

Metroid Prime FAQ/Walkthrough v2

by InvaderHera

Updated on Aug 14, 2007

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<p class=MsoNormal>Metroid Prime</p>

<p class=MsoNormal>Game by: Retro Studios</p>

<p class=MsoNormal>Walkthrough by: Invader Hera</p>

<p class=MsoNormal>Game for: Nintendo GameCube</p>

<p class=MsoNormal><o:p> </o:p></p>

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<p class=MsoNormal>-----</p>

<p class=MsoNormal>1. CONTROLS</p>

<p class=MsoNormal>-----</p>

<p class=MsoNormal>Control stick: Move</p>

<p class=MsoNormal>C-stick: Change beam weapon (up-power beam, right-wave beam, down-ice beam, left-plasma beam)</p>

<p class=MsoNormal>Control pad: Change visors (up-combat visor, left-scan visor, down-thermal visor, right-x-ray visor)</p>

<p class=MsoNormal>A: Shoot beam weapon</p>

<p class=MsoNormal> Hold for charge beam</p>

<p class=MsoNormal style='text-indent:.5in'>Use morph ball bomb when in morph ball mode</p>

<p class=MsoNormal>B: Jump (with the space jump boots, press B to jump higher)</p>

<p class=MsoNormal style='text-indent:.5in'>Use boost in morph ball mode</p>

<p class=MsoNormal>L: Lock on or scan things with the scan visor</p>

<p class=MsoNormal>R: Hold R and use the control stick to look around</p>

<p class=MsoNormal style='text-indent:.5in'>Grab onto spider ball track in morph ball mode</p>

<p class=MsoNormal>X: Enter or leave morph ball mode</p>

<p class=MsoNormal>Y: Shoot missiles (when used with charge beam, can use beam combination weapons)</p>

<p class=MsoNormal> Use power bomb when in morph ball mode</p>

<p class=MsoNormal>Z: see map</p>

<p class=MsoNormal>START: pause game</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>-----</p>

<p class=MsoNormal>2. UPGRADES</p>

<p class=MsoNormal>-----</p>

<p class=MsoNormal> I didn't include the upgrades you already have when you first get to Tallon Overworld: combat visor, scan visor, power suit, and the power beam.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal> WEAPONS</p>

<p class=MsoNormal>Charge Beam</p>

<p class=MsoNormal> Description: Hold A to use the charge beam. It is stronger than a normal shot and draws energy units, missile ammo, or power bomb ammo towards it.</p>

<p class=MsoNormal style='text-indent:.5in'>Location: This is found in Watery Hall in Chozo Ruins.</p>

<p class=MsoNormal style='text-indent:.5in'><o:p> </o:p></p>

<p class=MsoNormal>Ice Beam</p>

<p class=MsoNormal> Description: This beam is good for freezing things, hurting fire enemies, and for opening white doors.</p>

<p class=MsoNormal style='text-indent:.5in'>Location: Through a door on the top level of the Reflecting Pool in Chozo Ruins is the ice beam.</p>

<p class=MsoNormal style='text-indent:.5in'><o:p> </o:p></p>

<p class=MsoNormal>Missile Launcher</p>

<p class=MsoNormal> Description: This lets you shoot missiles, which can break radion and brinstone.</p>

<p class=MsoNormal style='text-indent:.5in'>Location: Beat the Hive Mecha at the Hive Totem at Chozo Ruins for this.</p>

<p class=MsoNormal style='text-indent:.5in'><o:p> </o:p></p>

<p class=MsoNormal>Plasma Beam</p>

<p class=MsoNormal> Description: This is a powerful beam, good for hurting ice enemies, melting ice, and opening red doors. It can light many enemies on fire and a charge shot from it can instantly kill some enemies.</p>

<p class=MsoNormal style='text-indent:.5in'>Location: In the Geothermal Core in Magmoor Caverns, you'll find a maze of spider ball track after raising some pillars. Cross the tracks and go through the door at the end to find the plasma beam.</p>

<p class=MsoNormal style='text-indent:.5in'><o:p> </o:p></p>

<p class=MsoNormal>Super Missile</p>

<p class=MsoNormal> Description:
This uses 5 missiles at once and is used with the power beam; it can destroy
cordite.</p>

<p class=MsoNormal style='text-indent:.5in'>Location: This is found in the
Observatory at Phendrana Drifts.</p>

<p class=MsoNormal style='text-indent:.5in'><o:p> </o:p></p>

<p class=MsoNormal>Wave Beam</p>

<p class=MsoNormal> Description:
This is an electrical beam good for powering conduits, opening purple doors,
and for hurting enemies like bombus or sentry
drones. A charged shot from it can stun
an enemy for a short time.</p>

<p class=MsoNormal style='text-indent:.5in'>Location: You'll get this after
beating the sheeoth in the Chapel of the Elders in <span
class=SpellE>Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal style='text-indent:.5in'>VISORS</p>

<p class=MsoNormal>Thermal Visor</p>

<p class=MsoNormal> Description:
This visor shows the temperature of things and is good for seeing power
conduits and hard-to-see enemies such as shadow pirates.</p>

<p class=MsoNormal> Location:
You'll find this in the Research Core in Phendrana
Drifts, after scanning three things to get rid of the forcefield
surrounding the visor.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>X-ray Visor</p>

<p class=MsoNormal> Description:
This visor is good for seeing through things, like walls that can be broken,
and for seeing invisible platforms, chozo ghosts, and
other similar enemies.</p>

<p class=MsoNormal> Location:
This is found in the Life Grove in Chozo Ruins.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal> SUITS</p>

<p class=MsoNormal>Gravity Suit</p>

<p class=MsoNormal> Description:
The gravity suit lets you move underwater unhindered.</p>

<p class=MsoNormal> Location:
This is in the Gravity Chamber in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Phazon Suit</p>

<p class=MsoNormal> Description:
Phazon won't hurt you anymore with the <span
class=SpellE>phazon suit (except for the orange phazon
in the Impact Crater).</p>

<p class=MsoNormal> Location:
This suit is gotten after you beat the Omega Pirate in the Elite Quarters in <span
class=SpellE>Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Varia Suit</p>

<p class=MsoNormal> Description:
This suit lets you go in hot places.</p>

<p class=MsoNormal style='text-indent:.5in'>Location: You get this after
beating Flaahgra in the Sunchamber
in Chozo Ruins.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal> MORPH BALL</p>

<p class=MsoNormal>Boost Ball</p>

<p class=MsoNormal> Description:
Press B to use the boost when in morph ball mode.<span
style='mso-spacerun:yes'> It is useful for going fast and going up the
sides of half-pipes.</p>

<p class=MsoNormal style='text-indent:.5in'>Location: This is found in <st1:place
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<st1:PlaceType w:st="on">Canyon</st1:PlaceType></st1:place> in <span
class=SpellE>Phendrana Drifts, after crossing some platforms.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Morph Ball</p>

<p class=MsoNormal> Description:
The morph ball is good for going through small spaces.</p>

<p class=MsoNormal style='text-indent:.5in'>Location: This is gotten after you
beat the plated beetle in the Ruined Shrine in Chozo
Ruins.</p>

<p class=MsoNormal style='text-indent:.5in'><o:p> </o:p></p>

<p class=MsoNormal>Morph Ball Bomb</p>

<p class=MsoNormal> Description:

You have an unlimited amount of these. They can be used for bomb jumping (and the more complicated triple jump) and for breaking sandstone and talloric alloy. Sitting on a dropped bomb will let you do the bomb jump, but with a triple jump, it's more complicated. First, put down a bomb. Wait and drop another before the first blows up. When the first blows up, drop your third bomb while in the air. When you land, the second bomb should blow up. You should jump into the third bomb, which also blows up and throws you farther in the air.

Location: You get this after you beat the Incinerator Drone at the Burn Dome in Chozo Ruins.

Power Bomb

Description: The power bomb is used to break bendezium. You don't have an unlimited amount, but you can get more by killing enemies.

Location: It is found in the Central Dynamo of Phazon Mines after you beat the invisible sentry drone (and after going through the electrical maze).

Spider Ball

Description: Hold R to go along a spider ball track with the spider ball.

Location: You get this after beating Thardus in Quarantine Cave in Phendrana Drifts.

EXTRAS

Flamethrower

Description: This is like the super missile, but it's used with the plasma beam. It uses ten missiles at first, then, five per second. Hold A for continuous fire.

Location: Go to the Mine Security Station in Phazon Mines. By one door is a bendezium gate. Break it with a power bomb, then, scan the thing behind it to unblock the red door. Through the red door is the flamethrower.

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Ice Spreader</p>

<p class=MsoNormal> Description:
This is like the super missile, but it's used with the ice beam, and it uses
ten missiles.</p>

<p class=MsoNormal> Location:
Go to the Shore Tunnel in Magmoor Caverns.<span
style='mso-spacerun:yes'> Use a power bomb on the bridge to break the
glass. Drop down to find the Ice
Spreader.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Wavebuster</p>

<p class=MsoNormal style='text-indent:.5in'>Description: This is like the super
missile, but with the wave beam, and you can hold Y for sustained fire.<span
style='mso-spacerun:yes'> It uses 10 missiles at fist, then, 5 more per
second.</p>

<p class=MsoNormal style='text-indent:.5in'>Location: Go to the Ruined Shrine
at Chozo Ruins, and use the half-pipe to get to
higher ledges. Each one has a tunnel,
and through one, you'll find a spider ball track.<span
style='mso-spacerun:yes'> Go along the track to a purple door, then, go
through. Go through another purple door
to a big room. There are oculus enemies
on the walls, but they don't seem to do anything.<span
style='mso-spacerun:yes'> Anyway, climb up some ledges and use missiles
to break the four cracked pillars. The
top part of the room will fall a little bit, and plated puffers will come out
of holes in the walls. (Kill them with
missiles if you want, but more will still come anyway.)<span
style='mso-spacerun:yes'> Climb up farther and break more pillars.<span
style='mso-spacerun:yes'> Continue until you get to <span
class=SpellE>wavebuster.</p>

<p class=MsoNormal style='text-indent:.5in'><o:p> </o:p></p>

<p class=MsoNormal style='text-indent:.5in'>OTHER</p>

<p class=MsoNormal>Grapple Beam</p>

<p class=MsoNormal> Description:
Use this to cross grapple points.</p>

<p class=MsoNormal style='text-indent:.5in'>Location: This is found through a
door at the very top of Ore Processing in Phazon
Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Space Jump Boots</p>

<p class=MsoNormal> Description:
With these, you can jump higher by pressing B after jumping to jump in midair.</p>

<p class=MsoNormal style='text-indent:.5in'>Location: Use the boost ball to go up the half-pipe in <st1:place w:st="on"><st1:PlaceName w:st="on">Tallon</st1:PlaceName> <st1:PlaceType w:st="on">Canyon</st1:PlaceType></st1:place> in Tallon Overworld. Up here, through a tunnel and some doors is the Landing Site, and through a door up here is the space jump boots.</p>

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<p class=MsoNormal>-----</p>

<p class=MsoNormal>3. WALKTHROUGH</p>

<p class=MsoNormal>-----</p>

<p class=MsoNormal> A. THE BEGINNING</p>

<p class=MsoNormal> I probably don't need to write about the beginning level, but, here we go. First of all, there are two force fields to get past. Shoot the four red dots to get rid of the first one, then, past that, switch to your scan visor. You can scan the orange squares and the more important red squares. Scan the red one on the pillar, then, shoot the six red dots around the next force field. Past it, you'll find a door. To open this kind, just shoot it. After a couple of doors, you'll have to scan something so that you can open the next door.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal> Anyway, you'll find a room with a big, dead critter. There are also several space pirates, one of which is not dead yet, so shoot that one because I told you to. Also, you can scan the parasites to add to the Creatures section of your walkthrough. Anyway, go through the next door and get through the rubble by using your charge beam. Through the next door, make sure you go through the small tunnel (by going in morph ball mode) to find a map station for this area, then, continue through the next door.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal> You'll have to scan something on the wall to use the elevator, then, in the next hallway, watch out for the electricity. Past it, you'll need to go in morph ball mode to get through the rubble. Through this door, you'll have to kill some space pirates, and through the door after that, there's an auto defense turret. Destroy those with a missile. And through the next door is some Pirate Data you can scan, which is called Fall of Zebes. Past that, you have to scan something to use the elevator. On the upper floor are space pirates.</p>

Go through the next few doors. You'll find an auto defense turret, and an elevator, which will bring you down to a space pirate, who is tougher, since he hasn't been injured. Scanning something here will cause a hologram to appear. In morph ball mode, go into the hologram to open the door. You can do the same to open the next big door, but don't forget to go through the smaller door and save. (Also, get rid of the two auto defense turrets.) Past here is a battle.

