Metroid Prime 2: Echoes One/Limited Chance Scans

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Be sure to check out metroidmetal.com for some free
rocking remixed MP3s of your favorite Metroid melodies.

(Say that five times real fast!)



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simply perform a search and enter the subject as you
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One Chance/Limited Chance Scans Guide

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If you are trying to complete the Log Book, then you need
to be aware of the scans that you only have one chance to
get. Some of the scans listed here are not one chance only,
but they are limited in the times that you come across
them. The scans are listed in the room you usually
encounter them first.
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Here are a few things to keep in mind:

 - If you are in a battle with ANY creature and you think
   the creature has changed in any way, especially if you
   see dark matter infect the creature, be sure to scan it
   again before you kill it. This usually only matters in
   the instances of fighting bosses, but not all of the
   time.

 - With that in mind, be sure to scan all of the bosses as
   soon as the battle begins. In some cases, dark matter
   will infect the boss shortly after the battle begins
   and you will lose the chance to scan the creature in
   its original form.

 - If the enemy you are fighting has a health bar or if
   you get trapped in the room with the creature, be sure
   to scan it.

 - If you see any Creature that is either blue or red in
   the Scan Visor, especially if you have already scanned
   it once before, be sure to scan it again. Basically, if
   doesn't appear green in the Scan Visor, scan it.

 - If any small creatures attack you while fighting a boss,
   be sure to scan them as they are usually only found in
   that particular battle. This really only applies in the
   battle with Chykka, but in case I'm mistaken be sure to
   pay attention in boss battles.

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I. - One Time Only Scans

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A - Creatures
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 1 - Growler Class Turret -

 (Temple Grounds > Trooper Security Station)

 This is the only place I have found this turret. I
 believe this to be a limited scan, but until I can
 confirm this, it is better to assume you have just once
 chance and scan it as soon as you get to this room.

 2 - Lightbringer -

 (Dark Agon Wastes > Dueling Range)

 There are two in the game, and both appear only one time
 in the game and both are in the same room. These are the
 little dudes that walk back and forth and generate a

field of light, providing you with safe passage through
Dueling Range before you get the Dark Suit.

 3 - Vigilance Class Turret -

 (Agon Wastes > Central Mining Station)

 Though you see this turret a few times in the game (at
 Central Mining Station and Sanctuary Fortress > Sanctuary
 Entrance) the only time you can scan it is in Trooper
 Security Station when the Space Pirates man the guns.

 4 - Chyklings -

 (Dark Torvus Bog > Dark Torvus Temple)

 These only appear during the battle with Chykka, after
 Chykka's Larva phase.

 5 - Dark Shredder -

 (Torvus Bog > Torvus Lagoon)

 These only appear during the battle with Chykka during
 Chykka's Larva phase.

 6 - Pillbug -

 (Agon Wastes > Portal Site)

 These little guys are first scannable in this one room.
 Facing the portal, they are in the Morph Ball tunnel in
 the wall to your right. Simply scan them before you
 enter the tunnel. You won't get the chance to scan them
 again for quite some time but the good news is these guys
 _ ARE NOT _ one chance.

 After the Spider Guardian is defeated, you can return to
 Dynamo Works and in the area before you grapple across
 the gap, turn and look towards the morph ball tunnels
 where you fought Spider Guardian. You will see Pillbugs
 in the tunnels. Simply scan them.

B - Guardians

All of the Guardians/Sub-Guardians are one chance scans.
Be sure to scan them the first opportunity you get, and
stay aware of any changes that may occur. If any changes

do happen, be sure to scan the Guardian again.

The list is in the [non-sequence breaking] order that you
encounter the Guardians in the game, excluding the Dark
Missile Trooper. It is placed in the earliest order that
you can encounter it. I have listed the guardians because
there may be a phase in the battle you may miss or may not
be aware of.

 1 - Alpha Splinter -

 (Great Temple > Temple Sacntuary)

 2 - Dark Alpha Splinter -

 (Great Temple > Temple Sanctuary)

 Be sure to scan the Alpha Splinter as soon as possible
 because not too long into the battle, it will become
 infected with an Ing.

 3 - Alpha Sandigger -

 (Agon Wastes > Agon Temple)

 4 - Bomb Guardian -

 (Agon Wastes > Agon Temple)

 Be sure to scan the Alpha Sandigger as soon as possible
 because not too long into the battle, it will become
 infected with an Ing.

 5 - Dark Missile Trooper -

 (Temple Grounds > Hive Chamber A)

 This is not a major boss, but it does have a life meter.
 You can fight this enemy anytime after getting the Bombs.

 6 - Jump Guardian -

 (Dark Agon Wastes > Judgment Pit)

 7 - Dark Samus 1 -

 (Agon Wastes > Main Reactor)

8 - Amorbis 1 -

(Dark Agon Wastes > Dark Agon Temple)

The first Amorbis scan opportunity is when it bursts out
of the ground and then burrows back in.

9 - Amorbis 2 -

(Dark Agon Wastes > Dark Agon Temple)

The second form of Amorbis is when it attaches itself to
the sphere in the middle of the room.

