Metroid™: Samus Returns

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, Nintendo 2DS™ and New Nintendo 2DS XL.

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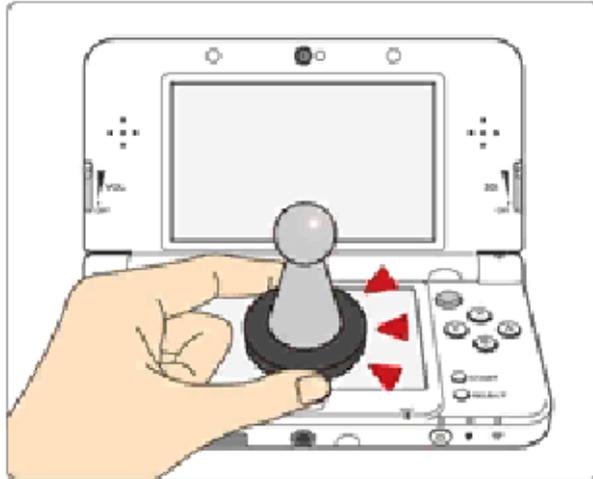
2　amiibo

This software supports :amiibo: .
You can use compatible amiibo™
accessories by touching them to the
lower screen of your
New Nintendo 3DS,
New Nintendo 3DS XL or
New Nintendo 2DS 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.

Press Ⓐ on the title screen to view
the file selection screen.

File Selection Screen

Use ✛/◎ to select a file, then
press Ⓐ to confirm your selection
and open the main menu.

SAMUS FILES

1   2811

A   NORMAL   4.7%   00:22:31   3

B   New File   4

C   New File   5
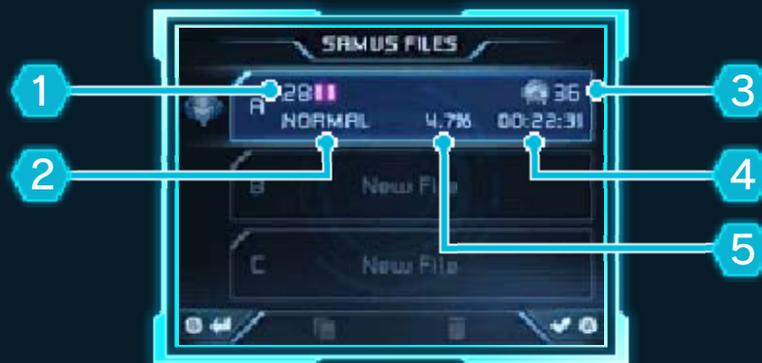
1 Samus's energy level
(health)

2 Difficulty mode

The current game's difficulty level.

◆ You can change the difficulty
level for a file after completing
the game and selecting "New
Game".

3 The number of remaining
Metroids on the planet

4 Play time

Main Menu

The following options are available.

◆ Only "Play" will be available if a file has no save data.

▶ **Continue**

Start from where you last saved.

▶ **New Game**

Delete data and start a new game.

▶ **Options**

Confirm control settings, browse the Gallery, watch the Staff Credits, and more.

Saving Data

You can save your progress at the following locations.

Samus's Gunship

Stand on top of the Gunship to save your progress and restore Samus's energy and missiles (page 7).

Save Station

Stand on the plate to save.

Managing Data

Save data can be copied and deleted from the menu on the file selection screen.

Copy Data

Select a file and touch 📋 , then choose another file to copy the data to.

Deleting Data

Select a file and touch 🗑 to delete your save data.

◆ You cannot delete save data from multiple files at once.

◆ Please be careful when deleting save data. Deleted data cannot be restored.

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.

You can control Samus using the
◎ and buttons. Some controls,
such as switching between beams,
are carried out using the Touch
Screen.

◆ Additional controls become
available as you progress
through the game.

