

# Metroid Prime 2: Echoes FAQ/Walkthrough

by CyricZ

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A FAQ/Walkthrough by CyricZ

Version 1.3

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## 1. INTRODUCTION

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Heyo, and welcome to my guide on Nintendo and Retro Studios newest game: Metroid Prime 2: Echoes. Following up on the success of the original first-person installment, Echoes takes the same approach and brings Samus to a new planet, helping a civilization fight against their polar opposite, all while being dogged by an old enemy. Read on for info on how to beat the game, as well as finding all those elusive items and scans.

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## 2. FAQ

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Q: Just what is Metroid Prime 2: Echoes?

A: The sequel to Metroid Prime, an action first-person game from Nintendo by Retro Studios.

Q: Where does it take place in the Metroid timeline?

A: Metroid Prime 2 occurs soon after Metroid Prime and Metroid Prime: Hunters, which still takes place before Metroid II: Return of Samus for the Game Boy. The series progresses chronologically as follows:

- Metroid (NES) or Metroid: Zero Mission (GBA)
- Metroid Prime (GCN)
- Metroid Prime: Hunters (DS)
- Metroid Prime 2: Echoes (GCN)
- Metroid II: Return of Samus (GB)

- Super Metroid (Metroid 3) (SNES)
- Metroid Fusion (Metroid 4) (GBA)

Q: What has been changed in this game?

A: Conceptually, very little. The game is still in first-person with the exact same control scheme. You'll have to hunt around for items and blow up bad guys like you've always had to. There have been a few additions to items (including the long-awaited return of the Screw Attack). The greatest change has come to the beam system. Instead of the traditional beams, a Dark Beam and a Light Beam (as well as one other) have been added to your arsenal. These beams have their own ammo, which will need to be replenished throughout the game.

Q: How do I save the game?

A: You need to find Save Stations scattered about Aether, or return to your Gunship.

Q: Can I die from falling?

A: No. If you fall into a "bottomless" pit, you'll merely lose ten energy and be returned to the last ground you touched.

Q: What's an easy way to fill Light or Dark Ammo?

A: There are two normal ways (there are others that apply to bosses only). The first way is to simply go back to your ship or find an Ammo Station. These will refill both beams to the max. The second, and far more convenient way, is to destroy enemies or containers with the Light or Dark Beam. When you do this, you'll more than likely get the opposing type of ammo. For instance, if you destroy a container with the Dark Beam, you may get ammo for the Light Beam. Now, this will mean you can't max out one or the other, but being one or two shots short of full really doesn't matter in the galactic sense.

Q: How do I do a Double Bomb Jump?

A: The gist of it is that you lay a Bomb, and right before that Bomb explodes, set a second one, then set a third just before you reach the very top of the jump. You should fall and land on the second Bomb, then ride up to the third. An easier way, I feel, is to count out to four at a medium pace: "1, 2, 3, 4". Lay Bombs on counts 1, 3, and 4. Just keep practicing and you should get it down.

Q: Where is (insert random item)? Is it hidden well?

A: No. None of the major items are hidden all that well in this game. The Missile Expansions, Energy Tanks, Power Bomb Expansions, and Beam Combos are hidden pretty well, but you really shouldn't be asking me about any of the other items. If you have no idea which item to find next, turn on the Hints. Follow where the hint points you and you'll find the next item.

Q: I've got a new item, where do I go next?

A: Type the name of the item in all caps in the Find function in your browser (ask it to Match Case). I capped every major item in the game when you get it (for example, \*\*\* CYRICZ'S FAQ ACQUIRED \*\*\*). Start there and follow the walkthrough.

Q: How do I get the third Torvus Key?

A: This seems to trip up a lot of people. You need the Grapple Beam and all other previous items to get it. Go to the Torvus Grove. It may seem impossible to get to the top with the weirdly-placed ramps, but there's a second set of ramps right by the entrance to the room that's easily missed. Boost up those. The rest should be obvious.

Q: How do I get the different endings?

A: Like Metroid Prime, it's not the time that determines the ending, but percentage of items collected. Scans in the Log Book don't count towards that percentage, so you'll still get that good ending even if you missed a scan.

Q: What do I need to have for 100%?

A: You need to find:

The other three beams: Dark, Light, and Annihilator

The other two suits: Dark and Light

The Morph Ball upgrades: Bombs, Spider Ball, and Boost Ball

The two additional visors: Dark and Echo

The Grapple Beam

The Space Jump Boots

The Screw Attack

The Gravity Boost

255 Missiles (The Missile Launcher, Seeker Launcher, and 49 Expansions)

14 Energy Tanks (They will complete the line across the bar)

10 Power Bombs (The original two and 8 Expansions)

4 Beam Ammo Expansions (giving you a total of 250 of each ammo)

4 Beam Combos (Super Missile, Darkburst, Sunburst, Sonic Boom)

4 Translator Files (Violet, Amber, Emerald, Cobalt)

Q: Weren't you going to do a Multiplayer section?

A: Originally, yes. However, other projects, and the fact that there's a perfectly good MP FAQ already up on GameFAQs leads me to believe that anything I throw together will be either a copy of that guide or completely half-hearted. Thus, I'm going to pass on it.

If you wish to see the awesome Multiplayer Guide by Neonjohn779, go to <http://www.gamefaqs.com/console/gamecube/game/589573.html> and then to the In-Depth FAQs. It's listed there.

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3. BASICS  
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Most of this stuff is available from your manual, but we all know how much some people hang onto those, much less read them, these days...

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3A. Controls =  
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Control Stick: Move Samus around. Up moves her forward, Down backward. Left and Right turn her in those directions.

A Button: Fires Samus' Beam Weapon. If you're in Morph Ball mode, this will drop Bombs (once you get them). To use the Charge Beam, hold down the A Button to charge it up, then release.

B Button: Make Samus jump. If Samus has Space Jump, press again in mid-air to double jump. If Samus has the Screw Attack, continue pressing after the second jump to engage it. If Samus is in water and has the Gravity Boost, jumping a third time will boost her up through the water. If Samus is in Morph Ball mode, then this will activate Boost Ball if she has it. Also, if locked-on to an enemy, pressing B will cause Samus to make a quick dodge to the side.

X Button: Switches between Morph Ball mode and standard walking mode.

Y Button: Fires a Missile, once Samus finds them. There's a small amount of downtime between firing Missiles. If in Morph Ball mode, this will cause Samus to drop a Power Bomb (if she has them).

L Button: If an enemy is near Samus' crosshair, holding down L will lock onto it. While locked-on, Left and Right on the Control Stick will allow her to strafe around the enemy. If no enemy is targeted, then holding down L and moving Left or Right will be a standard strafe. If Samus has the Scan Visor up, holding down L will allow her to analyze scannable objects. If Samus has the Grappling Beam, hold down L while pointed at an appropriate object to fire it. Release to drop.

R Button: While holding this button, the Control Stick will have Samus look around as opposed to move. If in Morph Ball mode, this will activate the Spider Ball function, if Samus has it.

Z Button: Brings up the Map Screen.

START Button: Brings up the Pause Menus.

Control Pad: Allows Samus to switch visors. See the Visors section under Items for more info.

C-Stick: Allows Samus to switch beam weapons. See the Weapons section for more info.

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3B. Menus/Displays =  
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Main Menu: Pressing START on the Title Screen will bring you to the Main Menu.

Single Player: Select this to access the three game files. Press A on a file to play it. Press Z on a file to erase it. Press X on a file to copy it to another.

Multiplayer: Select this to access the multiplayer portion of the game. You must have at least two controllers plugged in for this option to be selectable.

Options: You will be prompted to select a file or Multiplayer after selecting this, where you can adjust the game's options for any of them.

Image Gallery: Once you unlock one of these, they will be viewable from the Main Menu. Check the Extras section to see how to unlock the different galleries.

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Options Menu:

Controls (SP only):

Invert Y-Axis: If turned on, then the Y-axis will be flipped when you look around using the R Button.

Rumble: With this on, the controller will rumble.

Display (SP and MP):

Screen Offset X/Y: Adjust these to center your screen on the TV.

Screen Stretch: Use this to match your TV.

Brightness: Adjust the game's brightness. It's recommended that you adjust your TV before adjusting this.

Sound (SP and MP):

Music Volume: Adjust the background music's volume.

SFX Volume: Adjust the volume of the sound effects.

Sound: Set whether the sound is Mono, Stereo, or Surround.

Visors (SP only):

Helmet Opacity: This determines how much Samus' physical helmet appears on screen.

Visor Opacity: This determines how much Samus' visor appears on screen.

HUD Lag: With this turned on, Samus' helmet hangs back ever so slightly as she turns her head.

Hint System: With this turned on, the game will give you hints on where to go next if you're really lost (it does this if you aren't on track for your next objective after about fifteen minutes).

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Main Visor Display: Across the top of Samus' display is her Energy Reserve Meter. The long lower bar is the remaining energy in your active Energy Tank, and any squares above that bar are how many reserve Energy Tanks you have.

The top left corner of the display is a mini-radar. Orange dots represent enemies, and the cone at the top indicates Samus' forward field of vision.

The top right corner has a small, current section of the level map.

The left side of the display is the Threat Assessment. As you get near dangerous areas (lava, acid, what have you), the meter will increase.

The right side of the display has a count displaying the Missile Reserves. Below that are the meters for Light and Dark Ammo.

The lower left corner of the display shows your visors. Use the Control Pad to switch.

The lower right corner of the display shows your Beam Weapons. Use the C-Stick to switch.

The very center has the Targeting Reticle. It's pretty much where you shoot.

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Pause Menu: There are three main screens on the Pause Menu.

Inventory: Use this to get a look at items and weapons you've collected.

Logbook: Analyzing certain stuff in the game will put entries in your Logbook. Access the entries here.

Options: Pretty much the same options menu available on the main menu, with the added "Quit Game" option.

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4. THE WORLD OF SAMUS  
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Samus "Lady" Aran has been in the hearts and minds of gamers much over these last couple of decades. For all the action and adventure Nintendo has given us over the years, little has intrigued us more than this secretive huntress. Not a comic hero like Mario, nor a historical recurrence like Link, this orphan, raised by the Chozo, has almost selflessly established herself as the protector of the galaxy. Perhaps one day we'll see something besides the "business" side of her, to the human behind the armor.

As in past Metroid games, Samus uses her modular Chozo battle suit to its full effect. She's always ready to accept any help her current situation can offer her, for every item she collects makes her that much more likely to stand a chance against the darkness arrayed against her.

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4A. Weapons and Items =  
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#### Weapons Systems -

##### Power Beam:

- Samus always has this weapon. It fires a small, straight shot of energy. Not all that special, but it still kills the bad guys.
- One big advantage this beam has over others is that it has the highest rate of fire.
- The disadvantage would be the relative lack of stopping power.
- Charging the beam merely increases its damaging power. The first stage occurs when light appears on the cannon's aperture. The second appears when a small burst of energy issues from the cannon.

##### Charge Beam:

- In this game, the Charge Beam always remains with you. Holding down the A button will charge up your cannon. Release to fire an amplified shot.
- There are two stages to "charging" for each weapon, which I describe in their respective sections.
- Charging your weapon activates a slight tractor system that can be used to draw free-floating powerups towards you.

##### Dark Beam:

- This weapon is found in Storage D in the Agon Wastes, following your defeating 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.
- 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. The first stage of charging occurs when darkness appears at the cannon's aperture. The second stage occurs when dark tendrils leak out from the gun to your arm.
- 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. The first stage of charging occurs when light leaks from the sides of your system, and fires five shots of light. The second stage occurs when light shines from the cannon's aperture, and fires ten shots of light.
- 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, Quadraxis.
- 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. The first stage occurs when energy begins flowing out of the side of the cannon to the front, and the second stage occurs once energy is constantly circulating.
- 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.

#### 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.
- Hold down Y to charge up your Missile Launcher. An orange reticle will appear before you. Either by moving or using the R button, pass this reticle over enemies to lock-on to them. You can lock-on a maximum of five times. Release Y to fire.
- You can use this item to lock-on to a group of enemies, or one enemy multiple times, delivering an added punch of multiple missile attacks.
- This item can be used to remove PURPLE blast shields on doors by targeting the five locks for the shield all at once. It can also be used for any other object that requires multiple simultaneous contact.
- As a note, if you wish to fire your Seeker Launcher without shooting a Missile with your first press of Y, you can jump right to it by firing a charged shot just before holding down Y. (Thanks, Tardis)
- This item also increases your Missile stock by 5.



#### Super Missile:

- This Charge Combo is found in the Torvus Temple in the Torvus Bog.
- When the Power Beam is active, hold down A to charge the beam, then while holding A, press Y to fire a powerful missile shot.
- Firing this weapon will cost 5 Missiles.
- Use this weapon to cause great damage to most any kind of enemy. Pound for pound, few weapons cause as much damage for so little a cost.
- This weapon can remove GREEN blast shields on doors.

#### Darkburst:

- This Charge Combo is found in Mining Station B, in the Agon Wastes. You need the Seeker Launcher to reach it. First, use the Bomb Slots in the area to set the drill near a portal, then use the Boost Ball to reach the top of the drill. Travel through Dark Aether, then to the Dueling Range to the portal there, which will allow you to backtrack to reach the item.
- When the Dark Beam is active, hold down A to charge the beam, then while holding A, press Y to fire a giant ball of darkness.
- Firing this weapon will cost 5 Missiles and 30 Dark Ammo.
- Lesser enemies are absorbed by this dark vortex and destroyed. Greater enemies are severely damaged (less if they're dark enemies).
- This item is not required to complete the game.

#### Sunburst:

- This Charge Combo is found in the Windchamber, in the Temple Grounds. You need Power Bombs to access this room by the Hall of Eyes. Once there, travel to Dark Aether and use the Spinners and Orb Cannons to align the rings so they're all lined up and lit up either facing the portal or facing away. At that point, fire a Seeker volley at the four points. You must do this on both sides. After that, you can return to Aether and use the Grapple Points to reach the Orb Cannon that will fire you to the item.
- When the Light Beam is active, hold down A to charge the beam, then while holding A, press Y to fire a large stream of slow-moving light.
- Firing this weapon will cost 5 Missiles and 30 Light Ammo.
- Like the normal Light Beam, nothing stops this gigantic beam of light. It plows through enemies, igniting them on contact.
- This item is not required to complete the game.

#### Sonic Boom:

- This Charge Combo is found in Ing Cache 2, in the Dark Agon Wastes. You need the Screw Attack to reach this from the nearby Phazon Site, and the Annihilator Beam to open the door.
- When the Annihilator Beam is active, hold down A to charge the beam, then while holding A, press Y to fire a massive wall of sonic energy.
- Firing this weapon will cost 5 Missiles, 30 Light Ammo, and 30 Dark Ammo.
- It may not look like much, but this costly weapon can easily put the hurt on a large group of enemies.
- This item is not required to complete the game.

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#### Movement Systems -

##### 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 "stolen". 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.
- You can fire while attached, but can't lock-on.
- If you bump into a solid object while swinging, the grapple will immediately disengage.

#### Screw Attack:

- This weapon can be found at the Vault in the Sanctuary. You need the Echo Visor to access this area, a trip which starts all the way back at Main Research.
- When this is installed, you'll be able to greatly extend your horizontal jump distance.
- After pressing B twice to Space Jump, press B once more while pushing forward on the Control Stick to initiate the Screw Attack. After that, you can continue pressing B up to five more times to continue the Screw Attack. It's a little tricky at first, as there's a special timing to it. You don't want to press B again until you've at least passed the apex of your last jump. To get the most out of your jump series, press B again once you reach the end of your jump's arc.
- I'm sure it goes without saying, but anything caught in your whirling dervish of death will be at least heavily damaged.
- Use the Screw Attack in conjunction with special walls and you'll be able to Wall Jump off them. Once again, this is a game of tough timing. You'll have about a second after you touch the wall to press B again to leap off.

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#### Morph Ball Systems -

##### Morph Ball:

- This device is with you from the beginning of the game.
- Press X and you can roll up into a ball about 1 meter in diameter.
- Use this form to fit in small spaces and move slightly faster than running.

##### Morph Ball Bomb:

- You have this weapon at the start of the game, but you lose it. You can find it again in Agon Temple, in the Agon Wastes, by defeating the Bomb 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 effect a "Double Bomb Jump" if you time it properly. The most effective way is to count out loud at about a medium pace "1, 2, 3, 4". Lay bombs on counts 1, 3, and 4, and you should get a double boost.

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 Denzium.
- You start with only two Power Bombs. Collect Power Bomb Expansions to carry more.

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Armor -

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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Visors -

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 reticle.
- 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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Miscellaneous -

Energy Transfer Module:

- This module is recovered early on, right after defeating the Dark Alpha Splinter.
- This is more of a story item than anything else. It allows you to draw energy from Energy Controllers on Dark Aether and deposit it in matching Energy Controllers on Aether.

Energy Tank:

- This item increases your energy reserve by 100 for each one you find.
- There are 14 of these scattered throughout Aether.

Missile Expansion:

- This item increases your missile stock by 5 for each one you find.

- There are 49 of these scattered throughout Aether, plus the five for finding the Missile Launcher and five for finding the Seeker Launcher gives you a total of 255.

#### Beam Ammo Expansion:

- This item increases your Light and Dark Ammo each by 50 for each one you find.
- There are 4 of these scattered throughout Aether, plus the fifty ammo you get for finding each beam gives you a total of 250 for each ammo.

#### Power Bomb Expansion:

- This item increases your Power Bomb stock by 1 for each one you find.
- There are 8 of these scattered throughout Aether, plus the two you receive in the original pickup gives you a total of 10.

#### Dark Temple Keys:

- These story items are used to access Dark Temples throughout Dark Aether.
- You need three keys each to enter the Dark Temples on Dark Agon Wastes, Dark Torvus Bog, and Ing Hive. You need nine keys to enter the Dark Sky Temple.

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#### Pickups -

These are the small floating items you get for defeating enemies. As a general rule, the more you need of something, the more likely you are to get it. For example, you'll find better energy pickups when you're down to 20 energy, as opposed to when you're only missing 20.

#### Small Energy Unit:

- This unit is a purple ball.
- It will restore 10 Energy.

#### Medium Energy Unit:

- This unit is a red ball.
- It will restore 30 Energy.

#### Large Energy Unit:

- This unit is a blue ball.
- It will restore 50 Energy.

#### Ultra Energy Unit:

- This unit is a gold ball.
- It will restore 100 Energy.

#### Missile Ammo-5:

- This unit is an orange spike.
- It will restore 5 Missiles.

#### Missile Ammo-10:

- This unit is a double-stacked orange spike.
- It will restore 10 Missiles.

#### Dark Ammo-5:

- This unit is a purple chevron.
- It will restore 5 Dark Ammo.
- It will only appear when you destroy something with the Light Beam.

#### Dark Ammo-10:

- This unit is a double purple chevron.
- It will restore 10 Dark Ammo.
- It will only appear when you destroy something with the Light Beam.

#### Dark Ammo-30:

- This unit is a complicated purple chevron.
- It will restore 30 Dark Ammo.
- It will only appear when you destroy something with the Light Beam.

#### Light Ammo-5:

- This unit is a white chevron.
- It will restore 5 Light Ammo.
- It will only appear when you destroy something with the Dark Beam.

#### Light Ammo-10:

- This unit is a double white chevron.
- It will restore 10 Light Ammo.
- It will only appear when you destroy something with the Dark Beam.

#### Light Ammo-30:

- This unit is a complicated white chevron.
- It will restore 30 Light Ammo.
- It will only appear when you destroy something with the Dark Beam.

#### Power Bomb Ammo:

- This unit is a gray module.
- It will restore 1 Power Bomb Ammo.

=====  
4B. Surviving Dark Aether =  
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Unlike most environments Samus has been to in her past (and future), Dark Aether is quite dangerous. The very atmosphere is corrosive to Samus' suit. Fortunately, Luminoth scout forces have made it possible to get around.

#### Portals:

- These swirling circles of dimensional rift are used to travel between Aether and Dark Aether.
- Some portals are powered by a portal machine. Simply scan the machine and the portal will be activated.
- Most portals are free-floating, and you must shoot them to activate them. If on Aether, you'll need to use the Dark Beam. If on Dark Aether, you'll need to use the Light Beam.

#### Light Crystals:

- When these pylons are planted, they create a shell of illumination which will keep the bad air out and damage most any dark enemy who enters. Also, standing within them will slowly restore your energy.
- If they're struck with dark energy, either by you or enemies, they'll be snuffed out, and can only be restored with light energy.
- If, while in normal state, they're hit with the Light Beam, they'll become energized, and will cause more damage to bad guys that end up in the field.
- If a crystal is struck with the Annihilator Beam, they'll become "super", and will cause a lot of damage to dark enemies in addition to drawing them towards the crystal.

#### Light Beacons:

- Unlike Light Crystals, Light Beacons begin as small balls of light. They

- must be shot with the Power Beam to create a shell of illumination. They will reduce back to a small ball of light after about fifteen seconds.
- If they're struck with dark energy, either by you or enemies, they'll be nullified, and can only be restored with light energy.
  - If, while in normal state, they're hit with the Light Beam, they'll become energized, and will cause more damage to bad guys that end up in the field.
  - If a beacon is struck with the Annihilator Beam, they'll become "super", and will cause a lot of damage to dark enemies in addition to drawing them towards the beacon.

=====  
4C. Tips/Tricks =  
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There are rooms in the game that can help you out. The biggest help is the Save Station rooms. Enter one and you can save your progress and restore your energy. There are also some places with Map Stations, where you can download a map of your current area. There are a few stations that can refill your Missiles, too. If you go to your Gunship, you'll save, restore energy, and all ammo.

Whenever entering a new room, it's advisable to bring up your Scan Visor and poke around the room. Sure, you may be chomping at the bit for action, but you can miss very important stuff by not taking a breather and scanning (don't worry about the excessive volume of stuff to scan at the beginning, there's a lot less later on).

Combat can become hectic and complicated at first, but it's basically a matter of remembering all your abilities. When fighting a bunch of small, fast enemies (such as War Wasps), hold down the R button to try some manual shots, but keep tapping the L button to lock onto the nearest one. When facing a large or slow enemy, remember your strafing and dodging, because many of the slowest ones can shoot fast and quite straight. You'll have to be the quick, annoying one. Oh, and don't forget your Missiles.

\*\*\*\*\*  
5. WALKTHROUGH  
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NOTE: The game provides you a compass with your map (in the lower right corner) so I WILL be referring to compass directions throughout the game.

=====  
5A. The Few, The Proud, The Dead =  
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After receiving mission orders, Samus makes planetfall on the oddly fluctuating planet of Aether. After passing through the atmosphere, her ship is struck by lightning, damaging it, yet she's able to touch down in a small cave without further incident.

You begin the game with your Varia Suit, the Power Beam, the Charge beam, the Missile Launcher, the Morph Ball, the Boost Ball, the Spider Ball, Morph Ball Bombs, the Space Jump Boots, the Combat Visor, and the Scan Visor.

Landing Site - New Scans: Samus's Gunship

After exiting your ship, you can scan around with your Scan Visor to take in the local flavor, but only your Gunship will be recorded. Head east. Target and shoot down the odd webbing in your way, then shoot open the door

and proceed.

#### Hive Access Tunnel -

Don't mind these plants, they're harmless. The door to the east is inaccessible to you at the moment, so bear south and drop down the shaft here, despite the odd stench coming from it.

#### Hive Chamber A - New Scans: Gate Mark VI

You can shoot up the crates in this area, but odds are you're not short on supplies, yet. In addition to scanning the gate, scan the small console next to it (it appears red in the Scan Visor) to activate the locks. Shoot out the two locks that appear to open the gate. Further ahead will be another, more primitive gate. Follow the wires to a slightly hidden console, and scan it to open the gate to the next area. You can scan consoles in this next room for info on the situation, or just step into the Map Station, which will give you all the map data the GFMC have amassed while here. Your destination is the GFMC Compound at the end. Now, shoot out the webbing on the east wall and proceed through the door.

#### Hive Tunnel - New Scans: Worker Splinter

Spooky, eh? Mind the Worker Splinters in the area (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 to open the way to the next room.

#### Command Chamber - New Scans: GSGT C. Benet, SPC B. Reeves, Bomb Slot, Dark Trooper

You can't scan open the console here, so curl up into your Morph Ball (press X) and roll under the gate. The nearby Workers will take off, so follow them through the small passage. At the end of this passage, press A to lay a Bomb to blow away the gate. Once in the next room, walk around the console, roll into a ball, 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 amidst a 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 hurt, break open the nearby crates for powerups. Once they're all down, roll back under the gate and scan the console to activate it. With the gate open, you'll face another four Dark Troopers. Destroy them and pass by to the door.

#### Hive Storage -

If you're low on energy, bust open these crates with your Charge Beam for powerups, otherwise continue to the next door.

#### Hive Chamber B -

Well, now, who's that? Follow the oddly-familiar figure through the portal he/she just created. You'll find you've bit off more than you can chew. Heading back through the portal, you'll find your suit 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 had (?). You still have your Charge Beam and Morph Ball, though. Head past where the portal was and you'll find a deactivated gate. Shoot the green pods to your right to uncover an open tunnel. Roll through it.

#### Hive Chamber C -

Jump up as soon as you enter the room to engage four more Dark Troopers. Once they're toast, bust up the crates on the northeast wall to uncover a door to a Save Station. Use it if you wish, then head 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 is another odd door you can't open yet, so to the left we go, through the door.