10 - Boost Guardian -

(Dark Torvus Bog > Dark Torvus Arena)

11 - Alpha Blog -

(Torvus Bog > Main hydrochamber)

12 - Grapple Guardian -

(Dark Torvus Bog > Sacrificial Chamber)

13 - Chykka -

(Dark Torvus Bog > Dark Torvus Temple)

14 - Chykka Larva -

(Dark Torvus Bog > Dark Torvus Temple)

15 - Dark Chykka -

(Dark Torvus Bog > Dark Torvus Temple)

Chykka's different forms are pretty obvious. The only
one that is easy to miss is Dark Chykka. But you will
know when to scan it because you will see dark matter
overcome the creature.

16 - Spider Guardian -

(Sanctuary Fortress > Dynamo Works)

Your only chance to scan this enemy is before you step
through the door that leads into Dynamo Works. You can
see and scan the Spider Guardian as it is crawling behind
some glass on either side of the door.

17 - Power Bomb Guardian -

(Dark Torvus Bog > Undertemple)

This one is easy to miss. When the battle begins, be
sure to look up to see this boss.

18 - Dark Samus 2 -

(Sanctuary Fortress > Aerie)

19 - Caretaker Class Drone -

(Sacntuary Fortress > Main Research)

This can be scanned anytime you enter Main Research, but
only before the battle. Simply scan it through the glass.

20 - Quadraxis > Damaged Quadraxis -

(Ing Hive > Hive Temple)

21 - Quadraxis > Final Head Module -

(Ing Hive > Hive Temple)

22 - Quadraxis > Quadraxis -

(Ing Hive > Hive Temple)

23 - Quadraxis > Shielded Head Module -

(Ing Hive > Hive Temple)

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 24 - Quadraxis > Stunned Head Module -

 (Ing Hive > Hive Temple)



 25 - Emperor Ing > Emperor Ing Body

 (Sky Temple Grounds > Sky Temple Gateway)



 26 - Emperor Ing > Emperor Ing Eye

 (Sky Temple Grounds > Sky Temple Gateway)



 27 - Emperor Ing > Emperor Ing Head

 (Sky Temple Grounds > Sky Temple Gateway)



 28 - Emperor Ing > Emperor Ing Chrysalis

 (Sky Temple Grounds > Sky Temple Gateway)



 29 - Emperor Ing > Mutated Emperor Ing

 (Sky Temple Grounds > Sky Temple Gateway)



 30 - Dark Samus 3 -

 (Sky Temple Grounds > Sky Temple Gateway)



 31 - Dark Samus 4 -

 (Sky Temple Grounds > Sky Temple Gateway)
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II. - Limited Scans

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These creatures, obviously, provide you with only a few
opportunities to scan them. Be sure to do so as soon as
possible. Check the notes I've given to see specifics on
that particular scan availability.

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A - Creatures
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 1 - Pirate Trooper -

 (Agon Wastes > Mining Station A)

 These guys appear in several different rooms, but they
 seem to not appear anymore after you get the Super Missle.



 3 - Shredder -

 (Torvus Bog > Torvus Lagoon)

 These are found in a few places in Torvus Bog, but after
 you get the Boost Ball, they don't show up anymore.



 4 - Pirate Commando -

 (Torvus Bog > Torvus Grove)

 Torvus Grove is typically the first place you'll see
 these guys. If you failed to scan them in this room, you
 have two more opportunities to do so; one is in (Sky
 Temple Grounds > Phazon Grounds). Some Dark Tallon
 Metroids can be seen carrying off a Pirate Commando or two.
 And the last chance is your first visit to:
 (Sanctuary Fortress > Sanctuary Entrance).



 5 - Ingsmasher -

 (Sacntuary Fortress > Reactor Access)

 Though these can be found in a few rooms in Sanctuary
 Fortress, if you wipe them out before scanning one,
 you have lost your chance.


 6 - Dark Ing Smasher -

 (Ing hive > Hive Portal Chamber)

 Though these can be found in a few rooms in the Ing Hive,
 if you wipe them out before scanning one, you have lost
 your chance.



 7 - Dark Quad CM -
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(Sacntuary Fortress > Sanctuary Temple)

This can be found in the Sanctuary Temple during your
first visit there. If you do not get it scanned then,
your only other chance is during the fight with Quadraxis.

8 - Dark Quad MB -

(Sacntuary Fortress > Sanctuary Temple)

This can be found in the Sanctuary Temple during your
first visit there. If you do not get it scanned then,
your only other chance is during the fight with Quadraxis.

B - Research
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1 - Samus's Gunship -

(Temple Grounds > Landing Site)

Scan this as soon as you crashland on Aether. After
returning the energy to the energy controller in Agon
Wastes, the gunship goes into auto-repair mode and you
can no longer scan it as a Log Book entry.

2 - GF Gate Mark VI -

There are only two of these gates in the game, yet you
get three opportunities to scan them. One gate is in Hive
Chamber A and the other is in Industrial Site (both are
in Temple Grounds). You can scan them the first time you
encounter either of them.

