

d) Plasma Beam	[3.4]
e) Super Missiles	[3.5]
f) Wavebuster	[3.6]
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[=[1.0]=====]

[Controls]

[=====]

The controls in this game are simple and effective. Lock on feature makes aiming soo much easier, unlike those other first-person shooters. BTW, Metroid Prime is not a First-Person Shooter, it?.s a First-Person Adventure =D.

- - - - -

Control Stick .7C Move Around

- Aim while in Manual Aim Mode

A Button .7C Fire Beam Weapon

- Lay Bomb in Morph Ball Mode
- Continue offscreen information in scan visor

B Button .7C Jump

- Hold down B and release for Boost in Morph Ball mode
- Dash when in Lock On and when left or right is held on Control Stick

L Button .7C Hold to Lock On when enemy is in range

- Hold to walk sideways when enemy is not in range
- Hold to scan when object is in range in Scan Visor

R Button .7C Hold lightly to activate Manual Aim Mode

- Hold down till it clicks to activate Manual Aim Mode and activate Targeting Crusor

Y Button .7C Fire Missiles

- Lay Power Bombs in Morph Ball mode
- Activate Missile Combo when A button is held with appropriate beam

X Button .7C Switch in/out of Morph Ball Mode

C-Stick .7C Change Beam Weapons (Up for Power Beam, down for Ice beam, right for Wave Beam, and left for Plasma Beam)

D-Pad - Change Visors (Up for Combat Visor, left for Scan Visor, right for X-Ray Visor, and down for Thermal Visor)

Start/Pause Button .7C Bring up Menu

Z Button .7C Bring up Holographic Map

/\

[=[2.0]=====]

[Boss Guide]

[=====]

The reason this FAQ was created. Bosses are the meat of this game, so let's get to work! For quick reference, use the shortcut words below in Search (Ctrl + F, considering your using Windows) to quickly find a boss.

- Parasite Queen .7C PRTQN
- Hive Totem .7C HVTM
- Plated Beetle .7C PLTBL
- Incinerator Drone .7C INCTDRN
- Flaaghra - FLGRA
- Adult Sheegoth .7C ALSHGH
- Thardus .7C THRDS
- Elite Pirate .7C ELTPR
- Invisible Sentry Drone - IVSTD
- Phazon Elite .7C PHZELT
- Omega Pirate .7C OMGPRT
- Meta Ridley .7C MTRDLY
- Metroid Prime .7C MTRDPRM

//=[2.1]===== [PRTQN]=====\\
 [Parasite Queen]

\\=====//
 [Location] Reactor Core
 [Difficulty Rating] */*****
 [Reward] Explosions and a nasty countdown
 [Recommended firepower]
 Missiles
 Charged Power Beam shots

 First bosses are always easy, and this guy is no exception. Parasite Queen is basically a shoot-it-till-it's-dead boss, but there's a catch. A rotating barrier surrounds PQ, so you can only shoot through the wide openings between the barriers. First off, scan PQ. Not only will this gain you a logbook entry, but will also allow you to lock on to her mouth, causing more damage then firing at her body. PQ only has one main attack, which is to fire an acid beam at you. Simply dash out of the way and you'll be fine. A good trick to use against PQ is to rapid fire missiles. To do this, hold up on the C-Stick and press Y as fast as you can. This will cancel the reload time between missiles, and allow you fire WAY faster. Also note that you MUST have the POWER Beam equipped or the Rapid Missiles won't work. This is key in several boss battles in the future. Anyways, using this method, people have been able to beat PQ in under 3 seconds 0_0.

