

Metroid Prime FAQ/Walkthrough

by NeoChozo

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===== METROID PRIME =====
===== 100% STRATEGY GUIDE =====
===== written by NeoChozo =====
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Welcome to my 100% walkthrough for METROID PRIME, the first game in NINTENDO and RETRO STUDIOS' METROID PRIME sub-series. This text document covers all of the pertinent information for completing this title. Version 3.0 of this guide is a complete, from-the-ground-up rewrite of the original walkthrough and has been revamped with multiple new items. Use the index below as a reference guide, and visit GameFAQs to find guides I've written for other games in the Metroid and Mega Man series.

LATEST UPDATE:

- Ver 3.0 (11/17/2012) - Finished complete reformat and rewrite of most major sections of this walkthrough, including finishing the Log Book. Fixed item numbering errors, rewrote boss strategies, and changed the Legal section to reflect this being guide released under a Creative Commons license.

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== 1. SETUP AND CONTROLS:
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METROID PRIME was originally released for the Nintendo GameCube (GCN), but has been ported to the Nintendo Wii as part of the METROID PRIME TRILOGY. Refer to the setup manual for more detailed information on your individual platform. Below is the listing of the default controller setup. Keep in mind that you can switch some functions, like reassigning your visors and beams to different sticks, or switching your viewing axes.

CONTROL STICK: Move around, Look around, Aim (with the R Button).
CONTROL PAD: Switch between available Visor Enhancements.
C STICK: Switch between available Beam Weapons.
START/PAUSE: Pause game, Bring up Databanks and Log Book.
L BUTTON: Lock onto enemies, Scan objects, and use Grapple Beam.
R BUTTON: Pan camera, Aim (with Control Stick), Activate Spider Ball.
Z BUTTON: Bring up Map Screen.
Y BUTTON: Fire Missiles/Charge Combos, Set Power Bombs.
X BUTTON: Switch in and out of Morph Ball form.
A BUTTON: Fire Beam Weapons, set Morph Ball Bombs.
B BUTTON: Jump, Activate Boost Ball, Strafe Dash (with L Button)

Do note that some secondary functions of the buttons require you to be in Morph Ball form, such as setting Bombs or Boosting.

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== 2. ABOUT THIS GAME:
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METROID PRIME is a new kind of game for Samus Aran. Originally conceived back in 1997 as the third-person perspective "METROID 64", this game was shelved and delayed until outside developer RETRO STUDIOS picked up the option to finish it. It was transformed into a first-person perspective action/adventure game, and immediately won a great number of fans soon after its release. METROID PRIME brings a great many new features to what was previously thought of a Metroid game. Metroid has always been about exploration of the surroundings as well as combat, and RETRO STUDIOS did not fail to incorporate a great deal of puzzle-solving into the mix of adventure and exploration here. The game comes with two modes of difficulty - Normal for newer players, and Hard for advanced players. Hard is only unlocked after completing the game once in Normal Mode, and adds a significant challenge as all of the bosses are upgraded and you, Samus Aran - are weaker. Part of the new emphasis on exploration via your HUD is the Scan Visor which allows you to collect data on your enemies and environment. There is an expansive "Log Book" that you can fill with enemy and item data that you can use to unlock conceptual art galleries throughout the game. Story also takes a great leap here as you piece together all of the elements throughout the game by downloading Space Pirate logs and ancient Chozo texts. Put all together, it makes for a very interesting journey into the Metroid mythos. All in all, RETRO STUDIOS took a risk trying something this different with the Metroid franchise after an eight-year lull, but they managed to take a concept that could have significantly bombed and turned it into something that spawned two very successful sequels.

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== 3. THE STORY SO FAR:
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METROID PRIME has something of a rich backstory behind it that predates even the first game. Therefore, I won't try and mince words about it, I'll just pro-

vide the introduction to the story as told from the game manual:

THE CHOZO

The Chozo... Over millennia, this bird-like race of creatures made incredible technological and scientific leaps. Traveling at will through space, they built many marvels across the universe-technological wonders of unfathomable complexity and cities unmatched in beauty. They shared their knowledge freely with more primitive cultures and learned to care for and respect life in all its forms.

Even as their society reached its technological peak, however, the Chozo felt their spirituality wane. Their culture was steeped in prophecy and lore, and they foresaw the decline of the Chozo coinciding with the rise of evil. Horrified by the increasing violence in the universe, they began to withdraw into themselves, forgoing technology in favor of simplicity. Tallon IV was one of several refuges they built-a colony bereft of technology, built of natural materials and wedded to the land and its creatures. The years passed, and in time a great meteor crashed into Tallon IV, sending a massive spume of matter into the atmosphere and impregnating the land with a cancerous element known as Phazon. This element immediately sank into the earth and water, poisoning life wherever it bloomed. Most plants and animals died, while others mutated into hideous forms.

The Chozo called upon all their knowledge and technology to control the power of the Phazon, but their efforts were doomed to fail. All they could do was build a temple over the crater at the impact site, separate the Phazon core, and seal it away. Believing that someday a savior would return to the planet, the Chozo left for an unknown destination, leaving nothing but engraved accounts of their time on Tallon IV.

THE SPACE PIRATES

The Space Pirates were interstellar nomads, technologically advanced in both space travel and weaponry. When they plundered the Metroid population on SR388, they recognized in them massive military and energy resource potential. They immediately invaded the nearby planet of Zebes, wiping out all life (including most of the indigenous Chozo) and building a massive network of research facilities below the planet's surface. Deep below the surface of Zebes, the Space Pirates researched Metroids for many years, even as a young girl orphaned by their raid on the neighboring planet of K-2L was growing up among the Chozo. Trained as a warrior and infused with Chozo blood, Samus Aran donned a Chozo-made Power Suit and cut a swath through the Space Pirate operation, destroying everything in her path, including the gargantuan mainstays of the Space Pirate army, Ridley and Kraid. She eventually made it to the core of their base, destroyed all the Metroids she saw, and seemingly blew up the Mother Brain.

But the Space Pirates were far from finished. They immediately split their survivors into two camps. One remained on Zebes to begin rebuilding their ravaged facility and resuscitating Mother Brain, Ridley, and Kraid. The second set out in search of a planet with powerful energy resources. They didn't search long before they discovered Tallon IV, which was still emanating huge pulses of energy from the Phazon contained beneath the Chozo temple. Entranced by the massive potential of the strange mutagen, they immediately moved in, retrofitting their laboratories, transporters, and life-support systems into the Chozo Ruins. As the Space Pirates mined the Phazon and experimented with it, they found that its capacity to mutate was unlike anything they'd ever seen, and they promptly started combining it with indigenous lifeforms. They refined their operation; powering their machinery with thermal-powered engines sunk deep in the molten depths of Tallon IV, they drove deep mine-shafts and mined more and more Phazon, shipping it to their two main labs in the Phendrana Drifts, where sub-zero temperatures made specimen containment

safer. Research leaped forward: by harnessing Phazon's power, they were able to create untold horrors that soon patrolled the dark caverns below Tallon IV's crust.

The Space Pirates also transported many species to their orbiting ship for zero-G Phazon experiments, unaware that Samus Aran had finally tracked their ship to its low orbit. As they continued with their unnatural experiments, Samus sped toward Tallon IV, preparing to wipe them out once and for all...

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== 4. VERSION NOTES:
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Before one gets too into this walkthrough, one needs to be familiar with the following information. This guide is written using the NTSC-U/C Ver. 00 version of METROID PRIME. The PAL and the NTSC-J versions are in some respects vastly different as certain elements were removed and/or altered. Additionally, there were multiple releases in North America as well. Check the bottom of your disc for the "00" number sequence. If it is "01" or anything else, you do not have the "original" version of this game, released on November 18, 2002. You can still use this walkthrough to get through the game, of course - just keep in mind that some doors may have locks on them until you get certain items, some enemy placement may differ, and so forth. For any who are unfamiliar with the terms, "U/C" means USA & Canada, PAL is a European format of presenting graphics and sound ("Phase Alternating Line"), and "J" is for Japanese consoles. NTSC stands for "National Television Standards Committee" - it's simply the organization that regulates standards for TV and video game consoles. These acronyms are important to know so that you can correctly identify which version of this game you have. Though this guide is written with the original NTSC version in mind, certain notations are made throughout the guide (particularly in the Log Book area) where differences are present.

VERSION DIFFERENCES

There are multiple graphical AND gameplay differences in the between the NTSC U/C, PAL, and NTSC-J versions, as well as alterations in the various North American re-releases. Most of what was changed for the PAL and NTSC-J versions holds true for the U/C re-releases, like the Player's Choice reissue.

1. NO HUNTER METROID IN FROST CAVE

In the original, there is a lone Hunter Metroid lurking in the Frost Cave of Phendrana Drifts. In all revisions, this is absent, and you'll see your first one at the second level of the Phazon Mines.

2. FISSION METROIDS OUTSIDE OF THE IMPACT CRATER

In the original, you don't encounter any Fission Metroids until you are at the Impact Crater. In subsequent ports, you will run into the Fission Metroids starting in Metroid Quarantine A and in greater numbers than the regular Metroids. The third level of the Mines is almost on par with the Impact Crater.

3. WEAPON REFILL DIFFERENCES

New Missile Refills were added to the PAL and NTSC-J versions: the "Small Missile Ammo" gives you 3 Missiles, the "Medium Missile Ammo" gives you 5 Missiles, and the "Large Missile Ammo" gives you 10 Missiles. These are also scannable for the Log Book.

4. LOG BOOK DIFFERENCES

Some of the Chozo Lore and Pirate Data entries are different. In the PAL version, the Space Pirates never find Metroid Prime, so all of the entries that refer to her have been altered to reference "the creature" underneath the Artifact Temple that they can't access, while most of the Chozo Lore is almost unrecognizable from the NTSC version. Both games tell somewhat different versions of the historical events.

5. WATER TEXTURING DIFFERENCES

The water has some nice effects to it, namely the lakes ripple with some waves and the rain glistens as it runs down rocky surfaces or any other kind of solid surface.

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== 5. SAMUS' ABILITIES:
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You have a number of powerful moves at your disposal besides just jumping and firing Beams or Missiles. Utilizing the full potential of your Power Suit will allow you to Bomb Jump, strafe around enemies, and increase your jumping prowess. Below is a brief list of the various feats you can perform in the game.

STANDARD MOVES

These are moves that are pre-programmed into the game already that you can use to take advantage of terrain and obstacles.

1. DOUBLE BOMB JUMP

To pull this move off, set a Bomb and carefully watch the animation. Every time you set off a Morph Ball Bomb, the Bomb shimmers for a little bit prior to exploding. In the split second that the shimmering stops, set the second Bomb, and let the first Bomb pop you up. At the peak of your Bomb Jump, set your third Bomb. As you come back down, the second one will detonate, popping you up into the third Bomb's explosion, which will send you even higher.

2. L-LOCK JUMP

This one is really easy, and actually gains you a bit of height. The best places to use it are the times when you need to make precision jumps (if you're going for low percentage and skipping the Grapple Beam, for example). To lock your view, simply hold the L Button and pan downwards until you are literally staring at your feet. As you get your desired angle, let go of the Control Stick and the R Button and you'll be able to make your jumps while not losing sight of what you're trying to reach. This trick helps immensely when getting the Plasma Beam without the Spider Ball.

3. L-LOCK STRAFE DASH

Hold L to lock on to a target, then tap B while locked on to move from side to side around them in a circle. This comes in handy during pretty much the entire game and is upgraded a bit after acquiring the Space Jump Boots.

4. TRACTOR CHARGE

Once you find the Charge Beam, you can tractor refills to your location by aiming at them and charging up. If they're within range, they'll be pulled to you, eliminating the need for you to go to them.

ADVANCED MOVES

These are advanced moves that you won't really need to use in the game, since this guide walks you through the regular path. These are fun to experiment with, however.

1. TRIPLE BOMB JUMP

This move is a bit difficult to pull off at first, because it requires precise timing on the controls. Once you have a feel for it, though, it becomes easier. To start this, set the first Bomb and let it pop you up. Immediately upon landing, set the second Bomb. As the shimmering stops, set the third (just like a Double Bomb Jump). As the second Bomb pops you up, set your fourth bomb at the peak of your jump, and fall back into the third Bomb's explosion. This will propel you up towards the fourth Bomb. Right before reaching it, set the fifth Bomb, and as the fourth one pops you up, set the sixth. The end result is a higher Bomb Jump than the regular DBJ will allow. The trick behind this is that you must set the first

three bombs before the Bomb Counter refills, so that you can set a total of six consecutive Bombs.

2. DBJ or TBJ-MORPH

This trick is a small variation on the 2D games' morph jumping moves. If used properly, it can get you a bit of extra distance and/or height when Bomb Jumping. To execute it, start from a place you can safely pull off a DBJ or TBJ from, then hit X to unmorph at the peak of your jump. Pushing forward on the Control Stick while the game adjusts to your suddenly increased height launches you forward and boosts you a bit higher. Note that the Morph can also be executed off of a Wall DBJ or TBJ.

3. GHETTO JUMP

This special jump involves you jumping up against a wall and then pushing out from the wall during a Space Jump. You can do single Ghetto Jumps as well; the end result is a slight boost in height and distance if you're trying to go farther. This operates on the same principle as the wall DBJ or Wall TBJ - sliding against a wall increases your height.

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== 6. WEAPONS AND ITEMS:
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The Power Suit is an advanced Chozo exoskeleton that the Chozo modified for your personal use. It provides life support functions and is well shielded from attack. The modular nature of the Power Suit allows for the addition of weapons, Visors, and other gear as needed, all of which are strewn about the planet Tallon IV.

BEAM WEAPON ENHANCEMENTS

Beam Weapons are gained throughout the game. To utilize each one, use the C Stick to swap which Beam Weapon is currently active. Each has an unlimited rate of fire, and with the Charge Beam, can be amplified for more power.

1. POWER BEAM

The Power Beam is the default Arm Cannon. It has the best rate of fire, and 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.

2. CHARGE BEAM

This weapon is found in the CHOZO RUINS. It allows you to increase the damage and effectiveness of the Arm Cannon and other Beam Weapons. The Charge Beam has a limited 'tractor beam' capacity that you can use to pull small objects to you. There are Charge Combo Beam Enhancements that utilize the Charge Beam and the Missile Launcher in tandem to fire much larger blasts.

3. ICE BEAM

This weapon is found in the CHOZO RUINS. It can freeze enemies solid, and shots from it can also slow foes down. The Ice Beam can be used to open White Doors. This weapon is particularly effective against fire-based creatures. Charging this beam increases the amount of time an enemy will stay frozen. Additionally, some frozen enemies can be shattered by Missile impacts.

4. WAVE BEAM

This weapon is found in PHENDRANA DRIFTS. It fires electrically-charged bolts, and can be used to operate some machinery. It has a limited homing capability, but must be fired with a lock-on to work. The Wave Beam can be used to open Purple Doors. Charging this weapon fires a fierce electrical blast; enemies struck by this will be enveloped in electrical energy for a few seconds.

5. PLASMA BEAM

This weapon is found in MAGMOOR CAVERNS. It fires streams of molten energy

that can burn enemies and ignite flammable objects. The Plasma Beam can be used to open Red Doors. This weapon is particularly effective against ice-based enemies. Charging this weapon creates a sphere of plasma energy; enemies struck by this will be engulfed in flames for a few moments.

6. PHAZON BEAM

This weapon is gained after your Power Suit becomes Phazon-corrupted in the PHAZON MINES. It is capable of channeling pure Phazon through the Arm Cannon into charged Phazon blasts, but is only activated when in the presence of high concentrations of Phazon. The Charge Beam functionality is disabled when the Phazon Beam is active.

MISSILE SYSTEM ENHANCEMENTS

Your Arm Cannon can be adapted into a concussive blast system that enables you to fire energy-based Missiles. Missiles can be charged with Beam Weapons to create Charge Combos if you have found the corresponding upgrade, or you can fire groups of Missiles on their own.

1. MISSILE LAUNCHER

The first Missile Expansion gives you the ability to fire Missiles, and is found in the CHOZO RUINS. Missiles fired with a lock-on will seek their targets. Missiles can destroy objects made from Brinstone. There are also Charge Combo enhancements scattered throughout the environment. They use the Missile Launcher and the Charge Beam in tandem to fire more effective blasts.

CHARGE COMBO ENHANCEMENTS

The Charge Combos let you use the Missile Launcher and the Arm Cannon together for combination attacks that are stronger than the Beam Weapons on their own. When charged, press Y to fire the selected Beam's Charge Combo. Each shot consumes Missiles to fire.

1. SUPER MISSILE

This upgrade is found in PHENDRANA DRIFTS. This is the Power Beam's Charge Combo. This is a Single Shot Charge Combo that fires a powerful energy Missile. Each shot consumes 5 additional Missiles. Super Missiles can destroy Cordite structures.

2. ICE SPREADER

This upgrade is found in MAGMOOR CAVERNS. This is the Ice Beam's Charge Combo. This is a Single Shot Charge Combo that fires a wide-area freezing attack. Each shot consumes 10 additional missiles. The Ice Spreader is limited against aerial targets.

3. WAVEBUSTER

This upgrade is found in the CHOZO RUINS. This is the Wave Beam's Charge Combo. This is a Sustained Charge Combo that fires a potent blast of electricity that auto-seeks targets in the area. Each shot consumes 10 Missiles to activate, plus 5 additional missiles per second afterwards.

4. FLAMETHROWER

This upgrade is found in the PHAZON MINES. This is the Plasma Beam's Charge Combo. This is a Sustained Charge Combo that you can use to sweep a stream of flame across multiple targets in an area. Each shot consumes 10 Missiles to activate, plus 5 additional missiles per second afterwards.

MORPH BALL ENHANCEMENTS

The Morph Ball function allows you to compact your size in order to fit into small passageways. There are multiple upgrades to this form that increase your effectiveness while morphed.

1. MORPH BALL

This upgrade is found in the CHOZO RUINS. It changes your Suit into a compact, mobile sphere. You can freely roll around like a ball when in this

form, but you cannot jump without unmorphing.

2. MORPH BALL BOMB

This upgrade is also found in the CHOZO RUINS, and is your default weapon when you are in Morph Ball form. The Morph Ball Bomb can be used to break cracked walls and activate certain devices. If the Morph Ball is near a Bomb when it explodes, it will be popped a short distance into the air. The Morph Ball Bomb can easily break items made of Sandstone or Talloric Alloy.

3. BOOST BALL

This upgrade is found in PHENDRANA DRIFTS. It 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 Speed Boost. 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.

4. SPIDER BALL

This upgrade is also found in PHENDRANA DRIFTS. It allows you to move the Morph Ball along magnetic rails. Press and hold R to activate the Spider Ball ability, then 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.

5. POWER BOMB

This upgrade is initially found in the PHAZON MINES, but Expansions are found throughout the environment. This is the strongest Morph Ball weapon, and can destroy many materials, including Bendeziium. Each Power Bomb Expansion you find increases the number of Power Bombs you can carry by 1.

ARMOR & ENERGY ENHANCEMENTS

You can find specialized Armor Enhancements that increase your defensive capabilities, your mobility, and your radiation exposure levels.

1. VARIA SUIT

This upgrade is found in the CHOZO RUINS. It adds increased heat resistance to the Power Suit and increases your defensive shielding. While the Varia Suit can handle higher temperatures than normal, some extreme heat sources and heat-based attacks still cause damage.

2. GRAVITY SUIT

This upgrade is found in PHENDRANA DRIFTS. It eliminates the effects of liquid on your movement, and increases your defensive shielding. It will allow you to move unhindered in water, but does not reduce damage when exposed to hazardous fluids. Visor modifications with the Gravity Suit allow you to better see underwater.

3. PHAZON SUIT

This upgrade is gained after your Power Suit becomes Phazon-corrupted in the PHAZON MINES. The viral corruption here has some beneficial side effects, such as complete resistance to Blue Phazon. In addition to Phazon resistance, the corruption has dramatically increases defensive shielding levels.

4. ENERGY TANK

There are 14 Energy Tanks scattered throughout the environment. These will increase the power level available to your Suit's defensive 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 as well as your Gunship.

VISOR ENHANCEMENTS

Your Visor is your primary means of navigation through the environment. Modifications to it will allow you to increase the number of things you can see and track via radar optics.

1. COMBAT VISOR

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. Icons for the Beam Weapons 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.

2. SCAN VISOR

The Scan Visor is a secondary default Visor, and is used to collect data. Some devices will activate when scanned. Move the Visor magnifier over targets with the orange symbol, then press and hold L to scan. 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.

3. THERMAL VISOR

This upgrade is found in PHENDRANA DRIFTS. It allows you to see objects in the infrared spectrum. Hot objects are bright to the Visor, and cooler objects are dim. The Thermal Visor will show the weak points of certain foes. Use the Thermal Visor in total darkness and poor weather conditions. Brightly lit areas, explosions, and intense heat can impair the Thermal Visor. Enemies with temperatures close to their surroundings will be tough to spot with this Visor. You are also able to track hidden power lines with this Visor.

4. X-RAY VISOR

This upgrade is found in TALLON OVERWORLD. It allows you to see through certain types of materials. The X-Ray Visor can reveal invisible items, areas, and enemies. Robotic enemies jam the X-Ray Visor's frequency, so eliminate them to restore function to the Visor. You can also acquire alternate targets on some enemies with this Visor.

MOVEMENT SYSTEM ENHANCEMENTS

Part of your power is your agility and jumping prowess. With these special Chozo upgrades, your mobility is greatly enhanced.

1. SPACE JUMP BOOTS

This upgrade is found in TALLON OVERWORLD. These increase your leaping capability by way of boot-mounted thrusters. Press B to jump, then press B again during the jump to use the Space Jump Boots and double jump.

2. GRAPPLE BEAM

This upgrade is found in the PHAZON MINES. It allows you to swing back and forth from special points in the environment. Grapple Points appear in your Visor as the little Grapple Hook icons. Press and hold L to fire the Grapple Beam. Hold L to stay connected; let go to release. The Grapple Beam can be used to cross wide gaps. You can alter your path while swinging from the Grapple Point as well.

== 7. TALLON IV BASICS:

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RETRO STUDIOS has done a masterful job preserving the classic exploration element of the Metroid games with this installment. You play from the first person perspective, but you'll still encounter plenty of the fierce action and platforming style that defines Metroid. You'll find that over half the game is about learning your surroundings and exploiting them, searching high and low, bombing obstacles out of the way. Looking for more efficient routes is integral to the game. The 3D maps can get somewhat confusing at times, but with patience

and skill, you'll make it through. What you'll find below is a brief list of some things to consider that might make your journey through Tallon IV a bit less hair-raising.

GENERAL TIPS

1. Like in almost every Metroid game, you'll often deal with not just one enemy, but an entire horde of them. Make liberal use of the L Button during a swarm to constantly target and pick off the nearest threat to you. In later cases such as with Auto Defense Turrets, Flying Pirates, and the Fission Metroids, you can sometimes use doors to your advantage to provide cover. Flying Pirates and Fission Metroids, due to their size, cannot fit through the doors, so it's really easy to stay on the opposite side and pick your targets off from there.
2. Even though there is a lot of information to process, your Combat HUD can be a lifesaver in battle. It will definitely help you to check out your Radar and Mini-Map features regularly. Your Threat Assessment will slowly increase as you near dangerous areas, and when enemies are present, your targeting reticles will automatically appear.
3. It's been said already, but you need to have more than just a passing familiarity with the Speed Tricks used in this game. Unless you plan on doing a segmented run with multiple save points, you need to be able to execute these tricks in at least one or two attempts.
4. Scan everything!! Often you'll discover new stuff or methods of beating bosses by scanning them, and of course, you gain the artwork galleries by scanning and filling up your Log Book. Keep in mind that there are several things in the game that are one-time items: miss them once, and you forfeit them for the remainder of the game. For convenience, I have not only marked each of these one-timers during the walkthrough, but you will also find a list of them at the end of the guide, in the Log Book section.
5. Every room in the world has a name. If you're unfamiliar with them, you can press Z at any time to call up the map, which will highlight which one you're in. Many points in this walkthrough refer to specific locations, so this will be helpful for you to know the room layouts and how they connect to each other.
6. Once you begin encountering Metroids, keep the following in mind. Normal Metroids will usually mind their own business until you get close, while Hunter Metroids will attack from farther away. Fission Metroids, on the other hand, will usually begin chasing you the moment you enter a particular room. If you have Missiles to spare and need to defeat a Metroid to move on, but don't feel like getting within snacking range, you can always fire a Missile to attract its attention and lure it over to you.

AREAS OF TALLON IV

The planet has seven distinct regions that you'll explore during the game. Each one has its own unique characteristics that you'll have to contend with. Like SUPER METROID, most of these regions are connected to others via use of large planetary elevators, and there are often multiple transport elevators leading to different regions within a single area. What follows below is an abbreviated list of the regions of Tallon IV.

1. SPACE PIRATE FRIGATE

This orbiting ship is your first area of the game. Some of the Space Pirates' Phazon experiments live here. Later in the game, you'll explore this again, but it will be underwater.

2. TALLON OVERWORLD

This area somewhat resembles a wetland area. It is lush and overgrown with vegetation, is under a constant state of rainfall, and has rivers and lake terrain features.

3. CHOZO RUINS

The ancient ruined city of the Chozo lies in an arid desert-like area. A lot of crumbling structures litter the region, but as you get deeper into the ruins, you will find man-made watery features.

4. MAGMOOR CAVERNS

The lava caves of the planet lie far underground, close to the mantle of the planet. There are lava lakes and volcanic features all over the landscape, along with a number of man-made features for harnessing thermal resources.

5. PHENDRANA DRIFTS

These snow-covered mountains are far above the lava caverns. This mostly frozen wasteland houses a Space Pirate research facility and the old Chozo Ice Temple.

6. PHAZON MINES

This desolate area is where the Space Pirates have made their headquarters area, though much of it is underground. There is a lot of raw Phazon in this region, making navigation quite hazardous.

7. IMPACT CRATER

This small area can only be accessed with the twelve Artifacts of Chozo that are scattered through the world. The source of all Phazon can be found deep within the crater.

GETTING AROUND

Running around a planet takes a long time. Fortunately, there are plenty of region-connecting transport elevators that link them. Moving around within individual areas is accomplished via doors, gates, or tunnels. Transports must be scanned before they can be used, and then remain active for the rest of the game. There are four main types of doors, but certain conditions can affect the use of them. Other than transports and doors, there are tunnels you can access with the Morph Ball and Magnetic Rails that you can travel along with the Spider Ball. Refer below to see a short list of the means you will be using to move from place to place.

DOORS

1. BLUE DOOR

These are standard doors, and can be opened with any Beam or Bomb.

2. PURPLE DOOR

These doors can only be opened with the Wave Beam.

3. WHITE DOOR

These doors can only be opened with the Ice Beam.

4. RED DOOR

These doors can only be opened with the Plasma Beam.

5. BLAST SHIELD

A red shield over a door means that a Missile impact is required. Once the shield has been destroyed, it becomes a normal door.

6. LOCKED DOOR

This kind of door is a regular passage, but is locked until a certain objective (defeated boss, scanned item, etc.) has been accomplished.

OTHER TRANSPORTATION

1. TRANSPORT ELEVATOR

You'll use the Scan Visor to activate these giant lifts that take you from place to place around Tallon IV. Once a particular Transport is activated, it remains online for the duration of the game.

2. MORPH BALL TUNNEL

Once the Morph Ball has been acquired, you can and will use these small passages to travel new places. Some tunnels are blocked, though, and the obstructions must be removed.

3. MAGNETIC RAIL

These black and yellow rails line some areas later in the game, and can only be traversed with the Spider Ball. Hold R when near a Rail to magnetically attach to and use them.

4. POWER CONDUIT

Late in the game, you'll re-explore the Frigate, only this time it is underwater and without power. In order to move through, you need to find power conduits and restore power with the Wave Beam.

POWER-UP STATIONS

There are various consoles you will find that can aid your progress in some form or another. Scanning these counts towards your Research Data, so grab the first two during your trip through the Space Pirate Frigate.

1. MAP STATION

These will allow you to download an entire copy of an area map. Step into the hologram to download the data, and Z to open your Map Screen.

2. SAVE STATION

These will allow you to save your game progress. Step into the hologram, and your game will be saved up to that point. These also have the benefit of restoring all of your energy, but not your weapons.

3. MISSILE STATION

These will refill your Missile complement. Step into the hologram and you will emerge with your weapons complement refilled.

OBSTRUCTIONS AND HAZARDS

There are many things in Tallon IV's environment that will hinder your progress. Some are natural, while others are man-made.

1. SANDSTONE

This relatively weak structure can be destroyed with Morph Ball Bombs.

2. TALLORIC ALLOY

This weak metal can be destroyed with Morph Ball Bombs.

3. RADION

This is a stronger kind of rock that can only be destroyed with Missiles.

4. BRINSTONE

This kind of rock is similar to Radion, and can be destroyed with Missiles.

5. CORDITE

This powerful kind of metal can only be destroyed with Super Missiles.

6. BENDEZIUM

This is a super-dense type of rock that can only be destroyed using Power Bombs.

7. WATER

By itself, it can't harm you, but unless you have the Gravity Suit, your progress will be impeded significantly.

8. LAVA

This hot liquid impedes your progress like water, but you will take damage at a constant rate if exposed to it.

9. PHAZON

This highly radioactive substance will harm you like the plague. The blue variety's effects can be negated with the Phazon Suit, but the red variety can still easily kill you.

ENGAGING IN COMBAT

METROID PRIME's Combat System is fairly straightforward in design. When you are engaging a target, you will ordinarily use the Combat Visor, although invisible enemies must be tracked with either the Thermal or X-Ray Visors. Hold L to lock on to your target so you can always be facing it. Tap B while locked on for your Strafe Dash move so you can circle the enemy and avoid

most attacks thrown your way. Some enemies, such as Eyons or some cloaked enemies can't be locked onto, so you'll have to use R to manually aim towards them. Most enemies are also elemental in design - ice enemies are weak to fire and vice versa. Most enemies are always weak to electricity, too. Knowing how to defeat an enemy quickly may often make the difference between a quick kill and one that takes extra time. Some enemies or objects can by their very nature hinder your abilities - Scatter Bombus can interfere with your systems no matter what Visor you use, and steam pockets or waterfalls will fog your Visor up. Finally, know which Visor to use. Some enemies can be tracked with multiple Visors, but it's important to know which one to use and when.

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8. WALKTHROUGH:

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This walkthrough itself is broken into segments that comprise the major parts of the game (by item upgrade), and are in turn further subdivided into the actual areas of the planet you'll be visiting. These will be notated when you visit a new area, and will have a small "Mission Outlook" section at the start that will cover your immediate objectives, items you should get, and any Log Book scans to find. Often, you'll also see references to various data that you will be alerted to during the game. Mostly, it will be just as described, but know that if the Hints System is enabled, some of them will appear only if the game computer decides you're not making enough progress towards what it thinks the next objective is. Finally, I have included every single creature and data scan along the way so you know when to scan items, as well as the ones that are the more difficult "one-time" scans. Follow the directions and you'll have no problems.

LOG BOOK ENTRIES

Every single creature, item, or object you need to scan for Log Book completion will be annotated in the walkthrough when you first encounter that particular scan. One-time scans will be capitalized with asterisks around them (*) to make them easier to spot.

ITEM NUMBERING

Every collectible item is numbered within the walkthrough segments. This was originally designed as a writing feature so I could keep track of the items as they were collected, but it ends up being a handy reference for the player reading the guide as well. This numbering format lists the item pickup with the amount you will then have total, divided by the total amount to be found by the end of the game. For example, "MISSILE EXPANSION (005/250)", or "ENERGY TANK (01/14)"

HARD MODE

As a general rule, Hard Mode only increases the strength of the enemies and bosses in the game, and doubles the amount of damage you receive from enemy attacks. Therefore, the individual walkthroughs will not cover Hard Mode, but each boss section will have an additional strategy part that covers what to expect from each battle.

With all of that covered, the walkthrough itself begins below. Watch the opening cinematic to see how Samus finds the Space Pirate ship. Once your ship finishes its landing sequence, the game will begin.

8A. OPENING BATTLES

This section details the first part of this walkthrough as you explore the Space Pirate Frigate, the Orpheon.