 Once you activate the gate, it will retract into the
ceiling, but the bottom of the gate is still visible. You
can still scan them by focusing on the part that is still
visible. The raised gate is scannable UNTL YOU LEAVE THE
ROOM. If you leave and come back, you can no longer scan
it.

The third opportunity is during the fight with the Dark
Missile Trooper. Once the battle is over, the gate will
rise into the ceiling, but it is still scanable until you
leave the room.

2 - GF Gate Mark VII -

(Temple Grounds > Dynamo Chamber)

These are not a one time scan, but they can be destroyed
with a Power Bomb, so just be sure to scan them before
you blow all of them up.

 3 - Webling -

 (Dark Agon Wastes > Feeding Pit Access)

 There are only two in the game. They block the path and
 must be removed with the light beam, so they are kinda
 hard to miss.

  4 - Ing Webtrap -

 (Dark Agon Wastes > Battleground)

 This is a one time scan that only appears while fighting
 the Warrior Ing for the temple key. The webtrap appears
 over the doors "trapping" you in the room with the
 Warrior Ing.

 5 - Flying Ing Cache -

 There are 9 of these in the game, each holding a key to
 the Sky Temple. To make them appear, you must equip the
 Dark Visor, then shoot them. They will then appear in
 normal vision (Scan or Combat Visors). Scan them after
 they appear.

 The Flying Ing Cache can be found in these rooms:

 1 - (Sky Temple Grounds > Defiled Shrine)
 2 - (Sky Temple Grounds > Accursed Lake)
 3 - (Sky Temple Grounds > Ing Reliquary)
 4 - (Dark Agon Wastes > Dark Oasis)
 5 - (Dark Agon Wastes > Battleground)
 6 - (Dark Torvus Bog > Poisoned Bog)
 7 - (Dark Torvus Bog > Dungeon)
 8 - (Ing Hive > Hive Entrance)
 9 - (Ing Hive > Hive Dynamo Works)

C - Lore

A-Kul's Clues are limited scans. You will be able to scan
them as long as you haven't returned all 9 of the Sky
Temple keys, but once that 9th key is in place, you can no
longer scan his clues. If you have returned a couple of
keys you will need to leave the room and then you can

return to scan the clues to the keys you just returned.

 All 9 of A-Kul's Clues can be found in:

 (Sky Temple Grounds > Sky Temple Gateway)

 A-Kul's Clues > Cadre 1 Clues:

 A-Kul's Testament
 B-Stl's Key
 G-Sch's Key
 J-Stl's Key
 S-Dly's Key

 A-Kul's Clues > Cadre 2 Clues:

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

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III. - U N L O C K A B L E S

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So you are trying to find the one chance scans, what is
the great reward for all of this hard work? What exactly
does 100% of the scans get you? Here is a list of the
image galleries and what percentage of scans it takes to
unlock them.

NOTE - This list is not all that is unlockable in MP2.
There are Multiplayer maps and some sound tracks you can
use while playing multiplayer, but since the method to
unlock those isn't related to scans, I have omitted that
information.

Promotional Gallery - 40%
Character Gallery - 60%
Creature Gallery - 80%
Boss Gallery - 100%
Rough Sketch Gallery - Complete Normal difficulty
Story Board Gallery - Complete Hard difficulty

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IV. - L E G A L

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I don't care who uses this guide. Only three stipulations:

 1 - No one is to have to pay money for the information in
 this guide.

2 - Don't steal my work then say I stole it from you.
I've obtained the info in this guide by playing the game,
so I didn't steal it from anyone.

3 - If you post this on your site, do not alter the guide
at all.

This guide was originally posted at GameFAQs and
Samus.co.uk (may it rest in peace).

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V. - V E R S I O N   H I S T O R Y

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11-27-07 - v1.5

- Completely restructured the guide so that the format is
  similar to some of the other guides I have made since
  I made this one, the purpose making it easier to read.

09-09-06 - v1.4

- Updated Contact info and gave the guide a proof-reading.

08-05-05 - v1.3

- Updated the long over-due Pillbug info.
- Updated contact info.

2-20-05 - v1.2

- I've confirmed the few Creature scans I wasn't 100%
  sure about, but as I continue to play, I will always
  double check myself and if the info in this guide is
  wrong, I will make it right as soon as I can.

- A little more restructuring of the content to hopefully
  make it easier to read and find what you are looking
  for.

2-19-05 - v1.1

- Corrected a few mistakes (I had some creatures labeled
  wrong)
- Added the "Unlockables" section
- Made some general touch-ups, including re-writing some
  of the hints to make them a bit easier to understand

2-16-05 - v1.0

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  - Submitted the gudie with the majority of the content.


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VI. - CONTACT INFO


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If you need to contact me for any reason, feel free to
do so by sending an email to

obishawn@hotmail.com

Just make sure you identify this game in the subject
so I won't mistake your mail for spam.  All comments are
welcome.

Be sure to check out metroidmetal.com for some free
rocking remixed MP3s of your favorite Metroid melodies.


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