

- Metroid Prime is an first person action/adventure game. NOT a first person shooter. Explore the rooms. Investigate the caves and tunnels. Take your time to learn, and you will find that completing the game will be much more fun and easy.

II. Controls and Layout

====|a. Visor Layout|====

Throughout Metroid Prime you play from Samus's perspective, behind her visor. There are four different types of visors, each with their own display, so you will need to get to know what all of the functions do. At the beginning of the game, you start only with the Combat and Scan Visors, and gradually collect the other two.

-Combat Visor-

The main (and default) visor is the combat visor. This is the visor that you should be using at nearly all times, especially during fighting (well, it is called the 'combat' visor!) To get into the combat visor, press the D-Pad up.

Here is the list of Tools and their functions:

- Tool: Visor Selection | Location: Left Bottom -
Function: This Visor Selection basically allows you to switch between the four visor, and shows you which visor you have selected. Pressing the D-Pad up will select the combat visor (shown as a aiming symbol - so it's obviously combat). Pressing the D-Pad right will select the scan visor (shown as the scan bar that you will see when you initiate the scan visor). Pressing down will initiate the thermal visor (shown as the thermal visor triangle). Pressing left will select the X-Ray visor (shown as a circle with an X in it - so it's pretty obvious). The icon that is in the middle is the one selected.

- Tool: Danger Bar | Location: Left Middle -
Function: This bar shows you how close you are to danger. The '!' points to the bottom of the bar if you are not close to anything that will injure you. The closer you get to danger, the higher the bar will rise, as well as the '!'. If the bar reaches the top, then it means you are taking damage and 'Damage' will appear next to the '!'. If the bar is very close to the top, 'Warning' will appear next to the '!' to warn you.

- Tool: Enemy Radar | Location: Left Top -
Function: The Enemy Radar shows how many enemies are around you, how close they are, and in what direction. It is displayed as a circle, which represents about twenty metres. The slice of the circle that is at the top part of the circle represents your line of sight, in other words, what you can see. From this radar you should be able to tell what direction enemies are from you, how many there are, and how far away they are. It's like a third eye!

- Tool: Energy Bar | Location: Middle Top -
Function: This tells you how many energy tanks you have left, as well as how much energy is in your current energy tank. Below the word 'ENERGY', you will all of the energy tanks you have as blue boxes (but if you have just started - you should not have collected any yet, so there will be none). Below that shows the amount of energy that is left in your current energy tank. To the left of it is a number, telling you the same thing.

- Tool: Mini Map | Location: Right Top -
Function: This map is a small section of the larger map, depicting the room that you are in, as well as the ones on either side. You will appear as a kind of green arrow in the orange rooms. The coloured squares that join the rooms are doors. I'm not going to explain what all of the symbols on the mini-map mean here, but go down to 'c. Map Navigation' to find out what they mean. To see the full map, press Z.

- Tool: Missile Bar | Location: Right Middle -
Function: This bar shows the amount of missiles you have left. The missile symbol points to the amount on the bar. To the left of the missile symbol is a number telling you how many missiles you have left out of your maximum capacity. Eg. 066/250 (250 is the maximum amount of missiles you can have). When you are low on missiles, 'Missiles Low' will flash below the missile symbol. When you run out of missiles, 'Depleted' will flash.

- Tool: Cannon Selection | Location: Right Bottom -
Function: This Cannon Selection allows you to switch between the four types of beams (only Power Beam at the start). The icon in the middle is the selected cannon. The icons are colour-coded to help you. Yellow for the Power Beam, purple for the Wave Beam, white for the Ice Beam, and Red for the Plasma Beam. Pressing the C-Stick up will select the Power Beam. Pressing the C-Stick right will select the Wave Beam. Pressing the C-Stick down will select the Ice Beam. And finally, pressing the C-Stick left will select the Plasma Beam. Does anyone know what the different hand signs for the Beams mean? I assume it is the how

Samus has to position her hand inside the arm cannon to select that mode.

-Scan Visor-

The Scan Visor is much simpler than the Combat Visor, but is extremely important all the same. The scan visor is used to analyse certain objects or creatures and provide scan information. Simply move the scan box over an object or creature, and an orange box symbol will appear, meaning that it is scannable. If a red box appears, this means that scanning this thing is important to the completion of the game. To scan, align your visor with the scannable object, then hold down L. When the scan bar has reached its end, this means that the scan is complete, and information concerning that item will appear in a box at the bottom of the screen. If there is a lot of information, you may have to scroll through it with the A button. If it says that the information has been recorded to your 'Log Book' then that information is necessary to 100% your Log Book. To get into the scan visor, press the D-Pad left.

All other tools will disappear in the scan visor except these:

- Energy Bar
- Visor Selection

-Thermal Visor-

The Thermal Visor is a visor that shows warmth through a contrast of light and dark colours. Light (white/yellow) colours are used to represent warmth, while cold colours are seen as black/purple. This visor is useful to find power conduits in order to open doors. It can also show weak spots in enemies that have phazon in them. You are able to lock-on in this mode, although it is more difficult, The centre of the thermal triangle shows where your gun is targeted. The visor can be temporarily overloaded if there is excessive heat, meaning that the screen goes completely white. To get into the thermal visor, press the D-Pad down.

All other tools will disappear in the thermal visor except these:

- Energy Bar
- Visor Selection
- Cannon Selection
- Danger Bar (which represents danger as a number as well)
- Missile Bar

-X-Ray Visor-

The X-Ray Visor is able to show things that are not normally visible. You can see through walls, see invisible platforms, enemies, and other stuff like that. This visor is mostly useful for enemies that you can not see (especially boss fights!). The visor shows everything with a kind of white/blue tinge, with a circular aiming layout. The X-Ray Visor can be interfered with by certain enemies, allowing you only to see static. To get into the thermal visor, press the D-Pad right.

All other tools will disappear in the x-ray visor except these:

- Energy Bar
- Visor Selection
- Cannon Selection
- Danger Bar (which represents danger as a number as well)
- Missile Bar

====|b. Gameplay Controls|====

Metroid Prime uses nearly every button constantly throughout the game, meaning that you obviously have to know what each button does.

Here are the buttons and their functions:

- A - Shoot Beam Weapon / Plant Morph Ball Bomb
- B - Jump / Dash Sideways in Lock-on / Boost Ball
- X - Morph Ball Mode
- Y - Shoot Missile / Plant Power Bomb
- Z - Open Map
- Start - Open Menu
- Main Stick - Move Samus around
- C-Stick - Select Beam Weapon
- L - Scan / Lock-on / Grapple Beam
- R - Look Up&Down / Use Spider Ball
- D-Pad - Select Visor

====|c. Map Navigation|====

The map in Metroid Prime is extremely important in order to navigate around the different areas and rooms. It can be brought up by pressing Z. This pauses the

game, and you can look and analyse the map for as long as you want. There are many symbols on the map to memorise, as well as buttons to navigate around, so here they are and what they do:

Title: The name of the room you have selected is displayed at the top of the screen.

Legend: The legend is found on the left of the screen, showing the symbols that are on the map and what they mean.

Key: The key is found at the bottom of the screen, showing you how to navigate around the map.

Compass: The compass is found on the right side of the screen, showing you what way you are facing.

Map: The map is, obviously, in the centre of the screen.

-Legend-

For the legend, the symbol is shown first, then the meaning.

Blue Square - Any Beam -
Purple Square - Wave Beam |
White Square - Ice Beam |___ The squares on the map represent doors, and
Red Square - Plasma Beam | their colour shows what weapon can open it.
Grey Square - Missile |
Green Square - Opened -

[E] - Elevator -
[M] - Missile Recharge |___ The letters on the map represent these
[S] - Save Station | stations. Hints tell you where to go.
(?) - Hint -

Y - Key/Legend - Pressing Y hides the Key and Legend.

-Key-

Pressing these buttons allows you to navigate the map.

Z - Exits the map
Main Stick - Rotate Map
L - Zooms out
R - Zooms in
C-Stick - Moves view to different rooms
A - Shows the whole World Map, allowing you to press A again to select a different area (can not be done on Space Pirate Frigate).

-Map-

Rooms are only shown if you have either:

- Visited them
- Given a hint about them
- Downloaded a map of that area

Rooms that you have visited are shown in orange, while ones you have not are in blue/grey.

====|d. Menu Navigation|====

The menu shows three main things:

- Inventory: Shows the items/visors/suits/weapons you have.
- Log Book: Shows information on all the creatures/objects you have scanned.
- Options: Allows you to configure Metroid Prime.

The menu can be accessed by pressing the start button. It is important to know how to navigate around the Menu, so here are the controls:

L - Moves to the next menu to the left. The menu that is being moved to is shown to the right of the L at the bottom left side of the screen.
B - This gets you back out of a selected category or sub-category, or out of the Menu if nothing is selected.
Start - Exits the menu.
A - Selects a category or sub-category.
R - Moves to the next menu to the right. The menu that is being moved to is shown to the left of the R at the bottom right side of the screen.
Y - Zooms in on the figure of Samus (only for Inventory). In this mode you can use the Main Stick and the C-Stick to rotate her so that you can see the full armour or morph ball.

Categories or Sub-categories that have not been found yet are shown as '?????'

Your acquired items (game percentage) is shown in the middle of the screen in the Inventory and Log Book menus, as well as your total scan percentage.

III. Terminology

This might seem like a boring section, but it is extremely important all the same. This section tells you how i am laying out this walkthrough in order to make it easier for you to navigate around it and know what i am talking about.

First of all, this guide is broken up into 'Chapters', which are listed using numbers (1. Introduction, 2. Walkthrough, 3. Inventory are all chapters).

Each chapter is broken down into 'sections', which are listed using Roman Numerals (Such as the section heading 'III. Terminology' above).

Each section is broken down into sub-sections, which are listed using letters (such as 'd. Menu Navigation').

These can be broken down even smaller still, but are not listed in the Contents.

Also, when referencing different places in the game, here are a few different words i will use and what they mean:

Each different place (Tallon Overworld, Chozo Ruins, Phendrana Drifts, etc...) will be referred to as 'areas'. In these areas are smaller sections which i will be calling 'rooms' (whenever you go through a door, you enter a new room).

Throughout the walkthrough, whenever you enter a new room, a heading will come up that looks like this:

-Space Frigate: Exterior Docking Hangar-

```
  /\          /\
  ||          ||
AREA          ROOM
```

The name of the area will come first, then the name of the room. This is so you can easily navigate your way around the walkthrough.

At the end of every sub-section in the walkthrough is a data table showing what items and scans you should have gained in that sub-section, as well as an overall count.

IV. Story

This is the Metroid Prime story, as taken from the Instruction booklet:

The Chozo:

The Chozo... Over millennia, this bird-like race of creatures made incredible technological and scientific leaps. Travelling 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 respect and care for the 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 favour of simplicity. Tallon IV was one of the 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 of 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 behind 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 that had been discovered by the Galactic Federation 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 K-2 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 Pirates' 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 main camps. One headed to 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 far 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 life-forms. They refined their operation; powering their machinery with thermal-powered engines sunk in the molten depths of Tallon IV, they drove deep mineshafts 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...

1. Walkthrough

This chapter is the descriptive walkthrough of Metroid Prime, which tells you when and what to scan and collect in order to 100% the game and unlock the maximum amount of unlockables.

I. Parasite Queen

====|a. Unidentified distress beacon...|====

info Unidentified distress beacon has been tracked to a derelict space vessel in orbit above Tallon IV. *info*

After a short intro of Samus landing her ship on a damaged Space Pirate frigate, Samus will emerge and land in a spectacular entrance on to the frigate, where she looks around and stands up to the classic Metroid fanfare sound (what an awesome soundtrack!).

-Space Pirate Frigate: Exterior Docking Hangar-

You are now in control of Samus. You need to go through the forcefield in front of you, but of course, you can't. You need to shoot the four red lights for the forcefield to shutdown. Use the lock-on to do this (L-button) and then fire with the A button. Once disabled, walk through and you will notice a kind of computer screen with some rotating lines in a sphere shape (it's kind of hard to describe). Scan this (using the left button on your D-Pad to initiate your scan visor, and holding down the L-Button to scan - press up on your D-Pad to go back to your normal scan visor), and you will notice that six lights appear on either side of the forcefield to your left. Once again, lock on to these and shoot them. You will notice that you will be unable to lock onto and shoot the two highest ones as they are out of your reach. What you have to do is hold down the R-button in order to look up or down. Once you are looking at the red light, you can press the lock-on button to lock onto the target. Once the force field is deactivated, move through (press B to jump) and over to the catwalk to your left to reach a door. Shoot it to make it open, and move through.

Pass through the corridor and through the door at the other end.

-Space Pirate Frigate: Air Lock-

You will notice that everything is floating around you (including some sort of small creatures). Scan the computer screen panel, and everything will fall to the floor (pretty cool) and you will be able to pass through the door.

-Space Pirate Frigate: Deck Alpha Access Hall-

If you look beneath you as you walk in, you will see some small mysterious creatures walking under the transparent floor. Hmmm... Continue through to the door.

-Space Pirate Frigate: Emergency Evacuation Area-

It appears that you are in the middle of a disaster zone! When you walk down the catwalk you will see a giant (but dead - so don't worry) parasite queen. Next to it is a dead body of a space pirate - being eaten by a parasite. Erghhh... SCAN the Parasite and quickly kill it (Don't forget to press lock-on - it's easier!)

```
=====
= NEW SCAN | Type: Creature | Name: Parasite | Limited?: Yes           =
= -----
= Morphology: Parasite                                               =
= 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.                 =
=====
```

Continue past it and you will see another parasite which you should dispose of. Around the corner is a space pirate who is barely still alive. Lock on to him and dodge his blasts as you kill him. He *may* make a purple ball appear when you kill him (only if you got injured). SCAN it first and then collect it by running into it.

```
=====
= NEW SCAN | Type: Research | Name: Small Energy | Limited?: No       =
= -----
= Small Energy. Replenishes 10 units of energy.                     =
=====
```

If he didn't drop one, no fear - you'll see plenty more in the future. You will notice that it restores health. Then enter through the door.

-Space Pirate Frigate: Deck Alpha Umbilical Hall-

You will see a dead space pirate on the floor, which by scanning reveals he has had "excessive blunt trauma to cranium" or in other words - have something really heavy land on his head. Use a charge beam (hold down the A-button to get this super blast from your gun) to clear the debris from the corridor - then move through to the door.

-Space Pirate Frigate: Map Facility-

Parasite creatures! Wait - where are they going? Turn into a morph ball form (Press X) to follow them down that small corridor. Although you may not have felt like following them, you will notice that they have ?disappeared? when you get to the other side. Press X again to get out of morph ball mode and you will see an orange hologram in front of you. SCAN it and then step into the hologram to receive the complete map of the area. (You can access the map by pressing the Z-button).

```
=====
= NEW SCAN | Type: Research | Name: Map Station | Limited?: Yes       =
= -----
= Map Station                                                         =
=
= Walk into Map Station holograms to download a map of the area you =
= are in.                                                             =
=====
```

Turn back into a morph ball and go back through the tunnel. Then go through the door.

-Space Pirate Frigate: Connection Elevator to Deck Beta-

You are in a elevator. Scan the computer panel to activate a hologram in the middle of the elevator. Step into the hologram to start the elevator moving down. Go through the door.

-Space Pirate Frigate: Deck Beta Conduit Hall-

Ignore the fire - but don't step into it as you will get damaged. You will see electricity arcing across the corridor in front of you - do not run into it. Turn into morph ball form and roll under the debris - but avoid the electricity. Go through the door.

-Space Pirate Frigate: Biotech Research Area 1-

Follow the path all the way around, killing the space pirates as you go. Scan any health they drop before you move on, unless of course, you have already scanned that certain colour (type) of health. Go through the door at the end of the path.

-Space Pirate Frigate: Deck Beta Security Hall-

When you move around the corner, you will be shot at by a Auto Defence Turret! Lock onto it and SCAN it, moving back and forth to dodge its bullets, or moving back around the corner as you scan. (You can scan through walls if you have already started to scan).

```
=====
= NEW SCAN | Type: Creature | Name: Auto Turret | Limited?: No      =
= -----                                                           =
= Subject >> Auto Defence Turret                                  =
= Use Missiles to break outer casing.                             =
=====
```

Dispose of it with a charge beam, or a missile (press the Y-button to shoot missiles). It may drop a missile refill item upon death, which you can SCAN and collect before moving to the next room. (if it doesn't, you will always be able to scan it when you kill another enemy later on).

```
=====
= NEW SCAN | Type: Research | Name: Small Missile Ammo | Limited?: No =
= -----                                                           =
= Missile Ammunition. Resupplies Missile Launcher with 3 rounds of ammo. =
=====
```

-Space Pirate Frigate: Biohazard Containment-

Ignore the creepy looking creature in the tank in front of you, and SCAN the computers in front of you. One of them (the one that shows up red in your scan visor) is pirate data - and this is your only chance to scan it.

```
=====
= NEW SCAN | Type: Pirate Data | Name: Fall of Zebes | Limited?: Yes =
= -----                                                           =
= Space Pirate encrypted data decoded                             =
=                                                                 =
= 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, Siriacus and Vol =
= Paragon were in orbit at zero hour and managed to retreat. Frigate Orpheon =
= is now docked at Vorte 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 form the Hunter.                                =
=====
```

Continue to the left and scan (from a distance) the computer panel, which will deactivate the turret around the corner (how nice). Continue past the cells on your left (with one creature trying to burst out of its cell!) until you reach the end where another computer panel awaits you. Scan it to activate the elevator hologram. Step in, and up you go... When you get to the top layer, there will be a space pirate on the ground. Kill him, then move along the path and kill the many others there are. The easiest way is to lock-on, then fire a single power beam or missile into them while moving back and forth and jumping to avoid their bullets. Don't worry if you're not that good at it, you'll get the hang of it with all the practice you have ahead in the game... Then go through the door.

-Space Pirate Frigate: Deck Beta Transit Hall-

Continue through the passage and through the door.

-Space Pirate Frigate: Cargo Freight Lift to Deck Gamma-

Arrrgghh! I'm being shot at by one of those turret things! Don't panic, but lock onto it and dispose of it with a missile or power beam. Scan what it drops (if you haven't scanned it before) and use a charge beam to pick it up. Scan the computer panel and the door will open - move through and onto the hologram. The door will close behind you and the room will transport you down to another room where you can get off. As soon as you do this, a space pirate will drop from the ceiling and assault you! Two missiles should finish him. Scan the computer panel, and a hologram will appear above the thing on the ground in front of the door. It looks like a morph ball. Hmmmm... Turn into morph ball mode and sit in the slot where the hologram is. The door will slowly open.

-Space Pirate Frigate: Reactor Core Entrance-

Two turrets will assault you. Finish them with a missile each, and collect what they drop. Instantly turn to your left and go through the door. It's a save station! These are found throughout the game and are the only places where your

game will save. Walk into it to use it, and then SCAN it.

```
=====
= NEW SCAN | Type: Research | Name: Save Station | Limited?: No      =
= -----                                                           =
= Save Station                                                       =
=                                                                     =
= Step into these stations to save your game and fully restore your energy. =
=====
```

Leave the save room, and back into the turret room. Scan the computer panel to make the morph ball hologram appear. Use it, and the door will open slowly.

-Space Pirate Frigate: Reactor Core-

```
-----
+++++++
MAJOR BOSS FIGHT: Parasite Queen
+++++++
-----
```

Upon enter, you will see the Parasite Queen come down into view and face you, the music will turn creepy and cause you to panic. Then you see Samus, tiny compared to the monster, and in that moment, i did not want to have to be her.

But don't worry, it's easy if you do it right. Instantly SCAN the Parasite Queen as soon as you can, and you will learn that its weakness is its mouth.

```
=====
= NEW SCAN | Type: Creature | Name: Parasite Queen | Limited?: Yes  =
= -----                                                           =
= Morphology: Parasite Queen                                       =
= Parasite female, genetically enhanced by unknown means.         =
=                                                                     =
= A weak spot has been detected in this creature's mouth. Use your =
= auto-targeting to acquire this new target!                       =
= Scans indicate the presence of a potent mutagen, origins unknown. =
= Creature exhibits the ability to fire weapon-grade blasts of energy =
= from its mouth, a trait not present in the standard parasite genome. =
= It appears the Pirates have begun a bioengineering program, with =
= considerable results.                                            =
=====
```

Lock onto it immediately and start to circle it around the "arena". (You can move around and jump while being locked on if you haven't already realised). You will notice a blue barrier around it that will rebound your bullets. What you need to do is fire through one of the two gaps in the barrier at the monster's mouth (lock-on will automatically aim for its mouth). Use Missiles and power beams as much as possible, although power beams will do the most damage. When it opens its mouth and shoots out a long deadly beam at you, quickly jump to one side to avoid it. At one point the barrier will go completely random and spin really fast. When this happens, simply shoot normal shots at it, in hope of getting a few through.

Once it's dead, you are told to evacuate immediately! A timer of seven minutes will start at the bottom of your screen. You have to escape the Space Frigate in that time, or else imminent death awaits! Exit through the door in front of you.

-Space Pirate Frigate: Deck Gamma Monitor Hall-

Just run!!!

-Space Pirate Frigate: Connection Elevator to Deck Beta-

Quickly scan the computer panel, jump into the hologram, and the elevator will rise painfully slowly. Then run down the corridor and scan the computer panel in front of you to disable the turret that is hidden around the corner... Run under it and through the door.

-Space Pirate Frigate: Biotech Research Area 1-

Turn left and run past the space pirates fighting the giant creature that is emerging from a tank we saw earlier. A giant explosion will occur, and as you come around the side of the tank, you will see a kind of ramp out of debris leading up to a damaged platform. Run along this path, killing any space pirates in your way. As you come to the end of this path, the end to a ventilation shaft will blow off, leaving an opening for you to jump through.

-Space Pirate Frigate: Subventilation Shaft Section A-

Run through this shaft, shooting at the parasite swarms as you go (but without stopping running - Don't waste time!) Shoot at ventilation doors to open them.

-Space Pirate Frigate: Subventilation Shaft Section B-

Keep Running!!!

-Space Pirate Frigate: Cargo Freight Lift to Deck Gamma-

The door to this room will blow off as you reach it, but the one in front of

you will not at first, just wait, and it will. Then move on.

-Space Pirate Frigate: Main Ventilation Shaft Section A-

Run!!! (and ignore those parasites)

-Space Pirate Frigate: Main Ventilation Shaft Section B-

You will see 2 turrets. Blast them with two missiles for the door to unlock, then move on.

-Space Pirate Frigate: Main Ventilation Shaft Section C-

Go through the passage, shoot the door, and move on.

-Space Pirate Frigate: Main Ventilation Shaft Section D-

Go!

-Space Pirate Frigate: Main Ventilation Shaft Section E-

Whoaaahh!! What was that? Just a piston. Follow it as it moves back, and it will reveal another passage. Shoot the door and hurry on through.

-Space Pirate Frigate: Main Ventilation Shaft Section F-

How much further??? Just keep running!

-Space Pirate Frigate: Biotech Research Area 2-

You will run into a bit of an opening, and see a giant dragon with flaming eyes. What is that thing? Do i have to verse it? No - That is Meta Ridley, a creature who you may meet again later on...that is, if you get off this ship in time! Don't jump in the water, but use your grappling hook (look up at one of the hooks on the ceiling and if you are close enough, the symbol will become bigger, meaning that you are close enough to use the grappling hook. Press and hold the L-button to use it, and let go at the end of your swing). If you fall down, simply turn and walk back to the platform to do it again. Go through the door.

-Space Pirate Frigate: Connection Elevator to Deck Alpha-

Scan the computer panel to disable the turret, then continue to the second computer panel. Scan it. The machine behind you will start to malfunction, and you will be blown by an explosion into the lift you just activated!

Bad things are happening. Your Varia suit, Morph ball, Missile launcher, Charge beam and Grapple beam all malfunction. Some people at this point panic, thinking that the time has run out or that they have done something wrong to cause this to happen. Don't worry - this is supposed to happen. Simply step calmly into the hologram in front of you and the lift will go up.

-Space Pirate Frigate: Deck Alpha Mech Shaft-

Run through this very twisty shaft.

-Space Pirate Frigate: Air Lock-

You are back in the airlock - except there is now fire to your right. The door to your left can not be opened as the room is still pressurized. Scan the control panel so that you can open the door. Run through.

-Space Pirate Frigate: Exterior Docking Hangar-

Run for that door! If you have limited time left, this may be a particularly painful time for you as you see your time go down while you run along the very long passage to the (last) door.

As you run out, you will see the Space Pirate Frigate start to self-destruct around you. You glance up into the sky to see Meta Ridley once again swoop past dramatically, over the exploding Frigate, and towards a nearby planet. Samus quickly comes to action and jumps to her ship. Samus gives chase after Meta Ridley in her ship, and we last see her throttle after Ridley into the atmosphere of the nearby large orange planet.

====|End of part a. Unidentified distress beacon...|=====

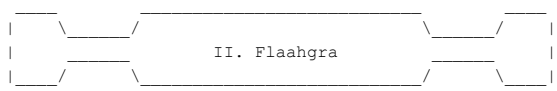
+++++
+++++

SCANS	+	INVENTORY
	+	
Pirate Data: 1	+	Upgrades gained: 0
- Fall of Zebes	+	
	+	Missile Expansions gained: 0
Chozo Lores: 0	+	
	+	Energy Tanks gained: 0
Creatures: 3	+	
- Parasite	+	Power Bomb Expansions gained: 0

```

- Auto Turret +
- Parasite Queen +
Research: 4 +
- Small Energy +
- Small Missile Ammo +
- Save Station +
- Map Station +
Scans this section: 8 + Items this section: 0
-----
Total Pirate Data: 1 + Total Upgrades: 0
Total Chozo Lores: 0 + Total Missile Expansions: 0
Total Creatures: 3 + Total Energy Tanks: 0
Total Research: 4 + Total Power Bomb Expansions: 0
-----
Total Scans: 8 + Total Items gained: 0
Log Book Entries percentage: 3% + Acquired Items percentage: 0%
+++++
+++++

```



====|a. Missile Launcher|====

info Tracking on enemy target has been lost. Ground-based recon required.
Begin landing sequence. *info*

We see Samus's ship shooting down through the planet's atmosphere, as if going to crash land. We also see the peaceful (but very wet) rainforest like environment she is about to enter. The ship lands, and Samus emerges, looking around cautiously. Finally, assured that no present danger is lurking, we enter her helmet again, ready to explore this new world.

-Tallon Overworld: Landing Site-

The game will ask you to save. Do so, then step off your ship and then SCAN your ship. Your Gunship is the only save 'station' that refills weapons.

```

=====
= NEW SCAN | Type: Research | Name: Gunship | Limited?: No =
= ----- =
= Hunter-class gunship registered to Samus Aran. =
= =
= You can return to your ship to recharge energy, reload weapons and save =
= progress in the game. =
=====

```

If you check your map, you will see that there are many doors around you in this room. Don't worry about all of them, you will have a chance to come back and explore them all later. This walkthrough will show you the best order to explore them. From where you are, turn right, and enter the door in front of you.

-Tallon Overworld: Canyon Cavern-

As you walk forward, a two beetles will jump out of the ground to assault you. SCAN one of them, then proceed to kill them with your normal power beam bullets (You can no longer use a charge beam - or anything else for that matter).

```

=====
= NEW SCAN | Type: Creature | Name: Beetle | Limited?: No =
= ----- =
= Morphology: Beetle =
= Burrowing insect with a resilient carapace. Extremely aggressive. =
= =
= Insect's massive mouth enables it to tunnel through solid rock at high =
= speeds. Above ground, Beetles can cover short distances rapidly. They =
= attack anything that moves near their lair. =
=====

```

Watch out for patches of sand like this in the future - they are a common hiding place for creatures like these. Go through the door around the corner.

-Tallon Overworld: Tallon Canyon-

Another big room. The first time i came here i was worried that i would miss out on something as there were so many doors - but that's where this guide comes in handy - you won't miss a thing. To your left as you walk in, is a glowing yellow thing. SCAN it.

```

=====
= NEW SCAN | Type: Creature | Name: Sap Sac | Limited?: No =
= ----- =
= Species: Sap Sac =
=====

```

= 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 indigenous creatures dare to devour it. =
=====

This is a Sap Sac - shoot it from a distance, and watch it explode! then walk on. You'll come into a kind of open area, with stepping stones leading up and away to your left, and a door far along to your right, this is where we are heading. On the stepping stones leading up are some dangerous looking spiky creatures, SCAN it and it turns out to be a Zoomer.

=====

```
= NEW SCAN | Type: Creature | Name: Zoomer | Limited?: No =  
= ----- =  
= Morphology: Zoomer =  
= Anchors itself to walls and other surfaces. Avoid contact with spikes. =  
= =  
= A basic nerve center located directly above the Zoomer's mandibles detects =  
= nutrients. Sharp spines protect it from casual predators, but the lack of a =  
= reinforced carapace makes the Zoomer vulnerable to any indirect attacks. =  
=====
```

(Weird name - but don't step on one of these) Also, in the water are many rustling toadstool creatures/plants. SCAN one of these, and find out that it is a Blastcap.

=====

```
= NEW SCAN | Type: Creature | Name: Blastcap | Limited?: No =  
= ----- =  
= Species: Blastcap =  
= 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. =  
=====
```

(Appropriate name as they will explode if you step on them) Now turn right and continue towards that door. Some beetles will attack you, so knock them off. Now go through that door.

-Tallon Overworld: Transport Tunnel A-

Shoot the Zoomers (and the Sap Sacs if you want) and continue through to the door.

-Tallon Overworld: Transport to Chozo Ruins West-

An elevator! This is one of many that you will come across. Scan the computer panel to activate it, then step into the hologram to start moving up.

-Chozo Ruins: Transport to Tallon Overworld North-

Nothing to see here - Just head to the door.

-Chozo Ruins: Ruins Entrance-

Head along the corridor and you'll reach some sand. Now what was it about sand again? They have creatures in them. Blast the two beetles away and head towards the door. Before you reach it, SCAN the shiny, watery-like thing above the door. It's a Chozo Lore!

=====

```
= NEW SCAN | Type: Chozo Lore | Name: Beginnings | Limited?: No =  
= ----- =  
= Chozo script translated. =  
= =  
= The history of the Chozo stretches back into ancient times, so far into the =  
= fog of the past that we know not where our ancestors came from. One thing =  
= is clear, however: the Chozo who colonized Tallon IV made a conscious =  
= choice to eschew a civilisation of advanced technology. They chose to live =  
= in harmony with nature, guided by the providence of the universe. As this =  
= city grows, we plan to honour them with written tributes, carvings etched =  
= in stone to remind us always of their legacy. =  
=====
```

It tells of the legacy of the chozo ancestors, and how the people plan to write of this legacy on stone throughout their land - maybe that is how Chozo Lores came about! Anyway, head through the door.

-Chozo Ruins: Main Plaza-

After a quick cut-scene tour of the room you are now standing in, you are once again faced with the option of so many doors. One of them (the closest one to your left, can only be opened by a missile. Go forward to scan it, but before you get there, at least five beetles will jump out of the sand to attack you. Knock them off, one by one, then SCAN the Blast Shield door.

```
=====
= NEW SCAN | Type: Research | Name: Missile Door Lock | Limited?: Yes   =
= -----
= 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.                                     =
=====
```

Move on then, through the plaza and through what appears to some kind of skateboard half pipe. Go up the steps, and take the immediate door down to your right.

-Chozo Ruins: Nursery Access-

As you turn the first corner, some extremely random black creatures will come crawling around the next corner as a pack, with some dropping to the floor and others simply crawling randomly. SCAN them, and then proceed to blow them apart.

```
=====
= NEW SCAN | Type: Creature | Name: Scarab | Limited?: No             =
= -----
= Morphology: Scarab                                                 =
= Exploding parasites that can embed their bodies into solid rock.    =
=
= Scarabs think nothing of sacrificing 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.                                       =
=====
```

(These Scarabs are great as the drop plenty of items to restore health and missiles). The best way to kill these is to spam the L and A buttons, so that you can lock and shoot constantly. Continue on through to the door.

-Chozo Ruins: Eyon Tunnel-

There is a creepy lazer creature in front of you called an Eyon. SCAN it and then continue through the corridor, shooting them to stun them temporarily so that you can pass through (you need a bigger weapon to kill them).

```
=====
= NEW SCAN | Type: Creature | Name: Eyon | Limited?: No              =
= -----
= Morphology: Eyon                                                  =
= 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. =
=====
```

Simply make sure their lazars do not hit you. Go through the door.

-Chozo Ruins: Ruined Nursery-

Head through, killing the beetles that will emerge. On the wall next to the tree is another Chozo Lore, which tells of how the people of Chozo began to be able to see the future, and other secrets... SCAN it.

```
=====
= NEW SCAN | Type: Chozo Lore | Name: Harmonization | Limited?: No   =
= -----
= Chozo script translated.                                           =
=
= Many long years have passed since we Chozo first took root in this land. =
= The passage of time has always been a source of fascination to us: it is =
= the belief of many Chozo sages that the truths of the universe hide within =
= the tumbling currents of time's flow. Even as we search for answers there, =
= however, we find illumination in other, unexpected places. We know not how =
= the ability has come to us, but recently many Chozo have begun to sense =
= things beyond the realm of ordinary perception. Strange sights and =
= inexplicable sensations flood our minds, filling us with visions of the =
= past and future. We take this growing ability to be a sign of our =
= burgeoning harmonization with the infinite: perhaps, finally, the =
= universe's secrets are becoming known to us.                       =
=====
```

On one of the walls you will see a morph ball track - just ignore it for now. Climb the stairs, and you will see a metal shield on the wall. It doesn't do anything, but you can see your reflection!..Anyway, don't go through that door there, but continue around to see another platform, and some wasps will appear from a hive on the wall. SCAN them to find that they are War Wasps, then kill them.

```
=====
= NEW SCAN | Type: Creature | Name: War Wasp | Limited?: No         =
= -----
= Morphology: War Wasp                                              =
= 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.
=====

Also SCAN their hive on the roof.

=====

= NEW SCAN Type: Creature Name: Hive Limited?: No	=

= Structure: War Wasp Hive	=
= Primary War Wasp dwelling. Only vulnerable to heavy weaponry.	=
=====	
= War Wasps build their homes over 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.	=

=====

You will find that the step leads to a door. Go through to find...

-Chozo Ruins: Save Station 1-

A save station! Use it and then head back out again.

-Chozo Ruins: Ruined Nursery-

Head through to the unopened door.

-Chozo Ruins: North Atrium-

Go through to see butterflies in the middle of the room (you can't scan them) and some Scarabs running about blocking the other corridor. Shoot them and move on (but don't miss the ones on the roof!).

-Chozo Ruins: Ruined Gallery-

Destroy the War Wasps, and look sadly at the energy they drop, usually out of reach. Do not walk in the liquid - it's acid. SCAN the Tangle Weed plant on the bottom floor between the middle two stone platforms.

=====

= NEW SCAN Type: Creature Name: Tangle Weed Limited?: No	=

= Morphology: Tangle Weed	=
= 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.	=

=====

All it does is slow you down when you walk through it, but retracts if you fire at it. Then jump from platform to platform to the door on the other side.

-Chozo Ruins: Totem Access-

Oooh - It's a firefly! - Actually, it's a Plazmite. SCAN it, shoot it, then move on to the tilted room ahead.

=====

= NEW SCAN Type: Creature Name: Plazmite Limited?: No	=

= Morphology: Plazmite	=
= Small insect capable of storing and releasing thermal energy.	=
=====	
= Plazmites are attracted to sources of heat, thriving on the energy present	=
= there. They emit light when hunting, and will expel small bursts of thermal	=
= energy when threatened.	=

=====

There is a box on the platform. Fire at it until it explodes, revealing an item. Boxes like these are found all over Tallon IV, and are extremely useful in restoring health and items. Continue down the corridor, killing the Plazmite as you go.

-Chozo Ruins: Hive Totem-

MINI BOSS FIGHT: Ram War Wasps/Hive Mecha

This is the first minor boss fight - don't worry, it doesn't start just yet. Walk onto the stone in the middle. When you walk down the bridge towards the strange floating item, the fight will begin. Instantly, the item is caged tightly, acid begins to fill the arena, meaning that you are trapped on your stone island to face whatever happens. A few red wasps appear. SCAN one to find out that they are Ram War Wasps.

```

=====
= NEW SCAN | Type: Creature | Name: Ram War Wasp | Limited?: Yes      =
= -----
= Morphology: Ram War Wasp                                           =
= 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,     =
= disorientating it.                                               =
= Striking from all sides as a single intelligence, they can fell  =
= huge organisms.                                                 =
=====

```

Also SCAN the black machine that covered the floating item. To do this you have to look slightly under it.

```

=====
= NEW SCAN | Type: Creature | Name: Hive Mecha | Limited?: Yes      =
= -----
= Mechanoid: Hive Mecha                                             =
= 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 on their hive beasts to handle any threats.           =
=====

```

The wasps will circle you, stop, then ram you. Wait until one stops and fire rapidly at them while using lock-on. A good way to keep track of them is to look at the enemy sensor that you have on your visor in the top left hand corner. Once they are dead, turn and face the black structure that some of them emerged from and fire at it to damage the Hive Mecha. Wasps will emerge two more times - simply follow the same strategy. Finally, once they have been defeated, the Hive Mecha will rise, and you can claim the Missile Launcher, for that is what it is.

```

=====
= NEW ITEM | Type: Upgrade | Name: Missile Launcher                 =
= -----
= The Missile Launcher adds ballistic weapon capability to the Arm   =
= Cannon.
=
= Press Y to fire the Missile Launcher. Press A to return to Beam  =
= mode.
=
= Samus's Notes:
= Missiles fired with a lock-on will seek their targets.
=
= Missiles can destroy objects made from Radion or Brimstone.
=
= There are Charge Combo enhancements scattered throughout the     =
= environment. They use the Missile Launcher and the Charge Beam   =
= in tandem to fire more effective blasts.
=
= Each Missile Expansion you will find will increase the number of  =
= Missiles you can carry by 5.
=====

```

====|End of part a. Missile Launcher|====

```

+++++
+++++
SCANS                               + INVENTORY
Pirate Data: 0                      +
                                      + Upgrades gained: 1
                                      + - Missile Launcher
Chozo Lore: 2                       +
- Beginnings                        + Missile Expansions gained: 0
- Harmonization                     +
                                      + Energy Tanks gained: 0
Creatures: 12                       +
- Beetle                            + Power Bomb Expansions gained: 0
- Sap Sac                           +
- Zoomer                            +
- Blastcap                          +
- Scarab                            +
- Eyon                              +
- War Wasp                          +
- Hive                              +
- Tangle Weed                       +
- Plazmite                          +
- Ram War Wasp                      +
- Hive Mecha                        +
Research: 2                          +
- Gunship                           +
- Missile Door Lock                 +

```



```

+
Scans this section: 16      + Items this section: 1
-----
Total Pirate Data: 1      + Total Upgrades: 1
Total Chozo Lores: 2      + Total Missile Expansions: 0
Total Creatures: 15       + Total Energy Tanks: 0
Total Research: 6         + Total Power Bomb Expansions: 0
-----
Total Scans: 24           + Total Items gained: 1
Log Book Entries percentage: 15% + Acquired Items percentage: 1%
+++++
+++++

```

====|b. Morph Ball|====

info Missile Launcher Acquired! *info*

Woot! One item down! The missile launcher is an extremely useful weapon as you will find out throughout the game. You can use it to destroy blast shield doors, kill certain enemies, and destroy certain rocks and metals. Press Y to use it.

-Chozo Ruins: Hive Totem-

For now, shoot that door in front of you (with a missile of course), and walk through.

-Chozo Ruins: Transport Access North-

A-hah! An energy tank! You don't need to scan it (but you can), so run into it to find out that...it can increase your energy by 100! That's over double your current health! (You have maximum 99 at the moment :P)

```

=====
= NEW ITEM | Type: Energy Tank | Number: 1 =
=====

```

There are many of these all over the game - if you know where to find them. If you do not try to collect these, you will have less health, and thus will most likely die sooner. But i will show you all of their locations as we go.

You will notice a kind of spider-web looking hole in front of you - that's for morph balls, so don't worry about it for now (we'll be back!). On either side of you are boxes. Shoot them to collect health and stuff. (don't waste your missiles on them though - you only have five at the moment). That's all here, so head back out through the door.

-Backtracking: Head back the way you came to the ruined gallery.

-Chozo Ruins: Ruined Gallery-

From here, jump down from the stone platform to the bottom layer, but not in the acid! You will see a little stone platform with those Blastcaps on it in the middle of the acid. Shoot them, then jump to the platform. From here, you will see a cracked wall in front of you which by scanning reveals that it is made of Brimstone. Fire a missile at it to reveal...a missile expansion!

```

=====
= NEW ITEM | Type: Missile Expansion | Number: 1 =
=====

```

Once again you do not need to scan it, but collect it by jumping into it. This is the first of many (in fact 49) missile expansions you are going to collect.

From here, head to the blast shield door that is behind you on the right, (under the main stone balcony) and blast it with a missile to enter.

-Chozo Ruins: Map Station-

A map station! Walk into it to collect the map of the Chozo Ruins area. If you zoom out on the map, you will notice that you have only discovered a tiny area so far...but there is so much more! Head out again.

-Backtracking: Head to the save station at the ruined nursery, and save. Then head to the Main Plaza.

-Chozo Ruins: Main Plaza-

Head out and through the half pipe again, then shoot and enter that blast shield door that you scanned earlier. (The one left to the main entrance).

-Chozo Ruins: Ruined Shrine Access-

As you head through this tunnel, you will be swamped by two groups of those Scarab creatures, although rather annoying, they are good at refueling your missiles and health.

-Chozo Ruins: Ruined Shrine-

MINI BOSS FIGHT: Beetles/Plated Beetle

Head through and you will see a shiny object on the other side of the room - a morph ball! When you head over, the mini-boss fight will begin. What? A boss fight again? Yep - but it's pretty easy.

A wall will rise and a whole lot of beetles will pop out when you head over to the morph ball. Obliterate these beetles (not with your missiles - save them) by constantly circling them and firing.

When done, a giant Plated Beetle will appear. SCAN it and try to move out of the way as it rams you.

=====

= NEW SCAN Type: Creature Name: Plated Beetle Limited?: No	=

= Morphology: Plated Beetle	=
= 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.	=

=====

Its only weakness is its red tail, which it tries to hide from you by constantly facing you. Lock-on to it and wait for it to ram you. When it does this, jump out of the way quickly, and you will be able to shoot at its tail. Use your missiles for this. You will also learn how to dash fast by tapping B while moving sideways. Once killed (it's very easy), collect your prize - the Morph Ball!

=====

= NEW ITEM Type: Upgrade Name: Morph Ball	=

= The Morph Ball changes your suit into a compact, mobile sphere.	=
=	=
= Press X to enter Morph Ball mode.	=
=	=
= Press X again to leave Morph Ball mode.	=
=	=
= Samus's Notes:	=
= Like the Power Suit, the Morph Ball is modular. There are several	=
= modifications that can be added to improve performance.	=

=====

====|End of part b. Morph Ball|====

+++++

SCANS	+ INVENTORY
	+
Pirate Data: 0	+ Upgrades gained: 1
	+ - Morph Ball
Chozo Lores: 0	+
	+ Missile Expansions gained: 1
Creatures: 1	+ - Missile Expansion 1
- Plated Beetle	+
	+ Energy Tanks gained: 0
Research: 0	+ - Energy Tank 1
	+
	+ Power Bomb Expansions gained: 0
	+
Scans this section: 1	+ Items this section: 3

Total Pirate Data: 1	+ Total Upgrades: 2
Total Chozo Lores: 2	+ Total Missile Expansions: 1
Total Creatures: 16	+ Total Energy Tanks: 1
Total Research: 6	+ Total Power Bomb Expansions: 0

Total Scans: 25	+ Total Items gained: 4
Log Book Entries percentage: 16%	+ Acquired Items percentage: 4%

+++++

====|c. Charge Beam|====

info Morph Ball Acquired! *info*

Epic! You have the morph ball again! The morph ball can be used to get into narrow spaces and tunnels. Press X to use it and get out of it.

-Chozo Ruins: Ruined Shrine-

To exit this place, assume morph ball mode, and exit through small tunnel beneath the way you came in.

-Backtracking: Head to the save next to the Ruined Nursery to save the game (Something which is good to do after beating a boss fight or obtaining items, as the game does not save for you) - Also - when backtracking, it is mostly easier to avoid combat with enemies, especially if you have low health. (You don't have to kill every enemy you see!) then head back to the Main Plaza.

-Chozo Ruins: Main Plaza-

Head over to the kind of stone steps on the North side of the plaza. They will take you around (you will have to jump over a gap), over a tree bridge, and you will see quite a few War Wasp nest scattered over the walls in front of you. The wasps will respawn from these nests, and you can destroy them with a missile. (but don't - as missiles are precious!). Ignore the wasps, and head to the door.

-Chozo Ruins: Ruined Fountain Access-

Turn the corner, destroy the scarabs, and use then use morph ball mode to roll under the tree roots. Continue rolling as there are some more roots ahead to roll under. Ignore the next group of scarabs and keep going.

-Chozo Ruins: Ruined Fountain-

There are quite a few Plazmites. You can kill them, but they will soon respawn again. Head over to the fountain on the stepping stones. SCAN the Chozo Lore above the fountain.

