

Metroid Prime FAQ/Walkthrough

by Thiradell

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FAQ/Walkthrough

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PROOFREAD

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I: Copyright Information

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II: Introduction

Hello. My alias is The Return of Raken and my e-mail address is twishall@hotmail.com. The primary purpose of this guide is to help you through the game of Metroid Prime. You should look at this FAQ for one of the following three reasons...

1. You want to be a stupid person and spoil the game.
2. You have already beaten the game.
3. You are stuck or want some tips.

If you want this on your site or some other site, e-mail me with the name of the web site in your e-mail. I'll check it out to see if it is okay, then I'll get back to you.

III: Version History

1.00: The initial release of this FAQ. The only reason it will be updated is if I stupidly forgot something. This version was not released.

1.01: Changed some words and added what you press to switch to the Plasma Beam in the Samus's Equipment section. This version was not released.

1.11: Proofread the entire guide and fixed some stuff.

IV: Controls

Buttons are listed in alphabetical order. A 1 after the button means that that is what that button does in the menu. A 2 after the button means that that is what that button does during game play.

A 1: Confirms a selection/goes forward a screen, switches between Level Map and World Map when viewing the map.

A 2: Fires whatever weapon you currently have out. Lays a Morph Ball Bomb in Morph Ball Mode.

B 1: Cancels a selection/goes backward a screen.

B 2: Jumps, uses the Boost Ball in Morph Ball Mode, dashes while locked on.

C-Down 1: Pans the camera when looking at an Image Gallery, moves around when looking at the map.

C-Down 2: Switches to the Ice Beam.

C-Left 1: Pans the camera when looking at an Image Gallery, moves around when looking at the map.

C-Left 2: Switches to the Plasma Beam.

Control Pad 1: Moves the cursor.

Control Pad 2: Push up to switch to the Combat Visor, push left to switch to

the Scan Visor, push down to switch to the Thermal Visor, push right to switch to the X-Ray Visor.

C-Right 1: Pans the camera when looking at an Image Gallery, moves around when looking at the map.

C-Right 2: Switches to the Wave Beam.

Control Stick 1: Moves the cursor, browses when looking at an Image Gallery, rotates when viewing the map.

Control Stick 2: Moves Samus around, strafes while locked on.

C-Up 1: Pans the camera when looking at an Image Gallery, moves around when looking at the map.

C-Up 2: Switches to the Power Beam.

L 1: Zooms out when viewing the map.

L 2: Scans when in Scan mode, locks on to things, uses the Grapple Beam.

R 1: Zooms in when viewing the map.

R 2: Hold so that you can aim and look around, use the Spider Ball in Morph Ball Mode.

Start/Pause 1: Unpauses.

Start/Pause 2: Pauses.

X 1: Absolutely nothing.

X 2: Switches into Morph Ball Mode, switches out of Morph Ball Mode in Morph Ball Mode.

Y 1: Hides/displays the key/legend while viewing the map.

Y 2: Fires a Missile, lays a Power Bomb in Morph Ball Mode.

Z 1: Goes away from the map.

Z 2: Views the map.

V: Menus

Oh, BABY! This section will be SHORT!

Press Start/Pause at the start. Then press Start/Pause again when it says Press Start. You'll proceed to the Main Menu. You have six options.

#1: Select File #1 and proceed to the game.

#2: Select File #2 and proceed to the game.

#3: Select File #3 and proceed to the game.

#4: Select Erase and erase the data on one of the files. Erased data CANNOT be recovered, so be careful!

#5: Select Image Galleries and view all the Image Galleries you've unlocked.

#6: Select Metroid Fusion Connection Bonuses and proceed to the place where

you can access the Metroid Fusion Connection Bonuses.

That is all. Joyful, isn't it?

VI: Understanding the Screen

This small section is so you won't be completely clueless when you're looking at the screen.

Radar: This is located in the upper left corner of the screen. I actually never use it. You are in the center. Enemies within range appear as orange dots.

Environmental Danger: This is on the left side of the screen. It is a vertical bar that rises in accordance with how close you are to something environmental that could damage you, such as Phazon or lava. The word Warning will appear if you are extremely close to the threat. The word Damage will appear if you're getting hurt by it.

Visors: In the lower left corner of the screen. This shows you what visor you currently have equipped, and how many Visors are available. The Combat Visor is on the top section, the Scan Visor is on the left section, the Thermal Visor is on the bottom section once you get it, and the X-Ray Visor is on the right section once you get it. Press the appropriate direction on the Control Pad to switch to the corresponding visor.

Energy: Located at the top middle of the screen. This tracks how much life/energy you have left. The lit squares above the bar indicate how many full Energy Tanks you have in reserve. The bar indicates how much energy is left in your current Energy Tank. The words Energy Low will appear if you are dangerously low on energy. The numbers indicate how many units of energy you have left in the current Energy Tank. Energy Tanks, Save Stations, and your gunship completely refill all the Energy Tanks that you have.

Map: This is in the upper right corner of the screen. This shows the current room you are in in orange. Press Z to display the entire map.

Entire Map: This isn't on the screen normally, but I'll deal with it now. Press Z to go to the map. This also pauses the game. Press Y to display/hide the key and legend. Press A to go to the World Map or Level Map, depending on which you are in before you press A. The C-Stick moves around. The Control Stick rotates and flips the map. Hold the L Button to zoom out. Hold the R Button to zoom in. Z exits.

Blue Square: Blue door. Can be opened with any beam weapon and the Morph Ball Bomb and the Power Bomb.

Purple Square: Purple door. Can be opened only with the Wave Beam.

White Square: White door. Can be opened only with the Ice Beam.

Red Square: Red door. Can be opened only with the Plasma Beam.

Gray Square: Door with Missile Shield or door with a Missile Shield that you took off before. Missile Shields can only be removed with Missiles and Super Missiles. Missile Shields only hide blue doors.

Green square: Opened door.

"E": Transport to a different area.

"S": Save Station or Gunship.

"M": Missile Station.

"?": Hint. If you don't know where to go, go here.

That covers it.

Missiles: On the right side of the screen. Tracks how many Missiles you have. If you're dangerously low on Missiles, the words Missiles Low will appear. The display glows more brightly when your Arm Cannon is opened because you fired one or more Missiles, or you used a combo. If the number reaches 0, Missiles can no longer be used, and the word Depleted will appear. After being hit by the blast that causes the Missile Launcher to malfunction in the Space Pirate's Frigate, this display will not appear until you re-acquire the Missile Launcher.

Beam Weapons: In the lower right corner of the screen. Similar to the visors, there are four beam weapons, and they can each be selected by pressing a certain direction on the C-Stick. Press up to select the Power Beam, right to select the Wave Beam, down to select the Ice Beam, and left to select the Plasma Beam.

VII: Samus's Equipment

Ah, NOW we get to the exciting stuff. This section will discuss the equipment that Samus uses to progress through the game. Please note that you start with very little of this stuff.

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|VII-A: Beam Weapons|
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#1: Power Beam

Acquired: You always have this

The Power Beam is Samus's primary weapon. Sometimes, you may find yourself reverting to the Power Beam, even with other, more powerful choices. Maybe it's because the Power Beam is the only thing that can kill the enemy. Maybe it's because the Power Beam is the only one that can fire blasts repeatedly so quickly. Maybe it's for some other reason. Anyway, C-Up switches to it. It can only open blue doors.

#2: Wave Beam

Acquired: Phendrana Drifts

The Wave Beam releases three electrical impulses of energy. Use the Thermal Visor to find electrically activated targets invisible to the naked eye. Use C-Right to switch to the Wave Beam. The Wave Beam can open blue and purple doors. The Wave Beam is also the only weapon that can destroy Pulse and Scatter Bombus.

#3: Ice Beam

Acquired: Chozo Ruins

The Ice Beam will seem really cool the first time you get it. It will freeze a lot of enemies. Frozen enemies can be shattered when shot with a Missile. Most can, anyway. Trust me, you'll love this weapon. Push C-Down to switch to it. The Ice Beam can open blue and white doors. Its only cons are--it can't open purple and red doors, and it's slow. It also can't remove Missile Shields.

#4: Plasma Beam

Acquired: Magmoor Caverns

The Plasma Beam. Oh my gosh. Oh my stinking gosh. This weapon is SO cool the first time you get it. You can ignite stronger enemies in flames and eventually cause them to burn. You can ignite weaker enemies and quickly cause them to burn. You can open all those red doors that you've been dying to see what's behind, a numerous amount of them leading to Missile Expansions, which can really help in the long run. You can stay on it to open the normal blue doors. Oh, baby. C-Left switches to it.

#5: Phazon Beam

Acquired: Phazon Mines

You only use this when fighting Metroid Prime's second form. You acquire it after defeating the Omega Pirate, but you can only use it while standing in a unique pool of Phazon that Metroid Prime generates. The Charge Beam will not work while this is present. The word Hyper-mode will appear on the screen when the Phazon Beam is usable. Other Beam functions are not available and cannot be switched to while using or having in effect the Phazon Beam. Other Beam functions will return when the Phazon Beam's effect ends.

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|VII-B: Morph Ball Stuff|  
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#1: Morph Ball

Acquired: Chozo Ruins

You get this prize for defeating all the Beetles and then getting rid of the Plated Beetle in the Ruined Shrine. The Morph Ball allows you to open certain doors by accessing Morph Ball Slots. It allows you to roll through tiny tunnels. Push X to go into Morph Ball Mode.

#2: Morph Ball Bomb

Acquired: Chozo Ruins

Yes, the Morph Ball and the Morph Ball Bomb are gotten separately. You get this one by defeating the Incinerator Drone and Barbed War Wasps. The Morph Ball Bomb can propel the Morph Ball upwards, called a Bomb Jump, and there's also a more complex technique called the Double Bomb Jump, explained in more detail in the walkthrough. The Morph Ball Bomb also destroy certain structures, allowing you to reach never-before-reached heights. Uh, sort of. Push A to use a bomb. By the way, Morph Ball Bombs can easily destroy things made of Sandstone or Talloric Alloy.

#3: Boost Ball

Acquired: Phendrana Drifts

Ah, the Boost Ball. This piece of equipment will allow the Morph Ball to boost up half-pipe structures, which can lead to things such as the Space Jump Boots and a Missile Expansion. The Boost Ball can also be used to avoid things because of how fast you move. You'll want to be sure to hold B and then release instead of simply tapping. The longer you hold B, the longer the

Boost Charge will last and the faster it will propel you.

#4: Spider Ball

Acquired: Phendrana Drifts

The Spider Ball allows you to attach onto Spider Ball Tracks, and also lets Spider Ball Tracks become a Log Book entry. Press and hold R to attach onto a Spider Ball Track. Spider Ball Tracks are in lots of places on Tallon IV, and the Spider Ball will let you reach previously inaccessible areas. The Spider Ball also makes the Morph Ball look cooler.

#5: Power Bomb

Acquired: Phazon Mines

The Power Bomb can destroy Bendeziium, which is actually extremely crucial in situations. If you couldn't destroy Bendeziium, you couldn't get the Grapple Beam, which is essential. You have a very limited supply of Power Bombs, going only up to four, but this can be expanded with Power Bomb Expansions. Press Y to lay a Power Bomb.

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|VII-C: The Visors|  
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#1: Combat Visor

Acquired: You always have this

The standard visor. The visor you WILL spend a VAST majority of your time using. This is the normal visor. Up on the Pad, my man.

#2: Scan Visor

Acquired: You always have this

Ooh, the Scan Visor. You'll be switching to this thing...a lot, but almost always very briefly. If you want two of the Bonus Image Galleries, you're going to have to scan a lot. Scanning can be very helpful. It can reveal what a creature's name is, what its weak points are. It could reveal what a material is, such as Cordite or Bendeziium. Left on the Pad switches to it, by the way.

#3: Thermal Visor

Acquired: Phendrana Drifts

The Thermal Visor is truly a freaky visor. It makes everything look really weird and make anything that's hot glow bright pink or orange. The Space Pirates did a lot of experimentation with the Thermal Visor. Push down on the Pad to switch to it.

#4: X-Ray Visor

Acquired: Tallon Overworld

The freakiest thing in the game. I am totally serious, man. You know X-raying? Everything gets black and white, right? EVERYTHING GETS BLACK AND WHITE, RIGHT? Except it does a little more than go black and white. Using the

X-Ray Visor, you can see invisible platforms, and Chozo Ghosts never disappear from your vision so long as they are within the vision of your visor. Push right on the Pad to switch to it.

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|VII-D: Suits|  
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#1: Power Suit

Acquired: You always have this

The normal suit, the pathetic one. This suit has no special abilities except decreasing the amount of damage Samus takes by half. This is not taken away in Hard mode. What is Hard mode? Check the Questions You Might Ask section.

#2: Varia Suit

Acquired: Chozo Ruins

You get this suit for defeating Flaaghra. You know the pathetic Samus that only has the Power Suit? When you get this, it pushes out Samus's shoulders, and makes the suit look a whole lot better. Besides look, what's better about this suit? You can now freely explore Magmoor Caverns. Extremely hot temperatures are no longer a problem with this suit on!

#3: Gravity Suit

Acquired: Phendrana Drifts

With this suit, going underwater is no longer a problem! You will move just as if you were above water. It also makes Samus's suit look even better. It has nothing to do with breathing underwater, seeing as how you can breathe underwater fine with just the Power Suit.

#4: Phazon Suit

Acquired: Phazon Mines

You get the Phazon Suit and the Phazon Beam by defeating the Omega Pirate in the Elite Research. The Phazon Suit, in addition to upgrading defense systems, lets you walk in blue Phazon without getting damaged. It also turns your suit black, mostly, which, in my opinion, makes the suit look better.

#5: Energy Tank

Acquired: Tallon Overworld, Chozo Ruins, Magmoor Caverns, Phendrana Drifts, Phazon Mines

There are a total of 14 Energy Tanks. There are two in the Tallon Overworld, five in the Chozo Ruins, two in the Magmoor Caverns, three in the Phendrana Drifts, and two in the Phazon Mines. They give you 100 more units of energy, making for a maximum total of 1500 units of energy. They also immediately refill all Energy Tanks that you have.

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|VII-E: Secondary Equipment|  
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#1: Missile Launcher

Acquired: Chozo Ruins

This is gotten by defeating the Hive Mecha and Ram War Wasps. Simply press Y to shoot a missile, and you can destroy things you couldn't before! You can also open Missile shields. Well, destroy them. If information about an enemy mentions that it can be hurt by concussive blasts, it's talking about Missiles. Missiles can easily destroy things made of Radion or Brinstone.

#2: Charge Beam

Acquired: Chozo Ruins

This is gotten by activating four runic symbols and then scanning the final runic symbol on the gate to open the gate and then going in and getting it! The Charge Beam is one of the best things in the game. Its value can be easily underestimated. It will seem really annoying when you don't have the Charge Beam. To use it, simply select any beam weapon and hold down A. If you have the Charge Beam, a ball will appear on the end of your Arm Cannon. Well, not a ball with all Beam Weapons. Release A to fire! The Charge Beam doesn't work when the Phazon Beam is active. If you hold down A when the Phazon Beam is active, a continuous blast will be emitted.

#3: Space Jump Boots

Acquired: Tallon Overworld

The Space Jump Boots are another thing that you'll love when you get them, and then it's like "Yeah, I've got the Space Jump Boots. They're cool." When you first get them, it is SO COOL. You know you can only jump once, right? Push B, and then push B again, any time while you're in the air, after you get them.

#4: Beam Combos

Acquired: Phendrana Drifts, Chozo Ruins, Magmoor Caverns, Phazon Mines

There are four Missile-Charge Beam-Certain Beam Weapon combinations, one for each Beam Weapon. To use them, acquire one. Select the appropriate beam weapon and charge it up. Once it's fully charged, press Y. The combination for the Power Beam is called the Super Missile, the combination for the Wave Beam is called the Wavebuster, the combination for the Ice Beam is called the Ice Spreader, and the combination for the Plasma Beam is called the Flamethrower. To use them, simply charge up the appropriate beam weapon, and push Y!

The Super Missile and the Ice Spreader are Single Shot Charge Combos. They fire once and stop. The Wavebuster and Flamethrower are Sustained Charge Combos. They fire as long as you want them to, so long as you have enough Missiles.

Each Super Missile costs 5 Missiles. Super Missiles are the only thing that can destroy objects made of Cordite. The Super Missile is required.

The Wavebuster is not required. It costs 10 Missiles to activate, then 5 Missiles per second afterward. It seeks enemies without a lock on.

The Ice Spreader is not required. It costs 10 Missiles to shoot.

The Flamethrower is not required. It costs 10 Missiles to activate, then 5

Missiles per second afterward.

#5: Grapple Beam

Acquired: Phazon Mines

The Grapple Beam was damaged in the Space Pirate's Frigate, but you've got it back now! Hip, hip, hooray! The Grapple Beam, by simply holding L, allows you to grapple on available Grapple Points or available Gliders. You cannot reach certain areas without grappling.

Anything else I missed? Want to point out something? My electronic mailing address is twishall@hotmail.com.

VIII: Walkthrough

This is the main section of the guide. This section will guide you through the game. To find a specific point, hold down Ctrl and push F. A Find thing will be brought up. Type in the thing you want to go to and push Enter. Skip the findings until you reach the point where it is listed in the walkthrough.

For example, you want to know how to get the Plasma Beam. Hold Ctrl and push F. Now type in VIII-26 and push Enter. Skip the first one, which will be the listing in the Table of Contents, the second one, which is the one listed above (this doesn't apply to anything else) and push Cancel on the third (almost always the second) one. Here we go!

NOTE: Room names are listed in all capital letters.

2nd NOTE: I guess it's about time to explain the Alerts.

Now, if you don't care about getting all the scans, you should ignore the alerts. That is their purpose. Alerts are for scans that are either difficult or you only have one chance to obtain. There are a total of 18 Alerts. Some are Yellow Alerts. These are Alerts showing that the thing you need to scan is rare. More commonly found, however, are Red Alerts. These are the ones you only have one chance to scan--for example, the Parasite Queen. Those are the Alerts. There are seven yellow alerts and eleven red alerts in my guide.

3rd NOTE: Missile Expansions, Energy Tanks, and Power Bomb Expansions are not things that you REALLY need to get, though it is impossible to beat the game without getting SOME OF the Missile Expansions and Energy Tanks, I'm pretty sure.

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|VIII-01: The Space Pirate's Frigate|
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EXTERIOR DOCKING HANGAR

All right. Use the Control Stick to move Samus (the character you're controlling) around. Move straight forwards at the start. Eventually, you'll find a force field blocking your path. On the two pillars that are supporting this force field are red switches, two on each pillar, making for a total of four.

What you need to do is lock on and shoot these targets. To lock on, hold down L when your targeting reticule thing is near or on one of the switches. Now

push A to fire a shot. If you hit the switch, it will turn from red to blue. Make all four switches blue and the force field will disappear.

Now, go forwards and then turn left. You'll see another force field, with more of those red switches. However, it seems that these switches are offline, therefore, they cannot be deactivated. (?) Turn all the way around and you should see a sort of panel thing sticking out of the wall of one of the towers on the platform that you're on. Switch to your Scan Visor by pushing Left on the Control Pad. Now, move the rectangle in the middle of the screen over the blue icon thing. This will make a red square thing appear, which indicates that you can scan it. Hold down L to scan it. Once it activates the switches so that you can deactivate them, push A or up on the Control Pad to switch back to the Combat Visor.

Watch the four--no, wait, six switches come online! Shoot the bottom four. Now hold down R and look higher up to see the other two. Lock on to them and shoot them and the second force field will deactivate.

Now run forwards. Eventually, you'll see a small step. Push the B button to jump up onto it. Now turn left to see a ramp dangerously close to the edge, but, don't worry, you can't fall off. Go up this ramp and turn to find a door. To open it, shoot it and then approach it. It may not open, doors do this sometimes. Repeatedly shoot it and move around near it until it does.

MAIN DOCKING BAY

You can switch to the Scan Visor and scan the things to the left to learn a little about where you're at. You'll notice the indication that you can scan squares are orange. Red squares usually activate something or go in your Log Book, while orange squares usually tell you something that doesn't get recorded in your Log Book or get a Creature entry for your Log Book. After scanning or whatever, continue forwards and shoot the door and proceed.

AIR LOCK

There's some stuff floating around in this room. Since there is no air pressurization, the door ahead has no power. Look around for another of those blue icons. Scan it and the room will repressurize. The door now has power, so shoot it and continue.

DECK ALPHA ACCESS HALL

Just go through the door ahead.

EMERGENCY EVACUATION AREA

Go down the steps here and turn to the left. Switch to your Scan Visor and wait for a small creature to come. Quickly scan it before it disappears to get your first Creature entry!

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Make sure you scan a Parasite! This is basically your only chance. They come in other places, but this is the most convenient time!

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Alerts: 1/18 (Letting you know if you missed any scans later in the guide)

Yellow Alerts: 1/7 (Letting you know if you missed any yellow alert scans later in the guide)

Red Alerts: 0/11 (Letting you know if you missed any red alert scans later in the guide)

NEW CREATURE LOG: Parasite

Interstellar vermin. Travel in swarms. Indigenous to Tallon IV, a single Parasite is harmless to larger life-forms. However, they tend to travel in large groups, swarming over potential prey. Such swarms can be dangerous.

Now that you've scanned a Parasite, go ahead, up the next ramp. Turn left, walk, watch more Parasites eat a Space Pirate, turn left again, and walk down the walkway. Kill the injured Space Pirate (the scan doesn't go in the Log Book) before he attacks you. Now proceed through the door on your right.

DECK ALPHA UMBILICAL HALL

Hey, rubble! Move it! Well, the rubble can't hear you, so I guess you'll have to move it yourself. Hold down A until an energy ball appears on the end of your Arm Cannon. Release A aiming at the rubble and the Charge Beam (that's what it is) will take care of it. Go through the next door.

MAP FACILITY

All right, now a cut-scene. It'll show a couple of Parasites going down a small tunnel. The next paragraph is unnecessary, but, hey, downloading the map helps.

Push X to go into Morph Ball Mode. You are now one meter in diameter. Roll through the tunnel and get out of Morph Ball Mode by pushing X again. You should now see a weird hologram in front of you.

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Scan the weird hologram BEFORE walking into it. There are only four in the game!

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Alerts: 2/18

Yellow Alerts: 2/7

Red Alerts: 0/11

NEW RESEARCH LOG: Map Station

Walk into Map Station holograms to download a map of the area you're in.

Now step into the Map Station hologram to download the map. After downloading, you'll automatically go to the map. Exit the map by pressing Z. Go into Morph Ball Mode again and roll back through the tunnel. Get out of Morph Ball Mode and turn right. Go through the door.

CONNECTION ELEVATOR

Right in front of you is another of those blue icons that activate something. Scan it to activate the platform which takes you to Deck Beta. Step on the hologram and the elevator will take you up. Once it reaches its destination,

go through the door ahead.

DECK BETA CONDUIT HALL

In this room, there's this freaky electricity beam that comes on, and then goes back off. Go into Morph Ball Mode and wait for it to go off, then quickly roll past and under the rubble here. Back to normal, through the door.

BIOTECH RESEARCH AREA 1

Turn left and go down the path. There'll be a Space Pirate ahead. A few shots will put him down. Now turn right and kill the other Space Pirate, who's easy. Ahead is another door. Open it and continue.

DECK BETA SECURITY HALL

Okay. Normally, you should try to scan every new enemy THE FIRST TIME you meet it. However, this enemy is an exception, because it's going to be a lot easier to scan it later. Okay, there's a turret, called an Auto Turret, around the corner. Strafe around the corner (hold L and move with the Control Stick) and get a lock-on on it, then strafe back to safety. Quickly strafe back and fire a Missile with Y. This should destroy it. You actually don't need to do all that, but, hey. Head through the door ahead. By the way, you'll need two Missiles to put it down on Hard Mode.

BIOHAZARD CONTAINMENT

When you get into this room there's a big tank in front of you. To the right of this tank are some computer monitors. Switch to the Scan Visor and look for a red square on one of them. Scan this one and you'll get some stuff for your Log Book.

RED ALERT!

RED ALERT!

RED ALERT!

Scan the computer monitor! This is your only chance!

RED ALERT!

RED ALERT!

RED ALERT!

Alerts: 3/18

Yellow Alerts: 2/7

Red Alerts: 1/11

NEW PIRATE DATA: Fall of Zebes

(For further information on Pirate Data logs, go to the Log Book section of the guide.)

Go back to the big tank that was in front of you when you came in. Near you you should see another of those blue icons. Scan it from fairly far away to disable a turret. Now go around the corner and scan the disabled turret, which is a lot easier than scanning a turret that's firing at you.

NEW CREATURE LOG: Auto Turret

Subject: Auto Defense Turret. Use Missiles to break outer casing.

Because it's disabled, you don't need to destroy it. Scan the blue icon ahead

to activate an elevator. Ride it up.

Okay. There are four Space Pirates up here. Kill them all. If any of them leave behind a glowing purple ball, scan it. If not, don't worry, there are tons of these glowing purple balls. I bet they're the most common item. Just make sure to scan one.

NEW RESEARCH LOG: Small Energy

Replenishes 10 units of energy.

The last Space Pirate is near the next door. Go through.

DECK BETA TRANSIT HALL

Go through the door ahead.

CARGO FREIGHT LIFT TO DECK GAMMA

What a long and unnecessarily complicated name. Anyway, there's a turret firing at you from the right as soon as you come in, so be sure to kill it as soon as possible. By the way, if any of the turrets have left behind little orange things that sort of look like little Missiles, scan one for another Research entry. If not, it's okay. Again, a very common item.

NEW RESEARCH LOG: Missile Ammo

Missile Ammunition. Resupplies Missile Launcher with 5 rounds of ammo.

To the right of the turret is another blue icon. Scan it to activate an elevator. Whee! Going down! Step into the hologram, remember.

Okay. At point of departure, you're going to be attacked by a Space Pirate. Kill him and then scan the blue icon on the panel nearby. "Please insert metallic sphere to open door." it will say. A metallic sphere...do you have one of those handy? Yes, indeed. Simply go into Morph Ball Mode and roll into the metallic sphere hologram. Wait until the door opens and the clamps will release you. Get out of Morph Ball Mode.

There are two turrets on the ceiling of the room you just unlocked passage to, so be sure to take them out with Missiles before entering the room. Use the Charge Beam to get any pickups they leave behind. Go through the door you opened now.

REACTOR CORE ENTRANCE

Go through the door to the left.

SAVESTATION

Before walking into the hologram, scan the hologram for a new Research entry.

NEW RESEARCH LOG: Save Station

Step into these stations to save your game and fully restore your energy.

Step into the hologram, then head back through the door.

REACTOR CORE ENTRANCE

Scan the blue icon to the right. Insert a metallic sphere again and head through the next door.

REACTOR CORE

WHOA! The cut-scene is showing some huge bug thing! Once the cut-scene is over, scan the gigantic thing for a new Creature entry.

RED ALERT!

RED ALERT!

RED ALERT!

Make sure you scan the Parasite Queen! This is your only chance to get this entry! Re-scan it if you die and come back!

RED ALERT!

RED ALERT!

RED ALERT!

Alerts: 4/18

Yellow Alerts: 2/7

Red Alerts: 2/11

NEW CREATURE LOG: Parasite Queen

Parasite female, genetically enhanced by unknown means. A weak spot has been detected in the creature's mouth. Use your auto-targeting to acquire this new target! Scans indicate the presence of a potent mutagen, origins unknown. Creature exhibits the ability to fire weapon-grade blasts of energy from its mouth, a trait not present in the standard parasite genome. It appears the Pirates have begun a bioengineering program, with considerable results.

BOSS FIGHT #1: Parasite Queen

Fittingly, this is one of the easiest bosses in the game. Her only attack is to shoot a green blast from her mouth. She has no melee attacks, seeing as how you can't get very close to each other. Why? The blue force field rotating around the big parasite. Now, there are two open panels in the force field. This is how you kill the Parasite Queen.

Get a lock-on to the creature's mouth. When you can see through one of the open panels, fire crazily. You will hurt it repeatedly. Sometimes, the force field and the open panels will start rapidly rotating. Shoot if you want to, but you don't need to. By the way, the Queen's breath attacks can go through the force field. Strafe or dash (tap B and move the Control Stick to the left or right) to avoid this attack. You can also use Missiles to hurt her.

You can keep yourself up to date on how dead the Parasite Queen is by the energy bar that says Parasite Queen below it. This energy bar is very close to your own energy tracking. As the energy of the enemy is depleted, the lighter color slowly moves to the left. When just dark is left, it's dead. If you did this, good job!

You may think the first part is over now. Nope. You have seven minutes to get out of the frigate before it explodes! The door you entered this room through is now blocked by a force field, so you'll need to exit through the only other door.

DECK GAMMA MONITOR HALL

Jump up the steps, turn right and go through the door.

CONNECTION ELEVATOR TO DECK BETA

Scan the blue icon ahead to activate an elevator. Go up. Turn around and scan the blue icon ahead from far away to disable a turret. Turn right and head through the door.

BIOTECH RESEARCH AREA 1

Turn left to see some Space Pirates get killed by an explosion. Go behind the huge thing that just blew up to find some debris that has extremely conveniently stacked itself up to form a ramp. Go up this ramp and then kill the Space Pirate in front of your face. Go straight forward and then right around the next corner. Shoot the two Space Pirates here. Jump up into the little passage at the end of the path. Go through this door.

SUBVENTILATION SHAFT SECTION A

Morph Balling through here is easier. Turn into a Morph Ball and quickly roll through the tunnel, avoiding the various swarms of Parasites. On the left wall there'll be an alcove to roll into after a little. Go through the door here.

SUBVENTILATION SHAFT SECTION B

Follow this tunnel to the end, avoiding the enemies, and go through the door.

CARGO FREIGHT LIFT TO DECK GAMMA

Wait for the door to open and go through it.

MAIN VENTILATION SHAFT SECTION A

Roll through quickly and go through the door at the end.

MAIN VENTILATION SHAFT SECTION B

Roll through until you get to the end. Get out of Morph Ball Mode and shoot the two turrets here until they explode, then go through the door. Missiles, remember.

MAIN VENTILATION SHAFT SECTION C

Roll through quickly and go through the door at the end.

MAIN VENTILATION SHAFT SECTION D

Roll through quickly and go through the door at the end.

MAIN VENTILATION SHAFT SECTION E

To your left there will be a gigantic piston moving back and forth. Wait for it to move forth, then follow it back. There will be an alcove on the right, eventually. Quickly enter it before the piston moves forth again. If it pushes you, try again until you get it.

MAIN VENTILATION SHAFT SECTION F

Roll through quickly and go through the door at the end.

BIOTECH RESEARCH AREA 2

As soon as you enter the room, you'll see a cut-scene involving Meta Ridley. That's the big black bird-looking thing. Then some stuff will fall, preventing further passage. Look up to see two sort of L-looking things. Run nearer the first one until it turns blue. Push and hold down L and you will grapple onto this hook. When the second one turns blue, release L and hold it down again. You'll grab onto the second one. At the end of your swing, release L. You'll fall onto the platform. Go through the next door.

CONNECTION ELEVATOR TO DECK ALPHA

Another blue icon. Scan it from far away. Disabling another turret, sweet. Turn right and run down the hallway. Don't touch the magnetic poles. Scan the blue icon here to activate an elevator. Walk into the holo...WHAT?!

You got hit by an explosion!

Missile Launcher malfunction.

Morph Ball malfunction.

Charge Beam malfunction.

Varia Suit malfunction.

Grapple Beam malfunction.

In other words, you can no longer fire missiles, you can't go into Morph Ball Mode, you can't use the Charge Beam, your suit is no longer resistant to hot places, and you can't grapple anymore! Step into the hologram to be transported.

DECK ALPHA MECH SHAFT

Hurry through here and go through the next door.

AIR LOCK

Turn left and run through to the next door.

EXTERIOR DOCKING HANGAR

Run through this hallway and go through the door straight ahead. If you made it out with time to spare, you've successfully escaped! Now watch the cut-scene of the Frigate exploding. You will then see Meta Ridley again. You will automatically get back in your Gunship and pursue Meta Ridley to Tallon IV.

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|VIII-02: Getting the Missile Launcher|  
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LANDING SITE

Save your progress. Jump down from your Gunship. Turn around and look for one of those squares indicating that you can scan it. Switch to your Scan Visor, by the way. Scan your Gunship for a new research entry.

NEW RESEARCH LOG: Gunship

Hunter-class gunship registered to Samus Aran. You can return to your ship to recharge energy, reload weapons and save progress in the game.

Head a little to the right and you'll notice a small cave with red lights and some sort of curvy weed things. Scan them for a new Creature entry.

NEW CREATURE LOG: Tangle Weed

Plant life with basic sentience. Retracts into ground if threatened. Tangle Weeds are only dangerous to small organisms. They are covered in tiny barbs designed to trap potential meals. Tangle Weeds lack the strength to do anything more than hinder larger life-forms.

Go back to your ship and face away from the front of it. On the left side of your screen you should see a path leading up behind a magnificently flowing waterfall. Head left to that path and jump from rock to rock. Once you're behind the waterfall, follow the platforms around to the left to a door. Go through it.

TEMPLE HALL

Look up to the ceiling to see another enemy. Scan it for its Creature entry.

NEW CREATURE LOG: Seedling

Plant-based ground feeder. Dorsal spines can be ejected in self-defense.

Shoot the three on the ceiling quickly. Go through the door at the end of the hallway.

TEMPLE SECURITY STATION

Run forward until you see a strange-looking orange icon in front of you. Scan it for your second Pirate Data entry.

NEW PIRATE DATA: Artifact Site

Once you've gotten that, head to the end of this room. Scan the weird thing on the door for a new Log Book Entry.

NEW RESEARCH LOG: Missile Door Lock

There is a Blast Shield on the door blocking access. Analysis indicates that the Blast Shield is invulnerable to beam weapons. Explosive weapons may damage it.

Your Missile Launcher was damaged at the Space Pirate's Frigate and cannot be used, so head back to the Landing Site now.

LANDING SITE

Go back to the front of your ship and face away from it. Go forwards to the waters and turn left. Go forward, between the two rocks ahead. To your left is a path. Go in here and through the door at the end of the path.

WATERFALL CAVERN

Switch to your Scan Visor and turn left. Scan one of the mushroom-looking things for another Creature entry.

NEW CREATURE LOG: Blastcap

Volatile chemicals within this weed's toxic fungal cap may explode if

agitated. The poisonous flesh of the Blastcap helps keep it from being eaten. It also detonates its fungal cap when it detects even the slightest contact.

Go back to the Landing Site.

LANDING SITE

Face the front of your ship and turn left. You'll see a door you haven't been through yet, so go through it.

CANYON CAVERN

Walk into this room and some enemies will come out of the ground. Scan one for a new Creature entry.

NEW CREATURE LOG: Beetle

Burrowing insect with a resilient carapace. Extremely aggressive. Insect's massive mouth enables it to tunnel through solid rock at high speeds. Above ground, Beetles can cover short distances rapidly. They attack anything that moves near their lair.

Kill the Beetles by repeatedly shooting them. Pick up any energy pickups left behind, turn left and go through the door here.

TALLON CANYON

To the left and up you'll notice a huge orange glowing bulb thing. Scan it for a new Creature entry.

NEW CREATURE LOG: Sap Sac

Chemical reaction within sac produces violent explosion when agitated. Because of its irresistible odor and sweet nectar, the Sap Sac was nearly eaten out of existence. The evolution of an explosive chemical sac saved it; now only brave or ingenious creatures dare to devour it.

Go forward and you'll see a new creature. Scan it.

NEW CREATURE LOG: Zoomer

Anchors itself to walls and other surfaces. Avoid contact with spikes. A basic nerve center located directly above the Zoomer's mandibles detects nutrients. Sharp spines protect it from casual predators, but the lack of a reinforced carapace makes the Zoomer vulnerable to any indirect attacks.

Jump up the platforms where they were on after killing them. The third platform will have a creature looking similar to a Zoomer. Scan it.