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

First, open the gate like the other one and drop down. Scan the console on the far side to raise the crate. Next, hop up the ledges on the south side of the room. Watch the Splinter Cocoons, because Splinters will pop out. Climb the ledges up to a spot opposite the bridge. Scan the nearby console to reveal the locks on the bridge. Destroy those to lower it. Continue on through the door.

Collapsed Tunnel - New Scans: PFC M. Veroni

After scanning the nearby dead guy, roll through the tunnel. Watch the Green Kralees and pass through the door.

Temple Assembly Site -

The dark crystal to your right can't be activated at the moment, so continue on to the main area. Watch for Splinters in the area. The door on the south end needs a Missile to open, which you don't have, so scan the console near the big door with purple writing, which 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

Pass through the open gates in this area and proceed to the closed gate. Scan the console to your left to open the gate, but close the two behind you. The opening will disturb a Splinter Cocoon, so shoot the Splinters down. Pass through the door.

Communication Area - New Scans: PFC L. Brouda

There's little to do in this area but walk through the small gulley you're stuck in, shooting Splinters. Scanning the nearby terminal will attempt a distress signal, although it will fail, so just proceed to the next room, where you'll fight three Dark Troopers before progressing through the door.

Trooper Security Station - New Scans: Growler Class Turret, SPC M. Angseth

In this area's main room are two Splinters and a Turret. Take them all out and then roll through the hole in the wall to the actual security station. Scan the console to open the gate ahead. Roll through the hole, and then time your roll under the gate to avoid getting squashed. Move on to the next door.

GFMC Compound - New Scans: GFS Tyr, CAPT A. Exeter, LCPL J. Brode, PFC G.

Haley, PFC I. Crany, PFC S. Millian, SPC F. Triplette, Dark Splinter, Kinetic Orb Cannon.

Enter this area, and you'll discover what happened to the Marines. After watching the cutscene, use a charged blast to destroy the nearby large crate to find your Missile Launcher. Now that you're armed, it's a perfect time for the Dark Splinters to attack. Take out the four that appear. Now, enter the ship and scan the doors at the stern to access a new Map Station, which gives you info on the entire area. Now, hop out the gaping hole in the ship's side to get to higher ground. Walk around the ledge and scan the console to activate the Kinetic Orb Cannon. Roll into it to be fired up to a high ledge. Hop over to the red door and break it down with a Missile.

\*\*\* MISSILE LAUNCHER ACQUIRED \*\*\*

Sacred Bridge - New Scans: PFC E. Denys, War Wasp

You can't do anything to the door, so roll down the right-hand tunnel to roll down to the lower floor. Take out the War Wasps in the area, then look up to the ledge and scan the console to activate the Orb Cannon. Roll in to be fired up to the door.

Sacred Path - New Scan: War Wasp Hive

You can use Missiles to take out the Hives, here, but you should save one for firing on the wall in the northeast corner (scan around to find it). After weakening the wall, head over to the Orb Cannon (the console is nearby, hidden just out of sight) and get fired through the wall. Proceed through this new tunnel and you'll be able to roll through and reach the door on the top ledge. Head up the Transport in here.

=====  
4B. Plight of the Luminoth =  
=====

Missiles: 5

==Great Temple==

Temple Transport A -

Head on through the door.

Transport A Access - New Scan: Sandbats

There will be a flock of little bats coming out the nearby hole. Don't worry if you miss the scan, there are plenty later. Follow the wires and roll through to the Save Station if you wish to use it. Then, roll back out and head through the door at the south end.

Temple Sanctuary - New Scans: (see below)

Head to the center of the room to face your first major fight. The central area will be cordoned off and you'll be attacked by five Dark Splinters. Once they're defeated, the large cocoon on the ceiling will burst open:

MINI-BOSS: ALPHA SPLINTER and DARK ALPHA SPLINTER -

The standard Alpha Splinter has one attack, where it will leap forward and then back. Lock-on and dash to the side when he does this. You don't need to use Missiles, yet. Your Power Beam's more than enough. Once you cause him enough damage, he'll be possessed by that weird purple cloud and become the Dark Alpha Splinter. Now, he has two attacks: first he will fire a purple ball of phlegm at you, then he'll charge at you, but he won't jump back. Just continue to nail him with what little you have and he'll die soon enough.

Following this battle, you'll get a strange item. Grab it and leave this room by the only door open to you (the way you came is now sealed off).

Controller Transport -

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

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

Walk towards the center of this room and you'll meet 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 gives you info on how to read VIOLET Luminoth script. There's a Lore on the wall behind you to read. Once you're all done here, 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

Take out the Lightfliers in this room (they're pretty easy) and head through the far door.

#### Temple Transport B -

Scan and drop.

==Temple Grounds==

#### Temple Assembly Site -

You oughtta recognize this place. Scan the door away. As you exit this area, you'll find several Splinters being possessed. Take them out, then knock down the Red Blast Shield on the nearby door with a Missile.

#### Storage Cavern B -

Take the ENERGY TANK here. Now, 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 here to find the remains of another Luminoth (who has a log entry). Enter the door beyond.

#### Agon Transport Access -

Mind the Green Kralee and continue on.

#### Transport to Agon Wastes - New Scan: Our Heritage

Before heading down the elevator, turn left and shoot up the web to find a MISSILE EXPANSION. There's also a Lore around the outside of the cliff. Now, scan and hop in the elevator.

== Agon Wastes ==

#### Transport to Temple Grounds - New Scan: Agon Bearerpod

You can use the plants in this room and in other rooms for items. Head out the nearby door.

#### Plaza Access - New Scans: Lumite, Sandgrass

Take out the bugs in this room as you proceed to the opposite door.

#### Mining Plaza - New Scan: Sanddigger

Watch the Sanddiggers as you enter this area on the ground. Shoot the glowing eyes on each of their heads to kill them. Hop onto the far platform and bust down the Red Blast Shield to enter the next room.

#### Save Station A - New Scan: Blueroot Tree

There's really not much here besides some Sandbats and the Save Station. I just pointed this out because if you go through the Morph Ball tunnel behind the station, you'll lead to the Blueroot Tree. Going through the other door in this room leads to a dead end (for now).

#### Mining Plaza -

Again, Sanddiggers in the ground floor. Hop up the ledge on the east side of the room, then work your way south and west 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 Sandbats out of your way and proceed 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. Do an about face 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, 'cause there's nothin' to do (yet).

#### Mining Station A - New Scans: Pirate Trooper, Brizgee

Head on into the main area to find the other group of bad guys you were looking for. Three Pirate Troopers will attack you here. A couple of charged shots are enough for each of them. Once they're all toast, start climbing the ledges in the south (minding the Brizgees), then hop across the platforms in the middle of the room when you're high enough. Jump across to the translator door, then make your way around the sand falls to the east side, where there's a pillar to knock over, which will bridge the gap to a Red Blast Shield door.

#### Temple Access - New Scan: Shriekbat

Proceed through this tunnel, watching out for the Shriekbats on the ceiling.

#### Agon Temple - New Scans: (see below)

Drop down into the main, very obviously arena-looking, pit.

#### BOSS: ALPHA SANDIGGER and BOMB GUARDIAN -

The Alpha Sandigger is fought just like a normal one, and it's down pretty quickly. Shoot out one head and dark Ing possession force will swiftly jump on it to make it the Bomb Guardian. Basically, this creature now has one head. It crawls around and lays Bombs with its tail. Its tail is the only vulnerable spot on its body, so hammer it with the Power Beam (or even with Missiles, as the homing can zero in on this fast moving target) and it will be stunned, causing its head to glow. Nail it with a fully-charged shot to hurt it. Four of these will do the trick. Watch after you damage it, because it may use an attack where it spits multiple Bombs out its mouth. Once you defeat it, you'll earn the Morph Ball Bombs.

\*\*\* MORPH BALL BOMBS ACQUIRED \*\*\*

Now, 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. Now, the camera shift is kinda odd, but you are on the other side, so head on through the door.

#### Agon Energy Controller - New Scan: Saving Aether

Hop up behind the Controller to find what's left of the Temple's guardian. Scan the holoprojector behind him (it's red in the visor) to learn about the three keys needed to access the Dark Agon Temple, where all the energy is. You will also have the ability to read AMBER translators now. So, read the Lore just around the corner. Now, head all the way back south to...

#### Mining Station A -

Scan open the Amber door on the upper floor to find a new door.

#### Sand Cache -

Grab the MISSILE EXPANSION here.

Mining Station A -

Now, head down to the ground floor and out the south door.

Portal Access A -

Roll into the hologram to get shot twice (out of the cannon). Roll around the tunnel down to the ground floor. Carefully roll around behind the dead Luminoth (avoiding the other cannon holo) to find a MISSILE EXPANSION.

Portal Terminal - New Scans: Dark Pirate Trooper, Light of Aether, Pillbug  
Upon entering this area, you'll battle two Pirate Troopers and two new Dark Pirate Troopers (basically more durable and stronger). Once they're down, you can find a Bomb Slot on the far corner near the portal device. Activate it and you'll start up a conveyor right next to it. Roll in, then up to the barrier, which you can bomb. Roll out into the alcove and take out the War Wasps, then hop onto the new platform you made over to the other side and do the same thing with a second conveyor. After that part's done, hop over back to the other side. This time, you'll need to navigate around some Pillbugs, but the end is the same. Once the final solar lens is in place, the Portal Machine will be working again. Scan its console to activate a portal to Dark Aether, which you will automatically step through.

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5C. A Walk in the Dark =  
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Missiles: 20

Energy Tanks: 1

==Dark Agon Wastes==

Portal Site - New Scans: Bladepod, Light Crystal, Light Beacon, Light Portal  
Hop from Safe Zone to Safe Zone to stay alive in this twilight world. Shoot the small ball of light to make another Safe Zone, then head for the Bomb Slot in the far corner. Use it to open the door both here and on Aether. You can't go back now, though, because the ledge to get there is too high, so just head through the door you revealed now.

Crossroads - New Scan: Inglet

In the middle of this room are several Inglets, who can be destroyed with several normal shots. Bust down the Red Blast Shield at the far end to get to the next room.

Save Station 2 - New Scan: Nightbarb

Take out the Inglets here, then proceed down the tunnel to the Save Station. Save if you wish, then head out the other door.

Dueling Range - New Scans: Warrior Ing, Lightbringer

Hop down to the nearest Light Crystal to your left to face your first Warrior Ing. It'll take some time, since you don't have much in the way of weaponry, but just keep hammering him and avoid his attacks. You can even use the crystal as something to stand behind. Once he's down, head west along the Safe Zone paths, then climb the ledges to the Lightbringer wandering around. Hop from him to the next Safe Zone, then to the central plateau, and head east along the bridge to the next door.

Junction Site -

Roll on through and out the other side.

Judgment Pit - New Scan: (see below)

Enter the main area for your next boss battle:

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.

Once you defeat him, take the Space Jump Boots. Now, jump up on the south side of the room (boy, isn't it nice to have THIS ability back?) and jump to the west ledges, then 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 -

Head straight on through. Nothing special to see, here.

Dark Agon Temple -

You'll notice the rather intricate lock on the door in front of you. That's what you need the three Dark Keys for. Circle around to your left to find another door.

Trial Tunnel -

Well, that was easy. The first Dark Key is yours.

\*\*\* DARK AGON KEY 1 ACQUIRED \*\*\*

Now, head back to the Judgment Pit. From here, you can either retrace your steps all the way back to the Portal Chamber the way you came, or you can take a slightly more dangerous, yet shorter, road through the south door...

Portal Access -

Take out the Lightflyer to create a temporary Safe Zone, then pass on through to...

Portal Chamber -

Now that you have the Jump Boots, you can hop up the tall ledge, activate the portal machine, and hop back to a place that WON'T kill you just for hanging out.

==Agon Wastes==

Portal Terminal - New Scan: Dark Portal

Three Pirate Troopers are waiting to attack you out here. Deal with them. Now, to move ahead in the game, your destination is Mining Station A, but let's take the less-direct route there to pick up some stuff, shall we? Remember that Bomb Slot that half-existed? Well, you opened that door, so let's go that way (west).

Transport Center -

Use the Bomb Slot in this room to lower the way to the MISSILE EXPANSION. Pass on through to the Save Station room. Roll through the tunnel to get back to...

Mining Plaza - New Scan: Paradise

Now that you're back here, getting around is much simpler. Scan the Lore that you couldn't before, and the Translator Door to get to the map station. Head out using the upper east door.

#### Mining Station Access -

Use a Bomb in the center of the tunnel to fall into the Cannon, which will shoot you up to the ENERGY TANK in the upper alcove. Leave by the east door.

#### Mining Station A - New Scan: Cataclysm

Climb the perimeter to reach the statue just before the door to the Temple. Hop onto the statue, then to the opening beyond. At the end of the tunnel, scan the Lore and the console to open the gate to the next area.

#### Central Station Access -

Oh, lookie. Two Pirates who don't know you're here, yet. Fire a charged shot or a Missile at the Phazon tanks they're standing over to blow them away in a rather spectacular fashion, then move on to the real fight.

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5D. Bloody Pirates!! =  
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Missiles: 25

Energy Tanks: 2

#### Central Mining Station - New Scan: Pirate Skiff, Vigilance Class Turret

Enter the center of this area to be attacked by three Pirate Troopers, then another two, then two Pirates manning the Turrets above. Blow them all away. After the carnage, head through the east door.

#### Command Center Access -

You can't open the black door, yet, so set a Bomb at one of the weak spots in the floor grating to open the way for a rolling with the Morph Ball straight into the base.

#### Command Center - New Scans: Aether, Dark Aether, Log 44681, Log 48853, Log 50086, Log 54421, Log 62217

Try not to announce your arrival, here. Maintain a low profile as the Pirates above you take off into the portal. Avoid the electrical stuff. At the junction in this little tunnel, take a right to eventually reach a MISSILE EXPANSION, then roll to the other end. As you exit, the main blast door closes. Take out the two Pirate Troopers here, then go on a scan-fest. Note that you can't open the portal, yet. Once you find the elevator, ride it up to the second floor. Take out another Pirate Trooper, then yet another through the glass in the command module. Head out the nearby door.

#### Security Station B - New Scan: Log 70136

Your dark self will appear and shut the gates in front of you, but you can still access the consoles beyond for info. Turn right around the corner to get to the next door.

#### Command Center -

Scan the red console here to open the blast door, then backtrack through the Security Station to the main area. Head through the now open door.

#### Biostorage Access - New Scan: Humility Class Turret

Take out the two Turrets here, then time your movement past the laser defense system to the far door.

Biostorage Station - New Scans: Tallon Metroid, Log 63622

You'll face off against one, then two Pirates here. The scannable Metroids are the ones in the big tank. Continue on to the next room.

Security Station A -

Take out the Turret, then enter the station and use the Bomb Slot to rotate the gates. Exit by the other door.

Bioenergy Production - New Scan: Pirate Aerotrooper

Take out the two Aerotroopers in this room with heavy fire, then head over to the east side of the room and scan the red console to activate the processing racks. Now, what you need to do here is to create steps you can climb, so head over to the other side of the room. Use the down arrow on the north rack once, then on the center rack twice, then on the south rack three times to be able to climb up to the ENERGY TANK. Then, set the south rack up twice and the north rack down twice to be able to climb to the door out of here.

Ventilation Area B -

Roll in and you'll find two energy conduits blocking your way. You need to bomb into the upper area to make your way around. Avoid the red lasers, and once you reach the other side, you'll have bombed out the conduits, making for an easy way back.

Save Station C - New Scan: Log 67135

Save, if you wish, then move on.

Sand Processing -

Hop down into the pit and take out the two Turrets. Fire a Missile at the back end of the pipe (it's red under the Scan Visor) and proceed to the next room.

Main Reactor - New Scan: (see below), Phazon

Follow this corridor until you reach an opening in the wall and hop down into the reactor room. Time to get freaky with your alter ego:

BOSS: DARK SAMUS -

Your enemy floats around as opposed to running, and has several attacks to use against you. From the beginning, she has a scattershot Phazon blast attack, a long-range Missile attack, and a close-range Phazon shield blast. Once you get her health down by half, she'll also start using a jumping boost attack which propels her forwards, and she'll have a Super Missile attack, all of which can be avoided by dodging or taking cover. Just keep pounding her with either charged shots or Missiles as long as she isn't sheathed in blue (not blue light, as you can shoot her then, but blue metallic stuff).

Once you deplete her health, she'll explode into tiny Phazon particles. A nearby lift will lower. Hop on and ride it up to a new door.

Storage D - New Scan: Log 69898

Grab that floaty thingy and you now have the Dark Beam. Use it to open the door leading back out.

\*\*\* DARK BEAM ACQUIRED \*\*\*

Main Reactor -

Target and fire the Dark Beam at the white crystal on the gate to open it, then open the nearby black door and move on.



Security Station B -

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

Command Center - New Scan: Pirate Grenadier

Finally, you have something to open that portal with, but first, deal with the new Pirates here, if you wish, and head south through the next room to...

Biostorage Station -

Watch out for the Metroids. One charged Dark blast followed by a Missile is the easiest way to take them out. Ride the elevator up and blast open the black door.

Storage B -

Grab the MISSILE EXPANSION here. Now, head back to...

Command Chamber -

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

==Dark Agon Wastes==

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

Head to the far side of the room, turn around, and fire a Missile at the white statuary on the platform (it's red in the Scan Visor). Fire a Dark shot at the Lift Crystal to lower the platform. Hop on, then to the next highest platform, then over to the next Dark Key. Now, there's no need to yet to go through the door in front of you just yet. Head through the other black door on the north side of the room.

\*\*\* DARK AGON KEY 2 ACQUIRED \*\*\*

Oasis Access -

Once you reach the second Light Crystal, a Warrior Ing will attack. To kill him quickly, let him get close to the Phazon crates, then blow those to kingdom come to knock him down, then head on to the next room.

Dark Oasis -

To the left is a white door, so that's no good. Head to the right, taking out the Inglets here and pass through the next door.

Hall of Stairs - New Scan: Dark Lift Crystal

Walk around the far side of this red-lined platform, look up, and fire a Dark shot at the crystal to lower the platform. Hop up to the next room.

Save Station 3 -

Use, if desired, and move on.

Bitter Well -

Roll through the tunnel. You can bomb the rocks away and roll the lower route, if you like Phazon burns. Instead, hop to the top of the rock, then use a Bomb to propel yourself over the gap (holding to the right once it blows) to avoid the worst of it, and move on.

Phazon Site -

Now, in order to bypass this room, you'll need to scan three consoles. It can be tough to get to them, what with all the Phazon lying around and the atmosphere slowly killing you. The first is on the west side (to your

right) pretty much in plain sight. The second is on the far east side slightly obscured behind some crates. The third is atop the chain of moving platforms in the center of the room. Once all three are scanned, the south door will be open.

#### Watering Hole - New Scan: Ingclaw

There are some invisible bad guys here (which you can't scan) firing small dark shots at you, which can disable nearby crystals if you're unlucky enough. Quickly make your way through this room and to the other side.

#### Feeding Pit -

Head down to the left. Take out all the Nightbarbs you feel like killing, then cross over to the northwest side of the room and fire at both the Light Lift Crystals to lower the platforms. Hop across them to the door.

#### Ing Cache 1 -

Grab the Light Beam here and leave by shooting the door open with it.

\*\*\* LIGHT BEAM ACQUIRED \*\*\*

#### Feeding Pit - New Scans: Energized Crystal, Energized Beacon

There are now a bunch of Lumites in the room. They sometimes attach to the fields on Light Crystals, so shoot the Crystal with the Light Beam to energize it and kill the Lumites instantly. You can now use the Light and Dark beams in alternation, so fire at the nearby BladePods with whichever you have more of to get ammo of the opposite kind. Use the Light Beam on the door to head to the next area.

#### Feeding Pit Access - New Scan: Webling

Use the Light Beam to shoot down the Weblings in your way and move on.

#### Doomed Entry -

Hey! I remember this place! Right, so now that you have the Light Beam, head over to the west doors. I suggest taking the upper one (the black one).

#### Double Path - New Scan: Darkling Tentacle

Shoot the Dark Splinters out of your way and press on.

#### Battleground - New Scan: Ing Webtrap

Hey, Key #3. I'm sure there's no REAL reason they named this place the "Battleground", right? As soon as you walk up to the Key, it'll be engulfed by an Ing. You now have to face down six Warrior Ing total. Use the Light Beam (charged, if you can get a shot) to take down these guys quickly. If you run out, switch to your Dark Beam and start shooting the BladePods in the area to get more Light Ammo. Once all six are dead, they'll surrender the Dark Key. Take it and head back to the Doomed Entry. And uh, just in case you're wondering, the Webtrap is that barrier that pops up on the doors when the Warriors attack. This is your only chance to scan it, so take it now.

\*\*\* DARK AGON KEY 3 ACQUIRED \*\*\*

#### Doomed Entry -

Well, you need to go to the Dark Temple now, but you can't reach it from this point in Dark Aether, so it's time to head back to Aether, but the portal's not accessible from this side, so you need to find another. From here, go north to the Dark Oasis.

#### Dark Oasis -

You can now go to the left to find an Ammo Station if you need it. Otherwise, go to the right and shoot a Light shot at the portal to energize it, and head back to Aether.

=====  
5E. No Dune References, Please =  
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Missiles: 35  
Energy Tanks: 3

==Agon Wastes==

Main Reactor -

If you're going for scans, take a slight detour back to the Biostorage Station.

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

Yeah, it's a little nastier in this room, now. The infants quickly pop out of the cocoons to attack. Get what you need here and return to the Command Chamber.

Command Chamber -

From here, climb up to the second floor (if not already there) and head out the white door, through the tunnel to...

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

Ah, note the holograms showing Turrets. Hop into one and get ready for fun. There are two power generators in the area to take out. The first is almost below you on the left side, and the second is mid-way out on the right side. Once you blow them both, you'll be attacked by a couple of Troopers, but killing them is a snap with this. Once done, press B 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 here, then walk around to the impervious screen. Go past it to find a hole you can fit into and find a Keybearer and a BEAM AMMO EXPANSION. Now that that's done, drop down to the floor and leave. Now, you can head straight for the other portal to Dark Aether, but let's get beefed up a bit first, eh? Head to the Agon Temple.

Agon Temple -

Take the west black door.

Mine Shaft -

We won't go far, here. Roll into the tunnel and head left. At your first Pillbug, kill it, 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. Once you reach your second stack of four, keep holding left to go into the wall, but 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, then roll over to the ENERGY TANK. Now, leave by rolling and bombing back to the right and head back to the Temple. Now, take the east white door.

Sandcanyon -

Hop into the cannon here to get fired to the other side, then enter the next door.

Ventilation Area A -

Enter the tunnel and roll to the right towards the second Pillbug. Kill him, then Double Bomb Jump onto his platform, then Double Bomb Jump again up the shaft there, then bomb and roll over to a MISSILE EXPANSION. Now, head back to the Temple, and now go all the way to the...

Portal Terminal -

Activate the terminal to head back to Dark Aether.

==Dark Agon Wastes==

Portal Chamber -

From here, head back to the Dueling Range through the Save Station.

Dueling Range -

Go through the black door on the west side.

Ing Cache 4 -

Dispose of the Inglets in the area, then roll into a hole by the floor on the east side to find a MISSILE EXPANSION. Now, head back to the Dueling Range, and then on to the Judgment Pit.

Judgment Pit -

From here, you can enter the black door and access a new Save Station. Use it, because it's almost time for a boss fight. Head to the Dark Agon Temple from here.

Dark Agon Temple - New Scans: (see below)

Step into the light to use your three keys, then hop down to the arena below:

BIG BOSS: AMORBIS -

Amorbis is actually several entities. They're all sand worms, and they mainly attack by ramming you as they hop around and burrow through the sand. While in this first form, you need to repeatedly hit them with weapon fire of any kind, which will bust off their armor. Once that's off, they will attach themselves to the nearby Dark Sphere for their second form (scan again). Here, they can fire dark energy at you, either in a single shot aimed at a nearby Crystal, in multiple shots, or in a constant beam which you'll have to use acrobatics to avoid. In this form, repeatedly shoot at its head with whatever (Light Beam works best) to bust off its head carapace. After that, it'll try to suck you into it, so roll up into ball form and oblige it. Once inside, lay Bombs to destroy the creature. Like I said, there are multiple creatures. You'll first face one, then two, then three for the finale.

Once all the Amorbis are toast, the Dark Sphere will burst open, and you can take the Dark Suit. You're now slightly less vulnerable to Dark Aether's atmosphere. From here, head north through the door.

\*\*\* DARK SUIT ACQUIRED \*\*\*

Dark Controller Access -

Just as before in the corresponding temple on Aether, use the Bomb Slot here to access the controller.

Dark Agon Energy Controller -

Step up to the controller to absorb the energy in it. The Ing will be understandably ticked that you took their stuff, so on the way back to the Portal Chamber, you'll find a lot more Ing to tango with. Fight them or just run past them (they don't really move or attack very quickly) and

head back to Agon. Head all the way to the Agon Energy Controller.

==Agon Wastes==

Agon Energy Controller -

Walk up to the controller to deposit the energy you have into it. One temple down, two to go. Return to the Transport to Temple Grounds.

=====  
5F. Grounds Interlude =  
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Missiles: 45  
Energy Tanks: 4  
Beam Ammo Expansions: 1

==Temple Grounds==

Transport to Agon Wastes -

Okay, now that we're back at the "hub" of the world, it's time to pick up some more junk before we move on to the next place. First, head back to the Landing Site.

