

Metroid Prime™: Federation Force

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Important Information

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

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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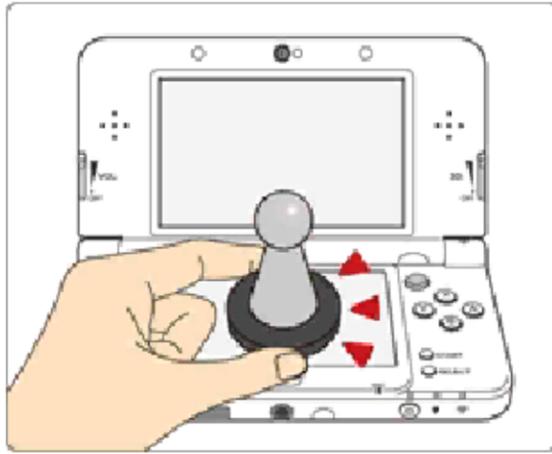
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CTR-P-BCAE-00

2 amiibo



This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the lower screen of your New Nintendo 3DS or New Nintendo 3DS XL system.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, please visit Nintendo's official website at www.nintendo.com/amiibo.

- ◆ Data stored on amiibo can be read by multiple compatible games.
- ◆ If the data on an amiibo is corrupted and can't be restored, open  on the HOME Menu and then reset the data under amiibo Settings.

Using amiibo with a Nintendo 3DS, Nintendo 3DS XL, or Nintendo 2DS system requires the Nintendo 3DS NFC Reader/Writer accessory.

Precaution about amiibo

- Just a light touch on the lower 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.

3 Internet

This software allows you to connect to the Internet to enjoy cooperative play on missions (page 9), and matches of Blast Ball (page 14).

- ◆ Refer to your Operations Manual for information about connecting your system to the Internet.

This software supports Nintendo Network.



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

Protecting Your Privacy

- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

4 Parental Controls

You can restrict use of the following feature by adjusting the options in Parental Controls.

- ◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.
- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.
- **Online Interaction**
Restricts all online play with other players over the Internet.



This is a shooting game where you play as a Marine of the Galactic Federation piloting a combat robot called a Mech. Carry out missions on various planets in the game's campaign, or use your skills to score goals in Blast Ball.

Common Controls

There are two control schemes, Config A and Config B, that can be selected from in Controls (page 7). On this page, the controls for Config A are displayed in light blue and the controls for Config B are displayed in **yellow**, and the controls shared between the two are also in light blue.

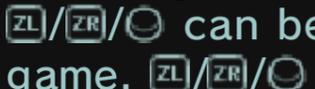
Movement	○
Fire	Ⓐ/Ⓡ
Charge Shot	Hold Ⓐ/Ⓡ
Jump	Ⓑ/Ⓛ
Lock on	Ⓛ/Ⓩ
Free aim	Ⓡ + system movement / ○
Sidestep	Ⓛ or Ⓡ + ○ left/right + Ⓑ / ○ left/right + Ⓑ or Ⓛ
Messaging	+
Display pause menu	START

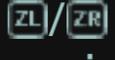
Campaign Controls

Revive a teammate	Press Ⓐ/Ⓡ repeatedly
Specialized actions	Hold Ⓐ
Hover	Hold Ⓑ/Ⓛ
Switch AUX ammo	ⓧ
Fire AUX ammo	Ⓨ/Ⓩ

Blast Ball Controls

Use a power-up	Ⓨ/Ⓩ
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If Config B has been selected,  can be used during the game.  can only be used on the New Nintendo 3DS and New Nintendo 3DS XL.

◆ When using the Circle Pad Pro,  can be used. Also, when using a Circle Pad Pro or a New Nintendo 3DS, the button assignments of  and , and  and  are reversed.

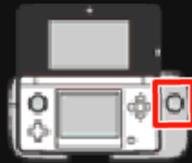
About Motion Controls

When using Config A, moving your system while pressing  will also move your weapon sights in the game.



When playing this game, 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 while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.

If you are unable to control the Right Circle Pad properly...



Right Circle Pad

If the system behaves as though the Right Circle Pad is being used even when you aren't touching it or if the controls don't seem to operate correctly, you will need to calibrate the Right Circle Pad by following the procedure below.

● Procedure

1. On the main menu or in the pause menu, select Controls, then Config B, then the Options tab that appears, and then the Launch button next to Calibrate Circle Pad Pro.
 2. Follow the instructions on the screen to calibrate the Right Circle Pad.
- ◆ To calibrate the Circle Pad on the Nintendo 3DS system, use the calibration procedure in System Settings on the HOME Menu.

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

See the Circle Pad Pro Operations Manual for more details about how to use this accessory. This accessory is not necessary if you are using a New Nintendo 3DS or New Nintendo 3DS XL system.

7 How to Start

Choosing a File

On the title screen, press **A** to access a list of save files. Selecting a New file will start the game from the beginning, while selecting a save file with data present will continue the game from the last save. Additionally, if there is save data from Metroid Prime: Blast Ball present, that data can be transferred to this game.