NEW CREATURE LOG: Geemer

Wall-crawling mollusk with retractable spikes. The Geemer is an evolutionary offshoot of the Zoomer family. When threatened, it extends lethal spikes and retracts its head deep into its armored carapace.

Ignore it. Jump onto the platform it's on. Turn right and follow the various paths and platforms until you reach a door. Go through it.

ROOT TUNNEL

There's a big flower on the left--scan it.

NEW CREATURE LOG: Bloodflower

Able to eject toxic spores. Toxins are poisonous even to the Bloodflower itself. Three mouth-nodules protrude beneath the stalk from the flower, each with a rudimentary brain cluster and the ability to spew toxic fumes at anything within a five-meter radius. The spores ejected from the stigma at the center of the flower are sufficient to kill this creature if they explode in its vicinity.

Turn around and head back through the door you just came from once you've scanned it.

TALLON CANYON

Go off the platform and turn left. Kill the Beetles. Go through the door ahead.

TRANSPORT TUNNEL A

Kill the Zoomers and go through the door ahead.

TRANSPORT TO CHOZO RUINS WEST

Scan the blue icon here and then step into the hologram to be transported to the Chozo Ruins.

TRANSPORT TO TALLON OVERWORLD NORTH

Head through the door ahead.

RUINS ENTRANCE

Kill the Beetles. Go to the only door in the room, but before you go through it, look near it and scan the weird symbols above to get the first Chozo Lore entry.

NEW CHOZO LORE: Fountain

(For further information on Chozo Lore logs, go to the Log Book section of the guide.)

Now head through the door.

MAIN PLAZA

Go forward and kill the Beetles. Walk across the half-pipe and jump up the stairs. Head a bit to the right and continue on. When you get to the wall, turn left and jump up the rubble. To the left, across the platforms. Turn left and head across the bridge. At the end of the bridge, look up and scan for another Creature entry.

NEW CREATURE LOG: Hive

Structure: War Wasp Hive. Primary War Wasp dwelling. Only vulnerable to heavy weaponry. War Wasps build their homes over existing crevices, using whatever materials are close at hand. They carry building fragments back to the construction site with their forelegs and glue them into place with adhesives secreted from their abdomens.

Turn right and go through the door.

RUINED FOUNTAIN ACCESS

See that swarm? Scan the orange square on it.

NEW CREATURE LOG: Scarab

Exploding parasites that can embed their bodies in solid rock. Scarabs think nothing of sacrificing themselves for the safety of their swarm. When a hostile life-form is sighted, they block its progress by embedding themselves in floors and walls. Embedded Scarabs violently self-destruct when threatened.

Run out of the room.

MAIN PLAZA

Go forwards and jump down. To your left is a door you haven't been through, so head through it.

NURSERY ACCESS

Go through the tunnel, kill the Scarabs, and head through the next door.

EYON TUNNEL

Scan the weird thing in front of you that is shooting a green laser out of its eye, its only body part.

NEW CREATURE LOG: Eyon

Immobile organisms entirely composed of ocular tissue. Capable of launching sustained energy beams when active, the Eyon is sensitive to light and will close shut if a bright flash ignites nearby.

Shoot one and run past it. Shoot another one and run past it. You'll have to manually aim. Once you're past all five, head through the next door.

RUINED NURSERY

Head a little to the right and go towards the far wall. Kill the Beetles, then look for another weird shape that has more weird symbols like before. Remember, a new [Chozo Lore] entry was downloaded into your Log Book? Scan this one.

NEW CHOZO LORE: Exodus

Turn around and head up the stairs to your left. When you see some flying creatures that look like wasps, scan one for another Creature entry.

NEW CREATURE LOG: War Wasp

Airborne insect equipped with a venomous stinger capable of shearing steel. The War Wasp rarely strays far from its hive unless it is pursuing an immediate threat. It attacks with no regard for its own survival, dive-bombing its enemy with its stinger extended. Fast-working toxins from the stinger can incapacitate most small organisms.

Kill all of them, kill all the Beetles, then walk past the door on the wall to the right. Jump to the platform on your left, turn right, and head through the door.

SAVE STATION 1

Welcome to your second Save Station! Walk into the hologram and your progress will be saved. Also, if you didn't scan the Save Station on the Space Pirate's Frigate, now's your chance. Once you're done, head back through the door.

RUINED NURSERY

Turn left at the end of this platform and go through the new door.

NORTH ATRIUM

Kill the Scarabs and go through the next door.

RUINED GALLERY

Kill the War Wasps above. Jump along the platforms to the right. Be careful, because the water is toxic. Once you've reached the door, go through it.

TOTEM ACCESS

Around the corner is something to scan.

NEW CREATURE LOG: Plazmite

Small insect capable of storing and releasing thermal energy. Plazmites are attracted to sources of heat, thriving on energy present there. They emit light when hunting, and will expel small bursts of thermal energy when threatened.

Shoot it and keep going down the tunnel. Kill the Plazmites as you continue down the tunnel. Blow up the crate here. A red ball that looks like Small Energy will come out. Before getting it, scan it.

NEW RESEARCH LOG: Large Energy

Replenishes 20 units of energy.

Don't worry if you don't scan it; there are plenty of others. Go through the door at the end of this room.

HIVE TOTEM

Make your way across the platforms, being sure not to touch the toxic water. Once you reach the middle platform, turn left and start walking across the bridge. Watch the cut-scene ensue. The big mechanism over there will spit out a new kind of wasp. Scan both a wasp and the mechanism. Look underwater to scan the mechanism.

RED ALERT!

RED ALERT!

RED ALERT!

Make sure you scan the Ram War Wasps and Hive Mecha! This is your only chance! Re-scan if you die during the battle!

RED ALERT!

RED ALERT!
RED ALERT!

Alerts: 5/18
Yellow Alerts: 2/7
Red Alerts: 3/11

NEW CREATURE LOG: Ram War Wasp

Airborne predator. Circles its prey and then strikes. The War Wasps are the only species on Tallon IV to evolve a true hive mind. Nesting in damp, dark places, Ram War Wasps emerge in small groups when threatened and circle their enemy at high speeds, disorienting it. Striking from all sides as a single intelligence, they can fell huge organisms.

NEW CREATURE LOG: Hive Mecha

Security unit programmed to work with predatory hive dwellers. A design flaw makes the shielding on Hive Mecha weak around their access ports. These units are second-generation combat drones, able to interface with organic units at a higher level. They train, shelter, and work with hive-dwelling predators. Unarmed, they rely on their hive beasts to handle any threats.

BOSS FIGHT #2: Ram War Wasps and Hive Mecha

This fight is easy. At the start, the Hive Mecha will release Ram War Wasps. Shoot as many of them as you can. The remainder of them will circle around you. When they stop circling, shoot them. Then turn back to the Hive Mecha. Part of it will be glowing red. Shoot this part until it explodes. Repeat this process until the Hive Mecha blows up. You'll have to do this three times.

It will show something that looks like a missile. Run over and get your piece of equipment!

NEW SECONDARY EQUIPMENT: Missile Launcher

The Missile Launcher adds ballistic weapon capability to the Arm Cannon.

Press the Y Button to fire the Missile Launcher. Press the A Button to return to Beam mode.

Samus's Notes:

Missiles fired with a lock-on will seek their targets.

Missiles can destroy objects made from Radion or Brinstone.

There are Charge Combo enhancements scattered throughout the environment. They use the Missile Launcher and the Charge Beam in tandem to fire more effective blasts.

Each Missile Expansion you find will increase the number of Missiles you can carry by 5.

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VIII-03: Getting the Morph Ball

You're still in the Hive Totem. Shoot the Missile Shield off the door ahead and shoot the door with the Power Beam (your normal weapon) to open it.

TRANSPORT ACCESS NORTH

Hovering over some Tangle Weeds ahead is an item you haven't seen yet. Run into it to get it.

NEW SUIT ITEM: Energy Tank

The Energy Tanks increase the power level available to your Suit's defense screens.

Samus's Notes:

Each Energy Tank increases your Suit's energy by 100 units. The more energy your Suit has, the longer you can stay alive.

You can fully recharge your Energy Tanks at Save Stations. Your gunship has this capability as well.

Energy Tanks: 1/14

Missile Expansions: 0/49

Power Bomb Expansions: 0/4

Those are the pickups that you must collect all of to get a bonus Image Gallery.

Now use your map to make your way all the way back to the Ruined Gallery.

RUINED GALLERY

Look at the map for a gray door. Go to this door to find that gray means it has a Missile shield on it. Break the shield and head through the door.

MAP STATION

If you didn't scan the Map Station on the Space Pirate's Frigate, scan this hologram BEFORE you walk into it. Anyway, step into the hologram to download the map for Chozo Ruins. Now head out of this room.

RUINED GALLERY

Make your way back to the Main Plaza. You can also pass by Save Station 1 on the way if you want to.

MAIN PLAZA

Look at your Map. Find the gray door. Go to it, shoot off the Missile Shield, and go through the door.

RUINED SHRINE ACCESS

Avoid the two swarms of Scarabs in this tunnel, then head through the next door.

RUINED SHRINE

Jump up the steps and get over the half-pipe thing. Jump down to the other side and a bunch of Beetles will come out of the ground. This will be challenging because of how little you are equipped with, but just keep moving. Jump over them if they've cornered you. Once you've killed them all, a new foe will emerge. Scan it.

NEW CREATURE LOG: Plated Beetle

Well-armored burrowing insect. Vulnerable only in the rear abdomen. Creature's thick cranial plating can repel frontal attacks. This gives it an advantage in combat, allowing it to make ramming attacks. Only surfacing when it detects vibrations above, it then maneuvers itself so as to always face its rival, keeping its exposed abdomen protected.

Lock on to it. Carefully strafe, waiting for it to charge. When it does charge, shoot its rear abdomen. Repeat until it dies. Now jump up and get your new equipment. It's the Morph Ball!

NEW MORPH BALL EQUIPMENT: Morph Ball

The Morph Ball changes your suit into a compact, mobile sphere.

Press the X Button to enter Morph Ball Mode.

Press the X Button again to leave Morph Ball Mode.

Samus's Notes:

Like the Power Suit, the Morph Ball is modular. There are several modifications that can be added to improve performance.

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|VIII-04: Getting the Artifact of Truth|  
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Now, when you first acquire the Missile Launcher, you can only carry five Missiles. The full capacity is 250. How do you expand? By collecting Missile Expansions. There are a total of 49 strewn about Tallon IV, and each Expansion increases your capacity by 5, which you already know if you did the math. We're going to get some right now. Head to the Ruined Gallery.

RUINED GALLERY

Stand near the door that goes to the North Atrium. Look away from it. Now, in the bottom left corner of the screen, you should notice that the wall looks a bit different than the surrounding wall. Shoot it with a Missile, jump down and collect your very first Missile Expansion.

Energy Tanks: 1/14

Missile Expansions: 1/49

Power Bomb Expansions: 0/4

Now go to the Landing Site at the Tallon Overworld. Use the transport you used to get to the Chozo Ruins to get back.

LANDING SITE

You can save in your Gunship if you want. Okay, head a little to the right, behind your ship. You should notice a small cave with red lights inside. Switch into Morph Ball Mode and roll in to find a Tangle Weed-infested cave with a Missile Expansion near the middle.

Energy Tanks: 1/14

Missile Expansions: 2/49

Power Bomb Expansions: 0/4

Now head to the Waterfall Cavern.

WATERFALL CAVERN

Go to Morph Ball mode near the farthest wall in this room and you should see a little tunnel. Roll through. Remove the Missile Shield and go through the door.

FRIGATE CRASH SITE

You should see two creatures ahead of you. Scan them from fairly far away (so they don't fly away) for a new Creature entry.

NEW CREATURE LOG: Flying Pirate

Pirates trained and equipped for airborne assault. Flying Pirates are extremely agile in the air, but the heat signatures of their jet packs can be tracked with Thermal Imaging. While their Missiles are extremely potent, their jet packs can be even more so. If the pack fails, they will make a suicide strike.

Remember the Temple Security Station? Go back there. It's in the Tallon Overworld, where you are now.

TEMPLE SECURITY STATION

Now that you have the Missile Launcher, you can remove the Missile Shield at the end of this hallway. Do so and go through this door.

TEMPLE LOBBY

Go through the far door.

ARTIFACT TEMPLE

Turn right and scan the symbols on the far wall.

NEW CHOZO LORE: Statuary

Go to the opposite hallway and scan the symbols here.

NEW CHOZO LORE: Binding

Turn left and run down the ramp. You'll see a bunch of pillars, and some sort of blue icon underneath the pillar in the middle. Run into it to collect it.

NEW ARTIFACT ACQUIRED: Truth

Artifact acquired. This is the Artifact of Truth.

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|VIII-05: Getting the Morph Ball Bomb|
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Scan as many pillars as you can to get the following Artifact hints:

NEW ARTIFACT HINT: Strength

NEW ARTIFACT HINT: Elder

NEW ARTIFACT HINT: Wild

NEW ARTIFACT HINT: Lifegiver

NEW ARTIFACT HINT: Chozo

NEW ARTIFACT HINT: World

NEW ARTIFACT HINT: Spirit

Now head back to the room where you fought the Hive Mecha for the Missile Launcher earlier. This is in the Chozo Ruins.

HIVE TOTEM

Head through the door you had to blast the Missile Shield off of earlier.

TRANSPORT ACCESS NORTH

Get into Morph Ball Mode and roll through the small hole directly in front of you. Use the moving platforms that are moving up and down to progress upward. Now roll through the next hole and go through the door. Get out of Morph Ball Mode after rolling through the hole, by the way.

TRANSPORT TO MAGMOOR CAVERNS NORTH

Scan the blue icon to activate the transport, but don't go in it yet. Head through the door to the right of where you entered.

VAULT ACCESS

Go right and morph. Get into Morph Ball Mode is what that means. Use the moving platform to get up and roll through the next tunnel. De-morph (get out of Morph Ball Mode) and jump up the stairs, then morph and roll through the next tunnel. De-morph and go through the next door.

VAULT

Scan the symbols on the wall to the right for a new Chozo Lore entry.

NEW CHOZO LORE: Beginnings

Go through the next door.

PLAZA ACCESS

Go through the next door.

MAIN PLAZA

On the ledge just ahead of you is another Energy Tank!

Energy Tanks: 2/14

Missile Expansions: 2/49

Power Bomb Expansions: 0/4

Fall off and go to the room that is called Ruined Fountain Access.

RUINED FOUNTAIN ACCESS

Roll quickly through the tunnel so as to get under the blocking branches and to avoid the Scarabs. At the end, get out of Morph Ball Mode and go through the next door.

RUINED FOUNTAIN

If you kill the Plazmites in this room, it will be very difficult to see, so don't attack them if they don't attack you. Look behind the fountain spewing toxic water to see some weird symbols.

NEW CHOZO LORE: Hatchling

Face the door you came from and turn 90 degrees right. Go through that door.

ARBORETUM ACCESS

Switch to your Scan Visor. As soon as you walk around the corner, scan one of the creatures that is spinning around.

NEW CREATURE LOG: Shriekbat

Territorial ceiling-dweller. Body temperature peaks at 121 degrees centigrade. Shriekbats have high internal temperature, making them easy to spot with thermal imaging. They roost on cave ceilings while hunting for small prey. Fiercely territorial, they dive-bomb anything that wanders near.

Kill them by shooting them quickly. Remove the Missile Shield ahead with a Missile, and then go through the door.

ARBORETUM

Turn left and scan the vine thing that is moving around for a new Creature entry.

NEW CREATURE LOG: Reaper Vine

Powerful rock-dwelling tentacle. A single eye upon the Reaper Vine keeps a constant vigil, but its vision is limited to 10 meters. A scythe-like appendage on its tip is honed to lethal sharpness. The Reaper Vine will swing this blade wildly at anything that enters its zone of perception.

Lock on to it and shoot it once to make it retract. Jump onto the platform it was "guarding," then lock on and shoot the next one. Jump onto the platform it was hovering above, now jump to the right on the platforms encircling the tree. Keep jumping up these platforms until you reach a wooden bridge. Cross it and turn left. Retract the two Reaper Vines here, then continue on to the door at the bottom of this ramp. Go through it.

GATHERING HALL ACCESS

Walk through the small tunnel and go through the door at the end of the tunnel.

GATHERING HALL

Go right and up the ramp. Remove the Missile Shield and open the door.

SAVE STATION 2

Save your game if you want to (and scan the Save Station hologram if you haven't yet) and then head back into the Gathering Hall.

GATHERING HALL

Kill the Shriekbats and jump onto the platform to your left. Turn right and continue jumping up the platforms, killing the Blastcaps and Shriekbats as you go. Once you reach a certain platform, you'll see a small tunnel with red lights inside. Morph, roll through, and de-morph. Shoot the Shriekbats, and then jump to the platform across from you. Go through the door here.

EAST ATRIUM

Progress through the room, killing the various Shriekbats as you go, and then enter the door at the end of the tunnel.

ENERGY CORE ACCESS

Head forward and shoot the Eyons to close them. When you reach the end, go through the door.

ENERGY CORE

Walk to the very edge of the platform you're on to see a strange-looking door in the distance. Scan it for a new Research entry.

NEW RESEARCH LOG: Locked Door

Lock system engaged. Secure the area to unlock door.

Make sure you scan one of these. I think they're too common to be a yellow alert, though. Turn around and head to the right. Jump across the toxic water and morph and roll through the tunnel.

BURN DOME ACCESS

Roll through and enter the door at the far wall.

BURN DOME

Scan the big metal thing in front of you.

RED ALERT!

RED ALERT!

RED ALERT!

Make sure you scan the Incinerator Drone and Barbed War Wasps! This is your only chance! Re-scan every time you die!

RED ALERT!

RED ALERT!
RED ALERT!

Alerts: 6/18
Yellow Alerts: 2/7
Red Alerts: 4/11

NEW CREATURE LOG: Incinerator Drone

Programmed for high temperature waste disposal. Device schematics indicate a high risk of malfunction when internal power core is damaged. It has minimal combat programming, but can defend itself if necessary. This drone's intense heat blasts compensate for its lack of battle prowess.

Now shoot it some (more detail below) and it'll blow fire into a hive and some wasps will come out. Make sure to scan one of them.

NEW CREATURE LOG: Barbed War Wasp

Airborne insect with the ability to launch its stinger at prey. A highly aggressive member of the War Wasp family, this insect can propel the tip of its stinger up to 20 meters. The stinger tips regrow seconds after launch and contain an acidic compound designed to predigest prey.

BOSS FIGHT #3: Incinerator Drone and Barbed War Wasps

Again, another easy boss fight. The Incinerator Drone will now start firing some flames, rotating as it does so. Lock on and strafe around it until its top, with a red light glowing on two sides of it, comes out. Shoot the red part until it malfunctions and fires into the hives above. Some Barbed War Wasps will come out. Kill them and continue with the Incinerator Drone. Repeat this process a few more times to defeat it.

Once the Incinerator Drone is gone, collect the new equipment in the middle of the room. It's the Morph Ball Bomb!

NEW MORPH BALL EQUIPMENT: Morph Ball Bomb

The Morph Ball Bomb is the default weapon for the Morph Ball.

Press the A Button when in Morph Ball Mode to drop a Morph Ball Bomb.

Samus's Notes:

The Morph Ball Bomb can be used to break cracked walls and activate certain devices.

If the Morph Ball is near a Morph Ball Bomb when it explodes, it will be popped a short distance into the air. This is called a Bomb Jump.

When a Morph Ball Bomb explodes, it must be close to the enemy to be effective.

The Morph Ball Bomb can easily break items made of Sandstone or Talloric Alloy.

/-----\
|VIII-06: Getting the Charge Beam|
\-----/

It's time to put your newly found Morph Ball Bomb to work! In this room, look around for a tunnel blocked by some sort of material. Bomb this wall off. Roll through the tunnel and collect your third Missile Expansion.

Energy Tanks: 2/14
Missile Expansions: 3/49
Power Bomb Expansions: 0/4

Now head back to the Gathering Hall.

GATHERING HALL

Go to the door opposite the Save Station 2 door. Go through this one, watching out for the nearby Blastcaps.

WATERY HALL ACCESS

Go down the tunnel and kill the Shriekbats. Get on the little "island" between the two ramps. Turn left and shoot the wall with a Missile and get your Missile Expansion.

Energy Tanks: 2/14
Missile Expansions: 4/49
Power Bomb Expansions: 0/4

Now head up the ramp and through the next door.

WATERY HALL

Shoot the Blastcaps on the platform to the left and jump over there. Look to the right of the door you entered from and scan what appears to be a runic symbol. There are a total of four in the room, and you need to scan all of them.

Turn around and shoot the boxes underneath the Reaper Vine. Then retract the vine and jump over there. Jump to the platform to the right. Kill all the Blastcaps on the next platform and then scan the ground where they were. That's two runic symbols scanned!

Jump to where you scanned the first symbol and jump across the platforms, one by one. Scan the runic symbol on the wall near the crate. You only have one more to go!

Okay. Jump around on the platforms, attempting to progress sort of up and right, until you see a big gate with three runic symbols glowing and one with no light. Turn right and scan the last runic symbol. Now scan the new runic symbol on the gate and it will fall down.

Jump in there and get what's at the end of the tunnel. The Charge Beam!

NEW SECONDARY ITEM: Charge Beam

The Charge Beam allows you to increase the the damage and effectiveness of the Arm Cannon.

Press and hold the A Button to charge the Arm Cannon, then release the A Button to fire.

Samus's Notes:

The Charge Beam has a limited "tractor beam" capacity. Use it to pull small objects to you.

There are Charge Combo Enhancements scattered throughout the environment. They use the Charge Beam and the Missile Launcher in tandem to fire more effective blasts.

The Charge Beam increases the performance of each Arm Cannon mode.

/-----\
|VIII-07: Getting the Varia Suit|
\-----/

Ignore the Eyons in front of you. Turn around to where the Charge Beam was and look slightly above to see some weird symbols. Scan them for a new Chozo Lore entry into your Log Book.

NEW CHOZO LORE: Meteor Strike

Now look in this area for a Morph Ball tunnel blocked by some sort of material. Morph and bomb the material off. Roll through and de-morph. Remove the Missile Shield and go through the door.

DYNAMO ACCESS

Use a Missile on the door at the end of the tunnel to remove the Missile Shield, then shoot it with the Power Beam and go through.

DYNAMO

Look to the right of where you came in to notice some sort of gate. Shoot it with a Missile and collect your Missile Expansion.

Energy Tanks: 2/14

Missile Expansions: 5/49

Power Bomb Expansions: 0/4

Now go all the way back to the Energy Core.

ENERGY CORE

Go left from the start and follow the path until you see a Morph Ball tunnel. Turn right and scan for a new Creature entry.

NEW CREATURE LOG: Stone Toad

Preys on creatures smaller than itself. Vulnerable only from within. A Stone Toad is able to remain still for days. It preys upon creatures smaller than itself, inhaling them whole. Anything it finds undigestable, it regurgitates. Stone Toads use their tusks as a last resort in combat.

Morph in front of it. Let it eat you and bomb it to kill it. This will open a new way, so go through. There'll be some wires beating with energy, feeding some sort of blue circular slot on the wall. Scan this slot for a new

Research Entry.

NEW RESEARCH LOG: Morph Ball Slot

Standard Morph Ball slot. Inserting the Morph Ball and detonating a Bomb will usually cause these slots to send electrical impulses that can activate different kinds of devices.

Morph and use a Bomb Jump to get inside the Morph Ball Slot. Push A to lay another bomb and you will activate something. It happens to be a toxic water drain. Yippee! But only temporarily. You must get to another Morph Ball Slot, quickly! The side of the room opposite you entered has a hole in it, so go ahead and roll through.

Once you hit the ground, roll over to the next slot, which is directly in front of you. Use another Bomb Jump to rocket up into the slot, and activate it with another bomb. This time, you raised up some platforms, giving you access to a whole new area. Go to the door that you entered the Energy Core in.

Look away from the door and you should see the platforms. Jump up them and through the opening on the left wall. Follow this passage to the right to find the final Morph Ball Slot. Activate it, quickly! This will raise two more platforms. If you were too slow, repeat what is listed above.

Hop up your new platforms to find a new door. Go through.

WEST FURNACE ACCESS

Go to the next door.

FURNACE

Morph and roll through the tunnel you see in front of you. Once you're through, use a Bomb Jump to get to the entrance of the next tunnel. Roll through here and the end of it will dump you into a small room. This room has an Energy Tank in the middle! Get it!

Energy Tanks: 3/14

Missile Expansions: 5/49

Power Bomb Expansions: 0/4

Now go all the way to the Ruined Shrine in the Chozo Ruins.

RUINED SHRINE

Morph and roll through the hole. De-morph and kill the Beetles. A small tunnel is blocked off to your right. Bomb it and get a Missile Expansion!

Energy Tanks: 3/14

Missile Expansions: 6/49

Power Bomb Expansions: 0/4

Now head to the Ruined Nursery.

RUINED NURSERY

Face away from the door that takes you to the North Atrium. Walk forward a bit, but don't fall off. Now turn left and run up to the wall. Morph and you should now see the small tunnel. Bomb Jump up to get started. Continue going,

blowing up the Sandstone blocks as you go, until you reach a dark block. Go back to the entrance and de-morph once you're out. Now, fall off the platform to the slightly elevated platform below you.

Look at the wall to see an alternate entrance. Go in and Bomb Jump up. Bomb the Sandstone block here to make the dark block fall, then go back to the higher entrance and progress through the entire mini-maze. At the end of this confusing tunnel is a well-earned Missile Expansion.

Energy Tanks: 3/14

Missile Expansions: 7/49

Power Bomb Expansions: 0/4

Now go to the Ruined Gallery.

RUINED GALLERY

Face away from the door that leads into the Map Station. You should see a slightly elevated hole on the wall. Morph and Bomb Jump into the hole. Roll through and collect your Missile Expansion.

Energy Tanks: 3/14

Missile Expansions: 8/49

Power Bomb Expansions: 0/4

Go to the Vault.

VAULT

Face away from the door that goes to the Plaza Access. You'll see three circular slots, all sort of blocked up, with blue lights glowing. You need to get into each of these slots and lay a Bomb to de-light the light. The first one is easy. Just roll over, bomb the blockage, then roll in and lay a Bomb to get rid of the light.

The next two aren't so easy, seeing as how you can't just roll in. You have to Bomb Jump in. The second one is still pretty easy. Bomb Jump up, lay a bomb at the top of your Bomb Jump, and you'll get rid of the blockage. Now Bomb Jump up again and bomb again to get rid of the blue light.

The third one is hard. There's no blockage, but it's still hard. Now, you need to do a difficult task. You need to Double Bomb Jump. How do you do this? Lay a bomb. Just before this bomb explodes, lay another bomb in exactly the same place. When you're shooting up, lay yet another bomb. If done correctly, you will lay, lay, bounce, lay, fall, bounce, bounce and get in the slot.

If you're having problems doing this (which is perfectly understandable) you're laying the second bomb too early or the third bomb too late. It is very difficult to lay the second bomb too late or the third bomb too early. Lay the third bomb EARLY. It's surprising how early you have to lay the third bomb the first time you pull it off. When you finally do, make sure to tilt the Control Stick in the direction of the slot, so that you go in! Lay a bomb in here and the light will go away. You will now have access to a Missile Expansion. Go ahead and get it.

Energy Tanks: 3/14

Missile Expansions: 9/49

Power Bomb Expansions: 0/4

Oh, yeah. If you thought this was hard, watch out. There is an Energy Tank which you have to do THREE Double Bomb Jumps, and in immediate succession, never failing, to obtain. Anyway, go to the Arboretum.

ARBORETUM

From the entrance point, turn right. You should see some red-tipped weeds. You can't scan them at this particular time, but you can later. Shoot them to make them go down and then scan where they were. This will activate the first of four runic symbols. Remember? Now turn left and jump up the steps encircling the tree until you reach the wooden bridge. Once you're on it, turn to the tree and scan to activate the second runic symbol. Cross the bridge and turn right. Kill any enemies, then morph and blow up the hindrances in the Morph Ball tunnel as you progress. Once you're through, de-morph.

The next runic symbol is directly in front of you, so go ahead and scan it. Jump up the steps and scan the red-tipped weeds for a new Creature entry.

NEW CREATURE LOG: Venom Weed

Poisonous plant that retracts into the ground if threatened. Venom Weeds evolved to thrive in the habitats of large organisms. They lure prey with brightly colored leaves, then detain it with tiny barbs that deliver a powerful toxin. Venom Weeds rapidly decompose anything that succumbs in their midst.

Shoot them to make them go down into the ground, then roll through the Morph Ball tunnel. De-morph and jump up the steps. Turn around and jump up these steps. You'll see a gate with three runic symbols glowing. Face the big tree and you'll see the last, so go ahead and scan it. The gate will open to reveal a blocked tunnel. Morph and blow it up, then roll through. Remove the Missile Shield and go through the door after de-morphing.

SUNCHAMBER LOBBY

Shoot the Venom Weeds and Reaper Vines and get through the next door.

SUNCHAMBER ACCESS

Shoot the Venom Weeds and Reaper Vines and get through the next door.

SUNCHAMBER

It's another boss fight! Scan both Flaaghra and a Flaaghra Tentacle for new Creature entries. To scan Flaaghra, look up at his head and get close. To scan a Flaaghra Tentacle, scan one of the tentacle-looking things in one of the tunnels around the room.

RED ALERT!

RED ALERT!

RED ALERT!

Make sure you scan both Flaaghra and a Flaaghra Tentacle! This is your only chance! Re-scan every time you die!

RED ALERT!

RED ALERT!

RED ALERT!

Alerts: 7/18

Yellow Alerts: 2/7

NEW CREATURE LOG: Flaaghra

This mutant plant is the source of toxic water in the Ruins. Flaaghra's growth cycle has been rapidly accelerated. As a result, it requires near-constant solar exposure to remain active. This exposure has made Flaaghra's outer shell thick and durable. Its lower root system is unprotected and vulnerable, however. Exploit this flaw when possible. Concentrated weapon fire can daze it for short periods.

NEW CREATURE LOG: Flaaghra Tentacle

One of Flaaghra's tentacles fills this narrow drainage channel. Analysis indicates that Flaaghra's central nervous system is located at the base of this structure.

BOSS FIGHT #4: Flaaghra

This is harder than your previous boss fights, but it is still easy. Okay. At the start, there is one sort of satellite thing shining solar energy on Flaaghra. His Creature Log says that he requires near-constant solar exposure to remain active. So, you need to point that solar energy away from him.

But first, his attacks. Flaaghra has two attacks. He can fire some sort of disgusting green stuff from his mouth, and he can lunge down and block your path with some poisonous plants that disappear before too long. Running into a Flaaghra Tentacle will also hurt you.

Here's how to beat it. Run over to the thing shining light on it. Strafe over, while locked on to Flaaghra, I should say. When you reach the light-shiner, shoot the red dot located on the bottom outside of it. Shoot it repeatedly until Flaaghra collapses. Now roll into one of the drainage tunnels that the tentacles just retracted from, roll to the end and lay a Morph Ball Bomb. This will hurt Flaaghra, but not kill him.

Okay, now two light-shiners are shining on him. Shoot one up and then shoot him to momentarily daze him as you hurry to the other. When he collapses, repeat the process you did before. Now three are shining on him, so make sure you're always shooting him if you're not shooting a shiner. Then four, so REALLY make sure you're almost always shooting him. The almost is for when you're shooting shiners.

Anyway, once you bomb the end of the drainage tunnel after pointing four shiners up, you have defeated Flaaghra!

Jump up the nearby steps to collect your new equipment!

NEW SUIT: Varia Suit

The Varia Suit adds increased heat resistance to the Power Suit.

Samus's Notes:

This modification increases your defensive shielding.

While the Varia Suit can handle higher temperatures than normal, extreme heat sources and heat-based attacks will still cause damage.

/-----\
|VIII-08: Getting the Boost Ball|
\-----/

Jump up the steps and go through the door in front of you.

SUN TOWER ACCESS

Go through the room until you reach some crates. Shoot them. Two will give up Missile Ammunition, and two others will give up a new type of energy. Scan one for a new Research entry.

NEW RESEARCH LOG: Ultra Energy

Replenishes 100 units of energy.

Walk forward and you'll see a new enemy dropping bombs, so scan it.

NEW CREATURE LOG: Pulse Bombu

Life-form of raw energy. Periodically releases explosive segments from its body. Pulse Bombus are energy beings, invulnerable to most known weapons. Electrical energy can harm them, however. They lack any intelligence beyond instinctive attraction to charged energy sources. Pulse Bombus produce energy constantly. All excess energy is shed, regardless of who or what may be nearby.

Electrical energy can harm them. This means the Wave Beam, which you do not have yet. Just run past it, or charge it towards you and then run past, which makes it not drop any explosives for awhile. Go through the next door.

SUN TOWER

Jump to the bottom and look around for some weird symbols. Scan them for a new Chozo Lore entry.

NEW CHOZO LORE: Contain

Now head through the exiting door.

TRANSPORT TO MAGMOOR CAVERNS NORTH

If you followed the guide, then you'll have already activated this transport. If not, do so, and then step into the hologram to be taken into the Magmoor Caverns, which you didn't go to before because they're hot, and you didn't have the Varia Suit before.

TRANSPORT TO CHOZO RUINS NORTH

Head through the door.

BURNING TRAIL

Kill the Shriekbats as you go, then turn left after awhile to find a door. Go through.

SAVE STATION MAGMOOR A

Save your game if you want to, then head back out. Scan the Save Station

hologram if you haven't yet, also.

BURNING TRAIL

Continue following the trail in the direction you haven't been in yet, killing the Shriekbats as you go, until you reach a platform with a new Creature. Scan it for more Log Book information.

NEW CREATURE LOG: Grizby

Subvolcanic carrion feeder. Carapace can be breached by Missiles. The Grizby's carapace has been fused together by superheated air. This barrier stands up to everything but concussive blasts. Its intelligence is limited to instinctive scavenging patterns.

Shoot it with a Missile to kill it, then jump across and go through the next door.

LAKE TUNNEL

Kill the two Grizbys and then jump across. Also watch out for the flame-blowing machines. There are two, and each are pointing just above the two platforms. When they turn off, jump across as fast as you can so as to suffer minimal damage. Now, you should see some sort of dirt tunnel movement. Scan it for a new Creature entry.

NEW CREATURE LOG: Burrower

Tunneling insect predator. The Burrower is similar to the Beetle, though it prefers to spend more time underground. It seeks seismic disturbances, then surfaces to attack. It has enough cunning to realize when something is too large for it to handle; beyond that, it is fairly ignorant. What it lacks in brains, it makes up for with aggression.

Wait for it to surface and then shoot it with the Charge Beam, or just ignore it. Continue through the next door.

LAVA LAKE

It will now show a brief cut-scene. When this is over, scan the huge worm-like thing in the lava after it comes out.

NEW CREATURE LOG: Magmoor

Fire-breathing serpent that dwells in lava. Magmoors prefer extreme heat zones, and are susceptible to frigid attacks. Sightless, they navigate the lava current using their sonar receptors. Magmoors have a keen sense of smell, enabling them to pinpoint targets with startling accuracy.

Shoot him with four Charge Beams, then turn right and scan one of the floating things.

NEW CREATURE LOG: Puffer

Unstable gas-filled organism. Will rupture on contact. Puffers fill their bodies with lethal meta-viprium gas and float about in search of food. If ruptured, the gas within the Puffer is violently released. Despite their fragile bodies, Puffers are aggressive hunters. The gas cloud they release upon death is often fatal to the creature that brings them down as well.

Shoot as many Puffers as you can from here, then jump across the various platforms until you can see more. Eventually, another Magmoor will pop its head out, so be sure to take care of him. Once everything besides you in this room is dead, jump to safe ground and shoot the crates for some Energy and Missiles. Now morph and bomb the wall that looks a bit strange to reveal a tunnel. Roll to the end and bomb this wall. Once you're out of the tunnel, de-morph and dispatch all the Puffers here. Jump across the platforms and go through the next door.