Landing Site - New Scan: M-Dhe's Testament

You can use the Light Beam on the monument here to turn it into a step, whereby you can reach the body of another Keybearer. You can move on from here, but there's no point, right now, so just head back to the Hive Access Tunnel.

Hive Access Tunnel -

Hop down the shaft you hopped down at the veeeeery beginning of the game.

Hive Chamber A - New Scan: (see below)

Stepping forward will trigger this fight:

MINI-BOSS: DARK MISSILE TROOPER

This boss is pretty easy, actually. Just dodge and avoid his missile fire and retaliate in kind. Destroying him will give up a MISSILE EXPANSION.

Now, leave by the gate and retrace your steps through the Hive all the way to...

Hive Chamber B -

Head over to the ball tunnels and use a Bomb to blast the cap off the closed one. Roll in to get a MISSILE EXPANSION. Now, exit this area, and head all the way over to:

Temple Assembly Site -

Using the pillars in the middle of the room, hop up to the high ledge on the south side of the room, then make your way around the room clockwise to find a tunnel, where you'll find a MISSILE EXPANSION. Now, drop down and use the Light Beam on the monument by the entrance of the room to reveal a portal. Use it.

==Sky Temple Grounds==

Plain of Dark Worship -

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

==Temple Grounds==

Temple Assembly Site -

From here, head to the north door.

Dynamo Chamber -

At this point, you'll need to use the Space Jump to get over the gates, then proceed.

Communications Area -

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

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

Hmm... Should there be something here? There's another Keybearer. Once done here, head back to the Temple Assembly Site.

Temple Assembly Site -

Head to the elevator, then up it to the Great Temple.

==Great Temple==

Temple Transport B -

Head to the next room.

Transport B Access -

Roll up and enter a small side tunnel in your ball form. Use Bombs to elevate yourself along the path. At the end, you'll find a MISSILE EXPANSION. Now, head up to the Main Energy Controller.

Main Energy Controller -

Speak with U-Mos. He'll tell you that now is the time to head to Torvus Bog. Go back downstairs.

Temple Sanctuary -

Scan open the Amber door to your left and head on through.

Transport C Access - New Scan: Harmony Class Drone

Use the Light Beam to move the monolith out of your way, then proceed, past the drones, to the far door.

Temple Transport C -

Head on down the elevator and out.

==Temple Grounds==

Meeting Grounds - New Scan: Age of Anxiety

Take out the War Wasps buzzing around and proceed down the pipe. The Lore is high and to your left, if you're looking. At the far end of this canyon is the next door.

Hall of Eyes -

Only thing you can do here is activate the portal.

==Sky Temple Grounds==

Base Access -

Take out the Inglets and head through the only openable door, here.

Abandoned Base - New Scan: Corrupted Sentryeye

This area is the real reason you didn't leave Agon right after you got the Light Beam. You definitely need the Dark Suit to survive this long walk around this area. At the end, you'll find a suspended trolley. To get it moving, you need to release the locks, which you do by energizing four Bomb Slots, but there's a specific order you need to do them in. Start by rolling into the west side conveyor, then blasting the first Bomb Slot there, which will block your way forward, but that's okay. Now, head up the east side conveyor and roll all the way to the third Bomb Slot, blast it, then back to the second, then back to the first. You can now hop into the trolley and ride it. As you'll probably expect, you'll be attacked on this slow ride. Three flocks of Nightbarbs will try to swoop in and tear you up. Once you reach the end, activate and enter the portal.

==Temple Grounds==

Path of Eyes - New Scan: The World Warped

Hop down and take out the two Dark Pirate Troopers. After that, Light Beam the monolith to move it. Hop over the next monolith and take out the Pirate Grenadier, then Light Beam the two monoliths down here. One only opens a way to a Green Blast Shield, but the other will move into position so you can hop onto it and to higher ground. In the next place you'll find water and another monolith to shoot. Hop onto it from solid ground to get to the Translator Door. Scan it to open it. Now, before heading in there, head into the small ball tunnel to your left, which leads to a monolith you can blast to create an easier pathway back, as well as a Lore. Now, head back and through the new door.

Torvus Transport Access -

Pass by the War Wasps and through the Red Blast Shield.

Transport to Torvus Bog -

Activate the elevator and step in. Leave once at the bottom floor.

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5G. Bogged Down =  
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Missiles: 75  
Energy Tanks: 4  
Beam Ammo Expansions: 1

==Torvus Bog==

Transport to Temple Grounds - New Scan: Torvus Bearerpod

Head out the door, here.

Temple Transport Access - New Scan: Torvus Hanging Pod

Take out the Shriekbats here and press on.

Torvus Lagoon - New Scans: S-Dly's Testament, Shredder, Hydlings

The first proper room in the bog. Watch out for the Shredder plants popping out of the water in front of you. The door to your left is a Save Station, if you wish to use it. To move ahead, drop into the water, clear away the Hydlings, and slowly maneuver your way around the roots to the black door.

Path of Roots -

Shoot the Hydlings out of your way and proceed through the water, roll under the structure, then up and out to the next door.

#### Great Bridge - New Scans: Shrieker, Sentinel Crystal

Take out the Shriekers here through conventional means (as long as they're visible) and cross over to the Red Blast Shield door.

#### Portal Chamber -

Simply roll through the tunnel in this area. Ignore the portal, as you can't get to it from here. Head out the opposite door.

#### Torvus Lagoon -

Back here again. Scan the console to activate the bridge. You can now access all the doors in this room, so head for the white door.

#### Ruined Alcove -

Take out the several Shredders in this room and press on.

#### Forgotten Bridge - New Scans: Grenchler, Bloatsac

There are two mean Grenchlers in this room. Take them out by pounding their backside with heavy fire. Once they're both history, hop up onto the platforms to get higher up. The controls for the bridge are on Dark Aether, so all you can do is head for the portal.

#### ==Dark Torvus Bog==

#### Dark Forgotten Bridge - New Scans: Dark Sentinel Crystal, Ingsphere Cache

Stay out of the dark water. It hurts quite a bit. All you need to do here is energize the Bomb Slot, then jump back up to the portal using nearby platforms (since the bridge moved).

#### ==Torvus Bog==

#### Forgotten Bridge - New Scan: Dark Pirate Commando

Hope you've saved energy, because two Dark Pirate Commandoes are attacking. This isn't a fight to the death, though, as they'll leave after a couple of minutes of fighting, but you must fight, since the doors are locked. If you can, try to hit them with a charged Dark blast, then use a Missile to shatter them. Once they're dead or they've taken off, climb up to the bridge, grab the MISSILE EXPANSION, and head through the door.

#### Abandoned Worksite - New Scan: Sporb

Your main objective is to enter the ball tunnel nearby and cross over the wall to the other side (the tunnel is slightly tucked away just before the ledge drops off). The Sporb makes this tough, though, 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. Either way, use Bombs to move yourself along the side tunnel. Once you exit that, roll through the red gross-looking tunnel to reach the other side. Drop down and exit through the door.

#### Great Bridge -

From this point, 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 proceed through the black door up here.

#### Temple Access -

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



Torvus Temple -

Entering this room will trigger a battle with Pirates. First, you face two Pirate Troopers, then two Pirate Aerotroopers, then four Pirate Troopers. Once they're all kaput, 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 to move on.

\*\*\* SUPER MISSILE ACQUIRED \*\*\*

Controller Access -

You know what to do here.

Torvus Energy Controller - New Scan: Dark Aether

Scan the holoprojector to get the new EMERALD Translator files. Now, you can read green Lores. Head back out of the Temple and back to...

Torvus Temple -

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

Underground Tunnel - New Scan: Our War Begins

Roll into a ball and under the grating you're standing on to find a MISSILE EXPANSION. There's a Grenchler at the far corner of this room, but he's tough to fight in such close quarters, so I suggest suffering a bit of damage, running past him, and rolling under the overhang to get to the Lore and the next door.

Torvus Grove - New Scan: Pirate Commando

Now for some fun. The REAL Pirate Commandoes are here to attack, now. There are two to fight, so Super Missile them into oblivion to be able to move on to the next room.

Meditation Vista -

Scan the portal device to activate it and step through.

==Dark Torvus Bog==

Gloom Vista -

Proceed through the door back to the other room.

Polluted Mire - New Scan: Hunter Ing

You'll face the deadly Hunters in this room. Two of them. Use the Light Beam to shoot them down only when they're tangible, or energize the Beacon and try to lure them into it. Once they're dead, you can use the platforms and ledges around the tree to climb up to the top and proceed through the black door.

Dark Falls -

Use the Save Station here. Definitely use it. Leave this area by the other door in the room.

Dark Forgotten Bridge -

Watch out for the Lightfliers and proceed to the next door.

Dark Arena Tunnel -

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

Dark Torvus Arena - New Scan: (see below)

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

BOSS: BOOST GUARDIAN -

This guy is a big pain in the butt. You can only really damage him in his solid Ing form. When he's there, either hit him with charged Light Beams or Super Missiles. The real trick is getting him into that form, because after causing damage, he'll enter "boost" form. In this form, he'll boost around the arena, causing major damage to you. Inglets will also spawn at that point, as well. As far as I can tell, you can't touch him when he's in boost form, so get into Morph Ball mode so you can see where he is at all times and try to avoid him, which is tough, since he's faster than you. If possible, try to lure him near the four pylons in the room. If he crashes into one of those, not only will an Ultra Energy Unit be released, but he'll go into puddle form. In this form, he can be shot, but not damaged, so lay Bombs behind you as the puddle trails you around the room. Avoid the puddle, by the way, because it causes the most damage of any of his attacks. Another possible tactic when its in boost form is to just stay in normal form, back into a corner, and leap into the air when the boost ball comes after you. He'll alternate between boost and puddle form until you hit him enough times to bring him out of it and back to solid form, where you can further batter him with concentrated fire. Oh, and there are plenty of Inglets thrown around in the area, too, but those don't cause nearly as much damage as the Guardian, so consider them secondary. Once you drain his life, he'll croak, surrendering the Boost Ball.

\*\*\* BOOST BALL ACQUIRED \*\*\*

Now, leave by the way you came in. In this half-pipe, get up some steam with the boost and roll up the left side to find your first Dark Key, here. Leave by the door.

\*\*\* DARK TORVUS KEY 1 ACQUIRED \*\*\*

Dark Arena Tunnel -

To get out of here, boost over the drop blocks. You're done in this part of Dark Aether, so head all the way back to the portal.

==Torvus Bog==

Meditation Vista -

Head out to the Great Bridge room.

Great Bridge -

Now that you have Emerald files, you can scan the Translator Door here to get to the Map Station for this area. Head back to the Great Bridge room and continue to the...

Path of Roots - New Scan: The Ing Attack

Scan the new Lore and proceed out to the Lagoon. Save here, then head back to the Transport to Temple Grounds. We need to take a little back detour to get suited up for what lies ahead in this area.

==Temple Grounds==

Transport to Torvus Bog -

All right. From here, go to the Meeting Grounds. The trip around here is easy, now that you have the Super Missile and can remove Green Blast Shields.

Meeting Grounds -

All right. That big old halfpipe in the middle looks prime to be boosted up, so, boost up the left side and you'll find a ball tunnel. Roll through this lengthy tunnel.

Service Access -

Be careful after the second rocky portion, as you'll find a string of blocks you need to boost over. Continue along the tunnel.

Path of Honor -

You're still in the tunnel, so just keep on rolling.

Hall of Honored Dead - New Scan: Spinner

Here's a new spot. You'll roll out of the tunnel, finally emerging in a large plaza. In the center of the room is your next item, protected by an energy field. To remove this field, you need to use the four Spinners in the room to rotate the rings surrounding it. Start by using the purple Spinner (in front of the first Sentinel's statue). Rotate it so that the outer ring lights up. Then, use A to remove yourself from the Spinner. Next, go to the blue Spinner across the room and do the same. The outer ring must light up. Third, go to the yellow Spinner to its right. Finally, 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 to the Purple Blast Shield. Hold down Y to charge, and use R to aim at the five purple dots surrounding the door. Let go once all five are targeted to unleash the volley and open the door.

\*\*\* SEEKER LAUNCHER ACQUIRED \*\*\*

Path of Honor -

Head through this tunnel and to the far 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. From there, head back to the Torvus Transport and down.

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5H. Out of Your Depth =  
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Missiles: 90  
Energy Tanks: 5  
Beam Ammo Expansions: 1

==Torvus Bog==

Transport to Temple Grounds -

Armed with the Seeker Launcher, it's time to go to the lower portions of Torvus. From here, make your way to the Torvus Temple.

Torvus Temple -

Enter the lower section (down the elevator) if you haven't already, then head straight west to a ball tunnel, which leads to a Green Blast Shield.

Underground Transport -

Hop onto the elevator here to be carried down to the depths of Torvus.

Hydrodynamo Station - New Scans: Preed, Blogg

Music sound familiar? It should. This is from Super Metroid, a combo

Brinstar/Maridia theme. But, I digress. At the top of this room is a Red Blast Shield leading to a Save Station (the only one down here), so use it. The only way out of here is in the stupid slog-your-movements water, so drop down. Watch out for the Bloggs down here. If you ever drop to the very bottom of this water, there are jets that will push you up a level. From there, you can hop over to the middle module, which has an Orb Cannon to shoot you to the very top. So, your objective here is to raise the large cover, here. To do that, you need to scan three locks, all from their respective ledges. You can reach only one right now. Sink down to the middle level grating, near the three doors. Face the Purple Blast Shield door and jump to the ledge several feet underneath it. Scan the console here to open the first lock. Now, jump to the center and get cannon-shot up the shaft, then drop back down to the door level, grab the MISSILE EXPANSION, shoot down the blast shield, and enter the purple door.

#### Training Access -

Pass through this tunnel and out the water. Oooo, what's that?

#### Training Chamber - New Scan: "Recovering Energy"

Well, looks like she's still alive. Don't worry. She's just here to laugh at you. Drop down into the water. You need to get rid of the two Bloggs down here to advance. To get rid of them, fire a charged blast to tick them off, then fire a Missile into their mouths as they charge you. Once they're history, the Spinner will activate. The idea of using the Spinner here is to line up the path with one of the openings, either red or blue. I suggest going to blue first, since it's harder, and you'll want to save the easy one for later. Trust me on this one. So, 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's a fan pushing you back here, so bomb the blue block to be lowered down to the Bomb Slot. Activate it and one fan should stop, starting the other. Floats will guide you along, so just head over to the left side of the room and out.

#### Gathering Hall - New Scan: "New Weapons"

Drop into the water, kill the Blogg, and 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, then use the Bomb Slot to open a grating down in the water. Hop down and activate the Portal.

==Dark Torvus Bog==

#### Crypt -

Well, there are two Dark Pirate Commandoes here. Either give them the charged Dark blast plus Missile or just hope they don't shoot you much, because you don't intend on being here long. Hop up to the platform directly above you with the Spinner and use it to realign the laser in both dimensions. Jump back through the portal.

==Torvus Bog==

#### Gathering Hall -

Your actions in Dark Aether have extended a platform here which allows you to reach a Kinetic Orb Cannon. Jump over to it and get shot up to the door. Leave this place.

#### Gathering Access -

Don't shoot the Preeds here, because there's no room to dodge the gas. Just roll past them through the far door.

Hydrodynamo Chamber - New Scan: Bloggling

Scan the lock in front of you to disengage it. That's two down, so hop into the cannon to get sent back up to where the Save Station is and use it. Now, head back into the water and take the door you used before (it doesn't have a scanner in front of it).

Training Access - New Scan: Seedburster

There are a bunch of new baddies in this tunnel, now, but they're not a big problem.

Training Chamber -

Now, adjust the Spinner and take the red tunnel.

Transit Tunnel East -

Hop into the Orb Cannon to get sent into the works. Simply roll all the way to the right to get carried up the pipe, then 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, kill the Bloggs, then climb out using the steps on the opposite side. Enter the black door, here.

Catacombs Access -

Head through this tunnel, avoiding or killing the Grizbees.

Hydrodynamo Chamber -

After scanning this, the third lock, you will no longer be able to access the Save Station. If you haven't done it in a while, go to the Save Station now and make the circuit again. Scanning the console will raise the heavy weight in the center, opening the door to the area below. Drop all the way down and enter the door.

Hydrodynamo Shaft - New Scan: Alpha Blogg

Drop down the "stairs" here. There are Hydlings down near the end. A lot of Hydlings. Use them to restore any energy or weapons you're missing, and continue along the path to the far door.

Main Hydrochamber -

Not much to do here, but drop off and land at the bottom. Turn around to find the door to the...

Hydrochamber Storage -

Take the Gravity Boost here and leave. You're now able to move through water without being hindered, as well as get an extra boost while in it.

\*\*\* GRAVITY BOOST ACQUIRED \*\*\*

Main Hydrochamber -

Yes, you had a feeling you'd face him before leaving:

BOSS: ALPHA BLOGG -

This guy isn't extremely difficult to hurt, but he probably will cause a lot of damage to you before the end. I say, take the damage, because trying to do this guy perfectly just isn't worth it. He's fought just like other Bloggs, wait until he charges and unload into his mouth. The only difference is that he can fire sonic blasts which can disrupt your visor. These can be pretty easily dodged. Five Super Missiles will do the job nicely. If you're really low on energy or didn't have many Tanks to begin with, I guess you'll have to do it the chicken way. Fire a Missile as he

makes his approach and quickly dodge to the side or Gravity Boost up.

Once he's dead, you'll need to leave this area. Fortunately, now that you can move around in water, it's easy. Use your triple jump and boost to carry yourself to the ledge with the fan, then jump off to the nearest platform. Lastly, boost over to the platform near the door to leave.

Hydrodynamo Shaft -

Now, look above and behind you as you enter the main shaft. There's a portal up there. You can now reach it, so head on through.

==Dark Torvus Bog==

Undertemple Access -

Take the Dark Key here and leave.

\*\*\* DARK TORVUS KEY 2 ACQUIRED \*\*\*

==Torvus Bog==

Hydrodynamo Shaft -

Now, make your way back up to the surface.

Hydrodynamo Chamber -

Go back and save, then head to the Training Chamber.

Training Chamber - New Scan: Dark Blogg

As you can see, you'll be facing Dark Bloggs here. Their main claim to fame is their hardiness. Two Missiles instead of one. Head right to...

Transit Tunnel East -

Enter the tunnels, then Double Bomb Jump up the first vertical shaft to reach a Bomb Slot. It will activate jets in the shafts. Using the fourth shaft from the left, bomb your way up to the top. With the extra boost, you don't need a Double Bomb Jump, but you need to time it properly, so lay a Bomb just before you reach the crest of your jump to get extra boost. Once 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 an ENERGY TANK. Then, leave by going to the right.

Catacombs -

There are now two Grenchlers in the water. Personally, I find that, once you have the Gravity Boost, you gain an edge on the Grenchlers in water, if you have enough room to move, so take them out, then jump up to the Bomb Slot on the southeast wall. Activating it will remove the barriers surrounding the portal in this room, so use it.

==Dark Torvus Bog==

Dungeon - New Scan: Dark Grenchler

Take out nasties in this room, or just run and jump to the only door.

Undertransit Two -

Enter the tunnel. Avoid the pistons and roll across to the left side.

Sacrificial Chamber -

Watch out for the Hunter down here. Hear that roaring? That's your next target. You can't reach him from where you are, though, so there's really no recourse but to go to the other door.

#### Undertransit One -

This is set up like the fan area on the light side, only the fans aren't working. The puzzle here is that you need to work your way across the pipes, only there are holes in several places. It's not too 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 roughly the same thing, only stop when you've dropped to the bottom. At that point you dropped, 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, then head back down to the bottom, go all the way to the left, and bomb up to the exit.

#### Crypt -

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

#### Crypt Tunnel -

Proceed through this tunnel, shooting Tentacles all the 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. Once done there, drop to the floor, then through the hole in the grating. This leads to the entrance of a small carriage. Activate the Bomb Slot in the carriage to spin it in the direction you want to go. Enter the new door.

#### Sacrificial Chamber Tunnel -

In this tunnel, shoot away the Ingspheres with Dark blasts to get Light Ammo, then use the Power Beam near the Venom Weed to clear it away. Proceed to the next room.

#### Sacrificial Chamber - New Scans: (see below), Grapple Point

Step in to face your next enemy.

#### BOSS: GRAPPLE GUARDIAN -

This Grenchler has your Grapple Beam. Actually, for all the pain a Grenchler causes, this guy isn't too hard. In normal circumstances, he'll march around the room, trying to ram you or bite you. What you have to do is scan him to find his weak spot, then shoot him in the eye repeatedly to get him angry. Once he does that, he'll try to use the Grapple on you. What you need to do is make sure one of the electrified beams in the room is between him and you so he attaches to that. Once he does that, unload on his hinder. Use a Super Missile to deplete his energy quickly. After you remove about two-thirds of his health, his shell will be busted off. He'll move faster, and you won't be able to use the beams to get him to attach to. Instead, switch to the Light Beam and use it to stun him, then quickly run behind him and shoot him in the back with quick Light Beam shots. This will finish him off quickly.

Take the Grapple Beam he leaves behind and watch as the room orients itself so you can leave using the Grapple. Climb up the north side ledges, then hold L facing the Grapple Point to swing across.

\*\*\* GRAPPLE BEAM ACQUIRED \*\*\*

#### Sacrificial Chamber Tunnel -

From here, it's time to make your way back to the Crypt. Take the portal in that room to return to Aether.

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5I. Not-So-Beautiful Butterfly =  
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Missiles: 100  
Energy Tanks: 6  
Beam Ammo Expansions: 1

==Torvus Bog==

Gathering Hall -

From here, it's time to get back to the upper level, so return to the Underground Transport and ride up. Now that we have a couple new items, let's do some collecting in this area, shall we? Head to the Great Bridge, then to the Abandoned Worksite (by use of the Orb Cannon and hopping off the bridge).

Abandoned Worksite -

There's a Grapple Point above you in this room. Look up and you can jump and attach to it from the ground floor. Swing over to the MISSILE EXPANSION here, then leave by the way you came in and go to the Path of Roots.

Path of Roots -

Swing over the Grapple Point to grab another MISSILE EXPANSION, then continue on to the Torvus Lagoon.

Torvus Lagoon -

Stay under the water, here. Make your way to the east corner (to the right of the ramp to the surface) and boost your way over the Venom Weed to another MISSILE EXPANSION. Now, retrace your steps back to the Great Bridge, then to the Torvus Temple, then through to the Torvus Grove.

Torvus Grove -

Boost up the ramps, here. No, not the off-center ramps in the center of the room, but the halfpipe right next to the room's entrance. At the top, work counter-clockwise around the ledges to the black door.

Grove Access - New Scan: Krocuss

Pass through this room. The new creature really isn't worth your time to try to kill, and it's not a big threat, either.

Forgotten Bridge -

Ignore the Spinner for the moment and head to the next room.

Plaza Access -

In this tunnel, you need to rotate the two objects in the middle. It's a pretty simple puzzle. Just bomb yourself to where you need to go and hit the Bomb Slots. Once that's done, bomb yourself to the top of the left object to a little tunnel which leads to a side chamber. Boost up the large slope in this chamber and you'll find a MISSILE EXPANSION on the right side. Return to the first tunnel and leave the way you came in, as there's nothing in the next room that you can get yet, anyway.

Forgotten Bridge -

Now, use the Spinner. This not only opens the door here and on Dark Aether, but it also once again gives you access to the portal in this room. Use it.

==Dark Torvus Bog==



Dark Forgotten Bridge -

Now, jump over to the bridge and blast down the Green Blast Shield door.

Brooding Ground - New Scan: Liftvine Crystal

Drop down and use the Light Beam to power the liftvine here. Don't shoot the Preeds, because the gas will get in your way. At the top of the liftvine, jump to the ball tunnel. Once through, just drop down and head to the far door.

Venomous Pond -

Well, before doing anything else, I suggest rolling through the nearby ball tunnel. Once out, you'll have a clear Grapple swing over to the Dark Key. Once you get that, mind the Hunter, drop down to the lower level, and head through the black door down here. The Red Blast Shield door leads to a Save Station, if you need it.

\*\*\* DARK TORVUS KEY 3 ACQUIRED \*\*\*

Portal Chamber (Dark and Light) -

Roll through this tunnel to the other side. Don't go through the door, though. Jump your way up two ledges on this side to find another ball tunnel, this one leading down to the portal. Quickly jump through to the light side to find that elusive MISSILE EXPANSION, then jump back to the dark side. Exit by the east door.

Poisoned Bog -

Take out the Hunter in this room, then blast open the Purple Blast Shield door.

Cache A -

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

Venomous Pond -

Use the Save Station if you wish, then 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, so use it. Also, head west, through the Green Blast Shield.

Cache B -

Take the ENERGY TANK here and head back.

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

Unlock the Temple using your three keys and ride the dark water up to your next challenge.

BIG BOSS: CHYKKA -

First of all, you need to remove this guy's cocoon, so just shoot at its four supports. Once the cocoon falls in, the Chykka Larva will attack. Scan it to learn of its weak point on the underbelly. The Larva will start by swimming around your platform. During this time, Dark Shredders will be released, so focus on destroying them if you like keeping energy. Once the Larva roars and dives, it will jump out of the water twice to shoot you with a dark blast, and slam back into the water, releasing a wave you'll need to jump over. While it's out, hit it with a charged Dark Beam shot to freeze it, then pound its belly with Light Beam shots or Power Beam shots.

