

Metroid Prime FAQ/Walkthrough

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Welcome to my Metroid Prime FAQ/Walkthrough! I will strive to make this FAQ the best and most famous Metroid Prime FAQ on GameFAQs, by providing you with all the info you need! My walkthrough section is set up to ensure that you get 100% on items and scans. Plus, each FAQ I write, will be written in one go, so you'll have the perfect walkthrough right there, plopped right in your hands! Well, what are we waiting for? Let's get out our reading caps and read what is meant to be written!

*I based the Table of Contents off of something in the game...can you guess?

CURRENT VERSION:

Added a more in-depth Logbook section and an Inventory section, detailing all the Suit Upgrades in the game, including Expansion locations! Also fancied up the FAQ a bit. It's the least I could do considering my leaps I've made on my other Metroid FAQs. Also updated my Legal Notices.

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/	Intro	\
-----<	Gameplay	>-----
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The gameplay of Metroid Prime is like an FPS, but also with it being an Adventure game. So, it's an FPA (First-person Adventure). It's very nice, and has a lock-on feature, which is great for those who don't have a very good aim (like me); but for those who don't want to use the lock-on, you can use the R Button to aim instead of the L Button for Locking-on, but I warn you, when you

do decide to aim instead of lock-on, you won't be able to move, so that means it'll be very difficult to survive. It would be advisable to use the lock-on more often, otherwise bosses will be extremely hard without the side dodging. Yes, while locking-on, you can strafe around the enemy/object you are locking-on to, and can do a quick sideways jump by pressing B while strafing left or right. Anyway, onto other stuff.

The whole setup of how the game works, is it lets you see what she sees from her visor, which is pretty neat, but because of this, Retro had to cut down on how some power-ups worked in the 2D games, like, say for instance, the Space Jump allowed you to continually rise by excessive spinning, but in this game, they changed it to Space Jump Boots, and all you can do with them is double jump, no continual rising thing. You'll have to expect that in 2D-to 3D transition games. Well, at least the Space Jump Boots are still required, and you'll find that you'll be using it a lot, so who can complain? The basic Adventure part of it is collecting certain things to make yourself more powerful for those stronger enemies ahead. Um, don't call it an RPG, because that's not what it is. Anyway.....

Visor Set-up:

The visor setup, has a mini-radar, a mini-map, a danger meter, energy bar (including showing exactly how much units and extra Energy Tanks you have), Missile bar (which shows you how many Missiles you have, including a number), Beam weapon mini-menu, Visor mini-menu, and a tracking device to tell you where to go next. Yes...I know that's a lot, but thankfully, they've found a place for all of that, and still allow a lot of room to see.

First, let's talk about the mini-radar. Basically, the mini-radar is used to detect any enemies in the room you're currently in, it might be helpful if you can't find a certain enemy, but it's almost always ignored, hopefully, they've made a real use for it in the sequel. It's located in the top left corner of the screen, in case you want to look at it.

Next, is the mini-map. I hardly see the use of this, since you can access your main map by pressing the Z Button, but whatever. It basically shows the room you're currently in in the main map, not really useful. It doesn't show any important things like power conduits, doesn't detect enemies, (because the Mini-radar does that) or any other important stuff. It's kinda useless, personally.

Alright, next on the agenda is explaining the danger meter. Basically, what this thing does, is it warns you how close you are to taking a hit. When the "!" is at the bottom of the meter, that means you're in no danger, but, if it's at the top of the meter, then you're taking damage, and/or very close to taking damage. Say, you're near some toxic water, when you're almost stepping in it, the meter will be almost at the very top, but not quite. When you step away from it, the meter will lower, and if you're in the toxic water, the meter will be at full, and you will be taking damage. To me, this is pretty useful, especially when an enemy sneaks up behind you, you can detect that enemy. I'm glad this extra has an actual use. The mini-radar kinda serves the same purpose for enemies, but not as reliable...I think...I rarely look at it. This meter is located on the left of the screen.

Next is the energy mini-screen. This shows how many Energy Tanks and units of energy you have. It coulda done without the energy bar, but whatever floats your boat. Pretty basic. Also, if you're on your last Energy Tank, and are low on health, it will give a warning that says you're low on health, so..yeah. When all your energy is depleted, it's game over, and you'll have to start from

your last save. So, if you're doing a no-save game for whatever reason, best be cautious. That's it for this part. This mini-screen is at the top of the main screen.

Next is the Missile mini-screen. This shows, as a bar and a number, how many Missiles you have, it also has the same warning system that the Energy mini-screen has, when you're at around 5 Missiles left, it'll say "Missiles Low", and it'll say "Depleted" when you've...uh...depleted all of your Missiles. Nice. This one is located at the right side of the screen.

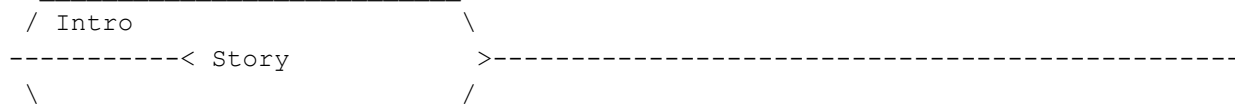
Next is the Beam mini-menu, which is located at the bottom right of the screen. This basically shows the Beams you have, and you can switch between them by using the C-Stick, see? The beam that's placed in the mini-menu will decide which direction you have to point the C-stick to select it. Like, say for instance, you're using the Power Beam and want to switch to the Ice Beam, well, just press down on the C-stick to switch to that weapon. You get what I'm saying here, right? If so, then good, if not, then read the paragraph above again. If you still can't get it, then you need to take a reading class all over again. Anyway, I've explained the Beam mini-menu, now for the Visor mini-menu.

Ah, finally, the Visor mini-menu, located at the bottom left corner of the screen. This one uses that oh so rarely used D-pad! This one works the same way, pick a visor you want by pressing the correct direction on the D-pad. You start off with two visors, Combat Visor, which displays all of the above I mentioned, and the Scan Visor. The Scan Visor basically is a whole 'nother screen in itself, as of the other visors. This one eliminates all info from the Combat Visor, so this Visor can't be used for battle, so remember that. This one basically lets you scan certain objects that are inside this magnifying reticule on the center of the Visor, and you can scan stuff by holding the L Button; continue holding the L Button to read what you scanned, which appears at the bottom of the screen. If there's an A Button icon flashing below the message for the scanned item, that means you can press A to continue reading.

This is useful for reading what the weaknesses of enemies are, and you can read other stuff like Chozo Lore and Space Pirate logs, which actually shows the story of the game. If you catch a certain Pirate Log right at the beginning of the game, it'll tell of the fall of Zebes, which took place in the first ever Metroid game. Pretty neat... Also, scanning certain things activates them, so, the Scan Visor is really used a lot.

The Thermal Visor basically lets you see in dark rooms, and it will illuminate objects if they have a heat signature, thus spotting enemies in dark places. Neat, huh? However, security stuff, such as guns, and drones, won't appear in the Thermal Visor, so you'll have a pretty tough time spotting them. You can also battle in this Visor, plus it shows all of the info that the Combat Visor shows, but in different places. I'm not telling you where they're located, so you'll have to figure it out yourself. The last visor, the X-Ray Visor, can let you see behind false walls, which is very helpful, and also shows invisible platforms. Super Metroid, anyone? You can also see enemies which don't show themselves on the Thermal Visor. Examples are: Omega Pirate, Metroid Prime (second form). Basically, you have a ton of stuff at your disposal.

As for the controls, shooting/laying bombs is the A Button, Lock-on is the L Button, Aiming is the R Button, B is to jump/dodge, X is to change into a Morph Ball, which gets the camera to third-person view, Y button is to shoot a Missile/lay a Power Bomb, D-pad is Visor switching, C-stick is Beam switching, Control Stick's for moving, and Start button to bring up the Start menu, which shows all of your Equipment, your scans stored in the Log Book, and Options, which includes Quitting the game. Well, that's it for this lengthy section.



NOTE: This is taken from the instruction booklet. Enjoy!

The Chozo... Over millenia, this bird-like race of creatures made incredible technological and scientific leaps. Traveling at will through space, they built many marvels across the universe - technological wonders of unfathomable complexity and cities unmatched in beauty. They shared their knowledge freely with more primitive cultures and learned to respect and care for life in all its forms.

Even as their society reached its technological peak, however, the Chozo felt their spirituality wane. Their culture was steeped in prophecy and lore, and they foresaw the decline of the Chozo coinciding with the rise of evil. Horrified by the increasing violence in the universe, they began to withdraw into themselves, forgoing technology in favor of simplicity. Tallon IV was one of several refuges they built - a colony bereft of technology, built of natural materials and wedded to the land and its creatures.

The years passed, and in time a great meteor crashed into Tallon IV, sending a massive spume of matter into the atmosphere and impregnating the land with a cancerous element known as Phazon. This element immediately sank into the earth and water, poisoning life wherever it bloomed. Most plants and animals died, while others mutated into hideous forms.

The Chozo called upon all of their knowledge and technology to control the power of the Phazon, but their efforts were doomed to fail. All they could do was build a temple over the crater at the impact site, seperate the Phazon core, and seal it away. Believing that someday a savior would return to the planet, the Chozo left for an unknown destination, leaving behind nothing but engraved accounts of their time on Tallon IV.

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The Space Pirates were interstellar nomads, technologically advanced in both space travel and weaponry. When they plundered the Metroid population that had been discovered by the Galactic Federation on SR388, they recognized in them massive military and energy resource potential. They immediately invaded the nearby planet of Zebes, wiping out all life (including most of the indigenous Chozo) and building a massive network of research facilities below the planet's surface.

Deep below the surface of Zebes, the Space Pirates researched Metroids for many years, even as a young girl orphaned by their raid on the neighboring planet K-2L was growing up among the Chozo. Trained as a warrior and infused with Chozo blood, Samus Aran donned a Chozo-made Power Suit and cut a swath through the Space Pirates' operation, destroying everything in her path, including the gargantuan mainstays of the Space Pirate army, Ridley and Kraid. She eventually made it to the core of their base, destroyed all the Metroids she saw, and seemingly blew up Mother Brain.

But the Space Pirates were far from finished. They immediately split their survivors into two main camps. One headerd to Zebes to begin rebuilding their ravaged facility and resuscitating Mother Brain, Ridley, and Kraid. The second set out in search of a planet with powerful energy resources. They didn't search far before they discovered Tallon IV, which was still emanating huge

pulses of energy from the Phazon contained beneath the Chozo temple. Entranced by the massive potential of the strange mutagen, they immediately moved in, retrofitting their laboratories, transporters, and life-support systems into the Chozo Ruins.

As the Space Pirates mined the Phazon and experimented with it, they found that its capacity to mutate was unlike anything they'd ever seen, and they promptly started combining it with indigenous life-forms. They refined their operation; powering their machinery with thermal-powered engines sunk into the molten depths of Tallon IV, they drove deep mineshafts and mined more and more Phazon, shipping it to their two main labs in the Phendrana Drifts, where sub-zero temperatures made specimen containment safer. Research leaped forward: by harnessing Phazon's power, they were able to create untold horrors that soon patrolled the dark caverns below Tallon IV's crust.

The Space Pirates also transported many species to their orbiting ship for zero-G Phazon experiments, unaware that Samus Aran had finally tracked their ship to its low orbit. As they continued with their unnatural experiments, Samus sped toward Tallon IV, preparing to wipe them out once and for all...

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/ Walkthrough \  
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This walkthrough will ensure you 100% on items and scans, so please use this one. Remember, whenever I say to scan something, SCAN IT, because it will be added to your Log Book, or if it's vital for story completion. Also, after each subsection, I will list how many scans you should have gotten, and what the scans are. I won't give the info shown in the scans, so you'll have to read them yourself. Now for the walkthrough.

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Unidentified distress signal... /  
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You'll start out at a damaged Space Frigate, the place where the distress signal came from. Samus will take a huge jump from her ship onto the frigate, and you will control her once it gets in her visor view. To start off, you will need to hit the four targets right in front of you to get rid of the force field blocking your path. Use the L Button if you have trouble aiming. After the force field is gone, proceed through to a pillar in the center of this platform. Scan it, and 6 targets will appear. Hit them all to lower another force field. Past that, jump up the stair, and head through the door after you go through the path. Keep going until you head to the Air Lock. Scan the machine beside the path to repressurize the room, so you can head into the frigate itself. You will end up in the Emergency Evacuation Area.

If you look around, you'll see a few dead Space Pirates and what appears to be a dead Parasite Queen. (You'll encounter a live one, later.) If you look closely, you'll see some lizard-like Parasites eating away at the dead bodies. Since they're enemies, scan one of them before they leave. This creature will be added to your Log Book. Alright, head through this room to the other side. You'll find a partially alive Space Pirate laying down on the ground. Put him out of his misery...yes...shoot him. Anyway, after you kill him, head through the next door to come to a blockage in the hallway, use the Charge Beam to blow it away. (Hold A 'til fully charged, then release) Apparently, a Space Pirate was here, and got his head cut off because he got caught in that debris....ech.. Anyway, head into the next hallway to find a couple of Parasites going through a ventilation duct, follow them using your Morph Ball,

(X) to find a Map Station! But, before you use it, scan it first, THEN you can use it.

Oi, quite a big frigate, huh? Anyway, head back and head through the next door. In this hallway, you'll see wreckage, but you can't get rid of it with your Charge Beam. The solution? Morph Ball through the small passageway to get to the other side. Oh, and watch out for the electricity blocking the opening. Head through the door at the end to end up in the Biotech Research Area 1. You'll see another Parasite Queen, but it's in stasis hibernation. Don't worry about it, just walk around it. You'll see a Space Pirate walking around here like a zombie, and one lying on the floor trying to get up, once again, put them out of their misery. I know you would rather help them, but they are ruthless, and will fire at you even if injured badly. That's why you need to get rid of them. Anyway, go through the door across the room. Just around the corner in this corridor, is an Auto-Defense Turret. Scan it first, then shoot a Missile at it to destroy it. (Y) It should drop a Missile pick-up. (it glows orange) Scan it then pick it up to get your Missile back.

You'll end up in Biohazard Containment, where you'll see another Parasite Queen. It's stored in a stasis pod, but appears to be dead, so ignore it. The computer in front of you should contain a Pirate Data Log, so scan it. If you look around the stasis chamber, you'll see another turret, so shoot another Missile at it. To pick up the ammo now, you have to charge your Charge Beam, the ammo will come right to you like a tractor beam, so the Charge Beam is useful for this, too. On your right once past the stasis chamber, is a scannable computer thing, scan it to activate the elevator to the second floor. Take it, and you'll find a Space Pirate on the floor, kill it, and it should drop a purple sphere. It's a health pickup, which restores 10 health units. Scan it first before you pick it up. Head around here to find a couple more Space Pirates, a little stronger than you've encountered so far. Kill them both and collect their pickups, then head into the door at the end of the path, after you kill the Space Pirate lying next to it.

Go through the hallway to arrive at the Cargo Freight Lift to Deck Gamma. There will be another Defense Turret to your right, take care of it with another Missile, then pick up the refill. There's a computer conduit right next to the freight lift, scan it to open the lift. Head inside and touch the hologram to get it moving. When you arrive at the bottom, a non-injured Space Pirate will fall down and surprise attack, he's a lot tougher than the hindered ones you came across, so heavy firepower is recommended.

Once he's dead, scan the computer next to the door to open a hologram. "Please insert metallic sphere to open door." Well, if that isn't obvious enough, roll into the hologram with your Morph Ball. This will open the door up. Go through, annihilate the turrets in that room, collect their pickups, then go to the left door for a Save Station. Scan this, too, either after you're done with it or before. Head back, and scan the next computer conduit to activate another Morph Ball hologram. You know what to do. After you open the door and head through, a cutscene will show a Parasite Queen crawling down to where you're at, thus starting a boss battle.

BOSS: Parasite Queen

This boss isn't particularly hard, unless you absolutely suck at dodging, then you'll have a problem. First of all, scan this creature. Not only will it add it to the Creatures log, but it will reveal it's weak point! When its mouth is open, shoot at it to cause more damage than just shooting it's body. Its only attack is a weapon-grade toxic blast, which can easily be jumped/dodged. The only way to do this battle correctly is to lock on. This boss, like the other

FAQs say, just gets you familiar with the strafing and lock-on techniques. So, basically, shoot at it's mouth when it's open until it's dead. Seems simple, right? Not very. A force field will surround it, with only two openings to shoot through. You'll have to do this, otherwise you're shots will repel. Once it's dead, a timer will start....

You have 6 minutes to escape! You will be pointed in the right direction, so head through the door, posthaste! Proceed through the hallways and the elevator until you get back to the Biotech Research Area 1, except in the bottom floor. You'll see a couple of Space Pirates shooting at the Parasite Queen that escaped from stasis, and an explosion will blow away the Space Pirates (killing them), and kill the Parasite Queen. That explosion caused the pathway above to break, so climb up the debris to get back to the second floor. You'll see a few Space Pirates hindering your progress out of here, so kill them and you'll see a ventilation duct blow its cap off, so head through, because all doors here are locked. You'll head through a series of ventilation ducts, with swarms of Parasites coming out of openings. Just avoid them, if you spend your sweet time getting rid of them, you won't have enough time to escape. Shoot at ventilation doors to open them.

You'll eventually come to a room with two turrets: destroy them both, then you can use the next door. Just keep going until you get to a shaft with a pusher. It's hard to explain, but the shaft it's in seems red hot. Luckily, your Varia Suit will protect you from heat. What you have to do here, is when the pusher is revealing the exit out of this shaft, take it quickly, otherwise, it'll block it up again. After you're past that, you'll head into the Biotech Research Area 2, where you'll find Meta Ridley, and he'll escape. Now, in order to get across here, you'll have to use your Grapple Beam to swing across the Grapple points to the other side. (Press and hold L once near a Grapple point.) Once here in this hallway, scan the computer conduit to deactivate the turrets here, (neat, huh?) and scan the next one to activate the elevator, but as soon as you do, an explosion will knock Samus into the wall so hard, that her Varia Suit, Morph Ball, Charge Beam, Grapple Beam, and Missile Launcher will all malfunction.....Not good.

Anyway, since it knocked you into the elevator, step into the hologram to head up. Once it's at the top, head through the twists and corners in the hallway until you reach the Air Lock, and head left. The right is blocked by fire, besides, it leads back inside the frigate, so yeah... Head towards the door and the room will depressurize, wasting a few seconds. After it's done, you can open the door, and escape just in time. The whole place will start exploding, and Meta Ridley will come flying towards Tallon IV, and Samus will head into her ship and chase him, but she loses the tracking on him, thus ground-based recon is required. You'll proceed to land in the Tallon Overworld, Samus checking out the place, then you'll be prompted to save, so save.

Number of scans obtained: 8

Creatures: 3
Parasite
Auto-Defense Turret
Parasite Queen

Pirate Logs: 1
Fall of Zebes

Chozo Lore: 0

Research: 4
Map Station
Missile Ammo
Small Energy
Save Station

Total scans obtained: 8

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Speedy Recovery /
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Yes, as if you blatantly didn't notice, this section will help you recover everything you lost, except for the Grapple Beam, which will be gotten later in another section. Each subsection will tell you exactly what we'll get next, and after every subsection, will be that "scans obtained" list, alrighty? Also, from now on, I'll show how many items you've gotten, plus show your item percentage after each subsection. I'm still not quite sure how you can see your scan percentage, though.... Continue reading...

NEW INFO*

I've figured out that you can only see your scan percentage and item percentage in-game in the European (PAL) version. In case you do have the PAL version, it should be listed in the Log Book section of the Start Menu.

NOTE*

I will not be listing the Missile Launcher as a Missile Expansion in the item list, instead, it'll be in the "Suit upgrades obtained" list. I wanted to write this down so I wouldn't have a bunch of people telling me that I missed a Missile Expansion in the item list.

Getting the Missile Launcher /

Yes, the first thing you obtain is the Missile Launcher. First, jump off then scan your ship, then head to the door to the ship's right. You'll come to a small sandy room, and two Beetles will pop out. Scan one, then destroy them. (What? Your only weapon right now is the Power Beam..) Head left once you defeat them to head into the exotic Tallon Canyon. To your left is a Sap Sac, scan it to add it to your Creatures list. In front of you is a bunch of platforms surrounding a pool of water, including a waterfall. Don't go up the platforms yet because they lead to a door that you can't open yet. Instead, head to the right of the platforms to get through a door, passing a half-pipe. You'll also encounter a few Beetles, so kill them. In the next hallway, scan one of the Zoomers crawling up and down the walls, then kill both of them. Ignore the Sap Sacs, as they blow up of you touch them/shoot them. Past the next door is an elevator to the Chozo Ruins. Scan the conduit next to it to activate the elevator.....use it!

Now, once you're in Chozo Ruins, head forward, through the hallway, into a room, with two Beetles popping out of the ground. As you kill them, your auto-tracking device will activate, telling you that there's some seismic activity occurring in the Hive Totem, which is where you'll get the Missile Launcher. Before you enter the next door, scan the Chozo Lore above it. (Chozo Lore looks like a puddle of wavy water on the walls.) Now, enter the door to enter the Main Plaza, and a cutscene will show up, showing you everything in the Main Plaza....eerie music, huh? Anyway, once the cutscene is over, head straight forward to come a large group of Beetles. Dispose of them, then past the half-pipe, up the stairs, and head left to a door. Head through it to come

to a winding tunnel. Careful here, because a swarm of Scarabs will come crawling through the walls, and will explode if you get too close to them. First before you get the swarm, scan a Scarab, then proceed to clean them out like an exterminator. Head through the hallway to come to the Eyon Tunnel. As you can guess, it's filled with Eyons, which are eye-like creatures attached to the walls. They shoot a laser from their pupils, so they're enemies. Scan one, then head through the hallway, shooting the Eyeons to stun them. No, you can't kill them until you get the Charge Beam.

Past the Eyeon Tunnel is the Ruined Nursery. In front and to the right of the tree here is a Chozo Lore, scan it. Your auto-tracking device will also detect a save point nearby, which is right next to the Ruined Nursery, but not on the main path. Head forward through the room after you scanned the Chozo Lore, and two Beetles will pop out. You know what to do. After that, climb the stairs to your right to get to the second and top floor of this room. Some War Wasps will come out of their nests on the other side of the room, scan one, and scan their hive, then proceed to kill them. Now, overlooking the bottom floor, there is a platform to your right, and a Morph Ball maze to your left. Ignore the Morph Ball maze for now, and get on the platform to your right. You'll come to a door around the bend, and you'll see the Save Point you were directed to. Save.

Alright. Now, head back into the Ruined Nursery and go through the door on the top floor. Head through the hallway, past the open room, killing the swarm of Scarabs, and you'll arrive at the Ruined Gallery. Some War Wasps will come out of their hive, so kill them. Well, there's really not much to do here, now, so jump across the platforms on your right and head through the door on the other side. In the Totem Access, you'll see some Plazmites, which are similar to fireflies. Scan one, then destroy 'em. Although they really aren't harmful, they block the path here, and will cause slight damage to you if you touch them. Anyway, in the same Access, you'll come to a small room with a platform in the middle, and it contains a few boxes, and Tangle Weeds. Scan the Tangle Weeds, then destroy the boxes for some Missile or Energy pick-ups. (If you need them, that is.) Head through the rest of the Access to head toward the Hive totem itself. This room is fairly large, has a big platform in the middle, and a puddle of water full of toxins at your left side. (This room is tilted, so...) Anyway, get on the platform, then proceed to cross the bridge to the Missile Launcher....wait...that's too easy....

A cutscene will occur, showing the room getting filled up with that poisonous water, and a machine below the Missile Launcher will rise up, and connect with the top one to create the Hive Totem. It will proceed to open, and will release a swarm of War Wasps. You might notice these are different, so when you get the chance, scan one. After you scan them, scan the machine. If you don't know where to scan, try looking under the water towards the machine. After the scanning is done, proceed to kill the Ram War Wasps. Once they're dead, the machine will open up, shoot at it until it gets to "round 2." Even more Ram War Wasps will appear, kill them, and the machine will open up, shoot it to get to round 3. Do the same thing as last time, and the machine will be beaten, and will allow you access to the MISSILE LAUNCHER.