: =SPACE PIRATE FRIGATE= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Investigate derelict Pirate Frigate and determine source of specimen breach.	
ITEMS	

1. Upgrades:	None
2. Supplies:	None
3. Ammunition:	None
4. Artifacts:	None
SCANS	

1. Chozo Lore:	None
2. Pirate Data:	*Fall of Zebes*
3. Log Book:	Parasite**, Map Station, Small Energy, Missile Ammunition, Auto Defense Turret, Save Station, *Parasite Queen*

Once you start a new game, you'll be informed of distress signals being intercepted from a derelict ship in orbit of the planet of Tallon IV. Watch as Samus Aran's ship approaches the badly-damaged Pirate Frigate and lands. You will assume control once the sequence is finished. This level serves only as a practice session for you to get familiar with the controls.

You'll start out on Deck Alpha, which houses the Frigate's docking bays and storage facilities. From your starting point, you'll see a blue forcefield in front of you. Lock on to and shoot each of the four orbs to deactivate it so you can advance. Next, scan the console to the right of the second forcefield. This will activate the orbs so you can shoot at them. There are six this time, so use R to assist you in targeting the high ones, then continue on through up the ramp and through the blue door. Scan the consoles as you go through to repressurize the airlocks before you can move on. The next room is the Emergency Evacuation Area. Head down the ramp and activate your Scan Visor to locate the ["PARASITE"] near the floor. It'll be too busy feasting on its Space Pirate dinner to worry about you, so you can safely scan and destroy it. Scan it now; you won't get any more chances after this level, and you don't have the time to waste trying to scan the swarms during the escape sequence. Head to the opposite side of the room and through the blue door at the end. In the next hallway, you'll reach an impasse; use the Charge Beam to blast through the rubble and head deeper into the Frigate. The next hallway will show a short cinema of three Parasites escaping into a small tunnel. Follow them in using the Morph Ball to find and scan the ["MAP STATION"] and download the map data if you want, then head back out and on into the elevator room. Scan the console to activate it and travel to Deck Beta.

On Deck Beta, you'll have to use the Morph Ball to navigate some damaged tunnels. Once you reach Biotech Research Area 1, you'll find a couple of injured Space Pirates, but none pose too much of a threat. Take your opportunity here to practice strafing so you'll be better at it later. As you defeat them, they'll leave ["SMALL ENERGY"] and ["MISSILE AMMUNITION"] refills; be sure to scan them for the Log Book first. Through the next door and around the bend

lies a deadly new enemy known as an ["AUTODEFENSE TURRET"]. Hold L and side-step so you can scan it, then fire two Missiles to destroy it. Once you reach the Biohazard Containment (the room you reach that has a lot of computer terminals in it), scan one near the entrance to download ["PIRATE DATA: FALL OF ZEBES" (01/25)*]. This entry is a one-time scan - if you don't get it now, it will not be available the second time you come through here. Inch around the next corner to take out the Auto Defense Turret in the corner, and check out some of the "easter eggs" in the room. The giant creature in the central tube vaguely resembles Draygon from SUPER METROID, and scanning the banging door definitely nets you a description of a Zebesian Sidehopper (even though the game labels it only as a "dangerous xenotropic lifeform". Continue on through the next few areas until you reach the lift down to Deck Gamma. Scan the console to activate the lift, then ride down and have a charged shot ready for the Space Pirate that will attack. Scan the consoles on the wall, and you'll be prompted to "insert the metallic sphere". This means use the Morph Ball to unlock the door. Opening this door leads to another room just like the first, but you should head into the left-hand door first to scan the ["SAVE STATION"]. Head back out and take out the two Auto Defense Turrets, scan the console again, and use the Morph Ball again to open the door leading to the Reactor Core.

BOSS BATTLE: PARASITE QUEEN

As is common to Metroid games, the Parasite Queen is pretty large. Read below for Normal and Hard Mode strategies for beating this mutated monster.

[NORMAL MODE]

In this mode, the Parasite Queen is quite a pushover. This fight serves to more or less get you acquainted with close-quarters fighting and strafing techniques. Start off scanning the boss to get the ["PARASITE QUEEN*"] Log Book entry and to identify its weak point, then hold your lock while the boss spins around. During this phase, all you will have to dodge is a searing green laser and wait for its shields to stop rotating. Target the mouth and pepper it with Power Beam shots - most will bounce off, but some of them will get through. Once the shield stops rotating, find the opening in it and quickly toggle between A and Y so you can rapid-fire your Missiles - this trick seems to only work in the original version of the game, but is extremely effective since you don't have to wait for your Missile Launcher to activate and deactivate. If you do this correctly, you can kill this boss in a single round.

[HARD MODE]

There isn't a lot that changes for this version of the fight, except that the Parasite Queen's laser does more damage, and its shield stays deactivated for less time. Continue with the same strategy as during Normal Mode, and keep going until this boss has been defeated. If you run out of Missiles, just resort to charged Power Beam fire to finish it off.

Once you've eliminated the Parasite Queen, the self-destruct will activate, and you'll have seven minutes to get out before the plays blows. Follow these directions and run as fast as humanly possible to clear this area in just over four minutes.

The upper door is sealed, but the camera will automatically point you in the direction you need to go. Run through the corridors and scan the console in front of you to deactivate the Auto Defense Turret up ahead. As you reenter Biotech Research Area 1, some Space Pirates will be busy fighting off another large Parasite. Run past them and up the ramp that the resulting explosion creates, then leap and hop your way to the circular pipe in the distance, avoiding the hail of fire from the Space Pirates. Once in, morph into a ball to accelerate down the tunnels (do this for all the downward subventilation

shafts). Maneuver yourself to avoid the Parasite swarms, and continue on your way through all the shafts until you reach the Cargo Bay Access. Follow the giant crates and exit out the right-hand tunnel to work your way through to Biotech Research Area 2. Wait for the cinema with Meta Ridley to end, then use the Grapple Beam to swing across the pit in front of you. Make a run for the door and down the hallway to the Deck Alpha Elevator. Scan it, watch as the electrical surge destroys your suit upgrades, then ride the elevator up. At the top, wind your way through the twisting passages using L and some blind movements (it helps to memorize the exact layout of these corridors so you don't get stuck) and sprint down the hallway to the end where you have to let the airlock repressurize. Wait the eternity for it to do so, then take off running some more to reach the docking bays, where you'll safely make it to your Gunship. Now watch the next cinema as you land on Tallon IV.

8B. THE VARIA SUIT

This section details the second part of this walkthrough, which takes you through Tallon Overworld and the Chozo Ruins, culminating in a battle against Flaahgra and your re-acquisition of the Varia Suit.

: =TALLON OVERWORLD= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Investigate overworld area and locate pathway to Chozo Ruins.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: None	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: Hunter Gunship, Beetle, Blastcap, Zoomer, Sap Sac, Geemer"	

A short cinema will ensue as Samus speeds through the atmosphere and lands on the surface. Immediately upon exiting the ship, drop down, turn and scan your ["HUNTER GUNSHIP"] to add it to your Research logs. Head to the right and enter the blue door. In the cave, you'll face a ["BEETLE"]; scan it and take them down with the Power Beam. Make your way into Tallon Canyon and scan the ["ZOOMER"] high on the cliff, then the ["BLASTCAP"] down by the water. Keep looking up to get the ["SAP SAC"] hanging from a tree, then keep panning to the right to scan the lone ["GEEMER"] that's crawling on a far ledge. Head towards the door at the far end, dealing with more Beetles. Head through the access tunnel into the Transport Room beyond, and scan the switch to activate the Transport and take it to the Chozo Ruins.

: =CHOZO RUINS= :

=MISSION OUTLOOK=	
OBJECTIVES	

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| 1. Investigate source of seismic disruptions.
| 2. Assess increased hive presence and determine threat level.
| 3. Determine source of powerful toxins and eliminate.
|
| ITEMS
| ----
| 1. Upgrades: Missile Launcher, Morph Ball, Charge Beam, Morph Ball
| Bomb, Varia Suit
| 2. Supplies: Energy Tank (X2)
| 3. Ammunition: Missile Expansion (X6)
| 4. Artifacts: None
|
| SCANS
| ----
| 1. Chozo Lore: Fountain, Exodus, Hatchling, Meteor Strike, Contain
| 2. Pirate Data: None
| 3. Log Book: Scarab, Eyon, War Wasp, War Wasp Hive, Plazmite, Tangle
| Weed, Large Energy, *Hive Mecha*, *Ram War Wasp*, Miss-
| ile Door Lock, Plated Beetle, Shriekbat, Reaper Vine,
| Locked Door, *Incinerator Drone*, *Barbed War Wasp*,
| Stone Toad, Morph Ball Slot, Venom Weed, *Flaahgra*,
| *Flaahgra Tentacle*, Ultra Energy, Pulse Bombu, Oculus
|

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Moving on up to the Chozo Ruins, you'll encounter some Beetles in the Ruins Entryway. Dispatch them, then grab the first ["CHOZO LORE: FOUNTAIN" (01/16)] entry. Head through the door into the Main Plaza, where you'll deal with more Beetle swarms, then move on to the back area. Enter the blue door on the left into the Nursery Access and scan a ["SCARAB"], then defeat the ones that get in your way, and follow it into the Ruined Nursery. In here, scan the next ["CHOZO LORE: EXODUS" (02/16)] entry, then climb up and scan both the ["WAR WASP"] and the ["WAR WASP HIVE"], then head through the door up top (ignore the Save Station for now; you don't need it). You'll next be able to scan an ["EYON"] in the aptly named Eyon Hall. Afterwards, avoid them and keep going through the next few rooms until you reach Totem Access. The room slants sharply to the right as you enter the door. Immediately add the ["PLAZMITE"] to the Log Book, then circle around the room and scan the ["TANGLE WEED"]. The crate near the Tangle Weed usually yields ["LARGE ENERGY"] refills, so scan it and grab it if it appears, then head down the hallway to reach the Hive Totem room. In here, leap across the platforms without falling into the water - it's toxic - and get to the bridge. Just across from you, you can see a glowing object, but before you can grab it, you'll trigger the first of many mini-bosses.

MINI-BOSS BATTLE: HIVE MECHA

The Hive Mecha protects the first of your upgrades, and is a relatively simple two-phase mini-boss fight. You also have two one-time scans during this fight, so don't miss them. Read below for Normal and Hard Mode strategies for this fight.

[NORMAL MODE]

Start off by scanning below the water to get the ["HIVE MECHA*"] for your Log Book, then start trying to grab a ["RAM WAR WASP*"] as it flies around the area. Target the Ram War Wasps and shoot them down - once you do, the Hive Mecha itself will open up and you can lock onto the red orb and rapid-fire the Power Beam at it. When it closes, it will release more Ram War Wasps at a rate of two additional ones per round. These Wasps in a group are deadlier than the regular variety because they can attack in tandem, and getting hit by two or more of them can knock you off of your platform

into the toxic water (which at this point almost guarantees death). Listen for the chirping to know when they will attack and spin around until you can lock onto them. Keep defeating them, then target the Hive Mecha. After three rounds, this battle will be over.

[HARD MODE]

This battle is mostly the same, except you will have to target more Ram War Wasps per round. Stand in the middle of the platform so you have less of a chance of being knocked off, and repeat the same exercise of taking down the Wasps, then firing on the exposed Hive Mecha. This shouldn't take too much longer.

Defeating the Hive Mecha causes it to retract back into the ceiling, and will clear your path to the [MISSILE LAUNCHER] upgrade, which gives you your first set of 5 Missiles. Head to the door behind the Hive Mecha and scan it for the ["MISSILE BLAST SHIELD"] entry, then fire a Missile at it to break the lock. Head inside the small room here and grab your first [ENERGY TANK (01/14)], then backtrack out of Hive Totem the way you came in and return to the Ruined Gallery. Deal with the War Wasps (and take out their Hive with a Missile), then drop to the door on the other side and use a Missile on it. Inside the small alcove you can download the Map Data for the Chozo Ruins, then return to the main chamber. Take out the Blastcaps on a small platform in the water, then aim a Missile at the damaged wall near the back. Break the wall and cross to reach a [MISSILE EXPANSION (010/250)], then backtrack to the Main Plaza. Deal with the Beetles and cross to the Blast Shield-protected door on the right hand side near the entrance to the Ruins. Break the shield and head through the Scarab-laced tunnel to reach the Ruined Shrine. You can see a glowing object in the distance, but before you can grab it, a wall rises up and a swarm of Beetles will surface and attack you. They'll attack in groups of 8 or so at a time - back up and rapidly target them while peppering away with the Power Beam to take them down quickly. After you eliminate them, a much larger one appears, kicking off the next mini-boss fight.

MINI-BOSS: PLATED BEETLE

The Plated Beetle isn't difficult, but you can't attack it from the front. Take the time while it's getting oriented to scan it now for the ["PLATED BEETLE"] entry. If you don't get it here, these crop up in the Chozo Ruins later in the game. Read below for Normal and Hard Mode strategies for taking this one down.

[NORMAL MODE]

Your newly-acquired Missiles will come in real handy here. The only place you can damage the Plated Beetle is the tail, which means you have to get behind it first. Keep a lock on the Plated Beetle and move back and forth; when it vibrates and you see its wings flutter, strafe dash out of the way so that it goes sailing by you, and rapid fire (using A and Y rapidly) two Missiles into its tail. This should be enough to make it explode; if not, go a second round to take this one down.

[HARD MODE]

This time, the Plated Beetle arrives while you're still dealing with the regular Beetles. Finish taking them out, then focus on the larger one. Do the same as before, except this time you need to hit it three times in the tail with Missiles.

Once the Plated Beetle is down, the wall will lower, revealing the [MORPH BALL] upgrade. Jump up and grab it, then use it to exit the area and return to the Main Plaza. This time, head to the back of the area and start heading up the stairs here, making your way up to the bridge overhead. There's a lone

War Wasp circling about; destroy it, then lock onto each of the two Hives and destroy them before proceeding. Continue on through the blue door into the Fountain Access. More Scarabs and blocked passages await you in this tunnel; make it easy and use the Morph Ball the entire time. The Ruined Fountain is darkened, making it tough to see where you're going. There are, however, a few Plazmites circling around. As long as you don't bother them, they'll generally leave you alone. Allow the Plazmites to light your path, then hop around the perimeter of the room to the Fountain at the back. Scan the upper wall to find the [CHOZO LORE: "HATCHLING" (03/16)] entry, then continue on your way to the other side to reach the blue door. Go through the access tunnel to reach the Arboretum. In here, immediately turn left and scan for the ["REAPER VINE"], then shoot them to make them retract into the wall. Make your way across to a set of ledges that wind around the central tree. Cross the wooden bridge, take out more Reaper Vines, and head down the ramp to get to another door that leads to the Gathering Hall. Once here, cross along the lower right path (where the cluster of Blastcaps are) into Watery Hall Access, where you'll have to inch around the corner and scan for a ["SHRIEKBAT"] before it flies at you. Avoid them or shoot them, then cross to the lowest part of the room and fire a Missile at the weakened wall on the left to reveal a [MISSILE EXPANSION (015/250)]. Go up the next ramp and into the Watery Hall, where you need to locate four runic symbols around the room with the Scan Visor in order to open a gate high above you. Jump to the ledge near the entry door and turn around. As you pan to the right, you should see the first runic symbol. Hop back down and cross the platforms on the water until you reach a Blastcap cluster. Destroy them and find a second symbol on the floor. Head to the back of the room where the third symbol lies on the wall. Lastly, return to the entry point and navigate the ledges up and over to the large gate. Scan the wall near it to find the fourth symbol, then turn and scan the gate itself to unlock it. From your vantage, scan the far wall to find the [CHOZO LORE: METEOR STRIKE" (04/16)] entry, then jump and cross the ground to find the [CHARGE BEAM] upgrade. As you grab it, eight Eyons will come to life and try to stop you from leaving. Use charged Beam shots to wipe them out, and backtrack to the Gathering Hall. Head up the ramp to the Save Station, and save your game. Once you exit, start ascending the ledges in the room as you head towards the Energy Core at the top. Your ascent is full of Blastcaps and Shriekbats, so handle them as you go along. At the top, there's a Morph Ball tunnel leading to another side of the room. Once out of the tunnel, fire away at the multiple Shriekbats, then jump across the pit to the door on the other side. Inside the Energy Core, scan the [Locked Door] on the door in the distance, then head to the left until you reach a Morph Ball Tunnel. Roll on through this and the next one to reach the door leading to the Burn Dome.

MINI-BOSS BATTLE: INCINERATOR DRONE

The Incinerator Drone holds the Morph Ball Bomb upgrade, but you need to go through a pattern of attacking/defending against both the drone and the new Barbed War Wasps first. Read below for Normal and Hard Mode strategies for beating this mecha.

[NORMAL MODE]

This battle starts off with the drone shooting two jets of flame. Pick a safe spot and scan it for the ["*INCINERATOR DRONE*"] entry, then strafe side to side and stay in between the two jets. When it stops, a red orb will appear. Get in front of it and fire until the drone malfunctions and shoots its flame straight up. The Barbed War Wasps in the hive above get pretty pissed off that their home is being set aflame, and for some reason come after you. As they fly out, scan one of them for the ["*BARBED WAR WASP*"] entry and commence to picking them off with the Charge Beam and tractor in any refills. Keep an eye on the Drone though; the flame jets are now tilted at severe angles that can make it tougher to dodge. The trick is

to avoid the high jet, and jump the low jet. Keep your attention focused more on the Wasps, but check the Drone every five seconds or so; as soon as that red orb pops back into view, drop the Wasps like a bad habit and focus all firepower on the Incinerator Drone. It'll malfunction again, and the process will start over. After 4 rounds, the Drone will really go on the fritz, vaporize the entire Hive, and then explode.

[HARD MODE]

With this one, not too much changes. The number of rounds is still the same and the attack pattern doesn't change, but the Barbed War Wasps will be faster and more aggressive, and you will deal with a few more of them per round. This battle is still a piece of cake; just keep an eye on the Wasps and shoot them down to win here.

Once the Incinerator Drone has been beaten, it leaves behind the [MORPH BALL BOMB] upgrade. Grab it and use one immediately on the weak wall near the back of the room (where the watery channels go to), then roll to a [MISSILE EXPANSION (020/250)]. Exit the Burn Dome and scan the ["STONE TOAD"] hidden in the small alcove, then morph and let it eat you. Set a Bomb to destroy it so you can get into the next room, then scan the ["MORPH BALL SLOT"] on the wall. Bomb Jump into the slot, then set another Bomb to activate it. This will trigger the water to drain, so roll through the small tunnel into the large room. Quickly roll to the next slot and repeat to raise a set of platforms. Working against the clock, hop from platform to platform and head inside the alcove to reach the third Slot. Bomb Jump into it and activate it to raise a final series of ledges and unlock the door on the upper right side. Enter the door to make your way into the Furnace. Roll through the Morph Ball Tunnel and follow it to a second one, where you land in a room containing an [ENERGY TANK (02/14)]. Collect it and make your way back towards the Arboretum, using the Save Station in the Gathering Hall along the way. Make your way out of here back to the Main Plaza so you can grab a few more items. Return to the Ruined Shrine where you found the Morph Ball and use a Bomb on the weak part of the wall to reveal a [MISSILE EXPANSION (025/250)], then head back to the Ruined Nursery (a room you found on your way to the Hive Totem). There's a Morph Ball maze in the wall, so enter it at the low point to destroy a sandstone obstruction, then climb to the upper level and enter the maze again. From here, you can roll through the maze to reach another [MISSILE EXPANSION (030/250)] at the end. Exit and backtrack to the Ruined Gallery and hop to the first right-hand ledge, and Bomb Jump into the hole on the wall. Roll through the piping and you'll fall into a room with yet another [MISSILE EXPANSION (035/250)]. Now that you've gotten these, you can return to the Arboretum.

This next part involves scanning four more runic symbols in the room so you can unlock a gate at the very top of the Arboretum. Alternatively, you can use a Triple Bomb Jump to bounce your way over the gate - it's up to you if you can pull the modified Bomb Jump sequence off. If you're scanning for the runic symbols, start with the patch of Venom Weed off to your right (this patch can't be scanned for the Log Book entry). Shoot the weeds to make them retract, then scan the runic symbol on the ground. Now ascend the ledges again to reach the wooden bridge. At the top on the tree bark is the second runic symbol. Keep going up to reach a series of Morph Ball passages. As you reach them, scan the ["VENOM WEED"] that lie in the passages for the Log Book entry, then shoot to make them retract and roll through before they pop back up. There will also be War Wasp Hives on the upper areas of the trees, so take them out with Missiles so you don't have to deal with Wasp swarms during the rest of the ascent. Keep on heading up and you'll find the third symbol on the left-hand wall near a series of stairs. Climb all the way to the top and stand on the wooden bridge, then pan your Scan Visor up and around to locate the fourth symbol on the right side of the tree. With all four of the symbols activated, the gate near you will unlock and you can use a Morph Ball

Bomb to destroy the rubble and gain access into the Sunchamber Lobby. The following two rooms are filled to the brim with Reaper Vines and Venom Weeds. Avoid the Venom Weed and Reaper Vines and get to the door at the end; use the crates if you need energy or weapons refills, then head on through the door into the massive Sunchamber for the first major boss battle.

BOSS BATTLE: FLAAHGRA

This gigantic mutated plant is the source of the Phazon poisoning the Chozo Ruins, and relies on sunlight for its strength and dexterity. Read below for Normal and Hard Mode strategies for taking this boss down.

[NORMAL MODE]

This gigantic mutant plant contributes two entries to your Log Book. Start by scanning the beast itself for the ["FLAAHGRA"] entry, then turn and get the nearby ["FLAAHGRA TENTACLE"] entry so you can learn how to take this boss down. Flaahgra sits in the center of the room launching various kinds of attacks at you. Watch out especially for its poison breath attack and its ramming move where the head comes down and bats you around. Its last main move is to create a thorn vine that will impede your movement and continuously cause damage if you get stuck in it. There are four solar panels around the room that give Flaahgra power - you need to disable these panels so that its power source is cut off. When this happens, the large tentacles connected to its root system will retract, giving you access to Morph Ball tunnels and Bomb Slots. Move into one of these and set a Morph Ball Bomb to damage Flaahgra and destroy that particular root area. Flaahgra's thick skin prevents you from damaging it directly, but you can pepper its head with Power Beam shots to stun it, preventing it from unleashing most of its attacks on you. After the first round, Flaahgra will revive and activate another solar panel, so you have to disable two of them. Position yourself next to one and then lock onto the other that's active and disable it with a Missile, and use the Power Beam to take out the one closest to you so Flaahgra doesn't have a chance to knock the disabled one back into play. As you inflict more and more damage, Flaahgra will activate the remaining solar panels, meaning Flaahgra gets stronger and faster with each round. Once you have three or four to deal with, concentrate on stunning Flaahgra in between each panel to keep him woozy. Once you've delivered four Morph Ball Bombs to its root system, this boss will go down.

[HARD MODE]

Flaahgra may be the first boss that you need to approach differently. For one thing, its resistance to your attacks has significantly increased - the Power Beam just doesn't cut it if you're trying to stun the mutant this time. Secondly, its downtime has decreased, and it will be much more aggressive in knocking back disabled panels. Its attacks will come faster and more furiously, and sometimes be combinations - for instance, it can ram you into a thorn vine. You will be constantly disabling panels, stunning Flaahgra, then moving to another panel, and stunning it again to get the mutant to collapse. Bear these points in mind and this battle won't be much harder.

Defeating Flaahgra removes the poison from the waters in the Chozo Ruins, and reveals the [VARIA SUIT] upgrade. Grab it and leave the Sunchamber via the door in front of you and proceed through the Suntower Access until you reach some crates. Destroy these and you'll probably find an ["ULTRA ENERGY"] re-fill, so scan it for the Log Book. Just ahead, you'll run into another new enemy, the ["PULSE BOMBU"] - you can't damage it right now and it will wreak havoc with your Visor, so morph and roll past it for now. Go to the edge here and fall all the way to the bottom of the Suntower area. Take out the War Wasps and the Hives here, then scan for the ["CHOZO LORE: CONTAIN" (05/16)]

on the wall near the blue door. Head into the Transport room, scan the console, and take the Transport down to the fiery world of Magmoor Caverns.

8C. THE SPACE JUMP

This section details the third part of this walkthrough, which is a short jaunt through Magmoor Caverns, exploration of the icy Phendrana Drifts, and a return to the Tallon Overworld for the Space Jump.

: =MAGMOOR CAVERNS= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Explore the lava caves and find a route to Phendrana Drifts.	
ITEMS	

1. Upgrades: None	
2. Supplies: Energy Tank (X1)	
3. Ammunition: Missile Expansion (X2)	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: Grizby, Burrower, Magmoor, Puffer, Triclops	

As soon as you arrive in Magmoor Caverns, drop down the platforms and head to the nearby Save Station and save your game. As you emerge from this room, take out the nearby Shriekbats and move into the lava area. The first enemy you'll see will be a ["GRIZBY"] on the ground; scan it and move on. Once you reach solid rock, turn on the Scan Visor and try to grab the ["BURROWER"] as it leaps out of the ground before proceeding. Entering the next door introduces you to Magmoor Caverns proper, and you'll immediately say hello to a large fire-breathing dragon known as a ["MAGMOOR"]. Target its head and let it eat two charged shots to literally blow its head off, then move on around the curve and start dealing with the floating ["PUFFER"] enemies. Each Puffer releases toxic gas when destroyed, so it's best to let the gas dissipate before moving on, or better yet, just avoid them as best as you can. Make your way across the platforms and bomb the wall to reach the second room of Lava Lake. Proceed through this area and you'll reach a small room with a grated floor. Before going down, scan the creatures crawling on the floor to get the ["TRICLOPS"] entry, then morph and roll along the far left-hand side of the room, trying not to get munched on by the Triclops. They'll grab you and carry you back to your starting point if you get caught, but you can get them to drop you by setting Morph Ball Bombs. Reach the other side of the pit and exit through the door to reach the large Triclops Pit area. Move on through the steam vents and start targeting the Puffers in your path. Drop off the ledge and look behind you to find a secluded cave entrance. Head through and Bomb yourself into the Morph Ball tunnel to access the area underneath the mesh flooring. Roll along the right side and into the small offshoot tunnel to reach a new cave. Find the Morph Ball tunnel near the back and roll in. Head into the Storage Cavern at the top to find another [MISSILE EXPANSION (040/250)] near the back, then backtrack to the start of the area. Now head across the suspended platforms to the door at the far end and on into Monitor Station. Approach with caution - there are three Auto Defense

Turrets just itching to blow you away. As soon as you get a lock on them, let each one have it with 2 Missiles (advance slowly to ensure that you lock on before they do). Take out all three and move to the door on the left to reach Shore Tunnel. Make your way through the hazardous lava sections and into Fiery Shores. Blast the crates on your right to give you some standing room, then jump over and assault the Magmoor that pops up. Jump to the ledge with the Triclops, and Bomb Jump into the Morph Ball tunnel. Follow it around to land in front of some more more crates. Destroy these and proceed to use the steps to bomb yourself up to a precarious catwalk perch. Roll along the catwalk network to reach the [MISSILE EXPANSION (045/250)] at the end, then drop down and return to Monitor Station. Arm yourself near the door as the Auto Defense Turrets have returned, and take them out systematically. When all three have been destroyed, head up the bridge and jump to the rock formation on the other side. Aim up until you locate a fourth Auto Defense Turret, and blast it out of the sky. Ascend the rock and metal ledges until you have a safe spot from which you can leap to make it to the suspended catwalk below. Jump to it and head across the long metal bridge to the door far beyond. Morph into the passage and into Transport Tunnel A. There's an Energy Tank far above you, but you have to execute three Double Bomb Jumps over breakable metal blocks to get it. Perform the first Double Bomb Jump and crank the Control Stick to the left so you land on the ledge above. Roll to the far end and perform the second Double Bomb Jump, again holding left to roll onto another ledge. Roll to the end and finish off the combo by doing another Double Bomb Jump to grab the [ENERGY TANK (03/14)] at the peak of your jump. Drop back down and roll into the Transport area, then scan the console to travel to Phendrana Drifts.

: =PHENDRANA DRIFTS= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Explore the area and retrieve the Boost Ball.	
ITEMS	

1. Upgrades: Boost Ball	
2. Supplies: None	
3. Ammunition: None	
4. Artifacts: None	
SCANS	

1. Chozo Lore: Cipher, The Turned	
2. Pirate Data: None	
3. Log Book: Crystallite, Flickerbat, Scatter Bombu, Baby Sheegoth, *Ice Burrower*	

As you enter the icy world of Phendrana Drifts, you'll have to use your Missiles to blast through some ice structures. Beyond lies the Phendrana Shorelines. Scan on a ledge to get a ["CRYSTALLITE"] for the Log Book, then look up in the sky for a ["FLICKERBAT"] circling above. Make your way across the ice and snow towards the left and you'll come across a building with a metal gate. Blast the gate with a Missile, and head inside to scan a panel at the back, which will unlock a door above you. Before heading up the ledges, make a pit stop at the nearby Save Station, then head up and around the ledges to reach a door that leads into the access tunnel to Ice Ruins East. In these tunnels, you'll run into another new enemy. Scan the ["SCATTER BOMBU"] for the Log Book, then morph and roll past them so they don't screw up your Visor

abilities. Once you reach Ice Ruins East, you'll awaken the two large enemies below you. Scan one of them for the ["BABY SHEEGOTH"] entry, then lock onto them, strafe behind them and fire two Missiles into the ice shells on their backs to defeat them. Once they're dead, go and head up the ledge to the right. Follow it to the left and you'll enter a door leading to the Plaza Walkway, which in turn will lead you to back to Phendrana Shorelines. Stay on the high ledge and go left to reach a door leading to Ice Ruins West. Once inside, head immediately right and enter the building. Search the walls to find the ["CHOZO LORE: CIPHER" (06/16)], then run past the two Baby Sheegoths to reach a door at the back right corner. Inside the next cave, you'll run into an ["ICE BURROWER"], which is just a frosty version of the regular ones. Scan one now since you'll never run into these again, and move on past them to reach the Phendrana Canyon. Drop to the bridge below you, then turn around and scan the wall for the ["CHOZO LORE: THE TURNED" (07/16)] entry. After reading it, drop all the way down and run past the Baby Sheegoth up the ledge where a console sits. Scan it to align a set of platforms leading off into the distance. Hop over them quickly as they will collapse under your weight, then jump to the tower to reach the [BOOST BALL] upgrade. This allows you to speed boost in Morph Ball form, damage enemies, and navigate half-pipe structures. Drop down to the canyon below you to find a half-pipe, and use your new upgrade to Boost out of the canyon to the upper ledges on the right. Backtrack to Phendrana Shorelines to reach a cutscene with Meta Ridley, then drop to the bottom of the area and return the way you came initially back to Magmoor Caverns.

: =MAGMOOR CAVERNS= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Return to Tallon Overworld.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: None	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: None	

From the Transport, backtrack to Monitor Station. Dispatch the Auto Defense Turrets once more, and head back through Shore Tunnel to Fiery Shores. Re-enter the Morph Ball tunnel, but follow the path leading in the opposite direction through the dangerous lava area. Enter the door at the rear to find a Magmoor. Destroy it and roll through the tight Morph Ball passage, across the metallic rails to the door on the other side into another Transport Room. Take this one back up to Tallon Overworld.

: =TALLON OVERWORLD= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Locate nearby "half-pipe" configuration.	


```

|
| ITEMS
| -----
| 1. Upgrades:    Space Jump Boots
| 2. Supplies:    None
| 3. Ammunition:  Missile Expansion (x2)
| 4. Artifacts:   None
|
| SCANS
| -----
| 1. Chozo Lore:  None
| 2. Pirate Data: None
| 3. Log Book:    Bloodflower
|

```

You'll exit the Magmoor transport near Tallon Overworld's Root Cave. Proceed through Transport Tunnel B and you can pick up another [MISSILE EXPANSION (050/250)] under the bridge. As you enter the Root Cave, pick off all the Beetles that attack you, then ascend the roots on the other side. Hop from platform to platform (destroy the Zoomers prior to each jump) to reach the door up top. Immediately upon entering, you'll come face-to-face with a giant ["BLOODFLOWER"] that spits toxins at you. Just run past it for now; exit out the door to reach Tallon Canyon once more. Proceed across the waterfall and jump down. Head back towards the door that led to the Chozo Ruins and destroy the Beetles. You'll find yourself in the half-pipe structure that your map was directing you to, so start using the Boost Ball to ascend the walls and reach the ledge on the left hand side. Follow it, destroying the sandstone you come across with Morph Ball Bombs, then proceed through the series of doors that leads back out to the Landing Site. Head to the left, jumping across the small gaps to reach another door leading into the Alcove where the [SPACE JUMP BOOTS] upgrade can be found at the bottom. With this upgrade, you can double jump and reach previously inaccessible areas. Use the Space Jump to double jump back to the door, then drop off the ledge towards your ship. Near the back, you'll find a small tunnel; roll on through the Tangle Weeds to reach the hidden [MISSILE EXPANSION (055/250)], then roll out and jump in your Gunship to save your game and reload energy and ammunition. Now head back through Tallon Canyon and through the Root Cave to return to Magmoor Caverns.

