

# Metroid Prime Expansion Guide

by LordEvil

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Metroid Prime  
Expansion Guide  
Version: Final  
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1. Introduction.....	[mp_intro]
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Hello and welcome to my Expansion Guide for Metroid Prime. Please keep in mind that this guide is specifically for those who are looking for the Expansions, not trying to beat that boss that is blocking your way or get past that puzzle. So, if you're looking for something like that, go back and click on one of the FAQ/Walkthrough ones. However, if you are looking for how to get those last few Misses and Energy Tanks before you fight Metroid Prime, you're in luck! Well, I suppose I shouldn't talk much more, so let's get started!

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Okay, we shall get started now, I guess.

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2.1. Energy Tank Locations.....	[mp_etl]
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1. Energy Tank # 1  
World: Chozo Ruins  
Room Name: Transport Access North  
How To Get: Fire a Missile at the Blast Shield after the battle against

the Hive Mecha and Ram War Wasps.

## 2. Energy Tank # 2

World: Chozo Ruins

Room Name: Furnace

How To Get: Use your Morph Ball Bombs to power the generators in the Energy Core and follow the tunnel to the Furnace.

## 3. Energy Tank # 3

World: Chozo Ruins

Room Name: Main Plaza

How To Get: Follow the passage from the Vault towards the Main Plaza to acquire the Energy Tank on the out-of-reach ledge.

## 4. Energy Tank # 4

World: Magmoor Caverns

Room Name: Transport Access A

How To Get: Use your Morph Ball Bombs in triplicate to burst yourself up vertically through the maze. Start over the metal block just above the lava and move left with each triple jump. This one is hard to get, so be careful and have plenty of energy and patience.

## 5. Energy Tank # 5

World: Phendrana Drifts

Room Name: Ruined Courtyard

How To Get: Raise the water and hop across the icebergs to platform below the Save Station entrance and then Morph Ball into the pipe.

## 6. Energy Tank # 6

World: Phendrana Drifts

Room Name: Research Lab Aether

How To Get: Use a Missile to destroy the stasis tank on the lower level. Nope, no catches, help yourself. :)

## 7. Energy Tank # 7

World: Magmoor Caverns

Room Name: Magmoor Workstation

How To Get: Complete the lava cooling process to gain entry to the northern channel.

## 8. Energy Tank # 8

World: Chozo Ruins

Room Name: Hall of the Elders

How To Get: Use the Ice Beam to rotate the floor and let the statue roll you into the tunnel.

## 9. Energy Tank # 9

World: Tallon Overworld

Room Name: Cargo Freight Lift to Deck Gamma

How To Get: Use a Super Missile to blow up the steel gate when you enter the room.

10. Energy Tank # 10

World: Tallon Overworld

Room Name: Hydro Access Tunnel

How To Get: Use three Morph Ball Bombs to reach the top of the tall narrow passage in the vertical maze. Drop bombs right before you start to float back down.

11. Energy Tank # 11

World: Phazon Mines

Room Name: Ventilation Shaft

How To Get: Use a Power Bomb to blow a hole in the floor and roll under the grates to the other side of the fans. Scan the terminal to evacuate the gas and to get the Energy Tank.

12. Energy Tank # 12

World: Chozo Ruins

Room Name: Training Chamber

How To Get: Defeat the Chozo Ghost and use the half-pipe to reach a slot high on the wall. Ride the piston to the magnetic track and use the Spider Ball to get into the secret room.

13. Energy Tank # 13

World: Phazon Mines

Room Name: Processing Center Access

How To Get: Grab the Energy Tank on the way through the corridor. The easiest one in the game.

14. Energy Tank # 14

World: Phendrana Drifts

Room Name: Transport Access

How To Get: Use the Plasma Beam to melt the ice to get the Energy Tank from the hollowed snow bank.

That concludes the Energy Tank section. Onto the longest section, the Missile Expansion section.