Now that you have the Missile Launcher, go ahead and scan the door, then blast it with a Missile. Open the door with your Beam, and collect the ENERGY TANK inside. Proceed out of the Hive Totem and head to the Ruined Gallery. Now that you have the Missile Launcher, we can do a couple of things here! First, head to the bottom floor, and turn around to see some Blast Caps on a platform in the middle of the poisonous water. Scan one, then blast those Blast Caps, then get on the platform that they were on. In front of you is a cracked wall. Blast it with a Missile to uncover a MISSILE EXPANSION! Now that you've got that, head to the door with the Blast Shield on it, and blast it open with a Missile. Proceed inside to a...Map room! No need to scan this, because you already did

it on the Space Frigate, remember? Of course, this place is really huge... @_@.
I think that's about it, so head to the Ruined Nursery, and save at the Save
Room. I'll end this subsection here. Let's look at what we've obtained in this
subsection.

Number of scans obtained: 16

Creatures: 12

Beetle
Sap Sac
Zoomer
Scarab
Eyon
War Wasp
War Wasp Hive
Plazmite
Tangle Weeds
Ram War Wasps
Hive Mecha
Blastcap

Pirate Logs: 0

Chozo Lore: 2

Fountain
Exodus

Research: 2

Samus's Ship
Blast Shield

Total scans obtained: 24

Total Missile Expansions obtained: 1

Total Energy Tanks obtained: 1

Total Power Bomb Expansions obtained: 0

Total Suit upgrades obtained: 1

Total percentage: 3%

Grabbing the Morph Ball /

Yes, we're going to get the Morph Ball. So, let's head back to the Main Plaza.
Head back right, destroying the Beetles in your way, heading towards the door
that you first entered the Main Plaza. To your right, once you are facing it,
just past the half-pipe, is a door with a Blast Shield on it. Proceed to open
it, and head through a twisting hallway with a couple swarms of Scarabs. Past
this hallway is the Ruined Shrine. Climb up the stairs then drop to the center
to cause a massive swarm of Beetles to appear....

Destroy them all, and a bigger Beetle will come out. This is a Plated Beetle.
Scan it first. Now, in order to kill this thing, you have to shoot at its red
tail. But you can't get to it because the Beetle knows it's weakness, so it
hides it from you. The thing you have to do is wait for it to charge at you,
then quickly dash to the side. (Yes, you're doing Lock-on.) It's tail will be
exposed, so shoot a Missile (or two if you have the time) at it. Two Missiles
ought to get rid of it. That was a fairly easy fight, huh? Anyway, the path to

the Morph Ball will now appear. Grab the Morph Ball. Man, this was a small subsection, huh? Anyway, now that you've got this move, you can exit this room. If you want, go ahead and save at the Ruined Nursery, although you will have to backtrack all the way to the Main Plaza. But hey, if you're enjoying this game, you might as well save!

Number of scans obtained: 1

Creatures: 1
Plated Beetle

Pirate Logs: 0

Chozo Lore: 0

Research: 0

Total scans obtained: 25

Total Missile Expansions obtained: 1
Total Energy Tanks obtained: 1
Total Power Bomb Expansions obtained: 0
Total Suit upgrades obtained: 2
Total percentage: 4%

Acquiring the Charge Beam /

Alright! We're gonna get the Charge Beam! Head to the far end of the Main Plaza, and you'll find that you can climb up. Do that, and proceed to walk over the half-pipe using a bridge made of vines and stones. (neat.) Some War Wasps are up here, and will assault you, so take them out. In case you didn't know, a Missile blast will get rid of a Hive, that way they won't come out again. I'd advise you save your Missiles though, especially if you try Hard Mode. (Hard mode will be unlocked after you beat the game.) There should be a door here, so enter it. You'll come across another twisting tunnel, with two more swarms of Scarabs. Get the first swarm, then use the Morph Ball to squeeze through the vines. Just stay in Morph Ball mode and avoid the second swarm, because there are some more vines you have to squeeze through. Proceed through the door into the Ruined Fountain. Above the fountain is a Chozo Lore. Scan it, of course. There are some more Plazmites here, but they provide light in this room, so don't kill them. (Super Metroid, anyone?)

There are two other doors here. One on the other side of this room, and one on your left. Let's take the one on the left. It's not very simple, though. The platform to the door is too far for you to jump, and there is poisonous water down below. What to do? The solution is, jumping across platforms working your way around the room, to the door. In the Arboretum Access, you'll see some Shriek Bats. Scan one before they make a suicidal dive towards you. Don't worry if you didn't scan them in time, though, you'll encounter more. Enter the door at the end of the Access and you will come to the Arboretum. The Arboretum is a tall room, with toxic water surrounding a growing tree. You'll have to get through the door behind the tree.

To your left are platforms which will get you there. There's also a Reaper Vine guarding each platform that's against a wall. Scan one, then shoot its eye to make it retract. Climb across the platforms and the bridge to get to the other

side, and head through the door. Your auto-tracking device will also detect a Save Station, which is beside the next room, the Gathering Hall. Head to the Save Station to save. When you exit, you'll be attacked by Shriekbats, scan them if you didn't get the chance, but if you've already scanned them, then pummel 'em with your Beam. The door right in front of you is blocked by Blast Caps, and we need to go through that door! Get rid of those unsightly mushrooms, then head through the door to come to the Watery Hall Access, where some Shriekbats will greet you.

After you dispose of them, shoot a Missile at the cracked wall to your left at the bottom of the room to uncover a MISSILE EXPANSION. Proceed through the Access to the Watery Hall. You'll see some platforms leading up, but ignore them. Instead, hop on the island to your left, after you get rid of the Blast Caps, of course. Once on the island, turn around and scan a runic symbol around there. This is one of four. You have to scan all four runic symbols in this hall to get access to the Charge Beam. After you scan it, jump across the islands until you get to another Blast Cap growing area. Get rid of them all, then scan the runic symbol that they were hiding. Keep going, and you'll see another runic symbol at a dead end. Now, we need one more.

So, let's go back to those platforms and climb up them. At the end of the high pathway, you'll come to the door that needs unlocking. The last runic symbol is beside it. After you scan the last one, scan the door and it will open. Scan the Chozo Lore, then grab the CHARGE BEAM. (Whew! That's a lot of scanning!) After you grab the Charge Beam, the walls will come alive with Eyons! Now that you have the Charge Beam, you can destroy them. (Yay) After you destroy them all, return to the Gathering Hall and save at the Save Station.

Number of scans obtained: 4

Creatures: 2
Shriekbat
Reaper Vine

Pirate Logs: 0

Chozo Lore: 2
Hatchling
Meteor Strike

Research: 0

Total scans obtained: 29

Total Missile Expansions obtained: 2
Total Energy Tanks obtained: 1
Total Power Bomb Expansions obtained: 0
Total Suit upgrades obtained: 3
Total percentage: 6%

Getting the Morph Ball Bomb /

OK, we're gonna get the Morph Ball Bomb next. I will continue this section until we get every Missile and/or Energy Tank that we can get, even after we get the main item in this subsection. Alright, we're gonna have to do some climbing in the Gathering Hall. From the Save Room door, there will be a

section of raised ground beside the Arboretum door. Use that to start climbing. Get to the top, jumping platforms and blasting Blast Caps and Shriekbats, and head through the door. After a hallway, you should come to the Energy Core. Let's observe what's here, shall we? First, there's a big pool of poisonous water in front of you, and a locked door on the other side. Scan the locked door to add it to your Research Log Book. There's a hallway on either side of you; the one on the right leads downward to a pool of poisonous water, and the other leads to a Morph Ball hole. Observe the facts.

If you answered correctly, then the only way to go is to the hallway on your left. About now, you should come to some red spheres which look like those purple Energy pick-ups. These restore 20 units of Energy. Whenever you come across one, scan it. Anyway, past the Morph Ball hole, will be another hole, and past that is a door, which will lead you to the Burn Dome. A cutscene will appear, showing an indestructible War Wasp Hive, and a machine will pop out. Scan the machine. Basically, this Mechanoid Incinerator Drone shoots out two jets of fire. After a short while, it will expose its weak-point: shoot at it with your Beam and it will shoot a jet of fire at the Hive, awakening the most powerful of all War Wasps, the Barbed War Wasps. Scan one. Now this is where things get a little tougher. While focusing on the Drone, you have to keep an eye out for the War Wasps. Whenever one comes out, you have to get it while avoiding the Drone's flames. This can be very difficult, even I can't go through it without taking quite a few hits. Basically, just kill the War Wasps when you get the chance, and shoot at the weak spot once it shows itself until the Hive gets destroyed by the flames, and when the machine explodes because it overloads. Now, you have the MORPH BALL BOMB!

If you look closely, you'll see a blocked Morph Ball hole. Use a Bomb to break through and to get a MISSILE EXPANSION at the end. Now, let's head back to the Energy Core. Once you exit the Morph Ball hole in the Core, you'll notice a Stone Toad to your left. Scan it, then get in Morph Ball mode and approach it. It should suck you in. Before it spits you out, plant a Bomb inside of it to blow it away, everything splattering everywhere...nah, it's not that graphic. Anyway, behind it hides a generator with a Morph Ball Slot. Scan the Slot first, then use a Bomb to pop yourself up to it. Use another Bomb to activate the Generator, which will lower the water in the main room. Another Generator and Morph Ball Slot will be uncovered. Also a timer will start. Use the itty bitty tunnel here to get to the main room quickly. Head to that next Morph Ball Slot to activate another Generator. This one will raise some platforms. Quickly take them and go through the small tunnel to get to another Slot and generator. Use the Slot, and the generator will raise another set of platforms, and will unlock the door that I showed you when we first entered this room.

Head through the next tunnel to get to a Spider Ball track and a Morph Ball hole. Head through the hole to get an ENERGY TANK. Head back to the Gathering Hall Save Station to save. Now, head all the way back to the Ruined Nursery. Remember the Morph Ball maze here? Well.... At the bottom floor of this room, there's a low entry to the maze. Use a Bomb to pop yourself in there. Go through it, and get rid of the block there to clear the path. Now, head out, and enter the maze from the top floor of the room. Go through the maze, bombing blocks, until you get to another MISSILE EXPANSION. Now head into the Ruined Gallery. There's two holes near some Tangle Weeds on the bottom floor. Enter either, and you'll get another MISSILE EXPANSION. Now, head into the room that contained your first Energy Tank. (Past the Hive Totem.) There's a hole here. Use the Morph Ball to get through. Head through the little maze with the pistons to head into a Magmoor Caverns transport.

Don't take it yet. Instead, take the door on the right, towards the Vault. Once you get to the Vault, find the Chozo Lore here and scan it, then look for three Morph Ball Slots. The first two have weak locks on them. Blow them open and use

the Slots. The last one is a little high. You need to Double Bomb Jump to reach it. Here's how: Plant a Bomb, and just before it explodes, plant another one. When you pop up into the air, immediately set another Bomb. If successful, you should pop up with the second one, and the third one in the air should pop you up once more. This will allow you to reach the last Slot. Once you've activated all the Slots, the vault will open, exposing a MISSILE EXPANSION. Continue through, until you get to an ENERGY TANK, overlooking the far end of the Main Plaza. Alright. That should be it. Let's end this subsection.

Number of scans obtained: 7

Creatures: 3
Incinerator Drone
Barbed War Wasps
Stone Toad

Pirate Logs: 0

Chozo Lore: 1
Beginnings

Research: 3
Large Energy
Door Lock
Morph Ball Slot

Total scans obtained: 36

Total Missile Expansions obtained: 6
Total Energy Tanks obtained: 3
Total Power Bomb Expansions obtained: 0
Total Suit upgrades obtained: 4
Total percentage: 13%

Catching the Varia Suit /

Alright. This is probably going to be a short subsection...but anyway.. Head into the Arboretum. Now, we have to do the same task that we did in the Watery Hall: find and scan all four runic symbols. First, get to that bridge that lead to the door that lead to the Gathering Hall. (whew) While on the bridge, face the tree, and turn on your Scan Visor. You should see the first runic symbol. After you scan that, drop down to the platform on your right, turn around facing the bridge, and look down. You should see red Tangle Weeds. Shoot at them to uncover another runic symbol.

Now it's time to climb up. Just climb up the side of the room from the bridge, getting to a Morph Ball tunnel and some War Wasps from the tree. Go through this tunnel, without falling, and bombing the blocks, to get to another runic symbol. The last one is at the top. Continuing upwards, you'll find some more red Tangle Weeds. (They're real name is Venom Weeds.) Scan them, then shoot at them so as to Morph Ball through the tunnel without getting damaged.

You couldn't scan the first batch of Venom Weeds because all it says is that they are hiding something. Alright, keep climbing and you should arrive at the door that you need to unlock. Right behind you once you face the door is the last runic symbol. This one should open the door, revealing a blocked Morph

Ball hole. Bomb it, then continue through the hallways filled with Venom Weeds and Reaper Vines to come to the Sunchamber. A cutscene will come up, showing a mutated plant called Flaaghra.

BOSS: Flaaghra

This is the main boss of the Chozo Ruins. Scan it first. You can also scan one of Flaaghra's roots. Look around for it in Scan Visor if you don't know what to look for. (Hint: It's blocking a tunnel at ground level.) Its attacks are claw-swiping, toxic energy balls, and creating a small toxic garden, which you'll have to stay away from, until the garden disappears. Now, for the strategy. You can't beat him with your Beam or Missiles. Well, how to defeat him, you say? Look around, and you should see a sunlight contraption. Behind each has a red target. Shoot the red target multiple times to disable it. (Lock-on helps really well.)

Once you disable it, Flaaghra will collapse and its roots will retract. Here's where you damage this boss. Morph Ball through the opening that the roots were in, and place a Bomb at the Slot in the end. You'll seem to have defeated him, but two sunlights will activate, reviving Flaaghra. Try the same process, but you'll notice that as soon as you deactivate a sunlight, Flaaghra will activate it again. What to do, now? Well, if you notice, when you shoot Flaaghra, he'll flash yellow. Keep doing this, and you'll stun him. Use this opportunity to deactivate the sunlights. Proceed through this process, stunning him and deactivating sunlights, until he's finally dead.

You'll be pointed to a coin with an S on it. Collect it to gain the VARIA SUIT! Now that you have the Varia Suit, we can explore Magmoor Caverns, so let's do that. First, go through the door here. The one you originally entered is filled with vines, meaning you can't enter. Go through the tunnel here until you come to a blockage made of blocks. Break them, and you'll encounter a yellow Energy pick-up. It's an Ultra Energy and it restores a full tank of Energy. (100 units) Very useful. Scan it before you collect it. Keep going and you'll encounter a familiar enemy, called a Pulse Bombu. Scan it. Now, since you don't have the appropriate weapon to kill this thing, just move on. You'll encounter a Spider Ball Track on the ground, leading downward. Since you don't have it yet, just fall. For some reason, you don't take damage for falling from high distances. The next room is that same Magmoor transport you encountered. Scan the conduit next to it to activate it, then use the elevator to descend into the molten depths of the planet.....

Number of scans obtained: 5

Creatures: 4
Venom Weed
Flaaghra
Tentacle
Pulse Bombu

Pirate Logs: 0

Chozo Lore: 0

Research: 1
Ultra Energy

Total scans obtained: 41

Total Missile Expansions obtained: 6
Total Energy Tanks obtained: 3
Total Power Bomb Expansions obtained: 0
Total Suit upgrades obtained: 5
Total percentage: 14%

=====
Exploring Extreme Temperatures /
=====

In this section, you'll be exploring hot and cold, acquiring new abilities as well. You will never be able to make it through Magmoor Caverns without the Varia Suit, so that's why they directed you to this transport. Alright, let's get started.

NOTE FOR SPEED RUNNERS AND LOW %AGE RUNNERS:

Done correctly, you CAN get through this section of Magmoor without the Varia Suit. This FAQ is not for speed runs or low %age runs, so look for another FAQ that covers that.

Boost Ball acquired /

First, after the elevator, fall down the next room, then continue through the hallways, busting those Shriekbats, until you reach a Save Room. (Behind a door with a Blast Shield.) In the room ahead, you'll see your first pool of lava. A platform is in the middle, and a Grizby scuttling around. Scan it first, then hit it with a Missile. The reason to use a Missile, is because their shells are too hard, so they can't be hurt with any kind of Beam. Anyway, continue beating up the Grizbys and jumping across platforms, avoiding jets of flame, until you reach a tunnel. There's a burrowing uh...Burrower here. Scan it. When it pops out of the ground, hit it a few times with your beam to destroy it. Keep going until you reach Lava Lake, which a cutscene will show the whole room, including some new enemies. After the scene is over, a Magmoor should pop out of the lava in front of you. Scan it, then proceed to literally blow it's head off. There are also some Puffers here. Scan one. These things can be blown up with one shot, but they leave a puff of poisonous air. Wait for the puff to disappear before you move on. Just continue through this part of the Lake, popping Puffers and blowing the other Magmoor's head off, 'til you get to the other side, which seems like a dead-end. Not to worry. You see the boxes here? Destroy them to reveal a Sandstone wall. Do you remember that Sandstone walls can be broken with Bombs? *hint hint*

Just bomb your way through the tunnel until you get to the other part of the Lake, which you basically do the same thing. Pop the Puffers, and jump across platforms to the other side. Oh, I almost forgot to tell you. If you're in close range of a Puffer when it pops, you'll take damage, and the force of the blast could knock you off a platform and into some lava. Double damage. Anyway, you should eventually come to the Pit Tunnel. The room basically has a lava cylinder in the middle, and an opening at the bottom of the room, filled with Triclops. Scan a Triclops before you head into the Morph Ball opening. According to the scan, their only weak spot is the mouth...you know what that means? Place a Bomb near one of them, and it'll suck it up, thinking it's food, and it'll blow up, right in its mouth. Also, if you are caught by one of the Triclops, they will literally show you the exit, which is where you entered this small opening. Just get to the other side of this room, blowing up those Triclops' mouths. You should end up in the Triclops Pit, a similar room in that

it has a "lower floor", but it's MUCH bigger.

There are platforms leading up to the top, but here, we need to get a Missile Expansion. First, get to the opening of the lower floor. There should be a tunnel in some rock that contains that. By the way, the tunnel has jets of hot air shooting out of some holes, making it a little hard to see. Anyway, once you get to the "lower floor", look for a hole around here while avoiding/destroying the Triclops. Once you do find the hole, go through it to come to a room with a door. Climb up to it and open it. Walk through the small tunnel to get to a lava pit with some grating acting as a passageway. Walk through the "passageway" to get to that MISSILE EXPANSION. Now, head all the way back to the Triclops Pit room and start climbing the platforms, being aware of the Puffers up there. In case you're having trouble finding a way to the platforms, try climbing up the rocks on the edge of the room. Once you do get to the top, go through the door up there.

DISCOVERY*

I just found this out. If you get caught by one of those Triclops, rotate the Control Stick as much as you can. If successful, you should break free from the Triclops' mandibles.

Go through the Monitor Tunnel to the huge Monitor Station. The tower in the center is one of the Space Pirates'..um...bases. Once you enter, around three or four Auto-Defense Turrets should activate. Uh-oh, better get rid of them! They're the same as the ones on that Frigate, but are more powerful. Two Missiles (instead of one) should get rid of each. Once they're gone, start climbing around the exterior of the cavern. There should be another door to your left, but we'll ignore it for now. Just focus on climbing up the rocks. At the middle, you should encounter another Turret. Take it out, then jump to the extended catwalk to get to a lab-like room in the tower. You can scan the computers here to see what the Space Pirates are up to in the Magmoor Caverns, but you won't get anything added to your Log Book.

Anyway, once you enter that little room, there should be another catwalk leading to a door. Go through the door to get to a hole, which will lead to a Morph Ball Maze. Now, before we go through the bottom of this maze to the other side, let's get the Energy Tank hidden here. As soon as you enter the maze, you should be right on a block made of Sandstone. This Sandstone will be able to withstand two blasts of Bombs. Standing on this block, do that Double Bomb Jump technique. (If you don't remember how, go back to where we were at the Vault in the walkthrough.) Once done correctly, you should be able to reach a higher ledge. Get on that to get to a dead-end with another rock. Double Bomb Jump up to another ledge, and at the end of that ledge should be a dead-end with another block. Double Bomb Jump one last time to grab the ENERGY TANK and fall straight to the bottom floor. Take the exit to the next room, and you should reach an elevator to Phendrana Drifts. Activate the conduit and use the elevator.

You should now be at Phendrana Drifts. The hallway ahead should be blocked with ice. You can break it with a Missile, but if you want to conserve Missiles, (which would be pointless, considering you'll just gain the Missile back by beating an enemy) use a charged shot. Keep destroying the ice in your path until you get to Phendrana Shores. In front of you should be a Save Station, and you might need it, depending on how tough you think you are. After saving, we've got a couple of scans to accumulate. First, is the Crystallite. These are those scuttling bugs similar to the Grizby, except the shell is made of ice. Like the Grizby, it is vulnerable to concussion blasts. (Missiles) However, once you acquire the Plasma Beam, they will be destroyed in one hit. The next scan is the Flickerbat. Those are those bird-like creatures you see flying above you. They aren't really harmful in the Shores, because they are too high.

Remember, I'm listing scans you have to get, so scan those two creatures. There's an obstacle at the end of some river that can be destroyed with a Missile. Behind it is something to scan, which actually unlocks the door above.

Now, remember the entryway to the Save Station? Facing the shores while in that entry, there will be a bunch of ledges which create a stair-like obstacle. Climb up them, destroying the Crystallites on the way up, and head into the door at the top you just unlocked. In this tunnel, shoot the ice with a charged shot/Missile. There should be some Scatter Bombus here. Scan one. Like the Pulse Bombus, these electricity-emitting cousins cannot be destroyed with your current weapon. To pass through their energy waves, just Morph through an open spot. Through this tunnel should be the Ice Ruins East. As you move on, you'll notice blue creatures will pop out of the ground. These are Baby Sheegoths. Scan one. Their only weak spot is their back, so keep dashing side to side while locked onto 'em to shoot their backs. Their only attacks are: ice breath, ice projectile, and ram. You'll have to be careful with their ice breath maneuver, as it'll freeze you if you're fully caught in it. It's only a short-range attack, though, so stray away from them. They'll use their ram move when you're too far. Just do a quick dash to avoid damage. After their shells are destroyed, a few more shots to their back will do them in. If you notice, it looks like the holes in their skin are filled with a blue-ish substance. Trust me, you'll be seeing a lot more of that stuff, only this time, it's not in those creatures.

Anyway, you see the ruins? Climb up them, and basically go roof-hopping to the door at the end. In this tunnel are some Ice Burrowers. They're basically the same as the Burrowers, but instead they live in a cold (read: very cold) environment. Scan one, then shoot them when they pop out. As you progress through the tunnel, getting rid of those Ice Burrowers, you'll see small traces of that blue-ish substance. This stuff won't harm you now, since they're in very small traces. The door at the end will lead you into a high alcove in the Shores. There's another door to your left. Take it, and through the small open area filled with Pulse Bombus, and you'll reach Ice Ruins West. There are a couple more Baby Sheegoths here, but before you deal with them, enter the small ruins to your right. Past a Crystallite, is a Chozo Lore, which is probably the only Chozo Lore you'll find in this region. Anyway, scan it, then proceed back to where the Baby Sheegoths are, and destroy them. Around the ruins here, you'll find a door with a Blast Shield hidden in a little corridor.

Head through the door to come to a tunnel full of Scatter Bombus, that leads to a LONG open area. There's a bridge below, drop down to it, then turn around. You should see a Chozo Lore. Scan it, then drop down to the floor at the end of the bridge. Fight the Baby Sheegoth with the small space you have, and once it's gone, find a snowy incline and climb up it. There should be a conduit. Scan it, and the platforms will line up. Proceed across them with out stopping, (otherwise you'll fall with the platform) and grab the item at the end. BOOST BALL!! After you collect it, a cutscene should show a lake which has been frozen into a half-pipe figure. Use the Speed Ball to get to the ledge above, and proceed out of here. As you exit, your auto-tracking device will search for more "half-pipe" configurations. It turns out, that there's one in particular, in the Tallon Overworld, in the room, "Tallon Canyon." Yes, that means we'll have to go all the way back to where we first started this item hunt, in the Overworld.