: =MAGMOOR CAVERNS= :

```

|
|                                     =MISSION OUTLOOK=
|
| OBJECTIVES
| -----
| 1. Return to Phendrana Drifts.
|
| ITEMS
| -----
| 1. Upgrades:    None
| 2. Supplies:    None
| 3. Ammunition:  None
| 4. Artifacts:   None
|
| SCANS
| -----
| 1. Chozo Lore:  None
| 2. Pirate Data: None
| 3. Log Book:    None
|

```

Retrace the steps you took to get here back into Monitor Station. Yes, you'll battle those Auto Defense Turrets again, so take them out and return to Phendrana Drifts the same exact way you did last time through Transport Tunnel A.

8D. THE SPIDER BALL

This section details the fourth part of this walkthrough, which covers your return to Phendrana Drifts with your latest upgrades to explore more of the area and collect the Spider Ball.

: =PHENDRANA DRIFTS= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Investigate increase in predator activity.	
2. Locate and conduct reconnaissance of the Hydra Research Facility.	
3. Determine sources of seismic disturbances in the Quarantine Area.	
ITEMS	

1. Upgrades: Wave Beam, Super Missile, Thermal Visor, Spider Ball	
2. Supplies: Energy Tank (x2)	
3. Ammunition: Missile Expansion (x2)	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: Mining Status, Phazon Analysis, Security Breaches, Glacial Wastes, Parasite Larva, Contact, Phazon Program, Metroid Studies, Meta Ridley, Metroid Forces, Metroid Morphology, Phazon Infusion	
3. Log Book: *Ice Parasite*, Sheegoth, Stalactite, *Ice Shriekbat*, Spinner, Shadow Pirate, Space Pirate, Zebes, Tallon IV, Flying Pirate, Metroid, Ice Beetle, Sentry Drone, *Thardus*, Magnetic Rail Track	

Start heading towards the Save Station (don't bother saving unless you think you might die) and then get ready to enter the Chozo Ice Temple. Head back along the ledges that led to Ice Ruins East, but stop and look around you to see floating platforms leading to that giant building in the distance. Use the Space Jump to reach the ledges so you can cross to the Ice Temple. As you reach the others side and enter the door, morph and roll past all the Bombus in this short hallway. In the next room, you'll face off against a Baby Sheegoth, and the close quarters makes combat a bit tough, so ignore it and move on towards the ledges. Climb up and take out the assorted enemies as you go up, and stop when you see an [*"ICE PARASITE"*] crawling around on the ledge. Scan it since you won't see this again, then keep moving to reach the top. Once you get up there, head down the short hallway towards the Chozo Statue and you'll find a gate blocking a door. Go back a little way until you find a bust of a Chozo Shaman on the right-hand wall and destroy the bust with a Missile so you can Bomb Jump into the Morph Ball slot behind it. Activate the slot with a Bomb to open the gate, then go inside and morph to get through the next section, which involves bombing stone columns out of your path. Once you've successfully cleared the path, head on into the Chapel of the Elders, where you'll have to fight another two-part mini-boss fight to claim the strange item that just got pulled into the floor. Four Baby Sheegoths will

attack from the corners of the room, but thankfully you'll only face two at a time. Lock on to one of them and start strafing around while pounding its shell with the Power Beam. When you destroy one, another one enters, so keep picking them off until you've killed the whole quartet, then the next mini-boss fight will begin.

MINI-BOSS BATTLE: SHEEGOTH

Momma isn't too happy that you just killed her precious babies... This fight can be a bit tough at this stage of the game. Read below for Normal and Hard Mode strategies for taking this mini-boss down.

[NORMAL MODE]

This one is much larger than the smaller Baby versions, and is a whole lot meaner. Start off by scanning her for the ["SHEEGOTH"] Log Book entry, then lock onto the mini-boss. The first thing you need to know is that the Sheegoth is invulnerable to your current Beam weapons. The ice crystals on her back will absorb energy, converting it into some other kind of energy which the Sheegoth spits right back at you. Start off by morphing into ball form and roll around to the Sheegoth's tail end. You'll want to stay near the back and set off Morph Ball Bombs one after another so as to damage the Sheegoth quickly. Make sure that you roll in an orderly fashion with the Sheegoth so that the mini-boss never has any chances to use any of her more devastating attacks (such as ramming or freezing you). Should you get frozen, Bomb yourself out of the ice trap as fast as you can, otherwise the resulting ramming attack will do some major damage. Somewhere between 10 and 20 Morph Ball Bomb detonations will bring the mother Sheegoth down. Of course, there is another method that involves firing Missiles when the Sheegoth gets worn out from chasing you, but this is more complex, and why not take the easy way out?

[HARD MODE]

Double up the damage from the last fight, and expect the Sheegoth to be harder to avoid. Combination attacks seem to work better in Hard Mode, so if you find yourself having trouble setting Morph Ball Bombs, use a couple of Missiles and alternate between the two attacks. It takes about 30 Bombs or 34 Missiles to defeat the Hard Mode version of this mini-boss.

Defeating the Sheegoth reveals the [WAVE BEAM] from the pedestal in the center of the room. The Sheegoth's defeat also triggers enemies in some areas to change - Baby Sheegoths will now be a lot more predominant, and some Plated Beetles will begin showing up in the Chozo Ruins.

Your next task will be to infiltrate the Space Pirates' Hydra Research Lab. Leave the Chozo Ice Temple and return to Phendrana Shorelines. Make your way back towards Ice Ruins West and head up the ledges along the right-hand side of the room (near where you found the "Cipher" Chozo Lore). Near the top, you'll find an area you can't cross. Look up at the ceiling, then scan the rock for the ["STALACTITE"] entry (do this now since you can't scan it once you dislodge it) and fire a Missile at it to bring it to the ground. Use it as a platform to cross to the other side, then carefully make your way around the corner. Activate the Scan Visor and get a lock on the ["*ICE SHRIEKBAT*"] while it still hangs from the ceiling. In the NTSC version, these will disappear forever after you have the Thermal Visor, so get them now and fast before they streak towards you. Follow this path to a purple door and open it with the Wave Beam to reach the Ruined Courtyard.

In here, try to target and destroy a few Flickerbats to make maneuvering a bit easier, then hop along the platforms until you locate two sections with small devices. Scan one of them for the ["SPINNER"] entry, then morph into them and activate them with the Boost Ball to open up large aqueducts high above you. Now hop up and over a group of snow ledges to find a Morph Ball

Bomb Slot. Hop in and activate it to raise the water level. Cross the platforms to a Morph Ball tunnel on the other side. Bomb Jump into it and roll to a room containing an [ENERGY TANK (04/14)], then head back out into the main room. Repeat the steps of activating the Bomb Slot, then cross the platforms and start climbing the ledges that wind around the central tower. At the top, there are three doors. The one in front of you is locked, the one to the left leads to a Save Station that you can use, and the one to the right leads to the Hydra Research Facility. Head there and open the door with the Wave Beam, and quickly eliminate the Auto Defense Turret. Head into the room and be prepared for a new ["SHADOW PIRATE"] to jump out at you. These are partially invisible, but you should still be able to scan it before it gets too close. Later on, though, you'll fight these and they will be completely cloaked. Take it out with the Wave Beam, then move on towards the Research Entrance. As you enter, you'll be able to see a lone Auto Defense Turret high in the ceiling. Take aim and destroy it; this way you won't have the thing blasting at you during the upcoming Space Pirate engagement. Move on a little further, and a short cinema will take over where a Sentry Drone (you can't scan this yet) alerts a group of Space Pirates to your intrusion. Quickly turn and scan the door behind you for the ["LOCKED DOOR"] Log Book entry, then rotate and start picking off the Pirates from a distance. As one of them gets close, be sure to scan it for the ["SPACE PIRATE"] entry, then resume fighting them. Use charged Wave Beam shots from afar, and Missiles if they start getting too close. After you defeat all five, move on through the area, and be sure to visit the blue door on the far right as it contains the Map for Phendrana Drifts.

Leave and head up the ramp walkways to reach the core areas of the Pirate Labs. Continue through the Hydra Lab Entryway (taking out the multiple Scatter Bombus along the way) into Research Lab Hydra. Scan the console nearby to deactivate the forcefield, then get ready for a brief Pirate attack. Once you take them out, start scanning the consoles on the lower level to grab all of the Log Book entries: ["PIRATE DATA: MINING STATUS" (02/25)], ["PIRATE DATA: PHAZON ANALYSIS" (03/25)], and ["PIRATE DATA: SECURITY BREACHES" (04/25)].

50% OF LOG BOOK SCANS ACQUIRED

If you have followed this walkthrough to the letter thus far, you now have half of the game's total Log Book entries. As your reward, you'll receive IMAGE GALLERY 1, available from the Main Menu.

Activate the elevator and head up the ramps to reach the top console bank where more Log Book entries await: ["PIRATE DATA: GLACIAL WASTES" (05/25)] and ["PIRATE DATA: "PARASITE LARVA" (06/25)]. The entrance to the Observatory Access is in the ceiling, so jump up and right into a hail of fire from three Auto Defense Turrets. Seek cover behind the crates for the first one, then use the walls to avoid the second and third ones. As you enter the Observatory, five more Space Pirates will attack you; take cover near the entrance and pick them off one by one. After they're eliminated, head across to the bank of consoles near the back. Scan the left and right sides for two more Log Book entries: ["PIRATE DATA: CONTACT" (07/25)] and ["PIRATE DATA: PHAZON PROGRAM" (08/25)], then scan the central terminal to activate the holographic sequencer. This will also trigger two Morph Ball Slots to appear. The first is on the platform to your left, and the second one is a bit higher up on the right. Activate each with a Morph Ball Bomb, then drop down to the floor and use the four Spinners to move panels into place around the holograms. After triggering the last panel, a large rotating three-dimensional display will turn on above you. Look at the hologram and scan it to add ["TALLON IV"] and ["ZEBES"] to your Log Book's Research category, then ascend the platforms

around the room to reach the top. Right in the middle on a ledge sits the [SUPER MISSILE CHARGE COMBO] upgrade and a Save Station behind the blue door. Save if you want, then head across to reach the purple door to continue your journey through this area. Inside West Tower, scan the elevator to travel up to the Control Tower, where you'll immediately be attacked by a new kind of Space Pirate. Scan one of them for the ["FLYING PIRATE"] entry, then set to work either using the charged Wave Beam to stun them or Super Missiles to annihilate them. Be careful because they will try to suicide-dive towards you when they're about to die. Take out all five and use the nearby crates for some refills, then head through the next door to reach East Tower, and go down to reach Research Lab Aether. Just inside here, you'll find the first Metroid of the game. Don't advance too far - scan the walls for two more Log Book entries first: ["PIRATE DATA: METROID STUDIES" (09/25)] high up on the right, and ["PIRATE DATA: META RIDLEY" (10/25)] on the left. Continue on into the room and scan the tank for the ["METROID"] entry, then fire a Missile to break the tank early (it will break anyway, but this gives you the drop on the little beastie). You don't have anything to freeze it right now, so just pop it with a Super Missile and move on. Next, a Space Pirate will break the glass at the far right and attack. Take it out with the Wave Beam and jump down to reach the main area of Research Lab Aether. The Pirates will mostly run to your location, so you can stay and pick them off from a distance. Before you head down too far, scan a nearby console for another Log Book entry: ["PIRATE DATA: METROID FORCES" (11/25)].

Keep heading down the ramps while scanning for more Space Pirates, as they will often hide on the floor and take potshots at you. As you reach the first level above the ground, pick off the Pirates you can see, then Space Jump directly up to a small ledge. Morph into a ball and give the Control Stick a quick push to get yourself up a small incline, then carefully roll across the winding track to reach a tricky [MISSILE EXPANSION (060/250)] at the end. Roll back out, drop off the catwalk, and engage the remaining Pirates down here (try to avoid shooting up any tubes that Metroids are in). Look around to see an [ENERGY TANK (05/14)] encased in a stasis tube, then blow it open with a Missile to collect it. Here on this level, scan the computer banks to collect two more Log Book entries: ["PIRATE DATA: METROID MORPHOLOGY" (12/25)] and ["PIRATE DATA: PHAZON INFUSION (13/25)] before leaving.

Leave Research Lab Aether through the door in the floor into Research Core Access. You'll immediately be attacked by an ["ICE BEETLE"] in here; destroy the first one and scan the second one while it's farther away. Missiles are the only thing that work on them due to their hard ice shells. Defeat them and continue on into the Research Core. Quickly take aim at the Space Pirate hiding out on the other side of the room, then charge up the Power Beam for the group of Flying Pirates. Use Super Missiles to get rid of them, then cross to the bank of consoles near the Metroid containment tank. Scan the red symbol to terminate the auxiliary circuit control for the central tank, then head down the sets of ramps at the end. There are two Auto Defense Turrets waiting at the bottom, so take them out and locate two more forcefield controls on the last two floors to completely disable the sequence, allowing you to reach the [THERMAL VISOR] upgrade. You can use this Visor to see in the infrared spectrum and detect heat signatures. Of course, you'll be using this right away as the lights go out. Switch to the Visor and look for the Space Pirates that drop down to attack. Move to the ramps and start climbing back up. As you go, Metroids will break out of their containment tanks. Hit them with Super Missiles or charged Wave Beam shots to get rid of them. At the top, you'll need to locate hidden Power Conduits to restore power to the door that leads to the exit - find them with the Thermal Visor and shoot them with the Wave Beam to get out. Ahead of you, the Research Core Access is patrolled by two security robots. Scan one of them to get the ["SENTRY DRONE"] entry, then attack them with charged Wave Beam shots. Continue backtracking all the way through Research Lab Aether, taking out Space Pirates as you go. At the end of the Lab, make a long Space Jump out to reach the ledge you initially

entered on - this is hard to see even with the Thermal Visor. Take the door back out to East Tower, and switch back to the Combat Visor. Out in the Control Tower, you can either fight or ignore the Flying Pirates. Make your way into the West Tower, and turn the Thermal Visor back on. Head back into the Observatory and leap all the way to the bottom. From here, make your way to the entrance while fending off any Space Pirates and return to Research Lab Hydra. Take out any Space Pirates and stop at the pillar before heading down the ramp. Scans indicate the pillar is made of Cordite, so use a Super Missile to shatter it and grab the [MISSILE EXPANSION (065/250)]. Continue on through the rest of this area taking out the Space Pirates to reach the next access tunnel. Here, Boost past all of the Scatter BOMBUS and return to the Research Entrance. You have more Space Pirates and an Auto Defense Turret to handle here, but you can easily get out of this room without fighting by running forward, Space Jumping out and forward, and then running straight for the purple door to the exit. Return via Specimen Storage to the Ruined Courtyard and head across the platforms to reach the Save Station behind the blue door.

Exiting out of the save station, you may be alerted to "strange disturbances in the Quarantine Cave". Hop back to the center platform and scan for a small Cordite emblem above the door. Shatter it with a Super Missile, then switch to the Thermal Visor and use the Wave Beam to activate it. With power restored to this door, enter the North Quarantine Tunnel and use the Boost Ball to quickly accelerate past all of the Pulse BOMBUS. Make it to the other side and go through the door to reach the next boss encounter.

BOSS BATTLE: THARDUS

This gigantic ice and stone guardian is powered by Phazon Cores. The cores are what you need to actually damage in order to break this boss apart. Read below for Normal and Hard Mode strategies for defeating this boss.

[NORMAL MODE]

With the standard complement of weapons, Thardus can be a bit of a tough boss fight. Start off with the Scan Visor and add [*"THARDUS"*] to your Log Book, then focus on the boss itself. Thardus has quite a few attacks you'll want to watch out for. The first one is its Ice Wave; you will know this is coming when it throws its arms to the rear. You can simply sidestep this one as its pretty simple to dodge. Its second one is to hurl rocks at you; let go of L to target the rocks and blast them with your Power Beam, then resume your lock on Thardus. Its last (and most lethal) attack is to curl into a boulder and attempt to roll over you. Ironically, you'll turn this attack into a faster method of taking it down. Thardus has seven Phazon Cores on its body that are covered with big chunks of rock - you need to eliminate the rock first and then directly attack the Phazon Cores. Switch to the Thermal Visor first and lock onto one of the orange points, then rapid-fire the Power Beam until you break the rock structures. At this point, your Thermal Visor will overload from the Phazon radiation, so switch back to the Combat Visor, target it again and fire a single Super Missile at the core to destroy it. The battle proceeds like this until all seven cores have been destroyed. If you see Thardus curl into ball, assume Morph Ball form and wait. When Thardus is almost upon you, set three Morph Ball Bombs and Boost out of the way. The blasts will usually destroy another chunk of rock, giving you another Phazon Core to fire at. After three Cores have been destroyed, Thardus will create a powerful snowstorm that reduces your visibility with the Combat Visor, and he'll roll a lot more. Continue attacking until another three are down and the snowstorm will stop, but Thardus will take to chucking continuous rocks at you. Eliminate the seventh and final Core to defeat this boss for good.

[HARD MODE]

Thardus is harder to damage in this version, but Morph Ball Bombs still tend to break apart its rocky armor when its in ball form. Keep pounding away with the Power Beam and Super Missiles, and expect Thardus to be a bit more aggressive in its attacks. You still have to only go seven rounds, but the Phazon Core areas will take a bit more firepower (two Super Missiles as opposed to one). Shoot the rocks he throws to get life and ammo refills, as you will probably need them to make it through this fight.

Thardus' destruction leaves behind the [SPIDER BALL] upgrade. Grab the item, then scan the black and yellow rail tracks for the ["SPIDER BALL TRACK" Log Book entry. Exit this room at the back by using R to roll along the Magnetic Rail and head to South Quarantine Tunnel. Navigate this the same as you did the tunnel to get here to reach a Transport room. There is a Magnetic Rail behind you that leads to another side of Phendrana Drifts, but you won't take this one quite yet. For now, scan the transport and take it down to the Magmoor Caverns. Make particular note of this Transport, as it will be used many times during your back and forth trips.

8E. THE ICE BEAM

This section details the fifth part of this walkthrough, which covers a trip back to the Chozo Ruins to collect the Ice Beam and some other items.

: =MAGMOOR CAVERNS= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Return to the Chozo Ruins.	
ITEMS	

1. Upgrades: None	
2. Supplies: Energy Tank (x1)	
3. Ammunition: None	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: Puddle Spore**	

As you leave the transport area and into Magmoor Workstation, a trio of Flying Pirates will attack you. Stay inside the door and pick them off, then continue on down to the bottom. You'll have to complete a short puzzle here if you want the Energy Tank at the end, so start off by heading to each of the three colored channel areas at the bottom and inspect them with the Thermal Visor and locate Power Conduits. Use the Wave Beam to give them power, which will trigger one of the lava rivers to cool. Quickly morph and roll into the pit, then into the channel to reach a panel. Scan it and another channel of lava will cool. Race back through and enter the second channel, where another panel awaits. Scan it to cool the third lava channel. Now run back outside and into the third channel to claim the [ENERGY TANK (06/24)] that lies inside. From here, head to the rear of the area and ascend the ledges to reach the door leading to South Core Tunnel and scan the ["PUDDLE SPORE"] for the Log Book. Shoot its core to make it flip so you can use it as a platform, then use it to cross into the Geothermal Core. Do the same for

the other Puddle Spores in this room and head into the Twin Fires area. You need to shoot out stalactites from the ceiling to cross the lava in this room to reach other side. Once you do, head into Twin Fires Tunnel. Cross this large lava pool by using the Magnetic Rail tracks to your left inside a small tunnel, then navigate across to the other side. On the other side of this region is a transport leading back to Tallon Overworld along with the other side of Magmoor that you've previously explored.

: =TALLON OVERWORLD= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Return to the Chozo Ruins.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: None	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: None	

From the transport, you'll emerge in Tallon Canyon. Make a trip back to the Landing Site if you want to save at your Gunship, otherwise just head into the next area to return to Chozo Ruins.

: =CHOZO RUINS =:

=MISSION OUTLOOK=	
OBJECTIVES	

1. Investigate source of cold temperatures near the Furnace.	
ITEMS	

1. Upgrades: Ice Beam	
2. Supplies: Missile Expansion (x4)	
3. Ammunition: None	
4. Artifacts: Artifact of Wild	
SCANS	

1. Chozo Lore: Cradle, Hatchling's Shell, Infestation, Worm, Hope	
2. Pirate Data: None	
3. Log Book: Oculus, Chozo Ghost	

Since you have a lot of upgrades now, you could spend a lot of time here gathering Expansions and so forth, but in the interest of time and the fact that you'll be back here eventually anyway, this is going to be a relatively short trip. Start in the Main Plaza and take out the Beetles or the Plated Beetle (now that you have the Thermal Visor, tougher enemies will start appearing in some areas). Move to the half-pipe structure in the middle of the

Plaza, and use the Boost Ball to rocket up the right-hand side to reach a [MISSILE EXPANSION (070/250)], then cross the ledges at the back leading to the Ruined Fountain. Don't cross the bridge; instead move to the ledges to the right and look out at the large tree near the room's entrance. There is a small knot-shaped structure on the tree trunk - shoot a Super Missile at this to blow it up and reveal another [MISSILE EXPANSION (075/250)], then Space Jump to collect it. Now return to Hive Totem and take the Morph Ball Tunnel in Transport Access North to reach the path leading to the Sun Tower. Destroy the War Wasp Hives in here, then scan around for four runic symbols. The first two are hidden behind Cordite wall decorations, so use some Super Missiles to expose them. The last two are high on the pillars, so stand with your back to the Chozo Lore you found earlier and look up to find the third symbol. The fourth is directly opposite your position on the other pillar. Once the gate is unlocked and removed, you can use the Spider Ball to crawl your way up. Before starting your climb, look up and scan the ["OCULUS"] for your Log Book, then roll up the Magnetic Rail. It's broken in several places, so you'll have to Bomb Jump in between sections. Once up top, you'll just barely catch sight of something faint fly off, so follow it and you'll re-enter the Sunchamber, where you battled Flaahgra. As you come in, the room will darken slightly and the next mini-boss fight will begin.

MINI-BOSS BATTLE: CHOZO GHOST

The Chozo Ghosts can be tough, especially in a pack, but if you have the right weaponry and upgrades they become a piece of cake. Read below for Normal and Hard Mode strategies for taking these mini-bosses down.

[NORMAL MODE]

The catch in this fight is that the Chozo Ghosts aren't always visible. Later in the game, you can track them easily with the X-Ray Visor, but for now you have to tough it out. Make sure to scan one first when it turns solid for the ["CHOZO GHOST"] Log Book entry. They are only vulnerable to the Power Beam and they attack randomly. To eliminate them with ease, just listen for the sound effects. The Ghosts will make sounds (kind of like a whooshing sound) before they launch an attack. If you hear this, quickly look around and dodge any pulse attack that flies at you. This attack is similar to a Pulse or Wave Bombu in that it scrambles your radar and Visor. Whenever you have the opportunity to lock onto a Ghost, shoot it repeatedly with charged Power Beam shots to reduce the amount of time this takes. The best method is to tuck yourself into a corner and fire away whenever the opportunity presents itself. Once you have the Super Missile and the X-Ray Visor, these become little more than a mild nuisance.

[HARD MODE]

The Chozo Ghosts are more powerful and quite a bit faster on the draw - you want to constantly scan around to see if one is loitering around you. If so, pepper it with some Power Beam shots to distract it, and fire a charged blast only if you have the time and room to charge one up. The Chozo Ghosts don't do a lot more damage, but in Hard, they tend to attack in tandem, meaning all three will launch attacks at you at the same time, and that can really put a drain on your resources. Just keep listening for that characteristic sound effect and you shouldn't have too many problems.

After defeating all three of the Chozo Ghosts, the room will light back up and you can climb the flower petals in the center to claim the [ARTIFACT OF CHOZO (01/12)]. This also triggers the vines covering the door to Sunchamber Lobby to vanish, so head through here, back down through the Arboretum and return to the Gathering Hall. Work your way up the ledges heading towards the Energy Core, but after crossing the gap, look to your left to find a small ledge you can jump onto. Do this, then turn and Space Jump to a ledge above

you. Morph and detonate a Bomb against the grating to gain access to another [MISSILE EXPANSION (080/250)], then drop back down and enter the Energy Core area. Space Jump across the ledges here and return to the Furnace Access. Before there was a Spider Ball track you couldn't ascend (well, you could... but that's not covered in this guide. Refer to the Speed Run Guide for this trick). Go up the track and use the Boost Ball to get across the vanishing blocks, then Bomb Jump up to the next ledge. Roll through here to reach the Furnace. Defeat the Beetle horde here, then scan the wall to add the ["CHOZO LORE: CRADLE" (08/16)] entry to your Log Book, then enter the door on the left to reach the Crossway. Here, you can use the half-pipe structure to reach a Magnetic Rail high up. Take the rail to a Morph Ball slot and activate it. Now drop and Boost again to reach another Rail that leads to another Morph Ball slot. Activate it and quickly make your way to the elevator lift on the floor that will take you up to a [MISSILE EXPANSION (085/250)]. While in here, scan the walls for three more Log Book entries: ["CHOZO LORE: WORM (09/16)], ["CHOZO LORE: INFESTATION" (10/16)], and ["CHOZO LORE: HATCHLING'S SHELL" (11/16)]. Head next into the Hall of the Elders and enter the small Morph Ball tunnel on the right to reach your first ["MISSILE STATION"]. Scan and use it, then return to the Hall of the Elders. As you drop down, a single Chozo Ghost will challenge you; dispatch it with the Power Beam to move on. Scan the walls in here for another ["CHOZO LORE: HOPE" (12/16)] entry, then jump up to the large Chozo statuary and roll into its palm. As it clutches and throws you, hold R to attach to a Magnetic Rail track. Follow the track around to a Morph Ball Slot and detonate a Bomb in it to activate a set of three colored Morph Ball Slots. Drop down, then use the Space Jump to reach the ledges near the entrance, and Space Jump over to where these slots are. Activate the purple one with the Wave Beam, then Bomb Jump into it and activate the slot. This will make a small structure rotate in the floor. Use the Chozo statue again and this time, you'll roll into a small tunnel that will deposit you on a far upper ledge in the room. Scan the console after leaving the tunnel to turn off a forcefield, and head into the Reflecting Pool. Drop into the water and use a Morph Ball Bomb on the drain slot made of Talloric Alloy to drain the water and reveal a half-pipe. Now you have to use your Boost Ball to reach the highest set of ledges; if any Stone Toads on the lower level grab you, Bomb them. Try and aim for a Toad on the top level, so if you get swallowed, you're guaranteed a chance of landing on the ledge. Once up there, enter the door leading to the Antechamber, where you'll find the [ICE BEAM] upgrade. You could go back to the Hall of the Elders and use this new weapon to activate the white slot, but you'll eventually return to this area anyway. For now, exit the Antechamber and Space Jump across to the other side to reach a Save Station. Use it if you want, then Bomb Jump into the Morph Ball tunnel to reach a Transport leading back to Tallon Overworld.

: =TALLON OVERWORLD= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Return to the Phendrana Drifts.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: Missile Expansion (x1)	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	

- | 2. Pirate Data: None
- | 3. Log Book: None

As you reenter Tallon Overworld, you'll pass through the Overgrown Cavern, where there's an easy [MISSILE EXPANSION (090/250)] right in your path among the Venom Weed. Use the Boost Ball to grab it and exit the tunnel, and you'll emerge in the Frigate Crash Site where the Orpheon has crash-landed after it nearly self-destructed in orbit. A couple of injured Space Pirates lay strewn around the wreckage, but they pose no threat as of yet. You will, however, deal with a few sets of Flying Pirates. Eliminate them and head through the water back to the door at the end, and head through Waterfall Cavern back to the Landing Site. Visit your ship for a refill and a save point, then head back through Tallon Canyon to the transport to Magmoor Caverns.

8F. THE GRAVITY SUIT

 This section details the sixth part of this walkthrough, which covers a quick trip back to Phendrana for the Gravity Suit, then returning via Tallon Overworld to explore the crashed Frigate site.

: =MAGMOOR CAVERNS= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Return to the Phendrana Drifts.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: None	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: None	

From the transport, head south into the Twin Fires Tunnel. There are two ways to cross this area. The first and easiest is to just use the Spider Ball on the Magnetic Rail tracks to your left. The other, more advanced method forgoes the Spider Ball in favor of Space Jumping out into the lava, moving as fast as possible to the rocky ledge, and using a Double Bomb Jump-Morph move to get out. This is more difficult, but it's fun to do as well. However you do it, cross this room to return to the Geothermal Core, and from there, back to Magmoor Workstation. Climb the ledges at the back to reach the transport leading back to Phendrana Drifts.

: =PHENDRANA DRIFTS= :

=MISSION OUTLOOK=	
OBJECTIVES	

```

| 1. Analyze abnormal gravity emissions.
|
| ITEMS
| -----
| 1. Upgrades:    Gravity Suit
| 2. Supplies:   None
| 3. Ammunition: None
| 4. Artifacts:  None
|
| SCANS
| -----
| 1. Chozo Lore: None
| 2. Pirate Data: None
| 3. Log Book:   Ice Burrower, Glider, Hunter Metroid, Jelzap, Aqua
|                Reaper

```

As you come up into Phendrana, turn around behind you and look for a Magnetic Rail. Take it to reach a new section of Phendrana, and head through Transport Access and into Frozen Pike. There is an Energy Tank in here that you can't get yet, so remember its location and come here after you've found the Plasma Beam. The next section can get a bit difficult due to the underwater sections along the path, but pay attention to the route and you'll have an easier time going through here. Once you reach Frozen Pike, hop to the middle ledge, then lock your view so you're aiming directly down. You should see a purple door beneath you. Drop to the ledge, then continue working your way down to another purple door. Head on into Frost Cave Access, where you'll be swarmed by some Ice Beetles. Continue forward and scan an ["ICE BURROWER"] for the Log Book, then head forward into Frost Cave. Just inside the entrance, you can scan a ["GLIDER"] for the Log Book, then move ahead slightly. Listen for the screech and keep the Scan Visor to get the ["HUNTER METROID"] that pops up. This is the only one you'll ever encounter in the frozen caves. Scan it, then freeze it before it can latch onto you with its long range siphon tentacle, and fire a Missile to shatter it. Once you've dispatched the Hunter Metroid, advance farther into the cave and you'll see a large wide open area. There are a few stalactites you can shoot down from the ceiling to use as platforms; do so and either cross to the Save Station on the far right, or use the remaining ones to reach Phendrana's Edge.

There are a couple of approaches you can take for navigating through this room. First, there are three Flying Pirates sitting around just hanging out on the bridge. You can stealthily approach them and freeze each one, following up with Missile attacks, or you can just make a run for it, jumping down and into the watery depths below. Either way, you have to get underwater, so just forgo the battle. Underwater, you'll encounter a new enemy - scan them for the ["JELZAP"] entry, then fire charged shots when they open up to defeat them. Find your way to the underwater door leading to Hunter Cave, then shoot down two more stalactites to use as platforms. Cross carefully, because there are numerous Flickerbats zooming around below. If you can cross to solid ground away from the platforms, you can eliminate them by rapid-firing your Power Beam, but otherwise ignore them, and make your way up to reach a purple door that leads to Lake Tunnel. Navigate through this small room and you'll reach the completely underwater Gravity Chamber. This is where the odd emissions are coming from, but in order to investigate you have to thread across a long section while your movement and vision is impaired. From the start, drop off the ledge, and navigate across the field. Scan an ["AQUA REAPER"] as you go, and get rid of them just like Reaper Vines by shooting at them. Take out the Jelzaps as you go as well until you reach a set of ledges that look like a staircase. Ascend the steps and move around the central pillar to find another section of this large room. Activate the Scan Visor and pinpoint the stationary orange icon in the distance - this is your destination. Avoid or

shoot the Aqua Reapers while making your way across the ground to another set of ledges that will eventually take you to the [GRAVITY SUIT] upgrade. Upon acquiring this, your movement and vision underwater will be no longer hindered. From here, head back to the ledge you scanned the Suit from, and leap up and follow it around to get out of the water. Climb up the ledges to the upper door, then take on the Sentry Drone in the next hallway. As you reenter Hunter Cave, three Flying Pirates will lay it on you; answer back with Super Missiles, then hug the right wall as you make your way to the door leading back to Frozen Pike. Climb up the walls to the very top to work back through Transport Access and back down into Magmoor Caverns.

