special attention to the colors of closed doors, as they could help you determine what weapons you need to use to open them.

POWER SUIT

Samus's standard Power Suit was built specifically for her by the Chozo people. It's integrated with her body, acting as a sort of second skin—not only does it provide shielding in battle and augmented physical strength, but its life-support systems allow her to survive in water and even space without additional equipment.



Power Suit

VARIA SUIT

Once Samus finds the Varia Suit, she will be able to survive extremely high temperatures like those found in the fiery depths of Magmoor Caverns.



Varia Suit

GRAVITY SUIT

The Gravity Suit upgrades Samus's suit even more. It negates the effects of water, allowing Samus to move and jump normally even while submerged.



Gravity Suit

POWER BEAM

This is Samus's standard beam, which you can fire continuously by rapidly tapping the A Button. As with all beam weapons, the Power Beam becomes much stronger once Samus finds the Charge Beam power-up. Once Samus has found the Charge Beam, press and hold the A Button to charge up her shot, then release the A Button to fire a powerful blast.



Power Beam

WAVE BEAM

The Wave Beam fires three oscillating waves of energy. As with the other beam weapons, the Wave Beam is especially effective against certain enemies and can be powered up once Samus finds the Charge Beam. The Wave Beam also features a limited homing effect.



Wave Beam

ICE BEAM

The Ice Beam has a slower rate of fire than the Power Beam, but it makes up for this flaw with its ability to immobilize enemies briefly with a layer of ice. Some enemies are particularly vulnerable to this weapon, so experiment with it. The Ice Beam may destroy weak enemies rather than freezing them.



Ice Beam

PLASMA BEAM

The most powerful beam weapon in Samus's arsenal, the short-range Plasma Beam launches streams of molten energy that can ignite some enemies and melt ice. Like all beam weapons, the Plasma Beam can combine with Missiles for a high-powered combo attack once Samus finds its combo power-up (see page 22).



Plasma Beam

BEHIND THE VISORS

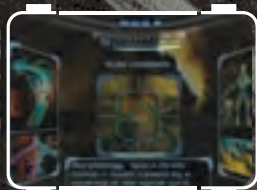
Samus's most important tool is her suit, and it can provide her with a wealth of information by interfacing with various visors. Samus will start the game with two—the standard Combat Visor and the Scan Visor—but eventually she'll use four, each of which can be accessed easily by pressing different directions on the + Control Pad.

COMBAT VISOR

his default visor is standard for battle and provides Samus with all the general information she needs (see pages 14-15).

SCAN VISOR

When Samus uses the Scan Visor, a magnifying reticule will appear in the center of her visor. This reticule picks out anything that can be scanned—from creatures to computer terminals—and shows it as an orange or red symbol. If you press and hold the L Button while locked onto one of these symbols, the Scan Visor will download information. Once it's done downloading, the visor will display a message.



Scan Visor

Besides using the Scan Visor to solve puzzles, find enemies' weak spots, and unlock various areas in the game, Samus will also frequently download pieces of information that can be stored in her Log Book. These can be accessed by pressing START/PAUSE during game play (see page 25) and include creature morphologies, Space Pirate logs, Chozo literature, and much more.



Log Book

THERMAL VISOR

Once Samus finds the Thermal Visor, she can track enemies using their heat signatures. Not only does this visor help locate enemies hidden in dark areas, but it can also be used for acquiring alternate targets on enemies. A thermal scan can often find a hidden weak spot on an otherwise difficult enemy. Not only that, but thermal scans show other clues that the naked eye can't discern: if you run into a dead end, try scanning the entire area with the Thermal Visor equipped.



Thermal Visor



Searching for Clues

X-RAY VISOR

After Samus tracks down the X-Ray Visor, she'll be able to peer through walls to find hidden passages and even see invisible objects. This visor also helps track any enemies that use optical camouflage to render themselves invisible to the naked eye. As with the Thermal Visor, the X-Ray Visor can often identify alternate means of attacking foes.



X-Ray Visor



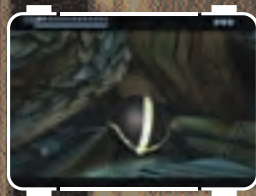
Tracking the Invisible

THE MORPH BALL

As Samus explores, she'll run into many areas that are too small for her to navigate. Once she finds the Morph Ball, however, she'll gain the power to roll herself up into an armored ball that can fit in small tunnels and drains. As she finds additional power-ups, she'll expand on the abilities at her disposal while in Morph Ball mode.

