



**NEED HELP WITH INSTALLATION,  
MAINTENANCE OR SERVICE?**

**NINTENDO CUSTOMER SERVICE  
WWW.NINTENDO.COM**

*or call 1-800-255-3700*

*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time  
(Times subject to change)*

**Nintendo®**

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

PRINTED IN USA



56107A



# METROID<sup>®</sup>

PRIME<sup>2</sup>

## ECHOES

INSTRUCTION BOOKLET



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC 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 - 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.
- 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.

## Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our web site at [www.nintendo.com](http://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 7 p.m., Pacific Time, Monday - Sunday (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 CENTER. 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 & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games 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](http://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. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.



## Important Legal Information

REV-0

Copying of any video game for any Nintendo system 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 video 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](http://www.nintendo.com)  
or call 1-800-255-3700  
(U.S. and Canada)

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- 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.

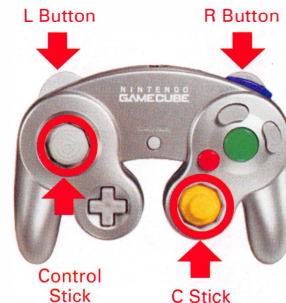
Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

---

#### 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.



*The 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.*



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



1-4 Player  
Simultaneous

**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH ONE, TWO, THREE OR  
FOUR PLAYERS AND  
CONTROLLERS.**



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 website at [www.nintendo.com](http://www.nintendo.com) for game play information.

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?**

**1-800-521-0900**

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

**MON. - SUN. 6:00 a.m. to 7:00 p.m., Pacific Time**

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

TTY Game Play Assistance: 425-883-9714



Manufactured under license from Dolby Laboratories.  
Dolby, Pro Logic, and the double-D symbol are trademarks  
of Dolby Laboratories.

This game is presented in Dolby Pro Logic II. To play games that carry the  
Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II,  
Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold  
separately.

**Nintendo**

© 2004 NINTENDO. ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND  
PROGRAM, RESERVED BY NINTENDO. TM, © AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS  
OF NINTENDO. © 2004 NINTENDO. ALL RIGHTS RESERVED.



## NOTES

[illegible]

## CONTENTS

- 6 A War of Two Worlds
- 8 Getting Started
- 10 Controls
- 12 Samus's Interface
- 14 A Planet Divided...
- 16 Suiting Up
- 18 Visor Vision
- 20 Morph Ball Moves
- 21 Powering Up
- 22 Data Network
- 24 Multiplayer Modes
- 25 Warrior's Ways
- 31 Warranty & Service Information



## A WAR OF TWO WORLDS

Once, long ago, a race of creatures called the Luminoth settled on planet Aether after many nomadic generations spent roaming the universe. They carved out a peaceful existence there, coming to know the land and animals and bathing in the power of what they called the "Light of Aether." To prolong the lifetime of the planet, they decided to harness this light by building Energy Controllers that would be housed in holy temples. They built three of these temples, one in each of their settlements, and linked them to their most sacred place, the Great Temple. A golden age of peace and prosperity blessed them, and they were content.

The peace would not last, though. They tracked a meteor on a crash-course with their planet, and could do nothing but watch as it approached. The meteor's strike scorched the earth, cast the seas into convulsions, and spread a veil of darkness over all that the Luminoth knew...but that was not all. The explosion and the energy from the meteor opened up a dimensional rift in Planet Aether, spawning a second planet that existed in a different dimension. Dimensional rips soon bloomed on Light Aether, and an evil race of dark creatures ventured forth, spreading violence. The Luminoth named these creatures the Ing, and soon created portals to follow them into a world they would come to know as Dark Aether.

### NINTENDO

EXECUTIVE PRODUCER  
Satoru Iwata

PRODUCERS  
Kenji Miki  
Kensuke Tanabe

ASSISTANT PRODUCERS  
Akira Otani  
Risa Tabata

PUBLIC RELATIONS  
Akira Otani

COORDINATION  
Risa Tabata  
Masakazu Miyazaki

INTERPRETATION/COORDINATION  
Atsushi Ikuno (from INTELLIGENT  
SYSTEMS CO., LTD.)