PIT TUNNEL

Upon entrance, you'll notice some creatures crawling around on the level below you. Scan one for a new Creature entry.

NEW CREATURE LOG: Triclops

Hard-shelled creature with powerful jaws. The Triclops is a hunter-gatherer. It collects small bits of creatures and foodstuff, then deposits them elsewhere for later consumption. The hard tripartite mandibles it uses to move earth and rock are quite strong and difficult to escape once ensnared.

Morph and roll down the ramp. Avoiding the Triclops, roll to the other side. De-morph and go through the door.

TRICLOPS PIT

Jump down the step ahead. Destroy the crates to your right for some meager supplies, then jump off again. You'll see a small cave with red lights inside, so go ahead and morph and roll into it. Roll through here, avoiding or killing (make them pick up a Morph Ball Bomb to kill them) the Triclops until you reach another hole. Roll through here, de-morph, and go through the door.

STORAGE CAVERN

Jump across the various platforms. At the end is another Missile Expansion.

Energy Tanks: 3/14

Missile Expansions: 10/49

Power Bomb Expansions: 0/4

Now head back into the Triclops Pit.

TRICLOPS PIT

Morph and roll back to the first hole. Roll through here and then get out of Morph Ball Mode. Oh, I actually said something besides de-morph this late in the walkthrough! How extraordinary! Anyway, go back to the Pit Tunnel door and look for some platforms. Jump up them (the circular ones fall upon sense of something standing on them) and go through the next door.

MONITOR TUNNEL

Kill the Puffers and then jump across the three moving platforms and go through the next door.

MONITOR STATION

Kill all the Auto Turrets on the main structure, then look around for some platforms. Jump up them and head through the door here.

SHORE TUNNEL

Go through the next door, ignoring the cracked glass in the middle of the hexagonal glass tunnel. You'll deal with that later.

FIERY SHORES

Hop across the lava and get on the nearby platform. Wait for the flames to turn off and then jump to the next platform. Kill this Magmoor, now go to the platform where the Triclops is. Morph and kill it, then Bomb Jump into the nearby Morph Ball tunnel. Once you're through, bomb the crates and roll through the nearby Morph Ball passage. Bomb Jump up the elevator shaft-looking thing, using the small platforms, until you reach a small Morph Ball catwalk. Roll until you reach a wall. Bomb Jump up and then roll across the rest of the catwalk for a Missile Expansion.

Energy Tanks: 3/14

Missile Expansions: 11/49

Power Bomb Expansions: 0/4

Roll off the side of the catwalk and kill the Triclops on this platform. Demorph and jump back to the platform with the Morph Ball hole. Roll through, now look away from the crates to find another passage. Jump across, being cautious of the flames, and go through the door.

TRANSPORT TUNNEL B

Kill the Magmoor, morph and get on the rails. You can go as fast as you want, don't worry, unless you purposely steer away. Now go through the next door.

TRANSPORT TO TALLON OVERWORLD WEST

Activate the transport by scanning the blue icon, and then walk into the hologram to be taken to the Tallon Overworld.

TRANSPORT TO MAGMOOR CAVERNS EAST

Go through the only door in this room.

TRANSPORT TUNNEL B

Fall below the bridge and go directly under it for yet another Missile Expansion.

Energy Tanks: 3/14

Missile Expansions: 12/49

Power Bomb Expansions: 0/4

Now go through the door.

ROOT CAVE

Go up the ramp and jump across the various platforms to reach a door.

ROOT TUNNEL

Kill the Bloodflower on the right, then head through the door.

TALLON CANYON

Go to the Landing Site.

LANDING SITE

Save and head back to the Transport to Magmoor Caverns East.

TRANSPORT TO MAGMOOR CAVERNS EAST

Step into the hologram.

TRANSPORT TO TALLON OVERWORLD WEST

Go back to the Monitor Station.

MONITOR STATION

Destroy the Auto Turrets, then head to the structure that they were on. Now go up the nearby ramp. Jump across the platforms to your left and then go up the next ramp. Kill this Auto Turret and jump to the platform just below you. Jump to the broken bridge below you now. Go into the little structure with a bunch of computer monitors. Go left and through this door.

TRANSPORT TUNNEL A

When you enter this mini-maze, stop over the first portion of the floor that looks different. You now need to do a Double Bomb Jump. This is all for an Energy Tank, by the way, so ignore if you're not up to the challenge of the hardest Energy Tank to get in the game. And it's still easy, if you know how to do it. The problem is, the discolored floor is destroyed when two bombs have been detonated close to it. So, the first Double Bomb Jump needs to work, or you'll fall into lava.

If it's successful, head left to the next discolored block. Double Bomb Jump (if you fall you'll have to do the first one again also) and head left again to the last discolored block you need to Double Bomb Jump at. Double Bomb Jumping successfully here will get you an Energy Tank.

Energy Tanks: 4/14

Missile Expansions: 12/49

Power Bomb Expansions: 0/4

Now head through the hole to the left in this mini-maze. Go through the door.

TRANSPORT TO PHENDRANA DRIFTS NORTH

Scan the blue icon and then step into the hologram.

TRANSPORT TO MAGMOOR CAVERNS WEST

Go through the only door in here.

SHORELINE ENTRANCE

Use your Charge Beam to destroy the icicles in front of you. Now go through the door at the end of the tunnel.

PHENDRANA SHORELINES

After the brief cut-scene, look up in the sky. You should see some blue

streaks of light. Switch to your Scan Visor and scan one of these blue streaks for a new Creature entry.

NEW CREATURE LOG: Flickerbat

Scavenger with optical camouflaging that renders it invisible to the naked eye. Flickerbats are deceptive creatures. The only way to track them reliably is with X-ray imaging. They fly ceaselessly, hunting insects and other small prey that float on the air currents. Flickerbats tend to fly in cyclical hunting patterns, using primitive sonar to navigate.

Head along the left side of this area and jump over the gap. Directly across from the door you just came from (the Shoreline Entrance door) is another door, slightly hidden inside of a cave. Crawling around the cave's wall is another creature.

NEW CREATURE LOG: Crystallite

Territorial cold-weather scavenger. The shell of a Crystallite reflects beam weapons, and can only be cracked by a concussive blast. They hang upside down in an ice cave during their larval stage. Moisture runs off its body and forms the hard ice shell, which the Crystallite retains for the rest of its life.

Kill it with a Missile and then walk into the nearby door.

SAVE STATION B

Save your game (and scan the Save Station hologram if you haven't yet) and then go back out.

PHENDRANA SHORELINES

Go into the gap you jumped over before. Shoot the weird structure with a Missile and morph. Roll through here, de-morph, and scan the orange wall thing here to unlock the door directly above. Exit this room and go near the cave where Save Station B is. Face away from the cave and go left, following the wall. Jump on the first platform you see and then turn so you're facing the direction of the door you unlocked. Make your way to that door that you unlocked by jumping up platforms, killing the Crystallites as you go.

ICE RUINS ACCESS

Shoot the ice that blocks your way with the Charge Beam and then scan the new creature back here for a new Creature entry.

NEW CREATURE LOG: Scatter Bombu

Pulsing tendrils of energy extend from creature's body. Like all Bombus, these creatures can only be harmed by electrical energy. Proximity to these life-forms may result in electrical visor interference. It is possible to avoid engaging Scatter Bombus by rolling into the Morph Ball and slipping between the rotating energy streams.

Roll past Scatter Bombus until you reach a door. De-morph and go through.

ICE RUINS EAST

Go forward and right. See that shell-looking thing? Scan it.

NEW CREATURE LOG: Baby Sheegoth

Glacial predator. Ice shell protects its vulnerable dorsal area. Young Sheegoths grow a resilient shell of ice on their backs which serves to protect a layer of vulnerable flesh. With this being their only weak point, Baby Sheegoths will turn quickly in order to not allow predators the opportunity to strike at their backs. Powerful hunters, they fire bursts of ultracold gas at potential prey, then feast on their frozen victim.

I recommend avoiding them. If you want to kill them, first run near them or shoot them to wake them up. I also recommend fighting one at a time. Now, the Baby Sheegoth is very protective of its back, as the Creature Log says. Wait until it charges, avoiding its various attacks, then destroy the shell with the Charge Beam. Then simply shoot the vulnerable flesh to defeat it. Repeat with the other one.

When you're done with them, go to the right. Jump up the steps and go to the left. Go down this path, killing the Crystallites, and then jump to that roof right there to keep going. Kill the Crystallites here and then jump to the door on your right and go through.

PLAZA WALKWAY

Remember the Burrower from Magmoor Caverns? Well, now you're looking at some Ice Burrowers, so go ahead and scan one.

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Be sure you scan an Ice Burrower! They disappear later!

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Alerts: 8/18

Yellow Alerts: 3/7

Red Alerts: 5/11

NEW CREATURE LOG: Ice Burrower

Burrower adapted to subfreezing climates. A hardy life-form, the Ice Burrower has adapted to the frigid climate of Phendrana. It spends most of its time tunneling through the frozen soil, but will occasionally surface to attack passersby.

Head through the door at the end.

PHENDRANA SHORELINES

Turn left and walk up this path and go through the door here. You just went in a big circle to reach an otherwise unreachable door.

RUINS ENTRYWAY

Carefully roll under the numerous Pulse Bombus and go through the next door quickly.

ICE RUINS WEST

Kill the two Baby Sheegoths to your left. After that, turn right and go into

a small cave with a Crystallite in it. There'll be some weird symbols on the wall, so be sure to scan them.

NEW CHOZO LORE: Cipher

Go to the gray door in this room (gray on your map.) Remove the Missile Shield and go through.

CANYON ENTRYWAY

Roll under the Scatter Bombus and get through the door at the end of the tunnel.

PHENDRANA CANYON

Fall down to the broken bridge below and turn around. You'll see some crates with some partially hidden weird symbols behind them, so be sure to scan the weird symbols, because you'll never be coming back here.

NEW CHOZO LORE: The Turned

Walk off the end of the bridge and kill the Baby Sheegoth. Facing away from the bridge, turn right and go up the path here. Scan the blue icon for some successful platform realignment. Now quickly jump across them. If you're too slow, go back and scan the blue icon again. When you get to the very end, you'll see something that looks like a Morph Ball. Pick up some more equipment!

NEW MORPH BALL EQUIPMENT: Boost Ball

The Boost Ball can be used to increase the Morph Ball's speed for short periods.

Press and hold the B Button to charge, then release the B Button to trigger a quick boost of speed.

Samus's Notes:

When charging, the longer you hold the B Button, the longer (and faster) the Boost Charge will be.

Throughout the environment you will encounter U-shaped channels known as half-pipes. Using the Boost Ball in these areas will let you reach higher places.

Build a charge as you descend in the half-pipe, then trigger the Boost as you ascend the other side. This will give you the speed and momentum you need to reach new heights.

/-----\
|VIII-09: Getting the Space Jump Boots|
\-----/

Guess it's time to put the Boost Ball to work. Fall down to the nearby half-pipe structure. Boost up the half-pipe to the ledge with the Crystallite on it. Now jump across the platforms back to your starting door and go through it.

CANYON ENTRYWAY

Go back to the Phendrana Shorelines.

PHENDRANA SHORELINES

Enter Save Station B.

SAVE STATION B

Save if you want to, then head back out.

PHENDRANA SHORELINES

Head all the way to the Tallon Canyon on the Tallon Overworld.

TALLON CANYON

Go near the door that takes you to Transport Tunnel A. You'll see a half-pipe structure nearby. Morph and start boosting up it. This is one is a lot harder than the one in the Phendrana Canyon, so be ready to boost higher. Remember to start charging early, and release as soon as the half-pipe starts going vertical. Once you've gotten up, head left across the bridge. You now have to Morph Ball Bomb three walls blocking your path, and now go through this door.

GULLY

Carefully progress through this room, because there are hard-to-see Zoomers. Go through the door at the end of this small tunnel.

LANDING SITE

Carefully follow the ledge ahead of you, jumping over the gaps. If you fall, go back to the Tallon Canyon and boost up again, then go through the Gully again. Once you're at the end, go through the door.

ALCOVE

In the direct middle of this room is a very unique piece of equipment!

NEW SECONDARY EQUIPMENT: Space Jump Boots

The Space Jump Boots increase the leaping capability of the Power Suit through the use of boot-mounted thrusters.

Press the B Button to jump, then press the B Button again during the jump to use the Space Jump Boots.

Samus's Notes:

Timing is important when using the Space Jump Boots.

Experiment to discover ways to increase the height and length of your jumps.

/-----\
|VIII-10: Getting the Artifact of Strength|
\-----/

Space Jump out of this room.

LANDING SITE

Head to the Main Plaza on the Chozo Ruins.

MAIN PLAZA

There's a half-pipe in the middle of the room, so go ahead and boost up to the little alcove with the Missile Expansion.

Energy Tanks: 4/14

Missile Expansions: 13/49

Power Bomb Expansions: 0/4

Head to the Ruined Shrine.

RUINED SHRINE

Jump up on the step and to the half-pipe structure and boost up to the little hole and roll through the tunnel for another Missile Expansion.

Energy Tanks: 4/14

Missile Expansions: 14/49

Power Bomb Expansions: 0/4

Now go to the Gathering Hall.

GATHERING HALL

Get up to the door that leads to the East Atrium. Jump on top of one of the very small pillar things that have red lights. Now jump up again. Morph and blow up the grating, now get your Missile Expansion.

Energy Tanks: 4/14

Missile Expansions: 15/49

Power Bomb Expansions: 0/4

Go to the Monitor Station in the Magmoor Caverns.

MONITOR STATION

Go to the door that takes you to Transport Tunnel A. Face towards it and turn left. Space Jump up onto that platform right there. Walk a little, then turn right. Jump up onto that platform. Turn around. Jump up onto that platform. Walk over to the computer screens. There is a Spinner device nearby. Scan it. It looks like a thing that can barely fit a Morph Ball.

NEW RESEARCH LOG: Spinner

This is a standard Spinner device. The generator belts of the Spinner can be activated by rapid rotational force. Use the Boost Ball when inside a Spinner to activate a device.

Morph and enter the Spinner. Spin until you are gently pushed out, and walk across the elevated bridge. You just elevated it, by the way. And jump up onto that platform. Follow this to the right. Now there's a door to the left. Go through.

WARRIOR SHRINE

The Chozo statue seems to be holding something, so jump into his hands. It's another Artifact!

NEW ARTIFACT ACQUIRED: Strength

Artifact acquired. This is the Artifact of Strength.

/-----\
|VIII-11: Getting the Wave Beam|
\-----/

Go back to the Phendrana Shorelines in Phendrana Drifts.

PHENDRANA SHORELINES

Go to Save Station B.

SAVE STATION B

Save your game if you want to, and scan the Save Station hologram if you haven't yet, then head out.

PHENDRANA SHORELINES

From the door to Save Station B, turn left. Head past the ice/snow steps you used before. Now go to the left of that big ice pillar thing right there. Following the wall, jump up to the next snowy area once you reach it. Now Space Jump to the floating platform. Now Space Jump over to that temple-looking place and go in the door that you can find on your map.

TEMPLE ENTRYWAY

Use a Missile to break the ice blocking your path, then charge the Pulse Bombu towards you so that it won't drop bombs for a while. Roll under and through the rotating electricity beams of the nearby Scatter Bombu. De-morph once you're past it and charge that Pulse Bombu. Now roll under and go through the door.

CHOZO ICE TEMPLE

Kill the Baby Sheegoth and then look on the various platforms for a white creature that isn't a Crystallite. Go ahead and scan it.

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Be sure you scan an Ice Parasite! They disappear later in the game!

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Alerts: 9/18

Yellow Alerts: 4/7

Red Alerts: 5/11

NEW CREATURE LOG: Ice Parasite

Scavenger with a crystalline outer shell. Parasites are hardy creatures, able to adapt to any environment within three generations. The Ice Parasite is a prime example. Having adjusted to a frigid climate, this vermin now thrives in it. Omnivorous, it can exist in areas hostile to most life-forms.

A few Power Beam shots are enough to bring it down. Jump up the various platforms. Once you reach the statue's hands, jump to the next platform and go behind the ice. Now jump across and jump as high as you can. Look around for another Chozo statue with a long path leading to it. Jump there.

Now look left and right once you're on the start of the path to see four Chozo statues. If you scan them, you'll find that one, the second one on the right, is a bit weak and traces of either Radion or Brinstone, I can't remember, have been detected. Shoot this with a Missile. Now morph, Bomb Jump into the hole, and bomb the Morph Ball Slot.

This will make a gate open up, giving you access to a new area, so go ahead and go through the door.

CHAPEL TUNNEL

Stop over the first discolored block on the floor. Bomb it twice to destroy it and then move left until you're stopped. Bomb the two pale blocks so that the dark blocks fall down. Go back, blow up the discolored floor again, and Bomb Jump back up. Go left until you see another discolored block. Destroy it with two bombs, destroy the pale blocks, destroy the discolored block again, Bomb Jump back up, roll left and go through the door.

CHAPEL OF THE ELDERS

You see that in the back of the room? It's the Wave Beam! Go ahead and grab...whoa! Get really close and two Baby Sheegoths will come! Defeat one and another will come. Defeat one of these and another will come. Defeat the last two. There are a total of four, always two at a time except when you've killed three. Try not to get hurt too much, because the fight isn't over. You now face...the Sheegoth!

When it comes out, be sure to scan it for a new Creature entry, although if you play through the game more, some Baby Sheegoths will be replaced with one Sheegoth throughout Phendrana Drifts, so this isn't an alert.

NEW CREATURE LOG: Sheegoth

Supreme predator of the Phendrana Drifts. Sheegoths are invulnerable to most Beam weapons. The crystals on their back absorb energy, which they can fire at prey. Sheegoths have poor stamina. They hyperventilate after using their breath attack, making their mouth area vulnerable. The soft underbelly of a Sheegoth is susceptible to concussive blasts. In battle, they expel blasts of frigid gas to ensnare their targets. They are also fond of ramming and trampling their hapless prey.

BOSS FIGHT #5: Sheegoth

Here are the Sheegoth's three attacks.

The first is simply charging, hurting you A LOT if it hits you. Strafe or dash around this. The second is firing quick white balls of ice at you. Quickly jump, strafe or dash to avoid these. The third is a breath attack that's sort of purple. Avoid this.

If you're doing it on Normal Mode, wait for it to do its purple breath attack. Then fire Missiles at it until it looks like it isn't recovering its breath anymore. On Hard Mode, morph and lay Morph Ball Bombs near it.

I am being absolutely serious. You can use Morph Ball Bombs on Normal Mode, if you want. After two failures on Hard Mode, I went and used Morph Ball Bombs. DEAD! Anyway, you can try doing it with Missiles if you want a hard challenge, but I think using Morph Ball Bombs is much more fun, one of the reasons being you don't have to wait until it does its breath attack. You can lay bombs at any time, and as long as they explode in its vicinity, you'll hurt it!

After defeating it, go ahead and pick up your new equipment!

NEW ARM CANNON WEAPON: Wave Beam

The Wave Beam fires powerful electric bolts. This weapon has limited homing capability as well.

Press Right on the C Stick to select the Wave Beam as your active weapon.

Samus's Notes:

Fire the Wave Beam to open Purple Doors.

The Wave Beam won't home in on targets without a lock-on. Press and hold the L Button to lock on.

Charge the Wave Beam to fire a fierce electric blast. Enemies struck by this blast will be enveloped in electrical energy for a few seconds.

/-----\
|VIII-12: Getting the Super Missile|
\-----/

Go to Ice Ruins West, killing the Bombus along the way with your new weapon!
Pretty sweet, huh?

ICE RUINS WEST

Go into the building with the Crystallite in it. This building is a little to the right of the entrance point. Jump to the top of the building by Space Jumping. On the top floor, you'll see a Stalactite. Scan it before downing it for a new Research entry. Don't worry if you didn't scan it, there are others.

NEW RESEARCH LOG: Stalactite

This hanging rock structure appears to have a weak spot near its base. Some stalactites can be dislodged from ceilings, allowing them to be used as platforms to cross otherwise unreachable areas.

Lock on and shoot it with a Missile. Fall down and jump onto it, now jump onto the roof of the building just ahead of you. To your left, kill the Crystallites and continue. Now switch to the Scan Visor and look in the nearby cave. You should see a bunch of orange scanning icon things. Scan one

for a new Creature entry.

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Be sure to scan an Ice Shriekbat! They disappear later!

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Alerts: 10/18

Yellow Alerts: 5/7

Red Alerts: 5/11

NEW CREATURE LOG: Ice Shriekbat

Ice-encased ceiling-dweller. Like standard Shriekbats, these creatures are easily spotted with Thermal Imaging. They roost on cave ceilings, subsisting on insects, reptiles and small mammals. Fiercely territorial, they will dive-bomb anything that wanders near.

Kill them by shooting them with manual aim. Now jump across the various rooftops until you reach a purple door, so go ahead and go through!

COURTYARD ENTRYWAY

Morph and boost through here so as to avoid the Scarabs and Pulse Bombus, then go through the next door.

RUINED COURTYARD

Okay. There is an Energy Tank in here, and it's going to take a lot of work to obtain it. The first thing you need to do is turn right. See that Spinner device? Jump over to it and use the Boost Ball until two pipe-looking things come. Directly opposite this platform is another platform with another Spinner. Open two more pipes and you'll activate a Morph Ball Slot. Reach this Morph Ball Slot by...start from the door that takes you to the Courtyard Entryway.

Go left. Jump across the platforms made of ice or snow as they get taller and taller. Now jump to the platform that has the slot hanging a little above. Bomb Jump up into it and activate it with a bomb. This will make the pipes pour out water and raise some insecure platforms. Jump across these to a yellow-lighted tunnel. Morph and roll through this tunnel to find an Energy Tank at the end!

Energy Tanks: 5/14

Missile Expansions: 15/49

Power Bomb Expansions: 0/4

Roll out of here and jump back to the Morph Ball Slot. Activate it again, but this time, get to the structure in the middle before the water goes back down.

Don't go through the purple door yet. First, look around for a door with a Missile Shield on it. Remove the shield and go through the door.

SAVE STATION A

Save if you want to, scan if you haven't yet, then head out.

RUINED COURTYARD

Go to the purple door and go through.

SPECIMEN STORAGE

Destroy the turret with Missiles. When you see a pirate running towards you that you can't see too well, quickly scan it before it assaults you.

NEW CREATURE LOG: Shadow Pirate

Pirate forces trained and equipped for stealth operations. A select group of Space Pirates have access to sophisticated cloaking technology. This gear drains high levels of power, however, forcing them to rely solely on melee weapons in battle. Use enhanced detection gear when fighting these units.

Kill it with a bunch of shots, maybe a few Charge Beams, and a Missile here and there. Head through the next purple door when he's dead.

RESEARCH ENTRANCE

Shoot the turret in the distance with some Missiles before it sees you. Now, some pirates are going to come out, so be sure to scan one.

NEW CREATURE LOG: Space Pirate

Sentient aggressor species well trained in weapon and melee combat. Space Pirates wield Galvanic Accelerator Cannons and forearm-mounted Scythes in combat. This species seeks to become the dominant force in the galaxy, and their technology may help them realize this goal. Ruthless and amoral, the Pirates care little for the cost of their ambition. Only the results matter, and they take these very seriously.

A lot of rapid-fire, some Charge Beams, and a Missile here and there should be enough to put all the Space Pirates down AND unlock the doors. Go through the Blue Door. It's blue on your map.

MAP STATION

Scan the Map Station hologram BEFORE stepping into it if you didn't already, then step into it to download the map of Phendrana Drifts. Now go back out.

RESEARCH ENTRANCE

Go straight across the room to the opposite wall. Turn left, go up the ramp, go across the path, and through the next door.

HYDRA LAB ENTRANCE

Kill the two Pulse Bombus and go through the next door.

RESEARCH LAB HYDRA

You'll see a blue force field blocking your path. Turn right and scan the blue icon right there to deactivate it. After you've deactivated the force field, Space Pirates will attack, so be sure to take care of them. There are about five in the room, and make sure the battle music stops. Look around for a ramp and go up it, because there are some more up here.

Once the battle music stops, go to the bottom. There are some Pirate Datas logged into the computer monitors in the alcove, so scan until you have downloaded the following. Or just count.