BOSS **BATTLE**
PARASITE QUEEN

(Make sure you scan this if you want to get 100% in the game.) This is a pretty easy battle. The Parasite Queen can shoot stuff from her mouth at you, but if you hold L and continue to press B as you move sideways, it should be easy to dodge her attacks. Her weak spot is her mouth, so shoot it while the force field things aren't in the way.

THE ESCAPE

When you win, you'll have 7 minutes to escape, so go through the nearby door. Past the elevator is a bigger room with space pirates. They'll all be killed before you have to deal with them. You need to get to the second level, which is gotten to by climbing up some rubble near one of the walls. Up here is a hole in the wall you can go through. This area has a lot of parasites and goes on for a bit. It may look like you're going through the same area more than once, but you aren't. You'll eventually get to this weird thing, which will move to reveal a path. Get into the next tunnel before it moves back towards you. After a cut scene, cross some grappling hooks, then, continue. After a few more cut scenes, you'll end up on Tallon Overworld.

B. THE UPGRADES OF CHOZO RUINS

TALLON OVERWORLD

At your ship, you can save and restore your energy and ammo.

style='mso-spacerun:yes'> Anyway, some time you should be told what room to go to, not that it matters, since I'm explaining it anyway. There's a door near your ship, so go through it. There are Beetles in this room, and in the next room are sap sacs, zoomers, geemers (which you can't hurt yet), blastcaps, and beetles. Luckily for you, you can just skip all these and go through the next door on the ground level of this area. There's a zoomer and some sap sacs here (shoot the sap sacs to blow them up if you want), and through the next door is the room that you need. Scan something nearby to activate the elevator that takes you to Chozo Ruins (West).</p></div>

<p class=MsoNormal><o:p> </o:p></p></div>

<p class=MsoNormal>CHOZO RUINS</p></div>

<p class=MsoNormal> Through the door, there are beetles and above the next door, you can scan the Chozo Lore called Fountain. Also, you should be told to go to a room called Hive Totem. Anyway, through the door is a large room that has beetles and war wasps. There are two doors you can use, but only one leads to where you need to go. You'll find it when you go forward to the other end of the room, then, go left. Through that door, you'll find a lot of scarabs. Shoot them, since they'll blow themselves up if you touch them. Through the next door are eyons, which you need to shoot to stop them from shooting lasers for a short time.</p></div>

<p class=MsoNormal><o:p> </o:p></p></div>

<p class=MsoNormal> Through the next door are beetles, war wasps, and some Chozo Lore (called Exodus). There are two doors here. The more hidden one leads to the save station, and you'll need to go through the other one to continue on to the room you need. Past some scarabs is another room, which has poisonous water, and also war wasps and blastcaps. Through the door across from you, you'll find some plazmites and the door leading to the Hive Totem. Go to the center, and there will be a cut scene.</p></div>

<p class=MsoNormal><o:p> </o:p></p></div>

<p class=MsoNormal>HIVE MECHA AND THE MISSILE LAUNCHER</p></div>

<p class=MsoNormal> (Make sure you scan Hive Mecha, which is under the water. When I first tried to get 100%, this was the scan I missed.) Anyway, this is a very easy battle. Some ram war wasps will circle you and then attack. Right when they stop to attack you, shoot them, then, look at Hive Mecha and shoot the part that opens to release more wasps. </p></div>

style='mso-spacerun:yes'> After shooting that a few times, even more wasps will come. Just do what you did before, and you'll win. Now you can get back your missile launcher.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal> While you're here, destroy the blast shield on the nearby door and go through to find an energy tank for increasing your energy by 100. You can't continue on in this room, but you may want to return to the Ruined Gallery (see the map for room names). Shoot the cracked wall behind the blastcaps with a missile to find a missile expansion, which increases your missiles by 5. And you can get through the door with the blast shield to find a map station for this area.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>THE PLATED BEETLE AND THE MORPH BALL POWER UP</p>

<p class=MsoNormal> Now return to the <st1:place w:st="on"><st1:PlaceName w:st="on">Main</st1:PlaceName> <st1:PlaceType w:st="on">Plaza</st1:PlaceType></st1:place> and go through the door with the blast shield. Past a lot of scarabs is another room, and when you go to the middle, you'll have to fight a lot of beetles. It is very helpful to jump sideways to get out of their way while you shoot at them. And after that, you have to beat a plated beetle. Its red abdomen is its weak spot, and the best way to shoot it is to stand still, then, when it is about to charge, dash to the side and shoot when it goes past you. When you win, you can go get the morph ball. You can use this to get out of the room by going through the hole that leads back to the door you came in by.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal> Return to the <st1:place w:st="on"><st1:PlaceName w:st="on">Main</st1:PlaceName> <st1:PlaceType w:st="on">Plaza</st1:PlaceType></st1:place> and go through the door up near the war wasp hive. There are many scarabs here and some narrow areas that you need to use the morph ball to get through. Through the next door is a room with plazmites and poisonous water. Over the fountain is some Chozo Lore called Hatchling and two doors. Go through the door farther from the fountain (the other leads to a room too hot to go in). Watch out for the shriekbats here; they hang on ceilings and dive bomb down on you when you get near them. Through the door is a big room. There are four runic symbols, but you don't need to bother scanning them yet. Watch out for the reaper vines (shoot its eye to make it go away for a short time) and the poisonous water as you cross the room to a door you need to go through. Go through another door to another room.</p>

There are a lot of shriekbats, blastcaps, and poisonous water here. To the right, through the door is a save station. You need to climb up those ledges. Around the top, go through the little tunnel using the morph ball to get across from a door. Jump to it and go through. (By now, you should have been told to go to the room called Burn Dome.) Anyway, past a couple of ones, one with shriekbats and another with eyons, you'll find a bigger room. There are more shriekbats and some poisonous water. Also, there are two paths, the right one being a dead end. So go left. Near a stone toad is a little tunnel. Go through it to find the door to the Burn Dome.

INCINERTOR DRONE AND THE MORPH BALL BOMB

This is an annoying, little battle. The Incinerator Drone shoots out fire, which isn't so bad at first. When you see a red thing at the top of it, shoot it to hurt it. Some barbed war wasps will attack. It can get annoying, avoiding the fire and shooting the wasps at the same time. You also need to watch the Drone, so that when the red part is seen, you can shoot it until you win. You'll get the morph ball bomb power up. Now when you leave the room, you can get back into the tunnel. You'll need to go in morph ball mode, use the bomb, and stay on the bomb, so that when it blows up, you can kind of "jump" into the air.

CHARGE BEAM

(Something says you need to go to the Furnace, but I don't know why. All you can get there right now is an energy tank.) So instead, we're going to go get the charge beam. Return to the Gathering Hall and go through the door you haven't gone through yet. After a couple of doors, you'll find a big room, which has reaper vines, some blastcaps, poisonous water, and four runic symbols to scan. One is next to the door, above a grate on the same wall as the door. Another is under the blastcaps down on the bottom of the room. Also down here, cross the dry places among the water to find another symbol at the end. When you climb up the ledges, you'll find the last runic symbol, next to the gate you need to open. Scan the symbol on the center of the gate to open it.

Past it is the charge beam and some

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal> Now you need to go to the Sunchamber. First, go to the Arboretum. There are four runic symbols you need to scan. Once is beneath the venom weed low down in the room. Shoot the weeds to make them retreat so you can scan the symbol. Another is a little bit higher up, on the tree at a little bridge (before a war wasp hive). At the hive, there's a narrow ledge you can cross using your morph ball. Your bombs can blow up the sandstone in your path. Right past here on the wall is another symbol to scan. There's another narrow ledge to cross, which has venom weed on it. Venom weed can hurt you, so use your bombs to make it go away for a short time. Anyway, at the top of the room is the last symbol. Scan it and the nearby gate will open. Blow up the sandstone with a morph ball bomb, then, go through the tunnel. No go through the door here. In the next couple of rooms are reaper vines and venom weed, and past that is an annoying boss battle.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>BOSS <st1:place w:st="on"><st1:City w:st="on">BATTLE</st1:City>
</st1:place>:
FLAAHGRA</p>

<p class=MsoNormal> (Be sure to scan both Flaahgra and the Flaahgra Tentacles for your log book.) Flaahgra attacks by shooting stuff at you, by attacking with its scythes, and by making a row of poisonous plants. It needs solar energy, which it gets from mirrors. Right now, there is only one. Hit the red part at its base with a missile to flip it up. Flaahgra will fall over, and a nearby tentacle will go away. Go in the tunnel it was in and put a bomb in the morph ball slot to hurt it.</p>

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<p class=MsoNormal> From now on, there will be more mirrors (one more mirror is added whenever you hurt it). Flaahgra will fix any mirrors that you flip over, so you need to stun it. To do this, you have to just keep shooting at it, but it's best to use the charge beam a couple of times to stop it quicker. You need to especially do this when there are all four mirrors. Flip a mirror, stun

the boss, run the next mirror, and repeat. Every time the mirrors are all flipped away from it, you can hurt it using the morph ball slot where the tentacles are. After four hits, you win and get the Varia Suit, which lets you go in hot places. Also, the poisonous water is gone. Now go through the nearby door.

In here is a pulse bombu, which drops explosive stuff. It can't be hurt with what you have now, and it is attracted to the charge beam, so don't use it when the enemy is in the room. Dropped down and get past the war wasps (and scan the Chozo Lore entitled Contain). Through the door is the elevator to Magmoor Caverns (North), where you need to go. (If you try to get here later, you need to take the path going through the Hive Totem, since the Sunchamber was blocked off.)

C. MAGMOOR CAVERNS AND PHENDRANA DRIFTS

MAGMOOR CAVERNS

At this place, go through the door in the room with the elevator. Past here, drop down and go along the hallway. There are shriekbats here (and through a door in the side of the hallway is a save station). Anyway, farther on there is a grizby, which you need a missile to kill. Past that, go through the door. There are more grizbies here. When you get past them, watch out for the fire coming out of the walls. Past that is a burrower, which you can shoot when it jumps out of the ground. And after that are magmoors and puffers. Magmoors shoot fire and can be killed by shooting it in the head a bit, and puffers blow up when they are touched or shot and leave behind poisonous gas.

Anyway, cross the platforms here. The round ones go down when you are on them. Past that, in morph ball mode, blow up the sandstone and go through the tunnel. Past more enemies, go through the door. In here, there are triclops under the floor. In morph ball mode, they can grab you and throw you somewhere. Use bombs near them so they grab it and get blown up. On the other side of the room,

go through the door. There are puffers here and triclops under the floor (the latter you don't need to worry about, unless you plan on getting a missile expansion in a nearby room...), so cross the platforms and go through the door. (By now you should get a scan saying to go to the Transport to Phendrana Drifts (North).)

There are puffers here and some moving stuff. Cross the moving things and go through the next door. There are auto defense turrets and puffers. There's a door, but you don't need to go through that yet. There's an elevator to Tallon Overworld that way. Anyway, there's some ledges to climb in this room. At a higher ledge, you need to jump over to the middle area and go through the door up here. Through the tunnel and another door is the elevator that will take you to Phendrana Drifts (North).