MUSIC  
Kenji Yamamoto

SUPERVISOR (SAMUS MODEL)  
Tomoyoshi Yamane

STORYBOARD ART  
Naoki Mori  
Daisuke Nobori

TECHNICAL SUPPORT  
Hironobu Kaku  
Masahiro Takeguchi

SPECIAL THANKS  
Yoshio Sakamoto  
Takumi Kawagoe  
Tsuyoshi Watanabe  
You Onishi  
Masayuki Okada  
Tomoaki Kuroume  
Norihide Sasaki  
Toshihiko Okamoto  
Akiko Miyano  
Naruhisa Kawano  
Fujiko Nomura  
Sachiko Nakamichi  
Takashi Ito  
Chiharu Sakiyama  
Minako Hamano

### NINTENDO OF AMERICA

PRODUCER  
Jeff Miller

INTERPRETATION/  
TRANSLATION AND WRITING  
Kiyohiko Ando  
Nate Bihldorff  
Tim O'Leary  
Bill Trinen

TESTING MANAGEMENT/SUPERVISION  
Yoshinobu Mantani  
Kyle Hudson  
Eric Bush  
Sean Egan  
Randy Shoemaker

TESTING COORDINATION  
Tim Casey

TESTING  
Michael Chipman  
Terral Dunn  
Zac Evans  
Nicko Gonzalez  
Phil Honeywell  
David Hunziker  
Shane Lewis  
Jason Mahaffa  
Chris Needham  
Jeffrey Storbo  
Pat Wells

SPECIAL THANKS  
Tatsumi Kimishima  
Jacqualee Story  
Mike Fukuda  
Shigeki Yamashiro  
Raymond Yan  
Chris Campbell



## CREDITS

### RETRO STUDIOS

#### SENIOR PRODUCER

Michael Kelbaugh

#### PRODUCER

Bryan Walker

#### GAME DIRECTOR

Mark Pacini

#### SENIOR DESIGN

Jason Behr

Karl Deckard

Mike Wikan

#### DESIGN

Michael Cheng

Kynan Pearson

Paul Reed

#### DESIGN SUPPORT

Tom Ivey

Russell O'Henly

Chip Sbrogna

#### ENGINEERING DIRECTOR

Frank Lafuente

#### TECHNICAL LEAD ENGINEERING

Jack Mathews

Andy O'Neil

#### SENIOR ENGINEERING

Mark Haigh-Hutchinson

David 'Zoid' Kirsch

#### ENGINEERING

Ted Chauviere

Jim Gage

Steve McCrea

Irving Mah

Kai Martin

Alex Quinones

Marco Thrush

Paul Tozour

#### LEAD ART

Todd Keller

#### SENIOR ART

Chuck Crist

Don Hogan

Elizabeth Foster

Elben Schafers

Chris Voellmann

#### ART

Ryan Powell

Luis Ramirez

Danny Richardson

Alejandro Roura

Teague Shultz

Ben Sprout

#### ADDITIONAL ART

Nick Trahan

#### ANIMATION

Derek Bonikowski

Carlos Mendieta

Dax Pallotta

Stephen Zafros

#### CONCEPT ART

Andrew Jones

#### ANIMATION SUPPORT

Vince Joly

Kim Sanchez

#### ART INTERNS

Sean Horton

Ilya Nazarov

Quinn Smith

#### AUDIO LEAD

Clark Wen

Scott Petersen

#### SOUND SUPPORT

Frank Bry

Danetracks

Matt Piersall

Todd Simmons

#### ASSISTANT PRODUCER

Ryan Harris

#### OPERATIONS

Al Artus

Kellie Johnson

Akiko Furukawa-Laban

George Thomas

This twin planet, which had given birth to the Ing Horde, was a poisonous mirror of their own, and the Luminoth retreated from its damaging effects. Over time, however, as the Ing continued to make war on Light Aether and began to possess both creatures and friends, the Luminoth had to return and fight. They set up beacons of light that acted as protective oases against the dark creatures, and fought tooth and nail against the Ing. The war raged, and a stalemate soon became apparent; the Luminoth could not defeat the Ing on Dark Aether, and the powerful light of Aether was too much for the Ing to overcome.