GETTING ROLLING

When Samus rolls into the Morph Ball, the camera will pull back out of the visor view and display a third-person perspective. Using the Control Stick, you can roll the Morph Ball in whichever direction you choose. Bear in mind that gravity will affect the Morph Ball—you'll need to tilt the Control Stick farther while rolling up inclines.



Morph Ball Mode

BOMBS

Samus will be vulnerable when she first gets the Morph Ball, but she'll soon find Bombs to arm herself. Samus has an unlimited number of these energy-based explosives, but she can only drop three at a time. Bombs can be used to destroy weak walls as well as enemies.



Bombing Walls

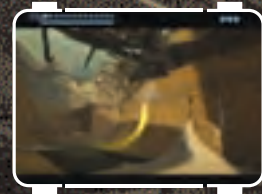
By positioning the Morph Ball directly over a Bomb, you can propel the Morph Ball up into the air, effectively jumping short distances. Try varying the timing as you drop Bombs to reach even greater heights.



Bomb Jump

THE BOOST BALL

The Boost Ball accelerates the Morph Ball. Once Samus finds this power-up, press and hold the B Button to build up a speed boost. When you release the B Button, Samus will accelerate in the direction she is rolling. This is especially useful for boosting up the sides of half-pipe areas.



Boost Ball

POWER BOMBS

Power Bombs are super-powered bombs that will affect everything within a certain distance of their explosions. Unlike ordinary Bombs, these are limited in number, and Samus will have to replenish them herself by defeating enemies and collecting Power Bomb capsules. Some structures can be destroyed only by Power Bombs.



Power Bomb

THE SPIDER BALL

Once Samus finds the Spider Ball, she can magnetically attach herself in Morph Ball mode to specific magnetic tracks that run throughout Tallon IV's environments. To activate the magnet, simply press and hold the R Button. The Morph Ball will stay fixed to the track as long as you hold the R Button—tilt the Control Stick to move along the track and release the R Button when you wish to drop off the track. You can propel yourself upward by laying Bombs while attached to a track.



Spider Ball

POWER-UPS & POWER MOVES

here are many other power-ups strewn across the world of Metroid Prime, and all of them will play vital roles in Samus's quest. Scan every room for possible power-ups—very often, you'll need to solve a puzzle to reach each a specific power-up. You'll also want to practice some advanced moves that will help you progress through the game.

ENERGY TANKS

Samus starts her adventure with minimal energy reserves. For every Energy Tank she racks down, however, her maximum energy reserve will grow by 100 units. The number of highlighted squares above the energy gauge at the top of Samus's Combat Visor display indicates how many full tanks she has in reserve.



Energy Tank

MISSILES & MISSILE COMBOS

Once Samus arms herself with Missiles, fire them by pressing the Y Button. Keep an eye out for Missile Expansions; for every one of these Samus finds, her Missile arsenal will grow by five. Missiles will home in on whatever Samus locks on, and they can also be used to blow up hatch locks and destroy specific types of impediments. To replenish Samus's Missiles, collect Missile capsules from fallen enemies and crates.



Missile



Super Missile Combo

Every beam weapon can be combined with Missiles to perform a super combo once Samus has found that beam weapon's combo power-up. To use a combo, charge up your beam weapon all the way by pressing and holding the A Button. Then, without releasing the A Button, press the Y Button. Bear in mind that combos drain your Missile reserves. Some obstructions can be destroyed only by specific combo attacks.

THE SPACE JUMP

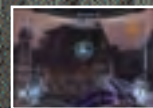
The Space Jump upgrade will activate boosters on Samus's suit, enabling her to jump a second time while airborne. Once she's found the upgrade, make Samus jump once by pressing the B Button, then press it a second time while she is in the air to jump a second time and get to previously unreachable areas.



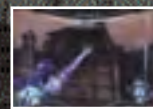
Space Jump

THE GRAPPLE BEAM

After she tracks down the Grapple Beam, Samus will be able to latch onto specific energy nodes with an energy beam from her left arm. The icon above a node will brighten when it is in range; simply press and hold the L Button to latch onto it with the Grapple Beam. Tilt the Control Stick to vary your swinging angle, then release the L Button at the top of Samus's swing to launch into the air.



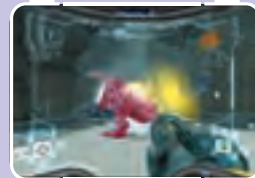
Grapple Node



Grapple Beam

ADVANCED BATTLE TACTICS

Samus has a wealth of weapons and moves at her disposal, and you'll have to practice with all of them if you hope to keep her alive. One of the most important battle tactics is using the L Button to lock onto targets. If you press and hold the L Button without targeting anything, you will be able to strafe side-to-side by tilting the Control Stick.