PHENDRANA DRIFTS

Go through the door here and break through the ice using missiles. Through the next door is a big, outside area. There are flickerbats and crystallites here. Across the way is a door leading to a save station. Anyway, in that big area, there's a grate at one end of the stream that can be broken down with a missile. In here, scan the thing on the back wall to unlock a door. There are some ledges over by the save station that lead to that door. Go through it. There are scatter bombu in here, which you can't hurt yet, so get past them by going in morph ball mode, and go through the next door.

There are some baby sheegoths here. Be careful, they are aggressive. They're weak spot is their backs. There are also crystallites here. Anyway, you need to climb up some ledges to get to a door. Go through. Past the ice burrowers is another door to go through. Through a nearby door are some pulse bombus, and by this room, I had a scan tell me to go to <stl:place w:st="on"><stl:PlaceName w:st="on">Phendrana</stl:PlaceName>

<stl:PlaceType w:st="on">Canyon</stl:PlaceType></stl:place>, which is exactly where we're going anyway. Through this next door are more baby sheegoths and crystallites. Go through the door with

the blast shield and then through the door past the scatter

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>BOOST BALL</p>

<p class=MsoNormal> Here is <stl:place w:st="on"><stl:PlaceName w:st="on">Phendrana</stl:PlaceName> <stl:PlaceType w:st="on">Canyon</stl:PlaceType></stl:place>. There are crystallites and a baby sheegoth. Drop down and behind the boxes here, you'll find some Chozo Lore called The Turned. Anyway, a little bit past here is a snow bank you can go up to the right. Scan the thing here to realign the platforms. When you cross them, be quick, since they break when you stand on them. You'll get boost ball here. Now drop down and use your new power while in morph ball mode to roll up to a ledge in the side of the canyon. Now, a scan will tell you to return to Tallon Overworld, to a place called <stl:place w:st="on"><stl:PlaceName w:st="on">Tallon</stl:PlaceName> <stl:PlaceType w:st="on">Canyon</stl:PlaceType></stl:place>, which you've been to before.</p>

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<p class=MsoNormal><stl:place w:st="on"><stl:PlaceName w:st="on">TALLON</stl:PlaceName> <stl:PlaceType w:st="on">CANYON</stl:PlaceType></stl:place> AND THE SPACE JUMP BOOTS</p>

<p class=MsoNormal> At Tallon Overworld's <stl:place w:st="on"><stl:PlaceName w:st="on">Tallon</stl:PlaceName> <stl:PlaceType w:st="on">Canyon</stl:PlaceType></stl:place> is a big half-pipe. You need to get to the high up ledge at the top. This is very annoying and takes a lot of time. In morph ball mode, you need to roll back and forth on the half-pipe while using the boost at the right time to get higher. It seems what you have to do is go up one side, then, hold B as you go down, then, release it right before you start going up the other side, and repeat. If you release B too early, you won't go any higher than before, and if you do it too early, you won't use the boost at all. When you finally manage to do this, blow up the sandstone and go through the tunnel. Through a couple of doors, you'll end up on a higher ledge n the Landing Sight. Through a door up here are the Space Jump Boots, for jumping higher.</p>

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<p class=MsoNormal> Soon, a scan should tell you to go to the Chapel of the Elders in Phendrana Drifts, so start by going to Phendrana Shorelines. Climb up the ledges here and cross the floating platforms to get to a door.

Through it are pulse bombus and a scatter bombu, and through the next door is a tall room with crystallites, a baby sheegoth, and ice parasites. (Despite how they look, ice parasites can be killed with your ordinary beam.) Anyway, when you get to the top of the room, scan those heads on the walls. One has fractures, so blow it up with a missile to reveal a morph ball slot. Activate it to unblock the door so you can go through.

THE SHEEGOTH AND THE WAVE BEAM

Go forward, and the wave beam will disappear. You'll have to fight to get it back, so turn around and kill the baby sheegoth. There are four in total, but you only have to fight two at a time. After that, you'll have to fight a sheegoth, which is not as tough as it looks. It can use a breath attack and ram into you, and you shouldn't shoot at it, since it will just absorb your attacks. Go in morph ball mode and use bombs around it instead. This is the best way to hurt it, and you should win in no time. Then, you can get the wave beam, which can open those purple doors.

Now go to Ice Ruins West. There's a purple door we need to get to here. After climbing up some ledges (don't forget the Chozo Lore, entitled CIPHER), you'll find a stalactite. (Scan it for your log book if you want 100% in the game.) Knock it down with a missile, then, use it to get to some other ledges, which lead to the purple door. Through it are scarabs and a pulse bombu, and through the next door is a bigger room. (Around this time, you should get a scan telling you to go to the Research Core.) There are flickerbats here, and two spinners on ground level. Activate both spinners (by using the morph ball's boost) to activate a morph ball slot. Climb up some ledges and activate that, too. (You may want to kill the flickerbats first to get them out of the way.) The water will rise for a limited time, so cross the floating platforms and some ledges after that. Higher up, you'll find three doors. One doesn't have power. The one with the blast shield leads to a save station. Go through the purple one.

D. THE SPACE

In here is an auto defense turret and a shadow pirate. (The pirate's supposed to have a cloaking device, but it doesn't seem to.) Anyway, through the next purple door, there will be a cut scene, and the doors will lock. Kill the space pirates and they'll unlock. Also, in here is an auto defense turret, a blue door, and a purple one. Through the blue one is a map station. Go through the purple door. Past the scatter **bombus**, go through the next purple door. Scan the thing to get rid of the force field, then, kill the space pirates here. There's also an auto defense turret, an elevator, and a lot of Space Pirate Data here. The Pirate Data is: Mining Status, **Phazon** Analysis, Security Breaches, Glacial Wastes, and Parasite Larva. On the upper level is a purple door in the ceiling, so go through it.

SUPER MISSILE

Past the auto defense turrets, go through the next purple door. Kill all the space pirates to turn on something. Scan it to turn on a morph ball slot. Activate that, then, another morph ball slot. Then, use all the spinners to turn on a big hologram. Now you can scan the planets to add two to your research log (**Tallon** IV and **Zebes**) and scan the Pirate Data: Contact and **Phazon** Program. Now climb up the ledges. Up here is the Super Missile (which uses 5 missiles at once and is used with the power beam). Through the blast shielded door is a save station, so go through the purple door. There are scatter **bombus** and crystallites here. Go through the blast shielded door. Scan the thing and use the elevator, then, go through the purple door to get outside. Kill the space pirates, then, some flying pirates. (Be careful of the flying pirates. Right before they die, they'll come after you with their explosive jetpacks, so get away from them.) Now you can continue through the next purple door.

THERMAL VISOR

Scan the thing here to use the elevator, then, go through the next purple door. Past the scatter **bombus**, go through the next purple door. Kill the **metroid** that gets free, then, kill the space pirates. (If the **metroid**

grabs you, get it off with a morph ball bomb.)
There's also more Pirate Data here: Metroid Studies, Meta Ridley, Phazon Infusion, Metroid Forces, and Metroid Morphology.
On the bottom level, beneath some boxes is a purple door.
Go through.
In here, kill the space pirates and the flying pirates.
There are three things to scan here to get rid of the force fields around the thermal visor.
They are on the top, middle, and bottom, levels.
(Watch out for auto defense turrets.)
Then, you can get the thermal visor.

The power will go out, and the metroids in this room will be escaping.
Use the thermal visor to see better.
The door you came in by will have no power, but with the thermal visor, you'll see something nearby to shoot with the wave beam to open the door.
While going back to the Ruined Courtyard, you'll have to get some past sentry drones and shadow pirates, plus some of the enemies that were here originally.
Now, you need to get through the door without power.
Above it, the thermal visor will show something.
Use a super missile to break the thing made of cordite, then, shoot the thing shown by the thermal visor with the wave beam to power the door.
So go through it.

THARDUS AND THE SPIDER BALL

Past the pulse bombus, go through the door.
Then past the tunnel and more pulse bombus, go through a purple door to the <stl:place w:st="on"><stl:PlaceName w:st="on">Quarantine</stl:PlaceName> <stl:PlaceType w:st="on">Cave</stl:PlaceType></stl:place>, where a scan should have told you to go.
Go forward and there will be a cut scene.
You'll have to fight Thardus, who is easier than he looks.
When fighting him, you'll have to use your thermal visor first to see where his weak spot is at the time.
You can then lock onto it and shoot it until you do enough damage, during which the thermal visor overloads and you need to go back to the combat visor.
You can see a light blue part now on Thardus, so shoot that.
You repeat that cycle the whole time.

Anyway, he obviously is going to fight back.
So when locked on, you can just press B as you move sideways to dodge his ice attack, which will freeze

you. When he throws rocks at you, shoot them to break them. They'll leave behind energy. If you don't shoot them, they can follow you. With the thermal visor, it is hard to see when a rock breaks, but if you keep locking on, you can shoot the other rocks without seeing them. Thardus can also roll into a ball and roll around. It is easiest to dodge him while in morph ball mode. About half way through the battle, after hurting it, the boss will make this weird electrical stuff for a short time, so stay away. Also, for a little bit, there's kind of a blizzard, so it is harder to see. When you beat Thardus, you'll get the spider ball.

E. A FEW UPGRADES AND THE CRASHED SHIP

GETTING THE ICE BEAM

You can now go along the spider ball tracks to get to the doors. One door leads back the way you came, and the other leads to the elevator to Magmoor Caverns (South). Later, a scan will tell you to go to the Antechamber at Chozo Ruins. First off, go to the Furnace at Chozo Ruins and take the spider ball track near the door up to a tunnel. Go through here quickly, since the blocks disappear when you're on them. In the room you end up in, there are beetles, plated parasites on the spider ball track, and Chozo Lore entitled Cradle. Go through the tunnel beneath the Chozo Lore and go through the purple door. Use the half-pipe to get to the other side of the room. There are three Chozo Lore here: Infestation, Hatchling's Shell, and Worm. Past here, go through the blast shielded door, then, go through the door past the scarabs.

In here is a chozo ghost (and you'll find more in rooms where they never were before from now on). The only weapon that works on it is the power beam. It can disappear and reappear, so be careful. It can throw stuff at you, so try not to stand still so it will be less likely to hit you. When you beat it, the doors will unlock. (Just so you know, near the door you came in by is a tunnel that leads to a missile station. There's also Chozo Lore behind the statue called Hope.) Anyway, go onto the hands of the chozo statue and go in morph ball mode. It will throw you onto a spider ball track. Up the track, you'll find a morph ball slot.

Activate it to make three more slots appear. Go to them, and shoot the purple one with the wave beam. You can't see the others yet, so just activate that one. Part of the floor will change, so have the statue throw you again. You'll end up on a different ledge. Up here, scan the thing near the door to get rid of that force field nearby, then, go through the door.

Through the next door, go under the water. Break the drain cover with a morph ball bomb to make the water drain away. Now, you have a half-pipe to make use of. There are stone toads here, and the ones on the upper level are useful. Use the boost to make the morph ball go high, so that it eventually goes high enough for a stone toad to eat you. Blow it up with a bomb. There are two blast shielded doors here. One leads to a save station (the tunnel near the save station leads to the elevator to Tallon Overworld (East)), and the other leads to the Antechamber, where you needed to go. The ice beam is here. It can freeze things, hurt fire enemies, and open white doors. Later on, a scan will tell you to go to the Gravity Chamber in Phendrana Drifts.

GRAVITY SUIT

To get to the Gravity Chamber, you can go through the white door in the Research Core in Phendrana Drifts and continue from there, but I'll explain an easier way. Go to the Transport to Magmoor Caverns South in Phendrana Drifts, and go up the spider ball track and through the white door. Past the pulse bombu, go through a purple door to a big room with ice parasites, flickerbats, a jelzap, and four purple doors. (Just so you know, to kill a jelzap, wait for it to open its "mouth", then, shoot it with your charge beam.) One you came in by, two are in the middle, with one higher than the other, and one is lower down. The higher of the middle two doors leads to the Research Core (so this is where you'd end up anyway, if you had taken that path). Go through the lower of the two middle doors.