The stalemate could not last forever. The planet's energy had been divided between the light and dark worlds, and both sides wanted to control it. The Luminoth created an Energy Transfer Module designed to absorb the energy from Dark Aether, only to have it stolen and used against them. Their temples fell one by one, until only their last, the Great Temple, remained. With only enough planetary energy to support one world, this temple was all that stood between Dark Aether completely eclipsing Light Aether, eradicating the last of the Luminoth...

Into this conflict came a new factor. A Federation ship chased a Space Pirate vessel onto the surface and engaged them, only to be attacked and decimated by the Ing. After losing contact with the troops, the Federation suspected the worst. Unwilling to abandon all hope, they sent an urgent message to Samus Aran...

**Mission received from Galactic Federation...**

**Locate troops lost in Dasha region of Planet Aether...**

**Priority 1...**



## GETTING STARTED

Set your Metroid Prime 2: Echoes 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 proceed to the Main Menu screen.

### CREATE A FILE

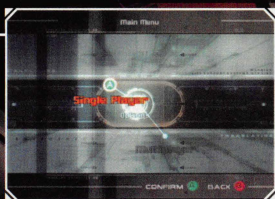
You must have a Memory Card inserted in Slot A with at least 3 blocks of free space on it in order to create a file for Metroid Prime 2: Echoes. Please refer to the Nintendo GameCube instruction booklet for instructions on how to format, copy, and erase Memory Card files.

Use the Control Stick to select "Single Player" and then press the A Button. You can also select "Multiplayer" if you want to play a multiplayer game (see pg. 24). If this is your first time playing the single-player game, you will then select one of the three "New" files and press the A Button to begin the game. If you have a previously saved game file, choose that file to continue from your last save point.

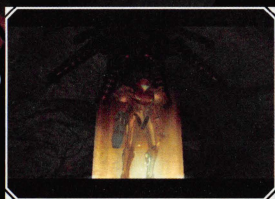
In order to save your progress in Metroid Prime 2: Echoes, you must find Save Stations located all over Aether. When you find one of these rooms, enter the saving apparatus. When asked if you wish to save, choose YES and press the A Button. All of your progress up to that point will then be saved to the Memory Card in Slot A.



TITLE SCREEN



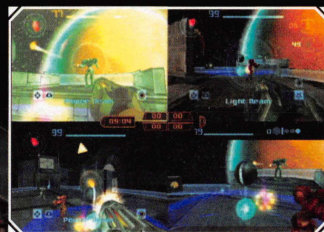
MAIN MENU



SAVE STATION

## WARRIOR'S WAYS

The controls for multiplayer are the same as for single-player (pages 10-11). Players will start out with basic Power Beam functionality as well as Morph Ball, Boost Ball, Grapple Beam, Space Jump Boots, Spider Ball, and Bombs. However, the HUD will appear slightly different; you will have no spare Energy Tanks, Missiles, visors, and beams will only appear when you acquire them, and the ammo counter for Dark, Light, and Annihilator Beams will appear numerically only. The radar display in the upper left of your screen will still prove integral, as red dots will show you where your enemy is. Lock-on will still function, but you can escape a lock-on by turning into a Morph Ball and using the B Button to boost to safety.



MULTIPLAYER DEATHMATCH

### POWER UPS

Besides using features like Grapple Nodes and Morph Ball Launchers to move around, you must also collect power-ups to attack others.

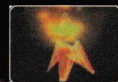
#### HEALTH

Purple orbs are worth 10 points of health, blue orbs are worth 50 points of health.



#### MISSILE LAUNCHER

This item holds five missiles. You can also acquire the powerful Super Missile.



#### RANDOMIZER

Walk into a Randomizer and you will get a random power-up. The power-ups include unlimited ammo for beams and missiles, temporary invulnerability or invisibility, super-powered weapon strength, or even more obscure weapons like Death Ball or Hacker Mode.



#### PICKUP CRATES

Pickup crates could hold the Dark Beam, Light Beam, Annihilator Beam, or Power Bombs.





## MULTIPLAYER MODES

The single-player adventure is only part of Metroid Prime 2: Echoes; you can also battle up to three friends in split-screen, multiplayer matches. To get started, simply advance past the title screen, use the Control Stick to select "Multiplayer", and press the A Button. Bear in mind that you'll have to have at least two Controllers plugged in to access this mode.