Just head out of the Ice Ruins West and back to the ledge overlooking the Shores. Walk towards the edge, and a cutscene will show Meta-Ridley flying right above Samus, heading towards the land above Magmoor Caverns, and disappearing in the horizon. Then the cutscene will end.....well, at least we know he/it's on this planet, eh? Anyway, use the elevator to head back into the Magmoor Caverns, and retrace your path, backtracking all the way to the

elevator to the Chozo Ruins, as we've got a few Missile Expansions to get there since we got the Boost Ball. You can save near the elevator if you want. (It's recommended that you do, though. I mean, we did a lot since the last time we saved.) Just head to the Chozo Ruins. Once you're there, read the next subsection. This one is done.

Number of scans obtained: 11

Creatures: 10

- Grizby
- Burrower
- Magmoor
- Puffer
- Triclops
- Crystallite
- Flickerbat
- Scatter Bombu
- Baby Sheegoth
- Ice Burrower

Pirate Logs: 0

Chozo Lore: 1

- Cipher
- The Turned

Research: 0

Total scans obtained: 52

- Total Missile Expansions obtained: 7
- Total Energy Tanks obtained: 4
- Total Power Bomb Expansions obtained: 0
- Total Suit upgrades obtained: 6
- Total percentage: 17%

Space Jump Boots! /

Alright. Now, just take any route you wish, but you need to get back to the Main Plaza. (All paths will lead you there, except one which has a Spider Ball track.) Once you're there, use the half-pipe in the middle. Be sure to be on the center. You should be able to get on an alcove just below the bridge. The alcove will have a MISSILE EXPANSION. Now head to the Ruined Shrine. There are two (!) Missile Expansions to get in this room. First, use the half-pipe to get to a tunnel that contains a MISSILE EXPANSION. (If you encounter a Spider Ball track at the end of the tunnel, then you're on the wrong side.) There's also a Sandstone blockage to a Morph Ball hole here. Blow it open (it's obvious to see) and collect the MISSILE EXPANSION inside. Alright, we should be done collecting things here for now, so head to the elevator to the Tallon Overworld. Once there, make your way to Tallon Canyon. Use the half-pipe here to reach a high ledge. Past a bridge up here is a Sandstone blockage. Bomb your way through here until you reach a door that leads to a lush Gully. Even though this particular room is beautiful, I hate walking through it. It's because of the lush plant growth that I can't see those darn Zoomers.

Anyway, through this short/lush passage, you will reach a ledge overlooking

the Landing Site. (Notice the blue-ish substance on the wall of the Gully?) Don't drop down yet. There's a door further left. Just jump across small gaps when you come across them, and head to the door, which a large room contains the Space Jump Boots. (Why not call them High Jump Boots? They could've done it with the same height, except without the double jump. Well, the double jump is actually useful in crossing large gaps....oh well, maybe that is a reason they call them Space Jump Boots.) (Weird, there's even more of that blue-ish substance here, too...) Head back to your ship in the Landing Site and Save and restore everything in your stock. Now, before we leave to head BACK TO PHENDRANA DRIFTS, let's look around for a small Morph Ball tunnel that has a bunch of Tangle Weeds in it. There should be another MISSILE EXPANSION inside. Now, save if you want, and head back to Tallon Canyon. Now, before we go any further, notice the ledges surrounding the waterfall here? Climb up them, and you'll encounter a red Zoomer, called a Geemer.

NOTE: You can acquire the Space Jump Boots as the first item you get through means of a glitch. However, I will not tell you how. Look in MonsterERB's topic in the Metroid Prime board with a title similar to "Space Jump Boots first: How to get them." (If it's still there....)

Scan it. The only way to destroy a Geemer is to shoot a Missile. Its carapace has grown really hard to prevent damage from Beam weapons. Follow the rest of the path to come to a door. There will be a large plant that is called a Bloodflower that emits poisonous gas. Scan it, then proceed to shoot at one of the Sap Sacs above the plant. The Sap Sacs should explode, thus killing that plant.

The door up ahead, past a pool of water, has a Blast Shield on it. Just do what you need to do to open it. Ah, the Root Cave. A tall, tower-like room full of roots that create bridges. At the top is a Plasma Beam door, so, use the bottom door. Just climb downward to the bottom. Or, if you risk getting stunned when you land, drop all the way down. A bunch of Beetles will pop out of the ground down here, but you can ignore them if you want. The door will lead to Transport Tunnel B. There's a bridge here, and a MISSILE EXPANSION is hidden beneath. Past this tunnel is an elevator, which will lead to another part of Magmoor Caverns. Scan the conduit and use the elevator.

Number of scans obtained: 2

Creatures: 2
Geemer
Bloodflower

Pirate Logs: 0

Chozo Lore: 0

Research: 0

Total scans obtained: 54

Total Missile Expansions obtained: 12
Total Energy Tanks obtained: 4
Total Power Bomb Expansions obtained: 0
Total Suit upgrades obtained: 7
Total percentage: 23%

Alrighty. Now that we are in Magmoor Caverns, you have two places to go. Let's go to the right. There will be a Morph Ball corridor on the side of the wall. Proceed through it to get to the other side, avoiding the Magmoor. Once you get there, you can kill the Magmoor if you want. Head through the door and head into the main part of Fiery Shores. A Magmoor should pop out of the lava. Kill it, then destroy the boxes on your left. They block another Morph Ball passage. Go through the passage, Bomb Jumping and slowly moving across the catwalks, to get another MISSILE EXPANSION. Drop down to a ledge with a Triclops. Make sure he doesn't spit you into the lava. Just jump across the platforms, avoiding the Triclops, and head through the door. After the tunnel here, you should end up in the Monitor Station. What a fine shortcut there! If you notice, you came out of that door I told you to ignore before. Now from here, just head into Phendrana Drifts and into the Shores.

Ok, proceed to climb up those "stairs", but before you cross the gap using that pillar to reach the door, turn around and you'll see a platform. Space Jump to it, and find a similar platform lower from where you're at. If you've watched the demo playing at the Title Screen, then do the same thing. If you haven't, here's what you do. Use the R Button to look down at the platform, then hold the L Button to hold the position. (You can't move while holding the R Button, that's why you need to hold the L Button.) Seeing the platform is much better. Use that view to help you Space Jump to the platform. Once you make it, Space Jump to the ledge containing a huge Chozo Temple. Enter.

There will be a Pulse Bombu here, and some ice blocking the hallway. You can't use a charged shot, because the Pulse Bombu will come right at you while you're charging. Use a Missile to break the ice. Go through the tunnel to officially enter the Chozo Temple. In the main hall, you'll see several platforms with Crystallites leading upwards, a Baby Sheegoth on the ground, and a Statue representing a Chozo holding the plane of existence on his hands. Climb up the platforms, getting rid of the Crystallites as you go. Eventually, you'll come to a bridge-like platform with Ice Parasites climbing all over it. Scan one of those Ice Parasites, and kill them, then Space Jump to the corridor ahead. Notice that you'll see several headshots of different Chozo made of rocks. The Chozo Statue in front of you has it's hands frozen, and there's a door blocked by a Chozo Gate. You can't break it at all, so scan it. I'll read what the scan says.

"A statue depicting the bust of a Chozo Shaman adorns this door. A symbol is carved into it's forehead. The translation reads: 'To pass my gaze, seek my twin within this room.'"

Hmm, "To pass my gaze, seek my twin within this room." And it's a bust of a Chozo shaman...Alright. Scan each of those busts that I told you about while walking towards the Statue with it's hands frozen. Scan each of them until you encounter one that is a bust of another Chozo Shaman. You'll also see that "several fractures are detected on the forehead." Shoot a Missile at the bust to open up a Morph Ball Slot. Use it, and the gate will unlock the door. Past the door is another Morph Ball maze. Now, in order to go through this, you have to get rid of the blocks that are below the blockage. There's a rock to lead you down to clear the path. Just keep doing this until you reach a door that leads to the icy Chapel of Elders. Head towards the power-up. Wait. What was that shaking? Ah, probably nothing. Just keep heading towards it...well, now it's gone. A couple of Baby Sheegoths have just appeared! Kill them and two more Baby Sheegoths will reveal themselves.

Kill them, and an Adult Sheegoth will break through an ice wall with extreme

force. Wow, quite a big character, isn't it? Scan it first, and you'll realise that the crystals on its back will absorb any shots you shoot at. The thing to do is, you have to wait until he does an attack. (You can make it faster by shooting the crystals, as he uses the stored power for his attacks.) After the attack is over, he will start hyperventilating, indicating Adults have poor stamina. While he is hyperventilating, shoot him in the head with Missiles. You can only shoot a few before he's back to normal again. Keep doing this, shooting his head with Missiles while he's hyperventilating, until he's dead, allowing you access to the WAVE BEAM. Note that the Adult might drop a pick-up, especially an Ultra Energy, so wait around until the Adult's carcass disappears. Now, you can switch to the Wave Beam by pressing right on the C-stick! You're going to use this a lot, so keep it equipped. Also, now you can destroy those Bombus! Just head back to the Shores and save at the Save Station.

DISCOVERY*

I found out how to make your Missiles able to rapid-fire! Just keep pressing the Y and A buttons simultaneously to fire Missiles faster than normal! This is great for those bosses that require Missiles to destroy, and that you want to finish the battle quickly. (Example: Adult Sheegoth) But, in order for this to work, you have to be switched to the Power Beam. Also, if you run out of Missiles, just use bombs on his underside.

Number of scans obtained: 1

Creatures: 1
Adult Sheegoth

Pirate Logs: 0

Chozo Lore: 0

Research: 0

Total scans obtained: 55

Total Missile Expansions obtained: 13
Total Energy Tanks obtained: 4
Total Power Bomb Expansions obtained: 0
Total Suit upgrades obtained: 8
Total percentage: 25%

Super Missile add-on /

Yes, unlike Super Metroid and Zero Mission, the Super Missiles aren't a different weapon. It's an add-on like Metroid Fusion, except you can still use Missiles. Anyway, look around in the Ice Ruins East or Ice Ruins West. We're looking for Ice Shriekbats. Once you find them, scan them, otherwise we won't be able to get them after we get the Thermal Visor. Anyway, once that's done, head into the Ice Ruins West. Here, do you remember the ruins that you got the Chozo Lore? Well, since you have the Space Jump Boots, you can start climbing up these small ruins from the inside. You should eventually reach a vantage point, overlooking part of the Ice Ruins West. Right in front of you is a stalactite, called a Stalactite. Scan it first, then shoot at it (with a Missile) where your lock-on shows you, and the stalactite should fall to the ground, providing a "stepping stool" to a higher place. Drop down and jump onto

the fallen stalactite, and to your left should be an alcove, jump up to it. Now, just keep roof-hopping until you reach a purple door. These doors are Wave Beam doors. Use your Wave Beam to open them.

Go through the tunnel, getting rid of the Scarabs and the Pulse Bombu, and you'll arrive at the Ruined Courtyard. Now, we need to do some work in order to progress. If you notice, you'll see a Spider Ball track which leads upwards, but we don't have the Spider Ball yet, so we'll have to do the hard work for now. You see the devices on both ends of the Courtyard? Those are Spinners. Scan one. Basically, Morph Ball into them, and repeatedly use the Boost Ball to activate them. Once you activate them both, the mouths of four statues will open (they're at the top of the Courtyard) and a Slot will light up. Head over to the Slot and place a Bomb in it to start filling the place with water. Cross the floating sheets of ice over to the over side, and roll down the tube with the Morph Ball and grab an ENERGY TANK. There's a hole to exit here. Fill up the room again, because the water will have drained. Once you do that, jump across the floating sheets of ice again, BUT, jump onto the wooden path surrounding the middle pillar. (Be careful of Flickerbats.) Now, start climbing to the top using your Space Jump.

Now, there are three doors here. The one to your left is not powered yet, the one in front of you has an entrance to a Space Pirate base, and the one on the right leads to a Save Station. If you're thinking correctly, the Save Station should be your first priority. After you save, head into the Space Pirate base. Immediately after you enter, an Auto-Defense Turret will activate. Use a few Missiles to destroy it. All of a sudden, a Space Pirate will jump out of the shadows and attack you. This is a Shadow Pirate. Scan him before he gets too close to you. Proceed to destroy him, and head through to the next room. A cutscene should should you getting detected by a drone, the door behind you will lock, and a bunch of Space Pirates will come flying out of corridors. These are normal ones, so scan one. These ones fire at you, but in close range they can do melee attacks as well. Just keep hitting them with anything you've got to defeat them. After they're all gone, head into the door down here to get a map of the whole Phendrana Drifts, including the SP (Space Pirate) base. W00t!!

There's a pathway to the upper floor in this room, (not the Map room) so head up. Also, be careful of the Defense Turret here, it'll knock you off if you're not careful. Just use Missiles on one whenever you find one. Head through the door at the top level. Through the tunnel, you should reach Research Lab Hydra, but there's a force field here. The nearby conduit should unlock the force field. Apparently, you came at just the wrong time, as there are Space Pirates in the Lab, so you must proceed to take them out. You'll have to search all floors to get rid of all the Space Pirates. You'll know when you've got them all when the music changes back to normal. Once they're all gone, head back to the bottom floor of the Lab, and scan EVERYTHING. That includes scanning everything on every floor. Some of the scans are actually Space Pirate Logs, so scan them all. Once you're done scanning this Lab for info, you should have accumulated about 5 Space Pirate Logs. Alright, shoot at the door in the roof (at the top floor) and head on through. You'll be at an icy Observatory Access, with a bunch of Turrets guarding the entry. Proceed to destroy all three, then head into the Observatory, where you'll encounter a hoard of Space Pirates. -_-

Kill them off, then head to the computers and start scanning. (Also, check the computers above and behind you once facing the computers on the ground. I'm not sure if there are any scans to accumulate on those elevated ones, but check anyway.) One of the computers should activate a Morph Ball Slot. You should also have gained 2 more Space Pirate Logs. (Boy, we're swimming in those, huh?) Anyway, use the Slot to activate another Slot, and use THAT one to turn on some Spinners. Use all four of the Spinners at the bottom of the contraption

to finally activate the holographic simulation of the solar system where all the Metroids took place. Scan all the planets to grab some info, but only two scans will be added to your Research: Zebes, and Tallon IV. At the top of the Observatory is a Save Station. Save it, then grab the Super Missile add-on while heading towards the next room. (Or, you can grab the add-on before you save....) Alright! Now you can use the powerful SUPER MISSILE! To use it, Charge up a shot with your POWER Beam, (not your Wave Beam) and when it's fully charged, press the Y button. This is great for blowing up things made of Cordite. Note that this move uses 5 Missiles in order to work, so use them sparingly. Let's end this subsection.

Number of scans obtained: 14

Creatures: 3
Shadow Pirate
Space Pirate
Ice Shriekbat

Pirate Logs: 7
Mining Status
Security Breaches
Phazon Analysis
Parasite Larva
Glacial Wastes
Contact

Chozo Lore: 0

Research: 4
Spinner
Zebes
Tallon IV
Stalactite

Total scans obtained: 69

Total Missile Expansions obtained: 13
Total Energy Tanks obtained: 5
Total Power Bomb Expansions obtained: 0
Total Suit upgrades obtained: 9
Total percentage: 27%

Thermal Visor /

Anyway, head through the door here, and keep goin' until you reach an elevator. This one will lead you to the Control Tower. As usual, you have to scan the conduit next to the elevator if you want to use it. At the top, at the Control Tower, you will be greeted to another small hoard of Space Pirates. Kill them all, then you'll be treated to a cutscene showing Flying Space Pirates. Scan one, then obliterate them. (Use Super Missiles.) After they're all gone, head forward, and use the elevator to reach Research Lab Aether. (Scan the conduit to activate it, of course.) Once you enter Lab Aether, you'll see a cutscene showing a Metroid in a tube. It doesn't seem too life-threatening when in the tube, but you'd better be careful with them once they're loose. Scan this Metroid, and it will break out of the tube! Hit it with Missiles as much as you can to destroy it. (No need to use Ice Beam, since you don't have it.) Now,

apparently, a Space Pirate saw the fight you had with the Metroid, so he'll come busting through the window here to try to take you out. Heh, tough luck Spacey. Beat him to death with your Beams. Don't waste any Missiles on him, he's too weak for them. Anyway, since he broke a window in this room, the rest of the Lab is accessible to you. There are some more Space Pirates here, so proceed to destroy them all. Once they're all gone, head back to that room where you encountered that Metroid, and scan everything. (Also, you could've done that before you scanned the Metroid...) There are a total of 2 Space Pirate Logs in this one room.

By now, you should have 50% of your Log Book filled! Just halfway there to getting 100% scans! Alright. Drop down to the next floor. Scan the computers here, and you should be able to obtain another Pirate Log. Keep going down the catwalk, until you encounter another small catwalk above the one you're on. Jump up to it, and roll through the catwalk using the Morph Ball, and grab the MISSILE EXPANSION at the end. Head back to the catwalk you were on, and at the bottom, scan the two computers. (nothing will be added to your Log Book, though) Now, at the bottom floor, scan EVERYTHING, just like you did in Lab Hydra. Once all the scanning is done, you should've obtained around 2 more Pirate Logs. There's also an ENERGY TANK inside a stasis pod. Simply break the pod with a Missile and collect the prize. Alright. The rest should just be Metroids in stasis pods, so let's move on. Use the Wave Beam door in the floor around here to continue. You will encounter a couple of Ice Beetles here in this tunnel, so scan one before you take them out. I suggest you use a charged Wave Beam shot to take them out, because if you just fire at them, they'll burrow back into the ground, thus making it tougher than the normal Beetle.

Anyway, once the two are gone, head into the door here to enter the Research Core. As soon as you enter, a Space Pirate will detect you, so destroy him. After that, two Flying Pirates will come up. You know what to do to them. (Super Missiles) Once you defeat them, this room should be free of Space Pirates. Now, scan the computer on this top floor to terminate the central tank control circuit connection. This is step one to unlocking the Thermal Visor. Proceed down the room using the pathways until you come to another computer. Scan this one to terminate the central tank auxiliary circuit connection. This is step two. Finally, scan a certain computer at the bottom floor to terminate the central tank main circ connection. Now, you can grab the THERMAL VISOR. You can now switch to the Thermal Visor by pressing down on the D-Pad! Now, the power to the whole base will shut off, meaning you'll be in complete darkness. O_O (In case you're wondering, there are no Pirate Logs to download in the Research Core.)

Some Shadow Pirates will immediately start attacking you. You actually can't see these guys now, because the one that attacked you right when you entered this place had a dysfunctional cloaking device. Since you have the Thermal Visor, you can see these guys now. Proceed to destroy them, and get the hell out of there, because Metroids are starting to break free of their holding places. Once you get to the door at the top, you'll notice it won't open.....switch to your Thermal Visor. There should be an icon beside the door. This is a power conduit. In order to activate these, you'll first have to see them with your Thermal Visor, and to actually activate 'em, shoot at it with your Wave Beam. Now, in the tunnel ahead, some Sentry Drones should replace the Ice Beetles, so scan one, then kill these things with charged Wave Beam shots. Now, let's head back to the Hydra lab. At the top floor, there is a pod made of Cordite. Blast it with a Super Missile to unveil a MISSILE EXPANSION. Now, let's get the damn hell out of this base and head into the Save Station at the Ruined Courtyard. Whew! (remember, you have to wear your new visor so you can see the Shadow Pirates, and the way out.) End subsection.

Number of scans obtained: 9

Creatures: 4

Flying Pirate

Metroid

Ice Beetle

Sentry Drone

Pirate Logs: 5

Meta Ridley

Metroid Studies

Phazon Infusion

Metroid Forces

Metroid Morphology

Chozo Lore: 0

Research: 0

Total scans obtained: 78

Total Missile Expansions obtained: 15

Total Energy Tanks obtained: 6

Total Power Bomb Expansions obtained: 0

Total Suit upgrades obtained: 10

Total percentage: 31%

Spider Ball /

This is, once again, one of the shortest subsections in this walkthrough, like the Thermal Visor. Anyway, since we saved in the Ruined Courtyard, let's head towards that door that wasn't powered. Now, remember what we did in the Research Core? We'll have to find a power conduit right next to the door. (Thermal Visor) Once you find it, you'll realise that it's blocked by Cordite. Shoot the blockage with a Super Missile, then activate the power conduit. (You'll need to always use the Wave Beam in order to activate a power conduit, remember that.)

The door should be openable now. Just head through the Quarantine Access, going through wooden Morph Ball bridges over a bottomless pit....don't worry, there are boundaries on the bridge. Just keep going until you reach the Quarantine Access. You'll see a huge pile of big rocks in the center. A cutscene will occur, showing Samus walking towards the pile. All of a sudden, a rock will break out of the ground behind Samus, and she'll turn around to it. Now, the big pile of rocks will form into a huge rock monster, named Thardus, the subject of Project Titan. (If you read the Pirate Logs, you should know what I'm talking about...)

BOSS: Thardus

This guy may be a little hard if you don't understand his battle pattern. However, once you figure it out, he'll be a piece of cake. Scan this guy first. Thardus only has a few attacks, and I'll explain each attack, and how to avoid it. First is, he summons rocks out of the ground, and throws them at you. Just shoot at the rocks to get rid of them. The rocks may also drop some pick-ups if you need any. His second attack is pounding the ground and creating a line of

ice. Just dash to the side or double jump to avoid this. If you get frozen, press B multiple times to break free. If you get frozen while in Morph Ball mode, plant Bombs to escape. His third attack is morphing into a ball and rolling around. Since he always rolls after you first, morph into a ball yourself and use Boost Ball to escape. That's basically it for the attacks, now I shall explain how to damage him. If you turn on your Thermal Visor, you'll notice that a part of Thardus's body is lighted, indicating heat. Shoot at that appendage until the outer sealing breaks open, revealing Phazon ore. Since Phazon ore is exposed, your Thermal Visor will overload, thus all you can see is gamma white. So, switch to your normal visor.

Now that some Phazon ore is exposed, shoot at it until it blows up. Notice that his health goes down a little bit: this sequence is how to damage him. He'll always use his third attack after you get rid of one of his appendages, so be prepared. Also, make sure you don't have Thermal Visor on when you're battling the rocks he summons, because explosions can also overload the Thermal Visor. Anyway, after you destroy three of his appendages, he'll realise that he needs to use strategy, so he starts summoning a blizzard, thus hindering your view. Luckily, your Thermal Visor will allow you to still see his weak spots, but you'll have to be dangerously close to Thardus when getting the exposed Phazon ore. Anyway, continue through this until he has one appendage left, which seems to be his head. He'll get really mad now, and will start using his rolling attack more potently now. Luckily, the blizzard has ended at this time, so you can see even better than before. (really) Since he's really mad now, be prepared for a lot of dodging. Anyway, destroy his last appendage, and he will fall, almost right on top of Samus.

Thardus will break open, revealing a few Ultra Energys, Missile pick-ups, and the....dun, dun, dun.....SPIDER BALL!! Now, you see the Spider Ball tracks around here? Well, scan one first, then use it to head to an entrance to a Magmoor Transport. We are not going to exit back to the Ruined Courtyard. Use the elevator when you get there. We'll end this subsection, thus ending the Extreme Temperatures section.

Number of scans obtained: 2

Creatures: 1
Thardus

Pirate Logs: 0

Chozo Lore: 0

Research: 1
Spider Ball Track

Total scans obtained: 80

Total Missile Expansions obtained: 15
Total Energy Tanks obtained: 6
Total Power Bomb Expansions obtained: 0
Total Suit upgrades obtained: 11
Total percentage: 32%

=====
Infiltrating the Mines /
=====

This section will cover everything you need to get in every world, and exploring the dangerous Phazon Mines. So, let's get busy. (Note: I decided to add a little spice to the subsection names, so it's better to read without getting bored.)

Wave Buster add-on /

Once you arrive in Magmoor Caverns, you'll notice a Save Station is behind you. Might as well use it. Alright, head on through to the Magmoor Workstation, being careful of the flamethrowers on the ceiling of the preceding tunnel. As soon as you enter, a couple of Flying Pirates will assault you: take them out as before, and head into the bottom floor. Now, turn on your Thermal Visor. We'll need to search for three power conduits, but they aren't covered by anything like Cordite or anything, so...do it. Once you do, a passageway filled with lava in the "lower floor" with Triclops will cool, allowing access. You'll also have a time limit to get there. So, find the way in the "lower floor", and head through that path that opened. At the end, is a scannable computer. Scan it, and another path will open up, cooling the lava on that path as well. Go through that path to reach another computer. Scan that one to open yet another path, cooling the lava on that one as well. Head through that tunnel to finally grab a well-deserved ENERGY TANK. Now, head toward a door somewhere in the Workstation to head forward. (If you come to a tunnel with blockage, you're taking the wrong one.)