//=[2.2]===== [HVTM]=====\\
 [Hive Totem]

\\=====//
 [Location] Hive Totem
 [Difficulty] * or **/*****
 [Reward] Missile Launcher
 [Recommended Firepower]
 Power Beam shots

 The reason this boss has two different difficulty ratings is because it all depends on skill. The boss itself isn't hard at all, but it's the poisonous water around the arena that makes it tricky. Since you don't have the gravity suit yet, if you fall in, chances are you'll have a super hard time getting

out, taking a lot of damage in the process. First off, scan Hive Totem. Look down a bit to scan him. Anyways, Hive Totem's only attack is to summon a bunch of Ram War Wasps. Make sure you scan these too, as they are one-time scans! Now, start killing the wasps. The problem is, the wasps are constantly flying fast in a circle around the platform you're on. Look at your radar, and look for the orange dots. Whenever an orange dot stops spinning, quickly face that direction and lock on to the wasp, and kill it fast before it rams you. Like I said before, the water around your platform is poisonous, and if a wasp rams you, you might fall in to the waters (Bad). So look out and try to stay in the center of the platform at all times. Once you've annihilated all of the pests, a weak spot should expose on the Totem. Quickly rapid fire at it, which will damage Hive Totem. The slot should close, and more wasps should fly out. Repeat this process two more times, and the Missile Launcher will be yours! Note that no other beam may damage Hive Totem other than the Power Beam, if you did a sequence break. (Thanks to ShadowMario3 for pointing that out.)

```
//=[2.3]===== [PLTBL]=====\\
                [ Plated Beetle ]
\\=====//
[Location] Ruined Shrine
[Difficulty] */*****
[Reward] Morph Ball
[Recommended Firepower]
    Missiles
```

This is actually a miniboss, since Plated Beetle will become a regular enemy later on, but whatever. As you step towards the Morph Ball, a wall rises and block your path. Suddenly, a huge swarm of regular beetles will appear. Shoot them all to death, careful not to run in to other beetles. When you've owned them all, a larger beetle will appear. Scan this guy, he's the Plated Beetle. Plated Beetle's weak spot is his tail (Glowing red, it's quite obvious), but this oversized buggo knows it's own weakness too. It will always faces you, no matter how much you strafe, keeping you from attacking its tail. When it does a ram attack, quickly dash to the side to avoid it. His tail should be facing you now, so pump two missiles in to there (eww) and he'll be dead. The wall blocking your prize will lower, so go grab the Morph Ball!

```
//=[2.4]===== [INCTDRN]=====\\
                [ Incinerator Drone ]
\\=====//
[Location] Burn Dome
[Difficulty] **/*****
[Reward] Morph Ball Bombs
[Recommended Firepower]
    Charged Power Beam Shots
    Rapid Power Beam Shots
```

Incinerator Drone, like the name says, is basically a rotating flame thrower. Scan this guy first, and lock on to him. Dash to keep away from his flame, and jump over them when you need to. After a little while, a red weak spot should expose on top of the rotating pole. Lock on to it, and give it a few rapid power beam shots. The drone should malfunction, and shoot flames vertically, scorching a larger war wasp hive on top of the room. A bunch of barbed war wasps should come out, so scan them (One-time scan!) Now, focus your attention on the drone, only destroying wasps when they really get in your way. Continue dodging the flames, and after a while the weak spot should expose again. Shoot it, and it'll burn the hive again. Repeat this two more times, and the hive will be destroyed and the drone will explode, leaving you with the Morph Ball

Bombs! Note that if you somehow got the other beams, no other beam other than the Power Beam can damage the drone. (Thanks to ShadowMario3 for pointing that out.)

```
//=[2.5]===== [FLGRA]=====\\  
[ Flaaghra ]
```

```
\\=====//
```

[Location] Sunchamber

[Difficulty] **/*****

[Reward] Varia Suit

[Recommended Firepower]

Missiles

Rapid Power beam shots.

The main boss of Chozo Ruins, and the source of toxic waters, can be quite hard if you don't follow the appropriate strategy. First off, scan one of Flaaghra's roots in front of you. Then look up and scan Flaaghra itself. Now, Flaaghra has three attacks you need to avoid. One is lunging straight at you and swiping at you with its claws, another is throw acid balls at you, and finally is to create a line of poisonous plants that act like a wall to keep you from going in one direction, which disappear after a while. This boss is tricky. You can't damage it directly, and if you shoot at it, you'll see that it flashes yellow, not red. Now, you'll notice that one of the four solar panels are shining light on to Flaaghra, keeping it up. Now, lock on to Flaaghra and bash A to rapid fire at it, firing a missile occasionally. Keep this up and soon Flaaghra will be stunned. Now, while still in lock on, keep on dashing around the arena so you'll go faster than walking. Head over to the solar panel, and you'll see a small panel that you can shoot at. Still locked on to Flaaghra, get in front of the small panel and fire a missile at it. This will deactivate the Solar Panel, and Flaaghra will lose it's energy source, and collapse. Make sure it doesn't fall on you! By the way, make sure you stun Flaaghra before you shoot a solar panel or he might reactivate it, which is super annoying. Anyways, after Flaaghra is down, it's roots will retract, revealing a Morph Ball tunnel, and a bomb slot at the end. Roll through and bomb the slot, which will do a quarter of damage to Flaaghra. If you want to be a little adventurous, and do a glitch at the same time, then try jumping at the general direction of Flaaghra's bomb slot (You'll need the Space Jump from a sequence break!) And morph in mid-air, then quickly laying some bombs near the bomb slot. If done correctly, Flaaghra should be damaged, without the need of deactivating the solar panels. However, this method is not advised unless you're an ace at this game, since your jump is likely to fail, you'll land in the toxic waters, which is Hive Totem all over again (If you don't get what I mean, read the HT section.) Anyways, after you used whatever method to bomb Flaaghra, he'll will recover, and activate two solar panels this time. Repeat the process above, stunning and dashing and shooting missiles at the small panel, until the two panels are down and Flaaghra's roots retract. Bomb the slot again, and Flaaghra will be hurt. Now, this time three panels will activate. Repeat the strategy, and four panels will activate. Repeat the strategy one last time and watch as Flaaghra burns to crisp and the waters turn clean (You will no longer take damage while in the waters now)! Go grab your Varia Suit.

```
//=[2.6]===== [ALSHGH]=====\\  
[ Adult Sheegoth ]
```

```
\\=====//
```

[Location] Chapel of the Elders

[Difficulty] ***/*****

[Reward] Wave Beam

[Recommended Firepower]

Rapid Fire Missiles

Bombs

As you step in to the Chapel of the Elders, you'll notice the Wave Beam on the other side, in plain view. As you walk towards it, it will lower, and a two Baby Sheegoths will appear! Quickly kill them, and two more will appear. Kill them off, and a HUGE Sheegoth will burst through a wall. Scan him, and get ready for a challenging fight (Unless you use the technique I wrote)! Now, Adult Sheegoth absorbs all beam weapons with the cystals on his back (Save for Plasma Beam, which you don't have yet), so you'll have to use missiles. Wait for Sheegoth to do an attack, which is either a ram (Dash to avoid), ice breath (Freezes you solid, press B rapidly to break free, dash to avoid) or ice energy balls (Dash again), then fire Rapid Missiles in to his face when he is resting. If you forgot how to do the Rapid Missile Trick, look in the Parasite Queen section. After A LOT of missiles slapped in to his face, he'll finally die, exposing the Wave Beam for you to get. Also note that if you run out of Missiles during the battle, you can always lay Morph Ball bombs on his underside to damage him.

//=[2.7]===== [THRDS]=====\\

[Thardus]

\\=====//

[Location] Quarantine Cave

[Difficulty] ***/*****

[Reward] Spider Ball

[Recommended Firepower]

Super Missiles

Wave Beam shots

Charged wave beam shots

When you enter Quarantine Cave, you'll notice a huge pile of rock in the middle. As you walk closer, the rocks suddenly come alive and form a huge monster! This is Thardus, so scan him. Thardus has three attacks. One is a line of ice that can freeze you if you get hit which is created when Thardus slams the ground (Dash to avoid), another is a few boulders that Thardus will slowly hurl at you, which you can destroy for Power Ups, and finally is to roll up in to a ball and try to crush you, which you can dodge by boosting around the arena. Now, to damage Thardus, flip on your Thermal Visor. You should see a bright orange rock on Thardus, so lock on to it. Now fire a super missile or charged Wave Beam shot at it (Make sure you have a clear shot) at it until it explodes, which will white out your Thermal Visor. Switch back to the Combat Visor, and you should see that you exposed a Phazon core on one of the rocks. Lock on to it and shoot Super Missiles at it, or rapid Wave Beam shots since they home in while dodging Thardus' attacks. Once you've done enough damage, you should hear an explosion and see Thardus crouch down in pain. Then, he will roll up in to his big ball attack. Boost quickly to one of the corners of the room, and wait. Thardus shouldn't be able to hit you with his roll attack here, but if you think he'll hurt you, quickly boost to another corner. After you use this strategy three times, Thardus will summon a huge blizzard, impairing your vision. Anyways, its still basically the same thing. Except when Thardus is in his ball form, constantly boost randomly in one direction around the arena since it'll be really hard to see him. Repeat this strategy a few more times, and Thardus will be pissed. He'll end the storm, melting snow in the process, giving you even better view than normal. Though, he'll also start to use his roll attack much more frequently now, sometimes totally unpredictably. Now, destroy his Phazon core once more, and Thardus will die, leaving you with the Spider Ball! Also take note that if did a sequenece break to get the Ice Beam early, it will have no effect on Thardus (Thanks to Shadow Mario3 for pointing that out.) Also, if you got the Plasma Beam early too, it

will burn Thardus alive. (Also thanks to ShadowMario3 for that.) One last thing. If you ALSO got the Power Bombs early (damn sequence breaks, too darn many XD), you can break one of Thardus' Phazon Cores instantly by planting one in front, allowing you to bypass the Thermal Visor completely. (Once again, thanks to ShadowMario3 for the info.)

```
//=[2.8]===== [ELTPR]=====\\
                [ Elite Pirate ]
\\=====//
[Location] N/A
[Difficulty] */*****
[Reward] None
[Recommended Firepower]
    Super Missile
```

?Elite? Pirates look strong, but they're really just pathetic losers. Scan one. The reason for this is cause they are damn easy to kill and have very easy-to-dodge attacks. Elite Pirates only have three attacks. One is to create a shockwave, which you can easily jump across, another is to fire energy blasts at you with his Plama Artillery which you can simply dash away from, and finally is to swipe at you if your too close, but you won't be that dumb to get that close, will you? EPs have special hands that absorb shots when their hands are glowing, so don't waste ya Super Missiles when they're glowing. To damage one, shoot a Super Missile at his head when he slams the ground for a shockwave. Two Super Missiles will own one. The reason EP dosen't have an exact location is because they appear in multiple rooms, so you'll be fighting quite a few along your journeys.

```
//=[2.9]===== [IVSTD]=====\\
                [ Invisible Sentry Drone]
\\=====//
[Location] Central Dynamo
[Difficulty] **/*****
[Reward] Access to Power Bomb maze
[Recommend Firepower]
    Super Missiles
    Wavebuster
```

When you drop down into Central Dynamo, you'll hear a sentry drone activating. However, you can't see it, so don't bother trying to scan. Now, Invisible Sentry Drone can be a little tricky, but it's lights and guns give away where it is. Now, if you want to use a cheap stratery that costs a lota missiles, fire the Wavebuster. It will automatically seek the Drone out, and kill it. However, if you wanna save missiles, just fire a super missile at its direction and it should be dead. Easy really. Thanks to Flammer500 for reminding me that this boss actually existed O_o.

```
//=[2.10]===== [PHZELT]=====\\
                [ Phazon Elite ]
\\=====//
[Location] Elite Research
[Difficulty] **/*****
[Reward] Artifact of Warrior
[Recommended Firepower]
    Super Missiles
```

When in Elite Research, lay a power bomb to blow open a stasis tank at the bottom of the room. A beefed up Elite Pirate should pop out. Scan him. This is Phazon Elite, a stronger version of Elite Pirates. Same strategy, shooting a super missile at his head when he does a shockwave attack, except he has much more health. When he dies, he'll leave behind the Artifact of Warrior.

```
//=[2.11]===== [OMGPRT]=====\\  
                [ Omega Pirate ]  
\\=====//  
[Location] Elite Quarters  
[Difficulty] ****/*****  
[Reward] Phazon Suit  
[Recommended Firepower]  
    Charged Plasma Beam shots  
    Super Missiles  
- - - - -
```

When you enter Elite Quarters, you'll immediately notice a HUGE stasis tank at the back of the room. You'll also notice three pools of Phazon around the room. Flip on the Scan Visor, and lock on to the stasis tank, and scan Omega Pirate when he's still in his tank. Now, walk up, and OP will break out! This guy makes the already puny Elite Pirates look even punnier. Now, if I'm correct, the only attacks OP has are the classic shockwave attack, and swipe. However, these are both very powerful. Now, to damage OP, lock on to one of his four glowing Phazon Armour pads. OP also has a glowing hand that absorbs shots, so fire charged Plasma Beam shots when he's doing his shockwave attack. Be careful not to step in to the Phazon around the room! Once you've destroyed all four of OP's armour pads, OP will crouch down and call in reinforcements and disappear. Now, several Beam Troopers of any kind will appear, so dispatch any as fast as you can within 10 seconds, then, quickly charge up your Power Beam and flip on your X-Ray Visor. Listen for a weird noise, and look around the room for the three Phazon puddles. In one of them you will find OP, so fire a Super Missile at him. You do a quarter of damage to him, and he'll disappear again. If you want to try out a glitch that Flamer500 pointed out, you can Power Bomb OP when he appears in a Phazon Pool, but just make sure you flip on your X-Ray visor immediately after. A Power Bomb apparently does way more damage to OP than a Super Missile (Thanks, Flammer500!) Oh yeah, the glitch only works in the PAL version of the game ... Note that you MUST have the X-Ray visor on to do damage to him. When he disappears, more Beam Troopers will appear. Ignore them, then wait for the weird noise again, X-Ray visor still on. Once you hear it, look around the room again for OP. Fire a Super Missile at him again. If you weren't quick enough, OP would have regenerated all his armour pads again, so you'd have to destroy those again, but if you were speedy, you would have time to fire at him. He'll disappear AGAIN, and when he appears, QUICKLY find him or he'll regenerate, and shoot a Super at him. OP will die, and collapse on Samus, infusing her suit with Phazon, giving you the 1337 Phazon Suit!!

```
//=[2.12]===== [MTRDLY]=====\\  
                [ Meta Ridley ]  
\\=====//  
[Location] Artifact Temple  
[Difficulty] ****/*****  
[Reward] Access to Impact Crater  
[Recommended Firepower]  
    Charged Plasma Beam shots  
    Rapid Fire Missiles  
- - - - -
```

This is my favourite boss fight, mainly because of the Music and Meta Ridley

himself! This boss is also sickly hard because of Ridley's lunge attack at low health. Scan Ridley. Now, Ridley's attacks are divided into two sections, one for aerial, and one for ground. While in the air, Ridley can fire a missile barrage, dash to avoid, a Plasma Pulse Beam, also dash to avoid, a bombing attack when he flies past your platform (Boost to avoid), and finally a crash landing into you when he is flying that does a large amount of damage which you must also boost away from. Now, Ridley's ground attacks are all melee attacks, which consist of a biting attack, which Ridley only uses in very close range, a ram attack, which is the main problem during this fight, which I'll explain later, and an attack which Ridley swings his tail at you, jump or back away to avoid. Now, to damage Ridley during his air phase, just lock on to his and start pelting him with Charged Plasma Beam shots, but if you like, you could use Super Missiles, but I'd save my missiles for his second phase. Anyways, continue pelting him with shots and he'll start flying around in the sky. Lock on to him, and watch if he'll fly past your platform. If you think he'll fly over, get in to boost ball and start boosting around the field, trying to avoid his aerial bombing attack. Sometimes he'll do a crash landing attack, so stay alert. If you want to try out a cool glitch that automatically sends Ridley into his second phase, try boosting into Ridley's chest when he does his crash landing. If done correctly, Ridley should automatically have his wings burned off and send himself into his melee phase, with a huge chunk of health missing. This glitch allows you to skip a large portion of the air phase, saving time and health, but can also be risky since you could take a lot of damage if the glitch doesn't work. Anyways, keep shooting Ridley and eventually he'll have his wings burned off, leading to the ground melee phase, which is hell during the last few minutes. During this phase, Ridley will lunge you very often, which you must dash at the last second to avoid for you'll take huge damage. Ridley will also bite you if your too close, or do a tail swipe that could knock you across the arena. To damage Ridley, shoot his mouth when he is roaring with a charged Power Beam shot to make him rear up. His chest will now be exposed, so release a crap load of Rapid Missiles (If you forgot how, look in the Parasite Queen section) on him until he come down again. He'll continue ramming, so repeat the strategy and try not to get hit too much. Anyways, when he gets to the point that he'll die in a few shots (AKA a teeny bit of health left), Ridley's rams will suddenly be MUCH more frequent now, and way faster. This is when the fight gets super hard. Constantly dash around the arena, and just hope for the best while waiting for Ridley to roar. Your likely to lose several E-Tanks during this point, so do your best not to die and when you get the chance, blow Ridley's butt apart. Ridley will back up in pain towards a cliff, and a few laser Chozo Statues will activate and blow the crap out of his chest. He'll lean back and fall down the cliff, and watch thankfully as a bunch of Chozo Ghosts open up the portal to the Impact Crater!

```
//=[2.13]=====[MTRDPRM]=====\
      [ Metroid Prime ]
\\=====//
[Location] N/A
[Difficulty] *****/*****
[Reward] Finishing the game!
[Recommended Firepower]
  Super Missiles
  Ice Spreader
  Charged/Uncharged Plasma Beam shots
  Wavebuster
  Phazon Beam
```

Metroid Prime is one tough cookie. Scan him. Now, Prime has an huge arsenal of attacks. He can do an ice attack when he slams a leg that freezes you, jump to

avoid, a missile barrage similar to Meta Ridley's, dash to avoid, a beam attack, which varies depending on his color: If MP's red, the beam will ignite you and you will lose health rapidly for a short while; if MP's white, the beam will freeze you and you'll take damage; if he's purple, your visor will malfunction for a while and you will be unable to lock on and fire your weapons, plus take damage; and finally if he'll yellow, you'll just take a lot of damage. MP can also fire a tractor beam at you to pull you towards him and drain your health, similar to the way Grapple Guardian uses his grapple beam in Metroid Prime 2, which I have yet to find a way to escape from. I usually just pelt MP's face as hard as possible until he releases you. MP can also send out different coloured energy balls that slowly fly towards you, and the effect depends on the colour, see the beam attacks for info. To evade this attack, shoot at the balls with the appropriate beam (purple for wave beam, white for ice, etc.) until they're destroyed. MP can also fire acid grenades at you, and when they explode, a wide range of poisonous gas will appear that fades away in a while. MP also uses melee attacks up close, so stay away. Prime's most damaging attack is probably his lunge because if you get hit that, you'll probably get hit by more attacks while being unable to fire. Before Prime's lunges, he'll rear back a bit. Quickly take this time to get into Morph Ball and roll into one of the ditches in the ground and wait. When Prime lunges, quickly boost to the other side of the arena via the pit. If you do so too early, Prime will probably cancel his lunge and use his melee attacks at you. Anyways, that's just about it for attacks. Now, to damage Prime, you'll have to shoot the right beam at him according to the colour he is. When his face is yellow, shoot Power Beam shots, preferably Super Missiles. When he's purple, use the Wave Beam, preferably the Wavebuster since Prime will probably malfunction your visor with one of his attacks so you can't lock on. When he's red, use the Plasma Beam any way you want. Don't bother with the Flamethrower though, the range is too crappy short so you'll just be wasting ammo. When white, use the Ice Beam, preferably the Ice Spreader since normal ice beam shots are too damn slow. When Prime is at low health, he'll start using his lunge more frequently (like Ridley), sometimes without warning, so stay alert! During the battle, you and Prime will descend many floors since Prime will run away through a wall everytime you've dealt enough damage. Anyways, after you've finally depleted Prime's health, he'll fall down a pit so jump in after him.

When you land, you'll see Prime's true form fly out of the Space Pirate cocoon you just defeated! Get ready for an interesting fight. Now, Prime's second form isn't hard at all, it's just patience. Prime only has two main attacks, one is a shockwave you can easily jump over, and a close range roar that acts like a lunge which isn't supposed to be an attack anyways. If you want, you could look around for Prime's cocoon and jump on it. While on the cocoon, none of Prime's attacks will affect you, except for the roar, which like I said, wasn't supposed to be an attack anyways so he rarely hits you (Thanks to Flammer500 for the cocoon info.) Now, none of your weapons will work on Prime, as they will just bounce off. Scan his second form, which will reveal he is only vulnerable to pure concentrated blasts of Phazon. If you've read about your suits in the logbook section, you'll notice that your Phazon Suit can do just that *sly smile*... Now, lock on to Prime and keep a charge on your beam to reel in any powerups that might get released. Keep on dodging Prime's attacks, and eventually he will create a pool of Phazon along with a batch of different Metroids (Hunter, fission, etc). To easily dispose of the Metroids, lay a power bomb in the middle of the pool and they should all be dead. Now, walk into the pool. Your arm cannon should now be charged with Phazon, and the words **Hyper Mode** should appear on your visor *MP3 hint hint*. Now, lock on to Prime and hold down the A button, and let that oversized jellyfish have it. Don't tap A like you would normally rapid fire, since the Phazon Beam doesn't have a charge feature, it will automatically rapid fire. Anyways, this is how you damage Prime. Oh yeah, during this process Prime will shift into different

visible spectrums, so if you can't find him, flip on the X-Ray, Thermal, or Combat visor and have a look around. Repeat this process for a total of three times, and Prime will die! Congrats, you just beat Metroid Prime!

\/

[=3.0]=====]

Weapons

[=====]

The weapons in this game are fun to use and there are plenty. In this part of the guide I will cover every weapon in the game about it's firepower, effectiveness, etc.

[-3.1]-----]

[Power Beam]

[-----]

The power beam has been in every Metroid game to date, and all fans have to come to love it. It's a nifty little gun with infinite ammo (As with all other Beams in this game) and a very fast rate of fire, perfect for dealing with those scab parasites. It's charge beam is also very useful, dealing much more damage than the uncharged shot, but the overall damage is still very low.

Rating: 2/5

[-3.2]-----]

[Wave Beam]

[-----]

The second beam you get is very useful as well. The wave beam shoots three streams of electricity simultaneously that seek out their target with limited effect. The charged version offers more damage, homing abilities, as well as stunning the foe for a short time, perfect for dealing with those fast moving Space Pirates. Rating: 3/5

[-3.3]-----]

[Ice Beam]

[-----]

The ice beam is ideal for freezing those pesky Metroids that always try to suck your brains out. The ice beam freezes most enemies (As the name suggests) and a missile will quickly shatter them. However, good weapons often have a drawback. The Ice Beam has a very slow rate of fire, and the projectiles move rather slowly, so quick enemies can often dodge them. Rating: 4/5

[-3.4]-----]

[Plasma Beam]

[-----]

Think about a plasma radiator. Now make it portable with a good rate of fire, and that's the Plasma Beam. The Plasma Beam has never let me down, and I always use it when in a sticky situation. The Plasma Beam has a great rate of fire, and high damage, but a close range, making it hard to pick off enemys far away, but the Charge Beam function eliminates this con. When using the charged shot, the Plasma Beam will have its range greatly increased, as well as often igniting the enemy. The Plasma Beam is ideal for dealing with enemies based on cold (Example: Adult Sheegoth). Rating: 5/5

[-3.5]-----]

[Super Missile]

[-----]

The most useful weapon, in my opinion. This is my favourite weapon of all time, and the Super Missile dosen't disappoint. The missile combo of the Power Beam uses 5 missiles, which creates a super-charged (no pun intended) missile that seeks out the target with great effectiveness. Great watching Power

Troopers get blown away by the blast of a SM =D Rating: 5/5

[-[3.6]-----]

[Wavebuster]

[-----]

The wavebuster is the missile combo for the Wave Beam. It takes 10 missiles in activate this combo, and 5 missiles per second activated. What this does is it creates a chain of electricity that automatically seeks out targets. It is a constant firing weapon, and is quite costly. It is great for the invisible sentry drone though. Rating: 4/5

[-[3.7]-----]

[Ice Spreader]

[-----]

The ice spreader is the combo for the Ice Beam. It's basically a homing missile that breaks into a huge sheet of ice upon contact of an object. Uses 10 missiles though. Perfect for surprise attacks on Metroids that are constantly moving around. Rating: 4/5

[-[3.8]-----]

[Flamethrower]

[-----]

The not-so-useful Flamethrower is the combo for the awesome Plasma. Activating this combo costs 10 missiles, and 5 missiles per second activated. The Flamethrower is extremely close ranged, so there isn't much use for it except messing around with it for fun. Oh well, atleast the real beam is good. Rating: 2/5

[-[3.9]-----]

[Morph Ball Bombs]

[-----]

The Morph Ball bombs were never really intended to be used in combat, more for puzzles and breaking blocks. The damage it inflicts is minor, and the range is not very wide either. Rating: 1/5

[-[3.10]-----]

[Power Bombs]

[-----]

The Power Bombs are weapons of MASS DESTRUCTION! These toys of nuclear destruction can eliminate almost anything upon contact. They are limited though, and must be replenished through Power Bomb capsules. Their amount can be increased using Power Bomb expansions. Rating: 5/5

[-[3.11]-----]

[Missiles]

[-----]

Missiles are probably the most reliable weapons when all else fails. The amount of these can be increased with Missile Expansions, and there are plenty. Missiles are used to dispatch almost any kind of enemy, and break open blast shields. Have fun with this great weapon! Rating: 4/5

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|| [END GUIDE] ||

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| [Credits] |

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First off, I'd like to thank all the great guys on the Metroid Prime message boards for their support and help on this FAQ, and also just for being chat friendly.

Me .7C For making this guide

Nintendo .7C For being the best game company and producer there ever was

Retro Studios .7C For making this elite game and introducing Metroid to 3D

Banjo_2553 .7C For his/her great guide on this game that I used for my first time through the game and several Room Names within this guide that I couldn't get. Make sure to check his awesome guide out!

Nikta .7C For his/her great boss guide of MP2 I used to kill that stupid Boost Guardian and for a general example of format in this guide. Check his/her guide out!

Flammer500 - For several great tips and glitches involving Metroid Prime, and Omega Pirate. Also great thanks for reminding me that I totally forgot about Invisible Sentry Drone!

ShadowMario3 - For many awesome glitches and tips involving Thardus, Incinerator Drone, and Hive Totem.

You - For reading this guide, thanks!

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| [Copyright stuff] |

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| [Contact Information] |

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If you have any questions, contributions, comments, etc, send em to metroidude47@yahoo.ca . Make sure you include ?.#cross FAQ?.# somewhere in the title, or i?.#ll probally delete it as spam. No swearing, and use good grammar! But the number 1 rule is...NO LEET SPEAK! DAMN I HATE 1337 SPEAK. Well, that?.#s about it for this section. If you make a contribution I decide to put into the guide, I will credit you in the credits section and add your info into the appropriate section. Thanks!

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| [Version History] |