: =MAGMOOR CAVERNS= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Return to the Phendrana Drifts.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: None	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: None	

Return to Magmoor Workstation and work your way north through the Geothermal Core, Twin Fires, and Twin Fires tunnel to reach the Transport leading back to Tallon Overworld. Remember, it's the same exact path you took after beating Thardus, so the route should be familiar to you by now.

: =TALLON OVERWORLD= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Investigate intercepted distress signals.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: Missile Expansion (x1)	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: None	

Once back in Tallon Overworld, head to your Ship to save your progress and restock energy and ammunition, then head through the little passage just to

your left to reach the Frigate Crash Site. As you enter, a trio of Flying Pirates attacks, so dispatch them with Super Missiles and you'll be able to move on. Since you have the Gravity Suit, you can now make the journey underwater to reach the Crashed Frigate, so go and jump into the water. Work to the center and climb up on the roots, then look up and to the left to spot a glowing object. Position yourself on the edge of the roots and Space Jump to the ledge containing the [MISSILE EXPANSION (095/250)]. Drop back down and battle your way to the other side, heading up the rocky ramp to a new ledge. Look around and you'll find a small Morph Ball tunnel leading through the wall, so pop inside and work your way back to dry land. The Space Pirates out here are another thing apparently decided at random, since there are times I've found them and times I haven't. Head left and through the white door to reach the inside of the Crashed Frigate.

: = CRASHED SPACE PIRATE FRIGATE= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Investigate foreign technology.	
ITEMS	

1. Upgrades: None	
2. Supplies: Energy Tank (x2)	
3. Ammunition: Missile Expansion (x1)	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: *Tallon Crab*, Aqua Pirate, *Aqua Drone*, *Aqua Sac*, Seedling	

As you enter the main site of the wreck, you'll have to roll into the Morph Ball to access the subventilation shafts. Heading through this area will look very familiar since you're basically traversing the underwater version of the opening level. As you make your way through the subventilation shafts, you'll encounter a group of small enemies. Scan these for the [*"TALLON CRAB"*] Log Book entry (this is the only room you will find these in, and they disappear after leaving. Move on into a room with two still-functioning Auto Defense Turrets; eliminate them and move on. From here starts a very repetitive sequence of using the Thermal Visor and Wave Beam to restore powerless doors, so you might as well get used to it now. Activate this first door and return to the submerged Reactor Core (it would've been nice to escape the opening level via this route...). In here is another new type of Space Pirate - scan one for the ["AQUA PIRATE"] entry, then take them out with Super Missiles or the charged Wave Beam. The door at the bottom of the Reactor Core requires you to activate four Power Conduits in the room. Switch your Thermal Visor on, and look just to the left of the door to find the first one, the second one is a little ways off the main walkway, then the last two are on the far wall, so approach the railing and look out and around to find them. Once all four are activated, go back and enter the door. There's a Save Station in Reactor Access here, so use it if you want, then look around with the Thermal Visor to locate two Power Conduits to give the next door power. As you enter the Cargo Freight Lift to Deck Gamma, blast the broken grate away near the entrance with a charged shot to reach an [ENERGY TANK (07/14)], then use the Thermal Visor to locate the Power Conduit just to the right of the shattered grate. You now have to

work your way up the lift shaft, as the elevator long since ceased to function. Beware - the vertical ascent is laced with debris and Aqua Reapers. Look above you to shoot them out of the way before hopping up the platforms. About midway up, switch to the Thermal Visor again to locate a second Power Conduit, then continue the ascent all the way to the top where a dead Space Pirate will crash into the water. At the top, look on the wall to find the third and final Power Conduit, then head on through the now-active door into the upper levels of Biohazard Containment.

As you enter the room, there are two Auto Defense Turrets active on the ceiling; take cover, and blast them away. Belowdecks, you'll find the aquatic version of the Sentry Drone - scan one quickly for the ["AQUA DRONE"] entry and take them out with the Wave Beam. Before moving on, look with the Scan Visor for the Cordite block and fire a Super Missile at it to expose another [MISSILE EXPANSION (100/250)], then start looking for more Power Conduits. Two are on the upper deck area, and the third is on the far wall on the lower level. Continue on through the Aqua Reaper-infested subtunnels into Biotech Research Area 1 and destroy the Aqua Pirates that attack, then locate three more Power Conduits in the walls to advance. The first one is right near the door, a second is opposite the door down a little ways, and the third is on the deck below you. Activate them, then head into the Elevator to Deck Beta. This broken shaft leads to a new area of Deck Beta you hadn't explored during the opening level. Descend the tunnel, and get your third one-time scan of this area - the ["AQUA SAC"] that hangs out on the rubble. Avoid them as you go down because they spew poison when destroyed, and you'll reach the bottom exit that leads to Hydro Access Tunnel. This room requires you to do underwater bomb jumps to clear the obstacles. These are a bit different than regular bomb jumps because you have to alter the timing a bit. As you reach the second tall obstruction, you'll get to perform a underwater Double Bomb Jump. Your timing must be quite precise to successfully pull this off. Start off by setting a single Morph Ball Bomb. As it explodes and pops you far up, watch and wait for your upwards momentum to slow, then immediately set the second Bomb. As you stop and fall back down, the second Bomb will detonate, sending you much higher. Repeat the sequence for setting the third Bomb, and as you start your descent again, the third Bomb will blow you skywards again. Hold left as you ascend off the third Bomb to roll onto the ledge holding the [ENERGY TANK (08/14)]. Now exit this tunnel and ascend the spiraling ramps to reach the Great Tree Hall. There is yet another new enemy here; scan one of them for the ["SEEDLING"] Log Book entry, then dodge their projectile attacks as you make your way to the white door. This will take you to the transport that leads down to the difficult Phazon Mines.

8G. THE GRAPPLE BEAM

This section details the seventh part of this walkthrough, which covers your initial reconnaissance mission of the Space Pirates' chief area of operations in the Phazon Mines.

: =PHAZON MINES= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Investigate mining technology.	
2. Determine source of power surge in the Dynamo.	
ITEMS	

1. Upgrades: Power Bomb, Grapple Beam	
2. Supplies: Energy Tank (x1)	

ambush you, then Space Jump up to the top to grab the newly-revealed [MISSILE EXPANSION (115/250)]. Continue on into Elite Control and stop to scan all of the consoles for the following Log Book entries: ["PIRATE DATA: THE HUNTER" (15/25)] and ["PIRATE DATA: METROID PRIME" (16/25)]. When you're finished, approach the large stasis tank. Scan it for the ["ELITE PIRATE"] entry before triggering the cutscene that initiates the next mini-boss battle.

MINI-BOSS BATTLE: ELITE PIRATE

There are three of these mini-bosses total in the Phazon Mines. For future encounters, utilize the same strategy to put them down. Read below for Normal and Hard Mode strategies for defeating these.

[NORMAL MODE]

This huge hulking mutated Space Pirate is actually a lot easier than he looks. The only things that make him a potential menace are the Plasma Artillery Cannons and his ability to absorb Beam weapons and use them to fuel his aforementioned Cannons. When the fight starts, lock on, but don't fire. Constantly back up while you charge the Power Beam so that your fire won't get absorbed. After the Elite gets upset that you are refusing to give him fuel for his Artillery Cannons, he'll slam the ground and create a powerful Wave Quake. Space Jump over it while letting a Super Missile hit him square in the head. Repeat once more to bring the hulking giant down.

[HARD MODE]

In Hard Mode, the Elites are a bit tougher, but that is all. Just keep in mind that it will take 4 Super Missiles to bring the Hard Mode incarnations down. The Elite Pirates this time around will also spend a lot more time with their absorption weapon active, so you'll have to spend more time circling the room and keep your fingers at the ready to fire Super Missiles when they let their guard down.

Upon defeating the Elite Pirate, the forcefield into the next room will short-circuit and give you access further into the Mines. As you access the second area of Elite Control, you can scan the console bank near the ramps for the ["PIRATE DATA: HUNTER WEAPONS" (17/25)] Log Book entry. Make your way up the ramps cautiously, as the third variety of Beam Trooper will soon confront you. Scan one quickly for the ["ICE TROOPER"] entry, then defeat them by using charged Ice Beam shots to freeze them along with a Missile to shatter them. At the top, stop to scan for some more Log Book entries: ["PIRATE DATA: PRIME BREACH" (18/25)], ["PIRATE DATA: PRIME MUTATIONS" (19/25)], ["PIRATE DATA: CHOZO GHOSTS" (20/25)], ["PIRATE DATA: CHOZO STUDIES" (21/25)] and lastly, ["PIRATE DATA: CHOZO ARTIFACTS" (22/25)]. With all of these scanned, scan the last red symbol to deactivate a forcefield, then head through the white door in the ceiling to reach the Ventilation Shaft. This area quickly fills with toxic gas and Puffers, so quickly get out of there by taking the route near the back. Continue onwards into Omega Research, where you'll have to deal with two pesky Wave Troopers on the top level. Inch towards the walkway and you can snipe out the three Power Troopers below, then drop down and scan the consoles to pick up another piece of ["PIRATE DATA: OMEGA PIRATE: (23/25)] and head through the door in the floor to reach the Dynamo Access. This leads directly to the Central Dynamo and another quick mini-boss fight.

MINI-BOSS BATTLE: SHADOW DRONE

This is something of an irritating fight, since you can neither see nor lock onto the drone, so you'll be aiming manually. Read below for Normal and Hard Mode strategies for eliminating this mini-boss.

[NORMAL MODE]

This boss doesn't have an entry in the Log Book, so don't worry about trying to scan anything. Play this one safe and don't drop down into the Dynamo area. Instead, you should stick to the upper levels and aim manually while looking for the flashing lights, which means its firing at you. Take cover while you return fire with charged Wave Beam pulses, and move only if you're getting hit by its hail of fire. Around 4-5 charged blasts should send it spiraling to the ground.

[HARD MODE]

Not much different, except the Drone takes more damage and attacks faster. Just keep nailing it before it nails you is really the best advice.

Once the Drone has been eliminated, it'll set off a maze of electricity in the center of the room. At the center of this maze lies the main Power Bomb upgrade, but you'll have to navigate the maze first. Start off by rolling through the open areas, and time your movements to go through the flickering sections. As you reach a pool of green liquid, roll into it and set a Bomb to create a splash that shorts out a few electric walls, effectively opening up new paths for you. Continue doing so until you finally reach the primary [POWER BOMB (4/8)] upgrade. The following animation will get you out of the maze, and the doors will be unlocked. Use one of your new Power Bombs to get rid of some Bendeziium in front of a white door to reach a Save Station, then exit out and you'll probably have to fight some Ice Troopers. Once they're defeated, start Space Jumping up on the glowing platforms to reach the top where you originally came in. Return to Omega Research and you'll have to take out another Elite Pirate. Handle it the same way you did the first one, then ascend to the top of the room. You can Space Jump to the other side and use a Power Bomb to destroy the Bendeziium blocking access to a Map Station if you want. At least destroy the crates with a Power Bomb so they will leave some refills behind; this way you can add the ["POWER BOMB AMMUNITION"] entry to the Log Book. After you've done this, return to the Ventilation Shaft and roll to the vent straight ahead and Power Bomb it to drop through to safety. Roll to and scan the ventilator controls to clear the gas, then watch as all of the Puffers are sucked into the fan system. The grate on the front of one of the fans explodes after this, revealing an [ENERGY TANK (09/14)] inside. Once you've gotten it, return to the actual shaft and use the half-pipe to reach the upper area so you can return to Ore Processing. Stay on the top level, and Space Jump to the control panel. Set off a Power Bomb to clear the Bendeziium, then Bomb Jump into the slot and set two Morph Ball Bombs in the slot to align the top section of the pillar. Drop to Level 2 and set off three Bombs in the slot there to align the middle section, then drop to Level 1 and set off one Bomb in that slot. Now climb the yellow Magnetic Rail to reach the top and enter Storage Depot B to find the [GRAPPLE BEAM]. Exit the room and scan the ["GRAPPLE POINT"] for the Log Book, then use your new item to swing across to the other side. Enter the door to reach the Waste Disposal area and morph into ball form to enter the watery tank. Roll your way through the simple maze to reach the other end and get back outside. As you try to leave, Shadow Pirates and Space Pirates will begin to attack again; either fight them off or just make a run for the exit, and head back to Tallon Overworld.

: =TALLON OVERWORLD= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Acquire X-Ray Visor.	
ITEMS	

```

| 1. Upgrades:    X-Ray Visor
| 2. Supplies:   None
| 3. Ammunition: Missile Expansion (x2)
| 4. Artifacts:  Artifact of Chozo
|
| SCANS
| -----
| 1. Chozo Lore: None
| 2. Pirate Data: None
| 3. Log Book:   None
|

```

You will exit the Phazon Mines to end up back in the Great Tree Hall. Hop up the platforms to locate a Spinner device. Use it to unlock a metal gate, then continue on up. Ride the twisted Magnetic Rail to reach a door above you. Take it and make your way through Life Grove Tunnel. Near the middle, you can charge the Boost Ball in the half-pipe to land on top of the oval-shaped rock. Use a Morph Ball Bomb in the center of it to drop to a hidden [MISSILE EXPANSION (120/250)], then drop back down and continue on through the Tunnel to reach the Life Grove, where the [X-RAY VISOR] upgrade sits at the bottom. Upon your acquisition of this device, use it to see the passages beyond, then set a Power Bomb to blast away the walls. Head into the small pond near the rear and Bomb the drain slot. A pillar rises up that has a Spinner device at the bottom. Use it to activate a bridge, then exit and Space Jump to the [ARTIFACT OF CHOZO (02/12)]. Now head out of the Life Grove by climbing up the tunnel walls. As you near the top, three more Chozo Ghosts will appear, unhappy that you're just trying to make off with their Artifact. Teach them the lesson they so desperately need using the X-Ray Visor and Super Missiles, then continue on out of the Life Grove back to the Great Tree Hall. Destroy the few Seedlings and work to the ledge of the highest Bloodflower. Destroy it and hop on up, then look out with the X-Ray Visor to spot an invisible ledge. Space Jump to it, then Space Jump again to the obscured ledge that leads to another [MISSILE EXPANSION (125/250)] behind the door. From here, hop back down to the white door that leads to Transport Tunnel E, which will take you back to the Chozo Ruins.

: =CHOZO RUINS= :

```

|                                     =MISSION OUTLOOK=
| OBJECTIVES
| -----
| 1. None.
|
| ITEMS
| -----
| 1. Upgrades:    None
| 2. Supplies:   None
| 3. Ammunition: None
| 4. Artifacts:  None
|
| SCANS
| -----
| 1. Chozo Lore: None
| 2. Pirate Data: None
| 3. Log Book:   None
|

```

As you reenter Chozo Ruins, you'll wind up back in the Reflecting Pool. Head left into the Save Station, then Bomb Jump into the Morph Ball tunnel to return to Tallon Overworld.

: =TALLON OVERWORLD= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. None.	
ITEMS	

1. Upgrades:	None
2. Supplies:	None
3. Ammunition:	None
4. Artifacts:	None
SCANS	

1. Chozo Lore:	None
2. Pirate Data:	None
3. Log Book:	None

Ugh. You'll return to Tallon Overworld through a familiar passage. Work your way through the Overgrown Cavern back to the Frigate Crash Site, then cross over the water, back through Waterfall Cavern to the Landing Site. Stop at your Gunship for restocking and save your game.

8H. THE PLASMA BEAM

This section details the eighth part of this walkthrough, which covers your return to Magmoor for the Plasma Beam, then another quick runthrough of the Chozo Ruins for some item-gathering.

: =TALLON OVERWORLD= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. None.	
ITEMS	

1. Upgrades:	None
2. Supplies:	None
3. Ammunition:	None
4. Artifacts:	None
SCANS	

1. Chozo Lore:	None
2. Pirate Data:	None
3. Log Book:	None

Exit your ship and return via the familiar route through the Root Cave down to Transport Tunnel B to return to Magmoor Caverns.

: =MAGMOOR CAVERNS= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Investigate seismic readings from Geothermal Core.	
ITEMS	

1. Upgrades: Plasma Beam, Ice Spreader	
2. Supplies: None	
3. Ammunition: Missile Expansion (x1), Power Bomb Expansion (x1)	
4. Artifacts: Artifact of Strength, Artifact of Nature	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: Plated Parasite	

When you arrive in Magmoor, you'll need to get to the Geothermal Core. Head south to do so, then Space Jump from one side of the giant cave to the other (the Puddle Spores are gone now that you have the Grapple Beam), so you'll have to risk taking damage and get to the other side). Once there, start jumping up the ledges on the left wall, then use the Grappling Beam to swing to the large disk that's lowest to the floor. Locate the Spinner device and activate it to start locking mechanisms into place. Space Jump to the next highest one and do the same thing, then once more on the third disk. Now, roll up the newly-revealed Magnetic Rail on the third disk and ever-so-carefully, drop off onto the raised disk (it's real easy to miss and plunge to the lava below...). Up here, Space Jump to the highest disk and find the Morph Ball Slot; detonate a Bomb inside it and the whole ceiling raises off of a track, revealing a huge Magnetic Rail maze. The disk you're on has a Magnetic Rail leading to it, but first stop and scan one of the creatures crawling along the track for the ["PLATED PARASITE"] entry. Use the Spider Ball to navigate along the entirely too-long Magnetic Rail maze, then use the three magnetic cubes at the end to reach a white door that leads into Plasma Processing. Head inside and Space Jump to the central platform to grab the [PLASMA BEAM] upgrade. Now return to Fiery Shores by backtracking out of the Geothermal Core and head through to the Shore Tunnel. Detonate a Power Bomb in the middle of the tube bridge to crack it, then drop down below to reach the [ICE SPREADER CHARGE COMBO] upgrade. Hop back up and reenter Monitor Station and ascend the ledges to reach the very top (as if you were going to Transport Tunnel A). This time, Space Jump above the catwalks to reach a deck with computer consoles. There is a Spinner device here you can use to raise a bridge over to the other side of the rock face, but you can also jump atop the computers and make a very well-placed L-Lock Space Jump (you do this by holding L while jumping) to make it over to another part of the rock face. However you do it, get to this new door and enter the warrior Shrine. Inside is a giant Chozo statuary that holds the [ARTIFACT OF STRENGTH (03/12)]. Grab it, then drop to the Chozo's feet and detonate a Power Bomb to enter a hidden room where you'll find a handy [POWER BOMB EXPANSION (5/8)]. Now backtrack through Monitor Station into the large Triclops Pit. Take out the Flying Pirates in here and work your way back to the area before the floating platforms. Look off to the right to see some small crates; blast them for refills and activate the X-Ray Visor to see some invisible ledges. Jump to them, making sure to keep hopping as they sink under your weight. Space Jump to the second and the third one, then fire a Missile at the large pillar in front of you to crack part of it and reveal another [MISSILE EXPANSION (130/250)]. Space Jump out to grab it, then return all the way to the first part of Lava Lake, avoiding the Puffers and Magmoors as you

go (there is a Grapple Point in here that you can use to shorten the trip across Lava Lake). Near the original entrance, there is another pillar that you can fire Missiles at. Crack it and Space Jump to collect the [ARTIFACT OF NATURE (04/12)], then return via Burning Trail all the way back to the Chozo Ruins.

: =CHOZO RUINS= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. None.	
ITEMS	

1. Upgrades:	Wavebuster
2. Supplies:	Energy Tank (x3)
3. Ammunition:	Missile Expansion (x9), Power Bomb Expansion (x1)
4. Artifacts:	Artifact of Lifegiver, Artifact of World
SCANS	

1. Chozo Lore:	Beginnings, Newborn
2. Pirate Data:	None
3. Log Book:	Plated Puffer

The Transport room you end up in leads into the Suntower. Take the nearby door to reach the Vault and scan the wall to find another ["CHOZO LORE: BEGINNINGS" (13/16)], then look for the three Morph Ball Slots. Activate each one by Bomb Jumping into them; the third one requires a Double Bomb Jump, then grab the [MISSILE EXPANSION (135/250)] after the gates are lifted. Head on out into Plaza Access, where you'll run right into the [ENERGY TANK (10/14)]. Drop down into the Main Plaza and head into the Ruined Shrine. Some Chozo Ghosts will attack, so eliminate them with Super Missiles, then hop on top of the half-pipe and Boost your way up the right hand side and Bomb through the rock to find another [MISSILE EXPANSION (140/250)], then retreat and Boost up the left side. Enter the tunnel and attach to the Magnetic Rail that winds around the ceiling. Take it to the Wave Beam door and head through Tower Access into the Tower Of Light. As you enter, you'll have to start climbing the ledges lining the walls. When you get to the top, you'll then have to start firing Missiles at the weakened portions of the walls. Manually aim at each of the cracked areas and fire three Missiles apiece to destroy each part before moving on. There are four sections like this on each of the three levels, so you'll be using a total of 36 Missiles to get to the top. After destroying each of the four sections on a level, the tower will rumble and collapse a bit. Space Jump up to the next set of platforms and repeat the firing sequence, but take some time out of your day to scan a ["PLATED PUFFER"] for the Log Book and try to avoid them as you would regular Puffers. Getting hit by one almost guarantees a plunge into the water below, and it takes a bit of time to get back up. Try to collapse the Tower as quickly as possible so as to expedite your trip up. Collapse the three levels to reach the central structure, where you can Space Jump up to the top platform to claim the [WAVEBUSTER CHARGE COMBO] upgrade. From the top, take a long dive into the water below and head into the Meditation Chamber to pick up the [ARTIFACT OF LIFEGIVER (05/12)], then backtrack all the way out of here and return to the Ruined Fountain. Now that there are no toxins in the water, you needn't fear falling in. Make your way to the back to reach the fountain, then morph and hold R to be rocketed skyward towards a Magnetic Rail. Ride the track to a reach the [MISSILE EXPANSION (145/250)], then drop back down and head for the Magma Pool behind the door you've been

avoiding for so long.

Grapple across the hot lava pool and Power Bomb the far wall. Enter the new room to locate another [POWER BOMB EXPANSION (6/8)], then scan for another entry of ["CHOZO LORE: NEWBORN" (14/16)]. Keep heading into Training Chamber Access and roll into a hidden tunnel on the left to get another [MISSILE EXPANSION (150/250)] and head into the Training Chamber. Battle some Chozo Ghosts here, then use the Boost Ball to activate the newly-revealed Morph Ball slots. One of them will activate the exit, and the other will activate a lift that will take you to a room where another [ENERGY TANK (11/14)] sits. Now use the Morph Ball tunnel to leave the area through Piston Tunnel, which deposits you right back in the Main Plaza, directly across from another [MISSILE EXPANSION (155/250)]. Inch forward until you see the Grapple Point light up, then swing over to the other side to collect the expansion. Head left across the awnings (so you don't have to go all the way down and then back up) to reach the bridge, then take out the War Wasps here and return to the Gathering Hall. Backtrack along the lower-right path into the Watery Hall, where you found the Charge Beam. Continue on into the underwater section and you'll locate a hidden passage deep underwater. Head through here to reach the hidden area containing the [MISSILE EXPANSION (160/250)], then resurface and work your way back to the ledge where you physically picked up the Charge Beam. Use a Morph Ball Bomb to blow away part of the wall and gain access to the Dynamo. First, use a Missile on the metal decoration in the room to unveil one [MISSILE EXPANSION (165/250)], then use the Magnetic Rail to climb up to the second [MISSILE EXPANSION (170/250)]. Head back to the Gathering Hall now and work your way back to the Energy Core and into the Furnace. Once in there, you'll tango with a few Chozo Ghosts. When they're gone, use a Power Bomb on the back wall to blow part of the floor away, revealing a half-pipe. Use the Boost Ball to grab onto the Magnetic Rail, then follow it along a series of narrow walkways to another Magnetic Rail. Follow this rail up and around to reach another [MISSILE EXPANSION (175/250)], then drop down and go back to the Hall of the Elders. Visit the Missile Station to restock, then drop and fight more Chozo Ghosts in the Hall. Return to the ledge with the colored slots, and activate the white one that you bypassed earlier. Bomb it, then have the Chozo toss you into a room with an [ENERGY TANK (12/14)], then reenter the Hall. Work your way up to the ledge again, this time activating the red slot. Drop down once more and into the Chozo's hands to move the statue out of the way, revealing a white door. Drop down and claim the [ARTIFACT OF WORLD (06/12)], then return to the Reflecting Pool and save your game after that really quick item hunt. Continue on through the white door at the very back of the Reflecting Pool to return to Tallon Overworld.

: =TALLON OVERWORLD= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. None.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: None	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: None	

Yee-haw. Return to the Great Tree Hall and use the lowest white door to return to the Phazon Mines.

8I. THE PHAZON SUIT

This section details the ninth part of this walkthrough, which covers your return to the Phazon Mines and subsequent exploration of its lowest levels, finishing off with a fight against the massive Omega Pirate.

: =PHAZON MINES= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Investigate source of mobile Phazon.	
ITEMS	

1. Upgrades: Flamethrower, Phazon Suit, Phazon Beam	
2. Supplies: Energy Tank (x1)	
3. Ammunition: Missile Expansion (x6)	
4. Artifacts: Artifact of Warrior, Artifact of Newborn	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: Special Forces	
3. Log Book: *Phazon Elite*, Plasma Trooper, *Omega Pirate*	

Reenter the Main Quarry and dispense with the Space Pirates or Shadow Pirates if you run into them, take out the Mega Turrets, and head back into Security Access A. Eliminate the two nearby Auto Defense Turrets, then detonate a Power Bomb on the cracked wall nearby to reveal a [MISSILE EXPANSION (180/250)]. Defeat any Shadow Pirates you see in here, and head into the larger Mine Security Station. You'll fight more Shadow Pirates here - start shooting to get them to come to you, and just like the last time, as you ascend the ramps, you'll fight variations of Beam Troopers (though usually it will just be the Wave variety). Defeat them and when you reach the top of the area, use a Power Bomb to blow away the grating in front of a computer panel, then scan the console to unlock a gate on the lower level. Backtrack down to the red door and head inside Security Station A to collect [FLAMETHROWER CHARGE COMBO] upgrade, then return to the door in the ceiling at the top and head on through. Inside Elite Research, take out any enemies if you run into them, and then set a Power Bomb off by the main tank in the center to trigger another mini-boss battle.

MINI-BOSS BATTLE: PHAZON ELITE

The Phazon Elite is a more powerful version of the Elite Pirates you faced earlier, but it has many of the same attacks. Read below for Normal and Hard Mode strategies for eliminating this mini-boss.

[NORMAL MODE]

This is little more than a larger and more powerful Elite Pirate. Start off by scanning it to get the [*"PHAZON ELITE"*], then watch for his attacks. His strength lies in his Wave Quake attack as he possesses no Plasma Art-

illery Cannons like the standard Elites. Try not to get hung up in the machinery around the room, and strafe around while launching Super Missiles at his head. Don't fire anything while the Phazon Elite is holding out his palm, since anything Beam-based will be absorbed. This battle is what the normal Elite Pirates will be like on Hard, so if you want to take the time to familiarize yourself with advanced tactics, go ahead. Approximately 4 Super Missiles will put him out of his misery.

[HARD MODE]

This time around, the Phazon Elite is a bit less sluggish and makes up for his patheticness from Normal Mode with intensified attacks. About 8 or 9 Super Missiles will bring this version down, but you'll spend a lot of time dodging the Wave Quakes and waiting out the beam-absorption phases before getting your chance to attack. Just keep hitting him when he's vulnerable and he'll fall.

Defeating this mini-boss reveals the [ARTIFACT OF WARRIOR (07/12)]. Grab it and begin making your way up the staggered ledges around the room. The Beam Troopers have been replaced with four Mega Turrets this time, so take cover and eliminate them quickly. Head to the top and back into Ore Processing, then take out any enemies you see. Roll up the yellow Magnetic Rail all the way to the top, then simply drop down one level to return to Elevator A Access so you don't have to realign any Magnetic Rail tracks. Drop down the long shaft and return to Level 2 of the Phazon Mines.

Exit the transport and into Elite Control Access. There is another Power Trooper trying to hide here, so detonate the crate again and move on into Elite Control. Three Shadow Pirates will almost immediately attack, so take them down with the Thermal Visor and the Wave or Ice Beam. Keep going through here the same as you did the first time until you reach the Ventilation Shaft. Continue on through Omega Research, destroying the two Wave Troopers and four Power Troopers before getting back to the Dynamo Access. The third and final Elite Pirate will attack here; hang out in one of the tunnels and let two Super Missiles fly before the Elite has a chance to activate its energy siphon attack. Kill it and move on to the Central Dynamo, where four Ice Troopers have decided it's a good day for you to die. Give them your customary answer and utilize the Save Station again. If the Ice Troopers respawn again, you know what to do. Go through the other door this time by clearing away more Bendeziium, and immediately Morph and roll to the right because there are four Mega Turrets just waiting to blast you to oblivion. As you head to the right, you can drop into a small tunnel that allows you to pass under the Turrets and pop up on the other side. As you exit, scan the console in front of you to silence the offending Turrets, and proceed into Metroid Quarantine A.

In here, you'll find a rather nasty combination of captive Metroids and Space Pirates. Scan the console to deactivate the forcefield, and sit back and watch as the Pirates wig out as the wicked Metroids attack them en-masse. This sequence takes a little while, so make the most of it and head down to the lower area and Space Jump to the large mushroom-like Saturnines. Use the X-Ray Visor to spot invisible platforms, then hop to each one and arm your Plasma Beam because you will probably have a few Metroids on your tail at this point. Keep using the X-Ray Visor to ascend the Saturnines and ledges, then cross another invisible one to reach a ledge with a Magnetic Rail. Space Jump to the ledge, then use Power Bombs on the rear wall to reveal a passage to another side of the room. Roll along the Magnetic Rail to yet another rocky ledge where you can use the X-Ray Visor once more to find a vertically moving invisible platform that leads straight up to another [MISSILE EXPANSION (185/250)]. From your position, Space Jump to the thin metal walkway in front of you, then lock your view down so you ensure your safe landing on the ledge with the first set of Magnetic Rails. Ride them to the white door leading into a Phazon-laced access tunnel. You'll also encounter a few Void Bombus here (another entity that can't be scanned), so hop the best you can through the area to the door

on the far side and take the Transport down to the third level of the Phazon Mines.

The third level of this area is quite a bit tougher, and you'll be alternating quite a bit between all of your Visors. The next room you'll enter is the Fungal Hall Access. There's a normal Space Pirate a little ways down; take it out and drop down to the bottom of the area, morphing along the way. You'll land and roll down a slight incline into a patch of searing Phazon, so quickly roll and grab the [MISSILE EXPANSION (190/250)] from under the Saturnine, then get out of the damaging radiation and head back up to reach Fungal Hall A. You'll deal with a whole family of Hunter Metroids here, so keep your distance to avoid their siphon tentacles while using the Ice Beam + Missile attack, then use the flying Glider to Grapple across to the far ledge. Set off a Power Bomb to reveal the entry to the Phazon Mining Tunnel, then roll down the narrow passages to the bottom.

Once at the lowest point, quickly use the Boost Ball to rocket across the collapsing floor or else risk a painful encounter with the Phazon lake below. Exit through the left (you can't reach the area to the right just yet) of the tunnel to reach Fungal Hall B, where the lights go out. There are multiple Metroids lurking in here, so switch to the Thermal Visor to see them easier. Take them out as you come across them, then head across the bottom area with the X-Ray Visor enabled so you can see a hidden compartment in the floor. Use a Power Bomb to blast the rock away so you can grab the [MISSILE EXPANSION (195/250)], then return to the top Saturnines and grapple off to the left using the Glider to reach a Missile Station. Restock and exit out to the large Saturnine once more, then grapple straight ahead to reach another Saturnine. A helpful trick to land on this Saturnine is to swing until you're literally flying over it, then swinging back a little ways and letting go. Once on there, Space Jump to the next one and head on into a short area containing some invisible Pulse Bombus. Use the X-Ray Visor to track them as you jump from Saturnine to Saturnine, and once on the other side, head on into Metroid Quarantine B.