This will be a long fight, and it really helps to watch your radar, to quickly get the drop on the Dark Shredders and watch for where the Larva pops up. After damaging it a bit, it may also choose to jump onto the platform and try to eat you by snaring you with its tongue. That's the time to repeatedly hammer it with Light Beam shots. If stunned while hitting it, it will expose its belly, which will receive much more damage than the rest of him. Once you drain its health, it will go back to a cocoon, after which you'll face the adult form of Chykka (scan again). This form will fire blasts of dark water at you, so try to dodge while returning normal Power Beam fire. When you hit it enough, you'll stun it, and four weak points on the back of its wings will light up. Use the Grapple Beam to swing over to another platform to get a good shot, then fire up the Seeker Launcher (thanks to MBG for this tip), lock on to all four spots and fire. Repeat this until they're destroyed and the Chykka will fall into the water, which will turn it into Dark Chykka (scan again). In this form, its eggsac will bloat, and it will produce Chyklings (scan those, too). Normal fire will destroy Chyklings, and they will give up useful Light Ammo, because the eggsac can only be damaged by Light shots. It will fire heavy blasts of dark water, now, but keep up the attack. Eventually, it will go back to regular Chykka, and you'll again have to try to stun it with normal shots, then hit the backs of its wings. It gained a new attack, as well. If it waggles its wings from left to right, jump to another platform, because it'll charge. So take out its four weak spots again and it will go back to Dark Chykka once more. Hammer its eggsac with charged Light shots and it will, finally, croak.

Take the Dark Visor the beast left behind. Now, platforms will rise and disappear. Naturally, you'll need to use the Dark Visor to see them, so hop up them to the door up here.

\*\*\* DARK VISOR ACQUIRED \*\*\*

Dark Controller Access -

If I need to explain it to you...

Dark Torvus Energy Controller -

...you really have no business playing this game. Head back to the light side (I suggest the portal at Forgotten Bridge) and to...

Torvus Energy Controller -

Deposit the energy. Oh, and if you're ever attacked by Dark Pirate Commandoes again, let me point out that the Dark Visor can see them perfectly, so it's far easier to lay in a charged Dark blast and a Missile to finish them quickly. All right. Now's the time to head back to the Temple Grounds, so shuck your hinder back to the Transport.

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5J. Grounds Interlude 2 =  
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Missiles: 125

Energy Tanks: 7

Beam Ammo Expansions: 2

==Temple Grounds==

Transport to Torvus Bog -

From here, head to the Path of Eyes, then shoot out the Green Blast Shield on the north door.

Windchamber Access -

Use the Orb Cannon to get shot across, then grapple across the smaller gap to grab the ENERGY TANK. Now, head back to the Hall of Eyes, the room with the portal, and use it.

### ==Sky Temple Grounds==

#### Base Access -

Drop down and take the south Green Blast Shield door.

#### War Ritual Grounds -

Head to the main area here and take out the two Hunter Ing. After that, use the Dark Visor to see the five red locks on the door in the east wall. Seeker blast them away to get a MISSILE EXPANSION. Now, head through the southeast door.

#### Shrine Access -

Roll through the tunnel and out the other side. Take out the Sentryeyes in the room and blast through the Purple Blast Shield door.

#### Gateway Access -

Proceed through this passage, watching out for the Tentacles and Phazon in the area.

Sky Temple Gateway - New Scans: A-Kul's Testament, B-Stl's Key, G-Sch's Key, J-Stl's Key, S-Dly's Key, C-Rch's Key, D-Isl's Key, J-Fme's Key, M-Dhe's Key, S-Jrs's Key

Here's the gateway to the last area in the game. Scan each of the pillars to learn the location of the nine remaining keys to access the Sky Temple. Let's get a key right now, shall we? Head back to the Shrine Access room.

#### Shrine Access -

Take the south door here.

#### Defiled Shrine - New Scan: Flying Ing Cache

Take out the Warriors in this room. So, anyway, the trick behind the Sky Temple Keys is that in Aether, you'll find the dead bodies of nine other Keybearers (we've already found a few). The Key they protected is now in the possession of the Ing, but it only went to that corresponding room in Dark Aether. For instance, we found a body in the Landing Site, and here we are in that corresponding room. Pull up your Dark Visor and you'll see a Flying Ing Cache. Shoot it once to make it visible (and scan it), then finish it off with regular fire to reveal the key. One down, eight to go. Head back to the portal in the Base Access.

\*\*\* SKY TEMPLE KEY 8 ACQUIRED \*\*\*

### ==Temple Grounds==

#### Path of Eyes -

Head back to the Great Temple Transport.

### ==Great Temple==

#### Temple Transport C -

Go back and talk to U-Mos, then head back to the Temple Sanctuary, scan away the Emerald Translator Door and enter...

#### Transport A Access -

Ah, been a while since you've been in this place. Head over to the Save Station. Even if you don't need to save, use a Bomb on the rocks near the

Save Station to uncover a path to a MISSILE EXPANSION. Head to the Transport and down to...

==Temple Grounds==

Sacred Path -

Yeah, you can reach the portal now, but there's no reason yet to enter the ol' Dark Aether from here, so go straight ahead.

Sacred Bridge -

Pull out the Dark Visor to see five red dots on the door before you. Use a Seeker Blast on the five to remove the door, then proceed.

GFMC Compound -

Hop up to the ledge with the Yellow Blast Shield door, then take a flying horizontal jump onto the nose of the GFS Tyr. There's a MISSILE EXPANSION at its stern. After that, scan the Translator Door to be on your way.

Fortress Transport Access - New Scans: Luminoth Turret, The Sky Temple

Take out the two hardier Turrets here and make your way to the other door.

Transport to Sanctuary Fortress -

Use the elevator to enter the third temple area.

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5K. I, Possessed Robot =  
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Missiles: 140

Energy Tanks: 8

Beam Ammo Expansions: 2

Sky Temple Keys: 1

==Sanctuary Fortress==

Transport to Temple Grounds -

Step into the next room.

Temple Transport Access - New Scan: Serenity Class Drone

Take out the Turrets ahead of you and scan the console to rotate the ring. Note the cute little worker bots and head to the next ring, where you'll need to open it with a Spinner. Exit the room.

Sanctuary Entrance -

Fancy, eh? Cross the bridge and you'll find yourself attacked by a grand total of six Pirate Commandoes. Take them out, Broadway-style, then open the white door to proceed.

Power Junction - New Scan: Octopede

Take out the Octopedes in your way and push on to the next room.

Reactor Access - New Scan: Rezbit

Pull out your Dark Visor and scan for red locks on the door opposite you. Fire a Seeker Blast at all five to open the door and release the Rezbit. You can fight this guy or just climb up the ledges to the door to the next room.

Reactor Core - New Scans: Quad MB, Quad CM

You have a small fight against your first Quad drone. Use a Super Missile to take out its head, then roll up into a ball and wait for the body to

start spinning. At that point, Boost Ball into it to stop it, then lay some Bombs under it as it tries to recover to finish it. Once you're done messing around, you can go around the main room to the right to find a Save Station, or to the left to find a Translator Door you can't open, yet. To move ahead, you need to enter the middle of the room, and I suggest taking out at least one or two of the Rezbits in this room as you climb the ledges leading around this chamber. Once you reach the top, head out by the blue door.

#### Minigyro Chamber -

Small puzzle time. Scan the red console nearby to learn the code to shut 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 once you roll out there. For those of you with a thin grasp of the English language: Amber = Orange, Cobalt = Blue, Crimson = Red, and Emerald = Green. I'm not sure, but I think the order you need to set them off in may change with each game. Once you set off all four, you can pass over the gyros and into the next room.

#### Hall of Combat Mastery -

Take out the two Quads in this room, then jump on through the Portal at the end of the room.

#### ==Ing Hive==

#### Culling Chamber - New Scan: Ingworm Cache

Take the east door just to your right.

#### Hazing Cliff - New Scans: Dark Tallon Metroid, Dark Diligence Drone

Take out the Dark Metroid here with Light Beams, then fire charged Light shots at the Dark Diligence Drones to clear the way to the MISSILE EXPANSION. Head back to the first room.

#### Culling Chamber -

Now, head north and 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 -

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

#### ==Sanctuary Fortress==

#### Dynamo Works - New Scan: C-Rch's Testament

Well, back isn't really an option, so go forward through the black door.

#### Dynamo Access - New Scans: Diligence Class Drone, Mechlops

Use a Dark shot on the Diligence Drone then move on to the room itself. Roll underneath the glass and either use a Bomb on the Mechlopses or avoid them. At the far end, take out the other Diligence Drone the same way.

#### Main Gyro Chamber -

Take the nearby ball tunnel to the other side of the dynamo. In this room is a Red Blast Shield leading to a Save Station, but what's really important is the Bomb Slot. Activate it to bring up a puzzle. What you need to do

with this puzzle is shoot the gray dots to rotate those colored dots around them in order to line up the colors with the lines on the left. The proper order to shoot in is: 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 now walk across this ring without damage, so roll back out into the main dynamo room and walk across the ring to the other side. Roll out the ball tunnel to be on the other side of the circular door. Use the Spinner to open the door for easy passage for later, then step into the elevator here to ride to the top, then leave by the door up here.

#### Temple Access -

Hop down and take out the Quad here. This one you need to take out the MB first, because it will keep calling new CMs in otherwise. Head through the other door.

#### Sanctuary Temple - New Scans: Dark Quad MB, Dark Quad CM

Drop down to the floor here and take out the two new Dark Quads the same way you take out normal Quads. Then, hop up the scaffolding in the southeast corner and climb and grapple along until you can reach the south door.

#### Controller Access -

While you're waiting for this thing to rotate, might I interest you in some of my other FAQs? I'm particularly proud of my FAQs for certain Star Wars and Dance Dance Revolution games.

#### Sanctuary Energy Controller - New Scan: Agon Falls

Talk to the hologram, get the Cobalt Translator Files. Good for you. Back to the...

#### Sanctuary Temple - New Scan: Mekenobite

From here, head east through the Cobalt Translator Door.

#### Worker's Path -

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

#### Dynamo Works - New Scan: (see below), Spider Ball Track

Well, scan that thing right now, because you won't get another chance. Roll into the tunnel.

#### BOSS: SPIDER GUARDIAN -

This is more of a puzzle boss than a flat-out fight boss, and it's fought entirely in Morph Ball form. So, this Pillbug has your Spider Ball, and it will use it to roll around on Spider Tracks. It can only harm you by making contact with you, but its entire colored halo is considered "contact", and it can hit you through walls if you're close enough. What you have to do is to bomb it so that it turns from blue to red to green. Once it turns green, a Bomb Slot will be open to you. Activate the Bomb Slot to open a path to an energy conduit, which will damage the Spider Guardian. That's it, really, but it does get pretty complicated. The first area is a simple rectangle with branching passages. Try to stay near the top so that you're close enough to the Bomb Slot to get there in enough time. Once that's done, you'll move on to a Boost half-pipe. I suggest staying on the upper right side and wait until it gets close and dropping down the halfpipe, laying Bombs in your wake, OR getting on top by going up the left side and falling down the middle hole dropping Bombs in its path. Once it turns green, a small platform will extend below the Bomb Slot so you can get there

from the top. The third area is slightly more complicated, but mostly in the path the Guardian travels. You can still Boost to the top and drop Bombs on his path, then, once again, turning him green creates paths for you to travel on to get to the Bomb Slot. Get him here and you'll move on, get to some supply crates for the hurting you're probably feeling, and you move on to the final area. This area has three energy conduits, and he'll have to hit all three. This area's tough, because there are few places to hide, so you're gonna take lots of damage, here. I suggest sitting near the opening in the middle of his path, then laying a few Bombs as he draws close, with enough time for you to get away, but also leaving space for the Bombs to hit him. You need to sit above the recessed spots in his path to avoid damage entirely. Anyway, when you get him green, use the Bomb Slot on your left on the second level, but only when he's to the right of the moving panel so he rolls up instead of into the panel. Once you hit the first one, you'll need to get him green, then bomb two Bomb Slots, one in the upper right corner of the area, then the one in the lower left. Use the Boost to carry yourself across small gaps to save time. Once he hits the second conduit, you need to get him to the third and most difficult conduit. You positively must turn him green as he's travelling to the right about midway through the tunnel, or this won't work. You need to move fast and energize three Bomb Slots, one new one in the upper left corner of the room, then the other two in order down. If you pull it off, the Guardian should just be in position to roll right to its doom. Alan MacDougall has dropped me a good hint for fighting him. Once you bomb it, his force field will disappear for a moment, so you can use that to roll right by him if you need to avoid some damage.

The destruction of this pain in the butt earns you the Spider Ball. Use it to climb to the top of this part, but don't retrace your steps completely. After passing the area where the crates were, Bomb yourself to a path above to roll over to a MISSILE EXPANSION and a quick exit from this place, which drops you on the other side of the Dynamo Works. From here, Spider Ball up the wall and to the door.

\*\*\* SPIDER BALL ACQUIRED \*\*\*

Central Area Transport East -

Hop into this elevator and ride down.

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

You can roll out of this enclosed area using the Spider Ball. Watch out, because two Ingsmashers are now active in this room, and ready to slap you. Remove their shields with opposite polarity attacks and hammer them with whatever you have when the shields are down, because they take a lot of hits. Anyway, in the northwest corner of this room is a Spider Ball Track. Roll up it to enter a rather complicated section. Activate the Bomb Slot first to reverse the conveyor belt, then time your movements past the flame jets, then time your bomb jumps to ascend the next passage without getting zapped by the beams, then roll over to the other side, where you'll have to jump onto platforms without being hit by timed beams. After that, you'll have to use moving platforms and moving tracks to avoid a pit of Phazon. After that, it's clear sailing across another Spider Track to the final part where you bomb the block below a MISSILE EXPANSION to get it. Phew. Okay, jump back through the portal, because it's time to do what we just did again!

==Ing Hive==

Culling Chamber -

Now, roll over to a Spider Ball Track somewhat in the northeast area to

reach a much smaller course where you only have to bomb away some blocks to get to the Dark Key, but back off when you set them, because you don't want to go flying off the track into the Phazon. Leave the same way you came in, then head back to the Portal.

\*\*\* ING HIVE KEY 1 ACQUIRED \*\*\*

==Sanctuary Fortress==

Hall of Combat Mastery -

Now, it's time to do some backtracking. We're going back to Torvus, now (Hey! No groaning!), so head to the...

Minigyro Chamber -

Only thing to note here is that the place is now occupied by Pulse Bombus. Sorry, I meant Harmony Class Drones, of course...

Reactor Core -

Destroy all the Rezbits in this room, because it's time for some delicate work. Use the Kinetic Orb Cannon on the bottom of the room, while in air, hold down R and you'll stick to the large ball in the center of the room. Roll up it, then wait for the connecting track to power down before rolling to the next big ball. Now, roll over to a red dot on the ball and hold down B to charge a Boost. Release to toss yourself over to another ball, so keep R held down. You have to do this for five balls (counting the one you should be on). The second and fourth balls have timed electrical charges, so wait for those to come down before you boost. At the fifth ball, you boost to a track, then at that track's end, you boost to another track, which leads to an ENERGY TANK. Now, drop down to the bottom floor. You can now access the Cobalt Translator Door here, which leads to the Map Station for this area. Once done, leave by the south door.

Reactor Core Access -

No surprises in this room.

Power Junction -

Uh, what's with all the blue sparklies?

Sanctuary Entrance -

Oh, it's you. Jerkette. She blew up the bridge. Fortunately, you're prepared for this situation. To the right of the door is a Spider Ball Track. Roll up and halfway across the bridge, then drop down to the connector and use a Boost to propel yourself over to the other connector, then roll the rest of the way across the bridge. From here, head back to the Transport to the Temple Grounds.

=====  
5L. Power and Pickups =  
=====

Missiles: 155

Energy Tanks: 9

Beam Ammo Expansions: 2

Sky Temple Keys: 1

==Temple Grounds==

Transport to Sanctuary Fortress -

From here, go straight to the Torvus Transport. I shouldn't need to spell it out. Head back to the Great Temple and take the proper elevator



down to that area.

==Torvus Bog==

Transport to Temple Grounds -

Okay, now to confirm your worst fears: we're going back into the lower areas of Torvus, so head over to the Underground Transport, then alllll the way down to the Main Hydrochamber.

Main Hydrochamber -

Drop down to the bottom and walk straight ahead to find a Spider Ball Track. Roll up it and activate the portal here.

==Dark Torvus Bog==

Undertemple -

Enter the main room.

BOSS: 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.

Once he's flattened, the Power Bombs will appear on top of him. Roll up the track to the spot that overhangs the girder to reach it, then leave by using a Power Bomb on the Yellow Blast Shield door.

\*\*\* POWER BOMBS ACQUIRED \*\*\*

Undertemple Access -

All right. Now, a whole bunch of upgrades are now available to you. The way forward is in the Training Chamber on the light side, but such a large amount of pickups (including stuff we've been passing up for a while) is too good to pass up. So, hop in the portal in this room.

==Torvus Bog==

Hydrodynamo Shaft -

From here, proceed to the Gathering Hall (the white door in the water).

Gathering Hall -

Lay a Power Bomb in the water to break open the glass, then another to break off the drain to remove the water. Now, you can use this basin as a halfpipe to boost up to the Spider Ball Tracks on either side. Boost up and attach yourself, then bomb up and roll around to the other side. Boost onto the rotating pad, then off it when it points to the Bomb Slot and energize. Once you do this on both sides, the way to a MISSILE EXPANSION is open to you. Now, head back up to the surface, and to the Torvus Temple.

Torvus Temple -

We're going to leave the bog for a bit. Don't worry. We'll be back to clean up the rest, but for now, take the south exit (Purple Blast Shield) from this area and you'll find...

Transport to Agon Wastes -  
Shortcut time. Hop on in.

==Agon Wastes==

Transport to Torvus Bog -  
Leave this room.

Transport Center -  
Ah, memories. Roll right up the other side of this halfpipe to find a portal, leading right to...

==Dark Agon Wastes==

Crossroads -  
Take the MISSILE EXPANSION right in front of you. There's no quick way back from here, so let's grab the other things we needed from this side. Head all the way over to the Judgment Pit and blast down the Green Blast Shield to find...

Warrior's Walk -  
This will be quite a walk. Bomb the plates above the Phazon and drop ONTO it. The MISSILE EXPANSION is in a small alcove down here. Snag it and quickly jump out before you start glowing blue. Now, retrace your steps back to the Judgment Pit, then 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, then 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 on through.

==Agon Wastes==

Portal Terminal -  
First stop...

Mining Station A -  
Take out the Pirates, then lay a Power Bomb near the cracked wall at the bottom of the room to uncover an Orb Cannon. Let it fire you up to the Spider Track to get yourself to a MISSILE EXPANSION. Now, head to the Agon Temple, and from there, take the black door to...

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 in this room. Use a Power Bomb on the cracked wall to reveal a white door.

Storage A -  
Take the MISSILE EXPANSION here and leave.

Mining Station B -  
Now, for the real reason you came here. First, enter the small command station and activate the Orb Cannon. Now, go back outside near the dead Luminoth and activate the Bomb Slot near him to start the drill spinning. You're timed, so quickly run up to the Cannon to be shot to near another Bomb Slot, which will raise the drill and clear away a portal. Now, drop

down to the halfpipe and boost up to the left side. Roll into the tunnel which will drop you onto the drill. Enter the portal from here.

==Dark Agon Wastes==

Trial Grounds -

See where those Nightbarbs are coming from? Go there, and hop onto the ledge inside. Walk up the path to an opening where you can cross the pit. Enter the far door.

Dark Transit Station -

Roll through this tunnel quickly, so the swarmies don't get you.

Dueling Range -

Hop through this portal here (finally, you get your chance).

==Agon Wastes==

Mining Plaza -

Now, time to go back through the door.

Transit Station -

Roll quickly through, again.

Mining Station B -

Take the Darkburst Charge Combo. Now, head back to the Agon Temple.

\*\*\* DARKBURST ACQUIRED \*\*\*

Agon Temple -

From here, take the white door, then through the Sandcanyon, through Ventilation Area A, to...

Main Reactor - New Scan: B-Stl's Testament

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

Sand Processing -

Boost up the halfpipe (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 -

Take out the four Metroids in this room, then scan the console at the east end to reactivate the racks. Go to the northwest 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 -

Take the MISSILE EXPANSION here. Now, it's time to leave the Agon Wastes. Head AAAALLLL the way back to the Transport to Temple Grounds.

==Temple Grounds==

Transport to Agon Wastes -

Okay, so from here, head to the Temple Assembly Site, and hop through the portal, there.

==Sky Temple Grounds==

Plain of Dark Worship -

Blast open the Purple Blast Shield right next to you.

Lake Access -

Shoot the Venom Weed out of your way and press on.

Accursed Lake - New Scan: Dormant Ingclaw

Watch out for Hunters in this room, and pull up your Dark Visor to spot a Flying Ing Cache out on the lake. Shoot it down and you'll find another Sky Temple Key. From here, head back to the portal.

\*\*\* SKY TEMPLE KEY 9 ACQUIRED \*\*\*

==Temple Grounds==

Temple Assembly Site -

From here, head to the Dynamo Chamber.

Dynamo Chamber -

Use Power Bombs to blow away the gates and the wall between the gates to find a POWER BOMB EXPANSION. From here, you need to return to the Windchamber Gateway room. To get there, you'll need to go back to the Great Temple and leave by the Torvus route, then down to the Path of Eyes, remember?

Windchamber Gateway -

Blast open the Yellow Blast Shield with a Power Bomb.

Windchamber -

Anyway, the reason why you had to come this way and not the obvious tunnel on the map is because you can't reach the portal from that side. From this side, you can. Shoot open the portal and enter.

==Sky Temple Grounds==

Ing Windchamber -

Okay, what you want to do here is use the four Spinners in this room to rotate the objects in the center structure so all four are facing south and glowing gold. You can use Orb Cannons to travel between the four Spinners. Once all four are facing south, use a Seeker Blast on all four purple spots on the front to activate them. Then, 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, then return through the portal.

==Temple Grounds==

Windchamber -

Your actions on the dark side have pulled up Grapple Points so you can get around the room, as well as removed 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, so destroy them, with or without your newfound toy, and leave the room by the way you came in. Head back to the Torvus Transport.

\*\*\* SUNBURST ACQUIRED \*\*\*

==Torvus Bog==

Transport to Temple Grounds -

Hoof it over 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. Now, make your way to the Forgotten Bridge and hop into the portal.

==Dark Torvus Bog==

Dark Forgotten Bridge -

Blow open the Yellow Blast Shield door with a Power Bomb.

Putrid Alcove - New Scan: Dark Phlogus

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

==Torvus Bog==

Forgotten Bridge -

Make your way to the Plaza Access north from here.

Plaza Access -

Roll all the way through.

Torvus Plaza -

Roll up the side of the halfpipe here to the Spider Ball Track, then navigate this pretty long, yet straightforward course, involving lots of dropping, bombing, and rolling, which ends up at an ENERGY TANK. Now, head over to the Torvus Grove.

Torvus Grove -

Use a Power Bomb to blow up the rotting vegetation on the tree, which will cause it to collapse and break open a wall, revealing a MISSILE EXPANSION. Now, head back to the Underground Transport. We're done scrounging around in other worlds, so head straight for the Training Chamber.

Training Chamber -

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

Fortress Transport Access -

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

Transport to Sanctuary Fortress -

Hop on in. We're headed back to the Sanctuary.

=====  
5M. A Dimension of Sight and Sound, but Mostly Sound =  
=====

Missiles: 210  
Energy Tanks: 10  
Beam Ammo Expansions: 2  
Power Bombs: 5  
Sky Temple Keys: 2

==Sanctuary Fortress==

Transport to Torvus Bog -  
All right. Head on out.

Torvus Transport Access -  
Shoot past the Octopedes here and move on.

Main Research - New Scans: Caretaker Class Drone, Torvus Falls  
That's a boss in the middle of the room, but you can't fight it yet, but be sure to scan it. Anyway, take out the two Quads in this room. Then, roll up the Spider Ball Track on the north wall. Avoid the machines, then bomb up and drop down your way to a MISSILE EXPANSION. After that's done, roll up the Spider Track on the east wall to get to the door.

Transit Station/Hive Portal Chamber - New Scan: Dark Ingsmasher  
This room involves lots of portal-hopping, so instead of making separate paragraphs every time you jump, we'll just call them both one big room. Okay, first use a Power Bomb on the wall to uncover the first portal, then take out the Dark Ingsmasher on the other side with lots of Light Beam shots, then pass through the portal in the room he just broke through. Roll through the ball tunnel and through the next portal, then up the Spider Ball Track to the next portal. Finally, Spider up the wall and across the ceiling to get to a POWER BOMB EXPANSION. Now, leave the room by the east Yellow Blast Shield door.

Reactor Core -  
Hop down to the bottom floor and head out to the Sanctuary Entrance.

Sanctuary Entrance - New Scans: Twilight, S-Jrs's Testament  
Roll over to the northwest corner and blow away the glass with a Power Bomb, then hop in the elevator and scan the console to activate the Orb Cannon outside. Get in to be shot to a floating module. Roll around to the right and up to a Vigilance Turret. Get in and fire it at the top of the far side, top of the near side, and right side of the near side (these areas will all show up on your Scan Visor). Once that's all taken care of, roll down to the bottom of this module to be fired back. Now, head out to the main area, and hop up the northeast corner of this room. Roll up the Spider Track near the Lore to reach the top of this area, and to find S-Jrs. Use the Orb Cannon to be shot over to the POWER BOMB EXPANSION. Now, use the Spider Ball to roll back to the other side, because we're going to take a little walk ALL the way up to the Main Gyro Chamber.

Main Gyro Chamber - New Scan: Shattered Hope  
Head up the elevator in the southwest corner of the room to the top floor. Here, use a Power Bomb to blow up the containers blocking the Bomb Slot. Activating it creates another line-up puzzle. To solve it, shoot the lower left button three times, the upper left button twice, and the lower right button twice. Activate the other Bomb Slot to stop the second ring. This ring has a Spider Track on it, so head to the center room and roll up the south side of the ring. You don't need to roll all the way to the end, because we're going to boost off it in the direction of the glass wall. So, make sure you're pointed so that you'll be carried in that direction and boost. Use another Power Bomb on the Yellow Blast door to move on.

#### Checkpoint Station -

Aww, look at the cute little pirates get blown away by Dark Samus. Head to the right to slowly open the door in front of you, then use as many of these crates as you need in the next room and head to the next door to slowly open it to find DS has taken off. Head through the far door.

#### Aerie Access and Aerie - New Scan: (see below)

Enter to face you-know-who...

#### BOSS: DARK SAMUS (REMATCH) -

She's learned some new tricks, naturally. In this first section, the elevator, she'll use a Boost Ball attack similar to the Boost Guardian's. Don't both rolling up to avoid, though. After she gets out of the Boost, she'll use a 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. Wear her down a bit and you'll soon reach the top of the elevator. In addition to all the other attacks, she'll also use the 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 stealth field generator, which will make her only visible through the Dark Visor. Attacking her is much the same as it's always been. Super Missile after Super Missile against her as long as she isn't temporarily invulnerable.

Once you deplete her energy, she'll bust open a window and drop off the Aerie. Go out the window she just broke, and head around the ledge to the left to find a portal.

==Ing Hive==

#### Hive Summit -

Head back along the ledge, then roll up the Spider Track to enter the main room. Use the Spinner to rotate the Spider Track in here, then, once it's complete, roll up the track to the ledge, from which you can leap to the next portal.

==Sanctuary Fortress==

#### Aerie -

Leap over and take the Echo Visor. Now, you need to get out of here, and wouldn't ya know it, they make you use the Echo Visor to do it. Put it on to see three sonic emitters highlighted in orange. Shoot each one out and the elevator will be able to move again. Hop in.

\*\*\* ECHO VISOR ACQUIRED \*\*\*

#### Aerie Access -

Head straight to the next room.

#### Checkpoint Station -

Wha? All doors locked? Put on the Echo Visor to find a small invisible drone shooting sonic waves. Bust it to unlock the doors. Now, the place we need to return to is the Main Research room, so let's truck our little buns all the way back there.

#### Main Research -

After taking out the Quads in the room, put on the Echo Visor and find three sonic emitters to shoot out. Once they're all busted, the door should open. Now, I've been told that there's a weird glitch that if you blow up one and leave the room, the rest will deactivate, but the door won't open. If you

found this has happened to you, please reset from your last save, and hope it was before you did this, because you are royally screwed. Bad thoughts aside, head through the portal.

==Ing Hive==

Staging Area -

Take out the two Hunters and pull up your Echo Visor again, this time to take out four sonic emitters in the room. Once they're broken, the door will open to reveal a console. Scan it to lift a portion of the floor, which not only gives you access to the door above (not necessary yet), but also uncovers the floor (necessary). Hop underneath and activate the portal. Hope you scanned the Caretaker, because there's no other chance, now.

==Sanctuary Fortress==

Main Research -

Roll up the Spider Track and Bomb onto the rails.

MINIBOSS: 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.

Okay, now that that's out of the way, roll up to the top to a small tunnel which leads around to a door. Enter.

Central Area Transport West -

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

Watch Station - New Scan: Sanctuary Falls

This area's pretty wide open. There are two Rezbits floating around here ready to make your life miserable. Use the rotating platforms to make your way to the northeast corner's white door. By the way, if you've been following my walkthrough, this should be your last Lore.

Watch Station Access -

Hop down to find the easiest ENERGY TANK yet, then scan the console to lower Grapple Points so you can cross back to the Main Gyro Chamber if you wish to save or whatever, but for now, go back to the Watch Station.

Watch Station -

Clear out any opposition, then 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 middle of the room. From there, you'll be shot to another Spider Track. This one's a little complicated. You'll have wheels on this one that will pull you towards a damaging red thing. To avoid the damage, you need to set a Bomb to blow yourself off at the right time. The right time,



fortunately, is marked on the wheel for you in the form of two red sticks that form a line across the wheel. They're not too hard to spot. Set a Bomb just as you pass them to get shot to the next Track. Once you get to the large midpoint field, you have two directions you can go: to the lower left, which will lead you to more wheels and, ultimately, a BEAM AMMO EXPANSION, and to the lower right, which will lead you to a Bomb Slot which will open a door to a portal. You'll probably want to do both. Once you're all set, head through the portal.

==Ing Hive==

Aerial Training Site -

Take out the DPCs here and head through the only accessible door here (northwest corner).

Judgment Drop -

Take out all the Dark Preeds, wait for their gasses to dissipate, then start swinging across this large gap. On the other side, hop down to your left, then to the ledge underneath to the portal.

==Sanctuary Fortress==

Grand Abyss -

Hop up the platforms and through the door.

Vault -

Yup. That's the Screw Attack in there. Nope, you can't get it, yet. Walk past the item, then hop down the platforms. Ignore the Bomb Slot for now, but scan the console to activate a bridge. Cross to the portal.

==Ing Hive==

Vault Attack Portal - New Scan: Dark War Wasp

Grapple across to the other portal.

==Sanctuary Fortress==

Vault -

From here, you can hop across to the four Spinner platforms in this room. Be sure to take out the Rezbits so they don't make your life miserable. Once you rotate all four laser platforms, head back through the two portals so you can reach the BombSlot just behind the vault to open it. Take your prize, then use it to leave this room. It may seem tough to use at first, but you have all the time in the world to get the timing down. Realize that if you wish it to work, you must always be pushing forward in your jump.

\*\*\* SCREW ATTACK ACQUIRED \*\*\*

Grand Abyss -

Screw Attack across this large gap. From here, you need to return to the Main Research room, and take the portal. It's time to get the last two Dark Keys and face off against your enemy in this area.

=====  
5N. A Bigger Mousetrap =  
=====

Missiles: 220

Energy Tanks: 11

Beam Ammo Expansions: 3

Power Bombs: 7

Sky Temple Keys: 2

==Ing Hive==

Staging Area -

Hop up to the door leading out of this room.

Central Hive West Transport - New Scan: Wall Jump Surface

Screw Attack into the lower-hanging wall to attach to it, then quickly jump off it (hold down B to carry all the way over) to the other side, then proceed all the way up.

Aerial Training Site -

Take the Dark Key right in front of you. This is Key #3, but we still have to get Key #2, which is on our way to the Dark Temple, so we're okay.

Anyway, scan the console here to remove the barrier so you can Screw Attack over to the north side of the room. Wall jump the surfaces here to find a MISSILE EXPANSION. Now, jump back through the portal.

\*\*\* ING HIVE KEY 3 ACQUIRED \*\*\*

==Sanctuary Fortress==

Watch Station -

From here, make your way to the Dynamo Works, then go through the portal.

==Ing Hive==

Hive Dynamo Works -

Head through the white door.

Hive Dyanmo Access -

Take out the Warrior, then pull up your Echo Visor to find the sonic emitters keeping this door shut. Shoot all four and proceed to the next room.

Hive Gyro Chamber -

The big ball in this room is Spider-able, but it's got Tentacles all over it, so be careful 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. All right, that's all three. If you need it, take the upper door on the north side for an Ammo Station, and the lower door on the north side for a Save Station, then head to the upper door on the south side to move ahead.

\*\*\* ING HIVE KEY 2 ACQUIRED \*\*\*

Hive Temple Access -

Slap those Keys into the slot and march on in to the next room.

Hive Temple - New Scans: (see below)

Head down the elevator. It's clobberin' time.

BIG BOSS: QUADRAXIS -

All right. First form has only one scan. The head has four attacks: a shot of the new Annihilator Beam (which it needs to lock-on to use), a rapid-fire missile system, a shot of magnetically-charged particles, and a repeating beam blaster. The body has two attacks. The feet have

small modules in them that can create shockwaves. These modules can be destroyed to make life easier for you by using multiple Bombs near them. The body can also spin like any other Quad, so Boost into it stop that. The part you need to hit, though, is its knee joints. These will only take fire when they glow blue, so hammer one with two Super Missiles to destroy them. Doing this will regenerate the shock modules under the feet, so you'll have to go back and take them out if you want to avoid death by shockwave. Take out all four knee joints (it IS a rule that mechs have weak joints), and Quadraxis will collapse. Of course, you know he's not done, yet. The head and body will separate now (and are two separate scans). The head will be completely shielded while it attacks, now. Your job is to pull up your Echo Visor and hammer the antenna on the main body so that its link with the head is severed. Once that happens, scan the head again, then pull up your Echo Visor and take out one of the three antenna poking out of the head with Super Missiles. Once one antenna is destroyed, it will create a Dark Quad to try to stop you, so blow that one away. Do the same thing again, destroy the main body's antenna, destroy one of the remaining on the head, and you'll have to face two Dark Quads, next. Do it all one more time and the link will finally be severed, allowing you to finish the head. In this final stage (scan the head once more) you need to repeatedly hit the head so that it becomes stunned. Once that happens, it will drift around the room lazily. Spider Ball up one of the legs and boost off it so that you stick to the head, then roll into one of the Bomb Slots on the head and set it off. Do the same for the other Bomb Slot and this hulk will finally be toast.

Take the Annihilator Beam the bot leaves behind. Roll up the structure that was just created and Screw Attack over to the south door.

\*\*\* ANNIHILATOR BEAM ACQUIRED \*\*\*

Hive Controller Access -

Ever watched that show, Mystery Science Theater 3000?

Hive Energy Controller -

It's real funny.

Hive Temple -

Okay, so take the west door now that you're here.

Temple Security Access - New Scan: Ingstorm

Once you scan those little things, run. Run straight ahead to the opposite door. Ouchie.

Aerial Training Site - New Scans: Super Crystal, Super Beacon

Hit a Crystal and Beacon with the A-Beam to make them Super (de-duper) and scan them, then head through the portal. Those should be your last Research scans.

==Sanctuary Fortress==

Watch Station -

Take the door in the southeast corner.

Sentinel's Path -

Take out the Mekenobites, then take note of the door here. The Echo Keys are the means with which to open this door. Pull up your Echo Visor and your A-Beam. You can shoot the door to figure out the sequence, or I can just tell you to shoot the keys: right, right, left, right. Take the MISSILE EXPANSION, and head over to the Sanctuary Energy Controller.

Sanctuary Energy Controller -

Deposit the energy. Well, that's all three Temples. Time to get all the rest of the items and wrap this square dance up. Start by heading to the Dynamo Works using the Worker's Path (same way you got to the Spider Ball).

=====  
50. Keyed Up =  
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Missiles: 230  
Energy Tanks: 11  
Beam Ammo Expansions: 3  
Power Bombs: 7  
Sky Temple Keys: 2

Dynamo Works -

Roll in the tunnel system, and all the way to the end to the Yellow Blast Shield. Blow it down with a Power Bomb.

Dynamo Storage -

Use the portal.

==Ing Hive==

Hive Cache 3 -

Step out the door.

Hive Dynamo Works -

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

\*\*\* SKY TEMPLE KEY 6 ACQUIRED \*\*\*

==Sanctuary Fortress==

Dynamo Storage -

Now, go back to the Sanctuary Temple, and then north to the Temple Access.

Temple Access -

Take out the Rezbits here. Then, 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. From here, use the Echo Visor to find a sonic emitter. Destroy it, which will momentarily open a hatch. Quickly run down to the Orb Cannon and roll in to be fired to the hatch where you will fall to an underchamber with a MISSILE EXPANSION. Use the Spinner to get back out. Now, head to the Main Gyro Chamber.

Main Gyro Chamber -

Drop down to the bottom floor. There's an Echo Key system here 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. Okay. Enough messing around. It's time to get the final item, so head back to the Transport to Temple Grounds.

==Temple Grounds==

Transport to Sanctuary Fortress -  
Head up to the Great Temple.

==Great Temple==

Transport A Access -  
Head to the Main Energy Controller.

Main Energy Controller -  
U-Mos will give you the blessing of all Luminoth, and the Light Suit, for your troubles. You will now be able to ride beams of light and navigate dark water. You may be tempted to use the teleportation device, but refrain for the moment, because we have things to do right on the Temple Grounds. Head back down Transport A.

\*\*\* LIGHT SUIT ACQUIRED \*\*\*

==Temple Grounds==

Sacred Path -  
Jump through the portal, here.

==Sky Temple Grounds==

Profane Path -  
After defeating the DPC's, there's another Echo Key system here. Between the left, near right, and far right keys, the order is: far right, near right, left, and far right. Once the door is open, take the BEAM AMMO EXPANSION. From here, head to the north door.

Phazon Pit -  
Take out the Dark Tallon Metroid here, and press on.

Phazon Grounds -  
Take out the Dark Tallon Metroids nearby, then Screw Attack over to the far off alcove for a MISSILE EXPANSION. Jump back and head through the Purple Blast Shield door in the southeast.

Reliquary Access -  
With the Light Suit, this Ingstorm is nothing more than a tickle, so head to the next room.

Reliquary Grounds -  
Deal with the Warriors and climb to the top of this area. Head through the other door.

Ing Reliquary -  
Bring up your Dark Visor to find the Flying Ing Cache for another Sky Temple Key. Okay, head back several rooms and back through the portal.

\*\*\* SKY TEMPLE KEY 7 ACQUIRED \*\*\*

==Temple Grounds==

Sacred Path -  
From here, run over to the Fortress Transport Access.

Fortress Transport Access -  
Hop into the light beam to rise to an ENERGY TANK. Now, head to the

transport down to the Sanctuary Fortress.

==Sanctuary Fortress==

Transport to Temple Grounds -

From here, run, jump, and fly, over to the Sanctuary Map Station.

Sanctuary Map Station -

Step into the beam of light to find a MISSILE EXPANSION. Now, head over to the Hall of Combat Mastery, where you'll step into the portal.

==Ing Hive==

Culling Chamber -

From here, take the west door.

Unseen Path -

Use the Dark Visor to make the path seen. Hop across to the other side.

Hive Reactor -

Drop down to the bottom of this room. The west side of this room has an Ammo Station and the right has a Save Station. Use either if you wish, then head south through the Yellow Blast Shield door.

Hive Reactor Access -

Activate the beacon in the middle of the room to destroy most of the Nightbarbs and press on.

Entrance Defense Hall - New Scan: Ing Larva Swarm

Head through this hallway.

Hive Entrance -

Screw Attack all the way across this chasm (yes, it's possible), then hop into the light beam and Screw Attack all the way back across. Find the Flying Ing Cache with your Dark Visor and blow it away to find another Sky Temple Key. Now, return to the portal and back to the other side.

\*\*\* SKY TEMPLE KEY 5 ACQUIRED \*\*\*

==Sanctuary Fortress==

Hall of Combat Mastery -

If you haven't already, blow away the glass with a Power Bomb and head out the east door.

Agon Transport Access -

Head on through this room.

Transport to Agon Wastes -

I think you've figured out by now where we're headed.

==Agon Wastes==

Transport to Sanctuary Fortress -

Leave this room.

Ventilation Area A -

Head east to the portal in the Pirate Base, in the Command Center.

==Dark Agon Wastes==

Doomed Entry - Take the west upper path out to the Battleground.

Battleground -

Remove the Warriors in the area to minimize jumping problems, then use the Dark Visor to find a whole mess of platforms. Jump across the first three, then onto a ledge so you can cleanly jump to the last platform, then over to the Flying Ing Cache for another Sky Temple Key. From here, head back to the Doomed Entry.

\*\*\* SKY TEMPLE KEY 1 ACQUIRED \*\*\*

Doomed Entry -

From here, head south to the Feeding Pit.

Feeding Pit -

Drop down into the water, and search down here for a POWER BOMB EXPANSION. From here, make your way to the Phazon Site.

Phazon Site -

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

Ing Cache 2 -

Take the Sonic Boom Charge Combo here, then leave. Head for the Dark Oasis.

\*\*\* SONIC BOOM ACQUIRED \*\*\*

Dark Oasis -

Use a Power Bomb to blast open the wall, then drop down into the water. Turn on the Dark Visor to find the Flying Ing Cache, who'll surrender another Sky Temple Key. From here, hop into the portal.

\*\*\* SKY TEMPLE KEY 2 ACQUIRED \*\*\*

==Agon Wastes==

Main Reactor -

Make your way to the Sandcanyon.

Sandcanyon -

Screw Attack all the way to the middle island. Use a Power Bomb to blow away the structure to find a POWER BOMB EXPANSION. Cripes. Hope they didn't need that. Head now to the Mining Plaza.

Mining Plaza -

Use the Echo Visor to find the three sonic emitters in this room, then blow them away. Use the Screw Attack to float towards the open door, and the ENERGY TANK beyond. Now, head to the Transport to Torvus Bog.

==Torvus Bog==

Transport to Agon Wastes -

From here, head out to the Meditation Vista.

Meditation Vista -

Use the Screw Attack to float over to the moving platform in the distance. It will carry you to an ENERGY TANK. You can either now go to the Forgotten Bridge and use the Portal, or use the one here. Either way,

head over to the Poisoned Bog.

==Dark Torvus Bog==

Poisoned Bog -

Hop down into the water and turn on your Dark Visor to find yet another Flying Ing Cache. Bust him for another Sky Temple Key. Now, head back to the light side, then down the Underground Transport to the lower level, and then to the Hydrodynamo Station.

\*\*\* SKY TEMPLE KEY 3 ACQUIRED \*\*\*

==Torvus Bog==

Hydrodynamo Station -

Drop down to the Main Hydrochamber and go through the portal.

==Dark Torvus Bog==

Undertemple -

Use the Wall Jump surfaces to hop up to a MISSILE EXPANSION. Now, return through the portal and head to the Catacombs.

==Torvus Bog==

Catacombs -

Shoot open the gray door.

Transit Tunnel South -

Roll in, then roll down to the bottom of the room and hit the Bomb Slot. From there, go to the nearest water jet and bomb yourself up it. Then, roll to the right and bomb up the next fast-moving jet, then roll across and bomb up to the next Bomb Slot, then drop back down and roll left to the fast-moving jet to bomb up to the top and over to the right, where you can find another Bomb Slot in the upper-right corner. This triggers a fast-moving jet under the MISSILE EXPANSION next to you, so either go down and back around to it, or try to bomb yourself over to the jet to get to its shaft, then leave back towards the Catacombs.

Catacombs -

Pass through the portal.

==Dark Torvus Bog==

Dungeon - New Scan: Watchdrone

Drop down into the dark water below you. Now, down here, look for a little robot. Shoot the Light Beacon above it to get it to move, then roll in the hole behind it. After that, find another little robot and do the same. Behind that robot, turn on your Dark Visor to find the last Flying Ing Cache. Take the last Sky Temple Key. Retrace your steps and go back through the portal.

\*\*\* SKY TEMPLE KEY 4 ACQUIRED \*\*\*

==Torvus Bog==

Catacombs -

All right. We're going back to the Temple Grounds for the final match. For a quick way there, head to the Torvus Energy Controller and step into the light beam. You can choose to go right back to the Great Temple, so do



that.

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5P. Rematch in "Prime" Time =  
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==Great Temple==

Main Energy Controller -  
Head down Transport C.

==Temple Grounds==

Transport C -  
Head back to your ship, if you wish, for a full reload, then go through  
the portal in the Hall of Eyes.

==Sky Temple Grounds==

Base Access -  
Make your way to the Sky Temple Gateway. If you haven't been there, yet,  
it's in the opposite place of the Hall of Honored Dead.

Sky Temple Gateway -  
Step into the light to place all your keys, which will activate a light  
beam. Step into it.

==Sky Temple==

Sky Temple Energy Controller -  
Instead of being a perfect opposite, the Sky Temple is actually an inverted  
structure of the Great Temple. Neat, eh? Watch as... something... takes  
the energy and melts through the ceiling (floor?). Hop up the platforms to  
the Save Station (use it, of course) and head around to the far door.

Sanctum Access -  
It's a bit difficult, but hop up this Wall Jump Surface to the top.

Sanctum - New Scans: (see below)  
Drop down and prepare for the big dance number.

REALLY BIG BOSS: EMPEROR ING -  
The first form of the big guy is a spherical head (scan it) with tentacles  
on top of a trunk-like body (scan it). The tentacles have the following  
attacks: a rotating flailing swipe, a floor-level trip up sweep, a  
concentrated dark energy blast, a concentrated dark energy blast that makes  
a shockwave, and a light attack that allows the tentacles to jump through  
makeshift portals and poke you. Your objective is to shoot each of these  
tentacles. I originally suggested the Light Beam, but "Tardis" suggests you  
may just want to use an Annihilator Beam, since you really don't need to  
conserve Dark Ammo, and the shots will home in for a hit, even if you  
aren't locked on. A lot of people like to use Seeker Missiles, too. Once  
all tentacles are gone, the head will retract, exposing the Eye (scan it).  
This Eye has a shield which protects it except for a break in it down the  
middle. Shoot through this break with Light Beams or Super Missiles to cause  
it damage. After a bit, it will go back to tentacles for more. Repeat until  
its energy is drained. Once the energy is gone, it will make a chrysalis,  
which (surprise), you have to break open (scan it). There's poison gas all  
over the floor, so stay off the floor. Use the Spider Ball on the shell.  
There are eleven weak points in the shell. You need to sit near a point and

wait for a tentacle to come out, then bomb it to hell, or use Power Bombs (since you won't need them later). Only when a tentacle is out can you damage the section. There will be Inglets on the shell to bug you, as well. Once you take out all eleven spots, the chrysalis will burst open, and you'll fight the Emperor's final form (scan it). This form will only take damage when the "heart" in the center is purple or white. Keep firing at the heart with normal shots until you can get that to happen. Don't worry about being too conservative with beam ammo, because you won't need them after this battle. The Mutated Emperor's attacks are mostly melee in nature, jumping on you, slashing you, running into you. Some attacks are energy, though, such as a dimensional multi-laser similar to the Warrior Ing's, or a seeking white light beam. It's far easier to damage him when his heart turns purple, as the Light Beam (particularly the charged) is far better at seeking the proper target. So, I've heard a lot of methods on how to harm this guy, so here are a few: Super Missiles, regular Missiles, Annihilator Beam, and so on. Once you finally deplete his energy, he will explode into a bunch of purple sparklies.

You'll suck up the last of the energy here on Dark Aether, thereby making this dimension quite unstable. It's now time to beat it, and you have eight minutes to do so. Jump up the middle platforms and leap for the door.

Sanctum Access -

Drop down and take the other door.

Sky Temple Energy Controller -

Race for the teleporter.

==Sky Temple Grounds==

Sky Temple Gateway - New Scans: (see below)

Of course, you knew it would come to this. Taking a proper look (or if you didn't figure it out already from the last game's ending), you can see that this is the new incarnation of the Metroid Prime, and she wants a piece of you:

FINAL BOSS: DARK SAMUS (DEATHMATCH) -

Your nemesis has reduced her attacks to the most useful or powerful. 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. Hammer her with what you have left of your beams, and then switch to Super Missiles. After a while of this, she'll cocoon herself behind a shield of Phazon (new scan). Her attacks now consist of shooting a Phazon Missile at you (which is tough to dodge, people seem to have the most success with dodging to the side, then jumping forward), or she'll release a bunch of chunks of Phazon. Watch for that (she'll expand her shield just before it happens), then manually aim your cannon at the Phazon and use the Charge Beam to draw them in. If you draw in the proper amount, your cannon will turn blue. Immediately aim at your foe and let your bright blue shot fly, which will cause major damage. If she returns to her normal self, just shoot her as normal, or just release a Super Missile, since you're probably already charging. The rest of the fight will go like this, so don't expect anything too new.

After finishing her off, you will view your ending. How much of the ending is viewed depends on how many items you found. See the Endings section for details.

Congratulations! You've saved the Luminoth and their planet, and erased a

foul scourge in the process. The question remains, of course: have we seen the last of the Metroid Prime?

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## 6. GAME COLLECTIBLES

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Once again, a plethora of junk is available for Samus to collect in this game. As in the last game, a powerup makes a distinctive humming noise, so if you hear it, there's a powerup nearby.

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### 6A. Missile Expansions =

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There are 49 Missile Expansions in the game. Added to the initial five the Missile Launcher gives you and the five from the Seeker Launcher makes for a total of 255. These are all in order of when you can pick them up (ie. after what item you just got).