Lock-On Orbiting

However, if you press and hold the L Button while targeting an enemy, you will then circle around your lock-on point by tilting the Control Stick. Additionally, you can perform a quick dash move while orbiting a target—simply tap the B Button while locked-on to leap sideways. Once Samus finds the Space Jump Boots, she can perform a double-dash by tapping the B Button twice. Using these moves will be key to surviving battles with the many enemies Samus will face.

SAMUS'S DATABANKS

Samus's suit can store a huge quantity of data that will help her along her journey. Most information, with the exception of the map, can be accessed by pressing START/PAUSE during game play. Once the inventory screen appears, you can use the L and R Buttons to view the options screen or the Log Book screen.

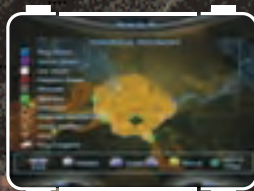
MAP

By pressing the Z Button during game play, you can call up a three-dimensional map display of the region Samus is currently in. Unless Samus has downloaded the full map for that particular region by finding a Map Room, the only areas that will appear will be ones that she has explored already. Once she downloads the map, however, rooms she has explored will glow orange while those yet to be explored will appear without color.

The colored dots on the map are exits—the colors indicate which weapons will open the doors. Samus herself will appear as an arrow pointing in the direction she currently faces. You can zoom in or out with the L and R buttons, move around with the C Stick, or rotate the 3-D display with the Control Stick. To view the World Map, press the A Button. To toggle the map key on and off, press the B Button.



Map Download



Reading the Map



Inventory Screen

INVENTORY

From this screen, you can view Samus and read additional information about Samus's current state, from the details of her powers to the abilities of her weapons. Simply select what you want to learn about and press the A Button to bring up an informational display.

THE LOG BOOK

As you play through the game, be sure to scan anything and everything. Very often you'll learn a crucial bit of information by scanning an enemy or downloading one of the many research logs located around the Space Pirates' operation. To view information that you have downloaded to your Log Book, press START/PAUSE and access the Log Book by pressing the R Button. From there, select the data you want to view and press the A Button to access your databanks.



Log Book Entry

PIRATE DATA

The Space Pirates have documented their research on Tallon IV, and Samus will frequently find entire log entries that offer glimpses into the insidious operation.

CREATURES

Whenever Samus scans an enemy, she will download valuable information regarding weak points and behavioral patterns, as well as visual diagnostics of the creature's form.

CHOZO LORE

Fragments of Chozo lore are spread around the ruins of their civilization, waiting to be translated by Samus. Their insights may shed light on the mystery of the Phazon...

RESEARCH

Many items will help Samus in her quest, and scanning them will provide brief informational data for later study.

ARTIFACTS

This section of the Log Book tracks twelve Artifacts left behind by the Chozo. Without all twelve of these Artifacts, Samus cannot succeed in her mission.

A LINK TO METROID FUSION

CONNECT TO YOUR GAME BOY ADVANCE!

you use a Nintendo GameCube Game Boy Advance cable to connect Metroid Prime with a completed Metroid Fusion Game Pak, you'll unlock something special. If you connect a Metroid Fusion Game Pak to a completed Metroid Prime game, you'll unlock a second secret. Follow the instructions below to link the two games together and refer to the CONFIDENTIAL insert included with your Game Boy Advance Disc for further instructions.

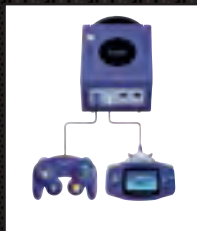


WHAT YOU NEED:

- Nintendo GameCube system
- Game Boy Advance system
- Metroid Prime Game Disc
- Metroid Fusion Game Pak
- Nintendo GameCube Game Boy Advance cable
- Memory Card

HOW TO CONNECT

1. Follow the instructions on page 10 to start the game.
2. When the title screen appears, select "Metroid Fusion Connection Bonuses" and press the A Button.
3. Select which feature you wish to access and press the A Button.
4. Insert your Metroid Fusion Game Pak into the Game Boy Advance then connect it to Socket 2, 3, or 4 on the Nintendo GameCube using a Nintendo GameCube Game Boy Advance cable.
5. On the Game Boy Advance, press and hold START and SELECT and turn the power ON.
6. You are now ready to begin the data link.



Use the diagram above to connect your Game Boy Advance to your Nintendo GameCube.