Controling Samus

Move	◎
Crouch	◎⬇
Morph Ball form	◎⬇ while crouching
Jump	Ⓑ
Spin Jump	Ⓑ while moving
Fire beam / Set bomb (in Morph Ball form)	Ⓨ
Fire beam upward or diagonally ◆	Press Ⓨ while holding ◎⬆, ◎↗, or ◎↘
Fire Missile / Set Power Bomb (in Morph Ball form)	Press Ⓨ while holding Ⓡ

Free Aim	Use ◎ while holding Ⓛ
Melee Counter (page 6)	Ⓧ
Select Aeion Ability (page 6)	✚
Activate / Deactivate Aeion Ability	Ⓐ / Ⓐ while activated

◆ Shoot downward by pushing ◎⬇ +Ⓨ while jumping.
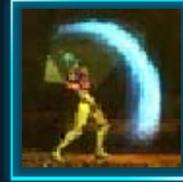
Other Controls

Open map menu	START
Scroll the map	◎ or slide across touch screen

Melee Counter

Samus can deflect projectiles and defend against attacks by swinging her arm. Use it at the same time as an enemy attack to do the following actions.

Counter Hit

Counter an enemy's special attack to stun the enemy and automatically take aim at it.

◆ Press Ⓨ right after a Counter Hit to use a powerful beam attack.
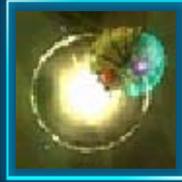
Grab Sequence

Counter a boss's special attack to create an opening. Attack during this opening to perform a special action that deals a lot of damage.

Melee Counter Tips

You'll see a flash right before an enemy performs an attack that can be countered. It's important to observe your enemies' movements if you want to counter-attack effectively.
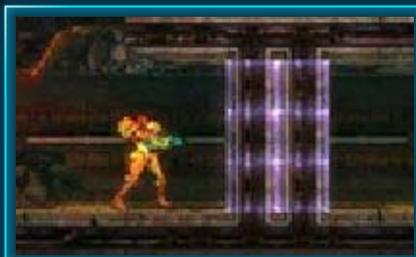
Aeion Abilities

The following abilities use the Aeion Gauge (page 7) and can be unlocked as you progress through the game.

◆ You can activate multiple abilities at once.

Scan Pulse

Select with ✛. The surrounding area will be revealed on the touch screen map, temporarily showing the location of breakable blocks.

◆ Expends Aeion energy when used.

Lightning Armor

Select with ✛. Surrounds Samus with an electrical shield, preventing physical damage. It also powers up the Melee Counter to a Lightning Counter by increasing its range.

◆ Aeion is expended when damage is absorbed, or when a Lightning Counter connects.

Beam Burst

Select with ✛. Activate to strengthen beam shots. Hold Ⓨ for a continuous flurry of shots.
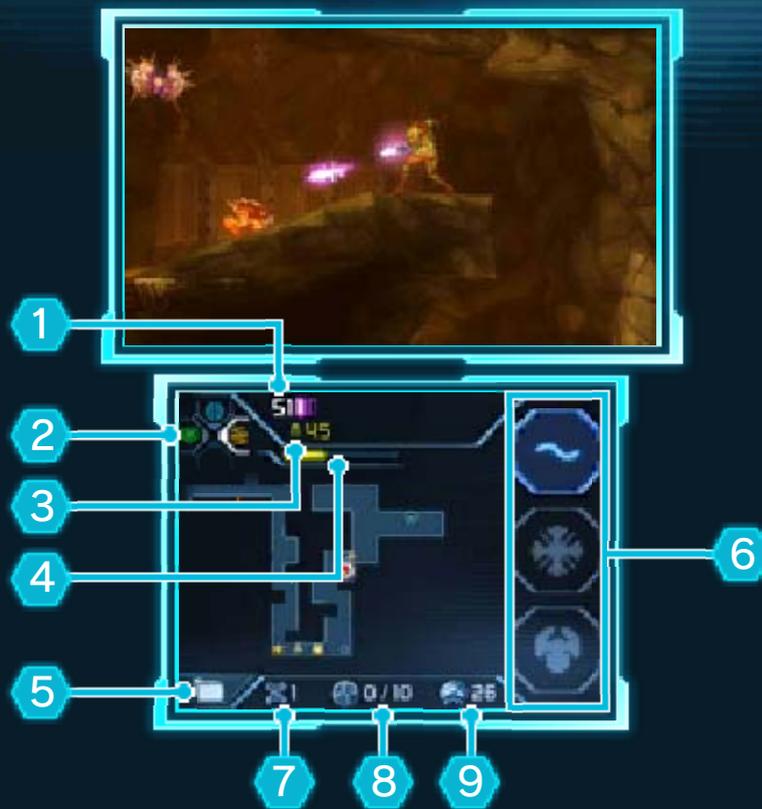
◆ Aeion is expended with each shot.