Past the tunnel are ice beetles and scarabs, and past them is a purple door. Go through. There's a hunter metroid here, which are pretty mean. They can attack from afar with some kind of electrical thing. To get away, I think

you can just press B a little bit. The ice beam can freeze them, so that is useful. There's also a glider here. They can be used like grappling hooks (so they aren't useful yet) and won't hurt you. Knock down stalactites in this room to make platforms. Anyway, through one of the purple doors is a save station. Go through the other purple door.</p>

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<p class=MsoNormal style='text-indent:.5in'>Through this tunnel, go through another purple door. There's a big room here with jelzaps and flying pirates. Underwater, go through the purple door and get past the scatter bombus. Through another door is a room with jelzaps and flickerbats. Knock down the stalactites to use them as platforms, then, cross them. Go through the lower purple door (it's the only one you can get to anyway). Through another purple door is the Gravity Chamber, where there are jelzaps and aqua reapers (shoot the top of the aqua reaper to make it retreat for a short time). Past the second group of enemies, you can get the Gravity Suit. Now your movement is not hindered by water. (The other door in this room, which is above the water, will take you eventually back to that big tall room that had four doors.)</p>

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<p class=MsoNormal>THE CRASHED SHIP</p>

<p class=MsoNormal style='text-indent:.5in'>Now return to Tallon Overworld. At the Landing Sight, near the water is an alcove with a door, so go through it. Go under the rocks in morph ball mode and through another door. You'll get to a big room with flying pirates and jelzaps. Underwater, there's an alcove you can jump in that has a missile expansion. Also, there are ledges you can climb up (and a short tunnel to go through), to get to the land on the other side. Up here is a white door leading into the crashed space pirate ship, so go in. Go through the next door and drop down. Farther on in here are auto defense turrets and a big door. To get through the big door, you need to power one conduit (which I don't think I need to explain anymore). Go through it and the next door. There is a swarm of Tallon crabs here, though they aren't much of a problem.</p>

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<p class=MsoNormal style='text-indent:.5in'>Anyway, through the next door is a big underwater room. There are aqua pirates here, which are like flying pirates (they also blow up when you kill them). There's also a big door lower down requiring four conduits to power it.

They aren't hard to find. After powering the door, go through. In this room is a small door leading to a save station and another big one requiring only two powered conduits. Past it, use a missile on the elevator door to get to an energy tank, then, go up the elevator shaft, while powering the three conduits for the next door. Watch out for the aqua reapers, too. Past them, you can go through the now-powered door. (By the way, a scan will tell you to go to the Phazon Mines East, which we are.)

There are auto defense turrets here, and an aqua drone (which is best killed with a couple of missiles). (On the lower level, with the scan visor you can find a small door made of cordite. Blast it with the super missile to reveal a missile expansion.) Power the door with the three conduits, then, go through. Past the aqua reapers, go through the next door. Here there are aqua prates and three conduits to power the next door. Through it and another door is a room with aqua sacs, which don't cause any trouble. Just don't touch them. Drop down and go through the door.

Go through the tunnel here with the morph ball and through another door to get to Great Tree Hall, a room you may have been to before. There are jelzaps in the water here, and just out of the water is a white door. (Higher up is a spinner you may want to activate, since it opens up the path to the upper half of the room.) Go through it and the next door to get to the elevator to Phazon Mines (East).

 F. PHAZON MINES

 Through a couple of doors is a big room. There are mega turrets here, which are just tougher auto turrets. Also, you can currently go through a purple door leading to a save station and a white door. You first need to scan two nearby things to get rid of the force field blocking the white door, though. Through the door are mega turrets, but when I scanned something near them, they turned off. Anyway, through the next white door are shadow pirates, then on the second level are wave troopers, which can only be hurt with the wave beam. Kill them all to unlock the doors, then, go through the next purple door.

 There are shadow pirates here, and if you need to, you can use whatever weapon to break

the bars in your path. Past that, go through the white doors in the ceiling. There are space pirates here and Pirate Data called Elite Pirates. There's also something that will lower some platforms when you scan it. Up the platforms are wave troopers, and behind that wall that just recently appeared is another thing to scan. Up more platforms is a power trooper, which is vulnerable only to your power beam. Use the spinner to turn the pulse beam and scan the nearby thing to shoot it. Having it shoot the second breakable wall to the left will reveal a missile expansion, and behind the wall straight ahead is a white door.

Through the white door, you can either jump down in the middle here to avoid the electrical stuff rotating along the walls or go down the spider track. At the bottom, go through the white door and kill the power troopers here. Anyway, there's a machine which will rotate the bottom of the pillar by using morph ball bombs in the slot. The hologram will help you see how the different spider ball tracks are lined up. Line up the blue track with the thing sticking out on the left on the level above you. Go up that track to get to the second level. The machine up here turns the middle part of the pillar. Line up the red track with the thing sticking out to the left again. Drop down and line up the rest of the red track, then, go up it. There's a wave trooper up here, and another machine, which is blocked by **bendezium**. For now, you can just go through the white door up here.

Avoid the scatter **bombus** as you go down the spider ball track, then go through the white door. Scan the thing here, then, use the elevator. Go through the white door. In here is an explosive box on a ledge. Shoot it to reveal a missile expansion and to kill the pirates hiding in the ceiling. Now go through the purple door. In here, you'll have to beat an elite pirate, which is weaker than it looks. Shoot it with any weapon (but not when its hand is glowing, since it will just absorb it) to beat it. It can shoot at you with **cannon**, but it shoots fairly slowly. It can also hit the floor and make a shockwave, but you can just jump over that. When you beat it, the force fields will go away. Also in this room are two white doors, ice troopers (weak to the ice beam), and a lot of Pirate Data. The Data is: The Hunter, **Metroid** Prime, Hunter Weapons, Prime Mutations, **Chozo** Artifacts, **Chozo** Studies, **Chozo**

Ghosts, and Prime Breach. The lower white door leads to a tunnel blocked by bendezium, so go to the top level. Scanning something nearby gets rid of the force field so you can go through the door up here.

THE POWER BOMB

Go quickly through here, since there are puffers and poisonous gas. Go through the white door. In here are wave and power troopers, Pirate Data entitled Omega Pirate, and only one door you can currently go through. So go through it and the next door to get to the Central Dynamo. Drop down, and you'll have to fight some weird sentry drone that you can't see or lock onto to, so you also don't need to scan it. Use your wave beam to shoot it (you'll see where it is when it shoots at you). After you win, go in morph ball mode and drop into the hole of that electrical thing. Go along this maze, and use bombs at the water puddles to get rid of the electricity around you. At the first puddle, go right, and at the second, go down to the power bomb. Now you can use the power bomb to break bendezium, though you don't have an unlimited amount. Anyway, through the nearby white door is a save station.

If you go through the other door in the Central Dynamo, you'll just end up at Metroid Quarantine A, which you can't yet cross. And a scan will tell you to go to the Life Grove at Tallon Overworld. Before that, though, go to Ore Processing here in the Mine, since a scan will tell you to go there, too. On your way there, in Omega Research, an elite pirate will get free, and through a door blocked by bendezium is a missile station. Also, in the Ventilation Shaft, you should destroy the bendezium in the floor and use the hole here to get to the back of the fan. Scan that to turn on the fan, get rid of the puffers, and reveal an energy tank. Now the gas is gone, too.

GRAPPLE BEAM

Anyway, at Ore Processing, there are metroids now, and on a higher level is the machine that rotates the top of the pillar. Break the bendezium in front of it to use it. Make the yellow track (the top part that sticks out) face away from you completely. Now line up the middle part. (To get to the middle part, you need the blue

track and when that's lined up, the bottom of the yellow track is already lined up.) Go up the yellow track and through the white door to get the Grapple Beam. Now leave this room and cross Ore Processing using the grapple point. Go through the white door, then, through a strange water tunnel. Through the door here is the big room at the beginning of the area. That was quick. Now you can return to TallonOverworld.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>X-RAY VISOR</p>

<p class=MsoNormal> Go to the upper part of Great Tree Hall and up the spider ball track. Go through the white door and break the bendezium. Through the tunnel is the Life Grove. Drop down, and get the X-ray Visor. Using it will show you something beyond the walls. Scanning those walls will tell you they're made of bendezium. If you don't have a power bomb, get one from the seedlings, and use one to get through the wall. Climb up some ledges here (and go up a tunnel along the wall) until three chozo ghosts appear. They're easier to kill now that you can track them with the x-ray visor. Now climb up to the top ledge and go in the hole that appeared with the morph ball to get to where you came in the room, so that you can leave.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal> G. GETTING THE LAST OF THE UPGRADES</p>

<p class=MsoNormal>PLASMA BEAM</p>

<p class=MsoNormal> Now a scan is telling you to go to the Geothermal Core of Magmoor Caverns. If you haven't been there before, here's a quick explanation. In <stl:place w:st="on"><stl:PlaceName w:st="on">Tallon</stl:PlaceName> <stl:PlaceType w:st="on">Canyon</stl:PlaceType></stl:place> in Tallon Overworld, climb up some ledges and go through the door up here. Through some more doors is a tall room. Go through the door at the bottom and keep going until you get to an elevator shortly after, which takes you to Magmoor Caverns (East). The Geothermal Core isn't that far from here.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal style='text-indent:.5in'>On one side of the room, climb up some ledges. Jump towards the grapple point and swing across it to a ledge. This and the next two ledges have spinners,

which you need to use to raise part of the ledges. On the third ledge, go up the spider ball track. Now go to the next ledge and activate the morph ball slot to reveal a lot of spider ball tracks. Bomb jump onto the track. This is much easier than it looks. There are plated parasites on some, but they can easily be avoided or killed with bombs. You'll end up at a white door. Go through and get the plasma beam, which opens red doors. It's also very strong and effective against ice enemies (and many others). A scan later will show the Elite Quarters at Phazon Mines, so start by going to Metroid Quarantine A in Phazon Mines. (Along the way, you'll have to fight an elite pirate in the Dynamo Access to open the doors.)</p>

<p class=MsoNormal style='text-indent:.5in'><o:p> </o:p></p>

<p class=MsoNormal style='text-indent:.5in'>At Metroid Quarantine A, use the x-ray visor to see the invisible platforms. Use them to get across the phazon. Past that, get up onto a higher ledge and cross another invisible platform. Cross the spider ball track, then, go through the white door. Past the burrowers, go through the red door. Scan the thing here to use the elevator, then, go through another red door. Kill the space pirate here, then, drop down and go through another red door. There are hunter metroids here; the ice beam works well against them. Anyway, cross the mushrooms, then, use the grapple point on the glider to get to another mushroom. Go through the white door here.</p>

<p class=MsoNormal style='text-indent:.5in'><o:p> </o:p></p>

<p class=MsoNormal style='text-indent:.5in'>Break the bendezium to unblock a tunnel. Go through the tunnel. You need to go over the phazon quickly, since the floor will disappear. If you fall, you can still get across, though. You just have to bomb jump onto the other side. Anyway, past the tunnel, go through the red door. There's phazon all along the floor, metroids, and a glider. Cross the mushrooms to get to the glider. Using it, you can get to two red doors. Through one is a missile station. You need to go through the other one. There are invisible pulse bombus here. Anyway, use the mushrooms to cross the phazon, then, go through the red door.</p>

<p class=MsoNormal style='text-indent:.5in'><o:p> </o:p></p>

<p class=MsoNormal style='text-indent:.5in'>There are plasma troopers here, and

past them, you can go up the spider ball track. Cross the grapple point on the ceiling, then, scan the thin to get rid of the forcefield. Past it are wave troopers, a plasma trooper, and the Pirate Data, Special Forces. Near that is a cordite structure that can be broken with a super missile to reveal a missile expansion. There are also two red doors here. Through the lower one is a save station, and up the ramp is the other. Through the latter, kill the plasma trooper, then, melt the ice over the door with the plasma beam. Now you can go through the red door to the Elite Quarters.