```
=====
= NEW SCAN | Type: Chozo Lore | Name: Purification | Limited?: No           =
= -----                                                                    =
= Chozo script translated.                                                 =
=                                                                            =
= Our sanctuary grows by the day. We Chozo know much of technology, but we do =
= not worship it. 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 great wisdom and a greater understanding of the nature of the =
= universe.                                                                  =
=====
```

It tells of how the Chozo people abandoned their technology to live in this area, Chozo, with nature. Don't jump in the fountain, but instead continue to the door that is closest to the one you came through.

-Chozo Ruins: Arboretum Access-

Get ready with your scan, turn the corner and SCAN the Shriekbats as they prepare to fly at you.

```
=====
= NEW SCAN | Type: Creature | Name: Shriekbat | Limited?: No             =
= -----                                                                    =
= Morphology: Shriekbat                                                    =
= 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.         =
=====
```

Fire at them as they come, spamming the lock and fire buttons. Although they might make you freak out the first few times they fly at you, it becomes satisfying destroying them when you become used to them.

-Chozo Ruins: Arboretum-

A big tree grows through this room, with acid surrounding its base. (That can't be good for it!) To your left is some creepy vine creature waving at you through a hole in the wall. SCAN the Reaper Vine, then lock on to its eye and shoot at it, causing it to retract temporarily (for about 10 seconds), allowing you to pass.

```
=====
= NEW SCAN | Type: Creature | Name: Reaper Vine | Limited?: No           =
= -----                                                                    =
= Morphology: Reaper Vine                                                 =
= 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.                                           =
=====
```

There are a few of them, so beware - move across the room using the stones and the tree, to get to the door on the other side.

-Chozo Ruins: Gathering Hall Access-

I don't know why, but i love this corridor. Run through with gases spraying at you from both sides.

-Chozo Ruins: Gathering Hall-

There are quite a few doors leading from here to explore, but first, head forward and to the right to access the blast door to a save station.

-Chozo Ruins: Save Station 2-

Save Save Save! - then exit.

-Chozo Ruins: Gathering Hall-

Some shriekbats will bomb you upon exit. Blast them down, and scan the dropped items as there may be a Medium Missile Ammo. Is so, SCAN it (if not, scan it as soon as you see one).

```
=====
= NEW SCAN | Type: Research | Name: Medium Missile Ammo | Limited?: No      =
= -----
= Missile Ammunition. Resupplies Missile Launcher with 5 rounds of ammo.    =
=====
```

Then cross the courtyard to the door opposite to the save station, killing the blastcaps in your way as you go.

-Chozo Ruins: Watery Hall Access-

Head through, blasting the shriekbats which greet you. As you come down to the bottom of the room (avoid the acid), turn to your left to see a wall with plenty of cracks throughout it. This means one thing - it can be blasted with a missile. Shoot it open, and receive a missile expansion!

```
=====
= NEW ITEM | Type: Missile Expansion | Number: 2                            =
=====
```

Then continue down the passage, killing more shriekbats before going through a blast-shield door.

-Chozo Ruins: Watery Hall-

Right, in this room are four runic symbols that need to be scanned in order to be able to access the charge beam. However, this runic symbols are in many different location throughout this room, so we will have to start looking...

You will see some platforms leading up in front of you. Don't go there yet, but turn and jump to the platform island to your right (after killing the blastcaps of course). On this island, turn behind you and scan a runic symbol on the wall to the right of the entry door. You will notice it lights up once activated. Then turn and shoot the Reaper Vine behind you and continue on the next two islands. The next runic symbol will be under a cluster of blastcaps on the next island. Scan it. Jump along to the ledge at the end of the islands and scan the third symbol. Right, three down and one to go. Head back to the entry door and proceed up the platforms, shooting the Reaper Vines as you go. When you get to the last platform, you will notice a large round gate in front of you with the runic symbols on it. The last runic symbol is to the right of this gate. Scan it, and a runic symbol will appear in the middle of the gate. Scan this (obviously) and the gate will open! Advance and collect the prize - the Charge Beam!

```
=====
= NEW ITEM | Type: Upgrade | Name: Charge Beam                             =
= -----
= The Charge Beam allows you to increase the damage and effectiveness of the =
= Arm Cannon.                                                              =
= Press and hold A to charge the Arm Cannon, then release A to fire.      =
= Samus's Notes:                                                           =
= The Charge Beam has a limited 'tractor beam' capacity. Use it to pull small =
= objects to you.                                                          =
= There are Charge Combo enhancements scattered through the environment. They =
= use the Charge Beam and the Missile Launcher in tandem to fire more      =
= effective blasts.                                                        =
= The Charge Beam increases the performance of each Arm Cannon mode.      =
=====
```

```

+++++
+++++
SCANS                               + INVENTORY
                                     +
Pirate Data: 0                       + Upgrades gained: 1
                                     + - Charge Beam
Chozo Lores: 1                       +
- Purification                       + Missile Expansions gained: 1
                                     + - Missile Expansion 2
Creatures: 2                         +
- Shriekbat                          + Energy Tanks gained: 0
- Reaper Vine                        +
Research: 1                           +
- Medium Missile Energy              +
Scans this section: 4                + Items this section: 2
-----
Total Pirate Data: 1                 + Total Upgrades: 3
Total Chozo Lores: 3                 + Total Missile Expansions: 2
Total Creatures: 18                  + Total Energy Tanks: 1
Total Research: 7                    + Total Power Bomb Expansions: 0
-----
Total Scans: 29                      + Total Items gained: 6
Log Book Entries percentage: 19%     + Acquired Items percentage: 6%
+++++

```

====|d. Morph Ball Bomb|====

info Charge Beam Acquired! *info*

Awesome! The charge beam is an extremely useful weapon. Hold down A to build up power, and release to send a powerful beam across at the enemy. It can also draw items towards you while holding down A and building up this beam.

-Chozo Ruins: Watery Hall-

Right, first of all, SCAN the Chozo Lore above your head to discover the Meteor Strike Lore, one which tells of the arrival and spread of the "Great Poison" across the land. Hmmm...wonder what that could be...

```

=====
= NEW SCAN | Type: Chozo Lore | Name: Meteor Strike | Limited?: No      =
= ----- =
= Chozo script translated.                                             =
= =
= Unforeseen by sages, a meteor came as if from nowhere, casting a dark =
= shadow of debris over the land with the violence of its impact. Its   =
= destructive force spent, the fallen star burned itself out rapidly, and the =
= incident should have faded into memory...but the meteor brought with it =
= corruption. A Great Poison burst forth into the land, a strange energy that =
= clawed at natural life with a ferocity that seemed almost sentient. Bound =
= by our ignorance of this phenomenon, we Chozo could only watch in horror as =
= this dark force slowly began to spread across the surface of Tallon IV. =
=====

```

Anyway, turn and find plenty of ugly Eyon eye creatures in your way. Before, you could only stun them with your bullets, but now you can blast them away with your charge beam! Give it a go, then leave.

-Backtracking: Head to the save station at the Gathering Hall and save.

-Chozo Ruins: Gathering Hall-

Once out of the save station, once again blast the Shriekbats, and try drawing in any items by holding A. It's pretty satisfying really. Right, now we need to climb up to the top of this room, starting with the platform next to the door at the west of the room. Climb up, shooting Blastcaps and Shriekbats, until you get to a morph ball hole. Go through, blast the Shriekbats, and enter the door.

-Chozo Ruins: East Atrium-

Blast the bats and keeping going.

-Chozo Ruins: Energy Core Access-

There will be EYONS. Give them the correct treatment and move through.

-Chozo Ruins: Energy Core-

Move forwards to the lower platform, and shriekbats will attack you. Blast them, and you could (should?) gain a different type of energy, except it is red. SCAN this Large Energy.

```

=====
= NEW SCAN | Type: Research | Name: Large Energy | Limited?: No      =

```

= -----
= Large Energy. Replenishes 20 units of energy.
= -----

Then concentrate on the door on the other side of the room. It has a lock on it. Move so that the door is in sight (but not too far) and SCAN it so that it is recorded to your log book.

=====

= NEW SCAN Type: Research Name: Locked Door Limited?: No	=

= Lock system engaged. Secure the area to unlock door.	=

=====

Now, on the right side of the room is a corridor that leads down to acid - can't go there. But on the left is a corridor that twists down a bit, past some Shriekbats until you get to a morph ball hole. Don't go through, but look right. Arrrrghhh! The first time i saw this thing i freaked out thinking i was in a boss fight or under attack by some giant monster. In reality, these Stone Toads are harmless (not quite), so SCAN it now.

=====

= NEW SCAN Type: Creature Name: Stone Toad Limited?: No	=

= Morphology: Stone Toad	=
= Preys on creatures smaller than itself. Vulnerable only from within.	=
=	=
= A Stone Toad is able to remain still for days. It preys upon creatures	=
= smaller than itself, inhaling them whole. Anything it finds undigestible,	=
= it regurgitates. Stone Toads use their tusks as a last resort in combat.	=

=====

Then go through the hole.

-Chozo Ruins: Burn Dome Access-

Keep on rolling,...rolling, rolling...

-Chozo Ruins: Burn Dome-

MINI BOSS FIGHT: Barbed War Wasps/Incinerator Drone

Uh, oh... Mini boss-fight time...A double sided flame thrower will rise out of the floor, and start to rotate. You will notice a sort of wasps nest above it. Hmmmm...SCAN the Incinerator Drone (flamethrower machine), lock on to it and rotate with it, in order to avoid being burnt.

=====

= NEW SCAN Type: Creature Name: Incinerator Drone Limited?: Yes	=

= Mechanoid: Incinerator Drone	=
= 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.	=

=====

Then it will stop, and a head (ok, a metal cylinder) will rise out of it. It has two red dots on it. The only way to destroy this machine is to fire at these red dots. Do so, but avoid the fire. The machine will then stupidly send fire into the wasps nest, causing some to come buzzing out. These are Barbed War Wasps, so SCAN one.

=====

= NEW SCAN Type: Creature Name: Barbed War Wasp Limited?: Yes	=

= Morphology: Barbed War Wasp	=
= 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.	=

=====

Then continue on to annihilate them. The machine will seem damaged, as it is shooting fire on an angle, allowing you to either jump over it, or let it move over you. This process will happen a couple more times, before finally the machine will set fire to the nest, and the machine explodes. This reveals...the Morph Ball Bomb!

=====

= NEW ITEM Type: Upgrade Name: Morph Ball Bomb	=

= The Morph Ball Bomb is the default weapon for the Morph Ball.	=
=	=
= Press A when in Morph Ball mode to drop a Morph Ball Bomb.	=

=====

=
= Samus's Notes:
= The Morph Ball Bomb can be used to break cracked walls and activate certain
= devices.
=
= If the Morph Ball is near a Morph Ball Bomb when it explodes, it will be
= popped a short distance into the air. This is called a Bomb Jump.
=
= When a Morph Ball Bomb explodes, it must be close to the enemy to be
= effective.
=
= The Morph Ball Bomb can easily break items made of Sandstone or Talloric
= Alloy.
=====

====|End of part d. Morph Ball Bomb|====

+++++
+++++
SCANS + INVENTORY
+
Pirate Data: 0 + Upgrades gained: 1
+ - Morph Ball Bomb
Chozo Lores: 1 +
- Meteor Strike + Missile Expansions gained: 0
+
Creatures: 3 + Energy Tanks gained: 0
- Stone Toad +
- Barbed War Wasp + Power Bomb Expansions gained: 0
- Incinerator Drone +
+
Research: 2 +
- Large Energy +
- Door Lock +
+
Scans this section: 6 + Items this section: 1

Total Pirate Data: 1 + Total Upgrades: 4
Total Chozo Lores: 4 + Total Missile Expansions: 2
Total Creatures: 21 + Total Energy Tanks: 1
Total Research: 9 + Total Power Bomb Expansions: 0

Total Scans: 35 + Total Items gained: 7
Log Book Entries percentage: 22% + Acquired Items percentage: 6%
+++++
+++++

====|e. Varia Suit|====

info Morph Ball Bomb Acquired! *info*

This Morph Ball Bomb is useful for four main reasons. It can break certain walls and doors. It can injure enemies. It can be used to activate Morph Ball Slots (by jumping into one and bombing). And lastly, it allows you to jump up (sometimes a double or triple jump if you know how - i'll explain when you need to know). Press A in morph ball mode to use it. You have three bombs (which regenerate after a few seconds).

-Chozo Ruins: Burn Dome-

Righto, blast the small dog-sized door at the north end of the room with your morph ball bomb. Then roll through to gain...a missile expansion!

=====

= NEW ITEM | Type: Missile Expansion | Number: 3 =

=====

Then blast the boxes there, and you will find another kind of missile refill. SCAN the Large Missile Ammo, which is an even larger refill than the previous (although they all look similar).

=====

= NEW SCAN | Type: Research | Name: Large Missile Ammo | Limited?: No =

= Missile Ammunition. Resupplies Missile Launcher with 10 rounds of ammo. =

=====

Then exit the Burn Dome via the way you got in.

-Backtracking: Head back to the energy core.

-Chozo Ruins: Energy Core-

As you enter, you will be swamped with Shriekbats, dodge around the corner in morph ball mode...only to be swallowed whole by the Stone Toad! Plant a bomb in his mouth to escape without any damage (although i can't say the same for the

toad!) Urghhh... Inside, there will be a kind of machine which apparently does not have any power. Wires will run from it to a round half-sphere shape in the wall. This is a morph ball slot. SCAN it.

```
=====
= NEW SCAN | Type: Research | Name: Morph Ball Slot | Limited?: Yes      =
= -----
= 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.                                                                  =
=====
```

Then jump up into it while in morph ball mode, and you should lock into it. Plant a bomb, and the machine should be activated, lowering the water in the room. A timer will also start. You need to activate the next machine before the timer stops. Go through the morph ball hole behind the machine to get quickly to the next machine. (which is under the acid in the east corner). Activate this one and platforms will lower and another timer will start. Climb these platforms and activate the last machine, which will raise more platforms, allowing access to the locked door on the far side of the room. Go on through.

-Chozo Ruins: West Furnace Access-

These tunnel has absolutely nothing in it. So keep moving.

-Chozo Ruins: Furnace-

There is a black and yellow track in front of you - this can be used only when you get spider ball mode, so go through the morph ball tunnel to the right of it. Roll through to find yourself in a small room under the main part of the furnace. But...there is an energy tank!

```
=====
= NEW ITEM | Type: Energy Tank | Number: 2                               =
=====
```

Grab it, and head back out.

-Backtracking: Head back to the Gathering Hall and save, then go on to the Ruined Nursery.

-Chozo Ruins: Ruined Nursery-

There are two entrances to this morph ball maze on the east wall. One on the top level and the other at the bottom (but you have to jump up with the morph ball bomb). Go to the lower entrance and continue jumping until you are next to a sandstone block. Blast it away, causing the black cube on top of it to fall. Then go to the top entrance of this maze and continue through it until you reach the missile expansion!

```
=====
= NEW ITEM | Type: Missile Expansion | Number: 4                         =
=====
```

-Backtracking: Now head to the Ruined Gallery.

-Chozo Ruins: Ruined Gallery-

Behind/above the Tangle Weed is a morph ball hole. Go through it to gain a missile expansion, and come out a similar hole nearby.

```
=====
= NEW ITEM | Type: Missile Expansion | Number: 5                         =
=====
```

-Backtracking: Now head to the Transport Access North, which is next to the Hive Totem.

-Chozo Ruins: Transport Access North-

Head through the tunnel, using the pistons, and you will come to the Transport to Magmoor Caverns North

-Chozo Ruins: Transport to Magmoor Caverns North-

Don't take the elevator, but turn right and go through that door.

-Chozo Ruins: Vault Access-

Head through, using the piston lift.

-Chozo Ruins: Vault-

Aha! This is the vault! Something precious must be stored here! Well actually it is a missile expansion, very useful, but hard to get to... First of all, SCAN the Chozo Lore on the right side of the room.

```
=====
```


= NEW SCAN | Type: Chozo Lore | Name: Fountain | Limited?: No
= -----
= Chozo script translated.
=
= The future is a vague thing, ever-changing and always in doubt. Even if we
= Chozo could gain the ability to foresee the future, it would be a hollow
= gift, for we could never hope to control what has yet to occur. The
= fountain is an example of this - the day may come when its water dries up,
= and there is nothing we could do to stop such a tragedy. But we do know
= this: unlike the uncertain flow of water, the power of our will is strong
= and enduring. The will of the Chozo will never dry up.
=====

The lore called 'Fountain' philosophises about the ability to see the future, as well as the will of Chozo. Move around to where the 'gate' is to the vault in the centre of the room. You need to let off a bomb in each one of those round compartments. First; the bottom one. Blast its 'lock' off and let off a bomb inside it to unlock the first part of the gate. Then do the same with the second. For the third, you need to do a double-jump. Plant a bomb, then before it explodes, plant your second bomb. Before you get to the top of your jump, plant your third bomb. You will then come down, get blown upwards by your second bomb, and up again by your third bomb. You will now be in the compartment. Plant a bomb and the gate will open (as well as all the walls). Claim the missile expansion!

=====

= NEW ITEM | Type: Missile Expansion | Number: 6
=====

Move onto the next room.

-Chozo Ruins: Plaza Access-

Blast the beetles and move through.

-Chozo Ruins: Main Plaza-

There is a energy tank in front of you. Grab it!

=====

= NEW ITEM | Type: Energy Tank | Number: 3
=====

Righto, it's time to battle some big bad bosses, but first, we have to get there. Before you step off the ledge, look at the door behind you. When it closes you will notice that you can only go through it one way, and that it absorbs any bullets you fire at it. I don't think there is another door like this anywhere else in the game.

-Backtracking: Go to the Arboretum, but maybe save at the Gathering Hall first, as you are going to verse a boss.

-Chozo Ruins: Arboretum-

At the top of this room is a gate, which is locked by four runes (you know how it works). So let's scan the runes at the bottom, then go up. The first rune is on a platform beneath the foot bridge. But, some Venom Weed are growing on top of it. These are related to the Tangle Weed, except are poisonous. You can't scan them to your log book as it simply says that they are hiding something. Shoot at them to make them go away, then scan the rune under it to activate it. The next is on the tree trunk facing the foot bridge. Stand on the bridge and scan it. Then go to the walkway on the outside of the room, and start going up. Turn to morph ball mode to get through a skinny gap, blasting the blocks. On the other side, a rune will be on your left. Scan it and keeping going up. Through another gap (shoot the weeds first) and up to the top platform. You will see the door. Opposite it is the last runic symbol. Scan it, and the door will open! Showing a small sandstone block on the wall...Blast it with a morph ball bomb and roll on through. Then blast the missile door.

-Chozo Ruins: Sunchamber Lobby-

Shoot a path through the Venom Weed, and SCAN them, avoiding being hit by those Reaper Vines.

=====

= NEW SCAN | Type: Creature | Name: Venom Weed | Limited?: No
= -----
= Species: Venom Weed
= 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.
=====

You don't want to lose health as you have a boss to battle...

-Chozo Ruins: Sunchamber Access-

Three Reaper Vines will assault you. The boxes before the door will restore any health you have lost.

-Chozo Ruins: Sunchamber-

+++++
MAJOR BOSS FIGHT: Flaahgra
+++++

A giant flower/bulb shoots some plants at you, before an ugly looking praying mantis pops out of it and grows to giant proportion under the machines sun rays. This is Flaahgra. SCAN his body.

=====
= NEW SCAN | Type: Creature | Name: Flaahgra | Limited?: Yes =
= ----- =
= Morphology: Flaahgra =
= This mutant plant is the source of toxic water in the ruins. =
= =
= Flaahgra's growth cycle has been 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. =
=====

It will tell you that he is the one causing all of the acidic water throughout Chozo Ruins (once you have killed him, they will be free of toxins). Then also SCAN one of his roots (he has four of them low down, between the four leaves, each blocking a morph ball tunnel).

=====
= NEW SCAN | Type: Creature | Name: Flaahgra Tentacle | Limited?: Yes =
= ----- =
= 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. =
=====

The main scan tells you that he has a tough body, but the scan of his tentacle tells you that under him in his deep roots, he is weak. He has three attacks, energy balls, claw swiping, and creating a line of toxic plants to appear. So how to beat him? Well, the scan of him tells us that he is only alive due to the solar energy he is receiving, so we have to get rid of that. You will notice that the solar contraption has a red dot behind it. Lock on to this and fire at it rapidly, thus lifting it, and removing solar rays. He will faint, and retract one of his roots so that you can enter the morph ball tunnel. Zoom down it and bomb his roots at the morph ball slot. He will shrink away to nothing due to this, but then two solar contraptions will come down, and he will be brought back again. So do the same thing, but you will notice he will start to knock them back into place again, so you will have to stun him (blast some power beams into him or missiles) so you can move the solar contraptions safely. After you 'kill' him again, he will come back again, but with three solar contraptions, then four. When you have finally killed him, he will shrink away, and the water around in the pool will become fresh, as with the water throughout the rest of Chozo ruins. Not only this, but an object will appear in front of the locked door, the Varia Suit! Go forth and claim the prize!

=====
= NEW ITEM | Type: Upgrade | Name: Varia Suit =
= ----- =
= The Varia Suit adds increased heat resistance to the Power Suit. =
= =
= Samus's Notes: =
= This modification increases your defensive shielding. =
= =
= While the Varia Suit can handle higher temperatures than normal, extreme =
= heat sources and heat-based attacks will still cause damage. =
=====

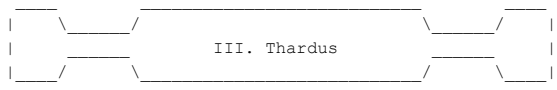
====|End of part e. Varia Suit|=====

+++++
+++++
SCANS + INVENTORY
+
Pirate Data: 0 + Upgrades gained: 1
+ - Varia Suit
Chozo Lores: 1 +
- Fountain + Missile Expansions gained: 4
+ - Missile Expansion 3
Creatures: 3 + - Missile Expansion 4
- Venom Weed + - Missile Expansion 5
- Flaahgra + - Missile Expansion 6

```

- Flaahgra's Tentacle          +
                                + Energy Tanks gained: 2
Research: 2                     + - Energy Tank 2
- Large Missile Ammo          + - Energy Tank 3
- Morph Ball Slot              +
                                + Power Bomb Expansions gained: 0
                                +
Scans this section: 6          + Items this section: 1
-----
Total Pirate Data: 1           + Total Upgrades: 5
Total Chozo Lore: 5            + Total Missile Expansions: 6
Total Creatures: 24            + Total Energy Tanks: 3
Total Research: 11             + Total Power Bomb Expansions: 0
-----
Total Scans: 41                + Total Items gained: 14
Log Book Entries percentage: 26% + Acquired Items percentage: 14%
+++++
+++++

```



====|a. Boost Ball|====

info Varia Suit Acquired! *info*

The Varia Suit gives you extra shielding, as well as being able to handle much higher temperatures than the Power Suit. Finally you can go down into the Magmoor Caverns!

-Chozo Ruins: Sunchamber-

Head through that door in front of you.

-Chozo Ruins: Sun Tower Access-

There will be acid-free water in front of you to swim in. After you take a swim, continue on down the corridor until you come to a pile of boxes. Blast them apart and you will see a new type of energy which is yellow. SCAN this Ultra Energy, then continue on.

```

=====
= NEW SCAN | Type: Research | Name: Ultra Energy | Limited?: No           =
= -----                                                                    =
= Ultra Energy. Replenishes 100 units of energy.                          =
=====

```

You will then come across a new type of enemy. This electric sphere drops electric bombs down on you. SCAN it.

```

=====
= NEW SCAN | Type: Creature | Name: Pulse Bombu | Limited?: No           =
= -----                                                                    =
= Morphology: Pulse Bombu                                                 =
= Life-form of raw energy. periodically releases explosive segments from its =
= body.                                                                    =
=                                                                           =
= Pulse Bombu 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.                                                      =
=====

```

The Pulse Bombu can only be killed with the Wave Beam (which you don't have yet) and will be drawn towards you if you hold down a charge beam. Run past it to the door.

-Chozo Ruins: Sun Tower-

There will be a steep drop below you - the only way is to jump! Samus will make the 'hurt' noise when you land, but you will notice that her health does not actually drop. You will be instantly attacked by War Wasps! Blast them away by spamming the lock-on and A buttons, then look up to where you dropped from. There is a spider-ball track and a rune gate. Don't worry about them as we have to come back later to use them. Instead, turn on your scan visor and SCAN one of those shield-like creatures (Oculus) moving all over the spider ball track.

```

=====
= NEW SCAN | Type: Creature | Name: Oculus | Limited?: No                 =
= -----                                                                    =
= Morphology: Oculus                                                       =
= Wall-crawler that generates electric 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. =

Then run out the door before the wasps can come back and get you!

-Chozo Ruins: Transport to Magmoor Caverns North-

As you see, we are back at the elevator that leads to the Magmoor Caverns, so take it down!

-Magmoor Caverns: Transport to Chozo Ruins North-

So, you've unlocked a new area, Magmoor Caverns. This is one of the hardest areas due to the far apart saves and elevators. But at the moment, you have a save station nearby, so go out the door.

-Magmoor Caverns: Burning Trail-

You'll notice a few things:

- The dramatic music
- The name 'Burning Trail' includes the 'heat' aspect that you will meet down here
- and if you look down the long shaft, lava through the cracks at the bottom.

So anyway, take the moving platforms down. Once moving along the passage, you will be assaulted by the Shriekbats. Blast them and keep going. You will notice blasts of heat coming out from the floor. If you walk over one, the moisture will condense on your helmet, causing it to fog up. Around the corner is a blast-shield door. Enter, to find a save station!

-Magmoor Caverns: Save Station Magmoor A-

This is a very useful save station, as there are not many in certain parts of the Magmoor Caverns.

-Magmoor Caverns: Burning Trail-

Continue down the trail, blasting bats until you see a kind of shell-like creature that kinda looks like a helmet. SCAN the Grizby, but you will find out that normal bullets or power beams will not work on it.

```
=====
= NEW SCAN | Type: Creature | Name: Grizby | Limited?: No           =
= -----                                                           =
= Morphology: Stone Toad                                           =
= 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.                       =
=====
```

So you will have to use a missile on helmet-head, or simply don't step on him. Jump over the lava and move on.

-Magmoor Caverns: Lake Tunnel-

Some more Grizby's are in this room, as well as flamethrowers which fire at eight second intervals. Move across the room, avoiding the flames. On the other side, some tunnelling creature will jump out to greet you, by splattering you with slime. SCAN the Burrower, then put it out of its misery and move to the door.

```
=====
= NEW SCAN | Type: Creature | Name: Burrower | Limited?: No       =
= -----                                                           =
= Morphology: Burrower                                             =
= 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.                                             =
=====
```

-Magmoor Caverns: Lava Lake-

Don't worry about the cut-scene, its not a boss fight - just showing you the kind of environment to expect in these caverns (just like the chozo ruins cutscene - remember?). Out of the lava will come a Magmoor - the creature that gave these caverns their name. SCAN it, then 3 power beams to its mouth should finish it (while dodging its flamethrower).

```
=====
= NEW SCAN | Type: Creature | Name: Magmoor | Limited?: No       =
= -----                                                           =
= Morphology: Magmoor                                             =
= 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. =
=====

It'll then lose its head (literally) and you will be able to pass without worrying about it. You will notice a grappling hook point on the roof in front of you - that will be useful later. To your right are a whole lot of floating green bomb creatures. SCAN the poisonous Puffer creatures and then proceed to destroy them (just use normal bullets).

=====

```
= NEW SCAN | Type: Creature | Name: Puffer | Limited?: No =
= ----- =
= Morphology: Puffer =
= 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 cloud they release upon death is often fatal to the creature that =
= brings them down as well. =
=====
```

They will leave a green smog behind them that is poisonous to walk through (unlike the BlastCap smog) so you will have to wait for it to clear. As you cross the lake by the platforms, you will notice that the floating ones will sink while you are on it. Cross quickly, meeting another Magmoor as you go. At the other side are a whole lot of boxes (destroy them) with a wall behind them that you will have to bomb with your morph ball bomb. Continue through to the next room, and cross that as well. Then leave through the door.

-Magmoor Caverns: Pit Tunnel-

If you look around this room, you'll notice you will have to go under the metal grill with those crab-like creatures to get to the other side. but before you pop down the hole, SCAN one.

=====

```
= NEW SCAN | Type: Creature | Name: Triclops | Limited?: No =
= ----- =
= Morphology: Triclops =
= 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. =
=====
```

When down, try to avoid these Triclops as they will grab you in their pincers and spit you out the entrance you came in, causing a bit of damage. But, if you drop a bomb, and the Triclops grabs onto that instead of you, it will explode. Also, if you constantly rotate the main stick, you can break free of its grip. So give it a go. Then once on the other side, exit through the door.

-Magmoor Caverns: Triclops Pit-

Hmmm...Wonder how this room got its name. This room has Triclops just like the last one, except more. After you walk through the corridor of steaming vents, you will come to a wide room with a door to your left, and a tunnel to your right. (if you look at your map). We want to get to that tunnel. So jump off down on top of the Triclops caging, then look for a kind of cave that is under the platform you were just standing on. In this steamy cage is a morph ball hole that leads to the Triclops pit section of the room. Go on in. Explore this Triclops area and you will find a morph ball tunnel in one corner (North). This leads to a room with some red gems in the wall (cool!). Go through the door.

-Magmoor Caverns: Storage Cavern-

This room holds...a missile expansion!

=====

```
= NEW ITEM | Type: Missile Expansion | Number: 7 =
=====
```

Grab it and go back to the Triclops Pit.

-Magmoor Caverns: Triclops Pit-

Go back up to the platform where you first started using ledges in the stone to get back up. Then cross the platforms to the other door (east) avoiding the Puffers as you go. (This may be difficult due to the lowering platforms). Go through the door.

-Magmoor Caverns: Monitor Tunnel-

There are lowering and raising pistons. Jump on them to cross while avoiding the Puffers.

-Magmoor Caverns: Monitor Station-

This is a big room - one of the space pirates bases in fact. (But you won't see them - yet). First of all, destroy the turret in front of you - two charge beams should do it. Then jump across the ledges and destroy two more. Ignore the door there, but cross the bridge and continue across to the other side of the room, destroying Puffers as you go. Continue up the ledges, destroy another Turret, and finally come to a ledge where you have to jump to a catwalk attached to the structure in the middle of the room. This catwalk leads you to a kind of base, with computers all through it. From here, cross a catwalk to a door on the far side of the room.

-Magmoor Caverns: Transport Tunnel A-

Go into the morph ball tunnel. Right, in here is an energy tank, but it is difficult to get to if you have not mastered the double jump technique. If you haven't, continue on to the next room. But if you really want to give it a go, sit on the first sandstone block when you enter the room. These blocks can only withstand two bombs before they disintegrate, dropping you into the lava. So do a double jump on the first block to get to the next platform. From there, a double jump to get to the next platform, and then one more double jump to get the energy tank.

=====

= NEW ITEM Type: Energy Tank Number: 4	=
--	---

=====

You will need to do three double jumps without fail to get to the top and the energy tank without dropping into the lava. Then go on out of the maze.

-Magmoor Caverns: Transport to Phendrana Drifts North-

Scan and take the elevator to colder climates.

-Phendrana Drifts: Transport to Magmoor Caverns West-

Go out the door.

-Phendrana Drifts: Shoreline Entrance-

You will have to blast some ice out of the way here with your missile launcher or charge beam in order to get past. Then go through the door.

-Phendrana Drifts: Phendrana Shorelines-

As you enter this room you will once again be given the classic tour cutscene that you got from the other areas. This room is filled with many different doors and new creatures. But i'm sure that you are dying to save, so let's do so. Cross the room (on top of the ice) to the door that is in a little cave on the other side of the room (on the ground floor).

-Phendrana Drifts: Save Station B-

Save the game here - and breathe a sigh of relief.

-Phendrana Drifts: Phendrana Shorelines-

Righto, we have a few scans to do. On the way into the save station, you might have noticed passing some kind of scuttling icicle/crab creature on the sides of the tunnel. SCAN the Crystallite, and kill it using your missile launcher.

=====

= NEW SCAN Type: Creature Name: Crystallite Limited?: No	=
= -----	=
= Morphology: Crystallite	=
= 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 it body and forms the hard ice shell, which	=
= the Crystallite retains for the rest of its life.	=

=====

The other creature is a kind of bird that you will see flying over the Phendrana Shorelines. SCAN the Flickerbat, but you can not destroy them as they are too far away, and you need the x-ray visor...

=====

= NEW SCAN Type: Creature Name: Flickerbat Limited?: No	=
= -----	=
= Morphology: Flickerbat	=
= 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 insects and other small	=
= prey that float on the air currents. Flickerbats tend to fly in cyclical	=

=====

= hunting patterns, using primitive sonar to navigate. =

You will notice on one side of the room, the water will meet some kind of grating (east side). Blow this off with your missile launcher, and proceed inside, killing the Crystallite, and using morph ball mode to get through the gap. At the end of the dead-end is a orange panel on the wall for you to scan. This unlocks the door directly above it, which is where we are going next. But how to get there? To the right of the entrance to the save station are some rock ledges which lead up and over to the door and the platform that we want to go to. Kill the Crystallites as you go.

-Phendrana Drifts: Ice Ruins Access-

Great, more of these things... But before we meet the Bombu, blast the ice blockage with a missile. Then SCAN the creature to find out that it is a Scatter Bombu, not a Pulse Bombu, but either way, you can't kill it without the Wave Beam.

=====
= NEW SCAN | Type: Creature | Name: Scatter Bombu | Limited?: No =
= ----- =
= Morphology: Scatter Bombu =
= Pulsing tendrils of energy extend form the creature's body. =
= =
= Like all Bombus, these creatures can only be harmed by electrical energy. =
= Proximity to these life-forms may result in electrical Visor interference. =
= It is possible to avoid engaging Scatter Bombus by rolling into the Morph =
= Ball and slipping between the rotating energy streams. =
=====

These make your visor go to static, so don't get too close. Use morph ball to roll under it and the one around the corner.

-Phendrana Drifts: Ice Ruins East-

As you enter and reach the main part of the room, you will see two blue shell creatures which will pop out of the snow to meet you when you get close. Baby Sheegoths are quite ugly creatures, and have only one area of weakness; the blue shell on its back. Fire at this to destroy it and kill the Baby Sheegoth, but of course, you have to SCAN it first. (You'll see some bigger ones later).

=====
= NEW SCAN | Type: Creature | Name: Baby Sheegoth | Limited?: No =
= ----- =
= Morphology: Baby Sheegoth =
= 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. =
=====

These creatures have a few ways to attack; ramming, shooting ice orbs, and its ice breath (which can freeze you. If you do get frozen, jump quickly to break out of the ice). Wait until it tries to ram you, then fire a few missiles into its back. Once done, climb the ledges to get to the other door, starting from the steps on the south side of the room and climbing the ledges while knocking off Crystallites.

-Phendrana Drifts: Plaza Walkway-

In this room, a few screaming burrowers will attack you. After SCANNing, you will find that they are Ice Burrowers.

=====
= NEW SCAN | Type: Creature | Name: Ice Burrower | Limited?: Yes =
= ----- =
= Morphology: Ice Burrower =
= Burrower adapted to subfreezing climates. =
= =
= A hardy life-form, the Ice Burrower has adapted to the frigid clime of =
= Phendrana. It spends most of its time tunneling through the frozen soil, =
= but will occasionally surface to attack passerby. =
=====

You will see some random blue patches on the floor and ceiling, a kind of foreshadowing to the larger amounts you will see later on...Go through the door.

-Phendrana Drifts: Phendrana Shorelines-

Back here again! There will be a ramp leading up to your left, take it and reach a door and go through it.

-Phendrana Drifts: Ruins Entryway-

Pulse Bombus again! Run past them to the door.

-Phendrana Drifts: Ice Ruins West-

In here are two Baby Sheegoths. Ignore them for now, and turn right up a few steps and you will see a Chozo Lore up on the wall. SCAN it.

```
=====
= NEW SCAN | Type: Chozo Lore | Name: Cipher | Limited?: No           =
= -----
= Chozo script translated.                                           =
=
= As the Great Poison reaches ever further into the planet, we Chozo begin to =
= feel the gnawings of despair - 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. We wonder, though - =
= even when we are done, will it be too late? And will the power of the =
= temple, and the Cipher itself, prove strong enough to hold back the =
= poisonous tide that even now swells within the ground, threatening all =
= life?
=====
```

The Chozo Lore tells about the spread of the Great Poison, and the temple that will try to hold it back - something you will discover later on... Go back and kill the Baby Sheegoths (or run from them if you are low on health) and get to the Blast Shield door in the West corner (go past the Baby Sheegoths and turn right). Blast the door and go through.

-Phendrana Drifts: Canyon Entryway-

Roll past the Scatter Bombus and go through the door.

-Phendrana Drifts: Phendrana Canyon-

You will find yourself at the start of a large canyon. At the very end of the canyon is the Boost Ball, so let's get started! Walk to the edge of the ledge you are standing on, and drop onto a bridge that is suspended there. Turn around and you will see a Chozo Lore at the back of the cave. SCAN it.

```
=====
= NEW SCAN | Type: Chozo Lore | Name: Entrusted One | Limited?: No   =
= -----
= Chozo script translated.                                           =
=
= So many creatures suffer beneath the blight upon the land, and we Chozo are =
= no exception. But for all of our pain, we can at least believe in the =
= promise of the future: unlike the apparitions that have begun to appear, =
= entities that feel neither hope nor solace. We call these doomed souls The =
= Turned - taking ghostly Chozo forms, they know no reason beyond the =
= instinctive urge to protect our lands. They will likely exist in limbo =
= forever. We have come to believe that a time may never come when we can =
= once again open the door and banish the darkness we've contained. Even so, =
= our vigilance will forever remain. We believe that on some far-off day, a =
= savior will come and continue what we have begun. For that savior, we will =
= leave our ancient weapons and armor - the soul who can gather them will be =
= the Entrusted One, the only being who can reverse the evil that grows here. =
=====
```

The 'Entrusted One' tells of how the Chozo believe a saviour will come some day to banish the darkness. They have left ancient weapons and armour scattered throughout their land, and the person who is able to gather them all will be the Entrusted One, and who is the only one who is able to stop the evil. Hmm... Turn and drop off the bridge. Kill the Baby Sheegoth, then climb up the slop and scan the computer panel. You will see a cut-scene where many ledges will rise. This is the fun bit - you have to jump across these platforms quickly, as they will start to fall when you step on one. Go! The Boost Ball awaits!!!

```
=====
= NEW ITEM | Type: Upgrade | Name: Boost Ball                       =
= -----
= The Boost Ball can be used to increase the Morph Ball's speed for short =
= periods.
=
= Press and hold B to charge, then release B to trigger a quick boost of =
= speed.
=
= Samus's Notes:
= 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 momentum you need to =
= reach new heights.
=====
```



```

+++++
+++++
SCANS                               + INVENTORY
+
Pirate Data: 0                       + Upgrades gained: 1
+ - Boost Ball
Chozo Lores: 2                       +
- Cipher                             + Missile Expansions gained: 1
- Entrusted One                      + - Missile Expansion 7
+
Creatures: 12                       + Energy Tanks gained: 1
- Pulse Bombu                       + - Energy Tank 4
- Oculus                             +
- Grizby                             + Power Bomb Expansions gained: 0
- Burrower                           +
- Magmoor                            +
- Puffer                              +
- Triclops                           +
- Crystallite                        +
- Flickerbat                         +
- Scatter Bombu                      +
- Baby Sheegoth                     +
- Ice Burrower                      +
+
Research: 1                          +
- Ultra Energy                      +
+
Scans this section: 15              + Items this section: 3
-----
Total Pirate Data: 1                + Total Upgrades: 6
Total Chozo Lores: 7                + Total Missile Expansions: 7
Total Creatures: 36                  + Total Energy Tanks: 4
Total Research: 12                   + Total Power Bomb Expansions: 0
-----
Total Scans: 56                     + Total Items gained: 17
Log Book Entries percentage: 38%    + Acquired Items percentage: 17%
+++++
+++++

```

====|b. Space Jump Boots|====

info Boost Ball Acquired! *info*

The Boost Ball is extremely useful and can be used by holding and releasing the B button. It can not only be used for speeding up to escape enemies, but can be used to zoom up and down half-pipes (something you have actually seen a few times before). This helps to get to high locations by using the half-pipe as a ramp. It can also be used to activate the Spinner device (which you will see later on!).

-Phendrana Drifts: Phendrana Canyon-

Exit the room and roll down into the ice canyon. Try rolling back and forth in the half-pipe canyon by boosting yourself with the Boost Ball to gain momentum. It takes practise, but the best way to do it is to wait until the Boost is fully charged before letting go. Boost up to the ledge, and kill the Crystallite. Then continue up the ledges, killing Crystallites, and go back out the way you came in.

-Backtracking: Head back to Phendrana Shorelines and save at the save station.

-Phendrana Drifts: Phendrana Shorelines-

As you enter, there will be a cut-scene, showing the shadow of Meta Ridley passing over the top of you, off into the distance... Hmmm...Remember to save.

-Backtracking: Then backtrack all the way to the Magmoor Caverns save station. (Yes, all the way to the save station near the elevator to Chozo Ruins) Save there. Then take the elevator back to Chozo Ruins. Once there, head to the Main Plaza.

-Chozo Ruins: Main Plaza-

Go to the middle of the room where a half-pipe is. Gather momentum boosting back and forth to get into a little ledge in one side (east wall) where you will gain a missile expansion!

