

Immersion & World Building

- Seamless world, not open world
 - Large draw distances & standout structures
 - Real time weather & lighting
 - Less reliance on doors
 - Dynamic AI & interactions
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Abilities & Advanced Movement

- **Clambering, Mantling & Sliding** - QoL improvements from modern shooters.
 - **Rail Grinding** - New traversal option available after acquiring the Spider Magnet.
 - **Wall Jumping** - Works similarly to Metroid: Other M.
 - **Wall Running** - Works similarly to Mirror's Edge. Space Jump is replenished after leaping from a wall.
 - **Grapple Pull** - Allows Samus to be pulled to Grapple Points. Similar to the Hook Shot from Zelda.
 - **Gravity Grapple** - Reduces the gravitational pull of objects, allowing Samus to interact with much heavier materials.
 - **Speed Booster** - Activated by tapping the sprint button. Camera switches to 3rd person upon activation. Can slightly re-align similarly to Prime 2-3 Screw Attack. Works with ALL previous abilities except Clamber. Wall Run is extended indefinitely while Speed Boosting.
 - **Shinespark** - Double tap Slide while Speed Boosting to charge the Shinespark. Shinespark switches back to 1st person & is activated by jumping wherever the camera is pointed. Shinespark has a limited meter to use before it deactivates, but can revert back to the Speed Booster after hitting a slope just like in the 2D games.
 - **Speed Booster Tech: Directional Grapple Beam** - Samus's Speedbooster now retains momentum when using the grapple beam. When hitting a grapple point from the side, Samus will use the anchor to steer her in a hard 90 degree direction depending on which side she approaches from.
 - **Speed Booster Tech: Liquid Run** - After acquiring the Gravity Suit, Samus can run across liquid bodies.
 - **Speed Booster Tech: Spider Boost** - Samus can enter & exit the Morph Ball while Speed Boosting, just like in Metroid Dread. While Speed Boosting in Morph Ball mode, Samus can retain momentum on Spider Ball tracks.
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Combat

- **Melee Attack** - Bash an enemy with your arm cannon. Performing a Melee Attack with a fully charged shot deals additional damage & bonus effects depending on the beam selected.
- **Counter Attack** - Many enemy attacks can be countered in Metroid Prime 4. By doing a Melee Attack at just the right time, Samus will parry the enemy attack just like in the Mercury Steam games.
- **Ram Attack** - Sprint into an enemy when not Speed Boosting to perform a Ram Attack. Can combo with a Melee Attack to bait a Counter Attack. Not all enemies can be Rammed.
- **Ground Slam** - Tapping slide while airborne with a fully charged shot will send Samus hurling downward, slamming her charged arm cannon into the ground to create a powerful AOE blast.
- **Escape Maneuver** - Sometimes an enemy will get the jump on Samus & pin her down. The player will have to figure out which of their abilities to use to get out of this high damage attack. Scan Visor will cue you into the right move, as well as paying attention to weak points.
- **Finishing Moves** - Camera goes 3rd person for Other M style finishers, but grants more health/ammo like in the modern Doom games.
- **Grapple Stun** - Grapple Beam combat returns from Metroid Prime 3: Corruption! Certain enemies can fight back against the Grapple Beam & even use it against Samus, so she'll have to deal with them using an expanded arsenal! The Grapple Stun overloads the beam with a brief burst of voltage to stun the attached enemy & can even kill lesser enemies. It needs to recharge after each use, but collecting Voltage Expansions throughout the world can add additional charges per use.
- **Gravity Pull (Combat)** - Samus can pull some stunned or weakened enemies towards her for a couple of different attacks. 1) A Charged Melee Jab at the end of the pull for extra damage. 2) A reverse choke-slam into Charge Shot finisher that will take out the enemy completely. BEWARE: If the enemy hasn't received enough damage, they'll break out & counter you.
- **Gravity Grapple (Combat)** - Samus can now use the Grapple Pull on heavier enemies.

Gunship

- **Landing Zones (Reverse Pyramid)** - Landing Zones return from Metroid Prime 3: Corruption as a form of fast travel, however don't let that fool you into thinking you'll be skipping major areas or that there won't be any backtracking. Landing Zones on the surface are plentiful, but as Samus delves deeper into the planet they become increasingly difficult to come across. This structure I've dubbed the "reverse pyramid" setup.
- **Fully Controllable Flight** - Reiterating my point from the "Immersion & World Building" section, Metroid Prime 4 is a SEAMLESS experience. This means every time you enter the ship, you are in full control! Unlike Metroid Prime 3: Corruption, there are no cutscenes when you take flight. You have access to all of the ship's flight controls,

weapons, defense systems & other tools right from the cockpit. All of these are of course being utilized in real-time.

