

METROID™ PRIME: FEDERATION FORCE

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Important Information

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.
- ◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu. You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian. If your Nintendo 3DS system language is set to one of these, the

same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.

For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

Classification Operations Branch
(Australia):
www.classification.gov.au

OFLC (New Zealand):
www.classificationoffice.govt.nz

Russia:
minsvyaz.ru/ru/documents/

Advisories

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any network services of this software is subject to the Nintendo 3DS Service User Agreement and Privacy Policy, which includes the Nintendo 3DS Code of Conduct.

Unauthorised reproduction or use is prohibited.

This software contains copy protection technology to prevent reproduction and copying of content.

Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.

After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

This software, instruction manual and other written materials

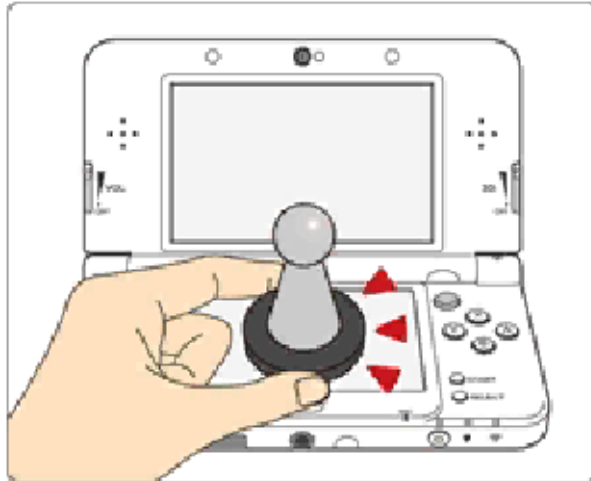
accompanying the software are protected by domestic and international intellectual property laws.

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This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the Touch Screen of a New Nintendo 3DS/New Nintendo 3DS XL system.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game.

For more information, visit:

- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)

- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If the data on your amiibo becomes corrupted and cannot be restored, go to the HOME Menu ⇒  ⇒ amiibo Settings and reset the data.

The Nintendo 3DS NFC Reader/Writer is required to use amiibo with a Nintendo 3DS/3DS XL/2DS system.

IMPORTANT

A light touch on the Touch Screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.

This software allows you to connect to the internet to play through Campaign Mode (p. 9) or compete in Blast Ball games (p. 14).

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

This software supports Nintendo Network™.



Nintendo Network is an online service which allows you to play with other players all over the world, download new add-on content and much more!

Online Precautions

- If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii™

characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.

- Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.
- Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending,

posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.

- Please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems, and online services for certain software may be discontinued.

You can use the following Parental Controls to restrict certain features of this software.

- ◆ For more information about Parental Controls, refer to the Operations Manual.
- Online Interaction
Restricts online interactions with other players.



This is a first-person adventure game where you play as a Marine of the Galactic Federation piloting a mechanised suit called a "Mech". Carry out missions on various planets in the game's campaign, or use your skills to score goals in Blast Ball.

Basic Controls

There are two control configurations, and you can change between them on the Controls menu (p. 7). Controls that only apply to CONFIG B are in **yellow**.

Move	○
Power Shot	Ⓐ/Ⓡ
Charge Shot	Hold Ⓐ/ hold Ⓡ
Jump	Ⓑ/Ⓛ
Lock on to a target	Ⓛ/Ⓩ
Free Aim	Ⓡ + system movement/○
Sidestep	Ⓛ/Ⓡ + ○(left/right) + Ⓑ ○ (left/right) + Ⓛ
Send preset chat message	+
Display pause menu	START

Campaign Controls

Revive a teammate	Tap Ⓐ repeatedly/ tap Ⓡ repeatedly
Interact	Hold Ⓐ
Hover	Hold Ⓑ/ hold Ⓛ

Cycle AUX
ammo



Fire AUX ammo



Blast Ball Controls

Use power-up



If CONFIG B (p. 7) has been selected, and can be used during the game. This control configuration is only available on the New Nintendo 3DS and New Nintendo 3DS XL.

- ◆ When using the Circle Pad Pro, /Right Circle Pad can be used. The placement of and is different on the Circle Pad Pro and the New Nintendo 3DS.

About Motion Controls

Hold **R** (CONFIG A) and move your system around to aim your weapon.



When using this software, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands. Do not move the system with excessive force, as this could lead to injuries, damage to the product or damage to nearby objects.

Circle Pad Pro Calibration





Right Circle Pad

If the Right Circle Pad is not responding correctly, or it is sending signals to the software without being touched, follow the instructions below to calibrate the accessory.