Once you make it into the next Quarantine, you'll finally come face-to-face with the final variant of Beam Trooper. Scan one while dodging their initial fire for the ["PLASMA TROOPER"] entry, then set to work taking them out. These are honestly weaker than the Ice Troopers if you really lay into them - blast them with a charged Plasma Beam and they'll catch on fire, which is really funny to watch (especially if you knock them off of a perch and into the Phazon...). Deal with them from afar, using your own Plasma Beam to toast them while dodging their powerful shots. Once they've been eliminated, use the spiraling Magnetic Rail to reach a small platform, then Space Jump to another ledge off to your left (if you're facing the back of the room where you can see the forcefield). Aim up and locate the Grapple Point, then jump at it until it glows blue. Latch onto it and swing over the Phazon pit to solid ground. Scan the console to deactivate the Quarantine forcefield, and engage the Plasma Trooper that rushes out at you. Head inside and kill the Wave Troopers that try to snipe you, and scan one of the consoles for another Log Book entry: ["PIRATE DATA: SPECIAL FORCES" (24/25)]. Destroy the nearby Cor-dite tank as well to expose another [MISSILE EXPANSION (200/250)], then head up the ramps to reach Elite Quarters Access. Deal with another Plasma Trooper in here, then use the Plasma Beam to melt the ice covering the lock device on the door. Head on in to the next room for the next boss encounter.

BOSS BATTLE: OMEGA PIRATE

Like Thardus, the Omega Pirate is a large Phazon-powered freak of nature that puts the Elite Pirates and the Phazon Elite to shame. It has a number of potent attacks that can ruin your day. Read below for Normal and Hard Mode strategies for easily eliminating this boss.

[NORMAL MODE]

The Omega Pirate right now sleeps in a stasis chamber. Inch towards it with the Scan Visor equipped so you can add the ["*OMEGA PIRATE*"] entry to your Log Book before the fight begins. When you get far enough across the room, a cutscene will take over and the fight will begin. You'll primarily be playing defense during this battle. Offensively, the Omega Pirate has a number of potent attacks that you need to avoid. Its first is a larger version of the Wave Quake. Space Jump over it to avoid the wave and make sure you stay far away enough so that the boss can't reach you, but close enough so that you're still looking up at the Omega Pirate. The reason for this is that your position in relation to the Pirate will trigger its second or third attacks. Its second one is a giant punch that knocks you quite a ways back, and the third one is to fire a number of homing bombs at you. Its fourth attack comes in the form of summoning Beam Troopers, but you don't have to deal with those just yet.

Start the battle by locking on to one of the four Phazon deposits on its armor and destroy each with a Super Missile or rapid-firing your Plasma Beam. Destroying all four forces the Omega Pirate into its healing phase. The Omega Pirate will fall and turn invisible at this point. Look around for any Beam Troopers that show up during this part and quickly take them out, then switch to the X-Ray Visor and look for the Omega Pirate. It will appear over one of the three patches of pure Phazon so it can regenerate its armor. There are two ways you can go about the battle at this point. The first (and easiest) is to lock onto its invisible form and fire Super Missiles at it. One impact will take 25% of its health away and cause it to disappear and find another Phazon patch. Eliminate any Beam Troopers that appear and position yourself in front of the path it was standing it and face the remaining two. Look for the Omega Pirate to appear again and fire another Super Missile to restart the process. At this point, the Omega Pirate will heal its armor and the fight will start over from the beginning. Repeat the same process and use two more Super Missiles to deplete its health completely.

The second (faster and more advanced) method involves using Power Bombs. Quickly Boost over to its location and stop right in front of the Phazon patch. Use a Bomb Jump and set a Power Bomb at the apex of your jump, then quickly unmorph and switch to the X-Ray Visor as you fall. Look up towards the Omega Pirate as the Power Bomb detonates - if done correctly, you should wipe out about half of its LE. The Omega Pirate will scream and disappear; eliminate any Beam Troopers that appear and position yourself in front of the path it was standing it and face the remaining two. Look for the Omega Pirate to appear again and boost over to its location and repeat the same Power Bomb move to deplete the rest of its life energy. Sometimes Power Bombs don't drain exactly 50%, and you have to go another round anyway, but this trick usually works well enough that you can end this fight in a single round.

Whatever method you choose to use, keep eliminating the Beam Troopers if you have time, but focus on the Omega Pirate once he appears over a Phazon patch. Four Super Missiles or two-ish Power Bombs and this fight is over.

[HARD MODE]

The Omega Pirate is capable of taking a real beating in this go-round; it will take about 8 Super Missiles (or 4 well-timed Power Bomb blasts) to the weakened form to defeat it, but this is easier said than done.

Each Phazon deposit will take two Super Missiles or a lot of Plasma Beam fire to destroy this time, and the time spent in its regeneration phase is a bit shorter. Therefore you should plan on this battle going at least 3 rounds. Take out the deposits like before, eliminate the Beam Troopers, find the Omega Pirate and use Super Missiles or Power Bombs to eliminate a chunk of its health, then do it again if possible. You should spend more time defending against the Beam Troopers since it is impossible to finish this fight in a single round. Once the Plasma and Power Troopers show up,

try and hop around to keep their shots from hitting you if you're busy trying to damage the Omega Pirate. Unless the Beam Troopers are flaying you alive, it's often best to ignore them and let the sniveling cretins get wasted by the Omega Pirate's Wave Quake attack. This particular fight is tough, but with patience, you will persevere.

The saying goes, the bigger they are, the harder they fall, right? And fall the Omega Pirate does, right on top of you! The Omega Pirate's body dissolves into pure Phazon, and what should rightfully kill you right then and there instead corrupts your entire Power Suit, changing it into the super-powered [PHAZON SUIT]. You will now be immune to the effects of blue Phazon, you have radically-increased defensive abilities, and you can channel pure Phazon via your Arm Cannon for the [PHAZON BEAM]. Immediately take your new suit and return to Metroid Quarantine B, backtracking through Fungal Hall B into the Phazon Mining Tunnel. As you enter from this way, you'll see a glowing object at the end; drop into the Phazon-laced tunnel that you can now survive and use Bombs to blast away all of the rocks to reach the bottom where the [ARTIFACT OF NEWBORN (08/12)] sits.

Now, you've been going through this game via the normal route, or as normal as it gets, but at this point, your computer tells you to return to the Artifact Temple and unlock the Impact Crater... but you still have four more Chozo Artifacts to collect. Don't worry - nothing special happens if you go back now except for a waste of time, so resume your path and backtrack to Omega Quarters and scan the panel on the right-hand side of the cave to activate an elevator. Ride it up to the top level, then go on through the door at the back into Processing Center Access, where you'll find another [ENERGY TANK (13/14)] as a reward for defeating the Omega Pirate. Continue into the Phazon Processing Center where you have to ascend a series of ledges while dealing with a few Beam Troopers and a couple of Mega Turrets. Eliminate them as you ascend the platforms until you can go no farther. Use the X-Ray Visor to get to the second level, then head to the far wall and Space Jump to a ledge where you can detonate a Power Bomb to reveal a hidden [MISSILE EXPANSION (205/250)]. Now continue your ascent, rolling along the left-hand spiraling Magnetic Rail, then take out the Power Trooper hiding up top. Head across the ledges here, activating the X-Ray Visor to keep track of the invisible ones. At the top, ride the moving platform back to solid ground and you'll reach the transport leading back to Magmoor Caverns.

8J. TIDYING UP

This section details the tenth part of this walkthrough, which covers your return to the Phendrana Drifts three more Chozo Artifacts and essentially finishing out your item collection.

: =MAGMOOR CAVERNS= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Return to Phendrana Drifts.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: None	
4. Artifacts: None	
SCANS	

```

| -----
| 1. Chozo Lore:  None
| 2. Pirate Data: None
| 3. Log Book:   None
|

```

As you Power Bomb your way back out into Magmoor Workstation, quickly dash past all the Flying Pirates and head up the ledges at the back to return to the Transport room. Head to the rear and save your game, then head up back to Phendrana Drifts.

: =PHENDRANA DRIFTS= :

```

|                                     =MISSION OUTLOOK=
| OBJECTIVES
| -----
| 1. Collect the Chozo Artifacts.
|
| ITEMS
| -----
| 1. Upgrades:  None
| 2. Supplies:  Energy Tank (x1)
| 3. Ammunition: Missile Expansion (x7), Power Bomb Expansion (x2)
| 4. Artifacts: Artifact of Spirit, Artifact of Elder, Artifact of Sun
|
| SCANS
| -----
| 1. Chozo Lore:  None
| 2. Pirate Data: None
| 3. Log Book:   None
|

```

Once in the Transport area, return through South Quarantine Access to the large Quarantine Cave. Use the Grapple Beam to grapple across the two Grapple Points in the ceiling to the ledge in the distance. Roll inside the tunnel to find a [MISSILE EXPANSION (210/250)], then exit out and re-grapple back across and return to the Transport. This time, take the Magnetic Rail up to reach Transport Access. Melt the ice with the Plasma Beam to collect the last [ENERGY TANK (14/14)], and head into Frozen Pike. Drop into the water and head into Hunter Cave. Kill the Flying Pirates and pass on into the Gravity Chamber. Go above the water and locate the icicles on the ceiling. Melt them with the Plasma Beam to reveal a Grapple Point that you can use to swing over to the [MISSILE EXPANSION (215/250)] on the left, then return to Hunter Cave, this time grappling over to the door leading out to Phendrana's Edge. Climb out of the water and up the platforms until you can go no farther. There are two Grapple Points you can use to reach the floating platforms and reach solid ground once more. Use the X-Ray Visor to make sure you got to the correct ledge, then use a Power Bomb to blast the rock away from the door and head into the Storage Cave to get the [ARTIFACT OF SPIRIT (09/12)]. From here, continue your upwards climb through Phendrana's Edge until you see a small Morph Ball tunnel on the far side. Grapple across using the Glider, and roll into the tunnel for another [POWER BOMB EXPANSION (7/8)], then return to Frost Cave. Work your way across the lower platforms up to the original entrance, then use the Glider to grapple to the ledge off to your left (it's the one with the crates). From there, you can aim up and shoot down the last stalactite to crack the ice. Now drop underwater and grab the newly-revealed [MISSILE EXPANSION (220/250)].

Return to Frozen Pike and back into the Space Pirate Research Labs. Keep your Thermal Visor on as the power is still out. In the Research Core, you'll deal with about four Auto Defense Turrets and three Metroids (one on each floor)

before you can exit into Research Lab Aether. Multiple Shadow Pirates attack you as you make your way back through the Labs, so destroy them as you find them. Continue on out into the Control Tower and eliminate the few Flying Pirates, then go up above the East Tower (the one you just came out of). Destroy the large crate inside, melt the ice in the window with the Plasma Beam, and scan the tower there to find some fuel cell near the bottom. Target the fuel cells and blow them up with a Missile, and the whole tower will collapse onto the Control Tower yard. Head to it, morph inside to find the [ARTIFACT OF ELDER (10/12)], then use the passage at the top to escape the wreckage. Now backtrack through the West Tower back through Research Lab Hydra. Continue on through Research Entrance and Specimen Storage, this time completely ignoring any enemies in your path until you get back out to the Ruined Courtyard. Drop down to the bottom left and reenter Ice Ruins West. Hop along the ledges directly in front of you until you reach the end. Look down and melt the ice below you to fall into a room holding the final [POWER BOMB EXPANSION (8/8)], then continue on to Ice Ruins East. Here, drop down to the ledge beneath you and find the iced-over wall and use the Plasma Beam to claim another [MISSILE EXPANSION (225/250)], then hop along the platforms until you reach one with two Crystallites. Fire upon them, then turn around and start jumping to the structure behind you. There's a Magnetic Rail hidden inside the wall that leads directly to another [MISSILE EXPANSION (230/250)] higher up. Once you collect it, drop back down and head through the exit at the opposite end back into Phendrana Shorelines. Drop down to where the Save Station is and find the iced wall near that area; melt it to find yet another [MISSILE EXPANSION (235/250)], then backtrack up the ledges and across to the Chozo Ice Temple. Scan for the Cordite statue on the outer wall and destroy it with a Super Missile, then scan the revealed symbol to unlock a Magnetic Rail inside the tower to your left. Head over and use the track to reach another [MISSILE EXPANSION (240/250)] at the top. Drop down and enter the Chozo Ice Temple, and avoid all the Pulse Bombus while retracing your steps back to the large Chozo statuary near the Chapel of the Elders. Aim manually and use the Plasma Beam to melt the ice, then jump up and morph into its open palms. The movement will pull its palm down like a lever, and a Morph Ball tunnel will be revealed at the bottom. Drop down and roll on through for the [ARTIFACT OF SUN (11/12)], then exit the Ice Temple back into Phendrana Shorelines. Backtrack across the entire plain to return through the long access tunnel back to Transport Tunnel A to return to Magmoor Caverns for the final time.

: =MAGMOOR CAVERNS= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Return Chozo Artifacts to Artifact Temple.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: None	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: None	

Head back through Transport Access A into Monitor Station. Drop to the bottom and enter the door across from you to reach Shore Tunnel, then take this to Fiery Shores. Follow this path to the Morph Ball tunnel, then head back to Tallon Overworld towards the Root Cave.

: =TALLON OVERWORLD= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Return Chozo Artifacts to Artifact Temple.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: Missile Expansion (x2)	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: None	

You'll reenter this area via the Root Cave. Start ascending up the platforms on the sides of the room. Once you reach the top (or at least as high as you can go) you'll have to use the Grapple Beam to swing to the opposite side of the cave. Use the X-Ray Visor to locate invisible platforms that lead upward to higher ground. Stop at the fourth one up and scan around to find another [MISSILE EXPANSION (245/250)] hidden in an alcove behind some vegetation. Space Jump up and grab it, then hop back to the invisible platforms. Ascend the platforms to the top to reach a door leading to Arbor Chamber, and head inside to grab this game's final [MISSILE EXPANSION (250/250)], then drop down and make your way back through to the Landing Site, and save your game at your Gunship.

8K. FINAL BATTLES

This section details the eleventh and final part of this walkthrough, where you return all of the Chozo Artifacts to the Artifact Temple to reach the evil that lurks below the surface.

: =TALLON OVERWORLD= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Return Chozo Artifacts to Artifact Temple.	
2. Unlock the Impact Crater and find the source of the Phazon meteor.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: None	
4. Artifacts: Artifact of Truth	

	SCANS	

	1. Chozo Lore: Binding, Statuary	
	2. Pirate Data: Artifact Site	
	3. Log Book: *Meta Ridley*	

If you were doing an item-by-item count, you would count 99%, but the game is only tracking you at 98% for some reason. If you want an explanation, refer to the next section of this guide. Exit the ship and look directly across the Landing Site to see a door high above you on the other side. Head across towards the waterfall and use the ledges on the left-hand side to reach where the door is. Space Jump up to reach the ledges, and follow the path around to the blue door that leads to the Temple Hallway. Boost past the Tangle Weed and the three Seedlings in here and head through into the Temple Security Station. In here, you'll see a strange object in your path. Scan it to reveal it as the final piece of ["PIRATE DATA: ARTIFACT SITE" (25/25)], then continue on into the Chozo Artifact Temple. Before heading down the winding ramps, scan the walls for two more Log Book entries: ["CHOZO LORE: BINDING" (15/16)] and ["CHOZO LORE: STATUARY" (16/16)]. Now you've completed all Pirate Data Logs, all Chozo Lore entries, and all Research entries and just have to complete your Creature Database. Continue along the enemy-free path until you reach the outside of the Artifact Temple, and you'll see the final item, the [ARTIFACT OF TRUTH (12/12)] sitting directly in your path. Grab it, and...

100% OF ITEM PICK-UPS ACQUIRED

If you have followed this walkthrough to the letter thus far, you will have collected all 100 of the game's items, despite the 98% from earlier. As your reward, you'll receive IMAGE GALLERY 4, available from the Main Menu.

... the next sequence where the Artifacts are used to unlock the Cipher of the Artifact Temple will begin. But before you can finish, Meta Ridley finally arrives to mess with your day.

BOSS BATTLE: META RIDLEY

Were you wondering when this fight was going to happen? Not one to let you down, Meta Ridley swoops in and starts destroying the Chozo Towers that are in the process of removing the Cipher. Read below for Normal and Hard Mode strategies for eliminating this boss.

[NORMAL MODE]

Meta Ridley is probably the toughest opponent you've faced so far. Start off scanning him for his ["META RIDLEY"] Log Book entry, then get ready for the fight. Right now, Meta Ridley is heavily armored and only has a single weak spot on his body - his chest - and he spends most of the battle protecting it. However, you can easily get at it when he's in the air. Once he's on the ground, you can take advantage of an easy trick to end this fight in a fairly expeditious fashion. This battle goes in a series of phases, and Meta Ridley will use different attacks at different times. Below is a brief list of these phases and what to do during each one.

1. FLYING PHASE

Meta Ridley generally hovers in front of you or slightly to the left or the right. He uses his flamestrike projector a lot during this part, but also leaves his weak spot wide open. Dash to the left or the right to

get away from his beams, then target his chest and fire away with charged Plasma Beams.

2. DIVING PHASE

This phase starts when Meta Ridley flies off into the distance. You will not be able to hurt him here, so just back up into the entrance to the Temple and wait for him to fire his spread of Meson Bombs. These will destroy the remaining Chozo Towers, so collect the refills they leave behind. Once he finishes dive-bombing, he'll hover again, so target his chest and fire Super Missiles.

3. LANDING PHASE

This phase begins after you damage him during Phase 2, and he will fly over the temple and begin to settle over the area. Watch his shadow and wait for him to land, and begin charging your Boost Ball. Rocket directly into him as he starts to settle on the ground, and you **should** cause his wings to burn away. There's some quirky mechanic about how you can cause infinite damage with the Boost Ball in certain situations. Whatever the reason, this move singlehandedly eliminates an entire phase of his trying to claw at you. If this doesn't work, you will have to deal with a few melee clawing attacks while firing at his chest with the charged Plasma Beam.

4. MELEE PHASE

Once his wings are gone, he should have approximately a quarter of his life remaining. This phase gets extremely personal, as Meta Ridley will use multiple charging, ramming, and clawing attacks. Lock onto his head and keep circling the area; when you see him rear his head back, strafe and dash out of the way with the Space Jump to avoid his charging attack, then rotate and reacquire your lock quickly. What you want to watch for here is Meta Ridley opening his mouth and craning his neck around - this is when you can damage him, so move in close and pound him in the mouth with a regular Missile. This will stun him and he'll fall back, revealing his weak point. Lock onto his chest now and fire a Super Missile directly at his chest, then get ready to dash out of the way because Meta Ridley will most likely charge at you again. If you keep your distance, you probably won't even have to deal with his clawing attack. Keep locking on and stunning him, then attacking his chest to defeat him.

[HARD MODE]

This is a more typical Hard Mode fight, in which Meta Ridley inflicts twice as much damage to you, while you can only inflict half as much. His attacks and phases stay exactly the same, although he uses his attacks more in combination during this round. Attack him the same until you get him into his landing phase, then Boost Ball into him to force him out of phase 3 and into his melee mode. This time, he won't telegraph his charge attack as much, so you need to watch him for any kind of sudden movements so you can still dash out of the way. In this one, for some peculiar reason, you may cause Meta Ridley to get "stuck" in pattern of simply opening his mouth, letting you attack, and then opening his mouth again. If this happens, then the fight is just that much easier for you. He takes a lot more damage in this mode, so just be prepared.

Defeating Meta Ridley causes him to stumble backwards towards the edge of the Artifact Temple. At once, the twelve Chozo Chosts reanimate and concentrate a singular laser attack on Meta Ridley's chest. This powerful blast forces him further backwards and over the edge to his death. These twelve Ghosts then take your Artifacts and proceed to finish unlocking the Great Seal over the Impact Crater. Just ahead lies some powerful Metroids and of course, the battle against Metroid Prime.

: =IMPACT CRATER= :

=MISSION OUTLOOK=	
OBJECTIVES	

1. Locate source of all Phazon.	
ITEMS	

1. Upgrades: None	
2. Supplies: None	
3. Ammunition: None	
4. Artifacts: None	
SCANS	

1. Chozo Lore: None	
2. Pirate Data: None	
3. Log Book: *Lumigek*, Fission Metroid, *Metroid Prime*, *Metroid Prime Essence*	

This is it, the final area of the game. As you leave the transport, head to the Save Station to your left. This will be your final opportunity to save, and you probably don't want to re-fight Meta Ridley should things not go your way here. Exit the save room and head through the adjacent red door to reach Crater Tunnel A. QUICKLY scan a [*"LUMIGEK"*] for the Log Book - these only appear once and disappear quickly. If you miss, you have to exit the Impact Crater and come back so they can respawn. Once you've gotten the scan, shoot them and Space Jump over the red Phazon - your Phazon Suit isn't even powerful enough to protect you from this stuff, and you will lose energy very rapidly should you make contact with it. Proceed into the Phazon Core to take one of three paths.

- The first path is to go balls to the wall and start racing up the teeth-shaped ledges at the back and the floating ledges to hopefully reach the middle bridge before any of the Fission Metroids catch you. This is more a gamble of luck, really, but it can work.
- The second path is a more cautious route, and has you advancing into the Core and eliminating the Fission Metroids as you see them, then heading up the teeth-shaped ledges at the back to reach the floating ledges leading to the middle bridge (for less experienced players, this is the route to go since you need to be able to take time to stop and scan to add the ["FISSION METROID"] to your Log Book).
- The third path is to head into the Core and hang a hard right, Space Jumping to small indentations in the rock wall here, and continuing to jump up until you reach the middle bridge. With practice this becomes easy, but is difficult the first few go-rounds.

Whichever method you choose is entirely up to you, but either way, you'll have to tackle some Fission Metroids at some point on your ascent, either after the middle or on the way up the first half. To defeat them, you can either (a) Power Bomb them into oblivion, but honestly I would save these for the final battle, or (b) shoot them with whatever you have until they split into two separate beam-based Metroids. At this point, they can only be hurt with their corresponding beam (Yellow=Power, White=Ice, Purple=Wave, and Red=Plasma). Just make sure you scan one of them before making it split; you don't get a scan entry for a "fission'd" Metroid (har har). The good(?) news is that there is no end to these Metroids as they spawn from the Phazon itself, so you'll never miss an opportunity to scan one. Just be fast through this area because the Fission Metroids like to eat you when you're trying to jump, and it's just best to try to stay ahead of them. Once you make it to the midpoint, head into the red door to reach a Missile Station so you can recharge your

Missiles and generally take a quick breather. Exit this room when you're ready and destroy any Fission Metroids hanging around outside, then start running to the left, where you'll see another one bobbing in the distance. Let this one grab you and set a Power Bomb quickly to take it out; with luck you'll also eliminate the one hanging out above you, too. Once they're dead, spin around to the right and Space Jump up and around the remaining ledges leading to the top. At the end is a red door leading to Crater Tunnel B and your temporary salvation from the Fission Metroids. Advance to the edge of the rock here and ignore the Magnetic Rails; instead, just Space Jump across the Phazon pit to reach the other side and the final red door. Waiting for you on the other side is the much-discussed Metroid Prime.

BOSS BATTLE: METROID PRIME

As you enter the room, you'll see a massive black head hanging from the ceiling. Metroid Prime unfolds into a large spidery-looking creature, and upon seeing you, blast through a wall and runs away. Chase after her to begin the fight. Read below for Normal and Hard Mode strategies for taking down her first form.

[NORMAL MODE]

Metroid Prime's only weak point is her eyes - attacks that land anywhere else will simply reflect off and often come right back at you. The good news is that it is pretty easy to lock on. The catch in this battle is that Metroid Prime can alternate what weapons she is weak to, although like the Beam Troopers and Fission Metroids, you can tell by what color the lines in her armor are. Before you start this battle, activate the Scan Visor to get the first of two scans, [*"METROID PRIME"*].

Like the battle with Meta Ridley, this one takes place in four distinct phases, and what attacks she uses depend on what phase you're currently in. She uses beam-based attacks and multi-missiles in the first round, adds a charging attack and beam-based homing bombs in the second round, adds a snare beam in the third round (which if you get too close also comes with a claw slashing attack), and uses all of them in the fourth round. The beam attacks and multi-missiles can be dodged by strafing from side to side, the homing bombs can be shot down, and the snare beam attack can be stopped with a hard shot to her face or a Power Bomb by her mouth. The only way to dodge her charge attack is to find a groove in the floor, morph, and Boost out of the way. During these phases, she will alter her colors, so attack her with the corresponding beam weapon to inflict damage. Below is a list of her colors and how best to handle each one.

1. POWER ARMOR

Yellow means use the Power Beam or Super Missiles, but you'll want to wait until she launches an attack before you fire your own. Her homing bomb scrambles your Visor like the Chozo Ghosts' electrical attacks.

2. WAVE ARMOR

Purple means use the Wave Beam, or the Wavebuster if you want to end the phase quickly. Her beam attacks disable your targeting system, keeping you from maintaining a lock, while her homing bombs will scramble your Visor for five seconds or so.

3. ICE ARMOR

White means use the Ice Beam or the Ice Spreader if you want to end the phase quickly. Her beam attack is an Ice Wave that freezes you in place, and her bomb attacks pretty much do the same except with more damage. Use the Ice Spreader + a Missile to end this quickly.

4. PLASMA ARMOR

Red means use the Plasma Beam, NOT the Flamethrower. This armor is difficult to defend against, because her beam attacks and her homing bombs both set you on fire and constantly drain energy from you. Rapid-firing the Plasma Beam seems to work better than charged shots.

Don't be hesitant to use your Beam Charge Combos here; you won't need your Missiles for the next phase of the battle too much, and you want to take out Metroid Prime as quickly as possible to conserve your own energy reserves. Read below for descriptions for each of the subchamber phases, so you know what to expect in each area.

1. SUBCHAMBER 1

Metroid Prime changes color once during the part and uses beam attacks and multi-missiles. She begins the battle in yellow, so use your Super Missiles and the charged Power Beam to inflict damage. After scoring enough hits, she'll screech and change to purple. Activate the Wavebuster and lay on a steady stream until she screeches again and burrows through the wall.

2. SUBCHAMBER 2

Metroid Prime changes color twice during this part and adds her charging attack and her homing bombs. She begins the battle in yellow, changes to white, then changes to purple. Remember that she uses her charge attack after each color phase, so dodge and resume your attack. Once these phases are over, she'll burrow again through the wall.

3. SUBCHAMBER 3

Metroid Prime changes color three times during this part, uses three charge attacks, and adds her snare beam attack in addition to all of her previous moves. She begins the battle in yellow, changes to purple, then changes to red, and finally changes to white. Dodge the charge attack after each phase and shoot down the homing bombs for refills. Once these phases are complete, she will burrow one more time into the next room.

4. SUBCHAMBER 4

Metroid Prime changes color eleven times during this part, has about seven charge attacks, and uses all of her attacks interchangeably. She will no longer alternate colors only when damaged; she will switch and charge you at random. Pay close attention, adjust your weapons to match, and keep your distance so you can shoot the homing bombs down and avoid her snare attack. After you deplete her life meter, she'll stumble and fall backwards through a wall into the last area.

[HARD MODE]

The same strategy listed above applies here, but you need to watch out more for her attacks and be effective at dodging them. She inflicts a lot more damage on you, and doesn't really follow the same patterns listed for the Normal Mode encounter. Plan on relying more on looking at her color pattern than a simple "Yellow->Purple->White" variation, as she tends to randomize a bit more. Everything else in the Subchambers remains the same in regards to when she gains particular attacks and how many phases she has. Metroid Prime's attacks are a bit harder to dodge, and you must be able to take out the homing bombs, as a single Plasma Bomb can easily eat 5 Energy Tanks, if not more. Aside from these notes, the battle is more or less the same, she does double damage to you, you do half as much to her, and so on. Grit your teeth and press on to beat her.

Defeating Metroid Prime causes her to tumble down through a cave into the final Subchamber. Follow her down and she'll shed her armored carapace and expose herself for the gigantic mutated Metroid you already knew she was. The final battle will now commence and be either excessively easy or ridiculously difficult, depending on, it seems, her mood at the time. *shrug*

BOSS BATTLE: PRIME ESSENCE

This final battle can be pretty predictable, but like the Omega Pirate, she likes to summon helpers in the form of varying Metroids during the fight. Read below for Normal and Hard Mode strategies for defeating this final

version of Metroid Prime.

[NORMAL MODE]

Instead of a strategic battle where you have to dodge multiple attacks as you inflict damage of your own, this fight is relatively straightforward in its approach. Start the fight off by scanning her for her second Log Book entry, ["METROID PRIME ESSENCE"], then commence your battle. Prime will hover around the room following you around, and occasionally launch either a Phazon Wave Quake (Space Jump to avoid this), lash out at you with her tentacles (stay away), create Metroids (Ugh... take them out however you see fit; Power Bomb the Fission variety), or create small pools of pure Phazon (this is good). For the majority of this battle, you should face Prime and always maintain a lock while circling the perimeter of the room. Dodge her first few Phazon Wave Quakes and charge up so you can draw any refills in that she leaves behind (which will usually be Ultra Energies). Once she creates a pool of Phazon, she'll turn invisible, and this is where the real battle begins. During these phases, Prime cycles through the visible spectra, but you can track her by switching from your Combat Visor to your X-Ray Visor to your Thermal Visor and then back to the Combat Visor. Pick whichever Visor you can see her in, maneuver over to the pool and stand directly in it. The words "HYPER MODE" will flash across your HUD and your Phazon Beam will engage. Don't hold down the fire button as this drains the pool too quickly. Lock on and fire off quick bursts while continuously tracking her to inflict the most damage. Swap Visors when appropriate and keep damaging her until you've used up all of the Phazon. Once she starts creating Metroids, you will face regular ones first, Hunters second, and Fissions on the third go-round. Afterwards she will create random groups, so take them out if they're bothering you, but you should keep your eyes on Prime so you know when she's invisible and when she's creating more Phazon Pools for you to use. Beware of getting too close to Prime if you're not damaging her; she'll smack you with her tentacles and throw you across the room. About halfway through the battle, it will get a bit easier as Prime starts creating more than one pool at a time - when this happens, move from pool to pool and keep firing to waste her energy away to nothing.

Oh yeah...

100% OF LOG BOOK SCANS ACQUIRED

If you have followed this walkthrough to the letter thus far, you have scanned every item in the game for the Log Book. As your reward, you'll receive IMAGE GALLERY 2, available from the Main Menu.

[HARD MODE]

Honestly, not much has changed. Prime is a little more aggressive and she tends to stay closer to you, but attacking her is the same as in Normal Mode. While the same basic strategy applies here, Prime is a bit more difficult to track and lock on to this time around. She spends less time in each spectral phase and launches constant attacks while in her invisible mode. Multi-task by watching for Prime, locating available Phazon pools, and dodging the ramming and Phazon Wave Quake attacks. Once you've locked onto her, waste away with the Phazon Beam and continue to dodge attacks in a careful manner until you claim victory over Hard Mode (it won't take much longer than Normal Mode - about six rounds should do the trick).

And if you defeat Metroid Prime on Hard Mode...

HARD MODE COMPLETED

Defeating Metroid Prime on Hard Mode unlocks IMAGE GALLERY 3, available from the Main Menu.

Defeating Prime's Essence is the end for this mutant, and will restore tranquility to Tallon IV as the Phazon poison is destroyed. Depending on your item percentage at the end, you'll see one of three endings (but this WAS a guide for 100%):

1. ENDING 1 (1% - 74% ITEMS COLLECTED)

Prime starts to die, but shoots out tentacles that latch onto Samus Aran. She fights to break free, but the tentacles manage to rip her Phazon Suit directly from her armor, leaving her with the Gravity Suit. Prime's remains expand and contract wildly, and Samus runs to escape the collapsing Impact Crater. She stands atop her ship watching as the Artifact Temple crumbles and burns, then starts to remove her helmet as she descends into her Gunship.

2. ENDING 2 (75% - 99% ITEMS COLLECTED)

Prime starts to die, but shoots out tentacles that latch onto Samus Aran. She fights to break free, but the tentacles manage to rip her Phazon Suit directly from her armor, leaving her with the Gravity Suit. Prime's remains expand and contract wildly, and Samus runs to escape the collapsing Impact Crater. She stands atop her ship watching as the Artifact Temple crumbles and burns, then descends into her Gunship. After the credits, Samus removes her helmet and she is shown in a victory pose with the "MISSION FINAL" screen.