OMEGA PIRATE AND THE PHAZON SUIT

First of all, scan this thing while it's still in the tank. Then, wake it up by going forward a bit more. Luckily, this is easier than it looks, especially once you get used to the order of things. Like other fancy-pants pirates, it can absorb beam shots (but not missile shots) when its hand is glowing, and it'll create shockwaves quite often. It can shoot bombs from its cannon, which it does rarely and maybe missiles, but I'm not sure.

Anyway, start by shooting at the blue things on its legs and shoulders. I used the plasma beam during its shockwave attacks and the missile when its hand was glowing. After breaking all four, it will turn invisible. Than, it can go in phazon to try and recover. Also, during this time, some troopers will get in the way. At first, there may be power troopers, but later, it's usually ice troopers, or two wave troopers and a plasma trooper. When the omega pirate is invisible, you can see it with the x-ray visor and hurt it (preferably with charged beam shots). So, find out what beam is needed against the troopers (or when there are two different types, kill the plasma one, then equip the wave beam) and shoot the troopers in x-ray vision until you can find the omega pirate. Then, just attack it. It'll only be invisible for a short time, after which the process will begin again. Just repeat until you win. Remember to attack it as much as possible while it's invisible; otherwise it can heal itself. After that, you'll get the phazon suit. Phazon won't hurt you anymore.

H. THE ARTIFACTS

<p class=MsoNormal> ARTIFACT OF TRUTH</p>

<p class=MsoNormal style='text-indent:.5in'>Now, if you want you can scan something down here and ride an elevator up. Go through the red door to find an energy tank. Scan the thing here to unblock the path. Through the next door is the <stl:place w:st="on"><stl:PlaceName w:st="on">Phazon</stl:PlaceName> <stl:PlaceName w:st="on">Processing</stl:PlaceName> <stl:PlaceType w:st="on">Center</stl:PlaceType></stl:place>. Now a scan should tell you to go to the <stl:place w:st="on"><stl:PlaceName w:st="on">Artifact</stl:PlaceName> <stl:PlaceType w:st="on">Temple</stl:PlaceType></stl:place> in Tallon Overworld. If you haven't already, it's gotten from the Landing Site. Go up the ledges over the water, and go through the door up there. There are seedlings in here, which shoot spikes. Past them, go through the next door to get to the Impact Crater. Scan the orange thing for some Pirate Data entitled Artifact Site. Anyway, through the blast shielded door here and through another, you'll find the <stl:place w:st="on"><stl:PlaceName w:st="on">Artifact</stl:PlaceName> <stl:PlaceType w:st="on">Temple</stl:PlaceType></stl:place>. There are two Chozo Lores on the walls, called Binding and Statuary. Outside, get the Artifact of Truth, then, you can scan the totems for the locations of some of the others. For some reason, you can't scan all of them yet, so come back when you get all the artifacts you can. Then, you can scan the rest.</p>

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<p class=MsoNormal style='text-indent:.5in'>ARTIFACT OF STRENGTH</p>

<p class=MsoNormal style='text-indent:.5in'>Go to the Monitor Station in Magmoor Caverns. From a door that's higher up, you can jump up to some higher ledges. Up here, go in the spinner while in morph ball mode and use boost until the nearby bridge is up. Cross it and some ledges to get to a door. Go through to the Warrior Shrine and get the Artifact of Strength, the second one.</p>

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<p class=MsoNormal style='text-indent:.5in'>ARTIFACT OF ELDER</p>

<p class=MsoNormal style='text-indent:.5in'>Go to the Control Tower at Phendrana Drifts, and kill the flying pirates. Now, you need to go to the area above one of the doors. In one of those little areas is a pile of boxes in front of a hole. Through it you can see a red area at the base of the tower made of radion. Shoot it with a missile to knock the tower down. A hole will be shown at the fallen tower, so go through it with the morph ball to find the Artifact of Elder, the third one.

style='mso-spacerun:yes'> To get out of here, get onto the tower in morph ball mode and go along the top.</p>

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<p class=MsoNormal style='text-indent:.5in'>ARTIFACT OF WILD</p>

<p class=MsoNormal style='text-indent:.5in'>Go to the Sun Tower of Chozo Ruins, and destroy both the cordite wall hangings with super missiles to reveal two runes.(Watch out for war wasps, by the way.)Scan those two runes, then, scan the two behind the pillars to unblock part of the spider ball track. Go up it and bomb jump to other parts while avoiding the oculus enemies. (The parts that stick out are broken by the bombs for a short time, just so you know.)Anyway, at the top, you can go through the door. Through another door is the Sunchamber. Kill the three chozo ghosts here for the Artifact of Wild, the fourth one. The other door is also now unblocked.</p>

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<p class=MsoNormal style='text-indent:.5in'>ARTIFACT OF LIFEGIVER</p>

<p class=MsoNormal style='text-indent:.5in'>Go to the <stl:place w:st="on"><stl:PlaceType w:st="on">Tower</stl:PlaceType> of <stl:PlaceName w:st="on">Light</stl:PlaceName></stl:place> in Chozo Ruins.(It's past the Ruined Shrine.)Under the water, jump to the ledge where a door is. Go through the purple door to find the Artifact of Lifegiver, number five.</p>

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<p class=MsoNormal style='text-indent:.5in'>ARTIFACT OF WARRIOR</p>

<p class=MsoNormal style='text-indent:.5in'>Go to Elite Research in Phazon Mines, and break the bendezium tank to release the phazon elite. (Remember to scan it; it's a new creature.) It can use a shockwave attack and absorb attacks when its hand is glowing.Shoot it when its hand is not glowing until you kill it. You'll get Artifact of Warrior, number six.</p>

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<p class=MsoNormal style='text-indent:.5in'>ARTIFACT OF CHOZO</p>

<p class=MsoNormal style='text-indent:.5in'>Go to the Life Grove in Tallon Overworld. Underwater is a round thing with red markins. Blow it up with a morph ball bomb, then, activate the spinner that is revealed. Now get the Artifact of Chozo, number seven.</p>

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<p class=MsoNormal style='text-indent:.5in'>ARTIFACT OF NATURE</p>

<p class=MsoNormal style='text-indent:.5in'>Go to <stl:place w:st="on"><stl:PlaceName w:st="on">Lava</stl:PlaceName> <stl:PlaceType w:st="on">Lakes</stl:PlaceType></stl:place> at Magmoor Caverns.With the x-ray visor, you can see an artifact in one of the two pillars. Break it with a super missile to get to the Artifact of Nature, number eight.</p>

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<p class=MsoNormal style='text-indent:.5in'>ARTIFACT OF SUN</p>

<p class=MsoNormal style='text-indent:.5in'>Go to the <stl:place w:st="on"><stl:PlaceName w:st="on">Chozo</stl:PlaceName> <stl:PlaceName w:st="on">Ice</stl:PlaceName> <stl:PlaceType w:st="on">Temple</stl:PlaceType></stl:place> at Phendrana Ruins.At the top, melt the ice on the statue's hands with the plasma beam, then go in the hands with the morph ball.A hole will be revealed, so go in with the morph ball to find the Artifact of Sun, number nine.</p>

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<p class=MsoNormal style='text-indent:.5in'>ARTIFACT OF WORLD</p>

<p class=MsoNormal style='text-indent:.5in'>Go to the Hall of the Elders in Chozo Ruins and shoot the red morph ball slot with the plasma beam. Activate it to reveal a white door in the floor. Go through to find the Artifact of World, number 10.</p>

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<p class=MsoNormal style='text-indent:.5in'>ARTIFACT OF SPIRIT</p>

<p class=MsoNormal style='text-indent:.5in'>Go to Phendrana's Edge at Phendrana Drifts.Climb up past the grapple points, and with the x-ray visor, you'll see a door behind a rock wall. Use a power bomb in front of it to reveal the door. So go through the red door to find the Artifcat of Spirit, number eleven.</p>

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<p class=MsoNormal style='text-indent:.5in'>ARTIFACT OF NEWBORN</p>

<p class=MsoNormal style='text-indent:.5in'>Go to the Phazon Mining Tunnel in Phazon Mines. There's a path with phazon, and you need the phazon suit to cross it safely. Break the rocks in the way with bombs, and at the end, you'll find the twelfth artifact, the Artifact of Newborn.</p>

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<p class=MsoNormal><st1:place w:st="on">META</st1:place> RIDLEY</p>

<p class=MsoNormal> Return to the <st1:place w:st="on"><st1:PlaceName w:st="on">Artifact</st1:PlaceName> <st1:PlaceType w:st="on">Temple</st1:PlaceType></st1:place> to return all the artifacts. After a cut scene, you'll have to fight Meta Ridley. At first, Ridley goes between flying nearby and flying overhead or between flying overhead and landing for a short time. When it's flying nearby, it can shoot missiles or use a beam attack. (There may be another attack, but I always stun it with the plasma beam before it can use it, so I don't know what it does.) Its chest is its weak spot, so this is a good time to shoot it, preferably with charged plasma beam shots. When it flies overhead, it'll drop bombs and maybe shoot a laser. The bombs drop towards you, not straight down, so they're harder to dodge. When it lands, just get away so it won't hurt you. Broken totems may leave behind energy.</p>

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<p class=MsoNormal> Anyway, when it has about a fourth of its health left, it'll lose its wings. This is the hardest part. Ridley sometimes shoots a laser, but mostly it charges at you. Lock on and jump to the side to dodge it, though this gets very difficult later on. After it charges, be careful, since when it turns around, its tail might hurt you. Anyway, to hurt it, shoot its open mouth until it stands upright. Then, you can shoot its chest. Missiles stun it quicker than beam weapons, so use them instead. Once you win, you can go in the light to get to the Impact Crater.</p>

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<p class=MsoNormal> I. IMPACT CRATER</p>

<p class=MsoNormal> There's a save station in the first room. Anyway, go through the red door. There is a swarm of lumigeks here and orange phazon that will hurt you if you touch it. Through the next red door is a big room with fission metroids. Just try to dodge them, since attacking them only makes them split in two, so you can't get rid of them. If you want to shoot them, though, they are only hurt by a certain beam. The color of the fission metroid tells you what beam it is weak to. Anyway, you need to climb up some platforms and ledges. Watch out for the fission metroids; they might knock you down. There are two red doors up here. The lower of the two leads to a missile station, so go through the other one.

Cross the spider ball track and go through another red door, and there will be a cut scene.

METROID PRIME: PART 1

 Metroid Prime can only be hurt by the beam that matches color the light parts of its body. At first, it only changes color after you do enough damage. Anyway, Metroid Prime does two attacks most often, a beam attack and a missile attack. (Just lock onto the boss and jump out of the way when it attacks.) Its ice beam can freeze you, and its wave beam can affect your visor. When you do enough damage and it moves back for a moment, get back, since it will jump forward, then change color. Make sure while you shoot at it, you watch out for your own shots bounced back at you, too.

 When you hurt it enough twice, then, it'll go to a lower level. Now it can do two beam attacks or missile attacks in a row, so be ready to get out of the way quickly. It seems like only when it's white or red, it will also shoot green missiles that leave behind poisonous gas for a short time. Also, it sometimes shoots a row of ice, but it doesn't do that very often. It may also release two bubble things. Destroy them before they get to you for energy units or missile ammo. When you hurt it enough, it'll run to the other side of the room and change colors, so avoid it by getting in morph ball mode and by going through the narrow grooves in the floor. When this happens three times, it will go down to the next level.

 This is a lot like the last time, but it'll attack even quicker. And it can also bring you towards it with a tractor beam. If you press B quickly, you can try to stay away from it. Hurting it enough four times will make it go to the next level. It attacks faster now and can change colors at any time, and when you hurt it enough four more times, it'll go to the last level.