Once on the Multiplayer screen, each player should press A to select their character; you can also press Y at this time to adjust individual options. Once everyone is ready, press START/PAUSE to continue to the mode-selection screen.



CHARACTER-SELECTION SCREEN

### DEATHMATCH

There are two multiplayer modes: Deathmatch and Bounty Mode. Tilt the Control Stick to select one and press the A Button to proceed. A Deathmatch is straightforward—you just hunt the other players. You can set parameters for each game, choosing either a time limit or a number of frags to determine the winner. You can also select the music at this time. Once you've set the parameters, press the A Button, select an arena to battle in, and press START/PAUSE to start the battle.



DEATHMATCH

### BOUNTY MODE

In Bounty Mode, you must first set the time or coin limit and music, then pick your arena and begin. The object of this mode is not merely to eliminate the other players. Instead, each player starts with a set amount of Bounty Coins, which will drop when that player is hit with powerful attacks. The coins are color-coded: white coins are worth 1, aqua coins are worth 5, red coins are worth 10, emerald coins are worth 50, and gold coins are worth 100. The goal is to collect as many as possible in the set time limit or hit the set coin total first. Sometimes coin chests will appear somewhere in the level, so be sure to find them quickly!



BOUNTY MODE

## ERASING FILES

To erase a file, press the Z Button, choose the file you wish to erase, then press the A Button. Remember: once you erase a file, you can never recover it, so be careful!

## OPTIONS

Change various game options by selecting "Options" on the Main Menu, pressing the A Button, then selecting the file you want to work with and pressing the A Button again. You can also press START/PAUSE to access the pause screen during a game and select "Options" from there.

### VISORS

Adjust Samus's helmet and visor opacity, toggle the helmet display lag, and turn the hint system on or off.

### DISPLAY

Adjust the brightness, dimensions, and alignment of the game play screen.

### SOUND

Adjust the volume of the music and sound effects.

### CONTROLS

Choose to play with standard control or a reversed Y-axis. You can also turn the Rumble feature on or off.

### PROGRESSIVE MODE

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

In order to use the progressive 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](http://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 "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

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



## CONTROLS

### L BUTTON

Lock on to enemies, scan objects in Scan Mode (see page 18), use Grapple Beam (see page 21).

### CONTROL STICK

Move Samus, look around (with the R Button).

### + CONTROL PAD

Switch visors (see page 18).

### START/PAUSE

Pause the game and view Samus's Data Network (see page 22).

NINT  
GAME

START

## THE LOGBOOK

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 logs scattered around the twin planets. To view information that you have downloaded to your Logbook, press START/PAUSE, use the Control Stick to highlight the Logbook, and press the A Button. From there, select the data you want to view and press the A Button to access your Data Network.



## LUMINOTH LORE

The Luminoth's time on Aether has been well-documented, from historical writings, to accounts of the war with the Ing, to individual warrior's journals.

## SPACE PIRATE LOGS

The Space Pirate operation on the planet has been rife with conflict from the beginning, and these brief logs give a glimpse into their goals and the price they've paid.

## TROOPER LOGS

The Federation Troopers did not die without leaving a record behind—by scanning their bodies, Samus can learn valuable information about their doomed time on the planet.

## 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.

## RESEARCH

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



## DATA NETWORK

Samus's suit can store immense amounts of data that will help her along her journey. Most of these, with the exception of the map, can be accessed by pressing START/PAUSE during game play. Once the Data Network screen appears, use the Control Stick and the A Button to select the Options (pg. 9), Logbook, or Inventory screens.

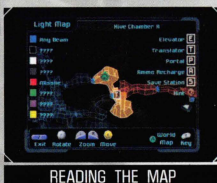
### MAP

Press the Z Button during game play to call up a 3-dimensional map display of the region Samus is currently in. Unless Samus has downloaded the full map for that particular region, 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.



MAP STATION

Colored dots on the map indicate exits; press the Y Button to bring up a key that will help you decipher what weapon will open each exit, as well as pinpoint specific environment features like translators, portals, elevators, ammo-recharge stations, save stations, and hints. Samus herself will appear as a green 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, simply press the A Button; press the A Button again to zoom in from the World Map.



READING THE MAP

### INVENTORY

From this screen, you can learn additional information about Samus's current visors, weapon systems, armor, movement systems, morph ball systems, and other miscellaneous topics. Simply select what you want to learn about and press the A Button to bring up an informational display.