```

=====
= NEW ITEM | Type: Missile Expansion | Number: 8
=====

```

-Backtracking: Head to the Ruined Shrine.

-Chozo Ruins: Ruined Shrine-

At the front of the room is another half-pipe. Use it to get to a ledge on the south wall (on the left when you enter), and enter a morph ball tunnel to gain a missile expansion!

```
=====
= NEW ITEM | Type: Missile Expansion | Number: 9
=====
```

Then drop to the floor, destroy the plated beetle with a charge beam, then use a morph ball bomb to destroy a sandstone tunnel wall on the north side of the room (in the main section of the room). Enter through, to gain yet another missile expansion!

```
=====
= NEW ITEM | Type: Missile Expansion | Number: 10
=====
```

-Backtracking: Head back to the elevator which goes to Tallon Overworld, and take it down. Then head to Tallon Canyon.

-Tallon Overworld: Tallon Canyon-

The reason we are here is because of yet another half-pipe here. Kill the beetles and proceed to boost on the ramp, avoiding the lichen growing on it in some places as it will slow you down. You will get to a ledge on the west side (right of the door we entered through). Kill the Zoomer and continue across the tree/stone bridge. There is a sandstone door here for you to bomb. Continue through the tunnel bombing sandstone, then go through the door.

-Tallon Overworld: Gully-

Go through this lush area, avoiding Zoomers. You will see some more of that blue stuff on the walls here, which by scanning says that it is not identified.

-Tallon Overworld: Landing Site-

Continue along the ledge to another door (but mind the gaps!).

-Tallon Overworld: Alcove-

There it is - in the middle of the room - my favourite item! Run in and collect the Space Jump Boots!

```
=====
= NEW ITEM | Type: Upgrade | Name: Space Jump Boots
= -----
= The Space Jump Boots increase the leaping capability of the Power Suit
= through the use of boot-mounted thrusters.
=
= Press B to jump, then press B again during the jump to use the Space Jump
= Boots.
=
= Samus's Notes:
= Timing is important when using the Space Jump Boots.
=
= Experiment to discover ways to increase the height and length of your
= jumps.
=====
```

====|End of part b. Space Jump Boots|====

```
+++++
+++++
SCANS          + INVENTORY
                +
Pirate Data: 0 + Upgrades gained: 1
                + - Space Jump Boots
Chozo Lores: 0 +
Creatures: 0   + Missile Expansions gained: 3
                + - Missile Expansion 8
                + - Missile Expansion 9
Research: 0    + - Missile Expansion 10
                +
                + Energy Tanks gained: 0
                +
                + Power Bomb Expansions gained: 0
                +
Scans this section: 0 + Items this section: 4
-----
Total Pirate Data: 1 + Total Upgrades: 7
Total Chozo Lores: 7 + Total Missile Expansions: 10
Total Creatures: 36 + Total Energy Tanks: 4
Total Research: 12  + Total Power Bomb Expansions: 0
-----
Total Scans: 56      + Total Items gained: 21
Log Book Entries percentage: 38% + Acquired Items percentage: 21%
+++++
+++++
```

info Space Jump Boots Acquired! *info*

The space jump boots are one of the most fun items that you get. It is useful in those moments when you try to jump to another platform, realise that you aren't going to quite make it, freak out, then remember the space jump boots, press jump again and make it to the platform. Press the B button again while in mid-air after jumping, to get boosted again.

-Tallon Overworld: Alcove-

Space jump to the door and exit.

-Tallon Overworld: Landing Site-

Head down to your gunship and save. Behind your gunship is a morphball tunnel in the rock wall that is filled with Tangle Weeds, but in the middle is a missile expansion!

=====

= NEW ITEM Type: Missile Expansion Number: 11	=
=====	

Grab it, and now we have some travelling to do...

-Backtracking: Head to Tallon Canyon.

-Tallon Overworld: Tallon Canyon-

When in the main part of the room, climb the steps around the waterfall, killing the Zoomers as you go. One ledge you get to though, will have a red looking Zoomer which will not die with the power beam. This is a Geemer, and will bring out its spikes if you get too close to it or shoot at it. SCAN it, then use a missile to kill it.

=====

= NEW SCAN Type: Creature Name: Geemer Limited?: No	=
= -----	=
= Morphology: Geemer	=
= 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.	=
=====	

Keep climbing, over a bridge and under a waterfall until you reach a door.

-Tallon Overworld: Root Tunnel-

A giant plant will shoot toxic balls at you. SCAN this Bloodflower and destroy it by shooting the spores emitted from it, (they explode and kill it) or shoot the Sap Sac above it to make it explode and kill the Bloodflower.

=====

= NEW SCAN Type: Creature Name: Bloodflower Limited?: No	=
= -----	=
= Morphology: Bloodflower	=
= 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 creatures if they explode	=
= in its vicinity.	=
=====	

Shoot the blast shield door and go through.

-Tallon Overworld: Root Cave-

This tall cave has ledges leading all the way up from the bottom. Head down to the bottom while killing Zoomers. Once there, you will be assaulted by several beetles which should be easy to pick off (remember when you find them hard?)

-Tallon Overworld: Transport Tunnel B-

There is a missile expansion beneath the bridge in here.

=====

= NEW ITEM Type: Missile Expansion Number: 12	=
=====	

Collect it, then kill Zoomers and head to the door.

-Tallon Overworld: Transport to Magmoor Caverns East-

Scan the computer panel, and take the elevator down.

-Magmoor Caverns: Transport to Tallon Overworld West-

Righto, from here, turn right.

-Magmoor Caverns: Transport Tunnel B-

There is a pool of lava with a morph ball track running over it, starting from your right. Just hold down forwards over the morph ball bridge in the middle, you won't fall down. Knock off the Magmoor and head through the door.

-Magmoor Caverns: Fiery Shores-

Well, this room looks safe. Wait until the flamethrowers stop spurting, then jump safely past, until you get to the main lake of lava. To your left are two boxes. Destroy them and take the morph ball track. You have to climb up a series of ledges, then over a precarious, skinny bridge, until you finally reach a missile expansion!

=====
= NEW ITEM | Type: Missile Expansion | Number: 13 =
=====

Drop down from there onto the ledge with the Triclops. Knock him off if you want, then continue along the ledges, through a tunnel, past some more flamethrowers, and finally to a door.

-Magmoor Caverns: Shore Tunnel-

Go through a kind of glass walkway and reach a door.

-Magmoor Caverns: Monitor Station-

We're back here again! Knock off the turrets, then proceed along the usual path towards the door at the top of the room. Enter through.

-Backtracking: Head to Phendrana Shorelines in Phendrana Drifts and save at the save station.

-Phendrana Drifts: Phendrana Shorelines-

Ok, head over to the ledges next to the save station, and climb them up to the platform right above the entrance to the save station. From here, you can space jump to a kind of hovering platform behind you. From there, jump to another hovering platform further down. From there, you can jump to the entrance to the ruined temple...enter the door.

-Phendrana Drifts: Temple Entryway-

Some quite annoying Pulse Bombu and Scatter Bombu await you in here. Go under them (and blast the ice) and continue on to the door.

-Phendrana Drifts: Chozo Ice Temple-

A Baby Sheegoth is in here, but you have a new way of attacking them now. Try space jumping over its head and firing a missile or charge beam into its back. This should be much quicker than circling and waiting. We need to get to the top of this room. Climb onto the first 'step' on your right, and you will see a kind of white parasite on the next ledge. SCAN this Ice Parasite and then blast it into oblivion.

=====
= NEW SCAN | Type: Creature | Name: Ice Parasite | Limited?: No =
= ----- =
= Morphology: Ice Parasite =
= 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. =
=====

Continue climbing up, killing Crystallites and Ice Parasites as you go. In this top hall, a statue with glowing eyes awaits you at its end, and four Chozo masks lie on either side of the hall. Continue to the exit door of this room, and it will say this when you scan it:

"To pass my gaze, seek my twin within this room"

By this, it is referring to one of the Chozo masks on the wall of this hall. They are all different, so look for the one which is the same as the one above the locked door (has to be a shaman like the one above the gate). You will find that it is the closest mask to the exit door on the west wall. Blast it away with a missile and then place a morph ball bomb in the gap to unlock the gate. Go through the door.

-Phendrana Drifts: Chapel Tunnel-

For this morph ball puzzle, go down to the bottom layer by bombing away a removable platform block. Then use a couple of bombs to destroy the sandstone pillar that was blocking your way. Then go back up to the top layer and continue through, doing the same thing at the next blockage.

-Phendrana Drifts: Chapel of the Elders-

MINI BOSS FIGHT: Baby Sheegoth/Sheegoth

Yes, it is mini bossfight time! Head across to the prize on the other side of the room (cautiously), and just before you touch the prize, it will suddenly lower into the ground, two of the cages in the room will lift, and two Baby Sheegoths will appear! Remember what i told you - try space jumping over, or to the side of them to get a shot at their shells. Two charge beams should burst the shell open, and a normal shot in the back to kill them. When they are finished, two more will appear. Kill them both quickly and humanely.

You've done it! Or have you? Have you ever wondered why the Sheegoths are called 'Baby' or what an Adult Sheegoth looks like? Well here's your chance. SCAN the Sheegoth when it bursts out.

=====
= NEW SCAN | Type: Creature | Name: Sheegoth | Limited?: No =
= ----- =
= Morphology: Sheegoth =
= 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 to ensnare =
= their targets. They are also fond of ramming and trampling their hapless =
= prey. =
=====

Scanning tells us that it is invulnerable to most beam weapons, meaning you have to use your missiles to its mouth area. An alternative though, is using morph ball bombs to damage its soft underbelly. I prefer missiles. The Sheegoth will try to trample you, freeze you, or just send out blasts to cause damage. Shooting your power beam at it will give it energy to shoot back at you, after which it hyperventilates, giving you a chance to rapidly fire missiles at the side of its mouth. Use this process of giving it energy, dodging its blasts, then shooting missiles at it to defeat the Sheegoth. After it kicks the bucket, go and claim your prize, the Wave Beam!

=====
= NEW ITEM | Type: Upgrade | Name: Wave Beam =
= ----- =
= The Wave Beam fires powerful electric bolts. This weapon has a limited =
= homing capability as well. =
= =
= Press the C-Stick right to select the Wave Beam as your active weapon. =
= =
= Samus's Notes: =
= Fire the Wave Beam to open Purple Doors. =
= =
= The Wave Beam won't home in on targets without lock-on. Press and hold L to =
= lock on. =
= =
= Charge the Wave Beam to fire a fierce electric blast. Enemies struck by =
= this blast will be enveloped in electrical energy for a few moments. =
=====

====|End of part c. Wave Beam|====

++++
++++
SCANS + INVENTORY
+
Pirate Data: 0 + Upgrades gained: 1
+ - Wave Beam
Chozo Lores: 0 +
+ Missile Expansions gained: 3
Creatures: 4 + - Missile Expansion 11
- Geemer + - Missile Expansion 12
- Bloodflower + - Missile Expansion 13
- Ice Parasite +
- Sheegoth + Energy Tanks gained: 0
+
Research: 0 + Power Bomb Expansions gained: 0
+
Scans this section: 4 + Items this section: 4

Total Pirate Data: 1 + Total Upgrades: 8
Total Chozo Lore: 7 + Total Missile Expansions: 13
Total Creatures: 40 + Total Energy Tanks: 4
Total Research: 12 + Total Power Bomb Expansions: 0

Total Scans: 60 + Total Items gained: 25
Log Book Entries percentage: 41% + Acquired Items percentage: 25%
++++
++++

====|d. Super Missile|====

info Wave Beam Acquired! *info*

The wave beam is useful for opening certain doors and killing certain enemies (finally - the Bombu go down!!!). It can also be used to power certain things, like doors (as you will find out later on...). It has unlimited bullets, like the power beam, and can be switched to by moving the C-Stick right.

-Phendrana Drifts: Chapel of the Elders-

Head out through the purple locked door, unlocking it by firing a wave beam at it. (notice the waves?..)

-Backtracking: Head to the Phendrana Shorelines and save at the save station.

-Phendrana Drifts: Phendrana Shorelines-

You might notice a couple of Baby Sheegoths sleeping in (strategic positions?) in the large area. That is the price you must pay for beating bosses and getting stronger.

-Backtracking: Head to Ice Ruins West.

-Phendrana Drifts: Ice Ruins West-

From here, turn into that little room that we scanned the Chozo Lore in, and space jump up to it. From here, keep climbing (and killing Crystallites) until you reach a point where you can see a hanging stalactite in front of you. SCAN it, then shoot it with a missile, and the stalactite will fall, creating a step.

=====

= NEW SCAN Type: Research Name: Stalactite Limited?: Yes	=
= -----	=
= This hanging rock appears to have a weak spot near its base.	=
=	=
= Some stalactites can be dislodged from ceilings, allowing them to be used	=
= as platforms to cross otherwise unreachable areas.	=

=====

Use this step to continue climbing up, through an archway and onto a roof top. Get ready here to scan, as some Ice Shriekbats dive at you. SCAN them and jump to the platform they came from.

=====

= NEW SCAN Type: Creature Name: Ice Shriekbat Limited?: Yes	=
= -----	=
= Morphology: Ice Shriekbats	=
= 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.	=

=====

From here, jump to the purple door and go through.

-Phendrana Drifts: Courtyard Entryway-

Deal with the Scarabs and Pulse Bombs, and move through to the door.

-Phendrana Drifts: Ruined Courtyard-

Righto, we need to get to the top of this room, but its not easy. On each side of the room is a Spinner device. SCAN one.

=====

= NEW SCAN Type: Research Name: Spinner Limited?: Yes	=
= -----	=
= 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 when inside a Spinner to	=
= activate the device.	=

=====

You have to get into one of these and use your boost ball to power it to get something to happen. Each of these will cause two lids to open at the top of the room. Once all four are open, climb up (using the ice columns) to a morph ball slot on the east side of the room (above a spinner device) and use it. This will cause water to come pouring out of the already opened tunnels at the top of the room. As the water rises, so will the ice floats. Cross the room on these to get to the opposite side of the room where there is a morph ball tunnel (Don't let the timer make you panic!). Take the tunnel down - to an energy tank! (You don't see these often!)

```
=====
= NEW ITEM | Type: Energy Tank | Number: 5 =
=====
```

In the room is a little tunnel that takes you back down. (Groovy!) Then do exactly the same thing to fill the room with water, except this time jump onto the platform on the column in the middle and space jump all the way up. (but look out for those Flickerbats!!!) Once at the top (finally!), turn right and space jump over to the blast shield door. Blast it and enter to find...

-Phendrana Drifts: Save Station A-

A Save Station!!!! Use it, then get ready to face some Space Pirates...

-Phendrana Drifts: Ruined Courtyard-

Space jump to the centre platform. Directly across from you is a door that is unpowered. You can not go through there yet, so instead space jump over to the door on your right, blast it with your wave beam, and go through.

-Phendrana Drifts: Specimen Storage-

Instantly the music will change. This indicates that you are entering Space Pirate Territory...A turret will attack you. Missile it and move on, only to be attacked by a Shadow Pirate! SCAN it then destroy it with two missiles or charge beams.

```
=====
= NEW SCAN | Type: Creature | Name: Shadow Pirate | Limited?: No =
= ----- =
= Morphology: Shadow Pirate =
= Pirate forces 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. =
=====
```

Shadow Pirates are simply Space Pirates that have equipment designed for stealth. Move on to the next room.

-Phendrana Drifts: Research Entrance-

Upon enter, you will be seen by some weird machine creature, and instantly the doors will lock, and four Space Pirates will come running out, eager to destroy you. SCAN one of them, then destroy them with two missiles or charge beams each.

```
=====
= NEW SCAN | Type: Creature | Name: Space Pirate | Limited?: No =
= ----- =
= Morphology: Space Pirate =
= 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. =
=====
```

The doors will unlock, allowing you to cross the room and enter the door on your far right.

-Phendrana Drifts: Map Station-

A map room! Run over into the hologram to download the map for Phendrana Drifts! (unfortunately, it's not all of it, but its useful for now!). Head back out.

-Phendrana Drifts: Research Entrance-

Right, proceed to climb the ramp on the other side of the room, and continue climbing up, destroying the Turret as you go and through the door.

-Phendrana Drifts: Hydra Lab Entryway-

Have fun satisfyingly knocking off the Scatter Bombu, and go through the door.

To deactivate the force field, scan the computer panel. The music will change as you are now under attack by Space Pirates! Kill them both, then proceed to SCAN the computer screens in order to gain Pirate Data (ignore the music, as there are some Space Pirates upstairs, but they will not come down to you). You will gain the Pirate Data 'Parasite Larva' on the east side of the room which tells of the Space Pirates cruel experimentations with creatures on Tallon IV.

```
=====
= NEW SCAN | Type: Pirate Data | Name: Parasite Larva | Limited?: No      =
= -----
= Space Pirate encrypted data decoded.                                  =
=
= 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 =
= 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.
=====
```

The Pirate Data 'Phazon Analysis' on the west side of the room tells about the mystery energy Phazon...

```
=====
= NEW SCAN | Type: Pirate Data | Name: Phazon Analysis | Limited?: No    =
= -----
= Space Pirate encrypted data decoded.                                  =
=
= 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 an indeterminable time 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.
=====
```

The Pirate Data 'Mining Status' is also on the west side of the room, and tells of the dangerous effects of Phazon on the Space Pirate miners.

```
=====
= NEW SCAN | Type: Pirate Data | Name: Mining Status | Limited?: No      =
= -----
= Space Pirate encrypted data decoded.                                  =
=
= 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.
=====
```

The Pirate Data 'Security Breaches', also found on the west side of the room, tells of how creatures have been able to enter Space Pirate structures through tunnels and holes.

```
=====
= NEW SCAN | Type: Pirate Data | Name: Security Breaches | Limited?: No  =
= -----
= Space Pirate encrypted data decoded.                                  =
=
= 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 unauthorised 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 within our current timetable. =

That's a lot of scanning! Now scan the computer panel on the far end of the room to activate a small lift. Take it up and walk up the ramps to the top level, killing the five Space Pirates and Turret that assault you. At the top SCAN yet another Pirate Data on the north wall.

```

=====
= NEW SCAN | Type: Pirate Data | Name: Glacial Wastes | Limited?: No =
= ----- =
= Space Pirate encrypted data decoded. =
= =
= 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 quarantine 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. =
=====

```

'Glacial Wastes' tells of the problems the Space Pirates are coming across in the Phendrana Drifts controlling Metroids. Wait - What was that? Metroids? What are they? You will find out more about Metroids later... Go and shoot the door above you in the top west corner of the room.

-Phendrana Drifts: Research Entrance-

Knock off the Auto Defence Turrets and move through. (By the way - the boxes are placed here in order to help you regain health - so use them!)

-Phendrana Drifts: Observatory-

Once again, the music starts, indicating more Space Pirates. One will freak you out by dropping down in front of you as you enter the room. Kill those three pirates, and two more will appear. Blast these away, and a computer panel will light up. But before you scan it, SCAN two computer screens near it for Pirate Data. The one to the left of the computer panel, 'Contact', tells of why the Space Pirates came down to Tallon IV in the first place.

```

=====
= NEW SCAN | Type: Pirate Data | Name: Contact | Limited?: No =
= ----- =
= Space Pirate encrypted data decoded. =
= =
= 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. =
=====

```

The one to the right of the computer panel, 'Phazon Program', tells of how the Space Pirates are so confident that their base on Tallon IV will rise to dominance due to this newfound power, Phazon.

```

=====
= NEW SCAN | Type: Pirate Data | Name: Phazon Program | Limited?: No =
= ----- =
= Space Pirate encrypted data decoded. =
= =
= 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 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. =
=====

```

Whoa! You now have 50% of all scans!!! Scan the computer panel now to suddenly activate the morph ball slot. Jump into it and bomb it to make some random piston things go up and down...and activate another morph ball slot! Jump into and bomb this one as well (after climbing up using space jump) to make a blue thing rise out of the structure in the middle of the room. Jump down and use a

boost ball in all four spinners around this structure to make an awesome looking solar system hologram appear above it. SCAN the planets, and two of them, 'Tallon IV' and 'Zebes' will be added to the Research section of your Log Book.

```
=====
= NEW SCAN | Type: Research | Name: Tallon IV | Limited?: No      =
= -----                                                        =
= 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.                                        =
=====
```

```
=====
= NEW SCAN | Type: Research | Name: Zebes | Limited?: No        =
= -----                                                        =
= 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.                                      =
=====
```

Now climb the ledges to the top (one of the ledges has moved out to help you). Once there, jump onto the middle platform to grab the prize - and my favourite Charge Combo - the Super Missile!!!!

```
=====
= NEW ITEM | Type: Upgrade | Name: Super Missile                =
= -----                                                        =
= The Super Missile is the Power Charge Combo.                  =
=                                                                 =
= Samus's Notes:                                               =
= Super Missile is a Single Shot Charge Combo. Each shot costs 5 Missiles. =
=                                                                 =
= Super Missiles can destroy objects made of Cordite.          =
=====
```

====|End of part d. Super Missile|====

```
+++++
SCANS                               + INVENTORY
+
Pirate Data: 7                       + Upgrades gained: 1
- Parasite Larva                      + - Super Missile
- Phazon Analysis                     +
- Mining Status                       + Missile Expansions gained: 0
- Security Breaches                   +
- Glacial Wastes                      + Energy Tanks gained: 1
- Contact                             + - Energy Tank 5
- Phazon Program                      +
+ Power Bomb Expansions gained: 0
Chozo Lores: 0                       +
+
Creatures: 3                          +
- Ice Shriekbats                      +
- Shadow Pirate                       +
- Space Pirate                        +
+
Research: 4                           +
- Stalactite                          +
- Spinner                             +
- Tallon IV                           +
- Zebes                               +
+
Scans this section: 14                + Items this section: 2
-----
Total Pirate Data: 8                   + Total Upgrades: 9
Total Chozo Lores: 7                   + Total Missile Expansions: 13
Total Creatures: 43                    + Total Energy Tanks: 5
Total Research: 16                     + Total Power Bomb Expansions: 0
-----
Total Scans: 74                        + Total Items gained: 27
Log Book Entries percentage: 50%       + Acquired Items percentage: 27%
+++++
```

====|e. Thermal Visor|====

info Super Missile Acquired! *info*

The Super Missile is excellent for eliminating particularly hard enemies and destroying certain rocks and metals. It can be used by pushing Y while in a charge beam. This uses (i'm not going to say 'wastes' as this attack is extremely useful) five missiles up every time you use it, so be tactful.

-Phendrana Drifts: Observatory-

Instantly turn around and enter through a blast shield door into a save station.

-Phendrana Drifts: Save Station D-

Use this very well placed save station and exit.

-Phendrana Drifts: Observatory-

Cross to the opposite door.

-Phendrana Drifts: West Tower Entrance-

Blast the Scatter Bombus and Crystallites in here, as well as the Blast Shield door at the exit.

-Phendrana Drifts: West Tower-

Scan the computer panel and take the elevator up the tower and go through the door.

-Phendrana Drifts: Control Tower-

Once again, the music will start (you should know what this means by now!) Knock off the three Space Pirates, only to be confronted with two Flying Pirates! SCAN them and then give each of them a Super Missile present.

```
=====
= NEW SCAN | Type: Creature | Name: Flying Pirate | Limited?: No      =
= ----- =
= Morphology: Flying Pirate                                         =
= 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.                             =
=====
```

Three more will then appear, and give them the same treatment. Now, if your health is low, there are plenty of boxes to choose from...By the way, the largest size boxes can not be blown open. Exit out through the other purple door.

-Phendrana Drifts: East Tower-

Scan the computer panel and go down the elevator and out the door.

-Phendrana Drifts: Aether Lab Entryway-

Blast the three Scatter Bombu and go out through the door.

-Phendrana Drifts: Research Lab Aether-

Enter the room and head over to the tank. In it, there is a Metroid. This jellyfish-like creature clamps onto creatures using its claws, and sucks out their health, growing larger as it does so. After the cutscene, SCAN the Metroid.

```
=====
= NEW SCAN | Type: Creature | Name: Metroid | Limited?: No          =
= ----- =
= Morphology: Metroid                                               =
= 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 way to shake an attached Metroid is to =
= enter Morph Ball mode and lay a Bomb.                              =
=====
```

The Metroid will suddenly burst out of the tank to attack you! Use Super Missiles to finish it, but if it clamps onto you, turn into morph ball mode and lay a bomb. Once finished, a Space Pirate will attack, so knock him off. SCAN an orange computer screen near the roof of the west side of the room to find a Pirate Data! 'Metroid Studies' tell of how the Metroids were introduced to Tallon IV, and how tests using Phazon are being done on it.

```
=====
= NEW SCAN | Type: Pirate Data | Name: Metroid Studies | Limited?: No =
=====
```

= -----
= Space Pirate encrypted data decoded.
=
= 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.
=

SCAN another computer screen on the opposite side of the room to find another
Pirate Data. 'Meta Ridley' tells us that Meta Ridley was actually put together
by the Space Pirates! It tells us that Ridley was reconstructed and improved
after his defeat on Zebes, named Meta Ridley, and is being used as the Space
Pirates security force!

=====

```
= NEW SCAN | Type: Pirate Data | Name: Meta Ridley | Limited?: No  
= -----  
= Space Pirate encrypted data decoded.  
=  
= 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 successful 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.  
=
```

=====

Jump down from this room to the next platform, kill another Space Pirate, then
proceed to SCAN the computer screens for another Pirate Data. 'Phazon Infusion'
tells us how the Space Pirates are experimenting with their own DNA by
introducing Phazon! It says how (not surprisingly) there have been high levels
of madness and failures.

=====

```
= NEW SCAN | Type: Pirate Data | Name: Phazon Infusion | Limited?: No  
= -----  
= Space Pirate encrypted data decoded.  
=  
= 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.  
=
```

=====

Continue down the ramp until you see a kind of skinny catwalk above it. Jump to
it and roll along it using morph ball in order to get a missile expansion!

=====

```
= NEW ITEM | Type: Missile Expansion | Number: 14  
= -----  
=
```

=====

Continue down the ramp until it comes down to a dead-end with two computers in
front of you. (if you scan them, they have references to Metroid Prime Hunters
on the Nintendo DS!) Jump down from there and knock off the Space Pirates. Head
over to the computers on the north side of the room and SCAN them for two more
Pirate Datas. 'Metroid Morphology' tells of the questions the Space Pirates
have as they dissect the Metroids.

=====

```
= NEW SCAN | Type: Pirate Data | Name: Metroid Morphology | Limited?: No  
= -----  
= Space Pirate encrypted data decoded.  
=  
= 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. =

'Metroid Forces' tells us of the Space Pirates attempts to handle the Metroids power, and lets slip that the Metroids are weak against cold (ice) weapons...

=====
= NEW SCAN | Type: Pirate Data | Name: Metroid Forces | Limited?: No =
= ----- =
= Space Pirate encrypted data decoded. =
= = =
= Log 11.550.6 =
= = =
= Study 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 limitless source of power at our =
= disposal. =
=====

Now use a missile to blast open one of the stasis tanks to reveal an energy tank!

=====
= NEW ITEM | Type: Energy Tank | Number: 6 =
=====

Grab it and head to the exit door underneath some boxes at the south side of the room.

-Phendrana Drifts: Research Core Access-

Some Ice Beetles will instantly attack you. SCAN them and destroy them.

=====
= NEW SCAN | Type: Creature | Name: Ice Beetle | Limited?: No =
= ----- =
= Morphology: Ice Beetle =
= Burrowing insect with an ice-reinforced carapace. Averse to heat. =
= = =
= 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. =
=====

Then continue to the door.

-Phendrana Drifts: Research Core-

Righto, this is the room we were heading to! Kill the Space Pirate and the Flying Pirates with Super Missiles, then head to the computer screens on this top floor and scan them to remove one of the shields that protects the Thermal Visor below. Continue down two levels to a level with some more computer screens. Scan them to remove another shield (after killing the Turret) then continue down to the ground floor, killing another Turret as you go. Once there, scan the computer screens on the north side of the room to remove the last shield. Now...Grab the Thermal Visor!

=====
= NEW ITEM | Type: Upgrade | Name: Thermal Visor =
= ----- =
= The Thermal Visor allows you to see in the infrared spectrum. Hot objects =
= are bright in the Visor, while colder ones are dim. =
= = =
= Press the D-Pad down to select the Thermal Visor. =
= = =
= Samus's Notes: =
= The Thermal Visor will show the weak points of certain foes. =
= = =
= Use the Thermal Visor to see 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. =
=====

====|End of part e. Thermal Visor|====

```

+
Pirate Data: 5 + Upgrades gained: 1
- Metroid Studies + - Thermal Visor
- Meta Ridley +
- Phazon Infusion + Missile Expansions gained: 1
- Metroid Morphology + - Missile Expansion 14
- Metroid Forces +
+ Energy Tanks gained: 1
Chozo Lores: 0 + - Energy Tank 6
+
Creatures: 3 + Power Bomb Expansions gained: 0
- Flying Pirates +
- Metroid +
- Ice Beetles +
+
Research: 0 +
+
Scans this section: 8 + Items this section: 3
-----

```

```

Total Pirate Data: 13 + Total Upgrades: 10
Total Chozo Lores: 7 + Total Missile Expansions: 14
Total Creatures: 46 + Total Energy Tanks: 6
Total Research: 16 + Total Power Bomb Expansions: 0
-----

```

```

Total Scans: 82 + Total Items gained: 30
Log Book Entries percentage: 57% + Acquired Items percentage: 30%
+++++
+++++

```

====|f. Spider Ball|====

info Thermal Visor Acquired! *info*

The Thermal Visor is used to see warmth, which it shows as bright yellow. (or in some very extreme cases - white, when your Thermal visor overloads!) Cold things are shown in dark purple. It is useful to see certain enemies, or discover where to shoot wave beams in order to unlock doors (as you will find out!). Activate it by pressing down on your D-Pad, and you can switch in and out of it, just like your combat and scan visors.

-Phendrana Drifts: Research Core-

Suddenly the power will go out, meaning there is little light. Switch to the thermal visor in order to see the Shadow Pirates. Knock them off and continue up the ramps to the door you originally came from, destroying the Metroids as they come bursting out of their tanks. When at the door, you'll notice that it has no power. Turn on thermal visor, and look at the grill next to the door. It will be lit up. Shoot it with a wave beam in order to power the door. Then go through using your wave beam.

-Phendrana Drifts: Research Core Access-

Some different, mechanical creatures will be in here now. These will lock down an area (including its doors) when something disturbs it. SCAN one of them and destroy the Sentry Drone with a Super Missile, which will cause it to spin out and explode.

```

=====
= NEW SCAN | Type: Creature | Name: Sentry Drone | Limited?: No =
= ----- =
= Mechanoid: Sentry Drone =
= Well-armored and armored security mecha. =
= =
= Sentry Drones have limited intelligence, but do their assigned tasks well. =
= Being machines, they are susceptible to electrical attacks. When alerted, =
= Drones initiate a security lockdown, then attempt to neutralize the =
= intruder. Their electronic warfare suit can scramble Visor technology as =
= well. =
=====

```

Continue through to the door that is now unlocked again.

-Phendrana Drifts: Research Lab Aether-

Keep your thermal visor on, because you're going to need it for some more Shadow Pirates, as well as Turrets. Scan the computer panel to activate the little elevator to go up, then keep going to the door.

-Backtracking: Head on to the save station at the Observatory and save, then head on to the Research Lab Hydra.

-Phendrana Drifts: Research Lab Hydra-

At the top level, next to the Metroid tank, is a tank made of cordite. And as cordite can be destroyed with a Super Missile, blow it apart to receive...a missile expansion!

=====

= NEW ITEM | Type: Missile Expansion | Number: 15 =

-Backtracking: Now head back to the Ruined Courtyard and save at the save station, then head out into the Ruined Courtyard.

-Phendrana Drifts: Ruined Courtyard-

Ok, head over to the other side of the room, to the door that is not powered. We know what to do with this now...Blast the cordite statue above the door with a Super Missile to destroy it, and uncover the location to shoot the wave beam! Shoot it at the location using thermal visor, powering the door and allowing you to enter.

-Phendrana Drifts: Quarantine Access-

Have fun with the Pulse Bombu, and make the most of the boxes to restore your missiles.

-Phendrana Drifts: North Quarantine Tunnel-

Role through this, trying to avoid getting bombed by the Pulse Bombu, and reach the door on the other side. (use boost ball). Now...are you ready for a boss fight? This is a big one, and the third major boss you will be versing. Enter through...

-Phendrana Drifts: Quarantine Cave-

+++++
MAJOR BOSS FIGHT: Thardus
+++++

You will enter into a large room with what looks like a big pile of rocks in the centre of it. As you jump down from the ledge, you will see a cutscene where Samus approaches the rocks, only for a small one to randomly rise out of the ground behind her, distracting her for a second as the large mound of boulders rumble and rise to form your opponent: Thardus. Although oversized, Samus does not seem to be afraid at all.

First of all, SCAN Thardus.

=====

= NEW SCAN | Type: Creature | Name: Thardus | Limited?: Yes =

= ----- =

= Morphology: Thardus =

= An animated, sentient creature of stone charges 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 irradiation leads to =

= instability in its structural integrity. Thardus can encase targets in ice, =

= and its colossal size and strength make it a formidable opponent. =

=====

He has only three attacks. He can throw rocks at you, which you can shoot away. This can get you items - so this attack actually benefits you. The second is sending a line of ice at you to freeze you. Just double jump to avoid this, and if you get frozen, spam the jump button to break free. His last attack is turning into a giant rock ball, and rolling at you, and then around the arena. Simply turn into a morph ball and boost away to escape him.

To defeat him, turn on your Thermal Visor, and you will notice that a certain part of his body will be warm (bright colours). Shoot at this to break the outside shell, revealing Phazon which will cause your Thermal Visor to overload! Then switch back to your combat visor and fire a Super Missile at the Phazon to blow it up. Once you do this, he will use his rolling attack at you. Then proceed to destroy the other parts of his body using the same method. The more body parts you destroy, the more he uses his rolling attack. When you finally defeat him, he will topple over, nearly on top of Samus! (well, one rock does). And there, lying in the midst of the remaining boulders from Thardus, is...the Spider Ball!!!!!!

=====

= NEW ITEM | Type: Upgrade | Name: Spider Ball =

= ----- =

= The Spider Ball allows you to move the Morph Ball along magnetic rails. =

= =

= Press and hold R to activate the Spider Ball ability. =

= =

= Samus's Notes: =

= Follow the magnetic rails to explore new areas. =

= =

= The Morph Ball Bomb can be used to trigger a Bomb Jump while attached to a =

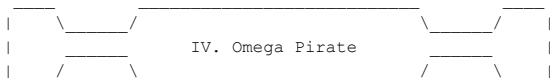
= rail. =

=====

```

+++++
+++++
SCANS                               + INVENTORY
                                     +
Pirate Data: 0                       + Upgrades gained: 1
                                     + - Spider Ball
Chozo Lores: 0                       +
                                     + Missile Expansions gained: 1
Creatures: 2                         + - Missile Expansion 15
- Sentry Drone                       +
- Thardus                             + Energy Tanks gained: 0
                                     +
Research: 0                           + Power Bomb Expansions gained: 0
                                     +
Scans this section: 2                 + Items this section: 2
-----
Total Pirate Data: 13                 + Total Upgrades: 11
Total Chozo Lores: 7                 + Total Missile Expansions: 15
Total Creatures: 48                   + Total Energy Tanks: 6
Total Research: 16                    + Total Power Bomb Expansions: 0
-----
Total Scans: 84                       + Total Items gained: 32
Log Book Entries percentage: 59%      + Acquired Items percentage: 32%
+++++
+++++

```



====|a. Wavebuster|====

info Spider Ball Acquired! *info*

The spider ball is a modification to the morph ball to allow it to climb up spider ball tracks. I personally think the spider ball makes the morph ball look much cooler, but it takes a bit of time to get used to. To use it, press the R button while in morph ball mode, and next to a spider ball track for your morph ball to grip on to it. This way, you can travel up the track, even upside down.

-Phendrana Drifts: Quarantine Cave-

First of all, SCAN a spider ball track, then take the track in the south-west corner of the room up (you have to morph ball jump to get to it).

```

=====
= NEW SCAN | Type: Research | Name: Spider Ball Track | Limited?: No   =
= ----- =
= Magnetic rail system track. =
= =
= In Morph Ball mode, press and hold R when close to this type of surface. =
= Use the Main Stick to move the Ball along the track. Release R to disengage =
= from the surface. =
= CAUTION: A Morph Ball Bomb will briefly disengage the Ball from the track. =
=====

```

You will have to morph ball jump again onto the horizontal track, which you should take left until you are above a platform. Drop onto it and go through the door.

-Phendrana Drifts: South Quarantine Tunnel-

This is the other way out of the Quarantine Cave. Take the morph ball tunnel through, ignoring the Pulse Bombu and go through the door.

-Phendrana Drifts: Transport to Magmoor Caverns South-

Righto, scan the computer panel and take the lift down.

-Magmoor Caverns: Transport to Phendrana Drifts South-

Once here, turn around and blast the blast shield door behind you, and enter into a save station.

-Magmoor Caverns: Save Station Magmoor B-

Save and relax. I always find save stations relaxing. Not only is it a safe zone, but i've realised the music changes (even from elevator rooms) so that all you can hear is the hum of the save machine...After you chill out, head out to the elevator room again.

-Magmoor Caverns: Transport to Phendrana Drifts South-

Go through to the other door (Don't step in the hologram!).

-Magmoor Caverns: Transport Tunnel C-

Head through this corridor, trying to avoid the flamethrowers on the roof. In the future you may be able to freeze this flamethrowers...Go to the door.

-Magmoor Caverns: Magmoor Workstation-

You will be instantly attacked by a couple of Flying Pirates. Give them a Super Missile present each, then hop down the ledges onto the ground floor of this large room. You'll notice that there is some grating beneath you with some Triclops inside. Also, there is some kind of piston machine that pumps lava on the west side of the room that is not working as it needs power. We can fix that. Find three power spots in the room that need to be shot at with your wave beam. All three are above the end of the lava tunnels beneath the grating, so walk over to them and zap them. Instantly, the piston starts pumping, and you can now go under the grating, blast the Triclops, and go down the west tunnel. This will take you to a little room with a computer screen in front of you. Scan it to drain lava from the east tunnel. The timer starts beeping, so boost ball all the way there to find another small room. Scan another computer panel to clear the north tunnel. Race down there to find...an Energy Tank!

```
=====
= NEW ITEM | Type: Energy Tank | Number: 7           =
=====
```

Excellent, now, let's get out of here! Once you come out from under the grating, take the door to the north (the one with the corridor leading to it).

-Magmoor Caverns: South Core Tunnel-

What is that massive creature!?!? That is a Puddle Spore, one of the most timid creatures on Tallon IV. It even growls at you before clamming up defensively! If you shoot into its 'mouth', it will simply flip over into its defensive position, allowing you to walk on it. Its only attack is sending energy globules at you. SCAN it, shoot it, then use it to cross, avoiding the flame throwers.

```
=====
= NEW SCAN | Type: Creature | Name: Puddle Spore | Limited?: No           =
= -----
= Morphology: Puddle Spore
= 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.
=====
```

Some burrowers will attack you so knock em' off and go through the door.

-Magmoor Caverns: Geothermal Core-

This massive room has a few large mechanical pillars in it that we will be coming back to. But for now, cross to the other door using the Puddle Spores.

-Magmoor Caverns: North Core Tunnel-

There is a stalactite on the roof of this cave, so shoot it down with a missile, causing it to land on the Magmoor and kill it (LOL), providing a nice stepping stone for you to cross to the door.

-Magmoor Caverns: Twin Fires-

This is a double cave system, divided by a small rock corridor. In the first cave, get to the door by knocking down stalactites and jumping from platform to platform (when you have the grappling hook, you can cross much quicker). Watch out for the Puffers and the Magmoor, then cross into the next cave by rolling under the flamethrowers. Do the same thing in this cave, roll under the flamethrowers (wait for the bottom one to stop) then through the door.

-Magmoor Caverns: Twin Fires Tunnel-

This tunnel is filled with lava, meaning you can't get through...unless you have a spider ball (mwah hah!). There is a little hole at the bottom of the left wall, so roll in there and take the spider ball track to the other side. (Don't fall!) Take the door.

-Magmoor Caverns: Transport to Tallon Overworld West-

We're back here again! Take the elevator up.

-Backtracking: Head to the Landing Site to save, then head to the elevator near Tallon Canyon to go to Chozo Ruins, then head to the Main Plaza.

-Chozo Ruins: Main Plaza-

Climb up the ledges on the far side of the room, as if you are going to head across the tree bridge. But instead of going across the bridge, keep going

forwards and jump down onto a stone platform. Then look across at the big tree growing in the plaza. You will notice a different colour woody bit (circle shape) as if a limb had been cut off there (scan if you are not sure). When you see the place, blast a Super Missile at it to blow it off, revealing a little hollow in the tree. Space jump over there to get...a missile expansion!

```
=====
= NEW ITEM | Type: Missile Expansion | Number: 16 =
=====
```

-Backtracking: Now head to the nearby Ruined Shrine.

-Chozo Ruins: Ruined Shrine-

Once you get here, use the half-pipe to get up to ledge on the north side of the room, then take the morph ball tunnel around to a spider ball track. Take this over to a purple door and go through.

-Chozo Ruins: Tower of Light Access-

This tunnel has nothing in it, so move on to the door.

-Chozo Ruins: Tower of Light-

This tower has ledges leading up, so lets take them up. When you finally get to the middle suspended platform where you can climb no more, you'll notice four pillars around you with four holes (not for morph balls, but for enemies to come out of). Above these holes are blocks made of Brimstone that are 'Seriously Damaged', so let's get started removing them. A super missile or three normal missiles will destroy them (choose three missiles as you do not want them to run out. As soon as you do this, the whole structure will lower one level, and some puffer creatures will start coming out of the holes mentioned earlier. SCAN one of them to discover they are Plated Puffers.

```
=====
= NEW SCAN | Type: Creature | Name: Plated Puffer | Limited?: No =
= ----- =
= Morphology: Plated Puffer =
= 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.' =
=====
```

These can only be destroyed with missiles, but don't waste any on them, but instead jump up the platforms (starting with the one to your south) to avoid them. For some reason they will explode and die as soon as you reach this platform... You will find yourself in the middle again, with Brimstone blocks in each pillar around you. Do the same thing, but with the difficulty of two Oculuses in your way. Once again, the platforms will lower, and you will have to do the same thing once more, except with four Oculuses. (If you run out of missiles, go back to the Ruined Shrine Access and kill the Scarabs, except you will have to start destroying the brimstone again from the start). The platforms will then lower when you are done, and you can climb up them, until you finally reach...the Wavebuster!