3. ENDING 3 (100% ITEMS COLLECTED)

Prime starts to die, but shoots out tentacles that latch onto Samus Aran. She fights to break free, but the tentacles manage to rip her Phazon Suit directly from her armor, leaving her with the Gravity Suit. Prime's remains expand and contract wildly, and Samus runs to escape the collapsing Impact Crater. She stands atop her ship watching as the Artifact Temple crumbles and burns, then removes her helmet before descending into her Gunship. She is shown in a victory pose with the "MISSION FINAL" screen, but afterwards, the scene shows a dark cave on Tallon IV, where a bubbling and pulsating patch of Phazon is shown. As the shot zooms in, a black and red metallic hand emerges from the Phazon, and an eyeball twitches around in its palm. Of course, this is foreshadowing for Dark Samus' appearance in the next game, METROID PRIME 2: ECHOES.

After all of these endings are completed, I like to believe Samus takes a relaxing ride in her Gunship as its on autopilot, and heads into the back to make a hot pot of coffee. But that's just me. Anyway, congratulations! If you followed the objectives in this speed guide, you should have a final time of somewhere in the neighborhood of two hours, give or take a little bit depending on your actual skill level. Now I guess I *could* go and finish the METROID PRIME 2 guides...

=====
== 9. ITEM LOCATIONS:
=====

The walkthrough itself covers the location of each individual item in the game, but a section is provided here in case you are missing particular Expansions, Energy Tanks, or other items. It is broken down by Item Category, then further subdivided into the regions of Tallon IV. But first, here is a quick explanation of how items are recorded in your completion total.

ITEM PERCENTAGE "GLITCH"

Every Metroid game has always had 100 items to collect, spread across Energy Tanks, Suit Upgrades, and Weapon Expansions. This is a rather easy system to follow, as each item accounts for 1% of the total. Therefore, 100 items = 100%. But in METROID PRIME, you'll find that there are in fact only 99 items, and if you miss one, you'll somehow be stuck at 98% - until the end of the game, that is. To explain this, first refer to the breakdown below:

50x MISSILE EXPANSIONS
+ 14x ENERGY TANKS
+ 12x CHOZO ARTIFACTS
+ 8x BEAM ENHANCEMENTS
+ 5x MORPH BALL ENHANCEMENTS
+ 4x POWER BOMB EXPANSIONS
+ 3x ARMOR ENHANCEMENTS
+ 2x VISOR ENHANCEMENTS
+ 2x MOVEMENT SYSTEM ENHANCEMENTS

100 ITEMS TOTAL

Where this 98% issue comes into play is even if you collect every single item, you can look at the game's percentage totals and you will find that it says 98% before you collect the Artifact of Lifegiver (or whatever your final item happens to be), but when you do, you suddenly get 100%. The explanation behind this is that for some reason, the game doesn't count your Phazon Suit as an upgrade until you go to the final boss battles. An item-by-item analysis was conducted and this was the end result - getting the Phazon Suit in no way increases your item percentage until you reach the Artifact Temple. So in a manner of speaking, there are only 99 items in this game - you lose the Phazon Suit at the end anyway. *shrug*

Read below for a comprehensive listing of each item in the game, broken down by type and then by planetary region.

ENERGY TANKS (14)

=====

You have a maximum total of 14 Energy Tanks. Each Tank you acquire adds 100 units of energy to your meter (and of course, another percentage point to your item totals).

WRECKED SPACE PIRATE FRIGATE

01. CARGO FREIGHT LIFT TO DECK GAMMA

You need the Gravity Suit and the Charge Beam to get this during your trek through the Crashed Frigate. Blast the door of the broken lift inside this area to claim this Tank.

02. HYDRO ACCESS TUNNEL

While heading through here, execute an underwater Double Bomb Jump to reach the Tank far in the ceiling.

CHOZO RUINS

03. TRANSPORT ACCESS NORTH

After defeating the Hive Mecha, use a Missile to break a Blast Shield on the door behind the machine, then head inside to grab this Tank.

04. PLAZA ACCESS

Use the Morph Ball and grab this Tank via the Plaza Access Tunnel (by way of the Vault).

05. TRAINING CHAMBER

You'll need the Boost Ball, the Spider Ball, and the Bombs. Use the half-pipe to reach the Morph Ball slot on the right, then use the lift at the bottom near the door to reach the Tank.

06. FURNACE

Use the Bombs to solve the puzzle in the Energy Core.

07. HALL OF THE ELDERS

You need the Ice Beam. Activate the White Slot and have the Elder Statue roll you into the room containing the Tank.

MAGMOOR CAVERNS

08. TRANSPORT TUNNEL A

You need the Morph Ball and Bombs to do three separate Double Bomb Jumps to reach the Tank.

09. MAGMOOR WORKSTATION

Use the Wave Beam to activate three power conduits, then use your Morph Ball and Scan Visor to solve the puzzle leading to the Tank.

PHENDRANA DRIFTS

10. RUINED COURTYARD

Use Bombs to activate a Morph Ball slot that raises a series of platforms, giving you access to a Morph Ball tunnel that leads to the Tank.

11. RESEARCH LAB AETHER

Use a Missile to break the glass container on the lower level.

12. TRANSPORT ACCESS

You need the Plasma Beam. This one is frozen behind an ice wall.

PHAZON MINES

13. VENTILATION SHAFT

Use a Power Bomb to reach the fan controls, then roll through the exposed grate to the Tank.

14. PROCESSING CENTER ACCESS

After defeating the Omega Pirate, this is right in your path as you move through the tunnel towards the Phazon Processing Center.

MISSILE EXPANSIONS (50)

=====

You have a maximum total of 49 Missile Expansions in addition to the starting Launcher that gives you 5 Missiles, resulting in a net total of 250 Missiles. Each additional Expansion is another 5 Missiles (and of course, another percentage point to your item totals).

TALLON OVERWORLD

01. LANDING SITE

Behind your ship is a small Morph Ball tunnel; roll into it and go through the Tangle Weed to find the Expansion.

02. TRANSPORT TUNNEL B

As you cross the narrow bridge leading back to Tallon Canyon, you can find this Expansion under the bridge. Drop down to grab it.

03. OVERGROWN CAVERN

This one is stuck amongst some Venom Weed. Charge up the Boost Ball and rocket through the poisonous plants to pick up the Expansion along the way.

04. FRIGATE CRASH SITE

Head underwater and trek to the center of the lake (where the roots

are). Stand on the roots and Space Jump to the small alcove containing the Expansion.

05. LIFE GROVE TUNNEL

You need the Boost Ball to boost to the top of an oval-shaped rock structure, then break the rock in the middle with a Bomb.

06. GREAT TREE CHAMBER

Use the X-Ray Visor to spot hidden ledges inside the Great Tree Hall to find this Expansion.

07. ROOT CAVE

Use the X-Ray Visor to see the hidden ledges leading up this vertical area. Scan around for the Expansion behind some plants.

08. ARBOR CHAMBER

Ascend to the very top of the Root Cave, then enter the red door at the top to get this Expansion.

WRECKED SPACE PIRATE FRIGATE

09. BIOHAZARD CONTAINMENT

Use a Super Missile to break through one of the containment capsules to find the hidden Expansion.

CHOZO RUINS

10. MAIN PLAZA

Use the Boost Ball to roll up the half-pipe structure in the center and roll into a small alcove to get this Expansion.

11. MAIN PLAZA

Climb up to the bridge, then drop onto an ledge to the right. Use a Super Missile to destroy the root knot on the tree, then Space Jump to the Expansion.

12. MAIN PLAZA

Use the pathway through the Magma Pool, exit out via Piston Tunnel and use the Grapple Beam to swing across the Plaza to this Expansion.

13. RUINED SHRINE

Break the sandstone near the bottom with a Bomb and roll to this Expansion. Be wary of Beetles following you into the tunnel.

14. RUINED SHRINE

Use the half-pipe to roll up the right side and Bomb through to the tunnel where the Expansion is hidden.

15. HIVE TOTEM

This one sits in front of the Hive Mecha. To avoid triggering this mini-boss battle, get it when you grab the Energy Tank from Transport Access North, then Space Jump across the room to exit instead of crossing the bridge.

16. RUINED GALLERY

Destroy the sandstone in the lower back-left wall with a Missile to reveal the Expansion.

17. RUINED GALLERY

Bomb Jump into a small Morph Ball tunnel on the lower floor, then roll through the tunnel to the Expansion.

18. WATERY HALL ACCESS

Use a Missile to crack the wall on the left by the water.

19. WATERY HALL

Use the Gravity Suit to go underwater, then Space Jump up the short cliff to reach the Expansion.

20. DYNAMO

Use a Missile on the metallic decoration to uncover this Expansion.

21. DYNAMO

Use the nearby Magnetic Rail to roll up to the Expansion.

22. BURN DOME

Immediately after beating the Incinerator Drone, use a Bomb on the stone blocking the entrance to a Morph Ball tunnel. Roll inside to grab the Expansion.

23. RUINED NURSERY

You need to use Bombs in two separate places to clear some sandstone blocks from the wall maze. Complete the puzzle to reach the Expansion.

24. VAULT

Bomb Jump into each of three Morph Ball slots to deactivate the gates blocking this Expansion.

25. GATHERING HALL

Use the Space Jump to get to the ledge above the door leading to the Energy Core, then use a Morph Ball Bomb to blow up the grating covering the Expansion.

26. CROSSWAY

Use the half-pipe to activate a Morph Ball slot, then use a piston to reach a ledge with the Expansion.

27. RUINED FOUNTAIN

Hop into the center of the Fountain in Morph Ball form, and hold R to stick to a Magnetic Rail. Follow the rail around into a tunnel that holds this Expansion.

28. TRAINING CHAMBER ACCESS

Near the exit is a small Morph Ball tunnel obscured by foliage. Roll on through to collect the Expansion.

29. FURNACE

Use a Power Bomb at the back to reveal a half-pipe, then Boost in the half pipe to cling to a Magnetic Rail, and navigate a narrow walkway to reach this Expansion.

MAGMOOR CAVERNS

30. STORAGE CAVERN

Roll under the Triclops Pit and into the Morph Ball slot to the right to find a new room. Enter the door at the top and make your way to the back to find this Expansion.

31. FIERY SHORES

Jump to the ledge with the Triclops, then Bomb Jump into the tunnel. Take it, then bomb your way up the small maze to the right. Lastly, slowly roll along a narrow track to reach the Expansion at the end.

32. TRICLOPS PIT

From solid ground, use the X-Ray Visor to spot some invisible floating platforms. Space Jump out to them, and turn 45 degrees while you look for two more platforms. At the third one, face the pillar and fire a Missile to crack the pillar and reveal the Expansion.

PHENDRANA DRIFTS

33. PHENDRANA SHORELINES

This one is hidden in some ice in a pillar near the first Save Station. Melt the ice with the Plasma Beam to grab this Expansion.

34. PHENDRANA SHORELINES

Climb to the Chozo Ice Temple, destroy the Cordite with a Super Missile, scan the wall, then take the Magnetic Rail up to the Expansion.

35. ICE RUINS EAST

Use the Magnetic Rail in the building directly across from the entrance to roll up to the Expansion.

36. ICE RUINS EAST

Beneath the door leading to Plaza Walkway, use the Plasma Beam to melt the ice to get this Expansion.

37. RESEARCH LAB HYDRA

Use a Super Missile to break the Cordite wall on a stasis tank that holds this hidden Expansion.

38. RESEARCH LAB AETHER

Space Jump up to a small ledge, then roll along a convoluted narrow track to reach the Expansion at the end.

39. QUARANTINE MONITOR

Use the Grapple Beam in Quarantine Cave to swing across to the ledge leading to this room. The Expansion is just inside the Morph Ball tunnel.

40. GRAVITY CHAMBER

Use the ledges to climb above the water, then use the Plasma Beam to melt some icicles in the ceiling. Use a newly-revealed Grapple Point to swing over to the Expansion.

41. FROST CAVE

Use the Grapple Beam off of a Glider to reach the far side of the cave, then look up to find a stalactite. Shoot it down so it will crash through the ice, then drop down into the water to get this Expansion.

PHAZON MINES

42. MAIN QUARRY

Activate the crane and let it crash into a wall, then use the Magnetic Rail on the crane to roll over to the Expansion.

43. SECURITY ACCESS A

Near the entryway, face the rear wall and set a Power Bomb to destroy the grating, giving access to the Expansion.

44. ELITE RESEARCH

On the top level, use the Spinner to rotate the Pulse Cannon so that it faces the left wall. Fire the Cannon to reveal the Expansion.

45. ELITE CONTROL ACCESS

Destroy the explosives on the ledge, then Space Jump up to the ledge and roll inside to find the Expansion.

46. METROID QUARANTINE A

Once you get to the ledge on the far side, use two Power Bombs to destroy walls leading to a new set of Magnetic Rails. Follow these rails to a platform on the others side, then use another invisible moving platform to find the tricky Expansion.

47. FUNGAL HALL ACCESS

Drop to the very bottom and roll under the giant Saturnine. Make it quick so you can get out of the Phazon patch.

48. FUNGAL HALL B

At the very end, use the X-Ray Visor to spy this Expansion hidden underneath the floor by the patch of Saturnines. Use a Power Bomb to clear the rock out of the way, then drop and collect it.

49. METROID QUARANTINE B

Get through the Quarantine area and cross the Phazon pit, then use a Super Missile on the Cordite pillar to reach this Expansion.

50. PHAZON PROCESSING CENTER

As you make your way up the first set of invisible platforms, you can see the Expansion hidden behind a wall on a ledge. Space Jump to the ledge from the second invisible platform and use a Power Bomb to open a path to it.

POWER BOMB EXPANSIONS (4)
=====

You have a maximum total of 4 Power Bomb Expansions in addition to the initial upgrade which would give you 4 Power Bombs, resulting in a net total of 8 Power Bombs. Each additional Expansion is one more Power Bomb (and of

course, another percentage point to your item totals).

CHOZO RUINS

01. MAGMA POOL

You need the Grapple Beam and Power Bombs. Enter the area from the Ruined Fountain and swing across the lava pool, then detonate a Power Bomb on the back wall for the Expansion.

MAGMOOR CAVERNS

02. WARRIOR SHRINE

This is in the same area as the Artifact of Strength. Detonate a Power Bomb on the floor by the Chozo's feet to drop into a room that holds this Expansion.

PHENDRANA DRIFTS

03. SECURITY CAVE

Climb to the top of Phendrana's Edge, then use the Grapple Beam to swing across on a Glider to reach a ledge with a Morph Ball tunnel. Enter this tunnel and you'll find the Expansion.

04. ICE RUINS WEST

From the Ruined Courtyard, hop across the rooftop ledges and use the Plasma Beam to melt the ice on the last roof to drop into a room that holds this Expansion.

CHOZO ARTIFACTS (12)

=====

There are a total of 12 Chozo Artifacts needed to complete the game; you cannot access the Impact Crater without them. Each Artifact adds another percentage point to your item totals.

TALLON OVERWORLD

01. ARTIFACT OF TRUTH

Area: ARTIFACT TEMPLE

Head up to the Temple; it'll be sitting in plain sight in the center.

02. ARTIFACT OF CHOZO

Area: LIFE GROVE

You need to detonate Power Bombs to destroy the walls, then go in the lake and Bomb the drain to reveal a bridge containing the Artifact.

CHOZO RUINS

03. ARTIFACT OF WILD

Area: SUNCHAMBER

Return to where you fought Flaahgra and battle three Chozo Ghosts for this Artifact.

04. ARTIFACT OF LIFEGIVER

Area: MEDITATION CHAMBER

After getting the Wavebuster, drop into the water below and grab this Artifact from the adjoining chamber.

05. ARTIFACT OF WORLD

Area: ELDER CHAMBER

Activate the red Morph Ball slot in the Hall of the Elders, then use the Elder Statue to be thrown into a room containing this Artifact.

MAGMOOR CAVERNS

06. ARTIFACT OF STRENGTH

Area: WARRIOR SHRINE

Space Jump up to the uppermost section of Monitor Station and use the Boost Ball and the Spinner to raise a bridge. Space Jump to the rocky ledge on the other side and run across the ledges to reach the room with this Artifact.

07. ARTIFACT OF NATURE

Area: LAVA LAKE

In the first part of this room, look at the pillar nearest the door, and use 2 Missiles to break part of the rock, then Space Jump to the hole to reach the Artifact.

PHENDRANA DRIFTS

08. ARTIFACT OF SPIRIT

Area: STORAGE CAVE

Return to Phendrana like you were going to the Gravity Suit. Once you reach Phendrana's Edge, you'll have to use the Grapple Beam to climb up a few ledges. Near the middle, use the X-Ray Visor to locate a hidden door off a ledge, then set a Power Bomb to reach the door that leads to the Artifact.

09. ARTIFACT OF ELDER

Area: CONTROL TOWER

After you have the Plasma Beam, return to the Control Tower and jump up to the area above the East Tower. Shoot down the leaning tower in the distance with a Missile, then enter the tower after it crashes to find this Artifact.

10. ARTIFACT OF SUN

Area: CHOZO ICE TEMPLE

Use the Plasma Beam to melt the ice river off of the Chozo statue near the Chapel of the Elders. A Morph Ball tunnel leading to this Artifact will be revealed at the bottom.

PHAZON MINES

11. ARTIFACT OF WARRIOR

Area: ELITE RESEARCH

You'll get this one for defeating the Phazon Elite mini-boss.

12. ARTIFACT OF NEWBORN

Area: PHAZON MINING TUNNEL

After defeating the Omega Pirate, return to this tunnel and roll down the right-hand side while bombing your way past all of the Brinstone to reach the Artifact at the very bottom.

BEAM ENHANCEMENTS (8)
=====

You have four Beam Weapons in the game, plus an additional four Charge Combo Enhancements for each Beam Weapon. Each additional weapon adds another percentage point to your item totals.

01. CHARGE BEAM

Region: CHOZO RUINS

Area: WATERY HALL

Solve the runic symbol puzzle with the Scan Visor to unlock the gate that leads to this item.

02. WAVE BEAM

Region: PHENDRANA DRIFTS

Area: CHAPEL OF THE ELDERS

You get this for defeating the Sheegoth mini-boss.

03. ICE BEAM

Region: CHOZO RUINS

Area: ANTECHAMBER

Enter the Hall of the Elders and use the Wave Beam to activate a purple Morph Ball slot. Use it and activate the Elder Statue to reach the Reflecting Pool. Use a Bomb on the drain at the bottom to create a half-pipe, then use the Boost Ball to reach the upper ledges to reach this room.

04. PLASMA BEAM

Region: MAGMOOR CAVERNS

Area: PLASMA PROCESSING

Use the Grapple Beam to swing to one of the platforms with the Spinners on them, then use the Boost Ball to activate the platforms. Space Jump to each ledge as you raise them, then use the Spider Ball and the Bombs to trigger the ceiling to rise. Navigate the Morph Ball maze to reach a white door that leads to this item.

05. SUPER MISSILE CHARGE COMBO

Region: PHENDRANA DRIFTS

Area: OBSERVATORY

Activate the Observatory's holo sequencer, and use the platforms on the walls to ascend to the top of the area. This item sits on a ledge in the middle of the room.

06. WAVEBUSTER CHARGE COMBO

Region: CHOZO RUINS

Area: TOWER OF LIGHT

Crack the weakened blocks on all three levels to collapse the tower, then use the Space Jump to reach a high ledge with this item.

07. ICE SPREADER CHARGE COMBO

Region: MAGMOOR CAVERNS

Area: SHORE TUNNEL

Detonate a Power Bomb in the middle of the tunnel to destroy it, then drop down into the cave for this item.

08. FLAMETHROWER CHARGE COMBO

Region: PHAZON MINES

Area: SECURITY STATION A

You have to reach the top of the Mine Security Area and detonate a Power Bomb to clear some wreckage away. Scan the console to activate the door on the lower level, then go back down and enter the room for this item.

MORPH BALL ENHANCEMENTS (5)

=====

You have five enhancements for your Morph Ball mode in the game, each of which gives you increased mobility or offensive capability. Each additional item adds another percentage point to your item totals.

01. MORPH BALL

Region: CHOZO RUINS

Area: RUINED SHRINE

This is behind a wall that retracts once you defeat the Plated Beetle. feated.

02. MORPH BALL BOMB

Region: CHOZO RUINS

Area: BURN DOME

You get this for defeating the Incinerator Drone.

03. BOOST BALL

Region: PHENDRANA DRIFTS

Area: PHENDRANA CANYON

Scan a console here to align a set of platforms leading to a tower and then leap across the platforms and grab this item at the end.

04. SPIDER BALL

Region: PHENDRANA DRIFTS

Area: QUARANTINE CAVE

You get this for defeating Thardus.

05. POWER BOMB

Region: PHAZON MINES

Area: CENTRAL DYNAMO

Your main upgrade is in an electrical maze on the floor. Defeat the Shadow Drone and use the Morph Ball and Bombs to navigate the maze to reach this in the center of the room.

ARMOR ENHANCEMENTS (3)

=====

There are three upgrades to your Power Suit in the game, each of which will increase your defensive capabilities. Each additional armor enhancement also adds another percentage point to your item totals.

01. VARIA SUIT

Region: CHOZO RUINS

Area: SUNCHAMBER

You get this for defeating Flaahgra.

02. GRAVITY SUIT

Region: PHENDRANA DRIFTS

Area: GRAVITY CHAMBER

While making your way through the other side of Phendrana Drifts, you will enter the underwater Gravity Chamber. Switch to the Scan Visor to lock onto the item far in the distance, then thread your way through the Aqua Reapers and Jelzaps to reach the Suit.

03. PHAZON SUIT

Region: PHAZON MINES

Area: OMEGA QUARTERS

You get this for defeating the Omega Pirate.

VISOR ENHANCEMENTS (2)

=====

You have two extra Visors besides the Combat and Scan Visors. Each one increases what you can see and track (and of course, adds another percentage point to your item totals).

01. THERMAL VISOR

Region: PHENDRANA DRIFTS

Area: RESEARCH CORE

Scan the consoles on the way down through the Core to unlock the field protecting this item.

02. X-RAY VISOR

Region: TALLON OVERWORLD

Area: LIFE GROVE

Access this area and you'll find the item in plain sight.

MOVEMENT ENHANCEMENTS (2)

=====

You have two additional upgrades that increase the mobility of your Power Suit. Each one adds another percentage point to your item totals.

01. SPACE JUMP

Region: TALLON OVERWORLD

Area: Alcove

Get the Boost Ball first, then return to Tallon Canyon and use the half pipe to reach the upper ledges. Bomb through the rocks to reach the Landing Site, then hop across the ledges to reach the Alcove where this item is.

02. GRAPPLE BEAM

Region: PHAZON MINES

Area: STORAGE DEPOT B

Align the Magnetic Rail tracks in the room so you can travel all the way up the yellow rail to reach this room.

=====

== 10. LOG BOOK DATABASE:

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The Log Book is used for collecting data on creatures, research items, Chozo Lore, Pirate Data, and for storing information on your upgrades. The divisions below are modeled after METROID PRIME 2's Log Book, with how the creature morphologies are subdivided into smaller categories. All creatures are given general room locations where possible, or at the very least a location for the first time you'll see them. The one-time scans are marked with asterisks (*), and the limited scans (meaning you have a limited time to get them) are marked with two asterisks (**). To ensure completion of the Log Book, scan everything the first time you see it just to be safe.

CREATURE ENTRIES

=====

The Creature Data is divided into unofficial categories that don't appear in the Log Book itself. Each creature is listed, grouped with others like it, so for instance, all Wasps are together, and given information on where you can easily find the scan. Finally, the in-game database is transcribed here for reference purposes.

AQUATIC CREATURES

01. MORPHOLOGY: Aqua Reaper

REGIONS: Tallon Overworld, Phendrana Drifts

LOCATIONS: Multiple locations (first seen in Phendrana's Edge)

DATABASE: Powerful aquatic tentacle, part of a submerged organism. Similar in nature to the surface-based Reaper Vine, the Aqua Reaper has adapted to a liquid environment. It shares the poor vision of its rock-dwelling 'cousin,' relying on a crude sonar sense to seek prey. Unhindered by water, the Aqua Reaper has considerable speed and strength.

02. MORPHOLOGY: *Aqua Sac*

REGIONS: Crashed Space Pirate Frigate

LOCATIONS: Elevator to Deck Beta (vanishes after you leave the area)

DATABASE: Will burst when subjected to impact or trauma. Believed to be in the same family as the Sap Sac, this plant has similar features. It will burst when exposed to force. This protective response keeps most creatures from feeding on it.

03. MORPHOLOGY: Jelzap

REGIONS: Tallon Overworld, Phendrana Drifts

LOCATIONS: Multiple locations (first seen in Phendrana's Edge)

DATABASE: Aquatic predator made of electrically bound skeletal halves.

The Jelzap's brain is located in the upper half of its body, while the heart and digestive tract occupy the lower half. Linked only by electrical impulses, the two halves somehow function effectively enough to launch the Jelzap to the top of Tallon IV's aquatic food chain.

FLYING CREATURES

04. MORPHOLOGY: Glider
REGIONS: Tallon Overworld, Phendrana Drifts, Chozo Ruins
LOCATIONS: Root Cave, Frost Cave, Phendrana's Edge, Main Plaza
DATABASE: Docile, airborne creatures with unusual magnetic properties.
Gliders live a relatively peaceful existence. They have a magnetic signature attuned to common Grapple Beam technology: the sport of "glider riding" involves using a Grapple to attach to a Glider, then staying on it for as long as possible.
05. MORPHOLOGY: Flickerbat
REGION: Phendrana Drifts
LOCATION: Phendrana Shorelines, Hunter Cave
DATABASE: Scavenger with optical camouflaging that renders it invisible to the naked eye.
Flickerbats are deceptive creatures. The only way to track them reliably is with x-ray imaging. They fly ceaselessly, hunting on insects and other small insects that float on the air currents. Flickerbats tend to fly in cyclical hunting patterns, using primitive sonar to navigate.
06. MORPHOLOGY: Shriekbat
REGIONS: Chozo Ruins, Magmoor Caverns
LOCATIONS: Multiple locations (first seen in Watery Hall Access)
DATABASE: Territorial ceiling-dweller. Body temperature peaks at 121 centigrade.
Shriekbats have high internal temperature, making them easy to spot with thermal imaging. They roost on cave ceilings while hunting for small prey. Fiercely territorial, they dive-bomb anything that wanders near.
07. MORPHOLOGY: *Ice Shriekbat*
REGIONS: Phendrana Drifts
LOCATIONS: Ice Ruins West (disappears after you get the Thermal Visor)
DATABASE: Ice-encased ceiling-dweller.
Like standard Shriekbats, these creatures are easily spotted with Thermal Imaging. They roost on cave ceilings, subsisting on insects, reptiles and small mammals. Fiercely territorial, they will dive-bomb anything that wanders near.
08. MORPHOLOGY: Plazmite
REGIONS: Chozo Ruins
LOCATIONS: Totem Access (only found in this room)
DATABASE: Small insect capable of storing and releasing thermal energy.
Plazmites are attracted to sources of heat, thriving on the energy presence there. They emit light when hunting, and will expel small bursts of thermal energy when threatened.
09. MORPHOLOGY: Puffer

- REGIONS: Chozo Ruins, Magmoor Caverns, Phazon Mines
LOCATIONS: Multiple locations (first seen in Lava Lake)
DATABASE: Unstable gas-filled organism. Will rupture on contact. Puffers fill their bodies with lethal meta-viprium gas and float about in search of food. If ruptured, the gas within the Puffer is violently released. Despite their fragile bodies, Puffers are aggressive hunters. The gas clouds they release upon death is often fatal to the creature that brings them down as well.
10. MORPHOLOGY: Plated Puffer
REGIONS: Chozo Ruins
LOCATIONS: Tower of Light (only found in this room)
DATABASE: Mutated Puffer with reinforced epidermis. Phazon exposure has created a mutant strain of Puffers on Tallon IV. They have developed plated skin, making them harder to burst. Concussive weapons can still do the job, however. The gas within the Plated Puffer is just as deadly as that within their 'cousins.'
11. MORPHOLOGY: War Wasp
REGIONS: Chozo Ruins
LOCATIONS: Multiple locations (first seen in Main Plaza)
DATABASE: Airborne insect equipped with a venomous stinger capable of shearing steel. The War Wasp rarely strays far from its hive unless it is pursuing an immediate threat. It attacks with no regard for its own survival, dive-bombing its enemy with stinger extended. Fast-working toxins from the stinger can incapacitate most small organisms.
12. MORPHOLOGY: *Ram War Wasp*
REGIONS: Chozo Ruins
LOCATIONS: Hive Totem (only appears during the mini-boss fight)
DATABASE: Airborne predator. Circles its prey and then strikes. The War Wasps are the only species on Tallon IV to evolve a true hive mind. Nesting in damp, dark places, Ram War Wasps emerge in small groups when threatened and circle their enemy at high speeds, disorienting it. Striking from all sides as a single intelligence, they can fell huge organisms.
13. MORPHOLOGY: *Barbed War Wasp*
REGIONS: Chozo Ruins
LOCATIONS: Burn Dome (only appears during the mini-boss fight)
DATABASE: Airborne insect with the ability to launch its stinger at prey. A highly aggressive member of the War Wasp family, this insect can propel the tip of its stinger up to 20 meters. The stinger tips regrow seconds after launch, and contain an acidic compound designed to predigest prey.
14. MORPHOLOGY: War Wasp Hive
REGIONS: Chozo Ruins
LOCATIONS: Multiple locations (first seen in Main Plaza)
DATABASE: Primary War Wasp dwelling. Only vulnerable to heavy weaponry. War Wasps build their homes out of existing crevices, using whatever materials are close at hand. They carry building fragments back to the construction site with their forelegs

and glue them into place with adhesives secreted from their abdomens.

GROUND CREATURES

15. MORPHOLOGY: Baby Sheegoth**
REGIONS: Phendrana Drifts (disappears after you get Plasma Beam)
LOCATIONS: Multiple locations (first seen in Ice Ruins East)
DATABASE: Glacial predator. Ice shell protects vulnerable dorsal area.
Young Sheegoths grow a resilient shell of ice on their backs which serves to protect a layer of vulnerable flesh. With this being their only weak point, Baby Sheegoths will turn quickly in order to not allow predators the opportunity to strike at their backs. Powerful hunters, they fire bursts of ultracold gas at potential prey, then feast on their frozen victim.
16. MORPHOLOGY: Sheegoth
REGIONS: Phendrana Drifts (replaces Babies after you have the Plasma Beam)
LOCATIONS: Multiple locations (first seen in Chapel of the Elders)
DATABASE: Supreme predator of the Phendrana Drifts.
Sheegoths are invulnerable to most Beam weapons. The crystals on their back absorb energy, which they can fire at prey. Sheegoths have poor stamina. They hyperventilate after using their breath attack, making their mouth area vulnerable. The soft underbelly of a Sheegoth is susceptible to concussive blasts. In battle, they expel blasts of frigid gas.
17. MORPHOLOGY: Stone Toad
REGIONS: Chozo Ruins
LOCATIONS: Energy Core, Reflecting Pool (only in these rooms)
DATABASE: Preys on creatures smaller than itself.
A Stone Toad is able to remain still for days. It preys upon creatures smaller than itself, inhaling them whole. Anything it finds undigestable, it regurgitates. Stone Toads use their tusks as a last resort in combat.
18. MORPHOLOGY: Zoomer
REGIONS: Tallon Overworld
LOCATIONS: Multiple areas (first seen in Tallon Canyon)
DATABASE: Anchors itself to walls and other surfaces. Avoid contact with spikes.
A basic nerve center located directly above the Zoomer's mandibles detect nutrients. Sharp spines protect it from casual predators, but a lack of a reinforced carapace makes the Zoomer vulnerable to any indirect attacks.
19. MORPHOLOGY: Geemer
REGIONS: Tallon Overworld
LOCATIONS: Tallon Canyon (only seems to appear here)
DATABASE: Wall-crawling mollusk with retractable spikes.
The Geemer is an evolutionary offshoot of the Zoomer family.
When threatened, it extends lethal spikes and retracts its head deep into its armored carapace.