You should come across a Puddle Spore, a large...creature...just scan it, and then shoot at it's...mouth to make it turn over so you can use it as a...platform...wierd creature. Anyway, keep going, through the GeoThermal Core using more of those Puddle Spores, 'til you get to the other side. The only thing I'll tell you now, is that in the following rooms, sometimes you'll have to lock-on and fire a Missile at a rock stalactite to make a path. Just keep going through, knocking down stalactites when you need to, going through rooms, until you come to a dead-end. There's a Spider Ball track hidden around here. Use it to cross the lava. At the elevator, use it to reach the Tallon Overworld. Save and refill your ammo at your ship, then once you get to Tallon Canyon, head to the Chozo Ruins elevator and use it. Once at the Ruins, head to the Main Plaza. *whew*

Alright. In the Main Plaza, we have another Missile Expansion to grab. First, head up to the bridge. If you look to your right while facing the bridge, (while "up" there, get my drift?) you should see a ledge. Jump to that, then face the tree. Start shooting at it until you come to a point where your shots repel. Use a Super Missile on that spot to blow it open and reveal the MISSILE EXPANSION. You'll have to Space Jump to reach it. Now, head to the Ruined Shrine. Once there, use the half-pipe to reach a tunnel that leads to a Spider Ball track. Use it, then head all the way to the Tower of Light. In here, climb up the platforms until you can't climb anymore. Now, you see the cracks on the pillars? Fire three Missiles at each crack to break the pillars, and this will lower the Tower. Now, head up to the next platform quickly, because some Plated Puffers will appear and circle the platform you were on. These guys are different, in that they can't be destroyed with your Beam, so scan one. A Missile will still get rid of them, but it's best you save your Missiles for this job. Besides, they'll pop whenever you jump over them for some reason. Anyway, keep climbing until you can't climb anymore, then repeat the process. Watch out for the Oculus' though, they'll repel your Missile shots if you hit them. Scan one first. Just keep going with this process of lowering the tower, until you get to the Wave Buster.

To use the Wave Buster, charge up a shot with your Wave Beam, then press Y. This will release a beam of energy at an enemy at the cost of 10 Missiles. If you hold the A Button, you can continue shooting the beam at the cost of 5 Missiles every second. Since this beam has an auto-tracking feature, you don't need to be locked-on to an enemy. Since this move is more costly than the Super Missiles, only use this for special occasions.

Number of scans obtained: 3

Creatures: 3
Puddle Spore
Plated Puffer
Oculus

Pirate Logs: 0

Chozo Lore: 0

Research: 0

Total scans obtained: 83

Total Missile Expansions obtained: 16
Total Energy Tanks obtained: 7
Total Power Bomb Expansions obtained: 0
Total Suit upgrades obtained: 12
Total percentage: 35%

A very 'Ice Beam /

Now let's head over to the Ruined Fountain. Here, we're gonna get a Missile Expansion. Jump into the fountain, and Morph. When water spews out, you will be shot up to a Spider Ball Track. Use it to reach the MISSILE EXPANSION. Now, let's head over to the Watery Hall. Head all the way to the part of the room that you got the Charge Beam. There should be something blocking a Morph Ball hole. Bomb it, then head through to get to the Dynamo. A little to your right should be some blockage. Shoot a Missile at it to uncover a MISSILE EXPANSION. Now, look around here. You should find a Spider Ball track. Use that to grab another MISSILE EXPANSION. Now, let's head to back to the Gathering Hall. Head to the top entrance, and climb on on of those red things, then Space Jump to the ledge above. Bomb the grating here to reveal yet another MISSILE EXPANSION. Now, let's head to the Furnace.

Once there, take the Spider Ball Track. Now, you'll be crossing disappearing bridges, so let's keep quick. Roll through across the bridge, and immediately plant a Bomb when you reach the end, you should be popped up in the nick of time. Cross the next disappearing bridge and go through the Morph Ball Tunnel until you officially reach the Furnace. Once you enter, if you look, you'll see an out-of-reach Spider Ball track with some Plated Parasites crawling on it. Scan one. Also, once you enter, some Beetles will pop up and attack you. Now, there's an Ice Beam door here, and we can't go through those yet, so let's find another Morph Ball hole. The one we're looking for has a Chozo Lore above it. Scan the Lore, then head in. After the LONG tunnel, you'll notice the music will have changed to a mystical, and somewhat scary track. Better tread lightly. You should end up in the Crossway, in which you'll see a path leading to an Ice Beam Door on your right, a half-pipe right in front of you, a ledge

past the half-pipe, and a hallway on the ledge that leads to a Blast Shield Door. Use the half-pipe to reach the ledge, and once on it, look to your left.

There should be three Chozo Lore for you to scan right there. Scan them all, then turn on your Thermal Visor. We're looking for something that is generating a lot of heat. If you think it's the right one, scan it. If it says that it is made of Cordite, then blast it with a Super Missile. This should reveal something to scan. Scan it, and a Spider Ball track and a Morph Ball Slot will reveal themselves, high above the half-pipe. Now, if you haven't mastered the art of catching air in half-pipes, you should learn how to do so. Basically, charge up your Boost as you start heading downwards. When you touch the half-pipe, and you start to ascend, release, and you should be able to gain height. Do this to reach the Spider Ball track, and when you get below the Slot, plant a Bomb while still attached to the track, and you should pop up into the Slot. Use the slot, and another Spider Ball track and Slot will appear. Do the same thing as last time, and you should activate a slow-moving piston. Use your Morph Ball to squeeze into the tiny compartment, and the piston will act as a little "elevator".

Once at the top, roll through the tunnel to collect a MISSILE EXPANSION. Alright, head towards that Wave Beam door. Head through the tunnels until you come to the Hall of the Elders. Before you drop down, go through the Morph Ball hole up here. This will lead to a Missile Reload Station. There's only like, three of these in the game, and they can be used infinitely, like the Save Station, so you can scan it either before or after you use it. Anyway, after you've done your business, (reload, scan) head into the Hall of the Elders and fall down to bottom level. The light in the room will fade to total darkness, the music will change to some type of battle music, and a Chozo Ghost will appear. These are a real pain in the butt, so scan it first. You'll notice that this enemy can't be defeated by any elemental force, so you can't use your Wave Beam, and, when you get them, Ice Beam and Plasma Beam.

You can only damage them with your Power Beam, Missiles, or Super Missiles. Also, the ghost only appears for a little while to attack, then it disappears. Just beat this ghost and the room will get back to normal, except for the blue glow on the statue's hands. Now, you may be wondering, "Why are Chozo Ghosts attacking me? The Chozo have raised Samus, but yet they're attacking here....what gives?" Well, there's only one explanation. According to the Chozo Ghost scan, it says that due to exposure to Phazon, the ghost's actions have become erratic, thus, it doesn't have time to think who it's attacking. Another part of the explanation is that they stay in holy areas and attack anybody who enters. Yes, Phazon is so powerful that it will affect spirits....O_o

Anyway, there's a Chozo Lore behind the statue, so scan it. Now, about the glowing on the statue's hands. If you Morph into a ball while on it's hands, it will start to move....and it will throw you onto a track, you'll hit a bump, and go flying towards a Spider Ball Track. Follow it to a Slot, use it and three color-coded Slots will appear. Now, head to those three slots by jumping up platforms. Once you reach them, shoot at the purple Slot with your Wave Beam, then place a Bomb inside. The track (not the Spider Ball track) will change. Morph into the statue's hands again, and it will throw you to a track, but this time, you'll be shot up to a tunnel high above. The track will change back to normal, and the purple Slot will reset itself. Go through the tunnel to a door. Before you use it, scan the conduit, and the force field behind you will be gone, allowing access to the door by Space Jumping up from the path to the color-coded Slots. Head through the door. Past the tunnel is the Reflecting Pool. Now, when I first entered this room, I thought that someone was staring right at me.....it turns out it's just a statue.

Darn darkness. Anyway, if you scan the statue, it'll say something to the

affect that the lock underwater is stable. Well, dive in and find the lock. Once you do, Bomb it. This will drain all the water, and will reveal a half-pipe. Use it to get to the top floor. You might want to get rid of the Stone Toads here before you try it, though. Anyway, at the top, enter the Antechamber, (check the map) and you'll get the Ice Beam! Now, you can switch to the Ice Beam by pressing down on the C-stick! This beam can be used to freeze enemies in place. (obviously) This beam can also open those white doors you kept on seeing. Anyway, since you got this beam, head back to the Hall of the Elders. Now, you will probably fight a couple of Chozo Ghosts once you re-enter here. Just two Super Missiles should kill each ghost. Don't worry about ammo here, as you've got that Missile Refill Station! Anyway, once they're gone, climb back to the color-coded Slots, and shoot the white one with your Ice Beam, and plant a Bomb in the slot. The track will change once again, so Morph in the statue's hands, and he'll throw you to the track, and it'll drop you off into a hidden part of the room, and it contains an ENERGY TANK! Anyway, find a hole to get you back out, then head back to the Reflecting Pool and use the Save Station there. Once you use it, Morph Ball through the tunnel next to the Station to reach an elevator to Tallon Overworld East.

Number of scans obtained: 8

Creatures: 2
Plated Parasite
Chozo Ghost

Pirate Logs: 0

Chozo Lore: 5
Cradle
Worm
Hatchling's Shell
Infestation
Hope

Research: 1
Missile Station

Total scans obtained: 91

Total Missile Expansions obtained: 21
Total Energy Tanks obtained: 8
Total Power Bomb Expansions obtained: 0
Total Suit upgrades obtained: 13
Total percentage: 42%

Defying "Gravity" /

Alright. Now we're in Tallon Overworld. Go through the tunnel, and soon you'll come to some vines. Morph Ball through there, and quickly roll through the Venom Weeds, and grab a MISSILE EXPANSION along the way. Keep going until you get to a ledge overlooking the Frigate Crash Site. (Yep, the same Frigate you went through in the beginning.) A couple of Flying Pirates will appear, so freeze them with a charged Ice Beam shot, and once he's frozen, shoot a Missile at him to break him to smithereens. Do that with the other one, then dive ALL the way down to the pool of water, and safely landing on a bridge made of vines. (Don't worry, if you miss the bridge, you can just jump up to it.)

Follow the right junction, and you'll emerge out of the water, into the shore. Some Flying Pirates will spot you, but will mysteriously fly away....if you look closely at the box they were plundering, you'll see Phazon oozing out of it...looks like they were taking some samples and left. Anyway, head into the Landing Site and use your ship to restore all of your energy and supplies, and to save your game. Now head all the way back to Phendrana Drifts. Most notably, the elevator close to the Magmoor Workstation. Once there, if you look behind you, you'll see a Spider Ball track.

Climb up it and open the white door at the top. Keep going until you get to the Frozen Pike. (Notice the music changed....it's really cool...pardon the pun) Anyway, once there, check your map. You should see three other purple doors. Take the second one down. The next large room you should be at is the Frost Cave, after some pathways filled with Ice Beetles and those old Scarabs. There are two new enemies here. One is a Hunter Metroid, which is an adolescent Metroid mutated with Phazon, and the other is a Glider, a floating creature, capable of withstanding the energy of the Grapple Beam. A common "sport" that these creatures are featured in sees which person can stay hanging with the Grapple Beam for the longest time.....well, that's what the scan says... Anyway, you can't kill Gliders, so kill the Hunter Metroid. (You remember, in the old games? Ice Beam and a Missile?) Once that Metroid is killed, look up at the ceiling. You'll see some stalactites. Shoot Missiles at them in the lock-on points, and they'll fall, allowing you to reach the Wave Beam door at the other end.

Anyway, after a LONG Morph Ball tunnel, you'll finally reach Phendrana's Edge, where you'll be greeted by two Flying Pirates. Remember, since you have the Ice Beam, save your Missiles, you don't need to use Super Missiles anymore. Once they're both gone, drop into the water. You might fall on an underwater enemy, so don't jump if you do. Anyway, the underwater enemies down here are Jelzaps, weird fish split into halves, linked only by electrical impulses. Their only weak point is when they open up, shoot a charged Wave Beam at them when they open, and their electrical impulses will fail, thus splitting the fish apart, thus killing it. There are two of those down here. Once you've taken care of them/avoided them, head into the door down here. Head through the Scatter Bombu-filled tunnel, Morph Balling through the tight space at the end, to reach the Hunter Cave. Shoot Missiles at the three stalactites on the ceiling. Two will land in the water, creating island-like platforms, plus they'll crush the two Jelzaps that are there.

Jump across the fallen stalactites, and reach the Wave Beam door at the end. You should arrive at the Gravity Chamber after the next tunnel. Since it's very hard to see in this mostly underwater room, turn on your Thermal Visor. Alas, you'll see tentacles reaching from the bottom. These are Aqua Reapers. These are similar to the Vine Reapers, just shoot at their tips to make them retract. Use the Thermal Visor to get around this room, and to spot another coin, head towards it once you see it. This is the GRAVITY SUIT!!! Now, you can move freely underwater, as if you were on land, plus visor configurations allow you to see better underwater. The only ability this suit lacks, is the ability to stay in lava without taking damage. Ah well, at least you don't have to go through under-lava rooms in this game.

Anyway, find your way out of the water, and head into the next door here. You'll eventually head back into the Hunter Cave, where some Flying Pirates lie in ambush. Kill them, then walk along the path up here to head to another new door. Past the door is a series of underwater tunnels. Past the tunnels, you should come to the Frozen Pike. As soon as you emerge out of the water, even more Flying Pirates will attack. Take them out, then climb all the way to the topmost door, and head back to the elevator. Use the elevator to head back to Magmoor Caverns. Save at the Save Station behind you, then head all the way to

the Tallon Overworld elevator. From the Tallon Canyon, head back to the Frigate Crash Site, and dive into the water. (I know how all this backtracking gets to you, but please bear it, backtracking is exactly the thing that Metroid games do.) Now, before you get to the other side, there's a MISSILE EXPANSION in an alcove down here. Once you find it, start climbing rocks at the far end until you come to a small tunnel. In it, is a Morph Ball tunnel. Once past that, you should be at the other side.

Head to the door here, and break the blocks. You should be able to go through now. Find your way to the next door, but its very hard to, so try moving around in Morph Ball mode. This way, you can see better, since the the Morph Ball sets off light. Anyway, once you got yourself to the next door, enter it to officially be in the Space Frigate. Nice music, huh? Sort of a murky type of track. Anyway, just drop down into the water here. Head through the tunnel down here to resurface. Morph Ball through the wreckage when you get to it, and open the door to come to two Turrets. Destroy them, then look for a power conduit. (Remember, Thermal Visor, then Wave Beam the conduit) Once you've found it and activated it, you should be able to open the next door. Head through the tunnel, and you might come across some Tallon Crabs. Scan one of them before they all disappear, because if they do, you'll probably have lost your only chance to nab a scan. (I really haven't taken a second trip down to the Sunken Frigate, so I'm not really sure if those Tallon Crabs re-appear. Why don't you try it, after you scan them?)

NOTE: The Tallon Crabs do come back, every time you enter the Sunken Frigate. So you can't miss this scan. Thanks to norman starzycki for letting me know.

Anyway, if you're in these Crabs' way, you'll get hit, so, if you want to just let the Crabs go to where they need to go, then you can do it, just be sure to scan 'em first. Anyway, contrinue on either way. The next room should be the Reactor Core. Remember this room? This is where you fought the Parasite Queen. Nah, don't worry, Parasite Queens don't live underwater, so you can safely move around here. If I'm not mistaken though, there should be a few Aqua Pirates in this room. Scan one, then proceed to obliterate them. Now, turn on your Thermal Visor, as we've got four power conduits to find and activate. Once they're all activated, you can enter the next room. In this room, there's that same old Save Point here, the first one you've encountered in the whole game. Go ahead and use it. Now, you have to find two more power conduits in this room. (This one's fairly easy, each of them is beside the door you need to open.)

Once you've got them, head into the next room, which is the Cargo Freight Lift to Deck Gamma. Now, if you'll see in the freight, there's an ENERGY TANK inside. Bust the blockage open with a Missile, then head in to collect it. Now, since the freight doesn't work, (obviously, we're underwater) we'll have to start climbing up using the debris, while finding three more power conduits to proceed. The first one is right on the freight. The second one is on the wall of this room if you look behind you while climbing. The third one is at the top, so start climbing. Oh, and be careful of the Aqua Reapers. Once you get close to the top, a Space Pirate will emerge out of a vent explosion, so he's dead. He'll slowly rise to the surface.....just keep moving. Anyway, once you've found all three conduits, you can head through the next door. Through this access, you should come to another familiar room, the Biohazard Containment. Beware as soon as you enter, as a Turret will activate.

There's a power conduit hidden in the machine to your right, so activate it. Continue through, blasting those Turrets, until you get underwater. (Note: there's a power conduit really close to the spot where you get underwater.) There should be an Aqua Drone here, so scan it. Proceed to destroy it now. There should be one more power conduit here, so activate it. This'll allow you into the next room. BUT, before you do enter the next hallway, look for a

scannable door in one of the holding cells. If it says it's made of Cordite, then blast it with a Super Missile to unveil a MISSILE EXPANSION. NOW, you can go through the next hallway to the next room, the Biotech Research Area 1. A few more Aqua Pirates should assault you. Stay on the platform you are on, and get rid of them.

Now, once they're all gone, look to your left with Thermal Visor on to see a power conduit. There are also two more power conduits. Once they are all activated, you should be able to continue. Somewhere around here, depending on how fast your are, your auto-tracking device should come up, detecting foreign technology. (No, not the Frigate.) It'll also detect a transport to where that technology is at, and that's where we are heading. (And the transport isn't exactly in the Frigate, otherwise it would be plain weird.) Once you enter the next tall room, an explosion will occur, and another dead Space Pirate will slowly rise to the surface.....ok, I had just about enough of that. Drop down, and scan the Aqua Sacs down here, and enter through the next door. There should be another Morph Ball tunnel here. Move along through it, and you'll come to a maze.

Since this maze is underwater, you'll pop up MUCH higher with one Bomb. So, pop up to the ledge above, then drop down on the other side. Now, if you noticed, there's a shaft leading upwards. Let's go up that. First pop yourself with a Bomb. Now, study the jump. Determine how high you will go before you start descending. What you have to do now, is to plant a Bomb when you're a second close to descending. If done correctly, you should pop up again. Keep Bomb Jumping in this manner, until you reach the top, where an ENERGY TANK awaits. Now, you can head to the other side of the maze, and continue to the Great Tree Hall. Find your way to the surface, and you should encounter an Ice Beam door as soon as you emerge. Before you enter it, scan one of the Seedlings here. (They're the weird crawling creatures that spit out deadly seeds that home in on you.) Head through the door, and the music will change to a really weird track, as if it's forewarning you of the dangers ahead. Continue, blasting Seedlings. As you cross over a bridge, you'll see a large amount of blue Phazon below, with it crackling and shooting streams of electricity. Your suit will also say on the HUD, in red, "Intense Radiation Detected." Keep going, and activate the elevator, and head down.....to the dangerous Phazon Mines....

Number of scans obtained: 8

Creatures: 8
Hunter Metroid
Glider
Jelzap
Aqua Reaper
Tallon Crab
Aqua Drone
Aqua Pirate
Aqua Sac

Pirate Logs: 0

Chozo Lore: 0

Research: 0

Total scans obtained: 99

Total Missile Expansions obtained: 24

Total Energy Tanks obtained: 10
Total Power Bomb Expansions obtained: 0
Total Suit upgrades obtained: 14
Total percentage: 48%

Someone set us up the Power Bomb! /

That is a joke of that famous game that had bad translation....I forget the name. Ask the message boards in GameFAQs what this reference means. Anyway, this section is actually the hardest part of the game, in that being, the Save Points are too darn far apart, and there are a lot of powerful Pirates and defenses. Also, fighting the enemies will require some skill, and there are a few fun puzzles, so let's get to work.

NOTE*

Like the Missile Launcher, I'm not listing the Power Bomb as an Expansion, it'll be listed in the "Suit upgrades" list. Just to let you know. However, any other Expansions you get will be listed.

Head through the next tunnel, seeing even more Phazon, and you'll arrive at the Main Quarry.....this sure looks like it's above ground, to me. It's because the Mines are close to the Impact Crater, so the ground is a little low down here. Anyway, there's a Spider Ball track leading to a Save Point, so use it. You'll have to scan the conduit to get access to it. After you save, head back to the Quarry. You'll notice some Mega Turrets trying to fire at you. Scan one first, then destroy each with three Missiles. Now, find the stairs around here, and climb up them. Some Space Pirates up here will spot you, so kill them. Once you get to the top, look for a power conduit. Once you activate it, the crane controls will turn on. Head to the crane controls and scan the computer. You should be able to move the magnetic crane close to a Missile Expansion. Now, find the Spider Ball tracks around here, and use them to get to the end of the crane, where it is close to the Expansion. Drop down to that magnetic thing, then Bomb Jump to the MISSILE EXPANSION. (For some reason, you can't un-Morph while on the crane.)

Once you've got that, head to where those two Mega Turrets were, and scan two consoles to unlock the force field, allowing access into the Mines. The next tunnel will have two Mega Turrets. Knock them out, and proceed to the Mine Security Station. Head further, and some Shadow Pirates will attack. Remember, you can see them with thermal imaging. Once they're all dead, continue on, ignoring the shield blocking the door. Soon, you should get to the top floor, where Wave Troopers will assault. Scan one. Now, the only way to beat these guys is to use the Wave Beam, but you can make it easier by using partially charged Wave Beam shots so that the electricity will keep them from moving. Get rid of all of them, then continue on to the next room. In the next tunnel, turn on your Thermal Visor. Now, use a charged shot on the barrier. A Shadow Pirate will appear as soon as you get rid of the barrier, so that's why I wanted you to turn on your Thermal Visor. Get rid of the next barrier in the same manner, and another Shadow Pirate will appear.

Get rid of that one, then head into the next room: the Elite Research. There are a couple of Space Pirates here, proceed to kill them. Now, scan the computers. You should activate some platforms, plus get a Pirate Log. Climb the platforms, and a couple of Wave Troopers should spot you. Kill them, then head over to the computers they were at, and scan them. You should activate some more platforms. Climb up them to encounter a Power Trooper. Scan this one. These can only be killed with your Power Beam. These, to me, are the hardest Troopers, unless you use a Super Missile...*hint hint* Once he's gone, use the

Spinner to point the Pulse Beam to the rock wall exactly opposite from where you are. Now, scan the computer to activate the Pulse Beam, which will break the rock wall and reveal a door. (If you can't figure out how to escape the Spinner, just plant a Bomb.) Now, before you enter, use the Spinner to point the Pulse Beam exactly left of where you are. Scan the computer to fire it again, and you should reveal a MISSILE EXPANSION. (You should hear a sound effect if you got the right one.) You should have about 50% items now! Now, head into the door that was revealed. Past the next tunnel is the Ore Processing. A couple of Power Troopers should appear. Kill both, then head to the machine with the holo-replica of the Spider Ball tracks on the tower. Place one Bomb in the slot to line up the blue Spider Ball track. Take the blue one to get to the second floor with the second machine.