```
=====
= NEW ITEM | Type: Upgrade | Name: Wavebuster =
= ----- =
= The Wavebuster is the Wave Charge Combo. This potent blast auto-seeks =
= targets in the area. =
= =
= Samus's Notes: =
= The Wavebuster is a Sustained Fire Charge Combo. It costs 10 Missiles to =
= activate, then 5 Missiles per second afterward. The Wavebuster will seek =
= enemies without a lock-on. =
=====
```

====|End of part a. Wavebuster|====

```
+++++
+++++
SCANS + INVENTORY
+
Pirate Data: 0 + Upgrades gained: 1
+ - Wavebuster
Chozo Lores: 0 +
+ Missile Expansions gained: 1
Creatures: 2 + - Missile Expansion 16
- Puddle Spore +
- Plated Puffers + Energy Tanks gained: 1
+ - Energy Tank 7
Research: 1 +
- Spider Ball track + Power Bomb Expansions gained: 0
+
Scans this section: 3 + Items this section: 3
```


-Chozo Ruins: Furnace-

Once here, take the spider ball track up and into a side view part of the tunnel. In here are some blocks that disappear as you roll over them, so boost across, and jump quickly. If you fall down, you'll be taken to the morph ball tunnel that lead to the area beneath the furnace. When you reach the main furnace room, five beetles will burst out of the (stone?) to greet you. Kill them and then look up at the creatures crawling along the spider ball tracks above you. SCAN these Plated Parasites, and then head over to the morph ball hole at the north side of the room.

```
=====
= NEW SCAN | Type: Creature | Name: Plated Parasite | Limited?: No      =
= -----
= Morphology: Plated Parasite
= 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.
=====
```

There is a Chozo Lore above it, so SCAN it. 'Great Poison' tells of the hopes of the Chozo that the Great Poison has not spread to other planets in the universe, but is only contained in Tallon IV, and that it will be eradicated here on Tallon IV.

```
=====
= NEW SCAN | Type: Chozo Lore | Name: Great Poison | Limited?: No      =
= -----
= Chozo script translated.
=
= What is this otherworldly pestilence that infests the land, seeking out =
= life in its blind need for corruption? And where did the meteor that    =
= brought it originate? Was it crafted by alien hands or is it a roving chunk =
= of a planet that suffered a violent end? Our minds quail in horror at the =
= though that long ago, in some corner of the universe as yet unseen by our =
= eyes, an entire planet was perhaps once coated with this Great Poison.   =
= whatever cataclysm may have ruptured that doomed place must have been   =
= mighty, indeed...and if other meteors from it spread through space, bearing =
= this evil to the far corners of the universe...We hold fast to the hope  =
= that this is not so, that the only remnants of this evil are here, on    =
= Tallon IV. Then, at least, there is hope for its eradication.
=====
```

Well, it won't happen if you stand here, so go through the morph ball tunnel.

-Chozo Ruins: Crossway Access West-

Roll through here, under the ruins and through the door.

-Chozo Ruins: Crossway-

There is a half-pipe in front of you, an ice door to your left, and an exit on the other side. Morph ball across the half-pipe to get to the ledge on the other side. No less than three Chozo Lorens will be in front of you. SCAN all three of them. 'Infestation' speaks directly to the Entrusted One, and warns of creatures that seek to use the Great Poison for their own devices.

```
=====
= NEW SCAN | Type: Chozo Lore | Name: Infestation | Limited?: No      =
= -----
= Chozo script translated.
=
= To the Entrusted One: if you read these words, then our hope has not been =
= in vain. Your path is fraught with danger - monstrosities beyond        =
= description lurk in the shadows, starving, hunting for prey, searching for =
= ways to quench the poisonous urges that bloom in their brains. Some of   =
= these are shrewd, but they are blinded by their evil designs: believing in =
= the black promises of the Great Poison, they seek to harness it for their =
= own ends. It is these last that are the greatest danger, perhaps an ever  =
= greater one than the Great Poison itself. When you rid the universe of   =
= these creatures, you will be the true Entrusted One.
=====
```

(hmmmm...that sure sounds like Space Pirates to me...)
'Cradle' speaks of the temple the Chozo have constructed to hold the "abomination" which is growing ever more powerful. It also speaks of the twelve artifacts which need to be gathered...

```
=====
= NEW SCAN | Type: Chozo Lore | Name: Cradle | Limited?: No          =
= -----
= Chozo script translated.
=
= None know if our temple, the Cradle, will prove powerful enough to contain =
= this evil forever. For now, it wraps around that abomination, cutting it  =
= off from the world above. But how can we Chozo hope for the Cradle 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 the 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. Will the Entrusted =
= One arrive before our vigilance crumbles away? That time rapidly =
= approaches... =

'Worm' speaks of the Chozos foretelling of the dark creature - the so called
evil 'worm'.

=====

= NEW SCAN | Type: Chozo Lore | Name: Worm | Limited?: No =
= ----- =
= Chozo script translated. =
= =
= Many Chozo are gifted with the distant sight, and even more begin to learn =
= it as our harmonization with the universe becomes more and more complete. =
= We peer forwards, seeing prophecy in the ripples of the water, hearing =
= rumors of coming days on the breath of the wind. Though we celebrate the =
= distant sight, many of these visions are dark - the worst of the =
= prophecies, and the most common, tells 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. Not all prophecies come to pass, of =
= course, but we cannot help but fear this dark portent. =
= =====

Ok, there is a cordite shield on the far east wall, so blow it apart
with a Super Missile to reveal a...kind of symbol...scan it and a morph ball
track will reveal itself. Use the half-pipe to boost up to it, and then take it
to a morph ball slot, which you should jump up to and bomb, which will reveal
another spider ball track. Boost up to this one and bomb another morph ball
slot. This will start a timer and a piston moving, so drop down to it and take
the piston up to a horizontal corridor. Take this left to a missile expansion!

=====

= NEW ITEM | Type: Missile Expansion | Number: 21 =
= =====

(finally!) Now head to that blast shield door and go through.

-Chozo Ruins: Elder Hall Access-

Head through here, killing Scarabs and go through the door.

-Chozo Ruins: Hall of the Elders-

Ok, first thing to do, head through that morph ball tunnel on your left to find
a Missile Station! These refill your missiles (and don't save). There are only
three of these in the game, so use them whenever you can. These are now
important as the number of missiles you carry has increased a lot (it should be
110 now!). So SCAN it, replenish your missiles, and go back out.

=====

= NEW SCAN | Type: Research | Name: Missile Station | Limited?: No =
= ----- =
= Missile Station =
= =
= Step into these stations to fully reload your Missile Launcher. =
= =====

Now jump down into the room, only for the room to go dark - you are under
attack by Chozo Ghosts! SCAN one, and then destroy them with super missiles (as
the wave beam does not work on them).

=====

= NEW SCAN | Type: Creature | Name: Chozo Ghost | Limited?: No =
= ----- =
= Aberration: Chozo Ghost =
= Spectral entity. Bioelectric field invulnerable to natural energies. =
= =
= As these entities phase in and out of existence, the only 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. =
= =====

These throw energy balls at you, then disappear, making them annoying to
attack. These Chozo Ghosts are attacking you as they are corrupted with Phazon.
"The Great Poison corrupts all, even the Chozo." The best way to kill them is
to back yourself into a corner, create a charge beam, then as soon as one
appears, shoot a Super Missile at them. Once they are gone, SCAN the Chozo Lore
behind the statue of the Chozo Elder. 'Shapeless' describes the will of the
Chozo, and the desire for the Entrusted One to arrive.

=====

= NEW SCAN | Type: Chozo Lore | Name: Shapeless | Limited?: No =
= ----- =

= Chozo script translated. =
=
= Things bound to earthly shapes are temporal and frail: existing in a single =
= dimension, they are fragile, vulnerable, and ultimately mortal. However, =
= not all things obey this law - shapeless, they wait beyond the realm of =
= perception, emerging only when one arrives who can feel their presence. =
= Such is the will of the Chozo. Our will to defeat the evil seeping into =
= this planet remains forever, desiring only to see the darkness meet its =
= end. Mindless but strong, our will shall never sleep until the Entrusted =
= One arrives to cleanse this land. =
=====

This Entrusted One sounds pretty awesome... :P
Now, turn into a morph ball and jump into the Chozo Elder statues hands. The statue (!?) will roll you down a track and up to a spider ball track. Grip on to this and take it to a morph ball slot which you should place a bomb into. This makes three coloured circles appear on the wall on the other side of the room. Head over there, and shoot the wave beam at the purple one. This will reveal a morph ball slot which you should get into and use. This causes the track to change, so jump back into the Elders hands and roll again, this time to a morph ball ledge. As soon as you get there, the track will change back to its original location, and then circles back to their original colours. Roll along the ledge to a door, but before you go through it, scan the computer panel next to it to remove a safety shield behind you. This allows you to get to this location more easily by space jumping. Now, go through the door!

-Chozo Ruins: Reflecting Pool Access-

Run through and to the door.

-Chozo Ruins: Reflecting Pool-

There is a statue in front of you. Scan the hologram below it to read that the pool is not being drained. It doesn't sound like very useful information, but it tells is that the pool can be drained, so jump in and follow the wire to a drainage cover. Blow it away with a morph ball bomb to drain the pool. Now we need to boost up to the next level, using the pool as a half-pipe. You will have to get rid of the Stone Toads as they are in the way (i love these things! Shoot them, jump on them, all they do is eye you and croak! - i once did an epic glitch with one of these in this room - i was boosting up and down the half pipe when one tried to swallow me, but at that moment i released my boost - my morph ball whized around his head a few times - in mid air - before flying out of orbit and across the room!) Anyway, once on the upper level, head to the door on the east side of the room.

-Chozo Ruins: Antechamber-

There it is, the Ice Beam! Go get it!

=====

= NEW ITEM Type: Upgrade Name: Ice Beam	=
= -----	=
= The Ice Beam can freeze enemies solid. Hits from the Ice Beam may also slow	=
= foes down.	=
=	=
= Press the C-Stick down to select the Ice Beam as your active weapon.	=
=	=
= Samus's Notes:	=
= Use the Ice Beam to open White Doors.	=
=	=
= The Ice Beam is quite effective against fire-based creatures.	=
=	=
= Charge the Ice Beam to increase the time an enemy will stay frozen when	=
= hit.	=
=	=
= Some frozen enemies can be shattered by Missile hits.	=

=====

====|End of part b. Ice Beam|====

+++++

SCANS	+ INVENTORY
	+
Pirate Data: 0	+ Upgrades gained: 1
	+ - Ice Beam
Chozo Lores: 5	+
- Great Poison	+ Missile Expansions gained: 5
- Infestation	+ - Missile Expansion 17
- Cradle	+ - Missile Expansion 18
- Worm	+ - Missile Expansion 19
- Shapeless	+ - Missile Expansion 20
	+ - Missile Expansion 21
Creatures: 2	+
- Plated Parasites	+ Energy Tanks gained: 0
- Chozo Ghost	+
	+ Power Bomb Expansions gained: 0
Research: 1	+

```

- Missile Station          +
                          +
Scans this section: 8     + Items this section: 6
-----
Total Pirate Data: 13     + Total Upgrades: 13
Total Chozo Lore: 12      + Total Missile Expansions: 21
Total Creatures: 52       + Total Energy Tanks: 7
Total Research: 18        + Total Power Bomb Expansions: 0
-----
Total Scans: 95           + Total Items gained: 41
Log Book Entries percentage: 66% + Acquired Items percentage: 41%
+++++
+++++

```

====|c. Gravity Suit|====

info Ice Beam Acquired *info*

The Ice Beam is another beam added to your weapons. It can be used to open white doors and generally freeze and kill enemies. (charging the Ice Beam will increase the time the enemy is frozen). Press the C-Stick down to change your weapon to Ice Beam.

-Chozo Ruins: Antechamber-

Anyway, you would probably really love to save now, so head out of this room, through your first white door.

-Chozo Ruins: Reflecting Pool-

Space jump to the door directly opposite to you.

-Chozo Ruins: Save Station 3-

Thank goodness...a save station. Recharge your health, then head back out the door you came in, cos we have an energy tank to collect...

-Backtracking: Head to the Hall of the Elders

-Chozo Ruins: Hall of the Elders-

Ok, if you stay off the ground floor, the Chozo Ghosts will not appear, but we will need to go down there unfortunately...First jump down to the ledge below you and shoot your ice beam at the white circle that is next to the purple and red circles. Hop in, and bomb the morph ball slot that is revealed, then hop down to the lower ground, and have your bout with the Chozo Ghosts... Once done, hop into the statue's hands, roll down the track into a small chamber, which has an energy tank!

```

=====
= NEW ITEM | Type: Energy Tank | Number: 8 =
=====

```

Grab it, and roll back out the morph ball hole you came in. In the Hall of the Elders, to your north and your west are two ice beam doors, which are simply shortcut tunnels to the Crossway and the Furnace. Leave this room the way you came in. (but refuel missiles first!)

-Backtracking: Go to Save Station 3.

-Chozo Ruins: Save Station 3-

Go through the morph ball hole on the other side of the room, and roll through it to a door, and go through it.

-Chozo Ruins: Transport to Tallon Overworld East-

Scan the computer panel, and step on the hologram to go the Tallon Overworld.

-Tallon Overworld: Transport to Chozo Ruins East-

Go straight across and through the Ice Beam door.

-Tallon Overworld: Transport Tunnel C-

Avoid (or blast) the Geemers and run through here, roll under the log, and through the door.

-Tallon Overworld: Overgrown Cavern-

Ah! A missile expansion! Shoot at the Venom Weed first, then roll through, collect the expansion, and reach the door.

```

=====
= NEW ITEM | Type: Missile Expansion | Number: 22 =
=====

```

(Boosting is useful here if you do not shoot all the Venom Weed)

= Morphology: Jelzap
= 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.
=====

These fish are split in two halves, and can cause interference with your visor when they open their mouths. Shoot into their mouths to break them apart and kill them, or do what I do, and ignore them. Go through the underwater door at the north side of the room.

-Phendrana Drifts: Lower Edge Tunnel-

Head through here, killing the Bombu and rolling through the crushed tunnel and through a door.

-Phendrana Drifts: Hunter Cave-

Shoot down the three stalactites in this room, then cross the fallen stalactites like stepping stones, to the lower purple door on the east side of the room.

-Phendrana Drifts: Lake Tunnel-

Shoot down the Scatter Bombu, and go through the underwater door.

-Phendrana Drifts: Gravity Chamber-

This is the room! SCAN the friendly-looking Aqua Reapers on the floor below you.

=====

```
= NEW SCAN | Type: Creature | Name: Aqua Reaper | Limited?: No  
= -----  
= Morphology: Aqua Reaper  
= 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.  
=====
```

This annoying creature is similar to the Reaper Vine, but instead reaches upwards. Shoot at them to make them hide, then space jump across and keep on going. You will come across a similar Aqua Reaper pit, space jump across this as well, and you will see in front of you...the Gravity Suit!

=====

```
= NEW ITEM | Type: Upgrade | Name: Gravity Suit  
= -----  
= The Gravity Suit eliminates the effects of liquid on movement.  
=  
= Samus's Notes:  
= This modification improves your defensive shielding.  
=  
= The Gravity Suit allows for improved movement in liquid environments, but  
= does not reduce damage delivered when exposed to hazardous fluids.  
=  
= Visor modifications in the Gravity Suit make it easier to see underwater.  
=====
```

====|End of part c. Gravity Suit|====

```
+++++  
+++++  
SCANS + INVENTORY  
+  
Pirate Data: 0 + Upgrades gained: 1  
+ - Gravity Suit  
Chozo Lores: 0 +  
+ Missile Expansions gained: 1  
Creatures: 3 + - Missile Expansion 22  
- Glider +  
- Jelzap + Energy Tanks gained: 1  
- Aqua Reaper + - Energy Tank 8  
+  
Research: 0 + Power Bomb Expansions gained: 0  
+  
Scans this section: 3 + Items this section: 3  
-----  
Total Pirate Data: 13 + Total Upgrades: 14  
Total Chozo Lores: 12 + Total Missile Expansions: 22  
Total Creatures: 55 + Total Energy Tanks: 8  
Total Research: 18 + Total Power Bomb Expansions: 0
```

Total Scans: 98 + Total Items gained: 44
Log Book Entries percentage: 69% + Acquired Items percentage: 44%
++++
++++

====|d. Power Bomb|====

info Gravity Suit Acquired! *info*

Like the new purple colour? The Gravity suit does many things; It allows you to move much easily underwater, have stronger armour, and see better underwater. Very useful.

-Phendrana Drifts: Gravity Chamber-

To get out the other door, cross back across the second Aqua Reaper pit, then jump up out of the water to a platform. Then take these ledges around the room to the other purple door, so go through it.

-Phendrana Drifts: Chamber Access-

Destroy the friendly Sentry Drone, and continue to the door.

-Phendrana Drifts: Hunter Cave-

Back here again! Destroy the Flying Pirates, then follow the narrow ledge you are on to another door.

-Phendrana Drifts: Hunter Cave Access-

Go through this underwater tunnel with plenty of Jelzaps, until you reach a door, and go through.

-Phendrana Drifts: Frozen Pike-

Here again! Climb out of the water and kill the Flying Pirates (i know, they're everywhere...). Climb up this room and take the top door.

-Backtracking: Head back to Tallon Overworld, and save at the Landing Site. Use this route: Phendrana Drifts South elevator > Magmoor Caverns South elevator, Magmoor Caverns East elevator > Tallon Overworld West elevator.

-Tallon Overworld: Landing Site-

After saving, head over to the east door.

-Backtracking: Head to the Frigate Crash Site.

-Tallon Overworld: Frigate Crash Site-

Remove the annoying (and pathetic) Beetles that attack, then move onto the main course, frozen Flying Pirates, then grill then to perfection with a missile. Once done, jump in the lake and look for a missile expansion in a little hole on the north wall (on the left when you walk in). It should be just out of reach, meaning you will have to space jump underwater up to it. After removing the Jelzap, jump from that wooden platform to get to it.

=====

= NEW ITEM | Type: Missile Expansion | Number: 23 =

=====

Awesome. Now head to the east side of the room (where the other door is), by climbing up some underwater platforms and entering a kind of underwater cave. In this cave is a morph ball tunnel that will take you to a little water hole that you can jump out of and onto dry land again. Head to the door, blast the boxes, and head on through.

-Tallon Overworld: Frigate Access Tunnel-

Walk through, and you will come to a part where you have to roll through the Tangle Weed to get to a tunnel and a door.

-Tallon Overworld: Main Ventilation Shaft Section C-

Scary Music. We've been here before, when we were running through the Space Pirate Frigate with the evacuation timer ticking - remember? If you don't, you have a chance to recollect your memories as we explore this now derelict frigate. Jump down the platforms to get to the underwater tunnel (or jump) and go through the tunnel, roll under some debris, and go through the door.

-Tallon Overworld: Main Ventilation Shaft Section B-

Turrets. Shoot them down (i like using a missile and a charge beam so i don't feel like i'm wasting missiles - yeah i know we have a lot, but you never know...). On the roof is a Sap Sac (how did that get in here...). Turn on your Thermal Visor and wave beam the door's power conduit above the door, then move on through the door, and through the next as well.

-Tallon Overworld: Main Ventilation Shaft Section A-

Turn the corner and you will see a swarm of crabs crawling towards you. Don't worry, like Scarabs, these are (relatively) harmless. SCAN the funny creatures as the scuttle up through a vent hole in the roof.

```
=====
= NEW SCAN | Type: Creature | Name: Tallon Crab | Limited?: No           =
= -----
= Morphology: Tallon Crab                                               =
= Crustacean native of Tallon IV.                                       =
=
= Hard-shelled swarm life-form. Once harvested for food, exposure to Phazon =
= has seen this practice diminish. Creatures are timid and harmless alone, =
= but can be a problem when traveling in swarms.                       =
=====
```

If you're not impatient, wait until they have all passed through (although there is a lot of them!), then move on through to the door, through the blue fish and bubbles that they seem to be attracted to.

-Tallon Overworld: Reactor Core-

Once again the music changes, but now its a more cheerful underwater theme... Anyway, this is the room you versed the Parasite Queen. You don't need to be cautious as nothing lives in here except Aqua Pirates, so swim down and SCAN them.

```
=====
= NEW SCAN | Type: Creature | Name: Aqua Pirate | Limited?: No         =
= -----
= Morphology: Aqua Pirate                                               =
= 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.                   =
=====
```

These rather easy Pirates have missiles that have missiles that move like snails, so knock these off quickly, then look around for four power conduits in the room to power the next door. One is on the west side of the room on the catwalk platform level. On the same level is another in the south-west side of the room, and another is on the ground level on the west side of the room. (it is obviously much easier if you turn on your Thermal Visor and just look for them!). The last is to the left of the door, which you can get to by jumping up some debris. Then go through!

-Tallon Overworld: Reactor Access-

You know this room! To your right is a door, go through.

-Tallon Overworld: Save Station-

This is where you did your first ever save! (unless you missed it or skipped it for some reason). Save and go back out.

-Tallon Overworld: Reactor Access-

Wave beam the two power conduits on either side of the door, and go through.

-Tallon Overworld: Cargo Freight Lift to Deck Gamma-

And this is where the Space Pirate dropped from the roof and freaked you out! Anyway, the lift doesn't work anymore, but we can still enter the lift to get an energy tank. A simple charge beam will remove this door, then enter and grab an energy tank!

```
=====
= NEW ITEM | Type: Energy Tank | Number: 9                             =
=====
```

Anyway, get out of the lift. We need to climb up this room through a series of ledges to get out of the water and to a door. The only hitch is that the door is not powered, and there is three power conduits we need to shoot with the wave beam on the way up. The first one is to the right of the door of the lift. Climb up the ledges to the one with the Aqua Reaper (knock it away), and jump to the ledge that is behind you. On the wall in front of you will be the second power conduit, so give it some power. Then climb up, past another Aqua Reaper, until you near the top. Suddenly, a Space Pirate will drop into the water! No fear, he's dead. He will float to the surface, so ignore him, and continue out up out of the water, and the last power conduit will be on your left. Shoot it, then go through the now powered door.

-Tallon Overworld: Deck Beta Transit Hall-

A lot of blue stuff in here. Hmmm...

-Tallon Overworld: Biohazard Containment-

A turret will attack you. Blast it, then shoot a power conduit to your right, on the big machine in the middle of the room. Then continue around, shoot the other turret, and walk around to the end of the catwalk. Here, should be the second power conduit to wave beam on the wall to your left. Then drop into the water in front of you. Instantly, some Aqua Drones shall attack you, so SCAN them, then destroy them, using the wave beam, as that is what they are weak against.

```
=====
= NEW SCAN | Type: Creature | Name: Aqua Drone | Limited?: No           =
= -----
= Mechanoid: Aqua Drone                                                 =
= 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 properly shield these Drones from electrical attack, making them  =
= vulnerable to the Wave Beam.                                          =
=====
```

Hmmm...Drones and Turrets...the Pirates wouldn't put them here unless they were trying to protect a base or similar...Anyway, blast one of those cells doors with a Super Missile, second from the right, to reveal a missile expansion!

```
=====
= NEW ITEM | Type: Missile Expansion | Number: 24                       =
=====
```

Then shoot the last power conduit at the back of the second cell from the left, and go through the door.

-Tallon Overworld: Deck Beta Security Hall-

Blast the Aqua Reapers and head through to the door.

-Tallon Overworld: Biotech Research Area 1-

Stay on the platform you are on, and blast the Aqua Pirates. Then shoot a power conduit on the wall to your left, and jump down to the bottom level. The second power conduit is on the north wall on the bottom level, and the last is on the south wall on the bottom level. Climb up the debris next to this conduit to get to a platform, then turn around and space jump to the other door and go through.

-Tallon Overworld: Deck Beta Conduit Hall-

Walk through, blasting more Aqua Reapers and through the door.

-Tallon Overworld: Connection Elevator to Deck Beta-

And explosion occurs, and another dead Space Pirate body rises...eerie... There will be an Aqua Sac up on the wall in front of you, so SCAN it.

```
=====
= NEW SCAN | Type: Creature | Name: Aqua Sac | Limited?: No           =
= -----
= Species: Aqua Sac                                                     =
= 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.                             =
=====
```

Kinda like a Sap Sac...drop down, avoiding those sac creatures, and go through the door.

-Tallon Overworld: Hydro Access Tunnel-

To your left is a morph ball tunnel, so take it through. Use morph ball bombs to get through this maze, and you will notice that you bounce higher than out of the water. In bubbles, you will go even higher still. There is a energy tank in this maze, at the top of the second stream of bubbles. Use your bomb to jump up, use another bomb as you come towards the peak of your bounce, as you come down again, this bomb will hit you and take you even further up. Keep doing this until you reach the energy tank at the top!

```
=====
= NEW ITEM | Type: Energy Tank | Number: 10                             =
=====
```

You should now have ten tanks. Exit the maze and go through the door.

-Tallon Overworld: Great Tree Hall-

You're out of the Frigate! Avoid/shoot the Jelzaps as you climb out of the water. The music will change back to one you recognise, and spikes will be shot

at you by some brain-looking creatures. SCAN these Seedlings.

```
=====
= NEW SCAN | Type: Creature | Name: Seedling | Limited?: No           =
= -----
= Morphology: Seedling                                               =
= Plant-based ground feeder.                                         =
=                                                                       =
= Dorsal spines can be ejected in self-defense.                       =
=====
```

Then turn around and go through the white door there.

-Tallon Overworld: Transport Tunnel E-

Blast Seedlings as you go, and you will notice that "Intense radiation detected" appears on your visor when you go over that stone bridge with the toxic-looking blue stuff beneath it. Hmmm...don't touch that stuff. (notice the once again creepy music?) Keep going, destroying another Seedling and through the door.

-Tallon Overworld: Transport to Phazon Mines East-

Phazon Mines?...Scan the computer panel and go down.

-Phazon Mines: Transport to Tallon Overworld South-

You will notice a whole new area has been added to your map. Now go through the door.

-Phazon Mines: Quarry Access-

Walk across a walkway that leads over more blue stuff and through a door. and go through the door.

-Phazon Mines: Main Quarry-

A cutscene will give you a quick tour of the Main Quarry, showing a crane, a Space Pirate, and some turrets. You'll get a more in-depth tour - but first let's save! Head quickly to the purple door to the south of the room. Head up a spider-ball track (ignoring the turrets) and through the door.

-Phazon Mines: Save Station Mines A-

Scan the computer panel to unlock the door, then save the game!

-Phazon Mines: Main Quarry-

Back to Main Quarry. Jump down and SCAN the Mega Turrets shooting at you. (yes, they are not normal Auto Turrets)

```
=====
= NEW SCAN | Type: Creature | Name: Mega Turret | Limited?: No       =
= -----
= Mechanism: Mega Turret                                             =
= 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.                                             =
=====
```

A Super Missile (or three missiles/charge beams) will finish each off. Then grab some missiles from the boxes before climbing up the stairs in the middle of the room. (you will notice an exploding box underneath the stairs - does it have a name?) Climb up the stairs and exterminate the Space Pirates that come out to greet you. Keep going until you reach the main platform, and look for a power conduit that should be on the south side of the large round metal object that is the base of the crane. Shoot it to power the crane, then move to the control panel within the blue shielding and scan the computer screen to rotate the crane. This reveals...a missile expansion! Use the spiderball track on the north-east corner of this platform, and roll up, onto the crane, and collect the missile expansion!

```
=====
= NEW ITEM | Type: Missile Expansion | Number: 25                     =
=====
```

Annoyingly, you can't unmorph on the end of the crane, so drop off onto the ground. Okay, we want to go through that yellow forcefield that the turrets were guarding, so scan two computer panels (one near the left of the forcefield and the other near the north-west corner) to deactivate the forcefield. The go through the white door behind it.

-Phazon Mines: Security Access A-

Walk in here - to get attacked by two mega turrets! Scan the computer panel behind them to deactivate them, then laugh at the two helpless turrets. Before you go out, look down through the grating in the room to see some more blue

stuff (which is Phazon, for those who still haven't realised). Go out the door.

-Phazon Mines: Mine Security Station-

This room is probably the most annoying room (for me), but for now, it is not that difficult. Turn on your Thermal Visor to see a Shadow Pirate in wait on the roof of this room. (Boring job - just hanging there!) Blast him, and two others that come running. If you were prepared, these should be pretty easy. Continue through this room, past the force fielded door, and up the ramp. Wave Troopers will be waiting for you on this level, so SCAN them.

```

=====
= NEW SCAN | Type: Creature | Name: Wave Trooper | Limited?: No      =
= -----                                                           =
= Morphology: Wave Trooper                                          =
= 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.                                =
=====

```

Basically, these Pirates are weak against Wave Beams, as shown by their purple armour, but no other weapon will effect them (i love their pin heads :P). Use charged wave beams to defeat these (don't use the wavebuster - its not worth it). Three charged wave beams should do it, then move on to the door.

-Phazon Mines: Security Access B-

Uh, how do i get through the barrier?...Use a wave beam shot, but have your Thermal Visor ready as a Shadow Pirate drops down to attack you. Do the same with the next barrier to face another pirate. The through the last barrier and through the door.

-Phazon Mines: Elite Research-

You jump into a room with a whole lot of Space Pirates at their computers. Oops, sorry, wrong room...Destroy them, then SCAN the back left computer screen here to obtain a Pirate Data. "Elite Pirates" tells of the eventual success of Project Helix, which involves the experimentation with Space Pirate DNA...

```

=====
= NEW SCAN | Type: Pirate Data | Name: Elite Pirates | Limited?: No  =
= -----                                                           =
= Space Pirate encrypted data decoded.                              =
=                                                                     =
= 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 infanthood suffered severe psychotic =
= breakdowns as juveniles, killing anything within their zone of perception. =
= Research team Sclera made a recent breakthrough, in which parasite studies =
= with a Phazon strain code-named Vertigo were highly successful. Since then, =
= we have successfully 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.      =
=====

```

The back right computer will activate platforms for you. Climb these, then kill the Wave Troopers that attack you. Then circle around to the computers on the other side of the room and scan them. One will tell of the alert about the invader 'Samus Aran', and that Aran should be attacked on sight (so they knew we were coming...) The other should lower more platforms, and remove the barrier. Climb the platforms, and SCAN the Power Trooper.

```

=====
= NEW SCAN | Type: Creature | Name: Power Trooper | Limited?: No    =
= -----                                                           =
= Morphology: Power Trooper                                          =
= 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.                =
=====

```

Obviously, you have to use the Power Beam on these. Destroy it with a Super Missile and go over to the computers. Scanning the computer screen will make the Pulse Beam on the roof to fire! This Pulse Beam will destroy rock walls. The spinner to your left will turn this weapon around to face the way you want it to. If you scan the rock walls around you in this room, you see that they all collapse if exposed to the Pulse Beam. We only want to destroy two. The one to your left (north) and the one in front of you (east). The one to your left will reveal a missile expansion!

=====

= NEW ITEM | Type: Missile Expansion | Number: 26 =

We're over half way with missile expansions now... The wall in front of you will reveal the door, so leave.

-Phazon Mines: Research Access-

Roll down the spider ball track, avoiding the rotating metal and electricity. (don't jump! - you get LOTS of damage)! Then go through the white door.

-Phazon Mines: Ore Processing-

Power Troopers will attack, a Super Missile each should finish them, then look at the hologram and the morph ball hole on the other side of the room. The hologram represents the centre column, and you need morph ball tracks on this column to line up so that you can roll up to higher levels. You can rotate the column by dropping a bomb in the morph ball hole. There is a morph ball hole on all three levels, so dropping a bomb in this hole will cause the bottom section of the column to rotate, the hole on the second level will make the middle section of the column to rotate, and so on.

If you did not understand a word of this, just do what i say. Drop a bomb in the morph ball hole to the right of the hologram, then roll up the blue morph ball track to the second floor. Walk around the catwalk to another hologram and morph ball hole, and drop two bombs in the hole. Then drop down to the bottom level, and place three bombs in the hole, and roll up the red spider ball track to the third floor. Walk around the catwalk, eliminate the Wave Trooper, then go through the door.

-Phazon Mines: Elevator Access A-

Jump down the elevator, ignoring the Scatter Bombu (or roll down), and go through the door.

-Phazon Mines: Elevator A-

An elevator, that takes you to level two of the Phazon Mines, and not to a totally new area like all other elevators do. Scan the computer panel and go down, enjoying the view through the north window... When you reach the bottom, shoot the boxes (from a distance) to collect stuff, then go through the door.

-Phazon Mines: Elite Control Access-

There is an explosive box on the ledge in front of you. Shoot it, to make it explode, and reveal a missile expansion, and also killing two Space Pirates who were waiting for you in the roof ducts! (talk about two birds with one stone!)

= NEW ITEM | Type: Missile Expansion | Number: 27 =

Go on through the door.

-Phazon Mines: Elite Control-

An Elite Pirate rests peacefully in his pod...suddenly, he awakes! After smashing his pod open, he confronts you, and the fight begins. SCAN him first.

= NEW SCAN | Type: Creature | Name: Elite Pirate | Limited?: No =
= ----- =
= Morphology: Elite Pirate =
= Phazon-enhanced Space Pirate. Incredibly strong, armored, and well armed. =
= =
= Elite Pirates are potent foes. Their energy-siphon system absorbs Beam =
= weapon shots. 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. =
= ----- =

This big guy is the result of Project Helix (remember the last Pirate Data?), and is extremely powerful. He can absorb beam weapon shots when he holds out his glowing hand. So...wait for him to lower his hand, and use three Super Missiles to kill him (the best time is just after he attacks). Once done, a force field will deactivate, and some Ice Troopers will come storming down. SCAN one, then kill them with your ice beam (freeze them, then use a missile).

= NEW SCAN | Type: Creature | Name: Ice Trooper | Limited?: No =
= ----- =
= Morphology: Ice Trooper =
= 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. =

Destroy all three of them to stop the music (you'll have to climb a bit), then go back to the bottom level to collect some Pirate Datas. On the north wall (in front of you when you walk in) are some computers where you can SCAN two Pirate Datas. "Impact Crater" tells of the Pirates detections of a massive creature within the Impact Crater that is absorbing large amounts of Phazon, which they can not get to, due to a strange energy shield that protects the crater.

```
=====
= NEW SCAN | Type: Pirate Data | Name: Impact Crater | Limited?: No      =
= -----                                                                    =
= Space Pirate encrypted data decoded.                                    =
=                                                                           =
= Log 11.156.9                                                            =
=                                                                           =
= Investigations into a possible ingress point for the impact crater continue =
= to meet with failure. The shield of strange energy that protects it is    =
= impermeable, and all attempts to tunnel past it have proven fruitless. Our =
= continued futility in this matter is made all the more significant in light =
= of the recent life form readings we've discovered emanating from deep     =
= within the crater. Analysis of the readings indicates that a massive      =
= creature is gestating there, absorbing enormous amounts of Phazon from the =
= Phazon core at the heart of the impact crater. This discovery makes      =
= accessing the crater doubly important - not only will it open the door to  =
= the vast deposits of Phazon within, but it will also lead us to this     =
= creature, whatever it may be.                                           =
=====
```

The SCAN next to it reveals the Pirate Data "The Hunter", which tells of the Pirate order to capture Samus Aran, dead or alive.

```
=====
= NEW SCAN | Type: Pirate Data | Name: The Hunter | Limited?: No          =
= -----                                                                    =
= Space Pirate encrypted data decoded.                                    =
=                                                                           =
= 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 armor suit 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 armor suit and weapons. A considerable bounty will go to the   =
= unit who delivers Aran to Command. Dead or alive, it matters not.        =
=====
```

Then turn to the computer screens to your left, SCAN, and one should reveal a Pirate Data. "Hunter Weapons" tells of the attempts to replicate Samus's weapons, as well as the miserable failure of trying to replicate the morph ball function. I LOLed.

```
=====
= NEW SCAN | Type: Pirate Data | Name: Hunter Weapons | Limited?: No      =
= -----                                                                    =
= Space Pirate encrypted data decoded.                                    =
=                                                                           =
= Log 11.222.8                                                            =
=                                                                           =
= 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.           =
=====
```

Now, walk up the ramp next to you, and keep going, past another lot of computer screens (there are no Pirate Datas here) until you reach the top level with the yellow forcefield. In front of you (west) are a whole lot of computer screens. SCAN them to gain two Pirate Datas. "Gate System" talks of the temple, and the Pirates attempts to find the artifacts in order to access the impact crater.

```
=====
= NEW SCAN | Type: Pirate Data | Name: Gate System | Limited?: No        =
= -----                                                                    =
= Space Pirate encrypted data decoded.                                    =
=                                                                           =
= Log 11.377.1                                                            =
=                                                                           =
= Analysis continues on these cursed ruins and the Chozo temple that hovers =
= near them. We are now completely certain that the containment field denying =
= us access to the impact crater is linked to strange artifacts that belong  =
= in the temple...but we are no closer to finding them or deciphering the   =
= riddles that seem to cover every wall of this ruined place. Command grows =
= increasingly anxious for a resolution to this matter, so we must redouble  =
=====
```


= our efforts. X-ray squadrons will begin terrain sweeps within days - until =
= they begin, patrols are instructed to report any and all architectural =
= anomalies to their commanders. =

=====
"Chozo Ghosts" tell of the interactions the Pirates have been having with the
Chozo Ghosts, and their determination to make them pay for their interference.

=====
= NEW SCAN | Type: Pirate Data | Name: Chozo Ghosts | Limited?: No =
= ----- =
= Space Pirate encrypted data decoded. =
= = =
= Log 11.664.2 =
= = =
= There have been numerous incidents involving spectral entities at Chozo =
= Ruins sites. 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 in response to our efforts =
= to recover Chozo relics and Artifacts. Somehow, these entities are able to =
= interact with the physical world, and it appears they wish to keep their =
= Artifacts to themselves. We will make them pay for such arrogance, for even =
= ghosts can be destroyed. =
=====

Head over to the computer screens on the opposite side, and SCAN them, to
obtain three more Pirate Datas. "Chozo Studies" tells of the Pirates doing a
little of bit of history work about the Chozo people that lived on Tallon IV,
although their determination to wipe their remains from this planet.

=====
= NEW SCAN | Type: Pirate Data | Name: Chozo Studies | Limited?: No =
= ----- =
= Space Pirate encrypted data decoded. =
= = =
= 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. =
=====

"The Key" tells of the Pirates progress in attempting to open the temples gate
system, in order to get to the creature inside.

=====
= NEW SCAN | Type: Pirate Data | Name: The Key | Limited?: No =
= ----- =
= Space Pirate encrypted data decoded. =
= = =
= Log 11.452.8 =
= = =
= Although we are still no closer to finding the artifacts of the Chozo, we =
= have at least produced a viable hypothesis for their function. It appears =
= that each of the artifacts corresponds to one of the statues on the temple =
= platform, and that each one acts as a small key to a huge lock. Judging by =
= the number of statues, we assume there must be twelve artifacts. Once we =
= find the resting spots of all twelve, we can bring them here, unite them =
= with their statues, and open the gate system at long last. Once we do, the =
= impact crater - and whatever creature it shelters - will be ours for the =
= taking. =
=====

The second last red scan will unlock the forcefield, while the last computer
will reveal one more Pirate Data. "Artifact" tells of the Pirates failures in
the search for the Chozo's artifacts, due to the fact that they are unable to
decipher the Chozo language and understand the clues.

=====
= NEW SCAN | Type: Pirate Data | Name: Artifact | Limited?: No =
= ----- =
= Space Pirate encrypted data decoded. =
= = =
= Log 11.402.5 =
= = =
= We have come to another dead end. It is clear now that we will never =
= discover the locations of the Chozo's artifacts until we can decipher the =
= messages carved into the statues in this abominable temple. Our language =
= databases are woefully inadequate, and our linguistic analysts can come up =
= with little more than vague theories. The best hypothesis that we can offer =
= is that finding artifacts will require items spiritually linked to the =
= Chozo civilisation. However, without these items, we are lost, and Command =
= grows more impatient by the day. Results must be produced soon. =
=====

Whoah! A total of eight Pirate Datas! Now go through the door that the force field revealed at the top of the room.

-Phazon Mines: Ventilation Shaft-

Drop down into the large pipe, then get out of it through a gap to the other door, as poisonous gas and Puffers fill the room. Get out through the door, as these Puffers will keep respawning whenever you kill them.

-Phazon Mines: Omega Research-

The computer screens in front of you have no Pirate Datas, so walk out to the catwalk to be assaulted by two Wave Troopers. Go down the passage to your right and reach the bottom, where you will notice a computer panel (and an Elite Pirate in a damaged pod). Scan it to unlock the forcefield, then finish off a few Power Troopers. There are a few computer screens down here, so SCAN them to gain another Pirate Data. "Omega Pirate" tells of the success of the creature developed by the Pirates, the Omega Pirate...

```

=====
= NEW SCAN | Type: Pirate Data | Name: Omega Pirate | Limited?: No      =
= -----                                                              =
= Space Pirate encrypted data decoded.                                =
=                                                                       =
= Log 11.232.8                                                         =
=                                                                       =
= Elite Pirate Upsilon's propensity for Phazon has enabled our research =
= to infuse it far beyond our safety restrictions, and the results have =
= extremely encouraging. Its constant Phazon diet has increased its mass =
= exponentially, 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 standard for our armies. Our only =
= concern at this point is its potential overdependence on Phazon.      =
=====

```

You will see two other Elite Pirates in their pods in this room. Now head to the door at the bottom of the room.

-Phazon Mines: Dynamo Access-

As you walk through here, you will see yet another Elite Pirate in a tank. Scanning the nearby wall panels will reveal that they malfunctioned due to a burst in energy from something nearby...Hmmmmm... Anyway, go through the door.

-Phazon Mines: Central Dynamo-

You will see a machine in the centre of the room which has had its safety systems malfunction. Jump down to be detected by a Sentry Drone that is cloaked so that it is nearly invisible. Simply charge your power beam, wait for it to stop moving, then send a Super Missile at it to finish it. Alternatively, use the Wavebuster because it automatically locks on to enemies. Once dead, it will open a morph ball hole next to the malfunctioning machine for you to go down. Once down, navigate through the maze slowly while avoiding the electricity. In some areas, beams of electricity will turn on and off. When you come to a kind of puddle, let off a morph ball bomb to splash the water onto the nearby poles, and turn off the four electricity streams around you. Eventually you will get to the middle, meaning that you finally have the Power Bomb!!!

```

=====
= NEW ITEM | Type: Upgrade | Name: Power Bomb                          =
= -----                                                              =
= The Power Bomb is the strongest Morph Ball weapon.                  =
=                                                                       =
= Press Y when in Morph Ball mode to drop a Power Bomb.              =
=                                                                       =
= Samus's Notes:                                                       =
= Power Bombs do not have unlimited ammo. Use them wisely.           =
=                                                                       =
= The Power Bomb can destroy many materials, including Bendeziium.    =
=                                                                       =
= Each Power Bomb Expansion you find will increase the number of Power =
= Bombs you can carry by 1.                                           =
=====

```

====|End of part d. Power Bomb|====

```

+++++
+++++
SCANS          + INVENTORY
               +
Pirate Data: 9 + Upgrades gained: 1
- Elite Pirates + - Power Bomb
- Impact Crater +

```

```

- The Hunter                + Missile Expansions gained: 5
- Hunter Weapons            + - Missile Expansion 23
- Gate System               + - Missile Expansion 24
- Chozo Ghosts              + - Missile Expansion 25
- Chozo Studies             + - Missile Expansion 26
- Artifact                  + - Missile Expansion 27
- Omega Pirate              +
+ Energy Tanks gained: 2
Chozo Lores: 0              + - Energy Tank 9
+ - Energy Tank 10
Creatures: 10              +
- Tallon Crab               + Power Bomb Expansions gained: 0
- Aqua Pirate               +
- Aqua Drone                +
- Aqua Sac                  +
- Seedling                  +
- Mega Turret               +
- Wave Trooper              +
- Power Trooper             +
- Elite Pirate              +
- Ice Trooper               +
+
Research: 0                 +
+
Scans this section: 19     + Items this section: 8

```

```

-----
Total Pirate Data: 22      + Total Upgrades: 15
Total Chozo Lores: 12     + Total Missile Expansions: 27
Total Creatures: 65       + Total Energy Tanks: 10
Total Research: 18        + Total Power Bomb Expansions: 0
-----
Total Scans: 117          + Total Items gained: 52
Log Book Entries percentage: 86% + Acquired Items percentage: 52%
+++++
+++++

```

====|e. Grapple Beam|====

info Power Bomb Acquired! *info*

The Power Bomb is a much more powerful kind of bomb than the ordinary one. It does not boost you up, and you only have a limited number of them, at the moment it should be 3. This number should drop every time you use one, meaning that you have to refill them, just like missiles. Also like missiles, the amount of bombs you hold can be expanded. It is useful in the fact that it can destroy benzedium, and other materials, allowing you to get into new places.