20. MORPHOLOGY: Beetle
REGIONS: Tallon Overworld, Chozo Ruins
LOCATIONS: Multiple areas (first seen in Canyon Access)
DATABASE: Burrowing insect with a resilient carapace. Extremely aggressive.
Insect's massive mouth enables it to tunnel through solid rock at high speeds.
21. MORPHOLOGY: Ice Beetle
REGIONS: Phendrana Drifts
LOCATIONS: Multiple locations (first seen in Research Core Access)
DATABASE: Able to eject toxic spores. Toxins are poisonous even to the Bloodflower itself.
This member of the Beetle family has adapted to life in the subzero temperatures in the Phendrana Drifts, growing a thick ice shell over its entire body. The ice is extremely resilient, providing the Ice Beetle with extra protection and augmented digging abilities.
22. MORPHOLOGY: Plated Beetle
REGIONS: Chozo Ruins
LOCATIONS: Multiple locations (first seen in Ruined Shrine)
DATABASE: Well-armored burrowing insect. Vulnerable only in the rear abdomen.
Creature's thick cranial plating can repel frontal attacks. This gives it an advantage in combat, allowing it to make ramming attacks. Only surfacing when it detects vibrations above, it then maneuvers itself so as to always face its rival, keeping its exposed abdomen protected.
23. MORPHOLOGY: Triclops
REGIONS: Magmoor Caverns
LOCATIONS: Multiple locations (first seen in Pit Tunnel)
DATABASE: Hard-shelled creature with powerful jaws.
The Triclops is a hunter-gatherer. It collects small creatures and bits of foodstuff, then deposits them elsewhere for later consumption. The hard tripartite mandibles it uses to move earth and rock are quite strong and difficult to escape once ensnared.
24. MORPHOLOGY: Crystallite
REGIONS: Phendrana Drifts
LOCATIONS: Multiple locations (first seen in Phendrana Shorelines)
DATABASE: Territorial cold-weather scavenger.
The shell of a Crystallite reflects Beam weapons, and can only be cracked by a concussive blast. They hang upside down in an ice cave during their larval stage. Moisture runs off its body and forms the hard ice shell, which the Crystallite retains for the rest of its life.
25. MORPHOLOGY: Eyon
REGIONS: Chozo Ruins
LOCATIONS: Multiple locations (first seen in Eyon Hall)
DATABASE: Immobile organisms entirely composed of ocular tissue. Capable of launching sustained energy beams when active, the Eyon is sensitive to light and will close shut if a bright flash ignites nearby.
26. MORPHOLOGY: Oculus
REGIONS: Chozo Ruins

- LOCATIONS: Suntower, Tower of Light
DATABASE: Wall-crawler that generates electrical pulses.
The Oculus exposes its single eye when active. The electrical field that covers it is enough to deter most predators. If the Oculus detects anything capable of presenting a real threat; it retracts into its impermeable shell.
27. MORPHOLOGY: Burrower
REGIONS: Magmoor Caverns
LOCATIONS: Multiple locations (first seen in Lava Lake Access)
DATABASE: Tunneling insect predator.
The burrower is similar to the Beetle, though it prefers to spend more time underground. It seeks seismic disturbances, then surfaces to attack. It has enough cunning to realize when something is too large for it to handle: beyond that, it is fairly ignorant. What it lacks in brains, it makes up for with aggression.
28. MORPHOLOGY: *Ice Burrower*
REGIONS: Phendrana Drifts
LOCATIONS: Plaza Walkway, Research Core Access (these disappear after you have the Thermal Visor)
DATABASE: Burrower adapted to subfreezing climates.
A hardy life-form, the Ice Burrower has adapted to the frigid climate of Phendrana. It spends most of its time tunneling through the frozen soil, but will occasionally surface to attack passerby.
29. MORPHOLOGY: Grizby
REGIONS: Magmoor Caverns
LOCATIONS: Burning Trail (seems to only appear in this room)
DATABASE: Subvolcanic carrion feeder. Carapace can be breached by Missiles.
The Grizby's carapace has been fused together by superheated air. This barrier stands up to everything but concussive blasts. Its intelligence is limited to instinctive scavenging patterns.
30. MORPHOLOGY: Scarab
REGIONS: Chozo Ruins
LOCATIONS: Multiple locations (first seen in Nursery Access)
DATABASE: Exploding parasites that can embed their bodies in solid rock.
Scarabs think nothing for themselves for the safety of their swarm. When a hostile life-form is sighted, they block its progress by embedding themselves in floors and walls. Embedded Scarabs violently self-destruct when threatened.
31. MORPHOLOGY: *Lumigek*
REGIONS: Impact Crater
LOCATIONS: Crater Tunnel A (these disappear very quickly)
DATABASE: Phazon-charged reptiles.
Natives of Tallon IV, the Lumigeks travel in swarms to increase their odds of survival. They absorb and radiate Phazon energy, making these swarms a threat.
32. MORPHOLOGY: *Tallon Crab*
REGIONS: Crashed Space Pirate Frigate
LOCATIONS: Subventilation Shaft C (only appears in this room)

- DATABASE: Crustacean native of Tallon IV.
Hard-shelled swarm life-form. Once harvested for food, exposure to Phazon has seen this practice diminished. Creatures are timid and harmless alone, but can be a problem when traveling in swarms.
33. MORPHOLOGY: Magmoor
REGIONS: Magmoor Caverns
LOCATIONS: Multiple locations (first seen in Lava Lake)
DATABASE: Fire-breathing serpent that dwells in lava.
Magmoors prefer extreme heat zones, and are susceptible to frigid attack forms. Sightless, they navigate the lava currents using their sonar receptors. Magmoors have a keen sense of smell, enabling them to pinpoint targets with startling accuracy.
34. MORPHOLOGY: Puddle Spore**
REGIONS: Magmoor Caverns (disappears after you get the Grapple Beam)
LOCATIONS: Core Access Tunnel, Geothermal Core
DATABASE: Sentient floating lava mollusk protected by an impenetrable shell.
A puddle spore opens when approached, attempting to intimidate with its size. When opened, direct fire to its mantle causes it to flip into a defensive position. If it can slam shut, it ejects a spread of harmful energy globules.
35. MORPHOLOGY: Parasite**
REGIONS: Space Pirate Frigate
LOCATIONS: Multiple locations (disappears after the opening level)
DATABASE: Interstellar vermin. Travel in swarms.
Indigenous to Tallon IV, a single Parasite is harmless to larger life-forms. However, they tend to travel in large groups, swarming over potential prey. Such swarms can be dangerous.
36. MORPHOLOGY: *Ice Parasite*
REGIONS: Phendrana Drifts
LOCATIONS: Chozo Ice Temple (disappears after you get the Wave Beam)
DATABASE: Scavenger with a crystalline outer shell
Parasites are hardy creatures, able to adapt to any environment within three generations. The Ice Parasite is a prime example. Having adjusted to a frigid climate, this vermin now thrives in it. Omnivorous, it can exist in areas hostile to most life-forms.
37. MORPHOLOGY: Plated Parasite
REGIONS: Chozo Ruins, Magmoor Caverns
LOCATIONS: Furnace, Geothermal Core
DATABASE: Hardy member of the Parasite family. Invulnerable to most weaponry.
A cousin to the Parasite, these creatures are known for their amazing resilience. Field studies suggest a weakness to Morph Ball-delivered weapon systems.

INDIGENOUS PLANTLIFE

38. MORPHOLOGY: Tangle Weed
REGIONS: Tallon Overworld, Chozo Ruins
LOCATIONS: Multiple locations (first seen in Totem Access)

- DATABASE: Plant life with basic sentience. Retracts into ground if threatened.
Tangle Weeds are only dangerous to small organisms. They are covered in tiny barbs designed to trap potential meals. Tangle Weeds lack the strength to do anything more than hinder larger life-forms.
39. MORPHOLOGY: Venom Weed
REGIONS: Tallon Overworld, Chozo Ruins
LOCATIONS: Multiple locations (first seen in Arboretum)
DATABASE: Poisonous plant that retracts into the ground if threatened.
Venom Weeds evolved to thrive in the habitats of large organisms. They lure prey with brightly colored leaves, then detain it with tiny barbs that deliver a powerful toxin. Venom Weeds rapidly decompose anything that succumbs in their midst.
40. MORPHOLOGY: Sap Sac
REGIONS: Tallon Overworld
LOCATIONS: Multiple locations (first seen in Tallon Canyon)
DATABASE: Chemical reaction within sac produces violent explosion when agitated.
Because of its irresistible odor and sweet nectar, the Sap Sac was nearly eaten out of existence. The evolution of an explosive chemical sac saved it: now only brave or ingenious creatures dare to devour it.
41. MORPHOLOGY: Bloodflower
REGIONS: Tallon Overworld
LOCATIONS: Root Cave, Great Tree Hall
DATABASE: Able to eject toxic spores. Toxins are poisonous even to the Bloodflower itself.
Three mouth-nodules protrude from the stalk beneath the flower, each with a rudimentary brain cluster and the ability to spew toxic fumes at anything within a five-meter radius. The spores ejected from the stigma at the center of the flower are sufficient to kill this creature if they explode in its vicinity.
42. MORPHOLOGY: Reaper Vine
REGIONS: Chozo Ruins
LOCATIONS: Multiple locations (first seen in Arboretum)
DATABASE: Powerful rock-dwelling tentacle.
A single eye upon the Reaper Vine keeps a constant vigil, but its vision is limited to 10 meters. A scythe-like appendage on its tip is honed to lethal sharpness. The Reaper Vine will swing this blade wildly at anything that enters its zone of perception.
43. MORPHOLOGY: Blastcap
REGIONS: Chozo Ruins
LOCATIONS: Multiple locations (first seen in Gathering Hall)
DATABASE: Volatile chemicals within this weed's toxic fungal cap may explode if agitated.
The poisonous flesh of the Blastcap helps keep it from being eaten. It also detonates its fungal cap when it senses even slight contact.
44. MORPHOLOGY: Seedling

REGIONS: Tallon Overworld
LOCATIONS: Great Tree Hall, Temple Hallway
DATABASE: Plant-based ground feeder.
Dorsal spines can be ejected in self-defense.

ENERGY CREATURES

45. MORPHOLOGY: Pulse Bombu
REGIONS: Chozo Ruins, Phendrana Drifts
LOCATIONS: Multiple locations (first seen in Suntower)
DATABASE: Life-form of raw energy. Periodically releases explosive segments from its body.
Pulse Bombus are energy beings, invulnerable to most known weapons. Electrical energy can harm them, however. They lack any intelligence beyond an instinctive attraction to other charged energy sources. Pulse Bombus produce energy constantly. All excess energy is shed, regardless of who or what may be nearby.
46. MORPHOLOGY: Scatter Bombu
REGIONS: Phendrana Drifts, Phazon Mines
LOCATIONS: Multiple locations (first seen in East Ruins Access)
DATABASE: Pulsing tendrils of energy extend from creature's body. Like all Bombus, these creatures can only be harmed by electrical energy. Proximity to these life-forms may result in Visor interference. It is possible to avoid engaging Scatter Bombus by rolling into the Morph Ball and slipping between the rotating energy streams.
47. MORPHOLOGY: Chozo Ghost
REGIONS: Tallon Overworld, Chozo Ruins
LOCATIONS: Multiple locations (first seen in Sunchamber)
DATABASE: Spectral entity. Bioelectric field invulnerable to natural energies.
As these entities phase in and out of existence, the only reliable way to track them accurately is with x-ray scanning. This partially phased nature makes them invulnerable to natural energy types, such as fire, ice, and electricity. Their aggressive and erratic behavior is most likely due to the corrupting effects of Phazon in the Tallon IV environment. They appear to be drawn to Chozo religious sites, where they wreak havoc upon anything that dares enter the area.

MECHANOIDS

48. MORPHOLOGY: *Hive Mecha*
REGIONS: Chozo Ruins
LOCATIONS: Hive Totem (one-time scan since it's a mini-boss)
DATABASE: Security unit programmed to work with predatory hive dwellers.
A design flaw makes the shielding on Hive Mecha weak around their access ports. These units are second-generation combat drones, able to interface with organic units at a higher level. They train, shelter, and work with hive-dwelling predators. Unarmed, they rely solely on their hive beasts to handle any threats.

49. MORPHOLOGY: *Incinerator Drone*
REGIONS: Chozo Ruins
LOCATIONS: Burn Dome (one-time scan since it's a mini-boss)
DATABASE: Programmed for high temperature waste disposal.
Device schematics indicate a high risk of malfunction when internal power core is damaged. Unit has minimal combat programming, but can defend itself if necessary. This drone's intense heat blasts compensate for its lack of battle prowess.
50. MORPHOLOGY: Sentry Drone
REGIONS: Phendrana Drifts, Phazon Mines
LOCATIONS: Multiple locations (first scan in Research Core Access)
DATABASE: Well-armed security mecha.
Sentry Drones have limited intelligence, but do their assigned tasks well. Being machines, they are susceptible to electrical attacks. When alerted, Drones will initiate a security lockdown, then attempt to neutralize the intruder. Their electronic warfare suit can scramble Visor technology as well.
51. MORPHOLOGY: *Aqua Drone*
REGIONS: Crashed Space Pirate Frigate
LOCATIONS: Biohazard Containment (disappears when you leave the room)
DATABASE: Security mecha adapted for use in underwater areas.
The Space Pirates have adapted a number of Sentry Drones for use in liquid environments. These Aqua Drones utilize an arsenal and artificial intelligence suit similar to their 'cousins.' The Pirates have been unable to shield these Drones from electrical attack, making them vulnerable to the Wave Beam.
52. MORPHOLOGY: Auto Defense Turret
REGIONS: Pirate Frigate, Magmoor, Phendrana Drifts, Phazon Mines
LOCATIONS: Multiple locations
DATABASE: Use Missiles to break outer casing.
53. MORPHOLOGY: Mega Turret
REGIONS: Phazon Mines
LOCATIONS: Multiple locations (first seen in Main Plaza)
DATABASE: Perimeter defense turret reinforced with energy shielding. Frustrated with inferior armor plating on standard defense turrets, the Space Pirates added energy shielding to a modified heavy Cannon. The new shielding and increased Beam strength makes the Mega Turret an efficient point defense weapon.

METROIDS

54. MORPHOLOGY: Metroid
REGIONS: Phendrana Drifts, Phazon Mines, Impact Crater
LOCATIONS: Multiple locations (first seen in Research Lab Aether)
DATABASE: Energy-based parasitic predator.
The dominant species of planet SR388, Metroids can suck the life force out of living things. A Metroid will latch onto its prey and drain energy, growing larger as it does. The only to shake an attached Metroid off is to enter Morph Ball mode and lay a bomb.

55. MORPHOLOGY: Hunter Metroid
REGIONS: Phendrana Drifts, Phazon Mines, Impact Crater
LOCATIONS: Multiple locations (first seen in Frost Cave)
DATABASE: Adolescent Metroid. Energy-siphon tentacle increases its threat level.
As Metroids develop, they become more efficient predators. An energy-draining tentacle allows them to attack at a distance. Quick to anger, a Hunter Metroid will charge troublesome prey and attempt to ram them into submission. Cold based attacks are still quite effective against these creatures.

56. MORPHOLOGY: Fission Metroid
REGIONS: Impact Crater
LOCATIONS: Phazon Core, Metroid Prime Lair
DATABASE: Metroid with the ability to split into two forms.
The Fission Metroid is a mutant, capable of splitting in two. This split endows the new creatures with invulnerability to most weaponry. This effect is unstable, resulting in weakness to a type of weapon fire. The vulnerability appears to be random, due to the chaotic nature of Phazon mutation.

SPACE PIRATES

57. MORPHOLOGY: Space Pirate
REGIONS: Space Pirate Frigate, Phendrana Drifts, Phazon Mines
LOCATIONS: Multiple locations (first seen in Research Entrance)
DATABASE: Sentient aggressor species well trained in weapon and melee combat.
Space Pirates wield Galvanic Accelerator Cannons and forearm-mounted Scythes in combat. This species seeks to become the dominant force in the galaxy, and their technology may help them realize this goal. Ruthless and amoral, the Pirates care little for the cost of their ambition. Only the results matter, and they take these very seriously.

58. MORPHOLOGY: Shadow Pirate
REGIONS: Phendrana Drifts, Phazon Mines
LOCATIONS: Multiple locations (first seen in Specimen Storage)
DATABASE: Pirate force trained and equipped for stealth operations. A select group of Space Pirates have access to sophisticated cloaking technology. This gear drains high levels of power, however, forcing them to rely solely on melee weapons in battle. Use enhanced detection gear when fighting these units.

59. MORPHOLOGY: Flying Pirate
REGIONS: Tallon Overworld, Magmoor Caverns, Phendrana, Phazon Mines
LOCATIONS: Multiple locations (first seen in Control Tower)
DATABASE: Pirates trained and equipped for airborne assault.
Flying Pirates are extremely agile in the air, but the heat signatures of their jet packs can be tracked with Thermal Imaging. While their Missiles are extremely potent, their jet packs can be even more so. If the pack fails, they will make a suicide strike.

60. MORPHOLOGY: Aqua Pirate
REGIONS: Crashed Space Pirate Frigate

- LOCATIONS: Multiple locations (first seen in Reactor Core)
DATABASE: Space Pirates with exoskeletons modified for underwater use.
Using modified thruster-packs and Gravity Suit technology, the Space Pirates have armorsuits for use in liquid environments. Thermal tracking is still very useful against these units, as the Pirate engineers have yet to eliminate the thruster-pack's high heat signature.
61. MORPHOLOGY: Power Trooper
REGIONS: Phazon Mines
LOCATIONS: Multiple locations (first seen in Ore Processing)
DATABASE: Space Pirate armed with Power Beam technology.
Space Pirates have reverse-engineered several of your weapons, including the Power Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.
62. MORPHOLOGY: Wave Trooper
REGIONS: Phazon Mines
LOCATIONS: Multiple locations (first seen in Mine Security Station)
DATABASE: Space Pirate armed with Wave Beam technology.
Space Pirates have reverse-engineered several of your weapons, including the Wave Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.
63. MORPHOLOGY: Ice Trooper
REGIONS: Phazon Mines
LOCATIONS: Multiple locations (first seen in Elite Control).
DATABASE: Space Pirate armed with Ice Beam technology.
Space Pirates have reverse-engineered several of your weapons, including the Ice Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.
64. MORPHOLOGY: Plasma Trooper
REGIONS: Phazon Mines
LOCATIONS: Multiple locations (first seen in Metroid Quarantine B)
DATABASE: Space Pirate armed with Plasma Beam technology.
Space Pirates have reverse-engineered several of your weapons, including the Plasma Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to your Chozo-designed originals, but still quite potent.
65. MORPHOLOGY: Elite Pirate
REGIONS: Phazon Mines
LOCATIONS: Multiple locations (first seen in
DATABASE: Phazon-enhanced Space Pirate. Incredibly strong, armored, and well armed.
Elite Pirates are potent foes. Their energy-siphon system absorbs Beam weapon shots, which they use to fuel a massive Plasma Artillery Cannon. The nature of this system makes them vulnerable to concussion-based weapons. Well armed, the Elite Pirate is effective in close combat and at a distance. Their massive size can be a weakness, and their

sluggish speed allows for evasion and quick attacks.

66. MORPHOLOGY: *Phazon Elite*
REGIONS: Phazon Mines
LOCATIONS: Elite Control (one-time scan since it's a mini-boss)
DATABASE: Elite Pirate infused with energized Phazon.
The Phazon charged Elite Pirates rely more on their Wave Quake Generators, opting not to carry the vulnerable Plasma Artillery Cannons normally used by Elites. The direct fusing of Phazon into their bodies provides a tremendous level of energy. The drastically lower life span that comes with this process is of little concern to the Pirate Research team.

GUARDIANS

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67. MORPHOLOGY: *Parasite Queen*
REGIONS: Space Pirate Frigate
LOCATIONS: Reactor Core (one-time scan since it's a boss)
DATABASE: Parasite Female, enhanced by unknown means.
A weak spot has been detected in this creature's mouth. Use your auto-targeting to acquire this new target.
68. MORPHOLOGY: *Flaahgra*
REGIONS: Chozo Ruins
LOCATIONS: Sunchamber (one-time scan since it's a boss)
DATABASE: This mutant plant is the source of toxic water in the Ruins.
Flaahgra's growth cycle has been radically accelerated. As a result, it requires near-constant exposure to solar energy to remain active. This exposure has made Flaahgra's outer shell thick and durable. Its lower root system is unprotected and vulnerable, however. Exploit this flaw when possible. Concentrated weapon fire can daze it for short periods.
69. MORPHOLOGY: *Flaahgra Tentacle*
REGIONS: Chozo Ruins
LOCATIONS: Sunchamber (one-time scan since it's part of a boss)
DATABASE: One of Flaahgra's tentacles fills this narrow drainage channel.
Analysis indicates that Flaahgra's central nervous system is located at the base of this structure.
70. MORPHOLOGY: *Thardus*
REGIONS: Phendrana Drifts
LOCATIONS: Quarantine Cave (one-time scan since it's a boss)
DATABASE: An animated, sentient creature of stone charged with Phazon radiation.
The Phazon radiation given off by Thardus negates auto-targeting systems, preventing lock-on. It may be possible to acquire alternate targets with a different Visor. The chaotic nature of Phazon radiation leads to instability in its structural integrity. Thardus can encase targets in ice, and its colossal size and strength make it a formidable opponent.
71. MORPHOLOGY: *Omega Pirate*
REGIONS: Phazon Mines

LOCATIONS: Omega Quarters (one-time scan since it's a boss)
DATABASE: Most powerful of the Elite Pirate forces.
Omega Pirate can become invisible to normal sight. It is vulnerable when cloaked, as all energy is drawn from defense systems. By exposing itself to Phazon, it can regenerate damaged tissue and organs. Considered the pinnacle of the Elite Pirate program, this enemy should be handled with extreme caution and maximum firepower.

72. MORPHOLOGY: *Meta Ridley*
REGIONS: Tallon Overworld
LOCATIONS: Artifact Temple (one-time scan since it's a boss)
DATABASE: Genetically enhanced Ridley metaform.
Reborn and evolved through Pirate technology, Meta Ridley is a fearsome enforcer. Its armored hide is extremely resilient, save for the chest, which has thinner plating. The Pirates have fused a number of potent weapons to the creature, including a Multi-Missile system, a Kinetic Breath-strike Projector. Meta Ridley is also a formidable melee combatant, making any sort of engagement a risky proposition.

73. MORPHOLOGY: *Metroid Prime*
REGIONS: Impact Crater
LOCATIONS: Subchambers 1, 2, 3, 4 (one-time scan since it's a boss)
DATABASE: Highly evolved, Phazon-producing life form.
The aberration known as Metroid Prime is the source of Phazon, making it immensely powerful. A genetic flaw makes it susceptible to certain weapons for brief periods. Only its head is truly vulnerable: other attacks are a nuisance. Offensively, Metroid Prime has a number of natural and mechanical weapons at its disposal. These include Ultra-frigid Breath, Multi-Missiles, Snare Beams, and Particle Wave Projectors. Its massive strength and barbed carapace make it lethal in melee combat. Recommend maximum firepower when engaging this enemy.

74. MORPHOLOGY: *Metroid Prime*
REGIONS: Impact Crater
LOCATIONS: Metroid Prime Lair (one-time scan since it's a boss)
DATABASE: The core essence of Metroid Prime.
Scan indicates that the Phazon energy form of Metroid Prime is invulnerable to all weapons; only attacks from a Phazon-fused Arm Cannon will damage it. It generates pools of Phazon when it attacks; use these to fuel your Suit's Phazon weapon system. The entity can also spawn Metroids to assist it in battle, rendering it invisible when it does so.

NOTES

1. In the PAL and NTSC Player's Choice versions, the Ice Shriekbat apparently is not a one-time scan. I haven't tested this out, but it's been brought up in a few e-mails.
2. There are two enemies in the Phazon Mines that you can't scan, and thus have no "official" name in the Log Book. The Void Bombu is invisible, but you still see it dropping energy attacks, and the Shadow Drone in the Central Dynamo that guards the Power Bombs.

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The Research category is also divided into smaller subcategories by what type of item is being scanned. Keep in mind that only one of these - the Hunter Gunship - is in a single location. All of the other ones can be scanned as they appear throughout the game. Most of these items will have specific locations listed for the first time you can find them. The in-game database is also transcribed below for reference purposes.

ENERGY ITEMS

01. ITEM: Small Energy
LOCATION: Anywhere on Space Pirate Frigate or Tallon IV
DATABASE: Replenishes 10 units of energy.
02. ITEM: Large Energy
LOCATION: Anywhere on Space Pirate Frigate or Tallon IV
DATABASE: Replenishes 20 units of energy.
03. ITEM: Ultra Energy
LOCATION: Anywhere on Space Pirate Frigate or Tallon IV
DATABASE: Replenishes 100 units of energy.

AMMUNITION ITEMS

04. ITEM: Missile Ammunition
LOCATION: Anywhere on Tallon IV after acquiring Missiles
DATABASE: Resupplies Missile Launcher with 5 rounds of ammo.
05. ITEM: Power Bomb Ammunition
LOCATION: Anywhere on Tallon IV after acquiring Power Bombs
DATABASE: Resupplies Power Bomb with 1 round of ammunition.

POWER-UP STATIONS

07. ITEM: Hunter Gunship
LOCATION: Tallon Overworld: Landing Site
DATABASE: Hunter-class gunship registered to Samus Aran.
You can return to your ship to recharge energy, reload weapons and save progress in the game.
08. ITEM: Map Station
LOCATION: Space Pirate Frigate: Map Station A
DATABASE: Walk into Map Station holograms to download a map of the area you are in.
09. ITEM: Save Station
LOCATION: Space Pirate Frigate: Save Station A
DATABASE: Step into these stations to save your game and fully restore your energy.
10. ITEM: Missile Station
LOCATION: Chozo Ruins: Missile Station A
DATABASE: Step into these stations to fully reload your Missile Launcher.

PLANETARY DATA

-
11. ITEM: Zebes
LOCATION: Phendrana Drifts: Observatory
DATABASE: Planet Zebes.
Mass: 4.8 trillion teratons.
Profile: Planet's crust is primarily Urthic ore, making it ideal for subterranean construction. A class XIX planet, Zebes is inhospitable to most bioforms. The world was considered unremarkable until it became a base for Space Pirate forces.
12. ITEM: Tallon IV
LOCATION: Phendrana Drifts: Observatory
DATABASE: Planet Tallon IV
Mass: 5.1 trillion teratons.
Profile: Ecosystem studies indicate that Tallon IV was a biological paradise prior to the impact of an extraterrestrial object. What remains of the biosphere is slowly fading due to exposure to Phazon radiation. At current rate of decay, Tallon IV will be a barren Class XIII wasteland in approximately 25 years.

ENVIRONMENTAL DATA

13. ITEM: Missile Blast Shield
LOCATION: Chozo Ruins: Hive Totem
DATABASE: There is a Blast Shield on the door blocking access. Analysis indicates that the Blast Shield is invulnerable to Beam weapons. Explosive weapons may damage it.
14. ITEM: Locked Door
LOCATION: Phendrana Drifts: Research Entrance
DATABASE: Lock system engaged. Secure the area to unlock door.
15. ITEM: Stalactite
LOCATION: Phendrana Drifts: Ice Ruins West
DATABASE: This hanging rock structure appears to have a weak spot near its base.
Some stalactites can be dislodged from ceiling, allowing them to be used as platforms to cross otherwise unreachable areas.
16. ITEM: Morph Ball Slot
LOCATION: Chozo Ruins: Energy Core
DATABASE: Standard Morph Ball Slot. This slot is active.
Inserting the Morph Ball and detonating a Bomb will usually cause these slots to send electrical impulses that can activate different types of devices.
17. ITEM: Spinner
LOCATION: Phendrana Drifts: Ruined Courtyard
DATABASE: This is a standard Spinner device.
The generator belts of the Spinner can be activated by rapid rotational force. Use the Boost ability of the Morph Ball while inside a Spinner to activate the device.
18. ITEM: Spider Ball Track
LOCATION: Phendrana Drifts: Quarantine Cave
DATABASE: Magnetic rail system track.

In Morph Ball mode, press and hold the R Button when close to this type of surface. Use the Control Stick to move the Ball along the track. Release the R Button to disengage from the surface.

CAUTION: A Morph Ball Bomb will briefly disengage the Ball from the track.

19. ITEM: Grapple Point
LOCATION: Phazon Mines: Ore Processing
DATABASE: Analysis indicates a viable attach point for the Grapple Beam.
To use the Grapple Beam, use the L Button when the Grapple Icon appears.

NOTES:

1. The PAL version has three levels of Missile Ammunition: Small, Medium, and Large. Each one counts as a separate Research entry for the Log Book.

CHOZO LORE ENTRIES

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There are 16 Chozo Lore entries to be scanned that give a bit of insight into the spiritual nature of the ancient Chozo that lived on this planet. They go all the way from their departure from Zebes to their technology-free life on Tallon IV, and chronicle their attempts to stop the Phazon from spreading across the land. The listing below provides both NTSC and PAL entries, since they are different between the two versions. Both listings also provide what rooms they can be found in, although only the NTSC versions are transcribed here for reference purposes. They are numbered by approximate chronological order (so that the story makes sense), whereas the walkthrough numbers them as you find them, so the numbers will not exactly match up here.

NTSC VERSION

The NTSC version (and subsequent re-releases) have a different set of Lore Entries than the PAL version. Here, the story is mostly the same of how the Chozo settled Tallon IV after abandoning their technological ways, how the meteor came and spread the Great Poison, but there the similarities end. These sets of Lore indicate the Chozo left before the meteor strike, and then returned to combat the spreading Phazon plague. These also directly mention Samus and how she ("the Hatchling") has come to restore balance to the planet. In this regard, some of the Lore seems to be in the present tense, which is a bit odd. These also refer to the Chozo Ghosts, seemingly, as "The Turned" - Chozo who exist interdimensionally and have no respect for life.

01. CHOZO LORE: "Beginnings"
LOCATION: Chozo Ruins: Vault
ENTRY: Our sanctuary grows by the day. We Chozo know much of technology, but we have chosen to leave it behind on this journey. Our home here on Tallon IV will be a place of simplicity: structures hewn from the stone, bridges woven with branches, hallways caressed by pure waters. We build around the ancient and noble trees, drawing from their strength and giving them our own in return. All that is wild will flow around us here: our race will be just one more group of creatures in the knit of nature. It is our hope that such a state will bring with it greater wisdom, a greater understanding of the nature of the universe.

Once our city here is complete, we will peer inward and discover the truth.

02. CHOZO LORE: "Statuary"
LOCATION: Tallon Overworld: Artifact Temple
ENTRY: As we have done for millenia, we Chozo work constantly on our statuary. The statues are our sentinels: blind but ever watchful, they are and have always been, repositories for our most precious secrets and strongest powers. The crafting of each is a long and sacred process, performed only by those Chozo who have lifetimes of experience in such things. We have left these relics on planets across the solar system. Some are merely reminders: silent emblems of the Chozo that serve as icons of peace in lands that know only war. Others wield subtle strength, exerting their influence in ways beyond the understanding of mortal creatures. Still others are guardians of our secret ways, and these can be as terrible as they are beautiful. Those who respect and honor these relics will know the friendship of the Chozo. Those who deface or destroy them will know our wrath, unfettered and raw.
03. CHOZO LORE: "Fountain"
LOCATION: Chozo Ruins: Ruins Entryway
ENTRY: At the highest point of our city lies the fountain, a wellspring of pure water that flows throughout our civilization. It is the jewel of the Chozo, the life-giver, and yet its waters speak of a clouded future. As we come to understand the paths of time and space more clearly, we have begun to glimpse rough tatters of past and future, glittering behind reality like soft lights behind a curtain. We have seen the fountain in these glimpses, pouring darkness instead of water, and we cannot guess what the visions mean.
04. CHOZO LORE: "Exodus"
LOCATION: Chozo Ruins: Ruined Nursery
ENTRY: We Chozo are departing now, after so many years in peaceful seclusion here on Tallon IV. When we came, this place was a refuge for our spirits, a civilization built from native materials, bereft of the trappings of our technology. We were linked to the land here, kindred to the plants and animals, far away from the machines we had become so dependent on. And so we leave it now, pristine, a testament to the mortal forms we no longer need. We have drawn the veils of time and space aside, and are withdrawing beyond the illusion. But we will never forget this, the most sacred of our homes. And we will remain ever watchful.
05. CHOZO LORE: "Meteor Strike"
LOCATION: Chozo Ruins: Watery Hall
ENTRY: We have returned to Tallon IV, borne here against our will by a great cataclysm from the reaches of space. A meteor came, casting a dark shadow of debris over the land with the violence of its impact. Though we perceived this from beyond space and time, it was but a curiosity: a brief flare in the universe. But the meteor brought with it corruption. A Great Poison burst forth into the land, clawing at life with such violence that we were ripped

from our peaceful state and find ourselves wandering as shadows of the mortal forms we left behind, searching for why we are here.