● Calibration

1. On the main menu or the pause menu, select "Controls" "CONFIG B" and then "Options".
2. Follow the on-screen instructions to calibrate the Right Circle Pad.

◆ Calibration of the Nintendo 3DS system's Circle Pad can be carried out in the System Settings.

If the Circle Pad Pro is not used for five minutes, it will enter standby mode. To end standby mode, press /.

For detailed information on setup and use of the Circle Pad Pro, please refer to the accessory's instruction booklet.

This accessory is not necessary if you are using a New Nintendo 3DS/3DS XL system.



Profile Selection

Press **A** on the title screen to open the profile selection screen. Select an empty profile to start a new game, or select a profile containing save data to continue playing from where you left off. You can also integrate existing Metroid Prime: Blast Ball save data.



Main Menu

You can select from the following on the main menu:




Campaign

Take on challenging missions and advance the story.

BLAST BALL/Training

Play Blast Ball (p. 14) or learn how to control your Mech.

Customize

Equip MODs you've collected to improve your Mech, change your Mech's paint job or change the preset messages set to . You can also change the language, gender or pitch of your voice.

Controls

View the controls or switch control configurations if you are using a New Nintendo 3DS system or a Circle Pad Pro.

Manual

Opens this electronic manual.

About amiibo






You can unlock special paint jobs by selecting the amiibo icon from the paint job menu and then using a compatible amiibo.

- ◆ You can unlock special paint jobs in Blast Ball and in Campaign mode.
- ◆ The same amiibo can be used to unlock a different paint job via the customize menu in Blast Ball or Campaign mode.

Saving Data

Your progress is saved automatically at certain points, such as after clearing missions.

Deleting Data

On the profile selection screen, select  and then "Yes" to delete the selected data. It is also possible to delete all data by holding  +  +  +  when launching the game. This can be done between when the Nintendo 3DS logo disappears and when the game's title screen is displayed.

◆ Deleted data cannot be restored, so be careful.

Reset Blacklist

Select "Reset Blacklist" on the profile selection screen to reset your blacklist (p. 9). Then, without closing the game, connect to the internet to start a mission in Campaign Mode or a Blast Ball match and your blacklist will be reset.

- Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/SD card inserted into the system while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

Select a Play Type

Campaign Mode can be played in three different ways.



Solo Play

Select "Solo Play" to play alone in Campaign Mode.

Local Play

Up to four players can cooperate on missions via Local Play. Each player needs their own Nintendo 3DS system and a copy of the software.

● You Will Need:

One Nintendo 3DS system per player (max. 4)

One copy of the software per player (max. 4)

● How to Play

One player selects "Create" to be the host, then chooses a mission and waits for players to join the Game Lobby. The other players select the name of the host to join their team.

Online (Internet)

Touch "Online" to connect to the internet and clear missions online with other players. You can restrict online games to play only with players on your friend list.

Blacklists

You can add players who you have played with online to your blacklist (p. 10, 15). Once a player has been added to your blacklist, that player will not be able to play with you any more.

- ◆ You can add up to 100 players to your blacklist. Each time you add a new player when your blacklist is full, the player that has been on your blacklist the longest will be replaced with the new player.
- ◆ You cannot add players on your friend list to your blacklist.

