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By: Andrei Dobra, Games Editor



Help Samus  
Wikipedia

## [Metroid Prime: Hunters Hints IX \(DS\)](#)

### *Help Samus*

Metroid Prime: Hunters is a first-person shooter and adventure game created exclusively for the Nintendo DS, produced by NST (Nintendo Software Technology), a first-party developer for Nintendo, based in Redmond, North America, and released in 2006. Like was the case with its predecessor, Metroid Prime, Nintendo dubbed it a first-person adventure rather than a first-person shooter due to the large amount of exploration elements in the game, classic to any Nintendo game.

The rather unusual focus on exploration and discovery made Nintendo create a sub-genre in the First Person Shooter class, calling the Metroid Prime releases first-person adventure titles. The game features the same main character, the beautiful Samus Aran, who is, sadly, covered by her heavy armor throughout the whole game.

This defensive suit, coupled with the unique weapons, allows Samus to transform into her trademark Morph Ball state, which allows her to rapidly take out many enemies in a short period of time.

Metroid Prime: Hunters was well received by gamers, and enjoyed quite a lot of popularity coming from its fans, largely due to the fact that the multiplayer mode, which harnessed the Wi-Fi capabilities of the Nintendo DS, was extremely well built and had a lot of various options, including the one enabling voice chat, through the built-in microphone. Here are a couple of things that might help in the adventures of Samus against the Metroids.

### HINTS

#### *Climb walls as Spir*

In Multi-player mode, select any arena and choose Spire as your character. When the battle begins, switch to your alternate form (Dialanche), and approach any vertical wall. Inwardly-sloped ones, as in VDO Gateway, cannot be climbed. Roll at the wall and you should start climbing it. However, you cannot stick to ceilings. If you exit alternate form, you will fall. Moreover, it is very difficult to get onto edges. For example, you cannot get onto the lower level ramps in VDO Gateway. This can provide you with an easy exit strategy in some cases. The best arena to practice wall climbing is Combat Hall.

#### *Imperialist scope*

While using the Imperialist, press R to zoom in and have a bigger target. This makes aiming easier and works with all characters.

Here's a video of this game: