

Metroid Prime 2: Echoes FAQ/Walkthrough

by Banjo2553

Updated to vFinal on Sep 12, 2009



|||| FAQ/Walkthrough ||||
||| by Banjo2553 ||||
||
|

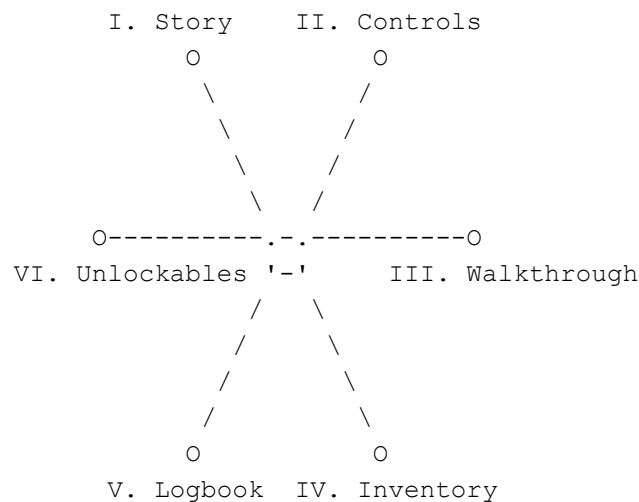
Welcome to my Metroid Prime 2 FAQ. Sorry if I get a little fancy in this. :p
Anyway, like my other Metroid Prime FAQs, I'll have the basic walkthrough which covers all items and scans to get 100%, a seperate section to find any expansions, (including check boxes to make sure you have them) a Logbook section, and some miscellaneous other stuff. Well, enjoy!

ʝ

CURRENT VERSION STATUS:

The FAQ is complete. Won't add anything else for now.

Table of Contents



-----O
II. Controls |// Legal Notices
|
O a. Menu/Map Controls |The words in this FAQ are copyrighted. Do not
b. Game Controls |copy this FAQ and claim it as your own, or else
c. Visor Setup |you'll meet severe penalties. ONLY GameFAQs,
|Neoseeker, and SuperCheats are allowed to host

-----O	and display this FAQ. My e-mail is:
\ III. Walkthrough	
\ ___O a. First Contact	gmaster2647@gmail.com
b. Discovery	
c. The Wastes	You can e-mail me for questions, comments, and
d. Infiltration	suggestions, just make sure your email is as
e. Worm Infection	coherent as possible.
f. Bogged Down	
g. Deepest Torvus	
h. Maggotry	
i. The Sanctuary	
j. Hive Peril	
k. Quad-daddy	
l. Final Hunt	
m. Extermination	
-----O	/ Credits
\ IV. Inventory	
\ ___O a. Suit Upgrades	Nintendo - For being an awesome video game
b. Expansions	company
-----O	Retro Studios - For picking up the Metroid
\ V. Logbook	franchise and making a totally awesome revival
\ ___O a. Creatures	
b. Research	You - For reading this FAQ and playing the game
c. Lore	
	Devon - For pointing out a loophole on my Legal
	Notices. Thanks for the help!

STORY

The story is taken from the instruction booklet. Enjoy.

Once, long ago, a race of creatures called the Luminoth settled on planet Aether after many nomadic generations spent roaming the universe. They carved out a peaceful existence there, coming to know the land and animals bathing in the power of what they called the "Light of Aether." To prolong the lifetime of the planet, they decided to harness this light by building Energy Controllers that would be housed in holy temples. They built three of these temples, one in each of their settlements, and linked them to their most sacred place, the Great Temple. A golden age of peace and prosperity blessed them, and they were content.

The peace would not last, though. They tracked a meteor on a crash-course with their planet, and could do nothing but watch as it approached. The meteor's strike scorched the earth, case the seas into convulsions, and spread a veil of darkness over all that the Luminoth knew...but that was not all. The explosion and the energy from the meteor opened up a dimensional rift in Planet Aether, spawning a second planet that existed in a different dimension. Dimensional rips soon bloomed on Light Aether, and an evil race of dark creatures ventured forth, spreading violence. The Luminoth named these creatures the Ing, and soon created portals to follow them into a world they would come to know as Dark Aether.

This twin planet, which had given birth to the Ing Horde, was a poisonous mirror of their own, and the Luminoth retreated from its damaging effects. Over time, however, as the Ing continued to make war on Light Aether and began to

possess both creatures and friends, the Luminoth had to return and fight. They set up beacons of light that acted as protective oases against the dark creatures, and fought tooth and nail against the Ing. The war raged, and a stalemate soon became apparent; the Luminoth could not defeat the Ing on Dark Aether, and the powerful light of Aether was too much for the Ing to overcome.

The stalemate could not last forever. The planet's energy had been divided between the light and dark worlds, and both sides wanted to control it. The Luminoth created an Energy Transfer Module designed to absorb the energy from Dark Aether, only to have it stolen and used against them. Their temples fell one by one, until only their last, the Great Temple, remained. With only enough planetary energy to support one world, this temple was all that stood between Dark Aether completely eclipsing Light Aether, eradicating the last of the Luminoth...

Into this conflict came a new factor. A Federation ship chased a Space Pirate vessel onto the surface and engaged them, only to be attacked and decimated by the Ing. After losing contact with the troops, the Federation suspected the worst. Unwilling to abandon all hope, they sent an urgent message to Samus Aran...

_____/

CONTROLS

|/ Menu/Map Controls

|

- |START/PAUSE: Bring up pause menu, resume
- |Control Stick: Rotate menu, map, or zoomed in object
- |D-Pad: Not used
- |C-Stick: Move menu or map
- |A Button: Confirm menu choices, access World Map from area map
- |B Button: Go back, exit map
- |Y Button: Toggle "Key" for menu or map
- |X Button: Activate zoom in feature for scanned items and inventory, switch
| between light and dark worlds in-map
- |L Button: Zoom out
- |R Button: Zoom in
- |Z Button: Bring up map, exit map

|/ Game Controls

|

- |START/PAUSE: Bring up pause menu, resume
- |Control Stick: Move Samus, move view around (while in free-look)
- |D-Pad: Change visors
- |C-Stick: Change beams
- |A Button: Fire, lay Bomb in Morph Ball mode
- |B Button: Jump, hold while in Morph Ball mode for Boost Ball
- |Y Button: Fire Missile, lay Power Bomb in Morph Ball mode
- |X Button: Switch between Visor mode and Morph Ball mode
- |L Button: Hold to Lock-on
- |R Button: Hold for free-look
- |Z Button: Bring up map

|/ Visor Setup

|

- |Top left of the visor contains a radar. This helps detect dangerous life-

|forms surrounding Samus. Really useful for a certain boss battle in the game.
|Top right of the visor contains a mini-map. It just shows the room you're in,
|nothing special. Left of the visor has a danger meter. It goes higher the
|closer you are to volatile substances or enemies. Just below the mini-map is
|your Missile count. Top number indicates how many you have, while the bottom
|number indicates how many you can carry. Below that, on the right, shows your
|Beam ammo capacity for both Dark and Light Beams. A meter shows you how much
|ammo you can carry for both, and the numbers below indicate how much ammo you
|currently have. Top of the screen shows your life. Both the number and the bar
|shows how much energy you have for that specific energy tank, and the squares
|show how many energy tanks you have. Bottom left and right sections of the
|screen show you the visors and beams you have, respectively.

WALKTHROUGH

This FAQ will help you get all scans and items as soon as you can get them conveniently. This is also done in Normal mode, though there's not much of a difference. Anyway, I hope you enjoy it!

```
O-----  
////////////////////  
// First Contact ////  
////////////////////
```

Watch the opening introduction. I insist, it's quite interesting. :P At any rate, once you gain control, turn around and scan the ship you just came out of. (Scan by pushing left on the D-Pad to switch to Scan Visor, target something, and hold L. Whenever you want to read more of an object, press start.) Now, turn back around, target the green pod on the webbing, and shoot it. Keep doing this for all webbing you come to until you get to a door. Enter any of these energy-encased doors by simply shooting at them.

Go through this next weird hallway, and go right at the junction, because the left is blocked off. You'll see Samus drop down a long shaft into a gas-filled chamber. Thankfully Samus doesn't have to breathe that stuff. Not much you can do here other than start scanning. Scan the gate ahead, then scan the red conduit. This will make the door locks open, so you can shoot them down to open the gate. Head through and you'll find another obstruction. Follow the cords to the wall nearby, and you'll find another red conduit. Scan it to open the obstruction. In this next room, touch the orange hologram to get a map of the immediate area. I say that because what you see on the map after it's uploaded is not the full area. Don't worry, there's another map ahead after this part. Continue, shoot the green pod, and enter the door.

OH GEEZ! So...is that where all the GF troopers went? Nah, there's gotta be more. Still...gross. Kill the Worker Splinters if you want, but they won't harm you. Just shoot the green pod high up to continue. Ah...really? More dead troopers? There are two Trooper logs you can scan nearby. Just look for red-highlighted troopers when you have the scan visor on. Anyway, get the scans, Morph Ball under the obstruction, and move to the other side, where you'll find a small opening. Morph Ball through there until you reach a gate. Bomb that, and head through to a small room filled with corpses. Damn...

Look around to the back of the room and you should find a Bomb Slot. Scan it, then go into Morph Ball mode (X), plant a Bomb, and make it explode on you to do a Bomb Jump. Steer the Morph Ball into the slot while in a bomb jump, then lay a bomb again to activate the slot. A control center has activated back at the entrance of this room! So go there, but wait...what the sh-zombie attack?

That cannot be... Scan them...oh, something's possessing them? Still creepy. Shoot them down, it shouldn't take many shots. But remember to strafe around their machine gun shots...it can hurt. Once they're gone, use the Morph Ball through the tunnel again. More of them? Damn, take them out. One missile can also kill them instantly, so if you need to, use them. Missiles can be fired with Y.

Music has stopped, so I guess they're gone. Morph Ball under the obstruction, and scan the control center to open the obstruction. More of them!? Take them out and follow the new tunnel into the next area. There are some crates in here, so shoot them to pieces if you need health or ammunition. Most crates do have this stuff to pick up, so be vigilant. In any case, head through to the next room, which is really foggy. So foggy you can barely catch a glimpse of a figure opening a purple portal and entering it. Hm? Who could that be? I know it's not safe to jump into unknown portals, but jump in there anyway. Watch the rather dangerous cutscene as Samus gets most of her equipment stolen. Ah no! Well, at least you still have your Varia Suit, Morph Ball, and Charge Beam. Those were taken away from you in Metroid Prime 1.

Continue on ahead, back in regular Aether, until you get to a dead-end. Hm. Start shooting the green pods until you find a tunnel and a spot that needs to be bombed. Go through the tunnel, we'll go for that bomb-spot later. Take down the Dark (zombie lol) Troopers, then enter the door past some crates to spot a Save Station. This is your form of saving in the game; just step into one and you'll save. Exit, and continue through the door on your right. You should see an elevator. Scan the conduit beside it, then touch the hologram to move up. You should see a junction. The right path leads to a similar obstruction like the one back near the Landing Site. It's actually the same one, but we'll open it soon. Take the left path.

Scan the conduit to open the locks, then shoot them off. In this new area, put on the scan visor and move toward the red-highlighted conduit. Turn around and look up to see what looks like a gate in blue. Scan it, then scan the conduit. Cool, we can continue. Keep the scan visor on, as there is a Green Kralee to scan up ahead, some Splinter cocoons, and ultimately, Splinters. Once you take down all the scans, continue upwards from the right side. As you curve around, you'll notice you'll get to a drop-off point. Turn left and scan the conduit to open the locks way up top. Aim at the locks and shoot them down, and the bridge will fall down so you can cross it. Enter the next room.

Scan the fallen soldier in the debris, then Morph Ball through the tunnel. Exit out into the next area, a slightly larger area than you've been in before, and you'll see that crate that got carted off arrive here. Head forward towards the door with a hologram to get ambushed by Splinters. Take them out, and look for a conduit to scan. This will lower the crate, but the winch fails midway. You'll have to lock-on to the strained part of the winch's line and shoot it to break it, making the crate fall where it's supposed to. Now hop on the crate to access the door up ahead.

Inside, look straight up and scan the gate. Continue, and scan the control unit to the left to raise the gate up ahead, but also block the way back. Hmph. Can't scan it again to change the gates either, so we'll have to wait until we get the Space Jump Boots again. Blast the Splinters and enter the next area. This room is made up of a few floors, but we can only go down the lowest floor for now, so don't worry about anything. Blast some more Splinters and you'll come to a dead trooper and a conduit. Scan the dead trooper for a log, but if you want, you can scan the conduit. It's not required, and it just attempts sending an S.O.S. signal, but fails. Continue on and you'll have more Dark Troopers to kill...as if they aren't dead already. Enter the next area.

Keep going until you see some Splinters. Stay where you are, the GF Turret will gun them down. Since you're back here, scan the turret. You'll have to shoot it down unfortunately, because it somehow sees you as an enemy. Look around near the gate to find a Morph Ball tunnel, so go through it. In this little corridor, scan the conduit and the dead trooper there, then get back and roll through the gate as it goes up (yes, as Morph Ball). Enter the door. In this next area, simply run until you get a cutscene. Samus interfaces with a computer, and she is shown a video of what happened to the GF Troopers. Unfortunately, they are all dead, though we kinda suspected it, didn't we? Well, she finished the original mission she came for, but what about that encounter with the dark doppelganger? What of that strange dark world she stepped into? And what of those dark creatures? Seems there's more investigating to do. Besides, might as well kill time; Samus's ship is still repairing itself.

***NOTE: There's a glitch right here in this room that'll let you get 101% items. When you first enter GFMC Compound, before you trigger the cutscene, you can actually get up onto the higher ledge. Simply look for the slanted grey rock nearby, and either face it or look towards where you entered, and hold L. Now start running toward the slanted grey rock, and push up and towards the direction of the slant. If done correctly, you'll slide right up there. If you go to the crate where the Missile Launcher is kept, and collect it, and then activate the cutscene, the Missile Launcher item will respawn, allowing you to collect it again. This gives you 2%. Now, you can continue the game as normal, and when you get all items, you'll end up with 101%. You'll get the same ending as in a 100% ending, and you'll still have a maximum of 255, but when you finish the game, you'll see both on the game file select and in-game that you got 101%. Kind of a neat little glitch, actually.

|/ SCANS ACQUIRED (* means the category is completely filled)

|
|Research:

| Bomb Slot (Mechanisms, Systems)
| GF Bridge (Mechanisms, GF Security*)
| GF Gate Mk VI (Mechanisms, GF Security*)
| GF Gate Mk VII (Mechanisms, GF Security*)
| Samus's Gunship (Mechanisms, Vehicles)
| Splinter Cocoon (Biology, Cocoons)

|
|Lore:

| GSGT C. Benet (Trooper Logs, Force Two)
| PFC L. Brouda (Trooper Logs, Force Two)
| PFC M. Veroni (Trooper Logs, Force Two)
| SPC B. Reeves (Trooper Logs, Force Two)
| SPC M. Angseth (Trooper Logs, Force Two)

|
|Creatures:

| Dark Trooper (Dark Aether, Darklings, Darkling Offworld)
| Green Kralee (Aether, Ground, Surface Prowlers)
| Growler Class Turret (Aether, Mechanoids, Stationary)
| Splinter (Aether, Ground, Predators)
| Worker Splinter (Aether, Ground, Tunnel Prowlers)

|
|Total scans: 7%

|/ ITEMS ACQUIRED (None)

|
|Missile Expansions: 0/49

|Energy Tanks: 0/14
|Beam Ammo Expansions: 0/4
|Power Bomb Expansions: 0/8
|
|Total items: 0%

O-----
////////////////////
// Discovery //////////
////////////////////

Well, after the initial mission, it's time to explore and figure a way out of here. First of all, let's get some added weaponry here. Shoot a charged shot at the giant yellow crate to reveal the Missile Launcher item! Huh? Alright, now let's...oh no. Dark portals? Looks like we're getting ambushed by Dark Splinters! They shouldn't be too hard...just use Missiles occasionally. If you run out of Missiles (which is likely), just use charged shots. Make sure to scan one as well. If you didn't, well, there's plenty of chances to get it. Once the battle's over, start scanning all of the dead troopers and the ship itself. Step inside the ship, and scan the door in front of you to open the Map Station. Grab the whole area map now. See how huge this place is? And that's just one of the areas in this game.

At any rate, exit the ship through the blown-out hole on the side. Follow the path, and when around the corner, scan the illuminated panel on the floor, the dead soldier, and then the conduit. This will turn the panel into an active Kinetic Orb Cannon. Simply roll the Morph Ball into the hologram to activate it. After getting shot across, un-morph and jump down to the red door. Red doors can be taken out with a single Missile, so fire one at it and continue. Thankfully you don't have to keep firing Missiles at the door just to get through it. Once you break the shield, it turns to a regular door. (There's a Morph Ball tunnel to the right that leads to a yellow door, but we can't open it yet. Just keep it as a reminder.)

Scan the dead trooper to your left before falling down the Morph Ball shaft on the right. You'll encounter War Wasps! Scan one and kill them. Now look up for a conduit to scan. This will activate another Orb Cannon. Get shot back up to the other side to continue. In this next room, the Sacred Path, scan a War Wasp Hive and immediately start destroying the hives with Missiles. You don't want War Wasps to constantly bother you here. However, there's one hive you probably can't reach from here, but eh. Most of the hives gone is better than not doing anything about them. Now look around with the scan visor to see a structure highlighted in red. Fire a Missile at it to weaken it, then head to the peculiar panel on the ground, look for a conduit, scan it, and get shot up to the structure to break it. Follow the path until you emerge at the top. Enter the door.

Inside is an elevator. Take it up to the top after activating it by scanning the conduit. Your Hint System may turn on right about now, pointing you to a Save Station nearby. I guess it's helpful, because it's easy to miss if you don't look at the map. Enter the door, and prepare to scan a flock of Sandbats. They come quickly, but if you don't get the scan, there's another chance later on. A hint to get the scan easily, just point your scan visor downward and a bit to the right. The Sandbats will fly to where you point, so it'll be easy to get the Sandbat scan and not pick up anything else that might be in the way. Use the Morph Ball to enter the Save Station area and save. There's a reason why one is here...

Exit the Save Station room and continue. In this weird central chamber, step forward...to be locked in for combat! This isn't exactly hard, you just have to

fight some Dark Splinters before encountering the big one...the Alpha Splinter.

MINI-BOSS: Alpha Splinter?

Scan this while you can; it's a one-time thing. I'd recommend scanning before shooting it. This little guy can be tough, as he can predict where you're going to end up if you're moving before he jumps. Simply watch his actions and turn the other way as soon as he jumps to fool him. Fire at him a few times and a dark cloud will appear and possess it.

ACTUAL MINI-BOSS: Dark Alpha Splinter

You'd expect the dark version to be tougher after what you encountered with Dark Splinters, but ironically, it loses its prediction ability when jumping at you, making it easier to avoid him. He also spits at you, so just jump to avoid. He does have a lot of health, and does a bit more damage than normal, but you can take him. You might have a tired thumb when this boss is over, though. (Especially if in Hard, damn...) Oh yeah, scan him as well, it's another one-time scan.

After the battle, an orb of light will exit the Dark Alpha Splinter and merge with you when you touch it. Your suit does an emergency scan, but it appears to be harmless. Hm. At any rate, go straight ahead through the door. Scan the conduit, take the elevator, and go through the door to enter the top. Watch the cutscene where U-Mos is introduced, the last conscious Luminoth. (The others are dead or in stasis.) He tells what happened to their world of Aether, that you must stop the dark creatures they named "Ing", and restore their planet to their former glory. You have no choice either, your ship's still repairing itself, the Ing plan to target other planets, and even if you did get your ship running, it's likely impossible to escape the atmosphere at this moment anyway. He also mentions that orb of light is the Energy Transfer Module, which allows you to transfer planetary energy from Dark Aether to Aether. Cool. To top it off, he upgrades your translator to read Violet (or purple) holograms.

Once the cutscene's over with, scan U-Mos, the Energy Controller, and the Lore hologram behind you. Now return back to the Temple Sanctuary, and scan the door with the violet hologram to continue. Scan the light enemies here and blast them, go through to the elevator room. Go down the elevator, enter the door, scan the other door to make it go down. Ah, you're back here again. If you move out a bit, you'll get ambushed by some Splinters, and dark clouds will appear to possess them. If you're quick though, you can kill the Splinters before they get possessed, making this fight a little easier! See the red door here? Break it and enter to find an enclosed room with an ENERGY TANK. Awesome! Now your health has increased.

Look at your map. We're going to backtrack to Hive Transport Area. In there, scan the hologram door to open the way, open the regular door, and scan the next hologram door again to gain access to the Landing Site. This is for later. And besides, why not save here? Just get on top of the ship via the platforms to the left. Now that a shortcut to your ship is opened, head back to Industrial Site. Scan the hologram door there to open a path to Agon Wastes, the next area. Scan the dead Luminoth there too. Enter the next few rooms until you enter Transport to Agon Wastes. Before taking the elevator, look around for some webbing. Shoot the green pod to get rid of it, then go past it to find a MISSILE EXPANSION. Now, go to the cliff edge, and look around for a hologram to scan. It's another Lore. NOW activate the elevator and go down to Agon.

|/ SCANS ACQUIRED

|

|Research:

- | Energy Controller (Aether Studies, Aether)
- | GFS Tyr (Mechanisms, Vehicles)
- | Kinetic Orb Cannon (Mechanisms, Systems)
- | War Wasp Hive (Biology, Cocoons)
- | U-Mos (Aether Studies, Aether)

|

|Lore:

- | CAPT. A Exeter (Trooper Logs*, Force One*)
- | LCPL J. Brode (Trooper Logs*, Force One*)
- | J-Fme's Testament (Luminoth Lore, Keybearer Lore, Cadre 2)
- | Origins (Luminoth Lore, History, Golden Age)
- | Our Heritage (Luminoth Lore, History, Golden Age)
- | PFC E. Denys (Trooper Logs*, Force Two*)
- | PFC G. Haley (Trooper Logs*, Force One*)
- | PFC I. Crany (Trooper Logs*, Force One*)
- | PFC S. Milligan (Trooper Logs*, Force One*)
- | SPC F. Triplette (Trooper Logs*, Force One*)

|

|Creatures:

- | Alpha Splinter (Aether, Ground, Predators)
- | Dark Alpha Splinter (Dark Aether, Darklings, Darkling Ground)
- | Dark Splinter (Dark Aether, Darklings, Darkling Ground)
- | Lightflyer (Aether, Flying, Small Flyers)
- | Sandbats (Aether, Flying, Small Flyers)
- | War Wasp (Aether, Flying, Small Flyers)

|

|Total scans: 17%

|/ ITEMS ACQUIRED

|

- |Missile Launcher
- |Energy Transfer Module

|

- |Missile Expansions: 1/49 (10 Missiles)
- |Energy Tanks: 1/14
- |Beam Ammo Expansions: 0/4
- |Power Bomb Expansions: 0/8

|

|Total items: 4%

O-----

////////////////////////////////////

// The Wastes //

////////////////////////////////////

Heh, right in the elevator room is a scan you can get. Look around for the Agon Bearerpod. There are at least two of them in here. Exit the elevator room. In this next room, scan the Lumites flying around and kill them. Continue forward and scan the Sandgrass before entering the next room. Welcome to the Mining Plaza. Don't like the desert landscape? Too bad, this is what the entire Agon Wastes is going to look like except for a certain base nestled in this area. Drop down to the large area in the ground and a Sanddigger will show up. Scan it and shoot both its eyes off to kill it. Continue forward, shoot open the red door, and enter to find a Save Station! Yay! There's also some more Sandbats here and in the Mining Plaza, if you didn't get the scan earlier ago. Exit Save

Station A from where you came in, and go right. Kill the next Sandigger, then start climbing up the ledges on the right. When you get to a rock tower, lock-on to it, and fire a Missile. Walk across the newly-formed bridge. Ignore the Amber hologram for now, and Missile the next rock tower. Continue climbing up as you make a U-turn to get onto the ledge where the Bearerpods are. Jump across to the left, go over the bridge, and enter the door.

Just go through the Morph Ball tunnel, ignoring the center structure for now. In the next room, you'll first encounter Space Pirates. Scan one before fighting them. They aren't as much of a threat as they were in Metroid Prime 1, these are quite dumb for some reason. Once the Pirates are gone, look around for a place to jump up to on the right. Climb these ledges, ignoring the blue door, and scan the Brizgee. Shoot a Missile at it then shoot it down, then jump up to the pillar. Jump across the pillars to the top. Kill the other Brizgee, then follow the ledge to the left. Jump across the sand flow, kill the Brizgee, and knock down the rock tower with a Missile. Blow up the red door and enter it. Scan the Shriekbat in this tunnel before moving on. Now that you're in the Agon Temple, step into the large arena for a small boss fight...

BOSS: Alpha Sandigger

Yep, you get to fight a larger Sandigger. Scan it immediately before it gets possessed. Dodge it and its spit until it gets possessed.

ACTUAL BOSS: Bomb Guardian

As the name suggests, this creature holds your precious Morph Ball Bomb ability. Scan it. Due to possession, the Sandigger now loses its second head, replacing it with a rather sensitive tail. Its remaining head is no longer vulnerable, except for when it opens its mouth. It also shoots bombs at you. It can fire one at a time, in a spread, or fire a ton of them like a fountain. It can even lay them behind itself. To kill this beast, you must fire at its tail until its head starts glowing. Fire a Charge Shot at the head to damage it. It takes about four Charge Shots to kill it, so this guy shouldn't be too hard.

Now that you have the MORPH BALL BOMBS, you can explode the barrier blocking your way forward, and go to the next room. Activate the Bomb Slot to twist the room around to the other side, and enter into the Energy Controller room for this area. Move around behind it to find a weird hologram and a dead Luminoth beside it. Scan the hologram to activate the Luminoth's message. He'll tell you about Dark Aether, the dangers of it, and will also upgrade your translator. Awesome, now we can read Amber holograms.

Now that we got the new translator upgrade, there's a hidden area on the west side of this room. Look around and you'll likely find a small side tunnel with an Amber hologram Lore. Now head back to Mining Station A. Open up the Amber door on the upper level. Head through it, and grab the MISSILE EXPANSION. Now, head to Mining Station Access. While in the center structure, plant a Bomb to destroy the sand block and drop into a Orb Cannon. It'll shoot you up to an enclosed room with an ENERGY TANK. Now enter Mining Plaza. Cross the bridge and look down. Scan the hologram for a Lore, then drop to the right and open the hologram gate. Bomb the rock blocking the tunnel and go through it to find the Map Station. Get the map, and scan the weird blue plant. It's a Blueroot Tree, and you may have seen parts of this similar tree in other areas, but it doesn't make sense that you can...walk through them. Oh well.

Head back to Mining Station A, and take that door I told you to skip earlier.

In this next small room, you should see an Orb Cannon. Go into it and move over the wall here. Turn around and move the Morph Ball behind the dead Luminoth for a MISSILE EXPANSION. Continue on. In Portal Terminal, you've got a bit to do before you can go anywhere else. First, you have to fight off some Pirates, then you fight Dark Pirates. Scan one. This fight can be a bit hard, since Dark Pirates pack a punch. If you need to, take cover where you first entered. Once they're all gone, a Bomb Slot at the far end will open up. As you go up the ramp, look to your left for a hologram to scan. (I'll refer to the holograms as lores from now on, and the gates with holograms "gates".) Activate the Bomb Slot to activate an elevator nearby. Take it with your Morph Ball, and bomb the obstruction at the top. This will also create a platform to jump across. Do so.

Take the next Morph Ball elevator, and bomb the next obstruction. Jump across to the other side, but before entering the Morph Ball tunnel, look for a Pill Bug to scan. You encounter Pillbugs a lot during the game, but this is surprisingly the only time you can scan them, so make sure to get the scan. Once it's acquired, get into the Morph Ball tunnel, and go through it. Bomb the last obstruction and the sunlight will power the Portal Terminal. Head back to where the Bomb Slot was, and scan the weird gray object there to activate a purple portal. Watch the cutscene, and you'll end up in...Dark Aether! Yep, the atmosphere is poisonous. You'll lose 5 energy per second while exposed to it, (Yikes!) so be sure to always stay protected in those light bubbles.

Before moving on, scan the BladePods around you. Now, move forward to the next light bubble. AS you sit here, you may notice your health goes back up. Yep, these "safe zones" restore your health slowly, so if you're in a pinch, it may be wise to just rest in a safe zone for a few minutes. While you're here, scan the Light Crystal and Light Beacon, the shining orb in front of you. Light Beacons act like the Light Crystals, except you only get a temporary safe zone when you shoot one. So you'll have to keep shooting it to keep it up. Shoot the Beacon, walk forward into the safe zone, then into the next perma-safe zone. Activate the Bomb Slot and it will open the gate ahead, plus open the same gate in normal Aether. Transdimensional activity FTW!

Uh...anyway, continue into the next room. Just be careful. In this next room, rush to the next perma-safe zone. Don't bother shooting the Beacon, it'll take too much time to aim at it. Anyway, scan an Inglet here and kill them. Wait for some of your energy to replenish, shoot the Beacon ahead, and move forward. Open the red door with a Missile and enter the next room. Keep going, shooting down any Inglets in your path, activating Beacons, until you get to a...Save Station! Yay! Before saving though, look up and to the left to see a flock of Nightbarbs. Scan one then save. Continue on. Once in the Duelling Range, move left to the Light Crystal, where a battle will start. You'll have to face Ing Warriors, so scan one. These guys can basically ram themselves into you to attempt to possess you (but can't because you have the Energy Transfer Module), shoot beams of transdimensional energy at you, and swipe at you with their sharp legs. When they shoot the energy at you, just hide behind the Light Crystal and you'll be safe. Once he's gone, head towards the next safe zone.

Turn right here and wait for the Lightbringer to come. It generates a Safe Zone constantly, and it won't harm you, so wait for it to come near, then hide in its Safe Zone, following it to the next one up ahead. Make sure to scan the Lightbringer as well. This and the next one only appear at this time. They disappear afterwards. Once at the top, shoot the Beacon and go over there. Wait for the next Lightbringer and take it to the next room. Take the Morph Ball tunnel here. Note the central structure here, but we can't get that Missile Expansion until much later in the game. So continue. In the next room, shoot the Beacon for a safe zone, then head to the safe zone in the middle of the arena there...

BOSS: Jump Guardian

This boss is a Warrior Ing with the Space Jump ability, so you guessed it, we are getting the Space Jump Boots back. Scan the guy. This thing basically acts like other Warrior Ings, but instead he jumps around a lot. Whenever he's about to jump, he projects a barrier around himself: He's impervious to attacks at that time. Whenever he lands from a jump, a shockwave emerges from him, so either stay away or prepare to jump when he lands. The Jump Guardian shouldn't be that difficult.

Once he's gone, you'll be able to acquire the Space Jump Boots! Grab them and you'll be able to escape Dark Aether! There's one last thing we should do first though. Find a ledge to Space Jump up to (I'll refer to the Space Jump as the double jump from now on), then keep climbing. Ignore the blue door for now, as we're not ready to exit Dark Aether just yet. Jump up to the Beacon and activate it, then turn around and look up. Shoot the Beacon up there and double jump up there. Follow the path around, shooting the Beacons, and shoot open the red door. Head through this tunnel out into the Dark Agon Temple. A gate in front of you says that you need three keys in order to access the Temple. Well, luckily there's a key in this very area. Head to the left to the Beacon there, refill some energy, then continue to the next Beacon. Next to this Beacon is a door. Enter it and you should find a weird glowing thing. This is a key that we need! Collect it, then exit the temple. Go all the way back to the Judgment Pit and enter the door I told you to skip.

This is gonna be nerve-wracking but...move quickly, destroy the Lightflyer, enter the Safe Zone it drops, and get into the Portal Site quickly. Head to one of the Light Crystals and stay there to regenerate your energy. Head to the Portal generator and scan it to bring up a Light Portal. Before entering though, scan the portal. For some reason, other Light Portals won't give you this scan, so make sure to get it here. Time to exit Dark Aether for a while...

You'll get ambushed by Pirates when you get back to Light Aether. Take them down, then enter the blue door that's now available. In Transport Center, activate the Bomb Slot to open up the way forward, and allow you to collect a MISSILE EXPANSION. Now in the next room, which is Save Station A, wait for the Sandbats to clear out, then Morph Ball through the sand tunnel. Save.

|/ SCANS ACQUIRED

|

|Research:

| Agon Bearerpod (Biology, Plantforms)
| Bladepod (Biology, Ing Storage)
| Blueroot Tree (Biology, Plantforms)
| Sandgrass (Biology, Plantforms)

|

|Lore:

| Light of Aether (Luminoth Lore, History, Golden Age)
| Light Portal (Aether Studies, Dark Aether)
| Paradise (Luminoth Lore, History, Golden Age)
| Saving Aether (Luminoth Lore, History, Golden Age)

|

|Creatures:

| Brizgee (Aether, Ground, Surface Prowlers)
| Dark Pirate Trooper (Dark Aether, Darklings, Darkling Offworld)
| Inglet (Dark Aether, Ing)
| Jump Guardian (Dark Aether, Guardians, Sub Guardians)

| Lightbringer (Aether, Ground, Surface Prowlers)
| Lumite (Aether, Flying, Small Flyers)
| Nightbarb (Dark Aether, Darklings, Darkling Flyers)
| Pillbug (Aether, Ground, Tunnel Prowlers*)
| Pirate Trooper (Offworld, Pirates)
| Sandigger (Aether, Ground, Predators)
| Shriekbat (Aether, Flying, Large Flyers)
| Warrior Ing (Dark Aether, Ing)

|
|Total scans: 28%

|/ ITEMS ACQUIRED

|
|Morph Ball Bomb
|Space Jump Boots
|Dark Agon Temple Key 1

|
|Missile Expansions: 4/49 (25 Missiles)
|Energy Tanks: 2/14
|Beam Ammo Expansions: 0/4
|Power Bomb Expansions: 0/8

|
|Total items: 11%

O-----
////////////////////
// Infiltration ////
////////////////////

Head to Mining Station A and into the upper level. Get to the river of sand and double jump to on top of the statue. Now jump into the tunnel nearby. Follow it, and scan the lore and the conduit. Now head back and head through the door that just opened. In here, be vewwy vewwy quiet, we're hunting for Pirates. Hehehehehe.

...Anyway, look for a Phazon container by some Pirates. If you fire a Missile or Charge shot at it, it will explode and kill all the Pirates. YES. Just make sure you don't aim within the crosshairs that are on the nearby Pirate, or else you will fire the Missile at the Pirate. The next area is the Central Mining Station, be prepared for a big gunfight with a lot of Pirates. Walk forward and HERE COME THE SKIFFS! Scan one, quickly. This is the only time you can get the scan, other than another scene in Torvus. Once you take down the first wave, you'll face another wave. Just two, eh? Take them down. After that wave, a couple of Pirates will man turrets. Ouch! Scan one and take refuge somewhere. Make sure to scan one, this is the only time you can get it. Take these down with Charge Shots and Missiles. It shouldn't be extremely hard to dodge the shots.

Once the battle is over, the way forward will be open. Open the door and continue...wait, what? There's a door we can't open. So...go back a bit. Oh! There's some cracks in the floor. Bomb them to go under the floor. Follow the tunnel there. Once in the Command Center under the floor, head forward, waiting for the electricity to stop. If you look above, you'll see Pirates entering a dark portal. If you look to the right, you'll see a path going off to the right. Take that and you'll grab a MISSILE EXPANSION. Now go back and take the other way, carefully. You'll eventually escape out of there, ready to kick some ass with the remaining Pirates. Once they're all gone, you've got quite a bit of data plundering to do, so whip out your Scan Visor. Scan EVERYTHING that's red.

Once you got all the stuff, scan the conduit to activate the elevator. Get up it and prepare yourself for more Pirates. A Pirate will appear in front of you after walking a bit, so take him out. Look out on your right side as you move as well, as a Pirate is hiding in that glass windowed room. Shoot him through the broken glass and kill him. Enter the next room. As you walk forward, the gate will suddenly close and a dark figure will plummet to the ground. ...What is this thing? It looks just like Samus. I guess we can call her...Dark Samus. Anyway, we can't go through the gate, so look right to find another path. Blow open the red door and go through it. You'll end up in the windowed room. Scan the computer here in red and the blast door that was closed will open up. Backtrack and head down through there.

Agh, turrets! Take cover! Scan one, then pop out to shoot each one with a Charge Shot. A fully-charged shot should do the trick on each of them. Once they're taken care of, move along the laser-filled hall. The lasers don't trigger an alarm or anything, but they do hurt. If you need to get a better idea of where you are, simply use your Morph Ball. Makes it easier. As soon as you enter the next room, you'll see another Shrike, but you won't have enough time to get the scan. Damn scanning time. You won't have to worry about it anyway if you already got the scan. (The Shrike is that skiff you saw earlier.)

Anyway, you'll notice in this room that there are contained Metroids all around. If you scan them, you'll notice the treatment the Metroids get from these Pirates. It makes me feel bad for them, kinda. At least until the Metroids decide to snack on your head. They won't for now though, so you're safe from them. For now, head to the elevator on the other side and activate it. Move along the catwalk, kill any Pirates that show up, and when you get to the other side where Metroids are picking at a dead Space Pirate inside a container, here's your chance to get the actual Metroid scan while in safety. So get it. Move around the container to find some computers. One of them is highlighted red while in Scan Visor. Get the scan, then continue.

AS soon as you enter the door, a turret will appear. Just Missile it. Head into the central room and activate the Bomb Slot to continue forward. In this next, large room, you'll be bombarded by Aerotroopers. Scan one and take them down, just be careful of their kamikaze attack. Once they're gone, a computer will activate on the east end of the room. Go there and scan it. This will move the processing racks to their default position. You'll see you'll have to get to the other end and move the racks so you can jump up them to the door up ahead. But first, let's move the racks in the complete opposite direction. Go to the west side. On the southwestern side, see the two red-highlighted spots near the computers? They look like up and down arrows. Scan the left one that's pointed downward three times. These are the Alpha storage racks. Now move to the next set, which is the Delta storage racks. Scan the left one twice here. Now for the last set, the Gamma storage racks. Scan the left one once. Now, go to the rack that you can reach, and double jump up them to reach a ledge with an ENERGY TANK!

Now, head back to the Alpha storage rack control, and move them up twice. Ignore the Delta storage rack control, and move straight to the Gamma storage rack control. Move them down twice, and you should hear a little jingle. Now climb up the storage racks to continue. Climb through the Morph Ball tunnel in the next room. You'll have to do a bit of maneuvering around here the first time. It's fairly simple, you'll have to Bomb Jump your way through this. Eventually the bombs you plant will destroy the generators for the laser barricades down below, so once those are taken care of, you don't have to take the fancy way around anymore! Once on the other side, blow open the Missile door and continue to the Save Station here. Ohhh yes. Before saving though, scan the computer behind it for a Pirate Log. Now save.

Exit the Save Station into the next room. Drop down, take down the turrets, and look around with the Scan Visor for a cracked part of this half-pipe. Missile it and continue. The next room you enter, the door locks, and a mysterious theme plays. Walk around and drop down.

BOSS: Dark Samus

We finally get to fight our dark doppelganger. Scan her. She has a variety of attacks similar to yours. She has a scattershot attack, Phazon Missiles, and a Phazon barrier (damages you when she's close to you, also uses it to deflect Missiles). Just target her and shoot her until half her health is gone. She'll power up and have a Phazon aura around her. At this point, she has new abilities. She has a shinespark technique, where she charges up and rams herself at high speed toward you, and a Super Missile Attack. She can't be damaged while charging her Shinespark and Super Missile. Shouldn't be a big deal, but the fight really gets epic here as her attacks basically tear up the whole room. Be cautious of any fires that start.

Once Dark Samus is defeated, she'll explode into dozens of Phazon particles, and an elevator will activate. Before heading up the elevator, scan the Phazon ore that's in the containers that just broke open. Head up the elevator, and open the nearby door for the DARK BEAM. Yeah! Scan the computer here for another Pirate Log. Exit the room, and look right. Shoot the gate with the Dark Beam. Open the next dark door, open the gate past it, and scan the computer here for another Pirate Log. Continue on back to Command Center. Now that you have the Dark Beam, take out the Pirate Grenadiers first (after scanning one) and activate the portal by firing the Dark Beam at it. Enter.

Now you're back in Dark Aether. Look right to see a Beacon. Just for the sake of the scan, fire a Dark Beam at it to neutralize it, scan it, then fire at it a couple of times to turn it back to normal and activate it. Head through there, shoot the next Beacon, scan the neutralized Light Crystal ahead, then shoot at it a few times to restore it. Get to it. Look around for something to Missile, and scan the crystal that's revealed. Shoot it with the Dark Beam to lower the platform. Climb up, scan the Dark Preed floating around, and jump to the next platform. Now look left. See the key? Double Jump over there and collect it, then go back to the platforms. Take the north dark door.

In this next room, a Warrior Ing will attack. Just wait for it to get close by, and shoot the Phazon containers to kill it. Enter the next room. Kill the Inglets and take a right. Enter the door. Head through by shooting Beacons. Once in the main part of the room, get to the other side, look up, and shoot the crystal with the Dark Beam. Scan the now-Dark Crystal, hop up, then hop up to the next ledge. Shoot the Beacon for safety, then blow open the Missile door. YAY, a save point! Save, then keep going. Go through the Morph Ball tunnel here, then Bomb Jump up. Bomb Jump diagonally to get across the Phazon pit, and enter the next room.

Welcome to the rather large Phazon Site. Go down the elevator. Follow the path to the left that's not covered in Phazon, and shoot the Beacon. Look left and destroy all the crates to unveil another Beacon. Go there. Scan the conduit. Now go back and follow the the southern part of this room. Scan the next conduit. Now, hop up the platforms to the final conduit and open the way forward. When you get to the main part of the Watering Hole, shoot the Light Crystal to activate it and sit in there. Kill the Lumites, scan those Ingclaws that are spewing gas, and quickly run forward, as that added gas HURTS. Blow open the Missile door.

Go left around the Phazon pit in this next room, but be careful of the dark water. Go around to the Beacon on the west side of the room, and look up at the pillars. Shoot both of the crystals with the Dark Beam up there to lower them. Now hop on the lower one, then follow the pillars to a ledge with a dark door. Open it and you'll find the LIGHT BEAM. Sweet. Now, throughout the game, you'll have to constantly keep your Light and Dark Beam ammo up. If you don't have ammo of any beam, you'll have to charge that beam to fire a normal shot. To grab Light ammo, shoot stuff with the Dark Beam. To grab Dark ammo, shoot stuff with the Light Beam. Alright, let's continue. Go back to the Feeding Pit, shoot the Crystal with the Light Beam to charge it, and scan it. Now go to the light door and fire the Light Beam at the nearby Beacon to charge it, and scan it. Now continue.

See the wall with the eye in it? Scan it first, then shoot it with the Light Beam. Shoot the next one. Make sure you have the scan! This is the only time to get it. Enter Doomed Entry. From here, you can take the lower west door, which is the light door. Scan a Darkling Tentacle and take refuge in a Beacon. Enter the Battleground and you'll see the last Key! But wait...it's too easy. Head to the key and it will get taken away. Figures! Time to fight some Warrior Ings. Before fighting them though, scan the...whatever it is that wrapped itself over a door. This is the only time it appears. Now kick some ass with your Light Beam! It should make quick work of them. If you run out of ammo, shoot some BladePods with the Dark Beam to get some back. After they're all gone, (you'll face about 6 Warrior Ings) you'll be able to grab the last Key! Yay!

|/ SCANS ACQUIRED

|
|Research:

| Dark Lift Crystal (Luminoth Technology, Lift Crystals)
| Energized Beacon (Luminoth Technology, Light Beacons)
| Energized Crystal (Luminoth Technology, Light Crystals)
| Ingclaw (Biology, Darklings)
| Ing Webtrap (Biology, Darklings)
| Light Lift Crystal (Luminoth Technology, Lift Crystals)
| Nullified Beacon (Luminoth Technology, Light Beacons)
| Nullified Crystal (Luminoth Technology, Light Crystals)
| Phazon (Aether Studies, Dark Aether*)
| Pirate Skiff (Mechanisms, Vehicles*)
| Webling (Biology, Darklings)

|
|Lore:

| Cataclysm (Luminoth Lore, History, Dark Age)
| Log 44681 - Phazon Operations (Space Pirate Logs, Cycle 4*)
| Log 48853 - Local Conflict (Space Pirate Logs, Cycle 4*)
| Log 50086 - Great Discoveries (Space Pirate Logs, Cycle 5*)
| Log 54421 - Rift Portal (Space Pirate Logs, Cycle 5*)
| Log 62217 - Phazon Raids (Space Pirate Logs, Cycle 6*)
| Log 63622 - The Hunter (Space Pirate Logs, Cycle 6*)
| Log 67135 - Security Breach (Space Pirate Logs, Cycle 6*)
| Log 69898 - Shadow War (Space Pirate Logs, Cycle 6*)
| Log 70136 - Federation Attack (Space Pirate Logs, Cycle 7)

|
|Creatures:

| Darkling Tentacle (Dark Aether, Ing)
| Dark Preed (Dark Aether, Darklings, Darkling Offworld)
| Dark Samus 1 (Offworld, Dark Samus)
| Humility Class Turret (Aether, Mechanoids, Stationary)

| Pirate Aerotrooper (Offworld, Pirates)
| Pirate Grenadier (Offworld, Pirates)
| Tallon Metroid (Offworld, Metroids)
| Vigilance Class Turret (Aether, Mechanoids, Stationary)
|
|Total scans: 43%

|/ ITEMS ACQUIRED

|
|Dark Beam
|Dark Agon Temple Key 2
|Light Beam
|Dark Agon Temple Key 3
|
|Missile Expansions: 5/49 (30 Missiles)
|Energy Tanks: 3/14
|Beam Ammo Expansions: 0/4 (50 Ammo)
|Power Bomb Expansions: 0/8
|
|Total items: 15%

O-----
////////////////////
// Worm Infection ///
////////////////////

Time to say goodbye to Agon, at least for a while, anyway. But first, we need to get out of this section of Dark Agon. Look in your map and head back to Dark Oasis. The light door you didn't take before holds an Ammo Refill Station, if you need some ammo. But the main reason we're here is for the portal. Shoot it with the Light Beam to activate it. Transport yourself back to Light Aether. Whew. Before we enter the other Dark Portal to gain access to the temple, we're gonna get some stuff here first.

First up, head to Biostorage Station. As you enter, Tallon Metroids will attack! If you haven't gotten the scan, go ahead and do so now. Otherwise, just kill Metroids with a charged Dark Beam shot and a Missile. Go to the upper level and open the dark door there. Inside the room, you'll find a MISSILE EXPANSION. Now, exit the Command Center from the upper level. Man one of the cannons once you enter Central Mining Station. Now, you have a few targets to destroy. First, aim down towards the left side to find something that looks like a generator. It's by the large fan. Destroy it to knock down a rack that held a Shrike. Now, aim towards that barrier you see at the back - there's a similar structure that looks explode-y. Shoot it. Finally, look to the right near what looks like a blast doors. There's another similar structure. Blow it open and some Space Pirates will ambush you. You can kill them off quickly with the cannon, but watch your health at the top. You will die if your cannon health depletes to zero. Just exit the cannon with B if you're about to get killed.

Once they're gone, drop down to the rack you have fallen. From here, look a bit to the right and double jump up there. Double jump across, then head into the little alcove. Scan the computer here for your last Pirate Log. Now continue here and move through the Morph Ball tunnel to get behind the barrier, where you'll find a Luminoth to scan and a BEAM AMMO EXPANSION. Ooh baby. Now you can carry 100 ammo of each Beam. Now head to Agon Temple, and enter the dark door. Cross the sand block as soon as you enter the Morph Ball tunnel, and do a double Bomb Jump up to the top of the block here. To do a double Bomb Jump, plant a Bomb. Just before it explodes, plant another. When you're at the peak

of your jump, plant yet another. If timed right, the second bomb will propel you up to the third one just as it explodes, popping you up again.

Move left, fall through the stack of sand blocks and move just left to get to safety before you fall through the last one. Move all the way left, fall through one sand block and move left. Bomb Jump, and fall through the sand blocks while holding left. You should enter a hidden tunnel. Just don't move too far to the left when you roll into it, otherwise you'll fall. Now, stay at like the middle and Bomb Jump. Move left as you do and you should land on a ledge. Jump again, then fall down while moving left and you'll collect an ENERGY TANK.

Head back to Agon Temple and go through the light door. Shoot across the Sandcanyon and enter the next room, which is a Morph Ball tunnel. In this Ventilation Area A, head to the right side, take care of the Pillbug there, and Double Bomb Jump up to the top of the rock. Double Bomb Jump again and move to collect another MISSILE EXPANSION. Now, if you enter Main Reactor from here, you'll see a Luminoth to scan. Get it. Finally, enter Portal Terminal. Activate the Dark Portal by scanning the...thing that brings it up, but before you enter it, scan the Dark Portal. Now enter. Head to Duelling Range. Move towards the western end of it, where a dark door is. Enter it. Drop from the ledge and immediately turn around and look down. A Morph Ball tunnel! Go down it to get a MISSILE EXPANSION. Now move towards the Dark Agon Temple, but as you go, save at the Save Station adjacent to Judgment Pit (inside the dark door). Deposit the Keys and enter the Temple...

BIG BOSS: Amorbis

Here's your first big boss in the game, and it basically is a three-worm entity. Big bosses like these usually have multiple scans as well. The Dark Sphere in the middle isn't necessary to scan. Scan it when the battle starts as it jumps out of the ground. Basically, shoot it while it's jumping out of the ground. This will destroy the armor around the worm. Be careful that it doesn't jump up at you or down toward you, because it hurts. Once all the armor is blown off, it will attach itself to the Ingsphere. Scan it again.

What you have to do now is shoot the Amorbis's helmet off. Be careful, as it may shoot dark energy at the Light Crystal you're hiding in. If that happens, move to a Beacon or another Light Crystal quickly. Once the helmet is destroyed, Amorbis will begin inhaling. Go into Morph Ball and get sucked in, and lay a Bomb to damage it. Now you'll face two Amorbis's. Just repeat the process until Amorbis is dead. You use the same process, but the only difference is more worms to kill at once.

Once you defeat Amorbis, your prize will be left behind: the DARK SUIT! Now you can sustain a lot more damage from Dark Aether's atmosphere. Now, you only take 1 damage per second. Sweet! The way forward will be open. Remember how you reached Agon's Energy Controller? Do the same here. Once you reach the Dark Energy Controller, approach the console and watch the cutscene of her sucking the planetary energy into her suit. Now the sky is all red, and the Ing will be gunning for you now more than ever, so be careful on your way back. When you re-enter the temple, you'll face four Warrior Ings. Dark Agon Temple Access has a load of Inglets, Warrior Ings seem more aggressive in Judgment Pit, and Dark Pirates will attack in Portal Site. To kill the Dark Pirates, just charge up the Beacons/Crystals with the Light Beam. Like idiots, they'll walk right into the charged fields and burn alive. Enter Light Aether, and just head to the Energy Controller of Light Aether to deposit the energy. Agon Wastes is cleared!

Proceed to exit Agon Wastes, as there's nothing left to grab here. Head back to the Industrial Site, and take the shortcut to the Landing Site. Save if you want to, but you're really going back into Hive Chamber A. As soon as you walk forward after dropping down, a trooper that's larger than others will rise up.

MINI-BOSS: Dark Missile Trooper

This hardly counts as a boss, let alone a mini-boss. Just dodge the Missiles it fires and kill it with Charge Shots and Missiles. It'll go down in no time flat, especially if you use the Light Beam.

For killing this, you get a MISSILE EXPANSION, even though it looks like the Missile Launcher. Now head to Hive Chamber B. Break open the cracked cap next to the Morph Ball tunnel and go through it to get a MISSILE EXPANSION. Head to the Temple Assembly Site now. As you enter it, target the dark crystal on the wall there and shoot it with the Light Beam to open it and reveal a Dark Portal. Enter Dark Aether for a brief moment. We can't even exit this room in Dark Aether, so we can't do much.

Anyway, once you're in Dark Aether's Plain of Dark Worship, head to the far end of the room (no Beacons or Crystals, so we needed the Dark Suit for this!) and you should see a MISSILE EXPANSION inside a tower of...worms...anyway, once that's gotten, go back to Light Aether. Now, in Temple Assembly Site, get near the door to the Great Temple elevator, but instead, jump onto the lowest pillar nearby, and hop along all of the pillars until you get to an upper ridge. Follow the ridge until you see a Morph Ball tunnel looming over the cliff. Move the Morph Ball carefully into the hole, and roll along it to grab yet another MISSILE EXPANSION. We're going all out, aren't we? We've got even MORE to get, so yay!

Head to the Communication Area now. Double Jump to the second level, and you should immediately notice a panel with a glass casing over it. Bomb it to reveal another MISSILE EXPANSION. From here, double jump onto a pillar, then onto the ledge. Move to the blue door here. The room here, at least in Light Aether's version, is nothing special except for a Luminoth to scan. It's another Keybearer Lore like the ones you've gotten earlier. Now, head back to Temple Assembly Site, and go up the elevator into the Great Temple.

In Transport B Access, shoot the Lightflyers, then enter the Morph Ball tunnel on the side. Follow it along until you get a MISSILE EXPANSION. Now head to U-Mos. He'll tell you about the next area you should visit, after praising your efforts in Agon. He'll warn about the increasing efforts of the Ing now that one of their lands is lost. Seems it's going to be just a bit tougher now. No worries though. Go back down to Temple Sanctuary, and scan the Amber gate to open the way to Torvus. You could've done this before talking to U-Mos, but there would've been a psychic barrier on the door behind the gate. Start the next section!

|/ SCANS ACQUIRED
|
|Research:
| Dark Portal (Aether Studies*, Aether*)
|
|Lore:
| B-Stl's Testament (Luminoth Lore, Keybearer Lore, Cadre 1)
| D-Lsl's Testament (Luminoth Lore, Keybearer Lore, Cadre 2)

| J-Stl's Testament (Luminoth Lore, Keybearer Lore, Cadre 1)
| Log 71599 - Two Hunters (Space Pirate Logs*, Cycle 7*)

|Creatures:

| Amorbis 1 (Dark Aether, Guardians, Amorbis*)
| Amorbis 2 (Dark Aether, Guardians, Amorbis*)
| Harmony Class Drone (Aether, Mechanoids, Small)

|Total scans: 47%

|/ ITEMS ACQUIRED

|Dark Suit

|Missile Expansions: 14/49 (75 Missiles)

|Energy Tanks: 4/14

|Beam Ammo Expansions: 1/4 (100 Ammo)

|Power Bomb Expansions: 0/8

|Total items: 27%

O-----

////////////////////

// Bogged Down /////

////////////////////

In Transport C Access, shoot the dark crystal with the Light Beam to open the way. Scan the enemy orbs here, then shoot them with the Dark Beam to neutralize them without attracting them to your charge beam. Yeah, these are like the Bombus in Metroid Prime 1. Head down the elevator. Walk down the half-pipe, being mindful of a Sandbat flock and some War Wasps. Just follow the tunnel to the door. In the Hall of Eyes, just to save yourself some trouble, just before emerging from the tunnel, look up to see some War Wasp Hives. Use the Scan Visor if you can't see them. Destroy them with Missiles so you won't be bothered by War Wasps. You can't go forward because of the green door, so enter the Dark Portal here after activating it. (Dark Beam, like always.)

Now that you're in Dark Aether, the way where you entered the room in Light Aether is blocked with a green door, so go forward. In Abandoned Base, just walk through the hall until you get to parts of the wall firing lasers at you. Scan one, then take them down with charged shots from the Power Beam, despite what the scan for them tells you. (It says to use charged Light Beam shots, but charged Power Beam shots do the same thing without wasting ammo.) Continue along until you reach the end. Now for a little puzzle. Go up one of the Morph Ball elevators. Here, you'll have to power all the Bomb Slots in order to activate the lift. Problem is, when you power a Bomb Slot, a wall nearby obstructs the way forward to the next Bomb Slot. To solve this puzzle, bomb the southeastern Bomb Slot, then go down the elevator and up the other one. Move all the way to the northeastern Bomb Slot, and activate it. Move to the next one and activate it. Finally, move to the last one and activate it. This will activate the lift! Jump up to it and prepare for a little ride.

You'll automatically be in free-look while this is going on, so no need to hold R. Aim at any Nightbarbs that come after you, and suck in all the goodies with your Charge Beam. You'll eventually reach the light portal. Shoot it with the Light Beam and go back to Light Aether. As soon as you exit the portal, you'll notice a Shrike just taking off...great, they're here. No real biggie though. Drop down and walk forward to fight a couple of Pirates that'll soon get possessed, so just keep your Light Beam out to make quick work of them. Shoot

the dark crystal ahead to proceed. Double Jump over the obstruction and fight the Grenadier. Now look right and shoot the dark crystal to move out the wall and reveal another green door. We'll be able to open these soon, don't worry.

Look behind you for another dark crystal. Shoot it (remember to shoot these with the Light Beam), then jump on top of the wall that moved out, and time your Double Jump to the ledge to continue. Shoot the next dark crystal you see when you get to shallow water, and jump across. You'll get to an Amber gate. Scan it, but before going through, look to the left of it to see a Morph Ball tunnel. Go through it, and emerge in a small room. Scan the Lore and shoot the dark crystal to reveal a shortcut to the other end of the Path of Eyes! Now you can head back to that Amber gate and enter the door. Cross the cliff here into the elevator to Torvus.

Right in this elevator room, turn around and look for the Torvus Bearerpod scan. Enter the next room. Take care of the Shriekbats, then look up. Scan the Hanging Pods before continuing. In Torvus Lagoon, when you move forward, Shredder plants will pop out of the water. Scan one and shoot them to move them back before they explode on you. Scan the Luminoth here too. Jump up to the nearby ledge and blow open the Missile door to reveal a Save Station. Once you take care of saving business, jump into the water. Scan the Hydlings as you move counter-clockwise around the roots to the dark door below. Enter. Shoot down the Hydlings if you wish, but simply move with the Morph Ball underneath the obstruction, and surface. Enter the door to the Great Bridge. Move forward and some Shriekers will make themselves known. Scan one and take them out when they're visible. Dodge their sound waves as well. Once they're gone, move to northwest side and look up to see a Sentinel Crystal. Scan one, then enter the Missile door here. The other blue door leads to a dead-end currently.

Go through the Morph Ball tunnel here, ignoring the stuff in the background you see, as you can't get there yet, and re-enter Torvus Lagoon. Scan the console here to lower the gates and raise the bridge. Cross the bridge and enter the light door. Take care of the Shredders in the next small room, and enter the next. In Forgotten Bridge...oh god. Prepare for my worst nightmare. Grenchlers! They're like a more deadly version of the Baby Sheegoth from Metroid Prime 1. These can run toward you to bite you, fire electrical beams from their heads, swim around (makes them extremely scary when you're in water), and jump. Thus, you can't take refuge anywhere. They can swim to where you are or even jump to where you are, regardless of how high up you are. Yep, these guys are scary all right. In order to take them down, you must shoot off their tails, then shoot the weak spot that's revealed to kill them. Charged Dark Beam shots help immensely here.

Once they're taken care of, scan a Bloatsac and start climbing. At the top, cross the bridge to a Dark Portal. You know what to do with it. As soon as you enter Dark Aether, look up and to your right to find a Dark Sentinel Crystal. Scan it, then proceed to the Beacon. If you look down from here, you can find a Dark Phlogus. Scan it, then go to the Bomb Slot. Look around for an Ingsphere Cache to scan, then power the Bomb Slot to move the bridge in both dimensions. Now head back through the Light Portal. You can reach it from the platforms below. You'll encounter Dark Pirate Commandos! These guys are annoying, and whenever they appear, the doors are locked, so you'll have to face them until they're dead or they leave. The former option is the better option. Not only will these guys fire dark beam shots at you, but they also throw EMP grenades, messing up your Visor for quite a while. To take down these guys, shoot a charged Dark Beam shot at them to freeze them, then Missile them to shatter them. Once they're gone either way, get on the bridge and move towards the blue door, grabbing the MISSILE EXPANSION along the way.

In Abandoned Worksite, before going through the Morph Ball tunnel, drop and

look around for a Sporb to scan. Now go through the Morph Ball tunnel, and quickly, as the Sporb is gunning for you. Go through the next tunnel, drop down, and enter the light door. Scan the console to activate an Orb Cannon near the Emerald gate. Go there, and get shot up to the top where the bridge is. Kill the Shriekbats and continue to the next room. In here, notice the red panels in the ground. The first one is kinda cracked and has smoke coming out of it. Destroy it with a Bomb and drop down to grab an ENERGY TANK. Head back to Great Bridge, get shot up to the bridge, and this time cross the Temple Access fully.

As soon as you enter the Temple, a bunch of Pirates of all kinds will start attacking. This is also your last chance to get the Shrike scan, so do it now if you haven't yet. Take down the Pirates easily with the Dark Beam, and the Aerotroopers with Missiles. Once they're gone, start collecting Missile ammo, Dark Beam ammo, and any energy from the crates around here before collecting the SUPER MISSILE. The Super Missile is a Charge Combo for the Power Beam - charge the Power Beam, then once it's fully charged, fire a Missile. This will fire a larger missile of a higher artillery grade, allowing you to kill stronger enemies more easily than with a normal Missile, and allow you to break open green doors. Yay! Each Super Missile costs 5 Missiles though, so don't use it too much. Move up the elevator now and blow open the green door. Make your way to the Energy Controller, scan the hologram, and listen to the fallen Luminoth's message. He will upgrade your Translator Module to read Emerald holograms now.

