

Dark Beam:

- This weapon is found in Storage D in the Agon Wastes, following your after you defeat Dark Samus.
- Firing this weapon will cost 1 Dark Ammo.
- This beam is powered by the shadow of Dark Aether. Fire it to damage your enemies with darkness, slowing them down or freezing them.
- The weapon works far better on beings on the light side of Aether than on the Ing.
- The shot travels rather slow, and cannot be fired rapidly.
- The Dark Beam can also open black doors and can be used to dim objects that are lit up.
- Charging this weapon will allow you to fire an Entangler blast, which can prevent enemies from moving or firing, and costs 5 Dark Ammo.
- If out of Dark Ammo, you must charge the beam to fire a normal shot.

Light Beam:

- This weapon is found in Ing Cache 1 in the Dark Agon Wastes, soon after your second extended trip to Dark Aether.
- Firing this weapon will cost 1 Light Ammo.
- This beam is a shining beam of light devised by the Luminoth for quickly dispatching the Ing and their minions.
- The shot travels relatively quickly, but has a limited range.
- Sometimes enemies shot by this beam will catch fire, steadily damaging them.
- The beam is not halted by coming into contact with an enemy. You always get the full range of the shot, regardless of how many enemies you hit.
- The Light Beam can also open white doors and can be used to light up objects that are extinguished.
- Charging this weapon will allow you to fire a Lightblast, which is a multi-shot of Light Beams that home in on your target, and costs 5 Light Ammo.
- If out of Light Ammo, you must charge the beam to fire a normal shot.

Annihilator Beam:

- This weapon is found in the Hive Temple, in the Ing Hive. You earn it from destroying the Guardian, Quadaxis.
- Firing this weapon will cost 1 Light and 1 Dark Ammo.
- This beam fires a combination of light and dark energy. It works very well against enemies of all types.
- If you're locked-on to an enemy, then a shot fired will home in on it.
- The Annihilator Beam can be used to open gray doors. Additionally, it has a sonic aspect that can be used to alter specific objects attuned to sound.
- Charging this weapon will allow you to fire a Disruptor blast, which a wide cut of sonic energy.
- If out of Light or Dark Ammo, you must charge the beam to fire a normal shot.

Missile Launcher:

- You begin the game with this weapon, then lose it. You will rediscover it in the GFMC Compound, in the Temple Grounds. It is found in a large crate near the ship.
- Firing this weapon costs you 1 Missile. Press Y to fire. Press A to close the missile tube and return to the beam weapon.
- This weapon fires a destructive energy missile which can cause ballistic damage. It packs a greater punch than your basic beam, and some enemies can only be harmed by them.
- If you're locked-on to an enemy, then a missile fired will home in on it.
- Missiles can be used to destroy objects made of Brinstone, and can also remove RED blast shields on doors.
- Fires a little slow, but pressing X A X A X A will make you fire Missiles much faster.

Seeker Launcher:

- This modification is found in the Hall of Honored Dead, in the Temple Grounds. It is earned by solving the Spinner puzzle in the room.
- To not waste a Missile before charging fire a charged shot then quickly change to the Seeker.
- Hold down Y to charge up your Missile Launcher. An orange reticule will appear before you. Either by moving or using the R button pass this reticule over enemies to lock-on to them. You can lock-on a maximum of five times. Release Y to fire.

Guardian.

- Press A in Morph Ball form to release these unstable energy packets. You can lay up to three at a time.
- Some enemies can only be defeated by Bombs, and they can break apart objects made of Talloric Alloy.
- If you sit on top of a Bomb when it blows, you'll be propelled into the air.
- You can effectively do a Double Bomb Jump by first laying down a Bomb then when you see it disappear lay another then at the peak of that launch lay one in the air. When you fall back down you will be shot up twice by the Bombs. Timing is essential.

Boost Ball:

- You begin the game with this item, but lose it. You can find it again in the Dark Torvus Arena in Dark Torvus Bog by defeating the Boost Guardian.
- While in Morph Ball form, hold B to charge the boost, then release to get a burst of speed.
- Some enemies can only be damaged when hit with a boost.
- This is primarily used for rolling up half-pipes scattered around Aether. The best way to get enough speed to crest these pipes is to roll back and forth and release a boost as you start to lose momentum going up the other side.

Spider Ball:

- You begin the game with this item, but lose it. You can find it again in the Dyanmo Works in Sanctuary by defeating the Spider Guardian.
- When in Morph Ball form, hold R and you'll attach yourself to magnetic tracks in the area, allowing you to crawl around places you couldn't before.
- Setting a bomb will jump you up from the track slightly.
- Activating the Boost while on a track will propel you directly away from the track.

Power Bombs:

- This weapon can be found in the Undertemple in the Dark Torvus Bog and is earned by defeating the Power Bomb Guardian.
- When in Morph Ball Form, press Y to detonate a huge blast.
- This blast causes serious damage to many kinds of enemies.
- The blast can break YELLOW blast shields off doors, and can vaporize objects made of Benzium.
- You start with only two Power Bombs. Collect Power Bomb Expansions to carry more.

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<><><> 2c. Suits <><><>

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Varia Suit:

- This is your starting suit of armor. The armor can withstand extremes of temperature, but, unfortunately, the opportunity to test that doesn't arise on Aether.
- While on Dark Aether, the poisonous atmosphere will cause you to lose approximately five energy units per second exposed.

Dark Suit:

- This armor is earned from defeating Amorbis, the Guardian who resides in the Dark Agon Temple in Dark Agon Wastes.
- This armor reduces the amount of damage taken from enemy fire.
- While on Dark Aether, the poisonous atmosphere will cause you to lose approximately one energy unit per second exposed.

Light Suit:

- This armor is given to you by U-Mos upon returning to the Main Energy Controller in the Great Temple after restoring all three temples.
- This armor reduces the amount of damage taken from enemy fire.
- While on Dark Aether, you will not be damaged at all by the poisonous atmosphere, nor can you be harmed by swarming Ingstorm.
- With this suit, you can freely navigate dark water on Dark Aether.
- If you find beams of yellow light, you can step in them to travel great heights.

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<><><> 2d. Visors <><><>

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Combat Visor:

- Always with Samus, this is her basic visor for fighting in. Nothing really special about it.

Scan Visor:

- Samus always has this visor.
- With the visor up, some objects will be lit up in colors. Blue means the object hasn't been scanned, yet. Red means the object is important. Green means you've already scanned it.
- Hold L to scan the object in view and you'll get a little description.
- If percentages appear on the sides of the scan, it's a Logbook scan and will be put there for future reference.
- You cannot fire with this visor up. Pressing the A button will put you back in the Combat Visor.

Dark Visor:

- This visor is earned by beating the Guardian, Chykka, who resides in the Dark Torvus Temple in Dark Torvus Bog.
- This is sort of a combination of the Thermal and X-Ray Visors. The background will appear black and white, and any enemies or small pickups will appear as red when in the main reticule.
- Also, this visor can see objects not visible in the space and timeframe. Watch for the game to describe stuff in that manner.

Echo Visor:

- This visor is found in the Aerie in Sanctuary. You need Power Bombs to break down the yellow blast shield in the Main Gyro Chamber to reach it.
- This visor seems to reduce visibility drastically. Most everything appears black except for outlines. Every couple of seconds, you'll emit a sonar ping. Enemies and other interactive items will be illuminated by this ping.
- You may also see little icons pop up while viewing under this visor. Some of these icons can be shot at to disrupt the sonic pulse they emit, others mark items that need to be hit with the Annihilator Beam.

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<><><> 2e. Secondary items <><><>

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Space Jump Boots:

- You begin the game with these boots, then lose them. They can be found by defeating the Jump Guardian in the Judgment Pit in the Dark Agon Wastes.
- Press B to jump in the air, then press B again to get an extra boost in midair.
- Timing is important when using this. Jump again at the top of your jump to get the maximum height, or jump again once you've complete the jump arc to get the maximum distance.

Gravity Boost:

- This module is found in the Hydrochamber Storage room in the Torvus Bog. Descend through the lower Torvus Bog area to reach it.
- With this on, you can jump a third time underwater. Hold down B as your third jump and you'll rise within the water. This can be used for extra height underwater, although it is limited.
- This item replaces the old Gravity Suit upgrade, in that it allows you to move through water unhindered and gives you better visibility underwater.

Grapple Beam:

- While you don't begin the game with this, it is taken from you. It can be found by defeating the Grapple Guardian in the Sacrificial Chamber in the Dark Torvus Bog. You need the Gravity Boost to be able to face this bad guy.
- When this is attached, Grapple Points in the environment will show up as a yellow hook diagram in your HUD. As you approach them, they turn white. When that happens, holding down L will allow you to shoot your Grapple to the hook. You'll swing back and forth on the hook as long as L is held down. Use the Control Stick to turn yourself while swinging. Release L to let go.

Small Aquatic

- Bloggling:
 - Recommended weapon: Charged Power Beam.
 - Strategy: These guys can't really hurt you, the most they can do is run into you so smack up with a couple of those charged Power Beam shots to destroy them.
 - Location: Torvus Bog ~ Hydrodynamo Station (After killing the Bloggs), Main Hydrochamber (After Alpha Blogg), and the Training Chamber (Before Gravity Boost, after Bloggs die).
- Hydlings:
 - Recommended weapon: Continuous Power Beam shots.
 - Strategy: These creatures are mealy here for powerups, they do very little damage. To kill them just shoot continuous Power Beam shots.
 - Location: Torvus Bog ~ Hydrodynamo Shaft, Path of Roots, and the Torvus Lagoon (before you get the Super Missile).

Large Aquatic

- Alpha Blogg:
 - Recommended weapon: Super Missiles and/or charged Power Beam shots.
 - Strategy: By the end of this battle you will have had a great amount of damage done to you. The easiest way to kill this bad guy is to repeatedly hit it in the mount with Super Missiles.
 - Location: Torvus Bog ~ Main Hydrochamber
- Blogg:
 - Recommended weapon: Charged Power Beam shots or Missile.
 - Strategy: These guys are rather easy just shove a Missile into its mouth.
 - Location: Torvus Bog ~ Catacombs (Before Gravity Boost), Fortress Transport Access, Gathering Hall (Before Power Bomb), Hydrodynamo Station (Until you kill them), and the Training Chamber (Until dead, Before Gravity Boost).

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<><><> 3b. Flying <><><>

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Small Flyers

- Lightflyer:
 - Recommended weapon: Charged Power Beam.
 - Strategy: They can attack you with streams of light so take them down with a few charged Power Beam shots.
 - Location: Great Temple ~ Transport A Access (After Emerald Translator), Transport B Access
Dark Agon Wastes ~ Portal Access Torvus Bog ~ Forgotten Bridge
Dark Torvus Bog ~ Dark Forgotten Bridge.
- Lumite:
 - Recommended weapon: Continuous Power Beam shots.
 - Strategy: Rather harmless, but they can fire on you if they fly into the light. Just hit it with continuous Power Beam shots.
 - Location: Temple Ground ~ Service Access (Before Light Suit)
Agon Wastes ~ Mining Station A (After Bombs, Before Light Beam)
Plaza Access
Dark Agon Wastes ~ Feeding Pit (After Light Beam).
- Sandbats:
 - Recommended weapon: Continuous Power Beam shots.
 - Strategy: These guys are rather annoying, they can run into you and harm you or if you are on a ledge they can knock you off. A couple Power Beam shots will lay them out.
 - Location: Temple Grounds ~ Hall of Honored Dead, Meeting Grounds (Before Super Missile)
Great Temple ~ Transport A Access (First visit)
Agon Wastes ~ Mining Plaza, Mining Station Access (Before getting the Energy Tank), Sandcanyon, Save Station A, and the Transit Station
- War Wasp:
 - Recommended weapon: Charged Power Beam, continuous Power beam, Missiles, and Seeker Missile.
 - Strategy: All these guys can really do to you is ram you and shoot their stingers at you. One charged Power Beam shot or Missile will take one down. A few continuous Power Beam shots will kill them to, but rather

slow. For a fast and easy kill when a bunch are around just power up the Seeker Missile, target them all, and shoot.

- Location: Temple Grounds ~ Communication Area (After speaking to U-Mos), GMFC Compound (After Spider Ball), Hall of Eyes, Meeting Grounds (Before Dark Visor), Path of Eyes (After Seeker Seeker Missiles), Sacred Bridge, Sacred Path, Temple Assembly Site (After Light Beam), Torvus Access
Agon Wastes ~ Agon Temple (After Amber Translator), Mining Station A (After first visit, before Bombs), Portal Terminal (During Portal Activation), and the Portal Terminal (After Light Beam).

Large Flyers

- Shredder:

- Recommended weapon: Charged Power Beam, Missiles, and Seeker Missile.
- Strategy: Rather weak just hit them with a couple Charged Power Beams shots or a Missile. For a fast and easy kill when a bunch are around just power up the Seeker Missile, target them all, and shoot.
- Location: Torvus Bog ~ Ruined Alcove (Before Boost Ball), and the Torvus Lagoon (Before Super Missile).

- Shriekbat:

- Recommended weapons: Straight Power Beam shots.
- Strategy: They'll dive bomb at you so target them and shoot, one shoot kills one.
- Location: Agon Wastes ~ Temple Access, Torvus Bog ~ Great Bridge, Torvus Bog ~ Great Bridge, Path of Roots, and the Temple Transport Access.

- Shrieker:

- Recommended weapons: Charged Power Beam or Missiles.
- Strategy: While these guys can turn invisible they can also hit you with sonic booms. The easiest way to kill one is to avoid its shoots till it becomes visible then shoot a charged Power Beam shot at it or a Missile.
- Location: Torvus Bog ~ Great Bridge (Before Super Missile), and the Torvus Temple (After Super Missile).

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<><><> 3c. Ground <><><>

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Predators

- Alpha Sandigger:

- Recommended weapons: Missiles and charged Power Beam shots.
- Strategy: Run around the stadium avoiding its bombs and charges. When ever you get a chance target its head with either a Missile or a charged Power Beam shot.
- Location: Agon Waste ~ Agon Temple

- Alpha Splinter:

- Recommended weapons: Missiles and charged Power Beam shots.
- Strategy: the most you can really do is to avoid it and hit it with Missiles and charged Power Beam shots.
- Location: Great Temple ~ Temple Sanctuary

- Grenchler:

- Recommended weapons: Charged Power Beam, Missiles, and Super Missiles.
- Strategy: They will emit an electrical beam from their horn on you or they will just plainly charge at you. The easiest way I found to kill one is to target the back with a Super Missile to destroy its armor then hit it with another to kill it.
- Location: Torvus Bog ~ Catacombs (After Gravity Boost), Forgotten Bridge, Great Bridge (After Super Missile), Ruined Alcove (After Boost Ball), Torvus Lagoon (After Super Missile), and the Underground Tunnel (First visit).

- Sandigger:

- Recommended weapons: Charged Power Beam shots, continuous Power Beam shots, Missiles.
- Strategy: These pesky guys will charge at you and target you with green goo. Target both of its heads to kill it.
- Location: Agon Wastes ~ Mining Plaza, and the Mining Station B (After Light Suit)

- Splinter:

- Recommended weapons: Straight Power Beam shots.

- Strategy: Their not hard to take them out just hit them with a few Power Beam shots.
 - Location: Temple Grounds ~ Communication Area (Before speaking to U-Mos)
Dynamo Chamber, Industrial Site (Before speaking to U-Mos),
Temple Assembly Site (Before speaking to U-Mos), and the
Trooper Security Station (First visit)
- Sporb:
- Recommended weapons: Power Bombs, Bombs, and Missiles.
 - Strategy: This thing is a bit of a pest it'll suck you up out of the tunnel and drop you. They cause little damage, but prevent you from moving on. You can try to kill it with Bombs, but I found the easiest way is to let it pull you out of the tunnel then hit it with Missiles.
 - Location: Torvus Bog ~ Abandoned Worksite, Torvus Plaza, and the Underground Tunnel

Surface Prowlers

- Brizgee:
 - Recommended weapons: Missiles, charged Power Beam shots, and Power Bombs.
 - Strategy: They are immune to beam fire so target it with a Missile to break its armor then hit it with a charged Power Beam.
 - Location: Agon Wastes ~ Mining Station A, and the Torvus Bog ~ Catacombs Access
- Green Kralee:
 - Recommended weapons: Charged Power Beam.
 - Strategy: These are the game's Zoomers. They don't anything apart from crawling around looking for food, so just shoot them
 - Location: Temple Grounds ~ Agon Transport Access, Collapsed Tunnel, and the Industrial Site (Before Light Beam)
- Kralee:
 - Recommended weapons: Charged Power Beam.
 - Strategy: These "true" Kralee are able to power the crystal on their back to warp between dimensions. Give them a couple shots.
 - Location: Agon Wastes ~ Mining Station B
- Krocuss:
 - Recommended weapons: Charged Power Beam and Missiles.
 - Strategy: There are rather Harmless and are only vulnerable when they open their shells that's when you hit them with a Missiles or a charged Power Beam shot.
 - Location: Torvus Bog ~ Grove Access
- Lightbringer:
 - Recommended weapons: Don't shot.
 - Strategy: These guys are portable safe zones. Do not fire on them if you want to live.
 - Location: Dark Agon Wastes ~ Dueling Range (Before Light Beam)
- Seedburster:
 - Recommended weapons: Continuous Power Beam shots.
 - Strategy: They come in swarms and shoot energy at you repeatedly hit it with Power Beam shots to kill them.
 - Location: Torvus Bog ~ Training Access, and the Underground Tunnel (After first visit)

Tunnel Prowlers

- Pillbug:
 - Recommended weapons: Bombs
 - Strategy: You will rarely encounter them where you get the chance to scan them. They are always hanging out in tunnels and are a bit painful if not killed. To kill them lay down a couple of Bombs in its path, when hit it will fall to the floor, that's when you hit it with a couple more Bombs.
 - Location: Agon Wastes ~ Mine Shaft, Portal Terminal (Scanable), Ventilation Area A, and the Sanctuary Fortress ~ Dynamo Works (After Spider Ball).
- Worker Splinter:
 - Recommended weapons: Continuous Power Beam shots.
 - Strategy: They will charge at you and inflict little damage just hit it with a few Power Beam shots to take them out.
 - Location: Temple Grounds ~ Command Chamber (First Visit), and the Hive Tunnel

<><><> 3d. Mechanoids <><><>
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Small

- Diligence Class Drone:
 - Recommended weapons: Dark Beam.
 - Strategy: These guys patrol circular tunnels. One shot with the Dark Beam will do the job.
One shot with the Dark Beam will do the job.
 - Location: Sanctuary Fortress ~ Dynamo Access, and the Power Junction (After Power Bombs)
- Harmony Class Drone: Designed
 - Recommended weapons: Charge Power Beam.
 - Strategy: They will drop energy bombs when they detect you. A couple charged Power Beam shots will take them down, but don't get too close as you will be sucking them up.
 - Location: Great Temple ~ Transport C Access
Sanctuary Fortress ~ Minigyro Chamber (After Spider Ball)
- Mechlops:
 - Recommended weapons: Bombs.
 - Strategy: These guys are very annoying they will pick you up in Morph Ball and carry you away the only way to defeat them is to lay a Bomb, they will suck it up and be blown away.
 - Location: Sanctuary Fortress ~ Dynamo Access
- Octopede:
 - Recommended weapons: Straight Power Beam shots.
 - Strategy: Little dangerous buggers. They patrol circular hallway and can only be killed when you shot at them, once they have fallen they then will self-destruct.
 - Location: Sanctuary Fortress ~ Power Junction (Before Power Bombs), and the Torvus Transport Access
- Rezbit:
 - Recommended weapons: Dark Beam and Missile.
 - Strategy: These funky guys are small balls of black and yellow energy with little squares around them. They can generate blue shields to block your attacks, fire a sweeping beam, or several rapid fire beams. When you damage them their squares will disappear and you will not be able to lock onto them. At that point they'll imitate the coolest attack I have ever seen in any Metroid game, they will actually hack at your suit. You'll need to press L R B to reboot your suit. Hit them with combined Super Missiles and charged Power Beam shots.
 - Location: Sanctuary Fortress ~ Main Research (After Screw Attack), Reactor Access (First visit), Reactor Access (After killing the Ingsmashers), Reactor Core, Temple Access (After Cobalt Translator), Transit Station (After first visit), Vault, and the Watch Station (Before Screw Attack)
- Serenity Class Drone:
 - Recommended weapons: Straight Power Beam shots.
 - Strategy: These guys won't do anything and I mean anything all they will do is walk up and down the walls so just hit them with Power Beam shots.
 - Location: Sanctuary Fortress ~ Temple Transport Access

Large

- Ingsmasher:
 - Recommended weapons: Everything.
 - Strategy: Very big and slow, they can smash you with their fists at close range, generate shockwaves at medium range, and fire missiles from afar. They also have an ability to generate a shield that can only be penetrated from the opposite beam. Hit them with all you got or run.
 - Location: Sanctuary Fortress ~ Hall of Combat Mastery (After Power Bombs), and the Reactor Access (After Power Bombs)
- Mekenobite:
 - Recommended weapons: Seeker Missile.
 - Strategy: They'll throw items at you at high speeds so target both of their legs with the Seeker Missile to destroy it.
 - Location: Sanctuary Fortress ~ Sanctuary Temple (After Cobalt Translator) and the Sentinel's Path (After Annihilator Beam)
- Quad CM:
 - Recommended weapons: Super Missile.
 - Strategy: This big guy can fire missiles at you and if the main body is

destroyed it?ll float and generate shields that can only be destroyed with the opposite beam.

- Location: Same as the Quad MB.

- Quad MB:

- Recommended weapons: Boost Ball and Bombs.

- Strategy: Another dangerous bugger. This guy has two attacks one is to slash you with its leg and the other is to spin at high speeds and try to hit you so Boost Ball into it and lay down Bombs.

- Location: Sanctuary Fortress ~ Agon Transport Access, Dynamo Works (First visit), Hall of Combat Mastery (First visit), Main Research (Before Screw Attack), Reactor Core (First Visit), Sentinel's Path (Before Annihilator Beam), and the Temple Access (First visit)

- Watchdrone:

- Recommended weapons: Don?t shoot it.

- Strategy: There just here to block your path. Shoot up one of the light beacons to move it.

- Location: Dark Torvus Bog ~ Dungeon (Underwater)

Stationary

- Caretaker Class Drone:

- Recommended weapons: Boost Ball.

- Strategy: This thing has only two attacks. It runs arms along the rails to try and push you off, and if you fall off, it will electrify the floor to seriously hurt you. The way to beat this thing is to watch for the red sensors to drop. Boost through them to bust them up. Once y take down three sensors, then the main sensor will appear, but only briefly as it tries to look for you. Launch into it just as it pops up to damage it, then move up to the next level, where you have to do it again. You have to deal with this three times till you defeat it.

- Location: Sanctuary Fortress ~ Main Research

- Humility Class Turret:

- Recommended weapons: Charged Power Beam and Missiles.

- Strategy: A lot more powerful then the Growler Class Turret. All you really can do is hit it with Missiles or charged Power Beam shots.

- Location: Temple Grounds ~ Trooper Security Station (First visit)

- Growler Class Turret:

- Recommended weapons: Charged Power Beam.

- Strategy: A couple Missiles do the job.

- Location: Agon Wastes ~ Biostorage Access (Before Light Beam, Sand Processing, and the Security Station A (First visit)

- Luminoth Turret:

- Recommended weapons: Super Missile or Charged Power Beam.

- Strategy: A lot more faster and durable. A Super Missile will do the job though.

- Location: Temple Grounds ~ Fortress Transport Access

Sanctuary Fortress ~ Temple Transport Access, and the Transit Station (First visit)

- Vigilance Class Turret:

- Recommended weapons: Charged Power Beam and Missiles.

- Strategy: Very slow shooting and can?t take a lot. Two or Three Missiles will do the job.

- Location: Agon Wastes ~ Central Mining Station (First visit)

Dark Aether: These are beings found on or originating from Dark Aether.

Just about all of them are susceptible to the Light Beam.

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<><><> 3e. Darklings <><><>

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Darkling Aquatic

- Dark Blogg:

- Recommended weapons: Missiles.

- Strategy: Just like normal Bloggs except they take one more Missile.

- Location: Torvus Bog ~ Training Chamber (After Gravity Boost)

- Dark Phlogus:

- Recommended weapons: Charged Power Beam and/or Power Bomb.

- Strategy: Just another annoying guy. When it opens its mouth block it up with a charge Power Beam shot to stun it then lay a Power Bomb.

- Location: Dark Torvus Bog ~ Dark Forgotten Bridge (Before Super Missile) and the Putrid Alcove.

Darkling Flyers

- Dark Shredder:
 - Recommended weapons: Missiles or charged Power Beam.
 - Strategy: Same as the normal Shredders except you only encounter them once, during the Chykka battle. Target it with a Missile, it'll home in on it, then you can occupy on the Chykka.
 - Location: Dark Torvus Bog ~ Dark Torvus Temple (During Boss Fight)
- Dark War Wasp:
 - Recommended weapons: Charged Power Beam, Missiles, Seeker Missiles.
 - Strategy: You would think that there would be more of these, but they are only found in one or two place, but you know same as usual. One charged Power Beam shot will take one down. A few continuous Power Beam shots will kill them to, but rather slow. For a fast and easy kill when when a bunch are around just power up the Seeker Missile, target them all, and shoot.
 - Location: Temple Grounds ~ Service Access (Before Light Suit)
Ing Hive ~ Vault Attack Portal
- Nightbarb: These
 - Recommended weapons: Straight Power Beam shots.
 - Strategy: They can only hurt you if you come in contact with one. One Power Beam shot will take one down.
 - Location: Dark Agon Wastes ~ Feeding Pit (Before Light Beam), Save Station 2, Trial Grounds, Ing Hive ~ Hive Dynamo Works (Before Spider Ball), Hive Reactor Access, and the Sky Temple Grounds ~ Abandoned Base

Darkling Ground

- Dark Alpha Splinter:
 - Recommended weapons: Charged Power Beam and Missiles.
 - Strategy: Thus thing will charge at you or shoot dark energy at you. Hit it with Missiles and charged Power Beam shots.
 - Location: Great Temple ~ Temple Sanctuary
- Dark Grenchler:
 - Recommended weapons: Super Missiles and charged Light Beam.
 - Strategy: They will emit an electrical beam from their horn on you or they will just plainly charge at you. The easiest way I found to kill one is to target the back with a Super Missile to destroy its armor then hit it with another to kill it.
 - Location: Dark Torvus Bog ~ Dungeon
- Dark Splinter:
 - Recommended weapons: Charged Power Beam.
 - Strategy: Another thing that will charge at you. Shoot it with the Power Beam to kill one.
 - Location: Temple Grounds ~ GMFC Compound (First visit, after getting the Missile), Industrial Site (After Light Beam), Temple Assembly Site (After U-Mos, before Light Beam)
Great Temple ~ Temple Sanctuary (During Boss Fight),
Dark Agon Wastes ~ Doomed Entry (After Light Beam) and the Double Path

Darkling Mechanoids

- Corrupted Sentryeye:
 - Recommended weapons: Anything.
 - Strategy: They can shoot a concentrated laser at you so shoot at it with anything to stun it.
 - Location: Sky Temple Grounds ~ Abandoned Base and the Shrine Access
- Dark Diligence Drone:
 - Recommended weapons: Charged Light Beam.
 - Strategy: Similar to the normal type, but only can be destroyed with a charged Light Beam.
 - Location: Ing Hive ~ Hazing Cliff
- Dark Ingsmasher:
 - Recommended weapons: Charged Light and Dark Beams.
 - Strategy: The toughest non-boss in the game and I hope you no what to do.
 - Location: Ing Hive ~ Hive Portal Chamber (First visit) and the Hive Reactor (First visit; After Light Suit)
- Dark Quad CM:

- Recommended weapons: Charged Light and Dark Beams.
- Strategy: This big guy can fire missiles at you and if the main body is destroyed it'll float and generate shields that can only be destroyed with the opposite beam the only difference is it can take more hits.
 - Location: Same as the Dark Quad MB
- Dark Quad MB:
 - Recommended weapons: Boost Ball and Bombs.
 - Strategy: Same thing Boost Ball into the bomb it to nothing.
 - Location: Sanctuary Fortress ~ Sanctuary Temple (Before Cobalt Translator)
Ing Hive ~ Hive Temple (During Boss Fight)

Darkling Offworld

- Dark Missile Trooper:
 - Recommended weapons: Charged Power Beam, Light Beam, or Missiles.
 - Strategy: It'll shoot missiles at you, just hit it with charged Power Beam shoots or a few Missiles.
 - Location: Temple Grounds ~ Hive Chamber A (After speaking to U-Mos; (appears once)
- Dark Pirate Commando:
 - Recommended weapons: Charged Dark Beam and Missiles.
 - Strategy: You'll be facing more than your share of these bad boys throughout the game. They have the e-grenades and the thrusters of the normal Commandoes, with the added help of a Dark Blaster and the ability to phase out of reality. Using the Dark Visor can make them visible to easily attack. If you can, use a charged Dark Beam shot and a Missile to kill them quickly.
 - Location: Temple Grounds ~ Grand Windchamber (After Sunburst), Path of Eyes (Before Super Missile)
Torvus Bog~ Forgotten Bridge(Once, after moving bridge),
Great Bridge, Torvus Grove (After Boost Ball), Torvus Plaza (First visit)
Dark Torvus Bog ~ Crypt, Dark Forgotten Bridge (After Boost Ball)
Sanctuary Fortress ~ Aerie (After Echo Visor)
Ing Hive ~ Aerial Training Site, Culling Chamber (After Screw Attack)
Sky Temple Grounds ~ Profane Path
- Dark Pirate Trooper:
 - Recommended weapons: Charged Power Beam and Missiles.
 - Strategy: Mainly the same as the normal just more powerful and durable. Hit it with a few Missiles or charged Power Beam shots.
 - Location: Temple Grounds ~ Path of Eyes (Before Seeker Missiles)
Agon Wastes ~ Portal Terminal (First visit after Morph Ball Bombs)
Dark Agon Wastes ~ Portal Site (After Amorbis)
Dark Torvus Bog ~ Crypt(First visit coming from Undertransit One) Sanctuary Fortress
Sanctuary Fortress ~ Checkpoint Station (First visit)
- Dark Preed:
 - Recommended weapons: Charged Power Beam and Missiles.
 - Strategy: This thing has more powerful gas and takes more hit. Hit it with one or two Missiles or a few charged Power Beam shots.
 - Location: Dark Agon Wastes ~ Doomed Entry
Dark Torvus Bog ~ Brooding Ground, Torvus Arena, Undertemple Shaft
Ing Hive ~ Hive Entrance, and the Judgement Drop
- Dark Tallon Metroid:
 - Recommended weapons: Charged Light Beam and Super Missiles.
 - Strategy: A dark version of your foe from Tallon. Hit it with say three or four Super Missiles or charged Light Beam shots.
 - Location: Ing Hive ~ Hazing Cliff (First visit)
Sky Temple Grounds ~ Phazon Grounds, and the Phazon Pit
- Dark Trooper:
 - Recommended weapons: Charged Power Beam.
 - Strategy: They don't do very much just hit it with a few charged Power Beam shots to lay it out.
 - Location: Temple Grounds ~ Command Chamber (After Bomb Slot activation, Once), Command Chamber (After speaking to U-Mos), Hive Chamber C (First visit), Command Chamber (After speaking to

Missile attack, all of which can be avoided by dodging or taking cover.

I say hit her with all you got.

- Location: Agon Waste ~ Main Reactor

- Dark Samus 2: You'll have your rematch with Dark Samus in the Aerie Access in the Sanctuary Fortress.

- Recommended weapons: Everything you got

- Strategy: She'll use a Boost Ball attack similar to the Boost Guardian's, Charge Beam attack which can freeze you in Phazon if it connects, she can also use the close-range burst and the scatter shot from before, Missile attack, the jump up and Super Missile attack, and the dashing charge from before. Additionally, she has a sweeping beam attack, and she can use a field generator, which will make her only visible through the Dark Visor. Hit her with all you got. The Super Missiles work best.

- Location: Sanctuary Fortress ~ Aerie Access and Aerie

- Dark Samus 3:

- Recommended weapons: Everything you got

- Strategy: She can still use her close-range Phazon aura, and she can now fire a large sustained beam of Phazon. Also, she can render herself so that she's only visible to the Echo Visor. Hit her with everything you got left. After a while of this, she'll cocoon herself behind a shield of Phazon. Her attacks now consist of shooting a Phazon Missile at you, or she'll release a bunch of chunks of Phazon. Still hit her with all you got them she'll die.

- Location: Sky Temple Grounds ~ Sky Temple Gateway

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<><><> 3j. Metroids <><><>

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- Infant Tallon Metroid:

- Recommended weapons: Straight Power Beam shots or Missiles

- Strategy: Much weaker than your average Metroid a few shots'll do the trick.

- Location: Agon Wastes ~ Biostorage Station

- Tallon Metroid:

- Recommended weapons: Missiles and charged Power Beam

- Strategy: They'll ram you and suck your energy. Fire a few Missiles or charged Power Beam shots.

- Location: Agon Wastes ~ Bioenergy Production (After Dark Beam), and the Biostorage Station (After Dark Beam)

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<><><> 3k. Pirates <><><>

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- Pirate Aerotrooper:

- Recommended weapons: Super Missiles

- Strategy: They'll shot Missiles at you a commit suicide when then missiles launcher fails. So I suggest to avoid all of this fire a Super Missile.

- Location: Temple Grounds ~ Grand Windchamber (Before Sunburst)

- Agon Wastes ~ Bioenergy Production (Before Dark Beam), Mining Station A (After Light Beam), Mining Station B (Once after getting Darkburst)

- Torvus Bog ~ Torvus Temple (Before Super Missile)

- Sanctuary Fortress ~ Watch Station (After Screw Attack)

- Pirate Commando:

- Recommended weapons: Charged Dark Beam and Missiles

- Strategy: These upgraded Pirate Troopers are dedicated to hunting you down. They have pulse cannons, energy scythes, and an e-grenade launcher, which will mess up your visor if you're in the impact zone. They can also jet around the field on small thrusters. I prefer using a Charge Dark Beam shot followed by a Missile.

- Location: Torvus Bog ~ Torvus Grove (First visit)

- Sanctuary Forress ~ Sanctuary Entrance (First visit)

- Pirate Grenadier:.

- Recommended weapons: Missiles, Super Missiles, and charged Dark Beam

- Strategy: They only have an e-grenade launcher as their weapons, which will mess up your visor and hurt if you're caught up in

avoid his attacks. This battle has to be won by outlasting him.

Dark Samus

Dark Samus certainly is athletic! She'll cruise all over the arena and pelt you with blasts of her own, but those are pretty easy to avoid. Your main job is keeping up with her. Stay locked on and keep an eye on the radar to see where Dark Samus is hiding. Once locked on, keep pelting her with missiles until you run out. Then switch to your charged-up arm cannon. Dark Samus will pause frequently to raise a shield, but don't worry too much about that. Just keep blasting away, hitting when you can. Be sure to strafe when locked on to avoid her attacks. Midway through the fight, a short scene will play, and Dark Samus will up the ante. Now she will start firing huge bursts of powerful missiles. The best way to avoid these is to hide behind the pillars. She will also rise in the air and launch herself at you... and you better be protected by a pillar, or you'll take massive damage. After she lands, wait for the shield to go away and hit her with a charged cannon blast. A few of these and Dark Samus will be history.

Amorbis

There are two stages where you will encounter Amorbis. In one stage, Amorbis will leap into the air and back into the ground, where its impact will damage you if you are close to it. Use your radar more often to see where Amorbis is located. Stay inside the Light Crystals to avoid being damaged by the atmosphere. As it leaps up into the air, shoot it with the Power Beam, Light Beam, or missiles. After several hits, it will be time for stage two. On stage two, it will stay at the center of the arena and will use its physical attacks. Be careful, as Amorbis will also disable the Light Crystals. Move on to the next one if that happens. It will also shoot multiple blue energy beams on the ground. The best way to dodge these is to morph into a ball inside the Light Crystals and hover around the energy beams. Blast Amorbis down with the Power Beam, Light Beam, or missiles. Its head will explode and it will try to suck you in. Quickly form into a ball and let it suck you in, then drop some bombs inside it. The battle repeats both stages again, but with two, then three worms and it gets tougher. Once Amorbis is defeated, the Dark Suit is yours.

Dark Missile Trooper

Just dodge and avoid his missile fire. Destroying him will give you a Missile Expansion.

Boost Guardian

Before you enter the hole to the Boss' chamber, switch to the Light Beam. By doing this, you will start with it when you are out of morph ball mode. When the battle begins, you will automatically change out of morph ball mode. Either scan him or begin charging your Light Beam (which will be your default) and try to get two or three shots on him before he starts glowing. When he glows red, he is temporarily invincible. When he is in ball form, switch to morph ball mode. This will make avoiding his minioning easier. If you can, drop a morph ball bomb in front of him before he charges off -- look for the line down the middle of his ball form. He will charge in one of those two directions. If the blast hits him while he is in ball form, he will instantly turn into his liquid form, in which case he will follow you around. Drop Morph Ball Bombs to damage him. If he starts boosting around before you hit him, roll around, dropping morph ball bombs and try to avoid him. If he hits the bomb blasts while he is moving, he will stop and turn into his liquid form. After about three bombs in his liquid form, he will change back to his solid form. Change back to your gun mode and repeat those steps. He should die after about three repetitions.

Alpha Blogg

After obtaining the Gravity Booster, you will have to face Alpha Blogg. While fighting this giant Boss, keep an extremely far distance from it. When attacking, Alpha Blogg can do one of two things. It can shoot blobs of goo which causes you to lose sight and lower your gun, or it can charge at you like regular Bloggs. If it starts shooting you, side-dash to dodge it. It will most likely charge at you afterwards. While charging, it will open its mouth just before it hits you. You can shoot a charged Power Beam shot or a Super Missile into its mouth. After shooting it, immediately side dash to dodge it because it does not stop charging after it gets hit. This Boss is not difficult if you keep a safe distance away from it.

Grapple Guardian

Be sure to scan the Grapple Guardian right off the bat to expose its weakness—the single eye. The Guardian looks like a mega-Dark weakness the single eye. The Guardian looks like a mega-Dark Grenchler, and is vulnerable in the same location. Stay in the safety of the white-lit pillar regions and shoot at the Guardian's eye. It doesn't like that much, and will shoot a grapple beam at you. When this happens, make sure you're standing behind one of the pillars, as the beam will latch onto it. This will give you an opportunity to run around behind the boss and use a Super Missile on its tail. Make sure you don't linger too long, though. You don't want the nasty bastard to swing around and get you with its snout. Keep repeating this process, or use a more derring-do approach. You can also use charged-up eye shots to stun the beast then quickly dash around behind and hit it with Super Missiles. Whatever works for you.

Chykka Larva

This first part is actually very simple. Basically just stay in the center and fire. The larvae just swims around in a circle, then dives down. Get ready, because it will jump out of the water, allowing you to cause some damage to it. However, when it crashes into the water, make sure you jump over the shockwave or it will knock you into the poisonous water. Occasionally, it will send some Dark Shredders against you. Just shoot them with charged shots or missiles. They are mainly there for refills. Eventually, the larvae will emerge from the water, exposing its front. Use Light Beam charged shots as many times as possible. You should leave this battle with almost all of your health intact. You will also be constantly healing due to the Light Crystal field. Eventually, it will "die". More battle strategy in the Enemy List.

Chykka Adult

The field is divided into three platforms, each separated by nothing but a grappling point and poisonous water. The Chykka Adult has a projectile attack that easily blasts you off the platform and into the deadly water. The Chykka Adult must first be stunned by shooting it up front. Then, you must grapple onto a platform behind the Chykka Adult and shoot its wings with the Seeker Missile. This can prove to be very difficult if you have not mastered the Grappling Beam. The Chykka Adult will not stay stunned for long, be quick about it. After destroying all four weak points on the back of its wings, the creature will fall into the water and mutate into the Dark Chykka Adult.

Dark Chykka Adult

The only thing you can do to this creature is shoot its pouch. Take out the Light Beam and blast away. Charged Light Beam shots work the best. It may sometimes launch a group of Chyklings. After defeating the Dark Chykka Adult, it will revert back to the normal Chykka Adult again. You must repeat the same process again; stun the creature, grapple behind it, and blast the back of its wings with missiles. It may sometimes try to run into you, but usually fails. Then when it turns into the Dark Chykka Adult, use the same strategy and hit its pouch with charged Light Beam shots. This battle could take a while, so be prepared. For all your efforts, you are awarded the Dark Visor.

Spider Guardian

This is a morph ball-only battle, so hopefully you've got mad skills with Samus' spherical self. The idea here is to avoid the Spider Guardian, who casts a huge electrical field as it moves through the maze. At the same time, you have to find a way to injure it. The only way to do that is to redirect it into the blue electrical pylons. To do this, you need to activate the bomb slot (or slots in later stages). However, you can only do that when the Guardian is green. To change its color, you will have to bomb it. You must bomb the slot(s) while the boss is still green, and if you don't it will revert to other colors, and you'll need to turn it back. The best way to complete this first part is to bomb jump up the left ledges quickly, staying all the way left to avoid the boss' electrical field. Avoid the boss as you make your way all the way around to the right and pause at the left edge of the platform directly above the blue pylon (and near the bomb slot). As the boss approaches, lay a bomb, then roll away to the right to avoid getting hit. Repeat this until the Guardian turns green. Once he does, bomb jump up to the bomb slot. Plant a bomb there to divert the path and force the boss through the pylon. In this stage, you will drop into a half pipe. Use the boost to get up on top of the platform on the right side of the halfpipe. As the boss is midway down the left side of the turn nearest you, drop and lay some bombs and

he should move into them. Fall to the pipe below and wait for the Guardian to pass then boost back to repeat the process. Or, if the boss turns green, boost up the left side to the top platform, wait for an opportune moment and bomb jump up to the slot and bomb it to divert its path. This is another halfpipe stage. Boost up to get on top of the maze and wait at the edge of the gap in the platforms. As the boss approaches from the left, drop between and lay bombs as you fall below. Turn it green and return to the top, rolling down to the bomb slot. Jump up and in and lay a bomb to divert the path yet again. As you're rolling to face your destiny, explode the crates in the next area to get some extra health. There are a total of three bomb slots in this segment of the challenge, and it's the toughest one of all. For starters, go all the way down to the bottom of the area and wait at the gap between the platforms. Lay a bomb as the boss approaches, then boost away. When it's stunned, boost through it and wait for it to come back. Lay a bomb, boost through, etc. When the Guardian turns green, bomb jump between the gap and roll to the first bomb slot. Make sure the boss is on the right side of the arena when you do this, because. Once you have bombed the first slot, go back down to the bottom and resume your bombing and boosting through the stunned boss. When it turns green again, rush back to the first bomb slot, activate it, then boost to the right across the gap, bomb jump up to the higher ledge, roll to the right and bomb jump up to the next slot. Make sure the boss hits the second pylon. When the second one's been hit, return below and make the boss turn green on the far right, boost all the way to the left and bomb the first two slots. When you land from the second bombing, boost left across the gap and up the slope to the third slot. Bomb the slot when the boss is still green to divert the path. When it hits the third pylon, the fight will conclude. Make your way up to the top of the arena and claim the Spider Ball.

Power Bomb Guardian

This boss is actually simple. No attacks will harm him. All you can do is use the Spider Ball to climb up the wall and energize the four Bomb Slots up here. Once all four are energized, you drop the ceiling on him. Getting to those slots is a bit tricky. His attack is to throw Power Bombs at you, which have a fairly wide radius. As you may expect, he'll start shooting them more often once you start energizing Bomb Slots, so, since there's only one track leading up the wall, go to the furthest two Bomb Slots first, then the nearest two. Getting around the track should be obvious, so there's really no point in describing the track.

Dark Samus (Rematch)

When the fight begins, Dark Samus will activate the elevator you're standing on, sending you both in motion as the fight commences. Be sure to scan her right off the bat so you don't forget. This fight plays out very similar to the other one, with a few new wrinkles. Dark Samus is still fast, and will rip around the arena, so don't rely on too many slow attacks. Always lock on and try to hit her with as many Super Missiles or charged Light Beam shots as possible. The first leg of the fight won't last long, so once you score a couple direct hits, prepare for a couple new attacks. For one, Samus will turn into a morph ball and whip around the room, trying to boost and strike you. Use a charged shot to stop her in her tracks. If she pauses and touches the ground, get back or you'll be damaged by her force field. If she rises in the air, she'll turn into a ball and try to drill you, or shoot electricity from here hands. Both of these attacks can be dodged. If Dark Samus disappears, switch to the Dark Visor to pick her up (she'll appear red). Continue to avoid her attacks and launched charged shots and missile barrages of your own to take her down. If you need health, there are several crates around the edge of the room that will provide you a boost.

Caretaker Class Drone

This thing has only two attacks. It runs arms along the rails to try to push you off, and if you fall off, it will electrify the floor to seriously hurt you. That's it. The way to beat this thing is to watch for the red sensors to drop. Boost through them to bust them up. Once you take down three sensors, then the main sensor will appear, but only briefly as it tries to look for you. Launch into it just as it pops up to damage it, then move up to the next level, where you have to do it again, only with less in the way of rail to move around on. You have to deal with three levels of this before the Caretaker calls it quits.

Quadraxis

Make sure you get your scanning finger ready, because this boss takes a lot of forms, and all of them need to be scanned. Quadraxis is basically a beefed-up version of a Quad. A really beefed-up version that throws everything imaginable at you. The first part of this fight has you dodging attacks and trying to break the big beast down to a more manageable size. It will try to shoot you with lasers, step on you, shoot rockets and more. Most of these attacks are fairly easy to dodge, but if you get locked on, switch to the morph ball and boost away from danger. The same is true of the spin attack. Try to boost away from it... It won't always work, but sometimes you'll avoid damage. To fight back, target the knees of the creature as they turn blue. Use two Super Missiles to take down each kneecap, making the creature walk all wonky. Continue taking out knees. If you need health power-ups, switch to the ball form and boost through the red balls beneath the boss' feet to make it rain power-ups. When you finish blasting the knee caps off, the body will collapse at the center of the arena, and the head will take off on its own. Make sure you scan the head in this state and the body, then switch to the Echo Visor. Target the antenna on the felled body and use it to stun the head. When it's stunned, scan it then shoot the antennae on the actual head to take it down. To pack extra punch, hit it with a Sunburst. At this point, Quadraxis will summon some Quads into the arena. Kill them quickly and turn your attention back to him. When you finally knock the antennae off, the last stage of the fight will commence. For this part of the battle, soften the head up with some Light Beam blasts. When it slumps in the air, turn into the ball and head up the spider ball tracks on the boss' legs. Wait for the boss to pass and boost into it, holding R to attach to its head. Roll to the exposed nodes on either side of the head and lay a bomb inside. Repeat the process until the boss falls. For your trouble, you'll earn the Annihilator Beam.

Emperor Ing

As always, make sure you scan the boss--and various parts thereof throughout the fight. There are five scans total--the Head, Body and Eye in the first stage, the Chrysalis in the second stage and the Mutated Emperor Ing in the third stage. In the first stage of this fight, the Emperor Ing will use its tentacles to try to damage you. It will do this by sweeping them across floor. Watch out... sometimes it will sweep around a couple times at different levels, so always be watching. Double jump to avoid this attack. If the tentacles glow purple while flinging around the room, the best tactic is to shrink back near the wall. Be sure that you don't step on the Phazon that rings the room, or you'll take constant damage. Often, the boss will gather all the tentacles together and create a ball of energy, which it attempts to whip at you. If you can manage it, this is a good opportunity to take out the tentacles with some missile blasts. Don't stick around for the energy ball, though, as it will rock your health bar good. To drop the first form of the boss, target its tentacles with the Annihilator Beam and use three or four shots per limb to take it out (you can also use missiles). If you want to try to get them all at once, drop into morph ball form when the tentacles sweep the floor and use a Power Bomb. When all of the tentacles go inside, it's time to focus on the giant eye that forms. You will have to target between the gap to do any damage, so make sure you dash against the way it's turning to get a good shot off. Try to hit this form with a Sonic Boom, or Super Missiles. If these attacks are too slow, and you find yourself missing often, a charged-up Light Beam also works nicely, and fires a lot faster. The boss will only stay in the vulnerable state for a matter of seconds, then it will revert to the tentacle form. Each time, the tentacles will grow in number and be a little more vicious. In addition, a new portal attack will be added to the mix. The best way to avoid this is simply to lock on and back up. When you finally chisel this form's health down to zero, the second stage will begin. Stage Two is an opportunity to get some of your health back if you play your cards right. To begin, turn into the morph ball and roll up onto the Chrysalis using the spider ball powers. The room is filling with caustic gas, and will eventually fill completely, so make sure you work fairly quickly. Stay out of the gas as it rises and falls, and beat the boss before the room is completely filled with vapor. Roll around the surface of the boss and look for nodes that tentacles appear from. Just as a tentacle is about to appear a couple bubbles of Dark Ing will appear there, so lay multiple bombs in that area to take them down. When you effectively explode a node, gas will emit from it. Bombing all of them will slay this form. As you move around the surface of the boss, puddles of Ing will chase you around. Bomb them to yield power-ups and heal from the brutal fight you just survived. You can leave one tentacle un-bombed and collect stuff until you refill most of your supplies, then bomb the last

Hive Tunnel ? New Scans: Worker Splinter

While you are within this room, keep in mind that there are Worker Splinters in this area. You'll be fine if you just don't step on them and make your way past these hanging bodies. Use the R Button to aim to the high pod on the web and shoot it open to enter your way into the next room.

Command Chamber ? New Scans: GSGT C. Benet, SPC B. Reeves, Bomb slot, Dark Trooper

In this province, you are unable to scan open the console. Instead, curl into your Morph Ball by pressing X and roll under the gate. The adjacent Workers will take off, so follow them through the small passage. At the end of this route, press A to lay a Bomb to blow away the gate so you can activate the console. When you are in the next room, walk around the console, roll into Morph Ball Mode, and lay a Bomb to hop yourself into the nearby Bomb Slot. Lay a Bomb in the slot and you'll restore power to the terminal in the other room. Once you start heading back, the Troopers on the ground will rise up a midst of purple haze. Concentrated fire is enough to kill them. Once all four are down, roll back to the other room and take out the three Dark Troopers that are here. If you're low on health, bust open the neighboring crates for power ups. Once they're all down, roll back under the gate and scan the console to activate it. With the gate open, you'll battle another four Dark Troopers. Destroy them and go to the next door.

Hive Storage

If you're low on energy, break open these crates with your Charge Beam for power ups, if not then continue to the next door.

Hive Chamber B

You see that creature? Follow the oddly-proverbial figure through the portal they just created. Heading back to the portal, you'll find that your suit is damaged. You've lost your Missile Launcher, Morph Ball Bombs, Boost Ball, Spider Ball, Space Jump Boots, as well as the Grapple Beam and power Bombs you didn't know you possessed. The only thing you still own is your Charge Beam and Morph Ball. Head past where the portal was and you'll find a deactivated gate. Shoot the green pods to your right to expose an open tunnel and roll through it.

Hive Chamber C

Jump up as soon as you enter the room to engage four more Dark Troopers, until they are down. Bust up the crates on the northeast wall to unleash a door to a SAVE STATION. Use it if you fancy, then take yourself through the west door.

Hive Transport Area

Scan the terminal to activate the elevator, then step into the hologram to ride back up to the surface. To the right of you is another abnormal door you can't open yet. So to the left you shall go, and through the door.

Industrial Site ? New Scans: GF Bridge, Green Kralee, Splinter Cocoon, Splinter

Initially, open the gate like the other one and drop down. Scan the console on the far side to hoist the crate. After, hop up the ledges on the south side of the room. Splinters will pop out of Splinter Cocoons, so be aware of them. Climb the ledges up to a spot opposite the bridge. Scan the console near you to reveal the locks on the bridge. Destroy those to lower it and continue yourself on through the door.

Collapsed Tunnel ? New Scans: PFC M. Veroni

After scanning the neighboring dead guy, roll through the tunnel. Watch the Green Kralees and exceed through the door.

Temple Assembly Site

The dark crystal to your right can't be activated at this time, so continue on to the main area. Be aware of the Splinter Cocoons. The door on the south end needs a Missile to open, which you don't have, so scan the console by the vast door with purple writing. This will lower the crate enough so you can shoot the wire connecting it to the winch. Cross the fallen crate and open the door here.

Dynamo Chamber ? New Scans: Gate Mark VII

Traverse the open gates in this district and proceed to the closed gate. Scan

outfits it with its very own boss health bar). The idea throughout this fight is the same. Lock on and blast with either charged-up cannon shots or missiles, and strafe using the B button while locked on. This will help you avoid taking damage when the Splinter rushes you. Never turn your back on this beastie, and always strafe! Watch out for the goo it shoots at you from afar as well. Strafing should also allow you to avoid this attack. When the boss falls, it will leave a ball of energy behind. Step into it to acquire an unknown alien item.

Subsequent this battle, you'll get a peculiar item. Seize it and leave this room by the only door open due to the reasoning that the door you entered from is now sealed off.

Controller Transport

Hop in, rid up, and go through the next door.

*Main Energy Controller ? New Scans: U-Mos, Energy Controller, Origins

Walk towards the core of this room and you'll see U?Mos, the Luminoth Sentinel who tells you of Dark Aether, the Ing, the Energy Transfer Module you just picked up, and how you can help. He also provides info for you on how to read VIOLET Luminoth script. There?s a Lore on the wall behind you to read. Once you're all done, head back down the Transport.

Temple Sanctuary

Scan the Violet Scripted door to your right and head on through the far door.

Transport B Access ? New Scan: Lightflyer

Destroy the Lightfliers in this room and head through the far door.
NOTE: the lightfliers are pretty easy

Temple Transport B

Scan and drop.

<<Temple Grounds>>

Temple Assembly Site

You should recognize this place, which should make it easier to accomplish this assignment for you. Scan the doorway so that when you exit this extent, you can find numerous Splinters being possessed. Annihilate them, then knock down the Red Blast Shield on the door with a Missile.

*Storage Cavern B

Take the ENERGY TANK that you come across here. Head back to the Assembly Site, then southeast, past the odd purple crystal structure, through the collapsed tunnel to...

Industrial Site ? New Scan: J-Fme?s Testament

Drop off the bridge and scan the Violet scripted door to find the remains of another Luminoth. This one has a log entry. Enter the door afar.

Agon Transport Access

Pay attention to the Green Kralee and persist on.

*Transport to Agon Wastes ? New Scan: Our Heritage

Turn left and shoot up the web to find a MISSILE EXPANSION before heading down the elevator. There?s a Lore around the outside of the cliff. Scan and now hop on the elevator.

<<Agon Wastes>>

Transport to Temple Grounds ? New Scan: Agon Bearer pod

You are capable of using the plants in this room and in other rooms for items. Travel out to the insight door.

Plaza Access ? New Scans: Lumite, Sandgrass

Terminate the bugs in this room as you progress to the opposite door.

Mining Plaza ? New Scan: Sandigger

Keep an eye on the Sandiggers as you enter this zone on the ground. Shoot the glowing eyes on each of their heads to kill them. Hop onto the far platform

and break down the Red Blast Shield to enter the next room.

Save Station A ? New Scan: Blueroot Tree

The only out of the ordinary things that are here, are some Sandbats and the SAVE STATION. If you go through the Morph Ball tunnel behind the station, you'll end up at the Blueroot Tree. Going through the other door in this room leads to a dead end? for now.

Mining Plaza

Sandiggers are in the ground floor, once again. Hop up the ledge on the east side of the room, then work your way south and west and around the perimeter of the room. Once you reach a cracked pillar, target and fire a Missile at its weak point at the base so it falls over. Shoot the Sand bats out of your way and ensue across the plateau, past the Lore you can't scan. Missile the next pillar to reach the north side, and a gate you can't get through. Turn from that gate and hop back across to the center plateau, on the higher ground. Hop over to that fancy-looking gate thing, which you ALSO can't do anything with, and cross the bridge to the eastern door.

Mining Station Access

Roll on through. There's nothing to do yet.

Mining Station A ? New Scans: Pirate Trooper, Brizgee

Proceed into the main section to find the other group of enemies you were searching for. A couple of charged shots are enough to abolish three Pirate Troopers that will attack you here. After you eliminate them, start climbing the ledges in the south (minding the Brizgee) and hop across the platforms in the middle of the room when you're high enough. Jump across to the translator door and make your way around the sand falls to the east side, where there's a pillar to knock over. This will bridge the gap to a Red Blast Shield door.

Temple Access ? New Scan: Shriek bat

Continue through this tunnel and watch out for the Shriek bats on the ceiling.

*Agon Temple ? New Scans: (see below)

Drop down in to the main pit.

BOSS: ALPHA SANDIGGER and BOMB GUARDIAN

The fight will begin with you fighting an Alpha Sanddigger for a brief moment. First, when the Alpha Sanddigger is not infected by the Dark energy, shoot it in the face with a few Power Beam shots (like a regular Sanddigger). In a few seconds, the Alpha Sanddigger will get infected by Dark energy transforming it into the Bomb Guardian. The Bomb Guardian is fast, never stand in one place. It also has a variety of attacks. As you might expect, the Bomb Guardian uses your morph ball bombs against you. It will throw bombs at you, leave some behind as it slithers across the arena, and hurl some out of its mouth. The easiest way to evade the bombs it throws is to keep your reticule locked on to it and strafe. Its other attacks include charging at you and biting you if you get too close. You should also lock on and strafe to avoid these attacks Note: When you avoid the Bomb Guardian's charge attack, it will get behind you, making you lose your lock-on. When this happens, quickly turn around and lock back on to it. During the battle you will notice a purple glowing thing on its tail. Lock on to it and shoot it when you get the chance while avoiding its attacks, until it is red and not glowing. Two Charge Beam shots should be sufficient. When you shoot it, the Bomb Guardian will prepare its attack. While it is doing this, shoot it in the head to whittle down its health. Be careful as it will soon hurl some morph ball bombs from its mouth. It is practically possible to avoid this attack -- do not get hit more than one time. Repeat this process until it is dead. When you kill it, you will obtain your morph ball bombs again. Note: When the Bomb Guardian throws bombs at you or charges at you, its weak spot on its tail will stop glowing. Ignore this, as you still cannot damage it until you make it stop glowing.

----- MORPH BALL BOMBS ACQUIRED -----

Bomb down the north wall and head through the north door.

Controller Access

Roll up to the statue and bomb yourself into the slot. Bomb it to activate it. The camera shift is kind of strange, but you are on the other side, so head on

BOSS: JUMP GUARDIAN

Like other Warrior Ing, this one can shoot transdimensional beams at you, but unlike the others, this one can also leap across the field (instead of using the puddle-travel system). If it lands on your ground floor, it will generate a shockwave that will need to be jumped over. It's invincible when it has a purple shield up (which it puts up right before it jumps). There's no trick to beating him. Just shoot him with whatever you have and try to avoid his attacks. This battle has to be won by outlasting him.

After the defeat has taken place, take the SPACE JUMP BOOTS. Jump up on the south side of the room and jump to the west ledges. Turn around and circle around the room counter-clock-wise to reach the Red Blast Shield door. Bust it down and move on.

----- SPACE JUMP BOOTS ACQUIRED -----

Dark Agon Temple Access

Keep walking...

Dark Agon Temple

As you will be able to see, there is a lock on the door in front of you. This is the reason why you need the three Dark Keys. Circle around to your left to find another door.

*Trial Tunnel

Your first Dark Key is found!

----- DARK AGON KEY 1 ACQUIRED -----

Head back to the Judgment Pit. You can retrace your steps all the way back to the Portal Chamber the way you came, or you can take a more dangerous but shorter, road through the south door.

Portal Access

Defeat the Lightflyer to make a temporary Safe Zone. Pass on through to Portal Chamber.

Portal Chamber

You can no hop up the tall ledge with the Jump Boots. By doing this you can activate the portal machine and hop back to place and it won't kill you by just hanging out.

<<Agon Wastes>>

Portal Terminal ? New Scan: Dark Portal

There are going to be Three Pirate Troopers when you enter this room. After you are done defeating them, the next destination is Mining Station A. However, you are going to take the less-direct route there to pick up some things along the way. That Bomb Slot that you opened up is going to be our guide so go west.

*Transport Center

Use the Bomb Slot in this room to lower the way to the MISSILE EXPANSION. Keep making your way to the Save Station room. Roll through the tunnel to get yourself back to the...

*Mining Plaza ? New Scan: Paradise

You've been here before so it will be much simpler. Scan the Lore and the Translator Door to get to the map station. Head out using the upper east door.

*Mining Station Access

To shoot up to the ENERGY TANK in the upper alcove, use a bomb in the center of the tunnel to fall into a cannon. This will shoot you up to get the ENERGY TANK. Leave by the east door.

*Mining Station A ? New Scan: Cataclysm

Climb the border to reach the statue just before the door that leads to the Temple. Hop onto the statue and to the opening beyond. Scan the Lore and the console to open the gate at the next area at the end of the tunnel.

Follow this hallway until you reach an opening in the wall and hop down into the reactor.

BOSS: DARK SAMUS

Dark Samus certainly is athletic! She'll cruise all over the arena and pelt you with blasts of her own, but those are pretty easy to avoid. Your main job is keeping up with her. Stay locked on and keep an eye on the radar to see where Dark Samus is hiding. Once locked on, keep pelting her with missiles until you run out. Then switch to your charged-up arm cannon. Dark Samus will pause frequently to raise a shield, but don't worry too much about that. Just keep blasting away, hitting when you can. Be sure to strafe when locked on to avoid her attacks. Midway through the fight, a short scene will play, and Dark Samus will up the ante. Now she will start firing huge bursts of powerful missiles. The best way to avoid these is to hide behind the pillars. She will also rise in the air and launch herself at you... and you better be protected by a pillar, or you'll take massive damage. After she lands, wait for the shield to go away and hit her with a charged cannon blast. A few of these and Dark Samus will be history.

When her health is gone, she'll explode into tiny Phazon particles. A lift will lower. Hop on and ride it up to a new door.

*Storage D ? New Scan: Log 69898

Grab the DARK BEAM and use it to open the door leading back out.

----- DARK BEAM ACQUIRED -----

Main Reactor

Fire the Dark Beam at the white crystal on the gate to open it so you can open the black door and move on.

Security Station B

Fire down the two gates with your new beam and move through the door on the right.

Command Center ? New Scan: Pirate Grenadier

You now have something to open the portal with, but you need to defeat new Pirates first and head south through to the next room.

Biostorage Station

There are Metroids here and with one charged Dark blast followed by a Missile, is the easiest way to be done with them. Ride the elevator up and open the black door.

*Storage B

Get the MISSILE EXPANSION and head back.

Command Chamber

Fire a dark shot into the portal to activate and step through.

<<Dark Agon Wastes>>

*Doomed Entry ? New Scans: Nullified Crystal, Nullified Beacon, Dark Preed, Light Lift Crystal

Go to the far side of the room, turn around, and fire a Missile at the white saturday on the platform. Afterwards, fire a dark shot at the Lift Crystal to lower the platform and run over to the next Dark Key. Head through the other black door on the north side of the room. You don't need to go in the one in front of you...yet.

----- DARK AGON KEY 2 ACQUIRED -----

Oasis Access

When you reach the second Light Crystal, a Warrior Ing will attack. Let him get close to the Phazon crates and blow them to knock him down. Head on over to the next room.

Hall of Stairs ? New Scan: Dark Lift Crystal

Walk around the side of this red-lined platform. When you get there, look up, and fire a Dark shot at the crystal to lower the platform and hop up to the

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<<Agon Wastes>>

Main Reactor

Go back to the Biostorage Station if you're going to scan.

Biostorage Station ? New Scans: Metroid Cocoon, Infant Tallon Metroid

The infants pop out of the cocoons quickly to attack. Get what you need and return to the Command Chamber.

Command Chamber

If you're not already on the second floor climb up to it. Then, head out the white door and through the tunnel so you get to...

*Central Mining Station ? New Scans: Log 71599, J-Stl's Testament

In this room you will notice that the holograms are showing Turrets. Hop into one end. There are two power generators in the area to destroy. The first is almost below you on the left side and the second is mid-way out on the right side. Once they're down, you'll be attacked by a couple of Troopers. Press B when you are done to hop out. Drop down to your first explosion, which lowered a skiff rack into a platform to hop to the upper middle catwalks. Cross over to the hole you created with your second explosion. Get the Pirate Log and walk around to the solid screen. Go past it to find a hole you can fit into a Keybearer and a BEAM AMMO EXPANSION. Drop down to the floor and leave. Head straight for the other portal to Dark Aether and then to the Agon Temple.

Agon Temple

Take the black west door.

*Mine Shaft

Roll into the tunnel and head left. When you reach your first Pillbug, kill it and then use a Double Bomb Jump to hop onto its platform. From there bomb to the tunnel above. Hold to the left as you go across the disappearing blocks. When you reach your second stack of four, keep holding left to go into the wall. However, don't go too far or you'll hit another drop block. Hang at about the middle of the wall and bomb up to the next level and roll over to the ENERGY TANK. Leave by rolling and bombing back to the right and head back to the temple. Take the east white door.

Sandcanyon

Hop into the cannon to get fired to the other side and enter the next door.

*Ventilation Area A

Enter the tunnel and roll to the right towards the second Pillbug. After you kill him, Double Bomb Jump onto his platform, then Double Bomb Jump again up the shaft. When that is completed, bomb and roll over to a MISSILE EXPANSION. Head back to the Temple and go to the Portal Terminal.

Portal Terminal

Activate the terminal to head back to Dark Aether.

<<Dark Agon Wastes>>

Portal Chamber

Head back to the Dueling Range through the Save Station.

Dueling Range

Go through the black door on the west side.

*Ing Cache 4

Get rid of the Inglets and roll into a hole by the floor on the east side to find a MISSILE EXPANSION. Head back to the Dueling Range and then to the Judgment Pit once again.

Judgment Pit

You can enter the black door and access a new Save Station. It's a good idea to it because it's almost time for a boss fight. Head to the Dark Agon Temple after you are done here.

*Temple Assembly Site

Hop up to the high ledge on the south side of the room using the pillars in the middle of the room. When you are done, make your way around the room clockwise to find a tunnel, where you'll find a MISSILE EXPANSION. Drop down and use the Light Beam on the monument by the entrance of the room to reveal a portal and then use it.

<<Sky Temple Grounds>>

*Plain of Dark Worship

Walk up to where the elevator use to be in the same place on Aether to find a MISSILE EXPANSION. Leave and return to Aether.

<<Temple Grounds>>

Temple Assembly Site

Head to the north door.

Dynamo Chamber

You'll need to use the Space Jump to get over the gates, and then proceed.

Communications Area

Jump up to the middle level to find a glass shell. Blow it apart with a bomb to find another MISSILE EXPANSION. Jump onto a higher pillar from here, then to the top of the room to the other door.

Storage Cavern A ? New Scan: D-Isl's Testament

There is another Keybearer here. Head back to the Temple Assembly Site after you get it.

Temple Assembly Site

Head to the elevator and then up to the Great Temple.

<<Great Temple>>

Temple Transport B

Keep going to the next room.

*Transport B Access

Roll up and enter a small side tunnel. Use Bombs to elevate yourself along the path. You'll find a MISSILE EXPANSION. Head up to the Main Energy Controller.

Main Energy Controller

Talk with U-Mos so he can tell you that now is the time to head to Torvus Bog. Head back downstairs.

Temple Sanctuary

Scan open the Amber door to your left and go through.

Transport C Access ? New Scan: Harmony Class Drone

Use the Light Beam to move the monolith out of your way and then continue on past the drones to the door.

Temple Transport C

Head on down the elevator and out.

<<Temple Grounds>>

*Meeting Grounds ? New Scan: Age of Anxiety

Defeat the War Wasps and continue down the pipe. The Lore is high and to your left. At the end of this canyon is the next door.

Hall of Eyes

Activate the portal and continue.

<<Sky Temple Grounds>>

Base Access

Take out the Inglets and head through the door.

<<Dark Torvus Bog>>

Dark Forgotten Bridge ? New Scans: Dark Sentinel Crystal, Ingsphere Cache
Stay out of the dark water, it will destroy your health and energy. Energize the Bomb Slot, then jump back up to the portal using nearby platforms since the bridge moved, and that is all you have to do.

<<Torvus Bog>>

*Forgotten Bridge ? New Scan: Dark Pirate Commando

Two Dark Pirate Commandoes are going to attack, so make sure you have plenty of energy. They will leave after a couple of minutes of fighting, but you must keep on fighting because the doors are locked. Try to hit them with a charged Dark blast, then use a missile to destroy them. After they're dead or have taken off, climb up to the bridge, grab the MISSILE EXPANSION and go through the door.

Abandoned Worksite ? New Scan: Sporb

Enter the ball tunnel and cross over the wall to the other side. The tunnel is tucked away just before the ledge drops off. The Sporb makes this tough so you can either try to avoid its tongue as you progress, or roll up, get close enough for it to unfold. Then bail, unroll, and shoot it dead. Use Bombs to move yourself along the side tunnel. When you exit that, roll through the red tunnel to reach the other side. Drop down and exit through the door.

Great Bridge

You can scan the console in front of you which will activate an Orb Cannon near the Translator Door. Hop in there from near the blue door to get shot up to the bridge, then continue through the black door above.

*Temple Access

Bring up your Scan Visor and look for a plate in the floor that is weak. Bomb it open to find an ENERGY TANK. This will roll you to the bottom, so you need to return to the door back to the Great Bridge. Enter this room again and take the other black door through.

*Torvus Temple

When you enter this room, you will trigger a battle with Pirates. At first you face two Pirate Trooper, then two Pirate AeroTroopers, then four Pirate Troopers. After you kill them all, you get the Super Missile Charge Combo for your efforts. Ride up the elevator and blast open the Green Blast Shield with your new Super Missile and continue on.

==--== SUPER MISSILE ACQUIRED ==--==

Controller Access

Go back and look at what to do.

Torvus Energy Controller ? New Scan: Dark Aether

Scan the holoprojector to get the new Emerald Translator files. You are now able to read green Lores. Head back out of the Temple to the Torvus Temple.

Torvus Temple

Can the green text to get access to elevator and ride down to the lower level. Scan open the Emerald door and press on to the next room.

**Underground Tunnel ? New Scan: Our War Begins

Roll into a ball and find a MISSILE EXPANSION under the grating you're standing under. There's a Grenchler at the corner of the room, however he's too tough to fight in close quarters, so run past him and roll under the overhang to get to the Lore and go to the next door.

Torvus Grove ? New Scan: Pirate Commando

Pirate Commandoes are going to attack. There are two to fight so Super Missile them into unconsciousness to be able to move on to the next room.

Mediation Vista

Scan the portal device to activate it and step through.

<<Dark Torvus Bog>>

Gloom Vista

Continue through the door back to the other room.

Polluted Mire ? New Scan: Hunter Ing

In this room you will face two Hunters. Use the Light Beam to shoot them down or energize the Beacon and try to lure them into it. After they're dead, you can use the platforms and ledges around the tree to climb up to the top and continue through the black door.

Dark Falls

Use the Save Station because you need it right now. Exit by the other door in the room.

Dark Forgotten Bridge

Be careful for the Light fliers and proceed to the next door.

Dark Arena Tunnel

Continue through this tunnel. When you fall, bomb your way out to the left and exit through the door.

*Dark Torvus Arena ? New Scan: (see below)

Be careful for the Dark Preeds and hop down into the tunnel. Roll through to follow the Warrior Ing who just took off:

BOSS: BOOST GUARDIAN

Before you enter the hole to the Boss' chamber, switch to the Light Beam. By doing this, you will start with it when you are out of morph ball mode. When the battle begins, you will automatically change out of morph ball mode. Either scan him or begin charging your Light Beam (which will be your default) and try to get two or three shots on him before he starts glowing. When he glows red, he is temporarily invincible. When he is in ball form, switch to morph ball mode. This will make avoiding his minion Ing easier. If you can, drop a morph ball bomb in front of him before he charges off -- look for the line down the middle of his ball form. He will charge in one of those two directions. If the blast hits him while he is in ball form, he will instantly turn into his liquid form, in which case he will follow you around. Drop Morph Ball Bombs to damage him. If he starts boosting around before you hit him, roll around, dropping morph ball bombs and try to avoid him. If he hits the bomb blasts while he is moving, he will stop and turn into his liquid form. After about three bombs in his liquid form, he will change back to his solid form. Change back to your gun mode and repeat those steps. He should die after about three repetitions.

----- BOOST BALL ACQUIRED -----

Leave by the way you came in. Roll up the left side to find your first Dark Key. Leave by the door.

----- DARK TORVUS KEY 1 ACQUIRED -----

Dark Arena Tunnel

To exit, boost over the drop blocks. Head back to the portal, you're done in this part of Dark Aether.

<<Torvus Bog>>

Meditation Vista

Go to the Great Bridge room.

*Great Bridge

You can scan the Translator Door to get to the Map Station for this area because you have Emerald files. Head back to the Great Bridge room and continue through to...

*Path of Roots ? New Scan: The Ing Attack

Scan the new Lore and proceed out to the Lagoon. Save Station, then head back to the Transport to Temple Grounds.

<<Temple Grounds>>

Transport to Torvus Bog

Go to the Meeting Grounds. Now that you have the Super Missile, you can remove Green Blast Shields, so this should be easier.

Meeting Grounds

Boost up the left side of the big half-pipe in the middle and you'll find a ball tunnel. Roll through. NOTE: This tunnel is pretty lengthy.

Service Access

You'll find a string of blocks you need to boost over, but be careful. Continue along the tunnel.

Path of Honor

Keep rolling through the tunnel

*Hall of Honored Dead ? New Scan: Spinner

You will end up rolling out of the tunnel in a large plaza. In the center of the room is will be your next item, protected by an energy field. To remove the field, you need to use the four Spinners in the room to rotate the rings close to it. Start by using the purple Spinner in front of the first Sentinel's statue. Rotate it so that the outer ring will light up. Use the A Button to remove yourself from the Spinner. Then, go to the blue Spinner across the room and do the same. NOTE: The outer ring MUST line up. When that is done, go to the Yellow Spinner to its right. Use the red Spinner at the opposite end. Once all rings are lined up, the field will be gone and you can take the Seeker Launcher and head over to the Purple Blast Shield. Hold down Y to chare, and use R to aim at the five purple dots surrounding the door. Let go once all five are targeted to let loose the volley and open the door.

==--==== SEEKER LAUNCHER ACQUIRED ==--====

Path of Honor

Head through this tunnel and to the door.

Service Access

Use a Bomb Jump to enter a nearby pipe on the north side. This will bring you back to the Meeting Grounds. When you reach there, head back to the Torvus Transport and down.

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<><><> 5h. Down In The Deep <><><>

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<<Torvus Bog>>

Transport to Temple Grounds

It's time to go to the lower portions of Torvus with the Seeker Launcher. Make your way to the Torvus Temple.

Torvus Temple

Enter the lower section down the elevator and head straight west to a ball tunnel, which leads to a Green Blast Shield.

Underground Transport

Hop onto the elevator to be carried down to lower parts of Torvus.

*Hydrodynamo Station ? New Scans: Preed, Blogg

At the top of this room is a Red Blast Shield leading to a Save Station. The only way out is in the water, so drop down. Watch out for the Bloggs and if you ever drop to the bottom of this water, there are jets that will push you up a level. You can hop over to the middle module. This has an Orb Cannon to shoot you to the very top. Your objective is to raise the large cover. To do this you must scan three locks from their ledges. Right now you can only reach one. Sink down to the middle level grating near the three doors. Face the purple Blast Shield door and jump to the ledge some feet underneath it. Scan the console to open the first lock. Jump to the center and get shot from the cannon up the shaft and drop back down to the door level and grab the MISSILE EXPANSION. Shoot down the blast shield and enter the purple door.

Training Access

Go through this tunnel and out the water

Training Chamber ? New Scan: Recovering Energy

Drop down into the water. You need to get rid of the two Bloggs down here to keep going. To get rid of them, fire a charged blast and then fire a Missile into their mouths as they charge at you. When you kill them, the Spinner will activate. The idea of using the Spinner is to line up the path with one of the openings, either blue or red. To save your energy, go for the blue first because it is harder. Roll through the path to the other side and open the door.

Transit Tunnel West

Hop into the Orb Cannon to be shot into the transit. There is going to be a fan pushing you back, so bomb the blue block to be lowered down to the Bomb Slot. Activate it and one fan should stop, but start another Floats will guide your way, so head over to the left side of the room and out.

Gathering Hall ? New Scan: New Weapons

Drop into the water and kill the Blogg. Shoot Dark Shots at each of the bottoms of the spiky platforms to flip them over. Climb back up and cross the platforms to the opposite side of the room and use the Bomb Slot to open a grating down in the water. Hop down and activate the Portal.

<<Dark Torvus Bog>>

Crypt

There are two Dark Pirate Commandoes and you need to give them the charged Dark blast plus a Missile. Hop up to the platform with the Spinner and use it to reel in the laser in both dimensions. Jump back through the portal.

<<Torvus Bog>>

Gathering Hall

The actions you have done in Dark Aether have extended a platform which allows you to reach a Kinetic Orb Cannon. Jump over to it and get shot up to the door. Then, leave.

Gathering Access

Don't shoot the Preeds because there's no room to dodge the gas. Roll past them through the door.

Hydrodynamo Chamber ? New Scan: Bloggling

Scan the lock in front of you to unlock it. So far you should have two scans done. Hop into the cannon to get sent back up to where the Save Station is and then use it. Head back into the water when you are done and take the door you used before which doesn't have a scanner in front of it.

Training Access ? New Scan: Seedburster

There are many new enemies in this tunnel, but they're not a big problem.

Training Chamber

Change the Spinner and take the red tunnel.

Transit Tunnel East

Hop into the Orb Cannon and roll to the right to get carried up the pipe. Then you will get carried back to the left to get carried some more, then to the right and out.

Catacombs ? New Scans: The New Terror, G-Sch's Testament

Hop into the water and kill the Bloggs. Climb out using the steps on the opposite side. Enter the Black door.

Catacombs Access

You can either avoid or kill the Grizbees, but either way, head through the tunnel.

Hydrodynamo Chamber

If you haven't done so already, go the Save Station to save because after you

scan the third lock, you will no longer have access to the Save Station.
When you scan the console, it will raise the heavy weight in the center and
open the door to the area below. Drop down to enter the door.

Hydrodynamo Shaft ? New Scan: Alpha Blogg

Drop down the stairs and there will be many Hydlings near the end. Use them
to restore any energy or weapons you're missing and continue along the path to
the door.

Main Hydrochamber

Drop off and land at the bottom Turn around to find the door to your exit.

*Hydrochamber Storage

Capture the Gravity Boost and leave. NOTE: You're now able to move through
water without being slowed down, as well as getting an extra boost while in
it.

--== GRAVITY BOOST ACQUIRED ==--

Main Hydrochamber

Time for your next Boss:

BOSS: ALPHA BLOGG

After obtaining the Gravity Booster, you will have to face Alpha Blogg. While
fighting this giant Boss, keep an extremely far distance from it. When
attacking, Alpha Blogg can do one of two things. It can shoot blobs of goo
which causes you to lose sight and lower your gun, or it can charge at you like
regular Bloggs. If it starts shooting you, side-dash to dodge it. It will most
likely charge at you afterwards. While charging, it will open its mouth just
before it hits you. You can shoot a charged Power Beam shot or a Super Missile
into its mouth. After shooting it, immediately side dash to dodge it because it
does not stop charging after it gets hit. This Boss is not difficult if you
keep a safe distance away from it.

After you have defeated him, you'll need to live. Use your triple jump and
boost to carry yourself to the ledge with the fan. Then, jump off to the
closest platform. Boost over to the platform closest to the door to leave.

Hydrodynamo Shaft

There is a portal above and behind you when you enter the room. You can reach
it so head through.

<<Dark Torvus Bog>>

*Undertemple Access

Take the Dark Key and leave.

--== DARK TORVUS KEY 2 ACQUIRED ==--

<<Torvus Bog>>

Hydrodynamo Chamber

Go back and save, then take yourself to the Training Chamber.

Training Chamber ? New Scan: Dark Blogg

The Dark Bloggs main strength is their durability. Two Missiles will put them
down. Then continue to your next destination.

Transit Tunnel East

Enter the tunnels and then Double Bomb Jump up the first upright shaft to
reach a Bomb Slot, which will activate jets in the shafts. Bomb your way up to
the top using the fourth shaft from the left. However, you need to time this
correctly, so lay a Bomb just before you reach the peak of your jump to get
extra boost. When you reach the top, activate the Bomb Slot to start a timed
jet in the second tube. Bomb your way up the same way to reach and ENERGY
TANK. Leave by going right.

Catacombs

There are two Grenchlers in the water. Once you have the Gravity Boost you
gain an edge on the Grenchlers water. When you have enough room to move,

defeat them, then jump up to the Bomb Slot on the southeast wall. Activating it will remove the barriers surrounding the portal in this room. Use it!

<<Dark Torvus Bog>>

Dungeon ? New Scan: Dark Grenchler

Defeat enemies in this room, or run and jump to the only door.

Undertransit Two

Enter the tunnel and avoid the pistons. Roll across to the left side.

Sacrificial Chamber

Watch out for the Hunter. That roaring sound is your next target. You can't reach him from where you are, so head to the other door.

*Undertransit One

This is the scene just like the fan area on the light side, but the fans aren't working. Here you need to work your way across the pipes, but there are holes in several places. (NOTE: It is not that hard to navigate.) On the right side, you drop two levels, then bomb up three levels; all while moving left. On the left side is almost the same thing, only stop when you've dropped to the bottom. At that point, lay a Bomb right there and hold left as you jump to get into another pipe in the middle. Bomb up to a MISSILE EXPANSION and head back down to the bottom, go all the way to the left, and bomb up to the exit.

Crypt

Shoot out the crystal with a Dark Beam to remove the shell and extend moving platforms. There are two Dark Pirate Troopers. Destroy them so they don't knock you off the ledge. Then, cross the room counter-clockwise to reach the top white door.

Crypt Tunnel

Continue through this tunnel, shooting Tentacles on your way.

Undertemple Shaft

Drop down to the lower floor and enter the Kinetic Orb Cannon to be shot to the top. From here, you can access a Save Station. When you are finished there, drop to the floor and go through the hole in the grating. This will lead you to the entrance of a small carriage. Activate the Bomb Slot in the carriage to spin it in the direction you want it to go. Enter the new door.

Sacrificial Chamber Tunnel

Shoot away the Ingshpheres with Dark blasts to get Light Ammo and then use the Power Beam near the Venom Weed to clear it away. Carry on to the next room.

*Sacrificial Chamber ? New Scans: (see below), Grapple Point

Step in and attempt to overcome your next boss...

BOSS: GRAPPLE GUARDIAN

Be sure to scan the Grapple Guardian right off the bat to expose its weakness—the single eye. The Guardian looks like a mega-Dark weakness the single eye. The Guardian looks like a mega-Dark Grenchler, and is vulnerable in the same location. Stay in the safety of the white-lit pillar regions and shoot at the Guardian's eye. It doesn't like that much, and will shoot a grapple beam at you. When this happens, make sure you're standing behind one of the pillars, as the beam will latch onto it. This will give you an opportunity to run around behind the boss and use a Super Missile on its tail. Make sure you don't linger too long, though. You don't want the nasty bastard to swing around and get you with its snout. Keep repeating this process, or use a more derring-do approach. You can also use charged-up eye shots to stun the beast then quickly dash around behind and hit it with Super Missiles. Whatever works for you.

Grab the Grapple Beam and watch as the room adjusts itself so you can leave using the Grapple. Climb up the north side ledges and then hold L facing the Grapple Point to swing across.

----- GRAPPLE BEAM ACQUIRED -----

--== DARK TORVUS KEY 3 ACQUIRED ==--*

*Portal Chamber (Dark and Light)

Roll through this tunnel to the other side, but don't go through the door when you exit the tunnel. Jump your way up two ledges on this side to find another ball tunnel, leading down to the portal. Jump through to the light side to get a MISSILE EXPANSION. Jump back to the dark side and exit by the east door.

Poisoned Bog

Destroy the Hunter in this room and blast open the Purple Blast Shield door.

*Cache A

Take the BEAM AMMO EXPANSION and head back to the Venomous Pond.

Venomous Pond

Use the Save Station and head through the white door.

Dark Torvus Temple Access

Roll through the tunnel.

Dark Torvus Temple

The room to your left is an Ammo Station. Use it. Then head west through the Green Blast Shield.

*Cache B

Take the ENERGY TANK and head back.

*Dark Torvus Temple ? New Scans: Dark Shredder, (see below)

By using your three keys, unlock the temple and ride the water up to your next boss.

BIG BOSS: CHYKKA

Chykka Larva

This first part is actually very simple. Basically just stay in the center and fire. The larvae just swims around in a circle, then dives down. Get ready, because it will jump out of the water, allowing you to cause some damage to it. However, when it crashes into the water, make sure you jump over the shockwave or it will knock you into the poisonous water. Occasionally, it will send some Dark Shredders against you. Just shoot them with charged shots or missiles. They are mainly there for refills. Eventually, the larvae will emerge from the water, exposing its front. Use Light Beam charged shots as many times as possible. You should leave this battle with almost all of your health intact. You will also be constantly healing due to the Light Crystal field. Eventually, it will "die". More battle strategy in the Enemy List.

Chykka Adult

The field is divided into three platforms, each separated by nothing but a grappling point and poisonous water. The Chykka Adult has a projectile attack that easily blasts you off the platform and into the deadly water. The Chykka Adult must first be stunned by shooting it up front. Then, you must grapple onto a platform behind the Chykka Adult and shoot its wings with the Seeker Missile. This can prove to be very difficult if you have not mastered the Grappling Beam. The Chykka Adult will not stay stunned for long, be quick about it. After destroying all four weak points on the back of its wings, the creature will fall into the water and mutate into the Dark Chykka Adult.

Dark Chykka Adult

The only thing you can do to this creature is shoot its pouch. Take out the Light Beam and blast away. Charged Light Beam shots work the best. It may sometimes launch a group of Chyklings. After defeating the Dark Chykka Adult, it will revert back to the normal Chykka Adult again. You must repeat the same process again; stun the creature, grapple behind it, and blast the back of its wings with missiles. It may sometimes try to run into you, but usually fails. Then when it turns into the Dark Chykka Adult, use the same strategy and hit its pouch with charged Light Beam shots. This battle could take a while, so be prepared. For all your efforts, you are awarded the Dark Visor.

Take the Dark Visor left behind. Platforms will rise and disappear. You'll need to use the Dark Visor to see them.

ahead. Next, defeat at least one or two of the Rezbits as you climb the ledges leading around this chamber. When you are at the top, head out by the blue door.

Minigyro Chamber

Scan the red console nearby to learn the code to turn off the gyros in the middle of the room. The code given to you is the order in which you need to activate the Bomb Slots when you roll out. (Note: Amber = Orange, Crimson = Red, Cobalt = Blue, Emerald = Green). The order may change with each game however. When you set off all four, pass over the gyros and into the next room.

Hall of Combat Mystery

Defeat the two Quads and jump on through the Portal at the end of the room.

<<Ing Hive>>

Culling Chamber ? New Scan: Ingworm Cache

Take the east door to your right.

*Hazing Cliff ? New Scans: Dark Tallon Metroid, Dark Diligence Drone

Conquer the Dark Metroid with Light Beam. Then fire charged light shots at the Dark Diligence Drones to grasp a MISSILE EXPANSION. Head back to the first room.

Culling Chamber

Head north and go through the black door to the northeast.

Central Hive East Transport

Hop into the elevator and ride up to the next floor.

Hive Dynamo Works

Destroy as many Nightbarbs as you can and Grapple over to the other side. To reveal the portal, turn around and look back across the gap with the Dark Visor to uncover the five red locks. Seeker Blast them all to gain access to the portal. Walk on through.

<<Sanctuary Fortress>>

Dynamo Works ? New Scan: C-Rch?s Testament

Go forward through the black door.

Dynamo Access ? New Scans: Diligence Class Drone, Mechlops

Use a Dark shot on the Diligence Drone and move on to the room. Roll under the glass and either use a Bomb on the Mechlopses or keep away from them. At the end, destroy the other Diligence Drone the same way.

Main Gyro Chamber ? New Scan: Shattered Hope

Take the nearby ball tunnel to the other side of the dynamo. Inside this room is a Red Blast Shield leading to a Save Station. There?s also a Bomb Slot. Activate it to bring up a puzzle. With this puzzle you have to shoot the gray dots to rotate those colored dots around them in order to line up the colors with the lines on the left. TIP: shot in order of: upper left, upper right, lower left, lower right. This will raise another Bomb Slot. Using it will stop the rotation on one of the dynamo rings. You can walk across this ring without damaging it now. Roll back out into the main dynamo room and walk across the ring to the rounded door. Use the Spinner to open the door for easy path later. Step into the elevator to ride to the top and leave by the door up there.

Temple Access

Hop down and defeat the Quad. However, on this Quad, you need to defeat the MB first because it will keep calling new CMs in otherwise. Head through the door.

Sanctuary Temple ? New Scans: Dark Quad MB, Dark Quad CM

Drop down to the floor and defeat the two new Dark Quads. (Defeat them the way you would with normal Quads). Hop up the scaffolding in the southeast corner and climb. Grapple along until you can reach the south door.

Controller Access

Wait for the thing to rotate the proceed.

Sanctuary Energy Controller ? New Scan: Agon Falls.

Talk to the hologram and get the Cobalt Translator Files. Go back to the Sanctuary Temple for a new scan.

Sanctuary Temple ? New Scan: Mekenobite

Head east through the Cobalt Translator Door.

Worker's Path

Hop across the platforms. At the third platform, turn around and scan a module on the second one to activate the Orb Cannon to be shot across the other side. Head through the other door.

**Dynamo Works ? New Scan: (see below), Spider Ball Track

Scan the Spider Ball Track now, otherwise you won't have another chance to. Roll into the tunnel.

BOSS: SPIDER GUARDIAN

This is a morph ball-only battle, so hopefully you've got mad skills with Samus' spherical self. The idea here is to avoid the Spider Guardian, who casts a huge electrical field as it moves through the maze. At the same time, you have to find a way to injure it. The only way to do that is to redirect it into the blue electrical pylons. To do this, you need to activate the bomb slot (or slots in later stages). However, you can only do that when the Guardian is green. To change its color, you will have to bomb it. You must bomb the slot(s) while the boss is still green, and if you don't it will revert to other colors, and you'll need to turn it back. The best way to complete this first part is to bomb jump up the left ledges quickly, staying all the way left to avoid the boss' electrical field. Avoid the boss as you make your way all the way around to the right and pause at the left edge of the platform directly above the blue pylon (and near the bomb slot). As the boss approaches, lay a bomb, then roll away to the right to avoid getting hit. Repeat this until the Guardian turns green. Once he does, bomb jump up to the bomb slot. Plant a bomb there to divert the path and force the boss through the pylon. In this stage, you will drop into a half pipe. Use the boost to get up on top of the platform on the right side of the halfpipe. As the boss is midway down the left side of the turn nearest you, drop and lay some bombs and he should move into them. Fall to the pipe below and wait for the Guardian to pass then boost back to repeat the process. Or, if the boss turns green, boost up the left side to the top platform, wait for an opportune moment and bomb jump up to the slot and bomb it to divert its path. This is another halfpipe stage. Boost up to get on top of the maze and wait at the edge of the gap in the platforms. As the boss approaches from the left, drop between and lay bombs as you fall below. Turn it green and return to the top, rolling down to the bomb slot. Jump up and in and lay a bomb to divert the path yet again. As you're rolling to face your destiny, explode the crates in the next area to get some extra health. There are a total of three bomb slots in this segment of the challenge, and it's the toughest one of all. For starters, go all the way down to the bottom of the area and wait at the gap between the platforms. Lay a bomb as the boss approaches, then boost away. When it's stunned, boost through it and wait for it to come back. Lay a bomb, boost through, etc. When the Guardian turns green, bomb jump between the gap and roll to the first bomb slot. Make sure the boss is on the right side of the arena when you do this, because. Once you have bombed the first slot, go back down to the bottom and resume your bombing and boosting through the stunned boss. When it turns green again, rush back to the first bomb slot, activate it, then boost to the right across the gap, bomb jump up to the higher ledge, roll to the right and bomb jump up to the next slot. Make sure the boss hits the second pylon. When the second one's been hit, return below and make the boss turn green on the far right, boost all the way to the left and bomb the first two slots. When you land from the second bombing, boost left across the gap and up the slope to the third slot. Bomb the slot when the boss is still green to divert the path. When it hits the third pylon, the fight will conclude. Make your way up to the top of the arena and claim the Spider Ball.

Now that you have defeated this menace, you receive the Spider Ball. Use it to climb to the top of this. Don't retrace your steps completely. After passing the area where the crates use to be, Bomb yourself to a path above to roll

over to a MISSILE EXPANSION and a quick exit, which drops you on the other side of the Dynamo Works. Spider Ball up the wall and to the door.

==--==== SPIDER BALL ACQUIRED ==--====

Central Area Transport East

Hop into the elevator and ride downwards.

*Hall of Combat Mastery ? New Scans: The Final Crusade, Ingsmasher

Roll out of this enclosed area using the Spider Ball. Be careful because two Ingsmashers are activated in this room and are going to attack. Remove their shields with opposite split attacks and strike them with whatever item you have when the shields are down. Do this because they take a lot of hits. In the northeast corner of this room is a Spider Ball track. Roll up it to enter a complex section. First activate the Bomb Slot to reverse the conveyor belt. Then, time your movements past the flame jets. Next, time your bomb jumps to climb the next passage without getting zapped by the beams. Roll over to the other side where you'll jump onto platforms without being hit by timed beams. When that's done, use moving platforms and moving tracks to avoid a pit of Phazon. It's normal riding through the Spider Ball Track after this to the final part where you'll bomb the block below a MISSILE EXPANSION to get it. Jump back through the portal.

<<Ing Hive>>

*Culling Chamber

Roll over to a Spider Ball Track in the northeast area to reach a smaller course where you have to bomb away some blocks to receive a Dark Key, but when you go to grasp them, be careful because you don't want to roll into the Phazon track. Leave the same way you came in and head back to the Portal.

==--==== ING HIVE KEY 1 ACQUIRED ==--====

<<Sanctuary Fortress>>

Hall of Combat Mastery

Go back to Torvus and go to the Minigyro Chamber.

Minigyro Chamber

The place is now occupied by Harmony Class Drones.

*Reactor Core

Defeat all the Rezbits here. Use the Kinetic Orb Cannon on the bottom of the room. While in the air, hold down R and you'll stick to the large ball in the center of the room. Roll up it and wait for the connecting track to power down before rolling to the next big ball. Roll over to a red dot on the ball and hold down B to charge a Boost. Release to throw yourself over to another ball. Keep holding down the R Button. Remember however, that you have to do this for five balls, including the one you should be on. The second and fourth balls have been timed electrical charges. Wait for those to come down before you boost. At the fifth ball, you will boost to a track. At that track's end, you will boost to another track, which leads to an ENERGY TANK. Drop down to the bottom floor. You can access the Cobalt Translator Door, which leads to the Map Station for this area. When you are finished, leave by the south door.

Reactor Core Access

Keep going.

Power Junction

Keep going and ignore the blue sparkilies. Scan them if you wish to.

Sanctuary Entrance

When you entered, she blew up the bridge. You're prepared for this situation however. To the right of the door is a Spider Ball Track. Roll up and drop down to the connector to use a Boost to propel yourself over to the other connector, once you're halfway across the bridge. Then, roll the rest of the way across the bridge. From here, go back to the Transport to the Temple Grounds.

Transport to Torvus Bog

Leave this room.

Transport Center

Roll up the other side of this half-pipe to find a portal, leading to Dark Agon Wastes.

<<Dark Agon Wastes>>

*Crossroads

Take the MISSILE EXPANSION in front of you. Grab the other things we need from this side and head over to the Judgment Pit and blast down the Green Blast Shield to find...

*Warrior's Walk

Bomb the plates above the Phazon and drop onto it. Make sure you are onto it. The MISSILE EXPANSION is in a small alcove down here. Snag it and jump out before you start glowing blue. Retrace your steps back to the Judgment Pit and then go to the Junction Site.

*Junction Site

Roll in and Bomb up to the Spider Track. Use the Bomb Slot to rotate the structure so you can fall onto the MISSILE EXPANSION. Go back up the track and use the slot again to return it to normal. From here, go back to the Portal Chamber and step through.

<<Agon Wastes>>

Portal Terminal

Keep on going.

*Mining Station A

After you defeat the Pirate, lay a Power Bomb near the cracked wall at the bottom of the room to discover an Orb Cannon. Let it fire you up to the Spider Track to get yourself to a MISSILE EXPANSION. Head to the Agon Temple. Once you get there, take the black to the Mine Shaft.

Mine Shaft

Roll to the bottom of this room. Blast open the Purple Blast Shield.

Mining Station B ? New Scans: Krilee, The Stellar Object

Drop down into the pit. Use a Power Bomb on the cracked wall to reveal a white door.

*Storage A

Take the MISSILE EXPANSION and leave.

Mining Station B

Enter the small command station and activate the Orb Cannon. Go back outside near the dead Luminoth and activate the Bomb Slot near him to start the drill spinning. However, you're timed, so quickly run up to the Cannon to be shot near another Bomb Slot, which will raise the drill and clear away a portal. Drop down to the half-pipe and boost up to the left side. Roll into the tunnel which will drop you onto the drill. From here, enter the portal.

<<Dark Agon Wastes>>

Trail Grounds

Go to where all the Nightbarbs are coming from and hop onto the ledge inside. Walk up the path to an opening where you can cross the pit. Enter the door afar.

Dark Transit Station

Roll through this tunnel, but quickly to avoid the swarms.

Dueling Range

Hop through this portal here.

<<Agon Wastes>>

Mining Plaza

Go back through the door.

Transit Station

Roll quickly through again.

*Mining Station B

Grab the Darkburst Chare Combo and head back to the Agon Temple.

--==== DARKBURST ACQUIRED ==--====

Agon Temple

Take the white door and then through the Sandcanyon. Lead yourself to the Ventilation Area A to the Main Reactor.

*Main Reactor ? New Scan: B-Stl?s Testament

Drop down the hole after scanning B-Stl, then roll up the Spider Ball Track right next to it. In here you need to boost off the tracks onto the pistons as they pump. Carefully time it, as you can only go through holes in the middle. Once you're through and on the other side, break open the glass and take the MISSILE EXPANSION. Leave this room by the east blue door.

*Sand Processing

Boost up the half-pipe near the blast screen to reach a pipe on the right side. Roll through it. Activate the Bomb Slot to drain all the sand and collect the MISSILE EXPANSION. Head east and south to the Bioenergy Production room.

Bioenergy Production

In this room, destroy the four Metroids and scan the console at the east end to reactivate the racks. Go to the northeast corner of the room and use the Spider Ball Track to roll around the ceiling to the racks. Shoot off the east side of the rack to the ledge with the Green Blast Shield.

*Storage C

Get the MISSILE EXPANSION and leave to go back to the Transport to Temple Grounds.

<<Temple Grounds>>

Transport to Agon Wastes

Head to the Temple Assembly Site and hop through the portal.

<<Sky Temple Grounds>>

Plain of Dark Worship

Bust open the Purple Blast Shield next to you.

Lake Access

Shoot the Venom Weed and continue on.

*Accursed Lake ? New Scan: Dormant Ingclaw

Be careful of the Hunters. Pull your Dark Visor to spot a Flying Ing Cache out on the lake. Shoot it down and you'll find another Sky Temple Key. Press on to the portal.

--==== SKY TEMPLE KEY 9 ACQUIRED ==--====

<<Temple Grounds>>

Temple Assembly Site

Head to the Dynamo Chamber.

*Dynamo Chamber

Use Power Bombs to blow away the gates and the wall between the gates to get hold of a POWER BOMB EXPANSION. Return to the Windchamber Access room. Go back to the Great Temple and leave by the Torvus route. Then go down to the Path of Eyes.

Windchamber Access

Bust open the Yellow Blast Shield with a Power Bomb.

Windchamber

Shoot open the portal and enter it.

<< Sky Temple Grounds>>

Ing Windchamber

Use the four Spinners in this room to rotate the objects in the center structure so all four are facing south and glowing gold. Use Orb Cannons to travel between the four Spinners. When all four are facing south, use a Seeker Blast on all four purple spots on the front to activate them. When you do that, turn the objects so they're all facing north and glowing blue. Use another Seeker Blast from the north side of the area to activate them. Return to the portal when you're done.

<<Temple Grounds>>

*Windchamber

Whatever you have done on the dark side has pulled up Grapple Points so you can get around the room, as well as remove a shield in the center. Go to an Orb Cannon on the north side to be fired up to the Sunburst Charge Combo. Once you get it, you'll be attacked by Pirates. Destroy them and leave the room by the way you came in. Head back to the Torvus Transport.

==----- SUNBURST ACQUIRED ==-----

<<Torvus Bog>>

Transport to Temple Grounds

Press on to the Great Bridge.

*Great Bridge

Shoot yourself up to the bridge and bomb the rock covering away the east side to roll to a POWER BOMB EXPANSION. Make your way to the Forgotten Bridge. Hop into the portal.

<<Dark Torvus Bog>>

Dark Forgotten Bridge

With a Power Bomb, bust open the Yellow Blast Shield door.

*Putrid Alcove ? New Scan: Dark Phlogus

Shoot the Dark Phlogus as it opens its mouth to flip it over. Use a Power Bomb on the south wall to uncover a POWER BOMB EXPANSION. Return to the Forgotten Bridge and to the light side.

<<Torvus Bog>>

Forgotten Bridge

Take yourself to the Plaza Access which is north from here.

*Torvus Plaza

To get to the Spider Ball Track, roll up the side of the half-pipe. Navigate this course. This involves dropping, bombing, and rolling. This will end up at an ENERGY TANK. head over to the Torvus Grove.

*Torvus Grove

To blow up the rotting vegetation on the tree, use a Power Bomb. This will cause it to collapse and break open a wall, which will uncover a MISSILE EXPANSION. Take yourself back to the Underground Transport. Then, go to the Training Chamber.

*Training Chamber

Drop down. then, kill the Dark Bloggs. Once you've done that, find the Spider Ball Track to the left of the Spinner. Rollup and boost yourself around this course to the top. When you reach the ceiling, drop down into the front of the Bomb slot and use it to move the monument. Drop back down into the water and take your MISSILE EXPANSION. Roll up the back wall to the Yellow Blast Shield and bust it down.

Fortress Transport Access

Hop across the moving platforms to get to the other side.

Transport to Sanctuary Fortress

Go back to the Sanctuary

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<<Sanctuary Fortress>>

Transport to Torvus Bog

Keep going.

Torvus Transport Access

Shoot the Octopedes and move on.

*Main Research ? New Scans: Caretaker Class Drone, Torvus Falls

The figure in the middle of the room is a boss. However, you can't fight it yet, but make sure you scan it. Defeat the two Quads in the room. When that is done, roll up the Spider Ball Track on the north wall. Avoid the machines and bomb up and drop down your way to a MISSILE EXPANSION. Roll up the Spider Track on the east wall to get to the door once that's finished.

*Transit Station/Hive Portal Chamber ? New Scan: Dark Ingsmasher

Instead of making separate paragraphs every time you jump, they will be classified as a big room. Use a Power Bomb on the wall to expose the first portal. Take out the Dark Ingsmasher on the other side with Light Beam shots. Pass through the portal in the room he just broke open. Roll through the ball and through the next portal. When you have done that, Spider Ball Track to the next portal. Spider up the wall and across the ceiling to get to a POWER BOMB EXPANSION and your exit is the Yellow Blast Shield door.

Reactor Core

Head out to the Sanctuary Entrance by hopping down to the bottom floor when you enter this room.

**Sanctuary Entrance ? New Scans: Twilight, S-Jrs's Testament

Roll yourself to the northwest corner. Use a Power Bomb to break open the glass so you have an opening to hop inside the elevator to scan the console to activate the Orb Cannon outside. When you get in, you will be shot by a floating module. Roll around to the right side and fire the Vigilance Turret at the top of the near side, and right side of the near side. If you are confused with these directions, it will also show up on your Scan Visor. After you've finished with that, roll down the module to be fired back so you can head out to the main area. Then, hop up the northeast corner of this room. To reach the top of this area, roll up the Spider Track next to the Lore. There you will find a J-Srs. To get to the POWER BOMB EXPANSION, use the Orb Cannon to be shot over near it. Finally, use the Spider Ball and roll back the other side to make your entry in the Main Gyro Chamber.

Main Gyro Chamber

Go up the elevator in the southwest corner of the room which will lead you to the top floor. Use a Power Bomb here to blow up the containers blocking the Bomb Slot. Activating this will create another line-up puzzle. Shoot the lower left button three times, the upper left button twice, and the lower right button twice to solve it. Activate the other Bomb Slot to stop the second ring, which has a Spider Track on it, so head to the center of the room and roll up the south side of the ring. At the other side, boost off it to bust through the glass wall. Use another Power Bomb on the Yellow Blast door to move on.

Checkpoint Station

As you can see, pirates are getting destroyed by Dark Samus. Head to the right to slowly open the door in front of you. When you have done that, use as many of these crates as you need in the next room and head to the next door to slowly open it to discover that Dark Samus has left. Head through the far

door.

Aerie Access and Aerie ? New Scan: (see below)

Time for a rematch:

BOSS: DARK SAMUS (REMATCH)

When the fight begins, Dark Samus will activate the elevator you're standing on, sending you both in motion as the fight commences. Be sure to scan her right off the bat so you don't forget. This fight plays out very similar to the other one, with a few new wrinkles. Dark Samus is still fast, and will rip around the arena, so don't rely on too many slow attacks. Always lock on and try to hit her with as many Super Missiles or charged Light Beam shots as possible. The first leg of the fight won't last long, so once you score a couple direct hits, prepare for a couple new attacks. For one, Samus will turn into a morph ball and whip around the room, trying to boost and strike you. Use a charged shot to stop her in her tracks. If she pauses and touches the ground, get back or you'll be damaged by her force field. If she rises in the air, she'll turn into a ball and try to drill you, or shoot electricity from here hands. Both of these attacks can be dodged. If Dark Samus disappears, switch to the Dark Visor to pick her up (she'll appear red). Continue to avoid her attacks and launched charged shots and missile barrages of your own to take her down. If you need health, there are several crates around the edge of the room that will provide you a boost.

When you have little energy left, she'll break open a window and drop off the Aerie. Go out the window and head around the ledge to the left where you will find a portal.

<<Ing Hive>>

Hive Summit

Go back along the ledge and roll up the Spider Track to enter the main room. Use the Spinner to rotate the Spider Track in here. Once you're finished with that, roll up the track to the ledge so you can leap to the next portal.

<<Sanctuary Fortress>>

*Aerie

Hop over and take the Echo Visor. Put it on. When you do you will see three sonic emitters highlighted in orange. Shoot each on out and the elevator will be able to move once again so you can hop in and escape.

----- ECHO VISOR ACQUIRED -----

Aerie Access

Go to the next room.

Checkpoint Station

In here, all the doors will be locked. Put on the Echo Visor. You will find a small invisible drone shooting sonic waves. Break it to unlock the doors. When they are unlocked, go to the Main Research.

Main Research

Defeat the Quads in this room. When they are done for, put on the Echo Visor to find three sonic emitters shoot out. When they're slaughtered, the door should open. If you blow up one and leave the room, there is a possibility that there could be a glitch. The rest will deactivate, but the door won't open. If this does happen to you, reset your last save. Go through the portal.

<<Ing Hive>>

Staging Area

Defeat the two Hunters. Pull up your Echo Visor to defeat four sonic emitters once they are dead. When they are broken, the door will open and reveal a console. Scan it to lift a section of the floor, which not only gives you access to the door above, but also uncovers the floor. Above the floor is not necessary yet, but the uncovered floor is. hop underneath and activate the portal. Scan the Caretaker, you won't have another chance.

<<Sanctuary Fortress>>

Main Research

Roll up the Spider Track and Bomb onto the rails.

MINI-BOSS: CARETAKER CLASS DRONE

This thing has only two attacks. It runs arms along the rails to try to push you off, and if you fall off, it will electrify the floor to seriously hurt you. That's it. The way to beat this thing is to watch for the red sensors to drop. Boost through them to bust them up. Once you take down three sensors, then the main sensor will appear, but only briefly as it tries to look for you. Launch into it just as it pops up to damage it, then move up to the next level, where you have to do it again, only with less in the way of rail to move around on. You have to deal with three levels of this before the Caretaker calls it quits.

Roll up to the top to a small tunnel which leads around to a door you must enter.

*Central Area Transport West

Put on the Echo Visor to destroy the Drone to remove the barrier around the Orb Cannon. Hop in. This will ride you up to the top. Before moving on, drop back down the hole and you'll find little tunnels to return to the bottom that you can use. Drop down the left tunnel, then go right from there, then right again to reach a MISSILE EXPANSION. Go back up and out.

Watch Station ? New Scan: Sanctuary Falls

There are two Rezbits floating around prepared to attack. Use the rotating platforms to make your way to the northeast corner's white door.

*Watch Station Access

Leap down to find the easiest ENERGY TANK. Scan the console to lower Grapple Points so you can cross back to the Main Gyro Chamber to save. Go back to the Watch Station.

*Watch Station

Defeat the enemies you see, and head over to the southeast corner of the room to find a Spider Track. Use it to roll over to the Orb Cannon in the center of the room. When you're there, you'll be shot to another Spider Track and it is more complex. You will have wheels that will pull you towards a damaging red object. Seat a Bomb to blow yourself off at the right time to avoid the damaging red object. The right time is marked on the wheel for you in the form of two red sticks that form a line across the wheel. Set a bomb just as you pass them to get shot to the next track. When you arrive at the large mid-point field, you have two directions you can go to : the lower left which will lead you to more wheels and a BEAM AMMO EXPANSION and the other one is to the lower right, which will lead you to a bomb slot which will open a door to a portal. Most likely you will want to do both directions. Once you're all set, go through the portal.

<<Ing Hive>>

Aerial Training Site

Destroy the DPCs and go through the only available door?northwest corner

Judgment Drop

Defeat all of the Dark Preeds. Wait for their gasses to dissolve to start swinging across this large gap. On the other side, hop down to the left, then to the ledge underneath to the portal.

<<Sanctuary Fortress>>

Grand Abyss

Leap up to the platforms and through the door.

*Vault

In here is a Screw Attack, but you aren't accessible to it yet. Walk past the item and then hop down the platforms. Ignore the Bomb Slot for now. Scan the console to activate a bridge. Cross to the portal.

<<Ing Hive>>

Vault Attack Portal ? New Scan: Dark War Wasp
Grapple yourself across to the other portal.

<<Sanctuary Fortress>>

Vault

Leap across to the four Spinner platforms. Defeat the Rezbits so they don't try to stop you from accomplishing your mission. When you rotate all four laser platforms, go back through the two portals so you can reach the Bomb Slot behind the vault to open it. Grab the item. NOTE: To make it work, you must always be pushing forward in your jump.

--==== SCREW ATTACK ACQUIRED ==--====

Grand Abyss

Screw Attack yourself across the large gap. Return to the Main Research room and take the portal from here. Your next mission is to get the last two Dark Keys and defeat your next enemy in this area.

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<><><> 5n. The Big Guys <><><>

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<<Ing Hive>>

Stating Area

Jump up to the door to exit this room.

Central Hive West Transport ? New Scan: Wall Jump Surface

Screw Attack yourself into the lower-hanging wall to attach to it. Once attached, quickly jump off it to the other side. However, hold down B to carry all the way over. Then, proceed all the way up.

** Aerial Training Site

Grab the Dark Key. Scan the console to remove the barrier so you can Screw Attack over to the north side of the room. Wall jump the surfaces to find a MISSILE EXPANSION. When you have done that, jump back through the portal.

--==== ING HIVE KEY 3 ACQUIRED ==--====

<<Sanctuary Fortress>>

Watch Station

Go to the Dynamo Works and through the portal.

<<Ing Hive>>

Hive Dynamo Works

Go through the white door.

Hive Dynamo Access

Defeat the Warrior. Then, pull up your Echo Visor to find the sonic emitters keeping this door closed. Shoot all four and continue to the next room.

*Hive Gyro Chamber

A Spider-able is what is in the room that looks like a big ball. However, its got tentacles all over it, so be aware and bomb them away when you get the chance. Roll up to the top of the ball and onto the connected Track. Boost yourself to the rails at the top. Then, boost off those to reach the next Dark Key. Take the upper door on the north side for an Ammo Station and the lower door on the north side for a Save Station if you need it. When you have done that, head up to the upper door on the south side to move ahead.

--==== ING HIVE KEY 2 ACQUIRED ==--====

Hive Temple Access

Put the all the keys you have acquired into the slot and go on the next room.

<><><> 5o. Time For The Keys <><><>
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Dynamo Works

Roll into the tunnel system and head down to the end of the Yellow Blast Shield to blow it down with a Power Bomb.

Dynamo Storage

Use the portal.

<<Ing Hive>>

Hive Cache 3

Go out the door.

*Hive Dynamo Works

Use the Spider Ball and Boost ball to hop from the Spider Track to the pods floating in midair. Use the red dots on the pods as launching points. NOTE: Be sure the two are lined up before jumping. Pull up the Dark Visor to find a Flying Ing Cache at the end. Break it open for a Sky Temple Key. Retrace your steps back to the portal.

==--== SKY TEMPLE KEY 6 ACQUIRED ==--==

<<Sanctuary Fortress>>

Dynamo Storage

Go back to the Sanctuary Temple. Head north to the Temple Access.

*Temple Access

Destroy the Rezbits. Using the Dark Visor, fire a Seeker Blast at the four red dots on the south wall to activate an Orb Cannon. Use it to be fired up to the other side. Use the Echo Visor from here to find a sonic emitter. Defeat it and it will temporarily open a hatch. Run down quickly to the Orb Cannon and roll in to be fired to the hatch where you will fall to an under chamber with a MISSILE EXPANSION. Use the Spinner to get back out and head to the Main Gyro Chamber.

*Main Gyro Chamber

Go down to the bottom floor. There you will find an Echo Key system to open the door. Between the nearest, center, and furthest keys, the sequence is nearest, furthest, center, center. Roll into the Orb Cannon which will destroy the dynamo, leaving behind a POWER BOMB EXPANSION. Head back to the Transport to Temple Grounds.

<<Temple Grounds>>

Transport to Sanctuary Fortress

Head to the Great Temple.

<<Great Temple>>

Transport A Access

Go to the Main Energy Controller.

*Main Energy Controller

U-Mos will give you information on the Luminoth and also the Light Suit. You are now able to ride beams of light and navigate dark water. You may be tempted to use the teleportation device, but for now don't because you have missions you need to accomplish on the Temple Grounds. Head back down to Transport A.

==--== LIGHT SUIT ACQUIRED ==--==

<<Temple Grounds>>

Sacred Path

Jump through the portal.

<<Sky Temple Grounds>>

*Profane Path

When are done defeating the DPCs, you will find another Echo Key system. Between the left, near right, and far right keys, the order is: far right, near right, left, and far right. When the door is open, grab the BEAM AMMO EXPANSION and head to the north door.

Phazon Pit

Destroy the Dark Tallon Metroid and continue on.

*Phazon Grounds

Defeat the Dark Tallon Metroids and then Screw Attack over to the far alcove for a MISSILE EXPANSION. Jump back and head through the Purple Blast Shield door.

Reliquary Access

Use the Light Suit to distinguish the Ingstorm. Then, head to the next room.

Reliquary Grounds

Destroy the Warriors and climb to the top of this area. Head through the other door when you are finished.

*Ing Reliquary

Put on your Dark Visor to see the Flying Ing Cache for another Sky Temple Key. Then, head back several rooms to the portal.

----- SKY TEMPLE KEY 7 ACQUIRED -----

<<Temple Grounds>>

Sacred Path

Go over to the Fortress Transport Access.

*Fortress Transport Access

Go into the light beam to rise to an ENERGY TANK. Then, head to the transport down to the Sanctuary Fortress.

<<Sanctuary Fortress>>

Hall of Combat Mastery

Bust open the glass with a Power Bomb. Leave out the east door.

Agon Transport Access

Pass on through this room.

Transport to Agon Wastes

Go to Agon Wastes.

<<Agon Wastes>>

Transport to Sanctuary Fortress

Leave.

Ventilation Area A

Go east to the portal in the Pirate Base, which is in the Command Center.

<<Dark Agon Waste>>

Doomed Entry

Go to the Battlegrounds by the west upper path.

*Battleground

Destroy the Warriors. Then use the Dark Visor to find platforms. Jump across the first three, then onto a ledge so you can jump to the last platform. Then, go over to the Flying Ing Cache for another Sky Temple Key. Go back to the Doomed Entry.

----- SKY TEMPLE KEY 1 ACQUIRED -----

Doomed Entry

Go south and make your way to the Feeding Pit.

*Feeding Pit

Drop down in the water. There, search for a POWER BOMB EXPANSION, which most will somewhere around the bottom. Press on to the Phazon Site.

Phazon Site

On a high platform, Screw Attack across to the gray door. Use your Annihilator Beam on it to open it.

*Ing Cache 2

Snatch the Sonic Boom Charge Combo and leave. Go to the Dark Oasis.

--==== SKY TEMPLE KEY 2 ACQUIRED ==-----

*Dark Oasis

Use a Power Bomb to bust open the wall so you can drop down into the water. Put on the Dark Visor to see another Flying Ing Cache to get another Sky Temple Key. Hop into the portal from here.

--==== SKY TEMPLE KEY 2 ACQUIRED ==-----

<<Agon Wastes>>

Main Reactor

Go to the Sandcanyon.

*Sandcanyon

Screw Attack yourself to the middle island. Use a Power Bomb to blow away the structure to find a POWER BOMB EXPANSION and head over to the Mining Plaza.

*Mining Plaza

Use the Echo Visor. You will find three sonic emitters that you will need to destroy. Use the Screw Attack to float towards the open door and the ENERGY TANK beyond. Press on to the Transport to Torvus Bog.

<<Torvus Bog>>

Transport to Agon Wastes

Go to the Meditation Vista.

*Meditation Vista

Use the Screw Attack to drift over to the moving platform in the distance. This will carry you to an ENERGY TANK. You can either take yourself to the Forgotten Bridge and use the portal, or use the portal here. After you are done with either of your choices, go to the Poisoned Bog.

<<Dark Torvus Bog>>

*Poisoned Bog

Go down into the water and turn on your Dark Visor. When you do, you will find another Flying Ing Cache, who will give up another Sky Temple Key after you destroy him for it. Head back to the light side and down the Underground Transport to the lower level. Then, go back to the Hydrodynamo Station.

--==== SKY TEMPLE KEY 3 ACQUIRED ==-----

<<Torvus Bog>>

Hydrodynamo Station

Go down to the Main Hydrochamber and through the portal.

<<Dark Torvus Bog>>

*Undertemple

Use the Wall Jump to get a MISSILE EXPANSION. Return through the portal and head to the Catacombs.

<<Torvus Bog>>

Catacombs

Open the gray door by shooting at it.

*Transit Tunnel South

To hit the Bomb Slot, roll in and roll down to the bottom. When you have arrived there, go to the closest water jet and bomb yourself up it. To roll up the next one, roll to the right, and once again, bomb yourself up it. Roll across and bomb up to the next Bomb Slot. Finally, drop back down and roll left to the jet to bomb up to the top and over to the right, where you will find another Bomb Slot in the upper-right corner. Now, either go down and back around a jet that will be triggered by your previous action, or try to bomb yourself over to the jet to receive a MISSILE EXPANSION. Leave back towards the Catacombs.

Catacombs

Go through the portal.

<<Dark Torvus Bog>>

*Dungeon ? New Scan: Watchdrone

Drop in the dark water that is below you and look for a robot. Shoot the Light Beacon above it to make it move and roll in the hole behind it. When you are in the hole, find another robot and do the same. Behind that robot, turn on your Dark Visor to see another Flying Ing Cache, who you will abolish and take the last Sky Temple Key from. Then, retrace your steps and go through the portal.

----- SKY TEMPLE KEY 4 ACQUIRED -----

<<Torvus Bog>>

Catacombs

You now need to go back to the Temple Grounds for your final match. Head to the Torvus Energy Controller and step into the light beam for a quicker way. Go back to the Great Temple.

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<><><> 5p. Now Or Never <><><>

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<<Great Temple>>

Main Energy Controller

Go to Transport C.

<<Temple Grounds>>

Transport C

Go back to your ship for a full reload, if you want to. When you have, go through the portal in the Hall of Eyes.

<<Sky Temple Grounds>>

Base Access

Go to the Sky Temple Gateway. (it's in the opposite place of the Hall of Honored Dead.)

Sky Temple Gateway

Walk into the light to place all your keys. This will activate a light beam. Step into it.

<<Sky Temple>>

Sky Temple Energy Controller

This is an reversed structure of the Great Temple. Something is going to take the energy and melt through the ceiling (floor). Hop up the platforms to the Save Station, use it, and go around to the far door.

Sanctum Access

Hop up the Wall Jump Surface to the top. NOTE: This is not an easy task.

Sanctum ? New Scans: (see below)

Drop down and be prepared for ?a Really Big Boss.?