Phase Drift

Select with ✛. Time is slowed for everything except Samus, allowing her to run over collapsing floors and attack fast-moving enemies.

◆ Aeion is expended gradually while this ability is activated.

1 **Samus's energy level (health)**

Decreases whenever Samus takes damage from attacks or hazardous liquid. ▮ represents how many Energy Tanks you have. Each one contains 100 units.

If Samus's energy reaches zero...

You will be returned to where you last saved your game, or to the last checkpoint. Checkpoints are created when you pick up important items or interact with certain devices (page 9).

◆ Checkpoints are not saved. If you quit your game you will have to restart from where you last saved.

2 Aeion Ability

The currently selected ability is designated by a white frame. Abilities will light up when in use.

3 Missile count

The number of Missiles that Samus is carrying.

◆ If your Missile count is at its maximum capacity, this number will be displayed in yellow.

4 Aeion Gauge

Aeion energy from this gauge is expended whenever Aeion abilities are used.

5 Map menu

Touch this to display the map menu screen (page 8).

6 Change beams

Touch here to switch between beam types.

◆ Touch here while holding ℝ to switch between Missile types.

7 Current amount of Metroid DNA

Metroid DNA ( ) can be obtained by defeating Metroids.

8 Status of Chozo Seal (page 9)

Shows how much Metroid DNA has been offered to a Chozo Seal, and how much DNA is needed to open it.

9 Metroid Radar

Displays the number of Metroids on the planet. A reaction occurs when a Metroid is nearby.

Press START on the main screen or touch 📁 to open the map menu screen.

◆ Press Ⓛ to view the Aeion ability screen and Ⓡ to view the equipment screen.

Map Menu Screen

1 Area name

2 Percentage of items collected and number of pins placed

Shows the current area's item collection percentage and how many pins you have placed on that area's map.
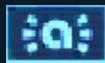
3 Map menu

Touch the icons to do the following.

World map

Displays a map of the entire planet. Select an area to check its map.

Scan amiibo

If you have an amiibo (page 11) you can scan it to gain bonuses or unlock new modes in the game.

Map pins

Drag pins (▼) onto the map to mark points of interest.

◆ You can place up to ten pins.
◆ Slide a pin to the bottom of the screen to remove it.
◆ Touch 🗑 to remove all pins at once.

Map icon legend

Shows a list of all map icons and their meanings.

System

Confirm control settings or restart the game from an earlier point.

Equipment Screen

Check available beam types, suit functions, and more. Touch an icon to see a description of a piece of equipment and its effects.

◆ Press Ⓛ to switch back to the map menu screen.

Aeion Abilities Screen

Check current Aeion abilities and their effects.

◆ Press Ⓡ to switch back to the map menu screen.

You'll find many facilities and statues while exploring the planet. You can generally stand on their plates to activate them.
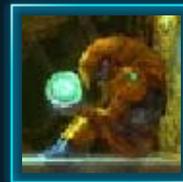
Samus's Gunship

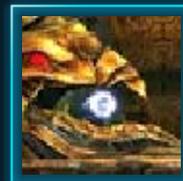Allows you to replenish energy and ammunition (such as Missiles and Power Bombs), as well as save your game.

Chozo Statues

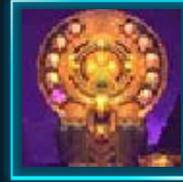Remnants of an ancient civilization. Hit the Item Spheres in their hands to reveal the items they're guarding.

Aeion Ability Artifact

Enter these artifacts while in Morph Ball form to gain a new Aeion ability.

Chozo Seal

A device used to control the flow of the hazardous liquid used to seal away the Metroids. Offer Metroid DNA to the seal to drain the liquid and proceed further.

◆ The amount of Metroid DNA required varies depending on which area you're in.
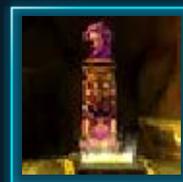
Elevator

Transports you to different areas or levels.