NEW PIRATE DATA: Phazon Analysis

NEW PIRATE DATA: Mining Status

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/-----\  
|If you have scanned everything that I have listed for you to scan so | |far  
|in the guide, you will have just unlocked Bonus Image Gallery 1 by|  
|downloading 50% of the Log Book Scans. You can view your new Image |  
|Gallery in the Main Menu. |  
\-----/
```

NEW PIRATE DATA: Security Breaches

Head to the top to find some more.

NEW PIRATE DATA: Parasite Larva

NEW PIRATE DATA: Glacial Wastes

After getting FIVE Pirate Data entries, look for a Purple Door on the map that sort of looks like it's on the ceiling. That's because it is. Go the top, manually aim up and shoot it, and then jump up into the next room.

OBSERVATORY ACCESS

Be sure you've taken out THREE turrets before proceeding. Four Missiles on Hard Mode, two on Normal Mode. 12 Missiles total on Hard Mode, six on Normal Mode. Or, you could conserve Missiles and simply use the Charge Beam. Anyway, after defeating all THREE turrets, head through the next door.

OBSERVATORY

Kill all of the Space Pirates in here and a blue icon will appear. Scan it to make a Morph Ball Slot go active. To the left and right of the blue icon, there's a Pirate Data.

NEW PIRATE DATA: Phazon Program

NEW PIRATE DATA: Contact

Now Space Jump up to the Morph Ball Slot and activate it. This will activate another Morph Ball Slot, so Space Jump up to that one and activate it as well. This will activate four Spinners on the very bottom, so go and boost as far as you can in all four. This will make a really cool holographic projection of planets orbiting. There are two planets that will give you new Research entries. They're holographic, remember. These planets will have red icons on them instead of orange.

NEW RESEARCH LOG: Zebes

Planet Zebes. Mass: 4.8 trillion teratons. Profile: Planet's crust is primarily Urthic ore, making it ideal for subterranean construction. A class XIX planet, Zebes is inhospitable to most bioforms. The world was considered unremarkable until it became a base for Space Pirate forces.

NEW RESEARCH LOG: Tallon IV

Planet Tallon IV. Mass: 5.1 trillion teratons. Profile: Ecosystem studies indicate that Tallon IV was a biological paradise prior to the impact of an extraterrestrial object. What remains of the biosphere is slowly fading due to exposure to Phazon radiation. At current rate of decay, Tallon IV will be a barren Class XIII wasteland in approximately 25 years.

After scanning those two planets, jump to the very top. You'll see a gray door and purple door on your map. In between these is some new equipment! Space Jump over and grab it!

NEW BEAM COMBO: Super Missiles

Switch to your Power Beam by pressing Up on the C Stick and then hold down the A Button to charge. When you're completely charged, press the Y Button to use the Super Missiles.

The Super Missile is the Power Charge Combo.

Samus's Notes:

Super Missile is a Single Shot Charge Combo. Each shot costs 5 Missiles.

Super Missiles can destroy objects made of Cordite.

/-----\
|VIII-13: Getting the Thermal Visor|
\-----/

Remove the Missile Shield on the door that has one and go through.

SAVE STATION D

Save your game (scan the Save Station hologram if you haven't yet also), then head back into the Observatory.

OBSERVATORY

Ignoring the Space Pirates, jump to the other side and go through the purple door.

WEST TOWER ENTRANCE

Destroy the Scatter Bombu and the two Crystallites and remove the Missile Shield on the next door, then go through.

WEST TOWER

Scan the blue icon to make the transport active, then step into the hologram. Now go through the door once the transport stops.

CONTROL TOWER

Use Charged Wave Beam to take out the Space Pirates, then use Super Missiles to down the five Flying Pirates. Go through the door you haven't been through yet.

EAST TOWER

Scan the blue icon to make the transport active, then step into the hologram. Now go through the door once the transport stops.

AETHER LAB ENTRYWAY

Kill the Scatter Bombus and go through the next door.

RESEARCH LAB AETHER

Scan the creature in the tank after the cut-scene.

NEW CREATURE LOG: Metroid

Energy-based parasitic predator. The dominant species of planet SR388, Metroids can suck the life force out of living things. A Metroid will latch onto its prey and drain energy, growing larger as it does. The only way to shake an attached Metroid is to enter Morph Ball Mode and lay a Bomb.

If the Metroid didn't already break out of its tank, shoot the stasis tank with a Missile to destroy it. To kill the Metroid, charge the Power or Wave Beam up and then fire. Do this until it dies. As its Creature Log says, if it attaches to you, quickly morph and lay a bomb as soon as you can. After you've killed it, kill the Space Pirate that comes and scan the nearby monitors for two more Pirate Data entries.

NEW PIRATE DATA: Meta Ridley

NEW PIRATE DATA: Metroid Studies

Jump to the next area and scan the monitor for another Pirate Data.

NEW PIRATE DATA: Phazon Infusion

Jump all the way to the bottom and kill all the enemies. The last two Pirate Datas in Phendrana Drifts are located in an alcove directly across from a purple door on the floor. Scan the monitors for two more Pirate Datas.

NEW PIRATE DATA: Metroid Forces

NEW PIRATE DATA: Metroid Morphology

Look around on the bottom floor for a stasis tank with an Energy Tank in it. Go ahead and break the stasis tank with a Missile and collect another Energy Tank.

Energy Tanks: 6/14

Missile Expansions: 15/49

Power Bomb Expansions: 0/4

Now head up the walkway, killing Pirates as you go, until you reach a point where you have to jump across. You should notice a little catwalk below the platform you have to jump to. Jump to the catwalk and morph. Now SLOWLY roll across the catwalk. This is the narrowest catwalk in the game, by the way. At the end of it is a well-earned Missile Expansion.

Energy Tanks: 6/14

Missile Expansions: 16/49

Power Bomb Expansions: 0/4

Now go through the purple door on the floor.

RESEARCH CORE ACCESS

There's a Beetle crawling around, but it looks like it has an ice spike on top of it. Well, this is actually a new creature, so be sure to scan it for a new Creature entry.

NEW CREATURE LOG: Ice Beetle

Burrowing insect with an ice-reinforced carapace. Averse to heat. This member of the Beetle family has adapted to life in the subzero temperatures in the Phendrana Drifts, growing a thick ice shell over its entire body. The ice is extremely resilient, providing the Ice Beetle with extra protection and augmented digging abilities.

If you want to defeat it, kill it in the same way you kill normal Beetles. They dig underground more, by the way, probably to intimidate you with their augmented digging abilities. Just kidding. Anyway, go through the next door.

RESEARCH CORE

Kill the Space Pirates and Flying Pirates. Now head right from the door you came in from. Once you reach the computer monitors, scan the one with the red icon to deactivate the first of three force fields protecting...something. Anyway, jump down or head down the ramps until you find another level of walkway with some more computer monitors. Again, scan the one with the red icon to deactivate the second of third monitors. Now jump all the way down and scan the red icon to deactivate the final force field. Jump up and collect your new equipment! There are some turrets on the bottom, by the way.

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NEW VISOR: Thermal Visor

-
The Thermal Visor allows you to see in the infrared spectrum. Hot objects are bright in the visor, while colder ones are dim.

Press Down on the Control Pad to select the Thermal Visor.

Samus's Notes:

The Thermal Visor will show the weak points of certain foes.

Use the Thermal Visor to see in total darkness and poor weather conditions.

Brightly lit areas, explosions, and intense heat can impair the Thermal Visor.

Enemies with temperatures close to their surroundings will be tough to spot with the Thermal Visor.

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/-----\
|VIII-14: Getting the Spider Ball|
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Okay, now all of the lights in the room are going to go out. Switch to your Thermal Visor and kill all the enemies that come in the room. Now walk back up using the walkway, killing the Metroids as they come. To the right of the door at the top of the room there is a strange symbol. If you scan it, you will see that it is a Power Conduit, although that doesn't go into your Log Book. Shoot it with the Wave Beam to supply power to the door, then go through.

RESEARCH CORE ACCESS

Scan the thing in front of you for a new Creature entry.

NEW CREATURE LOG: Sentry Drone

Well-armed and armored security mecha. Sentry Drones have limited intelligence, but do their assigned tasks well. Being machines, they are susceptible to electrical attacks. When alerted, Drones initiate a security lockdown, then attempt to neutralize the intruder. Their electronic warfare suit can scramble Visor technology as well.

Destroy both of them. Now it's time to head back to the Observatory, Thermal Visor on the whole time.

OBSERVATORY

Go to Save Station D.

SAVE STATION D

Save and scan if you haven't yet, then head out.

OBSERVATORY

Now go back to the Ruined Courtyard.

RUINED COURTYARD

Head to Save Station A.

SAVE STATION A

Save, then head out.

RUINED COURTYARD

Jump over to the door that has no power. Shoot the Cordite above the door with a Super Missile, then turn on the Thermal Visor. Shoot the Power Conduit with your Wave Beam, then go through the now-not-powerless door.

QUARANTINE ACCESS

Kill the two Pulse Bombus and go through the next door.

NORTH QUARANTINE TUNNEL

Morph and roll through, then open the next door. Try not to get hurt too much because of the unkillable-because-of-their-position Pulse Bombus.

QUARANTINE CAVE

Jump down and after the cut-scene, scan the rocks for a new Creature entry.

RED ALERT!

RED ALERT!

RED ALERT!

SCAN THARDUS! THIS IS YOUR ONLY CHANCE! IF YOU DIE, SCAN AGAIN!

RED ALERT!

RED ALERT!

RED ALERT!

Alerts: 11/18

Yellow Alerts: 5/7

Red Alerts: 6/11

NEW CREATURE LOG: Thardus

An animated, sentient creature of stone charged with Phazon radiation. The Phazon radiation given off by Thardus negates auto-targeting systems, preventing lock-on. It may be possible to acquire alternate targets with a different Visor. The chaotic nature of Phazon irradiation leads to instability in its structural integrity. Thardus can encase targets in ice, and its colossal size and strength make it a formidable opponent.

*

BOSS FIGHT #6: Thardus

This battle is fairly easy on Normal Mode, and pretty hard on Hard Mode. To defeat Thardus, switch to your Thermal Visor and lock on. You'll lock on to the weak spot, which is the spot that appears to be hotter. Now, let's deal with Thardus's attacks.

The first attack is simply swiping at you. He only does this if you get very close, so don't worry about this one. The second attack is summoning rocks from the ground and then firing them at you. This attack is helpful on Normal Mode, and can be helpful or annoying on Hard Mode. Shoot the rocks for some pickups. If you don't, you're going to take a lot of damage.

The third attack is pounding the ground and nearly instantly making a quick trail of ice spikes that will freeze you if you don't avoid it. Tap B to break free of the ice. If you're in Morph Ball Mode, lay bombs to break free. To avoid this attack, recognize how he lifts his arms, and either dash or Space Jump out of the way. The fourth attack is rolling up in a ball and rolling towards you. Recognize how he lifts his arms and morph, quickly. Now use the Boost Ball to get out of the way.

Here's how to defeat Thardus. First off, don't attack him while he's rolling. It's nearly futile. Lock on and fire charged Wave Beam shots, with the Thermal Visor, remember. When rocks come, stop shooting him and shoot the rocks, especially on Hard Mode. Once the Thermal Visor has been overloaded, switch to your Combat Visor by pressing up on the Control Pad.

The vulnerable point is now exposed to the naked eye, so lock on and shoot until it is destroyed. Now switch back to the Thermal Visor and wait for another weak spot to appear. After destroying three of the body parts, Thardus will make the arena brighter, making him harder to see with standard vision. Hurt him three more times and he'll make it darker, making him easier to see. Hurt him one more time and Thardus is dead!

*

Collect the Ultra Energies and Missile Ammunitions and then get your new equipment! It's the Spider Ball!

-
NEW MORPH BALL EQUIPMENT: Spider Ball

-
The Spider Ball allows you to move the Morph Ball along magnetic rails.

Press and hold the R Button to activate the Spider Ball ability.

Samus's Notes:

Follow the magnetic rails to explore new areas.

The Morph Ball Bomb can be used to trigger a Bomb Jump while attached to a rail.

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|VIII-15: Getting the Artifact of Nature|
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Scan one of the magnetic tracks in here for a new Research entry. You could've scanned before, but it's only a new Research entry after you acquire the Spider Ball, just as a Grapple Point is only a new Research entry after you acquire the Grapple Beam.

NEW RESEARCH LOG: Spider Ball Track

Magnetic rail system track. In the Morph Ball Mode, press and hold the R Button when close to this type of surface. Use the Control Stick to move the Ball around the track. Release the R Button to disengage from the surface. CAUTION: A Morph Ball Bomb will briefly disengage the Ball from the track.

Attach to the track that's on the ground that doesn't take you back to the door you came in from. Move left until you can drop onto a ledge. Do so, then go through this door.

SOUTH QUARANTINE TUNNEL

Roll through and go through the next door.

TRANSPORT TO MAGMOOR CAVERNS SOUTH

Scan the blue icon to activate the transport, and then step into the hologram in the middle of the elevator to be taken to the Magmoor

Caverns, which is where you want to go.

TRANSPORT TO PHENDRANA DRIFTS SOUTH

The door with the Missile Shield on it leads to a Save Station.

SAVE STATION MAGMOOR B

Save if you want to, scan the Save Station hologram if you haven't yet, then walk back out.

TRANSPORT TO PHENDRANA DRIFTS SOUTH

Go through the other door.

TRANSPORT TUNNEL C

Look out for the flames and head through the next door.

MAGMOOR WORKSTATION

Kill the three Flying Pirates and then jump all the way down. Now switch to your Thermal Visor and look around here for three Power Conduits. Activate them with the Wave Beam and a new Morph Ball path will be opened. Roll in there. Now look around for a tunnel where the lava has been cooled and the door opened. Now de-morph and scan the orange monitor thing in here to cool another tunnel and raise another door. Morph and exit here. The tunnel you want is the second one on your right, the first being the entrance tunnel. Roll down here, de-morph, scan the orange monitor thing, roll back out, roll in the tunnel on your left, and get your reward, an Energy Tank!

Energy Tanks: 7/14

Missile Expansions: 16/49

Power Bomb Expansions: 0/4

Get out of this underground place and in front of you you'll see some steps that have lights on them. Face away from the steps and you should be able to make out a faint purple light within a small alcove. Head towards the purple light, then turn right and jump up the rock steps. Go through the blue door at the top to continue.

SOUTH CORE TUNNEL

There's a new Creature, so scan it for a new Creature entry.

NEW CREATURE LOG: Puddle Spore

Sentient floating lava mollusk protected by an impenetrable shell. A Puddle Spore opens when approached, attempting to intimidate with its size. When opened, direct fire to its mantle causes it to flip into a defensive position. If it can slam shut, it ejects a spread of harmful energy globules.

Lock on and wait for it to open. Once it opens, fire a shot with the Power Beam or the Wave Beam, it doesn't matter which. It will flip over, creating a temporary platform. Well, use it! Now go through the next door.

GEOHERMAL CORE

This is the room where you get the Plasma Beam, but you can't yet, so just use the Puddle Spores to get to the blue door on the opposite side.

NORTH CORE TUNNEL

Scan the Stalacite above the Magmoor if you haven't yet, then lock on and fire a Missile at it to fell it and crush the Magmoor. Jump on the Stalactite that you just fell and jump to the next door and go through.

TWIN FIRES

Shoot the Stalactite to your right with a Missile to fell it as well. I love that word in that situation. Jump onto it and kill all the Magmoors and Puffers that you can see. Wait for the fatal gas from the Puffers to clear, then jump to the platforms on the right wall. Fell another Stalactite and jump onto it, killing any enemies within your range of vision. Jump to the boxes and flames coming out of the wall. Morph and roll under the two flames.

Now, crush the Magmoor with another felled Stalactite. :) Go through the next door, avoiding the flames as you go.

TWIN FIRES TUNNEL

Morph and roll in the small thing on your left. Use the Spider Ball Track to cross the tunnel and then go through the next door.

LAVA LAKE

Shoot the pillar in the middle of this room with some Missiles or a Super Missile to destroy it and reveal another Chozo Artifact! Jump over there and grab it from a different platform!

-
NEW ARTIFACT ACQUIRED: Nature

-
Artifact acquired. This is the Artifact of Nature.

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|VIII-16: Getting the Wavebuster|
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Go back to the Transport to Phendrana Drifts North.

TRANSPORT TO PHENDRANA DRIFTS NORTH

Go to the Phendrana Drifts.

TRANSPORT TO MAGMOOR CAVERNS WEST

Go to the Phendrana Shorelines.

PHENDRANA SHORELINES

Go to the door that leads to the Temple Entryway. Face away from it and head a little to the right. Look at the wall to see a Cordite statue. Destroy it with a Super Missile and then scan where it used to be. Something behind the wall seems to have been activated! Well, now you have access to a Spider Ball Track in the nearby tower, so roll up and collect your Missile Expansion!

Energy Tanks: 7/14
Missile Expansions: 17/49
Power Bomb Expansions: 0/4

Now go to Ice Ruins East.

ICE RUINS EAST

Face away from the door that goes to Ice Ruins Access and head straight ahead. Turn right after walking past one building and jump up the steps here. Now follow this path to the left. After jumping across the bridge that is broken, walk through the little opening and turn to the left. In the pillar to your left is...a Spider Ball Attachment Mechanism, otherwise known as a Spider Ball Track! Roll to the Missile Expansion at the end of the track.

Energy Tanks: 7/14
Missile Expansions: 18/49
Power Bomb Expansions: 0/4

Now go to Research Lab Hydra.

RESEARCH LAB HYDRA

Kill any enemies and then go to the top floor. Shoot the Cordite pillar with a Super Missile and collect your Missile Expansion.

Energy Tanks: 7/14
Missile Expansions: 19/49
Power Bomb Expansions: 0/4

Go to the Main Plaza in the Chozo Ruins now.

MAIN PLAZA

Get to the platform on top of the door that goes to the Ruined Shrine Access. On the tree in front of you, there should be a spot where your Beam Weapons bounce straight off, as do Missiles. Shoot this spot with a Super Missile to reveal a Missile Expansion, then Space Jump over to collect it!

Energy Tanks: 7/14
Missile Expansions: 20/49
Power Bomb Expansions: 0/4

Now go to the Ruined Fountain.

RUINED FOUNTAIN

Roll into the ruined fountain itself and wait for it to spew water. It'll spew you right up to a Spider Ball Track, so roll to the end to find a Missile Expansion behind an indestructible metal gate.

Energy Tanks: 7/14
Missile Expansions: 21/49
Power Bomb Expansions: 0/4

Now head to the Dynamo.

DYNAMO

Look around for a Spider Ball Track. Roll up it, and at the end you'll find a Missile Expansion!

Energy Tanks: 7/14
Missile Expansions: 22/49
Power Bomb Expansions: 0/4

Now go to the Ruined Shrine.

RUINED SHRINE

Jump up to the half-pipe and morph. Boost up to the side that doesn't have a Missile Expansion in a tunnel. Roll through this tunnel until you reach a Spider Ball Track. Attach to it and roll along it until it ends. Drop off it and open the purple door, then go through.

TOWER OF LIGHT ACCESS

Go through the door a little ways ahead from the door that leads to the Ruined Shrine.

TOWER OF LIGHT

Before attempting this feat, keep in mind that you need at least a 40-Missile capacity with at least 36 Missiles available right now to get this on Normal Mode, and at least a 60-Missile capacity with 60 Missiles available right now on Hard Mode. Okay. Jump onto the platform ahead of you. Jump up platforms until you jump to a platform in the middle of the room.

Now scan one of the cracked pillars around you. There are four. They are weak in structure and made of Brinstone. Destroy the pillars. Four Missiles each on Normal Mode, a Super Missile on Hard Mode. Now, some new creatures that look like Puffers are going to come out once you destroy the pillars, so be sure to scan them for a new Creature entry.

NEW CREATURE LOG: Plated Puffer

Mutated Puffer with reinforced epidermis. Phazon exposure has created a mutant strain of Puffers on Tallon IV. They have developed plated skin, making them harder to burst. Concussive weapons can still do the job, however. The gas within the Plated Puffer is just as deadly as that within their "cousins."

Jump up to the next platform in the middle before they can seriously harm you. In other words, ignore them. Look around on the second set of cracked pillars for a new Creature, then scan it for another Log Book entry.

NEW CREATURE LOG: Oculus

Wall-crawler that generates electric pulses. The Oculus exposes its

single eye when active. The electrical field that covers it is enough to deter most predators. If the Oculus detects anything capable of presenting a real threat, it retracts into its impermeable shell.

Don't shoot these guys. Again, destroy the cracked pillars. Four Missiles to each on Normal Mode, one Super Missile to each on Hard Mode. Jump up again, avoiding the Plated Puffers again, and shoot these pillars with Missiles/Super Missiles. By the way, if a Missile or Super Missile is deflected by an Oculus crawling around, that's okay. If you got all the Missile Expansions I told you to, you'll have more than 100 if you're full.

Destroy three sets of cracked pillars and then jump up to the highest platform for another Beam Combo!

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NEW BEAM COMBO: Wavebuster

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This powerful attack uses Missiles while active! Using the Wave Beam, press and hold the A Button to charge, then press the Y Button to fire. Hold the A Button for continuous fire.

The Wavebuster is the Wave Charge Combo. This potent blast auto-seeks targets in the area.

Samus's Notes:

The Wavebuster is a Sustained Fire Charge Combo. It costs 10 Missiles to activate, then 5 Missiles per second afterward.

The Wavebuster will seek enemies without a lock-on.

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|VIII-17: Getting the Artifact of Wild|
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Go to Save Station 1.

SAVE STATION 1

Save your game if you want to. Scan the Save Station hologram for a new Research entry into your Log Book if you haven't yet. Now go to the Sun Tower. You can't reach it by the Sunchamber, so you'll have to take the long way around.

SUN TOWER

Kill the War Wasps and then destroy the four Hives with Missiles. Cordite statues are on the left and right walls, so destroy them with Super Missiles and scan the runic symbols behind them. The other two runic symbols are on two of the four pillars in the room. Make sure to look on all sides of all pillars. After scanning all four runic symbols, blow up the crate near the Spider Ball Track for an Ultra Energy, then attach to the Spider Ball Track after morphing.

Roll up until the Spider Ball Track stops. Wait for the space to clear

(Oculuses are crawling around) and Bomb Jump up to the next section of Spider Ball Track. Go up on this section a little bit, wait for space, Bomb Jump. Go up a little bit, wait, Bomb Jump. Go up. Wait. As soon as there's space, move forwards a bit more and Bomb Jump. Now roll on this last section of Spider Ball Track up to the door, now go through.

SUN TOWER ACCESS

Ignoring the creature that just disappeared, continue walking and go through the next door.

SUNCHAMBER

Once the creatures are done coming out of where Flaaghra used to be, scan one for a new Creature entry.

NEW CREATURE LOG: Chozo Ghost

Spectral entity. Bioelectric field invulnerable to natural charges. As these entities phase in and out of existence, the only way to track them accurately is with X-ray scanning. This partially phased nature makes them invulnerable to natural energy types, such as fire, ice, and electricity. Their aggressive and erratic behavior is most likely due to the corrupting effects of Phazon in the Tallon IV environment. They appear to be drawn to Chozo religious sites, where they wreak havoc upon anything that dares enter the area.

*

BOSS FIGHT #7: Chozo Ghosts

There are three of these punks. As their Creature log mentions, you can't see them with normal sighting, and Thermal Imaging doesn't help. You need the X-Ray Visor to see them the whole time, but you don't have it. So you'll have to make do without it. Their Creature log also mentions they are invulnerable to fire, ice, and electricity. Switch to your Power Beam and charge it up. Wait for one to appear and fire a Super Missile at it. Continue firing Super Missiles until all three are dead. Oh, and try not to stand still too much, and stand with your back to a wall if you can, so the Chozo Ghosts can't sneak up behind you.

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Now Space Jump to the middle and get the Chozo Artifact!

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NEW ARTIFACT ACQUIRED: Wild

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Artifact acquired. This is the Artifact of Wild.

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|VIII-18: Getting the Ice Beam|
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Go to the Furnace, stopping by at Save Station 2 along the way if you want.

FURNACE

Use the Spider Ball Track to get into the upper portion of the tunnel. Now, roll out a little. Touch that first separated block and then move back. It disappeared! Charge up the Boost Ball until it comes back, then release and lay a Morph Ball Bomb when you're on the fourth block. If done correctly, you'll just barely bounce up before you fall. Now roll right and through the next hole.

Turn right and scan one of the creatures crawling around on the Spider Ball Track for a new Creature entry.

NEW CREATURE LOG: Plated Parasite

Hardy member of the Parasite family. Invulnerable to most known weapons. A cousin to the Parasite, these creatures are known for their amazing resilience. Field studies suggest a weakness to Morph Ball-delivered weapon systems.

You'll use that Spider Ball Track later. Jump down and kill the Beetles. Turn left and walk forwards until you see some strange symbols. Scan them for a new Chozo Lore entry.

NEW CHOZO LORE: Cradle

Morph and roll into the tunnel that is below the peculiar symbols.

CROSSWAY ACCESS WEST

Roll through the long tunnel and go through the purple door at the end.

CROSSWAY

Fall into the half-pipe and boost up to the other side. On the left wall are three weird symbols-container things, so be sure to scan all of them.

NEW CHOZO LORE: Infestation

NEW CHOZO LORE: Worm

NEW CHOZO LORE: Hatchling's Shell

Now, face those symbols and turn right. You should see a Cordite statue, so shoot it with a Super Missile and then scan where it used to be. This will flip over a Spider Ball Track so that you can attach to it. Boost up to this Spider Ball Track. Roll over to the Morph Ball Slot. Bomb Jump up to it. Now activate it. This will flip another Spider Ball Track. Get on this one, roll over to just below the Morph Ball Slot, Bomb Jump up into it, activate it with a bomb. This will lower a piston, so roll onto the piston before time runs out! This will raise you up, so roll left and collect the Missile Expansion!

Energy Tanks: 7/14

Missile Expansions: 23/49

Power Bomb Expansions: 0/4

Go back to where the Cordite and three Chozo Lores were. Remove the Missile Shield on the nearby door and go through.

ELDER HALL ACCESS

Roll through so as to avoid the Scarabs, then go through the next door.

HALL OF THE ELDERS

Morph and roll into the tunnel on your left. There's a Save Station!
No...wait a minute! Scan the hologram for a new Research entry.

NEW RESEARCH LOG: Missile Station

Step into these stations to fully reload your Missile Launcher.

Do so, then head back out and jump down. Oh, no, another Chozo Ghost!
Defeat it the same way you defeated the other three. Now, the Chozo
statue's hands will start glowing, as if waiting for a gift. Look
behind the statue to see some weird symbols, so scan them for a new
Chozo Lore entry!

NEW CHOZO LORE: Hope

Now morph and Bomb Jump into the statue's hands. As soon as you're in
his hands, hold down R. The statue will throw you and you'll hit a
ramp, causing you to fly up into a Spider Ball Track. Roll to the end
and activate the Morph Ball Slot here.

This will make three circular Morph Ball Slots activate and each turn a
different color. One's purple, one's white, one's red. You can't do
anything with the white and red ones right now, but that purple one
just might be able to help you. Go back to the Missile Station tunnel.
Turn right and jump up to land on another platform. Shoot the circular
purple slot with your Wave Beam and the color will go away, revealing a
Morph Ball Slot. Activate it to open a new path. Get thrown from the
statue again and you'll go up to a new tunnel.

Roll through. De-morph and scan the blue icon to deactivate the safety
shield. Now you can get up here without doing all that Wave Beam stuff.
Go through the door to your left.

REFLECTING POOL ACCESS

Nothing significant in here, so just go through, walk or roll, your
decision, and head through the next door.

REFLECTING POOL

Morph and roll into the water. Morph Ball Bomb the drain in the middle
bottom of the pool. Wait until it has completely drained, then start
boosting. This is a half-pipe, by the way. If a Stone Toad swallows
you, bomb it so as not to get hurt and to get a supply. Once you've
boosted to the higher part, go through the door on the left. If you're
not on the left, carefully Space Jump to the other side.

ANTECHAMBER

Get the equipment in the middle of the room!

-

NEW ARM CANNON WEAPON: Ice Beam

-
The Ice Beam can freeze enemies solid. Hits from the Ice Beam may also slow foes down.

Press Down on the C Stick to select the Ice Beam as your active weapon.

Samus's Notes:

Use the Ice Beam to open White Doors.

The Ice Beam is quite effective against fire-based creatures.

Charge the Ice Beam to increase the time an enemy will stay frozen when hit.

Some frozen enemies can be shattered by Missile hits.

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|VIII-19: Getting the Gravity Suit|
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Exit this room.

REFLECTING POOL

Jump over to the other side, remove the Missile Shield, and go through the door.

SAVE STATION 3

Save your game by walking into the Save Station hologram if you want to, scan the Save Station hologram for a new Research Log Book entry if you haven't yet, and then exit through the same door you came through.

REFLECTING POOL

Go back to the Hall of the Elders.

HALL OF THE ELDERS

Jump down and kill the three Chozo Ghosts with some Super Missiles. After all three are dead, jump up. Morph and roll through the tunnel that leads to the Missile Station. Refill your Missiles, then roll back out. Jump over to the circular slots that have different colors on them. Shoot the white one with your Ice Beam and then activate the Morph Ball Slot to open a new path. Have the Chozo statue throw you again and he'll toss you into a small room containing only an Energy Tank!

Energy Tanks: 8/14

Missile Expansions: 23/49

Power Bomb Expansions: 0/4

Now use the small tunnel to get spouted back up into the Hall of the Elders. Now go back to Save Station 3, which is connected to the Reflecting Pool.

SAVE STATION 3

Save if you want, scan if you haven't, then morph and Bomb Jump into the small tunnel in this room. Roll through. Now go through this door to continue.

TRANSPORT TO TALLON OVERWORLD EAST

Scan the nearby blue icon to activate the transport, and then step into the hologram to be taken to the Tallon Overworld.

TRANSPORT TO CHOZO RUINS EAST

Go through the white door that you're facing.

TRANSPORT TUNNEL C

Shoot the Geemers with Missiles if you want them dead, then morph and roll under the branch obstructions. De-morph and go through the door.

OVERGROWN CAVERN

Shoot the Venom Weeds, morph, and roll under the branches here to collect a Missile Expansion.

Energy Tanks: 8/14

Missile Expansions: 24/49

Power Bomb Expansions: 0/4

De-morph once you're through the branch obstructions, shoot the remaining Venom Weeds, morph again and roll under, de-morph and go through the white door.

FRIGATE CRASH SITE

Follow the left wall. When you see the Flying Pirates, nail them with a shot from the Ice Beam, then fire a Missile to shatter them. Once they're dead, head to the Landing Site.

LANDING SITE

Save your game in your gunship if you want to. Now go to the transport to Magmoor Caverns East.

TRANSPORT TO MAGMOOR CAVERNS EAST

Step into the hologram to be taken to the Magmoor Caverns.

TRANSPORT TO TALLON OVERWORLD WEST

Go to the transport to Phendrana Drifts South.

TRANSPORT TO PHENDRANA DRIFTS SOUTH

Step into the hologram to be taken to the Phendrana Drifts.

TRANSPORT TO MAGMOOR CAVERNS SOUTH

A lot of transports, huh? Turn around to see a Spider Ball Track. Morph

and attach to it. Roll up all the way and de-morph, now go through this white door.

TRANSPORT ACCESS

Kill the Pulse Bombu with the Wave Beam and head through the purple door.

FROZEN PIKE

Submerge yourself in the water at the bottom of this room. Look around for a new creature. Scan it to add it to your Log Book data.

NEW CREATURE LOG: Jelzap

Aquatic predator made of electrically bound skeletal halves. The Jelzap's brain is located in the upper half of its body, while the heart and digestive tract occupy the lower half. Linked only by electrical impulses, the two halves somehow function effectively enough to launch the Jelzap to the top of Tallon IV's aquatic food chain.

To kill it, switch to the Ice Beam and wait for it to open up. Shoot it with a charged Ice Beam blast to freeze it. Then manually aim at one of the halves and destroy it with a Missile. After dispatching or ignoring the Jelzap, face towards the door you entered this room from and look around for some steps. Jump up to the surface of the water and jump out. Cross the vines, turn left, jump across the gap to the opening on the other side, jump to the next platform, and jump to the platform with the purple door on it. Go through the purple door.

FROST CAVE ACCESS

Morph and Bomb Jump into the little crevice just above you. Roll all the way to the end, then de-morph. Kill the Ice Beetles and Scarabs blocking your path, then go through the next purple door.

FROST CAVE

Wait a little for a creature with red on top to come up. Scan it for a new Creature entry.

NEW CREATURE LOG: Hunter Metroid

Adolescent Metroid. Energy-siphon tentacles increases its threat level. As Metroids develop, they become more efficient predators. An energy-draining tentacle allows them to attack at a distance. Quick to anger, a Hunter Metroid will charge troublesome prey and attempt to ram them into submission. Cold-based attacks are still quite effective against these creatures.

Switch to the Ice Beam and freeze it with a single shot. If it grabs you with its tentacle, move the Control Stick and push buttons frantically to break free. After freezing it, shatter it with a Missile. Look on the ceiling of this room to see another new creature, so go ahead and scan it.

NEW CREATURE LOG: Glider

Docile, airborne creatures with unusual magnetic properties. Gliders live a relatively peaceful existence. They have a magnetic signature

attuned to Grapple Beam technology; the sport of "glider riding" involves using a Grapple to attach to a Glider, then staying on it as long as possible.

It's unkillable and you don't have the Grapple Beam, so ignore it for now. Shoot down the Stalactite in the distance with a Missile, and scan it BEFORE downing it if you haven't scanned one yet. Now jump down and look for another Stalactite. Fell it and then jump on top of it. Go through the door that isn't the door you came in here through and isn't the door opposite the door you came in here through.

SAVE STATION C

Save your game by walking into the Save Station hologram if you want to, scan the Save Station hologram for a new Research Log Book entry if you haven't yet, and then go back into the Frost Cave.

FROST CAVE

Go to the purple door to the right by using the other Stalactite you felled.

UPPER EDGE TUNNEL

Morph and roll through what may be the longest Morph Ball tunnel in the game. Boost to make the experience shorter. Go through the purple door after de-morphing after the last section of the tunnel to continue.

PHENDRANA'S EDGE

Kill the two Flying Pirates by nailing them with the Ice Beam and then shattering them with a Missile. Jump into the water and use your map to find an underwater door; go through it.

LOWER EDGE TUNNEL

Kill the Bombus with your Wave Beam. Ah, three electrical energy impulses...anyway, roll down the rest of the tunnel until you reach a door, which you should go through.

HUNTER CAVE

Nail the three Stalactites on the ceiling with Missiles to make them fall. Jump into the water and kill all creatures. Climb the platforms on the wall (you'll de-submerge yourself shortly) until you can jump to one of the Stalactites you shot down. Jump to the shot-down Stalactite nearby, and jump on the shot-down Stalactite that fell in the frozen, not the water. Now jump up to the purple door and go through.

LAKE TUNNEL

Dispatch the Bombu and go through the next door.

GRAVITY CHAMBER

Walk underwater until you see moving vines, so scan them for a new Creature entry.

NEW CREATURE LOG: Aqua Reaper

Powerful aquatic tentacle, part of a submerged organism. Similar in nature to the surface-based Reaper Vine, the Aqua Reaper has adapted to a liquid environment. It shares the poor vision of its rock-dwelling "cousin," relying on a crude sonar sense to seek prey. Unhindered by water, the Aqua Reaper has considerable speed and strength.

Lock on and make sure you get ALL the tips of the vines before jumping down. And move fast, because they come back out quick! Now head left, and go up the steps, killing the nearby Jelzap if you wish. Retract the Aqua Reapers and kill the Jelzaps below, then jump down and jump up the steps ahead and run into the icon for some new equipment and a cool cut-scene!

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NEW SUIT: Gravity Suit

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The Gravity Suit eliminates the effects of liquid on movement.

Samus's Notes:

This modification improves your defensive shielding.

The Gravity Suit allows for improved movement in liquid environments, but does not reduce damage delivered when exposed to hazardous fluids.

Visor modifications in the Gravity Suit make it easier to see underwater.

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|VIII-20: Getting the Artifact of Lifegiver|
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Jump out of the water (easy with the Gravity Suit) and go through the purple door you haven't been through yet. By the way, it was previously impossible to jump out of the water, before you acquired the Gravity Suit. In this room specifically, of course.

CHAMBER ACCESS

Die, Sentry Drone! Kill it and go through the next door.

HUNTER CAVE

Run along the path to the right and head through the purple door you haven't been through yet, ignoring or killing the Flying Pirates.

HUNTER CAVE ACCESS

Run through the water, killing the Jelzaps if you want, and go through the next door.

FROZEN PIKE

Kill the Jelzap in front of you, now go up the steps and around the path. Destroy the two Flying Pirates with the Ice Beam and a Missile. Make your way over the branch bridge and turn left once you're across.

Jump across the gap. Now keep jumping from platform to platform, turning around if you don't see one. When you reach an ice wall, morph and roll right, Bomb Jumping when necessary. When you reach the door that leads to Transport Access, go through.

TRANSPORT ACCESS

Go all the way back to the Tower of Light in the Chozo Ruins. You remember, the room where you got the Wavebuster.

TOWER OF LIGHT

Jump into the water. There's a tunnel opposite the door you entered that you need to go through, so do so. When you reach the wall, Space Jump out. Shoot the purple door on the ceiling and go through.

TOWER CHAMBER

In the middle of this room is another Artifact!

-
ARTIFACT ACQUIRED: Lifegiver

-
Artifact acquired. This is the Artifact of Lifegiver.

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|VIII-21: Getting the Power Bomb|
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Now go to the Watery Hall.

WATERY HALL

Face away from the runic symbol that is below where all the Eyons are. Morph and roll into the water, straight ahead. Continue rolling straight forwards until you hit the wall. De-morph. Now Space Jump out of the water to see a Missile Expansion right in front of you! You couldn't get this previously because you need the Gravity Suit.

Energy Tanks: 8/14
Missile Expansions: 25/49
Power Bomb Expansions: 0/4

Now go back to the Frigate Crash Site at the Tallon Overworld.

FRIGATE CRASH SITE

Get here through the Waterfall Cavern, remember. Kill the Beetles and the two Flying Pirates, then jump into the water. Go over to the left wall underwater and walk along it, looking at it until you see a little alcove with a Missile Expansion. Jump to the branches on your right and then Space Jump from these branches over to your Missile Expansion!

Energy Tanks: 8/14
Missile Expansions: 26/49
Power Bomb Expansions: 0/4