- 1: Temple Grounds - Transport to Agon Wastes: On your way to Agon, shoot down this nearby web to find your first expansion.
- 2: Agon Wastes - Portal Access A: On the west side of the room (the opposite side you first enter it from) you'll see a dead Luminoth. Roll around behind him, carefully avoiding the Cannon holo, to find this one.
- 3: Temple Grounds - Hive Chamber B: Once you have Morph Ball Bombs, come back to this early room and blow the cap off the plugged ball tunnel. Roll through to find this one.
- 4: Great Temple - Transport B Access: You need the Morph Ball Bombs. There's a small ball tunnel on the side of this room, which you can use Bombs in to elevate yourself. At the end of the path is the expansion.
- 5: Agon Wastes - Sand Cache: You need the Amber translator files from the Agon Energy Controller. Scan the door in Mining Station A, which will lead to this room.
- 6: Agon Wastes - Transport Center: You need the Space Jump Boots. From the Portal Terminal room, enter the Transport Center and use the Bomb Slot to get this one.
- 7: Agon Wastes - Command Center: You need the Space Jump Boots. In the tunnel beneath the floor, maneuver to the south end to find this one.
- 8: Temple Grounds - Temple Assembly Site: You need the Space Jump Boots. Using the pillars in the middle of the room, hop up to the high ledge on the south side of the room, then make your way around the room clockwise to find a tunnel, where you'll find it.
- 9: Temple Grounds - Communications Area: You need the Space Jump Boots. Hop up to the middle level and use a Bomb to clear away the glass on the stasis chamber on the floor.
- 10: Agon Wastes - Storage B: You need the Dark Beam. Go to the Biostorage Station and use the Dark Beam on the door on the second floor.
- 11: Agon Wastes - Ventilation Area A: You need the Light Beam. If you don't have the Spider Ball, yet, go to the Agon Temple and take the east white

door. From there, cross the Sandcanyon to the room in question. Roll into the tunnel. At the right-hand Pillbug, Double Bomb Jump onto its platform, then Double Bomb Jump further up the shaft to reach it.

12: Dark Agon Wastes - Ing Cache 4: You need the Light Beam (to get back to this part of Dark Aether). Go to the Dueling Range and through the black door on the west side. The expansion is in a small hole near the floor.

13: Temple Grounds - Hive Chamber A: I'm unsure on exactly what you need for this one. You need Morph Ball Bombs, at least, but you may need to have completely cleared Agon, too. To be on the safe side, just do this after you finish up on Agon. Anyway, head to the Hive Access Tunnel and hop down the same shaft you hopped down at the beginning of the game. There is now a Dark Missile Trooper mini-boss to face. Defeat him to get the Expansion.

14: Sky Temple Grounds - Plain of Dark Worship: Use the Light Beam to uncover the portal in the Temple Assembly Site on Temple Grounds, then use it to get to this room. The Expansion is where the elevator should be.

15: Torvus Bog - Forgotten Bridge: This one's tough to miss, seeing as how it's right in your path once you turn the bridge. You'll need at least the Dark Suit to get to this point in the game.

16: Dark Agon Wastes - Warrior's Walk: You need the Super Missile for this. Go to either the Judgment Pit or the Battleground and blow away the Green Blast Shield. Bomb the plates off the Phazon, then drop down into it and quickly grab the Expansion.

17: Torvus Bog - Underground Tunnel: You need the Emerald Translator files from the Torvus Energy Controller. Once you enter this room, roll underneath the grate you're standing on.

18: Great Temple - Transport A Access: You need the Emerald Translator files to back to this room after you recover Bombs. Next to the Save Station is a pile of rocks to bomb away. The Expansion is down below.

19: Torvus Bog - Hydrodynamo Station: You need the Super Missile Launcher, but it's kinda dumb to go down to the lower Torvus area without the Seeker Launcher, so go after that. It's right in plain sight in front of the Purple Blast Shield door.

20: Torvus Bog - Plaza Access: You need the Boost Ball. Navigate the tunnel and use the Bomb Slots to rotate the objects, then bomb to the top of the left-hand object and roll through to a side tunnel. Boost up the right side of this large slope to find it.

21: Torvus Bog - Portal Chamber: You need the Boost Ball. You actually need to reach this corresponding room in Dark Aether, where you can access the portal by finding a separate ball tunnel on the east side. That part's easy. Getting to this room, though, requires that you boost up the ramp in Torvus Grove on the light side so you can gain access to the portal at the Forgotten Bridge. From there, proceed through the Green Blast Shield to the Venomous Pond. It's a hop, skip, and a jump after that.

22: Agon Wastes - Sand Processing: You need the Boost Ball. Boost up the right side to the pipe, then roll through. Activate the console and then the Bomb Slot to drain the sand and reveal the Expansion.

23: Dark Agon Wastes - Crossroads: You need the Boost Ball. From the Transport Center, roll up the halfpipe to the portal and pass through. Your

prize is sitting right on the other side.

24: Dark Torvus Bog - Undertransit One: Starting from the fan machines, roll to the left until you drop all the way to the bottom. As soon as you hit the bottom, do not continue to roll left. Instead, lay a Bomb at that very point, then hold left as you jump. Roll all the way to the left in this middle pipe, set a Bomb, and hold right as you jump to reach this well-hidden Expansion.

25: Torvus Bog - Torvus Lagoon: You need the Gravity Boost. Go underwater, and to the eastern corner of this room, where there's some Venom Weed. Use the Gravity Boost to propel yourself to the Expansion.

26: Torvus Bog - Path of Roots: You need the Grapple Beam. Use the rather obvious Grapple Point from the west side to reach it.

27: Torvus Bog - Abandoned Worksite: You need the Grapple Beam. From the south side of the room, attach to the Grapple Point here to swing over to it.

28: Sky Temple Grounds - War Ritual Grounds: You need the Dark Visor. Look at the door through it and use the Seeker Launcher to target each of the five locks to open the door.

29: Temple Grounds - GFMC Compound: While you only need the Space Jump Boots to get this one, you need at least the Dark Visor to be able to return to this area later. Anyway, from the Yellow Blast Shield door, take a horizontal leap onto the nose of the GFS Tyr, then walk along to the back to find the Expansion.

30: Sky Temple Grounds - Phazon Grounds: You need the Dark Visor. This room is accessible by travelling through the portal in Sacred Path. Once there, use the Dark Visor to see the platforms leading to this Expansion.

31: Ing Hive - Hazing Cliff: You need the Dark Visor to get this far. The area in question is just east of the Culling Chamber, and all you need to do to get this Expansion is to take out the Dark Tallon Metroid and Dark Diligence Drones guarding it.

32: Sanctuary Fortress - Dynamo Works: You need the Spider Ball. Just after defeating the Spider Guardian, roll to the top of the portion of the works you're in (past the supply crates). After reaching the top, bomb yourself to a passage above to reach this Expansion.

33: Sanctuary Fortress - Hall of Combat Mastery: You need the Spider Ball for this one. At the northwest corner of the room is a Spider Ball Track on the inner walls. Roll up it to enter a complicated course, but one that doesn't really require a walkthrough, which ends up at the Expansion.

34: Agon Wastes - Main Reactor: You need the Spider Ball. In the corner of this room are two Spider Ball Tracks. Take the right-hand one and roll up to a series of boost jumps. Carefully time your jumps and reach the other side, where you'll find the Expansion in glass.

35: Agon Wastes - Storage C: You need the Spider Ball. Go to Bioenergy Production and scan the console on the east side of the room to put the racks back in place, then go to the northwest corner of the room to find a Spider Track. Roll around the ceiling, boosting to other tracks, until you reach the rack in the middle. From that rack, roll to the east side and boost off to the ledge with the Green Blast Shield door. That leads to the Storage C room.

- 36: Dark Agon Wastes - Junction Site: You need the Spider Ball. Bomb yourself up to the Spider Track, then use the Bomb Slot to rotate the structure so you can drop onto the Expansion, then go back up and rotate it again to leave.
- 37: Torvus Bog - Training Chamber: You need the Spider Ball. From the water, roll up the side and boost your way around to the top. Drop from the ceiling onto the Bomb Slot platform. Use it to move the statue and you'll find the Expansion where it was sitting.
- 38: Agon Wastes - Mining Station A: You need Power Bombs. Lay one near the cracked wall at the bottom of this room to find an Orb Cannon. Let it shoot you up to the Spider Track. Manuever along it to find the Expansion.
- 39: Agon Wastes - Storage A: You need Power Bombs. Go to Mining Station B (reached by taking the black door from Torvus Temple and going through Mine Shaft) and lay a Power Bomb near the cracked door, opening the way to this room.
- 40: Torvus Bog - Gathering Hall: You need Power Bombs. Lay a Power Bomb in the water to break open the glass, then another to break off the drain to remove the water. Now, you can use this basin as a halfpipe to boost up to the Spider Ball Tracks on either side. Boost up and attach yourself, then bomb up and roll around to the other side. Boost onto the rotating pad, then off it when it points to the Bomb Slot and energize. Once you do this on both sides, the way to the Expansion is open to you.
- 41: Torvus Bog - Torvus Grove: You need Power Bombs. Lay a Power Bomb near the rotting vegetation on that big tree in the middle to cause it to crash into the nearby wall and reveal the Expansion.
- 42: Sanctuary Fortress - Main Research: You need Power Bombs to get to this room. Roll up the Spider Ball Track on the north side of this room. Avoid the machines and bomb and drop your way around the track to get to this Expansion.
- 43: Sanctuary Fortress - Central Area Transport West: You need the Echo Visor to get to this room. From the top, drop down a level and use the ball tunnels at the side of the room. Roll down the left tunnel, then go down the right tunnel, then the right tunnel again to reach it.
- 44: Sanctuary Fortress - Temple Access: You need the Echo Visor. 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. From here, use the Echo Visor to find a sonic emitter. Destroy it, which will momentarily open a hatch. Quickly run down to the Orb Cannon and roll in to be fired to the hatch where you will fall to an underchamber with a the Expansion. Use the Spinner to get back out.
- 45: Dark Torvus Bog - Undertemple: You need the Screw Attack. Near the portal in this room are Wall Jump Surfaces. Wall Jump up them to find the Expansion.
- 46: Ing Hive - Aerial Training Site: You need the Screw Attack. Wall Jump up the surfaces on the north wall to quickly reach this one.
- 47: Torvus Bog - Transit Tunnel South: You need the Annihilator Beam to get to this room. Roll in, then roll down to the bottom of the room and hit the Bomb Slot. From there, go to the nearest water jet and bomb yourself up it.

Then, roll to the right and bomb up the next fast-moving jet, then roll across and bomb up to the next Bomb Slot, then drop back down and roll left to the fast-moving jet to bomb up to the top and over to the right, where you can find another Bomb Slot in the upper-right corner. This triggers a fast-moving jet under the Expansion next to you, so either go down and back around to it, or try to bomb yourself over to the jet to get to it.

48: Sanctuary Fortress - Sentinel's Path: You need the Annihilator Beam. Pull up your Echo Visor and shoot the Echo Keys in the order: right, right, left, right.

49: Sanctuary Fortress - Sanctuary Map Station: You need the Light Suit. Step into the light beam in this room to be carried to the Expansion.

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6B. Energy Tanks =  
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There are 14 Energy Tanks in the game. These are all in order you can find them.

1: Temple Grounds - Storage Cavern B: Once you first speak to U-Mos, you'll be dropped back down to the Temple Assembly Site. Use a Missile on the Red Blast Shield to enter the room with the Tank in plain sight.

2: Agon Wastes - Mining Station Access: You need Morph Ball Bombs. Bomb the block just above the Cannon to be shot to the Tank.

3: Agon Wastes - Bioenergy Production: You need the Space Jump Boots. Set the processing packs so that the north set is down one, the middle set is down two, and the south set is down three to create stairs to access the Tank.

4: Agon Wastes - Mine Shaft: You need the Dark Beam. Enter the room from the Agon Temple. Roll into the tunnel and head left. At your first Pillbug, kill it, 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. Once you reach your second stack of four, keep holding left to go into the wall, but 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, then roll over to the Tank.

5: Torvus Bog - Temple Access: You need the Dark Suit to have got this far. Coming from the Abandoned Worksite, you need to have activated the Orb Cannon in the Great Bridge room so you can enter the Temple Access by the top door. From there, bomb open a weak plate in the floor to get to the Tank.

6: Dark Torvus Bog - Cache B: You need the Boost Ball to reach this area. Getting to the room itself is easy. It's accessing this part of Dark Aether that's difficult. From the Torvus Grove, use the Boost Ball (in the halfpipe right next to the entrance) to reach the top of the room, from there making your way to the Forgotten Bridge, and using the Spinner so you can get to the portal. From the portal, go through the Green Blast Shield to Brooding Ground, then to Venomous Pond, then west to the Dark Torvus Temple Access, then to Dark Torvus Temple, then straight west through another Green Blast Shield to Cache B.

7: Torvus Bog - Transit Tunnel East: You need the Gravity Boost for this. Enter the tunnels, then Double Bomb Jump up the first vertical shaft to reach a Bomb Slot. It will activate jets in the shafts. Using the fourth

shaft from the left, bomb your way up to the top. With the extra boost, you don't need a Double Bomb Jump, but you need to time it properly, so lay a Bomb just before you reach the crest of your jump to get extra boost. Once 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 the Tank.

8: Temple Grounds - Windchamber Access: You need the Grapple Beam. Blow away the Green Blast Shield on the north door in the Path of Eyes, then use the Orb Cannon in the next room to get across the large gap, and grapple across the smaller gap.

9: Sanctuary Fortress - Reactor Core: You need the Spider Ball. Destroy all the Rezbits in this room, then use the Kinetic Orb Cannon on the bottom of the room. While in air, hold down R and you'll stick to the large ball in the center of the room. Roll up it, then wait for the connecting track to power down before rolling to the next big ball. Now, roll over to a red dot on the ball and hold down B to charge a Boost. Release to toss yourself over to another ball, so keep R held down. You have to do this for five balls (counting the one you should be on). The second and fourth balls have timed electrical charges, so wait for those to come down before you boost. At the fifth ball, you boost to a track, then at that track's end, you boost to another track, which leads to the Tank.

10: Torvus Bog - Torvus Plaza: You need the Spider Ball. Roll up the side of the halfpipe here to the Spider Ball Track, then navigate this relatively long, yet pretty straightforward course, which ends up at the Tank.

11: Sanctuary Fortress - Watch Station Access: You need the Echo Visor to reach this room from the Watch Station on the other side, where the Tank sits in plain sight.

12: Agon Wastes - Mining Plaza: You need the Screw Attack for this. Use the Echo Visor to find the three sonic emitters and destroy them to open the door. You need to Screw Attack over to the open door, which has the Tank.

13: Torvus Bog - Meditation Vista: You need the Screw Attack. From the portal machine, Screw Attack across to the moving platform, which will carry you to the Tank.

14: Temple Grounds - Fortress Transport Access: You need the Light Suit. Hop into the light beam in this room to be transported to the Tank.

=====  
6C. Power Bomb Expansions =  
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There are eight Power Bomb Expansions in this game. Added to the two you start with gives you a total of 10.

1: Temple Grounds - Dynamo Chamber: You need Power Bombs for this. Set a Power Bomb at one of the gates, then another at the cracked wall between the two gates.

2: Torvus Bog - Great Bridge: You need Power Bombs for this. Get shot up to the bridge, then bomb the rocks on the east side to roll to this one. Alternatively, you can bomb the rocks near the white door. They both lead to the same place.

3: Dark Torvus Bog - Putrid Alcove: You need Power Bombs for this. From either the Dark Forgotten Bridge or the Poisoned Bog use a Power Bomb to



blow open the Yellow Blast Shield to enter this room. Flip over the Phlogus by shooting its mouth, then lay another Power Bomb near the south wall to uncover this Expansion.

4: Sanctuary Fortress - Transit Station: You need Power Bombs for this. First, use a Power Bomb on the wall to uncover the first portal, then take out the Dark Ingsmaasher on the other side with lots of Light Beam shots, then pass through the portal in the room he just broke through. Roll through the ball tunnel and through the next portal, then up the Spider Ball Track to the next portal. Finally, Spider up the wall and across the ceiling to get the Expansion.

5: Sanctuary Fortress - Sanctuary Entrance: You need Power Bombs for this. First, use a Power Bomb in the northwest corner to get access to an Orb Cannon. It will fire you to a module with a Vigilance Turret. Use that to blow up three structures that light up in your Scan Visor. After that's done and you return, go to the northeast corner of the room and Spider Ball up the wall to another Orb Cannon, which can shoot you over to the Expansion.

6: Agon Wastes - Sandcanyon: You need the Screw Attack for this. Screw Attack to the middle island and use a Power Bomb to blow away the structure.

7: Sanctuary Fortress - Main Gyro Chamber: You need the Annihilator Beam. Drop down to the bottom floor. There's an Echo Key system here to open the door, for which you'll need to use the Annihilator Beam and Echo Visor in tandem. 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 the Expansion.

8: Dark Agon Wastes - Feeding Pit: You need the Light Suit. Drop down into the dark water and search around for a little alcove with this in it.

=====  
6D. Beam Ammo Expansions =  
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There are four Beam Ammo Expansions in the game. Added to the fifty you get for finding each of the beams gives you a total of 250 ammo for each beam.

1: Agon Wastes - Central Mining Station: You need the Light Beam. From the Command Center, take the upper doors out to this room. Man a Turret and blow up two generators in the area to create a pathway to this expansion, which sits behind a force field, but there's a ball tunnel nearby.

2: Dark Torvus Bog - Cache A: You need the Seeker Launcher. Getting to the room itself is easy. It's accessing this part of Dark Aether that's difficult. From the Torvus Grove, use the Boost Ball (in the halfpipe right next to the entrance) to reach the top of the room, from there making your way to the Forgotten Bridge, and using the Spinner so you can get to the portal. From the portal, go through the Green Blast Shield to Brooding Ground, then to Venomous Pond, then east to Portal Chamber, then Poisoned Bog, then through the Purple Blast Shield to Cache A.

3: Sanctuary Fortress - Watch Station: You need the Echo Visor to get to this room. Hop on the Spider Track in the southeast corner of this room, and use the Orb Cannon it leads to to hit the north wall Tracks. Bomb your way along the wheels (set a Bomb at the red markers to avoid damage) to the large midpoint field, then drop off the lower left to some more wheels which will ultimately lead you to the Expansion.

4: Sky Temple Grounds - Profane Path: You need the Annihilator Beam to get this one. Use the portal in the Sacred Path on Temple Grounds to get to this room, then use the Annihilator Beam and Echo Visor on the Echo Keys. The order of keys is: far right, near right, left, and far right.

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6E. Sky Temple Keys =  
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Remember, all keys are in Flying Ing Caches, which can only be seen initially through the Dark Visor.

#1: Dark Agon Wastes - Battleground: This room corresponds to the Central Mining Station. You need the Dark Visor for this one. Enter the room from the top on the east side. Using the Dark Visor, jump across the first three platforms, then to a ledge, then across the next platform to the Flying Ing Cache.

#2: Dark Agon Wastes - Dark Oasis: This room corresponds to the Main Reactor. You need the Light Suit for this one. Use a Power Bomb to blow open the wall and drop down into the dark water. The Flying Ing Cache is down here.

#3: Dark Torvus Bog - Poisoned Bog: This room corresponds to the Torvus Lagoon. You need the Light Suit. Drop down into the water and search through the Dark Visor for the Flying Ing Cache.

#4: Dark Torvus Bog - Dungeon: This room corresponds to the Catacombs. You need the Light Suit. Drop down into the dark water. Activate the Light Beacons down here to push the Watchdrones out of the way to clear the path to the Flying Ing Cache.

#5: Ing Hive - Hive Entrance: This room corresponds to the Sanctuary Entrance. You need the Light Suit. From the north side, Screw Attack all the way to the south side, then ride the light beam to the top and Screw Attack back. The Flying Ing Cache is up here.

#6: Ing Hive - Hive Dynamo Works: This room corresponds to the Dynamo Works. You need the Power Bombs. The room is easy to get to, but not where you want to be. Starting in the Sanctuary Temple in the Sanctuary Fortress, take the east door to get to the Dynamo Works (where you fought the Spider Guardian). Roll through the system to the Yellow Blast Shield door. From there, hop the portals to the proper room. Use the Spider and Boost Balls to shove yourself across the floating pods to the platform with the Flying Ing Cache.

#7: Sky Temple Grounds - Ing Reliquary: This room corresponds to Storage Cavern A. You need the Light Suit to (safely) get to this room. From the portal in the Sacred Path, follow the rooms all the way to this room. It's not a difficult run. Only the Ingstorm can get in your way.

#8: Sky Temple Grounds - Defiled Shrine: This room corresponds to the Landing Site. You need the Dark Visor to get to this Key. The Flying Ing Cache is roughly in the same spot your ship is on the other side.

#9: Sky Temple Grounds - Accursed Lake: This room corresponds to the Industrial Site. You need the Dark Visor to get this Key. Enter Dark Aether from the Temple Assembly Site, then pass through the Purple Blast Shield to the proper room. The Flying Ing Cache is out over the lake.

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6F. Quick Checklist =  
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If you remember my last guide, you'll remember that I had one of these in there after a while to make it easy to check off what you've picked up so far. Well, I'm doing it again. Here's a quick checklist (with cute little boxes) of all the previously listed items, their locations, and the item(s) required to get them. The three non-required Beam Combos are also here.

Key:

[ ] Name of room: Object found (Required Item(s))

ME = Missile Expansion

ET = Energy Tank

PBE = Power Bomb Expansion

BAE = Beam Ammo Expansion

STK = Sky Temple Key

BC = Beam Combo

ML = Missile Launcher

VT = Violet Translator

MBB = Morph Ball Bombs

AT = Amber Translator

SJB = Space Jump Boots

DB = Dark Beam

LB = Light Beam

DS = Dark Suit

SM = Super Missile

ET = Emerald Translator

BB = Boost Ball

SL = Seeker Launcher

GBo = Gravity Boost

GBe = Grapple Beam

DV = Dark Visor

SB = Spider Ball

PB = Power Bombs

EV = Echo Visor

SA = Screw Attack

AB = Annihilator Beam

LS = Light Suit

Temple Grounds:

[ ] Hive Chamber A: ME (MBB?)

[ ] Hive Chamber B: ME (MBB)

[ ] Temple Assembly Site: ME (SJB)

[ ] Storage Cavern B: ET (VT)

[ ] Dynamo Chamber: PBE (PB)

[ ] Communications Area: ME (SJB)

[ ] GFMC Compound: ME (DV)

[ ] Transport to Agon Wastes: ME (VT)

[ ] Windchamber Access: ET (GBe)

[ ] Windchamber: BC (PB)

[ ] Fortress Transport Access: ET (LS)

Great Temple:

[ ] Transport A Access: ME (ET)

Transport B Access: ME (MBB)

Agon Wastes:

- Mining Plaza: ET (SA)
- Mining Station Access: ET (MBB)
- Mining Station A: ME (PB)
- Portal Access A: ME (VT)
- Sand Cache: ME (AT)
- Transport Center: ME (SJB)
- Central Mining Station: BAE (LB)
- Command Center: ME (SJB)
- Bioenergy Production: ET (SJB)
- Main Reactor: ME (SB)
- Sand Processing: ME (BB)
- Mine Shaft: ET (DB)
- 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)
- [ ] Watch Station Access: ET (EV)
- [ ] Watch Station: BAE (EV)
- [ ] Sentinel's Path: ME (AB)

Ing Hive:

- [ ] Hazing Cliff: ME (DV)
- [ ] Hive Dynamo Works: STK (PB)
- [ ] Aerial Training Site: ME (SA)
- [ ] Hive Entrance: STK (LS)

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 7. LOGBOOK ENTRIES  
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As in the last game, Samus can fill up her Logbook with entries on lots of different stuff. There are quite a few spoilers in this section. Just thought I'd warn you. As a general note, if an item is orange in your Logbook, you have yet to examine its entry.

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 7A. Logbook Tree =  
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The Logbook is set up category by category. Accessing one leads to a whole bunch of subcategories, and you can use these to figure out what you need to finish it up. Once you find what you're missing, go to the corresponding section below for a description and locations.

Creatures

- Aether
  - = Aquatic
    - Large Aquatic
      - \* Alpha Blogg

- \* Blogg
- Small Aquatic
  - \* Bloggling
  - \* Hydlings
- = Flying
  - Large Flyers
    - \* Shredder
    - \* Shriekbat
    - \* Shrieker
  - Small Flyers
    - \* Lightflyer
    - \* Lumite
    - \* Sandbats
    - \* War Wasp
- = Ground
  - Predators
    - \* Alpha Sanddigger
    - \* Alpha Splinter
    - \* Grenchler
    - \* Sanddigger
    - \* Splinter
    - \* Sporb
  - Surface Prowlers
    - \* Brizgee
    - \* Green Kralee
    - \* Kralee
    - \* Krocuss
    - \* Lightbringer
    - \* Seedburster
  - Tunnel Prowlers
    - \* Pillbug
    - \* Worker Splinter
- = Mechanoids
  - Large
    - \* Ingsasher
    - \* 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 Freed
  - \* 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
    - \* Nullfied 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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 7B. Creatures =  
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As always, there are plenty of vicious florae and faunae ready to take a big bite outta Samus, and you have to scan them all. The main separation is by realm of origin.

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Aether: Beings found on or originating from the light side.

Aquatic -

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Large Aquatic -

- Alpha Blogg: This boss is found in the Hydrodynamo Shaft in Torvus first.

You're not fighting him at that point, so scan him there.

- Blogg: This underwater predator is disconcerting, particularly early on in the lower Torvus Bog areas before you get the Gravity Boost. However, killing one isn't all that hard. Use a charged blast to get it angry, and it will dive towards you. Use a Missile while it charges and boom. If you're having trouble finding one late in the game, go to the Fortress Transport Access room.

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#### Small Aquatic -

- Bloggling: These are mini-Bloggs. They don't chew on you, so the worst they can do is run into you. Additionally, they don't have armor, so several blasts to their head area are enough.
- Hydlings: These small aquatic creatures are meant to be little more than a nuisance, and a quick source of several powerups. You can find them in many watery areas of Torvus Bog. They travel in schools and one shot will kill one.