INVENTORY

### R BUTTON

Look around (with Control Stick), activate Spider Ball in Morph Ball mode (see page 20).

### Z BUTTON

Call up map (see page 22).

### Y BUTTON

Fire Missiles, fire Missile combos (with the A Button), lay Power Bombs in Morph Ball mode (see page 20).

### X BUTTON

Switch between standard and Morph Ball modes.

### A BUTTON

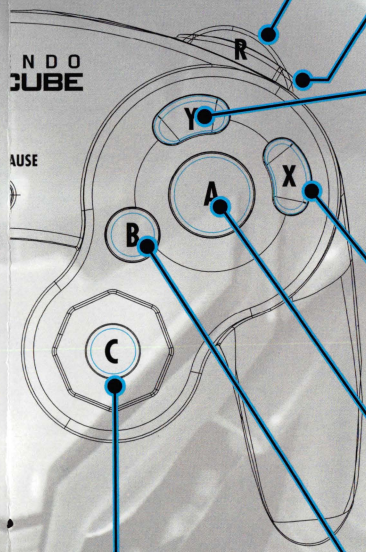
Fire beam weapon (press and hold to charge), lay Bombs in Morph Ball mode (see page 20).

### B BUTTON

Jump, dash sideways while locked-on, activate Boost Ball in Morph Ball mode (see page 20), activate Gravity Boost while jumping (see page 21).

### C STICK

Select beam weapon (see pages 16-17).





## SAMUS'S INTERFACE

As you explore Aether from Samus's viewpoint, you'll need to master the visor interface. Every part of the readout is essential for survival.

### 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.

### THREAT ASSESSMENT

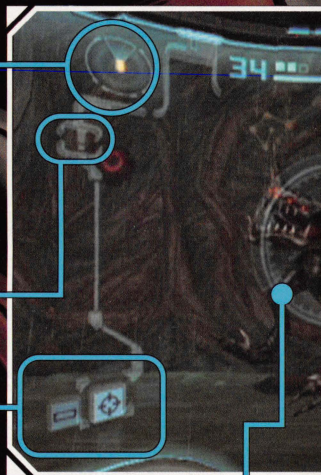
This gauge warns Samus of nearby environmental dangers. It rises in accordance with the proximity of the threat.

### 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).

### TARGETING RETICULE

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



## POWERING UP

There are many other power-ups scattered throughout the worlds of Aether, 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 a specific power-up.

### ENERGY TANK

Samus will start her adventure with minimal energy reserves. For every Energy Tank she tracks down, however, her maximum energy reserve will grow by 100 units.

### SPACE JUMP BOOTS

The Space Jump Boots will enable Samus to jump a second time while airborne. Once she's found the upgrade, 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 reach previously distant areas.

### GRAPPLE BEAM

This lets Samus latch onto specific energy nodes. 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. You can still shoot while grappling.



GRAPPLE NODE

### GRAVITY BOOST

Once Samus finds the Gravity Boost upgrade, she'll no longer be hindered by liquid environments and can float on command while underwater—simply press and hold the B Button after performing an underwater Space Jump to rise high up through the liquids.

### SCREW ATTACK

After executing a Space Jump, press the B Button repeatedly and with good timing to initiate and perform multiple Screw Attacks. As you guide Samus with the Control Stick, she'll damage enemies and cross huge horizontal distances.

If Samus performs a Screw Attack while facing and touching certain walls, she will perform a Wall Jump—stringing together multiple Wall Jumps allows her to climb to great heights.



WALL JUMP



## MORPH BALL MOVES

As Samus explores, she'll run into many areas that are too small for her to navigate. By pressing the X Button to go into Morph Ball mode, 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.

### THE BOOST 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 whatever direction she is rolling or even boost up halfpipes.



BOOST BALL

### THE SPIDER BALL

Once Samus finds the Spider Ball, she can attach herself to specific magnetic tracks. 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 and release the R Button when you wish to drop off. You can propel upward by laying Bombs while attached, or launch out by using the Boost Ball function.