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2.2. Missile Expansion Locations.....[mp\_mel]  
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1. Missile Expansion # 1

World: Chozo Ruins

Room Name: Ruined Gallery

How To Get: Use a Missile to blast through the fractured Brinstone wall.

2. Missile Expansion # 2

World: Chozo Ruins

Room Name: Watery Hall Access

How To Get: Use a Missile to blast through the crumbled wall.

3. Missile Expansion # 3

World: Chozo Ruins

Room Name: Burn Dome

How To Get: Use your Morph Ball Bombs to blast through a small brick arch near the floor.

4. Missile Expansion # 4

World: Chozo Ruins

Room Name: Dynamo

How To Get: Use your Morph Ball Bombs to enter the corridor in the Watery Hall and use a Missile to blast the gate in Dynamo.

5. Missile Expansion # 5

World: Chozo Ruins

Room Name: Ruined Nursery

How To Get: Use your Morph Ball Bombs to work your way through the channel maze in the wall to the end.

6. Missile Expansion # 6

World: Chozo Ruins

Room Name: Ruined Gallery

How To Get: Use a Morph Ball Bomb to hop into the semi-circular tunnel in the wall.

7. Missile Expansion # 7

World: Chozo Ruins

Room Name: Ruined Shrine

How To Get: Use a Morph Ball Bomb to enter a brick-covered tunnel near the floor.

8. Missile Expansion # 8

World: Chozo Ruins

Room Name: Vault

How To Get: Use your Morph Ball Bombs to enter the three circular slots--the upper slot requires a triple bomb jump. Use Bombs within the slots to turn the locks.

9. Missile Expansion # 9

World: Magmoor Caverns

Room Name: Storage Cavern

How To Get: Roll under the metal grates in the Triclops Pit to the back corner.

10. Missile Expansion # 10

World: Magmoor Caverns

Room Name: Fiery Shores

How To Get: Use Morph Ball Bombs to navigate the maze on the side of the cave.

11. Missile Expansion # 11

World: Tallon Overworld

Room Name: Transport Tunnel B

How To Get: Drop down off of the rock ledge and walk through

the gas under the bridge.

12. Missile Expansion # 12

World: Tallon Overworld

Room Name: Landing Site

How To Get: Roll into your Morph Ball and go under the cliffs behind your Gunship.

13. Missile Expansion # 13

World: Phendrana Drifts

Room Name: Research Lab Hydra

How To Get: Use a Super Missile to smash the Cordite stasis tank on the upper level.

14. Missile Expansion # 14

World: Phendrana Drifts

Room Name: Research Lab Aether

How To Get: Space Jump onto the platform right below the upper balcony and roll along the narrow track to an alcove in the wall.

15. Missile Expansion # 15

World: Chozo Ruins

Room Name: Main Plaza

How To Get: Ride up the half-pipe to a tiny ledge under the tree bridge.

16. Missile Expansion # 16

World: Chozo Ruins

Room Name: Main Plaza

How To Get: Locate the large, diseased tree and fire a Super Missile at it just above the knot for this Expansion.

17. Missile Expansion # 17

World: Chozo Ruins

Room Name: Gathering Hall

How To Get: Leap onto the platform above the Energy Core entrance and use the Morph Ball Bombs to blow up the gate.

18. Missile Expansion # 18

World: Chozo Ruins

Room Name: Crossway

How To Get: Use the half-pipe to reach some Morph Ball Slots. Roll onto the piston and get a ride up to a secret ledge.

19. Missile Expansion # 19

World: Tallon Overworld

Room Name: Overgrown Cavern

How To Get: Clear a path through the Venom Weed and tada!

20. Missile Expansion # 20

World: Tallon Overworld

Room Name: Frigate Crash Site

How To Get: Dive into the water and look for the alcove in the rocks in the center of the lake. This Expansion awaits your arrival there.

21. Missile Expansion # 21

World: Tallon Overworld

Room Name: Biohazard Containment

How To Get: Use a Super Missile to detonate the Cordite door where Aqua Drones attack.