#### Flying -

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#### Large Flyers -

- Shredder: These are exploding plants that hop out of the water or ground and helicopter towards you. Use your weapons to push them back, and they'll explode after a while. You can find some early on in the Torvus Lagoon.
- Shriekbat: Your favorite swooping bugs are back, and they're a lot more purple in this game. They hang from ceilings and divebomb you when you get in range. One shot is enough to dispose of them, so do so before they ram you. If you're searching, you can find a flock in Agon Wastes in the Temple Access.
- Shrieker: These are plants that emit sonic bursts and can disguise themselves from view. They're a bit of a pain to take out, but they don't cause that much damage. You can find some in the Torvus Temple.

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#### Small Flyers -

- Lightflyer: These odd beings of light are Luminoth-made, but they no longer distinguish friend from foe. They'll fire light beams that do a small amount of damage, and several shots from the Power Beam will kill them. You can find a few in the Great Temple floating around. Oddly enough, killing one in Dark Aether will generate a Safe Zone.
- Lumite: These bugs are pretty harmless, but they can fire on you if they fly into the light. Shoot them down while they're out of it. You can find some in Plaza Access on Agon if you're looking.
- Sandbats: These tiny brown bats are little more than a nuisance to get in your way. They only cause damage if they come in contact, but they won't actively attack you. There are a whole flock flying around in the Mining Plaza in the Agon Wastes.
- War Wasp: These Aether versions on the War Wasp aren't much more resilient than the Tallon versions, but all ram you and shoot their stingers. They're pretty much everywhere in the Temple Grounds.

#### Ground -

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#### Predators -

- Alpha Sandigger: This giant Sandigger is a prelude to the Bomb Guardian, found in the Agon Temple.
- Alpha Splinter: This large Splinter is your first major encounter, in the Sanctuary room in the Great Temple.
- Grenchler: There are many of these vicious guys in the Torvus Bog, and they're a big pain in the neck. They're similar to Sheegoths from Tallon, and are beat the same way: shoot their back armor until it's destroyed,

then shoot its exposed hinder. The Grenchler has two attacks: a running charge and a lightning blast from its mouth, both of which are tough to avoid.

- Sandigger: These odd wormy bugs live under the surface on Agon Wastes, mostly in the Mining Plaza. The really strange part is that they have two heads, and you need to destroy both in order to kill one. It shouldn't take much, though.
- Splinter: You'll find several of these small predators early on. Only a few shots will kill them, so don't sweat too hard about the "predator" classification.
- Sporb: These carnivorous plants tend to live on walls in a dormant state. They won't attack unless they see you in a Morph Ball, so, naturally, they only hang out near Morph Ball tunnels. At that point they'll blossom, then shoot out their "tongue", which will yank you towards their mouth to damage you. Either avoid their tongue lashes or go back to normal once they open and waste them, preferably with dark energy. If you need to find one, there are a couple in the Abandoned Worksite in Torvus Bog.

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#### Surface Prowlers -

- Brizgee: These hardy bugs have a stinger, and are immune to beam fire. Two Missiles will blow them up. They're often found in Mining Station A in the Agon Wastes.
- Green Kralee: These are the game's Zoomers. They don't do anything apart from crawling around looking for food, so just shoot them and don't walk into them. You can find one easily in the Industrial Site on Temple Grounds.
- Kralee: These "true" Kralee are able to power the crystal on their back to warp between dimensions. Otherwise, they're no different than the Green variety. You can find some in Mining Station B in Agon Wastes.
- Krocuss: These small animals are heavily armored. Only when they open their shells are they vulnerable. They're not really a threat, so you may as well just ignore them. There are a few in the Grove Access room in Torvus Bog.
- Lightbringer: Portable Safe Zones. That's what these guys are. In Dark Aether, you'll find one or two wandering around, like in the Dueling Range on Agon, for example.
- Seedburster: Consider these guys another form of wall-crawling swarm enemy, only they can shoot small blasts from their backs. You'll find a swarm in the Underground Tunnel on Torvus.

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#### Tunnel Prowlers

- Pillbug: These tiny buggers dog you throughout the game's small Morph Ball tunnels. They can be destroyed with a few Bombs, though. Since you mostly meet them in tunnels, it's tough to find a way to scan them, but it can be done from the Portal Terminal in Agon early in the game, or in the Dynamo Works in Sanctuary if you miss that opportunity.
- Worker Splinter: These small Splinters are your first Creature Scan, and thus, pose very little threat to you. If you missed them, you can still find them in the Hive Tunnel in the Temple Grounds.

#### Mechanoids -

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#### Large -

- Ingsasher: These are quite similar to the Elite Pirates from Tallon. They plod around the room pretty slowly and have several attacks. They can smash you with their fists at close range, generate shockwaves at medium range, and fire missiles at long range. They can also generate shields that can only be broken by the opposite beam. They take a lot of hits, too, so I say that if you don't need to hang around the room, and the doors aren't locked, just run and save your energy.

- Mekenobite: These odd mechanoids are found in the Sanctuary Temple, among other places. They hang from the ceiling by two legs and fling particles at you at high magnetic speeds. Use a Seeker Launcher blast on both of their legs at once to destroy them.
- Quad CM: These are the head of a two-part security robot. While attached to its Main Body, the Command Module can fire beam weapons at you. If the Main Body is destroyed, the CM will float on its own and generate a beam shield that can only be destroyed by opposite polarity beams. It's recommended that you take this part of it out, first.
- Quad MB: These are the Main Body of a two-part security robot. Regardless of whether or not there's a Command Module attached, the MB will walk towards you in an attempt to slash you with one of its legs. After a bit of chasing you around, it will enter a "vortex mode", where it tries to ram you as it spins around. Attack it with a Boost Ball in this form to stun it, then lay Bombs underneath it as it tries to recover to destroy it. In some cases, MB's who have their CM destroyed will call another one in, but this is pretty rare. The Quad is found in many places in the Sanctuary Fortress.
- Watchdrone: These indestructible little guys are only found in the Dungeon in Dark Torvus Bog, under the dark water. They only exist to block your path, and activating a light beacon near them will move them out of the way.

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Small -

- Diligence Class Drone: These guys are very similar to Scatter Bombus from Tallon. They patrol circular halls in the Sanctuary Fortress and can only be destroyed with dark energy. One Dark shot does the job.
- Harmony Class Drone: Designed by the Luminoth? Sure. These guys look far too similar Pulse Bombus of the old days on Tallon. Like Pulse Bombus, they only attack by dropping energy, and will be drawn towards you if you charge your beam. Unlike Bombus, they can be defeated with any attack. Find some in Transport C Access in the Great Temple.
- Mechlops: Mechanical versions of the old Triclops from Tallon. These guys do the same stuff. They bite you if you're in ball form and carry you off, but they also suck in Bombs, and then blow up. You'll find a couple in the Dynamo Access in Sanctuary Fortress.
- Octopede: These small spherical bots patrol some circular hallways. Shoot them to knock them off their track, where they'll self-destruct, so stand clear. You can always find a few of these guys in the Torvus Transport Access in the Sanctuary Fortress.
- Rezbit: 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 won't be able to lock-on to them. At that point, they'll initiate the coolest attack in any Metroid game and actually hack your suit. You'll need to press L+R+B to reboot the suit. Hit them with combined Super Missiles and charged shots to destroy them quickly. If you have the Screw Attack, use that.
- Serenity Class Drone: These little worker bots won't attack, defend, or do anything apart from walking around on the walls. You'll find a big swarm of them in the Temple Transport Access in the Sanctuary Fortress.

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Stationary -

- Caretaker Class Drone: This large and complicated drone is a miniboss fought in the Main Research room in the Sanctuary Fortress. Make sure you scan him while still outside the glass encasing.
- Humility Class Turret: The Pirate knock-off of the Federation turret has a stronger punch than the Growler (see below), but the same tracking ability and durability. You can find some in the Biostorage Access in Agon.
- Growler Class Turret: The Federation-made Turret relies on a small slug-

- firing mechanism, and is lightly armored. Several shots can disable it. You can find them in the Trooper Security Station on Temple Grounds.
- Luminoth Turret: These Turrets are faster than your average, and they take more punishment. Use a few Missiles to bring them down. You can find some in the Fortress Transport Access.
  - Vigilance Class Turret: You only have one shot to scan these guys, and that's your first fight in the Central Mining Station in Agon Wastes. These are the large green-shooting turrets. They fire slow, but can take a few hits.

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Dark Aether: These are beings found on or originating from Dark Aether. Just about all of them are susceptible to the Light Beam.

Darklings -

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Darkling Aquatic -

- Dark Blogg: Like most Darklings, much gained by the Dark Blogg is durability. It now takes two Missiles to destroy it, as opposed to the original one. You can find them in Torvus following your defeat of the Alpha Blogg.
- Dark Phlogus: Oh, I imagine they put this guy so there'd be more than one entry in the Darkling Aquatic. He's found in only one place: the Putrid Alcove on Dark Torvus. It opens its mouth as you come near, and that's when you need to shoot it to stun it before it fires venom at you.

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Darkling Flyers -

- Dark Shredder: The dark version of the exploding plant takes more hits to destroy. The rough part is that they only show up in the fight with Chykka, so make sure you scan them then.
- Dark War Wasp: Gosh, you'd think there'd be more of these dark wasps, given their commonplace nature in Aether, but no, you'll only find them in one of two places: the Service Access in the Temple Grounds after beating Chykka, or the Vault Attack Portal in the Ing Hive. As with all Darklings, they're just mostly more durable.
- Nightbarb: These tiny tri-winged bugs are basically the flying nuisance on Dark Aether. One shot destroys them, and they like to travel in flocks. There's a flock in Save Station 2 of Dark Agon Wastes if you need to be told.

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Darkling Ground -

- Dark Alpha Splinter: The Alpha Splinter you find in the Sanctuary room in the Great Temple becomes this guy after half your fight.
- Dark Grenchler: The corrupted Grenchler becomes even more nasty. You can fight these guys in the Dungeon in Dark Torvus Bog. They take more to put down, so get those Super Missiles or charged Light Beams ready.
- Dark Splinter: If you miss scanning these quite commonplace enemies, they show up in the Industrial Site, Temple Grounds late in the game. These guys are basically just more durable and stronger Splinters. Use Missiles or charged shots to take them out.

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Darkling Mechanoids -

- Corrupted Sentryeye: These Sentryeyes now work for the Ing, and can fire concentrated laser beams. Shoot them with anything to stun them. You can find a bunch in the Abandoned Base in Sky Temple Grounds.
- Dark Diligence Drone: Similar to the normal Diligence Drone, except that only a charge Light Beam can destroy it.
- Dark Ingsmaasher: Probably the toughest non-boss enemy in the game. You can find one each in the Hive Portal Chamber and Hive Reactor in the Ing Hive.

They have all the attacks of an Ingsasher, plus increased defense.

- Dark Quad CM: You'll first meet the Dark Quads in a small fight in the Sanctuary Temple, and you'll also fight some in the battle against Quadraxis. Anyway, they're basically the same, only they take more hits.
- Dark Quad MB: Basically the same as its light counterpart. Boost into it to stop it, then Bomb it to scrap.

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Darkling Offworld -

- Dark Missile Trooper: This is a miniboss of sorts. Simply return to Hive Chamber A after your first trip by means of the Hive Access. This nasty guy will be waiting for you.
- Dark Pirate Commando: 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.
- Dark Pirate Trooper: Basically your average trooper just a bit more durable. You'll first find these guys in the Portal Chamber in the Agon Wastes, and they tend to hang out on the opposite side a lot, too.
- Dark Preed: These Preeds are slightly more durable and their gas is more damaging. You can first find them in the Doomed Entry in Dark Agon Wastes.
- Dark Tallon Metroid: Even our favorite Metroids weren't immune to Ing possession. These purple-encased Metroids are simply more durable than your average Metroid, taking a bit more than a Super Missile, and they're also vulnerable to the Light Beam. You can find them around the Sky Temple Grounds.
- Dark Trooper: These are your first encounters with Ing-related enemies. These are the zombie-like possessed Marines at the game's opener. Several shots with the Power Beam are more than enough to take one down.

Emperor Ing -

- Emperor Ing Body: The first form of the Emperor has two parts. This is the lower part, the "trunk", as it were.
- Emperor Ing Head: The second part of the first form is the spherical pod with the tentacles.
- Emperor Ing Eye: Once you remove all the tentacles, you see this golden bivalved object.
- Emperor Ing Chrysalis: Once you drain the energy of the first form, the Emperor encases itself in a cocoon. It'll be painful with the poison gas, but scan it in this form.
- Mutated Emperor Ing: Once you bust open the chrysalis, you have this bad boy left over. He kinda reminds me of Metroid Prime, actually.

Guardians -

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Amorbis -

- Amorbis 1: The first form of the Guardian of the Dark Agon Temple when it's just leaping around the sand.
- Amorbis 2: This is considered their second form when they attach themselves to the Dark Sphere.

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Chykka -

- Chykka Larva: The first form of the Guardian of the Dark Torvus Temple is simply a worm-like lava floating around the dark water.
- Chykka: The adult form of Chykka is a flitting mosquito-type enemy.
- Dark Chykka: Once you cause serious damage to Chykka, it will be engulfed by the dark water and mature to breeding point.
- Chyklings: These little bugs get spit out of Chykka's egg-sac.

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#### Quadraxis -

- Quadraxis: The first form of the Guardian of the Ing Hive Temple looks just like any Quad, only really really big.
- Damaged Quadraxis: Once the two modules separate, scan what's left of the body.
- Shielded Head Module: Once the two modules separate, scan the head as it attacks.
- Stunned Head Module: This one's easy to miss. Once you disable the connection between the body and the head, scan the head again as it wobbles around.
- Final Head Module: Scan the head module after you bust the shield off its brain.

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#### Sub Guardians -

- Bomb Guardian: This Darkling Sanddigger is fought in the Agon Temple.
- Boost Guardian: This Warrior Ing is found in the Dark Torvus Arena.
- Grapple Guardian: This Darkling Grechler is found in the Sacrificial Chamber in Dark Torvus Bog.
- Jump Guardian: This Warrior Ing is found in the Judgment Pit in Dark Agon Wastes.
- Power Bomb Guardian: This Darkling Sporb is found in the Undertemple in Dark Torvus Bog.
- Spider Guardian: This Darkling Pillbug is found in the Dynamo Works in the Sanctuary Works. Make sure you scan it before you enter the Morph Ball tunnels in the room, while it's rolling around in the nearby glass.

#### Ing -

- Darkling Tentacle: One shot from any beam but Dark will make these slashing tentacles retreat. You can find them in lots of places, such as the Gateway Access in Sky Temple Grounds.
- Hunter Ing: These odd beings look like floating fireballs encased in purple webbing with four stringy tentacles. They're very pesky. They have a spinning attack, and an attack where they attack you straight with their tentacles. Finally, they can charge and ram you in a possession attempt (which will fail, but still hurt). They can also phase half out of existence to avoid your attacks. I suggest using Light attacks to defeat them quickly.
- Ing Larva Swarm: These crawlies are just larva, but they'll jump towards you as you pass by. You'll find a swarm in the Entrance Defense Hall in the Ing Hive.
- Inglet: These small pod-like beings are low on the Ing totem pole. Like most Ing, they'll move around by transforming into a black puddle, which can be shot at, but they're best attacked when they're in solid form, where they'll shoot out a dark energy at you. They don't take many hits to kill.
- Ingstorm: These tiny beings may seem like nothing, but they're extremely corrosive to your suit unless you're wearing the Light Suit. You can find a nice big swarm in the Accursed Lake in Sky Temple Grounds.
- Warrior Ing: These beings are larger than humans. Like other Ing, they can crawl around in dark puddles. When they surface, they'll attack in one of three ways: a leg swipe, a transdimensional laser, and by charging at you in a possession attempt (which will fail). Use high explosives or the Light Beam to quickly dispose of these guys.

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Offworld: Naturally, these are creatures that originate from places besides Aether.



#### Dark Samus -

- Dark Samus 1: Your nemesis' first incarnation occurs in the Main Reactor in the Agon Wastes.
- Dark Samus 2: You'll have your rematch with Dark Samus in the Aerie Access in the Sanctuary Fortress.
- Dark Samus 3: Your final fight with the big DS occurs in the Sky Temple Gateway after destroying Emperor Ing. This is her normal form.
- Dark Samus 4: Once Dark Samus turns solid blue and encases herself in a blue energy sphere, scan her, as this is a different form.

#### Metroids -

- Infant Tallon Metroid: You'll find these little cuties as they pop out of their cocoons in the Biostorage Station in Agon Wastes. Much weaker than your average Metroid, they can only ram you. Simple shots will take them out.
- Tallon Metroid: Smaller than Zebes Metroids, these guys still love to suck on your brain. They're still vulnerable to Missiles, though. Five Missiles or one Super Missile will destroy them. Additionally, if you can hit one with a charged Dark Beam blast, it will freeze, and one Missile will finish it off. If they manage to latch onto you, roll up and lay a Bomb to shake them off.

#### Pirates -

- Pirate Aerotrooper: Much like the Flying Pirates of the last game, these jetpacked Pirates have a green laser weapon and missile launchers. Fast or homing weapons are good for these guys. When they're critically wounded, they'll attempt a suicide strike, so be ready to dodge.
- Pirate Commando: 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. Use powerful weapons to take them down quick.
- Pirate Grenadier: You'll always find a couple of these guys in the Command Center on Agon Wastes. They only have an e-grenade launcher as their weapons, which will mess up your visor (and hurt) if you're caught up in the impact zone. Take your time and dodge their grenades.
- Pirate Trooper: Your basic Pirate has changed little since the last game. An assault cannon on his right arm and a scythe on his left for close quarters. Avoid incoming blasts and return with small-arms fire. It doesn't take much to drop one of these guys. You can find these guys in and around the Pirate Base in Agon Wastes.
- Preed: These are studded spheres that float around. They release toxic gas if killed, so don't go toe-to-toe with them. There are always a few floating around the Hydrodynamo Station in the Torvus Bog.

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7C. Research =  
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These are generic items lying around the planet. They're separated into four categories:

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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.

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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.

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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.
- Nullified 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.
- Liftvine Crystal: These are Lift Crystals attached to plants, not rocks. There are some in the Brooding Grounds in Dark Torvus Bog.

Utility Crystals -

- Dark Sentinel Crystal: You'll find these blue eye-like things on walls in Dark Torvus Bog.
- Sentinel Crystal: You'll find these red eye-like things on walls in Torvus Bog.

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Mechanisms: Objects based around technology that's not directly Luminoth-related.

GF Security -

- GF Bridge: This is in the Industrial Site on the Temple Grounds. It's a metal drawbridge.
- GF Gate Mark VI: You can find these gates REAL early on in the game in Hive Chamber A in Temple Grounds.
- GF Gate Mark VII: These gates are stronger than the others. There are a couple in the Dynamo Chamber in the Temple Grounds.

Systems -

- Bomb Slot: You have to scan an active Bomb Slot for it to register. If you're dumb and exhausted all the ones in the game, there are a couple that don't run out. One is in Security Station A in the Agon Wastes.
- Grapple Point: For Grapple Points to register in the log, you need to have the Grapple Beam.
- Kinetic Orb Cannon: Once you've fired up a cannon, a halo of a Morph Ball

will appear above it. Scan it.

- Spider Ball Track: Like Grapple Points, these only register after you get the Spider Ball.
- Spinner: Only register if you have the Boost Ball. Only ones that are still active will do the trick.
- Wall Jump Surface: These shiny orange walls will only register once you have the Screw Attack.

#### Vehicles -

- GFS Tyr: The GFMC Compound is where the GF Team's ship is docked.
- Pirate Skiff: Pirates float in and attack on these. If you missed scanning them in other pirate battles, there's one docked in the Central Mining Station in Agon Wastes.
- Samus's Gunship: It's that ship you rode in on. It's yellow and kinda looks like your helmet.

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7D. Lore =

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These are records maintained so you can get a sense of backstory in this game.

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Luminoth Lore: These are records left by the Luminoth. The first set is found at the Sky Temple Gateway. The second and third sets are found in floating Luminoth writing all over the planet (which you'll need translator files for). The last group is found in the bodies of Keybearers lying around, ones that turn red under the Scan Visor.

#### A-Kul's Clues -

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#### Cadre 1 Clues -

- B-Stl's Key: All of these clues are found in the Sky Temple Gateway in the Sky Temple Grounds. Make sure you scan the clues before stepping into the hologram to place the Keys.
- G-Sch's Key: See above.
- J-Stl's Key: See above.
- S-Dly's Key: See above.

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#### Cadre 2 Clues -

- C-Rch's Key: See above.
- D-Isl's Key: See above.
- J-Fme's Key: See above.
- M-Dhe's Key: See above.
- S-Jrs's Key: See above.

#### History -

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#### Golden Age -

- Origins: Found in the Main Energy Controller in the Great Temple (Violet), this tells of how the Luminoth were before Aether.
- Our Heritage: Found in the Transport to Agon Wastes in the Temple Grounds (Violet), this tells of how the Luminoth found Aether.
- Paradise: Found in the Mining Plaza in Agon Wastes (Amber), it tells of the Luminoth settling onto Aether.
- Saving Aether: Found in the Agon Energy Controller in the Agon Wasters (Amber), it tells about the construction of the Energy Controllers.
- Light of Aether: Found in the Portal Terminal in Agon Wastes (Amber), it

tells about the Great Temple and its Energy Controller.

- The Stellar Object: Found in Mining Station B in Agon Wastes (Amber), this entry tells of the doom of Aether, borne by a meteor.

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Dark Age -

- Cataclysm: Found in the Mining Station A in Agon Wastes (Amber), and you need the Space Jump Boots to reach it. This tells of the aftermath of the meteor striking Aether.
- Age of Anxiety: Found in the Meeting Grounds in Temple Grounds (Violet). You need the Light Beam to get here. This entry describes the Luminoth discovering what's left of their world.
- The World Warped: Found in the Path of Eyes in Temple Grounds (Violet). In this entry, the Luminoth first discover dimensional anomalies.
- The Ing Attack: Found in the Path of Roots in Torvus Bog (Emerald). In this entry, the Ing come unto Aether and begin their reign of terror.

Conflict -

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First Phase -

- Dark Aether: Found in the Torvus Energy Controller in Torvus Bog (Emerald), this tells of the discovery of Dark Aether and the Luminoth resignation to war.
- Our War Begins: Found in the Underground Tunnel in Torvus Bog (Emerald), this entry tells of the Luminoth using crystals to explore Dark Aether.
- New Weapons: Found in the Gathering Hall in Torvus Bog (Emerald), this entry tells of the Luminoth developing new weapons to fight the Ing.
- Recovering Energy: Found in the Training Chamber in Torvus Bog (Emerald), underwater. This record tells of how the Luminoth planned to recover the energy from Dark Aether so that it would cease to exist.
- The New Terror: Found in the Catacombs in Torvus Bog (Emerald), this entry describes Luminoth being possessed by the Ing.

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Second Phase -

- The Sky Temple: Found in the Fortress Transport Access on Temple Grounds (Violet), this describes how the Luminoth came to find the Sky Temple and the ten keys that open it.
- The Final Crusade: Found in the Hall of Combat Mastery in the Sanctuary Fortress (Cobalt), this tells of how the Luminoth planned to use the Energy Transfer Module to recover their missing energy from Dark Aether.
- Shattered Hope: Found in the Main Gyro Chamber in the Sanctuary Fortress (Cobalt), this tells of the failed crusade.
- Agon Falls: Found in the Sanctuary Energy Controller in the Sanctuary Fortress (Cobalt), this oddly enough, tells of the fall of Agon.
- Torvus Falls: Found in the Main Research room in the Sanctuary Fortress (Cobalt), this tells of the Torvus Temple being overrun.

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Final Phase -

- Sanctuary Falls: Found in the Watch Station in Sanctuary Fortress (Cobalt), this tells of the fall of the Fortress.
- Twilight: Found in the Sanctuary Entrance in Sanctuary Fortress (Cobalt), the final Lore entry tells of the Luminoth's resignation to their fate, and their entry into stasis sleep, except for U-Mos.

Keybearer Lore -

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Cadre 1 -

- A-Kul's Testament: A-Kul lies in the Sky Temple Gateway on Sky Temple Grounds.
- B-Stl's Testament: B-Stl lies in the Main Reactor in the Agon Wastes. She's kinda hidden away, though. You'll need to work your way around to

her from the Sandcanyon.

- G-Sch's Testament: G-Sch lies in the Catacombs in Torvus Bog.
- J-Stl's Testament: J-Stl's body is in the Central Mining Station. You need at least the Light Beam and access to the Turrets in this room to blow your way to the upper area.
- S-Dly's Testament: S-Dly lies in the Torvus Lagoon in Torvus Bog.

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Cadre 2 -

- C-Rch's Testament: C-Rch's final resting place is the Dynamo Works in the Sanctuary Fortress.
- D-Isl's Testament: D-Isl's body is in Storage Cavern A in the Temple Grounds. You need Space Jump Boots to get up here from the Communications Area.
- J-Fme's Testament: J-Fme lies beyond the door leading to Agon in the Industrial Site in the Temple Grounds.
- M-Dhe's Testament: What's left of M-Dhe is in the Landing Site in the Temple Grounds, but you need the Light Beam to get to him.
- S-Jrs's Testament: S-Jrs's body is in the Sanctuary Entrance. You need Power Bombs to be able to reach him, though.