SPIDER BALL

## BOMBS

Samus will be vulnerable early on in the game, but she'll soon find Bombs to arm herself. Samus has an unlimited number of them, but she can only lay three at a time. Bombs can be used to destroy objects and walls made of Talloric Alloy as well as enemies. By positioning the Morph Ball directly over a Bomb, you can propel it up in the air, effectively jumping short distances.

### POWER BOMBS

Power Bombs are super-powered bombs. Unlike ordinary Bombs, Samus will have to replenish them by defeating enemies and collecting Power Bomb capsules. Impediments made of Denzium can only be destroyed by Power Bombs. Drop these by pressing the Y Button while in Morph Ball mode. You can find Power Bomb expansions to augment your supply, but they tend to be well hidden.

## ENERGY RESERVES

The numeric display and horizontal gauge tracks 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.

## MAP

A small section of the current map, with exits highlighted. If you press the Z Button, you'll call up the full-screen map (see page 22).

## MISSILE RESERVES

This numeric display tracks the number of Missiles Samus has in reserve. When Samus's Missiles are armed, this display will glow brighter.

## DARK/LIGHT BEAM AMMO

Once Samus acquires the Light and Dark Beams, these gauges will track how much ammo she has for each weapon (see page 17).

## BEAM WEAPONS

The symbols here stand for Samus's different beam weapons. Each one corresponds to a direction on the C Stick—simply tilt the C Stick in the appropriate direction to select that weapon (see pages 16-17).



## A PLANET DIVIDED...

Early on in the game, Samus will enter a portal and travel for the first time to Dark Aether, the poisoned alternate planet that's like a corrupted mirror of the home of the Luminoth. Over the course of her adventure, travel between the two Aethers will become integral in solving puzzles and navigating the mazelike surfaces of the main areas.

### LIGHT AETHER

The land the Luminoth called home was once an idyllic world, but the devastation wrought by the meteor that produced Dark Aether ruined much of its pristine beauty.

The Agon Plains were scorched into a wasteland, the Torvus Forest was engulfed by the sea and transformed into a swampland, and violent beasts soon thrived everywhere.



AGON WASTES



TORVUS BOG



TEMPLE GROUNDS



SANCTUARY FORTRESS

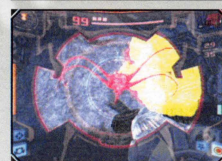
Samus will find many remnants of the Luminoth civilization across the land, as well as machinery and items left by Federation Troopers and Space Pirates.

### DARK VISOR

Once Samus finds the Dark Visor, she can better see through Dark Aether's poisonous haze and identify invisible and interdimensional objects and creatures. This visor will show the weak points of certain enemies or objects, and is a huge help in total darkness or poor weather.



DARK VISOR



DIMENSIONAL TARGETING

### ECHO VISOR

After Samus tracks down the Echo Visor, she'll be able to visualize sound waves to detect invisible enemies and objects.



ECHO VISOR



ECHOLOCATING

### LUMINOETH TRANSLATORS

Over the course of the game, Samus will gain access to more and more areas by upgrading her Luminoth translator module. Keep an eye out for illuminated symbols like the one on the right.



TRANSLATOR DOOR



## VISOR VISION

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

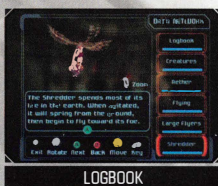
This default visor is standard for battle, and provides Samus with all the general information she needs (see pages 12-13).

### SCAN VISOR

Scannable items in the environment appear cloaked in red, blue, or green light. Green light means the object has been scanned before, red light means the item is mission-critical, and blue light means you can gather some information about the item. If you press and hold the L Button while locked onto one of these symbols, the Scan Visor will download information. Once it's downloaded enough, the visor will display a message. You can press the A Button to display more of the message if it continues off-screen.



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 Logbook. These can be accessed by pressing START/PAUSE during game play (see page 23) and include creature morphologies, Space Pirate and Federation Trooper logs, Luminoth lore and much more. Keep in mind that you can go directly to a Logbook entry by pressing START/PAUSE immediately after scanning something.



## DARK AETHER

Light Aether's poisonous twin is home to the Ing Horde, who are bent on the utter destruction of the Luminoth. The very atmosphere damages Samus's Power Suit—this damage is significantly lessened once she gets the Dark Suit.