Now continue following the left wall. Once you reach some steps that have lichen (scan them) on them, jump onto the first one, jump onto the second one, turn right, and jump up here. Now go into the little cut-out cave thing on your left and look for a Morph Ball hole in the right wall. Once you see it, morph and roll through. De-morph and go towards the nearest white door. Look to your map for help. Destroy the crates blocking access, collect any pickups they left behind, then go in.

FRIGATE ACCESS TUNNEL

The tunnel is dark, so you may think there's some creature, lurking in the darkness. Nope. Roll through if you want the extra light emitted from the Morph Ball. When you reach the next door, go through.

MAIN VENTILATION SHAFT SECTION C

Jump to the bottom and morph. Roll through the tunnel. It'll decrease in size after a bit, but we're already morphed! When you reach the next door, de-morph and go through.

MAIN VENTILATION SHAFT SECTION B

Take care of the Auto Turrets. Now switch to the Thermal Visor and look around for a Power Conduit. Shoot it with the Wave Beam to give power to the door, now shoot it and go through.

MAIN VENTILATION SHAFT SECTION A

Ah, another swarm of new creatures, so be sure to scan them.

NEW CREATURE LOG: Tallon Crab

Crustacean native of Tallon IV. Hard-shelled swarm life-form. Once harvested for food, exposure to Phazon has seen this practice diminish. Creatures are timid and harmless alone, but can be a problem when traveling in swarms.

If you want to kill them, go ahead. You can also ignore them. Anyway, go through the door at the end of the tunnel. I can't see why this all isn't already on your map! You explored all this before! Most of it, anyway.

REACTOR CORE

Jump down. They may appear to be Flying Pirates, but they're underwater, and they're new, so go ahead and scan one.

NEW CREATURE LOG: Aqua Pirate

Space Pirates with exoskeletons modified for underwater use. Using modified thruster-packs and Gravity Suit technology, the Space Pirates have armorsuits for use in liquid environments. Thermal tracking is still very useful against these units, as the Pirate engineers have yet to eliminate the thruster-pack's high heat signature.

One shot from the Ice Beam and shattering the ice with a Missile is enough to dispatch them. There are two. After killing them, jump all the way to the bottom of the room and switch to the Thermal Visor. We are looking for four Power Conduits. The first one is on the wall near

the blue door that you haven't gone through yet. Now head to the wall across from this one for the second one. Remember to use the Wave Beam to activate the Power Conduits, and be sure heat lines appear.

The third one...you need to continue along the path that you followed last time to get to the wall on the opposite side of the first Power Conduit. The fourth one is higher up, so use the debris that is extremely conveniently stacked up. Look around until you spot it, then shoot it with the Wave Beam. Now go through the door that you just supplied power to.

REACTOR ACCESS

Go through the door on your right.

SAVESTATION

Save your game if you want to, scan the Save Station hologram if you haven't yet, then head out.

REACTOR ACCESS

There are two Power Conduits on either side of the door that you haven't been through yet, so find them and activate them with electricity, then go through the door.

CARGO FREIGHT LIFT TO DECK GAMMA

Walk straight forwards until you see a weird glass wall. Look behind it to see an Energy Tank! Destroy the wall with a Missile and get your Energy Tank!

Energy Tanks: 9/14

Missile Expansions: 26/49

Power Bomb Expansions: 0/4

Now switch to your Thermal Visor and head out of the little alcove where the Energy Tank was. Look for a Power Conduit on the wall that had the glass section that you just demolished. Shoot it with the Wave Beam. Now jump on top of the alcove where you got the Energy Tank. Now jump up the debris, left and right. There are two Aqua Reapers, so keep an eye out for them. If you're stuck, turn around, and I'll bet you you'll see a piece of debris behind you. On the way up, keep an eye out for two more Power Conduits. Now go through the power-supplied door.

DECK BETA TRANSIT HALL

Head through the next door.

BIOHAZARD CONTAINMENT

Destroy the two turrets and look around for two Power Conduits after switching to your Thermal Visor. One is on a certain side of a pillar near your entrance point. The other you can find by following the outside wall until you see it. To get to the final Power Conduit, first jump into the water. Now scan one of the drones in here for a new Creature entry.

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Be sure to scan an Aqua Drone! They disappear later!

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Alerts: 12/18

Yellow Alerts: 6/7

Red Alerts: 6/11

NEW CREATURE LOG: Aqua Drone

Security mecha adapted for underwater areas. The Space Pirates have adapted a number of Sentry Drones for use in liquid environments. These Aqua Drones utilize an arsenal and artificial intelligence suit similar to their "cousins." The Pirates have been unable to properly shield these Drones from electrical attacks, making them vulnerable to the Wave Beam.

Destroy them with the Wave Beam, then! Now switch to the Scan Visor and look around for a door made of Cordite. Switch back to the Combat Visor and shoot the Cordite door with a Super Missile, then collect your Missile Expansion!

Energy Tanks: 9/14

Missile Expansions: 27/49

Power Bomb Expansions: 0/4

Now use the Thermal Visor to find the last Power Conduit. Once you've found it, go through the door that you just supplied power to.

DECK BETA SECURITY HALL

Shoot the Aqua Reapers as you make your way through, then head through the door once you reach it.

BIOTECH RESEARCH AREA 1

Kill the three Aqua Pirates in this room, and then switch to the Thermal Visor. There are three Power Conduits in this room. They're REALLY EASY to find, so go ahead and do it yourself. Once all three have been shot with the Wave Beam, go through the door that you just supplied power to.

DECK BETA CONDUIT HALL

Try not to confuse this hall with Deck Beta Security Hall. Shoot the Aqua Reapers as you make your way through, then head through the door at the end.

CONNECTION ELEVATOR TO DECK BETA

Wait for a big explosion, then jump down and scan one of the blue things that look like Sap Sacs for a new Creature entry.

NEW CREATURE LOG: Aqua Sac

Will burst when subjected to impact or trauma. Believed to be in the same family as the Sap Sac, this plant has similar features. It will burst when exposed to force. This protective response keeps most

creatures from feeding on it.

Now go through the next door. No Power Conduits! Hip, hip, hooray!

HYDRO ACCESS TUNNEL

Morph and roll into the small tunnel to reach the mini-maze. Go over to where the bubbles are moving up. Bomb Jump here and the bubbles will help you get to your next destination. Once you reach more bubbles moving up, roll to the right side of this and Bomb Jump. You'll see that it keeps going up.

To get as high as you need to go, you need to Bomb Jump. Just before the peak of your jump, lay another bomb. If done correctly, you'll Bomb Jump again. At this point, you should see the Energy Tank. Do it again to get it!

Energy Tanks: 10/14

Missile Expansions: 27/49

Power Bomb Expansions: 0/4

Now fall back down and continue Bomb Jumping and moving right as necessary until you reach a door. De-morph and open it and continue.

GREAT TREE HALL

Follow the wall on your left until you reach a pillar, which you should go around. Now jump up the steps and out of this water. In front of you is a door. It's white, so open it and head in.

TRANSPORT TUNNEL E

Walk across the bridge in the middle of the room and kill all the Seedlings that hinder your progress. Now go through the door at the end of the tunnel.

TRANSPORT TO PHAZON MINES EAST

Scan the blue icon to activate the elevator, and then step into the hologram to be taken to a new area, the Phazon Mines.

TRANSPORT TO TALLON OVERWORLD SOUTH

Switch to the Wave Beam and go through the purple door.

QUARRY ACCESS

Get through this small room and go through the next door.

MAIN QUARRY

Go down the steps and keep an eye out to the left for some nasty turrets. These are actually a different kind of turret, identifiable in which they shoot white bullets instead of orange ones, so scan one for a new Creature entry, the first Creature entry listed in the Log Book. That's Mega Turrets comes first in the Creature section of the Log Book.

NEW CREATURE LOG: Mega Turret

Perimeter defense turret reinforced with energy shielding. Frustrated with interior armor plating on standard defense turrets, the Space Pirates added energy shielding to a modified heavy Cannon. The new shielding and increased Beam strength makes the Mega Turret an efficient point defense weapon.

Increased efficiency? Ha! Take care of them with three or four Missiles on Normal Mode, and a Super Missile on Hard Mode, for it's either a Super Missile or six regular Missiles. Directly (maybe not DIRECTLY directly) opposite the Mega Turrets is a pathway, with a few Space Pirates along the way. Dispatch them by freezing them with an Ice Beam shot and then a simple shatter with a Missile.

When you reach a big structure, go across the bridges and get on the other side. It's a rocky ledge. Jump on top of the rock and then on top of the structure.

Now switch to the Thermal Visor and look around for a Power Conduit. Once you find it, shoot it with the Wave Beam to activate a control console. Go over and scan this and this will make some crane controls active.

This will turn a crane with a Spider Ball Track and Grapple Point on it towards a Missile Expansion. Look around on the pillar nearby for a Spider Ball Track. Attach onto this and roll to the end of it. Now release and you'll fall onto the top of the end of the crane. Bomb Jump into the little alcove with the Missile Expansion inside!

Energy Tanks: 10/14

Missile Expansions: 28/49

Power Bomb Expansions: 0/4

Jump down and go back to where the Mega Turrets were. Look around for two blue icons. One is a secondary control for a force field blocking access, another is primary. You need to scan both to gain access. However, don't go through it yet. Use your map to find a purple door that you haven't been through yet. Go near it to find a Spider Ball Track. Roll up it and go through the purple door.

SAVE STATION MINES A

Scan the blue icon to gain access to the Save Station. Save if you want to, scan if you haven't yet, then head back out into the Main Quarry.

MAIN QUARRY

Go to the white door you gained access to earlier, and now go through.

SECURITY ACCESS A

Kill the two Mega Turrets here, blow up the crates for some supplies, and go through the next door.

MINE SECURITY STATION

Destroy the three Shadow Pirates. With Thermal Imaging, remember. One charged Ice Beam and a shattering Missile. Walk by the force field blocking a Plasma Beam door. Turn left. Now turn right into a small tunnel and follow it to a ramp. Go up this ramp and turn right twice at the end. Walk until a cut-scene plays, then scan the new creature.

NEW CREATURE LOG: Wave Trooper

Space Pirate armed with Wave Beam technology. Space Pirates have reverse-engineered several of your weapons, including the Wave Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.

You have to use the Wave Beam if you want to even damage them. I don't think Missiles work, either. If you have a bunch of Missiles on hand, it's okay to use the Wavebuster for some of them. There are a total of three. Once you've killed them, go around the corner and go through the purple door on the ceiling.

SECURITY ACCESS B

Switch to the Thermal Visor and shoot away some of the obstructions. Be ready to face two Shadow Pirates. Remember, one charged Ice Beam and then a shattering Missile. Now go through the white door on the ceiling.

ELITE RESEARCH

Kill the two Space Pirates and scan the computer monitors to make a platform system active and get some Pirate Data.

NEW PIRATE DATA: Elite Pirates

Jump up the platforms you just aligned and kill the two Wave Troopers up here. Scan the monitors (you'll have to go around because of the barrier) to make another platform system active. Jump up them and scan what looks like a Wave Trooper, except it's yellow, for a new Creature entry.

NEW CREATURE LOG: Power Trooper

Space Pirate armed with Power Beam technology. Space Pirates have reverse-engineered several of your weapons, including the Power Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.

One Super Missile on Normal Mode, a Super Missile and three Charged Power Beams on Hard Mode. Morph and enter the Spinner device. Now, you're rotating a huge pulse beam. You should see it--it's the thing you start rotating when you start boosting. Spin it until it's facing directly to the left. Bomb your way out of the Spinner device. Scan the monitors until a message is displayed that the Pulse Beam's auto-firing mode is engaged. It will now fire to the left, revealing a reward...a Missile Expansion!

Energy Tanks: 10/14

Missile Expansions: 29/49

Power Bomb Expansions: 0/4

Now rotate the Pulse Beam so that it's facing directly away from the monitors and scan the monitor that said that the Pulse Beam's auto-firing mode is engaged. It will break yet another wall, revealing an Ice Beam door, so go ahead and go through.

RESEARCH ACCESS

Morph and attach to the Spider Ball Track. Roll down, carefully avoiding the spinning electrical devices, going through the openings. Once you reach the very bottom, go through the white door.

ORE PROCESSING

Kill the two Power Troopers that attack you when you enter this room. After killing them, head to the side of the room opposite the side with the door that you entered this room through. Face away from the wall, morph, and Bomb Jump into the yellow-lit slot that is on a weird-looking structure.

Now, we're going to be rotating the tower in the middle. Lay Morph Ball Bombs until the blue track is facing you. The track itself won't be blue, just the edges of the track. Roll all the way up and detach once you're at the end. De-morph and follow the outside wall along the walkway until you reach another tower rotator. This rotator will rotate the second section of the tower.

Morph and Bomb Jump into it. Lay Morph Ball Bombs until the track with red edges is facing left. Now jump back down to the bottom and rotate the bottom section three times. This will align the red track, so ride it up. Walk along the walkway until you see a Wave Trooper, then kill it.

You'll now see a third rotator. However, this one is blocked by some sort of rubble. If you scan the rubble, you'll find that it's Bendeziium. Bendeziium can only be destroyed by Power Bombs. Now turn right and go through the white door to proceed. Don't worry, you're approaching the room with the Power Bomb!

ELEVATOR ACCESS A

Aiming up and down, destroy all the Scatter Bombus with your Wave Beam, then roll down the Spider Ball Track and go through the Ice Beam door down here.

ELEVATOR A

Scan the blue icon to activate the transport, and then step into the hologram to be taken to Level Two of the Phazon Mines. Up here, there are some explosive crates that you can destroy for some supplies, but stand far away so as you don't get hurt! Then go through the white door.

ELITE CONTROL ACCESS

Move forwards until you see a box like the ones you just blew up for supplies. It'll be on a ledge, higher up. Shoot it from far away to kill two Space Pirates and reveal a little something. Jump close to it. Wait awhile to do the Space Jump if you're having trouble. Now morph and Bomb Jump into the little alcove for your Missile Expansion!

Energy Tanks: 10/14

Missile Expansions: 30/49

Power Bomb Expansions: 0/4

Now go through the purple door.

ELITE CONTROL

What's that big thing in the tank? Well, move forward a bit, and it'll break out! AHHHHHH! Be sure to scan it for a new Creature entry!

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Be sure to scan the Elite Pirate! There are only three that you can scan for a new Creature entry, so just do it now!

YELLOW ALERT!

YELLOW ALERT!

YELLOW ALERT!

Alerts: 13/18

Yellow Alerts: 7/7

Red Alerts: 6/11

NEW CREATURE LOG: Elite Pirate

Space Pirate. Incredibly strong, armored, and well armed. Elite Pirates are potent foes. Their energy-siphon system absorbs Beam weapon shots, which they use to fuel a massive Plasma Artillery Cannon. The nature of this system makes them vulnerable to concussion-based weapons. Well armed, the Elite Pirate is effective in close combat and at a distance. Their massive size can be a weakness, and their sluggish speed allows for evasion and quick attacks.

*

BOSS FIGHT #8: Elite Pirate

Okay, this fight isn't going to be hard. He has three attacks. The first is simply swiping at you, which he'll only do if you're really close. The second is creating a wave quake, which you should simply Space Jump over. The third is firing missiles, which he only does if you get a fair distance away. Just dash to avoid these. To defeat him, lock on and make sure that his hand isn't outstretched. Two Super Missiles WHILE HIS HAND IS NOT OUTSTRETCHED will beat him on Normal Mode, four Super Missiles WHILE HIS HAND IS NOT OUTSTRETCHED will beat him on Hard Mode.

*

The enemy music is continuing! Don't worry. Now go through the space the force field that you just deactivated left. Go up the ramp and kill all the enemies. Now, on Hard Mode, you'll be attacked by a new type of creature, but to keep us together, let's not list the creature log for now, although you can scan it. Once you've killed all the Pirates (wait for the enemy music to stop playing) scan all the computer monitors you can find until you've gotten EIGHT Pirate Data entries.

NEW PIRATE DATA: The Hunter

NEW PIRATE DATA: Hunter Weapons

NEW PIRATE DATA: Metroid Prime

NEW PIRATE DATA: Chozo Artifacts

NEW PIRATE DATA: Chozo Ghosts

NEW PIRATE DATA: Chozo Studies

NEW PIRATE DATA: Prime Breach

NEW PIRATE DATA: Prime Mutations

Now head through the white door on the ceiling of the top floor.

VENTILATION SHAFT

Go through and go through the white door.

OMEGA RESEARCH

There are five troopers, two Wave, three Power. Kill all of them. Look around on the various monitors, scanning them until you get a new Pirate Data entry.

NEW PIRATE DATA: Omega Pirate

Now go through the white door on the floor on the bottom.

DYNAMO ACCESS

Go through the door on the other side of the room.

CENTRAL DYNAMO

Now you'll have to fight a partially invisible enemy. Activate the Wavebuster. Remember, it seeks enemies without a lock on. If you run out of Missiles, use the rapid-firing Power Beam until death. Oh, and you don't need to scan it, it doesn't go into the Log Book, and you can't scan it anyway. Now roll into the newly opened Morph Ball maze and roll through, avoiding the electrical beams. If you see a yellow one, wait for it to go off, and then quickly roll through before it comes back. If you find that the floor looks watery, lay a Morph Ball Bomb. At the center of the maze is some new equipment!

-
NEW MORPH BALL EQUIPMENT: Power Bomb

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The Power Bomb is the strongest Morph Ball weapon.

Press the Y Button when in Morph Ball mode to drop a Power Bomb.

Samus's Notes:

Power Bombs do not have unlimited ammo. Use them wisely.

The Power Bomb can destroy many materials, including Bendeziium.

Each Power Bomb Expansion you find will increase the number of Power Bombs you can carry by 1.

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|VIII-22: Getting the Grapple Beam|
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Go through the white door in this room that you haven't been through yet that isn't blocked by Bendeziium.

SAVE STATION MINES B

Save if you want to and then head out.

CENTRAL DYNAMO

Now go back to the Ventilation Shaft. To get to the door you entered this room through, use the glowing blue platforms. And on your way through Elite Research, you'll need to kill another Elite Pirate. Be sure to scan this one if you didn't scan the first one! There's only one more you can scan after this one!

VENTILATION SHAFT

At the end of the right wall, use a Power Bomb. This will blow up some grating. Roll into the opening it opens up. Roll through the tunnel. When you reach the other side, Bomb Jump out and de-morph. Scan the blue icon to turn on the fan, blowing all the Plated Puffers and gas away. Plus, the Plated Puffers will destroy a wall, revealing an Energy Tank! Go get your Energy Tank!

Energy Tanks: 11/14

Missile Expansions: 30/49

Power Bomb Expansions: 0/4

Now go back to Central Dynamo.

CENTRAL DYNAMO

Four new creatures will jump down, so be sure to scan one for a new Creature entry.

NEW CREATURE LOG: Ice Trooper

Space Pirate armed with Ice Beam technology. Space Pirates have reverse-engineered several of your weapons, including the Ice Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.

Shoot them with a Charged Ice Beam to freeze them, then shatter them with a Missile to kill them. Now go back to Ore Processing. You'll need to boost on the half-pipe in the Ventilation Shaft to get there.

ORE PROCESSING

Turn right and jump over to the rotator blocked by Bendeziium. Destroy the Bendeziium with a Power Bomb, then Bomb Jump into the rotator and lay Morph Ball Bombs to rotate it until the yellow track is facing away from you. Jump down to the next level and rotate the middle section of the track three times. Now jump down to the bottom level and rotate the

bottom section once.

Ride the yellow track all the way to the top and go through the white door up here.

STORAGE DEPOT B

Get your new equipment!

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NEW SECONDARY ITEM: Grapple Beam

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The Grapple Beam allows you to swing back and forth from special points in the environment.

Grapple Points appear in your visor as a "C" icon.

Press and hold the L Button to fire the Grapple Beam.

Hold down the L Button to stay connected; let go to release.

Samus's Notes:

The Grapple Beam can be used to cross large gaps.

Use the Control Stick while grappling to swing in different directions.

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|VIII-23: Getting the X-Ray Visor|
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Go back into the Ore Processing.

ORE PROCESSING

Head to the left or right and scan the grappling icon for a new Research entry. You couldn't scan this before because it isn't a Research entry until you re-acquire the Grapple Beam, just as a Spider Ball Track isn't a Research entry until you acquire the Spider Ball.

NEW RESEARCH LOG: Grapple Point

Analysis indicates a viable attach point for the Grapple Beam. To use the Grapple Beam, use the L Button when the "C" icon appears.

Grapple across to the other side and go through the door.

WASTE DISPOSAL

Morph and roll through the mini-maze, Bomb Jumping with the bubbles moving up as necessary. After traversing the entire mini-maze, head through the next door.

MAIN QUARRY

Go back to Security Access A.

SECURITY ACCESS A

Kill the Shadow Pirates. By the way, if an enemy has dropped something that looks similar to a Power Bomb, which they should've by now, scan one for a new Research entry. If not, keep your eyes open.

NEW RESEARCH LOG: Power Bomb Ammunition

Power Bomb Ammunition. Resupplies Power Bomb with 1 round of ammo.

Go to the far end of the room and use a Power Bomb on the grating. Roll in and collect your Missile Expansion!

Energy Tanks: 11/14

Missile Expansions: 31/49

Power Bomb Expansions: 0/4

Now go back to the Great Tree Hall on the Tallon Overworld.

GREAT TREE HALL

From the door that goes to Transport Tunnel E, shoot the Seedling and jump to the platform in front of you. Turn to the left a little, kill the Seedling, and jump to the next platform. Jump to the platform connected to the wall on your right. Shoot the Seedling that is to your left and jump to the platform it was on. Now jump to the platform that the waterfall is splashing on.

Morph and boost until you can't anymore in the Spinner to open a new path. Go up into this new path. There are two Bloodflowers and another Seedling around the corner, so be sure to take care of them. Jump to the platform connected to the right wall, then jump to the platform connected to the left wall. Now jump over to the ledge with the curving Spider Ball Track on a pillar on it.

Attach to the track and ride up as far as you can, then release and hold again R. If done correctly, you'll attach to a different portion of the Spider Ball Track. Now roll up until you can drop off onto a new platform. Drop off onto this platform and go through the white door.

LIFE GROVE TUNNEL

There's a Bendeziium rock blocking your path, so take care of it with a Power Bomb. Now roll into the small tunnel you just gained access to. Bomb Jump over the first bump after rolling right for a little. Now comes the hardest time of boosting in the entire game. This is a half-pipe, but you can get on top of what helps make it a half-pipe. If you can, get in the middle and lay a Morph Ball Bomb to fall down into a Missile Expansion!

Energy Tanks: 11/14

Missile Expansions: 32/49

Power Bomb Expansions: 0/4

Now boost up to the right side and go through the door over here.

LIFE GROVE

Roll off and get the equipment in the middle of the room!

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NEW VISOR: X-Ray Visor

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The X-Ray Visor can see through certain types of materials.

Press Right on the Control Pad to select the X-Ray Visor.

Samus's Notes:

The X-Ray Visor can reveal invisible items, areas, and enemies.

Robotic enemies jam the X-Ray Visor's frequency. Eliminate them to restore function to the Visor.

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|VIII-24: Getting the Artifact of Chozo|
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Get on the platform in the middle of the walls (the one the X-Ray Visor was floating above) and use a Power Bomb to destroy some walls. Head towards the waterfall and morph. You should see a drain underwater. Use a Morph Ball Bomb on it to raise a pillar. There's a Spinner on the bottom of the pillar, so enter it and boost up the Artifact! Space Jump from the land to reach the thing connected to the pillar, and get it!

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NEW ARTIFACT ACQUIRED: Chozo

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Artifact acquired. This is the Artifact of Chozo.

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|VIII-25: Getting the Ice Spreader|
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Head to the platform that the X-Ray Visor was floating above and face towards the pillar that you just raised to get the Artifact of Chozo. Go left and start climbing the platforms. Morph and Bomb Jump your way through the mini-maze. Get on the wooden bridge and de-morph. Start walking across and some Chozo Ghosts will attack you! Switch to the X-Ray Visor. You can see these guys all the time now! Finish them off and get on the wooden bridge you were on before. Jump towards the waterfall and then through it. Turn right and go across another wooden bridge. Jump to the platform on your left and then jump to the next wooden bridge. Jump to the platform ahead and jump to the platform with the Chozo head statue on it. Morph and roll into the hole beneath it. Don't roll off the side or you'll have to do all that again! Roll the other way and you're back in the mini-maze. Boost up to the left side of the half-pipe and roll back through. Now go to the curly Spider Ball Track in the Great Tree Hall.

GREAT TREE HALL

From the curly Spider Ball Track, look at the white door across from you. Jump to it and then face the white door across from the Spider Ball Track again and activate the X-Ray Visor. You'll see an invisible platform, so go ahead and jump onto it. Now turn right and go back to the Combat Visor. You should see a blue door that you haven't been through yet. Space Jump over, carefully timing the Space Jump, and go through.

GREAT TREE CHAMBER

There is something in the middle of this room...it's a Missile Expansion!

Energy Tanks: 11/14

Missile Expansions: 33/49

Power Bomb Expansions: 0/4

Go out of this room.

GREAT TREE HALL

Drop to the bottom of this room and go through the white door that you haven't been through yet.

TRANSPORT TUNNEL D

Progress through the tunnel, killing the Seedlings as you go, and go through the next door once you reach it.

TRANSPORT TO CHOZO RUINS SOUTH

Scan the blue icon to activate the transport, and then step into the hologram to be taken to the Chozo Ruins.

TRANSPORT TO TALLON OVERWORLD SOUTH

Head to the Furnace.

FURNACE

Switch to the Scan Visor and look along the floor of this room until you see a part you can scan. If it's cracked and made of Bendeziium, that's the part you're looking for. Morph and lay a Power Bomb in the middle of the cracked floor to reveal a big half-pipe. Boost up the right side to the Spider Ball Track and attach to it, being wary of the various Plated Parasites crawling on it. Roll to the left. When you see another Spider Ball Track above this one, Bomb Jump up to it.

Now roll along this track until you see your shadow on a path below. Release R when your shadow is on the path and you'll drop down onto it. Roll to the other side, avoiding the two Plated Parasites crawling around this path. Now attach onto this Spider Ball Track and roll. Move over the track and carefully watch for your shadow, because it'll be harder to see this time. Drop down and roll across the path, avoiding the two crawling Plated Parasites. Now attach onto this Spider Ball Track and roll up into a small alcove containing a Missile Expansion!

Energy Tanks: 11/14

Missile Expansions: 34/49

Power Bomb Expansions: 0/4

Now go to the Ruined Fountain.

RUINED FOUNTAIN

Go through the door you haven't been through yet.

MEDITATION FOUNTAIN

Go through the next door.

MAGMA POOL

Grapple across to the other side. When you land, you should see that part of the wall is covered in vines. This is Bendeziium, so lay a Power Bomb and blow it up! Collect your first Power Bomb Expansion!

Energy Tanks: 11/14

Missile Expansions: 34/49

Power Bomb Expansions: 1/4

Scan the weird symbols on the wall that are behind where the Power Bomb Expansion used to be. This will give you the last Chozo Lore entry.

NEW CHOZO LORE: Newborn

Now go through the purple door on this side to continue.

TRAINING CHAMBER ACCESS

Near the next purple door are some red leaves. Morph and you'll find that they are covering up a Morph Ball tunnel! So roll through and get your Missile Expansion!

Energy Tanks: 11/14

Missile Expansions: 35/49

Power Bomb Expansions: 1/4

Now roll back through the tunnel and go through the purple door in this room that you haven't been through yet.

TRAINING CHAMBER

Switch to your X-Ray Visor after the Chozo Ghost cut-scene. Kill them all. Now morph and roll into the half-pipe. Boost up to the Morph Ball Slot on the right side and activate it. Now quickly de-morph and jump over to the elevator there before it goes back up, morphing to get in. Now attach to the Spider Ball Track and roll along it until you reach a tunnel. Detach and roll through the tunnel to get dumped into a small room with an Energy Tank!

Energy Tanks: 12/14

Missile Expansions: 35/49

Power Bomb Expansions: 1/4

Now go back to the half-pipe and boost up the left side. Activate the Morph Ball Slot here and go through the newly opened tunnel, Bomb Jumping in the mini-maze. Now roll through the next tunnel.

MAIN PLAZA

De-morph immediately! It's very easy to fall off this ledge! You'll find yourself on an otherwise unreachable ledge. Look around for a Grapple Point. Space Jump so that you can attach to it, and then grapple over to the Missile Expansion!

Energy Tanks: 12/14

Missile Expansions: 36/49

Power Bomb Expansions: 1/4

Go to the Magmoor Caverns by way of the Transport to Magmoor Caverns North.

TRANSPORT TO CHOZO RUINS NORTH

Go to the Triclops Pit.

TRICLOPS PIT

Kill the two Flying Pirates and then go to the door that leads to the Pit Tunnel. Face away from it and follow the wall to the right until you see some crates. Blow them up and switch to your X-Ray Visor. Now jump to the invisible platform. It'll start dropping, so hurry up and jump to the next otherwise invisible platform! This one is no exception to the dropping curse, so jump to the next one. You'll see a Missile Expansion inside a pillar, so use a Super Missile to destroy the correct section of the pillar and jump in to your Missile Expansion!

Energy Tanks: 12/14

Missile Expansions: 37/49

Power Bomb Expansions: 1/4

Go to the Warrior Shrine. Remember, where you got the Artifact of Strength?

WARRIOR SHRINE

Use a Power Bomb at the base of the statue. This will bomb away a covering. Roll into the hole and get your next Power Bomb Expansion!

Energy Tanks: 12/14

Missile Expansions: 37/49

Power Bomb Expansions: 2/4

Now go through the small tunnel to be dumped into the Fiery Shores.

FIERY SHORES

Go to the Shore Tunnel.

SHORE TUNNEL

Roll into the middle, where the glass has lost its color and sort of cracked. If you scan it, traces of Bendeziium are picked up, so use a Power Bomb to destroy it. Now jump down onto one of the side platforms down there. Turn around and look in the middle. Quite a nice reward, wouldn't you say?

-
NEW BEAM COMBO: Ice Spreader

-
The Ice Spreader is the Ice Charge Combo. It can freeze targets in a wide area.

Samus's Notes:

Ice Spreader is a Single Shot Charge Combo. Each shot costs 10 Missiles.

Ice Spreader is limited against aerial targets.

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|VIII-26: Getting the Plasma Beam|
\-----/

Go to the Geothermal Core.

GEO THERMAL CORE

From the door that leads to the South Core Tunnel, jump up the two platforms to the left. Look around for a Grapple Point and swing to the platform that you can get to. Morph and get into the Spinner on the pillar supporting the platform. Boost the platform as high as it can go. You'll be dispensed from the Spinner after raising it as high as possible. Now jump to the platform that you can jump to and raise this one as well. Jump to the platform that you raised with the first Spinner, then jump to the platform you haven't been on yet. Raise this one and attach to the Spider Ball Track on the pillar. Roll up onto the platform that you just raised. Now jump to the platform that's the highest. Look for a Morph Ball Slot on this pillar and activate it with a Morph Ball Bomb.

Now there's a pipe with a Spider Ball Track on it connected to this pillar. Bomb Jump up to the Spider Ball Track and ride it as far as it goes. Bomb Jump to the next track. Roll to the end, detach and attach to the track below. Roll over and Bomb Jump to get to the next section of track. Continue doing this until you reach a platform that you can drop off to. Do so.

Bomb Jump up the track with the Parasites on it. Disconnect and go down this path to proceed. Make sure you're holding the R Button while rolling down this ramp. If not, you're sure to fall unless you get a lucky miracle. Bomb Jump up to the top, and then drop down on the other side. Now start following this track to your right, killing or avoiding the Plated Parasites as you go. When you reach the end of this track, release R and then press it down again. You'll connect to another track that is below you.

Go all the way up this weird section. Now you have to make a very long disconnection and re-connection to a track far below. Cross this area with Plated Parasites and drop down to the platform below you once you're far to the right. Go through the white door.

PLASMA PROCESSING

In the middle of this room is some new equipment!

-
NEW ARM CANNON WEAPON: Plasma Beam

-
The Plasma Beam fires streams of molten energy. This Beam can ignite flammable objects and enemies.

Press Left on the C Stick to select the Plasma Beam as your active weapon.

Samus's Notes:

Fire the Plasma Beam to open Red Doors.

The Plasma Beam is very effective against cold-based enemies.

Charge the Plasma Beam to fire a sphere of plasma. Enemies struck by this blast will be engulfed in flames for a few moments.

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|VIII-27: Getting the Artifact of Sun|
\-----/

Now go to the Phendrana Drifts by way of the Transport to Phendrana Drifts North.

TRANSPORT TO MAGMOOR CAVERNS SOUTH

Go up the Spider Ball Track in this room and through the white door.

TRANSPORT ACCESS

To your right is a wall of ice guarding an Energy Tank. Melt the ice with your Plasma Beam and get the next-to-last Energy Tank!

Energy Tanks: 13/14
Missile Expansions: 37/49
Power Bomb Expansions: 2/4

Now go to the Quarantine Cave.

QUARANTINE CAVE

Look to the right to see some Grapple Points. If you don't see any, get on the other platform with a door. Grapple across and morph and go through the hole.

QUARANTINE MONITOR

There is something in the middle of this room...it's a Missile Expansion!

Energy Tanks: 13/14
Missile Expansions: 38/49
Power Bomb Expansions: 2/4

Roll back through the tunnel.

QUARANTINE CAVE

Go to Ice Ruins West.

ICE RUINS WEST

Face away from the door that goes to the Courtyard Entryway. Jump across the gaps until you reach a structure that has some crates on it. Shoot the crates, melt the ice, and fall down the hole for your third Power Bomb Expansion!

Energy Tanks: 13/14

Missile Expansions: 38/49

Power Bomb Expansions: 3/4

Space Jump out and go to the Phendrana Shorelines.

PHENDRANA SHORELINES

From the cave that leads to the door that leads to Save Station B, follow the wall to the right until you walk between the wall and a pillar. Turn left and you'll see a Missile Expansion behind some ice, so go ahead and melt the ice and grab your Missile Expansion!

Energy Tanks: 13/14

Missile Expansions: 39/49

Power Bomb Expansions: 3/4

Now go to the Chozo Ice Temple.

CHOZO ICE TEMPLE

Go to the top of the room, where the statue with frozen hands is. Melt the ice with the Plasma Beam and then get the Morph Ball into the statue's hands. This will blow off a covering, creating an opening, so roll in this tunnel and get your reward!

-
NEW ARTIFACT ACQUIRED: Sun

-
Artifact acquired. This is the Artifact of Sun.

-

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|VIII-28: Getting the Artifact of Elder|
\-----/

Go to Ice Ruins East.

ICE RUINS EAST

Stay on the ground and head towards the door that goes to the Plaza Walkway. When you're directly below the door, turn right to see some more ice. Melt it with the Plasma Beam and collect your Missile

Expansion!

Energy Tanks: 13/14

Missile Expansions: 40/49

Power Bomb Expansions: 3/4

Now go back to the Control Tower, using your very effective Plasma Beam on the way.

CONTROL TOWER

Kill the Flying Pirates. Jump into the little room on the top of the East Tower. Turn right and you'll see some crates, so blast them all away. If you find that you can't get one or more away, try using the Wave Beam to do so. Now, you'll see that there's some ice, so melt it. Switch to your Scan Visor and you should be able to see some fuel cells, scanning them to make sure. Go back to the Combat Visor and shoot the cells with a Missile to fell the tower. Go through the hole it creates after morphing and roll through this little part for your reward!

-
NEW ARTIFACT ACQUIRED: Elder

-
Artifact acquired. This is the Artifact of Elder.

-

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|VIII-29: Getting the Artifact of Spirit|
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Head forward from where you got the Artifact. Morph and Bomb Jump up into the little tunnel in the middle of the tower and roll out, now go to the Frost Cave.

FROST CAVE

Kill the two Flying Pirates, and then use the Glider as a Grapple Point to reach a ledge opposite the door that goes to Frost Cave Access. Now look up at the ceiling. You should see a Stalactite, so lock on and fire a Missile to fell it. This will destroy some of the ice in the frozen pond, so jump down there. You'll see that you can fall through, and down here is a Missile Expansion!

Energy Tanks: 13/14

Missile Expansions: 41/49

Power Bomb Expansions: 3/4

Now get out of the pond and head to Phendrana's Edge.

PHENDRANA'S EDGE

Kill the two Flying Pirates. Head left from the door you entered into this room through, and jump across the gap to the platform over here. Turn right and jump over the broken bridge. Now jump to the platform to the left. Now you'll be able to reach a Grapple Point to your right. Grapple and then grapple on the grapping point to your left, and now

to the platform on the wall ahead of you. Jump up the two floating platforms and look around for another platform to jump to. Now use a Power Bomb against the wall to reveal the first red door that you're going to go through! Heroically switch to the Plasma Beam and go through the door!

STORAGE CAVE

There's another Artifact in the middle of this room!

-
NEW ARTIFACT ACQUIRED: Spirit

-
Artifact acquired. This is the Artifact of Spirit.

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|VIII-30: Getting the Artifact of World|
\-----/

Go back through the red door.

PHENDRANA'S EDGE

There's a Glider on the top here, so grapple to the left. If you look on your map, you'll see a little spike indented into the wall. This indicates a Morph Ball tunnel, so grapple over and roll through.

SECURITY CAVE

What's in the middle of this room? The final Power Bomb Expansion!

Energy Tanks: 13/14
Missile Expansions: 41/49
Power Bomb Expansions: 4/4

Now head to the Gravity Chamber.

GRAVITY CHAMBER

Melt the icicles on the ceiling with the wonderful Plasma Beam. This will reveal a Grapple Point, so grapple on it facing away from the door that leads to Chamber Access. Swing over to the Missile Expansion!

Energy Tanks: 13/14
Missile Expansions: 42/49
Power Bomb Expansions: 4/4

Now go to the Transport to Magmoor Caverns South. Transport, then go to the Transport to Tallon Overworld West and transport to the Tallon Overworld.

TRANSPORT TO MAGMOOR CAVERNS EAST

Go to the Root Cave.

ROOT CAVE

Kill the Beetles here, and then start climbing to the left. Climb to the door that goes to the Root Tunnel. Now grapple on the Grapple Point across from this door. Now go to the platform on your right, now jump up to the next platform. Kill the Zoomers and the Bloodflower, now jump to where the Bloodflower was. Turn right and kill the Zoomer on that platform, then jump over to where it was. Now switch to the X-Ray Visor and jump to the first invisible platform. Once you get to the big area that you can see without the X-Ray Visor on, turn around. Jump to the invisible platform on your left, turn left, and jump in to the Missile Expansion!

Energy Tanks: 13/14

Missile Expansions: 43/49

Power Bomb Expansions: 4/4

Now get back on the platform you jumped here from and jump to the red door, going through using the Plasma Beam.