METROID PRIME: PART 2

 (Make sure you've scan both this form and the previous one. Both are needed to complete the log book.) This battle is more annoying than hard. Metroid

Prime uses this fire attack pretty much the whole time. Just jump over it, or stand on top of the body of the big spider you just fought to dodge it. It can also turn invisible, and you need to use either the x-ray or the thermal visor to see it. It can't be hurt by normal weapons, so eventually, it will create a small pool of phazon. (Sometimes this takes a very long time.) Go in, and you'll see the words hyper mode, so lock onto Metroid Prime and hold A to keep shooting it. Later on, there will be metroids, hunter metroids, or fission metroids coming from the pool of phazon (two at a time). Just ignore the fission metroids (when they aren't trying to suck energy from you) and shoot the boss. Hopefully, they'll get in the way and get killed, too. (Luckily, you can get energy units from the metroids.) Anyway, you'll eventually win, and hopefully see the better ending if you got a good enough percentage. Finish the credits if you want to unlock hard mode.

4. MISSILE EXPANSION LOCATIONS

1 These increase your maximum number of missiles by 5 each for a total of 250 missiles.

TALLON OVERWORLD

#1-Transport Tunnel B: Under the bridge is a missile expansion.

#2-Landing Sight: Behind the ship is a little tunnel. Go through for a missile expansion.

#3-Frigate Crash Site: Underwater, there's an alcove you can jump in that has a missile expansion, but you need the gravity suit first.

#4-Overgrown Cavern: To find this place, start from the Reflecting Pool in Chozo Ruins. Through one door is a save station. Through the tunnel past it, you can take an elevator to Tallon Overworld (East). Go along this path until you come to a room with a tunnel. In the

tunnel

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#5-Biohazard Containment: On the lower level, with the scan visor you can find a small door made of cordite. Blast it with the super missile to reveal a missile expansion.</p>

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<p class=MsoNormal>#6-Life Grove Tunnel: At the half-pipe thing, keep using the boost ball until you get on top of the thing. Use a bomb to blow a hole in the middle. Fall through it for a missile expansion.</p>

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<p class=MsoNormal>#7-: <st1:place w:st="on"><st1:PlaceName w:st="on">Root</st1:PlaceName><st1:PlaceType w:st="on">Cave</st1:PlaceType></st1:place>: Climb up to higher ledges in this room. You'll have to use the grapple beam at one point. Higher up, use the x-ray visor to cross some invisible platforms. Next to the last one is an invisible alcove with a missile expansion in it.</p>

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<p class=MsoNormal>#8-<st1:place w:st="on"><st1:PlaceName w:st="on">Root</st1:PlaceName><st1:PlaceType w:st="on">Cave</st1:PlaceType></st1:place>: Climb up to higher ledges in this room. You'll have to use the grapple beam at one point. Higher up, use the x-ray visor to cross some invisible platforms. At the top, go trough the red door to find another missile expansion.</p>

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<p class=MsoNormal>#9-: Great Tree Chamber: In the top area of Great Tree Hall is a platform you can only see with the x-ray visor. Cross it to a door and go through to find a missile expansion.</p>

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<p class=MsoNormal>CHOZO RUINS</p>

<p class=MsoNormal>#10-Ruined Gallery: Shoot the cracked wall behind the blastcaps with a missile to find a missile expansion.</p>

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<p class=MsoNormal>#11-Watery Hall Access: In the middle part of the room with the water, on one side is a small alcove. Break it with a missile to find a missile expansion. (You can see it with the x-ray visor, by the way.)</p>

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#12-Burn Dome: There's a little sandstone area on the wall. In morph ball mode, blow it up, then, go through the tunnel here to get a missile expansion. I don't know if it matters whether the water is clean or poisonous at this time.

#13-Dynamo: At Watery Hall, over where the charge beam was (the back of the room, on the upper area), you'll find some sandstone. Break it with a morph ball bomb and go through the tunnel. Through a couple of doors is the Dynamo, which has an alcove covered by a metal thing. Break it with a missile to reveal a missile expansion.

#14-Ruined Gallery: On one wall are two small holes, each of which are ends to a tunnel. Go through with the morph ball to find a missile expansion.

#15-Ruined Nursery: There's a narrow tunnel on the wall you can go through using the morph ball. Use your bombs to blow up the sandstone blocks. (At one block, you can't blow it up, so go into another part of the tunnel and break the sandstone beneath it to get it out of the way.) Now go through the rest of the tunnel to get to a missile expansion.

#16-Ruined Shrine: In the middle part of this room where the beetles were, you can find a sandstone thing on the wall. Go in morph ball mode and blow it up, then, go through the revealed tunnel to find a missile expansion.

#17-Vault: In here are three holes that look like morph ball slots. You need to activate all three just like you would a morph ball slot. So, to get in the first one, use a bomb to blow up the grate covering it, then, activate it. Now bomb jump beneath the second and use a bomb while in the air to blow up the next grate. Bomb jump into the slot and activate it. The third one takes a little bit of practice. Put down a bomb, then wait. Put down another a few seconds later (before the first blows up). The first will blow up, and while you're in the air, drop another bomb. You'll land on the second bomb, which will blow up, and then, you'll end up at the third as it blows up. You'll end up in the last slot, so activate it to get to the missile expansion.

<p class=MsoNormal>#18-Main
Plaza: With the boost ball, use the half-pipe to get to the missile expansion in the alcove at the top.</p>

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<p class=MsoNormal>#19-Ruined Shrine: With the boost ball, use the half-pipe to get up to the left. Through the tunnel here is a missile expansion.</p>

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<p class=MsoNormal>#20-Gathering Hall: Go to the top of the room, and use the red things as ledges to jump to the ledge above the door to the East Atrium. (You need to the space jump boots to get up here.) Break the gate with a bomb to get to the missile expansion.</p>

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<p class=MsoNormal>#21-Main
Plaza: Shoot the knot-type thing on the big tree with a super missile to reveal a missile expansion. You can jump to it from the ledge near it (the ledge below the war wasp hives).</p>

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<p class=MsoNormal>#22-Ruined Fountain: When the water's not poisonous anymore, go in the fountain in morph ball mode, and the water will shoot you up to a spider ball track. Go along it to get to a missile expansion.</p>

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<p class=MsoNormal>#23-Dynamo: At Watery Hall, where you got the charge beam, break the sandstone with a bomb and go through the revealed tunnel with the morph ball. Through the next couple of doors, go up the spider ball track to find a missile expansion.</p>

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<p class=MsoNormal>#24-Crossway: Break the cordite thing on the wall, then, scan the thing behind it to reveal a spider ball track. Use the boost ball on the half-pipe to get onto the track. (Remember, you don't need to get too close. If you hold R when you get near the track, you'll attach to it whether or not right at it.) Activate the morph ball slot to reveal another spider track. Get onto it like the last one and activate another morph ball slot to lower something. Get on before time runs out, and it will bring you up to a missile expansion.</p>

<p class=MsoNormal><:p> </o:p></p>

<p class=MsoNormal>#25-Watery Hall: Underwater is an alcove with a missile expansion. You may need the gravity suit

to get to it.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#26-Furnace: In the main part, blow up the bendezium part of the floor with a power bomb to reveal a half-pipe. Use it to get to the spider ball track (which has plated parasites on it, which can be killed with the morph ball bomb). You need to cross spider ball tracks and those long ledges beneath them to get to a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#27-Training Chamber Access: Starting at the Magma Pool, use the grapple beam to cross the room. Go through the nearby purple door. In here, use the morph ball to go through the tunnel hidden behind the leaves to find a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#28-Main Plaza: Starting at the Magma Pool, use the grapple beam to cross the room. Go through the nearby purple door and through another door. Kill the chozo ghosts here to reveal two morph ball slots at the top of the half-pipe. The one on the left reveals a tunnel. Go through it to get to the <stl:place w:st="on"><stl:PlaceName w:st="on">Main</stl:PlaceName> <stl:PlaceType w:st="on">Plaza</stl:PlaceType></stl:place>. From up here, cross the grapple point to get to the missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>MAGMOOR CAVERNS</p>

<p class=MsoNormal>#29-Triclops Pit: Drop down and you'll find an alcove down here. There's a tunnel in it, which you can get through in morph ball mode. It leads to an area with triclops. Past them is another tunnel leading to a door. Go through and get the missile expansion in here.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#30-Fiery Shores: In here is a narrow ledge-like tunnel on one side of the room. If you aren't on that side, there's a tunnel or a grappling hook that will get you there. Anyway, go through that tunnel in morph ball mode. Go slowly so you don't fall off. Around the end is a missile expansion</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#31-Triclops Pit: In here are invisible platforms that you can see with your x-ray visor. Cross

them, and you will see a missile expansion in a pillar. Break the pillar with a missile to get to it.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>PHENDRANA DRIFTS</p>

<p class=MsoNormal>#32-Research Lab Aether: There's a narrow ledge right above a ramp. Jump onto one end, then, cross the ledge in morph ball mode to get to the missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#33-Research Lab Hydra: Break the cordite tank on the top floor with a super missile to reveal a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#34-Phendrana Shorelines: Outside the door to the <stl:place w:st="on"><stl:PlaceType w:st="on">Temple</stl:PlaceType> <stl:PlaceName w:st="on">Entryway</stl:PlaceName></stl:place> is a cordite wall hanging. Break it with the super missile to reveal something. Scan that to reveal a hole. Go in with the morph ball, and go up the spider ball track to a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#35-Ice Ruins East: Climb up onto the ledges on one the side of the room (the side where, on the map, something thin is sticking out of the wall). Go up the spider ball track here to find a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#36-Quarantine Cave: From one ledge, cross the grapple points to get to a tunnel. Go through to find a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#37-<stl:place w:st="on"><stl:PlaceName w:st="on">Frost</stl:PlaceName> <stl:PlaceType w:st="on">Cave</stl:PlaceType></stl:place>: Use the grapple point on the glider to get to a ledge across the room. From here, knock down the stalactite with a missile. It will break a hole in the ice, so go through the hole to get to the missile expansion below the ice.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#38-Phendrana Shorelines: Near the door to the save station is a tall rock with ice on one side. Melt the ice with the plasma beam to get to a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#39-Ice Ruins East: Kind of below the higher of the doors is some ice. Melt it with the plasma beam to find a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#40-Gravity Chamber: Above the water, melt the ice on the ceiling with the plasma beam to reveal a grapple point. Cross it to get to a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>PHAZON MINES</p>

<p class=MsoNormal>#41-Elite Research: On the top level, use the spinner to turn the pulse beam, and scan the nearby thing to shoot it. Having it shoot the second breakable wall to the left will reveal a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#42-Elite Control Access: In here is an explosive box on a ledge. Shoot it to reveal a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#43-Main Quarry: At the door on the upper ledge, scan something nearby. You have a conduit to find. It's across from here on the top of that big structure. Up there, find the conduit with the thermal visor and power it with the wave beam. Scan the flashing thing nearby to move the crane. Go up the spider ball track nearby to get to a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#44-Security Access A: Break the bendezium gate with a power bomb and stand back, since a crate will probably explode. Past that, go in the hole here to find a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#45-<st1:place w:st="on"><st1:PlaceName w:st="on">Phazon</st1:PlaceName> <st1:PlaceName w:st="on">Processing</st1:PlaceName> <st1:PlaceType w:st="on">Center</st1:PlaceType></st1:place>

Around the bottom of here, you can see an invisible platform with your x-ray visor. Cross it to a small ledge and break the wall with a power bomb to find a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#46-Metroid Quarantine A: There's a spider ball track that leads to a white door (you'll find it after crossing the phazon). Next to the left part of it (the end of the track farthest from the door) is a bendezium wall. Break it with a power bomb, then, break another bendezium wall. Cross the spider ball track here, then, ride

up an invisible platform (see it with the x-ray visor) to a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#47-Fungal Hall Access: You should have the phazon suit here, but you don't need it. Drop down and use the morph ball to get the missile expansion beneath the mushroom.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#48-Fungal Hall B: On the ground kind of beneath the door to Quarantine Access B, you can see a missile expansion below the ground with your x-ray visor. Use a power bomb to break the ground to get to the missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#49-Metroid Quarantine B: There's a cordite tank that can be destroyed with a super missile to reveal a missile expansion.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>-----</p>