-Phazon Mines: Central Dynamo-

Need to save? Go through the white door on the south side of the room (the one that isn't blocked by debris).

-Phazon Mines: Save Station Mines B-

I must say that this save was a welcomed relief for me the first time i played this game! - save and exit.

-Phazon Mines: Central Dynamo-

Blast some of the boxes in the room to reveal some Power Bomb Ammo. SCAN it.

```

=====
= NEW SCAN | Type: Research | Name: Power Bomb Ammo | Limited?: No           =
= -----                                                                    =
= Power Bomb Ammunition. Resupplies Power Bomb with 1 round of ammo.       =
=====

```

Don't go through the door on the other side of the room, as you will eventually come to a dead-end, so...instead climb the glowing blue platforms to get to the door you came through.

-Backtracking: Head to Omega Research.

-Phazon Mines: Omega Research-

A Elite Pirate has broken free of his pod, somehow destroys a forcefield, and comes to get you. Three Super Missiles will finish him, then head to the top layer of the room and jump to the floating platform in the middle of the room. From there, jump to the benzedium debris in front of the door, and destroy it with a power bomb. Go through the door to discover...

-Phazon Mines: Map Station Mines-

A map station! This is the last map station, so walk into it to collect the map for the Phazon Mines. Hmm...complex. Go out.

-Phazon Mines: Omega Research-

Now head across the room and through the door to the Ventilation Shaft.

-Phazon Mines: Ventilation Shaft-

Roll quickly in onto the grating in front of you, and power bomb it, revealing a hole, go down it and come up into a small room. Scan the computer panel to turn on the fan and kill the Puffers (hah!) which reveals an energy tank!

=====
= NEW ITEM | Type: Energy Tank | Number: 11 =
=====

Grab the tank from the spot where the fan grating used to be, then use the half pipe to get up out of the room.

-Backtracking: Head to Ore Processing, facing plenty of enemies in the rooms on the way there!

-Phazon Mines: Ore Processing-

Righto, we want the yellow spider ball track to line up so that we can get to the top floor. Space jump to the hologram to your right, and power bomb the debris. Then drop two bombs in the hole. Now walk off the catwalk to your left onto the first layer. Drop three bombs in the hole on this layer, then drop down to the bottom hologram. One bomb in this bottom hole will do, meaning that the yellow track is all lined up! So take it up to the top... You will find yourself in front of a benzedium blocked door, so power bomb it of course! Then go through the door...

-Phazon Mines: Storage Depot B-

The Grapple Beam? Already? (i'm not complaining!) Go and get the Grapple Beam!

=====
= NEW ITEM | Type: Upgrade | Name: Grapple Beam =
= ----- =
= The Grapple Beam allows you to swing back and forth from special points in =
= the environment. =
= =
= Grapple Points appear in your Visor as a (Grapple point) icon. =
= =
= Press and hold L to fire the Grapple Beam. Hold L down to stay connected: =
= let go to release. =
= =
= Samus's Notes: =
= The Grapple Beam can be used to cross large gaps. =
= =
= Use the Main Stick left and right while grappling to swing in different =
= directions. =
=====

====|End of part e. Grapple Beam|====

+++++
+++++
SCANS + INVENTORY
+
Pirate Data: 0 + Upgrades gained: 1
+ - Grapple Beam
Chozo Lores: 0 +
+ Missile Expansions gained: 0
Creatures: 0 +
+ Energy Tanks gained: 1
Research: 1 + - Energy Tank 11
- Power Bomb Ammo +
+ Power Bomb Expansions gained: 0
+
Scans this section: 1 + Items this section: 2

Total Pirate Data: 22 + Total Upgrades: 16
Total Chozo Lores: 12 + Total Missile Expansions: 27
Total Creatures: 65 + Total Energy Tanks: 11
Total Research: 19 + Total Power Bomb Expansions: 0

Total Scans: 118 + Total Items gained: 54
Log Book Entries percentage: 86% + Acquired Items percentage: 54%
+++++

====|f. X-Ray Visor|====

info Grapple Beam Acquired! *info*

The Grapple Beam can help you swing to places that you may not have been able to access. Use it by moving close enough to a grappling beam point so that it increases in size, meaning that you are close enough to it. Then press and hold

= The X-Ray Visor can reveal invisible items, areas, and enemies. =
=
= Robotic enemies jam the X-Ray Visor's frequency. Eliminate them to restore =
= function to the Visor. =
=====

====|End of part f. X-Ray Visor|====

++++
++++
SCANS + INVENTORY
+
Pirate Data: 0 + Upgrades gained: 1
+ - X-Ray Visor
Chozo Lores: 0 +
+ Missile Expansions gained: 2
Creatures: 0 + - Missile Expansion 28
+ - Missile Expansion 29
Research: 1 +
- Grapple Point + Energy Tanks gained: 0
+
+ Power Bomb Expansions gained: 0
+
Scans this section: 1 + Items this section: 3

Total Pirate Data: 22 + Total Upgrades: 17
Total Chozo Lores: 12 + Total Missile Expansions: 29
Total Creatures: 65 + Total Energy Tanks: 11
Total Research: 20 (ALL) + Total Power Bomb Expansions: 0

Total Scans: 119 + Total Items gained: 57
Log Book Entries percentage: 86% + Acquired Items percentage: 57%
++++
++++

====|g. Ice Spreader|====

info X-Ray Visor Acquired! *info*

The X-Ray Visor can see invisible objects and enemies, as well as seeing through things. Activate it by pressing right on the D-Pad. Personally, i think the X-Ray Visor is very close to pointless due to the fact that it is not used much at all, and that it is very difficult to see with, although i guess they deliberately made it like that to show how special/complex this Visor is.

-Tallon Overworld: Life Grove-

Anyway, use a power bomb to destroy the walls all around you, showing the whole of Life Grove! (its interesting to note that the rest of Life Grove is not shown on the map. Hmmm...) Anyway, stand on a rock on the east side of the room to jump up to a platform, then over to a morph ball tunnel in the wall. Roll through it, then walk across a bridge, and keep jumping until you reach a stone platform. Suddenly, Chozo Ghosts will appear! Knock them off to see again, and also open a hatch for the morph ball. Head over their by following the ledges and bridges and go through the hole to be plopped right next to your entry hole.

-Backtracking: Head back to the Great Tree Hall.

-Tallon Overworld: Great Tree Hall-

Jump down to the white door, eliminate the Bloodflowers and Seedlings, then jump up to the ledge the Bloodflower was on to your right (its kind of like a cave). Turn on your X-Ray Visor, and you will see a floating platform to your left. Jump to it, and from there, space jump to the door on the east side of the room (its sort of behind the tree). Then go through.

-Tallon Overworld: Great Tree Chamber-

Enter the leafy room to see a missile expansion! Go and get it!

====
= NEW ITEM | Type: Missile Expansion | Number: 30 =
=====

Now head back out again.

-Tallon Overworld: Great Tree Hall-

Head through the door on the north side of the room (opposite the spider ball pole).

-Tallon Overworld: Transport Tunnel D-

Walk through here blasting those Seedlings and through the door.

-Tallon Overworld: Transport to Chozo Ruins South-

Scan the computer panel and take the elevator up to Chozo Ruins.

-Chozo Ruins: Transport to Tallon Overworld South-

Go out the door.

-Chozo Ruins: Transport Access South-

Nothing here. Keep going to the door.

-Chozo Ruins: Reflecting Pool-

Here again! Save at the save station, then head out the north door (the one at ground level).

-Backtracking: Head to the Furnace.

-Chozo Ruins: Furnace-

Knock off the Chozo Ghosts that attack you, then head to the south corner of the room and power bomb the floor to reveal a half pipe. Take this half pipe up onto a spider ball track covered with plated parasites. Take this track to another one, then drop down to a beam running across the room (use your shadow as a guide). Roll across this (avoiding parasites) to another spider ball track, and then another, and then you have to drop down onto a beam again. Cross this, up a spider ball track until you reach a missile expansion!

=====
= NEW ITEM | Type: Missile Expansion | Number: 31 =
=====

-Backtracking: Now head to the Watery Hall.

-Chozo Ruins: Watery Hall-

Righto, walk through the water to the north wall (bottom of the U shaped room) to find that it dips down suddenly through an underwater passage. Space jump up out of the water at its end to find yourself a missile expansion!

=====
= NEW ITEM | Type: Missile Expansion | Number: 32 =
=====

-Backtracking: Now head to the Ruined Fountain.

-Chozo Ruins: Ruined Fountain-

Go through the south door (the one to the left of the fountain)

-Chozo Ruins: Meditation Fountain-

This room has a peaceful looking water feature in it... Head through to the door.

-Chozo Ruins: Magma Pool-

Lava? In the Chozo Ruins? Weird... Grapple across the lava and power bomb the bendezium wall on the other side to reveal a Power Bomb Expansion!

=====
= NEW ITEM | Type: Power Bomb Expansion | Number: 1 =
=====

Whoa. Our first one. These power bomb expansions increase the number of bombs you carry by one...not much, but you don't really use power bombs much...except for finding expansions! Anyway, also SCAN the Chozo Lore on the wall. "Shining One" tells of the Chozo's hopes that lay in someone who will be able to destroy the growing evil. Who could that be?... :P

=====
= NEW SCAN | Type: Chozo Lore | Name: Shining One | Limited?: No =
= ----- =
= Chozo script translated. =
= =
= The power of our temple has been enough to halt the spread of the poison on =
= Tallon IV, but whether the evil can ever be truly destroyed is not for our =
= eyes to see. The future is cloudy to us, a world of veils where dark =
= apparitions flit in the shadows. Within this strange world, an image stands =
= out in the mist, flickering though the landscape, wraithlike. It is a =
= human, a lone figure shining in the toxic shadows. We Chozo do not know =
= what it is, but our hearts swell with hope at the promise of that glowing =
= light. We will place our faith in our shrine: we will be there when the =
= light shines upon our land. =
=====

Then head through the purple door.

-Chozo Ruins: Training Chamber Access-

Go through here, but before you go through the door at the end of this passage, roll in morph ball mode through the leaves to your left to go through a morph ball tunnel and gain another missile expansion!

```
=====
= NEW ITEM | Type: Missile Expansion | Number: 33 =
=====
```

Then go through the door.

-Chozo Ruins: Training Chamber-

More Chozo Ghosts! Knock them off (remember - use Super Missiles), now, lets get to that energy tank to your right. To do that, we need to use the halfpipe. There will be two morph ball slots on either side of the halfpipe. The left one will open the exit door, and the right one will start a piston moving and a timer ticking. When the timer starts, drop down, unmorph, space jump up to the piston, remorph, then take the piston up to the top. The timer has stopped, so casually jump up to the spider ball track, and take it across, through a tunnel, and into the room with the energy tank!

```
=====
= NEW ITEM | Type: Energy Tank | Number: 12 =
=====
```

Grab it, then head out through the tunnel on the north side of the room (opposite the purple door)

-Chozo Ruins: Piston Tunnel-

Roll through this maze, taking the pistons up, and avoiding getting stomped by them. At the end is a tunnel, which will take you to...

-Chozo Ruins: Main Plaza-

The Main Plaza! But don't jump down, instead grapple across to another missile expansion. (you have to jump and grapple).

```
=====
= NEW ITEM | Type: Missile Expansion | Number: 34 =
=====
```

-Backtracking: Head to the Ruined Nursery and save, then continue on to the Transport to Magmoor Caverns North elevator, and take it down. Once in the Magmoor Caverns, travel through the rooms (using the handy grapple points in the Lava Lake) until you reach the Triclops Pit.

-Magmoor Caverns: Triclops Pit-

When here, remove the Flying Pirates, then stand where the pile of boxes are, facing where the Storage Cavern is. Turn on your X-Ray Visor and you will see a invisible platform in front of you! Jump to it, and you will see another, so jump to that as well quickly (the platforms will lower when you stand on them). Then to another, and you will see a missile expansion on a ledge in front of you, but actually, it is inside the pillar. Send a Super Missile at the pillar to reveal the missile expansion, then space jump to it!

```
=====
= NEW ITEM | Type: Missile Expansion | Number: 35 =
=====
```

Now head out the other door.

-Backtracking: Keep going until you reach Shore Tunnel.

-Magmoor Caverns: Shore Tunnel-

Head to the middle of this tunnel, where you are in a kind of blue glass walkway. Power Bomb the middle of this walkway to destroy the walls around you. Then jump down to a stone platform on either side of you. Under the platform you should see...the Ice Spreader!

```
=====
= NEW ITEM | Type: Upgrade | Name: Ice Spreader =
=====
= The Ice Spreader is the Ice Charge Combo. It can freeze targets in a wide =
= area. =
= =
= Samus's Notes: =
= Ice Spreader is a Single Shot Charge Combo. Each shot costs 10 Missiles. =
= =
= Ice Spreader is limited against aerial targets. =
=====
```

====|End of part g. Ice Spreader|====

+++++


```

+++++
SCANS          + INVENTORY
               +
Pirate Data: 0 + Upgrades gained: 1
               + - Ice Spreader
Chozo Lores: 1 +
- Shining One + Missile Expansions gained: 6
               + - Missile Expansion 30
Creatures: 0   + - Missile Expansion 31
               + - Missile Expansion 32
               + - Missile Expansion 33
               + - Missile Expansion 34
               + - Missile Expansion 35
               +
               + Energy Tanks gained: 1
               + - Energy Tank 12
               +
               + Power Bomb Expansions gained: 1
               + - Power Bomb Expansion 1
               +
Scans this section: 1 + Items this section: 9
-----
Total Pirate Data: 22 + Total Upgrades: 18
Total Chozo Lores: 13 + Total Missile Expansions: 35
Total Creatures: 65   + Total Energy Tanks: 12
Total Research: 20 (ALL) + Total Power Bomb Expansions: 1
-----
Total Scans: 120      + Total Items gained: 66
Log Book Entries percentage: 87% + Acquired Items percentage: 66%
+++++
+++++

```

====|h. Plasma Beam|====

info Ice Spreader Acquired! *info*

The Ice Spreader is a charge combo for the Ice Beam (just like the wavebuster and super missile). Hold down A to charge the Ice Beam, then press Y to blast a deadly Ice shot which costs ten missiles. This combo is pretty cool (no pun intended) due to the huge area the ice spreads (try it on a wall and see!). Although due to the cost of ten missiles, don't use it too often.

-Magmoor Caverns: Shore Tunnel-

Jump back up to the corridor, then continue out the other door.

-Backtracking: Head all the way through Magmoor Caverns to the Geothermal Core, using the handy grapple points that you will find in some rooms.

-Magmoor Caverns: Geothermal Core-

Once here, head across to the opposite door, then jump onto the ledge on your right, then to a ledge even higher up. Then look over to the west side of the room to spot a grapple point. Use it to swing to a platform on one of the columns. On the north side of this column is a spinner device. Use it to raise a platform above you. Then jump to another column platform nearby (north) and use another spinner device to raise a platform on this column. From where you are, jump to the raised platform on the first column, then jump to the platform on the third column. Use another spinner device here to raise a platform on this column. Then use the spider ball track on this column up to the raised platform. From here, jump to the raised platform on the second column, and use a morph ball slot, causing the whole roof to rise!! This reveals a complex spider ball track traversing the whole room...so let's get started!

Morph ball jump up to the spider ball track next to you, then follow a series of tracking by jumping and dropping. When you reach a spot where the track seemingly ends, and you can see a kind of spider ball square in front of you with Plated Parasites crawling all over it, instead of dropping down like you are supposed to, try morph ball bombing yourself forward onto the square. Once past this square, roll along a ledge, and down a huge ramp! Hold down R to guarantee you attach to the track at the end. Jump through a few sectional tracks, and you will reach a kind of spider ball racing track covered with Plated Parasites. Roll through this (you can grip on the grey stuff), then up some more sectional track. Then, drop down the big drop, and along to another square. Go through it, then drop to some more sectional tracks, until you finally find yourself above a benzedium blocked door! BEWARE- When you drop down on the benzedium, you might bounce right off the ledge and into the lava, so push your Main Stick forward to minimize this. Then go through the door.

-Magmoor Caverns: Plasma Processing-

Head right to the centre, where the Plasma Beam awaits!

```

=====
= NEW ITEM | Type: Upgrade | Name: Plasma Beam           =
= -----                                               =
= The Plasma Beam fires streams of molten energy. This Beam can ignite =
= flammable objects and enemies.                       =
=====

```

=
= Press the C-Stick left to select the Plasma Beam as your active weapon. =
=
= Samus's Notes: =
= Fire the Plasma Beam to open Red Doors. =
=
= The Plasma Beam is very effective against cold-based enemies. =
=
= Charge the Plasma Beam to fire a sphere of plasma. Enemies struck by this =
= blast will be engulfed in flames for a few moments. =
=====

====|End of part h. Plasma Beam|====

+++++
+++++
SCANS + INVENTORY
+
Pirate Data: 0 + Upgrades gained: 1
+ - Plasma Beam
Chozo Lores: 0 +
+ Missile Expansions gained: 0
Creatures: 0 +
+ Energy Tanks gained: 0
+
+ Power Bomb Expansions gained: 0
+
Scans this section: 0 + Items this section: 1

Total Pirate Data: 22 + Total Upgrades: 19
Total Chozo Lores: 13 + Total Missile Expansions: 35
Total Creatures: 65 + Total Energy Tanks: 12
Total Research: 20 (ALL) + Total Power Bomb Expansions: 1

Total Scans: 120 + Total Items gained: 67
Log Book Entries percentage: 87% + Acquired Items percentage: 67%
+++++
+++++

====|i. Flamethrower|====

info Plasma Beam Acquired! *info*

The plasma beam is yet another beam to add to your collection. It can open red doors, destroy ice, and generally kill enemies. I love this weapon as it is so powerful! (especially against ice creatures) Switch to it by pressing left on your C-Stick.

-Magmoor Caverns: Plasma Processing-

Right, let's go collecting expansions and energy tanks! Head out the door using your Plasma Beam.

-Backtracking: Save at the save next to the Transport to Phendrana Drifts South elevator (near the Magmoor Workstation) and then take the elevator up to Phendrana Drifts. Once there, head into the Transport Access.

-Phendrana Drifts: Transport Access-

Once here, blast the ice in front of you with the Plasma Beam, and go in to collect an energy tank!

=====

= NEW ITEM | Type: Energy Tank | Number: 13 =

=====

Then continue through to the door on the other side.

-Backtracking: Head to the Frost Cave. (by the way, one charged plasma beam will remove Flying Pirates)

-Phendrana Drifts: Frost Cave-

When here, swing from the Glider to the opposite ledge where some boxes are, then shoot down a stalactite above your head to smash the ice below. Head down through the hole it made to collect a missile expansion!

=====

= NEW ITEM | Type: Missile Expansion | Number: 36 =

=====

-Backtracking: Save at the nearby save station if you want, then head to Phendrana's Edge.

-Phendrana Drifts: Phendrana's Edge-

Destroy the Flying Pirates, then climb up the ledges until you get to the point where you cannot climb any further. Above your head is a grapple point, so grapple across two points until you reach the other side. Then start climbing the ledges, and swing across to a morph ball tunnel using another Glider. Go through the tunnel.

-Phendrana Drifts: Security Cave-

Roll through the tunnel to collect a Power Bomb Expansion!

=====

= NEW ITEM Type: Power Bomb Expansion Number: 2	=
---	---

=====

-Backtracking: Head to the Gravity Chamber, using a handy grapple point at the Hunter Cave.

-Phendrana Drifts: Gravity Chamber-

In front of you (top layer, north-west side of room), you will see a missile expansion. Blast the icicles above your head with the plasma beam to reveal a grapple point, then use this to swing to the missile expansion.

=====

= NEW ITEM Type: Missile Expansion Number: 37	=
---	---

=====

Now head back out again.

-Backtracking: Head to the Quarantine Cave.

-Phendrana Drifts: Quarantine Cave-

Ignore the Sheegoth, but use the grapple points to your right to get to the (east) platform. On this platform is a morph ball tunnel. Follow it through to a room.

-Phendrana Drifts: Quarantine Monitor-

This rumbling and blizzard-like room has a missile expansion in it!

=====

= NEW ITEM Type: Missile Expansion Number: 38	=
---	---

=====

The rumbling and snow will cease (what is it anyway?). Go back out.

-Backtracking: Head to the Ice Ruins West, using the save station at the Ruined Courtyard.

-Phendrana Drifts: Ice Ruins West-

When here, jump over the roofs to the roof in the north-east corner of the room (just keep going forwards when you enter). Then blast the square of ice below you in the roof, and drop down through it to find a Power Bomb Expansion!

=====

= NEW ITEM Type: Power Bomb Expansion Number: 3	=
---	---

=====

Space jump up out of there, then head through the north door.

-Backtracking: Save at the Phendrana Shorelines, then jump up the ledges and head to the Ice Ruins East.

-Phendrana Drifts: Ice Ruins East-

Knock off the Sheegoth (just use a couple of charged plasma beam shots), then head over to the south side of the room on the ground floor. Go under the platform to your right, and then look right again. There should be a wall of ice (its like...if you imagine the room as a U, it is to your right when you are on the left arm of the U). Anyway, if you didn't get any of that, search for the wall of ice, blast it with the plasma beam, then collect a missile expansion!

=====

= NEW ITEM Type: Missile Expansion Number: 39	=
---	---

=====

Then climb the platforms and ledges in this room, until you come to the ledge where you overlook some Crystallites on a ledge to your left. Turn around and look at the wall to your left to see a spider ball track! Take it up to collect yet another missile expansion!

=====

= NEW ITEM Type: Missile Expansion Number: 40	=
---	---

=====

Roll back out.

-Backtracking: Head back to Phendrana Shorelines.

-Phendrana Drifts: Phendrana Shorelines-

Righto, jump across the stalactites to the Chozo temple. To the right of the tower is a cordite shield. Use a Super Missile to blast it away and reveal a... purple...thing. Scan it, to move a block of stone out of the way, to let you roll inside the tower. Spider ball up it to collect a missile expansion!

=====
= NEW ITEM | Type: Missile Expansion | Number: 41 =
=====

Get out of the tower and head over to the other side of the room. To the left of the cave/entrance to the save station is a large pillar. Walk around the back of it to see a sheet of ice on the pillars south-east side. Blast it with a plasma beam to get a missile expansion!

=====
= NEW ITEM | Type: Missile Expansion | Number: 42 =
=====

Now head out the main door to the north.

-Backtracking: Take the 'Transport to Magmoor Caverns West' elevator to get to the Magmoor Caverns. Then go to the 'Transport to Tallon Overworld West' elevator to get to Tallon Overworld. Then head to the Root Cave.

-Tallon Overworld: Root Cave-

Head up to the middle door, then turn around and use a grapple point to get to a platform. Climb up the room, until you get to the point where you can't climb up any further. Look to your left and you will see raindrops hitting something that isn't visible. Jump to the invisible platform, then keep climbing up until you get to a ledge that is not invisible. From here, you will see a red door opposite you. First jump to a invisible platform to your left, and if you have the X-Ray Visor on, you will see a missile expansion through the creeper just above you. Jump up and collect it!

=====
= NEW ITEM | Type: Missile Expansion | Number: 43 =
=====

Hop back onto the invisible ledge, then jump to the red door and go through.

-Tallon Overworld: Arbor Chamber-

Go and grab the missile expansion!

=====
= NEW ITEM | Type: Missile Expansion | Number: 44 =
=====

The flowers on the floor seem to be giving off orange pollen or something... Anyway, head back out.

-Backtracking: Head to the 'Transport to Phazon Mines East' elevator on the other side of Tallon Overworld to get to the Phazon Mines. (and make the most of grapple points and save stations along the way). Once at the Phazon Mines, save at the save station, then head to the Mine Security Station.

-Phazon Mines: Mine Security Station-

Righto, after that long trip you should be rewarded, and you will be, with a flamethrower! But first when need to knock off all the Pirates in this room. Four purple ones, a turret, and four white ones. At the top floor (to the left of the door) is a benzedium gate. Blast it away with a power bomb, then scan the computer screen to deactivate the force field on the lower floor. Head down there, and go through the red door.

-Phazon Mines: Storage Depot A-

Go and get...the Flamethrower!!!

=====
= NEW ITEM | Type: Upgrade | Name: Flamethrower =
= ----- =
= The Flamethrower is the Plasma Charge Combo. You can sweep its stream of =
= flame across multiple targets. =
= =
= Samus's Notes: =
= Flamethrower is a Sustained Fire Charge Combo. It costs 10 Missiles to =
= activate, then 5 Missiles per second afterward. =
= =
= The Flamethrower is most effective against multiple targets in an area. =
=====

```

+++++
SCANS + INVENTORY
+
Pirate Data: 0 + Upgrades gained: 1
+ - Flamethrower
Chozo Lores: 0 +
+ Missile Expansions gained: 9
Creatures: 0 + - Missile Expansion 36
+ - Missile Expansion 37
+ - Missile Expansion 38
+ - Missile Expansion 39
+ - Missile Expansion 40
+ - Missile Expansion 41
+ - Missile Expansion 42
+ - Missile Expansion 43
+ - Missile Expansion 44
+
+ Energy Tanks gained: 1
+ - Energy Tank 13
+
+ Power Bomb Expansions gained: 2
+ - Power Bomb Expansion 2
+ - Power Bomb Expansion 3
+
Scans this section: 0 + Items this section: 13
-----
Total Pirate Data: 22 + Total Upgrades: 20
Total Chozo Lores: 13 + Total Missile Expansions: 44
Total Creatures: 65 + Total Energy Tanks: 13
Total Research: 20 (ALL) + Total Power Bomb Expansions: 3
-----
Total Scans: 120 + Total Items gained: 80
Log Book Entries percentage: 87% + Acquired Items percentage: 80%
+++++

```

====|j. Phazon Suit|====

info Flamethrower Acquired! *info*

The Flamethrower is obviously the Charge Combo for the Plasma Beam. Create a charged Plasma Beam, and then hold down Y to send a flamethrower across the room at a cost of ten missiles to activate, then five every second from then on. Personally, i think the flamethrower is an extreme waste of missiles. With every second of that wooshing flame sound, i can just imagine the missiles streaming out the window...but it does look pretty cool :P

-Phazon Mines: Storage Depot A-

Ok, head back out.

-Backtracking: Head all the way to the Central Dynamo (beating an Elite Pirate in the Dynamo Access) and save.

-Phazon Mines: Central Dynamo-

Knock off the Ice Troopers if you haven't already, then power bomb the benzezum debris in front of the door on the other side of the room, then go through.

-Phazon Mines: Quarantine Access A-

Four Mega Turrets! Turn into morph ball mode and drop down a hole to your right to go underneath the glass floor (they can't get you!) and roll to the other side. Pop up and hide behind the barrier to avoid getting hit. Then scan the computer panel opposite across from you to shut the Mega Turrets down! Now have fun blasting them apart. Then go through the door.

-Phazon Mines: Metroid Quarantine A-

A cutscene will give you a tour of the room. Hmmm...Metroids and Space Pirates, separated by a force field... Go forwards and scan a computer screen to your right to turn off the force field! Then move around to the ramp to watch the fun as the Metroids latch onto and kill the Space Pirates! LOL! Then panic and back away as the Metroids come searching for a new victim...which is you. Knock off the two Metroids with a charged Plasma Beam each. Then head down through where the forcefield was. You will see a pit of phazon in front of you, and some giant mushrooms to your left. Jump onto the mushrooms and then use your X-Ray Visor to spot some moving invisible platforms above the Phazon, and take them across to the other side. Knock off two more Metroids, avoid the nasty Phazon, then climb up a mushroom to a ledge, then across another invisible platform to some spiderball track on the other side. When there, power bomb the wall to your left, go through, then power bomb another wall. To your right will be some spider ball track, so take it across to a ledge. In front of you will be a moving invisible platform, so take it up to another ledge with a missile expansion on it!

=====
= NEW ITEM | Type: Missile Expansion | Number: 45
=====

Now go back to the other spider ball track, and take it up to a white door and go through.

-Phazon Mines: Elevator Access B-

Knock off the Burrowers, jump over the Phazon and go through the door.

-Phazon Mines: Elevator B-

Scan the computer panel, then head down to layer three of the Phazon Mines. Once at the bottom, go out the red door.

-Phazon Mines: Fungal Hall Access-

Look down and knock off the Space Pirate that starts shooting at you. Then start climbing down using the giant mushrooms. Now, there is a missile expansion under the largest mushroom on the floor of this room, so get it now because you don't want to have to come all the way back here to get it... Quickly roll under the mushroom and grab the missile expansion, then roll back out, unmorph, and jump onto one of the two mushrooms.

=====
= NEW ITEM | Type: Missile Expansion | Number: 46
=====

Now jump up to the red door and go through.

-Phazon Mines: Fungal Hall A-

Yep, thats right, more mushrooms. But, there's a new creature; Hunter Metroids. SCAN one, then blow it apart with charged plasma beams.

=====
= NEW SCAN | Type: Creature | Name: Hunter Metroid | Limited?: No
=====

= Morphology: Hunter Metroid
= 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.

Travel through this room, on top of the mushrooms, killing Hunter Metroids as you go. Then use the Glider to grapple across to the door. (Don't try to grapple too early as you won't make it - you have to go to the last mushroom)

-Phazon Mines: Phazon Mining Tunnel-

Roll through here, and you will get to a part where the bridge disappears underneath you, meaning you have to quickly boost across! (actually pretty fun) Avoid the Phazon and roll out the exit and go through the door.

-Phazon Mines: Fungal Hall B-

This room is just like the last mushroom room. Head through here (its pretty dark) killing Metroids (remember - when they start getting energy from the Phazon, don't shoot them as it does nothing). There's a missile expansion in here, but its on the bottom floor at the very end of the room. Go there, and in the middle of a ring of small mushrooms (if you can't see them - use your morph ball mode to put off light) is where you have to morph ball bomb to get the missile expansion. Blow away the rock and collect the missile expansion!

=====
= NEW ITEM | Type: Missile Expansion | Number: 47
=====

Now go back and climb up the mushrooms, then use the Glider to swing to the red door on your left.

-Phazon Mines: Missile Station Mines-

Its a missile station! Now why would there be a missile station here? We've only seen one other in the game...hmmm... Head back out.

-Phazon Mines: Fungal Hall B-

Use the Glider to get to a nearby mushroom, then space jump to another, and then across to the other door.

-Phazon Mines: Quarantine Access B-

You can hear Bombus in here, but where are they? Turn on your X-Ray Visor to see the invisible Bombus and blast them away. Then take the mushrooms across to

the door.

-Phazon Mines: Metroid Quarantine B-

Some Plasma Troopers will drop from the sky to assault you. SCAN one quickly.

```
=====
= NEW SCAN | Type: Creature | Name: Plasma Trooper | Limited?: No      =
= -----
= Morphology: Plasma Trooper                                          =
= 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.                  =
=====
```

Then kill them with three charged plasma beams each (its nice that the Pirates have colour-coded these guys for us :P). Then head over to the spider ball track, and take it up, drop onto another track, then onto a platform, then space jump to another platform, overlooking the phazon. Destroy the two Plasma Troopers on the other side, then grapple across and scan the computer screen to disengage the force field. A Plasma Trooper will storm you, so force-feed him some plasma bullets, then knock off the three Wave Troopers on the upper floor. Come back down to the lower floor, and SCAN the computer screens to the west of the room to gain a Pirate Data. "Special Forces" tells of the Pirates confidence that the Elite Pirates will help guarantee Space Pirate dominance.

```
=====
= NEW SCAN | Type: Pirate Data | Name: Special Forces | Limited?: No  =
= -----
= Space Pirate encrypted data decoded.                                =
=
= 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 Elite =
= Pirates in the vanguard of an army of normal and Flying Pirates, we will =
= have a near-indestructable backbone that should turn the tide in any =
= engagement.
=====
```

Then turn and shoot a Super Missile to a cordite shaft to your right (north side of room) to reveal a missile expansion!

```
=====
= NEW ITEM | Type: Missile Expansion | Number: 48                      =
=====
```

One more missile expansion left! Then head over to the red door on the bottom floor (south side of room) to get into a save station!

-Phazon Mines: Save Station Mines C-

Ahhh.....Aren't save stations awesome? Go back out again.

-Phazon Mines: Metroid Quarantine B-

Head up the ramp to the red door on the top floor, and go through.

-Phazon Mines: Elite Quarters Access-

A Plasma Trooper will drop from the ceiling as soon as you enter this room. Finish him off with minimum damage (hopefully), and then shoot the ice above the door to allow electricity flow again, and unlock the gate. Then get ready for a BIG boss.

-Phazon Mines: Elite Quarters-

```
-----
+++++++
MAJOR BOSS FIGHT: Omega Pirate
+++++++
-----
```

Walk across the room towards the Omega Pirate, noticing the pools of Phazon on both sides of you. Get just close enough to him to SCAN him, in order to save time later.

```
=====
= NEW SCAN | Type: Creature | Name: Omega Pirate | Limited?: Yes      =
= -----
= Morphology: Omega Pirate                                          =
= 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. =

Then walk up to him. The Omega Pirate rests peacefully in his tank, suddenly his eyes will glow and he will smash the tank open with a splintering crash, sending fragments everywhere. He will then walk forwards and do a gorilla-like roar in order to show his dominance (no brains - all brawn). Let the fight begin!

This guy has three attacks. He smashes the ground and creates a kind of electricity shockwave. Simply space jump over this. The other attack is shooting missiles from his back at you. Just dash sideways for this. His last attack is a simple fist swiping attack if you get too close to him. What he can also do though, is hold out his glowing hand to absorb all bullets you fire at him, so simply don't shoot.

To beat him, you need to destroy his phazon armour. There is four parts to his armour, his two arms and two legs, which you can lock-on to. Use charged plasma beam shots to destroy all four (save your missiles for the second stage of attack). Two charged plasma beam shots should do it for each part. He will walk towards you with his hand out, so keep backing away, keeping your eye on the danger meter to make sure you do not walk into any phazon pools. When you destroy all four parts, he will collapse, and turn into a kind of phazon skeleton, then disappear. Instantly, some two Pirate Troopers will appear, of any colour, knock them off quickly, then turn on your X-Ray Visor. Now here comes the important part. There are three pools of phazon in this room. The far north one, then one to the east and west. He will start to respawn in one of these pools, but only visible with the X-Ray Visor. Get a charge beam ready, and then blast him with a Super Missile when he appears. This will cause him to collapse (take tonnes of his health!), respawn to one of the other pools, and spawn a few more coloured Pirates, which you should ignore. Every time he respawns, blast another Super Missile at him (if you don't do it straight away, he will turn back into the original Omega Pirate, and you will have to destroy his armour again.) After about four Super Missiles, Omega Pirate will stop fighting and just look at you...before collapsing onto you!

Blue phazon will come out of the Omega Pirate, bubbling all around him. Is Samus dead? Suddenly, the Omega Pirate will explode (eughh.), and out from the phazon rises Samus! But the armour is a different colour its black/grey in colour, with red stripes (pretty awesome). It's the Phazon Suit!

```
=====
= NEW ITEM | Type: Upgrade | Name: Phazon Suit                               =
= -----                                                                    =
= The Power Suit has been corrupted by viral exposure, turning it in to the  =
= Phazon Suit.                                                                =
=                                                                              =
= Samus's Notes:                                                              =
= The viral corruption of the Power Suit has some beneficial effects.        =
=                                                                              =
= The suit is now resistant to the effects of Blue Phazon. The suit is not  =
= invulnerable to the effects of all Phazon, however.                       =
=                                                                              =
= In addition to Phazon resistance, the corruption has dramatically increased =
= defensive shielding levels.                                                =
=====
```

====|End of part j. Phazon Suit|====

```
+++++
+++++
SCANS                               + INVENTORY
+
Pirate Data: 1                      +
- Special Forces                    + Upgrades gained: 1
+ - Phazon Suit
Chozo Lores: 0                      +
+ Missile Expansions gained: 4
Creatures: 3                        + - Missile Expansion 45
- Hunter Metroid                    + - Missile Expansion 46
- Plasma Trooper                    + - Missile Expansion 47
- Omega Pirate                      + - Missile Expansion 48
+
+ Energy Tanks gained: 0
+
+ Power Bomb Expansions gained: 0
+
Scans this section: 4               + Items this section: 5
-----
Total Pirate Data: 23                + Total Upgrades: 21 (ALL)
Total Chozo Lores: 13                + Total Missile Expansions: 48
Total Creatures: 68                  + Total Energy Tanks: 13
Total Research: 20(ALL)              + Total Power Bomb Expansions: 3
```

Total Scans: 124 + Total Items gained: 85
Log Book Entries percentage: 91% + Acquired Items percentage: 85%
++++
++++

```

  \_____/
 /_____\
|_____|
 \_____/
  \_____/

```

V. Meta Ridley

====|a. Artifact of Truth|====

info Phazon Suit Acquired *info*

The Phazon Suit protects you completely from Blue Phazon (but not other types of phazon as you will find out later...). It also adds extra protection to your armour (as well as a kind of glow around it). But the most important thing is; it looks extremely awesome (check out spider ball mode as well!)

-Phazon Mines: Elite Quarters-

You will see some health and missiles above some phazon in front of you, so walk into it to get them - just because you can. Before we move on to the next room, how about we head back and save.

-Backtracking: Head to the Metroid Quarantine B.

-Phazon Mines: Metroid Quarantine B-

Metroids will break out of their tanks as you go through here, ignore them and go to the save station.

-Backtracking: Head back to Elite Quarters.

-Phazon Mines: Elite Quarters-

When you get here, a new type of Metroid will fill the room - Fission Metroids. SCAN one.

```

=====
= NEW SCAN | Type: Creature | Name: Fission Metroid | Limited?: No      =
= ----- =
= Morphology: Fission Metroid                                          =
= 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 a weakness to a type of weapon fire. The   =
= vulnerability appears to be random, due to the chaotic nature of Phazon =
= mutation.                                                             =
=====

```

These annoying Fission Metroids will split in half when you attack them, creating two Metroids that are colour coded (just like the pirates). This means you can only kill them with that weapon beam. They take ages to kill, and there are three in the room, so ignore them and head over to the computer panel to your left and scan it, then take the small elevator up. Then follow the platform along to the red door. If the Fission Metroids discover you and clamp onto you, simply turn into morph ball mode and release a power bomb to kill all of the ones around you. These creatures will also hover in front of a door if you head towards one (like all Metroids), but if you manage to squeeze past it and through the door, the door can close shut on the Metroid, thus killing it. Go through the door.

-Phazon Mines: Processing Center Access-

The last energy tank!