22. Missile Expansion # 22

World: Phazon Mines

Room Name: Main Quarry

How To Get: Activate the power to the crane and Spider Ball across to the Missile Expansion when the crane slams the rocks.

23. Missile Expansion # 23

World: Phazon Mines

Room Name: Elite Research

How To Get: Rotate the Pulse Beam Cannon into the pistons to the left of its starting point and have it blast the rocks there.

24. Missile Expansion # 24

World: Phazon Mines

Room Name: Elite Control Access

How To Get: Detonate the explosive crate on the ledge to blow open the grating.

25. Missile Expansion # 25

World: Tallon Overworld

Room Name: Lift Grove Tunnel

How To Get: Use your Boost Ball to gain enough speed to reach the top of the loop. Use a Morph Ball Bomb to blow a hole in the rocks at the top of the loop. Inside lies a Missile Expansion.

26. Missile Expansion # 26

World: Tallon Overworld

Room Name: Great Tree Chamber

How To Get: Use your X-Ray Visor to see invisible platforms that lead up to a doorway in the Great Tree Hall.

27. Missile Expansion # 27

World: Magmoor Caverns

Room Name: Triclops Pit

How To Get: Use your X-Ray Visor to see some invisible platforms. Follow them to a rock spire with a Missile Expansion within and blow it apart with a Super Missile.

28. Missile Expansion # 28

World: Chozo Ruins

Room Name: Ruined Shrine

How To Get: Ride up the half-pipe on the right and roll through the small tunnel.

29. Missile Expansion # 29

World: Chozo Ruins

Room Name: Ruined Fountain

How To Get: Let the fountain spray you up to a Spider Ball track overhead while you are in Morph Ball form.

30. Missile Expansion # 30

World: Chozo Ruins

Room Name: Training Chamber Access

How To Get: Roll through the hidden pipe behind a tree growing in the corner.

31. Missile Expansion # 31

World: Chozo Ruins

Room Name: Main Plaza

How To Get: Exit the Piston Tunnel and use the Grapple Beam to reach the far ledge.

32. Missile Expansion # 32

World: Chozo Ruins

Room Name: Watery Hall

How To Get: Dive into the water and swim through the tunnel in the back of the room to reach a hidden chamber. Within lies the next Missile Expansion.

33. Missile Expansion # 33

World: Chozo Ruins

Room Name: Dynamo

How To Get: Use the Spider Ball to climb up the vertical shaft above the generator.

34. Missile Expansion # 34

World: Chozo Ruins

Room Name: Furnace

How To Get: Use your X-Ray Visor and a Power Bomb to blow up the floor to reveal a half-pipe. Use it to get to a Spider Ball Track and carefully navigate the ceiling maze while watching shadow to cross the room on the pipes. (Kind of hard, so be sure to have a lot of energy and patience!)

35. Missile Expansion # 35

World: Phazon Mines

Room Name: Security Access A

How To Get: Use a Power Bomb to blow through the cracked metal in the corner of the tunnel.

36. Missile Expansion # 36

World: Phazon Mines

Room Name: Metroid Quarantine A

How To Get: Use the X-Ray Visor to navigate the invisible maze across the magnetic track bridge and through the invisible cave.

37. Missile Expansion # 37

World: Phazon Mines

Room Name: Fungal Hall Access

How To Get: Drop to the bottom of the vertical shaft and roll under the large mushroom to grab a Missile Expansion. Do this quickly to avoid damage.

38. Missile Expansion # 38

World: Phazon Mines

Room Name: Fungal Hall B

How To Get: Use the X-Ray Visor and the Thermal Visor to locate the Missile Expansion below the red door leading out.

39. Missile Expansion # 39

World: Phazon Mines

Room Name: Metroid Quarantine B

How To Get: Use a Super Missile to destroy the Cordite stasis tank across from the Save Station.

40. Missile Expansion # 40

World: Phazon Mines

Room Name: Phazon Processing Center

How To Get: Locate some invisible platforms near the middle level with the X-Ray Visor and jump across to the ledge with the crates. Use a Power Bomb to blow through the brick wall.