<p class=MsoNormal>5. ENERGY TANK LOCATIONS</p>

<p class=MsoNormal>-----</p>

<p class=MsoNormal> Each of these increases your energy by 100.</p>

<p class=MsoNormal>TALLON OVERWORLD</p>

<p class=MsoNormal>#1-Cargo Freight Lift to Deck Gamma: Use a missile on the elevator door to find an energy tank.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#2-Hydro Access Tunnel: In here is a tunnel that leads up a ways. You need to get to the top to find an energy tank. To do this, do a bomb jump and right before you reach the top of your jump, drop another bomb so that it blows up as you fall, and you jump again. Three bombs are needed to jump high enough to reach the energy tank.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>CHOZO RUINS</p>

<p class=MsoNormal>#3-Transport Access North: There's an energy tank here.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#4-Furnace: When you get to the Furnace from the Energy Core, you'll see two tunnels. One is on ground level and the other is gotten to using the spider ball track. Take the lower tunnel to find an energy tank.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#5-<st1:PlaceName w:st="on">Main</st1:PlaceName> <st1:PlaceType w:st="on">Plaza</st1:PlaceType>: In the Vault is a door leading to the <st1:place w:st="on"><st1:PlaceName w:st="on">Main</st1:PlaceName> <st1:PlaceType w:st="on">Plaza</st1:PlaceType></st1:place>. Go through it, and when you end up in the <st1:place w:st="on"><st1:PlaceName w:st="on">Main</st1:PlaceName> <st1:PlaceType w:st="on">Plaza</st1:PlaceType></st1:place>,&br/>you'll be at an energy tank up in an alcove.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#6-Hall of the Elders: At the three morph ball slots, shoot the white one with the ice beam, then, activate it to change part of the floor. Have the statue throw you, and you'll end up below the room, at an energy tank. Use the tunnel to get back above the floor.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#7-Training Chamber: To get here, start at the Magma Pool, and use the grapple beam to cross the room. Go through the nearby purple door and through another door. Kill the chozo ghosts here to reveal two morph ball slots at the top of the half-pipe. The one on the right reveals a spider ball track. Get to the thing beneath it before time runs out to get to the track. Cross it and go through the tunnel after it to find an energy tank.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>MAGMOOR CAVERNS</p>

<p class=MsoNormal>#8-Transport Tunnel A: Go to the metal block that is the farthest right. You need to get to the ledge above it using a triple bomb jump. Be careful because if you do this wrong, the two bombs on the ground will break the metal, and you'll fall in the lava. Anyway, to do this jump, you need to put down a bomb, wait and put down another before the first blows up. When the first blows up, while you're in the air, put down another bomb. The second bomb should blow up and let you get to the third bomb when it blows up so you jump while you're already in the air. When you do this, go left and do another triple bomb jump. Then, go left and do it again to get to an energy tank.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>#9-Magmoor Workstation: There are flying pirates here and triclops under part of the floor. Also, there are three power conduits here, one in each of the channels. Use the thermal visor to see them, and shoot them with the wave beam. Part of the lava cools, so go under the floor in morph ball mode and go along that part. Scan the thing here to cool another part of lava. You have a limited time to go through that

part and scan something else. Along the last part of cooled lava, you can get an energy tank.

PHENDRANA DRIFTS

#10-Ruined Courtyard: Raise the water, then, cross some platforms. There's a small ledge (a bit beneath the door to the save station) that is difficult to jump to. Once you manage to get on (I somehow used a double jump to get on, if that helps), go through the tunnel here to find an energy tank.

#11-Research Lab Aether: On the bottom level, use a missile to break the tank containing an energy tank.

#12-Transport Access: Get here by going through the top door in Frozen Pike. Get through the ice using the plasma beam to get to an energy tank.

PHAZON MINES

#13-Ventilation Shaft: Destroy the bendeziium in the floor and use the hole here to get to the back of the fan. Scan that to turn on the fan, get rid of the puffers, and reveal an energy tank.

#14-Processing Center Access: From the Elite Quarters, take the elevator up and go through the red door to get to this energy tank.

6. POWER BOMB EXPANSION LOCATIONS

 Each of these increases your maximum number of power bombs by one for a total of eight power bombs.

CHOZO RUINS

#1-Magma Pool: Use the grapple beam to cross the room. Break the bendeziium wall with the power bomb to reveal a power bomb expansion.

MAGMOOR CAVERNS

#2-Fiery Shores: Starting in the Monitor Station, from a door that's higher up, you can jump up to some higher ledges. Up here, go in the spinner while in morph ball mode and use boost until the nearby bridge is up. Cross it and some ledges to get to a door. Go through to the Warrior Shrine. Break the bendezium thing in front of the statue with a power bomb and drop into the hole in morph ball mode. You'll end up in part <stl:place w:st="on"><stl:PlaceName w:st="on">Fiery</stl:PlaceName> <stl:PlaceType w:st="on">Shores</stl:PlaceType></stl:place> where there is a power bomb expansion. Get out of here by going through the tunnel in the wall.

<o:p> </o:p></p>

PHENDRANA DRIFTS

#3-Phendrana's Edge: Cross some grapple points, then, go up some ledges. Use the grapple point on the glider to get to the tunnel. Go through to find a power bomb expansion.

<o:p> </o:p></p>

#4-: Ice Ruins West: On a ledge in the corner is some ice. Melt it with the plasma beam and drop down to find a power bomb expansion.

<o:p> </o:p></p>

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7. LOG BOOK

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 A. ARTIFACTS

 Scan the totems at the <stl:place w:st="on"><stl:PlaceName w:st="on">Artifact</stl:PlaceName> <stl:PlaceType w:st="on">Temple</stl:PlaceType></stl:place> in Tallon Overworld for these. Some totems can't be scanned until later. Here are also their general locations.

Chozo: Artifact number seven, found in the Life Grove in Tallon Overworld

<o:p> </o:p></p>

Elder: Artifact number three, found in the Control Tower in Phendrana Drifts

<o:p> </o:p></p>

Lifegiver: Artifact number five,

found in the <stl:place w:st="on"><stl:PlaceType w:st="on">Tower</stl:PlaceType>
of <stl:PlaceName w:st="on">Light</stl:PlaceName></stl:place> in <span
class=SpellE>Chozo Ruins</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Nature: Artifact number eight, found in the <stl:place
w:st="on"><stl:PlaceName w:st="on">Lava</stl:PlaceName> <stl:PlaceType
w:st="on">Lakes</stl:PlaceType></stl:place>
in Magmoor Caverns</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Newborn: Artifact number twelve, found in the <span
class=SpellE>Phazon Mining Tunnel in Phazon
Mines</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Spirit: Artifact number eleven, found through the top door
in Phendrana's Edge in Phendrana
Drifts</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Strength: Artifact number two, found in the Warrior Shrine
in Magmoor Caverns</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Sun: Artifact number nine, found in the <stl:place w:st="on">
<stl:PlaceName
w:st="on">Chozo</stl:PlaceName> <stl:PlaceName
w:st="on">Ice</stl:PlaceName> <stl:PlaceType w:st="on">Temple</stl:PlaceType></stl:place>
in Phendrana Drifts</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Truth: Artifact number one, found in the <stl:place w:st="on">
<stl:PlaceName
w:st="on">Artifact</stl:PlaceName> <stl:PlaceType w:st="on">Temple</stl:PlaceType>
</stl:place>
in Tallon Overworld</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Warrior: Artifact number six, found by beating <span
class=SpellE>phazon elite in Elite Research in Phazon
Mines</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Wild: Artifact number four, found in the <span
class=SpellE>Sunchamber
in Chozo Ruins</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>World: Artifact number ten, found in the Hall of the Elders
in Chozo Ruins</p>

B. CHOZO LORE

Beginnings: This is in the Vault of Chozo Ruins.

Binding: This is found in the in Tallon Overworld.

Cipher: In Ice Ruins West in Phendrana Drifts, go in an alcove in one corner and look up to find this on the wall.

Contain: This is found in the Sun Tower of Chozo Ruins.

Cradle: This is in the main part of the Furnace at Chozo Ruins.

Exodus: This is found in the Ruined Nursery in Chozo Ruins.

Fountain: This is found in the Ruins Entrance in Chozo Ruins above a door.

Hatchling: This is found in the Ruined Fountain in Chozo Ruins above the fountain.

Hatchling's Shell: This is in the Crossway in Chozo Ruins.

Hope: This is behind the statue in Hall of the Elders in Chozo Ruins.

Infestation: This is in the Crossway in Chozo Ruins.

Meteor Strike: This is in the Watery Hall in the Chozo Ruins where the charge beam was.

Newborn: Go to the Magma Pool at Chozo Ruins and cross it using the grapple beam.
Use a power bomb to break the bendezium wall to find this lore.

Statuary: This is in the Artifact Temple in Tallon Overworld.

The Turned: In Phendrana Canyon in Phendrana Drifts, straight from door, drop down and find it behind the crates.

Worm: This is in the Crossway in Chozo Ruins.

C. CREATURES

Aqua Drone: This is found underwater in the crashed frigate in Tallon Overworld.
It shoots lasers, and can be killed with the wave beam or missiles.

Aqua Pirate: This is found underwater in the crashed frigate in Tallon Overworld.
It is very similar to flying pirate; it shoots missiles, then, blows up when it dies.

Aqua Reaper: These are found underwater in Phendrana Drifts and Tallon Overworld.
Shoot the top of it to make it retreat for a short time, or ill it with a charged shot from the plasma beam.

Aqua Sac: This is supposed to blow up, but when you shoot it, it just breaks apart.
It is only

found in the crashed frigate in Tallen Overworld.

Auto Defense Turret: This shoots at you, and can be destroyed with missiles. They are found in: Tallon Overworld, Magmoor Caverns, Phendrana Drifts, and the area at the very beginning of the game.

Baby Sheegoth: These annoying enemies are found in Phandrana Drifts. They can shoot stuff at you and freeze you with a breath attack. Shoot its back until you break the shell to expose the vulnerable part. The plasma beam is very effective on it.

Barbed War Wasp: These are just another type of war wasp, found in Chozo Ruins.

Beetle: These are just easy enemies that can burrow underground. They are found in Tallon Overworld and Chozo Ruins.

Blastcap: These are found in Tallon Overworld and Chozo Ruins, and they are explosive mushrooms that blow up and leave behind poisonous gas if you touch them or shoot them enough.

Bloodflower: This shoots toxic spores at you. It can't normally be killed by simply shooting at it. Either blow up a nearby sap sac, shoot it with the plasma beam, or shoot the spore it shoots out so it gets killed by its own poisonous gas. They are, luckily, only found in Tallon Overworld.

Burrower: These are found in Magmoor Caverns and Phazon Mines. They are annoying bugs that jump out of ground to attack, during which they can be shot.

Chozo Ghost: The only weapon that

works on it is the power beam. It can disappear and reappear, so track it with the x-ray visor when you have it. It can throw stuff at you that disrupts your visor, too, so try not to stand still so it will be less likely to hit you. They are only found in Chozo Ruins.

Crystallite: Kill it with a missile or the plasma beam. It is found in Phendrana Drifts.

Elite Pirate: Shoot it with any weapon (but not when its hand is glowing, since it will just absorb it) to beat it. It can shoot at you with a cannon, but it shoots fairly slowly. It can also hit the floor and make a shockwave, but you can just jump over that. It's only found in Phazon Mines.

Eyon: These shoot lasers, and stop for short time when you shoot them. They can be killed with the charge beam, and they are only in Chozo Ruins.

Fission Metroid: Just try to dodge them, since attacking them only makes them split in two, so you can't get rid of them. If you want to shoot them, though, they are only hurt by a certain beam. The color of the fission metroid tells you what beam it is weak to. These terrible beasts are only found in the Impact Crater.

