



## **IN SPACE NOBODY CAN HEAR YOU SCREAM...**

**-At least not until now! Metroid Prime Hunters launches with wireless voice chat technology -**

May 2006 – The wait for the interstellar bounty-hunters, and gaming’s toughest heroine is finally over as Metroid Prime Hunters launches across Europe on 5<sup>th</sup> May 2006. This game features touch-screen controls, **Wi-Fi game play**, a **fully**-fledged single player 3D first person shooter mode as well as an extensive online multiplayer first person shooter mode. For the first time on a Nintendo DS game, Metroid Prime Hunters include wireless voice chat technology allowing players to talk with friends before and after battle, whilst using Nintendo Wi-Fi Connection and microphone, wherever they are in the world.

Raised by an ancient alien race, Samus is the galaxy’s top bounty hunter, utilising her advanced Varia suit to give her near super-human powers and using an arm mounted cannon to blast her way past any opposition. Now Samus has been hired by the Galactic Federation to recover powerful alien artefacts before deadly bounty hunters get their hands on them. In space there’s no law and no back up, Samus will have to use all of her skills to return alive.

Featuring some of the most advanced 3D graphics for a held-held system, playing Metroid Prime Hunters brings you the great graphics seen in Metroid Prime on Nintendo GameCube with the added benefit of it being on a portable handheld system. The vast single-player mode in Metroid Prime Hunters is among one of the most exciting seen on a hand-held console to date and the game can also proudly claim to be the first multiplayer first person shooter to grace a hand-held system. While playing, the fast-

paced seamless levels are displayed with perfect clarity on the top Nintendo DS screen, while a map and radar showing enemy locations is visible on the bottom.

The gameplay possibilities that the Nintendo DS can offer really allows Metroid Prime Hunters to stand out from the rest. Players use the Nintendo DS d-pad to walk around while the stylus is used to look about the area and aim their weapon, much like a PC based First Person Shooter. The stylus control allows players to turn and target with pinpoint accuracy. Icons strategically placed on the touch-screen also allow players to switch weapons and convert Samus into her Morph Ball form with ease.

The fun doesn't stop there either! You might have proven yourself against intergalactic bounty hunters in the game's single player mode, but there is still much more to experience with the game's expansive multiplayer modes. Metroid Prime Hunters features numerous online and offline multiplayer modes, allowing players to compete locally with friends using the Nintendo DS wireless link and then battle people across the globe thanks to the Nintendo Wi-Fi Connection service.

Players without access to Nintendo's Wi-Fi Connection service can use **Single-Card Play** to enter battle in a selection of arenas with three friends, using only one cartridge. Or if all players have copies of the game, they can engage in one of the game's seven multiplayer modes in **Multi-Card Play** with a selection of seven characters and ten arenas to choose from.

Playing Metroid Prime Hunters using the **Nintendo Wi-Fi Connection** allows players to take their newly honed skills and show them off to players around the world for free\* using their home broadband connection or one of Nintendo's public Wi-Fi hotspots. Players can select **Find Game** to play against opponents from across the globe, chosen by their skill level or battle friends from the list saved on their Nintendo DS in **Friend's and Rivals** mode.

Prepare for the ultimate space mission as **Metroid Prime Hunters** goes on sale across Europe on **5th May 2006** at the estimated retail price of around €40.

Click onto [www.nintendo-europe-media.com](http://www.nintendo-europe-media.com) for all of the most up to date official information on Nintendo.

### **Nintendo Wi-Fi Connection – FREE, SIMPLE & SAFE**

In November 2005, Nintendo launched its Nintendo Wi-Fi Connection service which has had over one million unique users and 27 million connections made to it since its launch globally.

The Nintendo Wi-Fi Connection service allows you to play games over the Internet, wirelessly, at home or at a public Wi-Fi (wireless internet) hotspot provided by **(territories to insert provider details)**, using a Nintendo DS and a Nintendo Wi-Fi compatible Nintendo DS game.

The **three key benefits** of Nintendo Wi-Fi Connection are:

- Its **free**\* to use - there are no fees or subscriptions to pay
- It's **simple** to use - you simply turn it on and select Wi-Fi. There are no complicated menu screens or confusing instructions to follow.
- It's **safe** for everyone – you currently do not have direct communication with other players when playing anonymously and therefore personal details or inappropriate comments can't be exchanged.

\* Usual broadband line rental costs apply when accessing the Nintendo WI-FI Connection at home.

**Tony Hawk's American Sk8land** (Activision) & **Mario Kart DS** (Nintendo) are both Wi-Fi compatible Nintendo DS games which are currently available for the Nintendo DS across Europe. Please look out for, **Animal Crossing: Wild World** (Nintendo) - March 31 2006, **Tetris DS** (Nintendo) – 21<sup>st</sup> April 2006, **Metroid Prime Hunters** (Nintendo) – 5 May 2006, & **LOSTMAGIC™** (Ubisoft) - Spring 2006, which are the next Nintendo Wi-Fi compatible titles, which will be launching across Europe soon

For further information on Nintendo's Wi-Fi Connection service visit [www.nintendowifi.com](http://www.nintendowifi.com)

### **Nintendo Wi-Fi Connection**

Users of Nintendo Wi-Fi connection will be able to access the service completely free\* of charge. Whether connecting at home through their existing Wi-Fi broadband connection, at a retail outlet via Nintendo's bespoke download stations, or at one of Nintendo's public access Wi-Fi hotspots, users will not have to pay any additional subscription or connection charges.

\* Usual broadband line rental costs apply when accessing the Nintendo Wi-Fi Connection at home.

### **About Nintendo**

Nintendo Co., Ltd. of Kyoto, Japan, is the acknowledged worldwide leader in the creation of interactive entertainment. To date, Nintendo has sold more than 2 billion video games worldwide and more than 350 million hardware units globally, creating such industry icons as Mario® and Donkey Kong and launched franchises like The Legend of Zelda® and Pokémon. Nintendo manufactures and markets hardware and software for its popular home video game systems, including the Nintendo 64, NINTENDO GAMECUBE, Game Boy Advance, Nintendo DS, and Game Boy – the world’s best-selling video game system which has sold over 180 million units. As a wholly owned subsidiary, Nintendo of Europe, based in Grossostheim, Germany, was established in 1990 and serves as headquarters for Nintendo’s operations in Europe.