

FACT SHEET

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Metroid[®] Prime 3: Corruption

Format:	Wii [™]
Launch Date:	TBA
ESRB:	RP (Rating Pending)
Game Type:	First-Person Adventure
Accessories:	Wii Remote and Nunchuk [™] controllers
Players:	1
Developer:	Retro Studios

KEY INFORMATION

If you think you knew what it felt like to be the bounty hunter behind the visor, think again. Take aim at evil with Nintendo's revolutionary controller.

- Players control Samus by moving with the Nunchuk controller and aiming with the pointer, allowing for a level of immersion unlike anything they have ever experienced. Through the eyes of Samus, players experience a quantum leap in first-person control as they wield the Wii Remote controller, the ultimate device for the first-person shooter genre.
- Samus will employ well-known power-ups like the Grapple Beam and Morph Ball, as well as a bunch of new surprises, to help her survive her coming trials.

Game storyline: Six months have passed since the events on the planet Aether. The Galactic Federation's network computer, Aurora Unit, is suddenly and completely corrupted with something like a virus. The Federation believes Space Pirates may be behind the problem and, beginning with Samus, starts to contact bounty hunters. As they explain the situation to the assembled hunters, the Federation is attacked by the pirates. Samus and the other hunters leap to the defense of the Federation capital, only to find that the enemy the hunters face is the presumed-dead Dark Samus. Dark Samus is armed with immense power that no one can withstand. It soon becomes obvious that the forces controlling Dark Samus and the terror of the contaminated Phazon are a dire threat that could corrupt the entire universe.

Characters: Samus, Dark Samus, the Galactic Federation and new bounty hunters.

How to progress through the game: The war initiated by Dark Samus and the Space Pirates rages across many planets as they attempt to corrupt each with Phazon seeds. Players use the Wii Remote and Nunchuk[™] controllers to explore alien landscapes, hunt

for weapons and information, and destroy the seeds. Saving the planets from corruption isn't enough, though. Eventually, players must take down Samus' mortal enemy, Dark Samus.

Special powers/weapons/moves/features: Using the Wii Remote and Nunchuk controllers, players will be able to grasp and pull things by using actual arm movements, as well as execute amazing feats like aiming and blasting in midair or at a full run. The game also incorporates a new system involving Phazon. If you fill Samus' Phazon supply to a certain level, Samus will temporarily go into hyper mode, a state in which she can pull off incredible feats; on the flip side, if she exceeds the maximum Phazon level, she'll perish. Also, for the first time in the *Metroid* series, Samus' ship will be used in active game play.

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