NOTES ON LINKING

The following circumstances might cause a communication error or erase the data you saved on your Game Boy Advance:

1. A cable other than the Nintendo GameCube Game Boy Advance cable is used.
2. There's a Game Pak other than Metroid Fusion in the Game Boy Advance.
3. There is a loose connection.
4. The Nintendo GameCube Game Boy Advance cable, Game Boy Advance, and Nintendo GameCube are not connected properly.
5. The Nintendo GameCube Game Boy Advance cable is pulled out while exchanging information.
6. The power on the Nintendo GameCube or Game Boy Advance is turned off while exchanging information or the GameCube's RESET Button is pressed.

Do not connect a Game Boy Advance cable or a Game Boy Advance you won't be using.

The Nintendo GameCube Game Boy Advance cable will operate as long as it is connected to Socket 2, 3, or 4.



RETRO STUDIOS

EXECUTIVE PRODUCER
Steve Barcia

PRODUCER
Michael Mann

LEAD DESIGNER
Mark Pacini

SENIOR DESIGNERS
Mark Deckard Mike Wikan

DESIGNERS
Jason Behr Tony Giovannini
Paul Reed Amanda Rubright

LEAD ENGINEER
Mark Johnston

TECHNICAL LEAD ENGINEERS
Mark Mathews Andy O'Neil

SENIOR ENGINEERS
Mark Haigh-Hutchinson
David 'Zoid' Kirsch

ENGINEERS
David Chauviere Steve McCrea
David King Mah Kai Martin
Alex Quinones Marco Thrush
Kintunde Omotowoju

LEAD ARTIST
David Keller

SENIOR ARTISTS
Mike Sneath Chris Voellmann

ARTISTS
Chuck Crist Don Hogan
Andrew Jones Gene Kohler
Ryan Powell Elizabeth Pugh
Luis Ramirez Danny Richardson
Alejandro Roura Elben Schafers
LeRoy Strauss

ANIMATORS
Derek Bonikowski Dax Pallotta
Stephen Zafros

AUDIO LEAD
Clark Wen

SOUND DESIGNERS (CONTRACTORS)
Frank Bry Crispin Hands
Ken Kurita-Ditz Kristoffer Larson

PRODUCTION ASSISTANT
Ryan Harris

SPECIAL THANKS
Al Artus Kerry Anne Odem
George Thomas Eugene Kwon
Tian Lim Greg McBride
Carl Mueller Dante Treglia

ADDITIONAL CONTRIBUTORS
Scott Johnson Rick Kohler
Martin L'Heureux Frank Lafuente
Tom Papadatos Audrey Peterson

NCL

EXECUTIVE PRODUCER
Satoru Iwata

PRODUCERS
Shigeru Miyamoto Kenji Miki

COPRODUCERS
Kensuke Tanabe Akira Otani

COORDINATION
Risa Tabata

MUSIC
Kenji Yamamoto

MUSIC (ASSISTANT)
Kouichi Kyuuma

CONNECTIVITY PROGRAMMING
Tomohiro Kawase Hideaki Shimizu

TECHNICAL SUPPORT
Hironobu Kakui Yoshihito Ikebata
Yoshito Yasuda

SUPERVISOR (SAMUS MODEL)
Tomoyoshi Yamane Chiharu Sakiyama

SPECIAL THANKS
Takehiro Izushi Yoshio Sakamoto
Takahiro Harada Takao Sawano
Hiroyuki Kimura Masashi Goto
Akiko Miyano Super Mario Club

NOA

PRODUCER (NOA)
Jeff Miller

TRANSLATOR/BILINGUAL
COORDINATORS
Tim O'Leary Kiyohiko Ando
Scot Ritchey

TESTING/COORDINATOR
Michael Leslie

EDITOR
Leslie Swan

WRITER/EDITOR
Nate Bihldorff

TESTING DIRECTOR
Michael Kelbaugh

TESTING MANAGER
Kyle Hudson

TESTING SUPERVISOR
Eric Bush

TESTING PROJECT COORDINATOR
Thomas Hertzog

TESTING
Marc Doyal Jason Mahaffa
Shane Lewis Michael Chipman
Kathy Huguenard Jim Holdeman
Tim Casey Nicko Gonzalez
Jack Smart Melwin Forrest

TESTING TECHNICIANS
Chris Needham David Hunziker

SPECIAL THANKS
Tatsumi Kimishima Mike Fukuda
Kamon Yoshimura Chris Campbell
Tom Eberspecher Jim Wornell

WARNING: 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. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our **Consumer Assistance Hotline at 1-800-255-3700** rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE**, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.