Flaahgra: This is the source of poison in Chozo Ruins, and also a boss there. The mirrors give it sun energy, so they need to be flipped with missiles. After that, a morph ball slot will be revealed. Use a bomb in it to hurt Flaahgra. For the full explanation, see the Flaahgra section of the walkthrough (in part B).

Flaahgra Tentacle: These block the morph ball slots used to hurt Flaahgra.

Flickerbat: These are hard to see without the x-ray. They always fly in a

certain pattern and don't attack, but they'll hurt you if they fly into you. They are only in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Flying Pirate: These are found in places like Tallon Overworld, Magmoor Caverns, and Phendrana Drifts. Flying space pirates are quick, and shoot lasers and explosives at you. When they are about to die, they'll try to dive bomb you with their explosive jetpack.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Geemer: This spiky enemy can be killed with a missile or the plasma beam. It is found in Tallon Overworld.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Glider: They can be used like grappling hooks and won't hurt you. They stop moving when latch onto them, and they are found in Phendrana Drifts and Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Grizby: Use a missile to kill these. They are only found in Magmoor Caverns.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Hive Mecha: This releases ram war wasps and is fought in Chozo Ruins early on. The glowing part that is sometimes seen is the weak part. (Remember to look below it with the scan visor to see where to scan.)</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Hunter Metroid: These can attack from afar with some kind of electrical thing. Just press B until you get away. The ice beam can freeze them, so you can kill them quickly afterward with a missile. They are found in Phendrana Drifts and Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Ice Beetle: These are tougher beetles best killed with a charge shot or the plasma beam, since they can burrow back underground quickly. They are only found in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Ice Burrower: Like any other burrower, they jump out of the ground to attack. Shoot them when they jump up. They are found in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Ice Parasite: This is just a weak enemy found in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Ice Shriekbat: This is just like a normal shriekbat that flies at you when you get nearby, and it's found in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Ice Trooper: This enemy is only weak to the ice beam. It has a melee weapon and a beam weapon, and it is found in Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Incinerator Drone: This shoots fire, and its weak spot is a red part that is sometimes seen at the top. It is fought at Chozo Ruins.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Jelzap: Kill a jelzap with a charge beam shot to the middle part when it opens. Be careful, since sometimes it seems like it can pull you towards it when its "mouth" is open. This enemy is found underwater in Tallon Overworld and Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Lumigek: These travel in swarms, and are found in the Impact Crater.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Magmoor: As the name suggests, these are only found in Magmoor Caverns. They shoot fire, and are weak to ice. Shoot its head to kill it.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Mega Turret: This is just a tougher auto defense turret, which can still be destroyed with missiles. It is found in Phazon Mines.</p>

Meta Ridley: Meta Ridley is fought in Tallon Overworld, and its weak point is its chest.> For more information, see its section later on in the walkthrough (part H).

Metroid: A metroid can grab you and suck energy; get it off by using a morph ball bomb.> These can easily be frozen with the ice beam, and killed right after with a missile.> They are found in Phendrana Drifts and Phazon Mines.

Metroid Prime (Part 1): This is the big spider fought in the Impact Crater.> For more detail, see its section at the end of the walkthrough (part I).

Metroid Prime (Part 2): This is the big metroid fought in the Impact Crater.> For more detail, see its section at the end of the walkthrough (part I).

Oculus: These are found on walls in Chozo Ruins and can hurt you if you touch them.> I don't know if you can kill them or not.

Omega Pirate: This is fought in Phazon Mines.> For the whole explanation, see its section in the walkthrough (part G).

Parasite: This is found in the space pirate ship.> They travel in groups, but they aren't much of a threat.

Parasite Queen: This is fought in the very beginning of the game, and its mouth is its weak spot.> The whole explanation is at the beginning of the walkthrough (part A).

Phazon Elite: This is found in Phazon Mines, guarding an artifact.> It can use a shockwave attack and absorb attacks when its hand is glowing.> Shoot it when its hand is not glowing until you kill it.

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Plasma Trooper: This enemy is weak to the plasma beam, and has a beam weapon and a melee weapon. It is only found in Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Plated Beetle: This enemy is found in Chozo Ruins. Its red abdomen is its weak spot, and the best way to shoot it is to stand still, then, when it is about to charge, dash to the side and shoot when it goes past you.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Plated Parasite: These are found on spider ball tracks in Chozo Ruins and Magmoor Caverns, and can be killed with the morph ball bomb.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Plated Puffer: This can be killed with missile, after which it releases poisonous gas. It's found in Chozo Ruins.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Plazmite: This is a weak enemy found in Chozo Ruins.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Power Trooper: The power trooper is weak to only the power beam. It has a melee weapon and a beam weapon, and it is only found in Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Puddle Spore: These giant clams are found in Magmoor Caverns. When it opens its "mouth", shoot the middle part to flip it over so you can cross it like a platform.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Puffer: The puffer lets out poisonous gas after it blows up, which is either after it is shot or touched. It can be found in Magmoor Caverns and Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Pulse Bombu: The pulse bombu drops explosive stuff and is weak to the wave beam. It is attracted to the charge beam and is found in Chozo Ruins, Phendrana Drifts, and Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Ram War Wasp: These wasps come from Hive Mecha in Chozo Ruins.They circle you before they attack.When they stop, shoot them.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Reaper Vine: Shoot its eye to make it go away for short time or kill it with a charged shot from the plasma beam.It is found in Chozo Ruins.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Sap Sac: Shoot these orange things to blow them up, which can hurt you and enemies.They are found in Tallon Overworld.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Scarab: These come in swarms, then, drop in front of you, and blow up if they are touched.You'll find them in Chozo Ruins and Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Scatter Bombu: These enemies are weak to the wave beam and attracted to charge beam.They send out tendrils to nearby walls and interfere with our visor.They are found in Phendrana Drifts and Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Seedling: These enemies shoot spikes and are only found in Tallon Overworld.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Sentry Drone: This enemy shoots at you and messes with your visor.The wave beam, plasma beam, and missile work well on it.You usually need to destroy to unlock doors, and it is found in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Shadow Pirate: This enemy uses a melee weapons and has a cloaking device, so it is hard to see without the thermal visor.The ice beam is very effective against them.They can be found in Phendrana Drifts and Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Sheegoth: The sheegoth can use a breath attack and ram into you, and you shouldn't shoot at it, since it will just absorb your attacks. It is much easier to go in morph ball mode and use bombs around it instead. It is only found in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Shriekbat: The shriekbat is found in Chozo Ruins, and it hangs on ceilings, then, dive bombs down on you when you come near.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Space Pirate: Space pirates have both a beam weapon and a melee weapon and are found in the very first area, Phendrana Drifts, and Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Stone Toad: The stone toad eats morph ball, and from inside it, you can use the morph ball bomb to blow it up. It is only found in Chozo Ruins.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Tallon Crab: The Tallon crab is a weak enemy that travels in swarms and is only found in the crashed frigate in Tallon Overworld.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Tangle Weed: This grass is hard to walk through, and it will retreat for a short time if you shoot it. It grows in Tallon Overworld and Chozo Ruins.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Thardus: This boss was fought in Phendrana Drifts. For an explanation, see its section in the walkthrough (part D).</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Triclops: In morph ball mode, triclops can grab you and throw you. Use bombs near them so they grab it and get blown up. They are only in Magmoor Caverns.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Venom Weed: This red weed hurts when touch and is difficult to walk through. It will retreat for a

short time if you shoot it, though. It grows in Tallon Overworld and Chozo Ruins.

War Wasp: These are fast, aggressive wasps that come from a war wasp hive. They are only in Chozo Ruins.

War Wasp Hive: War wasps come from these, obviously, and they can be destroyed using a missile. They are found in Chozo Ruins.

Wave Trooper: The wave trooper is weak to only the wave beam. It has a melee weapon and a beam weapon and can be found in Phazon Mines.

Zoomer: This is a weak, spiky enemy found mainly in Tallon Overworld, but a couple are in Magmoor Caverns.

 D. PIRATE DATA

Artifact Site: This is found in the Temple Security Station in Tallon Overworld.

Chozo Artifacts: This is found in Elite Control in Phazon Mines.

Chozo Ghosts: This is found in Elite Control in Phazon Mines.

Chozo Studies: This is found in Elite Control in Phazon Mines.

Contact: This s found in the Observatory in Phendrana Drifts.

Elite Pirates: This is found in Elite Research in Phazon Mines.

Fall of Zebes: This is found in Biohazard Containment in Tallon Overworld.

Glacial Wastes: This is found in Research Lab Hydra in Phendrana Drifts.

The Hunter: This is found in Elite Control in Phazon Mines.

Hunter Weapons: This is found in Elite Control in Phazon Mines.

Meta Ridley: This is found in Research Lab Aether in Phendrana Drifts.

Metroid Forces: This is found in Research Lab Aether in Phendrana Drifts.

Metroid Morphology: This is found in Research Lab Aether in Phendrana Drifts.

Metroid Prime: This is found in Elite Control in Phazon Mines.

Metroid Studies: This is found in Research Lab Aether in Phendrana Drifts.

Mining Status: This is found in Research Lab Hydra in Phendrana Drifts.

<p class=MsoNormal>Omega Pirate: This is found in Omega Research in Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Parasite Larva: This is found in Research Lab Hydra in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Phazon Analysis: This is found in Research Lab Hydra in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Phazon Infusion: This is found in Research Lab Aether in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Phazon Program: This is found in the Observatory in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Prime Breach: This is found in Elite Control in Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Prime Mutations: This is found Elite Control in Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Security Breaches: This is found in Research Lab Hydra in Phendrana Drifts.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Special Forces: This is found in Metroid Quarantine B in Phazon Mines.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal> E. RESEARCH</p>

<p class=MsoNormal>Grapple Point: You can cross this with the grapple beam. You can't scan it until you get the grapple beam.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Gunship: This is Samus's ship, where you can save the game and restore energy and ammo.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Large Energy: This is the red energy, and it restores 20

energy units.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Locked Door: When this is on a door, you can't get through until you do something to unlock it (like beat all the enemies).</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Map Station: You can download the area map here.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Missile Ammo: This restores five missiles.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Missile Door Lock: This is on some doors, and you can break it by using a missile.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Missile Station: This restores all your missiles.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Morph Ball Slot: When the morph ball is in it, use a bomb to activate it.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Power Bomb Ammo: This restores one bomb.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Save Station: Use this to save the game and recover energy.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Small Energy: This is the blue energy, and it restores ten energy units.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Spider Ball Track: When you have the spider ball, you can scan this, and you can cross it with the spider ball by holding R.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Spinner: Go in it with the morph ball and use the boost to activate it.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Stalactite: Knock down a stalactite with a missile to use as a platform.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Tallon IV: Scan it on the hologram

in the Observatory in

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Ultra Energy: This is the yellow energy, and it restores 100 energy units.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>Zebes: Scan it on the hologram in the Observatory in

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>-----</p>

<p class=MsoNormal>8. SECRETS</p>

<p class=MsoNormal>-----</p>

<p class=MsoNormal> Ending: The game has three endings, depending on your percentage at the end. The best ending is with 100%, but you can get a secondary ending with at least 75%.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal> Image Galleries: Four image galleries can be unlocked in the game.</p>

<p class=MsoNormal> Image Gallery 1-Get 50% of the log book.</p>

<p class=MsoNormal> Image Gallery 2-Get 100% of the log book.</p>

<p class=MsoNormal> Image Gallery 3-Get 100% of the items.</p>

<p class=MsoNormal> Image Gallery 4-Beat Hard Mode.</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal> Hard Mode: Beat the game, and after the credits, you'll get hard mode. (Make sure you save when the game asks you to.)</p>

<p class=MsoNormal><o:p> </o:p></p>

<p class=MsoNormal>-----</p>

<p class=MsoNormal>9. COPYRIGHT DATA</p>

<p class=MsoNormal>-----</p>

<p class=MsoNormal> Retro Studios owns this wonderful game, and I simply own this walkthrough. Don't copy without my permission.</p>

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