Scan the Lore here before you leave. Before scanning the Emerald hologram in Torvus Temple, return to Great Bridge and scan the Emerald gate. Enter the door that's revealed for the Map Station! Get the map, then head back to Torvus Temple. Remember to enter it from above. Scan the hologram and take the elevator down. Scan the Emerald gate and continue through there. In the Underground Tunnel, take down the Grenchler that appears, and go back to where you entered. Use the Morph Ball to go under the grating, and you should get a MISSILE EXPANSION. Now continue through the tunnel using the Morph Ball. Quickly get to the light door and turn around to find another Lore. Scan it, then go through.

Torvus Grove now. Walk forward and you'll be assaulted by Pirate Commandos. Not possessed by darklings, so new scan. Take them down like you did with the Dark Pirate Commandos. Once they're gone, continue. Portal generator! Scan it and go through the Dark Portal. Now go through the blue door and jump to the Beacon, quickly. Charge it with the Light Beam. Scan a Hunter Ing and just wait for them to fly right into your Safe Zone and get killed. Awesome. Once they're gone, move up by jumping onto the northwestern platform. Start climbing up the platforms. It should be fairly linear. When you jump to the ledge, turn around and double jump to the next platform. Now just make your way to the dark door. There's a Save Station here, make use of it. Save, then go left and around to the next door.

You're back in Dark Forgotten Bridge, but in an enclosed tunnel. Dark Beam the Lightflyers to create Safe Zones as you move to the light door. Go through the Morph Ball tunnel here and emerge in Dark Torvus Arena, where you'll see a Warrior Ing form into a ball and boost into the hole. ...'k. Move the Morph Ball through that hole to start the fight.

BOSS: Boost Guardian (Scan it!)

This is a nightmare for first-timers. There are NO Safe Zones to protect you from the atmosphere, and the Boost Guardian's attacks really hurt. It basically acts the same way as Warrior Ing, until it gets into an amorphous puddle or

uses its boost. Touching the puddle or its boost attack takes off like half an Energy Tank. You must bomb the puddle (when it's red) in order to get it back to its solid form. To top it off, Inglets will appear to just be annoying. They can drop energy when defeated though, so kill them when you can. Charged Light Beam shots or Super Missiles work well on the boss.

The pillars around are a mixed blessing. They can hamper your movement by trying to avoid the boss, but they can get destroyed by the boss's boost attack and drop Ultra Energies.

Once it's defeated, grab the BOOST BALL. YESH. Exit this room and get to a Safe Zone really quick. (You know, I actually died because of Dark Aether's atmosphere once after fighting Boost Guardian... I was pissed. XD) While still in Dark Torvus Arena, build up momentum on the half-pipe exactly the way the Boost Ball item scan tells you how. You should be able to grab a Dark Torvus Key! Now start heading back to the Dark Portal (you might save along the way) to get back to Light Aether. If you're having trouble getting out of the Arena, just build up momentum with the Boost Ball as you push forward towards the exit.

Back in Light Aether, go to Torvus Grove and get to the top of the half-pipe using your Boost Ball. Now ascend the room around its perimeter. It's straight forward enough. Enter the dark door. Climb up and around this room and scan the Krocuss when you get to it. Enter the next room, and scan the Spinner. Now ignore it for now, and move forward. Blow open the Missile door, and enter the Morph Ball tunnel. Use Bomb Jumps to maneuver your way to the first Bomb Slot and activate it to rotate a mechanism and allow access. Go back around the way you got back up, and move around to the next Bomb Slot. Activate that and move the mechanism, but don't move left. Instead, go to the right and get on top of the second mechanism and go through the next tunnel you see. You'll enter a U-shaped room. Now gain momentum with the Boost Ball until you reach the MISSILE EXPANSION here.

Head back to the Spinner, go to Morph Ball, and boost repeatedly into it to open the gate in both dimensions. Now get to the Dark Portal. Once in Dark Aether again, go to the green door and blow it open. Scan the Liftvine Crystal, then get on it, shoot the crystal with Light Beam, go through the Morph Ball tunnel, then enter the next room, which is Venomous Pond. Drop to the dark door below and open it. Move with the Morph Ball to the other side of Portal Chamber, then climb up. Morph Ball again, and drop through the hole in the grating. Go through the Light Portal, grab the MISSILE EXPANSION, then go back to Dark Aether. Go back to Venomous Pond and blast open the red door for a Save Station.

Now, before we can move forward in the area, it's time to exit Torvus Bog. We need to get a new item before we can progress. Get back to Temple Grounds. Path of Eyes, use the shortcut and continue through the green door. Once in the Meeting Ground, get to the half-pipe and boost up to the top. Scan the Lore here before entering the Morph Ball tunnel. Go slowly, and when the camera changes to a side view, stop and charge your boost. Use it go across the collapsing sand bridge safely. Now just head through the Morph Ball tunnel until you enter Hall of Honored Dead. Now comes another puzzle, this time dealing with Spinners. Find the Spinner that rotates the outer circles, and rotate it by boosting until the very outer one lights up. Bomb to exit the Spinner.

Find the next Spinner that rotates the next outer circle plus the middle one. Rotate it until the next outer circle lights up. Find the Spinner that rotates the next circles and get the middle one lit up. Rotate the next Spinner and all

the circles will light up. Yay! Now collect the SEEKER LAUNCHER. Now you can fire up to 5 Missiles at a time at targets. This can be used to open purple doors. Try to exit and you'll find one of those purple doors. Target each of the five nodes by holding Y, then release to destroy the door. Now head to Service Access. Instead of taking the Morph Ball tunnel back, go the other way. You'll arrive in Landing Site. Scan the Luminoth, drop down, shoot the dark crystal to move the wall out, and save if you wish. Before heading back to Torvus Bog, let's get some things that are available to us in Agon Wastes, so head there. (The Seeker Missile Launcher, by the way, increases your Missile count by 5.)

Head back to Mine Shaft, and move to the very bottom. Open the purple door. Go through the tunnel in this next room, and look around for a console to scan so you can get back up when you're done here. Go into the main part of this room, scan the Kralee, then power the Bomb Slot to get the...thing spinning. Quickly head to the half-pipe room. Scan the console, and get shot up to the ledge. Scan the Lore, then go power the Bomb Slot. If you're fast enough, that spinning thing will raise and break apart part of the wall to reveal a Dark Portal. Get back to the half-pipe and boost up the left side. Roll through the Morph Ball tunnel and you'll land on that thing that was spinning. Enter the Dark Portal.

Head through the opening in the wall that the Nightbarbs are flying out of. You may have to shoot the flock to stop them. Jump up and across to the door, using the Beacons as guidance. Now go through the Morph Ball tunnel to the end, where the Light Portal is. Enter through it, go through the Morph Ball tunnel, and when you emerge, pick up the DARKBURST. Like the Super Missile, this is a Charge Combo. Simply charge the Dark Beam, then fire a Missile. You will fire a projectile that, when it impacts, creates a temporary dark void. This sucks anything (except large enemies) into the void and kills them. Quite nice, but it costs 30 Dark Beam ammo and 5 Missiles. Ouch. If you want to test it out right now though, some Aerotroopers will appear, so test it on them.

Couple more things to do here. Head to Portal Terminal and enter Dark Aether. Once in Dark Aether, move to Judgment Pit. Get up to the top like before, but this time, go through the green door. You're now at the Warrior's Walk. You'll see why it's named this. Ooh, pit of Phazon...You're safe for now though. Blow open the green door if you wish, but we're really here to...find a weak spot in the floor, bomb it, fall through, and quickly get the MISSILE EXPANSION before the Phazon completely eats away at your energy. It's a horrifying experience, but there's no other way to grab it. Now, exit Dark Aether either through Portal Site or Dark Oasis. Doesn't matter, as long as you head to Biostorage Station back in Light Aether. All that's really needed to get in Biostorage Access is two scans really, which are Metroid Cocoon, and Infant Tallon Metroid. You can fight them if you wish, but otherwise just get the scans and leave. Go to Transport Center next. Build up momentum on the half-pipe, and land on the ledge with the Dark Portal. Enter it and you'll see a MISSILE EXPANSION right in front of you. Return to Light Aether and get back to Transport Center. Land on the other ledge this time. Open the purple door to end up in a transport elevator. This takes you to Torvus Bog! Nice shortcut, eh? Time to venture into the deepest reaches of Torvus!

|/ SCANS ACQUIRED

|

|Research:

| Bloatsac (Biology, Plantforms*)

| Dark Pirate Commando (Dark Aether, Darklings, Darkling Offworld)

| Dark Sentinel Crystal (Luminoth Technology, Utility Crystals*)

| Ingsphere Cache (Biology, Ing Storage)

| Liftvine Crystal (Luminoth Technology, Lift Crystals*)
| Metroid Cocoon (Biology, Cocoons*)
| Pirate Commando (Offworld, Pirates)
| Sentinel Crystal (Luminoth Technology, Utility Crystals*)
| Spinner (Mechanisms, Systems)
| Torvus Bearerpod (Biology, Plantforms*)
| Torvus Hanging Pod (Biology, Plantforms*)
|

| Lore:

| Age of Anxiety (Luminoth Lore, History, Dark Age)
| Dark Aether (Luminoth Lore, Conflict, First Phase)
| M-Dhe's Testament (Luminoth Lore, Keybearer Lore, Cadre 2)
| Our War Begins (Luminoth Lore, Conflict, First Phase)
| S-Dly's Testament (Luminoth Lore, Keybearer Lore, Cadre 1)
| The Stellar Object (Luminoth Lore, History, Golden Age*)
| The World Warped (Luminoth Lore, History, Dark Age)
|

| Creatures:

| Boost Guardian (Dark Aether, Guardians, Sub Guardians)
| Corrupted Sentreye (Dark Aether, Darklings, Darkling Mechanoids)
| Dark Phlogus (Dark Aether, Darklings, Darkling Aquatic)
| Grenchler (Aether, Ground, Predators*)
| Hunter Ing (Dark Aether, Ing)
| Hydlings (Aether, Aquatic, Small Aquatic)
| Infant Tallon Metroid (Offworld, Metroids)
| Kralee (Aether, Ground, Surface Prowlers)
| Krocuss (Aether, Ground, Surface Prowlers)
| Shredder (Aether, Flying*, Large Flyers*)
| Shrieker (Aether, Flying*, Large Flyers*)
| Sporb (Aether, Ground, Predators*)
|

| Total scans: 62%

| / ITEMS ACQUIRED

| Super Missile
| Boost Ball
| Dark Torvus Temple Key 1
| Seeker Missile Launcher
| Darkburst
|
| Missile Expansions: 20/49 (110 Missiles)
| Energy Tanks: 5/14
| Beam Ammo Expansions: 1/4 (100 Ammo)
| Power Bomb Expansions: 0/8
|

| Total items: 39%

O-----
////////////////////
// Deepest Torvus ///
////////////////////

After the lift, head forward, blow open the purple door, and you'll emerge in the lower level of Torvus Temple. Go through the Morph Ball tunnel to your left, blow open the green door, and take the lift down to Lower Torvus. At the bottom, open the door. Ah...Super Metroid fans ought to remember the music here. It's a watery remix of Red Brinstar! (Or is it Green Brinstar...eh, I dunno.) I think if the music was something different, this area probably

wouldn't be as enjoyable, but that's just me. Anyway, to start off, look up and scan the Preeds, and jump on the rotating platforms up to the red door. Blow it open to find a Save Station. Save if you wish, then go down into the water. If you land on some grating, fall down another level.

Look for a Blogg and scan it, then look around in the Scan Visor for a console to scan. It should be blue. You can't scan it from this side, so walk over to its other side and scan it to bring up the bridge you crossed, and also bring out a ledge to allow access to a door. Double Jump back across, then enter the center structure with the Morph Ball to get blasted back to the top. Drop back down into the water, this time staying on the level with the grated floor. Find the ledge that sticks out and jump up to it. Looking at the map, it's the ledge in front of the purple door. Oh, and here's a MISSILE EXPANSION just waiting to be picked up here! Pick it up, then blow open the purple door. Head through. ...Creepy music. Emerge from the water and you'll see Phazon particles in the air, plus an essence float past you. ...Can it be? Follow it to the door.

Damn...it's Dark Samus again. She's not dead yet. Thankfully, all she's here to do is gloat. Drop into the water, and be careful of the Bloggs. Now, we can take one of two paths. Let's take...the left path. Kill the Bloggs to activate the Spinner here, then use it to rotate the central section of floor. Make it so that it glows blue, then exit the Spinner (bomb) and use the Morph Ball to go through the floor section. Go through the light door, then use the Morph Ball to get in the launcher. Move forward until you can't anymore because of the current, then bomb the panel you're on. Move to the Bomb Slot and power it to reverse the current, so get back up and move through the water fan. Now, do the same thing on the other side so that you can continue to the left.

Drop into the water in the next room, and kill the Blogg plus shoot the light crystals on the platforms to turn them around. Look around for a Lore to scan, then climb back up to where you entered. Now jump across to the other side of the room, ignore the weird grey door (it's for a beam we don't have yet) and power the Bomb Slot to open a gate under water. Go there and enter the Dark Portal.

Hm, Dark Aether's version isn't flooded with dark water except for the pool right there. That's good, at least. But, you'll be ambushed by two Dark Pirate Commandos. Ugh. Take them out, then climb up to the Spinner above. Spin it until the laser is pointed at the wall on the west. This will also move the laser in Light Aether. There's nothing left we can do here, so return to Light Aether. Flip the platforms again, and climb up to the blue door. Jump across to the other side, and you'll notice a platform has stuck out to let you hop to an Orb Cannon. Take that Orb Cannon to get shot up to a light door. Enter it. Go through the tunnel, being careful of Preeds, and scan the console. Now, head back through the (once purple) blue door, back into Training Chamber, after you scan a Bloggling.

Be watchful as you enter Training Access, as you'll encounter a bunch of Seedbursters on the ceiling. Scan one, then kill them all. It's likely you'll get a bunch of pickups as well, so this is a tiny refill spot. Back in Training Chamber, go back to the Spinner, and rotate the floor until it glows red, then use the Morph Ball to go through that. Before entering the dark door, look around for a Lore to scan. Head through Transit Tunnel East, there's nothing really of note in the room, and it's fairly straightforward. In Catacombs, drop down to the water, kill the Bloggs, and climb up the other end. When you emerge, scan the Luminoth and the Lore above the Dark Portal before exiting through the dark door.

Go through the tunnel, double jump up to the water when you get to the Brizgees, and emerge back in Hydrodynamo Station. Scan the console and the

central mechanism will raise, allowing access to the blue door below. Climb down, but look to your left to see a rather large creature swimming around. Scan this Alpha Blogg. Yes, you'll fight it soon. Go all the way to the bottom, shooting down the Hydlings, and enter the blue door. Drop down to the bottom of Main Hydrochamber, and make your way to the blue door. Enter it to find a new item, the GRAVITY BOOST! This...ugly little contraption allows you to do a third jump while in water. This third jump activates a booster that, when you hold down the jump button, allows you to move upward in the water a little bit more! This also allows you to walk in water unhindered, and makes things easier to see while underwater. Sweet. Now let's get out of here. Head back and...oh no. The Alpha Blogg!

MINI-BOSS: Alpha Blogg

This Alpha Blogg acts pretty much like other Bloggs. It'll swim around, and charge at you with its maw open. The only new thing about this is that it shoots sonic blasts at you, which are easy to dodge. The problem is dodging the Alpha Blogg itself, since it is fast and huge. Use either Super Missiles on his maw, or the Darkburst. The Darkburst is high risk, high reward (harder to hit since it's slower, but it packs a big punch), but the Super Missile is easier to hit with. Sometimes, you'll have to get the Alpha Blogg's attention by hitting it with a Charge Shot or Missile. Either way, this guy shouldn't be too hard.

After killing it, you'll be allowed to exit. Gravity Boost to a ledge on either side, then Gravity Boost to the north onto the platform. Then, Gravity Boost towards the blue door to exit. If you used the Darkburst in the fight, you'll probably need to replenish your Dark Beam ammo, so go wild on the Hydlings with the Light Beam. Also, where the Hydlings are, use the Gravity Boost nearby to find a ledge with a Dark Portal. Enter it, and grab the second Key. Go back.

You'll probably need a well-needed save at this point, so use the Gravity Boost to get to the top of Hydrodynamo Station. Save at the Save Station. We still have some exploring to do! Head to the Catacombs, but before we do anything there, move to Transit Tunnel East. Head to the end where you see a Bomb Slot, and Double Bomb Jump up to it. Power it, and head to the fourth tube that goes up. A current will be here to help you up, but you'll have to time your Bomb Jumps correctly. Watch your trajectory when you Bomb Jump in this current. Plant a Bomb just before you reach the peak of your jump, and you should Bomb Jump again. Keep doing this to get to the Bomb Slot. Now, power it to make the current in the second tube to your left go upwards for a short time. Drop down, then go to that tube. Do your Bomb Jumps again until you reach an ENERGY TANK. Now head back to Catacombs.

Get into the water, but be wary of Grenchlers. Find the Bomb Slot down here and Gravity Boost up to it. Powering the Bomb Slot will allow access to the Dark Portal. Surface, and go through that portal. Get to a Safe Zone and scan a Dark Grenchler. Move forward through the only way you can right now. Take Undertransit Two across to Sacrificial Chamber. You can hear something above you, but you can't get up there yet. Ignore or take down the Hunter Ing in your way, and just enter through the light door. Once in Undertransit One, make your way to the other side of the (inactive) water fan. Now, move to the bottom part close to the right wall, then Bomb Jump while holding left. Get to the end, then Bomb Jump while holding right to collect a MISSILE EXPANSION. Now continue.

Shoot the light crystal with the Dark Beam to lower the force field and activate some moving ledges to allow you to jump over to the light door up

ahead. But you'll have to deal with some Dark Pirates. Shouldn't be a problem with the Light Beam. Jump up the platforms to the light door and go through it. Careful of the Darkling Tentacles in the hall prior to reaching the Undertemple Shaft. Drop down to the bottom, take care of the Hunter Ing, then climb back up. You're supposed to get onto the platform above, and take the Orb Cannon straight up. The top here contains yet another Save Station, the exact same spot as in Hydrodynamo Station. Save, then drop down to the grating. Fall down the only opening, onto the ledge. Enter the central structure and use the Bomb Slot to rotate it, allowing access to a new door. Go through it and the tunnel to arrive at the upper level of Sacrificial Chamber, where you'll encounter...

BOSS: Grapple Guardian

This thing...is basically a Grenchler, but twice the size. Maybe even more. People with Grenchler fears may find this boss horrifying. Scan it. Once it's scanned, its weak points will be revealed to you: its eye, and its back. Shoot its eye until it's stunned. At this point, it will try to grapple you towards it. Stand in front of one of the energy spires, and quickly side dodge when it flings out the Grapple Beam. If done correctly, it'll be stuck for a time. Get behind it and fire Super Missiles at its back to damage it. Repeat this for a while until its backside is completely blown off. At this point, it will have electricity all over it, and become more aggressive. The energy pylons will also cease to function, meaning you can't use them to your advantage.

The same strategy applies - shoot the eye until he's stunned, then use the stun time to quickly get behind it and shoot its open backside with a charged Light Beam shot, because it's quicker than waiting for the Super Missile to fire. If you got it right, the boss should be dead in no time.

Collect the GRAPPLE BEAM. Yay! Climb up so you can swing across the Grapple Point, just make sure to scan it beforehand. I believe that's about all we needed to get here in Dark Lower Torvus, so let's get out of here. Since it's closer, use the Crypt portal. Since you have the Grapple Beam, you're pretty much set to grab the last Key!

|/ SCANS ACQUIRED
|
|Research:
| Grapple Point (Mechanisms, Systems)
|
|Lore:
| G-Sch's Testament (Luminoth Lore, Keybearer Lore, Cadre 1)
| New Weapons (Luminoth Lore, Conflict, First Phase*)
| Recovering Energy (Luminoth Lore, Conflict, First Phase*)
| The New Terror (Luminoth Lore, Conflict, First Phase*)
|
|Creatures:
| Alpha Blogg (Aether, Aquatic*, Large Aquatic*)
| Blogg (Aether, Aquatic*, Large Aquatic*)
| Bloggling (Aether, Aquatic, Small Aquatic*)
| Dark Grenchler (Dark Aether, Darklings, Darkling Ground*)
| Grapple Guardian (Dark Aether, Guardians, Sub Guardians)
| Preed (Offworld, Pirates*)
| Seedburster (Aether, Ground*, Surface Prowlers*)
|
|Total scans: 67%

```
-----  
|/ ITEMS ACQUIRED  
|  
|Gravity Boost  
|Grapple Beam  
|Dark Torvus Temple Key 2  
|  
|Missile Expansions: 22/49 (120 Missiles)  
|Energy Tanks: 6/14  
|Beam Ammo Expansions: 1/4 (100 Ammo)  
|Power Bomb Expansions: 0/8  
|  
|Total items: 44%
```

```
O-----  
////////////////////  
// Maggotry //////////  
////////////////////
```

Don't ask about the name of the section. >_>;

Head back up to Upper Torvus. Head to Abandoned Worksite. Get to the south side. Before you drop from the ledge, Grapple across to the MISSILE EXPANSION. Now, enter Path of Roots from Great Bridge. Scan the Lore, then grapple across for another MISSILE EXPANSION. Now head to Torvus Lagoon. Kill the Grenchlers so they won't annoy you, then instead of taking the ramp up to the surface, take the path leading downward. Stop where the Venom Weeds are (somehow those don't count towards your Logbook) and use the Gravity Boost while moving forward. You'll land on a small ledge just below the ground containing a MISSILE EXPANSION. Now head to Dark Aether via the portal in Forgotten Bridge.

Head to Venomous Pond. Take the nearby Morph Ball tunnel around to a Grapple Point. Grapple across to grab the last Key. Now head through the dark door. Go through Portal Terminal and into Poisoned Bog. Jump to the ledge with the purple door and enter it. A BEAM AMMO EXPANSION! Awesome. Now head back to Venomous Pond, and save if you wish to. Head through the light door now. Go through the Morph Ball tunnel. At the other end, in Dark Torvus Temple, you'll see the Key drop-off point, but DO NOT touch it yet. Go around it, go through the Morph Ball tunnel, and blow open the green door. Enter it for an ENERGY TANK. Now head back, then take the blue door on the south side. This contains an Ammo Station. Sweetness. Now deposit the keys, and dark water will start filling the room. The ceiling will open, and the platform you're on will rise as the whole place fills with dark water. You'll then spot...a giant cocoon. Shoot out the pods that hold the cocoon to start the battle. (NOTE: For a fun little glitch, stand in the dark water as you shoot off the last pod, then try jumping after the cutscene is over.)

```
-----  
BIG BOSS: Chykka
```

Scan it. As of now, this boss will swim around the area, sink, then jump out to fire a darkling burst. When it impacts the dark water, it creates a splash of dark water that you'll have to jump to avoid. Oh, and if you tried out the glitch, it wears off if you touch dark water.

Also scan any Dark Shredders you see, as this is the only time to get the scan. This part of the battle is where the radar on your top left of the screen comes in handy. Watch for the Chykka Larva on the radar. When the orange dot representing it disappears, watch where it reappears. When the orange dot reappears, turn to face it and the Chykka Larva will start jumping out by then.

Shoot the Light Beam at its chest, charged shots help. Continue it and after about a fifth of its health is gone, it'll try a new tactic, which is welcome because it allows more shots. Basically, if the orange dot that reappears is slightly more transparent, he'll do his new tactic, which is jumping on to the platform, and then pulling you towards it with its tongue. Shoot at it like mad with the Light Beam when it grabs you (it helps to use a charged shot as well when it first emerges from the dark water) and it will let go and slowly slip back into the water. Use this as an advantage for extra hits. Target that chest area, since it takes more damage in the chest. That's all the Chykka Larva does to change up its tactics. After this part of the fight, the Larva will fall into the water, and the water itself will lower. You'll see another cocoon, but this time emerges out a huge dragonfly.

New form, new scan. Its new form of attack as of now is firing darkling projectiles at a machine gun-like rate. Just target it and shoot Power Beam shots at it (Light Beam shots don't reach, and Dark Beam shots are too slow) until it's stunned. Grapple over to where you can see its back, and target each of the Chykka's wings with Seeker Missiles. This will damage the Chykka. Do this and the Chykka will fall straight into the dark water...but it's not done yet. It'll emerge in a new dark form, sucking in some dark water. New scan. What the Chykka will do in this form is either ram at you (grapple to another platform to avoid) or spawn Chyklings. If she does the latter, scan the Chyklings. The Chyklings fly slowly and at a flock towards you, but they're pretty much things to get more Beam ammo from. Fire the Light Beam at the Dark Chykka's abdomen to damage it in this form. After it's damaged enough, it'll go back into its normal form. Repeat the process, but remember that the normal Chykka will now do the ram attack as well. After a while, the boss should be dead without too much trouble.

Phew, that's one long boss. You don't want to even know how long it takes on Hard mode. Grab your reward, the DARK VISOR. This will allow you to see inter-dimensional beings and objects. This means that those Dark Pirate Commandos are much less annoying now, as you can see them all the time with this Visor put on. Put it on (right on the D-Pad) and you'll discover the way up. Climb up the platforms to the top, and enter the Energy Controller. You know what to do: suck the energy out of the Energy Controller, get back to Light Aether, and put the energy into the light Energy Controller. Torvus is cleared! Now to vacate this area. Head back to Temple Grounds. Go to the Path of Eyes, and open the one green door in the center that you didn't open yet. Go through it, then get shot across with the Orb Cannon. Look around for a platform nearby that has an item on it. Grapple across to it to collect an ENERGY TANK. Now just head to the Meeting Grounds and go up to the Great Temple.

Go meet U-Mos, and he'll give you access to the final area of the game, Sanctuary Fortress. Go back down, and scan the last gate to gain access to Sanctuary Fortress. Ironically, it's the same hall that we used to first enter this place. That means the entrance to Sanctuary Fortress was right under our noses! Before going down the elevator, go into small room with the Save Station, and look for a rock. Blow it up with a Bomb, and move to under the Save Station to find a MISSILE EXPANSION. Now save, then head down the elevator.

Head to Sacred Bridge, but you'll find out you're seemingly blocked off. Not really! Put on the Dark Visor to see five targets highlighted. Use the Seekers to open the way. When you emerge in GFMC Compound, you'll notice some Space Pirates trying to hijack information from the dead Troopers. Before messing with them though, head through the Morph Ball tunnel next by. Now, time your double jump so that you land on top of the ship. If successful, move to the tail end of it, where you'll find a MISSILE EXPANSION. Now kill those Pirates,

and scan the Emerald gate here to continue. Be careful in the next hall, there are Luminoth Turrets. Scan one, then take each out with Super Missiles. Yeah, they have THAT much health. And they hurt. Why they target you if they're of Luminoth design though, I have no idea. Anyway, before you enter the elevator to the Sanctuary, there's a Lore to scan. Now head up to the elevator. (Short section, I know.)

|/ SCANS ACQUIRED

|

|Research:

|

|Lore:

| The Ing Attack (Luminoth Lore, History*, Dark Age*)

|

|Creatures:

| Chykka (Dark Aether, Guardians, Chykka*)

| Chykka Larva (Dark Aether, Guardians, Chykka*)

| Chyklings (Dark Aether, Guardians, Chykka*)

| Dark Chykka (Dark Aether, Guardians, Chykka*)

| Dark Shredder (Dark Aether, Darklings, Darkling Flyers)

| Luminoth Turret (Aether, Mechanoids, Stationary)

| The Sky Temple (Luminoth Lore, Conflict, Second Phase)

|

|Total scans: 71%

|/ ITEMS ACQUIRED

|

|Dark Torvus Temple Key 3

|Dark Visor

|

|Missile Expansions: 27/49 (145 Missiles)

|Energy Tanks: 8/14

|Beam Ammo Expansions: 2/4 (150 Ammo)

|Power Bomb Expansions: 0/8

|

|Total items: 53%

O-----

////////////////////

// The Sanctuary ////

////////////////////

Once you arrive at the Sanctuary, exit the elevator room to get to a hall. Take down the Luminoth Turrets, then scan the console to open a weird-looking area. This place is all high-tech...quite different from the other places we visited. There's some tiny drones scuttling on the wall to your right, scan them. They're harmless, but they do yield some pick-ups if you destroy them. Continue on, and use the Spinner to enter the next room, which is a giant bridge to the actual fortress! Start crossing the bridge and you will end up fighting some Pirate Commandos. Kill them and the way forward will be unlocked. In Power Junction, there will be Octopedes. Scan one, then shoot them down. They may explode on you, so beware.

In Reactor Access, you'll see two humanoid drones locked up...don't pay any attention to them. Switch on the Dark Visor to spot five targets. Seeker them to open that door, but out comes a Rezbit. Scan it, then quickly Super Missile it or use a charged Dark Beam shot then a Missile. If you let it sit out for too long, it will send a virus to your Power Suit, making it difficult to move,

render your weapons unusable, and hinder your Visor sight. If you get struck by a virus, press and hold L, R, and B to "restart" your Power Suit and wipe out the virus. If only it was that easy to get rid of a computer virus... Head forward to the Reactor Core. When you enter, you'll see a Quad robot, a four-legged robot that has two parts, a Main Body, and Command Module (or head). It attacks by spinning around or hitting with its legs. If it starts spinning, you can boost into it to disrupt it, bringing out its vulnerable energy source. Bomb or boost into that to destroy the Main Body. This will make the Command Module fight you by itself using light or dark shields. If it has a light shield, use the Dark Beam. Use the other Beam if it has a dark shield. Make sure to scan the Main Body and Command Module seperately. You can also skip fighting the Command Module by just destroying it with a Super Missile.

Once it's gone, take a right in the fork and blow open the red door for a Save Station. Save if you want to, but if you want to continue, get into the middle area of the room and start climbing. Beware the Rezbits though. When you reach the top, enter the blue door up here. In the Minigyro Chamber, scan the console there to learn the order of gyros to stop. It's Amber (orange), Cobalt (blue), Crimson (red), Emerald (green). Enter the Morph Ball tunnel, then head to the Amber-colored Bomb Slot. Power that, then power the Cobalt one, then the Crimson, then the Emerald. The way forward will be opened. In the next room, just walk through it while destroying Quads. You'll eventually reach the Dark Portal.

When you enter Dark Aether, instead of jumping into the main Culling Chamber, drop, look right, and enter the door after scanning the Ingworm Cache. In the Hazing Cliff, scan the Dark Metroid and the Dark Diligence Drone. Take out the Dark Diligence Drones with charged Light Beam shots, and you'll encounter a MISSILE EXPANSION. Head back and enter the main part of Culling Chamber. Head to the dark door you see. You can go the other way only if you want access to a Save Station and Ammo Station. Your choice, but I will eventually get you there anyway. In Central Hive East Transport, activate the elevator and go up it.