ARBOR CHAMBER

In the middle of this room is a Missile Expansion!

Energy Tanks: 13/14

Missile Expansions: 44/49

Power Bomb Expansions: 4/4

Now go to the Hall of the Elders in the Chozo Ruins.

HALL OF THE ELDERS

Kill the three Chozo Ghosts and then jump up to the differently colored Morph Ball Slots. You already activated the purple one, you already activated the white one, so it's time to activate the red one! Switch to the Plasma Beam and fire until the red color goes away, then activate the Morph Ball Slot to gain access to a white door below the statue, so go through! With the Ice Beam, of course.

ELDER CHAMBER

There's an Artifact in the middle of the room!

-
NEW ARTIFACT ACQUIRED: World

-
Artifact acquired. This is the Artifact of World.

-

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|VIII-31: Getting the Flamethrower|
\-----/

Go to the Transport to Tallon Overworld South and transport, then go to the Transport to Phazon Mines East and transport.

TRANSPORT TO TALLON OVERWORLD SOUTH

Go to the Mine Security Station.

MINE SECURITY STATION

Make your way through the station, killing the various Troopers as you go. Once you reach the door to Transport Access B, turn around. You should see a gate with a computer monitor behind it. This gate is made of Bendeziium, so destroy it with a Power Bomb and scan the computer monitor. This will disable a force field, so go to the red door that you just gained access to and go through!

STORAGE DEPOT A

Hey, what's that in the middle of the room? Get it and find out!

-
NEW BEAM COMBO: Flamethrower

-
The Flamethrower is the Plasma Charge Combo. You can sweep its stream of flame across multiple targets.

Samus's Notes:

Flamethrower is a Sustained Fire Charge Combo. It costs 10 Missiles to activate, then 5 Missiles per second afterward.

The Flamethrower is most effective against multiple targets in an area.

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|VIII-32: Getting the Artifact of Warrior|
\-----/

ELITE RESEARCH

There's a creature in a tank sealed with Bendeziium alloy plates. Use a Power Bomb to free it, and then scan it for a new Creature entry.

RED ALERT!

RED ALERT!

RED ALERT!

Scan the Phazon Elite now! This is your only chance to get this scan!

Re-scan if you die and restart!

RED ALERT!

RED ALERT!

RED ALERT!

Alerts: 14/18

Yellow Alerts: 7/7

Red Alerts: 7/11

NEW CREATURE LOG: Phazon Elite

Elite Pirate infused with energized Phazon. The Phazon-charged Elite Pirates rely more on their Wave Quake Generators, opting not to carry the vulnerable Plasma Artillery Cannon normally used by Elites. The direct fusing of Phazon into their bodies provides a tremendous level

on energy. The drastically lower life span that comes with this process is of little concern to the Pirate Research team.

*

BOSS FIGHT #9: Phazon Elite

This battle is going to be harder than the Elite Pirate battles, but it's still not too difficult. Use Super Missiles while jumping over its Wave Quakes. If you get hit by a Wave Quake when landing on the ground, this means you're jumping too soon. The Phazon Elite will also walk with his hand outstretched, usually with an energy ball on his palm. If so, don't attempt to attack him, just wait until he stops.

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After defeating it, get the Artifact that just appeared!

-

NEW ARTIFACT ACQUIRED: Warrior

-

Artifact acquired. This is the Artifact of Warrior.

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|VIII-33: Getting the Phazon Suit|  
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Go to Dynamo Access on Level Two of the Phazon Mines.

DYNAMO ACCESS

There is an Elite Pirate that you have to kill in here, so do so. Also, if you didn't scan either of the Elite Pirates before, be sure to scan this one for a new Log Book entry, because this is your last chance! Now go to the Central Dynamo.

CENTRAL DYNAMO

Kill the four Ice Troopers and blow up the Bendeziium concealing a white door, then go through.

QUARANTINE ACCESS A

Quick, quick! There are four Mega Turrets in here! Morph and roll into the hole on your right! Roll through and then de-morph. Now scan the blue icon as quickly as possible to disable all the Mega Turrets. Then head through the purple door.

METROID QUARANTINE A

Scan the terminal with the red icon on it to release some Metroids. Wait for them to kill the Space Pirates, then kill the Metroids! Go to the area that you released the Metroids from to see a gigantic pit of Phazon. Kill any remaining Metroids, then turn to the left to see some large mushrooms.

Jump up onto the one that's closest to the Phazon pit and switch to your X-Ray Visor to spot an invisible moving platform. Jump onto this one and then to the next invisible moving platform, then down to safe ground. Kill the Metroids here. Close to this side of the pit is another big mushroom. Jump up onto it and switch to your X-Ray Visor again.

You'll see a different moving platform over here, so jump onto it and then jump to the platform with the Spider Ball Track on it. The platform is on the left. Morph, but don't attach to the Spider Ball Track. Instead, use a Power Bomb near the Spider Ball Track to reveal a passage. Go into it and use another Power Bomb once you hit the wall.

This'll reveal another passage. Look around here for a Spider Ball Track, attach to it and ride it to the top. Now de-morph and switch to the X-Ray Visor yet again. Look for a previously invisible up-and-down moving platform and jump onto it. Now look for another previously invisible up-and-down moving platform and jump onto it, then jump to the Missile Expansion!

Energy Tanks: 13/14

Missile Expansions: 45/49

Power Bomb Expansions: 4/4

Now go back to the first Spider Ball Track, where you blew up the first wall with a Power Bomb. Attach to this Spider Ball Track and ride it to the end. Now detach and attach to the Spider Ball Track just below this one. Ride this one to the end and disconnect at the end, now go through the white door.

ELEVATOR ACCESS B

Kill the Burrowers and jump across the gap, over to the red door. Go through it.

ELEVATOR B

Scan the blue icon to activate the transport, and then step into the hologram to be taken to Phazon Mines Level Three. Now go through the Plasma Beam door to proceed.

FUNGAL HALL ACCESS

Dispatch the Pirate and then jump down to one of the mushrooms that are below you. Now go to where the Pirate was standing and face away from the door. There's a pretty darn big mushroom on your right. Beneath it lies a Missile Expansion. There's Phazon down there, so you will suffer some damage, but not too much. If you don't want to, come back here after acquiring the Phazon Suit, which renders you invulnerable to blue Phazon. Either way, good job on getting that Missile Expansion!

Energy Tanks: 13/14

Missile Expansions: 46/49

Power Bomb Expansions: 4/4

Now go through the red door that you haven't been through yet.

FUNGAL HALL A

Jump from mushroom to mushroom to progress through this room. If you

fall, run back to the start and jump back up. There are Hunter Metroids strewn about the area, so freeze them with the Ice Beam and then shatter them with a Missile to take care of them. When you reach the Glider, grapple across to reach the white door. Now go through it.

PHAZON MINING TUNNEL

Morph and use a Power Bomb on the rock that's blocking your way. Now roll through the small tunnel you just revealed. This will bring you into a mini-maze. Roll as far left as you can. Now use the Boost Ball to quickly get across the disappearing platforms. Now go through the small hole on your left and through the red door. By the way, if you fall, you'll start being hurt on Phazon. Bomb Jump up as soon as possible.

FUNGAL HALL B

Switch to your X-Ray Visor or Thermal Visor if you're having problems seeing, because this room is pretty dark. Also, use the Ice Beam, because there are Metroids in here. Freeze and shatter, so easy, man! Jump across the mushrooms, shooting the Metroids as you go. Underneath the red door at the end is a circle of small mushrooms, so use a Morph Ball Bomb there to reveal a Missile Expansion!

Energy Tanks: 13/14

Missile Expansions: 47/49

Power Bomb Expansions: 4/4

Now grapple on the Glider to reach the door on the left, so go through.

MISSILE STATION MINES

You can step into the Missile Station hologram to refill your Missiles. Also, scan it for a new Log Book entry if you haven't yet, then go back out.

FUNGAL HALL B

Grapple on the Glider to the only red door left in this room that you haven't been through, and then head through it.

QUARANTINE ACCESS B

Switch to your X-Ray Visor. Switch to your Wave Beam. There are some invisible Pulse Bombus in here, so kill them. You can't scan them, so don't worry about that. Now jump from mushroom to mushroom in this small room and go through the red door at the end.

METROID QUARANTINE B

Whoa! More Troopers! And they're red! So scan one for a new Creature entry.

NEW CREATURE LOG: Plasma Trooper

Space Pirate armed with Plasma Beam technology. Space Pirates have reverse-engineered several of your weapons, including the Plasma Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.

Switch to the Plasma Beam and destroy them! See the Phazon pit? There are two more Plasma Troopers across from it, so take them out from over here. Now ride the Spider Ball Track. Now drop to the Spider Ball Track below it. Attach to it and ride it to the end and drop to the platform. Space Jump to the next platform, then Space Jump up on the edge of the platform so you can grapple on the Grapple Point to a platform. Now jump to the other side.

Scan the computer monitor on the right to deactivate a force field. There are three Troopers behind it, two Wave, one Plasma. Now that all the punks are gone, let's get some stuff. To the right of the second area of this room is a Cordite shaft, so nail it with a Super Missile and collect your Missile Expansion!

Energy Tanks: 13/14

Missile Expansions: 48/49

Power Bomb Expansions: 4/4

Close to the Cordite shaft are some monitors. One has a red icon, so scan it for the final Pirate Data entry.

NEW PIRATE DATA: Special Forces

Now head through the red door that's on the same floor as the Missile Expansion and the computer monitor containing the Pirate Data.

SAVE STATION MINES C

I highly recommend saving your game, then head out.

METROID QUARANTINE B

Head up the ramp near the Cordite shaft and continue following this path until you reach a red door, then go through it.

ELITE QUARTERS ACCESS

Kill the Plasma Trooper and then shoot the ice on the device to open the gate, then go through the red door.

ELITE QUARTERS

There's something humongous in that tank ahead of you, so be sure to scan it for a new Creature entry.

RED ALERT!

RED ALERT!

RED ALERT!

Scan the Omega Pirate! This is your only chance! If you die, re-scan!

RED ALERT!

RED ALERT!

RED ALERT!

Alerts: 15/18

Yellow Alerts: 7/7

Red Alerts: 8/11

NEW CREATURE LOG: Omega Pirate

Most powerful of the Elite Pirate Forces. Omega Pirate can become invisible to normal sight. It is vulnerable when cloaked, as all energy is drawn from defense systems. By exposing itself to Phazon, it can regenerate damaged tissue and organs. Considered the pinnacle of the Elite Pirate program, this enemy should be handled with extreme caution and maximum firepower.

Get closer and it'll break out of the tank. Prepare for one of the hardest boss fights in the game.

*

BOSS FIGHT #10: Omega Pirate

This is hard on Normal Mode, very hard on Hard Mode. I had the advantage of watching two other people do it. I beat it on my first try on Normal Mode. It took me three tries on Hard Mode.

The Omega Pirate itself has only three attacks. If you get far away, it'll fire Missiles at you. Get closer to it if it does so, because if it does, you're too far away from it. It also does Wave Quakes as the Elite Pirates and Phazon Elite did, except these are bigger. Jump over them. The last attack is simply swiping at you, which he does if you get too close.

To dispatch it, first lock on to it. You will lock on to one of the four Phazon plates. When it moves around, with hand outstretched sometimes, sometimes with a ball of energy on that outstretched hand, don't attempt to attack it. Switch to the Plasma Beam and charge it up.

Wait until he does a Wave Quake. Fire the Charged Plasma Beam shot as he's doing the Wave Quake. Continue doing this until all four Phazon plates have been destroyed. There are various Phazon spots around the room. Ignore these. If you find yourself taking damage and you hear the sound of Phazon "crackling", quickly dash or jump out.

After removing all four Phazon plates, the Omega Pirate will summon some Troopers to assist him. If they are Power or Ice on Normal Mode, kill them. If they're Ice on Hard Mode, kill them. If they're Wave or Plasma on Normal Mode, don't kill them. If they're anything but Ice on Hard Mode, don't kill them. Just jump frantically.

Once he summons Troopers, kill them if applicable and switch to your X-Ray Visor and Power Beam. Charge the Power Beam and wait for the Omega Pirate to appear over one of the Phazon spots. Shoot a Super Missile at it. On Hard Mode, shoot two Super Missiles. Now it'll reappear at another Phazon spot. Shoot it with as many Super Missiles as you can before it heals its Phazon plates. Now switch back to the Combat Visor and destroy the four Phazon plates.

One Super Missile on Normal Mode does as much damage as two Super Missiles on Hard Mode. Keep practicing--with a lot of persistence and different strategies, you will succeed!

*

The Omega Pirate will fall on you, giving you some new equipment!

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NEW SUIT: Phazon Suit

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The Power Suit has been corrupted by viral exposure, turning it into the Phazon Suit.

Samus's Notes:

The viral corruption of the Power Suit has some beneficial side effects.

This suit is now resistant to the effects of Blue Phazon. The suit is not invulnerable to the effects of all Phazon, however.

In addition to the Phazon resistance, the corruption has dramatically increased defensive shielding levels.

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NEW ARM CANNON WEAPON: Phazon Beam

The viral corruption of the Power Suit has altered the Arm Cannon as well. It is now capable of firing the powerful Phazon Beam.

Samus's Notes:

The Phazon Beam appears to trigger in the presence of high concentrations of Phazon.

Regular Arm Cannon functions return when Phazon is not present.

The Charge Beam does not function when the Phazon Beam is active.

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|VIII-34: Getting the Artifact of Newborn|
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Hey! You can't pick up those supplies with the Charge Beam, and they're over hazardous Phazon! Well, guess what. You can safely walk on Phazon. Get some Missiles and Energy. If you scanned Omega Pirate, head back to Save Station Mines C and SAVE YOUR GAME. If not, and if you want it, reset WITHOUT SAVING. You don't want to have to fight this guy again if you scanned him and you want the entry. Now head to the Phazon Mining Tunnel. Oh, by the way, you can't use the Phazon Beam until fighting Metroid Prime's second form.

PHAZON MINING TUNNEL

Morph and roll to the right until a rock blocks your path. Lay a Morph Ball Bomb and continue in this manner until you see an Artifact! Bomb Jump up into the last Artifact!

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NEW ARTIFACT ACQUIRED: Newborn

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Artifact acquired. This is the Artifact of Newborn.

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|VIII-35: Reaching the Impact Crater|
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Now go back to Elite Quarters.

ELITE QUARTERS

Scan the blue icon to the right of you to activate a transport, and then step into the hologram to be taken up. Now traverse the platforms to a red door up here, then go through.

PROCESSING CENTER ACCESS

Directly in front of you is the final Energy Tank!

Energy Tanks: 14/14
Missile Expansions: 48/49
Power Bomb Expansions: 4/4

Scan the blue icon to open up the path, and then walk through the Phazon (oh, yeah) to the red door, now go through it.

PHAZON PROCESSING CENTER

Kill all the Troopers and destroy the Mega Turret here. Now go over to the floating platforms and begin making your way across them. When you get to the third floating platform, switch to the X-Ray Visor and attempt to locate an invisible platform. Jump to it, and then to the platform above this one. Now make the long jump to the ledge on your left. Morph and use a Power Bomb to reveal the last Missile Expansion!

Energy Tanks: 14/14
Missile Expansions: 49/49
Power Bomb Expansions: 4/4

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|If you have been following this guide exactly, then you will just
have| |unlocked Image Gallery 4 by acquiring all Pickups (Energy Tanks,
| |Missile Expansions, Power Bomb Expansions.) Access your new
Image | |Gallery from the Main Menu.
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Get back to the highest floating visible platform. From this platform, jump to the platform with the pillar against the wall. Destroy any remaining enemies. Now jump to the next platform. Morph and attach to the Spider Ball Track. Go left by Bomb Jumping. When you reach the end, face away from the white door that is right here and ride the Spider Ball Track on the left. Drop down to the platform and de-morph. Kill any remaining enemies, then jump on the platforms up here. Jump to the platform that is on the pillar that is in the corner. Turn left and jump across these platforms until you can get to the platform on the

pillar in the other corner. Switch to the X-Ray Visor if you're having problems seeing the platforms. This will also show you an invisible moving platform at the top of the room. Once you get on it, ride it to the end, and then jump off on the platform over here. Go through the white door here.

TRANSPORT ACCESS

Head through the next door.

TRANSPORT TO MAGMOOR CAVERNS SOUTH

Scan the blue icon to activate the transport, and then step into the hologram to be taken to the Magmoor Caverns.

TRANSPORT TO PHAZON MINES WEST

Isn't it good to be out of the Phazon Mines?! Now go through the only door in this room.

WORKSTATION TUNNEL

Kill the Zoomers and Power Bomb the Bendeziium rubble away, then head through the next door.

MAGMOOR WORKSTATION

Familiar territory! Head to the Tallon Overworld by way of the Transport to Tallon Overworld West, then go to the Landing Site.

LANDING SITE

Save your game in your Gunship if you want, which will also replenish energy and Missile and Power Bomb ammunition. Now go to the Artifact Temple.

ARTIFACT TEMPLE

Walk down to the place where you got the Artifact of Truth. You will return all the Artifacts, restoring power to all Chozo totems and the totem pole in the middle! Whoa! That big bat thing that you saw at the start of the game destroyed the middle totem pole! After the cut-scene ends, scan this guy for a new Creature entry.

RED ALERT!

RED ALERT!

RED ALERT!

Make sure to scan Meta Ridley! This is your only chance! If you die, re-scan him every time!

RED ALERT!

RED ALERT!

RED ALERT!

Alerts: 16/18

Yellow Alerts: 7/7

Red Alerts: 9/11

NEW CREATURE LOG: Meta Ridley

Genetically enhanced Ridley metaform. Reborn and evolved through Pirate

technology, Meta Ridley is a fearsome enforcer. Its armored hide is extremely resilient, save for the chest, which has thinner plating. The Pirates have fused a number of potent weapons to the creature, including a Multi-Missile System, a Kinetic Breath Weapon, a Meson Bomb Launcher, and an Ultrathermal Flamestrike Projector. Meta Ridley is also a formidable melee combatant, making any sort of engagement a risky proposition.

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BOSS FIGHT #11: Meta Ridley

Yet another difficult boss fight. When Meta Ridley is flying around, he can fire the Kinetic Breath Weapon from his mouth, drop Meson Bombs when he flies over, and drop down and swipe at you, then take off again. Don't forget the Multi-Missile System and Ultrathermal Flamestrike Projector! To defeat him, charge up the Power Beam and fire a Super Missile at his vulnerable mouth or chest. Continue this, avoiding his various attacks.

When you have killed Meta Ridley until about four fifths of his health is depleted, his wings will burn off and melee combat, the part which most people have trouble with, begins. Now, if Meta Ridley opens his mouth and rears back, that's your cue to get ready for him to charge, which becomes faster as you kill him more. Space Jump or dash out of the way.

If he opens his mouth without rearing back, fire a Missile at it, and then fire Missiles at his chest until he goes back to normal. After awhile, Meta Ridley will react more than usual from an impact of a Missile to the chest. This is your cue to hit him in the mouth with a Missile when he isn't rearing back and then use Charged Plasma Beam shots on his chest instead of Missiles. When you have depleted all of his energy, some Chozo statues glow red and push him off to his death.

A dozen Chozo Ghosts now come and open the way to the Impact Crater, accessed by stepping into the blue light.

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|VIII-36: Reaching Metroid Prime|  
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CRATER ENTRY POINT

There's a Save Station hologram in this room. Save your game. This is your last chance to get the Research entry for the Save Station hologram, so if you haven't scanned one yet, DO SO NOW. Now head through the red door in here.

CRATER TUNNEL A

There's a new swarm of enemies on the other side of the orange Phazon (the Phazon Suit only rendered you invulnerable to blue Phazon, so watch out) so scan the swarm for a new Creature entry.

NEW CREATURE LOG: Lumigek

Phazon-charged reptiles. Natives of Tallon IV, the Lumigeeks travel in swarms to increase their odds of survival. They absorb and radiate Phazon energy, making these swarms a threat.

Jump over the orange Phazon and go through the red door.

PHAZON CORE

Wait for what appears to be a Metroid to come, then scan it for a new Creature entry.

NEW CREATURE LOG: Fission Metroid

Metroid with the ability to split into two forms. The Fission Metroid is a mutant, capable of splitting in two. This split endows the new creatures with invulnerability to most weaponry. This effect is unstable, resulting in weakness to a type of weapon fire. The vulnerability appears to be random, due to the chaotic nature of the Phazon mutation.

I recommend ignoring these things. If they're really getting on your nerves, shoot the gray one with Charged Plasma Beam shots until it splits into two. Pay attention to the color of the two that come out, for yellow means shoot it with the Power Beam, purple is Wave Beam, white is Ice Beam, and red is Plasma Beam. If you're tiring of them, get close to all of them and use a Power Bomb. There are Fission Metroid generators in the room, by the way.

Directly opposite the door you entered the Phazon Core (this room) through, there are some platforms connected to the wall. They look similar to teeth. Jump up these platforms to some platforms floating that are stationary. Jump across these until you reach a wooden bridge. Well, not really wooden. Anyway, walk across it and go through the red door.

CRATER MISSILE STATION

Step into the hologram to fully replenish your Missiles, which will be 250 if you've gotten all the Missile Expansions. Also, scan the hologram if you haven't yet. Now head back out.

PHAZON CORE

From the door that goes to the Crater Missile Station, turn left and head forward, following the wall. Once you reach some higher platforms, jump across them. Continue jumping across these peculiar platforms until you reach another bridge. Go across it and go through the red door.

CRATER TUNNEL B

You could simply run through and use the Spider Ball Track at the end, not taking TOO much damage from the orange Phazon. Or you could use the more complicated Spider Ball system that allows you to get past unscathed, which you should definitely do, especially on Hard Mode. Just to the left of where you entered is a Spider Ball Track.

Morph and attach to this track by Bomb Jumping up to it. Roll to the end of this track and Bomb Jump to reach the track above you. Roll to the end, drop to the track below you, roll to the end, drop to the track below you, roll to the end, Bomb Jump to the track above you, roll to the end, drop to the track below you, roll to the end, detach, de-morph, and go through the red door.

/-----\
|VIII-37: The Final Battle|
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PHAZON INFUSION CHAMBER

Follow Metroid Prime into the next room.

SUBCHAMBER ONE

Scan Metroid Prime to get a new Creature entry.

RED ALERT!

RED ALERT!

RED ALERT!

Scan Metroid Prime! This is your only chance! If you die, re-scan it!

RED ALERT!

RED ALERT!

RED ALERT!

Alerts: 17/18

Yellow Alerts: 7/7

Red Alerts: 10/11

NEW CREATURE LOG: Metroid Prime

Highly evolved, Phazon-producing life-form. The abberation known as Metroid Prime is the source of Phazon, making it immensely powerful. A genetic flaw makes it susceptible to certain weapons for brief periods. Only its head is truly vulnerable; other attacks are a nuisance. Offensively, Metroid Prime has a number of natural and mechanical weapons at its disposal. These include Ultrafrigid Breath, Multi-Missiles, Snare Beams, and Particle Wave Projectors. Its massive strength and barbed carapace make it lethal in melee combat. Recommend maximum firepower when engaging this enemy.

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BOSS FIGHT #12: Metroid Prime

Lock on to it. Now, pay attention to whatever color those veins are. Or they're something like veins. Yellow means Power Beam, purple means Wave Beam, white means Ice Beam, and red means Plasma Beam. Shoot him with Super Missiles until he rears back if yellow, with the Wavebuster or Charged Wave Beam shots if he's purple, one Ice Spreader shot if he's white, and Charged Plasma Beam shots if he's red. If two colored ball things come out of the back of Metroid Prime, shoot those as soon as possible. Not only do they hurt you a lot, they may provide supplies. Make it rear back and you'll both automatically go to a different room.

SUBCHAMBER TWO

Switch to the appropriate Beam weapon and shoot it until it rears back. Now morph and roll into one of the three crevices in the ground so that Metroid Prime doesn't hurt you with his new charging attack. Make him rear back three times and you'll both go to a new room, again automatically.

SUBCHAMBER THREE

You'll have to make it rear back four times, then follow it automatically to the next subchamber.

SUBCHAMBER FOUR

You'll have to change Beam Weapons FAST now, because Metroid Prime changes colors whenever he wants to.

*

Walk to where it fell to and you'll go to the next room.

METROID PRIME LAIR

Ooh, now it looks more like a Metroid, so scan it to get the final Creature entry.

RED ALERT!
RED ALERT!
RED ALERT!

Be sure to scan Metroid Prime's second form! This is your only chance to get this Log Book entry! Re-scan if you die!

RED ALERT!
RED ALERT!
RED ALERT!

Alerts: 18/18
Yellow Alerts: 7/7
Red Alerts: 11/11

NEW CREATURE LOG: Metroid Prime (Second Form)

The core essence of Metroid Prime. Scan indicates that the Phazon energy form of Metroid Prime is invulnerable to all conventional weapons; only attacks from a Phazon-fused Arm Cannon will damage it. It generates pools of Phazon when it attacks; use these to fuel your Suit's Phazon weapon system. The entity can also spawn Metroids to assist in battle, rendering itself invisible when it does so.

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|If you have been following this guide's instructions, you will just
| |have unlocked Image Gallery 2 by downloading 100% of all Log Book
| |scans. Access your new Image Gallery through the Main Menu.
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BOSS FIGHT #13: Metroid Prime (Second Form)

Be advised that you won't need to use any Missiles to defeat this. Remember, conventional weapons are harmless? You finally get to use the Phazon Beam! First, avoid his various attacks. When he starts generating a pool of Phazon, look for any Metroids, Hunter Metroids, or Fission Metroids that he may spawn. If so, morph and quickly lay a Power Bomb to dispatch them, then de-morph, walk into the pool of

Phazon, and switch to the X-Ray Visor.

The screen will say Hyper-mode and your beam will look a lot different if the Phazon Beam is present. Fire a constant stream of Phazon energy at Metroid Prime by holding down the A Button! Remember? The Charge Beam isn't present when the Phazon Beam is. Once you stop damaging him, don't switch back to the Combat Visor.

Avoid his attacks. When he generates another pool of Phazon, look for any kind of Metroid, use a Power Bomb to destroy them after morphing, de-morph, walk into the pool of Phazon, and switch to the Thermal Visor so you can see him.

Then switch to the Combat Visor.

It keeps going like this: X-Ray Visor ---> Thermal Visor ---> Combat Visor. Switch to the appropriate Visor to see him. This battle isn't as hard as the first.

*

You now get to see a really cool death scene and one of three endings, depending upon your percentage completion.

Ending #1: Less than 75%

Metroid Prime's cool death scene. Then he yanks off your Phazon Suit. You run away, calling your Gunship as you do so. You jump to safety just as the Artifact Temple is blown to smithereens. You look at the ruins, and the screen fades away just before Samus removes her helmet. The Gunship flies away, and it shows Samus in a victory pose, with her helmet on.

Ending #2: 75% to 99%

Metroid Prime's cool death scene. Then he yanks off your Phazon Suit. You run away, calling your Gunship as you do so. You jump to safety just as the Artifact Temple is blown to smithereens. You look at the ruins, and remove your helmet. The Gunship flies away, and it shows Samus in a victory pose, with her helmet on.

Ending #3: 100%

Metroid Prime's cool death scene. Then he yanks off your Phazon Suit. You run away, calling your Gunship as you do so. You jump to safety just as the Artifact Temple is blown to smithereens. You look at the ruins, and remove your helmet. The Gunship flies away, and it shows Samus in a victory pose, with her helmet off. The game then shows a black Phazon hand with an eye on it grab at nothing, frantically looking around from the only Phazon spot remaining.

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|If you just beat the game on Normal Mode, you have unlocked Hard Mode
| |by beating the game on Normal Mode.
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|If you just beat the game on Hard Mode, you have unlocked Image
|      |Gallery 3 by beating the game on Hard Mode. Access your new
Image  |
|Gallery through the Main Menu.
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IX: The Log Book

This section will list what can go into the Log Book, as well as an alert guide, letting you know what needs to be scanned the first time you see it, and what should be scanned the first time you see it, just to be safe, because you won't be able to find it after progressing through more of the game! Log Book entries are listed in the order they appear in the real Log Book.

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|IX-A: Pirate Data|  
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PIRATE DATA: Metroid Prime

Space Pirate encrypted data decoded.

Log 11.156.9

Test subject Z-d, hereafter referred to as Metroid Prime, was recently discovered in a cavern by mining crews. It quickly dispatched the miners, but was eventually contained by security units and drones. Once contained, we were able to begin studies upon Metroid Prime. The results have been astonishing. It is genetically similar to a Metroid, albeit on a high evolved level. It displays a limitless capacity for Phazon infusion and shows no Phazon-based degeneration whatsoever. It continues to grow in size, and while it has manifested some psychotic behavior, the cold fields we use to pacify remain effective. Authorization for advanced studies on Metroid Prime have been approved.

PIRATE DATA: Mining Status

Space Pirate encrypted data decoded.

Log 10.587.7

Mining operations have begun near the crater where Phazon appears to be most concentrated. Daily Phazon yields have increased 44%, and our mining system becomes more streamlined as personnel and equipment flows increase. Several incidents of Phazon-induced madness have been reported, prompting augmented life-support regulations in the deeper chambers. Symptoms include loss of equilibrium, erratic respiration, muscle spasms, and in the most extreme cases, hallucinations. A timeline reassessment for the refinery operation is recommended, as the material proves more unstable than initial analysis indicated.

PIRATE DATA: Artifact Site

Space Pirate encrypted data decoded.

Log 10.308.0

Field team reports are in on an aged structure of alien design built on the surface of Tallon IV. Studies show this structure projects a containment field. This field bars access to a prime source of energy within a deep crater. Science Team believes the field is powered by a number of strange Chozo Artifacts. We have found some of these relics and studies on them have begun. As this field could hinder future energy production operations on Tallon IV, we must dismantle it as soon as possible. If this means the destruction of the Chozo Artifacts, it will be done.

PIRATE DATA: Special Forces

Space Pirate encrypted data decoded.

Log 11.369.4

As we continue to observe the development of the Project Helix's Elite Pirates, it becomes increasingly obvious that these warriors will usher in a new era of Space Pirate dominance. They are incredibly resistant to damage, and their ability to transport and wield so many weapons at once makes them the ideal mainstays of our ground forces. Though they are not as quick as typical Pirates, it makes little difference. With a platoon of Phazon Elite Pirates in the vanguard of an army of normal and Flying Pirates, we will have a near-indestructible backbone that will turn the tide in any engagement.

PIRATE DATA: Metroid Forces

Space Pirate encrypted data decoded.

Log 11.550.6

Studies of Metroid biology continues, though with limited progress. It seems likely that we will be much more successful using the Metroids for our means rather than trying to reproduce their powers. If they could be adequately tamed, we would have no need of a proper understanding of their metabolism. A small force of disciplined Metroids could wipe out entire armies, and once we find a way to shield them from cold-containment weapons, they will be invincible. Furthermore, if we could then harvest the energy they've consumed, we would have a near-limitless source of power at our disposal.

PIRATE DATA: Chozo Studies

Space Pirate encrypted data decoded.

Log 11.440.4

Results are in from field studies on extinct bioform group Chozo. We believe that Tallon IV was once a stronghold in a great Chozo empire, brought low by the meteor strike. Planetary devastation brought an end to the Chozo, yet remnants of their society remain. We are studying these relics in an attempt to harness their power. What is of no use to us, we destroy. In time, we shall have all we need from this dead race, and shall wipe this planet clean of their ugly Ruins. The dead should serve the living, not hinder them.

PIRATE DATA: Fall of Zebes

Space Pirate encrypted data decoded.

Log 09.992.3

Zebes has fallen. All ground personnel are presumed dead, either killed by the Hunter clad in metal or in the subsequent destruction of the underground facilities. Our research frigates Orpheon Siriacus and Vol Paragom were in orbit at zero hour and managed to retreat. Frigate Orpheon is now docked at Vortex Outpost. Orpheon's cargo appears to have a 100% survival rate; Metroids are healthy but on restricted feeding schedules due to uncertain supply status. We are ready to begin research on the Metroids and other promising life-forms. Security status remains at Code Blue; no signs of pursuit from the Hunter.

PIRATE DATA: Prime Mutations

Space Pirate encrypted data decoded.

Log 11.402.5

Metroid Prime continues to feed and grow ever larger in the impact crater caves. Its hunger knows no bounds, and it has begun to manifest unusual mutations since its breach. These include armor plating on its epidermis and mechanical outgrowths that generate defense screens. These screens render it invulnerable to most weapon systems, but a flaw in the mutation leads to increased vulnerability to certain weapons. It compensates for this by shifting the screens quickly. This latest development concerns Security units greatly; they feel it's a matter of time before Metroid Prime corrects this defect and renders itself invulnerable to all weaponry. Containment would be nigh impossible if this were to occur.

PIRATE DATA: Security Breaches

Space Pirate encrypted data decoded.

Log 10.712.1

Most terraforming and retrofitting of security checkpoints on Tallon IV is complete, but we continue to research the alarming epidemic of breaches by local creatures. Door records show no unauthorized entries, so we must presume the creatures are either slipping in undetected during daily personnel moves or else finding their way in through subterranean tunnels. We have found many small breaches of this latter sort and plug them wherever we can, but it is unlikely that we will ever achieve full extermination with our current timetable.

PIRATE DATA: Phazon Analysis

Space Pirate encrypted data decoded.

Log 10.344.8

We have codified the newfound energy source as Phazon, a V-index mutagen of which we have very little reliable data. Indications point a meteor of an unknown origin impacting approximately 20 years ago, expelling Phazon into the environment. This material appears to possess lifelike characteristics, mutating organic life-forms strong enough to

withstand its poison. These mutations appear promising, with abrupt evolutionary leaps appearing in single-generation reproduction. Plans to establish a full Science Team on Tallon IV are being finalized.

PIRATE DATA: Omega Pirate

Space Pirate encrypted data decoded.

Log 11.232.8

Elite Pirate's Upsilon's propensity for Phazon has enabled our research team to infuse it far beyond our safety restrictions, and the results have been extremely encouraging. Its constant Phazon diet has increased its mass exponentially, but it has retained all mental faculties and shows dexterity with all Elite weaponry, including Plasma Incendiary Launchers and the Chameleon Manta issued for cloaking purposes. Elite Pirate Upsilon exhibits miraculous healing abilities; when injured, it seeks Phazon and coats itself in the substance, which instantly mends the creature's wounds. The subject, which we are code-naming Omega Pirate based on these developments, shows potential to be a new standard for our armies. Our only concern at this point is its potential overdependence on Phazon.

PIRATE DATA: Contact

Space Pirate encrypted data decoded.

Log 10.299.2

Scans of the Spiral Sector detected a massive energy spike emanating from a Wanderer-class planet identified as Tallon IV. Scout reconnaissance was immediately dispatched to the center of the spike, a land mass at heading mark 40.08.02, returning with planetary samples and atmospheric imaging. Analysis shows the energy source to be an unstable radioactive material of enormous potential. We are unable to form an accurate risk-assessment at this time, but we are unlikely to find an energy source this powerful again. Analysis will continue, but currently Tallon IV appears to be a viable secondary headquarters.

PIRATE DATA: Chozo Ghosts

Space Pirate encrypted data decoded.

Log 11.664.2

There have been numerous incidents involving spectral entities at the Chozo Ruins site. Several personnel have been assaulted by these Chozo Ghosts; few have survived. Survivors speak of swift attacks from nowhere, brief sightings of the enemy, then nothing, only to be followed by another attack. Science Team believes these attacks are responsive to our efforts to recover Chozo relics and Artifacts. Somehow, these entities are able to interact with the physical world, and it appears they wish to keep their Artifacts to themselves. We will make them pay for such arrogance, for even ghosts can be destroyed.

PIRATE DATA: Prime Breach

Space Pirate encrypted data decoded.

Log 11.377.1

Subject Metroid Prime's breach has been contained. Reports indicate that it sensed a large batch of Phazon in the lab within its stasis tank and broke through the glass, using previously unsuspected strength. Besides consuming all of the Phazon, Metroid Prime assimilated several weapons and defense systems from fallen security units. It has suffered no ill effect from said assimilation; indeed, it began to use its newly acquired weapons against us. Once we pacified it, we were unable to remove the assimilated gear without threat to Metroid Prime--the gear is now an integral part of its body. Command is intrigued by this newfound ability, and has ordered further study to commence at once.

PIRATE DATA: Parasite Larva

Space Pirate encrypted data decoded.

Log 10.515.8

Our initial tests exposing Tallon IV's indigenous parasites to Phazon appear to be successful. Increases in strength, size and aggressiveness are common in all test subjects, as well as unforeseen evolutions like additional poison sacs within the abdomen and the appearance of a second ring of mandibles in several subjects. These creatures were chosen because of their resilience, and it appears possible that, given enough exposure to Phazon, they may one day be able to survive on any planet we transport them to. Our methods will have to be refined; we currently have a 100% extinction rate after the fourth infusion period, and most survivors of the third infusion stage are so violent and uncontrollable that they have to be euthanized. Even still, we remain hopeful that further experimentation will result in success.

PIRATE DATA: Meta Ridley

Space Pirate encrypted data decoded.

Log 10.891.0

The reconstruction of geoform 187, code-named Ridley, was recently completed. After his defeat on Zebes, Command ordered a number of metagenic improvements for him. Though aggressive, we were able to implement these changes in a cycle. The metamorphosis was painful, but quite successful in the end. Early tests indicate a drastic increase in strength, mobility, and offensive capability. Cybernetic modules and armor plating have been added as well. We believe our creation, now called Meta Ridley, will become the mainstay of our security force, a job he will certainly relish.