Place two Bombs in the Slot, then head back to the bottom machine, and place three Bombs in it to line up the red Spider Ball track. Use the red track, and head through the door at the end of the track. You might be assaulted by a Wave Trooper. If so, proceed to kill him. Past the tunnel filled with Scatter Bombus, is an elevator to Level Two of the Mines. Take in the view of the Impact Crater as you descend. There are some boxes in the small nook that the next door is in, but stay away from them when you fire at them, because they will explode. Anyway, these boxes will contain Missile or Energy pick-ups, whichever the game decides you need more. Anyway, in this tunnel, find the explosive box on the ledge. Shoot at it once you find it, and it will blow open, revealing a Missile Expansion and killing two Space Pirates hiding in the ducts. Grab the MISSILE EXPANSION, and head to the next room, the Elite Control. As soon as you enter, a cutscene will occur, showing an Elite Pirate waking up from his stasis pod, and smashing it open. Thus, you'll have to fight it. Scan it first. Two Super Missile shots to the head should kill him. Beware when his hand glows: he absorbs shots when he does that. The best time to hit him is when he's about to shoot Missiles or create a shockwave. When he dies, he should blow up, (eww) thus deactivating the force field to proceed. (O_o)

Anyway, once this happens, some Ice Troopers will notice, so start taking them all out. Scan one first, of course. The best way to kill these guys is to fire a fully charged Ice Beam shot to freeze them, then shoot them with a Missile. Once they're all gone, (Use the background music as a reference. If it changes back to normal, you've got them all.) scan the computers on the bottom level. You should gain two more Pirate Logs. Close to the stairs to the next floor are a bunch of other computers. You should gain another Pirate Log. Head up to the top floor, (there are no Pirate Logs on the second floor) and scan the computers there. You should be able to gain 5 (!!) more Pirate Logs, plus you'll deactivate the Force field here. Once you've collected them all, proceed through the next door to the Ventilation Shaft. As soon as you enter, toxic gas and some Puffers will fill the room. Get to the other end quickly. Now, the next room is filled with Wave and Power Troopers. If you're low on health, then stand as close as you can to the main part of the Ventilation Shaft without getting hurt, (watch your Danger Meter) and start killing some Puffers. They will drop Energy and Missile pick-ups, so just charge your Beam to reel them in. Keep doing this until you're filled up, then head to the next room. Ignore the computers when you enter: they contain no Pirate Logs. Immediately, a couple of Wave Troopers will drop in and attack. Kill them, then look down from where the platform is.

You should see a couple of Power Troopers. Kill them, then drop down to where they were. Open the force field just in case you want to get out. Down here, scan the computers. You should gain yet another Pirate Log. Anyway, head through the door down here, stroll through the tunnel, and arrive at the Central Dynamo. Head to the central machine, and a Sentry Drone will activate. This one has a cloaking device, thus you can't scan it. Just shoot at it until it's dead. Wavebuster is the best weapon for dealing with this nuisance. (Its

guns give away where it is. Also, you can't lock-on to it.) Once it's dead, the "lower floor" of the room will unlock, and a maze of electricity beams will appear. Just head through this slowly to get to the center. (There are no Triclops.) There are some electricity beams that will shut on and off, plus, whenever you get to a puddle of water, place a Bomb in it to splatter the water, thus short-circuiting some electricity beams to allow you through. Head to the center to grab the POWER BOMBS! When in Morph Ball mode, press Y to set a Power Bomb. The blast is strong enough to break Bendeziium-made structures. Now, head into the un-blocked Ice Beam door here to get to a Save Station. Oh man, I bet you needed one of those! We'll end this subsection now.

Number of scans obtained: 15

Creatures: 5
Mega Turret
Wave Trooper
Power Trooper
Ice Trooper
Elite Pirate

Pirate Logs: 10
Elite Pirates
Metroid Prime
Hunter Weapons
Prime Breach
Chozo Ghosts
Chozo Studies
Chozo Artifacts
Prime Mutations
Omega Pirate

Chozo Lore: 0

Research: 0

Total scans obtained: 114

Total Missile Expansions obtained: 27
Total Energy Tanks obtained: 10
Total Power Bomb Expansions obtained: 0
Total Suit upgrades obtained: 15
Total percentage: 52%

Grappling for joy /

Alright. About now, whenever you come across enemies, they will drop new pick-ups. These are basically yellow glowing...um...balls... Just...when you see it, scan it. Anyway, let's head back to the Omega Research. Once you enter, an Elite Pirate, free of his stasis pod, will smash the force field, disabling it. Just hit him with two Super Missiles to the head. Get back to the top level using the pathway past that now-gone force field, and jump across the gap with the platform hovering above. There's a door blocked by Bendeziium rocks. Power Bomb it, then enter the door to get a full map of the Mines. Now, head back to the Ventilation Shaft, and Power Bomb the Bendeziium grating to break it, revealing a computer to stop the gas, and revealing an ENERGY TANK. Now go get it.

Now, head back to the Ore Processing. There's a third machine to your right, so Space Jump to it and Power Bomb the Bendeziium. Now, plant two Bombs in this machine, then drop down to the second one, where you will plant three Bombs, then drop down to the bottom one and plant one Bomb. This should line up the yellow Spider Ball track. Climb up it, and if successful, you should reach the top floor, with a door, leading to the Grapple Beam. This is The. Shortest. Subsection. Ever. The door on the other side will lead back to the Main Quarry, use a Grapple Point to get to it. Scan the Grapple Point first. Take the door to head back to the Main Quarry. Now, from here, after you kill the Space Pirates, head into the Security Access A. The wall to your left when you enter is made of Bendeziium. Power Bomb it to reveal another MISSILE EXPANSION. Now, exit the Phazon Mines....but we'll be back.

NOTE: The Japanese seem to always get better things, screwing us Americans off. The JPN version of this game has a better, more original Grapple Beam acquirement cutscene. If you want to see the differences between the two cutscenes, head to www.metroid2002.com for videos.

Number of scans obtained: 2

Creatures: 0

Pirate Logs: 0

Chozo Lore: 0

Research: 2*

Power Bomb Ammo

Grapple Point

Total scans obtained: 116

* means that all scans of that section in the Log Book have been obtained

Total Missile Expansions obtained: 28

Total Energy Tanks obtained: 11

Total Power Bomb Expansions obtained: 0

Total Suit upgrades obtained: 16

Total percentage: 55%

THE X-RAY VISORZ! THEY DO NOTHING!!! /

If you don't watch the Simpsons, then you won't get this joke of a joke making fun of Arnold Schwarznegger. *gasps for air* Anyway, head back to the Great Tree Hall and start climbing. Somewhat at the top, you'll see a tower with a Spider Ball track spiraling around it. Head to the top somehow, and head to the Life Grove Access, which is really just a Morph Ball maze. You'll actually notice a point in the maze where it is shaped like a full circle. Using the Boost Ball, get to the top of the maze. Bomb around the top to uncover a MISSILE EXPANSION. Continue to the Life Grove, where you can grab the X-RAY VISOR.Since that was short, I'll continue this subsection until we get a few expansions. Anyway, to exit, place a Power Bomb once right smack in the middle of the room to uncover the WHOLE Life Grove. Proceed to climb up and out of here, and some Chozo Ghosts will appear. Take them all out to lunch, then proceed to exterminate them. (o_o.....j/k about the lunch part)

Once they're all gone, head out of the Life Grove by heading through the exit that the cutscene showed you, then head to the Chozo Ruins. Alright, from here, (you should be at the Reflecting Pool) head over to the Furnace. Once there, kill the Chozo Ghosts, then look for the part of the ground that is really cracked. Power Bomb that floor section. This should open up a half-pipe. Use it to reach the elevated Spider Ball track. Head through the maze of Spider Ball tracks to get to a MISSILE EXPANSION at the end. Now, head to the Watery Hall, then jump in the water. (which is free of toxins now since you beat Flaaghra) Once you're at a deep end of the water, find a tunnel. This tunnel should lead to another MISSILE EXPANSION. I also forgot to tell you: now that you have the Ice Beam and everything, Chozo Ghosts will start to appear in most of the rooms instead of the Hall of the Elders. The reason I pointed this out is because someone on the message boards was wondering if this was supposed to happen. So, anybody else wondering that and reading this will be informed... Anyway, once you got that Expansion, head to the Ruined Fountain.

Once there, head into the door that we haven't gone through yet. Head through the tunnels until you get to the Magma Pool. Grapple across, then plant a Power Bomb once on the other side. The wall in front of you should break and reveal a Chozo Lore, and a POWER BOMB EXPANSION. Get both, then head through the door. In the following hallway, head to the next door, but don't open it. Instead, Morph into a ball, and roll through the plant with red leaves. The red leaves hide a tunnel, which contains a MISSILE EXPANSION. Once it's grabbed, continue into the Training Chamber, where two Chozo Ghosts will appear. Once you get rid of them, the mouths of the statues on both sides of the half pipe will blow open, revealing Morph Ball Slots.

The Slot on the left will reveal the exit, the one on the right will lower a piston. So, activate 'em, left to right, then head into the piston quickly, as you've got a time limit once it's lowered. The piston will take you up to a Spider Ball track. Use it to get to a tunnel, which in turn will get you to a small room with "windows" overlooking the Chamber. This room holds an ENERGY TANK. Now, head towards the exit, moving through the maze with the pistons, and emerge at another balcony overlooking the Main Plaza. Before you drop down, though, use the Grapple Point up here to swing yourself to a MISSILE EXPANSION. We should be pretty much done here....for now. Head to the Magmoor Caverns from here, and I'll end this subsection.

Number of scans obtained: 1

Creatures: 0

Pirate Logs: 0

Chozo Lore: 1
Newborn

Research: 0*

Total scans obtained: 117

Total Missile Expansions obtained: 33
Total Energy Tanks obtained: 12
Total Power Bomb Expansions obtained: 1
Total Suit upgrades obtained: 17
Total percentage: 63%

Ice Spreader add-on /

Alright, head to the Shore Tunnel, but while we're on the way, let's make a stop in the Triclops Pit. (I'm assuming you took the elevator that has the three doors around it in Chozo Ruins.) Anyway, kill the Flying Pirates so they won't be a nuisance to you while you're doing this. Alright, from the platform you are standing on, stand on the boxes at the edge, and turn on your X-Ray Visor. You should see an invisible platform. Space Jump onto it, then carefully jump across platforms until you get to what seems like a MISSILE EXPANSION. If you turn off your Visor, you'll see that it's a pillar. Shoot a Missile at it to really reveal the Expansion, making it grabbable, so grab it.

Alright, now you can head into the Shore Tunnel, once there, scan the tunnel to find it is made of Bendeziium. Place a Power Bomb to blow it open. Head under the tunnel to get the ICE SPREADER. Now, when you press the Y Button while your Ice Beam is fully charged, you'll shoot a blast of ice, which, when it hits, leaves a huge sheet of ice, freezing any foes that get caught in the ice. This attack uses up 10 Missiles, so use this sparingly. Well, since there really isn't a way to lengthen this subsection here, then I guess we're all done.

Number of scans obtained: 0

Creatures: 0

Pirate Logs: 0

Chozo Lore: 0

Research: 0*

Total scans obtained: 117

Total Missile Expansions obtained: 34

Total Energy Tanks obtained: 12

Total Power Bomb Expansions obtained: 1

Total Suit upgrades obtained: 18

Total percentage: 65%

The "Plasma"'s burning me alive! /

Head to the Geothermal Core, as this place holds the item we're looking for in this subsection. Find a place to climb up rock ledges, and use the Grapple point to get to the first cylinder. Head inside the Spinner up here. Use it to raise part of the cylinder, thus creating a higher platform. Jump to the next cylinder, and do the same thing. Jump to the next cylinder and do the same thing again, then use the Spider Ball track to get to the higher part of the cylinder. Jump to the second cylinder, on the higher part, and use the Slot. This will raise the roof of the room, revealing a whole mess of Spider Ball tracks. Now, start moving on the Spider Ball track. Now, this is probably one of the most fun things you'll do. You basically move around in a huge amount of Spider Ball tracks in fascinating ways, also avoiding Plated Parasites. Just follow the tracks, circling the whole room, until you get to the Ice Beam door at the end. Behind it is the PLASMA BEAM. Welcome to the most broken beam in the game. And you know what? I LOVE it. Now, let's lengthen this subsection

by collecting everything else in the Phendrana region. Since we're close to the Magmoor Workstation, use the elevator there to head to the Phendrana region.

Once there, use the Spider Ball tracks and head up to the Ice door. In this pathway, where a Pulse Bombu hovers, shoot at the sheet of ice with your Plasma Beam to melt it, revealing an ENERGY TANK. Now, head to the Frost Cave. Use the Glider here to get to the other side of the room. Once on that other side, shoot a Missile at the stalactite here to make it crash down to the frozen lake, breaking the ice. Head down there and collect a MISSILE EXPANSION. Now, we can head to Phendrana's Edge. Since you have the Grapple Beam, you can use the Grapple points to head up to the top, where a POWER BOMB EXPANSION lies in wait past a Morph Ball tunnel. Now, head to the Gravity Chamber. Get to the top, and use the Plasma Beam on the ice in the ceiling to reveal a Grapple point. Use it to reach yet another MISSILE EXPANSION. Now, head all the way back to the Quarantine Cave, and use the Grapple points to get to another MISSILE EXPANSION behind a Morph Ball tunnel. Now, let's head back to the Phendrana Shoreline and save. You may notice that there are more Adult Sheegoths now. Just destroy them with your Plasma Beam since you have it, no need to use any Missiles.

Also, don't think you're safe if you stand on a platform, away from their reach, because they'll stomp the ground, causing you to fall because of the tremors. Anyway, once saved, act like you're going to enter the Chozo Temple, except when you get there, use a Super Missile on some Cordite out here. (Use Scan Visor in case you can't find it.) This will reveal a computer. Scan it, and a way to a MISSILE EXPANSION will open up. Collect it. Now, inspect each column on the lower ground. We're looking for a transparent sheet of ice. Once you find the correct one, you'll see a MISSILE EXPANSION behind it. Use your Plasma Beam to melt the ice so you can retrieve it. Now, head over to the Ice Ruins East. Take out the Sheegoth, then search for another transparent sheet of ice.

Melt in the same manner as last time, and grab the MISSILE EXPANSION behind it. Now, start climbing the ruins. When you get to the little alcove area, find a Spider Ball track. Follow it to grab another MISSILE EXPANSION. We've only got 9 more of these Missile Expansions to go! Now, head to the Ice Ruins West. Once there, start roof-hopping. One roof has a sheet of ice on it. Melt it and collect the POWER BOMB EXPANSION inside. Now, I guess we've got everything, so let's head back to the Main Quarry of the Phazon Mines.

Number of scans obtained: 1

Creatures: 0

Pirate Logs: 0

Chozo Lore: 0

Research: 0*

Total scans obtained: 118

Total Missile Expansions obtained: 41

Total Energy Tanks obtained: 13

Total Power Bomb Expansions obtained: 3

Total Suit upgrades obtained: 19

Total percentage: 76%

Flamethrower add-on /

Alright. Head to the Mine Security Station. Now, search for a Bendeziium-made wall and Power Bomb it. A computer should be behind it. Scan it to deactivate the force field blocking the Plasma Beam door. Enter the door to grab the FLAMETHROWER. The Flamethrower can now be used by charging up a Plasma Beam shot, and pressing the Y button. Hold A for continuous fire. This move requires 10 Missiles to use, and then uses 5 Missiles with each second you use it. This item is really useless. The only thing I can think of for using it for is when you're stuck in a small room packed full of Space Pirates. I heard somewhere that the Flamethrower actually enhances the distance of the Plasma Beam, but that isn't even true. It's actually shorter of range than the beam itself. Head all the way to the Central Dynamo and save. I'll end this short subsection now.

Number of scans obtained: 0

Creatures: 0

Pirate Logs: 0

Chozo Lore: 0

Research: 0*

Total scans obtained: 118

Total Missile Expansions obtained: 41

Total Energy Tanks obtained: 13

Total Power Bomb Expansions obtained: 3

Total Suit upgrades obtained: 20

Total percentage: 77%

This Suit doesn't "Phazon" me! /

Alright, in the Central Dynamo, break the blockage in front of the Ice Beam door. The next room has quite a few Mega Turrets really close together. A Super Missile should destroy all of them. Head into the next room, where a cutscene will occur. It'll show some Space Pirates and some Metroids, seperated by a force field....hehe, time to get a little sneaky. Scan the computers here. One of them will open the force field, thus releasing the Metroids. Now just sit back and relax, and watch those Metroids and Space Pirates fighting each other. This is a good break from you having to destroy every enemy. Of course, some Metroids are likely to survive, and will search the room for some more predators. Kill them when they find you. (Notice I said "when", they will always find you even if you try to hide.) Anyway, once all the enemies are dead, proceed into the room that was blocked by the force field. Turn on your X-Ray Visor, and you'll see invisible platforms. Use the mushrooms here to get to a higher point, and jump across the platforms to the other side.

Waste a few Metroids here, then start climbing using the mushrooms. Keep your X-Ray Visor off when fighting the Metroids, but when you aren't fighting, keep the X-Ray Visor on. Anyway, keep climbing and using another invisible platform, and you'll come to a Spider Ball track. Before you take it, Power Bomb the wall

to your left. It should break open. Keep going, and Power Bomb the next wall. That one should break and reveal a Morph Ball bridge, complete with a Spider Ball track to keep you on it. Cross it, then use your X-Ray Visor to spot another invisible platform. Use it to hop across to another ledge with a MISSILE EXPANSION. Get back to the first Spider Ball track and cross it to get to a door. Just keep going until you get to an elevator that leads to Level Three of the Mines. You know what to do to activate an elevator. Again, take in the sites of the Impact Crater as you descend.....

The next room should be the Fungal Hall Access. Take care of the Space Pirate here. Now, you're going to have to act quickly with this move. Drop down all the way into the Phazon. Look around and you should see a MISSILE EXPANSION under a mushroom. Quickly grab it and head out of the Phazon. Head to the next room, the Fungal Hall A. Nothing really special. Just use the mushrooms to cross the pools of Phazon, killing Hunter Metroids as you go. At the end, use the Glider to get to the door. In the Phazon Mining Tunnel, Power Bomb the Bendeziium, and head into the maze. There's one part where a bridge over some Phazon disappears, so you'll have to use Boost Ball to get to the other side. Just find your way out without getting in the Phazon, and head into the Fungal Hall B. This room's a little more interesting. Although this room has mushrooms to platform over Phazon like before, it's pitch black, except for the glow of Phazon, which really doesn't light up the room.

So, use your Thermal Visor to see where the mushrooms are. It's still hard to see, but please bear it. There are also regular Metroids here, just to be aware. At the end, you'll see a circle of tiny mushrooms just on the "shore" of the Phazon. Place a Bomb right in the center of the circle to uncover a MISSILE EXPANSION. Alright, head back up to where the Glider was in this room. There's a Missile Recharge room to your left once facing the Glider if your Missiles need refilling. Anyway, the door at the end will get you to the Quarantine Access B. There are some invisible Bombus here. (If they have an actual name, let me know.) You can't scan these fellas, so no worry about missing a scan on those guys. Just get rid of them. How, you ask? Turn on your X-Ray Visor, and you'll see. Once they're gone, jump across the mushrooms to get to the Metroid Quarantine B. You'll see some Plasma Troopers appear. Scan one. To beat these guys is very simple and easy. At least two charged Plasma Beam shots should kill them. Now, find the Spider Ball track here, and start climbin'.

Once you get to the platform above the Phazon pool, look up, do a forward jump, and immediately Grapple the Grapple point when you can reach it. You may have to get rid of the Plasma Troopers at the other side before you attempt this. Once you get to the other side, scan the computer. This will open the force field to the small lab down here. Also, you'll have to fight two Wave Troopers and a Plasma Trooper. Once they're all gone, look around in your Scan Visor for a Cordite-made stasis pod. Shoot a Super Missile at it to unveil a MISSILE EXPANSION. There's also a Pirate Log to get here. Head into the door at the bottom for a Save Station. Save, then head to the top floor of the lab. Past the door up here is the Elite Quarters Access. When you enter, a Plasma Trooper will drop from a vent to start attacking. Kill him, then melt the ice at the top of the barrier to allow access to the door into the Elite Quarters. Head forward towards the large stasis pod....past the ominous surroundings of the room. When you get close enough, the large Elite Pirate in the pod, the Omega Pirate, will waken. It will catch sight of Samus, and break the pod open with a smash....thus the battle begins....

BOSS: Omega Pirate

Back in the days when there were no strategies for the game, Omega Pirate was one of the hardest bosses in the game. In fact, some people couldn't beat him

until after like...a bazillion times. But now, when strategies and walkthroughs for this game are abundant, Omega Pirate is like a...wimp...let's put it that way. Anyway, scan this ugly thing first. His attacks are basically the same as an Elite Pirate's. He smashes the ground to create a shockwave, has a missile-firing backpack on him, and has that glowing hand which absorbs all weapon fire. You already know how to avoid those attacks. Now, for the offensive strategy. Instead of shooting at his head like you did with the Elites, you'll have to destroy his protective armor, which are basically Phazon globules. You can use Missiles or Super Missiles to destroy his armor, but another effective way without using up Missiles is to use charged Plasma Beam shots. If shot correctly, two charged Plasma shots will get rid of each part. Once you get rid of all his protective armor, he will send out some Pirate Troopers to deal with you, and he'll disappear. (These are those color-coded Troopers, to let you know.)

Use the time he's invisible to quickly destroy the Troopers. If 10 seconds have passed and you haven't taken care of all the Troopers, ignore them and switch to your Power Beam, and start charging. If you have taken care of all of them, then do the same thing. Now, switch to your X-Ray Visor. There's a secret to where he goes to rebuild his armor. There are three Phazon pools. One on the north of where the entrance door is, one on the right, and one on the left. He should appear on the north one. When/if he does, shoot a Super Missile at him immediately. (There should also be a strange noise accompanying his X-Ray Visor appearance.) This will lower his health down by a lot. He should next appear on the pool on the right of the door. When he appears, shoot another Super Missile at him to get him a little below half health. By now, extra color-coded Troopers should appear, but ignore them. Now, Morph into a ball, head to the last Phazon pool. When you hear that strange sound (the sound of him appearing in the X-Ray Visor) plant Bomb to pop you up, plant a Power Bomb, then quickly un-Morph and switch to your X-Ray Visor. (For some reason, OP is invincible to damage while invisible unless the X-Ray Visor is on. If done correctly, he should be dead. Of course, only if he follows that pattern. He may do another pattern, but I'm not entirely sure. I've only fought him once or twice.

thanks to that one speedy video of beating Omega Pirate for this strategy

*NOTE:

The Power Bomb strategy only seems to work on the PAL version of the game. So if you don't have the PAL version, just stick to firing Super Missiles at him.

Once he's beaten, the Omega Pirate will fall right on top of Samus. You'll see Phazon coming out of him, with a lot of bubbling. Finally, Samus will emerge from the Omega Pirate, dripping Phazon, and her suit's color has changed, as well. Since she has been exposed to pure Phazon, the Phazon has changed her suit, allowing her to stand in most Phazon forms. Notice I said "most", we will encounter Phazon later on that will damage you. Samus has now acquired the PHAZON SUIT! (If you notice, her suit now has a neat aura around it. This aura also shows that the suit's shielding capacity has increased dramatically.) To exit here, find the elevator and activate it, then walk along the catwalks, to the door, which will lead to the last ENERGY TANK. Scan the conduit here to unlock the gate. Walk through the Phazon, through the door, and into the Phazon Processing Center.

NOTE: Once again, the JPN version gets a different Phazon Suit acquirement cutscene. Note, I said DIFFERENT. That doesn't mean it's better. *ahem* Check www.metroid2002.com for videos of the differences.

There will be quite a few color-coded Space Pirates here, so take them all out.

Now, go on one of the ledges here. If you're on a ledge where you hear the pulsing noise of an item the most, (it's at the right wall of the room when coming out of the door on the catwalk) Power Bomb the wall to collect another MISSILE EXPANSION. Head up to the very top of the room, and head through, to Magmoor Caverns. Just head through the tunnels and blast away at the Bendeziium rocks. Remember this place now? The Magmoor Workstation. Let's head all the way back to the Tallon Overworld Landing Site, and restore everything at the ship and save. Alright, we're going to clean up, now. First, head to the Root Cave. Here, use the Grapple point to reach the other end, and start climbing. Eventually, you'll see to come across a dead-end. Use the X-Ray Visor. While standing on a platform, you should see a MISSILE EXPANSION. (If you have X-Ray Visor on.) Grab it, then head through the door up here for another MISSILE EXPANSION. Now, head to the Great Tree Hall. At the top, use the X-Ray Visor to spot an invisible platform. Use it to reach a door, which behind it is the last MISSILE EXPANSION. Alright, head back to your ship and recharge and save. End subsection and section.