06. CHOZO LORE: "Worm"
LOCATION: Chozo Ruins: Crossway
ENTRY: The prophecies tell of the coming of the Worm. Born from parasites, nurtured in a poisoned womb, the Worm grows, devouring from within, until the world begins to rot. The words of the seers have come to pass, for there, in the depths of the world, the ravenous Worm lurks and feeds. From the stars it came, blighting Tallon with it's Great Poison. We can but watch as the Worm grows, watch and wait. For the prophecies also speak of a great Defender, the one who delivers the world from evil. The final days draw near. Is the Newborn the Defender of which the seers spoke? We shall do all that we can to aid her, for she bears our legacy as she bears the ancient armor and weapons of our people.
07. CHOZO LORE: "Contain"
LOCATION: Chozo Ruins: Suntower
ENTRY: The world of living things feels strange to us, we who have existed so long on the edges of time and space. It is clear now that we Chozo can never return to our dimension, not while the Great Poison reaches ever furthur into the planet. It is so powerful, this creeping evil, that our wills are crumbling and our minds beginning to fail. And so, before it is too late, we now make our last stand. We have begun to build a temple to contain this darkness: at its heart we will place a Cipher, a mystical lock powered by twelve Artifacts and filled with as much power as we Chozo can harness in our ethereal states. Even when we are done, it may be too late.
08. CHOZO LORE: "Cradle"
LOCATION: Chozo Ruins: Furnace
ENTRY: The cries of this dying land pulled us from our dreaming state, and now we Chozo walk as ghosts while the Great Poison sinks into the trees and waters, devouring all life. Some creatures survive, but their forms grow as twisted and evil as the force that fell from the sky. The heart of the planet will succumb soon, and so will we, even in our ghostly states. Already many Chozo have faded and passed into the unknown. The Great Poison is unlike anything we have glimpsed in this or any dimension. It eats relentlessly, worming out life wherever it blooms and corrupting what it cannot kill. It will be our undoing. Our last hope lies in the Cradle, the temple we hope might contain this abomination. It is almost complete, hovering over the impact site, the dark heart of the spreading evil. If we can finish before the last of our kind drifts into madness or death, there is a chance for this world. If we fail, we are doomed with it.
09. CHOZO LORE: "Cipher"
LOCATION: Phendrana Drifts: Ice Ruins West
ENTRY: None know if our temple, the Cradle, will prove powerful enough to contain this evil forever. How can we Chozo hope for it to remain intact when that which it guards writhes

in the darkness, growing always stronger? The fate of this world rests with the gathering of Artifacts we call Cipher, but even it is not all-powerful. It is strong, yes: an enchanted whole made of twelve links. Still, it is finite in its reach, and we who guard it are slowly succumbing. When our vigilance crumbles away into madness, the Cipher will be exposed and the fate of Tallon IV will be beyond our influence.

10. CHOZO LORE: "Newborn"
LOCATION: Chozo Ruins: Magma Pool
ENTRY: The power of our temple has been enough to halt the spread of the poison on Tallon IV, but that which remains thrives and grows more concentrated, gnawing on itself in the dark passages beneath the planet's surface. Whether it can ever be truly destroyed is not for our eyes to see. But there is something else. We Chozo are drifting, tumbling through space and time as the Great Poison eats away at our sanity. We wake in dreams. As the veil of lunacy descends, as past and future blend and shuffle, one image appears and flickers through the landscape, wraithlike. It is the Hatchling, the Newborn, walking the path of corruption, a lone figure shining in the toxic shadows. She comes dressed for war, and her wrath is terrible. Do our eyes look backward, seeing the Hatchling as she once was? Or does she approach even now, arriving in our race's last hour, a savior clothed in machines crafted long ago by Chozo hands? Poisonous clouds drift across our vision.
11. CHOZO LORE: "Hatchling"
LOCATION: Chozo Ruins: Ruined Fountain
ENTRY: As we struggle with the Great Poison, something stirs at the edges of our vision. It is the Hatchling Samus. We feel her, across the void, as she hunts the corrupted. Will our fates again be one? As our pride shatters, will prophecy become real? When all strength wanes from the Chozo, will it be the Hatchling who fulfills our legacy? True sight eludes us, for the Poison gnaws at all vision, leaving seers blind and filled with despair. Truth's blessing may come too late.
12. CHOZO LORE: "The Turned"
LOCATION: Phendrana Drifts: Phendrana Canyon
ENTRY: Many Chozo have gone beyond now, and this is a mercy. Those of us who remain suffer in dimensional flux, drifting helplessly across time and space, guided by unseen and inexorable currents. The Chozo who cling to sanity fight the tide, but our minds are weakening. Soon we will all be like the Turned, Chozo who have been corrupted by the Great Poison. The Turned still hold to their Chozo forms, but their minds are black with fell intentions. Gone is their respect for life. They honor only destruction, and seek to disrupt the Artifacts holding the Great Poison at bay. All life taunts them, and they do not rest. Before long, they will be all that remain of the Chozo here.
13. CHOZO LORE: "Infestation"
LOCATION: Chozo Ruins: Crossway
ENTRY: A second plague has come upon the land, dousing the last flickering hopes of our race. Drawn by the very force we

Chozo hoped to contain, a host of maruding creatures descended from space and invaded our temple, the Cradle. They try in vain to destroy it, but its power remains beyond them for now. They possess some of the twelve Artifacts we call the Cipher, yet do not comprehend their function. Ignorant creatures, they are blinded by delusions of harnessing the Great Poison for their own designs. They walk about as masters of the planet, assimilating the ruins of our sanctuary into their experiments. We can but watch and wait for our doom.

14. CHOZO LORE: "Binding"
LOCATION: Tallon Overworld: Artifact Temple
ENTRY: The congregation of Artifacts that hold the Great Poison at bay still hold strong. Fearful of the potential within the Artifact Temple, the invaders known as Space Pirates tried to destroy it, only to fail in every attempt. We scattered the Artifacts across the planet for their protection, and only a few have fallen into invader hands. Failing to understand them, they now seek to unmake them. Again, they fail. They are right to fear these things. Great power sleeps inside them. Prophecy calls for their union, come the day that the unholy Worm is met by the great Defender. We can only hope the Artifacts are not destroyed by the invader, for then all will be lost. So, we do what we can to preserve the Artifacts, and to guide the Newborn to them. Time wanes with our souls, yet hope remains.
15. CHOZO LORE: "Hatchling's Shell"
LOCATION: Chozo Ruins: Crossway
ENTRY: The hatchling walks among us. Are these dreams? Memories? Foretellings? Time and reality swirl together like estuary waters, and we Chozo know not what to believe. She appears as ghostlike as the Chozo, but at times the mists clear. We see her wounded eyes, and remember the child we found so long ago. What has she become, this Newborn? Clad in Chozo armor, wielding weapons our hands once held, does she dream of the Chozo as we once were? Does she long for her parents, lost to the same creatures that even now defile our sacred home? Does she still live?
16. CHOZO LORE: "Hope"
LOCATION: Chozo Ruins: Hall of the Elders
ENTRY: More and more, our tormented minds turn to the Newborn. As the world continues to shift into brutal, disconnected images, she remains inarguably real: a fearless figure delving deeper into this blighted world, unmindful of the terrors that await her. Was she this way before? When we Chozo found her, a fledgling orphaned on a savaged planet, did a warriors pulse already beat in her veins, filling her with righteous fury? Our hopes lie with her. We leave these messages for her, that she may find our Artifacts and deliver the world from its evils. Wraiths we may be, but our reach is still long indeed. We shall fight these invaders, and the Poison they would master, until the end.

PAL VERSION

These entries are a bit more on the historical side. In these, the Chozo left Zebes and settled Tallon IV, were witness to the meteor strike, and

then fought while they could, but eventually died out. They still foretell that someday the Great Poison might be destroyed, but the only thing that comes close to mentioning Samus is the Prophecy of Light, and how at times, the "light coalesces into the figure of a woman". There is no mention of her in the present tense or as "the Hatchling" here. Below is a list of the PAL entries and where to find them. There are no transcriptions available for these entries yet.

LORE ENTRY	LOCATION
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01. Contain	Tallon Overworld: Artifact Temple
02. Prophecy Of Light	Tallon Overworld: Artifact Temple
03. Beginnings	Chozo Ruins: Ruins Entrance
04. Harmonization	Chozo Ruins: Ruined Nursery
05. Purification	Chozo Ruins: Ruined Fountain
06. Meteor Strike	Chozo Ruins: Watery Hall
07. Spreading Evil	Chozo Ruins: Suntower
08. Fountain	Chozo Ruins: Vault
09. Great Poison	Chozo Ruins: Furnace
10. Worm	Chozo Ruins: Crossway
11. Cradle	Chozo Ruins: Crossway
12. Infestation	Chozo Ruins: Crossway
13. Shapeless	Chozo Ruins: Hall of the Elders
14. Shining One	Chozo Ruins: Magma Pool
15. Cipher	Phendrana Drifts: Ice Ruins West
16. Entrusted One	Phendrana Drifts: Phendrana Canyon

PIRATE DATA ENTRIES

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There are 25 log entries of Space Pirate Data to be scanned that give a bit of insight into what happened to the Space Pirates after their rout at Zebes. They chronicle their arrival on Tallon IV, their discovery of the Phazon, and their experiments with it. Interestingly enough, the logs take place in the present tense as well, as one in particular details your arrival on Tallon IV. The listing below provides both NTSC and PAL entries, since they are somewhat different between the two versions. Both listings also provide what rooms they can be found in, although only the NTSC versions are transcribed here for reference purposes. They are numbered by approximate chronological order (so that the story makes sense), whereas the walkthrough numbers them as you find them, so the numbers will not exactly match up here.

NTSC VERSION

The NTSC version (and subsequent re-releases) have a different set of Pirate Data entries than the PAL version. Here, the story is mostly the same of how the Pirates fled Zebes and found Tallon IV and the Phazon, but there is a glaring plothole where three logs specifically mention the Space Pirates capturing and studying Metroid Prime, while other logs also explicitly state that they cannot breach the shield over the Impact Crater.

01. PIRATE DATA: "*Fall of Zebes*"
LOCATION: Space Pirate Frigate: Biohazard Containment (one-time scan)
LOG ENTRY: Log 09.992.3
Zebes has fallen. All ground personnel are presumed dead, either killed by the Hunter clad in metal or in the subsequent destruction of the underground facilities. Our research frigates Orpheon, Sirciacus and Vol Paragom were in orbit at zero hour and managed to retreat. Frigate Orpheon is now docked at Vortex Outpost. Orpheon's cargo appears

to have a 100% survival rate: Metroids are healthy but on restricted feeding schedules due to uncertain supply status. We are ready to begin research on the Metroids and other promising life-forms. Security status remains at Code Blue: no signs of pursuit from the Hunter.

02. PIRATE DATA: "The Hunter"

LOCATION: Phazon Mines: Elite Control

LOG ENTRY: Log 10.023.7

Security Command issued an all-points alert after the fall of Zebes. The alert concerns bioform Samus Aran, also known as the Hunter. Subject is a female hominid, and is heavily armed and extremely dangerous. Subject uses a powered armorsuit of unknown design in battle, along with a number of potent Beam and concussive weapons. All combat units are instructed to terminate Aran on sight, preferably in a fashion that will allow salvage of her powered armorsuit and weapons. A considerable bounty will go to the unit who delivers Aran to Command. Dead or alive, it matters not.

03. PIRATE DATA: "Hunter Weapons"

LOCATION: Phazon Mines: Elite Control

LOG ENTRY: Log 10.222.8

Science Team is attempting to reverse-engineer Samus Aran's arsenal, based off of data acquired from her assaults on our forces. Progress is slow, but steady. Command would dearly enjoy turning Aran's weapons against her. We believe we can implement Beam weapon prototypes in three cycles. Aran's Power Suit technology remains a mystery, especially the curious Morph Ball function. All attempts at duplicating it have ended in disaster: four test subjects were horribly broken and twisted when they engaged our Morph Ball prototypes. Science Team wisely decided to move on afterward.

04. PIRATE DATA: "Contact"

LOCATION: Phendrana Drifts: Observatory

LOG ENTRY: Log 10.299.2

Scans of the Spiral Sector detected a massive energy spike emanating from a Wanderer-class planet identified as Tallon IV. Scout reconnaissance was immediately dispatched to the center of the spike, a land mass at heading mark 40.08.02, returning with planetary samples and atmospheric imaging. Analysis shows the energy source to be an unstable radioactive material of enormous potential. We are unable to form an accurate risk-assessment at this time, but we are unlikely to find an energy source this powerful again. Analysis will continue, but currently Tallon IV appears to be a viable secondary headquarters.

05. PIRATE DATA: "Artifact Site"

LOCATION: Tallon Overworld: Artifact Temple

LOG ENTRY: Log 10.308.0

Field team reports are in on an aged structure of alien design built on the surface of Tallon IV. Studies show this structure projects a containment field. This field bars access to a prime source of energy within a deep crater. Science Team believes the field is powered by a number of strange Chozo Artifacts. We have found some of

these relics and studies on them have begun. As this field could hinder future energy production operations on Tallon IV, we must dismantle it as soon as possible. If this means the destruction of the Chozo Artifacts, it will be done.

06. PIRATE DATA: "Phazon Analysis"

LOCATION: Phendrana Drifts: Research Lab Hydra

LOG ENTRY: Log 10.344.8

We have codified the newfound energy source as Phazon, a V-index mutagen of which we have very little reliable data. Indications point to a meteor of unknown origin impacting approximately 20 years ago, expelling Phazon into the environment. This material appears to possess lifelike characteristics, mutating organic life-forms strong enough to withstand its poison. These mutations appear promising, with abrupt evolutionary leaps appearing in single-generation reproduction. Plans to establish a full Science Team on Tallon IV are being finalized.

07. PIRATE DATA: "Phazon Program"

LOCATION: Phendrana Drifts: Observatory

LOG ENTRY: Log 10.401.7

Phazon mining is under way. Several garrisons have been established, and terraforming of the Chozo Ruins is under way. Security systems are operational, and Science Team continues to make progress in their biotech research. The Phendrana Drifts have proven to be an optimal location for Research Headquarters, and soon it will be joined by a fully operational Combat base and starport. If Command's predictions are half true, we shall rise to dominance in this sector within a deca-cycle. Truly, these are glorious times.

08. PIRATE DATA: "Metroid Studies"

LOCATION: Phendrana Drifts: Research Lab Aether

LOG ENTRY: Log 10.444.4

Initial transfer of Metroids to Tallon IV research facilities has been completed. Three were terminated in an incident at the landing site, but the others were pacified and transported safely. Initial Phazon-infusion testing is under way. We are eager to observe the effects of Phazon on Metroids, especially their ability to absorb and process the energy given off by Phazon sources. Early research suggests a considerable growth in power and size. Whether the creatures stay stable thereafter remains to be seen.

09. PIRATE DATA: "Parasite Larva"

LOCATION: Phendrana Drifts: Research Lab Hydra

LOG ENTRY: Log 10.515.8

Our initial tests exposing Tallon IV's indigenous parasites to Phazon appear to be successful. Increases in strength, size and aggressiveness are common in all test subjects, as well as unforeseen evolutions like additional poison sacs within the abdomen and the appearance of a second ring of mandibles in several subjects. These creatures were chosen because of their resilience, and it appears possible that, given enough exposure to Phazon, they may one day be able to survive on any planet we transport them to. Our methods will have to be refined: we

currently have a 100% extinction rate after the fourth infusion period, and most survivors of the third infusion stage are so violent and uncontrollable that they have to be euthanized. Even still, we remain hopeful that further experimentation will result in success.

10. PIRATE DATA: "Mining Status"

LOCATION: Phendrana Drifts: Research Lab Hydra

LOG ENTRY: Log 10.587.7

Mining operations have begun near the crater where Phazon appears to be most concentrated. Daily Phazon yields have increased 44%, and our mining system becomes more streamlined as personnel and equipment flows increase. Several incidents of Phazon-induced madness have been reported, prompting augmented life-support regulations in the deeper chambers. Symptoms include loss of equilibrium, erratic respiration, muscle spasms, and in the most extreme cases, hallucinations. A timeline reassessment for the refinery operation is recommended, as the material proves more unstable than initial analysis indicated.

11. PIRATE DATA: "Glacial Wastes"

LOCATION: Phendrana Drifts: Research Lab Hydra

LOG ENTRY: Log 10.664.2

Research outpost Glacier One in the Phendrana Drifts region of Tallon IV's mountains is operating at 85% capacity. Sub-zero temperatures have made the Metroids sluggish and easy to control, even those well into Phazon-infusion cycles. Cold-containment stasis tanks are sufficient for the juveniles, but some of the larger Metroids have been moved to quarantined caves for safety purposes. Security doors remain an issue, as malfunctions due to ice occur every day. Large predators in the wastes are also a concern, as they continue to kill personnel and breach secure areas. Unfortunately, it has become clear that our containment teams cannot neutralize all of them without a vast increase in munitions and soldiers.

12. PIRATE DATA: "Security Breaches"

LOCATION: Phendrana Drifts: Research Lab Hydra

LOG ENTRY: Log 10.712.1

Most terraforming and retrofitting of security checkpoints on Tallon IV is complete, but we continue to research the alarming epidemic of breaches by local creatures. Door records show no unauthorized entries, so we must presume the creatures are either slipping in undetected during daily personnel moves or else finding their way in through subterranean tunnels. We have found many small breaches of this latter sort and plug them wherever we can, but it is unlikely that we will ever achieve full extermination with our current timetable.

13. PIRATE DATA: "Meta Ridley"

LOCATION: Phendrana Drifts: Research Lab Aether

LOG ENTRY: Log 10.891.0

The reconstruction of geoform 187, code-named Ridley, was recently completed. After his defeat on Zebes, Command ordered a number of metagenetic improvements for him. Though aggressive, we were able to implement these changes in a cycle. The metamorphosis was painful, but quite succ-

essful in the end. Early tests indicate a drastic increase in strength, mobility, and offensive capability. Cybernetic modules and armor plating have been added as well. We believe our creation, now called Meta Ridley, will become the mainstay of our security force, a job he will certainly relish.

14. PIRATE DATA: "Phazon Infusion"

LOCATION: Phendrana Drifts: Research Lab Aether

LOG ENTRY: Log 10.957.2

Confidence is high regarding Phazon applications. We know enough about Phazon now to begin combining it with Space Pirate DNA. The code name for this venture will be 'Project Helix'. Preliminary studies indicate that Phazon infusion could produce radical new Pirate genomes. Benevolent mutation levels are high in current test subjects. Phazon madness is a concern, but refinements in the infusion process should reduce or neutralize the odds of mental degeneration.

15. PIRATE DATA: "Elite Pirates"

LOCATION: Phazon Mines: Elite Control

LOG ENTRY: Log 11.001.9

Initial Project Helix experiments with Space Pirate embryos were disastrous. The Phazon-infusion process degenerated brain tissue even as it augmented muscle mass. None of what we have termed 'Elite Pirates' lived to maturity: the few that survived their infancy suffered severe psychotic breakdowns as juveniles, killing anything within their zone of perception. Research from team Sclera made a recent breakthrough, in which parasite studies with a Phazon strain code-named 'Vertigo' were highly successful. Since then, we have fused Vertigo Phazon with Space Pirate DNA with great success. The latest batch of Elite Pirates have reached maturity successfully and are ready for field testing and training.

16. PIRATE DATA: "Metroid Prime"

LOCATION: Phazon Mines: Elite Control

LOG ENTRY: Log 11.156.9

Test subject Z-d, hereafter referred to as Metroid Prime, was recently discovered in a cavern by mining crews. It quickly dispatched the miners, but was eventually contained by security units and drones. Once contained, we were able to begin studies upon Metroid Prime. The results have been astonishing. It is genetically similar to a Metroid, albeit on a high evolved level. It displays a limitless capacity for Phazon infusion and shows no Phazon-based degeneration whatsoever. It continues to grow in size, and while it has manifested some psychotic behavior, the cold field we use to pacify remain effective. Authorization for advanced studies on Metroid Prime have been approved.

17. PIRATE DATA: "Omega Pirate"

LOCATION: Phazon Mines: Omega Research

LOG ENTRY: Log 11.232.8

Elite Pirate Upsilon's propensity for Phazon has enabled our research team to infuse it far beyond our safety restrictions, and the results have been extremely encouraging. Its constant Phazon diet has increased its mass expo-

nentially, but it has retained all mental faculties and shows dexterity with all Elite weaponry, including Plasma Incendiary Launchers and the Chameleon Manta issued for cloaking purposes. Elite Pirate Upsilon exhibits miraculous healing abilities: when injured, it seeks out Phazon deposits and coats itself in the substance, which instantly mends the creature's wounds. The subject, which we are code-naming Omega Pirate based on these developments, shows potential to be a new standards for our armies. Our only concern at this point is its potential overdependence on Phazon.

18. PIRATE DATA: "Special Forces"

LOCATION: Phazon Mines: Metroid Quarantine B

LOG ENTRY: Log 11.369.4

As we continue to observe the development of Project Helix's Elite Pirates, it becomes increasingly obvious that these warriors will usher in a new era of Space Pirate dominance. They are incredibly resistant to damage, and their ability to transport and wield so many weapons at once makes them the ideal mainstays of our ground forces. Though they are not as quick as typical Pirates, it makes little difference. With a platoon of Phazon Elite Pirates in the vanguard of an army of normal and Flying Pirates, we will have a near-indestructible backbone that should turn the tide in any engagement.

19. PIRATE DATA: "Prime Breach"

LOCATION: Phazon Mines: Elite Control

LOG ENTRY: Log 11.377.1

Subject Metroid Prime's breach has been contained. Reports indicate that it sensed a large batch of raw Phazon in the lab from within its stasis tank and broke through the glass, using previously unsuspected strength. Besides consuming all of the Phazon, Metroid Prime assimilated several weapons and defense systems from fallen security units. It has suffered no ill effect from said assimilation: indeed, it began to use its newly acquired weapons against us. Once we pacified it, we were unable to remove the assimilated gear without threat to Metroid Prime--the gear is now an integral part of its body. Command is intrigued by this newfound ability, and has ordered further study to commence at once.

20. PIRATE DATA: "Prime Mutations"

LOCATION: Phazon Mines: Elite Control

LOG ENTRY: Log 11.402.5

Metroid Prime continues to feed and grow ever larger in the impact crater caves. Its hunger knows no bounds, and it has begun to manifest unusual mutations since its breach. These include armor plating on its epidermis and mechanical outgrowths that generate defense screens. These screens render it invulnerable to most weapon systems, but a flaw in the mutation leads to increased vulnerability to certain weapons. It compensates for this by shifting the screens quickly. This latest development concerns Security units greatly: they feel it's a matter of time before Metroid Prime corrects this defect and renders itself invulnerable to all weaponry. Containment would be nigh impossible if this were to occur.

21. PIRATE DATA: "Metroid Morphology"

LOCATION: Phendrana Drifts: Research Lab Aether

LOG ENTRY: Log 11.420.7

Metroid dissection continues to provide more questions than answers. Our research teams have isolated the energy conduits that run from the invasive twin mandibles to the energy core in the creature's quadripartite nucleus, but the manner in which a Metroid actually extracts the life force from its prey remains an utter mystery. The victim does not lose blood or any other vital fluids, and yet the Metroid extracts energy: identifying this energy is our central problem. It takes no physical form, and yet without it, the victim dies. We will continue to research this matter, as the isolation of this life-giving essence could be the key to our ascendance.

22. PIRATE DATA: "Chozo Studies"

LOCATION: Phazon Mines: Elite Control

LOG ENTRY: Log 11.440.4

Results are in from field studies on extinct bioform group Chozo. We believe that Tallon IV was once a stronghold in a great Chozo empire, brought low by the meteor strike. Planetary devastation brought an end to the Chozo, yet remnants of their society remain. We are studying these relics in an attempt to harness their power. What is of no use to us, we destroy. In time, we shall have all we need from this dead race, and shall wipe this planet clean of their ugly Ruins. The dead should serve the living, not hinder them.

23. PIRATE DATA: "Chozo Artifacts"

LOCATION: Phazon Mines: Elite Control

LOG ENTRY: Log 11.452.8

We are particularly interested in a number of curious Chozo Artifacts we have been able to recover from a number of religious sites on Tallon IV. These relics resonate with power, and yet we are unable to harness them in any way. Science Team is attempting to fuse them together with Phazon, believing that a link might exist between them. We know that these Artifacts are linked to the Chozo Temple that block full access to the Impact Crater. We have yet to crack this enigma, however. Command grows impatient regarding this matter: results must be produced soon.

24. PIRATE DATA: "Metroid Forces"

LOCATION: Phendrana Drifts: Research Lab Aether

LOG ENTRY: Log 11.550.6

Studies of Metroid biology continue, though with limited progress. It seems likely that we will be much more successful using the Metroids for our means rather than trying to reproduce their powers. If they could be adequately tamed, we would have no need of a proper understanding of their metabolism. A small force of disciplined Metroids could wipe out entire armies, and once we find a way to shield them from cold-containment weapons, they will be invincible. Furthermore, if we could then harvest the energy they'd consumed, we would have a near-limitless source of power at our disposal.

25. PIRATE DATA: "Chozo Ghosts"

LOCATION: Phazon Mines: Elite Control

LOG ENTRY: Log 11.664.2

There have been numerous incidents involving spectral entities at the Chozo Ruins site. Several personnel have been assaulted by these Chozo Ghosts: few have survived. Survivors speak of swift attacks from nowhere, brief sightings of the enemy, then nothing, only to be followed by another attack. Science Team believes these attacks are responsive to our efforts to recover Chozo relics and Artifacts. Somehow, these entities are able to interact with the physical world, and it appear they wish to keep their Artifacts to themselves. We will make them pay for such arrogance, for even ghosts can be destroyed.

PAL VERSION

The PAL version entries are more or less the same as the NTSC version, but all references to Metroid Prime have been eliminated and replaced with either references to "the creature" or instead talk about the Artifacts and the Great Seal over the Impact Crater. Below is a list of the PAL entries and where to find them. There are no transcriptions available for these entries yet.

LOG ENTRY

LOCATION

01. *Fall of Zebes*	Pirate Frigate: Biohazard Containment
02. Artifact Site	Tallon Overworld: Temple Security Station
03. Contact	Phendrana Drifts: Observatory
04. Phazon Program	Phendrana Drifts: Observatory
05. Mining Status	Phendrana Drifts: Research Lab Hydra
06. Security Breaches	Phendrana Drifts: Research Lab Hydra
07. Phazon Analysis	Phendrana Drifts: Research Lab Hydra
08. Parasite Larva	Phendrana Drifts: Research Lab Hydra
09. Glacial Wastes	Phendrana Drifts: Research Lab Hydra
10. Metroid Studies	Phendrana Drifts: Research Lab Aether
11. Meta Ridley	Phendrana Drifts: Research Lab Aether
12. Metroid Morphology	Phendrana Drifts: Research Lab Aether
13. Phazon Infusion	Phendrana Drifts: Research Lab Aether
14. Metroid Forces	Phendrana Drifts: Research Lab Aether
15. Elite Pirates	Phazon Mines: Elite Research
16. Impact Crater	Phazon Mines: Elite Control
17. Chozo Studies	Phazon Mines: Elite Control
18. Gate System	Phazon Mines: Elite Control
19. Chozo Ghosts	Phazon Mines: Elite Control
20. The Key	Phazon Mines: Elite Control
21. Artifact	Phazon Mines: Elite Control
22. The Hunter	Phazon Mines: Elite Control
23. Hunter Weapons	Phazon Mines: Elite Control
24. Omega Pirate	Phazon Mines: Omega Research
25. Special Forces	Phazon Mines: Metroid Quarantine B

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== 11. SECRETS AND TIPS:

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METROID PRIME has a few interesting things here and there besides what's been already covered in the walkthrough. Here are some of the other things the game has to offer.

1. GAME BOY ADVANCE UNLOCKABLES

If you have a Game Boy Advance and METROID FUSION, you can use a Game Link Cable to connect these two games together and download exclusive in-game extras. Connect the cable from your GBA to the GameCube, and go to the option on the menu that says "Metroid Fusion Connection Bonuses". If you have beaten METROID PRIME, you will be able to download the Fusion Suit for use in the game. If you have beaten METROID FUSION, then you can also download a copy of the original METROID game. The Fusion Suit must be manually selected from here each time you wish to use it, and uses the same color palette from METROID FUSION for the Varia and Gravity Suits, and turns you bright red and orange for the Phazon Suit. With the original METROID, the controls are a bit different, but the Password system is preserved in its original form. You can use all of the old Passwords, including the JUSTIN BAILEY and the NARPAS SWORD ones, or you can opt to save your game data to the Memory Card. The controls for the original game are listed below:

- CONTROL STICK/PAD: Move around, Aim Up, and use Morph Ball.
- START/PAUSE: Pause game.
- L BUTTON: Quit and return to menu.
- Z BUTTON: Switch from Beams to Missiles, or Option select.
- A/Y BUTTON: Fire Beam/Missiles, set Bombs as Morph Ball.
- B/X BUTTON: Jump.

2. EASTER EGGS

There are a few creatures you'll encounter throughout the game that will be quite familiar to fans of the Metroid series. While a few like the Geemer are only minor, there are a few rarer "easter eggs" of sorts. I'll detail the ones I know about.

- ALPHA METROID

There are two of these in the Hydra Research Labs. One is a dead Metroid that you can scan as an "Alpha Class Metroid", but it is actually just a regular one. The second is actually an Alpha Metroid, found in Research Lab Aether in the central stasis tube. However, you can't scan this one.

- ZEBESIAN SIDEHOPPER

You can find this in Biohazard Containment on the Space Pirate Frigate (the first time around). It's fairly easy to find; just look or listen for the thing beating up one of the containment doors. Scan it and you will get clear readings of a Zebesian Sidehopper.

3. SECRET WORLDS

Anyone familiar with the first METROID game knows about the prolific and expansive "Secret Worlds" that can be accessed by scrolling Samus off of the map. METROID PRIME has these in abundance as well, although they don't seem to be intentional as they're usually found by forcing yourself out of the standard confines of a room. The first one was discovered in Transport Tunnel C, and you can squeeze yourself out from a hole in a tree. There are others - some are difficult to find, some are easy, like the one in the Gathering Hall - just climb to the top of the room and leap out. When you're in one, it's often very difficult to move around, and sometimes even harder to get back into the map! Don't use the Morph Ball if you get into one as you'll get stuck in an endless fall, and if you want to jump around, you have to manually aim and lock your view towards whatever you are trying to reach. In some instances, these can be used to bypass entire sections of the game, but this is for much more advanced players.

4. IN-GAME UNLOCKABLE CONTENT

By completing certain requirements within Metroid Prime, you'll unlock the image galleries that can be accessed via the Main Menu. Each gallery contains a mixture of conceptual artwork for the game, computer graphics and wire-frame models used in the construction, drawing board sketches, and

lots of other interesting stuff. To unlock each, you must complete each of the following requirements:

- IMAGE GALLERY 1: Get 50% of the Log Book Scans.
- IMAGE GALLERY 2: Get 100% of the Log Book Scans.
- IMAGE GALLERY 3: Complete Hard Mode.
- IMAGE GALLERY 4: Get 100% of the Item Pick-ups.

4. EXTRA STUFF

This stuff really falls into a category of things that don't necessarily help the game along, but it's interesting to do if you're bored. Check the list below.

- MEGA METROIDS

This works best for Hunter Metroids, particularly the first one you find in Frost Cave. Fire Power Beam shots at it until it sizzles, then the Metroid will mutate into a huge version of its former self. Just keep in mind that this usually puts the Metroid you're toying with into a pretty agitated mood, and the energy its absorbing makes it more powerful.

Still, it's fun to see a gigantic Metroid every now and then.

- ODD ANIMATIONS

These are pretty interesting, actually. One of them occurs if you rapid-fire the Power Beam - it causes the barrel to start smoking like an old pistol. Another one occurs if you simply stand still - Samus will begin auto-looking around a bit, and she'll fiddle with the controls on her Arm Cannon. A third one is even more interesting - switch to the X-Ray Visor and switch Beams. Watch Samus' arm as you do, she clearly makes hand gestures as the new beam is activated, corresponding to the icon of the Beam in your Combat Visor. Interesting little bit of light shed on some advanced Chozo technology, I suppose.

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== 12. LEGAL:
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