In Hive Dynamo Works, shoot down the Nightbarbs and swing across the Grapple Point. Now, you can't go really far past the light door, so just turn around and switch to the Dark Visor. You'll see some targets highlighted. Seeker them to lower the force field to the Light Portal. Enter. Head through the door right in front of you. Scan the Diligence Drone and take it out with a Dark Beam shot. Scan the Mechlops below, then head into the Morph Ball tunnel. Move to the other side, destroy the Diligence, then enter the next door. In Main Gyro Chamber, head through the Morph Ball tunnel on your right, over to the north side. Behind the red door is another Save Station. The main thing we need to do here is a Bomb Slot. Activate it to bring up a color puzzle. To do this easily, shoot the top left peg, then the top right peg, then the bottom left peg, then the bottom right peg. That simple! Another Bomb Slot will appear. Power it to make a gyro in the central chamber stop. Go through the Morph Ball tunnel, then cross the gyro to the other side. GO through that Morph Ball tunnel and use the Spinner to open the way to this side without having to cross the gyro. The light door just leads to a long gap you cannot traverse yet, so just activate the elevator and go up.

There's a mess of barrels here, but you can't blow them up yet, so head through the door here. Jump down to the main part of Temple Access to find a Quad. The way to really get rid of this thing is to take out the Main Body first before destroying the Command Module. If you destroy the Command Module, the Main Body will just summon another. Once it's gone, head forward to the Sanctuary Temple. When you drop down, some darklings will appear and possess two Quads. Two new scans here. (MB and CM, remember) Kill the Dark Quads with charged Light Beam shots for the CMs, and just use the same method of destroying the MBs. Now,

climb up using the catwalks. At the top, you'll have to grapple across to the southern end to the blue door. Make your way to the Sanctuary Energy Controller, and scan the hologram to hear another Luminoth's message. The most important thing to note is that he upgrades your Translator Module. You can now read Cobalt holograms. So while you're here, scan the Lore here.

Go back to Sanctuary Temple. When you return there, new enemies will appear, so drop down and scan them. The only way to kill these Mekenobites is to fire Seekers at their legs. Both legs should be shot at the same time or else it won't work. They shouldn't pose much of a problem anyway, so climb back up and grapple swing across to the door on the east, which is blocked by a Cobalt gate. In this large Workers Path area, jump across to the last platform here, then turn around to spot a console. Scan it to open an Orb Cannon. Take it to get fired over to the other side. Jump to the door. Now HOLD UP! Before entering the Morph Ball tunnel, stay there and wait for something to roll around inside the glass there. This is the Spider Guardian, which is obviously coming right now, but this is the only spot to scan it in, because the boss is completely fought with the Morph Ball. Make sure you scan it before entering, it's pretty easy to miss.

BOSS: Spider Guardian

Unlike other bosses, this one is purely a puzzle boss. As such, it may be easy or hard depending on the person. I personally found it easy. The boss fight consists of four phases, each in a new area of Dynamo Works. Of course, you're completely in a Morph Ball during this fight. Have to give Retro props for creating a puzzle boss though!

First phase: The Spider Guardian is circling around the center area. You start off in the lower left corner. Your first objective here is to plant Bombs in the Spider Guardian's way, so move to just below the center, and when it gets near, pop yourself up with a Bomb Jump and plant a Bomb at the peak of your jump, then move away so you don't get hit by its electrical field. When the Spider Guardian gets hit, it will stay stunned for a few moments: use that to pop back up there and plant more Bombs. If it's hit enough with Bombs, a Bomb Slot will appear on the right side of the arena. Now, get up to the center area, hug the right wall, and Double Bomb Jump up to the Bomb Slot quickly before the Spider Guardian reaches you. You should be safe in this alcove. Just power the Bomb Slot to open up the way to an electrical outlet, and watch the Spider Guardian roll right into it. It took 1/4 damage, only three more to go!

Second phase: The Spider Guardian just follows the track at the top in this U-shaped area. The Bomb Slot is at the top, so first, you're supposed to Boost up to the Spider Guardian's path and plant Bombs in your wake. The best spot to do this is probably the right alcove. Just drop down when it gets near, and plant Bombs in your wake. When it's hit enough, the Bomb Slot you need will appear in the very top of this area. You'll have to gain momentum from your Boosts and boost up to the ledge on the left side, then hop up from the new platform. Power it, then watch the Spider Guardian electrify itself.

Third phase: This is another U-shaped channel, though there's an enclosure at the top and a convoluted track in which the Spider Guardian follows. Best thing to do here is to Boost up to the upper left, then drop down the hole while when the Spider Guardian gets near. Once it takes enough damage, the Bomb Slot will appear on the bottom part of the enclosure. Boost up to the upper left and drop down like usual, but you will land on a new ledge. Drop down to the Bomb Slot, power it, and watch the electrifying experience.

Fourth phase: Before you get to the fourth and last phase, there are some

crates along your way that you can Bomb for energy, if you need it. Once you get to the fourth phase, you'll see a whopping three electrical outlets! Seems like this will do him in. The area is basically in multiple levels of straight paths. If the camera is needlessly zoomed in on you, press X to zoom out. First thing you should do, like always, is bomb the Spider Guardian. This time it's easy, because he's on the same level as you. Make sure you deal multiple blows. Once hit enough, a Bomb Slot will appear on the floor above you. Bomb Jump up there, and wait until the Spider Guardian is on the right side of the area. Power the Bomb Slot, then drop to the left to wait in safety as the Spider Guardian gets damaged. Repeat the process of Bombing the Spider Guardian and the next Bomb Slot will appear on the third floor. Go up to the second floor, power the Bomb Slot (make sure the Spider Guardian is on the right as always), then Bomb Jump to the third floor and power that Bomb Slot. This will create a path to the next outlet. Finally, repeat the Bombing once more to make the last Bomb Slot appear on the top level. Activate the first, then the second, then Bomb Jump up to the top floor and activate this last one, and kiss the Spider Guardian goodbye.

Head into the tunnel that was hidden behind the last outlet to get the SPIDER BALL. Yay! Now you can do what the Spider Guardian was doing, by Spidering on certain tracks. Now let's get out of here. Follow the Spider Ball track as you exit the fourth phase area, and you'll encounter a new area. (To stick to a Spider Ball track, hold R when near one.) When you can, Bomb Jump up to an upper level. Follow it and you'll encounter a MISSILE EXPANSION and the way out. Take it and you'll appear in the hall of Dynamo Works, where you emerged from that Light Portal. You may have to fight Quads here, but your main objective is to exit this place from the eastern side. See the Spider Ball track? Go up it. Scan the Luminoth, and enter the door.

Activate the elevator and go down it, and emerge in the Hall of Combat Mastery, but in an adjacent room you couldn't access before. Scan the Lore and Spider Ball track here before climbing over it. Once you climb over it, find another nearby Spider Ball track. Climb up it, then head right until you drop to a conveyor belt. Let it take you to the left end, then Bomb Jump up and to the right. Go to the Bomb Slot and power it to reverse the conveyor belt. Go back down and take the conveyor to some flamethrowers. Go past them carefully, then you'll get to some moving laser barricades. Follow the one on your level until it stops, then Bomb Jump up and to the left slightly. Follow the next one and Bomb Jump, then do the same for the final one. Follow the path around to the next area. Bomb Jump onto the platform when the lasers are there, then Bomb Jump to the next.

Follow to the Phazon pit. Bomb Jump to the platform. Wait until it lines up with the Spider Ball platform, then Bomb Jump while holding R. Stay attached until you line up with the next platform and drop. Don't move, and Bomb Jump to the Spider Ball track. Go up it, then follow the path to another Spider Ball track. Take it across, then go to a MISSILE EXPANSION. Whew, that was long and convoluted. Exit. Now head towards the Dark Portal, but as you get there, one of those mechs will emerge! Scan this Ingsmasher. This thing uses shockwaves and dark/light shields as combat. Whenever it uses a shield, shoot it with the opposite beam. Once it's stunned by doing so, you can destroy it with Super Missiles or a Darkburst. (If you choose to do the Darkburst, wait until he brings up his dark shield. That way he will bring up his light shield while the Darkburst is still going, instantly breaking his shield and allowing more damage to kill it.) Enter the Dark Portal.

Get to the main part of Culling Chamber. We're basically going to do the same thing, but this time to get a Key. It's a lot less convoluted this time though, so go figure. It's linear, so go and collect it. Now head back to Light Aether

and return to Reactor Core. Fall down to the bottom after taking care of the Rezbits. Find the Orb Cannon and shoot up to a Spider Track sphere. Make sure you hold R as you get launched. Wait until the electrical current is gone, then move to the next sphere. Move the Spider Ball onto the spot on the sphere and the camera angle will change. Boost to the next sphere, then move it onto that sphere's spot. Wait for the next sphere to stop its electrical current, then Boost to that one. Boost immediately to the next sphere, then wait for the electrical current to pass on the next sphere. Boost to it, then boost to another sphere. Boost to the Spider Ball track and follow it to an ENERGY TANK. Now drop back down, and take the path to the Cobalt gate. Open it then head to the Map Station. Get the map, then save if you wish. We actually need to head out of Sanctuary Fortress now to get something in order to progress. Torvus Bog all over again, eh? In fact, we need to head to Torvus Bog to get that item.

Proceed to Sanctuary Entrance and you'll see Dark Samus destroy the bridge. So how are we supposed to get back? Spider Ball, of course! If you look to your left a bit, you'll see a Spider Ball track. Follow it. Drop down when you get to a notch, move to the end, and Boost off of it to jump to the other side. Now Spider all the way to the end, and head to Temple Grounds. In fact, just head straight to Torvus Bog. Head straight to Lower Torvus's Main Hydrochamber. Head to the north side of the room and head up the Spider Ball Track to find a Dark Portal. Enter it. Head into the main area.

BOSS: Power Bomb Guardian

Look up to scan it. A bit similar to the Spider Guardian in that you don't fight this one directly. This time, you'll have to traverse Spider Ball Tracks to get to Bomb Slots in order to shock the Guardian. Nothing to note as far as strategy goes, just to fool the Guardian's targeting system. It will always throw Power Bombs where it predicts you'll end up, so as soon as it throws one, go the other way. You'll have to be far from the Power Bombs when they explode as well, since getting hit by them knocks you off the Spider Ball Track.

Once it's gone, climb up to receive your prize: POWER BOMBS.

|/ SCANS ACQUIRED
|
|Research:
| Ingworm Cache (Biology, Ing Storage)
| Spider Ball Track (Mechanisms, Systems)
|
|Lore:
| Agon Falls (Luminoth Lore, Conflict, Second Phase)
| C-Rch's Testament (Luminoth Lore, Keybearer Lore, Cadre 2)
| The Final Crusade (Luminoth Lore, Conflict, Second Phase)
|
|Creatures:
| Dark Diligence Drone (Dark Aether, Darklings, Darkling Mechanoids)
| Dark Quad CM (Dark Aether, Darklings, Darkling Mechanoids)
| Dark Quad MB (Dark Aether, Darklings, Darkling Mechanoids)
| Dark Tallon Metroid (Dark Aether, Darklings, Darkling Offworld*)
| Diligence Class Drone (Aether, Mechanoids, Small)
| Ingsasher (Aether, Mechanoids, Large)
| Mechlops (Aether, Mechanoids, Small*)
| Mekenobite (Aether, Mechanoids, Large)
| Octopede (Aether, Mechanoids, Small*)
| Power Bomb Guardian (Dark Aether, Guardians, Sub Guardians*)

| Quad CM (Aether, Mechanoids, Large)
| Quad MB (Aether, Mechanoids, Large)
| Rezbit (Aether, Mechanoids, Small*)
| Serenity Class Drone (Aether, Mechanoids, Small)
| Spider Guardian (Dark Aether, Guardians, Sub Guardians*)
|
|Total scans: 81%

|/ ITEMS ACQUIRED

|
|Spider Ball
|Ing Hive Temple Key 1
|Power Bombs
|
|Missile Expansions: 30/49 (160 Missiles)
|Energy Tanks: 9/14
|Beam Ammo Expansions: 2/4 (150 Ammo)
|Power Bomb Expansions: 0/8 (2 Power Bombs)
|
|Total items: 60%

O-----
////////////////////
// Hive Peril //
////////////////////

Let's do a bit before we head back to the Sanctuary. First off, let's exit Dark Aether, as there's nothing we can do here - down here at least. You can use any of the portals here, even the one on Undertemple Access. I prefer the one in the Crypt though, as you can get right to doing something. Right as you enter, you'll see a cracked glass floor section. Power Bomb it and you'll see a cap below. Power Bomb this to drain the water. Now, gain momentum with the Boost Ball and get up to the Spider Ball track on either side. Move to the other side, Boost to the rotating thing, then Boost to the Bomb Slot. Power it. Now, go to the other side and power that Bomb Slot, and the statue's force field will open, revealing a MISSILE EXPANSION. Just use the Grapple to get below it, hop onto the new ledge, then onto the platform with the expansion. Go to the Training Chamber next, preferably from Hydrodynamo Station. As soon as you enter it, darklings will possess the Bloggs here. New scan.

Once they're gone, use the Spider Ball Tracks to get up to above the statue. Use the Spider Ball Tracks to drop onto the platform in front of the statue's chest. Power the Bomb Slot and the statue will move. Look behind it for a MISSILE EXPANSION and a Spider Ball Track leading to a Power Bomb (yellow) door. Grab the expansion and head through that door. In this Fortress Transport Access, if you haven't gotten the Blogg scan already, there's a Blogg in the water here, just in case. Jump across to the elevator room, and take it up to Sanctuary Fortress.

...I know I said let's do a bit before we get back here, but we're not actually gonna do much here. What we're wanting to do is head to Hall of Combat Mastery, near where the Dark Portal is. But while we get there, might as well get some things. Head to the next tunnel, where you can find some Octopedes. If you didn't get the scan before then, scan 'em now. Head to the yellow door, and blow it open to gain access to Main Research. Scan the Lore next to you and destroy the Quads. Now, look up towards the large central glass tube to see a large drone inside. Scan this Caretaker Class Drone, as this is the only time to get its scan.

On the north side of the room is a wall filled with obstacles and a Spider Ball track. Start going through it, avoiding the machines that push and smash you off, until you get to what seems like a dead-end. Just wait for the platform to come so you can continue. Eventually you'll reach a MISSILE EXPANSION. Look around the eastern side of the room for a Spider Ball Track. Take it up to a door. In Transit Station, quickly turn the corner and take out the Luminoth Turret, and enter the main area. Find the cracked glass wall here and blow it up with a Power Bomb. Enter the Dark Portal. Once you enter, a Dark Ingsmasher will appear. Kill it like you would a normal Ingsmasher, except just use charged Light Beam shots. Once it's gone, go into the area the Dark Ingsmasher came out of to find a Light Portal. Take it, then move through the Morph Ball tunnel to find a Dark Portal. Go through it, then go up the Spider Ball track to find a Light Portal. Go through it, then take the Spider Ball track to a POWER BOMB EXPANSION.

Exit the room now through the yellow door into Reactor Core. Save if you want to, then head to Hall of Combat Mastery. Get to the Dark Portal, but don't enter it. Instead, stay in the tunnel to it, and Power Bomb it to break it. Head through the door. Destroy the Quad, enter the elevator to Agon Wastes. Once there, head to Main Reactor. Drop down from the Luminoth room, and Spider Ball up the other track. Boost across the mechanisms to the east side, where you'll find a glass dome on the ground. Bomb it for a MISSILE EXPANSION. Now head to Sand Processing. Boost up to the right side of the half-pipe to find a tunnel. Head up there to enter a small room with a Bomb Slot. Power it to drain the sand in the half-pipe. Go back and find a MISSILE EXPANSION. Head to Mining Station A. Look for a weirdly-cracked wall in the lower floor, and Power Bomb it. An Orb Cannon will appear. Get shot from it while holding R to latch on to a Spider Ball Track. Follow it to a MISSILE EXPANSION.

Head to Mining Station B. There's a cracked wall here. Power Bomb it to reveal a light door. Enter it to find a MISSILE EXPANSION. Now head to Torvus Bog from Transport Center. Now, in Torvus Bog, head to Torvus Grove. See the limbs of the tree that can be scannable? Move in between those limbs and plant a Power Bomb. The limbs will break and the tree will fall, hitting a wall. Part of the wall will break open, revealing a MISSILE EXPANSION. Now, head to Plaza Access, getting to the next room you haven't visited yet. In this Torvus Plaza, take down the Dark Pirate Commandos, then use the Boost Ball on this half-pipe to reach a Spider Ball Track. Take it right, then drop to the path. Bomb Jump to the next Spider Ball Track, but be careful of the Sporb. It might just be best to get shot by it, unmorph as you're falling, and try to target it. Shoot it with a Missile to kill it.

Now go back up, and follow the Spider Ball Tracks to a mechanism with rotating Spider Ball Track sections. Now, this may turn out bad for you, because the camera may glitch to a point behind what you need to see, making it almost impossible to get past. If that happens, just find a save and restart the Gamecube. That should fix the camera. Basically, just follow the Spider Ball Tracks to an Orb Cannon, which takes you to an ENERGY TANK. NOW we can head back to Sanctuary Fortress. What you're supposed to do is head to Main Gyro Chamber on the upper level of the Fortress. If you get to the lower floor, you will find a Lore to scan. Get it, then head into upper level. Blow up the barrels with a Power Bomb to find a Bomb Slot. Power it to get another color puzzle. Now...

Hit the lower left peg until the red side is on the middle, then shoot the upper left twice. Now, shoot the lower right peg twice. Hooray! It's solved. Activate the next Bomb Slot and the next Gyro will stop. This Gyro has a Spider Ball Track on it, so get on the gyro, move to the Spider Ball Track, and follow it to the end. Boost into the glass to break it, and blow open the yellow door. In the next room, you'll spot Dark Samus mauling some Space Pirates in order to

grab some Phazon. Head through the blast door on your right to find a room full of crates to refill your energy and ammo. As the next blast door opens, Dark Samus will be gone. She must've gone on ahead, so follow her. You'll enter an elevator. Watch the cutscene and you'll start the next fight with Dark Samus!

BOSS: Dark Samus

Even if this is the same entity, scanning her here yields another scan for your Logbook. She has new attacks this time! A Boost attack similar to the Boost Guardian's, Phazon charge shot that freezes you, and a sweeping Phazon Beam. After dealing enough damage, the elevator will reach the top. After having half her health gone, she gains that blue aura again and starts using her old Super Missile and Shinespark attacks. However, she will also make herself invisible to your normal Visor. Switch to the Dark Visor to find her. To make this battle go quickly, you can use Super Missiles, or if you're daring, the Darkburst. The Darkburst is pretty hard to hit though, so only fire it if Dark Samus is standing still, like when she's firing that sweeping beam.

Now that Dark Samus is down for the count (but she's not out, I guarantee it!) drop down where you're facing to find an overhang. Walk across the narrow ledge here carefully, and take the Dark Portal. Once in Ing Hive, follow the path to a Spider Ball Track. Follow it to drop into the main area. Find the Spinner and rotate the central structure until it stops, then take the Spider Ball Track on the central structure. Follow it until the end, then Boost onto a ledge. Double Jump to the Light Portal and get back to Sanctuary Fortress (Light Aether). Double Jump across to find the ECHO VISOR. This is the coolest Visor ever. It basically lets you see the world in sound. That's it. Whatever sound bounces off, is visible as an outline. It may seem stupid, but it's pretty damn cool-looking.

Anyway, your job here is to switch to your new Echo Visor and find mechanisms emitting sound. You'll be able to see the sound waves, so follow them to their source and shoot them. Once you shoot them all, the elevator will reactivate. Take it back down, and enter the next room, where you'll be greeted by a message on your screen saying that all the doors are locked. Great. Switch on the Echo Visor to find a mech sending sonic emissions to lock the doors. Destroy it in order to advance. (Don't worry if it scares you a little bit...it did for me. The way the mech looks is just...ugh.) Alright, head to Dynamo Works and take the portal there. Once arriving in Ing Hive, enter the light door. In the next room, take care of the Warrior Ing and switch on your Echo Visor. Shoot the sonic emitters to open the way to Hive Gyro Chamber.

Get to the center and hook onto the center sphere with the Spider Ball, and find a track on the top of it that ends very shortly. Boost up to a Spider Ball Track that...seems to be floating. Move around it and Boost to the Key you see. Now, jump to the lower north part and enter the red door to find a Save Station. Now jump to the upper north part and enter the door. Just follow the rooms here to find an Ammo Station where the elevator would be in Sanctuary. Now that your ammo is refilled, enter Sanctuary Fortress, into Main Research. Switch to Echo Visor and destroy all the sonic emitters to gain access to a Dark Portal. Regarding this particular "puzzle", this is important: DO NOT EXIT THIS ROOM UNTIL YOU'RE DONE. If you exit this room in the middle of what you need to be doing (for whatever reason, maybe to save), the sonic emitters will act like they're all destroyed, but the door to the Dark Portal will not be open, thus preventing you from progressing. It's a game-breaking glitch and you'll have to start the game all over again if this happens.

At any rate, game-breaking glitches aside, once back in Ing Hive, kill the

Hunter Ings and bring up your Echo Visor again. Blow up the sonic emitters to open the next door, revealing a console. Scan it to raise the central glass structure. Drop into there and enter the Light Portal. Take the Spider Ball Track up to begin the fight...

MINI-BOSS: Caretaker Class Drone

Hope you scanned this boss beforehand, otherwise you can't get it now! Basically, in order to defeat this boss, you'll have to move around the Spider Ball Track, avoiding its sweepers. When something glowing red shows up, Boost into it quickly. Do this until the power core in the center appears. Quickly Boost into it. Just do this three times, each time the machine moving up, and the Spider Ball Tracks giving you less move to maneuver.

Once it's gone, take the Spider Ball Track and follow the tunnel afterwards to a door. Go through it. In this next room, the Orb Cannon will be locked. Switch to the Echo Visor and destroy the mech to gain access to it. Get shot up to the top while you see a hefty Morph Ball maze in the background. In fact, we're going to get through that now. Once you get to the top, drop down. Now... take the left path. Go right next, then right again to find a MISSILE EXPANSION. Now get to the bottom and get shot back up to the top. At the Watch Station, jump to the rotating platform and kill the Rezbits. Find the Lore here, then enter the light door.

Look around for an ENERGY TANK, then scan the console nearby to activate Grapple Points to the Main Gyro Chamber. But you don't need to go across there, so head back to Watch Station. To your left, you'll spot a Spider Ball Track. Double Jump to it, and go across it until you find another Spider Ball Track. Bomb Jump to it, and follow it to the central platform. Use the Orb Cannon to get shot to another Spider Ball Track. Prepare for a harder part of this. Follow the tracks until you get to a rotating gyro with Spider Ball Track on it. Bomb Jump to it, then watch the red prongs. RIGHT when you start passing the prongs, plant a Bomb. It should be enough time to Bomb Jump to the next rotating gyro without hitting the red field and falling off. Do the same to the next gyro, and you'll get to a field of Spider Ball Tracks. Now you have two choices: continue, or take the path to the Bomb Slot to open the way to a Dark Portal.

Take the path to the Bomb Slot first and open the Dark Portal, then go back here and take the left path. You'll have to deal with two more of those gyros before you gain access to a tunnel. Take it and turn north to find a BEAM AMMO EXPANSION. Now just exit, and you'll drop to the Dark Portal. Enter it. Take down the Dark Pirate Commandos, then take the northwest blue door. Grapple across in Judgment Drop after shooting down the Dark Preeds. At the other end, jump down and enter the Light Portal. Go back up and continue to arrive in the Vault. Go across the bridge, taking down the Rezbit, and you'll find an item locked up. We need to get that. Drop down, ignore the Bomb Slot, and scan the console to lower the bridge. Cross it to a Dark Portal. Enter it, then Grapple across. Before scanning the machine to spawn the Light Portal, turn around and scan the Dark War Wasp. Enter the portal now.

Now, your job is to go to the platforms on each of the four corners of this large room, and rotate the Spinners so they face the central structure. Once you do that, head back to the Dark Portal, Grapple across, go through the Light Portal, and power the Bomb Slot in the central chamber. This will open up the way to the item, which is the SCREW ATTACK. Now you can cross large gaps! The trick to using this correctly is to time your jumps. Once you jump a third time to activate the Screw Attack, press jump each second to make the most of the

Screw Attack and go the farthest it can go. You're not supposed to rapidly tap the jump button to use it. Anyway, Screw Attack across the gaps you need to go across until you reach Watch Station again.

Now, to get the last Key, get to Main Research and enter the Dark Portal. Get onto the ledge on the central structure, then move to the northwest to find another ledge. Double Jump to it, then Double Jump to the door to the west. In here, scan the weird-looking walls - they are Wall Jump Surfaces, built to be used with the Screw Attack. Simply Screw Attack towards a Wall Jump Surface, and you'll hook onto the Surface. Now jump and you'll Wall Jump. Keep doing this to reach the top. Ah, just like the 2D games, eh? At the top, enter the door to Aerial Training Site, where you've been before. It's the last Key! Grab it, and scan the console to lower the force field. Screw Attack to the north end, where the Light Portal is. Wall Jump up the surfaces here to find a MISSILE EXPANSION. Head back to Sanctuary Fortress.

```
-----  
|/ SCANS ACQUIRED  
|  
|Research:  
| Wall Jump Surface (Mechanisms*, Systems*)  
|  
|Lore:  
| Sanctuary Falls (Luminoth Lore, Conflict, Final Phase)  
| Shattered Hope (Luminoth Lore, Conflict, Second Phase*)  
| Torvus Falls (Luminoth Lore, Conflict, Second Phase*)  
|  
|Creatures:  
| Caretaker Class Drone (Aether, Mechanoids, Stationary*)  
| Dark Blogg (Dark Aether, Darklings, Darkling Aquatic*)  
| Dark Ingsmasher (Dark Aether, Darklings, Darkling Mechanoids*)  
| Dark Samus 2 (Offworld, Dark Samus)  
| Dark War Wasp (Dark Aether, Darklings*, Darkling Flyers*)  
|  
|Total scans: 85%
```

```
-----  
|/ ITEMS ACQUIRED  
|  
|Echo Visor  
|Ing Hive Temple Key 2  
|Screw Attack  
|Ing Hive Temple Key 3  
|  
|Missile Expansions: 40/49 (210 Missiles)  
|Energy Tanks: 11/14  
|Beam Ammo Expansions: 3/4 (200 Ammo)  
|Power Bomb Expansions: 1/8 (3 Power Bombs)  
|  
|Total items: 76%
```

```
O-----  
////////////////////  
// Quad-daddy //  
////////////////////
```

Alright, it's time to clear the Sanctuary Fortress now. Before that, though, let's get a couple of items. First off, head to Sanctuary Entrance, which is the large bridge entrance to Sanctuary Fortress. On the way there, you'll get locked-in once you reach the Reactor Access. You'll basically have to deal with

two Ings mashers in order to continue. Anyway, on the northwest side of the area is a cracked glass wall. Power Bomb it and take the elevator up. Scan the console to activate the Orb Cannon back below, so take the elevator back down and get shot across to a catwalk. Move around it and follow the Spider Ball Track up to the cannon. Enter it. Now, you have three targets to destroy: the cracked glass wall on the north, the part of the structure on the northeast, and the cracked wall on the south. Now use the other Spider Ball Track to get shot back.

Move to the northeast section of the area and jump to a large ledge with a Lore and another Spider Ball Track. Scan the Lore and take the Spider Ball Track to a high enclosure with a Luminoth to scan and an Orb Cannon. Take the Orb Cannon after doing the scanning, and you'll get shot to a POWER BOMB EXPANSION. Now, head to Temple Access, on the side facing Main Gyro Chamber. Take care of the Rezbits down there while still up here, then switch to the Dark Visor. You should see some targets to Seeker Missile. Take them all down and an Orb Cannon will activate down there. Now, switch to the Echo Visor to find a sonic emitter. Shoot it and quickly drop down, get shot out of the Orb Cannon, and you'll fall to below the floor. Work your way around to find a MISSILE EXPANSION. To exit from here, use the Spinner to make a floor panel open.

Now for our final bout in this area... Move to Dynamo Works, take the Dark Portal, and get to Hive Gyro Chamber. Save, and refill at the Ammo Station if needed, and head through the door on the south upper floor. At Hive Temple Access, deposit the Keys and head straight to Hive Temple. Take the elevator down...

BIG BOSS: Quadraxis

This thing... is HUGE. Scanning it suggest its "knees" are lightly armored, so start firing Super Missiles at any of its knees, but they have to be flashing blue, otherwise the Super Missiles will bounce off. It also has weak points in its feet. If you destroy the things on its feet with Bombs or a Boost, they'll be destroyed and drop Ultra Energies. As for its attacks, it can fire bursts of matter-antimatter at you that can disrupt your vision (Boost away when it locks on), create shockwaves with its feet if it has those generators active, homing missiles, machine gun, and a vortex spin. The Vortex Spin is pretty hard to avoid: the only way to do it is to be in a far corner of the room when he attempts it. It will eventually suck you in though, so shoot at it also. After all of its knees are destroyed, it moves on to phase two.

Quadraxis's legs give way, and the head starts floating by itself, surrounding the "dead" body. Also, Dark Quads will appear in this phase. This is the only other time they appear, so get the Dark Quad scan if you haven't already! Oh yeah, speaking of scans, scan the body and its shielded head for two new scans. Alright, since the Head Module is shielded, we need to take down its shield. Switch to the Echo Visor to find a sonic transmitter on the Main Body's center. Damage it with Super Missiles to disable the shield on the Command Module. Scan it again. It's trying to restore its link with the Main Body, and as such, has three antennae out. Switch to the Echo Visor, target one, and destroy it with Super Missiles. Repeat this process two more times to start the final phase.

The armor on the legs of the Main Body is now gone, revealing Spider Ball Tracks, and the Command Module is no longer shielded. Scan the CM once more. In order to finish off Quadraxis, we have to Boost the Morph Ball up onto its head and damage it with a Bomb in one of the slots. To get on there first though, you must stun the CM with enough firepower. (One Charged Light shot should do it.) After that, it will start floating around the Main Body. Find the closest

leg, and go up its Spider Track to the top. Wait until the CM passes by, and Boost onto it while still holding R. You should latch onto the head. Get into one of its slots and damage it severely with a Bomb. Repeat the process once more and the boss is finally dead.

Your reward for defeating the complex Quadraxis is the ANNIHILATOR BEAM, named after the fusion of matter-antimatter, which is annihilation. So no, the game isn't implying that this beam is really destructive. One shot with the Annihilator Beam takes off one Light Beam ammo and one Dark Beam ammo. As such, charged shots take off 5 ammo for each Beam. Once collecting it, Quadraxis will deteriorate, allowing a structure in the middle to raise. Climb up it with the Spider Ball, then Screw Attack across to the south grey door. Open it with the Annihilator Beam. The Annihilator Beam can also home in on enemies, stun them with the charge shot, and also has sonic properties and can activate sonic receptors with the Echo Visor. Head to the Ing Hive Energy Controller and swipe the energy from this area! Now to exit.