41. Missile Expansion # 41

World: Phendrana Drifts

Room Name: Quarantine Monitor

How To Get: Use your Spider Ball and Grapple Beam to reach the ledge across from the main entrance in the Quarantine Cave. Roll through the pipe to a secret room.

42. Missile Expansion # 42

World: Phendrana Drifts

Room Name: Gravity Chamber

How To Get: Melt the large icicles with the Plasma Beam and Grapple onto the ledge with the Missile Expansion.

43. Missile Expansion # 43

World: Phendrana Drifts

Room Name: Frost Cave

How To Get: Grapple to the far ledge and shoot the stalactite with a Missile to break through the frozen lake.

44. Missile Expansion # 44



World: Phendrana Drifts  
Room Name: Ice Ruins East  
How To Get: Use the Spider Ball to enter a hidden alcove high above the ruins.

45. Missile Expansion # 45  
World: Phendrana Drifts  
Room Name: Ice Ruins East  
How To Get: Melt the ice near the doorway to find a Missile Expansion in the hidden cave.

46. Missile Expansion # 46  
World: Phendrana Drifts  
Room Name: Phendrana Shorelines  
How To Get: Melt the ice behind a rock spire near the lake. On the same side of the lake as the Save Station.

47. Missile Expansion # 47  
World: Phendrana Drifts  
Room Name: Phendrana Shorelines  
How To Get: Use a Super Missile to destroy the Cordite statue over the temple entrance and scan the panel behind it. use the Spider Ball to reach the top of the tower that is revealed.

48. Missile Expansion # 48  
World: Tallon Overworld  
Room Name: Root Cave  
How To Get: Use the X-Ray Visor to scale the cave on the invisible platforms to the very top. Look for the Missile Expansion behind some plants.

49. Missile Expansion # 49  
World: Tallon Overworld  
Room Name: Arbor Chamber  
How To Get: Use the X-Ray Visor to climb to the top of the Root Cave on the invisible platforms. Use the Plasma Beam to open the door at the top.

Whew, that was a LOT of typing. Now, onto the shortest section, Power Bomb Expansions!

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2.3. Power Bomb Expansion Locations.....[mp\_pbel]  
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1. Power Bomb Expansion # 1  
World: Magmoor Caverns  
Room Name: Warrior Shrine  
How To Get: Use a Power Bomb to blow through the Bendeziium cap on the floor to enter the secret cave.

2. Power Bomb Expansion # 2

World: Chozo Ruins

Room Name: Magma Pool

How To Get: Use a Power Bomb to detonate the Bendenzium wall at the back of the room.

3. Power Bomb Expansion # 3

World: Phendrana Drifts

Room Name: Security Cave

How To Get: Ascend to the very top of Phendrana's Edge and enter the pipe in the snow.

4. Power Bomb Expansion # 4

World: Phendrana Drifts

Room Name: Ice Ruins West

How To Get: Melt the ice atop the structure and drop through the hole to the inside.

All right, that is it for the Expansions. Now, onto the credits for this walkthrough and then the ending.

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3. Credits.....[mp\_cred]  
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Credits for this Walkthrough

Executive Producer: lordevil

Producer: lordevil

Co-Producer: Rob Zombie (Neoseeker User)

Writer: lordevil

Expansion Locations: lordevil and Rob Zombie (Neoseeker User)

Special Thanks to: Rob Zombie (Neoseeker User), Nintendo and Retro Game Studios for making this game

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4. Conclusion.....[mp\_conc]  
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Well, that about raps it up, folks. If you liked this walkthrough, you can check out my other walkthrough for Kingdom Hearts: Chain of Memories for Game Boy Advance on Neoseeker. I hope this walkthrough helped you. If you have any questions or comments send me an e-mail at master\_chief33@hotmail.com and I will be happy to reply. :) And if you send me any viruses, I will hunt you down and kill you! Well, have a nice day and I'll see you next mission!

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