REALLY BIG BOSS: EMPEROR ING

As always, make sure you scan the boss--and various parts thereof throughout the fight. There are five scans total--the Head, Body and Eye in the first stage, the Chrysalis in the second stage and the Mutated Emperor Ing in the third stage. In the first stage of this fight, the Emperor Ing will use its tentacles to try to damage you. It will do this by sweeping them across floor. Watch out... sometimes it will sweep around a couple times at different levels, so always be watching. Double jump to avoid this attack. If the tentacles glow purple while flinging around the room, the best tactic is to shrink back near the wall. Be sure that you don't step on the Phazon that rings the room, or you'll take constant damage. Often, the boss will gather all the tentacles together and create a ball of energy, which it attempts to whip at you. If you can manage it, this is a good opportunity to take out the tentacles with some missile blasts. Don't stick around for the energy ball, though, as it will rock your health bar good. To drop the first form of the boss, target its tentacles with the Annihilator Beam and use three or four shots per limb to take it out (you can also use missiles). If you want to try to get them all at once, drop into morph ball form when the tentacles sweep the floor and use a Power Bomb. When all of the tentacles go inside, it's time to focus on the giant eye that forms. You will have to target between the gap to do any damage, so make sure you dash against the way it's turning to get a good shot off. Try to hit this form with a Sonic Boom, or Super Missiles. If these attacks are too slow, and you find yourself missing often, a charged-up Light Beam also works nicely, and fires a lot faster. The boss will only stay in the vulnerable state for a matter of seconds, then it will revert to the tentacle form. Each time, the tentacles will grow in number and be a little more vicious. In addition, a new portal attack will be added to the mix. The best way to avoid this is simply to lock on and back up. When you finally chisel this form's health down to zero, the second stage will begin. Stage Two is an opportunity to get some of your health back if you play your cards right. To begin, turn into the morph ball and roll up onto the Chrysalis using the spider ball powers. The room is filling with caustic gas, and will eventually fill completely, so make sure you work fairly quickly. Stay out of the gas as it rises and falls, and beat the boss before the room is completely filled with vapor. Roll around the surface of the boss and look for nodes that tentacles appear from. Just as a tentacle is about to appear a couple bubbles of Dark Ing will appear there, so lay multiple bombs in that area to take them down. When you effectively explode a node, gas will emit from it. Bombing all of them will slay this form. As you move around the surface of the boss, puddles of Ing will chase you around. Bomb them to yield power-ups and heal from the brutal fight you just survived. You can leave one tentacle un-bombed and collect stuff until you refill most of your supplies, then bomb the last one when the gas appears imminent. Once the last tentacle goes down, it's on the final form. The Mutated Emperor Ing looks like a large, nasty Warrior Ing. Its heart is protected, so you need to make it a different color to damage it. When fire appears in its mouth, shoot a Super Missile into the craw to change it to a different color. When it turns dark, use Light Beam to damage it. When it turns light, use Dark to damage. Or, if you're having trouble scoring hits with Dark, resort to the Annihilator Beam in quick bursts to loosen it up. Don't ever waste ammo when the creature's mouth is closed. Most of the defense in this stage is about dashing away from the creature's attacks. It will create shafts of energy much like the Warrior Ing and shoot those at you, and it's just a matter of sidestepping them. When the beast charges, get on the move, either to the side or straight under it. Quickly turn and lock again and be ready to dish the next helping of pain. When the Emperor falls one fight remains.

You will get the rest of the energy here on Dark Aether. That will make this dimension unstable, so now you have to beat it in eight minutes. Jump up the middle platforms and leap for the door.

Sanctum Access

Take the other door when you drop down.

- #6.) Light Aether - Agon Wastes * Storage B: Go through the dark door in Biostorage Station.
- #7.) Light Aether - Temple Grounds * Temple Assembly Site: From the pillar, leap up to a ledge and roll into the morph ball tunnel to get it.
- #8.) Light Aether - Great Temple * Transport B Access: Look for a morph ball opening in the hallway. Bomb jump up to get to the Expansion.
- #9.) Light Aether - Torvus Bog * Forgotten Bridge: This will be available on the bridge once you activate the bomb slot in Dark Forgotten Bridge.
- #10.) Light Aether - Torvus Bog * Underground Tunnel: Roll under the grate near the door to claim it.
- #11.) Light Aether - Temple Grounds * Hive Chamber A: After you talk to U-Mos and return to this chamber, defeat the Dark Missile Trooper here to gain the missiles.
- #12.) Light Aether - Temple Grounds * Hive Chamber B: Next to the morph ball hole is a capped tunnel. Bomb it to get inside. and get the Expansion.
- #13.) Light Aether - Torvus Bog * Hydrodynamo Station: Find it in front of a purple door.
- #14.) Dark Aether - Torvus Bog * Undertransit One: Roll as far left as you can in the bottom tube of this area then bomb jump up to the top tube, heading through the contraption in the middle. Roll all the way right in the bottom tube. Bomb jump up to the next tube then jump once more up and right to get the missiles.
- #15.) Dark Aether - Agon Wastes * Crossroads: Boost up the halfpipe in Transport Center to a portal and go through to claim the Expansion.
- #16.) Light Aether - Torvus Bog * Abandoned Worksite: Once you have the grapple beam, use it to grapple over to the power-up.
- #17.) Light Aether - Torvus Bog * Portal Chamber: Go to Portal Chamber in Dark Aether. Jump up to the morph ball hole, roll through and ride the piston down. Go through to the Light and grab the Expansion.
- #18.) Light Aether - Torvus Bog * Path of Roots: Once you have the grapple beam, use it to swing over to the missiles on the ledge.
- #19.) Light Aether - Torvus Bog * Torvus Lagoon: You need Gravity Boost to gain this power-up. Explore the underwater area to find the Expansion floating above some Venom Weed.
- #20.) Light Aether - Great Temple * Transport A Access: Next to the save location. Roll back there and bomb the pile of rocks to get down to the Expansion.
- #21.) Light Aether - Sanctuary Fortress * Dynamo Works: Upon beating the Spider Ball Guardian, use the spider ball tracks up. At the top of the area, bomb jump up and to the left then roll to find the Missile Expansion.
- #22.) Light Aether - Sanctuary Fortress * Hall of Combat Mastery: Find the spider ball tracks that head into a wall. Maneuver through lasers, fire, moving platforms and nasty bomb jumps to reach the Expansion.
- #23.) Light Aether - Torvus Bog * Gathering Hall: Drop into the water and use a Power Bomb to break the glass, and another to break the drain cover. Once it's drained, boost up to the spider ball tracks and maneuver to bomb slots on both sides of the room. When both are activated, grapple over to a platform that leads to the goods.
- #24.) Light Aether - Sanctuary Fortress * Main Research: Go to the spider ball track on the blue wall. Watch out for the moving parts that try to knock you off the track as you roll and bomb jump to the top.

- #25.) Light Aether - Sanctuary Fortress * Central Area Transport West: This is a vertical maze. Head to the top of the room and drop down a level. Change to the morph ball and enter the chute on the far left. Go right twice to find the power-up.
- #26.) Dark Aether - Aerial Training Site * Ing Hive: Near the portal is a wall-jumping wall. Use it to get to the Expansion on the ledge above.
- #27.) Light Aether - Sanctuary Fortress * Sentinel's Path: Hit the door with the Annihilator Beam and listen to the sound it makes. Hit each of the locks in the correct order to reproduce the tone and unlock the door.
- #28.) Light Aether - Sanctuary Fortress * Temple Access: Use the Dark Visor to see the nodes and hit them with the Seeker Missile. Once you uncover an orb cannon, roll into it. Use the Echo Visor and disable the audio then ride the cannon again to grab the goodies.
- #29.) Light Aether - Agon Wastes* Ventilation Area A: Roll over to the block to the right. Eliminate the enemy and get on top of the block then bomb jump to get up to the higher level, where you can roll left and gain the power-up.
- #30.) Light Aether - Agon Wastes * Main Reactor: Follow the spider ball track around the corner from where you enter the bottom part of the room. When you get to the top portion, use the boost to get to the rotating spider ball columns. When you get through this, drop a Power Bomb on the glass at the end to earn the missiles.
- #31.) Light Aether - Agon Wastes * Sand Processing: Boost up the right side of the halfpipe and go through the tunnel. Scan the console in the next room and activate the bomb slot to drain the sand out of the previous room, exposing an Expansion.
- #32.) Light Aether - Agon Wastes * Storage C. Raise the middle platforms with the control panel in Bioenergy Production then find the spider ball track nearby. Boost between the tracks and head to the center of the room. From here, boost to the edge of the triangular platform and from here, boost one last time to get to the ledge. Blast through the green door to claim your prize.
- #33.) Light Aether - Agon Wastes * Mining Station A: Find the cracked wall with your scan visor and drop a Power Bomb next to that portion of wall. Use the ball cannon to launch up to a spider ball track. Manuever along it to get to the Expansion on the left.
- #34.) Dark Aether - Sky Temple Grounds * War Ritual Grounds: Switch to the Dark Visor and locate five red nodes. Use the Seeker Missile on them to open a path to the Expansion.
- #35.) Dark Aether - Sky Temple Grounds * Plain of Dark Worship: Sitting in the open.
- #36.) Light Aether - Temple Grounds * Communication Area: Leap up to the ledge near the door and use a Power Bomb to break the glass, exposing a morph ball hole that leads to the missiles.
- #37.) Light Aether - Temple Grounds * GFMC Compound: Use the Screw Attack to get on top of the ship. You'll find the Expansion at the far end.
- #38.) Dark Aether - Sky Temple Grounds * Phazon Grounds: Screw Attack across the gap to get it.
- #39.) Light Aether - Agon Wastes * Storage A: In Mining Station B, Power Bomb the weak wall (the scan visor will reveal its location). Go through the light door to retrieve the expansion.
- #40.) Dark Aether - Agon Wastes * Warrior's Walk: Use a Power Bomb on the floor and boost to the far end below... work quickly to avoid getting hurt a lot by the Phazon.
- #41.) Dark Aether - Agon Wastes * Junction Site: Hop up to the spider ball

- [] Mining Station B: BC (SL)
- [] Storage A: ME (PB)
- [] Storage B: ME (DB)
- [] Storage C: ME (SB)
- [] Sandcanyon: PBE (SA)
- [] Ventilation Area A: ME (LB)

Dark Agon Wastes:

- [] Crossroads: ME (BB)
- [] Junction Site: ME (SB)
- [] Dark Oasis: STK (LS)
- [] Feeding Pit: PBE (LS)
- [] Battleground: STK (DV)
- [] Ing Cache 2: BC (AB)
- [] Ing Cache 4: ME (LB)
- [] Warrior's Walk: ME (SM)

Sky Temple Grounds:

- [] Plain of Dark Worship: ME (LB)
- [] War Ritual Grounds: ME (DV)
- [] Defiled Shrine: STK (DV)
- [] Accursed Lake: STK (DV)
- [] Profane Path: BAE (AB)
- [] Phazon Grounds: ME (DV)
- [] Ing Reliquary: STK (LS)

Torvus Bog:

- [] Torvus Lagoon: ME (GBo)
- [] Path of Roots: ME (GBe)
- [] Portal Chamber: ME (BB)
- [] Forgotten Bridge: ME (DS)
- [] Abandoned Worksite: ME (GBe)
- [] Great Bridge: PBE (PB)
- [] Temple Access: ET (DS)
- [] Underground Tunnel: ME (ET)
- [] Torvus Grove: ME (PB)
- [] Meditation Vista: ET (SA)
- [] Plaza Access: ME (BB)
- [] Torvus Plaza: ET (SB)
- [] Hydrodynamo Station: ME (SM)
- [] Training Chamber: ME (SB)
- [] Transit Tunnel East: ET (GB)
- [] Gathering Hall: ME (PB)
- [] Transit Tunnel South: ME (AB)

Dark Torvus Bog:

- [] Cache A: BAE (SL)
- [] Cache B: ET (BB)
- [] Undertransit One: ME (SL)
- [] Dungeon: STK (LS)
- [] Undertemple: ME (SA)
- [] Poisoned Bog: STK (LS)
- [] Putrid Alcove: PBE (PB)

Sanctuary Fortress:

- [] Sanctuary Entrance: PBE (PB)
- [] Reactor Core: ET (SB)
- [] Hall of Combat Mastery: ME (SB)
- [] Dynamo Works: ME (SB)
- [] Main Gyro Chamber: PBE (AB)
- [] Temple Access: ME (EV)
- [] Sanctuary Map Station: ME (LS)
- [] Main Research: ME (PB)
- [] Transit Station: PBE (PB)
- [] Central Area Transport West: ME (EV)

- * Mekenobite
- * Quad CM
- * Quad MB
- * Watchdrone

Small

- * Diligence Class Drone
- * Harmony Class Drone
- * Mechlops
- * Octopede
- * Rezbit
- * Serenity Class Drone

Stationary

- * Caretaker Class Drone
- * Humility Class Turret
- * Growler Class Turret
- * Luminoth Turret
- * Vigilance Class Turret

Dark Aether

Darklings

Darkling Aquatic

- * Dark Blogg
- * Dark Phlogus

Darkling Flyers

- * Dark Shredder
- * Dark War Wasp
- * Nightbarb

Darkling Ground

- * Dark Alpha Splinter
- * Dark Grenchler
- * Dark Splinter

Darkling Mechanoids

- * Corrupted Sentryeye
- * Dark Diligence Drone
- * Dark Ingsasher
- * Dark Quad CM
- * Dark Quad MB

Darkling Offworld

- * Dark Missile Trooper
- * Dark Pirate Commando
- * Dark Pirate Trooper
- * Dark Preed
- * Dark Tallon Metroid
- * Dark Trooper

Emperor Ing

- * Emperor Ing Body
- * Emperor Ing Head
- * Emperor Ing Eye
- * Emperor Ing Chrysalis
- * Mutated Emperor Ing

Guardians

Amorbis

- * Amorbis 1
- * Amorbis 2

Chykka

- * Chykka
- * Chykka Larva
- * Chyklings
- * Dark Chykka

Quadraxis

- * Damaged Quadraxis
- * Final Head Module
- * Quadraxis
- * Shielded Head Module
- * Stunned Head Module

Sub Guardians

- * Bomb Guardian
- * Boost Guardian
- * Grapple Guardian
- * Jump Guardian
- * Power Bomb Guardian

- * Spider Guardian

Ing

- * Darkling Tentacle
- * Hunter Ing
- * Ing Larva Swarm
- * Inglet
- * Ingstorm
- * Warrior Ing

Offworld

Dark Samus

- * Dark Samus 1
- * Dark Samus 2
- * Dark Samus 3
- * Dark Samus 4

Metroids

- * Infant Tallon Metroid
- * Tallon Metroid

Pirates

- * Pirate Aerotrooper
- * Pirate Commando
- * Pirate Grenadier
- * Pirate Trooper
- * Preed

Research

Aether Studies

Aether

- * Aether
- * Dark Portal
- * Energy Controller
- * U-Mos

Dark Aether

- * Dark Aether
- * Light Portal
- * Phazon

Biology

Cocoons

- * Metroid Cocoon
- * Splinter Cocoon
- * War Wasp Hive

Darklings

- * Dormant Ingclaw
- * Ing Webtrap
- * Ingclaw
- * Webling

Ing Storage

- * Bladepod
- * Flying Ing Cache
- * Ingsphere Cache
- * Ingworm Cache

Plantforms

- * Agon Bearerpod
- * Bloatsac
- * Blueroot Tree
- * Sandgrass
- * Torvus Bearerpod
- * Torvus Hanging Pod

Luminoth Technology

Light Beacons

- * Energized Beacon
- * Light Beacon
- * Nullified Beacon
- * Super Beacon

Light Crystals

- * Energized Crystal
- * Light Crystal
- * Nullified Crystal
- * Super Crystal

Lift Crystals

- * Dark Lift Crystal

- * Light Lift Crystal
 - * Liftvine Crystal
- Utility Crystals
- * Dark Sentinel Crystal
 - * Sentinel Crystal

Mechanisms

- GF Security
- * GF Bridge
 - * GF Gate Mark VI
 - * GF Gate Mark VII

Systems

- * Bomb Slot
- * Grapple Point
- * Kinetic Orb Cannon
- * Spider Ball Track
- * Spinner
- * Wall Jump Surface

Vehicles

- * GFS Tyr
- * Pirate Skiff
- * Samus's Gunship

Lore

Luminoth Lore

A-Kul's Clues

Cadre 1 Clues

- * B-Stl's Key
- * G-Sch's Key
- * J-Stl's Key
- * S-Dly's Key

Cadre 2 Clues

- * C-Rch's Key
- * D-Isl's Key
- * J-Fme's Key
- * M-Dhe's Key
- * S-Jrs's Key

Conflict

First Phase

- * Dark Aether
- * New Weapons
- * Our War Begins
- * Recovering Energy
- * The New Terror

Second Phase

- * Agon Falls
- * Shattered Hope
- * The Final Crusade
- * The Sky Temple
- * Torvus Falls

Final Phase

- * Sanctuary Falls
- * Twilight

History

Golden Age

- * Light of Aether
- * Origins
- * Our Heritage
- * Paradise
- * Saving Aether
- * The Stellar Object

Dark Age

- * Age of Anxiety
- * Cataclysm
- * The Ing Attack
- * The World Warped

Keybearer Lore

Cadre 1

- * A-Kul's Testament
- * B-Stl's Testament
- * G-Sch's Testament

- * J-Stl's Testament
- * S-Dly's Testament
- Cadre 2
- * C-Rch's Testament
- * D-Isl's Testament
- * J-Fme's Testament
- * M-Dhe's Testament
- * S-Jrs's Testament

Space Pirate Logs

Cycle 4

- * Log 44681
- * Log 48853

Cycle 5

- * Log 50086
- * Log 54421

Cycle 6

- * Log 62217
- * Log 63622
- * Log 67135
- * Log 69898

Cycle 7

- * Log 70136
- * Log 71599

Trooper Logs

Force One

- * CAPT A. Exeter
- * LCPL J. Brode
- * PFC G. Haley
- * PFC I. Crany
- * PFC S. Milligan
- * SPC F. Triplette

Force Two

- * GSGT C. Benet
- * PFC E. Denys
- * PFC L. Brouda
- * PFC M. Veroni
- * SPC B. Reeves
- * SPC M. Angseth

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<><><> 9b. Research <><><>

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These are generic items lying around the planet. They're separated into four categories:

Aether Studies: These are basic items related to Aether and the plot.

Aether

- Aether: This is a holo-model of the planet, found in the Command Center in the Agon Wastes.
- Dark Portal: Activate any portal leading to Dark Aether and scan it.
- Energy Controller: Scan any Energy Controller in the Agon Wastes, Torvus Bog, or Sanctuary.
- U-Mos: He's your Luminoth helper throughout the game. Need another hint? He's the only moving thing in the game that doesn't want to kill you.

Dark Aether

- Dark Aether: This is a holo-model of the opposite of the planet, found in the Command Center in the Agon Wastes.
- Light Portal: Activate any portal leading back to Aether and scan it.
- Phazon: After defeating Dark Samus in the Main Reactor, scan the capsules along the wall, or you can scan some patches of it in Dark Agon Wastes.

Biology: These are basically non-aggressive plants.

Cocoons

- Metroid Cocoon: You can find this hanging from a platform in the Biostorage Station in the Agon Wastes. Watch for the infants that will jump out.

- Splinter Cocoon: These are dotted all over the place in the Temple Grounds. Make sure to scan it before it opens, as only a closed one will register. If you need to find one late in the game, there are several in the Dyanmo Chamber in the Temple Grounds.
- War Wasp Hive: These are also all over the place in the Temple Grounds. They're pretty easy to spot, but if you really need to find one. Ummm... Torvus Transport Access.

Darklings

- Dormant Ingclaw: This is an Ingclaw (attached to the wall) that's not spewing purple vapor. There are several in the Sky Temple Grounds, such as in the Accursed Lake.
- Ing Webtrap: This is basically the Ing's version of a locked door, but it's actually pretty rare. The first place you can find one is fighting against the multiple Warrior Ing when you first get to the Battleground in Dark Agon Wastes (this is after you get the Light Beam).
- Ingclaw: This is a black pod-like being attached to the wall. They dump out purple vapor. You can find them around the Sky Temple Grounds in places like the Plain of Dark Worship.
- Webling: These darklings are simply a web-like wall with an eye. One shot from the Light Beam will vape them. You can find them in the Feeding Pit Access in Dark Agon Wastes.

Ing Storage

- Bladepod: These are tall containers found in the Dark Agon Wastes. They're quite literally all over the place.
- Flying Ing Cache: These guys contain Sky Temple Keys. You can only see them with the Dark Visor, and their locations are part of the story, so scan them once you hit them and they become visible, because there are only nine in the game.
- Ingsphere Cache: You can find these living containers in Dark Torvus Bog. They're blue glowing plants.
- Ingworm Cache: These balls of Ingworms are found in the Ing Hive and in the Sky Temple.

Plantforms

- Agon Bearerpod: These are glowing blue pods with spikes. There are several in the Agon Wastes, such as in the Mining Plaza.
- Bloatsac: Found in the Forgotten Bridge in Torvus Bog, these plants just seem to be around for decoration.
- Blueroot Tree: There are few places to find this wiry blue tree. One is in Save Station A in the Agon Wastes (on the southeast side through the sand tunnel), so get it there.
- Sandgrass: This grass is easily found in the Plaza Access in Agon.
- Torvus Bearerpod: These pods are dotted all over Torvus Bog. Be careful when you shoot them as they expel corrosive gas when they burst.
- Torvus Hanging Pod: These pods are suspended above the swamp in Torvus Bog, shoot them to bring them down and bust them open.

Luminoth Technology: These are items specifically tied to the Luminoth.

Light Beacons

- Energized Beacon: Shoot a beacon with the Light Beam and scan it.
- Light Beacon: It's a tiny ball of light floating around Dark Aether. Although small, they're really tough to miss.
- Nullfied Beacon: Shoot a beacon with the Dark Beam and scan it.
- Super Beacon: Shoot a beacon with the Annihilator Beam and scan it.