Game Lobby

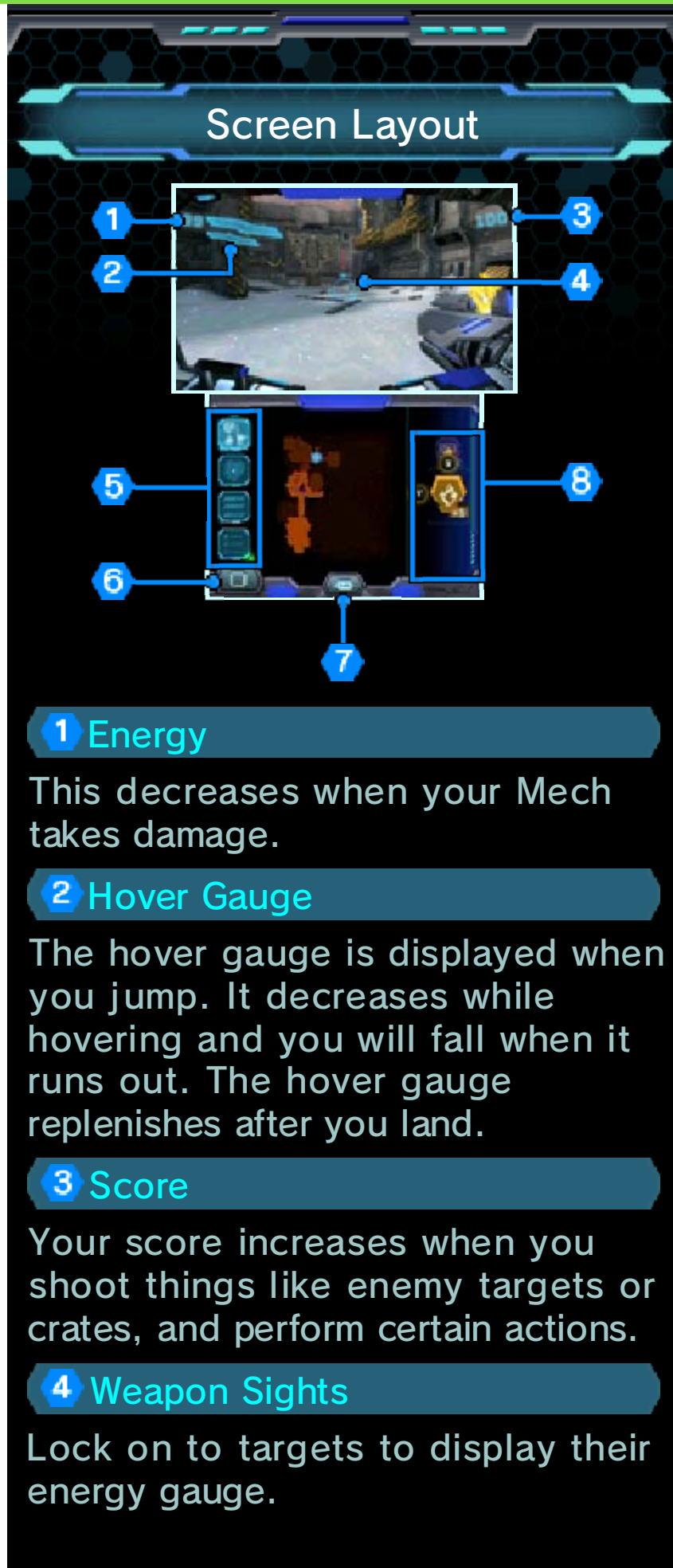
Once you have chosen a play type and selected a mission, you will proceed to the Game Lobby. Here you can select MODs (p. 11) and customise your Mech. Once all players have selected "Ready", the players receive a briefing and then proceed to AUX ammo selection.



Choosing AUX Ammo

Select the AUX ammo that you want to take on the mission. AUX ammo can be chosen until it exceeds the Mech's weight restrictions. The mission starts after all players have selected "Ready".





1 Energy

This decreases when your Mech takes damage.

2 Hover Gauge

The hover gauge is displayed when you jump. It decreases while hovering and you will fall when it runs out. The hover gauge replenishes after you land.

3 Score





Your score increases when you shoot things like enemy targets or crates, and perform certain actions.

4 Weapon Sights

Lock on to targets to display their energy gauge.

5 Display Icons


The following icons change the information displayed on the Touch Screen:

 Full Map	A map of the entire region.
 Area Map	A map of the area you are currently in.
 Team/Drone Status	View your team's energy or the power of any AI Combat Drones accompanying you on a mission. When you are playing online, you can also add players to your blacklist (p. 9) by touching their icon and then selecting "Register".
 Log	Check mission objectives.

6 MODs

Check which MODs (p. 11) are currently equipped.

7 Chat Messaging

Displays all of the chat messages that you can send, including those assigned to  for quick communication.



8 AUX Ammo

Displays the equipped AUX ammo. Touch the icons or press \otimes to cycle AUX ammo, and press \odot to fire. The gauge on the right side of the Touch Screen shows the total weight of the AUX ammo you have equipped.

Pause Menu

Press **START** to display the pause menu, which contains the high score, mission time and the following options:



Resume Mission	Continue playing the current mission.
Controls	View the controls or switch control configurations if you are using a New Nintendo 3DS system or a Circle Pad Pro.
Exit Mission	Exit the current mission and return to the mission selection screen.
Mute Team Audio	Touch  to turn off chat voices.  shows when "mute team audio" is activated.



There are a variety of missions to clear in Campaign Mode.

Mission Progress

Progress through missions by completing objectives such as defeating enemies and reaching specific areas. Once an objective is completed, a new objective may be set.

Actions During Missions

Opening Doors

Shoot and approach blue doors to open them.



Interacting with Objects

A message is shown when you can interact with certain objects.



Picking Up Items

Destroying crates may reveal items like AUX ammo. Approach an item to pick it up.



- ◆ You can only pick up items if they do not exceed your weight restrictions.

About MODs

You can receive up to three MOD slots as you progress in Campaign Mode.