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Space Pirate Logs: Scan terminals in the Pirate Base in the Agon Wastes to find out how the Pirates fared playing with the Ing.

Cycle 4 -

- Log 44681: Found in the Command Center in the Agon Wastes, this entry describes the undertaking of a Phazon operation on Aether.
- Log 48853: Found in the Command Center in the Agon Wastes, this describes the Pirates stumbling onto the conflict on this planet.

Cycle 5 -

- Log 50086: Found in the Command Center in the Agon Wastes, this entry describes the finding of portals.
- Log 54421: Found in the Command Center in the Agon Wastes, this entry details the discovery of Dark Aether and lots of Phazon.

Cycle 6 -

- Log 62217: Found in the Command Center in the Agon Wastes, this entry describes losses suffered while raiding Dark Aether for Phazon.
- Log 63622: Found in the Biostorage Station in the Agon Wastes, this entry tells of your arrival, or rather, your dark twin's arrival.
- Log 67135: Found in Save Station C in the Agon Wastes, this entry details how much damage your dark twin is doing to the Pirates.
- Log 69898: Found in Storage D in the Agon Wastes, this entry tells of the Pirates' observations concerning the war.

Cycle 7 -

- Log 70136: Found in Security Station B in the Agon Wastes, this entry tells of the Federation arriving on planet.
- Log 71599: Found in the Central Mining Station in Agon Wastes (after you get the Light Beam and get access to the Turrets), this entry tells of your arrival, and the confusion concerning you and Dark Samus.

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Trooper Logs: Look for bodies of GF Marines. Any that show up red in your Scan Visor can be scanned to read their journals. They're all pretty early on.

Force One -

- CAPT A. Exeter: Found in the GFMC Compound, the captain details the presence of more hives.
- LCPL J. Brode: Found in the GFMC Compound, this guy stresses about his lack of ammo.
- PFC G. Haley: Found in the GFMC Compound, this guy is clearly going nuts.
- PFC I. Crany: Found in the GFMC Compound, this Marine thinks you're a myth.
- PFC S. Milligan: Found in the GFMC Compound, this guy wrongly assumes he got the easy job that night.
- SPC F. Triplette: Found in the GFMC Compound, this Marine speaks of the nasty bugs.

Force Two -

- GSGT C. Benet: Found in the Command Chamber, Temple Grounds, we receive a lamentation on failed locks.
- PFC E. Denys: Found in the Sacred Bridge, Temple Grounds, is an account of a soldier who almost made it.
- PFC L. Brouda: Found in the Communication Area, Temple Grounds, this is a trooper's last message to the galaxy.
- PFC M. Veroni: Found in the Collapsed Tunnel, Temple Grounds, this log describes another soldier who's losing it.
- SPC B. Reeves: Found in the Command Chamber, Temple Grounds, this log is an insight into just how many bugs there might be.
- SPC M. Angseth: Found in the Trooper Security Station, Temple Grounds, this is the account of a Samus fangirl frustrated with her assignment.

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7E. Boss Strategies =  
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Alpha Splinter and Dark Alpha Splinter -

The standard Alpha Splinter has one attack, where it will leap forward and then back. Lock-on and dash to the side when he does this. You don't need to use Missiles, yet. Your Power Beam's more than enough. Once you cause him enough damage, he'll be possessed by that weird purple cloud and become the Dark Alpha Splinter. Now, he has two attacks: first he will fire a purple ball of phlegm at you, then he'll charge at you, but he won't jump back. Just continue to nail him with what little you have and he'll die soon enough.

Alpha Sandigger and Bomb Guardian -

The Alpha Sandigger is fought just like a normal one, and it's down pretty quickly. Shoot out one head and dark Ing possession force will swiftly jump on it to make it the Bomb Guardian. Basically, this creature now has one head. It crawls around and lays Bombs with its tail. Its tail is the only vulnerable spot on its body, so hammer it with the Power Beam (or even with Missiles, as the homing can zero in on this fast moving target) and it will be stunned, causing its head to glow. Nail it with a fully-charged shot to hurt it. Four of these will do the trick. Watch after you damage it, because it may use an attack where it spits multiple Bombs out its mouth. Once you defeat it, you'll earn the Morph Ball Bombs.

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.

#### Dark Samus -

Your enemy floats around as opposed to running, and has several attacks to use against you. From the beginning, she has a scattershot Phazon blast attack, a long-range Missile attack, and a close-range Phazon shield blast. Once you get her health down by half, she'll also start using a jumping boost attack which propels her forwards, and she'll have a Super Missile attack, all of which can be avoided by dodging or taking cover. Just keep pounding her with either charged shots or Missiles as long as she isn't sheathed in blue (not blue light, as you can shoot her then, but blue metallic stuff).

#### Amorbis -

Amorbis is actually several entities. They're all sand worms, and they mainly attack by ramming you as they hop around and burrow through the sand. While in this first form, you need to repeatedly hit them with weapon fire of any kind, which will bust off their armor. Once that's off, they will attach themselves to the nearby Dark Sphere for their second form (scan again). Here, they can fire dark energy at you, either in a single shot aimed at a nearby Crystal, in multiple shots, or in a constant beam which you'll have to use acrobatics to avoid. In this form, repeatedly shoot at its head with whatever (Light Beam works best) to bust off its head carapace. After that, it'll try to suck you into it, so roll up into ball form and oblige it. Once inside, lay Bombs to destroy the creature. Like I said, there are multiple creatures. You'll first face one, then two, then three for the finale.

#### Dark Missile Trooper -

This boss is pretty easy, actually. Just dodge and avoid his missile fire and retaliate in kind. Destroying him will give up a Missile Expansion.

#### Boost Guardian -

This guy is a big pain in the butt. You can only really damage him in his solid Ing form. When he's there, either hit him with charged Light Beams or Super Missiles. The real trick is getting him into that form, because after causing damage, he'll enter "boost" form. In this form, he'll boost around the arena, causing major damage to you. Inglets will also spawn at that point, as well. As far as I can tell, you can't touch him when he's in boost form, so get into Morph Ball mode so you can see where he is at all times and try to avoid him, which is tough, since he's faster than you. If possible, try to lure him near the four pylons in the room. If he crashes into one of those, not only will an Ultra Energy Unit be released, but he'll go into puddle form. In this form, he can be shot, but not damaged, so lay Bombs behind you as the puddle trails you around the room. Avoid the puddle, by the way, because it causes the most damage of any of his attacks. Another possible tactic when its in boost form is to just stay in normal form, back into a corner, and leap into the air when the boost ball comes after you. He'll alternate between boost and puddle form until you hit him enough times to bring him out of it and back to solid form, where you can further batter him with concentrated fire. Oh, and there are plenty of Inglets thrown around in the area, too, but those don't cause nearly as much damage as the Guardian, so consider them secondary. Once you drain his life, he'll croak, surrendering the Boost Ball.

#### Alpha Blogg -

This guy isn't extremely difficult to hurt, but he probably will cause a lot of damage to you before the end. I say, take the damage, because trying to do this guy perfectly just isn't worth it. He's fought just like other Bloggs, wait until he charges and unload into his mouth. The only difference is that he can fire sonic blasts which can disrupt your visor.



These can be pretty easily dodged. Five Super Missiles will do the job nicely. If you're really low on energy or didn't have many Tanks to begin with, I guess you'll have to do it the chicken way. Fire a Missile as he makes his approach and quickly dodge to the side or Gravity Boost up.

#### Grapple Guardian -

This Grenchler has your Grapple Beam. Actually, for all the pain a Grenchler causes, this guy isn't too hard. In normal circumstances, he'll march around the room, trying to ram you or bite you. What you have to do is scan him to find his weak spot, then shoot him in the eye repeatedly to get him angry. Once he does that, he'll try to use the Grapple on you. What you need to do is make sure one of the electrified beams in the room is between him and you so he attaches to that. Once he does that, unload on his hinder. Use a Super Missile to deplete his energy quickly. After you remove about two-thirds of his health, his shell will be busted off. He'll move faster, and you won't be able to use the beams to get him to attach to. Instead, switch to the Light Beam and use it to stun him, then quickly run behind him and shoot him in the back with quick Light Beam shots. This will finish him off quickly.

#### Chykka -

First of all, you need to remove this guy's cocoon, so just shoot at its four supports. Once the cocoon falls in, the Chykka Larva will attack. Scan it to learn of its weak point on the underbelly. The Larva will start by swimming around your platform. During this time, Dark Shredders will be released, so focus on destroying them if you like keeping energy. Once the Larva roars and dives, it will jump out of the water twice to shoot you with a dark blast, and slam back into the water, releasing a wave you'll need to jump over. While it's out, hit it with a charged Dark Beam shot to freeze it, then pound its belly with Light Beam shots or Power Beam shots. This will be a long fight, and it really helps to watch your radar, to quickly get the drop on the Dark Shredders and watch for where the Larva pops up. After damaging it a bit, it may also choose to jump onto the platform and try to eat you by snaring you with its tongue. That's the time to repeatedly hammer it with Light Beam shots. If stunned while hitting it, it will expose its belly, which will receive much more damage than the rest of him. Once you drain its health, it will go back to a cocoon, after which you'll face the adult form of Chykka (scan again). This form will fire blasts of dark water at you, so try to dodge while returning normal Power Beam fire. When you hit it enough, you'll stun it, and four weak points on the back of its wings will light up. Use the Grapple Beam to swing over to another platform to get a good shot, then fire up the Seeker Launcher (thanks to MBG for this tip), lock on to all four spots and fire. Repeat this until they're destroyed and the Chykka will fall into the water, which will turn it into Dark Chykka (scan again). In this form, its eggsac will bloat, and it will produce Chyklings (scan those, too). Normal fire will destroy Chyklings, and they will give up useful Light Ammo, because the eggsac can only be damaged by Light shots. It will fire heavy blasts of dark water, now, but keep up the attack. Eventually, it will go back to regular Chykka, and you'll again have to try to stun it with normal shots, then hit the backs of its wings. It gained a new attack, as well. If it waggles its wings from left to right, jump to another platform, because it'll charge. So take out its four weak spots again and it will go back to Dark Chykka once more. Hammer its eggsac with charged Light shots and it will, finally, croak.

#### Spider Guardian -

This is more of a puzzle boss than a flat-out fight boss, and it's fought entirely in Morph Ball form. So, this Pillbug has your Spider Ball, and it will use it to roll around on Spider Tracks. It can only harm you by making contact with you, but its entire colored halo is considered "contact", and

it can hit you through walls if you're close enough. What you have to do is to bomb it so that it turns from blue to red to green. Once it turns green, a Bomb Slot will be open to you. Activate the Bomb Slot to open a path to an energy conduit, which will damage the Spider Guardian. That's it, really, but it does get pretty complicated. The first area is a simple rectangle with branching passages. Try to stay near the top so that you're close enough to the Bomb Slot to get there in enough time. Once that's done, you'll move on to a Boost half-pipe. I suggest staying on the upper right side and wait until it gets close and dropping down the halfpipe, laying Bombs in your wake, OR getting on top by going up the left side and falling down the middle hole dropping Bombs in its path. Once it turns green, a small platform will extend below the Bomb Slot so you can get there from the top. The third area is slightly more complicated, but mostly in the path the Guardian travels. You can still Boost to the top and drop Bombs on his path, then, once again, turning him green creates paths for you to travel on to get to the Bomb Slot. Get him here and you'll move on, get to some supply crates for the hurting you're probably feeling, and you move on to the final area. This area has three energy conduits, and he'll have to hit all three. This area's tough, because there are few places to hide, so you're gonna take lots of damage, here. I suggest sitting near the opening in the middle of his path, then laying a few Bombs as he draws close, with enough time for you to get away, but also leaving space for the Bombs to hit him. You need to sit above the recessed spots in his path to avoid damage entirely. Anyway, when you get him green, use the Bomb Slot on your left on the second level, but only when he's to the right of the moving panel so he rolls up instead of into the panel. Once you hit the first one, you'll need to get him green, then bomb two Bomb Slots, one in the upper right corner of the area, then the one in the lower left. Use the Boost to carry yourself across small gaps to save time. Once he hits the second conduit, you need to get him to the third and most difficult conduit. You positively must turn him green as he's travelling to the right about midway through the tunnel, or this won't work. You need to move fast and energize three Bomb Slots, one new one in the upper left corner of the room, then the other two in order down. If you pull it off, the Guardian should just be in position to roll right to its doom. Alan MacDougall has dropped me a good hint for fighting him. Once you bomb it, his force field will disappear for a moment, so you can use that to roll right by him if you need to avoid some damage.

#### 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) -

She's learned some new tricks, naturally. In this first section, the elevator, she'll use a Boost Ball attack similar to the Boost Guardian's. Don't both rolling up to avoid, though. After she gets out of the Boost, she'll use a 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. Wear her down a bit and you'll soon reach the top of the elevator. In addition to all the other attacks, she'll also use the 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 stealth

field generator, which will make her only visible through the Dark Visor. Attacking her is much the same as it's always been. Super Missile after Super Missile against her as long as she isn't temporarily invulnerable.

#### 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 -

All right. First form has only one scan. The head has four attacks: a shot of the new Annihilator Beam (which it needs to lock-on to use), a rapid-fire missile system, a shot of magnetically-charged particles, and a repeating beam blaster. The body has two attacks. The feet have small modules in them that can create shockwaves. These modules can be destroyed to make life easier for you by using multiple Bombs near them. The body can also spin like any other Quad, so Boost into it stop that. The part you need to hit, though, is its knee joints. These will only take fire when they glow blue, so hammer one with two Super Missiles to destroy them. Doing this will regenerate the shock modules under the feet, so you'll have to go back and take them out if you want to avoid death by shockwave. Take out all four knee joints (it IS a rule that mechs have weak joints), and Quadraxis will collapse. Of course, you know he's not done, yet. The head and body will separate now (and are two separate scans). The head will be completely shielded while it attacks, now. Your job is to pull up your Echo Visor and hammer the antenna on the main body so that its link with the head is severed. Once that happens, scan the head again, then pull up your Echo Visor and take out one of the three antenna poking out of the head with Super Missiles. Once one antenna is destroyed, it will create a Dark Quad to try to stop you, so blow that one away. Do the same thing again, destroy the main body's antenna, destroy one of the remaining on the head, and you'll have to face two Dark Quads, next. Do it all one more time and the link will finally be severed, allowing you to finish the head. In this final stage (scan the head once more) you need to repeatedly hit the head so that it becomes stunned. Once that happens, it will drift around the room lazily. Spider Ball up one of the legs and boost off it so that you stick to the head, then roll into one of the Bomb Slots on the head and set it off. Do the same for the other Bomb Slot and this hulk will finally be toast.

#### Emperor Ing -

The first form of the big guy is a spherical head (scan it) with tentacles on top of a trunk-like body (scan it). The tentacles have the following attacks: a rotating flailing swipe, a floor-level trip up sweep, a concentrated dark energy blast, a concentrated dark energy blast that makes a shockwave, and a light attack that allows the tentacles to jump through makeshift portals and poke you. Your objective is to shoot each of these tentacles. I originally suggested the Light Beam, but "Tardis" suggests you may just want to use an Annihilator Beam, since you really don't need to conserve Dark Ammo, and the shots will home in for a hit, even if you aren't locked on. A lot of people like to use Seeker Missiles, too. Once all tentacles are gone, the head will retract, exposing the Eye (scan it). This Eye has a shield which protects it except for a break in it down the middle. Shoot through this break with Light Beams or Super Missiles to cause

it damage. After a bit, it will go back to tentacles for more. Repeat until its energy is drained. Once the energy is gone, it will make a chrysalis, which (surprise), you have to break open (scan it). There's poison gas all over the floor, so stay off the floor. Use the Spider Ball on the shell. There are eleven weak points in the shell. You need to sit near a point and wait for a tentacle to come out, then bomb it to hell, or use Power Bombs (since you won't need them later). Only when a tentacle is out can you damage the section. There will be Inglets on the shell to bug you, as well. Once you take out all eleven spots, the chrysalis will burst open, and you'll fight the Emperor's final form (scan it). This form will only take damage when the "heart" in the center is purple or white. Keep firing at the heart with normal shots until you can get that to happen. Don't worry about being too conservative with beam ammo, because you won't need them after this battle. The Mutated Emperor's attacks are mostly melee in nature, jumping on you, slashing you, running into you. Some attacks are energy, though, such as a dimensional multi-laser similar to the Warrior Ing's, or a seeking white light beam. It's far easier to damage him when his heart turns purple, as the Light Beam (particularly the charged) is far better at seeking the proper target. So, I've heard a lot of methods on how to harm this guy, so here are a few: Super Missiles, regular Missiles, Annihilator Beam, and so on. Once you finally deplete his energy, he will explode into a bunch of purple sparklies.

Dark Samus (Deathmatch) -

Your nemesis has reduced her attacks to the most useful or powerful. 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. Hammer her with what you have left of your beams, and then switch to Super Missiles. After a while of this, she'll cocoon herself behind a shield of Phazon (new scan). Her attacks now consist of shooting a Phazon Missile at you (which is tough to dodge, people seem to have the most success with dodging to the side, then jumping forward), or she'll release a bunch of chunks of Phazon. Watch for that (she'll expand her shield just before it happens), then manually aim your cannon at the Phazon and use the Charge Beam to draw them in. If you draw in the proper amount, your cannon will turn blue. Immediately aim at your foe and let your bright blue shot fly, which will cause major damage. If she returns to her normal self, just shoot her as normal, or just release a Super Missile, since you're probably already charging. The rest of the fight will go like this, so don't expect anything too new.

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7F. The "One-Shot" List =  
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Okay, before we start (and so I don't clutter up this section), let me just say that ALL the bosses are one-time only. There's a list of them in the section just above, and then you can go to the Logbook section for locations. Let me also say that if you're just looking at this list now and are about halfway through the game, having scanned very little, you won't get the 100% Logbook.

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Research:

Samus's Gunship: Oh yeah! It really is a limited-time scan! After clearing the Agon Wastes, the scan for your Gunship changes to show the progress of the repairs on your ship, and after that, it will no longer be a valid scan, so please, be sure to scan it in the beginning of the game.

Ing Webtrap: This one's probably the most easily missed scan in the game. This will only, and I mean ONLY appear in the fight with the Warrior Ings on the Battleground that leads to the third Dark Key in Dark Agon Wastes. Returning will not make it appear again. If you're having a tough time finding it, it's that web-like thing that "locks" the doors so you have to stay and fight.

Webling: These guys are only found in the Feeding Pit Access in Dark Agon Wastes. They're right in your way, so I wouldn't say they're easily missed.

Flying Ing Cache: Part of the game's progression, so not easy to miss. It's just that destroying all nine will mean you can't get the entry. Remember that you can only scan it once you've shot it once and its visible.

GF Gate Mark VII: Not easily missed. There are a few of these in the Dynamo Chamber and Trooper Security Station in the Temple Grounds, but if you blow them all up with Power Bombs before scanning them (not likely), no entry.

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Lore:

Only A-Kul's Clues are limited time scans. Make sure you scan all nine of them before turning all the keys in. If you accidentally place one or two, just leave and come back and you'll be able to scan them properly.

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Creatures:

Remember, this doesn't include bosses. Make sure you scan all of them, as well all forms of the big Guardians. These are in order that you should roughly come upon them.

Growler Class Turret: I haven't been able to find any more of these Turrets after destroying the first one in the Trooper Security Station in Temple Grounds.

Lightbringer: I've only found these guys early on in the Dueling Range on Dark Agon Wastes. I think they vanish once you get the Space Jump Boots.

Pirate Trooper: Y'know, I think these particular types of guys disappear once you clean out all their ambushes. You probably won't miss them, but here they are.

Vigilance Class Turret: Sure, you can use these cool green-shooting turrets, but in order to scan them, someone else has to be in them, and that will only happen in your first visit to the Central Mining Station in Agon Wastes.

Shredder: These are some of your first scans in the Torvus Bog (in the Torvus Lagoon, specifically), but after taking the Boost Ball, I think they all get eaten by the Grenchlers that end up populating the area. They're not easy to miss, but make sure you get 'em.

Pirate Commando: You have special fights with these blokes. You'll recognize them by their skating around on the ground and using e-grenades and the like. Once you defeat these guys when they attack you in these "special" fights, there's only one last chance to see them again: go to Dark Aether and

the Phazon Grounds on the Sky Temple Grounds. Some of the Dark Tallon Metroids have PC carcasses in their jaws.

Dark Shredder: While not a boss, these guys will only show up in the fight with Chykka, so get them then.

Ingsasher: They come off of sockets in the walls in the Sanctuary Fortress. Naturally, these walking behemoths are tough to miss, but scan them before destroying them all.

Dark Quad CM and Dark Quad MB: These can be found first in the Sanctuary Temple at your first visit, or while fighting Quadraxis. No other times.

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## 8. EXTRAS

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### 8A. Unlockables =

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Hard Mode - You can unlock the more difficult game by completing the game once. To activate Hard Mode, you need to start an entirely new game. Once you do that, you'll be given the option of choosing Normal or Hard difficulty. In Hard Mode, the enemies hit harder and take more hits to take down. That's about it.

Gallery Unlocks - The following Image Galleries are unlocked by completing the following conditions:

Promotional Gallery: Scan 40% of the Logbook.

Character Gallery: Scan 60% of the Logbook.

Creature Gallery: Scan 80% of the Logbook.

Boss Gallery: Scan 100% of the Logbook.

Rough Sketch Gallery: Complete the game on Normal Mode.

Storyboard Gallery: Complete the game on Hard Mode.

Multiplayer Unlocks - The following areas and BGMs are unlocked as you progress through the game (you will not get notifications of these).

Luminoth BGM - Speak to U-Mos for the first time.

Pirate Fear BGM - Restore the energy to Agon and speak to U-Mos.

Torvus Bog BGM - Restore the energy to Torvus and speak to U-Mos.

Sanctuary BGM - Restore the energy to Sanctuary and speak to U-Mos.

Dark Echoes BGM - Complete the game.

Darkness BGM - Complete the game.

Pipeline Arena - Restore the energy to Torvus and speak to U-Mos.

Spires Arena - Restore the energy to Sanctuary and speak to U-Mos.

### 8B. Endings =

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The ending to this game plays out more or less the same. In all iterations, you see Dark Samus dissipate after Samus' victory over her, then Samus makes her escape amidst a whole mess of Ing. She returns the last of the energy to Aether. The Luminoth bow at her as she departs, waving behind her as she leaves. She departs from the planet. Credit roll and final results.

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75% of Items found or more:

Before Samus departs, she sheds her Varia Suit. We get a fifteen-second shot of her in her bodysuit. This is the same bodysuit she wore in Metroid: Zero Mission, only in glorious 3D.

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100% of Items found:

After the final results, we see a shot from the orbit of Aether, and a collection of blue particles come together to form a human figure.

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## 9. STANDARD GUIDE STUFF

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### 9A. Legal =

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This FAQ was made 100% by me, and is Copyright 7 2004 Scott "Cyriz" Zdankiewicz. You may not take it in whole or in part and claim it as your own. You may not alter it in any way, even if you ask me first, and that includes putting it in HTML format. Please don't 稚 post this on your site unless you have express consent by me. 致 I put a lot of time into this. Give me some credit...

Currently, the following sites have permission to post my FAQ:

www.gamefaqs.com  
www.gamewinners.com  
www.cheatcc.com  
www.ign.com  
www.game-revolution.com

I'm not going to allow people with small personal sites to post this FAQ. They may post the link on GameFAQs with all the MP2 guides, but, trying to keep updates, well, updated, I'll only allow large committed sites that I trust.

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### 9B. E-mail Guidelines =

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If you wish to e-mail me, be sure to follow these guidelines...

- Make ABSOLUTELY sure I haven't already answered your question in the guide.
- Make sure it has something to do with Metroid Prime 2. I don't want spam, chain letters, offers for friendship. Compliment me on the FAQ all you want, though...
- Make sure you say Metroid Prime 2 at one point in your e-mail. I have more than one FAQ, and asking a generic question such as "How do I kill the last boss?" doesn't tell me much.
- Spell correctly and use proper grammar, please. If I can't understand your e-mail, it'll go to the junk pile...

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### 9C. Credits =

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CJayC and Al Amaloo for having this on their sites.

My buddy bananagirl for an uber-sexy ASCII title.

Tardis, Alan MacDougall, linkk98, Bread Muncher, Nicholas Passy, Mark57057, Peter Buchanan, and LightGiver for some extra information, including one-time scans, boss strategies, and other little stuff I missed. (Those of you whining about your credit, this is it. Tardis gave me a ton of good stuff, so he's singled out)

Retro Studios and Nintendo for this fine and awesome game.

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9D. Version Updates =  
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Version 0.5 - 11/28/04 - Finished up to defeating the Torvus main boss.

Version 1.0 - 11/30/04 - Walkthrough and Item Collection complete. One-Shot List, Quick Checklist, and Multiplayer Info soon to follow.

Version 1.1 - 12/5/04 - One Shot List and Quick Checklist are up.

Version 1.2 - 1/3/05 - Corrections on some parts of the One-Shot List. I've also received some strategies on bosses, but I'd like to try them myself before just putting them in.

Version 1.3 - 5/21/05 - All right. Since there's already a perfectly fine guide on Multiplayer up on GameFAQs, I'm sacking it.

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9E. The Final Word =  
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There's something about Samus. Never has a woman been so sexy while showing so little.