PIRATE DATA: Phazon Program

Space Pirate encrypted data decoded.

Log 10.401.7

Phazon mining is under way. Several garrisons have been established, and terraforming of the Chozo Ruins is under way. Security systems are operational, and Science Team continues to make progress in their biotech research. The Phendrana Drifts have proven to be an optimal location for Research Headquarters, and soon it will be joined by a fully operational Combat base and starport. If Command's predictions

are half true, we shall rise to dominance in this sector within a decacycle. Truly, these are glorious times.

PIRATE DATA: Metroid Morphology

Space Pirate encrypted data decoded.

Log 11.420.7

Metroid dissection continues to provide more questions than answers. Our research teams have isolated the energy conduits that run from the invasive twin mandibles to the energy core in the creature's quadripartite nucleus, but the manner in which a Metroid actually extracts the life force from its prey remains an utter mystery. The victim does not lose blood or other vital fluids, and yet the Metroid extracts energy; identifying this energy is our central problem. It takes no physical form, and yet without it, the victim dies. We will continue to research this matter, as the isolation of this life-giving essence could be the key to our ascendance.

PIRATE DATA: Chozo Artifacts

Space Pirate encrypted data decoded.

Log 11.452.8

We are particularly interested in a number of Chozo Artifacts we have been able to recover from a number of religious sites on Tallon IV. These relics resonate with power, and yet we are unable to harness them in any way. Science Team is attempting to fuse them together with Phazon, believing that a link might exist between them. We know that these Artifacts are linked to the Chozo Temple that block full access to the Impact Crater. We have yet to crack this enigma, however. Command grows impatient regarding this matter; results must be produced soon.

PIRATE DATA: Phazon Infusion

Space Pirate encrypted data decoded.

Log 10.957.2

Confidence is high regarding Phazon applications. We know enough about Phazon now to begin combining it with Space Pirate DNA. The code name for this venture will be "Project Helix." Preliminary studies indicate that Phazon infusion could produce radical new Pirate genomes. Benovelent mutation levels are high in current test subjects. Phazon madness is a concern, but refinements in the infusion process should reduce or neutralize the odds of mental degeneration.

PIRATE DATA: Metroid Studies

Space Pirate encrypted data decoded.

Log 10.444.4

Initial transfer of Metroids to Tallon IV research facilities has been completed. They were terminated in an incident at the landing site, but the others were pacified and transported safely. Initial Phazon-infusion testing is under way. We are eager to observe the effects of

Phazon on Metroids, especially their ability to absorb and process the energy given off by Phazon sources. Early research suggests a considerable growth in power and size. Whether the creature stays stable thereafter remains to be seen.

PIRATE DATA: The Hunter

Space Pirate encrypted data decoded.

Log 10.023.7

Security Command issued an all-points alert after the fall of Zebes. The alert concerns bioform Samus Aran, also known as the Hunter. Subject is a female hominid, and is heavily armed and extremely dangerous. Subject uses a powered armor suit of unknown design in battle, along with a number of potent Beam and concussive weapons. All combat units are instructed to terminate Aran on sight, preferably in a fashion that will allow salvage of her powered armor suit and weapons. A considerable bounty will go to the unit who delivers Aran to Command. Dead or alive, it matters not.

PIRATE DATA: Elite Pirates

Space Pirate encrypted data decoded.

Log 11.001.9

Initial Project Helix experiments with Space Pirate embryos were disastrous. The Phazon-infusion process degenerated brain tissue even as it augmented muscle mass. None of what we have termed "Elite Pirates" lived to maturity; the few that survived their infancy suffered severe psychotic breakdowns as juveniles, killing anything within their zone of perception. Research from team Sclera made a recent breakthrough, in which Parasite studies with a Phazon strain code-named "Vertigo" were highly successful. Since then, we have fused Vertigo Phazon with Space Pirate DNA with great success. The latest batch of Elite Pirates have reached maturity successfully and are ready for field testing and training.

PIRATE DATA: Glacial Wastes

Space Pirate encrypted data decoded.

Log 10.664.2

Research outpost Glacier One in the Phendrana Drifts region of Tallon IV's mountains is operating at 85% capacity. Sub-zero temperatures have made the Metroids sluggish and easy to control, even those well into Phazon-infusion cycles. Cold-containment stasis tanks are sufficient for the juveniles, but some of the larger Metroids have been moved to quarantined caves for safety purposes. Security doors remain an issue, as malfunctions due to ice occur every day. Large predators in the wastes are also a concern, as they continue to kill personnel and breach secure areas. Unfortunately, it has become clear that our containment teams cannot neutralize all of them without a vast increase in munitions and soldiers.

PIRATE DATA: Hunter Weapons

Space Pirate encrypted data decoded.

Log 10.222.8

Science Team is attempting to reverse-engineer Samus Aran's arsenal, based off of data acquired from her assaults on our forces. Progress is slow, but steady. Command would dearly enjoy turning Aran's weapons against her. We believe we can implement Beam weapon prototypes in three cycles. Aran's Power Suit technology remains a mystery, especially the curious Morph Ball function. All attempts at duplicating it have ended in disaster; four test subjects were horribly broken and twisted when they engaged our Morph Ball prototypes. Science Team wisely decided to move on afterward.

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|IX-B: Chozo Lore|  
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CHOZO LORE: Infestation

Chozo script translated.

A second plague has come upon the land, dousing the last flickering hopes of our race. Drawn by the very force of Chozo we hoped to contain, a host of marauding creatures descended from space and invaded our temple, the Cradle. They try in vain to destroy it, but its power remains beyond them for now. They possess some of the twelve Artifacts we call the Cipher, yet do not comprehend their function. Ignorant creatures, they are blinded by delusions of harnessing Great Poison for their own designs. They walk about as masters of the planet, assimilating the ruins of our sanctuary into their experiments. We can but watch and wait for our doom.

CHOZO LORE: Binding

Chozo script translated.

The congregation of Artifacts that hold the Great Poison at bay still hold strong. Fearful of the potential within the Artifact Temple, the invaders known as Space Pirates tried to destroy it, only to fail in every attempt. We scattered the Artifacts across the planet for their protection, and only a few have fallen into invader hands. Failing to understand them, they now seek to unmake them. Again, they fail. They are right to fear these things. Great power sleeps inside them. Prophecy calls for their union, come the day that the unholy Worm is met by the great Defender. We can only hope the Artifacts are not destroyed by the invader, for then all will be lost. So, we do what we can to preserve the Artifacts, and to guide the Newborn to them. Time wanes with our souls, yet hope remains.

CHOZO LORE: Cradle

Chozo script translated.

The cries of this dying land pulled us from our dreaming state, and now we Chozo walk as ghosts while the Great Poison sinks into the trees and waters, devouring all life. Some creatures survive, but their forms grow twisted and evil as the force that fell from the sky. The heart of the planet will succumb soon, and so will we, even in our ghostly states. Already many Chozo have faded and passed into the unknown. The Great Poison is unlike anything we have ever glimpsed in this or any

dimension. It eats relentlessly, worming out life wherever it blooms and corrupting what it cannot kill. It will be our undoing. Our last hope lies in the Cradle, the temple we hope might contain this abomination. It is almost complete, hovering over the impact site, the dark heart of the spreading evil. If we can finish before the last of our kind drifts into madness or death, there is a chance for this world. If we fail, we are doomed with it.

CHOZO LORE: Beginnings

Chozo script translated.

Our sanctuary grows by the day. We Chozo know much of technology, but we have chosen to leave it behind on this journey. Our home here on Tallon IV will be a place of simplicity; structures hewn from the stone, bridges woven with branches, hallways caressed with pure waters. We build around the ancient and noble trees, drawing from their strength and giving them our own in return. All that is wild will flow around us here; our race will be just one more group of creatures in the knit of nature. It is our hope that such a state will bring it with great wisdom, a greater understanding of the nature of the universe. Once our city here is complete, we will peer inward and discover the truth.

CHOZO LORE: Cipher

Chozo script translated.

None know if our temple, the Cradle, will prove powerful enough to contain this evil forever. How can we Chozo hope for it to remain intact when that which it guards writhes in the darkness, growing always stronger? The fate of this world rests with the gathering of the Artifacts we call the Cipher, but even it is not all-powerful. It is strong, yes; an enchanted whole made of twelve links. Still, it is finite in its reach, and we who guard it are slowly succumbing. When our vigilance crumbles away into madness, the Cipher will be exposed and the fate of Tallon IV will be beyond our influence.

CHOZO LORE: Worm

Chozo script translated.

The prophecies tell of the coming of the Worm. Born from parasites, nurtured in a poisoned womb, the Worm grows, devouring from within, until the world begins to rot. The words of the seers have come to pass, for there, in the depths of the world, the ravenous Worm lurks and feeds. From the stars it came, blighting Tallon with its Great Poison. We can but watch as the Worm grows, watch and wait. For the prophecies also speak of a great Defender, the one who delivers the world from evil. The final days draw near. Is the Newborn the Defender of which the seers spoke? We shall do all that we can to aid her, for she bears our legacy as she bears the ancient armor and weapons of our people.

CHOZO LORE: Fountain

Chozo script translated.

At the highest point of our city lies the fountain, a wellspring of pure water that flows throughout our civilization. It is the jewel of

the Chozo, the life-giver, and yet its waters speak of a clouded future. As we come to understand the paths of time and space more clearly, we have begun to glimpse rough tatters of past and future, glittering behind reality like soft lights behind a curtain. We have seen the fountain in these glimpses, pouring darkness instead of water, and we cannot guess what the visions mean.

CHOZO LORE: Exodus

Chozo script translated.

We Chozo are departing now, after so many years in peaceful seclusion here on Tallon IV. When we came, this place was a refuge for our spirits, a civilization built from native materials, bereft of the trappings of our technology. We were linked to the land here, kindred to the plants and animals, far away from the machines we had become so dependent on. And so we leave it now, pristine, a testament to the mortal forms we no longer need. We have drawn the veils of time and space aside, and are withdrawing beyond the illusion. But we will never forget this, the most sacred of our homes. And we will remain ever watchful.

CHOZO LORE: Hatchling's Shell

Chozo script translated.

The Hatchling walks among us. Are these dreams? Memories? Foretellings? Time and reality swirl together like estuary waters, and we Chozo know not what to believe. She appears as ghostlike as the Chozo, but at times the mists clear. We can see her wounded eyes, and remember the child we found so long ago. What has she become, the Newborn? Clad in Chozo armor, wielding weapons our hands once held, does she dream of the Chozo as we once were? Does she long for her parents, lost to the same creatures that even now defile our sacred home? Does she still live?

CHOZO LORE: Hatchling

Chozo script translated.

As we struggle with the Great Poison, something stirs at the edges of our vision. It is the Hatchling Samus. We feel her, across the void, as she hunts the corrupted. Will our fates again be one? As our pride shatters, will prophecy become real? When all strength wanes from the Chozo, will it be the Hatchling who fulfills our legacy? True sight eludes us, for the Poison gnaws at all vision, leaving seers blind and filled with despair. Truth's blessing may come too late.

CHOZO LORE: Meteor Strike

Chozo script translated.

We have returned to Tallon IV, borne here against our will by a great cataclysm from the reaches of space. A meteor came, casting a dark shadow of debris over the land with the violence of its impact. Though we perceived this from beyond space and time, it was but a curiosity; a brief flare in the infinite march in the universe. But the meteor brought with it corruption. A Great Poison burst forth into the land, clawing at life with such violence that we were ripped from our peaceful state and find ourselves wandering as shadows of the mortal

forms we left behind, searching for why we are here.

CHOZO LORE: Contain

Chozo script translated.

The world of living things feels strange to us, we who have existed so long on the edges of time and space. It is clear now that we Chozo can never return to our dimension, not while the Great Poison reaches even further into the planet. It is so powerful, this creeping evil, that our wills are crumbling and our minds beginning to fail. And so, before it is too late, we now make our last stand. We have begun to build a temple to contain this darkness; at its heart we will place a Cipher, a mystical lock powered by twelve Artifacts, and filled with as much power as we Chozo can harness in our ethereal states. Even when we are done, it may be too late.

CHOZO LORE: The Turned

Chozo script translated.

Many Chozo have gone beyond now, and this is a mercy. Those of us who remain suffer in dimensional flux, drifting helplessly across time and space, guided by unseen and inexorable currents. The Chozo who cling to sanity fight to the tide, but our minds are weakening. Soon we will all be like the Turned. Chozo who have been utterly corrupted by the Great Poison. The Turned still hold their Chozo forms, but their minds are black with fell intentions. Gone is their respect for life. They honor only destruction, and seek to disrupt the Artifacts holding the Great Poison at bay. All life taunts them, and they do not rest. Before long, they will be all that remain of the Chozo here.

CHOZO LORE: Hope

Chozo script translated.

More and more, our tormented mines turn to the Newborn. As the world continues to shift into brutal, disconnected images, she remains inarguably real; a fearless figure delving deeper into this blighted world, unmindful of the terrors that await her. Was she this way before? When we Chozo found her, a fledgling orphaned on a savaged planet, did a warrior's pulse already beat in her veins, filling her with righteous fury? Our hopes lie with her. We leave these messages for her, that she may find our Artifacts and deliver the world from its evils. Wraiths we may be, but our reach is still long indeed. We shall fight the invaders, and the Poison they would master, until the end.

CHOZO LORE: Statuary

Chozo script translated.

As we have done for millennia, we Chozo work constantly on our statuary. The statues are our sentinels; blind but ever watchful, they are, and have always been, repositories for our most precious secrets and strongest powers. The crafting of each is a long and sacred process, performed only by those Chozo who have lifetimes of experience in such things. We have left these relics on planets across the solar systems. Some are merely reminders; silent emblems of the Chozo that serve as icons of peace in lands that only know war. Others wield subtle strengths, exerting their influence in ways beyond the

understanding of mortal creatures. Still others are guardians of our secret ways, and these can be as terrible as they are beautiful. Those who respect and honor these relics will know the friendship of the Chozo. Those who deface or destroy them will know our wrath, unfettered and raw.

CHOZO LORE: Newborn

Chozo script translated.

The power of our temple has been enough to halt the spread of the poison on Tallon IV, but that which remains thrives and grows more concentrated, gnawing on itself in the dark passages beneath the planet's surface. Whether it can ever be truly destroyed is not for our eyes to see. But there is something else. We Chozo are drifting, tumbling through space and time as the Great Poison eats away at our sanity. We wake in dreams. As the veil of lunacy descends, as past and future blend and shuffle, one image appears and flickers through the landscape, wraithlike. It is the Hatchling, the Newborn, walking the path of corruption, a lone figure shining in the toxic shadows. She comes dressed for war, and her wrath is terrible. Do our eyes look backward, seeing the Hatchling as she once was? Or does she approach even now, arriving in our race's last hour, a savior clothed in machines crafted long ago by Chozo hands? Poisonous clouds drift across our vision.

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|IX-C: Creatures|  
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CREATURE: Mega Turret

Perimeter defense turret reinforced with energy shielding. Frustrated with interior armor plating on standard defense turrets, the Space Pirates added energy shielding to a modified heavy Cannon. The new shielding and increased Beam strength makes the Mega Turret an efficient point defense weapon.

CREATURE: Grizby

Subvolcanic carrion feeder. Carapace can be breached by Missiles. The Grizby's carapace has been fused together by superheated air. This barrier stands up to everything but concussive blasts. Its intelligence is limited to instinctive scavenging patterns.

CREATURE: Zoomer

Anchors itself to walls and other surfaces. Avoid contact with spikes. A basic nerve center located directly above the Zoomer's mandibles detects nutrients. Sharp spines protect it from casual predators, but the lack of a reinforced carapace makes the Zoomer vulnerable to any indirect attacks.

CREATURE: Plated Parasite

Hardy member of the Parasite family. Invulnerable to most known weapons. A cousin to the Parasite, these creatures are known for their amazing resilience. Field studies suggest a weakness to Morph Ball-delivered weapon systems.

CREATURE: Pulse Bombu

Life-form of raw energy. Periodically releases explosive segments from its body. Pulse Bombus are energy beings, invulnerable to most known weapons. Electrical energy can harm them, however. They lack any intelligence beyond instinctive attraction to charged energy sources. Pulse Bombus produce energy constantly. All excess energy is shed, regardless of who or what may be nearby.

CREATURE: Ice Shriekbat

Ice-encased ceiling-dweller. Like standard Shriekbats, these creatures are easily spotted with Thermal Imaging. They roost on cave ceilings, subsisting on insects, reptiles and small mammals. Fiercely territorial, they will dive-bomb anything that wanders near.

CREATURE: Parasite Queen

Parasite female, genetically enhanced by unknown means. A weak spot has been detected in the creature's mouth. Use your auto-targeting to acquire this new target! Scans indicate the presence of a potent mutagen, origins unknown. Creature exhibits the ability to fire weapon-grade blasts of energy from its mouth, a trait not present in the standard parasite genome. It appears the Pirates have begun a bioengineering program, with considerable results.

CREATURE: Scarab

Exploding parasites that can embed their bodies in solid rock. Scarabs think nothing of sacrificing themselves for the safety of their swarm. When a hostile life-form is sighted, they block its progress by embedding themselves in floors and walls. Embedded Scarabs violently self-destruct when threatened.

CREATURE: Aqua Reaper

Powerful aquatic tentacle, part of a submerged organism. Similar in nature to the surface-based Reaper Vine, the Aqua Reaper has adapted to a liquid environment. It shares the poor vision of its rock-dwelling "cousin," relying on a crude sonar sense to seek prey. Unhindered by water, the Aqua Reaper has considerable speed and strength.

CREATURE: Triclops

Hard-shelled creature with powerful jaws. The Triclops is a hunter-gatherer. It collects small bits of creatures and foodstuff, then deposits them elsewhere for later consumption. The hard tripartite mandibles it uses to move earth and rock are quite strong and difficult to escape once ensnared.

CREATURE: Puffer

Unstable gas-filled organism. Will rupture on contact. Puffers fill their bodies with lethal meta-viprium gas and float about in search of food. If ruptured, the gas within the Puffer is violently released. Despite their fragile bodies, Puffers are aggressive hunters. The gas cloud they release upon death is often fatal to the creature that brings them down as well.

CREATURE: Glider

Docile, airborne creatures with unusual magnetic properties. Gliders live a relatively peaceful existence. They have a magnetic signature attuned to Grapple Beam technology; the sport of "glider riding" involves using a Grapple to attach to a Glider, then staying on it as long as possible.

CREATURE: Auto Turret

Use Missiles to break outer casing.

CREATURE: Jelzap

Aquatic predator made of electrically bound skeletal halves. The Jelzap's brain is located in the upper half of its body, while the heart and digestive tract occupy the lower half. Linked only by electrical impulses, the two halves somehow function effectively enough to launch the Jelzap to the top of Tallon IV's aquatic food chain.

CREATURE: Beetle

Burrowing insect with a resilient carapace. Extremely aggressive. Insect's massive mouth enables it to tunnel through solid rock at high speeds. Above ground, Beetles can cover short distances rapidly. They attack anything that moves near their lair.

CREATURE: Tangle Weed

Plant life with basic sentience. Retracts into ground if threatened. Tangle Weeds are only dangerous to small organisms. They are covered in tiny barbs designed to trap potential meals. Tangle Weeds lack the strength to do anything more than hinder larger life-forms.

CREATURE: Flying Pirate

Pirates trained and equipped for airborne assault. Flying Pirates are extremely agile in the air, but the heat signatures of their jet packs can be tracked with Thermal Imaging. While their Missiles are extremely potent, their jet packs can be even more so. If the pack fails, they will make a suicide strike.

CREATURE: Hive Mecha

Security unit programmed to work with predatory hive dwellers. A design flaw makes the shielding on Hive Mecha weak around their access ports. These units are second-generation combat drones, able to interface with organic units at a higher level. They train, shelter, and work with hive-dwelling predators. Unarmed, they rely on their hive beasts to handle any threats.

CREATURE: War Wasp

Airborne insect equipped with a venomous stinger capable of shearing steel. The War Wasp rarely strays far from its hive unless it is pursuing an immediate threat. It attacks with no regard for its own survival, dive-bombing its enemy with its stinger extended. Fast-working toxins from the stinger can incapacitate most small organisms.

CREATURE: Bloodflower

Able to eject toxic spores. Toxins are poisonous even to the Bloodflower itself. Three mouth-nodules protrude beneath the stalk from the flower, each with a rudimentary brain cluster and the ability to spew toxic fumes at anything within a five-meter radius. The spores ejected from the stigma at the center of the flower are sufficient to kill this creature if they explode in its vicinity.

CREATURE: Ice Beetle

Burrowing insect with an ice-reinforced carapace. Averse to heat. This member of the Beetle family has adapted to life in the subzero temperatures in the Phendrana Drifts, growing a thick ice shell over its entire body. The ice is extremely resilient, providing the Ice Beetle with extra protection and augmented digging abilities.

CREATURE: Reaper Vine

Powerful rock-dwelling tentacle. A single eye upon the Reaper Vine keeps a constant vigil, but its vision is limited to 10 meters. A scythe-like appendage on its tip is honed to lethal sharpness. The Reaper Vine will swing this blade wildly at anything that enters its zone of perception.

CREATURE: Aqua Drone

Security mecha adapted for underwater areas. The Space Pirates have adapted a number of Sentry Drones for use in liquid environments. These Aqua Drones utilize an arsenal and artificial intelligence suit similar to their "cousins." The Pirates have been unable to properly shield these Drones from electrical attacks, making them vulnerable to the Wave Beam.

CREATURE: Ice Trooper

Space Pirate armed with Ice Beam technology. Space Pirates have reverse-engineered several of your weapons, including the Ice Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.

CREATURE: Sap Sac

Chemical reaction within sac produces violent explosion when agitated. Because of its irresistible odor and sweet nectar, the Sap Sac was nearly eaten out of existence. The evolution of an explosive chemical sac saved it; now only brave or ingenious creatures dare to devour it.

CREATURE: Flickerbat

Scavenger with optical camouflaging that renders it invisible to the naked eye. Flickerbats are deceptive creatures. The only way to track them reliably is with X-ray imaging. They fly ceaselessly, hunting insects and other small prey that float on the air currents. Flickerbats tend to fly in cyclical hunting patterns, using primitive sonar to navigate.

CREATURE: Wave Trooper

Space Pirate armed with Wave Beam technology. Space Pirates have reverse-engineered several of your weapons, including the Wave Beam. A

flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.

CREATURE: Sentry Drone

Well-armed and armored security mecha. Sentry Drones have limited intelligence, but do their assigned tasks well. Being machines, they are susceptible to electrical attacks. When alerted, Drones initiate a security lockdown, then attempt to neutralize the intruder. Their electronic warfare suit can scramble Visor technology as well.

CREATURE: Burrower

Tunneling insect predator. The Burrower is similar to the Beetle, though it prefers to spend more time underground. It seeks seismic disturbances, then surfaces to attack. It has enough cunning to realize when something is too large for it to handle; beyond that, it is fairly ignorant. What it lacks in brains, it makes up for with aggression.

CREATURE: Plazmite

Small insect capable of storing and releasing thermal energy. Plazmites are attracted to sources of heat, thriving on energy present there. They emit light when hunting, and will expel small bursts of thermal energy when threatened.

CREATURE: Barbed War Wasp

Airborne insect with the ability to launch its stinger at prey. A highly aggressive member of the War Wasp family, this insect can propel the tip of its stinger up to 20 meters. The stinger tips regrow seconds after launch and contain an acidic compound designed to predigest prey.

CREATURE: Flaaghra

This mutant plant is the source of toxic water in the Ruins. Flaaghra's growth cycle has been rapidly accelerated. As a result, it requires near-constant solar exposure to remain active. This exposure has made Flaaghra's outer shell thick and durable. Its lower root system is unprotected and vulnerable, however. Exploit this flaw when possible. Concentrated weapon fire can daze it for short periods.

CREATURE: Scatter Bombu

Pulsing tendrils of energy extend from creature's body. Like all Bombus, these creatures can only be harmed by electrical energy. Proximity to these life-forms may result in electrical visor interference. It is possible to avoid engaging Scatter Bombus by rolling into the Morph Ball and slipping between the rotating energy streams.

CREATURE: Space Pirate

Sentient aggressor species well trained in weapon and melee combat. Space Pirates wield Galvanic Accelerator Cannons and forearm-mounted Scythes in combat. This species seeks to become the dominant force in the galaxy, and their technology may help them realize this goal. Ruthless and amoral, the Pirates care little for the cost of their ambition. Only the results matter, and they take these very seriously.

CREATURE: Parasite

Interstellar vermin. Travel in swarms. Indigenous to Tallon IV, a single Parasite is harmless to larger life-forms. However, they tend to travel in large groups, swarming over potential prey. Such swarms can be dangerous.

CREATURE: Tallon Crab

Crustacean native of Tallon IV. Hard-shelled swarm life-form. Once harvested for food, exposure to Phazon has seen this practice diminish. Creatures are timid and harmless alone, but can be a problem when traveling in swarms.

CREATURE: Blastcap

Volatile chemicals within this weed's toxic fungal cap may explode if agitated. The poisonous flesh of the Blastcap helps keep it from being eaten. It also detonates its fungal cap when it detects even the slightest contact.

CREATURE: Aqua Sac

Will burst when subjected to impact or trauma. Believed to be in the same family as the Sap Sac, this plant has similar features. It will burst when exposed to force. This protective response keeps most creatures from feeding on it.

CREATURE: Lumigek

Phazon-charged reptiles. Natives of Tallon IV, the Lumigeeks travel in swarms to increase their odds of survival. They absorb and radiate Phazon energy, making these swarms a threat.

CREATURE: Incinerator Drone

Programmed for high temperature waste disposal. Device schematics indicate a high risk of malfunction when internal power core is damaged. It has minimal combat programming, but can defend itself if necessary. This drone's intense heat blasts compensate for its lack of battle prowess.

CREATURE: Eyon

Immobile organisms entirely composed of ocular tissue. Capable of launching sustained energy beams when active, the Eyon is sensitive to light and will close shut if a bright flash ignites nearby.

CREATURE: Fission Metroid

Metroid with the ability to split into two forms. The Fission Metroid is a mutant, capable of splitting in two. This split endows the new creatures with invulnerability to most weaponry. This effect is unstable, resulting in weakness to a type of weapon fire. The vulnerability appears to be random, due to the chaotic nature of the Phazon mutation.

CREATURE: Oculus

Wall-crawler that generates electric pulses. The Oculus exposes its single eye when active. The electrical field that covers it is enough to deter most predators. If the Oculus detects anything capable of presenting a real threat, it retracts into its impermeable shell.

CREATURE: Meta Ridley

Genetically enhanced Ridley metaform. Reborn and evolved through Pirate technology, Meta Ridley is a fearsome enforcer. Its armored hide is extremely resilient, save for the chest, which has thinner plating. The Pirates have fused a number of potent weapons to the creature, including a Multi-Missile System, a Kinetic Breath Weapon, a Meson Bomb Launcher, and an Ultrathermal Flamestrike Projector. Meta Ridley is also a formidable melee combatant, making any sort of engagement a risky proposition.

CREATURE: Plasma Trooper

Space Pirate armed with Plasma Beam technology. Space Pirates have reverse-engineered several of your weapons, including the Plasma Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.

CREATURE: Aqua Pirate

Space Pirates with exoskeletons modified for underwater use. Using modified thruster-packs and Gravity Suit technology, the Space Pirates have armorsuits for use in liquid environments. Thermal tracking is still very useful against these units, as the Pirate engineers have yet to eliminate the thruster-pack's high heat signature.

CREATURE: Baby Sheegoth

Glacial predator. Ice shell protects its vulnerable dorsal area. Young Sheegoths grow a resilient shell of ice on their backs which serves to protect a layer of vulnerable flesh. With this being their only weak point, Baby Sheegoths will turn quickly in order to not allow predators the opportunity to strike at their backs. Powerful hunters, they fire bursts of ultracold gas at potential prey, then feast on their frozen victim.

CREATURE: Seedling

Plant-based ground feeder. Dorsal spines can be ejected in self-defense.

CREATURE: Plated Beetle

Well-armored burrowing insect. Vulnerable only in the rear abdomen. Creature's thick cranial plating can repel frontal attacks. This gives it an advantage in combat, allowing it to make ramming attacks. Only surfacing when it detects vibrations above, it then maneuvers itself so as to always face its rival, keeping its exposed abdomen protected.

CREATURE: Sheegoth

Supreme predator of the Phendrana Drifts. Sheegoths are invulnerable to most Beam weapons. The crystals on their back absorb energy, which they can fire at prey. Sheegoths have poor stamina. They hyperventilate

after using their breath attack, making their mouth area vulnerable. The soft underbelly of a Sheegoth is susceptible to concussive blasts. In battle, they expel blasts of frigid gas to ensnare their targets. They are also fond of ramming and trampling their hapless prey.

CREATURE: Stone Toad

Preys on creatures smaller than itself. Vulnerable only from within. A Stone Toad is able to remain still for days. It preys upon creatures smaller than itself, inhaling them whole. Anything it finds undigestable, it regurgitates. Stone Toads use their tusks as a last resort in combat.

CREATURE: Metroid

Energy-based parasitic predator. The dominant species of planet SR388, Metroids can suck the life force out of living things. A Metroid will latch onto its prey and drain energy, growing larger as it does. The only way to shake an attached Metroid is to enter Morph Ball Mode and lay a Bomb.

CREATURE: Venom Weed

Poisonous plant that retracts into the ground if threatened. Venom Weeds evolved to thrive in the habitats of large organisms. They lure prey with brightly colored leaves, then detain it with tiny barbs that deliver a powerful toxin. Venom Weeds rapidly decompose anything that succumbs in their midst.

CREATURE: Phazon Elite

Elite Pirate infused with energized Phazon. The Phazon-charged Elite Pirates rely more on their Wave Quake Generators, opting not to carry the vulnerable Plasma Artillery Cannon normally used by Elites. The direct fusing of Phazon into their bodies provides a tremendous level on energy. The drastically lower life span that comes with this process is of little concern to the Pirate Research team.

CREATURE: Metroid Prime (Second Form)

The core essence of Metroid Prime. Scan indicates that the Phazon energy form of Metroid Prime is invulnerable to all conventional weapons; only attacks from a Phazon-fused Arm Cannon will damage it. It generates pools of Phazon when it attacks; use these to fuel your Suit's Phazon weapon system. The entity can also spawn Metroids to assist in battle, rendering itself invisible when it does so.

CREATURE: Ice Burrower

Burrower adapted to subfreezing climates. A hardy life-form, the Ice Burrower has adapted to the frigid climate of Phendrana. It spends most of its time tunneling through the frozen soil, but will occasionally surface to attack passersby.

CREATURE: Flaaghra Tentacle

One of Flaaghra's tentacles fills this narrow drainage channel. Analysis indicates that Flaaghra's central nervous system is located at the base of this structure.

CREATURE: Elite Pirate

Space Pirate. Incredibly strong, armored, and well armed. Elite Pirates are potent foes. Their energy-siphon system absorbs Beam weapon shots, which they use to fuel a massive Plasma Artillery Cannon. The nature of this system makes them vulnerable to concussion-based weapons. Well armed, the Elite Pirate is effective in close combat and at a distance. Their massive size can be a weakness, and their sluggish speed allows for evasion and quick attacks.

CREATURE: Omega Pirate

Most powerful of the Elite Pirate Forces. Omega Pirate can become invisible to normal sight. It is vulnerable when cloaked, as all energy is drawn from defense systems. By exposing itself to Phazon, it can regenerate damaged tissue and organs. Considered the pinnacle of the Elite Pirate program, this enemy should be handled with extreme caution and maximum firepower.

CREATURE: Puddle Spore

Sentient floating lava mollusk protected by an impenetrable shell. A Puddle Spore opens when approached, attempting to intimidate with its size. When opened, direct fire to its mantle causes it to flip into a defensive position. If it can slam shut, it ejects a spread of harmful energy globules.

CREATURE: Chozo Ghost

Spectral entity. Bioelectric field invulnerable to natural charges. As these entities phase in and out of existence, the only way to track them accurately is with X-ray scanning. This partially phased nature makes them invulnerable to natural energy types, such as fire, ice, and electricity. Their aggressive and erratic behavior is most likely due to the corrupting effects of Phazon in the Tallon IV environment. They appear to be drawn to Chozo religious sites, where they wreak havoc upon anything that dares enter the area.

CREATURE: Thardus

An animated, sentient creature of stone charged with Phazon radiation. The Phazon radiation given off by Thardus negates auto-targeting systems, preventing lock-on. It may be possible to acquire alternate targets with a different Visor. The chaotic nature of Phazon irradiation leads to instability in its structural integrity. Thardus can encase targets in ice, and its colossal size and strength make it a formidable opponent.

CREATURE: Shriekbat

Territorial ceiling-dweller. Body temperature peaks at 121 degrees centigrade. Shriekbats have high internal temperature, making them easy to spot with thermal imaging. They roost on cave ceilings while hunting for small prey. Fiercely territorial, they dive-bomb anything that wanders near.

CREATURE: Hunter Metroid

Adolescent Metroid. Energy-siphon tentacles increases its threat level. As Metroids develop, they become more efficient predators. An energy-draining tentacle allows them to attack at a distance. Quick to anger,

a Hunter Metroid will charge troublesome prey and attempt to ram them into submission. Cold-based attacks are still quite effective against these creatures.

CREATURE: Magmoor

Fire-breathing serpent that dwells in lava. Magmoors prefer extreme heat zones, and are susceptible to frigid attacks. Sightless, they navigate the lava current using their sonar receptors. Magmoors have a keen sense of smell, enabling them to pinpoint targets with startling accuracy.

CREATURE: Hive

Structure: War Wasp Hive. Primary War Wasp dwelling. Only vulnerable to heavy weaponry. War Wasps build their homes over existing crevices, using whatever materials are close at hand. They carry building fragments back to the construction site with their forelegs and glue them into place with adhesives secreted from their abdomens.

CREATURE: Metroid Prime

Highly evolved, Phazon-producing life-form. The aberration known as Metroid Prime is the source of Phazon, making it immensely powerful. A genetic flaw makes it susceptible to certain weapons for brief periods. Only its head is truly vulnerable; other attacks are a nuisance. Offensively, Metroid Prime has a number of natural and mechanical weapons at its disposal. These include Ultrafrigid Breath, Multi-Missiles, Snare Beams, and Particle Wave Projectors. Its massive strength and barbed carapace make it lethal in melee combat. Recommend maximum firepower when engaging this enemy.

CREATURE: Shadow Pirate

Pirate forces trained and equipped for stealth operations. A select group of Space Pirates have access to sophisticated cloaking technology. This gear drains high levels of power, however, forcing them to rely solely on melee weapons in battle. Use enhanced detection gear when fighting these units.

CREATURE: Ram War Wasp

Airborne predator. Circles its prey and then strikes. The War Wasps are the only species on Tallon IV to evolve a true hive mind. Nesting in damp, dark places, Ram War Wasps emerge in small groups when threatened and circle their enemy at high speeds, disorienting it. Striking from all sides as a single intelligence, they can fell huge organisms.

CREATURE: Ice Parasite

Scavenger with a crystalline outer shell. Parasites are hardy creatures, able to adapt to any environment within three generations. The Ice Parasite is a prime example. Having adjusted to a frigid climate, this vermin now thrives in it. Omnivorous, it can exist in areas hostile to most life-forms.

CREATURE: Geemer

Wall-crawling mollusk with retractable spikes. The Geemer is an evolutionary offshoot of the Zoomer family. When threatened, it extends

lethal spikes and retracts its head deep into its armored carapace.

CREATURE: Crystallite

Territorial cold-weather scavenger. The shell of a Crystallite reflects beam weapons, and can only be cracked by a concussive blast. They hang upside down in an ice cave during their larval stage. Moisture runs off its body and forms the hard ice shell, which the Crystallite retains for the rest of its life.

CREATURE: Plated Puffer

Mutated Puffer with reinforced epidermis. Phazon exposure has created a mutant strain of Puffers on Tallon IV. They have developed plated skin, making them harder to burst. Concussive weapons can still do the job, however. The gas within the Plated Puffer is just as deadly as that within their "cousins."

CREATURE: Power Trooper

Space Pirate armed with Power Beam technology. Space Pirates have reverse-engineered several of your weapons, including the Power Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.

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|IX-D: Research|  
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RESEARCH: Save Station

Step into these stations to save your game and fully restore your energy.

RESEARCH: Missile Door Lock

There is a Blast Shield on the door blocking access. Analysis indicates that the Blast Shield is invulnerable to Beam weapons. Explosive weapons may damage it.