Number of scans obtained: 3

Creatures: 2
Plasma Trooper
Omega Pirate

Pirate Logs: 1
Special Forces

Chozo Lore: 0

Research: 0*

Total scans obtained: 121

Total Missile Expansions obtained: 49*
Total Energy Tanks obtained: 14*
Total Power Bomb Expansions obtained: 3
Total Suit upgrades obtained: 21*
Total percentage: 86%
* means that you have acquired the maximum there is in the game

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Getting all the Artifacts	/
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You may notice that after you get the Phazon Suit, you won't progress through the game's storyline anymore. That is because there are 12 Chozo Artifacts to find. Now, Artifacts that you collect are a little strange, because when you collect one, it will add a scan to your Log Book, plus will add a percent in your item percentage. (You can get the scan early by grabbing the Artifacts' hint locations.) For this reason, just for this section, I added the Artifacts as a separate list in the scan box and the item list. Also, on the beginning of each subsection, I will show the exact hint that the game gives you when you scan it. Now, let's get busy.

Artifact of Truth	/
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While on top of your ship, if you look straight ahead, you'll see a door on a

high ledge. Now, look a little bit to your left, (past the waterfall) and you should see some ledges. Climb up them, and when you get to the top, head through the tunnel, and head into that door you saw. Go through the straight hallway filled with Tangle Weeds and Seedlings, and you'll come to a scenic glass-made tunnel, where you can see the Impact Crater. The symbol right in the middle of the enlarged part of the tunnel is a Pirate Log, so scan it. Man, the cutscene showed everything around here, huh? Anyway, head into the Temple, which is mysteriously floating..... Once you enter the Artifact Temple, you should see a window showing a platform below. Take the hallway to the right to grab a Chozo Lore, and head into the left hallway to grab another Chozo Lore. You'll notice this hallway leads downward, so take it, and step onto that platform. You should see another one of those symbols, like it's a Pirate Log, but it isn't, and is colored pale blue. Grab it, and you should have the Artifact of Truth! Now, scan the totems here. You should grab the clues for all Artifacts except 4. Once you've gotten them, head back to your ship and save. Now, let's see what the Artifact of Strength clue gives us....

Number of scans obtained: 11

Creatures: 0

Pirate Logs: 1*
Artifact Temple

Chozo Lore: 2
Statuary
Binding

Research: 0*

Artifacts: 8
Truth
Strength
Elder
Wild
Lifegiver
Chozo
World
Spirit

Total scans obtained: 133

Total Missile Expansions obtained: 49*
Total Energy Tanks obtained: 14*
Total Power Bomb Expansions obtained: 3
Total Suit upgrades obtained: 21*
Total Artifacts obtained: 1
Total percentage: 87%

Artifact of Strength /

"The heat of Magmoor was a test for many warriors. A Shrine in their honor holds the Artifact of Strength."

Magmoor is an immediate clue right there, so let's go there. Head all the way

to the Monitor Station. Climb up to the doorlike before, except, while on the catwalk to the door, look around for a platform. Space Jump onto it, then Space Jump to another catwalk above. Once at the top of the tower, get on top of the Spinner and use it to extend a bridge. Once it's fully extended, get to its end and Space Jump to the rock ahead. Follow the rock ledges until you reach a door, which behind the door is the Shrine. Grab the Artifact. Now, plant a Power Bomb right in front of the statue, and the floor should blow open, revealing a path. Follow it to a POWER BOMB EXPANSION. Exit using the Morph Ball hole and you'll get dropped off at the Fiery Shores.

Number of scans obtained: 0

Creatures: 0

Pirate Logs: 0*

Chozo Lore:

Research: 0*

Artifacts: 0

Total scans obtained: 133

Total Missile Expansions obtained: 49*

Total Energy Tanks obtained: 14*

Total Power Bomb Expansions obtained: 4*

Total Suit upgrades obtained: 21*

Total Artifacts obtained: 2

Total percentage: 89%

Artifact of Elder /

"Invaders have claimed Phendrana as their own.
A Tower sits atop their fortress. Collapse it to
reveal the chamber where the Artifact of Elder
is held."

So, let's head to Phendrana Drifts, all the way to the Control Tower of the Space Pirate Base. Once there, get on top of a tower. (Space Jump while on top of door. If the tower has some boxes inside, then you've got the right one. On the other side of the boxes is a little vantage point to where you can see outside. There will be some ice covering it. Melt it, then fire a Missile at the explosives you see. This should cause the tower with those explosives to fall, creating a passageway to the Artifact. Once you got the Artifact, climb inside the fallen tower and roll through the small passageway to get back up to the Control Tower. Let's look at the next clue.....

Number of scans obtained: 0

Creatures: 0

Pirate Logs: 0*

Chozo Lore:

Research: 0*

Artifacts: 0

Total scans obtained: 133

Total Missile Expansions obtained: 49*
Total Energy Tanks obtained: 14*
Total Power Bomb Expansions obtained: 4*
Total Suit upgrades obtained: 21*
Total Artifacts obtained: 3
Total percentage: 90%

Artifact of Wild /

"A Sunchamber high atop our ruined home became the nest of a great beast, and a source of corruption. Many Chozo Spirits have been drawn to this tainted place. Release their bond to the world to claim the Artifact of Wild."

This clue's not as clear as the others, but you can still guess that it's talking of the Chozo Ruins. Although, this one clearly states the name of the room you should go to. So, head there. But, not the original way, because that way is blocked. Instead, head to the Magmoor transport. Once there, take the left door. You should come to a Sun Tower. Get rid of the War Wasps, then use Missiles to destroy their hives so that they won't harass you anymore. Now, scan the Chozo Lore here. (Last one, yay!) Now, there should be a plate of Cordite on both sides of the room. Blast them both with Super Missiles, and scan the runic symbols behind them. Now, turn on your Thermal Visor. Look all around the four columns here for the last two runic symbols.

Once they're all activated, the rest of the Spider Ball track should be revealed. Climb up them, being careful of the Oculus's, and head through the door at the top. As soon as you do enter, a Chozo Ghost will see you, and vanish through a wall..... Just keep moving, and into the Sunchamber. A number of Chozo Ghosts will appear. Take them all out, using your X-Ray Visor to see them. Once they're all defeated, the Artifact of Wild will appear where Flaaghra was planted. I know you hate to stand in a previously dangerous spot, but please do so you can grab this Artifact. Now, let's see what the next hint will give us.

Number of scans obtained: 1

Creatures: 0

Pirate Logs: 0*

Chozo Lore: 1*

Research: 0*

Artifacts: 0

Total scans obtained: 134

Total Missile Expansions obtained: 49*
Total Energy Tanks obtained: 14*
Total Power Bomb Expansions obtained: 4*
Total Suit upgrades obtained: 21*
Total Artifacts obtained: 4
Total percentage: 91%

Artifact of Lifegiver /

"There is a tower in the Ruins where Light always shines.
Move through the waters there to find the Artifact of
Lifegiver."

Well, this is obvious. Head to the Tower of Light, since "Light" is
capitalized. Once there, drop into the water, move through the tunnel, and head
through the door once you emerge and grab the Artifact of Lifegiver. This one
was pretty self-explanatory, actually. Head all the way back to the Artifact
Temple in the Tallon Overworld. Walk to the center of the platform. A new
Artifact clue should be scannable! Grab it, and view the clue for the next one.

Number of scans obtained: 1

Creatures: 0

Pirate Logs: 0*

Chozo Lore: 0*

Research: 0*

Artifacts: 1

Warrior

Total scans obtained: 135

Total Missile Expansions obtained: 49*
Total Energy Tanks obtained: 14*
Total Power Bomb Expansions obtained: 4*
Total Suit upgrades obtained: 21*
Total Artifacts obtained: 5
Total percentage: 92%

Artifact of Warrior /

"A room of Research lies within the mines.
A corrupted invader is trapped there.
Defeat this creature to claim the Artifact of Warrior."

A room of Research in the mines...Phazon Mines! Head to the Elite Research room
in the Phazon Mines, and you'll see an Elite Pirate in stasis. Blow open the
pod with a Power Bomb and he'll break out. This poor guy looks as if he's been
exposed to high levels of Phazon recently. Scan him first, then beat him like

any other Elite Pirate. (Except I think he's stronger.) When he's gone, claim the Artifact of Warrior. It might be a good idea to save somewhere now. Alright, let's look at the next clue.

Number of scans obtained: 1

Creatures: 1
Phazon Elite Pirate

Pirate Logs: 0*

Chozo Lore: 0*

Pirate Logs: 0*

Artifacts: 0

Total scans obtained: 136

Total Missile Expansions obtained: 49*
Total Energy Tanks obtained: 14*
Total Power Bomb Expansions obtained: 4*
Total Suit upgrades obtained: 21*
Total Artifacts obtained: 6
Total percentage: 93%

Artifact of Chozo /

"In one of Tallon's far corners, a Grove of life lies.
Reveal the pillar beneath the waves to find the
Artifact of Chozo."

You heard the clue, get your butt over to the Life Grove, where you got your X-Ray Visor. Once there, head into the water and blow away the metal blockage with a Bomb. (It should have some sort of a symbol on it.) A pillar should rise and reveal a Spinner. Use it to reveal a small nook where the Artifact of Chozo is held. Grab it, then head back to the Artifact Temple. Stand at the center of the platform, and two more Artifact clues will be scannable! Get them, then read the next clue.

Number of scans obtained: 2

Creatures: 0

Pirate Logs: 0*

Chozo Lore: 0*

Research: 0*

Artifacts: 2

Nature
Sun

Total scans obtained: 138

Total Missile Expansions obtained: 49*
Total Energy Tanks obtained: 14*
Total Power Bomb Expansions obtained: 4*
Total Suit upgrades obtained: 21*
Total Artifacts obtained: 7
Total percentage: 94%

Artifact of Nature /

"A molten Lake lies within the tunnels of Magmoor.
Shatter the column at the lake's center to reveal the
Artifact of Nature."

Alright, head into Magmoor Caverns, and into a room that has "Lake" in the name. If you can't find it, it's the Lava Lake room. Once there, turn on your X-Ray Visor. If the column you're looking at is solid, then head into the other part of the room. Once you find the hollow one, blast it with a Super Missile to reveal the Artifact. Now, let's look at the next clue.....

Number of scans obtained: 0

Creatures: 0

Pirate Logs: 0*

Chozo Lore: 0*

Research: 0*

Artifacts: 0

Total scans obtained: 138

Total Missile Expansions obtained: 49*
Total Energy Tanks obtained: 14*
Total Power Bomb Expansions obtained: 4*
Total Suit upgrades obtained: 21*
Total Artifacts obtained: 8
Total percentage: 95%

Artifact of Sun /

"Near Phendrana's shores, a Temple stands.
Thaw the frozen waters flowing from the Elder
to find the Artifact of Sun."

Alright, head to Phendrana Shores in the Drifts, and enter the Chozo Temple. Remember that statue at the top of the Temple that had its hands frozen? Head to the statue and melt the ice. (Plasma Beam) Once you do that, Morph into a ball on the statue's hands, and a tunnel will open up. Head through and collect the Artifact of Sun. Now, let's look at the next clue.

Number of scans obtained: 0

Creatures: 0

Pirate Logs: 0*

Chozo Lore: 0*

Research: 0*

Artifacts: 0

Total scans obtained: 138

Total Missile Expansions obtained: 49*

Total Energy Tanks obtained: 14*

Total Power Bomb Expansions obtained: 4*

Total Suit upgrades obtained: 21*

Total Artifacts obtained: 9

Total percentage: 96%

Artifact of World /

"Within the ruins of our home, we honor our fallen Elders
in a great Hall. A chamber beneath the statue holds the
Artifact of World."

Alright, if you didn't know already, head to the Hall of the Elders in the
Chozo Ruins. Once there, defeat the Chozo Ghosts, and head up to the
color-coded Slots. Shoot the red one with your Plasma Beam to open it, and
plant a Bomb in the Slot. The statue will move, revealing a chamber. Within
lies the Artifact. Read the next clue....

Number of scans obtained: 0

Creatures: 0

Pirate Logs: 0*

Chozo Lore: 0*

Research: 0*

Artifacts: 0

Total scans obtained: 138

Total Missile Expansions obtained: 49*

Total Energy Tanks obtained: 14*

Total Power Bomb Expansions obtained: 4*

Total Suit upgrades obtained: 21*

Total Artifacts obtained: 10

Total percentage: 97%

Artifact of Spirit /

"A tall cave stands at Phendrana's Edge. Seek the unseen entrance at its top to find the Artifact of Spirit."

Basically, just head to Phendrana's Edge. Once there, start climbing to the top. Now, turn on your X-Ray Visor, and slowly descend down the ledges. You should see one ledge that has a transparent wall. Power Bomb it to reveal the holding place of the Artifact of Spirit. Now, head back to the Artifact Temple, and when you stand at the center of the platform, one last clue should be available! Scan it, then read the clue.....

Number of scans obtained: 1

Creatures: 0

Pirate Logs: 0*

Chozo Lore: 0*

Research: 0*

Artifacts: 1*

Newborn

Total scans obtained: 139

Total Missile Expansions obtained: 49*

Total Energy Tanks obtained: 14*

Total Power Bomb Expansions obtained: 4*

Total Suit upgrades obtained: 21*

Total Artifacts obtained: 11

Total percentage: 98%

Artifact of Newborn /

"Invaders mine the depths in their greed.
Forge a tunnel of the Great Poison to claim
the Artifact of Newborn."

Yep, we'll have to head back to the Phazon Mines, but in the deep area, into the Phazon Mining Tunnel. Once you get to the bottom of the maze, where the Phazon is. Keep bombing the rocks to "forge a path." At the end, you'll get the Artifact of Newborn. Hooray! Now we have all 12 Artifacts! Now, head back to the Artifact Temple, and stand in the center of the platform. All of the Chozo Totems will glow, and the central Totem will reveal a mystic light, to allow access to the Impact Crater....but something is definitely going wrong.....

Number of scans obtained: 0

Creatures: 0

Pirate Logs: 0*

Chozo Lore: 0*

Research: 0*

Artifacts: 0*

Total scans obtained: 139

Total Missile Expansions obtained: 49*

Total Energy Tanks obtained: 14*

Total Power Bomb Expansions obtained: 4*

Total Suit upgrades obtained: 21*

Total Artifacts obtained: 12*

Total percentage: 100%

Final Surprise /

An object will appear over the horizon, and it's heading towards the Temple at a high speed...it's Meta Ridley! He flies right into the center column, destroying it, thus canceling the Crater access. Then, he'll face Samus, ready to fight.....

BOSS: Meta Ridley

To me, this boss battle is the coolest of the game, as it plays a remix of the Super Metroid Ridley battle. W00t!! Scan this guy first. Now, this boss has a number of aerial attacks. He has a Pulse Beam that he shoots from his mouth, he also fires Missiles from his back. He can also fly by at a high speed and drop bombs, which are hard to avoid. After hitting him a few times, he'll start doing another attack, flying right over the platform, and performing a crash-landing. Don't be in close vicinity to him or you'll get damaged by the attack. When he lands, he'll roar, then take off and fly under the platform, then he'll reappear again. Now, for the offensive. Basically, just shoot your Plasma Beam at his chest. That's all you have to do. Anyway, keep dodging his attacks and damaging him, and when he's down to one-fourth energy left, his wings will burn off, and he will land, thus signalling the second part of the battle, and he will reveal his attacking prowess on the ground....

He now basically just starts to ram you. Frequently dash to the side to avoid it. After he does a few rams, he will stop, and open his mouth to roar. When he does that, shoot a Missile at his mouth. He will open up the inner part of his chest. Use the Rapid-Fire Missiles trick and start shooting at that part. His chest will eventually close up, and will start the ramming again. Keep doing this process until he's about a sliver left of health left, in which his rams will be faster and more frequent. It is harder to avoid his rams now, so try as hard as you can. Once you get another chance, a few more Missiles should cause him extreme pain. The battle will end, and the statues of the Temple will glow, and will fire lasers right at Ridley's chest, and he'll back up, and fall off the edge, his robotic-self will be destroyed at impact.

Samus will look down at where Meta Ridley fell, and will turn around to see Chozo Ghosts filling the spots where the destroyed totems laid. They'll gather up their power, and will create a portal. Step inside to be whisked off....

Number of scans obtained: 1

Creatures: 1
Meta-Ridley

Pirate Logs: 0*

Chozo Lore: 0*

Research: 0*

Artifacts: 0*

Total scans obtained: 140

Total Missile Expansions obtained: 49*
Total Energy Tanks obtained: 14*
Total Power Bomb Expansions obtained: 4*
Total Suit upgrades obtained: 21*
Total Artifacts obtained: 12*
Total percentage: 100%

=====
Final Bout /
=====

You'll now arrive at the Impact Crater. There will be a Save Point to your left, so use it. Now, head into the next room to find....red Phazon. Avoid this stuff, because it's actually too powerful for your Phazon Suit. Across the room is a swarm of Lumigeeks, Parasites that live in and around Phazon. Scan one before the swarm leaves. Head into the next room after a couple of red Phazon pools, and you'll get to a HUGE, tall room with a large pillar in the center. Around here, you'll encounter Fission Metroids, Metroids that have been exposed to powerful Phazon 24/7. Scan one of these guys, then proceed to kill them with charged Plasma shots, as these have an immunity to cold. But, when you damage it enough, it'll split up into two other Fission Metroids! The two that it splits up into both are vulnerable to only one type of Beam. As an example, when a Fission Metroid splits up, say the first Metroid is yellow, and the other one is white. Use your Power Beam to get rid of the yellow Fission Metroid, and use the Ice Beam to destroy the white Fission Metroid. Just like the color-coded Space Pirates.

It's better to start climbing than fighting them, because practically every time you deal with a Fission Metroid, another one will show up, so just start climbing. (or you can use Power Bombs to blow them up if they get too close) Make sure you grab a scan for these Fissions, though. Around halfway up, you'll encounter a Missile Station. Use it, because you need your Missiles for the final boss. Anyway, keep climbing, and you'll get to the top. Head through the door here and head through the series of Spider Ball tracks to reach the end. The next room has...the enemy you've been searching for in the game....Metroid Prime. It right now looks like a mechanical scorpion of sorts, due to all the Space Pirate technology it assimilated. (See one of the Pirate Logs for more info.)

FINAL BOSS: Metroid Prime

As soon as the battle starts, Prime will break through the wall behind him to

head to a new area. He's not a coward, he just wants a wide-open room so he can test all his weaponry on Samus. Just follow him, and Samus will do her classic spinning jump, and land in the room below. Now, scan this ugly creature. Now, like Meta-Ridley, this boss has a number of attacks. One is his Missile barrage. Just double side dash to avoid that. He also slams the ground with his forelegs and creates a line of ice. Dash or jump over to avoid. He also has a breath attack, he also has a tractor beam, (which he'll use as a last resort when his health is low) use the Boost Ball to escape that. He can also fire poison bombs, which when they explode, will send out poisonous gas in a wide radius. Also, when you're too close to him, he'll use melee attacks. Now moving on to the really deadly attacks. He can also ram you. Back up real far to avoid this, or, if applicable, Morph into a ball and hide in one of the ditches.

When he passes over you, he'll create tremors, which may throw you out of the ditch, so be careful. He also shoots energy balls. Concentrate on these when he fires them, as if they touch you, they'll explode and will cause Samus to lose her Visor sight, and you can't fire at all, for a few seconds. Plus, they do high damage, so take them out. The type of energy balls he creates varies, depending on what color he is, and I'll explain it in a minute. Also, watch for Prime when dealing with the energy balls, as he might do an attack if you're not looking. If so, dodge it any way you can. His last attack his firing a beam from his mouth. Again, the effects of the beam vary depending on his color. If he's yellow, you'll just take a lot of damage. If he's purple, your Visor will malfunction, but you'll still be able to see. If he's white, you'll freeze, in which the same thing will happen if a white energy ball touches you. If he's red, you'll catch on fire for a few seconds and get your energy drained really quickly.

Now, for an offensive. Just shoot at his eyes, but, his color will decide which beam you have to use, so it's the same as the Fission Metroids and/or the color-coded Space Pirates in the Mines. When he's yellow, find an appropriate firing time, and shoot Super Missiles at him. When he's purple, use your Wave Buster. When he's white, use your Ice Spreader. When he's red, just use your Plasma Beam, as the Flamethrower in this battle is useless. He has to be practically right over you for it to work right. When he's taken enough damage, he'll flash red and get knocked back, so if your using the Wave Buster, stop when he gets knocked back. Keep draining his energy as both of you descend deeper and deeper, until he's finally faster than before, when he has more than a sliver of health left.

Also, when he gets knocked back, he'll do a charge, so be ready to hide in the ditch whenever you knock him back. When his health is low, he'll use his ram without getting knocked back, so beware. Anyway, when his health is fully depleted, he'll stagger onto a wall, break it open, and fall down the hole. Walk over to the open wall, and Samus will look down, and see an abyss.....O_O She'll take a long drop, and land in a room. Metroid Prime will emerge from his mechanical coverings and reveal his true self, thus starting the second phase of the battle. Scan him again, and you should get a message saying you have collected 100% scans! Stop the dancing around, we've got a boss to finish up.

OK, now, he's invulnerable to all of your Beam weaponry, so just lock-on to him to keep an eye on him. He'll send out numerous energy waves, just jump over them. Easy. Soon, he'll create a puddle of pure Phazon, and will disappear. Step into the puddle, and your Arm Cannon will be supercharged, capable of shooting streams of Phazon. Switch to your X-Ray Visor to see Prime, and let him have it with a stream of Phazon until you've drained all the Phazon from the puddle.

Keep jumping over his energy waves, and when he creates another puddle of Phazon, he'll also create a couple of Metroids. Just step into the puddle and

shoot Phazon at the Metroids to kill them with one shot. Now, switch to your Thermal Visor to see him now. Let him have it with another stream of Phazon, and he should have around half-health by the time you're finished. By now, when he should create Hunter Metroids. Just kill them with the Phazon Beam. (That's when you can shoot Phazon.) Hit him again, (he should be visible in normal sight, now) he should have a quarter of his health left, in which he'll create Fission Metroids. If you do get caught in one of them, a Power Bomb should kill them all. Anyway, when you get the chance to hit him again switch back to your X-Ray Visor and get him. Keep going until its health is fully depleted.

Prime will form into a spiky membrane, (no, I do not believe it's an X Parasite Core) and will grab onto Samus with one of his spikes. After a hard struggle, Prime will take her Phazon Suit, and some of her DNA. He then will start to explode, and Samus will escape back to the Artifact Temple. The temple will start blowing up, so she calls her gunship, and she leaps off just when the ledge explodes. Her ship will catch her in the nick of time. She'll then take her helmet off, looking over the Temple with a look of concern, then will close her eyes as if in disgust. (It's actually hard to describe.) She will then fly off, with the Credits rolling.

When the Credits are over, you will see Samus's Gunship taking off at warp speed once escaping the planet's atmosphere. You'll see the Congratulations screen, showing your item %age and completion time. If you have 100% ITEMS, then another cutscene will show up, showing a big bubbling pool of Phazon in the room where you just fought Prime's second form. The camera will close in, and a black hand with an eye on the back will break free of the pool. The hand will open its eye, and with an ominous roar, the cutscene fades and gets you to a Save prompt. Do so, and that's the end.

Number of scans obtained: 4

Creatures: 4*
Lumigeks
Fission Metroid
Metroid Prime (1)
Metroid Prime (2)

Pirate Logs: 0*

Chozo Lore: 0*

Research: 0*

Artifacts: 0*

Total scans obtained: 144*

Total Missile Expansions obtained: 49*
Total Energy Tanks obtained: 14*
Total Power Bomb Expansions obtained: 4*
Total Suit upgrades obtained: 21*
Total Artifacts obtained: 12*
Total percentage: 100%

\ _____ /
This will list all the scans in the game in the order the game lists them in for easy reference if you're missing something. This will also detail the Logbook entries, including where you can first get them. Here's the creatures section.

Mega Turret

Area: Phazon Mines
Room: Main Quarry

Scan: Mechanism: Mega Turret
Perimeter defense turret reinforced with energy shielding. Frustrated with inferior 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.

Grizby

Area: Magmoor Caverns
Room: Burning Trail

Scan: Morphology: 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.

Zoomer

Area: Tallon Overworld
Room: Transport Tunnel A

Scan: Morphology: 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 direct attacks.

Plated Parasite

Area: Chozo Ruins
Room: Furnace

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

Pulse Bombu

Area: Chozo Ruins
Room: Sun Tower Access

Scan: Morphology: 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 an instinctive attraction to other charged energy sources. Pulse Bombus produce energy constantly. All excess energy is shed, regardless of who or what may be nearby.