MODs can be picked up during missions and enhance your Mech in a variety of ways when equipped. If your Mech's energy level is depleted or if you exit in the middle of a mission, there is a chance that one of your equipped MODs will be broken. Broken MODs can no longer be used.

Clearing Missions

Missions are cleared when all required objectives have been completed.

Results Screen

Medals are awarded depending on the score achieved. Earning medals unlocks new missions. Any MODs found on a mission can also be distributed among players.



Mission Failure

The mission is over and all players return to the Game Lobby if the energy level of all players' Mechs is depleted. Depending on the mission, other circumstances may also lead to mission failure.

Select "BLAST BALL/ Training" on the main menu and then "BLAST BALL" to display the following:



BLAST BALL	Select a play type and play Blast Ball (p. 14).
Customize	Change your Mech's paint job or change the preset messages set to \oplus . You can also change the language, gender or pitch of your voice.
Practice	Practise movement and shooting. It is also possible to play a one-on-one match against a computer-controlled opponent.

About amiibo

You can unlock special paint jobs by selecting the amiibo icon from the paint job menu and then using a compatible amiibo.



14 Playing Blast Ball

Choose a Play Type

There are four different ways to play Blast Ball.



Solo Play

Select "Solo Play" to play Blast Ball on your own. Your teammates and opponents will all be computer controlled.

Local Play


Up to six players can play Blast Ball together via Local Play. Each player needs their own Nintendo 3DS system and a copy of this software.

● You Will Need:

One Nintendo 3DS system per player (max. 6)

One copy of the software per player (max. 6)

● How to Play

To host a match, select "Create", choose the desired settings, and then select "OK". When all players have joined and selected their team, press  to start. Players join a match by selecting the name of the host.

Online (Internet)

Select "Online" to connect to the internet and play Blast Ball online with other players.

Download Play

Selecting Download Play lets up to six players play a Blast Ball match with just one copy of this software.

● You Will Need:

One Nintendo 3DS system per player (max. 6)

One copy of the software

● How to Play

Sending Data

1. Press **(A)** or select "Create", choose the desired settings, and then select "OK".
2. When the other players' names appear, select "Upload" to begin.

Receiving Data

1. On the HOME Menu, select the Download Play icon, then touch "Open".
2. Select the Nintendo 3DS logo.
3. Select this software from the list.

- ◆ You may need to perform a system update. Follow the on-screen instructions to begin the update.

If you receive a message during the system update that the connection was unsuccessful, carry out the system update from the System Settings

application.

Settings

The following settings are available in Blast Ball:



● Match Type

Versus is a match between two teams, while Challenge is a single-elimination-tournament challenge against five computer-controlled teams.

● Autobalance

When Autobalance is on, players are automatically divided into evenly-matched teams. Players can select their own team when Autobalance is off.

◆ Autobalance can only be used in Versus matches.



1 Score

2 Energy

Your Mech's energy decreases when hit by the ball or an opponent's shots. Once depleted, the Mech will break down and require a short amount of time to repair itself.

3 Game Time

4 Weapon Sights

The weapon energy gauge decreases as you fire. You cannot fire your weapon when it is empty. It recharges when you are not shooting.

5 Arena Map

Check other players' positions and the ball's location.


6 Player Status

Check the names of the players on each team. When you are playing online, you can also add players to your blacklist (p. 9) by touching their icon and then selecting "Register".

7 Power-ups (p. 16)

Press  or touch a power-up on the Touch Screen to use it.

8 Chat Messaging


Displays all of the chat messages that you can send, including those assigned to  for quick communication.

Rules

Shoot the ball to move it around the arena, and into the goal to score a point. The first team to score three points or the one with most points when the time runs out is the winner. The game enters one minute of sudden death if the score is tied when the time runs out. The first team to score is the winner. If neither team can score a point, the match is declared a draw.

- ◆ A draw in Challenge Mode will cause you to lose the challenge.

About Power-ups

Power-ups can be picked up after the ball has been shot a number of times. Once collected, press  or touch the power-up on the Touch Screen to use it.



Shield

Shields a player from damage and prevents the player from being ejected from their Mech if a member of the opposing team uses the eject power-up.



Adrenaline

Mech movement speed, weapon recovery, and shot power are all increased when this power-up is used.



Eject

Ejects all members of the opposing team from their Mechs.

Repair Capsules

Pick up Repair Capsules to restore energy.



The Ball

A new ball appears after a goal is scored. In rare cases, a special ball is used.

Results Screen

The Results screen shows each player's achievements at the end of a match.



Select "New match" to play again or "Exit" to end the match and return to the Blast Ball menu. "New match" can only be selected when you are playing in Versus mode.

For product information, please visit the Nintendo website at:
www.nintendo.com/countryselector

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com