Light Crystals

- Energized Crystal: Shoot a crystal with the Light Beam and scan it.
- Light Crystal: These are the light-topped pylons all over Dark Aether.
- Nullified Crystal: Shoot a beacon with the Dark Beam and scan it.
- Super Crystal: Shoot a beacon with the Annihilator Beam and scan it.

Lift Crystals

- Dark Lift Crystal: Be sure to scan a Lift Crystal (see below) after shooting it with the Dark Beam.
- Light Lift Crystal: You'll find these in the Dark Agon Wastes, specifically in the Pirate Base area, and you'll be able to use them soon after getting the Dark Beam.

claimed a homeworld and formed a deep bond with it. In time, we decided to do the same.

Symbol: Violet Text

Location: Main Energy Controller, Temple Grounds: Light World

OUR HERITAGE:

Our search for a home took us through the cosmos. For many a great cycle we roamed, yet a place to call our own eluded us. In time, we began to despair, feeling the search was in vain. We considered remaining among the stars until a scout returned with news of a world unlike any other. When we beheld Aether for the first time, so great was their beauty that we forsook the stars forever to live upon her surface. From the day forth, the Luminoth were of Aether, our blessed paradise.

Symbol: Violet Text

Location: Transport to Agon Wastes, Temple Grounds: Light World

PARADISE:

Aether was a fertile, aged world with bountiful fields and oceans. The native creatures were gentle compared to other worlds we had encountered. We settled in a mountain region at first, in cliffside dwellings. In time, we established settlements in the green forest of Torvus and the fertile plains of Agon. A Great Temple was built between our three domains, a place of peace and a monument to our accomplishments. It was a time of harmony for our people.

Symbol: Amber Text

Location: Mining Plaza, Agon Wastes: Light World

SAVING AETHER:

Aether's planetary energy supply reached a critical stage. If left unchecked, the energy would expire, bringing an end to the world. Our greatest minds devised a way to preserve and regulate the remaining planetary energy - the Energy Controllers.

Symbol: Amber Text

Location: Agon Energy Controller, Agon Wastes: Light World

LIGHT OF AETHER:

The main Energy Controller was built in the Great Temple: three sub-controllers were built in the temples of Torvus, Agon, and Sanctuary. They collected the energy of Aether, then radiated it over the world to all who needed it. In time we came to call this precious energy the "Light of Aether." It brought an age of peace and prosperity to the Luminoth.

Symbol: Amber Text

Location: Portal Terminal, Agon Wastes: Light World

THE STELLAR OBJECT:

By the time we detected the stellar object as it streaked toward our world, it was too late to stop it. We fired numerous weapons at it in a vain attempt to alter its trajectory. Nothing worked. Our efforts placed a great strain on the Energy Controllers, and weakened Aether. All we could do as the object drew closer was take shelter and wait. We gathered stores of food and water, reinforced the shielding on our dwellings, and spent the last hours in peace.

Symbol: Amber Text

Location: Mining Station B, Agon Wastes: Light World

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<><>< 11b. Dark Age <><><

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CATAclysm:

The starborne terror burnt through the heavens and struck Aether with an untold might. We all expected the world to shatter... but Aether held. There was great devastation, however. The green plains of Agon were scorched forever, and the forest of Torvus was engulfed and wracked by the sea. The skies burned for days, casting darkness over the land.

Symbol: Amber Text

Location: Mining Station A, Agon Wastes: Light World

AGE OF ANXIETY:

In time, the roar of a wounded planet subsided. The air, though fouled, was breathable. Light made its way through the dark veil over our world. Slowly, we ventured out from the shelters of our homes to see what remained of our paradise. What little comfort we gained by surviving was soon shattered, for when we looked outward, all we saw was devastation. Half of the planet's energy had vanished from the Energy Controllers. Aether became violently unstable as a result. Of the stellar object which struck our home, there was no sign.

Symbol: Violet Text

Location: Meeting Grounds, Temple Grounds: Light World

THE WORLD WARPED:

Amidst this turmoil, we discovered many disturbing anomalies. Spatial disturbances appeared across the land. Objects went into a state of dimensional flux, their atoms divided between Aether and... somewhere else. There was little time to ponder these strange happenings, for we had to deal with the devastation of our lands.

Symbol: Violet Text

Location: Path of Eyes, Temple Grounds: Light World

THE ING ATTACK:

The Day came when space was torn asunder, revealing dimensional rifts to a dark place. Horrible dark swarms streaked forth from these rifts, engulfing nearby creatures and transforming them into what we would come to call darklings. The dark creatures became our enemies, and peace came to an end on Aether.

Symbol: Emerald Text

Location: Path of Roots, Torvus Bog: Light World

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<><><> 11c. Conflict <><><>

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First Phase

DARK AETHER:

In time, we created machines to open rifts to our enemy's world. Volunteer scouts went through the rifts and found a twisted world, harsh and poisonous... a Dark Aether. they discovered that this world held the missing half of our planet's energy. They also saw the true face of the enemy, a race we came to call "Ing," meaning terror. Our scouts could not survive long on the surface of Dark Aether, so venomous was its air. Still, we vowed to return. We prepared for war.

Symbol: Emerald Text

Location: Torvus Energy Controller, Torvus Bog: Light World

OUR WAR BEGINS:

We developed Crystals that brought the Light of Aether to the dark world. Using these Crystals allowed our warriors to explore the enemy lands, to bring war to the Ing. Sadly, the Crystals were not enough. We needed stronger weapons, better armor. We withdrew from Dark Aether while our greatest minds

devised new engines of war.

Symbol: Emerald Text

Location: Underground Tunnel, Torvus Bog: Light World

THE NEW TERROR:

In time, the Ing began to possess Luminoth as well as creatures. Friends and family members became the enemy, spilling Luminoth blood across the land. Desperate, we devised shielding to prevent Ing possession. It was effective, but not perfect. Should the shielding fail, all Luminoth were prepared to self-terminate rather than become a weapon for the Ing.

Symbol: Emerald Text

Location: Catacombs, Torvus Bog: Light World

NEW WEAPONS:

Our studies of the Ing revealed the source of their attacks as dark energy. We built weapons to use this energy, thinking it could overload enemy targets and eliminate them. We soon learned our error, as the Dark Beam was not of great effect on the Ing. We then began to develop a weapon that used light energy. This weapon would dispatch the Ing with terrible efficiency.

Symbol: Emerald Text

Location: Gathering Hall, Torvus Bog: Light World

RECOVERING ENERGY:

We were not prepared to fight a long war. The forces of the enemy outnumbered ours vastly. We sought a way to end the war quickly, without extended combat. We decided to build a device to recover our lost planetary energy from Dark Aether. Without this energy, the dark world would cease to be, and our world would be restored to stability.

Symbol: Emerald Text

Location: Training Chamber, Torvus Bog: Light World

Second Phase

THE SKY TEMPLE:

We learned that the ruler of the Ing dwelled in a place dubbed the "Sky Temple" by our forces. This place held the planetary energy of Dark Aether as well. It was heavily guarded, and entry was barred by a great gate requiring ten keys to unlock. These keys were hidden throughout Dark Aether by the Ing. A mission was planned, one that would find the hidden keys and recover our missing energy from the Sky Temple.

Symbol: Violet Text

Location: Fortress Transport Access, Temple Grounds: Light World

THE FINAL CRUSADE:

While our forces on Dark Aether fought desperate battles against superior numbers, our best minds completed their work. The Energy Transfer Module, a device designed to recover our lost planetary energy, was ready at last. A force of our greatest warriors was assembled, each equipped with the best armor and weaponry available. We sent this brave cadre of fighters to invade the Sky Temple and seize the missing energy lying within.

Symbol: Cobalt Text

Location: Hall of Combat Mastery, Sanctuary Fortress: Light World

SHATTERED HOPE:

None of the warriors sent to the Sky Temple returned. Our forces searched Dark Aether for them, in vain. Of the Energy Transfer Module, there was no

sign. Though saddened, we set out to prepare another mission, to build another module, to try once more to save our dying world.

Symbol: Cobalt Text

Location: Main Gyro Chamber, Sanctuary Fortress: Light World

AGON FALLS:

A massive Ing attack came to the land of Agon. Soon, the Temple of Agon was surrounded by the Horde, with no hope of salvation. Our gallant warriors there were slain, and Agon fell to the enemy. Our blood chilled when we learned that the energy within that temple was drained. The Ing had found the Energy Transfer Module, and were using it as a weapon against us.

Symbol: Cobalt Text

Location: Sanctuary Energy Controller, Sanctuary Fortress: Light World

TORVUS FALLS:

The Ing turned their forces on the Torvus Bog next, sending a vast force to lay siege to the temple there. Thousands upon thousands of Ing were destroyed by our warriors, yet they kept coming until there was no Luminoth alive to offer resistance in Torvus. On that day, the energy of Torvus was taken to Dark Aether, and our hopes for survival grew dim.

Symbol: Cobalt Text

Location: Main Research, Sanctuary Fortress: Light World

Final Phase

SANCTUARY FALLS:

Our battered forces gathered in the Sanctuary Fortress to prepare for the inevitable siege there. They didn't wait long. Wave after wave of Ing assaulted the greatest of our fortresses, with one goal in mind: to seize the energy there. The Ing turned the machines of Sanctuary against our warriors, and soon all was lost. The energy of Sanctuary was taken by the Ing. Only one Energy Controller remained on Aether.

Symbol: Cobalt Text

Location: Watch Station, Sanctuary Fortress: Light World

TWILIGHT:

What few remained gathered in the Great Temple. There, all but U-Mos, the last sentinel of Aether, entered into life-preserving stasis. There they would remain, to be released once the Ing were destroyed... or to sleep forever. His people safe, U-Mos prepared for the last, terrible assault. In the silence of the Great Temple, he prayed for salvation, for deliverance from the terror of the Ing.

Symbol: Cobalt Text

Location: Sanctuary Entrance, Sanctuary Fortress: Light World

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<><><> 11d. A-Kul's Clues <><><>

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Cadre 1 Clues

B-STL'S KEY

Gallant B-Stl.

She lies deep in a fortress of dry land

Symbol: Luminoth Statue Head

Location: Sky Temple Gateway, Sky Temple Grounds: Dark World

A-KUL'S TESTAMENT:

Soon I shall pass to final rest. My key is in place. Through my spiritual link to the others, I know where their bodies lie. I shall leave this knowledge, that their last location in the dark world can be known. May this knowledge lead our warriors to the Sky Temple Keys.

The time draws near. Hear the words of A-Kul, she they call Champion of Aether. Know that my warriors fought and died with uncommon valor. Do not look unkindly upon their failure, for they died to save us all.

Symbol: Violet Text

Location: Sky Temple Gateway, Sky Temple Grounds: Dark World

B-STL'S TESTAMENT:

I can go no further. Her in this reactor, I go to join my fallen mate, J-Stl, in final rest. Though I die with honor, a shame falls on my house until the key I seek reaches its destination. May my brothers find my burden, that the way to the Sky Temple will be opened at last.

Symbol: Amber Text

Location: Main Reactor, Agon Wastes: Light World

G-SCH'S TESTAMENT:

What craven savages are the Ing! Trapped in the catacombs with no chance of rescue, I fought them to the last. I watched them feed upon their dead. I heard them pressing the lesser of their number into the front ranks, that my blasts would take them. At least their leader stood against me in battle. He was a foe worthy of a Luminoth warrior.

Symbol: Emerald Text

Location: Catacombs, Torvus Bog: Light World

J-STL'S TESTAMENT:

My journey comes to an end. The thrice-cursed Ing prepared an ambush of singular cunning in the mining station. They caught me in it like a neophyte fresh from the training halls. I have sent five score of their number to whatever foul pit they call afterlife, but in vain. My life is extinguished.

Symbol: Amber Text

Location: Central Mining Station, Agon Wastes: Light World

S-DYL'S TESTAMENT:

They came to the lagoon in the night, delivering true deathblows before I could detect them. As my life faded, I sent a call to the cadre to warn of this surprise attack. May they find my key, and dispatch the Ing who killed me. Only then will my final rest be peaceful.

Symbol: Emerald Text

Location: Torvus Lagoon, Torvus Bog: Light World

C-RCH'S TESTAMENT:

Let this be the final testament of warrior C-Rch. I have no more shells for my weapons. For the enemy, I have naught but the blade and fist. Let them come. They wait in the works, hissing and slithering like beasts. Let them. When my war cry comes, there will be a dread, final reckoning. Come forth, hated enemy. Let there be an end!

territory, we are following stealth protocols at the highest level. A cadre of elite Commandos has been dispatched to provide security for our force as well. This operation is now under way.

Symbol: Space Pirate Insignia

Location: Command Center, Agon Wastes: Light World

LOG 48853:

Log 04.885.3

Intelligence reports on the indigenous population of Aether are in error. This planet is not at peace, nor are the inhabitants docile. Evidence of a class 4 conflict is present here, though hostilities are at a minimal level now. Our territory has suffered several raids by a strange type of shadowy creature. These raids have caused considerable damage, and we have requested more combat troops in response.

Symbol: Space Pirate Insignia

Location: Command Center, Agon Wastes: Light World

Cycle 5

LOG 50086:

Log 05.008.6

A spatial anomaly has been found within our base. We believe this rift in space-time leads to a parallel dimension of some type, but have been unable to interact with it thus far. A strange artifact was found near the anomaly as well. It may be a weapon or generator of some kind: perhaps it is the key to accessing the anomaly. High Command is eager for reports on the relic. A new weapon for our arsenal is always welcome.

Symbol: Space Pirate Insignia

Location: Command Center, Agon Wastes: Light World

LOG 54421:

Log 05.442.1

The Rift Portal has been opened. The artifact weapons, dubbed the "Dark Beam" by Science Team, provides the energy needed to open the portal, although for a limited time. We've sent expeditions through the portal, and they have returned with incredible news.

The portal leads to a parallel version of Aether. This "Dark Aether" has suffered a global calamity, turning it into a toxic wasteland. It is the homeworld of the shadowy creatures who have been raiding our base for the last cycle. Most importantly, it is the prime location of Phazon in this sector. Extraction plans are being prepared. We will not be denied!

Symbol: Space Pirate Insignia

Location: Command Center, Agon Wastes: Light World

Cycle 6

LOG 62217:

Log 06.221.7

Phazon extraction raids are under way on Dark Aether. The toxicity of the atmosphere has taken a toll on our workforce, as have the hostile natives of that world. Science Team is preparing survival gear to protect our work

teams, and we have increased our security presence in extraction areas. Fortunately, High Command is sending more troops and supplies. Our troops and resources are spread dangerously thin, and this mission cannot fail.

Symbol: Space Pirate Insignia

Location: Command Center, Agon Wastes: Light World

LOG 63622:

Log 06.362.2

Samus Aran, the accursed Hunter, has arrived.

The sudden arrival of the Hunter is strange enough, but her actions are stranger still. She does not seek our destruction, but our Phazon. With each raid, she steals Phazon ore, only killing those who attempt to deny her. What she needs it for, we do not know - though Science Team suspects she requires it to power her new armorsuit. Dark in color, it is equipped with strange new weapons. The troops now call her the "Dark Hunter." It is a fitting title.

Symbol: Space Pirate Insignia

Location: Biostorage Station, Agon Wastes: Light World

LOG 67135:

Log 06.713.5

The Dark Hunter teleports into the base at will. Our security has proven next to useless against her. Her latest raid was disastrous. Not only did we lose more Phazon to her, but she also crippled the stealth field generator with her strange new weapons. We are exposed.

Until the replacement generator arrives, we will be vulnerable to scans and detection. Our presence here is still minimal: should the Federation find us, we will be unable to defend our position. Fortunately, Aether is on the fringe of Federation space. With luck, we will have a stealth field back in effect before being detected.

Symbol: Space Pirate Insignia

Location: Save Station C, Agon Wastes: Light World

LOG 69898:

Log 06.989.8

The local war has escalated in intensity. The shadowlings from Dark Aether have launched an offensive. The assault seems focused on a central network of buildings atop a mountain: a base, perhaps. Strangely, this attack coincides with a rise in planetary instability. Perhaps these shadow creatures are using a new weapon system.

The shadowlings must believe us to be foes, for they have hit our base numerous times as well. We are holding, but attrition is taking its toll on our troops and resources. Reinforcements are en route. We can only wait and defend what is ours.

Symbol: Space Pirate Insignia

Location: Main Reactor, Agon Wastes: Light World

Cycle 7

LOG 70136:

Log 07.013.6

Another disaster. The transport bringing our reinforcements and supplies has

Symbol: Galactic Federation Marine Corps Insignia
Location: GFMC Compound, Temple Grounds: Light World

PFC G. HALEY:

I hear.
Them.
Everywhere. They're coming.
Can't sleep. Ever.
They'll eat me.
Eat.

Symbol: Galactic Federation Marine Corps Insignia
Location: GFMC Compound, Temple Grounds: Light World

PFC S. MILLIGAN:

Brouda lost the bet, so he switched watch duty with me. I figure this section is nice and safe and boring, which suits me just fine. Let those other pugs guard the hot zone, I... hold on... hey! ...No! Hel--
(transmission ends)

Symbol: Galactic Federation Marine Corps Insignia
Location: GFMC Compound, Temple Grounds: Light World

SPC F. TRIPLETTE:

The sarge says those "Splinters" remind him of some killer bug he saw on another planet once. All I know is the things are fast and take a lot to drop. Pretty soon we'll have to go to bayonets. Everyone's low on ammo... even Brode, and he's the stingiest grunt I know.

Symbol: Galactic Federation Marine Corps Insignia
Location: GFMC Compound, Temple Grounds: Light World

Force Two

SPC M. ANGSETH:

This is ridiculous. I can outshoot half the men here, and I'm stuck on monitor duty. I didn't join up to stare at a holoscreen! This wouldn't happen to Samus Aran... She'd be out there taking care of business, not pushing buttons and sending reports.

Symbol: Galactic Federation Marine Corps Insignia
Location: Trooper Security Station, Temple Grounds: Light World

GSGT C. BENET:

There's something wrong with the lock systems in this section. They've failed twice, locking us out until someone came along to let us in. If it happens again while we're playing "bait" for those things... well, at least we'll go out fighting, instead of hiding in the control area.

Symbol: Galactic Federation Marine Corps Insignia
Location: Command Chamber, Temple Grounds: Light World

PFC L. BROUDA:

We'll be making our stand here. The engineer tells me there's no way we'll get the ship's engines online, and the atmospheric interference is scrambling our distress beacon. If anyone reads this, know that we did our duty and fought well.

Symbol: Galactic Federation Marine Corps Insignia
Location: Communication Area, Temple Grounds: Light World

PFC E. DENYS:

Sonic Boom:

8RTK-DJ5R-KVK6M
W0H8-1UGE-C1FX7
EKUZ-CPDW-J79JR

Scan Visor:

HC74-J3W1-4UN8H
3B2V-4U3M-7732W
NPJR-3JE3-YAJGH

Combat Visor:

3N69-74GC-XAARC
DKTC-D8FG-5H6GT
E15G-KUFG-B2MHR

Dark Visor:

755D-2B23-J92F3
JMHX-H2UR-M42GU
PC27-M31B-HNHMR

Echo Visor:

G9GQ-Z55G-MQR5X
58NH-WZ9V-TMF4M
MTT7-3KHG-5WH2G

Varia Suit:

2W4H-9788-YJGKM
BKC7-1R1T-TEK86
Y1ER-6B7P-NJ3RC

Light Suit:

FGRD-83Z7-UMM2P
6WYX-4AGM-20MN2
NUX1-FBY4-ZWFN5

Dark Suit:

Q3JP-72W5-J5A33
B8KN-FKHF-1T12T
8CRR-FMUG-ZXZVG

Space Jump Boots:

VT0N-Q141-0V7WN
7Q1F-RGHW-GPFEP
0EVJ-2E62-0TW66

Grapple Beam:

8WAR-7JC4-0Q9MV
TMNE-J0DZ-NFW8C
32BW-TEU1-DV85W

Gravity Boost:

QDQ1-UPUA-PJ4G3
V0PG-GRTW-9D356
DDUC-70BF-M6F9E

Screw Attack:

7QEP-X1ZX-X974K
67BZ-U2Q7-QH06Y
77QT-CEH5-KTZE5

Seeker Missile:

445V-G64A-EEPFT
DVG0-K9Y5-4THVD
7THM-11QB-JJP9C

Beam Ammo Expansion:

JBJE-W3FU-3DQ07
EVEY-FP2D-Z57PX
HUF8-UX30-B82BZ

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Created by Mark

(me)
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