Ice Shriekbat *LIMITED TIME* (They disappear forever once you get the Thermal Visor)

Area: Phendrana Drifts
Room: Ice Ruins West/East

Scan: Morphology: Ice Shriekbats

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.

Parasite Queen *ONE TIME*

Area: Space Pirate Frigate "Orpheon"
Room: Reactor Core

Scan: Morphology: Parasite Queen

Parasite female, genetically enhanced by unknown means. A weak spot has been detected in this 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.

Scarab

Area: Chozo Ruins
Room: Nursery Access

Scan: Morphology: 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.

Aqua Reaper

Area: Phendrana Drifts
Room: Gravity Chamber

Scan: Morphology: 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.

Triclops

Area: Magmoor Caverns
Room: Pit Tunnel

Scan: Morphology: Triclops

Hard-shelled creature with powerful jaws. The Triclops is a hunter-gatherer. It collects small creatures and bits of 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.

Puffer

Area: Magmoor Caverns
Room: Lava Lake

Scan: Morphology: 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.

Glider

Area: Phendrana Drifts
Room: Frost Cave

Scan: Morphology: Glider

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

Auto Turret

Area: Space Pirate Frigate "Orpheon"
Room: Deck Beta Security Hall

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

Jelzap

Area: Phendrana Drifts
Room: Phendrana's Edge

Scan: Morphology: 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.

Beetle

Area: Tallon Overworld

Room: Canyon Cavern

Scan: Morphology: 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.

Tangle Weed

Area: Chozo Ruins

Room: Totem Access

Scan: Species: 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.

Flying Pirate

Area: Phendrana Drifts (Space Pirate Base)

Room: Control Tower

Scan: Morphology: 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.

Hive Mecha *ONE TIME*

Area: Chozo Ruins

Room: Hive Totem

Scan: Mechanoid: 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.

War Wasp

Area: Chozo Ruins

Room: Ruined Nursery

Scan: Morphology: 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 stinger extended. Fast-working toxins from the stinger can incapacitate most small organisms.

Bloodflower

Area: Tallon Overworld
Room: Root Tunnel

Scan: Morphology: Bloodflower

Able to eject toxic spores. Toxins are poisonous even to the Bloodflower itself. Three mouth-nodules protrude from the stalk beneath 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.

Ice Beetle

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Core Access

Scan: Morphology: 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.

Reaper Vine

Area: Chozo Ruins
Room: Arboretum

Scan: Morphology: 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.

Aqua Drone *ONE TIME*

Area: Tallon Overworld (Crashed Frigate)
Room: Biohazard Containment

Scan: Mechanoid: Aqua Drone

Security mecha adapted for use in 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 attack, making them vulnerable to the Wave Beam.

Ice Trooper

Area: Phazon Mines
Room: Elite Control

Scan: Morphology: 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.

Sap Sac

Area: Tallon Overworld
Room: Tallon Canyon

Scan: Species: 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.

Flickerbat

Area: Phendrana Drifts
Room: Phendrana Shorelines

Scan: Morphology: 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.

Wave Trooper

Area: Phazon Mines
Room: Mine Security Station

Scan: Morphology: 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.

Sentry Drone

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Core Access

Scan: Mechanoid: 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.

Burrower

Area: Magmoor Caverns
Room: Lake Tunnel

Scan: Morphology: 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.

Plazmite

Area: Chozo Ruins
Room: Totem Access

Scan: Morphology: Plazmite

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

Barbed War Wasp *ONE TIME*

Area: Chozo Ruins
Room: Burn Dome

Scan: Morphology: 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.

Flaahgra *ONE TIME*

Area: Chozo Ruins
Room: Sunchamber

Scan: Morphology: Flaahgra

This mutant plant is the source of toxic water in the Ruins. Flaahgra's growth cycle has been radically accelerated. As a result, it requires near-constant exposure to solar energy to remain active. This exposure has made Flaahgra'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.

Scatter Bombu

Area: Phendrana Drifts
Room: Ice Ruins Access

Scan: Morphology: 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 the Morph Ball and slipping between the rotating energy streams.

Space Pirate

Area: Phendrana Drifts (Space Pirate Base)

Room: Research Entrance

Scan: Morphology: 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.

Parasite *LIMITED TIME*

Area: Space Pirate Frigate "Orpheon"

Room: Emergency Evacuation Area

Scan: Morphology: 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.

Tallon Crab

Area: Tallon Overworld (Crashed Frigate)

Room: Main Ventilation Shaft Section A

Scan: Morphology: 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.

Blastcap

Area: Tallon Overworld

Room: Tallon Canyon

Scan: Species: 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 senses even slight contact.

Aqua Sac

Area: Tallon Overworld (Crashed Frigate)

Room: Connection Elevator to Deck Beta

Scan: Species: 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.

Lumigek

Area: Impact Crater
Room: Crater Tunnel A

Scan: Morphology: 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.

Incinerator Drone *ONE TIME*

Area: Chozo Ruins
Room: Burn Dome

Scan: Mechanoid: Incinerator Drone

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

Eyon

Area: Chozo Ruins
Room: Eyon Tunnel

Scan: Morphology: 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.

Fission Metroid

Area: Impact Crater
Room: Phazon Core

Scan: Morphology: 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 Phazon mutation.

Oculus

Area: Chozo Ruins
Room: Tower of Light

Scan: Morphology: 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.

Meta Ridley *ONE TIME*

Area: Tallon Overworld
Room: Artifact Temple

Scan: Morphology: 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.

Plasma Trooper

Area: Phazon Mines
Room: Metroid Quarantine B

Scan: Morphology: 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.

Aqua Pirate

Area: Tallon Overworld (Crashed Frigate)
Room: Reactor Core

Scan: Morphology: 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.

Baby Sheegoth

Area: Phendrana Drifts
Room: Ice Ruins East

Scan: Morphology: Baby Sheegoth

Glacial predator. Ice shell protects vulnerable torso 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 the frozen victim.

Seedling

Area: Tallon Overworld
Room: Great Tree Hall

Scan: Morphology: Seedling

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

Plated Beetle

Area: Chozo Ruins
Room: Ruined Shrine

Scan: Morphology: 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.

Sheegoth

Area: Phendrana Drifts
Room: Chapel of the Elders

Scan: Morphology: 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.

Stone Toad

Area: Chozo Ruins
Room: Energy Core

Scan: Morphology: 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 undigestible, it regurgitates. Stone Toads use their tusks as a last resort in combat.

Metroid

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Lab Aether

Scan: Morphology: 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.

Venom Weed

Area: Chozo Ruins
Room: Arboretum

Scan: Species: 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.

Phazon Elite *ONE TIME* (He's the guardian of a Chozo Artifact)

Area: Phazon Mines
Room: Elite Research

Scan: Morphology: 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 Cannons normally used by Elites. The direct fusing of Phazon into their bodies provides a tremendous level of energy. The drastically lower life span that comes with this process is of little concern to the Pirate Research team.

Metroid Prime *ONE TIME*

Area: Impact Crater
Room: Metroid Prime Lair

Scan: Morphology: Metroid Prime

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 it in battle, rendering itself invisible when it does so.

Ice Burrower *LIMITED TIME*

Area: Phendrana Drifts
Room: Plaza Walkway

Scan: Morphology: Ice Burrower

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

Flaahgra Tentacle *ONE TIME*

Area: Chozo Ruins
Room: Sunchamber

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

Elite Pirate

Area: Phazon Mines
Room: Elite Control

Scan: Morphology: Elite Pirate

Phazon-enhanced 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.

Omega Pirate *ONE TIME*

Area: Phazon Mines
Room: Elite Quarters

Scan: Morphology: 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.

Puddle Spore

Area: Magmoor Caverns
Room: South Core Tunnel

Scan: Morphology: 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.

Chozo Ghost

Area: Chozo Ruins
Room: Hall of the Elders

Scan: Aberration: Chozo Ghost

Spectral entity. Bioelectric field invulnerable to natural energies. 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.

Thardus *ONE TIME*

Area: Phendrana Drifts
Room: Quarantine Cave

Scan: Morphology: 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 strength make it a formidable opponent.

Shriekbat

Area: Chozo Ruins
Room: Arboretum Access

Scan: Morphology: Shriekbat
Territorial ceiling-dweller. Body temperature peaks at 121 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.

Hunter Metroid

Area: Phendrana Drifts
Room: Frost Cave

Scan: Morphology: Hunter Metroid
Adolescent Metroid. Energy-siphon tentacle 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.

Magmoor

Area: Magmoor Caverns
Room: Lava Lake

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

Hive

Area: Chozo Ruins
Room: Ruined Nursery

Scan: 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.

Metroid Prime *ONE TIME*

Area: Impact Crater
Room: Subchamber One

Scan: Morphology: 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.

Shadow Pirate

Area: Phendrana Drifts (Space Pirate Base)
Room: Specimen Storage

Scan: Morphology: 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.

Ram War Wasp *ONE TIME*

Area: Chozo Ruins
Room: Hive Totem

Scan: Morphology: 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.

Ice Parasite

Area: Phendrana Drifts
Room: Chozo Ice Temple

Scan: Morphology: 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.

Geemer

Area: Tallon Overworld
Room: Tallon Canyon

Scan: Morphology: 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.

Crystallite

Area: Phendrana Drifts
Room: Phendrana Shorelines

Scan: Morphology: 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.

Plated Puffer

Area: Chozo Ruins
Room: Tower of Light

Scan: Morphology: Plater 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.'

Power Trooper

Area: Phazon Mines
Room: Elite Research

Scan: Morphology: 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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Metroid Prime

Area: Phazon Mines
Room: Elite Control

Scan: 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 Metroids, albeit on a highly 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.

Mining Status

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Lab Hydra

Scan: 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.

Artifact Site

Area: Tallon Overworld
Room: Temple Security Station

Scan: 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.

Special Forces

Area: Phazon Mines
Room: Metroid Quarantine B (small lab area)

Scan: Space Pirate encrypted data decoded.

Log 11.369.4

As we continue to observe the development of 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 Elite Pirates in the vanguard of an army of normal and Flying Pirates, we will have a near-indestructible backbone that should turn the tide in any engagement.

Metroid Forces

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Lab Aether

Scan: Space Pirate encrypted data decoded.

Log 11.550.6

Studies of Metroid biology continue, 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'd consumed, we would have a near-limitless source of power at our disposal.

Chozo Studies

Area: Phazon Mines
Room: Elite Control

Scan: 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.

Fall of Zebes *ONE TIME*

Area: Space Pirate Frigate "Orpheon"
Room: Biohazard Containment

Scan: 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, Sirciacus 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.

Prime Mutations

Area: Phazon Mines
Room: Elite Control

Scan: 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 Prime corrects this defect and renders itself invulnerable to all weaponry. Containment would be nigh impossible if this were to occur.

Security Breaches

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Lab Hydra

Scan: 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 within our current timetable.

Phazon Analysis

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Lab Hydra

Scan: 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 to a meteor of 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.

Omega Pirate

Area: Phazon Mines
Room: Omega Research

Scan: Space Pirate encrypted data decoded.

Log 11.232.8

Elite Pirate 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 out Phazon deposits and

coats itself in the substance, which instantly mends the creature's wounds. The subject, which we are code-named 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.

Contact

Area: Phendrana Drifts (Space Pirate Base)
Room: Observatory

Scan: Encrypted data found. Downloading to Log Book...

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.

Chozo Ghosts

Area: Phazon Mines
Room: Elite Control

Scan: Space Pirate encrypted data decoded.

Log 11.664.2

There have been numerous incidents involving spectral entities at Chozo Ruins sites. 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 in response 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.

Prime Breach

Area: Phazon Mines
Room: Elite Control

Scan: 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 raw Phazon in the lab from 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 effects 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.

Parasite Larva

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Lab Hydra

Scan: Encrypted data found. Downloading to Log Book...

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 state are so violent and uncontrollable that they have to be euthanized. Even still, we remain hopeful that further experimentation will result in success.

Meta Ridley

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Lab Aether

Scan: Space Pirate encrypted data decoded.

Log 10.091.0

The reconstruction of geoform 187, code-named Ridley, was recently completed. After his defeat on Zebes, Command ordered a number of metagenetic 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 we will certainly relish.

Phazon Program

Area: Phendrana Drifts (Space Pirate Base)
Room: Observatory

Scan: 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 deca-cycle. Truly, these are glorious times.

Metroid Morphology

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Lab Aether

Scan: 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 any 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.

Chozo Artifacts

Area: Phazon Mines
Room: Elite Control

Scan: Space Pirate encrypted data decoded.

Log 11.452.8

We are particularly interested in a number of curious 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 blocks 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.

Phazon Infusion

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Lab Aether

Scan: 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. Benevolent 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 regeneration.

Metroid Studies

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Lab Aether

Scan: Space Pirate encrypted data decoded.

Log 10.444.4

Initial transfer of Metroids to Tallon IV research facilities has been completed. Three 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 creatures stay stable thereafter remains to be seen.

The Hunter

Area: Phazon Mines
Room: Elite Control

Scan: 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.

Elite Pirates

Area: Phazon Mines
Room: Elite Research

Scan: 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 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.

Glacial Wastes

Area: Phendrana Drifts (Space Pirate Base)
Room: Research Lab Hydra

Scan: 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.

Hunter Weapons

Area: Phazon Mines
Room: Elite Control

Scan: Space Pirate encrypted data decoded.

Log 11.222.8

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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This will list all the scans in the game in the order the game lists them in for easy reference if you're missing something. This will also detail the Logbook entries, including where you can first get them. This is the Chozo Lore section.

Infestation

Area: Chozo Ruins
Room: Crossway

Scan: Chozo script translated.

A second plague has come upon the land, dousing the last flickering hopes of our race. Drawn by the very force we Chozo 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 blinded by delusions of harnessing the 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.

Binding

Area: Tallon Overworld
Room: Artifact Temple

Scan: 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.

Cradle

Area: Chozo Ruins
Room: Furnace

Scan: 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 as 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 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.

Beginnings

Area: Chozo Ruins
Room: Vault

Scan: 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 by 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 in the knit of nature. It is our hope that such a state will bring with it 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.

Cipher

Area: Phendrana Drifts
Room: Ice Ruins West

Scan: 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 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.

Worm

Area: Chozo Ruins

Room: Crossway

Scan: 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.

Fountain

Area: Chozo Ruins

Room: Ruins Entrance

Scan: 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.

Exodus

Area: Chozo Ruins

Room: Ruined Nursery

Scan: 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.

Hatchling's Shell

Area: Chozo Ruins

Room: Crossway

Scan: 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 see her wounded eyes, and remember the child we found so long ago. What has she become, this 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 defile our sacred home? Does she still live?

Hatchling

Area: Chozo Ruins
Room: Ruined Fountain

Scan: 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.

Meteor Strike

Area: Chozo Ruins
Room: Watery Hall

Scan: 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 of 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.

Contain

Area: Chozo Ruins
Room: Sun Tower

Scan: 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 ever 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.

The Turned

Area: Phendrana Drifts
Room: Phendrana Canyon

Scan: 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 unexorable currents. The Chozo who cling to sanity fight 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 to 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.

Hope

Area: Chozo Ruins
Room: Hall of the Elders

Scan: Chozo script translated.

More and more, our tormented minds 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 out 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.

Statuary

Area: Tallon Overworld
Room: Artifact Temple

Scan: Chozo script translated.

As we have done for millenia, 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 system. Some are merely reminders: silent emblems of the Chozo that serve as icons of peace in lands that know only war. Others wield subtle strength, exerting their influence 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.

Newborn

Area: Chozo Ruins
Room: Magma Pool (hidden behind a Bendeziium wall; Power Bomb it)

Scan: 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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 / Logbook \  
-----< Research >-----  
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This will list all the scans in the game in the order the game lists them in for easy reference if you're missing something. This will also detail the Logbook entries, including where you can first get them. This is the Research section.

Save Station

Area: Space Pirate Frigate "Orpheon"
Room: Reactor Core Entrance

Scan: Save Station

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

Missile Door Lock *LIMITED TIME* (Must scan before destroying them all)

Area: Chozo Ruins
Room: Hive Totem

Scan: 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.

Map Station *LIMITED TIME* (Must scan before using them all)

Area: Space Pirate Frigate "Orpheon"
Room: Map Facility

Scan: Map Station

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

Spinner *LIMITED TIME* (Must scan before using them all)

Area: Phendrana Drifts
Room: Ruined Courtyard

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

Missile Ammo

Area: Space Pirate Frigate "Orpheon"
Room: Deck Beta Security Hall

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

Large Energy

Area: Chozo Ruins
Room: Totem Access

Scan: Large Energy.
Replenishes 20 units of energy.

Small Energy

Area: Space Pirate Frigate "Orpheon"
Room: Anywhere

Scan: Small Energy.
Replenishes 10 units of energy.

Stalactite *LIMITED TIME* (Scan one before breaking them all)

Area: Phendrana Drifts
Room: Ice Ruins West

Scan: 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.

Missile Station

Area: Chozo Ruins
Room: Hall of the Elders

Scan: Missile Station
Step into these stations to fully reload your Missile Launcher.

Spider Ball Track

Area: Phendrana Drifts
Room: Quarantine Cave

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

Power Bomb Ammo

Area: Phazon Mines

Room: Anywhere

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

Grapple Point

Area: Phazon Mines

Room: Ore Processing

Scan: Analysis indicates a viable attach point for the Grapple Beam. To use the Grapple Beam, use [L] when the [Grapple Point] icon appears.

Zebes

Area: Phendrana Drifts (Space Pirate Base)

Room: Observatory

Scan: 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.

Ultra Energy

Area: Chozo Ruins

Room: Sun Tower Access

Scan: Ultra Energy.

Replenishes 100 units of energy.

Morph Ball Slot *LIMITED TIME* (Have to scan this before activating one)

Area: Chozo Ruins

Room: Energy Core

Scan: Standard Morph Ball slot. This slot is active. Inserting the Morph Ball and detonating a Bomb will usually cause these slots to send electrical impulses that can activate different types of devices.

Tallon IV

Area: Phendrana Drifts (Space Pirate Base)

Room: Observatory

Scan: 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 UV will be a barren Class XIII wasteland in approximately 25 years.

Locked Door *ONE TIME*?

Area: Chozo Ruins
Room: Energy Core

Scan: Lock system engaged. Secure the area to unlock door.

Gunship

Area: Tallon Overworld
Room: Landing Site

Scan: 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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/ Inventory \  
-----< Suit Upgrades >-----  
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This is for the Suit Upgrades that you get in the game. This will also detail the stuff you already start off with after the Frigate section of the game. Just for kicks. These are listed in the order the game lists them. If you want the locations of the Artifacts, just check the walkthrough's Artifact collection section.

Power Beam

Categorized: Arm Cannon
Found: Start of game

Scan: The Power Beam is the default Arm Cannon, it has the best rate of fire. Press [C-Stick Up] to select the Power Beam as your active weapon. The Power Beam can be used to open Blue Doors. If you see your shots ricochet, cease fire. The Power Beam is not working against that target. You can use the Power Beam to quickly clear an area of weak foes.

Ice Beam

Categorized: Arm Cannon
Found: Chozo Ruins, Antechamber

Scan: The Ice Beam can freeze enemies solid. Hits from the Ice Beam may also slow foes down. Press [C-Stick Down] to select the ice Beam as your active weapon. 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.

Wave Beam

Categorized: Arm Cannon
Found: Phendrana Drifts, Chapel of the Elders

Scan: The Wave Beam fires powerful electric bolts. This weapon has a limited

homing capability as well. Press [C-Stick Right] to select the Wave Beam as your active weapon. Fire the Wave Beam to open Purple Doors. The Wave Beam won't home in on targets without a lock-on. Press and hold L 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 moments.

Plasma Beam

Categorized: Arm Cannon

Found: Magmoor Caverns, Plasma Processing (accessed from Geothermal Core)

Scan: The Plasma Beam fires streams of molten energy. This Beam can ignite flammable objects and enemies. Press [C-Stick Left] to select the Plasma Beam as your active weapon. 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.

Phazon Beam

Categorized: Arm Cannon

Found: Phazon Mines, Elite Quarters

Scan: The viral corruption of the Power Suit has altered the Arm Cannon as well. It is now capable of firing the powerful Phazon Beam. 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.

Morph Ball

Categorized: Morph Ball

Found: Chozo Ruins, Ruined Shrine

Scan: The Morph Ball changes your Suit into a compact, mobile sphere. Press [X] to enter Morph Ball mode. Press [X] again to leave Morph Ball mode. Like the Power Suit, the Morph Ball is modular. There are several modifications that can be added to improve performance.

Boost Ball

Categorized: Morph Ball

Found: Phendrana Drifts, Phendrana Canyon

Scan: The Boost Ball can be used to increase the Morph Ball's speed for short periods. Press and hold [B] to charge, then release [B] to trigger a quick boost of speed. When charging, the longer you hold [B], 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.

Spider Ball

Categorized: Morph Ball

Found: Phendrana Drifts, Quarantine Cave

Scan: The Spider Ball allows you to move the Morph Ball along magnetic rails. Press and hold [R] to activate the Spider Ball ability. 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.

Morph Ball Bomb

Categorized: Morph Ball

Found: Chozo Ruins, Burn Dome

Scan: The Morph Ball Bomb is the default weapon for the Morph Ball. Press [A] when in Morph Ball mode to drop a Morph Ball Bomb. 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.

Power Bomb

Categorized: Morph Ball

Found: Phazon Mines, Central Dynamo

Scan: The Power Bomb is the strongest Morph Ball weapon. Press [Y] when in Morph Ball mode to drop a Power Bomb. 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.

Power Suit

Categorized: Suits

Found: Start of game

Scan: The Power Suit is an advanced Chozo exoskeleton modified for use by Samus Aran. The Power Suit provides life-support functions and is well shielded from attack. The modular nature of the Power Suit allows for the addition of weapons, Visors, and other gear as needed. The Power Suit's shielding loses energy with each hit: collect energy when possible to keep the shielding charged.

Varia Suit

Categorized: Suits

Found: Chozo Ruins, Sunchamber

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

Gravity Suit

Categorized: Suits

Found: Phendrana Drifts, Gravity Chamber

Scan: The Gravity Suit eliminates the effects of liquid on movement. 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.

Phazon Suit

Categorized: Suits

Found: Phazon Mines, Elite Quarters

Scan: The Power Suit has been corrupted by viral exposure, turning it into the Phazon Suit. The viral corruption of the Power Suit has some beneficial side effects. The 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 Phazon resistance, the corruption has dramatically increased defensive shielding levels.

Energy Tank

Categorized: Suits

Found: Anywhere

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

Combat Visor

Categorized: Visors

Found: Start of game

Scan: The Combat Visor is your default Visor. It provides you with a Heads-Up Display (HUD) containing radar, mini-map, lock-on reticules, threat assessment, energy gauge, and Missile count. Press [D-Pad Up] to select the Combat Visor. Icons for the Arm Cannons you possess are shown in the lower-right corner of the Combat Visor. Icons for the Visors you possess are shown in the lower-left corner of the Combat Visor.

Scan Visor

Categorized: Visors

Found: Start of game

Scan: The Scan Visor is used to collect data. Some devices will activate when scanned. Press [D-Pad Left] to select the Scan Visor. Move the Visor over targets with this symbol [Scan Symbol], then press and hold [L] to scan. Use [D-Pad] to select another available Visor or press [A] to turn the Visor off. Mission-critical scan targets [Red Scan Symbol] will be red in color. Scanning enemies with this Visor can reveal their vulnerabilities. You will be unable to

fire any weapons while the Scan Visor is active. Scanned data vital to the success of the mission is downloaded and stored in the Log Book section of the Pause Screen. Press [R] on this screen to access the Log Book.

X-Ray Visor

Categorized: Visors

Found: Tallon Overworld, Life Grove

Scan: The X-Ray Visor can see through certain types of materials. Press [D-Pad Right] to select the X-Ray Visor. 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.

Thermal Visor

Categorized: Visors

Found: Phendrana Drifts, Research Core

Scan: The Thermal Visor allows you to see in the infrared spectrum. Hot objects are bright in the Visor, while colder ones are dim. Press [D-Pad Down] to select the Thermal Visor. 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 this Visor.