```

=====
= NEW ITEM | Type: Energy Tank | Number: 14                             =
=====

```

You have the maximum amount of health possible! Just look at all those spare tanks... Scan the computer panel, and then walk through the phazon to the door.

-Phazon Mines: Phazon Processing Center-

Destroy the turret, and two Metroids with your Plasma Beam (or the Metroids might fly into the phazon and die for you), then jump up to the platform with the boxes on it. From here, jump up the ledges to your right, up some platforms until your reach a spider ball track. Take this up, and roll along the ledges (ignoring the gunfire) until you reach the platform that the Pirates are at. Shoot at the red and purple pirates to kill them (or knock them off the catwalk!), and you will see a catwalk running from one side of the room to the other. Turn right (east) and walk all the way on the catwalk over to the wall. Then drop down to your left/right onto a platform below you. You should hear that missile expansion sound...power bomb next to the wall to reveal the last

missile expansion!

=====

```
= NEW ITEM | Type: Missile Expansion | Number: 49 =
```

=====

You now have every single missile expansion! The maximum number of missiles you can now hold is a whopping 250! (This is why Missile Stations are important!) Now you will have to climb back up to the platform you dropped down from, and take the left spiderball pillar (the west one) up and across to a platform, then turn and obliterate the Power Trooper behind you. Then climb precariously up the platforms and knock off a Mega Turret. Then continue climbing to the highest point, and take a moving platform across to the other side. (don't miss the platform!) Then go through the white door.

-Phazon Mines: Transport Access-

Grapple through here (or walk - because you can) to the door.

-Phazon Mines: Transport to Magmoor Caverns South-

Scan the computer panel and take the elevator up.

-Magmoor Caverns: Transport to Phazon Mines West-

Walk through the tunnel and out the door.

-Magmoor Caverns: Workstation Tunnel-

Blast the Zoomers, use a power bomb to clear the debris, then head through to the door.

-Magmoor Caverns: Magmoor Workstation-

Back here again! (so now you know where this door led!) Righto, we have some artifacts to collect, but first we need to go to the temple. Head to the 'Transport to Tallon Overworld West' elevator to get to the Tallon Overworld, then head to the Landing Site and save.

-Tallon Overworld: Landing Site-

Ok, there should be some stone ledges to your left, leading up, behind the waterfall, and to the door in front of you on the other side of the room (south side). Jump up these ledges, and follow them to the door and go through.

-Tallon Overworld: Temple Hall-

Blast away the Seedlings, and jump over the Tangle Weed to the other door.

-Tallon Overworld: Temple Security Station-

Walk in, and you will be treated to a cutscene showing the impact crater, and the large rock (Temple) suspended above it (which is where you're heading). Then walk forwards and SCAN the hologram in front of you to obtain the last Pirate Data! "Artifact Site" tells of the Pirates studies of the temple, and their determination to not let it hinder them in achieving their goals.

=====

```
= NEW SCAN | Type: Pirate Data | Name: Artifact Site | Limited?: No =
```

=====

= Space Pirate encrypted data decoded. =

= 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. Studies on possible resting places for these talismans =
= 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. =

=====

Then head forwards through a blast door into the Temple...

-Tallon Overworld: Temple Lobby-

Head through the grand hall to the Artifact Temple.

-Tallon Overworld: Artifact Temple-

There will be a green window in front of you (which reminds me of the front of the Gunship...) which gives a view of the Artifact platform below. Turn right and head to the end of the passage (where its blocked) to gain a Chozo Lore. "Prophecy of Light" tells of the Chozo's belief that a hero will come and banish the evil, in pretty accurate depth...

=====

```
= NEW SCAN | Type: Chozo Lore | Name: Prophecy of Light | Limited?: No =
```

=====

= -----
= Chozo script translated.
=
= Throughout our living nightmare, as we battle with this unyielding
= darkness, we Chozo see a light. This light glows with promise, chasing the
= shadows cast by the Great Poison and purifying that which has grown toxic.
= It is strange, though - at times it looks to our eyes as if the light
= coalesces into the figure of a woman. Burning brightly, the luminescence
= descends from space then retreats back into the infinite blackness from
= whence it came. When this prophecy comes to pass, when the light recedes,
= the Chozo's long vigilance of containment will finally come to an end.
=====

Now turn around and head down the opposite passage, gaining another Chozo Lore as you go. "Contain" tells of how the Chozo have locked up the Great Poison, and spread the Artifacts across the land, to ensure that the Temple will not be opened until the right day comes.

=====

```
= NEW SCAN | Type: Chozo Lore | Name: Contain | Limited?: No  
= -----  
= Chozo script translated.  
=  
= The containment of this Great Poison... This task has fallen to the Chozo,  
= and we will not flee from our duty, even as we suffer with the land and its  
= creatures. We will pour our will into the Twelve - the Artifacts that, when  
= brought together, form the lock that holds this great evil at bay in the  
= depths of the planet. This lock must stand up to all who might come to  
= assault it. To preserve the power of the seal, and to protect it from those  
= who would meddle for their own designs, we will spread the Artifacts across  
= the land, hiding them from prying eyes. The lock must never open until the  
= day comes when this disaster can finally be put right.  
=====
```

Then continue down this corridor until you come out onto the platform of the Temple where all of the totems stand. The music will change... Under the large centre totem is a rotating artifact symbol. It's an artifact! Go forward to grab the Artifact of Truth!

=====

```
= NEW ITEM | Type: Artifact | Name: Artifact of Truth  
=====
```

=====

```
= NEW SCAN | Type: Artifact | Name: Truth  
= -----  
= Artifact acquired.  
=====
```

====|End of part a. Artifact of Truth|====

```
+++++  
+++++  
SCANS + INVENTORY  
+  
Pirate Data: 1 + Missile Expansions gained: 1  
- Artifact Site + - Missile Expansion 49  
+  
Chozo Lores: 2 + Energy Tanks gained: 1  
- Prophecy of Light + - Energy Tank 14  
- Contain +  
+ Power Bomb Expansions gained: 0  
Creatures: 1 +  
- Fission Metroid + Artifacts: 1  
+ - Artifact of Truth  
Artifacts: 1 +  
- Artifact of Truth +  
+  
Scans this section: 5 + Items this section: 3  
-----  
Total Pirate Data: 24 (ALL) + Total Upgrades: 21 (ALL)  
Total Chozo Lores: 15 + Total Missile Expansions: 49 (ALL)  
Total Creatures: 69 + Total Energy Tanks: 14 (ALL)  
Total Research: 20 (ALL) + Total Power Bomb Expansions: 3  
Total Artifacts: 1 + Total Artifacts: 1  
-----  
Total Scans: 129 + Total Items gained: 88  
Log Book Entries percentage: 95% + Acquired Items percentage: 87%  
+++++  
+++++
```

====|b. Artifact of Spirit|====

info Chozo Artifact Acquired! *info*

Awesome - one Artifact down! There are a total of 12 artifacts, and every time

you collect one, it adds a scan to your log book automatically, as well as adding to the items you have. But, we are able to collect the scans without collecting the artifacts, simply by scanning the totems around you in this Temple. This will give you the artifacts scan (which is basically a clue to its location).

-Tallon Overworld: Artifact Temple-

So SCAN all of the totems in this platform area. You should gain seven scans, (not including the Artifact of Truth scan) as four of the totems are not scannable at the moment.

```
=====
= NEW SCAN | Type: Artifact | Name: Strength                               =
= -----
= Translating Chozo runes on Totem's surface.                             =
=
= The heat of Magmoor was a test for many warriors. A Shrine in their honor =
= holds the Artifact of Strength.                                         =
=====
```

```
=====
= NEW SCAN | Type: Artifact | Name: Elder                                 =
= -----
= Translating Chozo runes on Totem's surface.                             =
=
= Invaders have claimed Phendrana as their own. A Tower sits atop their    =
= fortress. Collapse it to reveal the chamber where the Artifact of Elder is =
= held.                                                                     =
=====
```

```
=====
= NEW SCAN | Type: Artifact | Name: Wild                               =
= -----
= Translating Chozo runes on Totem's surface.                             =
=
= A Sunchamber high atop our ruined home became the nest of a great beast,  =
= and a source of corruption. Many Chozo spirits have been drawn to this   =
= tainted place. Release their bond to the world to claim the Artifact of    =
= Wild.                                                                     =
=====
```

```
=====
= NEW SCAN | Type: Artifact | Name: Lifegiver                          =
= -----
= Translating Chozo runes on Totem's surface.                             =
=
= There is a tower within the Ruins where Light always shines. Move through  =
= the waters there to find the Artifact of Lifegiver.                       =
=====
```

```
=====
= NEW SCAN | Type: Artifact | Name: Chozo                               =
= -----
= Translating Chozo runes on Totem's surface.                             =
=
= In one of Tallon's far corners, a Grove of life lies. Reveal the pillar   =
= beneath the waves to find the Artifact of Chozo.                         =
=====
```

```
=====
= NEW SCAN | Type: Artifact | Name: World                               =
= -----
= Translating Chozo runes on Totem's surface.                             =
=
= Within the ruins of our home, we honor our fallen Elders in a great Hall. A =
= chamber beneath the statue holds the Artifact of World.                 =
=====
```

```
=====
= NEW SCAN | Type: Artifact | Name: Spirit                              =
= -----
= Translating Chozo runes on Totem's surface.                             =
=
= A tall cave stands at Phendrana's Edge. Seek the unseen entrance at its top =
= to find the Artifact of Spirit.                                          =
=====
```

That's a lot of scans! Now we have to go and find all of these. I will tell you the most efficient route to collect all of these at their locations without having to wander from one side of the planet to the other. It still will be a lot of walking though, but anyway, let's get started! The first artifact we're going to collect is the Artifact of Spirit, so here's the clue:

A tall cave stands at Phendrana's Edge. Seek the unseen entrance at its top to find the Artifact of Spirit.

This one is obvious - it's in Phendrana's Edge...

-Backtracking: Head to the 'Transport to Magmoor Caverns East' elevator to get

to the Magmoor Caverns. Then head south to the 'Transport to Phendrana Drifts South' elevator, and take it to the Phendrana Drifts. Once there, head over to the room; Phendrana's Edge.

-Phendrana Drifts: Phendrana's Edge-

Climb up the platforms and knock off the two Flying Pirates with your Plasma Beam. Then turn on your X-Ray Visor and start climbing. You will reach a platform where you can see a door in front of you, but if you turn off your visor, you will see that it is a rockface. (it is the highest ledge on the east side of the room). Use a power bomb to reveal a plasma beam door! Go through.

-Phendrana Drifts: Storage Cave-

Go and grab...the Artifact of Spirit!

```
=====
= NEW ITEM | Type: Artifact | Name: Artifact of Spirit =
=====
```

====|End of part b. Artifact of Spirit|====

```
+++++
+++++
SCANS                               + INVENTORY
+
Chozo Lores: 0                       + Power Bomb Expansions gained: 0
+
Creatures: 0                         + Artifacts: 1
+ - Artifact of Spirit
Artifacts: 7
+
- Artifact of Strength               +
- Artifact of Elder                  +
- Artifact of Wild                   +
- Artifact of Lifegiver              +
- Artifact of Chozo                  +
- Artifact of World                  +
- Artifact of Spirit                 +
+
Scans this section: 7                + Items this section: 1
-----
Total Pirate Data: 24 (ALL)          + Total Upgrades: 21 (ALL)
Total Chozo Lores: 15                + Total Missile Expansions: 49 (ALL)
Total Creatures: 69                  + Total Energy Tanks: 14 (ALL)
Total Research: 20 (ALL)             + Total Power Bomb Expansions: 3
Total Artifacts: 8                   + Total Artifacts: 2
-----
Total Scans: 136                      + Total Items gained: 89
Log Book Entries percentage: 95%     + Acquired Items percentage: 88%
+++++
+++++
```

====|c. Artifact of Elder|====

info Chozo Artifact Acquired! *info*

Another artifact down!

-Phendrana Drifts: Storage Cave-

Head back out, and look at the clue for the Artifact of Elder:

Invaders have claimed Phendrana as their own. A Tower sits atop their fortress. Collapse it to reveal the chamber where the Artifact of Elder is held.

A Tower, hmmm...the only tower in Phendrana Drifts is the Control Tower, so that must be it.

-Backtracking: Head to the Frozen Pike, take the second door from the top, and keep going until you reach the Control Tower.

-Phendrana Drifts: Control Tower-

When you get in here, two Flying Pirates will attack. Once they are gone (use the plasma beam), two more will appear, so knock them off as well. Then head over to the door to the east (the one you came through). Jump on top of the platform on top of it, then jump through a window above you into a small circular room. There will be a pile of boxes, so use a Super Missile to clear them (which destroys the ice window), then look through the window it blocked. You have a clear view of an adjacent tower, and the red fuel cells that are attached to it. Fire a Super Missile at these red fuel cells to make them explode, and cause the tower to topple over! Head over to the toppled tower, and drop down through a small morph ball hole under it. Take this through to collect the Artifact of Elder!

=====
= NEW ITEM | Type: Artifact | Name: Artifact of Elder =
=====

====|End of part c. Artifact of Elder|====

+++++
+++++
SCANS + INVENTORY
+
Chozo Lores: 0 + Power Bomb Expansions gained: 0
+
Creatures: 0 + Artifacts: 1
+ - Artifact of Elder
Artifacts: 0
+
Scans this section: 0 + Items this section: 1

Total Pirate Data: 24 (ALL) + Total Upgrades: 21 (ALL)
Total Chozo Lores: 15 + Total Missile Expansions: 49 (ALL)
Total Creatures: 69 + Total Energy Tanks: 14 (ALL)
Total Research: 20 (ALL) + Total Power Bomb Expansions: 3
Total Artifacts: 8 + Total Artifacts: 3

Total Scans: 136 + Total Items gained: 90
Log Book Entries percentage: 95% + Acquired Items percentage: 89%
+++++
+++++

====|d. Artifact of Strength|====

info Chozo Artifact Acquired! *info*

Three down! We'll be heading to the Magmoor Caverns for the next one...

-Phendrana Drifts: Control Tower-

Why Magmoor? Well read the clue for the Artifact of Strength:

The heat of Magmoor was a test for many warriors. A Shrine in their honor holds the Artifact of Strength.

What shrine? It's a room you haven't been to yet...but if you look at the map, there is one door we have not used in the Monitor Station in Magmoor Caverns. To get out of here, keep walking past the artifact and up the snow as high as you can up to your right. You will see part of the tower in front of you. Turn into morph ball mode and jump up to the tower. You will then be inside the tower, so keep rolling up it until you roll off the end of it. Then go out the door in front of you (the west door).

-Backtracking: Head to the Phendrana Shorelines and save, then take the 'Transport to Magmoor Caverns West' elevator nearby to get to Magmoor caverns. When there, head into the Monitor Station.

-Magmoor Caverns: Monitor Station-

Once here, knock off the Flying Pirates, then walk out onto the catwalk, and look to your right to see a suspended platform (next to the wall and catwalk on the west side of the room). Space jump to it, then space jump again to a similar catwalk above the previous catwalk. Walk along this to some computer screens. There will be a spinner device in front of them, so hop into it and spin to raise up a bridge. Once up, cross it and space jump to a ledge. Turn right and follow the rock ledge around the room to a door, then go through.

-Magmoor Caverns: Warrior Shrine-

This is the shrine built for those brave Chozo warriors! Go forwards and take out of the statues clutches the Artifact of Strength!

=====
= NEW ITEM | Type: Artifact | Name: Artifact of Strength =
=====

====|End of part d. Artifact of Strength|====

+++++
+++++
SCANS + INVENTORY
+
Chozo Lores: 0 + Power Bomb Expansions gained: 0
+
Creatures: 0 + Artifacts: 1
+ - Artifact of Strength
Artifacts: 0
+

```

+
Scans this section: 0      + Items this section: 1
-----
Total Pirate Data: 24 (ALL) + Total Upgrades: 21 (ALL)
Total Chozo Lores: 15      + Total Missile Expansions: 49 (ALL)
Total Creatures: 69        + Total Energy Tanks: 14 (ALL)
Total Research: 20 (ALL)   + Total Power Bomb Expansions: 3
Total Artifacts: 8         + Total Artifacts: 4
-----
Total Scans: 136           + Total Items gained: 91
Log Book Entries percentage: 95% + Acquired Items percentage: 90%
+++++
+++++

```

====|e. Artifact of Wild|====

info Chozo Artifact Acquired! *info*

Awesome! Now after this we'll be grabbing quite a few in the Chozo Ruins...

-Magmoor Caverns: Warrior Shrine-

First one; the Artifact of Wild, so read the clue:

A Sunchamber high atop our ruined home became the nest of a great beast, and a source of corruption. Many Chozo spirits have been drawn to this tainted place. Release their bond to the world to claim the Artifact of Wild.

Obviously, the Sunchamber in the Chozo Ruins is a big clue, but we have to do some other stuff first. Righto, in front of the statue is a benzedium plate on the ground. Power bomb it to fall down into a little chamber above the Fiery Shores!

-Magmoor Caverns: Fiery Shores-

In here is a Power Bomb Expansion (These things look weird...), so go and get it!

```

=====
= NEW ITEM | Type: Power Bomb Expansion | Number: 4
=====

```

That was the last Power Bomb Expansion, which means there are no expansions of any kind lurking around any more! Now jump up to a morph ball tunnel and take it through into the main section of the Fiery Shores.

-Backtracking: Now head to the 'Transport to Chozo Ruins North' elevator to get to Chozo Ruins. Then head to the adjacent room, the Sun Tower.

-Chozo Ruins: Sun Tower-

Knock off the War Wasps, then proceed to destroy their hives with Super Missiles. (funnily - the wasps of a each hive disappear as soon as their hives are destroyed). You will see a Chozo Lore (the LAST Chozo Lore on the south-west wall of the room. SCAN the Chozo Lore "Spreading Evil" which tells of the mutations of creatures such as Flaahgra, due to the dreaded phazon...

```

=====
= NEW SCAN | Type: Chozo Lore | Name: Spreading Evil | Limited?: No
= -----
= Chozo script translated.
=
= The cries of this dying land echo in our ears as we Chozo watch the Great
= Poison seep ever further into the living pulse of the planet. The dark
= energy sinks into the trees and waters, devouring all life. Peaceful beasts
= die by the thousands - some creatures survive, but their forms grow as
= twisted and evil as the force that fell from the sky. Many of these
= monstrosities remain small enough to do little harm, but others grow
= enormous and threaten our very existence. One such beast defiles our sacred
= fountain, disgorging poison from its foul form, replacing pure, flowing
= water with cascades of creeping death. Even in the face of such horror, we
= Chozo do not turn in fear. We are all that stands in the way of this Great
= Poison, and it is our duty to contain it.
=====

```

Finally done! You will notice that there is an object blocking the spiderball track that has pictures of four runes on it, meaning that you have to scan four different runes in this room (remember doing this?). Two are behind two cordite shields on the left and right sides of the room (Super Missile). The other two are at the top of the back of two of the pillars, the south-west one and the north-east one. Once all scanned, use the spiderball track to get up to the top while avoiding the Oculuses. Then go through the door.

-Chozo Ruins: Sun Tower Access-

What was that?... A Chozo Ghost randomly dashed away from you through the wall. Continue through this room to the Sunchamber.

-Chozo Ruins: Sunchamber-

Walk forwards and three Chozo Ghosts will appear! Knock them off to reveal a Chozo Artifact in the centre of the giant plant. Space jump to the leaves to get to the Artifact of Wild!

=====
= NEW ITEM | Type: Artifact | Name: Artifact of Wild =
=====

====|End of part e. Artifact of Wild|====

+++++
+++++
SCANS + INVENTORY
+
Chozo Lores: 1 + Power Bomb Expansions gained: 1
- Spreading Evil + - Power Bomb Expansion 4
+
Creatures: 0 + Artifacts: 1
+ - Artifact of Wild
Artifacts: 0
+
Scans this section: 1 + Items this section: 2

Total Pirate Data: 24 (ALL) + Total Upgrades: 21 (ALL)
Total Chozo Lores: 16 (ALL) + Total Missile Expansions: 49 (ALL)
Total Creatures: 69 + Total Energy Tanks: 14 (ALL)
Total Research: 20 (ALL) + Total Power Bomb Expansions: 4 (ALL)
Total Artifacts: 8 + Total Artifacts: 5

Total Scans: 137 + Total Items gained: 93
Log Book Entries percentage: 96% + Acquired Items percentage: 92%
+++++
+++++

====|f. Artifact of Lifegiver|====

info Chozo Artifact Acquired! *info*

Another one bites the dust...

-Chozo Ruins: Sunchamber-

The Artifact of Lifegiver is next, so look at the clue:

There is a tower within the Ruins where Light always shines. Move through the waters there to find the Artifact of Lifegiver.

A Tower within the Ruins where Light always shines...this is pretty obvious... Head out the other door (south door).

-Backtracking: Ok, the next one is in the Tower of Light, so head over there.

-Chozo Ruins: Tower of Light-

Well, this is easy, just walk forwards straight into the water and you will get into a underwater cave on the south wall. Then space jump out of the water onto a ledge, and go through a purple door above your head.

-Chozo Ruins: Tower Chamber-

Go and grab...the Artifact of Lifegiver!

=====
= NEW ITEM | Type: Artifact | Name: Artifact of Lifegiver =
=====

====|End of part f. Artifact of Lifegiver|====

+++++
+++++
SCANS + INVENTORY
+
Creatures: 0 + Artifacts: 1
+ - Artifact of Lifegiver
Artifacts: 0
+
Scans this section: 0 + Items this section: 1

Total Pirate Data: 24 (ALL) + Total Upgrades: 21 (ALL)
Total Chozo Lores: 16 (ALL) + Total Missile Expansions: 49 (ALL)
Total Creatures: 69 + Total Energy Tanks: 14 (ALL)

Total Research: 20 (ALL) + Total Power Bomb Expansions: 4 (ALL)
Total Artifacts: 8 + Total Artifacts: 6

Total Scans: 137 + Total Items gained: 94
Log Book Entries percentage: 96% + Acquired Items percentage: 93%
++++
++++

====|g. Artifact of World|====

info Chozo Artifact Acquired! *info*

Another piece to the puzzle...

-Chozo Ruins: Tower Chamber-
The next one is also in the Chozo Ruins, so read the clue for the Artifact of World:

Within the ruins of our home, we honor our fallen Elders in a great Hall. A chamber beneath the statue holds the Artifact of World.

Hall...Elders...Hmmm...this may be difficult... Just head back out.

-Backtracking: Head to the Hall of Elders. I know it's all the way on the other side of the Chozo Ruins, but it's a pretty easy path - just ignore the Chozo Ghosts.

-Chozo Ruins: Hall of the Elders-

You have to knock off these Chozo Ghosts, so do so, refill your missiles, then head over to the coloured circles on the south side of the room. Blast a plasma beam at the red one to uncover the morph ball slot. Use it, to make the statue slide forwards and reveal a white door! Hop down it to enter into the Elder Chamber.

-Chozo Ruins: Elder Chamber-

Go and grab the Artifact of World!

=====
= NEW ITEM | Type: Artifact | Name: Artifact of World =
=====

====|End of part g. Artifact of World|====

++++
++++
SCANS + INVENTORY
+
Creatures: 0 + Artifacts: 1
+ - Artifact of World
Artifacts: 0 +
+
Scans this section: 0 + Items this section: 1

Total Pirate Data: 24 (ALL) + Total Upgrades: 21 (ALL)
Total Chozo Lores: 16 (ALL) + Total Missile Expansions: 49 (ALL)
Total Creatures: 69 + Total Energy Tanks: 14 (ALL)
Total Research: 20 (ALL) + Total Power Bomb Expansions: 4 (ALL)
Total Artifacts: 8 + Total Artifacts: 7

Total Scans: 137 + Total Items gained: 95
Log Book Entries percentage: 96% + Acquired Items percentage: 94%
++++
++++

====|h. Artifact of Chozo|====

info Chozo Artifact Acquired! *info*

Excellent! One more, then we'll head back to the Artifact Temple.

-Chozo Ruins: Elder Chamber-

The Artifact of Chozo is all the way in Tallon Overworld, as says the clue:

In one of Tallon's far corners, a Grove of life lies. Reveal the pillar beneath the waves to find the Artifact of Chozo.

Grove of life...that could mean only one thing. Get out of here and let's go.

-Backtracking: We need to head to Life Grove, but its on the other side of Tallon Overworld! Fortunately there is a extremely quick way... Head to the nearby 'Transport to Tallon Overworld South' elevator near the Reflecting Pool

to reach Tallon Overworld, then head to the Life Grove. (Don't take the wrong elevator!)

-Tallon Overworld: Life Grove-

Righto, in the centre of the water in front of the waterfall is a little round metal plate. Bomb it, and a pillar will rise out of the water. At the bottom of the pillar is a spinner device. Spin it to make a wedge-shaped piece of rock rotate so that it is facing the waterfall. It will rise out of the water, revealing the artifact! It will be difficult (impossible?) to space jump out of the water onto the ledge, so try space jumping from a nearby platform. Once on it, walk forwards to collect the Artifact of Chozo!

=====
= NEW ITEM | Type: Artifact | Name: Artifact of Chozo =
=====

====|End of part h. Artifact of Chozo|====

+++++
SCANS + INVENTORY
Creatures: 0 + Artifacts: 1
+ - Artifact of Chozo
Artifacts: 0 +
+
Scans this section: 0 + Items this section: 1

Total Pirate Data: 24 (ALL) + Total Upgrades: 21 (ALL)
Total Chozo Lores: 16 (ALL) + Total Missile Expansions: 49 (ALL)
Total Creatures: 69 + Total Energy Tanks: 14 (ALL)
Total Research: 20 (ALL) + Total Power Bomb Expansions: 4 (ALL)
Total Artifacts: 8 + Total Artifacts: 8

Total Scans: 137 + Total Items gained: 96
Log Book Entries percentage: 96% + Acquired Items percentage: 95%
+++++

====|i. Artifact of Nature|====

info Chozo Artifact Acquired! *info*

That's all of the ones we have the clues for, so let's head back to the Temple.

-Tallon Overworld: Life Grove-

Head back up to the door (remember last time?) destroying/ignoring the Chozo Ghosts as you go.

-Backtracking: Here is the quickest way to get back to the Temple. Head to the 'Transport to Chozo Ruins South' elevator (the elevator you just came from) to get to the Chozo Ruins. Then instantly take the 'Transport to Tallon Overworld East' elevator, to get back to the Tallon Overworld. Once there, head to the Landing Site and save, then head to the Artifact Temple.

-Tallon Overworld: Artifact Temple-

Once here, head down through the temple towards the platform with the totems. As soon as you walk up to the centre Totem, there will be a cutscene showing this platform from above, allowing you to see all of the totems. You will notice that all of the totems that have had their Artifacts put back will be lit up with blue lines running through them. The ones that are not lit up are the ones you still need to collect Artifacts for, so SCAN all of these. You should have gained four clues, which is all of the remaining Artifacts!

=====
= NEW SCAN | Type: Artifact | Name: Warrior =
= ----- =
= Translating Chozo runes on Totem's surface. =
= =
= A room of Research lies within the mines. A corrupted invader is trapped =
= there. Defeat this creature to claim the Artifact of Warrior. =
=====

=====
= NEW SCAN | Type: Artifact | Name: Nature =
= ----- =
= Translating Chozo runes on Totem's surface. =
= =
= A molten Lake lies within the tunnels of Magmoor. Shatter the column at the =
= lake's center to reveal the Artifact of Nature. =
=====

```
= NEW SCAN | Type: Artifact | Name: Sun
= -----
= Translating Chozo runes on Totem's surface.
=
= Near Phendrana's shores, a Temple stands. Thaw the frozen waters flowing
= from the Elder to find the Artifact of Sun.
=====
```

```
= NEW SCAN | Type: Artifact | Name: Newborn
= -----
= Translating Chozo runes on Totem's surface.
=
= Invaders mine the depths in their greed. Forge a path through a Tunnel of
= the Great Poison to claim the Artifact of Newborn.
=====
```

Righto, let's go and get all these, so get out of this temple. The first Artifact we're going to collect is the Artifact of Nature, so here's the clue:

A molten Lake lies within the tunnels of Magmoor. Shatter the column at the lake's center to reveal the Artifact of Nature.

Molten Lake...Magmoor..there's only one room with 'Lake' in its name, so lets get going!

-Backtracking: Head over to the 'Transport to Magmoor Caverns East' elevator to get to the Magmoor Caverns. Once there, head to the Lava Lake.

-Magmoor Caverns: Lava Lake-

There are two sections to this lake, and we want to be in the larger section. There is a stone pillar in the room. Blast a Super Missile at the middle of it to reveal an artifact! Space jump and get the Artifact of Nature!

```
= NEW ITEM | Type: Artifact | Name: Artifact of Nature
= -----
```

====|End of part i. Artifact of Nature|====

```
+++++
+++++
SCANS + INVENTORY
+
Creatures: 0 + Artifacts: 1
+ - Artifact of Nature
Artifacts: 4 +
- Artifact of Warrior +
- Artifact of Nature +
- Artifact of Sun +
- Artifact of Newborn +
+
Scans this section: 4 + Items this section: 1
-----
Total Pirate Data: 24 (ALL) + Total Upgrades: 21 (ALL)
Total Chozo Lores: 16 (ALL) + Total Missile Expansions: 49 (ALL)
Total Creatures: 69 + Total Energy Tanks: 14 (ALL)
Total Research: 20 (ALL) + Total Power Bomb Expansions: 4 (ALL)
Total Artifacts: 12 (ALL) + Total Artifacts: 9
-----
Total Scans: 141 + Total Items gained: 97
Log Book Entries percentage: 96% + Acquired Items percentage: 96%
+++++
+++++
```

====|j. Artifact of Sun|====

info Chozo Artifact Acquired! *info*

Epic! Now we will be heading into Phendrana Drifts for what should be the last time...

-Magmoor Caverns: Lava Lake-

The clue for the Artifact of Sun says:

Near Phendrana's shores, a Temple stands. Thaw the frozen waters flowing from the Elder to find the Artifact of Sun.

This clue gives you no less than two rooms. Phendrana Shores and a nearby temple...this should be pretty obvious. Head back out the door you came in (south door)

-Backtracking: Head to the (fairly close) 'Transport to Phendrana Drifts North' elevator to get to Phendrana Drifts. Then head to the temple and get to the

Chozo Ice Temple room.

-Phendrana Drifts: Chozo Ice Temple-

Head to the top part of the room, and go over to the statue on the south wall. You will notice frozen water flowing from his mouth down into his hands. Shoot it with a plasma beam. This will melt the water and cause his hands to glow. (where have we seen this before? - the Hall of Elders - remember?) Space jump into his hands, and then initiate morph ball mode. The glow will disappear from his hands, and a stone will collapse from the front of the basin! Roll down there to collect the Artifact of Sun!

=====
= NEW ITEM | Type: Artifact | Name: Artifact of Sun =
=====

====|End of part j. Artifact of Sun|====

+++++
+++++
SCANS + INVENTORY
Creatures: 0 + Artifacts: 1
+ - Artifact of Sun
+
Scans this section: 0 + Items this section: 1

Total Pirate Data: 24 (ALL) + Total Upgrades: 21 (ALL)
Total Chozo Lores: 16 (ALL) + Total Missile Expansions: 49 (ALL)
Total Creatures: 69 + Total Energy Tanks: 14 (ALL)
Total Research: 20 (ALL) + Total Power Bomb Expansions: 4 (ALL)
Total Artifacts: 12 (ALL) + Total Artifacts: 10

Total Scans: 141 + Total Items gained: 98
Log Book Entries percentage: 96% + Acquired Items percentage: 97%
+++++
+++++

====|k. Artifact of Newborn|====

info Chozo Artifact Acquired! *info*

We're on a roll! (get it? Morph ball roll... never mind)

-Phendrana Drifts: Chozo Ice Temple-

Anyway, let's look at the next (and second-last) artifact clue; the Artifact of Newborn:

Invaders mine the depths in their greed. Forge a path through a Tunnel of the Great Poison to claim the Artifact of Newborn.

This one's a bit more subtle, but the key words 'mine' and 'Tunnel' tell us that we're heading for the Phazon Mines... So get out of this room the way we came in.

-Backtracking: Save at Phendrana Shoreline, then head to the nearby 'Transport to Magmoor Caverns West' elevator to get to Magmoor Caverns. Then head through the caverns to the far south elevator 'Transport to Phazon Mines West' (it's next to the Magmoor Workstation) to get to the dreaded Phazon Mines... Once there, walk to the Phazon Mining Tunnel, ignoring the Metroids.

-Phazon Mines: Phazon Mining Tunnel-

Righto, head over to the morph ball hole and look through. You can see the Artifact! Roll through the hole and then turn right to see a triangular (sort of) block of stone in your way. Blast it away with a morph ball bomb, and then continue bombing your way along that passageway of phazon until you reach the Artifact of Newborn!

=====
= NEW ITEM | Type: Artifact | Name: Artifact of Newborn =
=====

====|End of part k. Artifact of Newborn|====

+++++
+++++
SCANS + INVENTORY
Creatures: 0 + Artifacts: 1
+ - Artifact of Newborn
+
Scans this section: 0 + Items this section: 1

Total Pirate Data: 24 (ALL) + Total Upgrades: 21 (ALL)
Total Chozo Lores: 16 (ALL) + Total Missile Expansions: 49 (ALL)
Total Creatures: 69 + Total Energy Tanks: 14 (ALL)
Total Research: 20 (ALL) + Total Power Bomb Expansions: 4 (ALL)
Total Artifacts: 12 (ALL) + Total Artifacts: 11

Total Scans: 141 + Total Items gained: 99
Log Book Entries percentage: 96% + Acquired Items percentage: 98%
++++
++++

====|1. Artifact of Warrior|====

info Chozo Artifact Acquired! *info*

Awesome! One more to go (yes, just one).

-Phazon Mines: Phazon Mining Tunnel-

The last one is also in the Phazon Mines, so here's the clue for the Artifact of Warrior:

A room of Research lies within the mines. A corrupted invader is trapped there. Defeat this creature to claim the Artifact of Warrior.

A room of Research...hmm...and what's the corrupted invader? Anyway, roll back out through the hole you came in.

-Backtracking: Head to the save station at Metroid Quarantine B, then keep going until you reach the Phazon Processing Center.

-Phazon Mines: Phazon Processing Center-

Head up to the middle door and go through (ignoring the Pirate Troopers).

-Phazon Mines: Maintenance Tunnel-

The reason i'm mentioning this room is because we haven't used it yet, but it is basically a shortcut tunnel. Turn into morph ball mode and roll through the tunnel. You will reach a blockage of a whole lot of benzedium debris. Blast it apart with a power bomb and continue through. Then go through the white door.

-Backtracking: Take the nearby elevator from the 'Elite Control Access' room to 'Elevator A'. Once at the top, head to Elite Research.

-Phazon Mines: Elite Research-

Righto, jump down to the bottom floor. Then Power Bomb the benzedium pod in the centre of the room to release the Phazon Elite! SCAN him first, then destroy him with a few Super Missiles.

=====
= NEW SCAN | Type: Creature | Name: Phazon Elite | Limited?: Yes =
= ----- =
= Morphology: Phazon Elite =
= 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. =
=====

He's just like the Elite Pirates, except stronger. The artifact will appear where his pod was when he dies. So step forwards and grab the last artifact, the Artifact of Warrior!

=====
= NEW ITEM | Type: Artifact | Name: Artifact of Warrior =
=====

====|End of part 1. Artifact of Warrior|====

++++
++++
SCANS + INVENTORY
+
Creatures: 0 + Artifacts: 1
+ - Artifact of Warrior
+
Scans this section: 0 + Items this section: 1

Total Pirate Data: 24 (ALL) + Total Upgrades: 21 (ALL)
Total Chozo Lores: 16 (ALL) + Total Missile Expansions: 49 (ALL)

Total Creatures: 69 + Total Energy Tanks: 14 (ALL)
Total Research: 20 (ALL) + Total Power Bomb Expansions: 4 (ALL)
Total Artifacts: 12 (ALL) + Total Artifacts: 12 (ALL)

Total Scans: 141 + Total Items gained: 100
Log Book Entries percentage: 96% + Acquired Items percentage: 100%
+++++

====|m. Artifact Temple|====

info Chozo Artifact Acquired! *info*
info 100% of all pickups acquired! *info*
info Image Gallery 4 unlocked! *info*

Feel free to punch the air! Not only do we have all the artifacts, but every single item as well! The mystery of the temple will not last much longer... Now head out through the door at the bottom of the room.

-Backtracking: Head to the Main Quarry and save, then head to the nearby 'Transport to Tallon Overworld South' elevator to get to the Tallon Overworld. Once there, head to the nearby 'Transport to Chozo Ruins South' elevator to get to the Chozo Ruins. Finally, take the close by 'Transport to Tallon Overworld West' elevator to get to Tallon Overworld again. Then head to the Landing Site and save. Once done, head to the Artifact Temple...

-Tallon Overworld: Artifact Temple-

+++++
MAJOR BOSS FIGHT: Meta Ridley
+++++

Head down the ramps onto the totem platform, and head to the centre. A cutscene will show an aerial view of the platform, with every totem lit up due to the return of its artifact. Suddenly, a blue stream of light emits from every totem, all coming together at a point in the central totem. The light stops, then different parts of the centre totem rise and rotate on the centre axis, while blue light bursts from every crevice. A beam of light is shot straight up into the stars above. It's working! The beam of light disappears, and suddenly Meta Ridley appears! He swoops down and destroys the centre totem, stopping the access to the Impact Crater! After swooping and bombing Samus, we once again find ourselves in control...

Quickly run forwards to SCAN him, avoiding the tractor beam.

=====
= NEW SCAN | Type: Creature | Name: Meta Ridley | Limited?: Yes =
= ----- =
= Morphology: Meta Ridley =
= 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 =
= Weapon, a Meson Bomb Launcher, and an Ultrathermal Flamestrike Projector. =
= Meta Ridley is also a formidable melee combatant, making any sort of =
= engagement a risky proposition. =
=====

At first Meta Ridley only uses three styles of attack. He can fire missiles at you from his back. Simply dash out of the way. He can shoot a kind of tractor beam at you. For this you obviously just need to space jump or dash out of the way. He will also fly over and drop bombs, in which case just run/roll to the other side of the platform (as he will bomb where you are standing).

Now to attack him; Use charged plasma beams to fire into his chest (just like the Omega Pirate). When he stops to shoot at you, you will be able to do this. Then wait while he flies around some far ridge-tops, and comes back to bomb you. You will notice that his bombing will destroy the totems around you, revealing items for you to collect, so make the most of them.

When you have got his health down about a quarter, he will start a new attack where he hovers just above the platform (above you), and then drops down on top of you onto the platform. For this, try boosting in morph ball mode out of the way, then unmorphing and fire at the grounded Meta Ridley (you will notice that whenever you unmorph from morph ball mode, you will automatically stand up to face in the direction of Meta Ridley - very useful!) Alternatively, dash out of the way. He also sends a kind of shockwave at you when he lands, so be shore to jump. He will also do some swiping melee attacks if you get too close.

When you get his health to about one sixth of its original, Meta Ridley's wings will light on fire, and he will land in the centre of the platform as his wings burn off. This is the second phase now. Meta Ridley will start ramming you now, and to avoid this, dash/roll sideways to avoid him colliding with you. Meta Ridley will usually always ram at you two/three times, so recognise the signs.

There are several swarms of these Lumigek gecko creatures, but they will eventually stop coming. Space jump over the pits to the door and go through.

-Impact Crater: Phazon Core-

There are a whole lot of Fission Metroids in here. These annoying Metroids will split into two Metroids when shot, and each of these two will have to be shot with a certain type of weapon. I personally choose to ignore these guys, and if they latch onto me, i simply turn into morph ball mode and power bomb them to kill off a whole lot at once. Anyway, we need to start climbing, so jump to the centre platform, then circle it around and space jump to a floating platform on the south-west side of the room. From there, jump to those big white tooth-looking objects on the outside wall, and climb up these. When these run out, you will see some more floating platforms, so climb up these and across a cylinder shaped bridge to a red door, so go through!

-Impact Crater: Crater Missile Station-

The last Missile Station! Use it (of course) and head back out. Now keep climbing up a path to your left until it comes to an end. Then jump to some more floating platforms and across them to another cylinder bridge to the door! Go on through the red door...

-Impact Crater: Crater Tunnel B-

Morph ball jump to the spider ball track and take it across a series of spider ball tracks to the door (you know what to do). Ok, this is it. The big one. Through this door is the boss that has been spoken about and searched for the whole game, even the Space Pirates wanted to experiment with this guy. Shoot the red door and step through...

-Impact Crater: Phazon Infusion Chamber-

+++++++
FINAL BOSS FIGHT: Metroid Prime
+++++++

Is that its face? Nope - walk bravely forwards to watch as Metroid Prime drops from the ceiling to face you. It looks exactly like a spider, due to its many legs and circles on its body that appears like eyes. You will notice that within a kind of cage on its body two red eyes look out at you... All of a sudden, it will turn and flee out through a hole at the back of the cave! Run after him and with a classic Metroid jump, fall through and land on the next level.

-Impact Crater: Subchamber One-

SCAN him first. (of course!)

```
=====
= NEW SCAN | Type: Creature | Name: Metroid Prime | Limited?: Yes      =
= -----
= Morphology: Metroid Prime                                           =
= 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 Ultrafrigid Breath, Multi-Missiles,
= Snare Beams, and a Particle Wave Projectors. Its massive strength and
= barbed carapace make it lethal in melee combat. Recommend maximum firepower
= when engaging this enemy.
=====
```

Ok, Metroid Prime is able to change which weapon his is weak against. I mean, he is colour-coded just like the Trooper Pirates and Fission Metroids. So if his colour markings are yellow, use the Power Beam, if its purple, use the Wave Beam, if its white, use the Ice Beam, and if its red, use the Plasma Beam. (You can't be colour-blind for this game!)At the moment though, he will be yellow or purple.

This means that his only attacks at the moment will be a constant pulse Power Beam/pulse Wave Beam which concentrates on one spot (does not move to follow you). Simply space jump out of the way. Another attack is how he shoots quite a few missiles into the air at you. For this one, dash sideways to get out of the main attack. The last, of course, is the simple melee attacks if you get too close, so don't.

Now, if he is yellow, blast two Super Missiles at him. He will rear up and then knock over some more stalagmites, and then turn purple... If he is purple, use many charged wave beam shots (not the wavebuster, as that wastes far too many missiles and hardly does any damage...) at him to make him turn yellow. Your lock-on will automatically cause you to shoot at the right place, but sometimes this may not hit the target, but Metroid Prime's armour instead, causing the beam to reflect back at you (you get injured by yourself - embarrassing...).

Once you have made him recoil again, he will retreat once again through the floor of his cave. Samus quickly jumps in after him!

-Impact Crater: Subchamber Two-

He will have another way to attack you in this chamber; Energy Balls. He will fire two energy balls (which could be ice, wave or power beam type) at you which move slowly through the air, while growing larger. Lock onto these and blast them away to ensure they do not hit you, as they can take away your visor site and does incredible damage, depending on the type. While destroying these, keep an eye on Metroid Prime in case of any attack, something which is easy to forget to do... He will also send poison bombs at you, which are kind of like the missiles, but leave poisonous gas floating in the air to hurt you and to annoy you.

Ok, he could be either yellow, purple or white now. If he's white; Obviously this means he will now use the pulse Ice Beam against you. Use Ice Spreader shots to beat him (and freeze his face...he he). If he is one of the other two colours, just do what you've been doing to him.

Once you make him recoil, he will soon run across the room towards you, meaning you will want to get out of his way and over to the other side of the room (switching sides). The best way to do this is instantly turn into morph ball mode and roll in the gutters (that run across the floor of the room) underneath him to the other side. This is kind of weird as he passes over you... When you unmorph, Samus will automatically face towards Metroid Prime, which is extremely useful.

You will keep making him recoil and switching sides quite a few times, before making him flee to the next chamber! Samus unhesitantly follows!

-Impact Crater: Subchamber Three-

Now Metroid Prime could use a nasty Snare Beam to attach to you and drag you in. To beat this, you could turn into morph ball mode and boost, using the trenches to drag along and slow you down. Metroid Prime will randomly switch between the yellow, purple, white and red modes in this room, so you have to ready to change.

If he is red, this means he will fire red pulse beams at you, as well as red energy balls (the worst type), so be on the look-out. Use charged plasma beams (not the flamethrower, as it also uses so many missiles, as well as needing to be at extremely close range to hit him) to make Metroid Prime recoil, and switch sides. If he is one of the other colours, you know what to do.

Once he has had enough, he will jump down another hole with Samus in pursuit...

-Impact Crater: Subchamber Four-

In this room, Metroid Prime will start to change forms extremely rapidly, in order to make life even more difficult for you. You will also see him (while in any colour form) send a kind of ice trail along the ground at you, in order to freeze you in place (press space rapidly). To add to this, Metroid Prime may sometimes cross sides of the room, even when he hasn't recoiled like usual.

Just shoot those energy orbs, jump over those pulse beams and ice trails, and blast Metroid Prime as much as you can!

When he's had enough, Metroid Prime will topple (that's right!) into yet another hole, but this time you will be able to control Samus, so something's different. It's time to see Metroid Primes real form...So walk forward...

-Impact Crater: Subchamber Five-

A cutscene will show Samus peering down into the abyss... then she jumps!

-Impact Crater: Metroid Prime Lair-

Metroid Prime's black body lies on the other side of the room with phazon bubbling out of him (like the Omega Pirate...) Suddenly, a red/blue jellyfish creature emerges, transparent so that you can see its red brain and tentacles. It raises its tentacles threateningly! Samus charges forwards with her gun out! The final fight begins.

SCAN the core essence of Metroid Prime.