Head back to Hive Temple, and Screw Attack over to the west grey door. Scan the Ingstorm. Now, this is dangerous, but this is a shortcut. This Ingstorm HURTS, so Boost through it quickly to the center area. Take a break, and Boost through the next Ingstorm. Enter the grey door into Aerial Training Site. Shoot the Annihilator Beam at the Light Crystal here and scan it. Screw Attack across and shoot the Annihilator Beam at one of the Beacons and scan it. Basically what happens with these Crystals/Beacons, is when shot with the Annihilator, they emit a field that draws Ing toward the field. Once they touch the field, they immediately disintegrate. Very useful! Now, go through the Light Portal. Interestingly enough, the Annihilator Beam can open both types of portals. It's best to just use the beam necessary anyway, to avoid wasting ammo.

Once in Watch Station, take the southwest door, the only one you haven't been through yet. Might as well take a shortcut, eh? Take down the Mekenobites, and switch to your Annihilator Beam and Echo Visor. Shoot the door in the center that you see and it will emit a series of chimes. Hm...and the sound emitters in this hall also emit different chimes. Follow the door's series of chimes by shooting the sound consoles in this order, starting from in front of the door: right, right, left, right. The door should open, revealing a MISSILE EXPANSION. Now head to Sanctuary Energy Controller to deposit the planetary energy. There is just one area left now...and that's the Sky Temple. It's Dark Aether's version of the Great Temple. So, let's go visit U-Mos. On the way to exit Sanctuary Fortress though, stop in Main Gyro Chamber for a minute.

Go to the lowest floor here. Go to the sound door like the one from Sentinel's Path, and shoot it with the Annihilator Beam while having the Echo Visor equipped. The order to shoot these sound consoles is this: Closest to the door, closest to the elevator, and then the middle twice. This will open up an Orb Cannon. Have it shoot you to the Dynamo core, destroying it, and revealing a POWER BOMB EXPANSION. Alright, now you can officially exit Sanctuary Fortress. In fact, just head straight to the Great Temple; you know the way. When you head back to U-Mos, he'll commend you for your efforts, and that you must head to the Sky Temple. But in order to do that, we must collect 9 Sky Temple Keys that are scattered throughout every land in Aether. The first Key was put in by another Luminoth just before he died. In order to help you with your final hunt, he arranges a new piece of equipment for you to use: the LIGHT SUIT. Oh baby yes. It's about time we got a new suit, as that Dark Suit was getting a little ugly, don't you think? This sleek new Light Suit lets you travel through beams of light, and is completely immune to Dark Aether's atmospheric effects; even Ingstorms and dark water! Also, every Energy Controller is now a warp: allowing you to instantly transfer yourself to the Great Temple, Agon Wastes, Torvus Bog, or Sanctuary Fortress. Neat. Before using this though, exit Great

Temple through Temple Transport C.

Once in Meeting Grounds, head to Hall of Eyes and enter the Dark Portal there. Enter the green door you see. Head to the main part of War Ritual Grounds, and shoot the Beacon with an Annihilator shot to get rid of the Hunter Ings here. Now, switch to the Dark Visor to find five Seeker targets on the north-ish area. Shoot them down and enter the door that opens to get a MISSILE EXPANSION. Now continue. Head through the tunnel to reach the Shrine Access. Take down the Sentreyes, and blow open the purple door. Head through the Gateway Access, shooting down Darkling Tentacles, until you finally reach...Sky Temple Gateway. Obviously, this is the entrance to the Sky Temple, but it's not open yet. Scan the dead Luminoth, and then everything highlighted in red to gain hints to where the Keys' general locations are. It's time to start the final journey...

|/ SCANS ACQUIRED
|
|Research:
| Super Beacon (Luminoth Technology*, Light Beacons*)
| Super Crystal (Luminoth Technology*, Light Crystals*)
|
|Lore:*
| A-Kul's Testament (Luminoth Lore*, Keybearer Lore*, Cadre 1*)
| B-Stl's Key (Luminoth Lore*, A-Kul's Clues*, Cadre 1 Clues*)
| C-Rch's Key (Luminoth Lore*, A-Kul's Clues*, Cadre 2 Clues*)
| D-Isl's Key (Luminoth Lore*, A-Kul's Clues*, Cadre 2 Clues*)
| G-Sch's Key (Luminoth Lore*, A-Kul's Clues*, Cadre 1 Clues*)
| J-Fme's Key (Luminoth Lore*, A-Kul's Clues*, Cadre 2 Clues*)
| J-Stl's Key (Luminoth Lore*, A-Kul's Clues*, Cadre 1 Clues*)
| M-Dhe's Key (Luminoth Lore*, A-Kul's Clues*, Cadre 2 Clues*)
| S-Dly's Key (Luminoth Lore*, A-Kul's Clues*, Cadre 1 Clues*)
| S-Jrs's Key (Luminoth Lore*, A-Kul's Clues*, Cadre 2 Clues*)
| S-Jrs's Testament (Luminoth Lore*, Keybearer Lore*, Cadre 2*)
| Twilight (Luminoth Lore*, Conflict*, Final Phase*)
|
|Creatures:
| Damaged Quadraxis (Dark Aether, Guardians*, Quadraxis*)
| Final Head Module (Dark Aether, Guardians*, Quadraxis*)
| Ingstorm (Dark Aether, Ing)
| Quadraxis (Dark Aether, Guardians, Quadraxis*)
| Shielded Head Module (Dark Aether, Guardians*, Quadraxis*)
| Stunned Head Module (Dark Aether, Guardians*, Quadraxis*)
|
|Total scans: 94%

|/ ITEMS ACQUIRED
|
|Annihilator Beam
|Light Suit
|
|Missile Expansions: 43/49 (225 Missiles)
|Energy Tanks: 11/14
|Beam Ammo Expansions: 3/4 (200 Ammo)
|Power Bomb Expansions: 3/8 (5 Power Bombs)
|
|Total items: 83%

O-----
////////////////////

```
// Final Hunt //
////////
////////////////////////////////
```

This section will help you find all the Sky Temple Keys, as well as the rest of the expansions. Alright, to start off...let's look at M-Dhe's Key.

M-Dhe's Clue: "The one who shall move the pillar of holy ground will see your soulless body."

M-Dhe's Lore: "That last hit breached my armor. The poison spreads. Though I have found the key, it is too late for me. Soon my light will fail. They know I am here. They will come to this site to plunder the key. My last stand shall be at the edge of the temple grounds. I only hope I have the strength to fight when they arrive."

The Clue mentions a "pillar of holy ground." Holy ground refers to Temple Grounds, but there are lots of pillars we can move. (Referring to the light/dark crystal pillars.) However, M-Dhe mentions a "site". Well, if we look at the map of Temple Grounds, there is only one room that says "Landing Site." That's it! The Dark Aether's version of Landing Site is where we need to go. Head to Shrine Access and blow open the green door to enter Defiled Shrine. Drop down to the main area, and battle Warrior Ings. You can also just cheap out and use the Annihilator Beam on the Beacons. Once they're gone, look around with the Dark visor to find something floating. Shoot it once to make it visible with your normal Visor. Scan it, then shoot it apart to find a Sky Temple Key! Head back to Light Aether, or Temple Grounds.

D-Isl's Clue: "Who shall disturb you among the trees of holy ground?"

D-Isl's Lore: "It is inside me. I feel it spreading, clawing at my will, tearing at my thoughts. It moves me against my will, to this cavern. Here it will end. I do not wish this, do not want my body to become a weapon for the Ing within me. It hates. It demands obedience. I will fight to the end. I shall self-terminate before I will be a pawn of a filthy Ing."

Another Sky Temple Key in the Temple Grounds, and D-Isl mentions a cavern. There are two rooms here with cavern in the name. Storage Cavern B only held an Energy Tank, so it must be Storage Cavern A! So, we'll head there, but we'll take a roundabout way to get there. For now, head to Windchamber Gateway. Cross the gap and open the yellow door to enter Grand Windchamber. Prepare for a complex puzzle here! First, take out the Aerotroopers. Next, enter the Dark Portal here. Here, you're supposed to use the Spinners to line up the System Control Rings in the center. Spin the one right here until the bottom one glows yellow. Exit it and use the Orb Cannon. Use the next Spinner and spin it until the top ring glows yellow. Use the Orb Cannon and spin the next Spinner until the second top one glows yellow. Use the Orb Cannon here and spin the next Spinner until the last ring glows yellow. Now get shot over to the area with the Light Portal and Seeker Missile all four of the rings. This will raise two of the Grapple Points in Aether.

Now, use the Spinners so all the rings glow blue. Get shot over to the area on the opposite side of the Light Portal and Seeker Missile the rings. This will raise the other two Grapple Points in Aether, and drop the rings they were holding. Now exit this room through the portal. Now Grapple across to the north platform. Use the Orb Cannon to get shot up to a new item, the SUNBURST. This is the Light Beam Charge Combo. It costs 30 Light Ammo and 5 Missiles to fire. Shoot this, and whatever is in its blast radius when it hits, gets majorly damaged because of the sheer heat the blast creates. The problem is, the

Sunburst moves extremely slow, making it impractical. The good thing though is that it can damage foes as it flies to its impact target. It's only really needed to get 100% anyway. Head through the next door.

Head through the Morph Ball tunnel, and blow open the yellow door to arrive in GFMC Compound. Enter the door leading to Sacred Path. Enter the Portal there. Now that you're in Profane Path, take down the Dark Pirate Commandos. Now, get out your Annihilator Beam and Echo Visor to spot some more sonic emitters and a sound door. Shoot the door to get a series of chimes like before. Here's the order you have to hit the sound consoles in: back-right, front-right, left, back-right. This should open the door, allowing you access to a BEAM AMMO EXPANSION. The last one in the game! Now continue through the only door here. In Phazon Pit, be careful of the Dark Metroid, and swing across to the other side, where you'll be in Phazon Grounds. Scan the Dormant Ingclaws here. There are also lots of Dark Metroids in this area, including one carrying a dead Space Pirate. Believe me, when I first saw that, I freaked out until I figured out it was a Dark Metroid carrying the Pirate. Anyway, see the spire way out in the middle of nowhere? We need to get there. Space your Screw Attacks just perfectly and you will be able to get to that spire, where a MISSILE EXPANSION waits. Now head through the purple door in this room after Screw Attacking back.

Reliquary Access is filled with an Ingstorm. Luckily you have the Light Suit! Continue to Reliquary Grounds, where more Ingstorm is, including a few Warrior Ings. Take them down, and start climbing. You can see a glass plating where one used to be in Light Aether's version of this room, but if you Bomb it, you won't get anything out of it. Oh well. Get up to the door here like you did earlier ago to get the Luminoth's scan, and enter. Go down there, turn on the Dark Visor, and destroy the Flying Ing Cache for another Sky Temple Key. Alright, since this is a dead-end now, head all the way back to Profane Path and through the Light Portal.

J-Fme's Clue: "In the last, what did you see? Was it one of our gates closing, sealing the scorched land from our holy ground?"

J-Fme's Lore: "Final entry, Warrior J-Fme.

Their army swells. Beasts and rogue machines join the ranks of the Horde, all eager to bring death to the Luminoth. The Ing sent these new additions to the industrial site to do battle with me, while they watched from safety. Cowardly mongrels! My only regret in death is that I did not live to see the day of their defeat. May it come soon!"

Straight off, we can see from the clue that J-Fme is in the Temple Grounds. "gate to the scorched land" seems to obviously be the entrance to Agon Wastes. We've already pinpointed J-Fme! The name of the room is Industrial Site. So, we'll head there. We've got a couple items to get though. Head to GFMC Compound, and pretend you're heading back to Sanctuary Fortress. In Fortress Transport Access, you'll find a beam of light going straight up. Step inside it, and you'll be transported to an upper room. Collect the ENERGY TANK in here, then head back. Now start heading to Temple Assembly Site, but take a stop in Dynamo Chamber when you get there. (You'll have to Power Bomb the gate in Trooper Security Station in order to progress.)

In Dynamo Chamber, Power Bomb the gate. Now, in order to save Power Bomb ammo, get between the cracked wall here (find it with the Scan Visor) and the other gate. Plant a Power Bomb at that point and it should destroy both targets. Behind the cracked wall is a POWER BOMB EXPANSION. Now head to Temple Assembly Site, and enter the portal there. Once in Dark Aether, open the purple door you see. Head through the tunnel, shooting down the mutated Venom Weeds, and enter

Accursed Lake. Obviously it's a room filled with dark water. Also, this is where J-Fme is in Light Aether. Take down the Hunter Ings (there's a Beacon here to take advantage of, if you know what I mean) and look around with the Dark Visor to find another Flying Ing Cache. Shoot it down and go over to the Key to collect it. (Remember that you can traverse dark water now.)

Alright, exit Dark Aether the way you came, and head to Industrial Site. Now, save and refill your ammo at your ship, if you so wish, and head to Agon Wastes.

J-Stl's Clue: "Lost his soul before a fortress in the scorched land."

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

Scorched Land means Agon Wastes, but there are dozens of rooms with the word "Mining" in them. The only possible explanation would be Central Mining Station. Remember the Luminoth you saw alongside a Beam Ammo Expansion?

First up though, head to Mining Plaza just up ahead. Jump to the center structure and switch on your Echo Visor. Look around and you will find three sonic emitters. Shoot all three of them down to open up a wall panel high above where you entered. Screw Attack into it to find an ENERGY TANK. Now, head to Sandcanyon from Agon Temple. Screw Attack across to the central structure, and plant a Power Bomb there. Most of the structure will give way, allowing you to collect a POWER BOMB EXPANSION. Now head to Bioenergy Production. Kill all the Metroids here, then go back to the east side of the room and activate the storage racks. Move to the opposite side and look for a Spider Ball Track. Follow the Tracks until you get to a new Spider Ball track to the east pointing upward. Boost to it, then boost to the storage rack. Move to the other side, then boost toward the ledge with the green door. You can also Screw Attack over there, but because of the ceiling, it's hard to do. Blow open the green door and enter to get a MISSILE EXPANSION. Time to enter Dark Aether.

As soon as you enter, head to Battleground. Upper level is preferable. Take down the Warrior Ings here, and switch to the Dark Visor to see some invisible moving platforms. Take them across to the other side (or you can just Screw Attack over there), shoot down the Flying Ing Cache, and grab the Sky Temple Key.

B-Stl's Clue: "She lies deep in a fortress of dry land."

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

Agon Wastes. Reactor. Main Reactor, anybody? Before going there though, head to Junction Site. In the central structure, go up the Spider Ball Track and power the Bomb Slot. This will turn the structure around so you can collect the MISSILE EXPANSION at the bottom. Go back up and power the Bomb Slot again, then head to Feeding Pit. Fall into the dark water and look around for a POWER BOMB EXPANSION. The Dark Visor makes it easier to see down here. Now head to Phazon Site. Here, climb up using the elevating platforms. At the highest, Screw Attack over to the grey door. Now, for something funny, stand right beside it

and just wait for the Dark Metroids to come. They'll fly right past you and into the door, killing them instantly. Cool, huh? Anyway, enter the door to find SONIC BOOM. This sweet attack instantly hits as soon as its fired. It is, however, rather expensive. It costs 30 Light AND Dark Ammo, plus 5 Missiles to fire. Ouch. Don't use it too much. It can cause hefty damage however, and can prove useful in the final battle.

Now head to Dark Oasis. Head to the middle and plant a Power Bomb to open up the larger part of this room, which is filled with dark water. Go into the dark water and look for the Flying Ing Cache with the Dark Visor. Grab the Sky Temple Key. Now, exit Dark Aether, and head to Agon Energy Controller. Step into the warp and choose Torvus Bog.

S-Dly's Clue: "Beside the marsh of a raining land she laid her body forever."

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

Torvus Bog. Lagoon? Seems to be Torvus Lagoon. Before heading that room's Dark counterpart though, head to Great Bridge through the upper level. Up here, cross the bridge and Power Bomb the grey rocks you see. Go through the new Morph Ball tunnel to find a POWER BOMB EXPANSION. Power Bomb your way out the other side. Now head to Meditation Vista. If you look out, you should see a platform moving. Screw Attack over to it (it's hard to time), and let it take you to the last ENERGY TANK. Now head to Dark Torvus Bog's Dark Forgotten Bridge. Head through the yellow door here. In case you missed the Dark Phlogus scan, the creature now resides in this Putrid Alcove. At any rate, beside the Phlogus is a cracked wall. Power Bomb it to find a POWER BOMB EXPANSION. Now enter Poisoned Bog. Head under the dark water and turn on the Dark Visor to find this Sky Temple Key.

G-Sch's Key: "With a Bearerpod he sleeps in a flooded temple."

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

Flooded Temple suggests the lower part of Torvus. Catacombs...I guess it's Catacombs in Lower Torvus for us, so head there after exiting Dark Torvus. However, once you enter there, go through the grey door into a new room. Take the launcher into the main underwater area. Alright, go down to the Bomb Slot you see and power it. This will reverse the water flow above so that it goes up. Get back up there and use Bomb Jumps to get to the top. Move right to the next upward current. Bomb Jump then move left. Bomb Jump again and power the Bomb Slot. Now drop, go right, drop again and go left to the large upward current. Do Bomb Jumps to the top. Move right, drop, and Boost over to the next upward current. Bomb Jump, move left, Bomb Jump, activate the Bomb Slot. Drop down twice, Bomb Jump to the now-upward current to the left, and Bomb Jump to the top to get a MISSILE EXPANSION. Now head back to Catacombs, and through the Dark Portal.

Soon as you enter, drop into the dark water below you. Look for the Watchdrone and scan it. Activate the Beacon above it to make it move, and go through the opening with the Morph Ball. Find the next Watchdrone and move it with the

Beacon. Go through the Morph Ball opening. In this room, you should find the Sky Temple Key, so turn on the Dark Visor to find it. Now head to Undertemple, where you first got your Power Bombs. Head to the alcove with the Light Portal, but instead Screw Attack up the Wall Jump Surfaces to another MISSILE EXPANSION. Head to Torvus Energy Controller and warp to Sanctuary Fortress.

C-Rch's Clue: "In a small corridor within the depths of a high fortress, he lies silently."

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

Small corridor in a high fortress...(Sanctuary) Well there are plenty of small corridors. However, there is one corridor named Dynamo "Works," so that must be it. Enter Dynamo Works through Workers Path, and go to the small room where you picked up the Spider Ball to find a yellow door. Blow it open and you'll find a Dark Portal. Enter it. Go through the door and the tunnel to arrive in the main area of Hive Dynamo Works. Go up the Spider Ball Track, Boost to the Spider sphere, then boost to the next one, then finally boost to the Spider Ball Track leading to the far ledge. Switch to the Dark Visor and get this Sky Temple Key. Exit.

S-Jrs's Clue: "He no longer breathes, looking down at the great bridge of a holy fortress."

S-Jrs's Lore: "A-Kul tried to send me back to Aether, that I might get reinforcements. Both cadres have been attacked, devastated. The Ing followed me. They came, wearing the skin of beasts. I gave them a good fight, yet, I have failed. May I redeem my honor in the next life. Here, at the fortress entrance, I breathe my last."

As if the clue isn't obvious enough, the Key we need is the Dark version of Sanctuary Entrance. Before that though, head to Sanctuary Map Station, adjacent to Reactor Core.

Enter the beam of light to get transported to an upper room. Grab the last MISSILE EXPANSION. Congrats! You've got 100% items! Now you can view the secret ending when the game ends. But you still have some work to do. Head through the Dark Portal in Hall of Combat Mastery. Head through the west door into Unseen Way. You can either Screw Attack across or use the Dark Visor to find a hidden platform. Either way, continue to Hive Reactor. Drop down to the bottom. Down here, there's a Save Station to the east, and an Ammo Station to the west. The main thing we're gonna do though is go through the yellow door. In Hive Reactor Access, shoot the Beacon to get rid of the Nightbarbs, and continue. Go through this hall, but be vigilant, as you'll see a swarm of Ing Larva. Scan them quick before they all disappear. Move to Hive Entrance. Screw Attack across to the other side and touch the beam of light to transport to an upper level. Screw Attack across again, and switch to the Dark Visor to find the last Sky Temple Key! Alright! Exit Ing Hive and proceed to Sanctuary Energy Controller, and warp to the Great Temple.

|/ SCANS ACQUIRED
|
|Research:*

| Dormant Ingclaw (Biology*, Darklings*)
| Flying Ing Cache (Biology*, Ing Storage*)
|
|Lore:*
|
|Creatures:
| Ing Larva Swarm (Dark Aether, Ing*)
| Watchdrone (Aether*, Mechanoids*, Large*)
|
|Total scans: 96%

|/ ITEMS ACQUIRED

|
|Sky Temple Key 8
|Sunburst
|Sky Temple Key 7
|Sky Temple Key 9
|Sky Temple Key 1
|Sonic Boom
|Sky Temple Key 2
|Sky Temple Key 3
|Sky Temple Key 4
|Sky Temple Key 6
|Sky Temple Key 5
|
|Missile Expansions: 49/49 (255 Missiles)
|Energy Tanks: 14/14
|Beam Ammo Expansions: 4/4 (250 Ammo)
|Power Bomb Expansions: 8/8 (10 Power Bombs)
|
|Total items: 100%

O-----
////////////////////
// Extermination ////
////////////////////

Exit Great Temple through Temple Transport C. Head to Landing Site to save and restore your ammo, then head to Hall of Eyes. Enter the Portal there, then head back to Sky Temple Gateway to deposit the Keys. It's time...enter the beam of light to warp to the Sky Temple. As soon as you enter, you'll hear a sound. Samus looks up, and some tentacles appear from the ceiling and push the orb of planetary energy through the ceiling. Interesting... Climb up to the Save Station. After saving, Screw Attack across, and enter the door. Screw Attack to the Wall Jump Surface and Wall Jump up to the top, and enter the door. Drop down.

FINAL BOSS: Emperor Ing

The Emperor Ing absorbed the planetary energy! Get it back from that beast! This thing attacks with mainly its tentacles. It can either slam the floor with them, sweep around the room (if at a high sweep, move to the very edge but do not touch the Phazon, but if at a low sweep, double jump to avoid), create dark bombs, or use rifts to poke at you from a distance. Scan the head and body. Your objective is to shoot the ends of the tentacles until the head opens up, revealing its eye. Scan it. The objective is to fire at the center of the eye. However, there are two barriers keeping you from doing that. You must fire in the opening between the barriers. Super Missiles are recommended here. Sunburst

does a hefty amount of damage, but as said before, it's extremely slow and hard to hit with. The eye will also occasionally fire large beams at you. Just avoid those. Also, the more he's damaged, the more tentacles will appear to harm you. Just repeat the process until the second phase comes up.

The Emperor Ing will attempt to regenerate itself by putting itself into a chrysalis. Scan it, then quickly latch onto it with the Spider Ball. Get him out of this chrysalis by Bombing each of the holes here. Power Bombs work well though. Occasionally the poisonous gas will raise. Just take refuge at the top to avoid it. Be careful while on this. The more holes you destroy, the more Inglets will come out to try to stop you. However, the Inglets are a blessing in disguise, as they always seem to drop Medium Energies (restore 50) or Large Energies. Once all the holes are destroyed, the third phase will begin...

Emperor Ing will emerge from the chrysalis in a brand new form. Wow...he looks more like Metroid Prime in its shell now... Scan it. This time, Mutated Emperor Ing has a slew of new attacks. He can summon a large amount of light beams, jump towards you and land to create shockwaves, and charge toward you. Its weak spot is its heart, which is inside its mouth. Shoot the heart with Super Missiles to change the heart's type. If it's dark, hit it with the Light Beam. You can use charged Light Beam shots to damage it. If it's light, hit it with the Dark Beam. You can use charged Dark Beam shots or the Darkburst to damage it. On either form, you can use the Sonic Boom. When the heart is dark, he can create Nightbarbs to surround his heart, protecting it, and a large dark beam that can freeze you in place. When the heart is light, he'll create light worms to swarm towards you. However, these light worms always drop hefty pick-ups. He will also use a large light beam to burn you. Just keep damaging him and he will be finished.

Samus will take the energy, but that means Dark Aether is starting to crumble away! Escape sequence! Jump up the central structure, Screw Attack to the door, drop down, enter the next door, and warp down to Sky Temple Grounds. Time to escape! Wait...the way forward is blocked off now...oh. It's Dark Samus. Time for one final battle!

REAL FINAL BOSS: Dark Samus

Alright, in case it wasn't obvious, this fight is timed, and the time limit depends on how much you had when you exited Sky Temple, so if you messed around in Sky Temple for way too long, this boss will be impossible. However, if you escaped properly, you should have plenty of time. Alright, scan her. Dark Samus has new attacks at her disposal, including going invisible to your Dark Visor and normal Visor (use the Echo Visor to find her), and firing a rather huge Phazon cannon beam. Just use all you have on her, Darkbursts, Sonic Booms, etc. And she will go to her next form, where she shields herself in a field of Phazon and floats in the center of the room. Scan her again, and you should have 100% scans. Yay!

With this form, she'll fire Super Phazon Missiles at you, and Phazon particles when her field gets larger for a brief moment, she will fire the Phazon particles at you. At this point, let go of the lock-on and free-look towards the particles to suck them in with your Charge Beam. Once you've sucked in enough, your Charge Shot will turn into a Phazon Charge Shot. Lock-on to Dark Samus and fire it at her. This is the only way to damage her. Eventually she'll revert back to her previous form, but after some damage, she'll go back to the Phazon field form. Unfortunately, that's all the tricks she has up her sleeve, so continue the same procedure until she's dead and the game is beaten.

Congrats, you've beaten the game! Here's the endings you can get.

Below 75%: Normal ending

Above 75%: Suitless ending (don't get too excited, she's just in her blue jumpsuit)

100%: Secret ending

...What, did you think I would completely spoil the endings? Pfft.

|/ SCANS ACQUIRED

|
|Research:*

|
|Lore:*

|
|Creatures:*

- | Dark Samus 3 (Offworld*, Dark Samus*)
- | Dark Samus 4 (Offworld*, Dark Samus*)
- | Emperor Ing Body (Dark Aether*, Emperor Ing*)
- | Emperor Ing Chrysalis (Dark Aether*, Emperor Ing*)
- | Emperor Ing Eye (Dark Aether*, Emperor Ing*)
- | Emperor Ing Head (Dark Aether*, Emperor Ing*)
- | Mutated Emperor Ing (Dark Aether*, Emperor Ing*)

|
|Total scans: 100%

|/ ITEMS ACQUIRED

- | Missile Expansions: 49/49 (255 Missiles)
- | Energy Tanks: 14/14
- | Beam Ammo Expansions: 4/4 (250 Ammo)
- | Power Bomb Expansions: 8/8 (10 Power Bombs)

|
|Total items: 100%

/-----
INVENTORY

|/ Suit Upgrades

|
|This will list all suit upgrades, including the ones you start with after the beginning part. (Just after the Dark Samus encounter.) Just because. :3 These will be listed in alphabetical order, under the categories you can find them.

Annihilator Beam

????????????????

Categorized: Weapon Systems, Beam Weapons

Found: Ing Hive, Hive Temple

Scan: The Annihilator Beam fires streams of light and dark energy. This Beam can seek single or multiple energy targets. Press C-Stick down to select the Annihilator Beam as your active weapon. When out of Light and Dark ammo, you can charge the Annihilator Beam to fire a normal shot. The Annihilator Beam has a high-powered sonic aspect when fired, which can be used to manipulate sonic-

powered devices. Annihilator Beam shots are very effective against both light and dark enemies. Charge the Annihilator Beam to fire a Disruptor blast. The Disruptor costs 5 Dark Ammo and 5 Light Ammo to fire.

Beam Ammo Expansion

~~~~~

Categorized: Miscellaneous, Suit Expansions

Found: Many places.

Scan: The Beam Ammo Expansion units increase the amount of Beam ammunition you can carry. Each Beam Ammo Expansion increases the amount of Beam ammunition you can carry by 50 units. You can reload your Beam Weapons at Ammo Stations. Your gunship has this capability as well.

-----  
Boost Ball

~~~~~

Categorized: Morph Ball Systems, Morph Balls

Found: Dark Torvus Bog, Dark Torvus Arena

Scan: The Boost Ball can be used to increase the Morph Ball's speed for short periods. Press and hold B to charge, then release B to trigger a quick boost of speed. When charging, the longer you hold B, the longer (and faster) the Boost Charge will be. Throughout the environment you will encounter U-shaped channels known as half-pipes. Using the Boost Ball in these areas will let you reach higher places. Build a charge as you descend in the half-pipe, then trigger the Boost as you ascend the other side. This will give you the speed and momentum you need to reach new heights. You can damage some enemies by "boosting" into them.

Charge Beam

~~~~~

Categorized: Weapon Systems, Beam Weapons

Found: Start of the game.

Scan: The Charge Beam allows you to increase the damage and effectiveness of the Arm Cannon. Press and hold A to charge the Arm Cannon, then release A to fire. The Charge Beam has a limited "tractor beam" capacity. Use it to pull small objects to you. There are Charge Combo enhancements scattered throughout the environment. They use the Charge Beam and the Missile Launcher in tandem to fire more effective blasts. The Charge Beam increases the performance of each Arm Cannon mode.

-----  
Charge Combo

~~~~~

Categorized: Weapon Systems, Charge Combos

Found: This scan is available after collecting the Super Missile.

Scan: The Charge Combos allow you to fire the Missile Launcher and Arm Cannon together. The combined attacks are stronger than normal blasts. The Arm Cannon must be charged to use a Charge Combo. When your Arm Cannon is charged, press Y to fire the Charge Combo. Charge Combos fire one blast at a time. Each shot uses a number of Missiles. Some Beams use Ammo. When you use their Charge Combo, you will lose both Ammo and Missiles.

Combat Visor

~~~~~

Categorized: Visors

Found: Start of the game.

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

-----

Dark Agon Temple Key 1

~~~~~

Categorized: Miscellaneous, Dark Temple Keys, Dark Agon Keys

Found: Dark Agon Wastes, Trial Tunnel (next to Dark Agon Temple)

Scan: This Dark Temple Key is one of three needed to open the Dark Temple of Agon. You must collect all three keys to gain access to Agon's Dark Temple.

Dark Agon Temple Key 2

~~~~~

Categorized: Miscellaneous, Dark Temple Keys, Dark Agon Keys

Found: Dark Agon Wastes, Doomed Entry

Scan: This Dark Temple Key is one of three needed to open the Dark Temple of Agon. You must collect all three keys to gain access to Agon's Dark Temple.

-----

Dark Agon Temple Key 3

~~~~~

Categorized: Miscellaneous, Dark Temple Keys, Dark Agon Keys

Found: Dark Agon Wastes, Battleground

Scan: This Dark Temple Key is one of three needed to open the Dark Temple of Agon. You must collect all three keys to gain access to Agon's Dark Temple.