Space Jump Boots

Categorized: Secondary Items

Found: Tallon Overworld, Alcove

Scan: The Space Jump Boots increase the leaping capability of the Power Suit through the use of boot-mounted thrusters. Press [B] to jump, then press [B] again during the jump to use the Space Jump Boots. Timing is important when using the Space Jump Boots. Experiment to discover ways to increase the height and length of your jumps.

Grapple Beam

Categorized: Secondary Items

Found: Phazon Mines, Storage Depot B (accessed from Ore Processing)

Scan: The Grapple Beam allows you to swing back and forth from special points in the environment. Grapple Points appear in your Visor as a [Grapple Point] icon. Press and hold [L] to fire the Grapple Beam. Hold [L] down to stay connected: let go to release. The Grapple Beam can be used to cross large gaps. Use the [Control Stick] while grappling to swing in different directions.

Missile Launcher

Categorized: Secondary Items

Found: Chozo Ruins, Hive Totem

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

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

Charge Beam

Categorized: Secondary Items
Found: Chozo Ruins, Watery Hall

Scan: The Charge Beam allows you to increase the damage and effectiveness of the Arm Cannon. Press and hold [A] to charge the Arm Cannon, then release [A] to fire. 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.

Beam Combo

Categorized: Secondary Items
Found: Phendrana Drifts, Observatory; Chozo Ruins, Tower of Light; Magmoor Caverns, Shore Tunnel; Phazon Mines, Storage Depot A (accessed from Mine Security Station)

Scan: The Charge Combos allow you to fire the Missile Launcher and Arm Cannon together. The combined attacks are stronger than normal blasts. The Arm Cannon must be charged to use a Charge Combo. When your Arm Cannon is charged, press [Y] to fire the Charge Combo. The Single Shot Charge Combos fire one blast at a time. Each shot uses a number of Missiles. Sustained Fire Charge Combos will fire as long as you have Missiles. Hold [A] down after you fire. It takes ten Missiles to trigger these Charge Combos, then five Missiles per second afterward. Page down for information on the individual Charge Combos. This data will download to the Log Book after each Charge Combo is acquired.

The Super Missile is the Power Charge Combo. Super Missile is a Single Shot Charge Combo. Each shot costs 5 Missiles. Super Missiles can destroy objects made of Cordite.

The Ice Spreader is the Ice Charge Combo. It can freeze targets in a wide area. Ice Spreader is a Single Shot Charge Combo. Each shot costs 10 Missiles. Ice Spreader is limited against aerial targets.

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

The Flamethrower is the Plasma Charge Combo. You can sweep its stream of flame across multiple targets. 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.

\ _____ /
This lists all the Missile Expansions in the game, collected by chronological order. This also has checkmark boxes, in case you print this out.

Missile Expansion #1: []

Found: Chozo Ruins, Ruined Gallery

How to: Look across the water to see a platform with Blastcaps on it. Shoot them down, then hop on the platform. Missile the cracked wall to blow open an alcove revealing this.

Missile Expansion #2: []

Found: Chozo Ruins, Watery Hall Access

How to: In the middle of the access is a cracked wall surrounded by a pool of water. Blow up this wall with a Missile to find this.

Missile Expansion #3: []

Found: Chozo Ruins, Burn Dome

How to: After getting the Bombs, there's a cracked wall the size of a Morph Ball in the Burn Dome, easily found if you follow the small stream of water. Bomb it and head through the tunnel to find this.

Missile Expansion #4: []

Found: Chozo Ruins, Ruined Nursery

How to: Notice the Morph Ball maze on one side of the room? Enter it from the lower floor and bomb the Sandstone block to clear the way. Now head to the top level and follow the fairly linear maze to this expansion.

Missile Expansion #5: []

Found: Chozo Ruins, Ruined Gallery

How to: There are two Morph Ball tunnel entrances in Ruined Gallery that can only be accessed through Bomb Jumps. As such, find the Morph Ball Bombs and enter through either entrance to go through a U-shaped tunnel, with this item in the middle of it.

Missile Expansion #6: []

Found: Chozo Ruins, Vault

How to: In the middle of the room lies this expansion. To get it, you must deactivate the locks. Find them, then do the following: Bomb the barricade from the first lock and enter it. Bomb while inside to break the first lock. On the next lock, Bomb Jump and plant a Bomb at the peak of your jump to bomb the barricade, then Bomb Jump again to enter. Bomb to break the second lock. Finally, do a Double Bomb Jump to reach the third one. Plant a Bomb, then just before it explodes, plant another. At the peak of your Bomb Jump, plant another. Done right, the second bomb will propel you to the third, and the third will propel you farther upward. Break the last lock and the expansion is yours.

Missile Expansion #7: []

Found: Magmoor Caverns, Storage Cavern

How to: Storage Cavern can be accessed from Triclops Pit. While in the Morph Ball floor of Triclops Pit, there should be a Morph Ball tunnel you can go through. It will lead to a door. Enter it to enter Storage Cavern. Now just walk to the end to grab this.

Missile Expansion #8: []

Found: Chozo Ruins, Main Plaza

How to: In the center of the Plaza is a half-pipe structure. Use the Boost Ball to gain momentum, and enter an alcove just below the bridge that has this.

Missile Expansion #9: []

Found: Chozo Ruins, Ruined Shrine

How to: There's a half-pipe structure in Ruined Shrine. Use the Boost Ball to get on one of the side ledges. On one of these ledges is a tunnel. Go through it with the Morph Ball to find this.

Missile Expansion #10: []

Found: Chozo Ruins, Ruined Shrine

How to: In the same room as the above expansion, there is a tunnel blocked by Sandstone in the arena where you fought all those Beetles. Bomb the Sandstone and go through the tunnel to find this.

Missile Expansion #11: []

Found: Tallon Overworld, Landing Site

How to: Behind your gunship is a Morph Ball tunnel guarded by Tangle Weeds. Enter the tunnel to find this.

Missile Expansion #12: []

Found: Tallon Overworld, Transport Tunnel B

How to: This expansion can be found under the small bridge in this room, which is accessed at the bottom of Root Cave.

Missile Expansion #13: []

Found: Magmoor Caverns, Fiery Shores

How to: From the side of the Fiery Shores leading to Transport to Tallon Overworld West, you should see a stack of two crates blocking an entryway right by the shore of the lava. Break them, then head through. Bomb Jump up, and cross the catwalks carefully to reach this.

Missile Expansion #14: []

Found: Phendrana Drifts, Research Lab Aether

How to: While on the middle level of the room, while on a catwalk, you should

see a smaller catwalk above you. Space Jump up to there, and carefully move the Morph Ball across the small catwalk to reach this.

Missile Expansion #15: []

Found: Phendrana Drifts, Research Lab Hydra

How to: On the top floor of the lab, there is a cylindrical tank made of Cordite. Destroy it with a Super Missile to reveal this.

Missile Expansion #16: []

Found: Chozo Ruins, Main Plaza

How to: Get up to the bridge. While looking around, you should find a ledge towards the entrance to the Tallon Overworld elevator. Jump there, then turn to fire the Power Beam at the tree. When you find a spot where your shots ricochet, fire a Super Missile there to blow open a part of the tree, revealing this item. Space Jump to it.

Missile Expansion #17: []

Found: Chozo Ruins, Ruined Fountain

How to: Get inside the fountain using the Morph Ball, and hold R. The fountain will eventually shoot you up to a Spider Ball Track that you'll automatically connect to. Follow it to find this.

Missile Expansion #18: []

Found: Chozo Ruins, Dynamo

How to: The Dynamo can be reached through a Morph Ball hole near a Chozo Lore in Watery Hall. At the floor of the Dynamo, look for a grating. Shoot it with a Missile to gain access to this.

Missile Expansion #19: []

Found: Chozo Ruins, Dynamo

How to: In the same room is a Spider Ball Track leading upwards. Follow it to find this.

Missile Expansion #20: []

Found: Chozo Ruins, Gathering Hall

How to: At the top level of Gathering Hall, near the door leading to East Atrium, hop onto one of the machines with red lights on either side. Now turn towards the door, and Space Jump to see a ledge above. Get up there, then Bomb the grating to find this.

Missile Expansion #21: []

Found: Chozo Ruins, Crossway

How to: On the side of the room that leads to a Missile door, there is a slab of Cordite on the wall. Super Missile it and scan what's behind it to reveal a Spider Ball Track and a Morph Ball Slot. Use the half-pipe to get up there and activate the Slot. This will make another Spider Ball Track and Morph Ball

Slot appear. Get up to that using the half-pipe, and activate the Slot. This will make a piston nearby move downward for a brief time. Enter it using the Morph Ball, and have it take you up to the top. Follow the tunnel to find this.

Missile Expansion #22: []

Found: Tallon Overworld, Overgrown Cavern

How to: To reach Overgrown Cavern, you must use the elevator in Chozo Ruins to Tallon Overworld East. Follow the halls until you get to this room. The expansion is found in plain sight amidst a field of Venom Weeds. Shoot at the Venom Weeds through the hole first, then use the Boost Ball to quickly move through it while grabbing the expansion.

Missile Expansion #23: []

Found: Tallon Overworld, Frigate Crash Site

How to: Must need the Gravity Suit. While under the pool, if you look around, you can find this expansion in an alcove. Space Jump up there to get it.

Missile Expansion #24: []

Found: Tallon Overworld, Biohazard Containment

How to: While underwater in this room, find a seal made of Cordite by using the Scan Visor, then Super Missile it to find this.

Missile Expansion #25: []

Found: Phazon Mines, Main Quarry

How to: Get to the top of the mining facility here, and find a power conduit by using the Thermal Visor. Power it with the Wave Beam to turn on the crane control. Scan it to move the crane over to a wall, breaking part of it, revealing this expansion. Use the Spider Ball Track to get over there and Bomb Jump to the expansion.

Missile Expansion #26: []

Found: Phazon Mines, Elite Research

How to: At the top of Elite research is a Pulse Beam device used for mining. Use the Spinner up here to spin the Pulse Beam around, and scan the computer to fire it. Do this until you find this expansion. You also need to use this to continue on.

Missile Expansion #27: []

Found: Phazon Mines, Elite Control Access

How to: Once you enter from Elevator A, look up and ahead to see an explosive crate. Shoot it down to blow open a grating revealing this, plus kill the two Space Pirates hiding in the ceiling vents. Might as well kill three birds with one stone, eh?

Missile Expansion #28: []

Found: Phazon Mines, Security Access A

How to: On the side leading to Main Quarry is a crudely-constructed wall made of Bendeziium. Power Bomb it and MOVE AWAY, as there are explosive crates just behind that wall. After the smoke has cleared, go through the now-open tunnel to find this.

Missile Expansion #29: []

Found: Tallon Overworld, Life Grove Tunnel

How to: In the 2-D section, there's part of the tunnel that forms a complete circle. Use the Boost Ball to get to the top, then Bomb the weak flooring to fall through and get this expansion.

Missile Expansion #30: []

Found: Chozo Ruins, Furnace

How to: On one side of the Furnace is a floor made of Bendeziium. Break it open with a Power Bomb to reveal a half-pipe. Use the Boost Ball to get up to the Spider Ball Track. Make your way carefully across broad pipes and Spider Ball Tracks to find this expansion.

Missile Expansion #31: []

Found: Chozo Ruins, Watery Hall

How to: Now that Flaaghra is killed, all the water in Chozo Ruins is now not poisonous. Get into the water of Watery Hall to find a tunnel. Go through it and surface to find this.

Missile Expansion #32: []

Found: Chozo Ruins, Training Chamber Access

How to: Before entering the door leading to the Training Chamber, investigate the thick brush closeby to find a Morph Ball tunnel. Go through it to find this.

Missile Expansion #33: []

Found: Chozo Ruins, Main Plaza

How to: The Main Plaza sure holds a lot of Missile Expansions, eh? To collect this one, you must enter Main Plaza from the Training Chamber, where you'll end up on a secluded ledge. Grapple across with the Grapple Beam to get this expansion.

Missile Expansion #34: []

Found: Magmoor Caverns, Triclops Pit

How to: Cloaked platforms can be seen in the room if you use the X-Ray Visor to look around. From the entrance to Pit Tunnel, Space Jump to the first platform, then jump to the last one. You should see this expansion, but it's inside a pillar. Missile away part of the pillar so you can grab this. Be quick though, as the platforms descend slowly as you stand on them.

Missile Expansion #35: []

Found: Phendrana Drifts, Frost Cave

How to: Once you have the Grapple Beam, swing across to the other side using the Glider, then find a stalactite to shoot down with a Missile. Doing so will make it fall onto the frozen water, breaking a hole in it. Drop down there and you will find this expansion just below the sheet of ice.

Missile Expansion #36: []

Found: Phendrana Drifts, Gravity Chamber

How to: There's a bunch of ice stalactites on the ceiling of Gravity Chamber. Plasma Beam them, then grapple up to the Grapple Point. Swing on it while looking around until you find this expansion on an outcropping.

Missile Expansion #37: []

Found: Phendrana Drifts, Quarantine Monitor

How to: From the ledge in Quarantine Cave that leads to Transport to Magmoor Caverns South, there is a Grapple Point. Grapple across, then enter the Morph Ball tunnel to enter Quarantine Monitor, where this is held.

Missile Expansion #38: []

Found: Phendrana Drifts, Phendrana Shorelines

How to: At the entrance to the Chozo Temple, find a panel of Cordite. Destroy it with a Super Missile and scan what's behind it to open up a Morph Ball path to a Spider Ball Track. Take it to find this.

Missile Expansion #39: []

Found: Phendrana Drifts, Phendrana Shorelines

How to: Just outside the entrance hall to the Save Station, look to your right to find a large rock pillar. Get behind it to find a sheet of ice. Melt it with the Plasma Beam to find this expansion.

Missile Expansion #40: []

Found: Phendrana Drifts, Ice Ruins East

How to: Below the door to Plaza Walkway, facing the cliff, you should find a sheet of ice. Melt it with the Plasma Beam, then follow the new path to find this.

Missile Expansion #41: []

Found: Phendrana Drifts, Ice Ruins East

How to: Start climbing the ruins, but stop once you see Crystallites. Turn around and you should spot a Spider Ball Track. Go up it to find this hidden item.

Missile Expansion #42: []

Found: Phazon Mines, Metroid Quarantine A

How to: Just climb through it normally, but when you get to the Spider Ball

Track, plant a Power Bomb near it to break open a wall. Use the X-Ray Visor to help you find the wall. Follow the new hall, break the next wall with a Power Bomb, and follow the new Spider Ball Track. Take an invisible platform up to find this.

Missile Expansion #43: []

Found: Phazon Mines, Fungal Hall Access

How to: At the bottom of this room is a Phazon pit and many mushrooms. This expansion is hidden under the largest mushroom here. Use the Morph Ball to get under it and grab this quickly. You can also wait until you get the Phazon Suit.

Missile Expansion #44: []

Found: Phazon Mines, Fungal Hall B

How to: Below the door leading to Quarantine Access B, there's a bombable floor surrounded by small mushrooms. Use the Thermal Visor to find it. Bomb it to get this.

Missile Expansion #45: []

Found: Phazon Mines, Metroid Quarantine B

How to: In the small lab area where the Save Station is, find a tube made of Cordite. Blast it open with a Super Missile to find this. Just like Missile Expansion #15.

Missile Expansion #46: []

Found: Phazon Mines, Phazon Processing Center

How to: Entering from the door in the Phazon, find your way up. Turn on your X-Ray Visor to spot a few invisible platforms. Use them to get to a ledge on the other side where, if you look in the X-Ray Visor, you'll see this expansion hidden behind a wall. Power Bomb the wall to get this.

Missile Expansion #47: []

Found: Tallon Overworld, Root Cave

How to: Climb up to the top of Root Cave until it seems you can't anymore. Switch on your X-Ray Visor to find invisible platforms. Hop up them, and you should find a glance at this expansion in an alcove.

Missile Expansion #48: []

Found: Tallon Overworld, Arbor Chamber

How to: Right after getting the previous expansion, Space Jump to the Plasma Door and open it to arrive at the Arbor Chamber, where this expansion is sitting in plain sight.

Missile Expansion #49: []

Found: Tallon Overworld, Great Tree Chamber

How to: From the upper level of the Great Tree Hall, find an invisible platform

using the X-Ray Visor. Jump onto it, then jump to the ledge with the normal door. Enter it to find this in the Great Tree Chamber.

```

/ Inventory \
-----< Energy Tanks >-----
\           /

```

This lists all the Energy Tanks in the game, collected by chronological order. This list has checkmark boxes beside each Energy Tank, so you can mark off the ones you've gotten, in case you printed this out.

Energy Tank #1: []

Found: Chozo Ruins, Transport Access North

How to: You can find this available immediately after grabbing the Missile Launcher in Hive Totem. There's also a Morph Ball tunnel right behind it.

Energy Tank #2: []

Found: Chozo Ruins, Furnace

How to: Enter the Furnace from West Furnace Access, from Energy Core. You'll find a Spider Ball Track and a Morph Ball tunnel. Head through the tunnel to find this.

Energy Tank #3: []

Found: Chozo Ruins, Main Plaza

How to: You may have noticed an Energy Tank sitting up on a balcony in the Main Plaza, if you bothered to stop and take in the atmosphere. To get there, you will have to take a roundabout route, starting with entering the Morph Ball tunnel behind Energy Tank #1. Once you enter the elevator, take a right and follow the path to reach this tank.

Energy Tank #4: []

Found: Magmoor Caverns, Transport Tunnel A

How to: Enter the room from Monitor Station. As soon as the screen changes to a 2-D perspective, stop where you see a shaft going up and Double Bomb Jump up there. (To Double Bomb Jump, see Missile Expansion #6.) Go left, Double Bomb Jump again, then go left once more. Double Bomb Jump to this tank.

Energy Tank #5: []

Found: Phendrana Drifts, Ruined Courtyard

How to: Activate both the Spinners, then activate the Morph Ball Slot to raise the water level. Cross to the other side, and enter the Morph Ball tunnel to find this.

Energy Tank #6: []

Found: Phendrana Drifts, Research Lab Aether

How to: At the bottom of the Research Lab, you will find several stasis tanks. One of them holds this Energy Tank inside. Blow open that tank with a Missile

so you can grab this.

Energy Tank #7: []

Found: Magmoor Caverns, Magmoor Workstation

How to: Scattered around the Workstation are three power conduits. Use the Thermal Visor to find them, and energize them with the Wave Beam. This will cool the lava in a path on the lower floor Morph Ball area. Get down there and follow the cooled path quickly to find a computer. Scan it to cool another path of lava. Go down that to find another computer. Scan that one to cool the last path of lava. Go down that to find this well-earned Energy Tank.

Energy Tank #8: []

Found: Chozo Ruins, Hall of the Elders

How to: After getting the Ice Beam, shoot the white color-coded Morph Ball Slot, then activate it with a Bomb. Now morph into the statue's hands and he'll throw you to this Energy Tank.

Energy Tank #9: []

Found: Tallon Overworld, Cargo Freight Lift to Deck Gamma

How to: At the bottom of this room is the freight. Missile the obstruction to get this tank.

Energy Tank #10: []

Found: Tallon Overworld, Hydro Access Tunnel

How to: In the 2-D view area of the room, on the left side, Bomb Jump over to the other side. Now, time your Bomb Jumps so that you keep rising here, until you reach this Tank high above.

Energy Tank #11: []

Found: Phazon Mines, Ventilation Shaft

How to: One of the sides of the shaft has Bendeziium grating on the floor. Power Bomb it, then head through the tunnel to find a console to scan. Scan it and the fans will be activated, clearing the gas and revealing this Tank.

Energy Tank #12: []

Found: Chozo Ruins, Training Chamber

How to: Eliminate the Chozo Ghosts, then activate one of the Morph Ball Slots high above the half-pipe. One of them reveals a Spider Ball Track and a piston leading to it. Get there quickly with the Morph Ball, take the piston up, and follow the Spider Ball Track to a small room containing this.

Energy Tank #13: []

Found: Phendrana Drifts, Transport Access

How to: Once you have the Plasma Beam, the ice blocking a hall can be melted away. Melt the ice with the Plasma Beam, then just go and collect the prize.

Energy Tank #14: []

Found: Phazon Mines, Processing Center Access

How to: After defeating Omega Pirate, enter this room from Elite Quarters to grab this final tank.

/ Inventory \
-----<P. Bomb Expansions>-----
\ _____ /

This lists all the Power Bomb Expansions, listed in chronological order. (The way my walkthrough gets them.) Like the previous two lists, every expansion here has a checkmark box to mark them off when you get them, if you printed this out.

Power Bomb Expansion #1: []

Found: Chozo Ruins, Magma Pool (Accessed from Ruined Fountain)

How to: Grapple across Magma Pool if you entered from Ruined Fountain, and Power Bomb the wall to find this along with a Chozo Lore.

Power Bomb Expansion #2: []

Found: Phendrana Drifts, Security Cave

How to: Security Cave branches off from Phendrana's Edge. Use the Grapple Beam to climb to the top of Phendrana's Edge, where you'll find a Morph Ball tunnel. Go through it to end up in Security Cave, where this is held.

Power Bomb Expansion #3: []

Found: Phendrana Drifts, Ice Ruins West

How to: On the roof of the section of ruins left of the door (if you're facing away from the door), there's a sheet of ice. Melt it and fall down inside to find this.

Power Bomb Expansion #4: []

Found: After getting the Artifact of Strength in the Warrior Shrine, find a Bendeziun panel in front of the Chozo statue. Power Bomb it and fall down the hole to end up in a little enclosed room of Fiery Shores, containing this expansion.

/ Unlockables \
-----< _____ >-----
\ _____ /

Metroid Prime has a few interesting unlockables...at least moreso than Prime 2. This section will detail the unlockables and how to get them.

Hard Mode

What it is: A harder difficulty where enemies do 1.5 times the damage, and take

twice the damage to kill.

How to unlock: Beat the game once.

Complete Ending

What it is: You get to see Samus's face in all her carefully-rendered glory after beating the game.

How to unlock: Get at least 75% items.

Bonus Ending

What it is: Metroid Prime is alive, but in a different form...

How to unlock: Get 100% items.

Art Gallery 1

What it is: Just an art gallery showing various things.

How to unlock: Get 50% scans in a single playthrough.

Art Gallery 2

What it is: Just an art gallery showing various things.

How to unlock: Get 100% scans in a single playthrough.

Art Gallery 3

What it is: Just an art gallery showing various things.

How to unlock: Beat the game in Hard mode.

Art Gallery 4

What it is: Guess.

How to unlock: Get 100% items in a single playthrough.

NES Metroid

What it is: You get to play the game that started it all! Um...if you want a walkthrough of it, don't look here, that's for sure.

How to unlock: Finish Metroid Fusion on the GBA, then use a GCN-to-GBA link cable to link your GBA with Metroid Fusion inserted with your Gamecube with Metroid Prime in. Go to the "Metroid Fusion Connection Bonuses" option in the main menu, and this should appear permanently. Whenever playing the game, press L to quit the game. The good thing about this version is that whenever you die, it'll ask you if you want to save. No need for the passwords!

Metroid Fusion Suit

What it is: Play through the main game with a new-looking suit! Just a cosmetic change, but it's fun to see what the Fusion Suit looks like in 3-D. Ironically, the Arm Cannon isn't changed at all. Considering the Arm Cannon looked different in Metroid Fusion, seeing the Fusion Suit with a different Arm Cannon looks a bit odd.

How to unlock: Finish Metroid Prime, then use a GCN-to-GBA link cable to link your Gamecube with Metroid Prime in with your GBA with Metroid Fusion inserted. Boot up Metroid Prime and go to the "Metroid Fusion Connection Bonuses" option in the main menu, and this option will appear permanently. Now, in case you want to start a game with this feature, make sure it's set to "Enabled" before creating a new file.

```
 / FAQ End \  
-----< Credits >-----  
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```

Nintendo: For making an awesome system.

Retro Systems: For making this awesome game.

All the people in the GameFAQs Metroid Prime board: Helping me with any scans that I missed.

Myself: For making this FAQ.

Devon: For pointing out a loophole in my Legal Notices. Thanks!

And thanks to you for reading this!

```
 / FAQ End \  
-----< Legal Notices >-----  
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 / FAQ End \  
-----< End >-----  
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Well, this is the end of my FAQ. I hope you enjoyed reading this, as I've worked everyday to start and finish this. If you loved reading this FAQ, check out my Contributor Recognition profile on GameFAQs.

~ See you next mission! ~

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