Main Menu

The following items are selectable on the main menu.



Campaign

Take on challenging missions and advance the story.

Training Deck

Practice controlling your Mech, or compete in Blast Ball matches (page 14).

Customize

Equip MODs you've collected, select a new paint job for your Mech, assign your preset messages, and adjust the language, gender, and pitch of your pilot's voice.

Controls

Review the controls. When using a New Nintendo 3DS, New Nintendo 3DS XL, or a Circle Pad Pro, you can also choose between two control setups.

Manual

View the game's manual.

Scanning amiibo

Select Paint Jobs from the Customize menu, and then amiibo. If an amiibo compatible with this title is scanned, a special paint job will be unlocked.

- ◆ Paint jobs can also be received by scanning amiibo in the Paint Jobs menu of Blast Ball (page 13).
- ◆ Scanned amiibo in Campaign and Blast Ball are handled separately. You must scan an amiibo in the respective menu to unlock the available paint job.

8 Delete Save Data

Save Data

Your data will automatically be saved when you perform actions like clearing missions.

Deleting Data

On the file-selection screen, select , and then select Yes to delete data.

Also, all game data can be deleted by pressing $\text{A}+\text{B}+\text{X}+\text{Y}$ during the time between the Nintendo 3DS logo being displayed and the title screen being displayed.

◆ **Be careful. Data that has been deleted cannot be recovered.**

Clearing the Blacklist

On the file-selection screen, select Reset Blacklist to prepare for a reset of the blacklist (page 9). Without closing the game, connect to the Internet via Campaign or BLAST BALL to clear the blacklist.

Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

Select the Mode

There are three different ways to begin a campaign.



Solo Play

Selecting Solo Play will allow you to play missions in the software's single-player mode.

Local Play

Selecting Local Play will allow you to play co-op missions with up to four players who have both a system and the game.

● Requirements

One system per player (max four).

One game per player (max four).

How to Play

The player who wants to host the game selects Create and then selects a mission. After the host has selected a mission, players can join the game lobby by selecting the host's name.

Online

Selecting Online will allow you to play co-op missions with other players via the Internet. You can restrict an online game so that only players you have added as friends can join you.

About the Blacklist

A player can be added to the blacklist (pages 10, 15) when playing online. Adding someone to the blacklist will prevent them from joining you in future online missions.

- ◆ Up to 100 people can be added to the blacklist. If more than 100 people are added to the blacklist, the oldest entries will be overwritten.
- ◆ Friends cannot be added to the blacklist.

Game Lobby Screen

While on this screen, MODs (page 11), paint jobs, and other features can be customized. Once all players have selected READY, the game will deliver a briefing and proceed to the AUX ammo-selection screen.



Selecting AUX Ammo

Select the AUX ammo to use for the mission. Each AUX ammo has a different weight, and the weight of all AUX ammo cannot exceed a Mech's weight capacity. The mission will start when all players select READY.



10 Interface

Main Screen



1 Energy

This will decrease when taking damage.

2 Hover Gauge

This will appear when jumping. The gauge will decrease when hovering. When the gauge is empty, the Mech will fall. The gauge will refill over time.

3 Score

The score increases when enemies take damage, containers are broken, and other actions are performed.

4 Weapon Sight

When this is locked on to an enemy, the enemy's energy gauge will also be displayed.

5 Display-Switch Buttons

When one of these is touched, the display on the lower screen will change.

 Mission Map	The entire mission area will be displayed.
 Area Map	Only the current area map where the player is located will be displayed.



Teammate/
Drone Status

See the current Energy Levels of your teammates. A battery gauge will be displayed for any AI Combat Drones. Also, a player can be added to the blacklist by touching their icon and selecting Register when playing online (page 9).



Log

Check mission objectives.

6 MOD Button

Check the MODs (page 11) currently equipped.

7 Chat Button

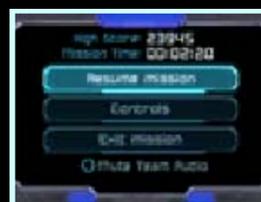
The list of messages will be displayed here. Messages set to + can be used by pressing +.

8 AUX Ammo

Displays the equipped AUX ammo. Press X or touch to change the AUX ammo, and press Y to use it. The weight meter on the right side displays the total weight of the AUX ammo you have equipped.

Pause Menu

Press **START** to display the pause menu. The high score of the mission and the mission time will be displayed, as well as the following options.



Resume	Resume the mission.
Controls	Review the current control scheme. When using a New Nintendo 3DS, New Nintendo 3DS XL, or the Circle Pad Pro, the control scheme can be changed.
Exit Mission	Quit the mission and return to the mission-select screen.
Mute Team Audio	When  is touched and  is displayed, team messages will be muted.



Clear a variety of missions in Campaign.

Proceeding through Missions

During missions, objectives like defeating enemies or reaching certain areas are set. Once an objective has been completed, a new objective may appear.