Dark Beam

~~~~~

Categorized: Weapon Systems, Beam Weapons

Found: Agon Wastes, Storage D

Scan: The Dark Beam fires blasts of shadow energy. Shots from the Dark Beam can hinder enemies and objects as well. Press C-Stick right to select the Dark Beam as your active weapon. When out of Dark Ammo, you can charge the Dark Beam to fire a normal shot. Fire the Dark Beam to deactivate Crystals. Dark Beam blasts have limited effect on Ing and dark creatures. It takes several hits with the Dark Beam to hinder enemies and enshroud objects with dark matter. Charge the Dark Beam to fire an Entangler blast. Enemies struck by this blast will be enveloped in shadow tendrils for a few moments, unable to move or fire. The Entangler costs 5 Dark Ammo to fire.

-----

Darkburst

~~~~~

Categorized: Weapon Systems, Charge Combos

Found: Agon Wastes, Mining Station B

Scan: The Darkburst is the Dark Charge Combo. This potent blast opens a rift to a dark dimension, pulling enemies to oblivion. Firing a Darkburst will cost you 5 Missiles and 30 Dark Ammo. The Darkburst is a slow-moving blast. It is of limited effect against agile and rapid-moving enemies.

Dark Suit

??????????

Categorized: Armor

Found: Dark Agon Wastes, Dark Agon Temple

Scan: The Dark Suit protects against the toxic atmosphere of Dark Aether. This modification increases your defensive shielding. While the Dark Suit can resist the caustic effects of Dark Aether's environment, dark energy attacks will still cause damage.

Dark Torvus Temple Key 1

????????????????????????????????

Categorized: Miscellaneous, Dark Temple Keys, Dark Torvus Keys

Found: Dark Torvus Bog, Dark Torvus Arena

Scan: This Dark Temple Key is one of three needed to open the Dark Temple of Torvus. You must collect all three keys to gain access to Torvus's Dark Temple.

Dark Torvus Temple Key 2

????????????????????????????????

Categorized: Miscellaneous, Dark Temple Keys, Dark Torvus Keys

Found: Dark (Lower) Torvus Bog, Undertemple Access

Scan: This Dark Temple Key is one of three needed to open the Dark Temple of Torvus. You must collect all three keys to gain access to Torvus's Dark Temple.

Dark Torvus Temple Key 3

????????????????????????????????

Categorized: Miscellaneous, Dark Temple Keys, Dark Torvus Keys

Found: Dark Torvus Bog, Venomous Pond

Scan: This Dark Temple Key is one of three needed to open the Dark Temple of Torvus. You must collect all three keys to gain access to Torvus's Dark Temple.

Dark Visor

??????????????

Categorized: Visors

Found: Dark Torvus Bog, Dark Torvus Temple

Scan: The Dark Visor can detect interdimensional objects that are normally unseen. Press right on the D-Pad to select the Dark Visor. The Dark Visor will highlight most creatures as a targeting aid.

Echo Visor

??????????????

Categorized: Visors

Found: Sanctuary Fortress, Aerie

Scan: The Echo Visor uses sound to detect unseen objects and enemies. Press

down on the D-Pad to select the Echo Visor. The Echo Visor can reveal invisible items, areas, and enemies. Use the Echo Visor to interact with sonic-based security systems. This Visor was designed to work with a sonic-based Luminoth weapon system.

Energy Tank

????????????

Categorized: Miscellaneous, Suit Expansions

Found: Various places

Scan: The Energy Tanks increase the power level available to your Suit's defense screens. Each Energy Tank increases your Suit's energy by 100 units. The more energy your Suit has, the longer you can stay alive. You can fully recharge your Energy Tanks at Save Stations. Your gunship has this capability as well.

Energy Transfer Module

????????????????????

Categorized: Miscellaneous, Suit Expansions

Found: Great Temple, Temple Sanctuary

Scan: The Energy Transfer Module allows you to siphon power from Energy Controllers. The Energy Transfer Module has a power core fueled by light energy. The presence of this energy protects the user from Ing possession. Once you have siphoned all power from an Energy Controller on Dark Aether, you must return it to an Energy Controller on Aether.

Grapple Beam

????????????

Categorized: Movement Systems

Found: Dark (Lower) Torvus Bog, Sacrificial Chamber

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

Gravity Boost

????????????

Categorized: Movement Systems

Found: (Lower) Torvus Bog, Hydrochamber Storage

Scan: The Gravity Boost eliminates the effects of liquid on movement. While underwater, press and hold B after performing a Space Jump to activate the Gravity Boost. While using the Gravity Boost, you will slowly rise and move through a liquid environment.

Ing Hive Temple Key 1

????????????????

Categorized: Miscellaneous, Dark Temple Keys, Ing Hive Keys

Found: Ing Hive, Culling Chamber

Scan: This Dark Temple Key is one of three needed to open the Dark Temple of the Ing Hive. You must collect all three keys to gain access to the Ing Hive's

Dark Temple.

Ing Hive Temple Key 2

~~~~~

Categorized: Miscellaneous, Dark Temple Keys, Ing Hive Keys  
Found: Ing Hive, Hive Gyro Chamber

Scan: This Dark Temple Key is one of three needed to open the Dark Temple of the Ing Hive. You must collect all three keys to gain access to the Ing Hive's Dark Temple.

-----  
Ing Hive Temple Key 3

~~~~~

Categorized: Miscellaneous, Dark Temple Keys, Ing Hive Keys
Found: Ing Hive, Aerial Training Site

Scan: This Dark Temple Key is one of three needed to open the Dark Temple of the Ing Hive. You must collect all three keys to gain access to the Ing Hive's Dark Temple.

Light Beam

~~~~~

Categorized: Weapon Systems, Beam Weapons  
Found: Dark Agon Wastes, Ing Cache 1

Scan: The Light Beam can shoot through multiple enemies. Hits from the Light Beam may set enemies on fire. Press C-Stick left to select the Light Beam as your active weapon. When out of Light Ammo, you can charge the Light Beam to fire a normal shot. Use the Light Beam to energize Crystals. The Light Beam is quite effective against dark creatures. A Light Beam shot will damage foes as long as they are in contact with it. Charge the Light Beam to fire a Lightblast of white-hot energy. Enemies struck by this blast will burn for a few moments. The Lightblast costs 5 Light ammo to fire.

-----  
Light Suit

~~~~~

Categorized: Armor
Found: Great Temple, Main Energy Controller

Scan: The Light Suit is a fusion of Luminoth and Chozo battlesuit technology. The suit is fully resistant to the effects of Dark Aether. The suit is also invulnerable to the effects of dark water. You can move through it without being impeded. The Light Suit is able to access the Luminoth energy transport system. You can ride these beams of energy between regions on Aether.

Missile Expansion

~~~~~

Categorized: Miscellaneous, Suit Expansions  
Found: Various places

Scan: The Missile Expansion units increase the amount of Missiles you can carry. Each Missile Expansion increases the number of Missiles you can carry by 5 units. You can reload your Missile Launcher at Ammo Stations. Your gunship has this capability as well.



-----  
Missile Launcher

????????????????

Categorized: Weapon Systems, Missile Systems

Found: Temple Grounds, GFMC Compound

Scan: The Missile Launcher adds ballistic weapon capability to the Arm Cannon. Press Y to fire the Missile Launcher. Press A to return to Beam mode. Missiles fired with a lock-on will seek their targets. Missiles can destroy objects made of Brinstone. There are Charge Combo enhancements scattered throughout the environment. They use the Missile Launcher and the Charge Beam in tandem to fire more effective blasts. Each Missile Expansion you find will increase the number of Missiles you can carry by 5.

-----  
Morph Ball

????????????

Categorized: Morph Ball Systems, Morph Balls

Found: Start of the game.

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

-----  
Morph Ball Bomb

????????????

Categorized: Morph Ball Systems, Bomb Systems

Found: Agon Wastes, Agon Temple

Scan: The Morph Ball Bomb is the default weapon for the Morph Ball. Press A when in Morph Ball mode to drop a Morph Ball Bomb. The Morph Ball Bomb can be used to break cracked walls and activate certain devices. If the Morph Ball is near a Morph Ball Bomb when it explodes, it will be popped up a short distance into the air. This is called a Bomb Jump. When a Morph Ball Bomb explodes, it must be close to the enemy to hit. The Morph Ball Bomb can destroy items made of Talloric Alloy.

-----  
Power Beam

????????????

Categorized: Weapon Systems, Beam Weapons

Found: Start of the game.

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

-----  
Power Bomb

????????????

Categorized: Morph Ball Systems, Bomb Systems

Found: Dark (Lower) Torvus Bog, Undertemple

Scan: The Power Bomb is the strongest Morph Ball weapon. Press Y when in Morph Ball mode to drop a Power Bomb. Power Bombs do not have unlimited Ammo. Use them wisely. The Power Bombs can destroy many materials, including Denzium.

Each Power Bomb Expansion you find will increase the number of Power Bombs you can carry by 1.

-----  
Power Bomb Expansion

~~~~~

Categorized: Miscellaneous, Suit Expansions
Found: Various places

Scan: The Power Bomb Expansion units increase the amount of Power Bombs you can carry. Each Power Bomb Expansion increases the amount of Power Bombs you can carry by 1 unit. You can fully reload your Power Bombs at Ammo Stations. Your gunship has this capability as well.

Scan Visor

~~~~~

Categorized: Visors  
Found: Start of the game.

Scan: The Scan Visor is used to collect data. Some devices will activate when scanned. Press D-Pad left to select the Scan Visor. Move the Visor over illuminated targets, then press and hold L to scan them. use D-Pad to select another available Visor or press A to turn the Visor off. Mission-critical scan targets will be red in color. Scanning enemies with this Visor can reveal their vulnerabilities. You will be unable to fire any weapons while the Scan Visor is active. Scanned data vital to the success of the mission is downloaded and stored in the Logbook section of the Pause Screen.

-----  
Screw Attack

~~~~~

Categorized: Movement Systems
Found: Sanctuary Fortress, Vault

Scan: The Screw Attack allows you to transform into a mobile ball of deadly energy. After executing a Space Jump, press B repeatedly to initiate and perform the Screw Attack. Use the Control Stick to steer while in Screw Attack mode. The Screw Attack has a limit of consecutive jumps. Striking enemies with the Screw Attack will damage them. Performing a Screw Attack while facing and touching a wall will execute a Wall Jump. Use the Wall Jump to travel great vertical distances.

Seeker Missile Launcher

~~~~~

Categorized: Weapon Systems, Missile Systems  
Found: Temple Grounds, Hall of Honored Dead

Scan: The Seeker Launcher allows you to fire upon multiple targets simultaneously with the Missile Launcher. Press and hold Y to charge the Seeker Launcher. Press A to return to Beam mode. Using freelook, move the targeting reticule around your area. You will lock on to each enemy you pass over, to a maximum of five targets. You can also lock onto single targets multiple times with the Seeker. Seeker Missiles fired with a lock-on will home in on their targets.

-----  
Sky Temple Key 1

~~~~~

Categorized: Miscellaneous, Dark Temple Keys, Sky Temple Keys, Keys Dark Agon
Found: Dark Agon Wastes, Battleground

Scan: The Key of J-Stl is one of nine needed to open the Sky Temple. You must collect all nine keys to gain access to the Sky Temple.

Sky Temple Key 2
????????????????

Categorized: Miscellaneous, Dark Temple Keys, Sky Temple Keys, Keys Dark Agon
Found: Dark Agon Wastes, Dark Oasis

Scan: The Key of B-Stl is one of nine needed to open the Sky Temple. You must collect all nine keys to gain access to the Sky Temple.

Sky Temple Key 3
????????????????

Categorized: Miscellaneous, Dark Temple Keys, Sky Temple Keys, Keys Dark Torvus
Found: Dark Torvus Bog, Poisoned Bog

Scan: The Key of S-Dly is one of nine needed to open the Sky Temple. You must collect all nine keys to gain access to the Sky Temple.

Sky Temple Key 4
????????????????

Categorized: Miscellaneous, Dark Temple Keys, Sky Temple Keys, Keys Dark Torvus
Found: Dark (Lower) Torvus Bog, Dungeon

Scan: The Key of G-Sch is one of nine needed to open the Sky Temple. You must collect all nine keys to gain access to the Sky Temple.

Sky Temple Key 5
????????????????

Categorized: Miscellaneous, Dark Temple Keys, Sky Temple Keys, Keys Hive
Found: Ing Hive, Hive Entrance

Scan: The Key of S-Jrs is one of nine needed to open the Sky Temple. You must collect all nine keys to gain access to the Sky Temple.

Sky Temple Key 6
????????????????

Categorized: Miscellaneous, Dark Temple Keys, Sky Temple Keys, Keys Hive
Found: Ing Hive, Hive Dynamo Works

Scan: The Key of C-Rch is one of nine needed to open the Sky Temple. You must collect all nine keys to gain access to the Sky Temple.

Sky Temple Key 7
????????????????

Categorized: Miscellaneous, Dark Temple Keys, Sky Temple Keys, Keys Temple
Grounds

Found: Sky Temple Grounds, Ing Reliquary

Scan: The Key of D-Isl is one of nine needed to open the Sky Temple. You must collect all nine keys to gain access to the Sky Temple.

Sky Temple Key 8

????????????????

Categorized: Miscellaneous, Dark Temple Keys, Sky Temple Keys, Keys Temple Grounds

Found: Sky Temple Grounds, Defiled Shrine

Scan: The Key of M-Dhe is one of nine needed to open the Sky Temple. You must collect all nine keys to gain access to the Sky Temple.

Sky Temple Key 9

????????????????

Categorized: Miscellaneous, Dark Temple Keys, Sky Temple Keys, Keys Temple Grounds

Found: Sky Temple Grounds, Accursed Lake

Scan: The Key of J-Fme is one of nine needed to open the Sky Temple. You must collect all nine keys to gain access to the Sky Temple.

Sonic Boom

????????????

Categorized: Weapon Systems, Charge Combos

Found: Dark Agon Wastes, Ing Cache 2 (accessible through Phazon Site)

Scan: Sonic Boom is the Annihilator Charge Combo. It projects a wave of sonic force. Sonic Boom costs 5 Missiles, 30 Light Ammo and 30 Dark Ammo to fire. The Sonic Boom is most effective against multiple targets in an area.

Space Jump Boots

????????????????

Categorized: Movement Systems

Found: Dark Agon Wastes, Judgment Pit

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

Spider Ball

????????????

Categorized: Morph Ball Systems, Morph Balls

Found: Sanctuary Fortress, Dynamo Works

Scan: The Spider Ball allows you to move the Morph Ball along magnetic rails. Press and hold R to activate the Spider Ball ability. Follow the magnetic rails to explore new areas. The Morph Ball Bomb can be used to trigger a Bomb Jump while attached to a rail. You can use the Boost ability to rapidly propel the Spider Ball away from magnetic rails.

Sunburst

????????

Categorized: Weapon Systems, Charge Combos

Found: Temple Grounds, Grand Windchamber

Scan: The Sunburst is the Light Charge Combo. It can damage targets in a wide area as it flies to its target. Each Sunburst shot requires 5 Missiles and 30 Light Ammo. Sunburst is a slow-moving blast. It is limited against speedy and agile targets. The Sunburst can set enemy targets and objects on fire.

Super Missile

????????????????

Categorized: Weapon Systems, Charge Combos

Found: Torvus Bog, Torvus Temple

Scan: The Super Missile is the Power Charge Combo. Each Super Missile shot costs 5 Missiles.

Varia Suit

????????????

Categorized: Armor

Found: Start of the game.

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

|/ Expansions

|

|This lists all the expansions in the game, by type, then by chronological
|order. There are also check-mark boxes beside each expansion to keep track of
|which ones you collected, if you plan to print this section out.

O-----

Missile Expansions

Missile Expansion #1: []

????????????????

Found: Temple Grounds, Transport to Agon Wastes

How to get: Find the webbing and shoot the green pod to get rid of it and
reveal this expansion.

Missile Expansion #2: []

????????????????

Found: Agon Wastes, Sand Cache

How to get: Sand Cache can be found behind the top level Amber gate in Mining
Station A. Once you have the Amber Translator Module, go back there, open the
gate, and enter the Sand Cache for this expansion.

Missile Expansion #3: []

????????????????

Found: Agon Wastes, Portal Access A

How to get: Get on the west side of Portal Access A, and look behind the dead
Luminoth. You should see a Missile Expansion. Use the Morph Ball to get behind
there. You'll have to slip around the Orb Cannon.

Missile Expansion #4: []

~~~~~

Found: Agon Wastes, Transport Center

How to get: Entering Transport Center from Portal Terminal, activate the Bomb Slot to open the way forward and allow access to this expansion.

-----  
Missile Expansion #5: [ ]

~~~~~

Found: Agon Wastes, Command Center

How to get: Get under the Command Center by going under the floor in Command Center Access. When you reach a fork, go right and you'll get this expansion.

Missile Expansion #6: []

~~~~~

Found: Agon Wastes, Storage B

How to get: Storage B is connected to Biostorage Station. Simply shoot open the dark door in Biostorage Station and enter to get the expansion.

-----  
Missile Expansion #7: [ ]

~~~~~

Found: Agon Wastes, Ventilation Area A

How to get: Use Double Bomb Jumps to climb up in the path between Sandcanyon and the Main Reactor. You'll reach this Expansion.

Missile Expansion #8: []

~~~~~

Found: Agon Wastes, Ing Cache 4

How to get: This Missile Expansion is hidden in a Morph Ball tunnel in the Ing Cache 4.

-----  
Missile Expansion #9: [ ]

~~~~~

Found: Temple Grounds, Hive Chamber A

How to get: After Agon Wastes, head back to this room and a Dark Missile Trooper will appear as a mini-boss there. Kill it to get this expansion.

Missile Expansion #10: []

~~~~~

Found: Temple Grounds, Hive Chamber B

How to get: Remember the part where it looked like you could bomb something open nearby the Morph Ball tunnel? Blow it up and enter the new tunnel and grab the expansion at its end.

-----  
Missile Expansion #11: [ ]

~~~~~

Found: Sky Temple Grounds, Plain of Dark Worship

How to get: It's simply gotten at the far end of the room inside the tower of worms. Enter this room this early by using the portal in Temple Assembly Site.

Missile Expansion #12: []

~~~~~

Found: Temple Grounds, Temple Assembly Site

How to get: Jump up the pillars to reach an upper ridge. Follow the ridge to a Morph Ball tunnel. Take that to this expansion.

-----  
Missile Expansion #13: [ ]

~~~~~

Found: Temple Grounds, Communication Area

How to get: Double jump to the second level and Bomb the obvious-looking panel you see for this expansion.

Missile Expansion #14: []

~~~~~

Found: Great Temple, Transport B Access

How to get: There's an entrance to a Morph Ball tunnel that wraps around the room. Follow the Morph Ball tunnel until you find the expansion and get dropped off at the middle of the room.

-----  
Missile Expansion #15: [ ]

~~~~~

Found: Torvus Bog, Forgotten Bridge

How to get: Enter Dark Forgotten Bridge, power the Bomb Slot to move the on both dimensions, then head back to Light Aether. Cross the bridge for this hard-to-miss expansion.

Missile Expansion #16: []

~~~~~

Found: Torvus Bog, Underground Tunnel

How to get: If you enter Underground Tunnel from Torvus Temple, use the Morph Ball and go under the grating where you entered to find this.

-----  
Missile Expansion #17: [ ]

~~~~~

Found: Torvus Bog, Plaza Access

How to get: Use Bomb Jumps to maneuver your way to the first Bomb Slot and activate it to rotate a mechanism and allow access. Go back around the way you got back up, and move around to the next Bomb Slot. Activate that and move the mechanism, but don't move left. Instead, go to the right and get on top of the second mechanism and go through the next tunnel you see. You'll enter a U-shaped room. Now gain momentum with the Boost Ball until you reach the expansion.

Missile Expansion #18: []

~~~~~

Found: Torvus Bog, Portal Chamber

How to get: Get to the Portal Chamber in Dark Aether, and climb up the eastern side and Morph Ball through the tunnel up top. Go through the Light Portal and grab this expansion in the Light Aether version.

-----  
Missile Expansion #19: [ ]

~~~~~

Found: Dark Agon Wastes, Warrior's Walk

How to get: Warrior's Walk is the room that is covered in the green Super Missile doors. Once inside, you'll notice a pit of Phazon below the path. Bomb

the weak part of the floor and move east along the pit of Phazon to get this expansion. You may need at least 2 or 3 energy tanks before attempting this.

Missile Expansion #20: []

~~~~~

Found: Dark Agon Wastes, Crossroads

How to get: Build up momentum in Transport Center of Agon Wastes with the Boost Ball on the half-pipe, until you end up on the ledge with the Dark Portal. Take the portal to Dark Agon Wastes' Crossroads, and you'll see this expansion right in front of you.

-----  
Missile Expansion #21: [ ]

~~~~~

Found: (Lower) Torvus Bog, Hydrodynamo Station

How to get: It's sitting right in front of the purple door you need to go through. Impossible to miss.

Missile Expansion #22: []

~~~~~

Found: Dark (Lower) Torvus Bog, Undertransit One

How to get: Get to the left side of the inactive water fan, then drop down to the bottom floor. Hug the right wall, then Bomb Jump while holding left to enter a secret tunnel. Move to the end, then Bomb Jump to the right to get this expansion.

-----  
Missile Expansion #23: [ ]

~~~~~

Found: Torvus Bog, Abandoned Worksite

How to get: Move to the southern side of the room, and grapple across to the expansion. Simple as that.

Missile Expansion #24: []

~~~~~

Found: Torvus Bog, Path of Roots

How to get: Enter Path of Roots from the Great Bridge. Grapple across to the this expansion. Another simple one.

-----  
Missile Expansion #25: [ ]

~~~~~

Found: Torvus Bog, Torvus Lagoon

How to get: When in the water, instead of taking the ramp up to the surface, take the path downwards. Use the Gravity Boost to reach this expansion.

Missile Expansion #26: []

~~~~~

Found: Great Temple, Transport A Access

How to get: A rock wall made of Talloric Alloy can be found in the Save Station section of Transport A Access. Bomb it and follow the path down to find this.

-----  
Missile Expansion #27: [ ]

~~~~~

Found: Temple Grounds, GFMC Compound

How to get: From the ledge where the Power Bomb door is/used to be, double jump to on top of the ship. Walk to the tail end of it to find this.

Missile Expansion #28: []

~~~~~

Found: Ing Hive, Hazing Cliff

How to get: Far end of the room hides this expansion. It's behind some Dark Diligence Drones that have to be destroyed by firing charged Light Beam shots.

-----  
Missile Expansion #29: [ ]

~~~~~

Found: Sanctuary Fortress, Dynamo Works

How to get: After beating the Spider Guardian, follow the Spider Ball track out of there. You'll find a new area. Bomb Jump to the upper level when you see it and move forward 'til you find this in front of the way out. (Not the way you came in.)

Missile Expansion #30: []

~~~~~

Found: Sanctuary Fortress, Hall of Combat Mastery

How to get: Once you have the Spider Ball, look for a Spider Ball on the north end of the room, and not the one that leads to the door to Central Area Transport East. Take the Morph Ball through a series of obstacles to eventually reach this expansion. It's a long and convoluted process, but it's straight forward.

-----  
Missile Expansion #31: [ ]

~~~~~

Found: (Lower) Torvus Bog, Gathering Hall

How to get: Blow open the cracked glass panel underwater with a Power Bomb, then Power Bomb the cap to drain the water. Now use this half-pipe to Boost up to Spider Ball tracks on either side. Activate the Bomb Slots on both sides of the room using this to gain access to this expansion, which can be reached from Grappling to a new ledge that appears.

Missile Expansion #32: []

~~~~~

Found: (Lower) Torvus Bog, Training Chamber

How to get: Use a series of Spider Ball and Boost Ball to get on top of the ledge in front of the statue. Power the Bomb Slot to make it move, allowing access to a Power Bomb door and this expansion.

-----  
Missile Expansion #33: [ ]

~~~~~

Found: Sanctuary Fortress, Main Research

How to get: On the north wall of Main Research is a wall filled with obstacles and a Spider Ball Track. Just go through the linear Spider Ball Track (use Bomb Jumps to get past parts you can't just roll through) and you'll encounter this item.

Missile Expansion #34: []

~~~~~

Found: Agon Wastes, Main Reactor

How to get: On the northwest end of Main Reactor are two Spider Ball Tracks. One leads to a Luminoth, the other leads to a mechanism with another Spider Ball Track. Boost across the Spider Track mechanisms to the other side, and bomb the glass dome.

-----  
Missile Expansion #35: [ ]

????????????????????

Found: Agon Wastes, Sand Processing

How to get: Boost up to the right side of the half-pipe to find a Morph Ball tunnel. Roll through it and power the Bomb Slot to drain the sand, revealing this expansion.

-----  
Missile Expansion #36: [ ]

????????????????????

Found: Agon Wastes, Mining Station A

How to get: In the lower floor of the Mining Station A. There's a cracked wall. Power Bomb it to reveal an Orb Cannon. Get shot up with it while holding R to connect to a Spider Ball Track. Follow the track to this expansion.

-----  
Missile Expansion #37: [ ]

????????????????????

Found: Agon Wastes, Storage A

How to get: There's a cracked wall in Mining Station B. Power Bomb it to reveal the entrance to Storage A. This expansion will be out in the open.

-----  
Missile Expansion #38: [ ]

????????????????????

Found: Torvus Bog, Torvus Grove

How to get: The tree that showcases the middle of the room has two weak limbs. Power Bomb the limbs to make the tree fall and break open part of the wall, revealing this expansion.

-----  
Missile Expansion #39: [ ]

????????????????????

Found: Sanctuary Fortress, Central Area Transport West

How to get: Get shot up to the top using the Orb Cannons, then drop down. Take the left Morph Ball path, then take a right, then another right to reach this.

-----  
Missile Expansion #40: [ ]

????????????????????

Found: Ing Hive, Aerial Training Site

How to get: Near the Light Portal are Wall Jump Surfaces. Wall Jump up them with the Screw Attack to find this.

-----  
Missile Expansion #41: [ ]

????????????????????

Found: Sanctuary Fortress, Temple Access

How to get: Use the Dark Visor to find four Seeker Missile targets above the door to Sanctuary Temple. Shoot them down to activate an Orb Cannon. Use the Echo Visor to find a sonic emitter near the door to Main Gyro Chamber. Shoot it, then go down to use the Orb Cannon and let it shoot you down to below the floor. (Normally it would just fire you up to the upper area.) Take the expansion here. To exit, just use the Spinner to open a floor panel.

-----  
Missile Expansion #42: [ ]

~~~~~

Found: Sanctuary Fortress, Sentinel's Path

How to get: You need the Echo Visor and the Annihilator Beam for this. In the center of Sentinel's Path is a door. Shoot it with the Annihilator Beam while the Echo Visor is on to hear a series of chimes. Shoot the nearby sound emitters in this order while in front of the door to open it, revealing this expansion: right, right, left, right.

Missile Expansion #43: []

~~~~~

Found: Sky Temple Grounds, War Ritual Grounds

How to get: On the north-ish part of the room is a tower of Ingworms. On the tower is a door. Switch to the Dark Visor to find five targets surrounding the door. Seeker them to open it and find this.

-----  
Missile Expansion #44: [ ]

~~~~~

Found: Sky Temple Grounds, Phazon Grounds

How to get: On the northern side of the room is a spire way out in the middle of nowhere. Screw Attack to it to find this expansion.

Missile Expansion #45: []

~~~~~

Found: Agon Wastes, Storage C

How to get: Set the center storage rack in Bioenergy Production so that the top part is touching the ceiling, then find a Spider Ball Track on the west side of the room. Follow it until you see a Spider Ball Track heading east. Boost to it, then boost to the storage rack. Get to its other side, and boost to the ledge leading to Storage C.

-----  
Missile Expansion #46: [ ]

~~~~~

Found: Dark Agon Wastes, Junction Site

How to get: In the central structure, go up the Spider Ball Track, power the Bomb Slot, and this expansion is all yours. To go back, power the Bomb Slot again.

Missile Expansion #47: []

~~~~~

Found: (Lower) Torvus Bog, Transit Tunnel South

How to get: From the Catacombs, take the launcher into the main underwater area. Alright, go down to the Bomb Slot you see and power it. This will reverse the water flow above so that it goes up. Get back up there and use Bomb Jumps to get to the top. Move right to the next upward current. Bomb Jump then move left. Bomb Jump again and power the Bomb Slot. Now drop, go right, drop again and go left to the large upward current. Do Bomb Jumps to the top. Move right, drop, and Boost over to the next upward current. Bomb Jump, move left, Bomb Jump, activate the Bomb Slot. Drop down twice, Bomb Jump to the now-upward current to the left, and Bomb Jump to the top to get this expansion.

Missile Expansion #48: [ ]

~~~~~

Found: Dark (Lower) Torvus Bog, Undertemple

How to get: In the small alcove where the Light Portal is, Wall Jump up the Wall Jump Surfaces with the Screw Attack to find this.

Missile Expansion #49: []

~~~~~

Found: Sanctuary Fortress, Sanctuary Map Station

How to get: Must need the Light Suit. Step into the beam of light to get transported to another room, which holds this expansion.

O-----

Energy Tanks

-----  
Energy Tank #1: [ ]

~~~~~

Found: Temple Grounds, Storage Cavern B

How to get: Storage Cavern B can be accessed through a Missile door in plain sight in Temple Assembly Site.

Energy Tank #2: []

~~~~~

Found: Agon Wastes, Mining Station Access

How to get: Once you have the Bombs, head to Mining Station Access. Bomb the sand block and fall to the Orb Cannon. It'll shoot you up to the Energy Tank.

-----  
Energy Tank #3: [ ]

~~~~~

Found: Agon Wastes, Bioenergy Production

How to get: Once you activate the racks, move the Alpha storage racks down three times (use the red-highlighted conduits on the southern side of the room), move the Delta storage racks down twice, then move the Gamma storage racks down once. Now climb up the storage racks to find this Energy Tank.