```
=====
= NEW SCAN | Type: Creature | Name: Metroid Prime | Limited?: Yes      =
= -----
= Morphology: Metroid Prime                                             =
= The core essence of Metroid Prime.                                    =
=
= Scan indicates that the Phazon energy form of Metroid Prime is      =
= invulnerable to all conventional weapons: only attacks from a Phazon-fuzed =
= 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 itself invisible when it =
= does so.
=====
```

info 100% of all Log Book scans downloaded! *info*
info Image Gallery 2 unlocked! *info*

Awesome!!!!!!!!!! Don't be distracted for too long - we have a boss to beat!

Metroid Prime now has only one main attack. He bangs his tentacles against the ground to create a deadly shockwave. Simply space jump over this. If you get too close to him you may be shoved away with minimum damage. Your beams will also rebound off him - so watch out!

None of your weapons will actually do any damage against Metroid Prime, except the Phazon beam. (what Phazon Beam you may ask?) The Phazon Beam is only activated when Samus stands in a puddle of pure phazon. The Power Beam weapon is temporarily converted while standing in this puddle into the Phazon Beam, which will do tonnes of damage against Metroid Prime. (this means you should keep your power beam up at all times!) The only problem is, there is no Phazon puddle currently in the room, but every so often, Metroid Prime will create a puddle of phazon on the ground for you. So simply avoid Metroid Prime's attacks and wait for him to create a Phazon puddle.

When Metroid Prime creates a Phazon puddle, he will disappear completely (he's actually still there, but can only be seen with a different visor. Switch through your visors (he works in a pattern, X-Ray > Thermal > Combat then back to X-Ray Visor again. Memorise this pattern.) in order to see Metroid Prime, then rush over and stand in the Phazon puddle. Instantly, your Power Beam will change into the super-powered Phazon Beam, so lock onto Metroid Prime, and let him have it! The gun will stop as soon as the puddle has run dry, but Metroid Prime will have lost about a sixth of his health.

Once more continue jumping over Metroid Prime's attacks, changing Visors if necessary. Then as soon as a puddle has been created, change visors and run in to blast Metroid Prime.

Once Metroid Prime's health has lowered to a certain amount, Metroid Prime will create a Phazon puddle as well as two Metroids. Quickly run into the puddle and use the Phazon Beam to get rid of the Metroids (while listening for any sounds of attack), then change to the correct visor and use the rest of the Phazon to blast at Metroid Prime.

Once the health has lowered enough, Hunter Metroids will be spawned instead of just normal Metroids, then when it is lowered further still, Fission Metroids will be spawned. If you get clamped onto by one of these, calmly power bomb them away, and try not to get caught in Metroid Prime's shockwave attack. The useful side-effect of killing Metroids is gaining health, so keep your beam charging to draw them in.

Finally, you will destroy every last bit of Metroid Prime's health, causing him to appear, disappear and duplicate randomly like a kind of spirit, until all we can see in the bright white light is his spiky blue/red brain. Suddenly, Samus sees this brain in front of her in massive proportions, seeming somewhat transparent as if representing it leaving this world... A blue spike suddenly shoots out from the core of this creature, clutching onto Samus and attempts to draw her in through the creatures last desperate effort. Somehow, Samus powerfully resists, causing her Phazon Suit to be taken out of her Gravity Suit, so that she falls backwards while the thing draws the Phazon suit in... The pulsing spiky brain grows and vibrates to destruction, while Samus runs and jumps from disaster.

info Crater collapse imminent. Evacuate immediately *info*

Samus arrives at the Artifact Temple from the portal, and instantly calls her Gunship as the temple self-destructs around her. She does an amazing spinning jump as she leaps to her ship from the collapsing temple around her. Samus stands on her ship and watches as the Artifact Temple goes up in flames... She takes off her helmet, and we can see her face of sadness as she watches the destruction. She closes her eyes as if in respect and pity, then she enters her Gunship. The gunship turns and blasts once again off into space, until all we can hear is the patter of the raindrops...

Now the credits start rolling! Usually i'm impatient with waiting for credits, but with a game i love, i just have to watch the credits as if i was giving credit to the makers of the game by doing so.

Then we see Samus blast off into space towards an unknown destination.

The Congratulations screen will then come up, showing your percentage of items gained, as well as the time you did the game in.

If your items percentage was %100, (which it should be if you followed this guide fully) you will then be treated to a special cutscene... You will see a bubbling pool of Phazon back in the Metroid Prime Lair where you fought the core of Metroid Prime. Out of the pure Phazon emerges a hand, which gropes around, and we can see a circle on the back of the hand. Suddenly the circle opens revealing an eye! The scene fades out...

You will now be asked to save, so do so (of course!) then the game will restart meaning that you have clocked the game!

= Charge the Wave Beam to fire a fierce electric blast. Enemies struck by
= this blast will be enveloped in electrical energy for a few moments.
=====

= Name: Plasma Beam | Location: Magmoor Caverns: Plasma Processing
= -----
= The Plasma Beam fires streams of molten energy. This Beam can ignite
= flammable objects and enemies.
=
= Press the C-Stick left to select the Plasma Beam as your active weapon.
=
= Samus's Notes:
= Fire the Plasma Beam to open Red Doors.
=
= The Plasma Beam is very effective against cold-based enemies.
=
= Charge the Plasma Beam to fire a sphere of plasma. Enemies struck by this
= blast will be engulfed in flames for a few moments.
=====

= Name: Phazon Beam | Location: N/A
= -----
= The viral corruption of the Power Suit has altered the Arm Cannon as well.
= It is now capable of firing the powerful Phazon Beam.
=
= Samus's Notes:
= The Phazon Beam appears to trigger in the presence of high concentrations
= of Phazon.
=
= Regular Arm Cannon functions return when Phazon is not present.
=
= The Charge Beam does not function when the Phazon Beam is active.
=====

II. Morph Ball

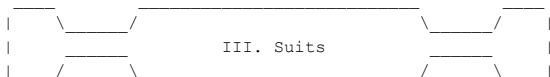
= Name: Morph Ball | Location: Chozo Ruins: Ruined Shrine
= -----
= The Morph Ball changes your suit into a compact, mobile sphere.
=
= Press X to enter Morph Ball mode.
=
= Press X again to leave Morph Ball mode.
=
= Samus's Notes:
= Like the Power Suit, the Morph Ball is modular. There are several
= modifications that can be added to improve performance.
=====

= Name: Boost Ball | Location: Phendrana Drifts: Phendrana Canyon
= -----
= The Boost Ball can be used to increase the Morph Ball's speed for short
= periods.
=
= Press and hold B to charge, then release B to trigger a quick boost of
= speed.
=
= Samus's Notes:
= 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 momentum you need to
= reach new heights.
=====

= Name: Spider Ball | Location: Phendrana Drifts: Quarantine Cave
= -----
= The Spider Ball allows you to move the Morph Ball along magnetic rails.
=
= Press and hold R to activate the Spider Ball ability.
=
= Samus's Notes:
= 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.
=====

=====
= Name: Morph Ball Bomb | Location: Chozo Ruins: Burn Dome =
= ----- =
= The Morph Ball Bomb is the default weapon for the Morph Ball. =
= =
= Press A when in Morph Ball mode to drop a Morph Ball Bomb. =
= =
= Samus's Notes: =
= The Morph Ball Bomb can be used to break cracked walls and activate certain =
= devices. =
= =
= If the Morph Ball is near a Morph Ball Bomb when it explodes, it will be =
= popped a short distance into the air. This is called a Bomb Jump. =
= =
= When a Morph Ball Bomb explodes, it must be close to the enemy to be =
= effective. =
= =
= The Morph Ball Bomb can easily break items made of Sandstone or Talloric =
= Alloy. =
=====

=====
= Name: Power Bomb | Location: Phazon Mines: Central Dynamo =
= ----- =
= The Power Bomb is the strongest Morph Ball weapon. =
= =
= Press Y when in Morph Ball mode to drop a Power Bomb. =
= =
= Samus's Notes: =
= Power Bombs do not have unlimited ammo. Use them wisely. =
= =
= The Power Bomb can destroy many materials, including Bendeziium. =
= =
= Each Power Bomb Expansion you find will increase the number of Power Bombs =
= you can carry by 1. =
=====



=====
= Name: Power Suit | Location: N/A =
= ----- =
= The Power Suit is an advanced Chozo exoskeleton modified for use by Samus =
= Aran. =
= =
= Samus's Notes: =
= The Power Suit 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. =
= =
= The Power Suit's shielding loses energy with each hit: collect energy when =
= possible to keep the shielding charged. =
=====

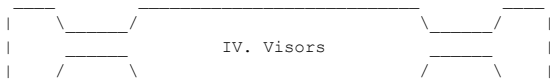
=====
= Name: Varia Suit | Location: Chozo Ruins: Sunchamber =
= ----- =
= The Varia Suit adds increased heat resistance to the Power Suit. =
= =
= Samus's Notes: =
= This modification increases your defensive shielding. =
= =
= While the Varia Suit can handle higher temperatures than normal, extreme =
= heat sources and heat-based attacks will still cause damage. =
=====

=====
= Name: Gravity Suit | Location: Phendrana Drifts: Gravity Chamber =
= ----- =
= The Gravity Suit eliminates the effects of liquid on movement. =
= =
= Samus's Notes: =
= This modification improves your defensive shielding. =
= =
= The Gravity Suit allows for improved movement in liquid environments, but =
= does not reduce damage delivered when exposed to hazardous fluids. =
= =
= Visor modifications in the Gravity Suit make it easier to see underwater. =
=====

=====
= Name: Phazon Suit | Location: Phazon Mines: Elite Quarters =
=====

= ----- =
= The Power Suit has been corrupted by viral exposure, turning it in to the =
= Phazon Suit. =
= =
= Samus's Notes: =
= The viral corruption of the Power Suit has some beneficial effects. =
= =
= The suit is now resistant to the effects of Blue Phazon. The suit is not =
= invulnerable to the effects of all Phazon, however. =
= =
= In addition to Phazon resistance, the corruption has dramatically increased =
= defensive shielding levels. =
= ----- =

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



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

= ----- =
= Name: Scan Visor | Location: N/A =
= ----- =
= The Scan Visor is used to collect data. Some devices will activate when =
= scanned. =
= =
= Press the D-Pad left to select the Scan Visor. Move the Visor over targets =
= with this symbol (orange scan symbol), then press and hold L to scan. =
= =
= Use the D-Pad to select another available Visor or press A to turn the =
= Visor off. =
= =
= Samus's Notes: =
= Mission-critical scan targets (red scan symbol) will be red in colour. =
= =
= Scanning enemies with this Visor can reveal their vulnerabilities. =
= =
= You will be unable to fire any weapon while the Scan Visor is active. =
= =
= Scanned data vital to the success of the mission is downloaded and stored =
= in the Log Book section of the Pause Screen. =
= =
= Press R on this screen to access the Log Book. =
= ----- =

= ----- =
= Name: X-Ray Visor | Location: Tallon Overworld: Life Grove =
= ----- =
= The X-Ray Visor can see through certain types of materials. =
= =
= Press the D-Pad right to select the X-Ray Visor. =
= =
= Samus's Notes: =
= The X-Ray Visor can reveal invisible items, areas, and enemies. =
= =
= Robotic enemies jam the X-Ray Visor's frequency. Eliminate them to restore =
= ----- =

= function to the Visor. =
=====

= Name: Thermal Visor | Location: Phendrana Drifts: Research Core =
= ----- =

= The Thermal Visor allows you to see in the infrared spectrum. Hot objects =
= are bright in the Visor, while colder ones are dim. =

= =

= Press the D-Pad down to select the Thermal Visor. =

= =

= Samus's Notes: =

= The Thermal Visor will show the weak points of certain foes. =

= =

= Use the Thermal Visor to see in total darkness and poor weather conditions. =

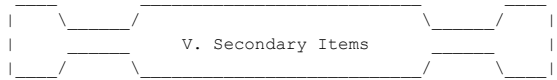
= =

= 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. =

=====



=====

= Name: Space Jump Boots | Location: Tallon Overworld: Alcove =

= ----- =

= The Space Jump Boots increase the leaping capability of the Power Suit =
= through the use of boot-mounted thrusters. =

= =

= Press B to jump, then press B again during the jump to use the Space Jump =
= Boots. =

= =

= Samus's Notes: =

= Timing is important when using the Space Jump Boots. =

= =

= Experiment to discover ways to increase the height and length of your =
= jumps. =

=====

=====

= Name: Grapple Beam | Location: Phazon Mines: Storage Depot B =

= ----- =

= The Grapple Beam allows you to swing back and forth from special points in =
= the environment. =

= =

= Grapple Points appear in your Visor as a (Grapple Point) icon. =

= =

= Press and hold L to fire the Grapple Beam. Hold L down to stay connected: =
= let go to release. =

= =

= Samus's Notes: =

= The Grapple Beam can be used to cross large gaps. =

= =

= Use the Main Stick left and right while grappling to swing in different =
= directions. =

=====

=====

= Name: Missile Launcher | Location: Chozo Ruins: Hive Totem =

= ----- =

= The Missile Launcher adds ballistic weapon capability to the Arm Cannon. =

= =

= Press Y to fire the Missile Launcher. Press A to return to Beam mode. =

= =

= Samus's Notes: =

= Missiles fired with a lock-on will seek their targets. =

= =

= Missiles can destroy objects made from Radion or Brimstone. =

= =

= There are Charge Combo enhancements scattered throughout the environment. =

= They use the Missile Launcher and the Charge Beam in tandem to fire more =
= effective blasts. =

= =

= Each Missile Expansion you will find will increase the number of Missiles =
= you can carry by 5. =

=====

=====

= Name: Charge Beam | Location: Chozo Ruins: Watery Hall =

= ----- =

= The Charge Beam allows you to increase the damage and effectiveness of the =
= Arm Cannon. =

= =

= Press and hold A to charge the Arm Cannon, then release A to fire. =

=====

=
 = Samus's Notes:
 = The Charge Beam has a limited 'tractor beam' capacity. Use it to pull small
 = objects to you.
 =
 = There are Charge Combo enhancements scattered through the environment. They
 = use the Charge Beam and the Missile Launcher in tandem to fire more
 = effective blasts.
 =
 = The Charge Beam increases the performance of each Arm Cannon mode.
 =====

=====

= Name: Beam Combo	Location:
=	- Super Missile: Phendrana Drifts: Observatory
=	- Ice Spreader: Magmoor Caverns: Shore Tunnel
=	- Wavebuster: Chozo Ruins: Tower of Light
=	- Flamethrower: Phazon Mines: Storage Depot A

=====

= The Charge Combos allow you to fire the Missile Launcher and Arm Cannon
 = together. The combined attacks are stronger than normal blasts.
 =
 = The Arm Cannon must be charged to use the Charge Combo.
 =
 = When your Arm Cannon is charged, press Y to fire the Charge Combo.
 =

= Samus's Notes:
 = The Single Shot Charge Combos fire one blast at a time. Each shot uses a
 = number of Missiles.
 =
 = Sustained Fire Charge Combos will fire as long as you have Missiles. Hold A
 = down after you fire. It takes ten Missiles to trigger these Charge Combos,
 = then five Missiles per second afterward.
 =

= Page down for information on the individual Charge Combos.
 =
 = This data will download to the Log Book after each Charge Combo is
 = acquired.
 =

= The Super Missile is the Power Charge Combo.
 =

= Samus's Notes:
 = Super Missile is a Single Shot Charge Combo. Each shot costs 5 Missiles.
 =
 = Super Missiles can destroy objects made of Cordite.
 =

= The Ice Spreader is the Ice Charge Combo. It can freeze targets in a wide
 = area.
 =

= Samus's Notes:
 = Ice Spreader is a Single Shot Charge Combo. Each shot costs 10 Missiles.
 =
 = Ice Spreader is limited against aerial targets.
 =

= The Wavebuster is the Wave Charge Combo. This potent blast auto-seeks
 = targets in the area.
 =

= Samus's Notes:
 = The Wavebuster is a Sustained Fire Charge Combo. It costs 10 Missiles to
 = activate, then 5 Missiles per second afterward. The Wavebuster will seek
 = enemies without a lock-on.
 =

= The Flamethrower is the Plasma Charge Combo. You can sweep its stream of
 = flame across multiple targets.
 =

= Samus's Notes:
 = Flamethrower is a Sustained Fire Charge Combo. It costs 10 Missiles to
 = activate, then 5 Missiles per second afterward.
 =
 = The Flamethrower is most effective against multiple targets in an area.
 =====

VI. Missile Expansions

Here is a list of all the Missile Expansions in the order they are collected in
 the walkthrough. Each Missile Expansion entry says its number, location, and
 how to collect it.

=====

= Missile Expansion 1	Location: Chozo Ruins: Ruined Gallery
-----------------------	---------------------------------------

=====

= How to collect: Jump down from the stone platform to the bottom layer, but
 = not in the acid! You will see a little stone platform with those Blastcaps
 = on it in the middle of the acid. Shoot them, then jump to the platform.
 = From here, you will see a cracked wall in front of you which by scanning
 = reveals that it is made of Brimstone. Fire a missile at it to reveal...a
 =

= missile expansion! =

=====

= Missile Expansion 2 | Location: Chozo Ruins: Watery Hall Access =

= ----- =

= How to collect: As you come down to the bottom of the room(avoid the acid), =

= turn to your left to see a wall with plenty of cracks throughout it. This =

= means one thing - it can be blasted with a missile. Shoot it open, and =

= receive a missile expansion! =

=====

= Missile Expansion 3 | Location: Chozo Ruins: Burn Dome =

= ----- =

= How to collect: Righto, blast the small dog-sized door at the north end of =

= the room with your morph ball bomb. Then roll through to gain...a missile =

= expansion! =

=====

= Missile Expansion 4 | Location: Chozo Ruins: Ruined Nursery =

= ----- =

= How to collect: There are two entrances to this morph ball maze on the east =

= wall. One on the top level and the other at the bottom (but you have to =

= jump up with the morph ball bomb). Go to the lower entrance and continue =

= jumping until you are next to a sandstone block. Blast it away, causing the =

= black cube on top of it to fall. Then go to the top entrance of this maze =

= and continue through it until you reach the missile expansion! =

=====

= Missile Expansion 5 | Location: Chozo Ruins: Ruined Gallery =

= ----- =

= How to collect: Behind/above the Tangle Weed is a morph ball hole. Go =

= through it to gain a missile expansion. =

=====

= Missile Expansion 6 | Location: Chozo Ruins: Vault =

= ----- =

= How to collect: Move around to where the 'gate' is to the vault in the =

= centre of the room. You need to let off a bomb in each one of those round =

= compartments. First; the bottom one. Blast its 'lock' off and let off a =

= bomb inside it to unlock the first part of the gate. Then do the same with =

= the second. For the third, you need to do a double-jump. Plant a bomb, then =

= before it explodes, plant your second bomb. Before you get to the top of =

= your jump, plant your third bomb. You will then come down, get blown =

= upwards by your second bomb, and up again by your third bomb. You will now =

= be in the compartment. Plant a bomb and the gate will open (as well as all =

= the walls). Claim the missile expansion! =

=====

= Missile Expansion 7 | Location: Magmoor Caverns: Storage Cavern =

= ----- =

= How to collect: Go underneath the caging in the Triclops Pit room. Then go =

= to a morph ball hole in the north corner and go through. This leads to a =

= room with some red gems in the wall (cool!). Go through the door to get to =

= the storage cavern, and the missile expansion! =

=====

= Missile Expansion 8 | Location: Chozo Ruins: Main Plaza =

= ----- =

= How to collect: Go to the middle of the room where a half-pipe is. Gather =

= momentum boosting back and forth to get into a little ledge in one side =

= (east wall) where you will gain a missile expansion! =

=====

= Missile Expansion 9 | Location: Chozo Ruins: Ruined Shrine =

= ----- =

= How to collect: At the front of the room is another half-pipe. Use it to =

= get to a ledge on the south wall (on the left when you enter), and enter a =

= morph ball tunnel to gain a missile expansion! =

=====

= Missile Expansion 10 | Location: Chozo Ruins: Ruined Shrine =

= ----- =

= How to collect: Enter the main part of the room, use a morph ball bomb to =

= destroy a sandstone tunnel wall on the north side of the room (in the main =

= section of the room). Enter through, to gain yet another missile expansion! =

=====

= Missile Expansion 11 | Location: Tallon Overworld: Landing Site =

= ----- =

= How to collect: Behind your gunship is a morphball tunnel in the rock wall =

= that is filled with Tangle Weeds, but in the middle is a missile expansion! =

=====

= Missile Expansion 12 | Location: Tallon Overworld: Transport Tunnel B =

= How to collect: There is a missile expansion beneath the bridge in here. =

=====

= Missile Expansion 13 | Location: Magmoor Caverns: Fiery Shores =

= How to collect: Head over to the south side of the main room. Destroy the =
= boxes and take the morph ball track. You have to climb up a series of =
= ledges, then over a precarious, skinny bridge, until you finally reach a =
= missile expansion! =

=====

= Missile Expansion 14 | Location: Phendrana Drifts: Research Lab Aether =

= How to collect: Head to the middle ramp/catwalk until you see a skinny =
= metal railing above it. Jump to it and roll along it using morph ball in =
= order to get a missile expansion! =

=====

= Missile Expansion 15 | Location: Phendrana Drifts: Research Lab Hydra =

= How to collect: At the top level, next to the Metroid tank, is a tank made =
= of cordite. And as cordite can be destroyed with a Super Missile, blow it =
= apart to receive...a missile expansion! =

=====

= Missile Expansion 16 | Location: Chozo Ruins: Main Plaza =

= How to collect: Climb up the ledges on the far side of the room, as if you =
= are going to head across the tree bridge. But instead of going across the =
= bridge, keep going forwards and jump down onto a stone platform. Then look =
= across at the big tree growing in the plaza. You will notice a different =
= colour woody bit (circle shape) as if a limb had been cut off there (scan =
= if you are not sure). When you see the place, blast a Super Missile at it =
= to blow it off, revealing a little hollow in the tree. Space jump over =
= there to get...a missile expansion! =

=====

= Missile Expansion 17 | Location: Chozo Ruins: Ruined Fountain =

= How to collect: Head over to the geyser that is now working properly as it =
= is now free of toxins (due to you killing Flaahgra!). Hop into it in morph =
= ball mode to get blasted up to the ceiling by the geyser to where a spider =
= ball track is. Grip onto this and take it to where a missile expansion =
= awaits! =

=====

= Missile Expansion 18 | Location: Chozo Ruins: Dynamo =

= How to collect: You will see a weakened metal gate thing on the back right =
= wall. Blast it with a missile and so through to gain a missile expansion! =

=====

= Missile Expansion 19 | Location: Chozo Ruins: Dynamo =

= How to collect: Space jump up to the spider ball track on the wall, and =
= take it up (ignoring the Plazmite) to a missile expansion! =

=====

= Missile Expansion 20 | Location: Chozo Ruins: Gathering Hall =

= How to collect: Climb up to the door at the top of the room, but instead of =
= going through it, turn and jump on top of one of those red things on either =
= side of the door, from there jump to a little ledge above the door. Turn =
= into morph ball mode and bomb the door. Inside is a missile expansion! =

=====

= Missile Expansion 21 | Location: Chozo Ruins: Crossway =

= How to collect: Ok, there is a cordite shield on the far east wall, so blow =
= it apart with a Super Missile to reveal a...kind of symbol...scan it and a =
= morph ball track will reveal itself. Use the half-pipe to boost up to it, =
= and then take it to a morph ball slot, which you should jump up to and =
= bomb, which will reveal another spider ball track. Boost up to this one and =
= bomb another morph ball slot. This will start a timer and a piston moving, =
= so drop down to it and take the piston up to a horizontal corridor. Take =

= this left to a missile expansion! =

=====
= Missile Expansion 22 | Location: Tallon Overworld: Overgrown Cavern =
= ----- =
= How to collect: Shoot at the Venom Weed first, then roll through and =
= collect the missile expansion! =
=====

=====
= Missile Expansion 23 | Location: Tallon Overworld: Frigate Crash Site =
= ----- =
= How to collect: Jump in the lake and look for a missile expansion in a =
= little hole on the north wall (on the left when you walk in). It should be =
= just out of reach, meaning you will have to space jump underwater up to it. =
= After removing the Jelzap, jump from that wooden platform to get to it. =
=====

=====
= Missile Expansion 24 | Location: Tallon Overworld: Biohazard Containment =
= ----- =
= How to collect: Blast one of those cells doors with a Super Missile, second =
= from the right, to reveal a missile expansion! =
=====

=====
= Missile Expansion 25 | Location: Phazon Mines: Main Quarry =
= ----- =
= How to collect: Got to the main platform of the crane, and look for a power =
= conduit that should be on the south side of the large round metal object =
= that is the base of the crane. Shoot it to power the crane, then move to =
= the control panel within the blue shielding and scan the computer screen to =
= rotate the crane. This reveals...a missile expansion! Use the spiderball =
= track on the north-east corner of this platform, and roll up, onto the =
= crane, and collect the missile expansion! =
=====

=====
= Missile Expansion 26 | Location: Phazon Mines: Elite Research =
= ----- =
= How to collect: Head to the top level. Scanning the computer screen will =
= make the Pulse Beam on the roof to fire. This Pulse Beam will destroy rock =
= walls. The spinner to your left will turn this weapon around to face the =
= way you want it to. We want to shoot and destroy the rock wall to your left =
= (north). This will reveal a missile expansion! =
=====

=====
= Missile Expansion 27 | Location: Phazon Mines: Elite Control Access =
= ----- =
= How to collect: There is an explosive box on a high ledge. Shoot it, to =
= make it explode, and reveal a missile expansion! =
=====

=====
= Missile Expansion 28 | Location: Phazon Mines: Security Access A =
= ----- =
= How to collect: Use a power bomb to get rid of the benzedium wall behind =
= the boxes (east side). Inside and around the corner is a missile expansion! =
=====

=====
= Missile Expansion 29 | Location: Tallon Overworld: Life Grove Tunnel =
= ----- =
= How to collect: When you get to the part of the tunnel that goes in a loop, =
= boost back and forth to get on top of the loop, then use a morph ball bomb =
= in the middle to make a hole, causing you to drop onto a missile expansion! =
=====

=====
= Missile Expansion 30 | Location: Tallon Overworld: Great Tree Chamber =
= ----- =
= How to collect: When in the Great Tree Hall, jump up to the ledge the =
= Bloodflower was on to your right (its kind of like a cave). Turn on your =
= X-Ray Visor, and you will see a floating platform to your left. Jump to it, =
= and from there, space jump to the door on the east side of the room (its =
= sort of behind the tree). Then go through to find a missile expansion! =
=====

=====
= Missile Expansion 31 | Location: Chozo Ruins: Furnace =
= ----- =
= How to collect: Head to the south corner of the room and power bomb the =
= floor to reveal a half pipe. Take this half pipe up onto a spider ball =
= track covered with plated parasites. Take this track to another one, then =
= drop down to a beam running across the room (use your shadow as a guide). =
= Roll across this (avoiding parasites) to another spider ball track, and =
= then another, and then you have to drop down onto a beam again. Cross this, =
= up a spider ball track until you reach a missile expansion! =
=====

=====
= Missile Expansion 32 | Location: Chozo Ruins: Watery Hall =
= ----- =
= How to collect: Righto, walk through the water to the north wall (bottom of =
= the U shaped room) to find that it dips down suddenly through an underwater =
= passage. Space jump up out of the water at its end to find yourself a =
= missile expansion! =
=====

=====
= Missile Expansion 33 | Location: Chozo Ruins: Training Chamber Access =
= ----- =
= How to collect: Before you go through the door at the end of this passage, =
= roll in morph ball mode through the leaves to your left to go through a =
= morph ball tunnel and gain a missile expansion! =
=====

=====
= Missile Expansion 34 | Location: Chozo Ruins: Main Plaza =
= ----- =
= How to collect: Go through the Training Chamber and Piston Tunnel to get to =
= a high ledge above the Main Plaza. From here, grapple across to a missile =
= expansion. (you have to jump and grapple). =
=====

=====
= Missile Expansion 35 | Location: Magmoor Caverns: Triclops Pit =
= ----- =
= How to collect: Stand where the pile of boxes are, facing where the Storage =
= Cavern is. Turn on your X-Ray Visor and you will see a invisible platform =
= in front of you! Jump to it, and you will see another, so jump to that as =
= well quickly (the platforms will lower when you stand on them). Then to =
= another, and you will see a missile expansion on a ledge in front of you, =
= but actually, it is inside the pillar. Send a Super Missile at the pillar =
= to reveal the missile expansion, then space jump to it! =
=====

=====
= Missile Expansion 36 | Location: Phendrana Drifts: Frost Cave =
= ----- =
= How to collect: Swing from the Glider to a ledge where some boxes are, then =
= shoot down a stalactite above your head to smash the ice below. Head down =
= through the hole it made to collect a missile expansion! =
=====

=====
= Missile Expansion 37 | Location: Phendrana Drifts: Gravity Chamber =
= ----- =
= How to collect: Go to the top layer, north-west side of room, you will see =
= a missile expansion. Blast the icicles above your head with the plasma beam =
= to reveal a grapple point, then use this to swing to the missile expansion. =
=====

=====
= Missile Expansion 38 | Location: Phendrana Drifts: Quarantine Monitor =
= ----- =
= How to collect: Go to the Quarantine Cave and use the grapple points to get =
= to the (east) platform. On this platform is a morph ball tunnel. Follow it =
= through to the Quarantine Monitor where the missile expansion is! =
=====

=====
= Missile Expansion 39 | Location: Phendrana Drifts: Ice Ruins East =
= ----- =
= How to collect: Head over to the south side of the room on the ground =
= floor. Go under the platform to your right, and then look right again. =
= There should be a wall of ice (its like...if you imagine the room as a U, =
= it is to your right when you are on the left arm of the U). Anyway, if you =
= didn't get any of that, search for the wall of ice, blast it with the =
= plasma beam, then collect a missile expansion! =
=====

=====
= Missile Expansion 40 | Location: Phendrana Drifts: Ice Ruins East =
= ----- =
= How to collect: Climb the platforms and ledges in this room, until you come =
= to the ledge where you overlook some Crystallites on a ledge to your left. =
= Turn around and look at the wall to your left to see a spider ball track! =
= Take it up to collect a missile expansion! =
=====

=====
= Missile Expansion 41 | Location: Phendrana Drifts: Phendrana Shorelines =
= ----- =
= How to collect: Righto, jump across the stalactites to the Chozo temple. To =
= the right of the tower is a cordite shield. Use a Super Missile to blast it =
= away and reveal a...purple...thing. Scan it, to move a block of stone out =
= of the way, to let you roll inside the tower. Spider ball up it to collect =
=====

= a missile expansion! =

=====
= Missile Expansion 42 | Location: Phendrana Drifts: Phendrana Shorelines =
= ----- =
= How to collect: To the left of the cave/entrance to the save station (from =
= the front) is a large pillar. Walk around the back of it to see a sheet of =
= ice on the pillars south-east side. Blast it with a plasma beam to get a =
= missile expansion! =
=====

=====
= Missile Expansion 43 | Location: Tallon Overworld: Root Cave =
= ----- =
= How to collect: Head up to the middle door, then turn around and use a =
= grapple point to get to a platform. Climb up the room, until you get to the =
= point where you can't climb up any further. Look to your left and you will =
= see raindrops hitting something that isn't visible. Jump to the invisible =
= platform, then keep climbing up until you get to a ledge that is not =
= invisible. From here, you will see a red door opposite you. First jump to a =
= invisible platform to your left, and if you have the X-Ray Visor on, you =
= will see a missile expansion through the creeper just above you. Jump up =
= and collect it! =
=====

=====
= Missile Expansion 44 | Location: Tallon Overworld: Arbor Chamber =
= ----- =
= How to collect: Climb to the red door at the top of the Root Cave (read the =
= instructions on how to do this in missile expansion 43 above^). Go through =
= the door into the Arbor Chamber to collect a missile expansion! =
=====

=====
= Missile Expansion 45 | Location: Phazon Mines: Metroid Quarantine A =
= ----- =
= How to collect: Climb up through the room until you get to the spider ball =
= track. When there, power bomb the wall to your left, go through, then power =
= bomb another wall. To your right will be some more spider ball track, so =
= take it across to a ledge. In front of you will be a moving invisible =
= platform, so take it up to another ledge with a missile expansion on it! =
=====

=====
= Missile Expansion 46 | Location: Phazon Mines: Fungal Hall Access =
= ----- =
= How to collect: There is a missile expansion under the largest mushroom on =
= the floor of this room. If you don't have the Phazon Suit, then you will be =
= injured if you go for this (just move quickly). Roll under the mushroom and =
= collect the missile expansion! =
=====

=====
= Missile Expansion 47 | Location: Phazon Mines: Fungal Hall B =
= ----- =
= How to collect: There's a missile expansion in here, but its on the bottom =
= floor at the very end of the room. Go there, and in the middle of a ring of =
= small mushrooms (if you can't see them - use your morph ball mode to put =
= off light) is where you have to morph ball bomb to get a missile expansion. =
=====

=====
= Missile Expansion 48 | Location: Phazon Mines: Metroid Quarantine B =
= ----- =
= How to collect: Shoot a Super Missile to a cordite shaft to your right =
= (north side of room) to reveal a missile expansion! =
=====

=====
= Missile Expansion 49 | Location: Phazon Mines: Phazon Processing Center =
= ----- =
= How to collect: Head to the platform that the middle door is on in this =
= room. You will see a catwalk running from one side of the room to the =
= other. Turn right (east) and walk all the way on the catwalk over to the =
= wall. Then drop down to your left/right onto a platform below you. You =
= should hear that missile expansion sound...power bomb next to the wall to =
= reveal the last missile expansion! =
=====

VII. Energy Tanks

Here is a list of all the Energy Tanks in the order they are collected in the walkthrough. Each Energy Tank entry says its number, location, and how to collect it.

=====

= Energy Tank 1 | Location: Chozo Ruins: Transport Access North =

= ----- =

= How to collect: Get here through the Hive Totem room. The tank is just =

= sitting there. =

=====

=====

= Energy Tank 2 | Location: Chozo Ruins: Furnace =

= ----- =

= How to collect: Go to the door that leads on to the Energy Core. Go through =

= the morph ball tunnel opposite to it. Roll through to find yourself in a =

= small room under the main part of the furnace. There is the energy tank! =

=====

=====

= Energy Tank 3 | Location: Chozo Ruins: Main Plaza =

= ----- =

= How to collect: You have to enter the Main Plaza through the door that =

= leads on to the Vault. On the ledge is the energy tank! =

=====

=====

= Energy Tank 4 | Location: Magmoor Caverns: Transport Tunnel A =

= ----- =

= How to collect: Sit on the first sandstone block to the right of the room. =

= These blocks can only withstand two bombs before they disintegrate, =

= dropping you into the lava. So do a double jump on the first block to get =

= to the next platform. From there, a double jump to get to the next =

= platform, and then one more double jump to get to the energy tank! =

=====

=====

= Energy Tank 5 | Location: Phendrana Drifts: Ruined Courtyard =

= ----- =

= How to collect: On each side of the room is a spinner device. You have to =

= get into one of these and use your boost ball to cause two lids to open at =

= the top of the room. Once all four are open, climb up (using the ice =

= columns) to a morph ball slot on the east side of the room (above a spinner =

= device) and use it. This will cause water to come pouring out of the =

= already opened tunnels at the top of the room. As the water rises, so will =

= the ice floats. Cross the room on these to get to the opposite side of the =

= room where there is a morph ball tunnel (Don't let the timer make you =

= panic!). Take the tunnel down - to an energy tank! =

=====

=====

= Energy Tank 6 | Location: Phendrana Drifts: Research Lab Aether =

= ----- =

= How to collect: On the bottom floor, use a missile to blast open one of the =

= stasis tanks to reveal an energy tank! =

=====

=====

= Energy Tank 7 | Location: Magmoor Caverns: Magmoor Workstation =

= ----- =

= How to collect: Find three power conduits in the room that need to be shot =

= at with your wave beam. All three are above the end of the lava tunnels =

= beneath the grating, so walk over to them and zap them. Instantly, the =

= piston starts pumping, and you can now go under the grating, blast the =

= Triclops, and go down the west tunnel. This will take you to a little room =

= with a computer screen in front of you. Scan it to drain lava from the east =

= tunnel. The timer starts beeping, so boost ball all the way there to find =

= another small room. Scan another computer panel to clear the north tunnel. =

= Race down there to find...an Energy Tank! =

=====

=====

= Energy Tank 8 | Location: Chozo Ruins: Hall of the Elders =

= ----- =

= How to collect: Shoot your ice beam at the white circle that is next to the =

= purple and red circles. Hop in, and bomb the morph ball slot that is =

= revealed, then hop down to the lower ground. Jump into the statue's hands =

= in morph ball mode, roll down the track into a small chamber, which has an =

= energy tank! =

=====

=====

= Energy Tank 9 | Location: Tallon Overworld: Cargo Freight Lift to Deck =

= | Gamma =

= ----- =

= How to collect: At the bottom of this room is the door to the lift, =

= although it is blocked with a kind of door. A simple charge beam will =

= remove this door, then enter and grab an energy tank! =

=====

=====

= Energy Tank 10 | Location: Tallon Overworld: Hydro Access Tunnel =

= ----- =

= How to collect: There is a energy tank in this maze, at the top of the =

=====

I. Pirate Data

Here is a list of all the Pirate Data scans in the order they are found in your Log Book for your convenience (at least for the PAL version). Each Chozo Lore entry says its name, location of the Chozo Lore, scan information, and whether or not the scan can only be collected for a limited time.

=====
= Pirate Data | Name: Fall of Zebes | Limited?: Yes =
= Location: Space Pirate Frigate: Biohazard Containment =
= ----- =
= Space Pirate encrypted data decoded =
= =
= 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, Sirlacus and Vol =
= Paragom were in orbit at zero hour and managed to retreat. Frigate Orpheon =
= is now docked at Vorte 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. =
=====

=====
= Pirate Data | Name: The Hunter | Limited?: No =
= Location: Phazon Mines: Elite Control =
= ----- =
= Space Pirate encrypted data decoded. =
= =
= 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. =
=====

=====
= Pirate Data | Name: Contact | Limited?: No =
= Location: Phendrana Drifts: Observatory =
= ----- =
= Space Pirate encrypted data decoded. =
= =
= 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. =
=====

=====
= Pirate Data | Name: Artifact Site | Limited?: No =
= Location: Tallon Overworld: Temple Security Station =
= ----- =
= Space Pirate encrypted data decoded. =
= =
= 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. Studies on possible resting places for these talismans =
= 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. =
=====

=====
= Pirate Data | Name: Phazon Analysis | Limited?: No =

= Location: Phendrana Drifts: Research Lab Hydra

= Space Pirate encrypted data decoded.
=
= 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 an indeterminable time 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.

= Pirate Data | Name: Phazon Program | Limited?: No
= Location: Phendrana Drifts: Observatory

= Space Pirate encrypted data decoded.
=
= 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 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.

= Pirate Data | Name: Metroid Studies | Limited?: No
= Location: Phendrana Drifts: Research Lab Aether

= Space Pirate encrypted data decoded.
=
= 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.

= Pirate Data | Name: Parasite Larva | Limited?: No
= Location: Phendrana Drifts: Research Lab Hydra

= Space Pirate encrypted data decoded.
=
= 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.

= Pirate Data | Name: Mining Status | Limited?: No
= Location: Phendrana Drifts: Research Lab Hydra

= Space Pirate encrypted data decoded.
=
= 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. =
=====

= Pirate Data | Name: Glacial Wastes | Limited?: No =
= Location: Phendrana Drifts: Research Lab Hydra =
= ----- =
= Space Pirate encrypted data decoded. =
= = =
= 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 quarantine 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. =
=====

= Pirate Data | Name: Security Breaches | Limited?: No =
= Location: Phendrana Drifts: Research Lab Hydra =
= ----- =
= Space Pirate encrypted data decoded. =
= = =
= 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 unauthorised 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 within our current timetable. =
=====

= Pirate Data | Name: Meta Ridley | Limited?: No =
= Location: Phendrana Drifts: Research Lab Aether =
= ----- =
= Space Pirate encrypted data decoded. =
= = =
= 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 successful 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. =
=====

= Pirate Data | Name: Phazon Infusion | Limited?: No =
= Location: Phendrana Drifts: Research Lab Aether =
= ----- =
= Space Pirate encrypted data decoded. =
= = =
= 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. =
=====

= Pirate Data | Name: Elite Pirates | Limited?: No =
= Location: Phazon Mines: Elite Research =
= ----- =
= Space Pirate encrypted data decoded. =
= = =
= 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 team Sclera made a recent breakthrough, in which parasite studies =
= with a Phazon strain code-named Vertigo were highly successful. Since then, =
= we have successfully 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. =

=====
= Pirate Data | Name: Impact Crater | Limited?: No =
= Location: Phazon Mines: Elite Control =

= Space Pirate encrypted data decoded. =

= Log 11.156.9 =

= Investigations into a possible ingress point for the impact crater continue =
= to meet with failure. The shield of strange energy that protects it is =
= impermeable, and all attempts to tunnel past it have proven fruitless. Our =
= continued futility in this matter is made all the more significant in light =
= of the recent life form readings we've discovered emanating from deep =
= within the crater. Analysis of the readings indicates that a massive =
= creature is gestating there, absorbing enormous amounts of Phazon from the =
= Phazon core at the heart of the impact crater. This discovery makes =
= accessing the crater doubly important - not only will it open the door to =
= the vast deposits of Phazon within, but it will also lead us to this =
= creature, whatever it may be. =

=====
= Pirate Data | Name: Hunter Weapons | Limited?: No =
= Location: Phazon Mines: Elite Control =

= Space Pirate encrypted data decoded. =

= Log 11.222.8 =

= 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. =

=====
= Pirate Data | Name: Omega Pirate | Limited?: No =
= Location: Phazon Mines: Omega Research =

= Space Pirate encrypted data decoded. =

= 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 =
= exponentially, 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 standard for our armies. Our only =
= concern at this point is its potential overdependence on Phazon. =

=====
= Pirate Data | Name: Special Forces | Limited?: No =
= Location: Phazon Mines: Metroid Quarantine B =

= Space Pirate encrypted data decoded. =

= 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 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. =

=====
= Pirate Data | Name: Gate System | Limited?: No =
= Location: Phazon Mines: Elite Control =

= Space Pirate encrypted data decoded.
=
= Log 11.377.1
=
= Analysis continues on these cursed ruins and the Chozo temple that hovers
= near them. We are now completely certain that the containment field denying
= us access to the impact crater is linked to strange artifacts that belong
= in the temple...but we are no closer to finding them or deciphering the
= riddles that seem to cover every wall of this ruined place. Command grows
= increasingly anxious for a resolution to this matter, so we must redouble
= our efforts. X-ray squadrons will begin terrain sweeps within days - until
= they begin, patrols are instructed to report any and all architectural
= anomalies to their commanders.
=====

=====

= Pirate Data | Name: Artifact | Limited?: No
= Location: Phazon Mines: Elite Control
= -----

= Space Pirate encrypted data decoded.
=
= Log 11.402.5
=

= We have come to another dead end. It is clear now that we will never
= discover the locations of the Chozo's artifacts until we can decipher the
= messages carved into the statues in this abominable temple. Our language
= databases are woefully inadequate, and our linguistic analysts can come up
= with little more than vague theories. The best hypothesis that we can offer
= is that finding artifacts will require items spiritually linked to the
= Chozo civilisation. However, without these items, we are lost, and Command
= grows more impatient by the day. Results must be produced soon.
=====

=====

= Pirate Data | Name: Metroid Morphology | Limited?: No
= Location: Phendrana Drifts: Research Lab Aether
= -----

= Space Pirate encrypted data decoded.
=
= 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.
=====

=====

= Pirate Data | Name: Chozo Studies | Limited?: No
= Location: Phazon Mines: Elite Control
= -----

= Space Pirate encrypted data decoded.
=
= 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.
=====

=====

= Pirate Data | Name: The Key | Limited?: No
= Location: Phazon Mines: Elite Control
= -----

= Space Pirate encrypted data decoded.
=
= Log 11.452.8
=

= Although we are still no closer to finding the artifacts of the Chozo, we
= have at least produced a viable hypothesis for their function. It appears
= that each of the artifacts corresponds to one of the statues on the temple
= platform, and that each one acts as a small key to a huge lock. Judging by
= the number of statues, we assume there must be twelve artifacts. Once we
= find the resting spots of all twelve, we can bring them here, unite them
= with their statues, and open the gate system at long last. Once we do, the
= impact crater - and whatever creature it shelters - will be ours for the
= taking.
=====

= Pirate Data | Name: Metroid Forces | Limited?: No
= Location: Phendrana Drifts: Research Lab Aether
= -----
= Space Pirate encrypted data decoded.
=
= Log 11.550.6
=
= Study 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 limitless source of power at our
= disposal.
=

=====
= Pirate Data | Name: Chozo Ghosts | Limited?: No
= Location: Phazon Mines: Elite Control
= -----
= Space Pirate encrypted data decoded.
=
= Log 11.664.2
=
= There have been numerous incidents involving spectral entities at Chozo
= Ruins sites. 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 in response to our efforts
= to recover Chozo relics and Artifacts. Somehow, these entities are able to
= interact with the physical world, and it appears they wish to keep their
= Artifacts to themselves. We will make them pay for such arrogance, for even
= ghosts can be destroyed.
=

II. Chozo Lore

Here is a list of all the Chozo Lore scans in the order they are found in your Log Book for your convenience (at least for the PAL version). Each Chozo Lore entry says its name, location of the Chozo Lore, scan information, and whether or not the scan can only be collected for a limited time.

=====
= Chozo Lore | Name: Beginnings | Limited?: No
= Location: Chozo Ruins: Ruins Entrance
= -----
= Chozo script translated.
=
= The history of the Chozo stretches back into ancient times, so far into the
= fog of the past that we know not where our ancestors came from. One thing
= is clear, however: the Chozo who colonized Tallon IV made a conscious
= choice to eschew a civilisation of advanced technology. They chose to live
= in harmony with nature, guided by the providence of the universe. As this
= city grows, we plan to honour them with written tributes, carvings etched
= in stone to remind us always of their legacy.
=

=====
= Chozo Lore | Name: Harmonization | Limited?: No
= Location: Chozo Ruins: Ruined Nursery
= -----
= Chozo script translated.
=
= Many long years have passed since we Chozo first took root in this land.
= The passage of time has always been a source of fascination to us: it is
= the belief of many Chozo sages that the truths of the universe hide within
= the tumbling currents of time's flow. Even as we search for answers there,
= however, we find illumination in other, unexpected places. We know not how
= the ability has come to us, but recently many Chozo have begun to sense
= things beyond the realm of ordinary perception. Strange sights and
= inexplicable sensations flood our minds, filling us with visions of the
= past and future. We take this growing ability to be a sign of our
= burgeoning harmonization with the infinite: perhaps, finally, the
= universe's secrets are becoming known to us.
=

=====
= Chozo Lore | Name: Purification | Limited?: No
= Location: Chozo Ruins: Ruined Fountain
= -----
= Chozo script translated.
=
= Our sanctuary grows by the day. We Chozo know much of technology, but we do
= not worship it. 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 great wisdom and a greater understanding of the nature of the
= universe.

=====
= Chozo Lore | Name: Worm | Limited?: No
= Location: Chozo Ruins: Crossway
= -----
= Chozo script translated.
=
= Many Chozo are gifted with the distant sight, and even more begin to learn
= it as our harmonization with the universe becomes more and more complete.
= We peer forwards, seeing prophecy in the ripples of the water, hearing
= rumors of coming days on the breath of the wind. Though we celebrate the
= distant sight, many of these visions are dark - the worst of the
= prophecies, and the most common, tells 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. Not all prophecies come to pass, of
= course, but we cannot help but fear this dark portent.

=====
= Chozo Lore | Name: Meteor Strike | Limited?: No
= Location: Chozo Ruins: Watery Hall
= -----
= Chozo script translated.
=
= Unforeseen by sages, a meteor came as if from nowhere, casting a dark
= shadow of debris over the land with the violence of its impact. Its
= destructive force spent, the fallen star burned itself out rapidly, and the
= incident should have faded into memory...but the meteor brought with it
= corruption. A Great Poison burst forth into the land, a strange energy that
= clawed at natural life with a ferocity that seemed almost sentient. Bound
= by our ignorance of this phenomenon, we Chozo could only watch in horror as
= this dark force slowly began to spread across the surface of Tallon IV.

=====
= Chozo Lore | Name: Spreading Evil | Limited?: No
= Location: Chozo Ruins: Sun Tower
= -----
= Chozo script translated.
=
= The cries of this dying land echo in our ears as we Chozo watch the Great
= Poison seep ever further into the living pulse of the planet. The dark
= energy sinks into the trees and waters, devouring all life. Peaceful beasts
= die by the thousands - some creatures survive, but their forms grow as
= twisted and evil as the force that fell from the sky. Many of these
= monstrosities remain small enough to do little harm, but others grow
= enormous and threaten our very existence. One such beast defiles our sacred
= fountain, disgorging poison from its foul form, replacing pure, flowing
= water with cascades of creeping death. Even in the face of such horror, we
= Chozo do not turn in fear. We are all that stands in the way of this Great
= Poison, and it is our duty to contain it.

=====
= Chozo Lore | Name: Fountain | Limited?: No
= Location: Chozo Ruins: Vault
= -----
= Chozo script translated.
=
= The future is a vague thing, ever-changing and always in doubt. Even if we
= Chozo could gain the ability to foresee the future, it would be a hollow
= gift, for we could never hope to control what has yet to occur. The
= fountain is an example of this - the day may come when its water dries up,
= and there is nothing we could do to stop such a tragedy. But we do know
= this: unlike the uncertain flow of water, the power of our will is strong
= and enduring. The will of the Chozo will never dry up.

=====
= Chozo Lore | Name: Cipher | Limited?: No
= Location: Phendrana Drifts: Ice Ruins West
= -----
= Chozo script translated.
=
= As the Great Poison reaches ever further into the planet, we Chozo begin to
= feel the gnawings of despair - 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. We wonder, though -
= even when we are done, will it be too late? And will the power of the
= temple, and the Cipher itself, prove strong enough to hold back the
= poisonous tide that even now swells within the ground, threatening all

= life? =
=====

= Chozo Lore | Name: Great Poison | Limited?: No =
= Location: Chozo Ruins: Furnace =
= ----- =
= Chozo script translated. =
= =

= What is this otherworldly pestilence that infests the land, seeking out =
= life in its blind need for corruption? And where did the meteor that =
= brought it originate? Was it crafted by alien hands or is it a roving chunk =
= of a planet that suffered a violent end? Our minds quail in horror at the =
= though that long ago, in some corner of the universe as yet unseen by our =
= eyes, an entire planet was perhaps once coated with this Great Poison. =
= whatever cataclysm may have ruptured that doomed place must have been =
= mighty, indeed...and if other meteors from it spread through space, bearing =
= this evil to the far corners of the universe...We hold fast to the hope =
= that this is not so, that the only remnants of this evil are here, on =
= Tallon IV. Then, at least, there is hope for its eradication. =
=====

= Chozo Lore | Name: Entrusted One | Limited?: No =
= Location: Phendrana Drifts: Phendrana Canyon =
= ----- =
= Chozo script translated. =
= =

= So many creatures suffer beneath the blight upon the land, and we Chozo are =
= no exception. But for all of our pain, we can at least believe in the =
= promise of the future: unlike the apparitions that have begun to appear, =
= entities that feel neither hope nor solace. We call these doomed souls The =
= Turned - taking ghostly Chozo forms, they know no reason beyond the =
= instinctive urge to protect our lands. They will likely exist in limbo =
= forever. We have come to believe that a time may never come when we can =
= once again open the door and banish the darkness we've contained. Even so, =
= our vigilance will forever remain. We believe that on some far-off day, a =
= savior will come and continue what we have begun. For that savior, we will =
= leave our ancient weapons and armor - the soul who can gather them will be =
= the Entrusted One, the only being who can reverse the evil that grows here. =
=====

= Chozo Lore | Name: Contain | Limited?: No =
= Location: Tallon Overworld: Artifact Temple =
= ----- =
= Chozo script translated. =
= =

= The containment of this Great Poison... This task has fallen to the Chozo, =
= and we will not flee from our duty, even as we suffer with the land and its =
= creatures. We will pour our will into the Twelve - the Artifacts that, when =
= brought together, form the lock that holds this great evil at bay in the =
= depths of the planet. This lock must stand up to all who might come to =
= assault it. To preserve the power of the seal, and to protect it from those =
= who would meddle for their own designs, we will spread the Artifacts across =
= the land, hiding them from prying eyes. The lock must never open until the =
= day comes when this disaster can finally be put right. =
=====

= Chozo Lore | Name: Prophecy of Light | Limited?: No =
= Location: Tallon Overworld: Artifact Temple =
= ----- =
= Chozo script translated. =
= =

= Throughout our living nightmare, as we battle with this unyielding =
= darkness, we Chozo see a light. This light glows with promise, chasing the =
= shadows cast by the Great Poison and purifying that which has grown toxic. =
= It is strange, though - at times it looks to our eyes as if the light =
= coalesces into the figure of a woman. Burning brightly, the luminescence =
= descends from space then retreats back into the infinite blackness from =
= whence it came. When this prophecy comes to pass, when the light recedes, =
= the Chozo's long vigilance of containment will finally come to an end. =
=====

= Chozo Lore | Name: Cradle | Limited?: No =
= Location: Chozo Ruins: Crossway =
= ----- =
= Chozo script translated. =
= =

= None know if our temple, the Cradle, will prove powerful enough to contain =
= this evil forever. For now, it wraps around that abomination, cutting it =
= off from the world above. But how can we Chozo hope for the Cradle 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 the 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. Will the Entrusted =
= One arrive before our vigilance crumbles away? That time rapidly =
=====

= approaches...
=====

= Chozo Lore | Name: Infestation | Limited?: No
= Location: Chozo Ruins: Crossway
= -----
= Chozo script translated.
=
= To the Entrusted One: if you read these words, then our hope has not been
= in vain. Your path is fraught with danger - monstrosities beyond
= description lurk in the shadows, starving, hunting for prey, searching for
= ways to quench the poisonous urges that bloom in their brains. Some of
= these are shrewd, but they are blinded by their evil designs: believing in
= the black promises of the Great Poison, they seek to harness it for their
= own ends. It is these last that are the greatest danger, perhaps an ever
= greater one than the Great Posion itself. When you rid the universe of
= these creatures, you will be the true Entrusted One.
=====

= Chozo Lore | Name: Shapeless | Limited?: No
= Location: Chozo Ruins: Hall of the Elders
= -----
= Chozo script translated.
=
= Things bound to earthly shapes are temporal and frail: existing in a single
= dimension, they are fragile, vulnerable, and ultimately mortal. However,
= not all things obey this law - shapeless, they wait beyond the realm of
= perception, emerging only when one arrives who can feel their presence.
= Such is the will of the Chozo. Our will to defeat the evil seeping into
= this planet remains forever, desiring only to see the darkness meet its
= end. Mindless but strong, our will shall never sleep until the Entrusted
= One arrives to cleanse this land.
=====

= Chozo Lore | Name: Shining One | Limited?: No
= Location: Chozo Ruins: Magma Pool (behind benzedium wall - south end)
= -----
= Chozo script translated.
=
= The power of our temple has been enough to halt the spread of the poison on
= Tallon IV, but whether the evil can ever be truly destroyed is not for our
= eyes to see. The future is cloudy to us, a world of veils where dark
= apparitions flit in the shadows. Within this strange world, an image stands
= out in the mist, flickering though the landscape, wraithlike. It is a
= human, a lone figure shining in the toxic shadows. We Chozo do not know
= what it is, but our hearts swell with hope at the promise of that glowing
= light. We will place our faith in our shrine: we will be there when the
= light shines upon our land.
=====

III. Creatures

Here is a list of all the Creature scans in the order they are found in your Log Book for your convenience (at least for the PAL version). Each Creature entry says its name, location of the first time it was scanned in the walkthrough, scan information, and whether or not the scan can only be collected for a limited time.

NOTE: The location tells of the place the creature was first scanned in the walkthrough, not every location the creature is found in the game.

=====

= Name: Parasite | Limited?: Yes
= Location: Space Pirate Frigate: Emergancy Evacuation Area
= -----
= Morphology: Parasite
= 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.
=====

=====

= Name: Auto Turret | Limited?: No
= Space Pirate Frigate: Deck Beta Security Hall
= -----
= Subject >> Auto Defence Turret
= Use Missiles to break outer casing.
=====

=====

= Name: Zoomer | Limited?: No
=

= Location: Tallon Overworld: Tallon Canyon

= Morphology: Zoomer
= Anchors itself to walls and other surfaces. Avoid contact with spikes.
=
= A basic nerve center located directly above the Zoomer's mandibles detects
= nutrients. Sharp spines protect it from casual predators, but the lack of a
= reinforced carapace makes the Zoomer vulnerable to any indirect attacks.
=====

= Name: Geemer | Limited?: No
= Location: Tallon Overworld: Tallon Canyon

= Morphology: Geemer
= 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.
=====

= Name: Sap Sac | Limited?: No
= Location: Tallon Overworld: Tallon Canyon

= Species: Sap Sac
= 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 indigenous creatures dare to devour it.
=====

= Name: Bloodflower | Limited?: No
= Location: Tallon Overworld: Root Tunnel

= Morphology: Bloodflower
= 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 creatures if they explode
= in its vicinity.
=====

= Name: Seedling | Limited?: No
= Location: Tallon Overworld: Great Tree Hall

= Morphology: Seedling
= Plant-based ground feeder.
=
= Dorsal spines can be ejected in self-defense.
=====

= Name: Scarab | Limited?: No
= Location: Chozo Ruins: Nursery Access

= Morphology: Scarab
= Exploding parasites that can embed their bodies into solid rock.
=
= Scarabs think nothing of sacrificing 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.
=====

= Name: Beetle | Limited?: No
= Location: Tallon Overworld: Canyon Cavern

= Morphology: Beetle
= Burrowing insect with a resilient carapace. Extremely aggressive.
=
= Insect's massive mouth enables it to tunnel through solid rock at high
= speeds. Above ground, Beetles can cover short distances rapidly. They
= attack anything that moves near their lair.
=====

= Name: Plated Beetle | Limited?: No
= Location: Chozo Ruins: Ruined Shrine

= Morphology: Plated Beetle
= 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. =

=====
= Name: War Wasp | Limited?: No =
= Location: Chozo Ruins: Ruined Nursery =
= ----- =
= Morphology: War Wasp =
= 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. =

=====
= Name: Ram War Wasp | Limited?: Yes =
= Location: Chozo Ruins: Hive Totem =
= ----- =
= Morphology: Ram War Wasp =
= 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, disorientating it. =
= Striking from all sides as a single intelligence, they can fell huge =
= organisms. =

=====
= Name: Barbed War Wasp | Limited?: Yes =
= Location: Chozo Ruins: Burn Dome =
= ----- =
= Morphology: Barbed War Wasp =
= 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. =

=====
= Name: Hive | Limited?: No =
= Location: Chozo Ruins: Ruined Nursery =
= ----- =
= Structure: War Wasp Hive =
= Primary War Wasp dwelling. Only vulnerable to heavy weaponry. =
= =
= War Wasps build their homes over 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. =

=====
= Name: Eyon | Limited?: No =
= Location: Chozo Ruins: Eyon Tunnel =
= ----- =
= Morphology: Eyon =
= 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. =

=====
= Name: Plazmite | Limited?: No =
= Location: Chozo Ruins: Totem Access =
= ----- =
= Morphology: Plazmite =
= Small insect capable of storing and releasing thermal energy. =
= =
= Plazmites are attracted to sources of heat, thriving on the energy present =
= there. They emit light when hunting, and will expel small bursts of thermal =
= energy when threatened. =

=====
= Name: Shriekbat | Limited?: No =
= Location: Chozo Ruins: Arboretum Access =
= ----- =
= Morphology: Shriekbat =
= 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. =

=====

= Name: Tangle Weed | Limited?: No =
= Location: Chozo Ruins: Ruined Gallery =
= ----- =
= Morphology: Tangle Weed =
= 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. =

=====

= Name: Venom Weed | Limited?: No =
= Location: Chozo Ruins: Sunchamber Lobby =
= ----- =
= Species: Venom Weed =
= 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. =

=====

= Name: Blastcap | Limited?: No =
= Location: Tallon Overworld: Tallon Canyon =
= ----- =
= Species: Blastcap =
= 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. =

=====

= Name: Reaper Vine | Limited?: No =
= Location: Chozo Ruins: Arboretum =
= ----- =
= Morphology: Reaper Vine =
= 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. =

=====

= Name: Stone Toad | Limited?: No =
= Location: Chozo Ruins: Energy Core =
= ----- =
= Morphology: Stone Toad =
= Preys on creatures smaller than itself. Vulnerable only from within. =
= =
= A Stone Toad is able to remain still for days. It preys upon creatures =
= smaller than itself, inhaling them whole. Anything it finds undigestible, =
= it regurgitates. Stone Toads use their tusks as a last resort in combat. =

=====

= Name: Plated Parasite | Limited?: No =
= Location: Chozo Ruins: Furnace =
= ----- =
= Morphology: Plated Parasite =
= 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. =

=====

= Name: Oculus | Limited?: No =
= Location: Chozo Ruins: Sun Tower =
= ----- =
= Morphology: Oculus =
= Wall-crawler that generates electric 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. =

=====

=====
= Name: Plated Puffer | Limited?: No
= Location: Chozo Ruins: Tower of Light
= -----
= Morphology: Plated Puffer
= 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.'
=====

=====
= Name: Hive Mecha | Limited?: Yes
= Location: Chozo Ruins: Hive Totem
= -----
= Mechanoid: Hive Mecha
= 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 on their hive beasts to handle
= any threats.
=====

=====
= Name: Incinerator Drone | Limited?: Yes
= Location: Chozo Ruins: Burn Dome
= -----
= Mechanoid: Incinerator Drone
= 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.
=====

=====
= Name: Chozo Ghost | Limited?: No
= Location: Chozo Ruins: Hall of the Elders
= -----
= Aberration: Chozo Ghost
= Spectral entity. Bioelectric field invulnerable to natural energies.
=
= As these entities phase in and out of existence, the only 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.
=====

=====
= Name: Grizby | Limited?: No
= Location: Magmoor Caverns: Burning Trail
= -----
= Morphology: Stone Toad
= 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.
=====

=====
= Name: Burrower | Limited?: No
= Location: Magmoor Caverns: Lake Tunnel
= -----
= Morphology: Burrower
= 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.
=====

=====
= Name: Puffer | Limited?: No
= Location: Magmoor Caverns: Lava Lake
= -----
= Morphology: Puffer
= 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 cloud they release upon death is often fatal to the creature that brings them down as well.

=====
= Name: Triclops | Limited?: No
= Location: Magmoor Caverns: Pit Tunnel
= -----
= Morphology: Triclops
= 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.

=====
= Name: Magmoor | Limited?: No
= Location: Magmoor Caverns: Lava Lake
= -----
= Morphology: Magmoor
= 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.

=====
= Name: Puddle Spore | Limited?: No
= Location: Magmoor Caverns: South Core Tunnel
= -----
= Morphology: Puddle Spore
= 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.

=====
= Name: Crystallite | Limited?: No
= Location: Phendrana Drifts: Phendrana Shorelines
= -----
= Morphology: Crystallite
= 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.

=====
= Name: Ice Parasite | Limited?: No
= Location: Phendrana Drifts: Chozo Ice Temple
= -----
= Morphology: Ice Parasite
= 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.

=====
= Name: Ice Shriekbat | Limited?: Yes
= Location: Phendrana Drifts: Ice Ruins West
= -----
= Morphology: Ice Shriekbats
= 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.

=====
= Name: Pulse Bombu | Limited?: No
= Location: Chozo Ruins: Sun Tower Access
= -----
= Morphology: Pulse Bombu

= Life-form of raw energy. periodically releases explosive segments from its =
= body. =
=
= Pulse Bombu 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. =
=====

=====

= Name: Scatter Bombu | Limited?: No =
= Location: Phendrana Drifts: Ice Ruins Access =
= ----- =
= Morphology: Scatter Bombu =
= Pulsing tendrils of energy extend form the creature's body. =
=
= Like all Bombus, these creatures can only be harmed by electrical energy. =
= Proximity to these life-forms may result in electrical Visor interference. =
= It is possible to avoid engaging Scatter Bombus by rolling into the Morph =
= Ball and slipping between the rotating energy streams. =
=====

=====

= Name: Ice Burrower | Limited?: Yes =
= Location: Phendrana Drifts: Plaza Walkway =
= ----- =
= Morphology: Ice Burrower =
= Burrower adapted to subfreezing climates. =
=
= A hardy life-form, the Ice Burrower has adapted to the frigid clime of =
= Phendrana. It spends most of its time tunnelling through the frozen soil, =
= but will occasionally surface to attack passerby. =
=====

=====

= Name: Ice Beetle | Limited?: No =
= Location: Phendrana Drifts: Research Core Access =
= ----- =
= Morphology: Ice Beetle =
= Burrowing insect with an ice-reinforced carapace. Averse to heat. =
=
= 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. =
=====

=====

= Name: Flickerbat | Limited?: No =
= Location: Phendrana Drifts: Phendrana Shorelines =
= ----- =
= Morphology: Flickerbat =
= 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 insects and other small =
= prey that float on the air currents. Flickerbats tend to fly in cyclical =
= hunting patterns, using primitive sonar to navigate. =
=====

=====

= Name: Jelzap | Limited?: No =
= Location: Phendrana Drifts: Phendrana's Edge =
= ----- =
= Morphology: Jelzap =
= 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. =
=====

=====

= Name: Baby Sheegoth | Limited?: No =
= Location: Phendrana Drifts: Ice Ruins East =
= ----- =
= Morphology: Baby Sheegoth =
= 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. =
=====

=====

= Name: Sheegoth | Limited?: No
= Location: Phendrana Drifts: Chapel of the Elders
= -----
= Morphology: Sheegoth
= 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 to ensnare
= their targets. They are also fond of ramming and trampling their hapless
= prey.

=====
= Name: Sentry Drone | Limited?: No
= Location: Phendrana Drifts: Research Core Access
= -----
= Mechanoid: Sentry Drone
= Well-armored and armored security mecha.
=
= Sentry Drones have limited intelligence, but do their assigned tasks well.
= Being machines, they are susceptible to electrical attacks. When alerted,
= Drones initiate a security lockdown, then attempt to neutralize the
= intruder. Their electronic warfare suit can scramble Visor technology as
= well.

=====
= Name: Space Pirate | Limited?: No
= Location: Phendrana Drifts: Research Entrance
= -----
= Morphology: Space Pirate
= 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.

=====
= Name: Shadow Pirate | Limited?: No
= Location: Phendrana Drifts: Specimen Storage
= -----
= Morphology: Shadow Pirate
= Pirate forces 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.

=====
= Name: Flying Pirate | Limited?: No
= Location: Phendrana Drifts: Control Tower
= -----
= Morphology: Flying Pirate
= 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.

=====
= Name: Aqua Sac | Limited?: No
= Location: Tallon Overworld: Connection Elevator to Deck Beta
= -----
= Species: Aqua Sac
= 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.

=====
= Name: Tallon Crab | Limited?: No
= Location: Tallon Overworld: Main Ventilation Shaft Section A
= -----
= Morphology: Tallon Crab
= Crustacean native of Tallon IV.
=
= Hard-shelled swarm life-form. Once harvested for food, exposure to Phazon
= has seen this practice diminish. Creatures are timid and harmless alone,

= but can be a problem when travelling in swarms. =

=====

= Name: Aqua Reaper | Limited?: No =

= Location: Phendrana Drifts: Gravity Chamber =

= ----- =

= Morphology: Aqua Reaper =

= 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. =

=====

=====

= Name: Aqua Drone | Limited?: No =

= Location: Tallon Overworld: Biohazard Containment =

= ----- =

= Mechanoid: Aqua Drone =

= 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 properly shield these Drones from electrical attack, making them =

= vulnerable to the Wave Beam. =

=====

=====

= Name: Aqua Pirate | Limited?: No =

= Location: Tallon Overworld: Reactor Core =

= ----- =

= Morphology: Aqua Pirate =

= 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. =

=====

=====

= Name: Mega Turret | Limited?: No =

= Location: Phazon Mines: Main Quarry =

= ----- =

= Mechanism: Mega Turret =

= 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. =

=====

=====

= Name: Glider | Limited?: No =

= Location: Phendrana Drifts: Frost Cave =

= ----- =

= Morphology: Glider =

= 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 =

= as long as possible. =

=====

=====

= Name: Power Trooper | Limited?: No =

= Location: Phazon Mines: Elite Research =

= ----- =

= Morphology: Power Trooper =

= 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. =

=====

=====

= Name: Wave Trooper | Limited?: No =

= Location: Phazon Mines: Mine Security Station =

= ----- =

= Morphology: Wave Trooper =

= 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. =

=====
= Name: Ice Trooper | Limited?: No =
= Location: Phazon Mines: Elite Control =
= ----- =
= Morphology: Ice Trooper =
= 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. =

=====
= Name: Plasma Trooper | Limited?: No =
= Location: Phazon Mines: Metroid Quarantine B =
= ----- =
= Morphology: Plasma Trooper =
= 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. =

=====
= Name: Elite Pirate | Limited?: No =
= Location: Phazon Mines: Elite Control =
= ----- =
= Morphology: Elite Pirate =
= Phazon-enhanced Space Pirate. Incredibly strong, armored, and well armed. =

= Elite Pirates are potent foes. Their energy-siphon system absorbs Beam =
= weapon shots. 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. =

=====
= Name: Phazon Elite | Limited?: Yes =
= Location: Phazon Mines: Elite Research =
= ----- =
= Morphology: Phazon Elite =
= 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. =

=====
= Name: Metroid | Limited?: No =
= Location: Phendrana Drifts: Research Lab Aether =
= ----- =
= Morphology: Metroid =
= 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 way to shake an attached Metroid is to =
= enter Morph Ball mode and lay a Bomb. =

=====
= Name: Hunter Metroid | Limited?: No =
= Location: Phazon Mines: Fungal Hall A =
= ----- =
= Morphology: Hunter Metroid =
= 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. =

=====
= Name: Fission Metroid | Limited?: No =
= Location: Phazon Mines: Elite Quarters =
= ----- =

= Morphology: Fission Metroid
= 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 a weakness to a type of weapon fire. The
= vulnerability appears to be random, due to the chaotic nature of Phazon
= mutation.

=====
= Name: Lumigek | Limited?: No
= Location: Impact Crater: Crater Tunnel A
= -----
= Morphology: Lumigek
= 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.

=====
= Name: Parasite Queen | Limited?: Yes
= Location: Space Pirate Frigate: Reactor Core
= -----
= Morphology: Parasite Queen
= Parasite female, genetically enhanced by unknown means.
=
= A weak spot has been detected in this creature's mouth. Use your
= auto-targeting to acquire this new target!
= Scans indicate the presence of a potent mutagen, origins unknown. Creature
= exhibits the ability to fire weapon-grade blasts of energy from its mouth,
= a trait not present in the standard parasite genome. It appears the Pirates
= have begun a bioengineering program, with considerable results.

=====
= Name: Flaahgra | Limited?: Yes
= Location: Chozo Ruins: Sunchamber
= -----
= Morphology: Flaahgra
= This mutant plant is the source of toxic water in the ruins.
=
= Flaahgra's growth cycle has been 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.

=====
= Name: Flaahgra Tentacle | Limited?: Yes
= Location: Chozo Ruins: Sunchamber
= -----
= 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.

=====
= Name: Thardus | Limited?: Yes
= Location: Phendrana Drifts: Quarantine Cave
= -----
= Morphology: Thardus
= An animated, sentient creature of stone charges 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 irradiation leads to
= instability in its structural integrity. Thardus can encase targets in ice,
= and its colossal size and strength make it a formidable opponent.

=====
= Name: Omega Pirate | Limited?: Yes
= Location: Phazon Mines: Elite Quarters
= -----
= Morphology: Omega Pirate
= 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.