Fortunately for Samus, the Luminoth found a way to create Safe Zones of protective light, installing Light Crystals all over Dark Aether's terrain that repel the Ing and give respite from the atmosphere. They also placed many Light Beacons—unlike Light Crystals, these must be energized by a shot from Samus's Power Beam and are unstable. A Light Beam shot will power them for a longer period of time; of course, dark energy can completely snuff out a Light Crystal. While in the protective Safe Zones, Samus will slowly regain energy, but until she upgrades her equipment, she will slowly take damage while in the darkness.



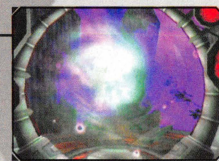
LIGHT CRYSTAL



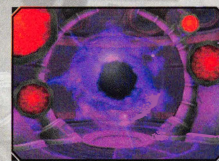
LIGHT BEACON

## PORTALS

To travel between the two worlds, Samus must utilize portals. Samus will have to activate most of them with a shot from either the Dark or Light Beam, or by scanning nearby equipment. Navigating the mazelike areas of both worlds will depend on jumping back and forth through these portals, solving puzzles on both worlds, so remember where each of them is and utilize them frequently.



LIGHT PORTAL



DARK PORTAL



## SUITING UP

Samus will find many power-ups that improve both her arsenal and her suit, all of which help her access new areas. Early on, she also will gain two important abilities, the first of which allows her to become a vessel that can transport the Light of Aether back to the Luminoth Energy Controllers. The second is a translator that allows her to scan and open some Luminoth doors; she will update this translator several times over the course of her adventure (see page 19).

Samus finds many weapons over the course of the game, each of which will become integral to her success. New to Samus is an ammunition system; for the Dark, Light, and Annihilator Beams, she will have to collect light and dark ammo to replenish her supplies.

### VARIA SUIT

Samus's standard Power Suit, built for her by the Chozo people, is made even stronger by the Varia Suit upgrade. It provides shielding in battle and augmented physical strength, and its life-support systems allow her to survive in water and even space without additional equipment.



VARIA SUIT

### DARK SUIT

Once Samus finds the Dark Suit, she will be able to resist the poisonous atmosphere of Dark Aether to a certain extent. Dark matter attacks and extreme toxins will still injure her.



DARK SUIT

### POWER BEAM

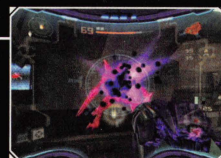
Fire the Power Beam continuously by rapidly tapping the A Button. It becomes much stronger when Samus uses the Charge Beam. Hold the A Button to charge (which also engages a tractor beam effect that draws power-ups toward Samus), then release it. The Power Beam can open blue hatches and has infinite ammo.



POWER BEAM

## DARK BEAM

The Dark Beam can hinder enemies, extinguish Light Crystals, and is effective against Light Aether enemies. Charge it to fire an Entangler blast, which enshrouds enemies in shadow. The Dark Beam can open purple hatches.



DARK BEAM

## LIGHT BEAM

This fires beams of light that can pass through enemies and set them on fire. It can be used to energize Light Crystals, and is effective against dark creatures. Charge it to fire a wide-dispersing Lightblast that will continually burn enemies. The Light Beam can open white hatches.



LIGHT BEAM

## ANNIHILATOR BEAM

Fires streams of energy that seek out multiple targets and emit sonic waves that can be used on sonic-powered devices. Its shots are effective against light and dark enemies. Charge it to fire a Disruptor shot that stuns enemies.



ANNIHILATOR BEAM

## MISSILES

Press the Y Button to fire Samus's Missiles, which home in on targets and can blast open red hatches and Brinstone impediments. Missile Expansions are scattered all over, and each one will up Samus's capacity by five. Every beam weapon has a charge combo that can be used with Missiles to fire powerful blasts that do various things and open certain hatches. Samus must first find these combos before she can use them. Once she has, select the appropriate beam, charge fully by holding down the A Button, then press the Y Button to fire the blast.



MISSILE LAUNCH

## SEEKER MISSILES

Fire and home in on multiple targets at once. While holding down the Y Button, use the R Button and the Control Stick to move the reticle to lock onto to every enemy or target it passes over, to a maximum of five. You can also lock onto the same target up to five times.



SEEKER TARGETING