Energy Tank #4: []

~~~~~

Found: Agon Wastes, Mine Shaft

How to get: Cross the sand block as soon as you enter the Morph Ball tunnel, and do a double Bomb Jump up to the top of the block here. To do a double Bomb Jump, plant a Bomb. Just before it explodes, plant another. When you're at the peak of your jump, plant yet another. If timed right, the second bomb will propel you up to the third one just as it explodes, popping you up again.

Move left, fall through the stack of sand blocks and move just left to get to safety before you fall through the last one. Move all the way left, fall through one sand block and move left. Bomb Jump, and fall through the sand blocks while holding left. You should enter a hidden tunnel. Just don't move too far to the left when you roll into it, otherwise you'll fall. Now, stay at like the middle and Bomb Jump. Move left as you do and you should land on a ledge. Jump again, then fall down while moving left and you'll collect this Tank.

-----  
Energy Tank #5: [ ]

????????????????

Found: Torvus Bog, Temple Access

How to get: Enter Temple Access from the upper area (either from Temple or Great Bridge), and bomb the red panel that is cracked and smoking to reveal the way to this Tank.

-----

Energy Tank #6: [ ]

????????????????

Found: (Lower) Torvus Bog, Transit Tunnel East

How to get: Head to the end where you see a Bomb Slot, and Double Bomb Jump up to it. Power it, and head to the fourth tube that goes up. A current will be here to help you up, but you'll have to time your Bomb Jumps correctly. Watch your trajectory when you Bomb Jump in this current. Plant a Bomb just before you reach the peak of your jump, and you should Bomb Jump again. Keep doing this to get to the Bomb Slot. Now, power it to make the current in the second tube to your left go upwards for a short time. Drop down, then go to that tube. Do your Bomb Jumps again until you reach this Tank.

-----

Energy Tank #7: [ ]

????????????????

Found: Dark Torvus Bog, Cache B

How to get: Cache B can be accessed through the green Super Missile door in Dark Torvus Temple. It can be gotten before the Chykka battle.

-----

Energy Tank #8: [ ]

????????????????

Found: Temple Grounds, Windchamber Gateway

How to get: On the east side of the room, there's a Grapple Point. Grapple across to the platform that holds this Tank.

-----

Energy Tank #9: [ ]

????????????????

Found: Sanctuary Fortress, Reactor Core

How to get: There's an Orb Cannon in the center area of the Reactor Core. Hold R while being launched from it to attach to a Spider Track sphere. Move up to the next one, and Boost to each sphere (every other one having a temporary electrical field) until you get to a Spider Ball track. Follow it to this Tank.

-----

Energy Tank #10: [ ]

????????????????

Found: Torvus Bog, Torvus Plaza

How to get: Gain momentum on the half-pipe with Boost Ball to reach a Spider Ball Track. Follow the tracks to the end, where an Orb Cannon lies. If you find it impossible to do because of the camera, restart the Gamecube. If the camera moves to outside the room, it's a camera glitch, so restarting should fix it.

-----

Energy Tank #11: [ ]

????????????????

Found: Sanctuary Fortress, Watch Station Access

How to get: This can be found in a not-hard-to-find corridor, if you enter this room from the Watch Station. (West side, in other words.)

-----  
Energy Tank #12: [ ]

~~~~~

Found: Temple Grounds, Fortress Transport Access

How to get: Must need the Light Suit. In Fortress Transport Access, there is a beam of light in the room. Step inside it to get warped to another room. In this room is this Tank.

Energy Tank #13: []

~~~~~

Found: Agon Wastes, Mining Plaza

How to get: Jump onto the central structure and use the Echo Visor to find and shoot three sonic emitters. Doing so will open up the wall panel high above the door to Transport to Temple Grounds. Screw Attack over to the now-opened alcove to find this.

-----  
Energy Tank #14: [ ]

~~~~~

Found: Torvus Bog, Meditation Vista

How to get: There's a moving platform out in the distance. Screw Attack over to it and, with the right timing, you'll land on it. Let it take you to this Tank.

O-----
Power Bomb Expansions

Power Bomb Expansion #1: []

~~~~~

Found: Sanctuary Fortress, Transit Station

How to get: Find the cracked glass wall here and blow it up with a Power Bomb. Enter the Dark Portal. Once you enter, a Dark Ingsmasher will appear. Kill it like you would a normal Ingsmasher, except just use charged Light Beam shots. Once it's gone, go into the area the Dark Ingsmasher came out of to find a Light Portal. Take it, then move through the Morph Ball tunnel to find a Dark Portal. Go through it, then go up the Spider Ball track to find a Light Portal. Go through it, then take the Spider Ball track to this expansion.

-----  
Power Bomb Expansion #2: [ ]

~~~~~

Found: Sanctuary Fortress, Sanctuary Entrance

How to get: On the northwest section of Sanctuary Entrance, is a cracked glass wall. Power Bomb it, take the elevator, scan the console, then go back down to take the Orb Cannon. Take the Spider Ball Track up to a cannon, and shoot down the cracked glass on the north, the piece of structure on the northeast, and the cracked rock wall on the south. Go to the northeast and climb up the new Spider Ball Track (that's next to a Lore), follow it to a high enclosure, and get shot across to the other side with the Orb Cannon.

Power Bomb Expansion #3: []

~~~~~

Found: Sanctuary Fortress, Main Gyro Chamber

How to get: On the lowest floor, shooting the sound door reveals the order in which to shoot the sound emitters: The one closest to the sound door, then the one closest to the elevator, then the middle one twice. This will open an Orb Cannon. Use it to get shot to the Dynamo Core in order to destroy it,

revealing this expansion.

-----

Power Bomb Expansion #4: [ ]

~~~~~

Found: Temple Grounds, Dynamo Chamber

How to get: Need two or three Power Bombs at your disposal. In Dynamo Chamber, the lower path is closed off. Blow open one of the gates with a Power Bomb to let you in, and try to plant a Power Bomb between the cracked wall and the other gate, but make sure you get the cracked wall. If done correctly, both should break, sparing some ammo. This expansion is hidden behind that cracked wall.

Power Bomb Expansion #5: []

~~~~~

Found: Agon Wastes, Sandcanyon

How to get: From either side, Screw Attack to the central structure. Plant a Power Bomb here to make part of the structure give way, revealing this item.

-----

Power Bomb Expansion #6: [ ]

~~~~~

Found: Dark Agon Wastes, Feeding Pit

How to get: It's found under the dark water, so you need the Light Suit. Simple as that. Use the Dark Visor to make it easier to see while down there.

Power Bomb Expansion #7: []

~~~~~

Found: Torvus Bog, Great Bridge

How to get: On the upper level, you can find a mess of grey rocks just off the bridge to the east side. Power Bomb them and head through the Morph Ball tunnel to find this. Power Bomb the other side to gain a shortcut to Abandoned Worksite.

-----

Power Bomb Expansion #8: [ ]

~~~~~

Found: Dark Torvus Bog, Putrid Alcove

How to get: Putrid Alcove can be reached through Dark Forgotten Bridge or Poisoned Bog. Anyway, beside the Phlogus is a cracked wall. Power Bomb it to find this.

O-----

Beam Ammo Expansions

Beam Ammo Expansion #1: []

~~~~~

Found: Agon Wastes, Central Mining Station

How to get: Man the cannons up on the upper floor of the eastern side. Shoot all the targets down and make your way up to where that barrier is. Morph Ball through the tunnel and collect this.

-----

Beam Ammo Expansion #2: [ ]

~~~~~

Found: Dark Torvus Bog, Cache A

How to get: Cache A can be accessed through the purple door in Poisoned Bog.

You'll need the Seeker Missile Launcher to get this.

Beam Ammo Expansion #3: []

~~~~~

Found: Sanctuary Fortress, Watch Station

How to get: On the northeast part of the room, you'll spot a Spider Ball Track. Double Jump to it, and go across it until you find another Spider Ball Track. Bomb Jump to it, and follow it to the central platform. Use the Orb Cannon to get shot to another Spider Ball Track. Prepare for a harder part of this. Follow the tracks until you get to a rotating gyro with Spider Ball Track on it. Bomb Jump to it, then watch the red prongs. RIGHT when you start passing the prongs, plant a Bomb. It should be enough time to Bomb Jump to the next rotating gyro without hitting the red field and falling off. Do the same to the next gyro, and you'll get to a field of Spider Ball Tracks. Take the left path, and pass two more of those gyros before you gain access to a tunnel. Take it and turn north to find this expansion.

-----  
Beam Ammo Expansion #4: [ ]

~~~~~

Found: Sky Temple Grounds, Profane Path

How to get: Take care of the Dark Pirate Commandos, and get your Annihilator Beam and Echo Visor out. Shoot the sonic emitters of the sound door in this order: back-right, front-right, left, back-right. The sound door on the tower of Ingworms will open up, revealing this.

LOGBOOK

The Logbook section here will list items in their major categories, and alphabetized. The categories the scans are will be listed as well, including where you can first find the scan.

|/ Creatures

Alpha Blogg *ONE TIME*

~~~~~

Categorized: Aether, Aquatic, Large Aquatic

Found: (Lower) Torvus Bog, Hydrodynamo Shaft (or Main Hydrochamber)

Scan: The Alpha Blogg is the largest and strongest of its pack. It can fire potent sonic stun blasts in battle. The blasts will disrupt your Visor and weapon control systems if they hit you. Its three titanic maws are potent weapons. Target the creature's mouth areas to inflict damage upon it.

-----  
Alpha Sandigger \*ONE TIME\*

~~~~~

Categorized: Aether, Ground, Predators

Found: Agon Wastes, Agon Temple

Scan: This appears to be a Sandigger pack leader, larger and stronger than the normal members of its kind. Target both of its heads to damage it.

Alpha Splinter *ONE TIME*

????????????????

Categorized: Aether, Ground, Predators

Found: Great Temple, Temple Sanctuary

Scan: Splinter war packs are dominated by the largest male. Alpha Splinters use their tremendous strength, size, and speed to subdue and kill prey, paving the way for their smaller broodlings.

Amorbis 1 *ONE TIME*

??????????

Categorized: Dark Aether, Guardians, Amorbis

Found: Dark Agon Wastes, Dark Agon Temple

Scan: The enormous Amorbis can move through solid rock and earth with ease, and can sense the location of surface-level prey deep within the ground. They will attempt to ram any target they can find in their domain. They are vulnerable to all forms of weapons fire, but are incredibly strong and resistant to pain.

Amorbis 2 *ONE TIME*

??????????

Categorized: Dark Aether, Guardians, Amorbis

Found: Dark Agon Wastes, Dark Agon Temple

Scan: The Amorbis can attach themselves to the Dark Sphere, drawing potent energy from within. They can fire dark energy at Light Crystals, nullifying Safe Zones for a short time. They can also channel this energy into powerful beam attacks. Bioscans indicate a weak spot inside the creature's mouth. Concentrate your fire at this area to damage an Amorbis.

Blogg

?????

Categorized: Aether, Aquatic, Large Aquatic

Found: (Lower) Torvus Bog, Hydrodynamo Station

Scan: The Blogg uses speed and agility to close in on prey. It will batter foes with a ramming attack, then use its three tooth-filled maws to finish the job. Bloggs have a weak spot inside their mouths: the rest of their bodies are covered with a thick, damage-resistant hide.

Bloggling

??????????

Categorized: Aether, Aquatic, Small Aquatic

Found: (Lower) Torvus Bog, Hydrodynamo Station (second visit)

Scan: Young Blogg are weaker than their parents, but still violent. Their powerful jaws have yet to form, and they lack the defense abilities found in adult Blogg. They must rely on speed and agility for protection if attacked without the protection of their elders.

Bomb Guardian *ONE TIME*

????????????????

Categorized: Dark Aether, Guardians, Sub Guardians

Found: Agon Wastes, Agon Temple

Scan: This darkling Sandigger has absorbed the ability to generate Morph Ball

????????????

Categorized: Dark Aether, Guardians, Chykka

Found: Dark Torvus Bog, Dark Torvus Temple

Scan: The Chykka has recovered, and energized its body with dark energy. This energy has rendered most of the creature immune to attack, including its wings. Tactical scans indicate that its eggsac is vulnerable, however. Target it to damage the creature.

Dark Diligence Drone *ONE TIME*

????????????????

Categorized: Dark Aether, Darklings, Darkling Mechanoids

Found: Ing Hive, Hazing Cliff

Scan: Some Diligence drones have been taken by the Ing for possession duties. Their small size and durability makes them excellent scouts, able to go where most others cannot. A Dark Diligence still relies on focused energy beams for defense. Their energy construct nature makes them invulnerable to most attacks. A high-powered burst of light energy can disrupt a Dark Diligence unit.

Dark Grenchler

????????????????

Categorized: Dark Aether, Darklings, Darkling Ground

Found: Dark (Lower) Torvus Bog, Dungeon

Scan: Darklings are drawn to possess vicious predators, making the Grenchler a prime candidate. Despite the added toughness gained from possession, the Dark Grenchler retains its one weakness. Remove the back shell with explosive blasts to expose its pain center, then attack the pain center to quickly dispatch the creature.

Dark Ingsmasher *LIMITED TIME*

????????????????

Categorized: Dark Aether, Darklings, Darkling Mechanoids

Found: Ing Hive, Hive Portal Chamber

Scan: Once the Ing discovered they could possess intelligent machines, the mighty Ingsmashers were top-priority targets for the Horde. The drones retain all of their attacks - shock-wave fists and missile launchers. It uses an energy shield in battle that can be adjusted to protect against a variety of beam weapons. The shield can be overloaded by opposite-polarity beams.

Darkling Tentacle

????????????????

Categorized: Dark Aether, Ing

Found: Dark Agon Wastes, Double Path

Scan: Some darklings can open dimensional portals at will. They use this ability to hunt for unwary prey, reaching out to snatch them with their tentacles. Once ensnared, the prey is dragged to its doom. The tentacles are resilient: pure light energy can disrupt them. Nothing can destroy them.

Dark Missile Trooper *ONE TIME*

????????????????

Categorized: Dark Aether, Darklings, Darkling Offworld

Found: Temple Grounds, Hive Chamber A

Scan: Bioscans indicate terminated lifesigns in this missile trooper, and the presence of an unknown biomass with parasitic tendencies. Though the missile trooper's armor has been compromised, the bulk of it remains intact. Missile weapon system remains online as well. Full parasitic fusion has yet to be obtained, resulting in low agility and response time.

Dark Phlogus

??????????????

Categorized: Dark Aether, Darklings, Darkling Aquatic
Found: Dark Torvus Bog, Dark Forgotten Bridge

Scan: The Phlogus waits patiently as it floats in murky waters, searching for a meal. When the seismic sensors in its epidermis are triggered, it springs open rapidly to attack. Phlogi can fire a spray of venom to immobilize their prey. A central nervous system is exposed when it opens its mouth to attack: damage this to stun the Phlogus for a time.

Dark Pirate Commando

????????????????

Categorized: Dark Aether, Darklings, Darkling Offworld
Found: Torvus Bog, Forgotten Bridge

Scan: The Ing prize the few Pirate Commandos they manage to take alive. Only Hunter Ing are allowed to possess the Commandos, and the competition for that right is fierce among them. The Hunter Ing ability to phase out of local timespace carries over to the Dark Pirate Commando. They will fire bursts of dark matter at enemies, along with experimental EMP grenades stolen from the Space Pirates.

Dark Pirate Trooper

????????????????

Categorized: Dark Aether, Darklings, Darkling Offworld
Found: Agon Wastes, Portal Terminal

Scan: Pirate troopers, already trained to follow orders without question, were perfect candidates for Ing possession. Darklings moves to take every trooper they could, expanding the army of the Horde considerably. Space Pirate technology struck a chord with the Ing, who now hunt actively for gadgetry of any kind - especially weapon systems.

Dark Preed

??????????????

Categorized: Dark Aether, Darklings, Darkling Offworld
Found: Dark Agon Wastes, Doomed Entry

Scan: The aggressive Preeds are often possessed by darklings for aerial hunting missions. The presence of the dark creature makes the small cyborg more durable. The toxic gas carried by a Preed is enhanced by exposure to dark energy, making it considerably more dangerous.

Dark Quad CM *LIMITED TIME*

??????????????

Categorized: Dark Aether, Darklings, Darkling Mechanoids

Found: Sanctuary Fortress, Sanctuary Temple

Scan: The Ing discovered they could possess and control artificially intelligent machines as well as living beings. They soon turned the loyal Quad drones against the Luminoth, finding the tenacious machines to be quite useful additions to the Horde. A dominant darkling assumes control of the Command Module, forcing the lesser Ing in the Main Body to do its bidding.

Dark Quad MB *LIMITED TIME*

??????????????

Categorized: Dark Aether, Darklings, Darkling Mechanoids

Found: Sanctuary Fortress, Sanctuary Temple

Scan: The Ing discovered they could possess and control artificially intelligent machines as well as living beings. They soon turned the loyal Quad drones against the Luminoth, finding the tenacious machines to be quite useful additions to the Horde.

Dark Samus 1 *ONE TIME*

??????????????

Categorized: Offworld, Dark Samus

Found: Agon Wastes, Main Reactor

Scan: Scans indicate the presence of Phazon and your genetic material within this entity. She wears a version of the Varia Suit, altered and augmented by the Phazon within her. Primary weapons include the Missile Launcher and a scattershot variant of the Power Beam. Boost and Jump abilities are superior to yours. The ability to generate Phazon energy shields is also present.

Dark Samus 2 *ONE TIME*

??????????????

Categorized: Offworld, Dark Samus

Found: Sanctuary Fortress, Aerie

Scan: Tactical scans have identified several new battle systems in the armor of Dark Samus. She now wields a potent variant of your Charge Beam. Her Boost attack has been augmented, and the ability to render herself invisible is present as well. Bioscans suggest that Dark Samus can reform her body short of total atomic disruption. Extreme caution recommended.

Dark Samus 3 *ONE TIME*

??????????????

Categorized: Offworld, Dark Samus

Found: Sky Temple Grounds, Sky Temple Gateway

Scan: Scans indicate that Dark Samus has absorbed tremendous levels of Phazon into her body: too much, perhaps. She can vent Phazon energy in the form of destructive blasts and protective shields: doing so will help her maintain stability. Exposure to Phazon has rendered her invisible to the Dark Visor. These new abilities, combined with her already formidable arsenal, place Dark Samus at the highest threat level.

Dark Samus 4 *ONE TIME*

??????????????

Categorized: Offworld, Dark Samus

Found: Sky Temple Grounds, Sky Temple Gateway

Scan: Dark Samus has temporarily become a being of pure yet unstable Phazon energy. She can generate a shield that is invulnerable to all attacks, save one - blasts of Phazon energy itself. Use your Charge Beam to collect Phazon energy that she expels, then fire it back at her. Direct hits will overload and disrupt her essence.

Dark Shredder *ONE TIME*

????????????????

Categorized: Dark Aether, Darklings, Darkling Flyers
Found: Dark Torvus Bog, Dark Torvus Temple (during Chykka fight)

Scan: The hardy Shredder is a favorite possession target for Ing that dwell near dark water. Dark Shredders can lurk in the venomous liquid indefinitely, patiently waiting for prey. When agitated, it will emerge and begin to fly toward its foe. They are very resilient, but can be eliminated with concentrated weapons fire.

Dark Tallon Metroid

????????????????

Categorized: Dark Aether, Darklings, Darkling Offworld
Found: Ing Hive, Hazing Cliff

Scan: The Ing are fascinated by Metroids and their connection to Phazon. It is not a shared fascination, as Metroids will attack Ing on sight. Recognizing their strength, Ing darklings have possessed a number of Metroids, turning them into powerful soldiers of the Horde.

Dark Trooper

????????????????

Categorized: Dark Aether, Darklings, Darkling Offworld
Found: Temple Grounds, Command Chamber

Scan: Bioscans indicate terminated lifesigns in this trooper, and the presence of an unknown biomass with parasitic tendencies. Though the trooper's armor has been compromised, the bulk of it remains intact. Weapon systems remain online as well. Full parasitic fusion has yet to be obtained, resulting in low agility and response time.

Dark Splinter

????????????????

Categorized: Dark Aether, Darklings, Darkling Ground
Found: Temple Grounds, GFMC Compound

Scan: Target is host to a parasitic bioform. The presence of the parasite increases the target's overall combat threat level. Concentrated weapons fire will damage the target.

Dark War Wasp

????????????????

Categorized: Dark Aether, Darklings, Darkling Flyers
Found: Ing Hive, Vault Attack Portal

Scan: Vicious and swift, the War Wasp is a prime target for young Ing eager to

join the war effort. They appreciate the flying speed and numerous attacks the insect possesses. If they prove their mettle in the War Wasp, these Ing often graduate to the control of larger, deadlier creatures.

Diligence Class Drone

~~~~~

Categorized: Aether, Mechanoids, Small

Found: Sanctuary Fortress, Dynamo Access

Scan: The Diligence drones were the first cleaning units designed by the Luminoth. They were modified for combat duty once the war began, but were outshined by the newer Harmony-class units. A Diligence uses focused energy beams to perform its duty. Their energy construct nature makes them invulnerable to most attacks, though dark energy can disrupt them.

-----  
Dormant Ingclaw

~~~~~

Categorized: Biology, Darklings

Found: Sky Temple Grounds, Phazon Grounds

Scan: Ingclaws occasionally enter a strange torpor, brought on by constant exposure to the atmosphere of Dark Aether. While in this dream state, the creature does not feed or expel its deadly vapor. Fortunately, its indestructible shell protects it from predators.

Emperor Ing Body *ONE TIME*

~~~~~

Categorized: Dark Aether, Emperor Ing

Found: Sky Temple, Sanctum

Scan: Bioscans indicate that this is the eldest, strongest Ing in the Horde, the alpha and omega. It has absorbed enormous amounts of Phazon energy into its body, mutating itself in the process. Apparently, this power is not enough for the creature, as it is now siphoning energy from the final Energy Controller.

-----  
Emperor Ing Chrysalis \*ONE TIME\*

~~~~~

Categorized: Dark Aether, Emperor Ing

Found: Sky Temple, Sanctum

Scan: The heavily damaged Emperor Ing has entered a regenerative state inside a durable healing shell. Tactical scans have detected eleven weak points on the magnetically charged shell: Spider Ball travel is possible on the shell surface. Damage the weak spots with explosives to crack the shell and expose the enemy within.

Emperor Ing Head *ONE TIME*

~~~~~

Categorized: Dark Aether, Emperor Ing

Found: Sky Temple, Sanctum

Scan: Like its brethren, the Emperor Ing is a metamorph. It has molded itself around the precious Energy Controller, and will defend it to the death, using its own body as a shield and a weapon. Destroy the tentacles it generates to weaken the creature and its defenses.



-----  
Emperor Ing Eye \*ONE TIME\*

γγγγγγγγγγγγγγγγγγγγ

Categorized: Dark Aether, Emperor Ing

Found: Sky Temple, Sanctum

Scan: The Emperor Ing has exposed its main eye, from which it can fire powerful energy beams. It is protected by a barrier shield, although not completely. The eye can be locked onto, but only direct shots will get past the shield.

-----  
Final Head Module \*ONE TIME\*

γγγγγγγγγγγγγγγγγγγγ

Categorized: Dark Aether, Guardians, Quadraxis

Found: Ing Hive, Hive Temple

Scan: Module has lost its tactical link to the main body. Two points of structural weakness have been located on its hull: Morph Ball Bombs can cause damage to these areas. Scans indicate that the Spider Ball can attach to the Module's outer hull.

-----  
Grapple Guardian \*ONE TIME\*

γγγγγγγγγγγγγγγγγγγγ

Categorized: Dark Aether, Guardians, Sub Guardians

Found: Dark (Lower) Torvus Bog, Sacrificial Chamber

Scan: This darkling Grenchler has absorbed the power of the Grapple Beam. It will fire the beam to snare potential meals and pull them into its waiting jaws. The beam is powerful, and can attach to most surfaces, including your armor. Its eye region is sensitive: damage in the area can induce a state of anger in the target. A weak spot under the back shell is a prime target as well. When angered, it will use a special attack.

-----  
Green Kralee

γγγγγγγγγγγγγγγγγγγγ

Categorized: Aether, Ground, Surface Prowlers

Found: Temple Grounds, Industrial Site

Scan: The cousin to the dimensional-shifting Kralee, the Green Kralee spends its days roaming in search of food. A genetic defect prevents its back crystal from harnessing energy and opening warp portals. It is doubtful the Green Kralee misses this ability.

-----  
Grenchler

γγγγγγγγγγγγγγγγγγγγ

Categorized: Aether, Ground, Predators

Found: Torvus Bog, Forgotten Bridge

Scan: The amphibious Grenchler lurks in marsh areas in search of prey. Fearless, it will spring from hiding and attack anything that moves. If it is unable to fell its prey with its powerful jaws, it will fire a potent burst of energy at them. Grenchlers have one weak spot - a genetic defect makes the shell on their back susceptible to explosive blasts. Remove the shell to expose a vulnerable nerve center, then target it to eliminate the creature.

-----

Growler Class Turret

~~~~~

Categorized: Aether, Mechanoids, Stationary
Found: Temple Grounds, Trooper Security Station

Scan: The GM-42 "Growler" Class Turret is a dated design, though still quite effective as a point-defense system. It is lightly armored, and fast-moving targets can evade its tracking system. Several copies of the system exist, including the Space Pirate "Humility" Class automated turret.

Harmony Class Drone

~~~~~

Categorized: Aether, Mechanoids, Small  
Found: Great Temple, Transport C Access

Scan: The Luminoth designed the Harmony units to be free-roaming, independent cleaning units. They use focused energy beams and kinetic pulses to perform their duties. Unfortunately, they now consider all living things as filth that must be cleansed from the world.

-----  
Humility Class Turret

~~~~~

Categorized: Aether, Mechanoids, Stationary
Found: Agon Wastes, Biostorage Access

Scan: The Space Pirates copied captured Federation "Growler" turrets, but found the cannon unit inadequate. They replaced the Growler's weapon with a powerful galvanic accelerator cannon. The "Humility" turret packs a strong punch, but retains the Growler system's weaknesses. Fast targets can evade the crude targeting system, and the armor can't take much punishment.

Hunter Ing

~~~~~

Categorized: Dark Aether, Ing  
Found: Dark Torvus Bog, Polluted Mire

Scan: The Hunter Ing patrol the lands of Dark Aether in search of the Horde's enemies. They can render their bodies intangible, allowing them to ambush their targets with ease. Hunter Ing can generate long, deadly tentacles, which they use with great effect in battle. Cunning and relentless, the Hunter Ing will seize their prey or die.

-----  
Hydlings

~~~~~

Categorized: Aether, Aquatic, Small Aquatic
Found: Torvus Bog, Torvus Lagoon

Scan: Hydlings are small water dwellers. They travel in packs for safety, roaming the water in search of bits of food. Their only defense is a bite, though their small teeth are sharp enough to pierce metal.