Actions during a Mission

Opening Gates

Shoot blue gates to open them. If the gate is gray, it means you have an objective to complete.



Special Actions

In areas where consoles like the one shown to the right appear, a special action can be performed.



Picking Up Items

Various items can be found hidden within destructible containers. These items will be automatically collected simply by walking near them.



- ◆ You cannot collect more AUX ammo in the field than your Mech can carry.

About MODs

A MOD is a chip that adds additional functionality to your Mech. Up to three can be equipped at any one time. MODs can be found during missions. Be careful! Mechs who reach 0 Energy Level risk having an equipped MOD break. Broken MODs cannot be repaired.



Clearing a Mission

Missions are cleared when all required objectives have been completed.

Result Screen

At the end of a mission, medals are earned by players based on points scored.



These medals will be displayed, and any MODs that were collected will be distributed. Earning medals will unlock new missions and upgrades for your Mech.

Game Over

If all players on a mission have their Energy Level reduced to 0 at the same time, the game will end and all players will be returned to the Game Lobby. There are also missions in which other conditions may result in a game over.

13 Blast Ball Menu

From the main menu, select Blast Ball / Training and then Blast Ball. The following will be displayed.



Blast Ball	Select to play Blast Ball.
Customize	Select a new paint job for your Mech, assign your preset messages, or adjust the language, gender, and pitch of your pilot's voice.
Practice	Practice movement and shooting. It is also possible to play a one-on-one match against a computer-controlled opponent.

About amiibo

You can unlock specialized paint jobs by selecting the amiibo option within the paint-job menu and then using a compatible amiibo.

14 Launching Blast Ball

Selecting a Mode

There are four different ways to play Blast Ball.



Solo Play

Selecting Solo Play will allow you to play the single-player version of Blast Ball. All team members and opponents will be controlled by the computer.

Local Play

Selecting Local Play will allow you to play a Blast Ball match with up to six players. Everyone must have a system and the game.

● Requirements

One system per player (max six).

One game per player (max six).

How to Play

To host a match, select Create, choose the settings, and then select OK. When all the players have joined and selected their team, press \otimes to start the match. Players who want to join a match will need to select the name of the player who is hosting.

Online

To play a Blast Ball match online, select Online. This will connect the system to the Internet.

Download Play

Selecting Download Play will allow up to six players to play a Blast Ball match, as long as one of the players has the game.

● Requirements

One system per player (max six).

One game.

How to Play

Sending Data

1. Press **A** or select Create, choose the settings, and then select OK.
2. When the other player names appear, select OK to begin.

Receiving Data

1. On the HOME Menu, select the Download Play icon, and then select Open.
2. Select the 3DS logo.
3. Select this game.

- ◆ A system update may need to be performed. Update the system software by following the on-screen instructions. If the message "The connection has been disrupted" is displayed, go to the HOME Menu and select System Settings to update the system software.

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 On is selected, the game will determine the teams for the match. When Off is selected, players can select their own team.

- ◆ This can only be used in a Versus match.

15 Blast Ball Interface



1 Score

2 Energy

This will decrease when an opponent's attacks land or if the ball hits the Mech. When the Mech's Energy Level reaches 0, the Mech will break and require a short amount of time to repair itself.

3 Remaining Time

4 Sight

Weapon energy will be displayed. This energy will decrease as you fire. You'll be unable to fire rapidly if you deplete all of your weapon energy. Weapon energy will recover gradually if you stop firing.

5 Arena Map

See the position of the players and ball.

6 Team Status Button

Displays the names of all the players. Also, a player can be added to the blacklist by touching their icon and selecting Register when playing online (page 9).

7 Power-ups (page 16)

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

Chat Button

The list of messages will be displayed here. Use messages set to  by pressing .



Rules

Shoot the ball to move it around the arena. A point is scored each time the ball enters the other team's goal.

The match is over when one team scores three points or when time runs out. The team with the most points at the end of the match is the winner. If both teams have the same number of points when time runs out, the game enters sudden death. The first team to score in sudden death is the winner. If neither team is able to score, the match is declared a draw.

◆ If the game is a draw in Challenge Mode, the challenge will not be met.

About Items

When a set number of shots have hit the ball, power-ups will appear in the arena. If you've collected a power-up, you can press  or touch the power-up on the touch screen to use it.



Shield

Shields a player from damage. It will also prevent the player from being affected by the Eject item.



Adrenaline

Mech movement speed, weapon energy recovery, and weapon projectile speed are all increased when this item is used.



Eject

Eject all members of the other team from their Mechs.

About Repair Capsules

Energy is restored when a player picks up a Repair Capsule like the one shown to the right.



About the Ball

Look out! This ball is electrified and can damage your Mech if you touch it. When a goal is scored, a new ball is put into play. In rare cases, a special ball may appear instead.

Result Screen

After a match, the result screen is displayed and each player can see their stats. If New match is selected, the match will begin. If Exit is selected, the match will end.



17 Support Information

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