Energy Recharge Station

Fully restores Samus's energy.

Ammo Recharge Station

Fully restores Samus's ammunition.

Teleport Station

Allows you to instantly travel to any other Teleport Station you've visited.

Items Dropped by Enemies

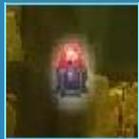The following items can be obtained by defeating enemies.

Energy

Restores some of Samus's energy.

◆ There are large and small variants that restore your energy by different amounts.

Missiles

Restores your missile count by five.

Aeion Orb

Restores your Aeion energy.

◆ There are large and small variants that restore your Aeion energy by different amounts.

Items You Can Pick Up

These can be found left out in the open or hidden in special places.

Energy Tank

Increases your Energy Tank count by one, raising your maximum energy by 100. Finding one will also completely restore your energy.

Missile Tank

Increases the number of missiles you can carry by three.

Big Aeion Orb

Completely refills your Aeion Gauge.

◆ These reappear after a certain amount of time, so you can keep picking them up.

Aeion Tank

Increases your Aeion Gauge by 50 and completely restores it.

After progressing to a certain part of the game, compatible amiibo can be scanned by selecting Options from the Main Menu, or by touching [icon] on the map screen. The following four amiibo are compatible, and each has its own effect when scanned.

● Samus Aran (Metroid Series)
● Metroid (Metroid Series)
● Samus (Super Smash Bros. series)
● Zero Suit Samus (Super Smash Bros. series)

What Each amiibo Can Do

Samus Aran (Metroid Series)

Scanning this amiibo allows you to view artwork from Metroid™ II: Return of Samus™ on Game Boy™ in the Gallery, located in the Options menu. It will also unlock an Aeion Reserve Tank.

▶ Aeion Reserve Tank

If your Aeion energy reaches zero while 🔲 is displayed, then this tank will automatically restore 500 units.

◆ This becomes available again if you pick up a Big Aeion Orb.

Metroid (Metroid Series)

After you have completed the game, this amiibo will unlock Fusion mode, allowing you to play a harder version of the game and to outfit Samus with the Fusion Suit. If you scan this amiibo on the map menu screen, the location of the nearest Metroid will be revealed by an icon on the map.

Samus (Super Smash Bros. series)

Scanning this amiibo will unlock concept art for this game in the Gallery, located in the Options menu. It will also unlock a Missile Reserve Tank.

▶ Missile Reserve Tank

If your missile count reaches zero while 🔲 is displayed, then this tank will automatically replenish up to 50 missiles.

◆ This becomes available again if you use an Ammo Recharge Station.

Zero Suit Samus (Super Smash Bros. series)

Scanning this amiibo will let you listen to music from this game in the Gallery, located in the Options menu. It will also unlock an Energy Reserve Tank.

▶ Energy Reserve Tank

If Samus's energy reaches zero while 🔲 is displayed, then this will automatically restore up to 299 units of energy.

◆ This becomes available again if you use an Energy Recharge Station.

Q I can't find a way forward...

A. Some walls and floors can be broken, so try shooting places that look suspicious. If you can't see anything like that, then you might be able to find something using the Scan Pulse Aeion ability.

Q I found a way forward, but it looks too narrow...

A. Press ◎✝ while crouching to enter the compact Morph Ball form, allowing you to fit through narrow passageways.

Q I'm taking damage when I jump into water...

A. It might look like water at a glance, but it's actually a hazardous liquid that will cause damage, so you'll need to watch where you jump.

Q There's a door I can't open...

A. There are some doors that can only be opened using special beams or missiles. If there's a door you can't open no matter what, trying coming back when you get a new weapon. You can also place a pin on the map to help you remember where it is.

Q I can't find any Metroids...

A. If you're holding on to some Metroid DNA, try offering it to a Chozo Seal. Locations of Metroid Husks are shown on the map, so you might find something if you search nearby.

Q There's a Metroid I can't defeat...

A. According to data collected by the Galactic Federation special forces, there are reports that Metroids can only be destroyed with Missiles. Another report says that they're vulnerable to cold, so cold attacks might do some damage.

13   Support Information

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