Infant Tallon Metroid

~~~~~

Categorized: Offworld, Metroids  
Found: Agon Wastes, Biostorage Station



leap incredible distances and heights, and uses this ability to great effect in battle. Target can generate powerful shock waves of dark energy, and will sheath itself in a potent force field to protect itself. It cannot maintain the shield indefinitely: concentrate weapon fire on it when the shield is down.

-----  
Kralee

γγγγγγ

Categorized: Aether, Ground, Surface Prowlers

Found: Agon Wastes, Mining Station B

Scan: The Kralee phases between dimensions as a defense mechanism. A crystal in its carapace gathers energy to fuel the creation of a warp portal. The process is uncontrollable, keeping the Kralee in constant dimensional flux.

-----  
Krocuss

γγγγγγ

Categorized: Aether, Ground, Surface Prowlers

Found: Torvus Bog, Grove Access

Scan: The Krocuss thrives on toxins it extracts from its surroundings. It secretes an acidic trail in its wake as it roams in search of nourishment. The durable mollusk can be damaged when it exposes its toxin-absorbing gills: few weapons can penetrate the creature's shell.

-----  
Lightbringer \*ONE TIME\*

γγγγγγγγγγγγ

Categorized: Aether, Ground, Surface Prowlers

Found: Dark Agon Wastes, Duelling Range

Scan: Lightbringers were created by the Luminoth for use in their war with the Ing. The crystalline creatures generate a field of life-giving energy at all times, and they can be energized like a Safe Zone Crystal. They are immune to most weapon fire: only a burst of matter-antimatter can destroy them.

-----  
Lightflyer

γγγγγγγγγγγγ

Categorized: Aether, Flying, Small Flyers

Found: Great Temple, Transport B Access

Scan: The Lightflyer is an aggressive flying drone. Once loyal to the Luminoth, it will now fire a burst of energy at any living thing within range. It generates light at all times, making it somewhat easy to target.

-----  
Luminoth Turret

γγγγγγγγγγγγγγγγγγ

Categorized: Aether, Mechanoids, Stationary

Found: Great Temple, Fortress Transport Access

Scan: As the number of Luminoth warriors dwindled, they turned to machines to protect key areas. Automated gun turrets were often the first line of defense against Ing attacks. Though powerful, they weren't nimble enough to deal with agile enemy targets.

-----  
Lumite

??????

Categorized: Aether, Flying, Small Flyers

Found: Agon Wastes, Plaza Access

Scan: The Lumite thrives on light, and can render itself invisible to most predators while within it. When out of the light, the creature is relatively harmless, relying on a crudely spat chunk of biomatter to defend itself. Once in the light, it can channel large amounts of solar energy into a deadly blast.

-----

Mechlops

????????

Categorized: Aether, Mechanoids, Small

Found: Sanctuary Fortress, Dynamo Access

Scan: The Luminoth tried to domesticate and train a number of Triclops for use in war, but failed. Undaunted, they created mechanical versions of the hardy creatures to use in battle. The few Mechlops that remain now serve other mechanoids, turning their potent jaws and earthmoving power against their former masters.

-----

Mekenobite

????????????

Categorized: Aether, Mechanoids, Large

Found: Sanctuary Fortress, Sanctuary Temple

Scan: The Luminoth created the Mekenobite to help patrol the corridors and shafts of Sanctuary Fortress. It uses magnetism to keep itself attached to the walls and ceilings. In combat, it will fire projectiles toward its target with a magnetic accelerator. It can only be dislodged by simultaneous explosive blasts. Mekenobites self-destruct once they are heavily damaged.

-----

Mutated Emperor Ing \*ONE TIME\*

????????????????????

Categorized: Dark Aether, Emperor Ing

Found: Sky Temple, Sanctum

Scan: Further exposure to Phazon has mutated the Emperor Ing. It is now capable of shielding its vulnerable areas with energy barriers. Beams of opposite polarity can damage these barriers, however. Heavy damage to the barriers will cause them to drop, exposing the creature's weak spots. Target the weak spots to immobilize and damage the enemy.

-----

Nightbarb

????????

Categorized: Dark Aether, Darklings, Darkling Flyers

Found: Dark Agon Wastes, Save Station 2

Scan: Nightbarbs are small airborne darklings. Smaller and weaker than a Hunter Ing, a Nightbarb will travel with a large pack to increase its odds of survival. This is wise, since their primary predators are Hunter Ing.

-----

Octopede

????????

Categorized: Aether, Mechanoids, Small

Found: Sanctuary Fortress, Power Junction

Scan: The Octopedes were created to deliver data to Luminoth citizens. They now follow their routes in the service of other rogue mechanoids. The units were designed to self-destruct if attacked, and will explode with enough force to cause damage.

-----  
Pillbug \*ONE TIME\*

??????  
Categorized: Aether, Ground, Tunnel Prowlers  
Found: Agon Wastes, Portal Terminal

Scan: Pillbugs prefer to dwell in dark caverns, though they can exist in lit areas. Navigating with a series of sensitive antennae, they roam through caves in search of moss and fungus. Pillbugs can move rapidly, and will ram unwary targets to clear their path as they search for food. A Pillbug can be jarred loose from a surface with a concussive blast: doing so reveals its vulnerable belly.

-----  
Pirate Aerotrooper

????????????????  
Categorized: Offworld, Pirates  
Found: Agon Wastes, Bioenergy Production

Scan: Pirate Aerotroopers are known for their cold precision and utter cruelty. Armed with both beam and missile systems, the Aerotroopers can be a difficult foe to engage, especially at range. Their jet packs can be overloaded with heat-based attacks, however. These units prefer death before dishonor: an injured Aerotrooper will make a suicide strike before allowing himself to be captured.

-----  
Pirate Commando

????????????????  
Categorized: Offworld, Pirates  
Found: Torvus Bog, Torvus Grove

Scan: Dedicated to "hunting the Hunter," Space Pirate Commando units have been equipped with the latest weapons, including a variable pulse cannon, e-grenade launcher, and energy scythe. Powerful thrusters carry them at high speed over any terrain. A portable barrier shield repels most attacks, but can only be deployed for limited periods.

-----  
Pirate Grenadier

????????????????  
Categorized: Offworld, Pirates  
Found: Agon Wastes, Command Center

Scan: The Spae Pirates have begun to use an experimental energy grenade launcher in the field. The weapon is viewed as a mixed blessing to the Grenadier units: while the grenade launchers are powerful weapons, Grenadiers must leave their rifles behind to carry them. Fast-moving targets can close range on Grenadiers, rendering their main weapons somewhat ineffective.

-----  
Pirate Trooper

????????????????  
Categorized: Offworld, Pirates

Found: Agon Wastes, Mining Station A

Scan: The Space Pirates suffered a serious defeat at Tallon IV, yet they remain a powerful force for crime and disorder in the galaxy. Their technology continues to advance: even the lowly trooper has received numerous upgrades to his arsenal. A photonic power scythe and quantum assault cannon are now standard-issue weapons for all troopers.

-----

Power Bomb Guardian \*ONE TIME\*

????????????????????

Categorized: Dark Aether, Guardians, Sub Guardians

Found: Dark (Lower) Torvus Bog, Undertemple

Scan: This darkling Sporb has absorbed the ability to generate Power Bombs. It can fire these dangerous weapons instead of the venomous needles it normally shoots. The energies of the Power Bomb weapon have made it all but invulnerable. Tremendous kinetic damage will override the protective field, however.

-----

Preed

?????

Categorized: Offworld, Pirates

Found: (Lower) Torvus Bog, Hydrodynamo Station

Scan: The cybernetic Preeds are aggressive hunters used as patrol animals by the Space Pirates. They carry lethal Nohadin gas for use as a defense mechanism. If a Preed is ruptured, the gas within it is violently released. This toxic cloud often proves fatal to the Preed's killer.

-----

Quad CM

???????

Categorized: Aether, Mechanoids, Large

Found: Sanctuary Fortress, Reactor Core

Scan: A Quad is formed of two components: the quadruped Main Body and the flying Command Module. These units can function independently, or linked together, as the need arises. The Command Module relies on ranged beam weapon attacks. It can generate a powerful beam shield to protect itself. Opposite-polarity beams can penetrate this shield, however.

-----

Quad MB

???????

Categorized: Aether, Mechanoids, Large

Found: Sanctuary Fortress, Reactor Core

Scan: A Quad is formed of two components: the quadruped Main Body and the flying Command Module. These units can function independently, or linked together, as the need arises. The Main Body uses melee attacks in battle. Though durable, it needs to vent excess heat from its body. When this happens, it exposes a venting system vulnerable to concussive attacks.

-----

Quadraxis \*ONE TIME\*

?????????

Categorized: Dark Aether, Guardians, Quadraxis

Found: Ing Hive, Hive Temple







connection to the local energy system. Aggravating it may cause disruption to the system.

-----  
Splinter

????????

Categorized: Aether, Ground, Predators

Found: Temple Grounds, Industrial Site

Scan: When it isn't hunting, a Splinter will secrete a protective cocoon around itself and enter a state of hibernation. Localized seismic disturbances will awaken the Splinter, triggering a state of blood frenzy in the process. While in this state, a Splinter emits pheromones that trigger frenzy in all nearby Splinters. Disturbing a pack of Splinters is not advisable.

-----  
Sporb

?????

Categorized: Aether, Ground, Predators

Found: Torvus Bog, Abandoned Worksite

Scan: The hanging Sporb sits patiently until a potential meal is detected. A burst of poisoned needles is the Sporb's primary means of attack. It can also extend its body over short distances, gripping small targets within its powerful jaws. Sporbs wither when exposed to dark energy, making them vulnerable to other weapon systems.

-----  
Stunned Head Module \*ONE TIME\*

????????????????????

Categorized: Dark Aether, Guardians, Quadraxis

Found: Ing Hive, Hive Temple

Scan: Head Module is unable to receive tactical data. Force field offline. Unit is generating drones to defend itself while it attempts to restore tactical link to main body. Destroy sonic receptors on unit to prevent this.

-----  
Tallon Metroid

????????????????

Categorized: Offworld, Metroids

Found: Agon Wastes, Biostorage Station

Scan: Space Pirates harvest and enslave Metroids for use in their operations. The Tallon Metroid will latch onto prey with powerful pincers, then proceed to drain its life energy. This causes the creature to grow in size and mass. The creatures are vulnerable to the chilling effect of dark energy, and can be detached by entering Morph Ball mode and deploying a Bomb.

-----  
Vigilance Class Turret \*ONE TIME\*

????????????????

Categorized: Aether, Mechanoids, Stationary

Found: Agon Wastes, Central Mining Station

Scan: The "Vigilance" Class Turret is found in many Space Pirate bases. Built to support the "Humility" Class Turret, it is as accurate as the gunner operating it. Many young Space Pirates begin their careers as sentries: a tour as a Vigilance gunner is considered a mark of distinction.







-----  
Energy Controller

γγγγγγγγγγγγγγγγγγ

Categorized: Aether Studies, Aether

Found: Great Temple, Main Energy Controller

Scan: Energy Controllers were built by the Luminoth to regulate Aether's planetary energy. Several wonders are powered by the Energy Controllers, including a weather control grid and a teleportation system. When Dark Aether was born, it too had Energy Controllers, all linked to that world's planetary energy.

-----  
Flying Ing Cache \*LIMITED SCAN\*

γγγγγγγγγγγγγγγγγγ

Categorized: Biology, Ing Storage

Found: Sky Temple Grounds, Defiled Shrine

Scan: The Flying Cache was bred and trained to be a living storage unit. It employs a limited stealth field that renders it unseen to most enemies. The fact that the creature must be killed to obtain the object it stores is of little consequence to the Ing.

-----  
GF Bridge

γγγγγγγγγγ

Categorized: Mechanisms, GF Security

Found: Temple Grounds, Industrial Site

Scan: This bridge is durable, but often locks in place, leading the Marines to call for a new design. The Mk III should enter service within the next eight cycles.

-----  
GF Gate Mk VI

γγγγγγγγγγγγγγγγγγ

Categorized: Mechanisms, GF Security

Found: Temple Grounds, Hive Chamber A

Scan: This gate is used with armored security locks, which must be neutralized to operate the gate. Gate is resistant to all but the most potent explosives.

-----  
GF Gate Mk VII

γγγγγγγγγγγγγγγγγγ

Categorized: Mechanisms, GF Security

Found: Temple Grounds, Dynamo Chamber

Scan: The Mk VII Defense Gate is composed of Denzium. Invulnerable to most weapons, though high-yield explosives are effective. Often used in conjunction with a remote scan access control panel.

-----  
GFS Tyr

γγγγγγγγ

Categorized: Mechanisms, Vehicles

Found: Temple Grounds, GFMC Compound

Scan: The Anhur class is a state-of-the-art warship, designed to police and defend planetary systems. This ship, the G.F.S. Tyr, has been heavily damaged.

It appears that the crew have dismantled parts of the Tyr as well, possibly for use as makeshift defense systems.

-----  
Grapple Point

γγγγγγγγγγγγγγγγ

Categorized: Mechanisms, Systems

Found: Dark (Lower) Torvus Bog, Sacrificial Chamber

Scan: To use the Grapple Beam, use L when the (grapple) icon appears. You can fire your weapons while attached to a grapple point.

-----  
Ingclaw

γγγγγγγγ

Categorized: Biology, Darklings

Found: Dark Agon Wastes, Watering Hole

Scan: The Ingclaw secretes an incredibly durable shell over itself shortly after birth. From that moment on, it remains rooted in place. The creature feeds on the flotsam floating in the atmosphere of Dark Aether, and produces waste in the form of a toxic dark vapor.

-----  
Ingsphere Cache

γγγγγγγγγγγγγγγγ

Categorized: Biology, Ing Storage

Found: Dark Torvus Bog, Dark Forgotten Bridge

Scan: The Ingsphere keeps useful items in a dimensional pocket. Normally, the Ingsphere will only release the item to its Ing master. The pocket can be breached by destroying the Ingsphere, however. This sometimes destroys the item, but can be worth the risk.

-----  
Ing Webtrap \*ONE TIME\*

γγγγγγγγγγγγγγγγ

Categorized: Biology, Darklings

Found: Dark Agon Wastes, Battleground

Scan: These creatures respond to commands from the Ing, forming over areas as ordered. They are virtually indestructible, and can only be undone by killing the Ing that commands them.

-----  
Ingworm Cache

γγγγγγγγγγγγγγγγ

Categorized: Biology, Ing Storage

Found: Ing Hive, Culling Chamber

Scan: The Ingworms wrap their bodies around useful items to protect them. They are defenseless. They are not terribly durable and have no form of attack, hence their assignment as storage bearers by the Horde.

-----  
Kinetic Orb Cannon

γγγγγγγγγγγγγγγγ

Categorized: Mechanisms, Systems

Found: Temple Grounds, GFMC Compound





-----  
Metroid Cocoon

????????????????

Categorized: Biology, Cocoons

Found: Agon Wastes, Biostorage Station

Scan: The Space Pirates transport young Tallon Metroids in an organic "cocoon" designed to sustain the small creatures. Each cocoon can support numerous infants for several cycles. The creatures are normally content to remain in the cocoon, but will emerge when they detect the presence of Phazon.

-----  
Nullified Beacon

????????????????

Categorized: Luminoth Technology, Light Beacons

Found: Dark Agon Wastes, Doomed Entry

Scan: Light Beacons, when covered with dark energy, cease to function for a brief time. Light energy can clear the Beacon of the dark energy. Some dark creatures will fire dark energy at Light Beacons to hinder or damage their opponents.

-----  
Nullified Crystal

????????????????

Categorized: Luminoth Technology, Light Crystals

Found: Dark Agon Wastes, Doomed Entry

Scan: Light Crystals, when covered with dark energy, cease to function for a brief time. Light energy can clear the Crystal of the dark energy. Some dark creatures will fire dark energy at Light Crystals to hinder or damage their opponents.

-----  
Phazon

??????

Categorized: Aether Studies, Dark Aether

Found: Agon Wastes, Main Reactor

Scan: Origin point of Phazon unknown. First detection of element on planet Tallon IV. Used by Space Pirates to produce vast levels of energy. Bioforms exposed to Phazon without proper shielding will eventually undergo radical mutation.

-----  
Pirate Skiff

????????????????

Categorized: Mechanisms, Vehicles

Found: Agon Wastes, Central Mining Station

Scan: Plans for the Shrike were recently stolen from a GF lab by the Space Pirates. Production began immediately, and the fast-moving skiff is now a part of most Pirate operations. It is used primarily as a troop transport, taking a fire team of troopers into action. The Shrike is unarmed, relying on the troops it carries for protection against hostile forces.

-----  
Samus's Gunship

????????????????





Found: Temple Grounds, Sacred Path

Scan: War Wasps require considerable amounts of sleep after a long hunt. They weave a protective hive from organic fluids they secrete themselves, then crawl inside to rest. Though safe from most predators, the hives can be damaged by explosive weapons.

-----  
Webling \*ONE TIME\*

???????

Categorized: Biology, Darklings

Found: Dark Agon Wastes, Feeding Pit Access

Scan: Weblings spin a network of energized snare lines, then sit in the middle and wait for prey to get caught in it, much like a spider. A webling is incredibly durable, though it has the darkling weakness to light.

-----  
U-Mos

?????

Categorized: Aether Studies, Aether

Found: Great Temple, Main Energy Controller

Scan: Subject is U-Mos, a Sentinel of the Luminoth. Scans indicate numerous beneficial abilities, including heightened reflexes, durability, psionics, and flight. Ability to generate and manipulate energy on par with that of the Chozo. Dating scans suggest an age of 2.15 centicycles. Only known active member of the species: remaining Luminoth locked in protective stasis until crisis is resolved.

-----  
|/ Lore (These will be seperated by type of lore first, then alphabetical, to make it easier to read.)

-----  
CAPT. A. Exeter

????????????????

Categorized: Trooper Logs, Force One

Found: Temple Grounds, GFMC Compound

Scan: I'm beginning to think it was a real bad idea going down there. Reeves is right, that hive is just one of many. It's stupid to stir a hornet's nest, especially if you plan on sleeping under it.

-----  
GSGT C. Benet

????????????????

Categorized: Trooper Logs, Force Two

Found: Temple Grounds, Command Chamber

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

-----  
LCPL J. Brode

????????????????

Categorized: Trooper Logs, Force One

Found: Temple Grounds, GFMC Compound

Scan: Man, I hope that is the only breeding ground for these things. If there's more, we're in big trouble. We had a hard enough time taking that one out of commission: I almost ran out of ammo. I never run out of ammo!

-----  
PFC E. Denys

??????????????

Categorized: Trooper Logs, Force Two

Found: Temple Grounds, Sacred Bridge

Scan: I'm the only one left. Managed to get out of the hive, but when I got to the ship, everyone was gone...dead. I'm heading for that alien building we saw earlier. Maybe someone can help me there... Wait, something's moving down there. Hello...?

-----  
PFC G. Haley

??????????????

Categorized: Trooper Logs, Force One

Found: Temple Grounds, GFMC Compound

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

-----  
PFC I. Crany

??????????????

Categorized: Trooper Logs, Force One

Found: Temple Grounds, GFMC Compound

Scan: Last night at chow, Angseth starts talking about some bounty hunter and how she blew up a planet full of Space Pirates. I told her I didn't believe in fairy tales like that, and she took it personal. I just find it hard to believe that one person took out an entire Space Pirate base, that's all. But if she wants to believe in this Samus, or Bigfoot, or Santa Claus, she can.

-----  
PFC L. Brouda

??????????????

Categorized: Trooper Logs, Force Two

Found: Temple Grounds, Communication Area

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

-----  
PFC M. Veroni

??????????????

Categorized: Trooper Logs, Force Two

Found: Temple Grounds, Collapsed Tunnel

Scan: I think Haley's losing it. He talks to himself all the time, and he won't sleep. He almost shot me on watch the other night. I think he thought I was one of those things. I talked to the doc about taking him off the line, and he told me we need all the help we can get. That's true, but if he goes berserk and kills a bunch of us, that won't be very helpful.

-----  
PFC S. Milligan

~~~~~

Categorized: Trooper Logs, Force One
Found: Temple Grounds, GFMC Compound

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

SPC B. Reeves

~~~~~

Categorized: Trooper Logs, Force Two  
Found: Temple Grounds, Command Chamber

Scan: I don't like this plan. This hive is a small portion of a larger network. There may be dozens of hive systems like this across the planet, and they may all be linked. Destroying this one may buy us time, but it may also provoke the other hives into attacking.

-----  
SPC F. Triplette

~~~~~

Categorized: Trooper Logs, Force One
Found: Temple Grounds, GFMC Compound

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

SPC M. Angseth

~~~~~

Categorized: Trooper Logs, Force Two  
Found: Temple Grounds, Trooper Security Station

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

-----  
Log 44681 (Phazon Operations)

~~~~~

Categorized: Space Pirate Logs, Cycle 4
Found: Agon Wastes, Command Center

Scan: Log 04.468.1

Science teams detected the presence of Phazon in the Dasha system four cycles ago. High Command authorized the deployment of our team shortly thereafter. Our orders are to establish a base on planet Aether and evaluate local Phazon resources. Because this world lies on the periphery of Galactic Federation territory, we are following stealth protocols at the highest level. A cadre of elite Commandos has been dispatched to provide security for our force as well. This operation is now under way.

Log 48853 (Local Conflict)

~~~~~

Categorized: Space Pirate Logs, Cycle 4

Found: Agon Wastes, Command Center

Scan: Log 04.885.3

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

-----

Log 50086 (Great Discoveries)

~~~~~

Categorized: Space Pirate Logs, Cycle 5

Found: Agon Wastes, Command Center

Scan: Log 05.008.6

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

Log 54421 (Rift Portal)

~~~~~

Categorized: Space Pirate Logs, Cycle 5

Found: Agon Wastes, Command Center

Scan: Log 05.442.1

The Rift Portal has been opened. The artifact weapon, dubbed the "Dark Beam" by Science Team, provides the energy needed to open the portal, although for a limited time. We've sent expeditions through the portal, and they have returned with incredible news. The portal leads to a parallel version of Aether. This "Dark Aether" has suffered a global calamity, turning it into a toxic wasteland. It is the homeworld of the shadowy creatures who have been raiding our base for the last cycle. Most importantly, it is the prime location of Phazon in this sector. Extraction plans are being prepared. We will not be denied!

-----

Log 62217 (Phazon Raids)

~~~~~

Categorized: Space Pirate Logs, Cycle 6

Found: Agon Wastes, Command Center

Scan: Log 06.221.7

Phazon extraction raids are under way on Dark Aether. The toxicity of the atmosphere has taken a toll on our workforce, as have the hostile natives of that world. Science Team is preparing survival gear to protect our work teams, and we have increased our security presence in extraction areas. Fortunately, High Command is sending more troops and supplies. Our troops and resources are spread dangerously thin, and this mission cannot fail.

Log 63622 (The Hunter)

Log 71599 (Two Hunters)

~~~~~

Categorized: Space Pirate Logs, Cycle 7  
Found: Agon Wastes, Central Mining Station

Scan: Log 07.159.9

Another Hunter, wearing the traditional colors of Samus Aran, made planetfall today. Horrific as it may sound, there are two of them now. We are bracing for a new assault. This dire turn of events may bear some good will. One of our scouts in Dark Aether saw a curious encounter. The Dark Hunter attacked the one clad as Samus near a Phazon site. Perhaps they are not allies...but foes. Perhaps we can forge an alliance with the Dark Hunter - an exchange, Phazon for the head of our common enemy.

-----  
A-Kul's Testament

~~~~~

Categorized: Luminoth Lore, Keybearer Lore, Cadre 1
Found: Sky Temple Grounds, Sky Temple Access

Scan: Soon I shall pass to final rest. My key is in place. Through my spiritual link to the others, I know where their bodies lie. I shall leave this knowledge, that their last location in the dark world can be known. May this knowledge lead our warriors to the Sky Temple Keys. The time draws near. Hear the words of A-Kul, she they call Champion of Aether. Know that my warriors fought and died with uncommon valor. Do not look unkindly upon their failure, for they died to save us all.

B-Stl's Testament

~~~~~

Categorized: Luminoth Lore, Keybearer Lore, Cadre 1  
Found: Agon Wastes, Main Reactor (enter from Ventilation Area A)

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

-----  
C-Rch's Testament

~~~~~

Categorized: Luminoth Lore, Keybearer Lore, Cadre 2
Found: Sanctuary Fortress, Dynamo Works

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

D-Isl's Testament

~~~~~

Categorized: Luminoth Lore, Keybearer Lore, Cadre 2  
Found: Temple Grounds, Storage Cavern A

Scan: It is inside me. I feel it spreading, clawing at my will, tearing at my thoughts. It moves me against my will, to this cavern. Here it will end. I do

not wish this, do not want my body to become a weapon for the Ing within me. It hates. It demands obedience. I will fight to the end. I shall self-terminate before I will be a pawn of a filthy Ing.

-----  
G-Sch's Testament

~~~~~  
Categorized: Luminoth Lore, Keybearer Lore, Cadre 1
Found: (Lower) Torvus Bog, Catacombs

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

J-Fme's Testament

~~~~~  
Categorized: Luminoth Lore, Keybearer Lore, Cadre 2  
Found: Temple Grounds, Industrial Site

Scan: Final entry, Warrior J-Fme.  
Their army swells. Beasts and rogue machines join the ranks of the Horde, all eager to bring death to the Luminoth. The Ing sent these new additions to the industrial site to do battle with me, while they watched from safety. Cowardly mongrels! My only regret in death is that I did not live to see the day of their defeat. May it come soon!

-----  
J-Stl's Testament

~~~~~  
Categorized: Luminoth Lore, Keybearer Lore, Cadre 1
Found: Agon Wastes, Central Mining Station

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

M-Dhe's Testament

~~~~~  
Categorized: Luminoth Lore, Keybearer Lore, Cadre 2  
Found: Temple Grounds, Landing Site

Scan: That last hit breached my armor. The poison spreads. Though I have found the key, it is too late for me. Soon my light will fail. They know I am here. They will come to this site to plunder my key. My last stand shall be at the edge of the temple grounds. I only hope I have the strength to fight when they arrive.

-----  
S-Dly's Testament

~~~~~  
Categorized: Luminoth Lore, Keybearer Lore, Cadre 1
Found: Torvus Bog, Torvus Lagoon

Scan: They came to the lagoon in the night, delivering true deathblows before I could detect them. As my life faded, I sent a call to the cadre to warn of

this surprise attack. May they find my key, and dispatch the Ing who have killed me. Only then will my final rest be peaceful.

S-Jrs's Testament

~~~~~

Categorized: Luminoth Lore, Keybearer Lore, Cadre 2  
Found: Sanctuary Fortress, Sanctuary Entrance

Scan: A-Kul tried to send me back to Aether, that I might get reinforcements. Both cadres have been attacked, devastated. The Ing followed me. They came, wearing the skin of beasts. I gave them a good fight, yet, I have failed. May I redeem my honor in the next life. Here, at the fortress entrance, I breathe my last.

-----  
\*NOTE: Up ahead are the Key Clues. They can only be gotten when you haven't deposited any Sky Temple Keys to the Sky Temple Access. If you have, some clues won't be available to scan, and you cannot get 100% in your Logbook. Just be careful with these.

-----  
B-Stl's Key

~~~~~

Categorized: Luminoth Lore, A-Kul's Clues, Cadre 1 Clues
Found: Sky Temple Grounds, Sky Temple Access

Scan: Gallent B-Stl.
She lies deep in a fortress of dry land.

C-Rch's Key

~~~~~

Categorized: Luminoth Lore, A-Kul's Clues, Cadre 2 Clues  
Found: Sky Temple Grounds, Sky Temple Access

Scan: Judicious C-Rch.  
In a small corridor within the depths of a high fortress, he lies silently.

-----  
D-Isl's Key

~~~~~

Categorized: Luminoth Lore, A-Kul's Clues, Cadre 2 Clues
Found: Sky Temple Grounds, Sky Temple Access

Scan: Steadfast D-Isl.
Who shall disturb you among the trees of holy ground?

G-Sch's Key

~~~~~

Categorized: Luminoth Lore, A-Kul's Clues, Cadre 1 Clues  
Found: Sky Temple Grounds, Sky Temple Access

Scan: Gentle G-Sch.  
With a Bearerpod he sleeps in a flooded temple.

-----  
J-Fme's Key

????????????

Categorized: Luminoth Lore, A-Kul's Clues, Cadre 2 Clues  
Found: Sky Temple Grounds, Sky Temple Access

Scan: Mighty J-Fme.

In the last, what did you see? Was it one of our gates closing, sealing the scorched land from our holy ground?

-----

J-Stl's Key

????????????

Categorized: Luminoth Lore, A-Kul's Clues, Cadre 1 Clues  
Found: Sky Temple Grounds, Sky Temple Access

Scan: Noble J-Stl.

Lost his soul before a fortress in the scorched land.

-----

M-Dhe's Key

????????????

Categorized: Luminoth Lore, A-Kul's Clues, Cadre 2 Clues  
Found: Sky Temple Grounds, Sky Temple Access

Scan: Fearless M-Dhe.

The one who shall move the pillar of holy ground will see your soulless body.

-----

S-Dly's Key

????????????

Categorized: Luminoth Lore, A-Kul's Clues, Cadre 1 Clues  
Found: Sky Temple Grounds, Sky Temple Access

Scan: Brave S-Dly.

Beside the marsh of a raining land she laid her body forever.

-----

S-Jrs's Key

????????????

Categorized: Luminoth Lore, A-Kul's Clues, Cadre 2 Clues  
Found: Sky Temple Grounds, Sky Temple Access

Scan: Loyal S-Jrs.

He no longer breathes, looking down at the great bridge of a holy fortress.

-----

Age of Anxiety

????????????

Categorized: Luminoth Lore, History, Dark Age  
Found: Temple Grounds, Meeting Grounds

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

-----

## Agon Falls

~~~~~

Categorized: Luminoth Lore, Conflict, Second Phase

Found: Sanctuary Fortress, Sanctuary Energy Controller

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

Cataclysm

~~~~~

Categorized: Luminoth Lore, History, Dark Age

Found: Agon Wastes, Mining Station A

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

## Dark Aether

~~~~~

Categorized: Luminoth Lore, Conflict, First Phase

Found: Torvus Bog, Torvus Energy Controller

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

Light of Aether

~~~~~

Categorized: Luminoth Lore, History, Golden Age

Found: Agon Wastes, Portal Terminal

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

## New Weapons

~~~~~

Categorized: Luminoth Lore, Conflict, First Phase

Found: (Lower) Torvus Bog, Gathering Hall

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

Origins

γγγγγγγγ

Categorized: Luminoth Lore, History, Golden Age

Found: Great Temple, Main Energy Controller

Scan: It is told that the Luminoth were not born of Aether, but of the stars. In the early days, we roamed the greatness of the void, bathing in the glorious light of a thousand stars. We met a vast number of enlightened minds...the N'kren, the Yila, and the Chozo among them. Each of them, we found, had claimed a homeworld and formed a deep bond with it. In time, we decided to do the same.

Our Heritage

γγγγγγγγγγγγγγγγ

Categorized: Luminoth Lore, History, Golden Age

Found: Temple Grounds, Transport to Agon Wastes

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

Our War Begins

γγγγγγγγγγγγγγγγ

Categorized: Luminoth Lore, Conflict, First Phase

Found: Torvus Bog, Underground Tunnel

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

Paradise

γγγγγγγγγγ

Categorized: Luminoth Lore, History, Golden Age

Found: Agon Wastes, Mining Plaza

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

Recovering Energy

γγγγγγγγγγγγγγγγ

Categorized: Luminoth Lore, Conflict, First Phase

Found: (Lower) Torvus Bog, Training Chamber

Scan: We were not prepared to fight a long war. The forces of the enemy outnumbered ours vastly. We sought a way to end the war quickly, without

extended combat. We decided to build a device to recover our lost planetary energy from Dark Aether. Without this energy, the dark world would cease to be, and our world would be restored to stability.

Sanctuary Falls

~~~~~

Categorized: Luminoth Lore, Conflict, Final Phase  
Found: Sanctuary Fortress, Watch Station

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

-----  
Saving Aether

~~~~~

Categorized: Luminoth Lore, History, Golden Age
Found: Agon Wastes, Agon Energy Controller

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

Shattered Hope

~~~~~

Categorized: Luminoth Lore, Conflict, Second Phase  
Found: Sanctuary Fortress, Main Gyro Chamber

Scan: None of the warriors sent to the Sky Temple returned. Our fores searched Dark Aether for them, in vain. Of the Energy Transfer Module, there was no sign. Though saddened, we set out to prepare another mission, to build another module, to try once more to save our dying world.

-----  
The Final Crusade

~~~~~

Categorized: Luminoth Lore, Conflict, Second Phase
Found: Sanctuary Fortress, Hall of Combat Mastery

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

The Ing Attack

~~~~~

Categorized: Luminoth Lore, History, Dark Age  
Found: Torvus Bog, Path of Roots

Scan: The day came when space was torn asunder, revealing dimensional rifts to a dark place. Horrible dark swarms streaked forth from these rifts, engulfing

nearby creatures and transforming them into what we would come to call darklings. The dark creatures became our enemies, and peace came to an end on Aether.

-----  
The New Terror

~~~~~

Categorized: Luminoth Lore, Conflict, First Phase

Found: (Lower) Torvus Bog, Catacombs

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

The Sky Temple

~~~~~

Categorized: Luminoth Lore, Conflict, Second Phase

Found: Temple Grounds, Fortress Transport Access

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

-----  
The Stellar Object

~~~~~

Categorized: Luminoth Lore, History, Golden Age

Found: Agon Wastes, Mining Station B

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

The World Warped

~~~~~

Categorized: Luminoth Lore, History, Dark Age

Found: Temple Grounds, Path of Eyes

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

-----  
Torvus Falls

~~~~~

Categorized: Luminoth Lore, Conflict, Second Phase

Found: Sanctuary Fortress, Main Research

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

Twilight

γγγγγγγγγγ

Categorized: Luminoth Lore, Conflict, Final Phase

Found: Sanctuary Fortress, Sanctuary Entrance

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

UNLOCKABLES

There are quite a bit of unlockables in the game. This section will explain how to get all the unlockables in the game.

Hard mode

γγγγγγγγγγ

What it is: The same game except you take 1.5 the damage, and enemies have twice the health.

How to unlock: Beat the game once.

Suitless Ending

γγγγγγγγγγγγγγγγγγγγ

What it is: Get to see Samus strip off her Power Suit, revealing a skintight blue bodysuit.

How to unlock: Get at least 75% items.

Secret Ending

γγγγγγγγγγγγγγγγγγγγ

What it is: Dark Samus is alive...

How to unlock: Get 100% items.

Rough Sketch Gallery

γγγγγγγγγγγγγγγγγγγγγγγγγγγγγγ

What it is: See rough sketches of various things.

How to unlock: Beat the game once on Normal.

Storyboard Gallery

γγγγγγγγγγγγγγγγγγγγγγγγγγγγγγ

What it is: See storyboards of certain important scenes.

How to unlock: Beat the game once on Hard.

Promotional Gallery

~~~~~

What it is: See promotional images in the gallery.

How to unlock: Get 40% scans.

-----

## Character Gallery

~~~~~

What it is: See images of characters.

How to unlock: Get 60% scans.

Creature Gallery

~~~~~

What it is: See images of creatures in the game.

How to unlock: Get 80% scans.

-----

## Boss Gallery

~~~~~

What it is: See images of the bosses in the game.

How to unlock: Get 100% scans.

Luminoth Soundtrack

~~~~~

What it is: Music to play during the multiplayer mode.

How to unlock: Talk to U-Mos the first time.

-----

## Pirate Fear Soundtrack

~~~~~

What it is: Music to play during the multiplayer mode.

How to unlock: Restore energy to Agon and talk to U-Mos.

Torvus Bog Soundtrack

~~~~~

What it is: Music to play during the multiplayer mode.

How to unlock: Restore energy to Torvus and talk to U-Mos.

-----

## Sanctuary Soundtrack

~~~~~

What it is: Music to play during the multiplayer mode.

How to unlock: Restore energy to Torvus and talk to U-Mos.

Pipeline Arena

~~~~~

What it is: A new multiplayer arena.

How to unlock: Gotten with Torvus Bog Soundtrack.

-----

## Spires Arena

~~~~~

What it is: A new multiplayer arena.

How to unlock: Gotten with Sanctuary Soundtrack.

_____/ _____
This is Banjo2553, signing off. If you want to view the Credits, they're back up by the Table of Contents. That is also where the Legal Notices are. Also, I felt no real need to cover multiplayer mode. If you want tips on multiplayer, check out Neonjohn779's guide on GameFAQs.

Peace.

This document is copyright Banjo2553 and hosted by VGM with permission.