RESEARCH: Map Station

Walk into Map Station holograms to download a map of the area you're in.

RESEARCH: Spinner

This is a standard Spinner device. The generator belts of the Spinner can be activated by rapid rotational force. Use the Boost Ball when inside a Spinner to activate a device.

RESEARCH: Missile Ammo

Missile Ammunition. Resupplies Missile Launcher with 5 rounds of ammo.

RESEARCH: Large Energy

Replenishes 20 units of energy.

RESEARCH: Small Energy

Replenishes 10 units of energy.

RESEARCH: Stalactite

This hanging rock structure appears to have a weak spot near its base. Some stalactites can be dislodged from ceilings, allowing them to be used as platforms to cross otherwise unreachable areas.

RESEARCH: Missile Station

Step into these stations to fully reload your Missile Launcher.

RESEARCH: Spider Ball Track

Magnetic rail system track. In the Morph Ball Mode, press and hold the R Button when close to this type of surface. Use the Control Stick to move the Ball around the track. Release the R Button to disengage from the surface. CAUTION: A Morph Ball Bomb will briefly disengage the Ball from the track.

RESEARCH: Power Bomb Ammo

Power Bomb Ammunition. Resupplies Power Bomb with 1 round of ammo.

RESEARCH: Grapple Point

Analysis indicates a viable attach point for the Grapple Beam. To use the Grapple Beam, use the L Button when the "C" icon appears.

RESEARCH: Zebes

Planet Zebes. Mass: 4.8 trillion teratons. Profile: Planet's crust is primarily Urthic ore, making it ideal for subterranean construction. A class XIX planet, Zebes is inhospitable to most bioforms. The world was considered unremarkable until it became a base for Space Pirate forces.

RESEARCH: Ultra Energy

Replenishes 100 units of energy.

RESEARCH: Morph Ball Slot

Standard Morph Ball slot. Inserting the Morph Ball and detonating a Bomb will usually cause these slots to send electrical impulses that can activate different kinds of devices.

RESEARCH: Tallon IV

Planet Tallon IV. Mass: 5.1 trillion teratons. Profile: Ecosystem studies indicate that Tallon IV was a biological paradise prior to the impact of an extraterrestrial object. What remains of the biosphere is slowly fading due to exposure to Phazon radiation. At current rate of decay, Tallon IV will be a barren Class XIII wasteland in approximately 25 years.

RESEARCH: Locked Door

Lock system engaged. Secure the area to unlock door.

RESEARCH: Gunship

Hunter-class gunship registered to Samus Aran. You can return to your ship to recharge energy, reload weapons and save progress in the game.

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|IX-E: Artifacts|  
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ARTIFACT: Truth

ARTIFACT: Strength

ARTIFACT: Elder

ARTIFACT: Wild

ARTIFACT: Lifegiver

ARTIFACT: Warrior

ARTIFACT: Chozo

ARTIFACT: Nature

ARTIFACT: Sun

ARTIFACT: World

ARTIFACT: Spirit

ARTIFACT: Newborn

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|IX-F: Alert Guide|  
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#1: YELLOW ALERT: Be sure to scan a Parasite on the Space Pirate's Frigate.

#2: YELLOW ALERT: Be sure to scan one of the Map Station holograms. Chozo Ruins, the Space Pirate's Frigate, Phendrana Drifts, and the Phazon Mines are where these are found.

#3: RED ALERT: Be sure to scan the monitor to the right of the tank in Biohazard Containment in the Space Pirate's Frigate for the Fall of Zebes Pirate Data.

#4: RED ALERT: Be sure to scan the Parasite Queen, the boss at the end of the Space Pirate's Frigate.

#5: RED ALERT: Scan both Hive Mecha and a Ram War Wasp, the things you fight to get the Missile Launcher again.

#6: RED ALERT: Scan both Incinerator Drone and a Barbed War Wasp, the things that you fight to get the Morph Ball Bomb again.

#7: RED ALERT: Scan both Flaaghra and a Flaaghra Tentacle, the things that you fight to get the Varia Suit again.

#8: YELLOW ALERT: Scan an Ice Burrower, man!

#9: YELLOW ALERT: Scan an Ice Parasite, man!

#10: YELLOW ALERT: Scan an Ice Shriekbat, man!

#11: RED ALERT: Scan Thardus in the Quarantine Cave. This is your only chance! He's the big rock thing.

#12: YELLOW ALERT: Scan an Aqua Drone in the crashed Space Pirate's Frigate before they disappear!

#13: YELLOW ALERT: Scan one of the three Elite Pirates that you fight in the Phazon Mines, for there are but three chances!

#14: RED ALERT: Uh, you know the Phazon Elite that you fight for the Artifact of Warrior? Once you've destroyed the Bendeziium alloy plates that force it to remain in the tank, be sure to scan it before assassinating it.

#15: RED ALERT: Omega Pirate. The guy you fight for the Phazon Suit in the Phazon Mines.

#16: RED ALERT: Meta Ridley, the guy who's flying around at the Artifact Temple when you've got a dozen Artifacts? Scan him, buddy.

#17: RED ALERT: Metroid Prime's first form, one of two alerts contained within the Impact Crater. The black spider-looking thing.

#18: RED ALERT: Metroid Prime's second form, one of two alerts contained within the Impact Crater. The blue and red Metroid-looking thing.

X: The Energy Tanks

Energy Tank 1 (Chozo Ruins)

In the Transport Access North. After defeating the Hive Mecha and Ram War Wasps to get the Missile Launcher back in the Hive Totem, remove the Missile Shield on the only door you haven't been through in this room and go through. The Energy Tank is in front of your face, hovering above some Tangle Weeds.

Energy Tank 2 (Chozo Ruins)

In the Main Plaza. It's on a ledge that can only be reached through the room called Plaza Access, which can only be reached through the room called the Vault.

Energy Tank 3 (Chozo Ruins)

In the Furnace. The small section of it. In the Energy Core, go left from the start and follow the path until you see a Morph Ball tunnel. Turn right to see a Stone Toad. Morph in front of it. Let it eat you and bomb it to kill it. This will open a new way, so go through. There'll be some wires beating with energy, feeding some sort of blue circular slot on the wall. This is a Morph Ball Slot. Morph and use a Bomb Jump to get inside the Morph Ball Slot.

Push A to lay another bomb and you will activate something. It happens to be a toxic water drain. Yippee! But only temporarily. You must get to another Morph Ball Slot, quickly! The side of the room opposite you entered has a hole in it, so go ahead and roll through. Once you hit the ground, roll over to the next slot, which is directly in front of you. Use another Bomb Jump to rocket up into the slot, and activate it with another bomb. This time, you raised up some platforms, giving you access to a whole new area. Go to the door that you entered the Energy Core in. Look away from the door and you should see the platforms. Jump up them and through the opening on the left wall. Follow this passage to the right to find the final Morph Ball Slot. Activate it, quickly! This will raise two more platforms. If you were too slow, repeat what is listed above. Hop up your new platforms to find a new door. Go through. Run through this room and go through the next door. Now you're in the Furnace. Morph and roll through the tunnel you see in front of you. Once you're through, use a Bomb Jump to get to the entrance of the next tunnel. Roll through here and the end of it will dump you into a small room. This room has an Energy Tank in the middle. Get it!

Energy Tank 4 (Magmoor Caverns)

In the Transport Tunnel A. Get there from the Monitor Station. Morph and roll into the tunnel, stopping over the first oddly colored block on the ground. Now, you need to do a Double Bomb Jump. Lay a bomb, lay another bomb just before the first one explodes. You'll bounce up. Lay another bomb in the air. If done correctly, you will then bounce twice. The problem is, the oddly colored block disappears after two bombs have been exploded and the radius has reached it. If you fall into the lava, Bomb Jump out, quickly! You'll need to Double Bomb Jump sitting on three oddly colored blocks. The last Double Bomb Jump's reward is an Energy Tank!

Energy Tank 5 (Phendrana Drifts)

In the Ruined Courtyard. Okay. There is an Energy Tank in here, and it's going to take a lot of work to obtain it. The first thing you need to do is turn right. See that Spinner device? Jump over to it and use the Boost Ball until two pipe-looking things open. Directly opposite this platform is another platform with another Spinner. Open two more pipes and you'll activate a Morph Ball Slot. Reach this Morph Ball Slot by...start from the door that takes you to the Courtyard Entryway. Go left. Jump across the platforms made of ice or snow as they get taller and taller. Now jump to the platform that has the slot hanging a little above. Bomb Jump up into it and activate it with a bomb. This will make the pipes pour out water and raise some insecure platforms. Jump across these to a yellow-lighted tunnel. Morph and roll through this tunnel to find an Energy Tank at the end!

Energy Tank 6 (Phendrana Drifts)

In the Research Lab Aether, jump down to the bottom and look for a stasis tank withholding an Energy Tank. Destroy the stasis tank with a Missile and collect your reward.

Energy Tank 7 (Magmoor Caverns)

In the Magmoor Workstation. Kill the three Flying Pirates and then jump all the way down. Now switch to your Thermal Visor and look around here for three Power Conduits. Activate them with the Wave Beam and a new Morph Ball path will be opened. Roll in there. Now look around for a tunnel where the lava has been cooled and the door opened. Now de-morph and scan the orange monitor thing in here to cool another tunnel and

raise another door. Morph and exit here. The tunnel you want is the second one on your right, the first being the entrance tunnel. Roll down here, de-morph, scan the orange monitor thing, roll back out, roll in the tunnel on your left, and get your reward, an Energy Tank.

Energy Tank 8 (Chozo Ruins)

In the Hall of the Elders. Go to the colored Morph Ball Slots. Shoot the white one with your Ice Beam to open a new path. Now insert the Morph Ball into the statue's hands, (defeat the Chozo Ghosts so that they're glowing, because they need to be glowing) and he'll chuck you down into a small room containing an Energy Tank!

Energy Tank 9 (Tallon Overworld)

In the Cargo Freight Lift to Deck Gamma. In the crashed Space Pirate's Frigate. At the bottom, shoot the glass window thing with a Missile and get your Energy Tank.

Energy Tank 10 (Tallon Overworld)

In the Hydro Access Tunnel. Morph and roll into the small tunnel to reach the mini-maze. Go over to where the bubbles are moving up. Bomb Jump here and the bubbles will help you get to your next destination. Once you reach more bubbles moving up, roll to the right side of this and Bomb Jump. You'll see that it keeps going up. To get as high as you need to go, you need to Bomb Jump. Just before the peak of your jump, lay another bomb. If done correctly, you'll Bomb Jump again. At this point, you should see the Energy Tank. Do it again to get it.

Energy Tank 11 (Phazon Mines)

In the Ventilation Shaft. At the end of the right wall, use a Power Bomb. This will blow up some grating. Roll into the opening it opens up. Roll through the tunnel. When you reach the other side, Bomb Jump out and de-morph. Scan the blue icon to turn on the fan, blowing all the Plated Puffers and gas away. Plus, the Plated Puffers will destroy a wall, revealing an Energy Tank. Go get it.

Energy Tank 12 (Chozo Ruins)

In the Training Chamber. Switch to your X-Ray Visor after the Chozo Ghost cut-scene. Kill them all. Now morph and roll into the half-pipe. Boost up to the Morph Ball Slot on the right side and activate it. Now quickly de-morph and jump over to the elevator there before it goes back up, morphing to get in. Now attach to the Spider Ball Track and roll along it until you reach a tunnel. Detach and roll through the tunnel to get dumped into a small room with an Energy Tank.

Energy Tank 13 (Phendrana Drifts)

In Transport Access. From the door that leads to Transport to Magmoor Caverns South, to your right is a wall of ice guarding an Energy Tank. Melt the ice with your Plasma Beam and get the next-to-last Energy Tank.

Energy Tank 14 (Phazon Mines)

In Processing Center Access. Get there from Elite Quarters. Directly in front of you is the final Energy Tank!

XI: The Missile Expansions

Missile Expansion 1 (Chozo Ruins)

In the Ruined Gallery. Face away from the door that goes to the North Atrium. In the lower left corner of the screen, you'll see that the wall looks different. Shoot it with a Missile and collect your first Missile Expansion.

Missile Expansion 2 (Tallon Overworld)

In the Landing Site. Face away from the rear end of your gunship and walk straight forwards until you hit the wall. Turn left and morph. Roll into the Tangle Weed-infested tunnel. In the middle is the Missile! Oh, that was almost really cool. In the middle is the Missile Expansion.

Missile Expansion 3 (Chozo Ruins)

In the Burn Dome. After acquiring the Morph Ball Bomb, morph and blow up the hindrance blocking the Morph Ball tunnel. Roll through, on the track, and nab the Missile Expansion at the end.

Missile Expansion 4 (Chozo Ruins)

In Watery Hall Access. Walk down one of the downward-leading ramps and turn right. If you don't see a wall that looks different, you went down the other ramp and you should've turned left. Anyway, shoot that wall with a Missile.

Missile Expansion 5 (Chozo Ruins)

In the Dynamo. From where you got the Charge Beam, in the Watery Hall, bomb off the hindrance blocking the Morph Ball tunnel. Roll through and go through the door. Go through Dynamo Access and go through the next door. Now shoot the wall blocking the Missile Expansion with a Missile and get your reward.

Missile Expansion 6 (Chozo Ruins)

In the Ruined Shrine. Morph and roll through the hole. De-morph and kill the Beetles. A small tunnel is blocked off to your right. Bomb it and get the Missile Expansion.

Missile Expansion 7 (Chozo Ruins)

In the Ruined Nursery. Face away from the door that takes you to the North Atrium. Walk forward a bit, but don't fall off. Now turn left and run up to the wall. Morph and you should now see the small tunnel. Bomb Jump up to get started. Continue going, blowing up the Sandstone blocks as you go, until you reach a dark block. Go back to the entrance and de-morph once you're out. Now, fall off the platform to the slightly elevated platform below you. Look at the wall to see an alternate entrance. Go in and Bomb Jump up. Bomb the Sandstone block here to make the dark block fall, then go back to the higher entrance and progress through the entire mini-maze. At the end of this confusing tunnel is a well-earned Missile Expansion.

Missile Expansion 8 (Chozo Ruins)

In the Ruined Gallery. Face away from the door that leads into the Map Station. You should see a slightly elevated hole on the wall. Morph and Bomb Jump into the hole. Roll through and collect your Missile Expansion.

Missile Expansion 9 (Chozo Ruins)

In the Vault. Face away from the door that goes to the Plaza Access. You'll see three circular slots, all sort of blocked up, with blue lights glowing. You need to get into each of these slots and lay a Bomb to de-light the light. The first one is easy. Just roll over, bomb the blockage, then roll in and lay a Bomb to get rid of the light. The next two aren't so easy, seeing as how you can't just roll in. You have to Bomb Jump in. The second one is still pretty easy. Bomb Jump up, lay a bomb at the top of your Bomb Jump, and you'll get rid of the blockage. Now Bomb Jump up again and bomb again to get rid of the blue light. The third one is hard. There's no blockage, but it's still hard. Now, you need to do a difficult task. You need to Double Bomb Jump. How do you do this? Lay a bomb. Just before this bomb explodes, lay another bomb in exactly the same place. When you're shooting up, lay yet another bomb. If done correctly, you will lay, lay, bounce, lay, fall, bounce, bounce, and get in the slot. If you're having problems doing this (which is perfectly understandable) you're laying the second bomb too early or the third bomb too late. It is very difficult to lay the second bomb too late or the third bomb too early. Lay the third bomb EARLY. It's surprising how early you have to lay the third bomb the first time you pull it off. When you finally do, make sure to tilt the Control Stick in the direction of the slot, so that you go in! Lay a bomb in here and the light will go away. You will now have access to a Missile Expansion. Go ahead and get it.

Missile Expansion 10 (Magmoor Caverns)

In the Triclops Pit. From the door to the Pit Tunnel, jump down the step ahead. Destroy the crates to your right for some meager supplies, then jump off again. You'll see a small cave with red lights inside, so go ahead and morph and roll into it. Roll through here, avoiding or killing (make them pick up a Morph Ball Bomb) the Triclops until you reach another hole. Roll through here, de-morph, and go through the door. Jump across the various platforms. At the end is yet another Missile Expansion.

Missile Expansion 11 (Magmoor Caverns)

In the Fiery Shores. From the door to the Shore Tunnel, hop across the lava and get on the nearby platform. Wait for the flames to turn off and then jump to the next platform. Kill this Magmoor, now go to the platform where the Triclops is. Morph and kill it, then Bomb Jump into the nearby Morph Ball tunnel. Once you're through, bomb the crates and roll through the nearby Morph Ball passage. Bomb Jump up the elevator shaft-looking thing, using the small platforms, until you reach a small Morph Ball catwalk. Roll until you reach a wall. Bomb Jump up and then roll across the rest of the catwalk for a Missile Expansion.

Missile Expansion 12 (Tallon Overworld)

In Transport Tunnel B. In the middle, there's a bridge. Fall down below it and look directly underneath the middle to find a Missile Expansion.

Missile Expansion 13 (Chozo Ruins)

In the Main Plaza. There is a half-pipe near the middle of the room. Boost up one side to find a little alcove with a Missile Expansion.

Missile Expansion 14 (Chozo Ruins)

In the Ruined Shrine. Get on the half-pipe separating the entrance point from the place where you fought the Beetles and the Plated Beetle for the Morph Ball. Boost up the right side and go in the little hole, and get your Missile Expansion.

Missile Expansion 15 (Chozo Ruins)

In the Gathering Hall. Get to the door that leads to the North Atrium. To the right and left you'll see small structures with red lights on them. Jump on one of them, and then Space Jump up to the platform above you. Morph and blow up the grating, then collect your Missile Expansion.

Missile Expansion 16 (Phendrana Drifts)

In the Research Lab Aether. If you near the top, you should see a narrow catwalk that you can jump to. Do so and then morph. Now you must carefully roll along this extremely narrow catwalk to the end, which has a Missile Expansion.

Missile Expansion 17 (Phendrana Drifts)

In the Phendrana Shorelines. Go to the door that leads to Temple Entryway and walk forwards a bit, then turn right. You should see something on the wall. If, when you scan it, you find that it is made of Cordite, shoot it with a Super Missile and then roll up the Spider Ball Track that you just revealed to your Missile Expansion.

Missile Expansion 18 (Phendrana Drifts)

In Ice Ruins East. Face away from the door that goes to Ice Ruins Access and head straight ahead. Turn right after walking past one building and jump up the steps here. Now follow this path to the left. After jumping across the bridge that is broken, walk through the little opening and turn to the left. In the pillar to your left is a Spider Ball Attachment Mechanism, otherwise known as a Spider Ball Track. Roll to the Missile Expansion at the end of the track.

Missile Expansion 19 (Phendrana Drifts)

In Research Lab Hydra, go to the top floor and look for a shaft made of Cordite. Shoot it with a Super Missile and collect your well-earned :) reward.

Missile Expansion 20 (Chozo Ruins)

In the Main Plaza. Get to the platform on top of the door that goes to the Ruined Shrine Access. On the tree in front of you, there should be a spot where your Beam Weapons bounce straight off, as do Missiles. Shoot this spot with a Super Missile to reveal a Missile Expansion, then Space Jump over to collect it!

Missile Expansion 21 (Chozo Ruins)

In the Ruined Fountain. Roll into the ruined fountain itself and wait for it to spew water. It'll spew you right up to a Spider Ball Track, so roll to the end to find a Missile Expansion behind an indestructible metal gate.

Missile Expansion 22 (Chozo Ruins)

In the Dynamo. Look around for a Spider Ball Track. Roll up it, and at the end you'll find a Missile Expansion.

Missile Expansion 23 (Chozo Ruins)

In the Crossway. Face the three Chozo Lore symbols in this room and turn right. You should see a Cordite statue, so shoot it with a Super Missile and then scan where it used to be. This will flip over a Spider Ball Track so that you can attach to it. Boost up to this Spider Ball Track. Roll over to the Morph Ball Slot. Bomb Jump up to it. Now activate it. This will flip another Spider Ball Track. Get on this one, roll over to just below the Morph Ball Slot, Bomb Jump up into it, activate it with a bomb. This will lower a piston, so roll onto the piston before time runs out! This will raise you up, so roll left and collect the Missile Expansion.

Missile Expansion 24 (Tallon Overworld)

In the Overgrown Cavern. Shoot the Venom Weeds, morph, and roll under the branches here to collect a Missile Expansion.

Missile Expansion 25 (Chozo Ruins)

In the Watery Hall. Face away from the runic symbol that is below where all the Eyons are. Morph and roll into the water, straight ahead. Continue rolling straight forward until you hit the wall. De-morph. Now Space Jump out of the water to see a Missile Expansion right in front of you! You couldn't get this previously because you need the Gravity Suit.

Missile Expansion 26 (Tallon Overworld)

In the Frigate Crash Site. Get here through the Waterfall Cavern, remember. Kill the Beetles and the two Flying Pirates, then jump into the water. Go over to the left wall underwater and walk along it, looking at it until you see a little alcove with a Missile Expansion. Jump to the branches on your right and then Space Jump from these branches over to your Missile Expansion.

Missile Expansion 27 (Tallon Overworld)

In the Biohazard Containment. In the crashed Space Pirate's Frigate. Switch to the Scan Visor and look around for a door made of Cordite. Switch back to the Combat Visor and shoot the Cordite door with a Super Missile, then collect your Missile Expansion.

Missile Expansion 28 (Phazon Mines)

In the Main Quarry. Face away from the door that leads to Quarry Access. Go down the steps and keep an eye out to the left for some nasty turrets. These are actually a different kind of turret, identifiable in which they shoot white bullets instead of orange ones, so destroy them! Take care of them with three or four Missiles on

Normal Mode, and a Super Missile on Hard Mode, for it's either a Super Missile or six regular Missiles. Directly (maybe not DIRECTLY directly) opposite the Mega Turrets is a pathway, with a few Space Pirates along the way. Dispatch them by freezing them with an Ice Beam shot and then a simple shatter with a Missile. When you reach a big structure, go across the bridges and get on the other side. It's a rocky ledge. Jump on top of the rock and then on top of the structure. Now switch to the Thermal Visor and look around for a Power Conduit. Once you find it, shoot it with the Wave Beam to activate a control console. Go over and scan this and this will make some crane controls active. This will turn a crane with a Spider Ball Track and Grapple Point on it towards a Missile Expansion. Look around on the pillar nearby for a Spider Ball Track. Attach onto this and roll to the end of it. Now release and you'll fall onto the top of the end of the crane. Bomb Jump into the little alcove with the Missile Expansion inside.

Missile Expansion 29 (Phazon Mines)

In the Elite Research. Morph and enter the Spinner device at the top. Now, you're rotating a huge pulse beam. You should see it--it's the thing you start rotating when you start boosting. Spin it until it's facing directly to the left. Bomb your way out of the Spinner device. Scan the monitors until a message is displayed that the Pulse Beam's auto-firing mode is engaged. It will now fire to the left, revealing a reward...a Missile Expansion!

Missile Expansion 30 (Phazon Mines)

In the Elite Control Access. Face away from the door that leads to Transport A. Move forwards until you see a box like the ones you just blew up for supplies. It'll be on a ledge, higher up. Shoot it from far away to kill two Space Pirates and reveal a little something. Jump close to it. Wait awhile to do the Space Jump if you're having trouble. Now morph and Bomb Jump into the little alcove for your Missile Expansion.

Missile Expansion 31 (Phazon Mines)

In Security Access A. Go to the far end of the room and use a Power Bomb on the grating. Roll in and collect your Missile Expansion.

Missile Expansion 32 (Tallon Overworld)

In the Life Grove Tunnel. Face away from the door that goes to the Great Tree Hall. There's a Bendeziium rock blocking your path, so take care of it with a Power Bomb. Now roll into the small tunnel you just gained access to. Bomb Jump over the first bump after rolling right for a little. Now comes the hardest time of boosting in the entire game. This is a half-pipe, but you can get on top of what helps make it a half-pipe. If you can, get in the middle and lay a Morph Ball Bomb to fall down into a Missile Expansion.

Missile Expansion 33 (Tallon Overworld)

In the Great Tree Chamber. To get there...from the curly Spider Ball Track in the Great Tree Hall, look at the white door across from you. Jump to it and then face the white door across from the Spider Ball Track again and activate the X-Ray Visor. You'll see an invisible platform, so go ahead and jump onto it. Now turn right and go back to the Combat Visor. You should see a blue door that you haven't been

through yet. Space Jump over, carefully timing the Space Jump, and go through.

Missile Expansion 34 (Chozo Ruins)

In the Furnace. The bigger section. Switch to the Scan Visor and look along the floor of this room until you see a part you can scan. If it's cracked and made of Bendeziium, that's the part you're looking for. Morph and lay a Power Bomb in the middle of the cracked floor to reveal a big half-pipe. Boost up the right side to the Spider Ball Track and attach to it, being wary of the various Plated Parasites crawling on it. Roll to the left. When you see another Spider Ball Track above this one, Bomb Jump up to it. Now roll along this track until you see your shadow on a path below. Release R when your shadow is on the path and you'll drop down onto it. Roll to the other side, avoiding the two Plated Parasites crawling around this path. Now attach onto this Spider Ball Track and roll. Move over the track and carefully watch for your shadow, because it'll be harder to see this time. Drop down and roll across the path, avoiding the two crawling Plated Parasites. Now attach onto this Spider Ball Track and roll up into a small alcove containing a Missile Expansion.

Missile Expansion 35 (Chozo Ruins)

In the Training Chamber Access. Grapple across the Magma Pool and go through the purple door to get there. Near the next purple door are some red leaves. Morph and you'll find that they are covering up a Morph Ball tunnel! So roll through and get your Missile Expansion.

Missile Expansion 36 (Chozo Ruins)

In the Main Plaza. Go to the half-pipe in the Training Chamber and boost up the left side. Activate the Morph Ball Slot here and go through the newly opened tunnel, Bomb Jumping in the mini-maze. Now roll through the next tunnel. De-morph immediately! It's very easy to fall off this ledge! You'll find yourself on an otherwise unreachable ledge. Look around for a Grapple Point. Space Jump so that you can attach to it, and then grapple over to the Missile Expansion.

Missile Expansion 37 (Magmoor Caverns)

In the Triclops Pit. Kill the two Flying Pirates and then go to the door that leads to the Pit Tunnel. Face away from it and follow the wall to the right until you see some crates. Blow them up and switch to your X-Ray Visor. Now jump to the invisible platform. It'll start dropping, so hurry up and jump to the next otherwise invisible platform. This one is no exception to the dropping curse, so jump to the next one. You'll see a Missile Expansion inside a pillar, so use a Super Missile to destroy the correct section of the pillar and jump in to your Missile Expansion.

Missile Expansion 38 (Phendrana Drifts)

In the Quarantine Monitor. To get there, go to the Quarantine Cave and grapple across the Grapple Points to the Morph Ball tunnel, then roll through the Morph Ball tunnel.

Missile Expansion 39 (Phendrana Drifts)

In the Phendrana Shorelines. From the cave that leads to the door that

leads to Save Station B, follow the wall to the right until you walk between the wall and a pillar. Turn left and you'll see a Missile Expansion behind some ice, so go ahead and melt the ice and grab your Missile Expansion.

Missile Expansion 40 (Phendrana Drifts)

In the Ice Ruins East. Stay on the ground and head towards the door that goes to the Plaza Walkway. When you're directly below the door, turn right to see some more ice. Melt it with the Plasma Beam and collect your Missile Expansion!

Missile Expansion 41 (Phendrana Drifts)

In the Frost Cave. Kill the two Flying Pirates, and then use the Glider as a Grapple Point to reach a ledge opposite the door that goes to Frost Cave Access. Now look up at the ceiling. You should see a Stalactite, so lock on and fire a Missile to fell it. This will destroy some of the ice in the frozen pond, so jump down there. You'll see that you can fall through, and down here is a Missile Expansion.

Missile Expansion 42 (Phendrana Drifts)

In the Gravity Chamber, get out of the water and melt the icicles on the ceiling with the wonderful Plasma Beam. This will reveal a Grapple Point, so grapple on it facing away from the door that leads to Chamber Access. Swing over to the Missile Expansion.

Missile Expansion 43 (Tallon Overworld)

In the Root Cave. Kill the Beetles here, and then start climbing to the left. Climb to the door that goes to the Root Tunnel. Now grapple on the Grapple Point across from this door. Now go to the platform on your right, now jump up to the next platform. Kill the Zoomers and the Bloodflower, now jump to where the Bloodflower was. Turn right and kill the Zoomer on that platform, then jump over to where it was. Now switch to the X-Ray Visor and jump to the first invisible platform. Once you get to the big area that you can see without the X-Ray Visor on, turn around. Jump to the invisible platform on your left, turn left, and jump in to the Missile Expansion.

Missile Expansion 44 (Tallon Overworld)

In the Arbor Chamber. To get there, go to the Root Cave. Jump to the invisible platform you jumped on to get Missile Expansion 43 and then Space Jump to the red door and go through. This is the Arbor Chamber, and in the middle of this very small room is a Missile Expansion.

Missile Expansion 45 (Phazon Mines)

In the Metroid Quarantine A. Face away from the door that goes to Quarantine Access A. Scan the terminal with the red icon on it to release some Metroids. Wait for them to kill the Space Pirates, then kill the Metroids! Go to the area that you released the Metroids from to see a gigantic pit of Phazon. Kill any remaining Metroids, then turn to the left to see some large mushrooms. Jump up onto the one that's closest to the Phazon pit and switch to your X-Ray Visor to spot an invisible moving platform. Jump onto this one and then to the next invisible moving platform, then down to safe ground. Kill the Metroids here. Close to this side of the pit is another big mushroom. Jump up

onto it and switch to your X-Ray Visor again. You'll see a different moving platform over here, so jump onto it and then jump to the platform with the Spider Ball Track on it. The platform is on the left. Morph, but don't attach to the Spider Ball Track. Instead, use a Power Bomb near the Spider Ball Track to reveal a passage. Go into it and use another Power Bomb once you hit the wall. This'll reveal another passage. Look around here for a Spider Ball Track, attach to it and ride it to the top. Now de-morph and switch to the X-Ray Visor yet again. Look for a previously invisible up-and-down moving platform and jump onto it. Now look for another previously invisible up-and-down moving platform and jump onto it, then jump to the Missile Expansion!

Missile Expansion 46 (Phazon Mines)

In the Fungal Hall Access. Face away from the door that goes to Elevator B. Dispatch the Pirate and then jump down to one of the mushrooms that are below you. Now go to where the Pirate was standing and face away from the door. There's a pretty darn big mushroom on your right. Beneath it lies a Missile Expansion. There's Phazon down there, so you will suffer some damage, but not too much. If you don't want to, come back here after acquiring the Phazon Suit, which renders you invulnerable to blue Phazon. Either way, good job on getting that Missile Expansion.

Missile Expansion 47 (Phazon Mines)

In the Fungal Hall B. From the door that goes to the Phazon Mining Tunnel, switch to your X-Ray Visor or Thermal Visor if you're having problems seeing, because this room is pretty dark. Also, use the Ice Beam, because there are Metroids in here. Freeze and shatter, so easy, man! Jump across the mushrooms, shooting the Metroids as you go. Underneath the red door at the end is a circle of small mushrooms, so use a Morph Ball Bomb there to reveal a Missile Expansion.

Missile Expansion 48 (Phazon Mines)

In Metroid Quarantine B. From the door that goes to Quarantine Access B, whoa! More Troopers! And they're red! So destroy those Plasma Troopers with your Plasma Beam! See the Phazon pit? There are two more Plasma Troopers across from it, so take them out from over here. Now ride the Spider Ball Track. Now drop to the Spider Ball Track below it. Attach to it and ride it to the end and drop to the platform. Space Jump to the next platform, then Space Jump up on the edge of the platform so you can grapple on the Grapple Point to a platform. Now jump to the other side. Scan the computer monitor on the right to deactivate a force field. There are three Troopers behind it, two Wave, one Plasma. Now that all the punks are gone, let's get some stuff. To the right of the second area of this room is a Cordite shaft, so nail it with a Super Missile and collect your Missile Expansion.

Missile Expansion 49 (Phazon Mines)

In the Phazon Processing Center. From the door that goes to Processing Center Access, kill all the Troopers and destroy the Mega Turret here. Now go over to the floating platforms and begin making your way across them. When you get to the third floating platform, switch to the X-Ray Visor and attempt to locate an invisible platform. Jump to it, and then to the platform above this one. Now make the long jump to the ledge on your left. Morph and use a Power Bomb to reveal the last Missile Expansion!

XIII: The Power Bomb Expansions

Power Bomb Expansion 1 (Chozo Ruins)

In the Magma Pool. Grapple across to the other side. When you land, you should see that part of the wall is covered in vines. This is Bendeziium, so lay a Power Bomb and blow it up. Collect your first Power Bomb Expansion.

Power Bomb Expansion 2 (Magmoor Caverns)

In the Warrior Shrine. Use a Power Bomb at the base of the statue. This will bomb away a covering. Roll into the hole and get your next Power Bomb Expansion.

Power Bomb Expansion 3 (Phendrana Drifts)

In the Ice Ruins West. Face away from the door that goes to the Courtyard Entryway. Jump across the gaps until you reach a structure that has some crates on it. Shoot the crates, melt the ice, and fall down the hole for your third Power Bomb Expansion.

Power Bomb Expansion 4 (Phendrana Drifts)

In the Security Cave. Go to Phendrana's Edge. From the door that goes to the Storage Cave, there's a Glider on the top here, so grapple to the left. If you look on your map, you'll see a little spike indented into the wall. This indicates a Morph Ball tunnel, so grapple over and roll through. What's in the middle of this room? The final Power Bomb Expansion!

XIII: Bonus Image Galleries

Image Gallery 1: Scan at least 50% of the Log Book scans.

Image Gallery 2: Scan 100% of the Log Book scans.

Image Gallery 3: Complete the game on Hard Mode.

Image Gallery 4: Acquire all pickups (Energy Tanks, Missile Expansions, Power Bomb Expansions).

XIV: A Very Quick Overview

Run through all the rooms in the Space Pirate's Frigate and defeat the Parasite Queen. From the Landing Site, go to the Chozo Ruins and then to the Hive Totem. Defeat the boss there, then go to the Ruined Shrine and get the Morph Ball.

Go back to the Tallon Overworld and go to the Artifact Temple. Get the Artifact of Truth, then go back to the Chozo Ruins. Go to the Burn Dome and defeat the boss there, then pick up the Morph Ball Bomb. Now go to the Watery Hall and get the Charge Beam. Now go to the Sunchamber and defeat Flaaghra for the Varia Suit. Now go to the Magmoor Caverns, then head to the Phendrana Drifts.

Go to the Phendrana Canyon and get the Boost Ball, then head back to the Tallon Overworld. Go to the Alcove and get the Space Jump Boots. Now head to the Warrior Shrine in the Magmoor Caverns and get the Artifact of Strength. Now go to the Chapel of the Elders in the Phendrana Drifts and defeat the Baby Sheegoths and the Sheegoth for the Wave Beam.

Now go to the Observatory and get the Super Missile. Now go to the Research Core and get the Thermal Visor. Now go to the Quarantine Cave and get the Spider Ball by killing Thardus. Now go to the Lava Lake in the Magmoor Caverns and get the Artifact of Nature.

Now go to the Tower of Light in the Chozo Ruins and get the Wavebuster. Now go to the Sunchamber by way of the Sun Tower and defeat the Chozo Ghosts for the Artifact of Wild. Now go to the Antechamber and get the Ice Beam. Now go to the Gravity Chamber in the Phendrana Drifts and acquire the Gravity Suit.

Now go to the Tower Chamber in the Chozo Ruins and get the Artifact of Lifegiver. Now go to the crashed Space Pirate's Frigate in the Tallon Overworld. Now go to the Transport to Phazon Mines East. Transport, then go to the Central Dynamo and defeat the un-scannable partially-invisible Sentry Drone to get the Power Bomb. Now use the rotating Spider Ball mechanism in Ore Research to reach Storage Depot B and get the Grapple Beam. Now go to the Life Grove in the Tallon Overworld and get the X-Ray Visor. Now go outside the map to get the Artifact of Chozo. Now go to the Shore Tunnel in the Magmoor Caverns and get the Ice Spreader. Now go to the Plasma Processing and get the Plasma Beam. Now go to the Chozo Ice Temple in the Phendrana Drifts and get the Artifact of Sun.

Now go to the Control Tower and get the Artifact of Elder. Now go to the Security Cave and get the Artifact of Spirit. Now go to the Elder Chamber in the Chozo Ruins and get the Artifact of World. Now go to Storage Depot A in the Phazon Mines and get the Flamethrower. Now go to the Elite Research and get the Artifact of Warrior by destroying the Phazon Elite. Now go to the Elite Quarters and kill the Omega Pirate for the Phazon Suit/Beam. Now go to the Phazon Mining Tunnel and get the Artifact of Newborn. Now go to the Artifact Temple in the Tallon Overworld and defeat Meta Ridley.

Now make your way through the Impact Crater and defeat Metroid Prime.

XV: Questions You Might Ask

Q. Are there any push-button codes for this game, such as Infinite Health?

A. Almost definitely not. None have been discovered so far, that's for sure.

Q. How do I unlock Hard Mode?

A. Beat Normal Mode.

Q. How do I make it so that I can play NES Metroid on my Gamecube?

A. Beat Metroid Fusion on the Game Boy Advance and then connect the Game Boy Advance to the Gamecube.

Q. How do I unlock the Fusion Suit?

A. Beat Metroid Prime and connect the Game Boy Advance to the Gamecube.

Q. How do I unlock Image Gallery 1?

A. Scan at least 50% of the things that go into the Log Book.

Q. How do I unlock Image Gallery 2?

A. Scan all the things that go into the Log Book.

Q. How do I unlock Image Gallery 3?

A. Complete the game on Hard Mode.

Q. How do I unlock Image Gallery 4?

A. Get all the pickups (Energy Tanks, Missile Expansions, Power Bomb Expansions.)

Q. How many Energy Tanks are there?

A. 14.

Q. How many Missile Expansions are there?

A. 49.

Q. How many Power Bomb Expansions are there?

A. 4.

Q. How many more units of energy do I get by collecting an Energy Tank?

A. 100.

Q. How many more Missiles can I carry if I get a Missile Expansion?

A. 5.

Q. How many more Power Bombs does a Power Bomb Expansion enable me to carry?

A. 1.

Q. How many places are there?

A. Seven. The Space Pirate's Frigate, Tallon Overworld, Chozo Ruins, Magmoor Caverns, Phendrana Drifts, Phazon Mines, Impact Crater.

Q. How many rooms are there?

A. That is a ludicrous question that would take a long time to answer and it would be a total waste of time to even think about doing that. In short, I don't know, I don't care, I'm NOT going to find out unless somebody tells me.

Q. How many Pirate Data Log Book entries are there?

A. 25.

Q. How many Chozo Lore Log Book entries are there?

A. 16.

Q. How many Creature Log Book entries are there?

A. 74.

Q. How many Research Log Book entries are there?

A. 18.

Q. How many Artifact Log Book entries are there?

A. 12, of course.

Q. How many alerts are there in your guide?

A. 18.

Q. How many yellow alerts are there in your guide?

A. Seven.

Q. How many red alerts are there in your guide?

A. 11. Therefore, there are eleven instances where you must scan the first time you see something. It's almost always a creature. The only exception is the Fall of Zebes Pirate Data on the Space Pirate's Frigate.

XVI: Conclusion

Well. It's been fun, friends. Very, very fun. I guess. Boy, this is a lengthy guide! I hope this guide assists you in the game of Metroid Prime. The guide contains pretty much all the spoilers you could think of in this game, so if, for some reason, you skipped to this section first, or before you read anything that gives anything plot-related or puzzle-related or something like that in the game, there's your probably unnecessary almost definitely not yet possibly precautionary, warning.

This guide is (c) 2003-2007.

To prove its length, this guide has a total of 56,663 words. Wow.