- **Ship Exploration** - While airborne Samus can now explore the skies above to solve puzzles & find secrets. Not all of the area is explorable at first, but as you upgrade the ship & perform tasks on the ground, the more the sky opens up. EXAMPLE: A SAM site that prevents you from exploring a Space Pirate base until you acquire the Cloaking Shield to safely cross.
- **Ship Combat** - Samus isn't alone while she explores the skies. She'll have to use her kit to take out any enemies that get in her way while she flies.
- **Cutting Laser** - A military grade mining tool used to cut through thick layers of rocks & minerals. Can also take out enemy ships built with similar alloys.
- **Cloaking Shield** - All system power apart from the flight controls get diverted into powering a thin layer of shielding that reflects light & scrambles radar.
- **Gravity Armor** - The Gunship starts off only being configured for space & atmospheric flight, however the Gravity Armor allows the ship to freely explore the ocean as a submersible vessel.
- **Gunship Boss Fight(s)** - The largest bosses Samus has ever faced. She'll need to use all of her ship's abilities to help her take down these absolute titans.

Accessibility & Difficulty

- **Casual Difficulty** - 0.5x damage received, basic enemy AI, beginner enemy variants, health/ammo pick-ups appear in larger frequencies & checkpoints active. Text tutorials & hint system enabled by default.
- **Normal Difficulty** - 1.0x damage received, intermediate enemy AI, normal enemy variants, health/ammo pick-ups appear at normal frequency & checkpoints active. Text tutorials & hint system enabled by default.
- **Veteran Difficulty** - 1.5x damage received, advanced enemy AI, normal enemy variants, health/ammo pick-ups appear at normal frequency & checkpoints inactive. Text tutorials & hint system disabled by default.
- **Metroid Difficulty** - 3.0x damage received, advanced enemy AI, hard enemy variants, 1.5x enemy spawn-rate, ammo pick-ups appear in smaller frequencies, NO HEALTH PICK-UPS & checkpoints inactive. Text tutorials & hint system disabled completely.
- **Show Items on the Map (Optional)** - You can customize how you want items to show up on the map in a variety of ways. Items can show up as soon as you enter a room, after defeating all the enemies in a room, after getting within a certain proximity of the item or after seeing the item through your HUD (including alternate visors such as X-Ray). Additionally, you can choose to have items not appear on the map at all for a real purist challenge.
- **Time-Based Difficulty Scaler (Optional)** - If you put down the game for more than a week, when you come back you'll have the option to "onboard" yourself back into the flow.

- **Waypoint (Optional)** - Waypoints can be paired with the hint system to provide a guided visual path while using the Combat Visor.
 - **Introductory Topography (Optional)** - Certain level geometry & textures are changed that more obviously show the correct path. Great for newer players who are still developing their Metroid 6th sense.
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Rewards & Unlockables

- **“Metroid” difficulty** - Unlocked after beating the game on “Veteran”.
 - **Boss Rush** - Unlocked after getting 100% of the items on “Veteran”.
 - **Randomizer Mode** - Unlocked after getting 100% of the items on “Metroid”.
 - **Post Credits Scene** - Unlocked after getting 100% of the items on any difficulty.
 - **Soundtrack/Jukebox** - Unlocked through regular game progression.
 - **Concept Art** - Unlocked through scan percentage.
 - **Classic Suit Skins** - Unlocked after beating the game on “Casual”.
 - **Fusion Suit Skins** - Unlocked after beating the game on “Normal”.
 - **Dread Suit Skins** - Unlocked after beating the game on “Veteran”.
 - **Metroid Prime Remastered Skins** - Unlocked after beating the game on “Metroid”.
 - **Metroid Prime 2: Echoes Skins** - Unlocked after beating Boss Rush on any difficulty.
 - **Metroid Prime 3: Corruption Skins** - Unlocked after beating Randomizer Mode on any difficulty.
 - **Justin Bailey Skins** - Unlocked after beating the game in under 6 hours on “Metroid”.
 - **Classic SFX Pack** - Unlocked after beating Boss Rush on “Metroid”.
 - **Classic Style Music Pack** - Unlocked after beating Randomizer Mode on “Metroid”.
 - **New Menu Flourish** - Unlocked after completing all unlock criterias.
 - **Behind-the-Scenes Documentary** - Unlocked after completing all unlock criterias.
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Collector’s Edition (\$160)

***some of the smaller items could be used as pre-order bonuses instead**

- Steelbook (with Sylux themed art on the back)
- Art book
- Soundtrack
- Pin set*
- Keychain*
- Collector’s coin*
- Metroid Prime saga premium poster*
- Light-up mini shadow box
- Samus Vs. Sylux PVC statue (11”-12”)