```

= Name: Meta Ridley | Limited?: Yes
= Location: Tallon Overworld: Artifact Temple
= -----
= Morphology: Meta Ridley
= 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
= Weapon, a Meson Bomb Launcher, and an Ultrathermal Flamestrike Projector.
= Meta Ridley is also a formidable melee combatant, making any sort of
= engagement a risky proposition.
=
=====

```

```

= Name: Metroid Prime | Limited?: Yes
= Location: Impact Crater: Subchamber One
= -----
= Morphology: Metroid Prime
= 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 Ultrafrigid Breath, Multi-Missiles,
= Snare Beams, and a Particle Wave Projectors. Its massive strength and
= barbed carapace make it lethal in melee combat. Recommend maximum firepower
= when engaging this enemy.
=
=====

```

```

= Name: Metroid Prime | Limited?: Yes
= Location: Impact Crater: Metroid Prime Lair
= -----
= Morphology: Metroid Prime
= The core essence of Metroid Prime.
=
= Scan indicates that the Phazon energy form of Metroid Prime is
= invulnerable to all conventional 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 itself invisible when it
= does so.
=
=====

```

IV. Research

Here is a list of all the Research scans in the order they are found in your Log Book for your convenience (at least for the PAL version). Each Research entry says its name, location of the first time it was scanned in the walkthrough, scan information, and whether or not the scan can only be collected for a limited time.

NOTE: The location tells of the place the research was first scanned in the walkthrough, not every location the research is found in the game.

```

=====
= Research | Name: Small Energy | Limited?: No
= Location: Appear after destroying creatures or boxes
= -----
= Small Energy. Replenishes 10 units of energy.
=
=====

```

```

=====
= Research | Name: Large Energy | Limited?: No
= Location: Appear after destroying creatures or boxes
= -----
= Large Energy. Replenishes 20 units of energy.
=
=====

```

```

=====
= Research | Name: Ultra Energy | Limited?: No
= Location: Appear after destroying creatures or boxes
= -----
= Ultra Energy. Replenishes 100 units of energy.
=
=====

```

```

=====
= Research | Name: Small Missile Ammo | Limited?: No
= Location: Appear after destroying creatures or boxes
= -----
= Missile Ammunition. Resupplies Missile Launcher with 3 rounds of ammo.
=
=====

```

=====
= Research | Name: Medium Missile Ammo | Limited?: No
= Location: Appear after destroying creatures or boxes
= -----
= Missile Ammunition. Resupplies Missile Launcher with 5 rounds of ammo.
=====

=====
= Research | Name: Large Missile Ammo | Limited?: No
= Location: Appear after destroying creatures or boxes
= -----
= Missile Ammunition. Resupplies Missile Launcher with 10 rounds of ammo.
=====

=====
= Research | Name: Power Bomb Ammo | Limited?: No
= Location: Appear after destroying creatures or boxes (must have power bomb)
= -----
= Power Bomb Ammunition. Resupplies Power Bomb with 1 round of ammo.
=====

=====
= Research | Name: Save Station | Limited?: No
= Location: Space Pirate Frigate: Reactor Core Entrance
= -----
= Save Station
=
= Step into these stations to save your game and fully restore your energy.
=====

=====
= Research | Name: Map Station | Limited?: Yes (scan before use)
= Location: Space Pirate Frigate: Map Facility
= -----
= Map Station
=
= Walk into Map Station holograms to download a map of the area you're in.
=====

=====
= Research | Name: Missile Station | Limited?: No
= Location: Chozo Ruins: Hall of the Elders
= -----
= Missile Station
=
= Step into these stations to fully reload your Missile Launcher.
=====

=====
= Research | Name: Morph Ball Slot | Limited?: Yes (scan before use)
= Location: Chozo Ruins: Energy Core
= -----
= 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.
=====

=====
= Research | Name: Spinner | Limited?: Yes (scan before use)
= Location: Phendrana Drifts: Ruined Courtyard
= -----
= 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 when inside a Spinner to
= activate the device.
=====

=====
= Research | Name: Spider Ball Track | Limited?: No
= Location: Phendrana Drifts: Quarantine Cave
= -----
= Magnetic rail system track.
=
= In Morph Ball mode, press and hold R when close to this type of surface.
= Use the Main Stick to move the Ball along the track. Release R to disengage
= from the surface.
= CAUTION: A Morph Ball Bomb will briefly disengage the Ball from the track.
=====

=====
= Research | Name: Grapple Point | Limited?: No
= Location: Phazon Mines: Ore Processing
= -----
= Analysis indicates a viable attach point for the Grapple Beam.
=
= To use the Grapple Beam, use L when the C icon appears.
=====

= holds the Artifact of Strength. =
= ----- =
= How to collect: Go to the top door, but before you leave the main part of =
= the room, look up to the left (next to the wall and catwalk on the west =
= side of the room) to see a suspended platform. Space jump to it, then space =
= jump again to a similar catwalk above the previous catwalk. Walk along this =
= to some computer screens. There will be a spinner device in front of them, =
= so hop into it and spin to raise up a bridge. Once up, cross it and space =
= jump to a ledge. Turn right and follow the rock ledge around the room to a =
= door, then go through to the Warrior Shrine. Inside will be the Artifact of =
= Strength. =

= Artifact Acquired. =
= ----- =

===== =
= Artifact | Name: Elder | Location: Phendrana Drifts: Control Tower =
= ----- =
= Translating Chozo runes on Totem's surface. =
= =
= Invaders have claimed Phendrana as their own. A Tower sits atop their =
= fortress. Collapse it to reveal the chamber where the Artifact of Elder is =
= held. =

= ----- =
= How to collect: Head over to the door to the east and jump on top of the =
= platform on top of it, then jump through a window above you into a small =
= circular room. There will be a pile of boxes, so use a Super Missile to =
= clear them (which destroys the ice window), then look through the window it =
= blocked. You have a clear view of an adjacent tower, and the red fuel =
= cells that are attached to it. Fire a Super Missile at these red fuel =
= to make them explode, and cause the tower to topple over! Head over to the =
= toppled tower, and drop down through a small morph ball hole under it. Take =
= this through to collect the Artifact of Elder! =

= Artifact Acquired. =
= ----- =

===== =
= Artifact | Name: Wild | Location: Chozo Ruins: Sunchamber =
= ----- =
= Translating Chozo runes on Totem's surface. =
= =
= A Sunchamber high atop our ruined home became the nest of a great beast, =
= and a source of corruption. Many Chozo spirits have been drawn to this =
= tainted place. Release their bond to the world to claim the Artifact of =
= Wild. =

= ----- =
= How to collect: Enter into the Sunchamber through the entrance that comes =
= from the Sun Tower. Knock off the Chozo Ghosts to reveal a Chozo Artifact =
= in the centre of the giant plant. Space jump to the leaves to get to the =
= Artifact of Wild! =

= Artifact Acquired. =
= ----- =

===== =
= Artifact | Name: Lifegiver | Location: Chozo Ruins: Tower Chamber =
= ----- =
= Translating Chozo runes on Totem's surface. =
= =
= There is a tower within the Ruins where Light always shines. Move through =
= the waters there to find the Artifact of Lifegiver. =

= ----- =
= How to collect: Go to the Tower of Light and walk fowards straight into the =
= water and you will get into a underwater cave on the south wall. Then space =
= jump out of the water onto a ledge, and go through a purple door above your =
= head into the Tower Chamber where the Artifact of Lifegiver is! =

= Artifact Acquired. =
= ----- =

===== =
= Artifact | Name: Warrior | Location: Phazon Mines: Elite Research =
= ----- =
= Translating Chozo runes on Totem's surface. =
= =
= A room of Research lies within the mines. A corrupted invader is trapped =
= there. Defeat this creature to claim the Artifact of Warrior. =

= ----- =
= How to collect: Power Bomb the bendezium pod in the centre of the room to =
= release the Phazon Elite! SCAN him first, then destroy him with a few Super =
= Missiles. The artifact will appear where his pod was when he dies. So step =
= forwards and grab the Artifact of Warrior! =

= Artifact Acquired. =
= ----- =

===== =
= Artifact | Name: Chozo | Location: Tallon Overworld: Life Grove =
= ----- =

= Translating Chozo runes on Totem's surface. =
=
= In one of Tallon's far corners, a Grove of life lies. Reveal the pillar =
= beneath the waves to find the Artifact of Chozo. =
= ----- =
= How to collect: Righto, in the centre of the water in front of the =
= waterfall is a little round metal plate. Bomb it, and a pillar will rise =
= out of the water. At the bottom of the pillar is a spinner device. Spin it =
= to make a wedge-shaped piece of rock rotate so that it is facing the =
= waterfall. It will rise out of the water, revealing the artifact! It will =
= be difficult (impossible?) to space jump out of the water onto the ledge, =
= so try space jumping from a nearby platform. Once on it, walk forwards to =
= collect the Artifact of Chozo! =
= ----- =
= Artifact Acquired. =

=====

= Artifact | Name: Nature | Location: Magmoor Caverns: Lava Lake =
= ----- =
= Translating Chozo runes on Totem's surface. =
=
= A molten Lake lies within the tunnels of Magmoor. Shatter the column at the =
= lake's center to reveal the Artifact of Nature. =
= ----- =
= How to collect: There are two sections to this lake, and we want to be in =
= the larger section. There is a stone pillar in the room. Blast a Super =
= Missile at the middle of it to reveal an artifact. Space jump and get the =
= Artifact of Nature! =
= ----- =
= Artifact Acquired. =

=====

= Artifact | Name: Sun | Location: Phendrana Drifts: Chozo Ice Temple =
= ----- =
= Translating Chozo runes on Totem's surface. =
=
= Near Phendrana's shores, a Temple stands. Thaw the frozen waters flowing =
= from the Elder to find the Artifact of Sun. =
= ----- =
= How to collect: Head to the top part of the room, and go over to the statue =
= on the south wall. You will notice frozen water flowing from his mouth down =
= into his hands. Shoot it with a plasma beam. This will melt the water and =
= cause his hands to glow. Space jump into his hands, and then initiate morph =
= ball mode. The glow will disappear from his hands, and a stone will =
= collapse from the front of the basin. Roll down there to collect the =
= Artifact of Sun! =
= ----- =
= Artifact Acquired. =

=====

= Artifact | Name: World | Location: Chozo Ruins: Elder Chamber =
= ----- =
= Translating Chozo runes on Totem's surface. =
=
= Within the ruins of our home, we honor our fallen Elders in a great Hall. A =
= chamber beneath the statue holds the Artifact of World. =
= ----- =
= How to collect: Head to the Hall of Elders, then head over to the coloured =
= circles on the south side of the room. Blast a plasma beam at the red one =
= to uncover the morph ball slot. Use it, to make the statue slide forwards =
= and reveal a white door! Hop down it to enter into the Elder Chamber to =
= collect the Artifact of World! =
= ----- =
= Artifact Acquired. =

=====

= Artifact | Name: Spirit | Location: Phendrana Drifts: Storage Cave =
= ----- =
= Translating Chozo runes on Totem's surface. =
=
= A tall cave stands at Phendrana's Edge. Seek the unseen entrance at its top =
= to find the Artifact of Spirit. =
= ----- =
= How to collect: Head to Phendrana's Edge, then turn on your X-Ray Visor and =
= start climbing. You will reach a platform where you can see a door in front =
= of you, but if you turn off your visor, you will see that it is a rockface. =
= (it is the highest ledge on the east side of the room). Use a power bomb to =
= reveal a plasma beam door! Go through it into the Storage Cave and you will =
= find the Artifact of Spirit! =
= ----- =
= Artifact Acquired. =

=====

= Artifact | Name: Newborn | Location: Phazon Mines: Phazon Mining Tunnel =
= ----- =


```
\ Unlockable: Image Gallery 4 \
\ A collection of 19 images showing the designing of Metroid Prime. \
\-----\
\ How to unlock: Get 100% of Items in a single game completion. \
\-----\
\-----\
```

Metroid Fusion bonuses

```
\-----\
\-----\
\-----\
\ Unlockable: NES Metroid \
\ Play NES Metroid on your GameCube! \
\-----\
\ How to unlock: Complete Metroid Fusion on your GBA, then connect Metroid \
\ Fusion to Metroid Prime using a GCN to GBA cable. \
\-----\
\-----\
```

```
\-----\
\-----\
\-----\
\ Unlockable: Metroid Fusion Suit \
\ Play Metroid Prime wearing the Metroid Fusion suit! \
\-----\
\ How to unlock: Complete Metroid Prime, then connect Metroid Fusion to \
\ Metroid Prime using a GCN to GBA cable. \
\-----\
\-----\
```

II. Trivia

This section contains interesting facts/faults concerning Metroid Prime.

- You will notice that creatures will respawn in a room after you come back to it. I have worked out that if you destroy some creatures, then leave the room through a door and move at least two-thirds of the way through the next room, then the creatures will have respawned in the previous room. Any less than this and they will not have respawned. (You will also notice that the door will take longer to open if the creatures have respawned).
- When Samus jumps from a high height, she lets out a noise of pain that is usually used when being injured, however Samus is not injured from any height.
- When killing creatures, if Samus does not need any health or refills, the enemies will not drop anything. The items will always be the items you need most.
- Before getting the space jump boots, you are boosted twice as high when jumping on the ground around your Gunship. Due to the fact that one simple jump will not allow you to reach your Gunship, the height you reach (before space jump) when jumping on the ground around your Gunship is about the height of a space jump. (i found this pretty cool)
- The Space Jump Boots do not work if you press it in mid-air without previously pressing jump. (e.g. Fallen off a ledge) You have to press jump first for them to work.
- This one may not be very interesting, but: In the Pirate Data 'Artifact Site' (at least for the PAL version of the game), there is a spelling mistake where 'tailsmans' is spelt 'talismans'. (unless it is supposed to be like that?..)
- The Flamethrower combo for the Plasma Beam does not work underwater.
- In the Tallon Canyon (and maybe other places), there a whole lot of birds flying far above the canyon. These can be shot and killed (if you have good aim) although it is unknown what type of bird they are.

III. Tallon IV Plants

Throughout Tallon IV there are many creatures, with some being of the plant variety. However, throughout the game you will see many different species of plants that are not 'creatures' and will not be recorded to your Log Book. When scanned they will provide a short snippet of information concerning that species, although not necessary, is quite interesting.

Species: Tallon Fern
Nontoxic variety of psilo tallonensis. Commonly found near water sources.

Species: Guide stem
Pervasive indigenous species of bioluminescent weed.

Species: Red Starburst
Edible flowers bloom seasonally. Considered a delicacy in many territories.

Species: Glowing spidervine \ \ / /
Bioluminescence attracts insects to be consumed by spidervine.

Species: Saturnine \ \ / /
Small iridescent mushroom. Typically grows in dank, dark regions.

Species: Stone Creeper \ \ / /
Ground vines leech nutrients from moisture that collects on rock faces.

If you know of other plant species that are not listed here, please feel free to email me so that i can fill it in.

6. Conclusion

This chapter contains important information about my FAQ/Walkthrough, and who i can thank for assisting in its creation.

I. Credits

There are a few factors that made this FAQ/Walkthrough possible:

- Nintendo - For inventing the epic Samus character.
- Game Freak - For handling the transition from 2D Metroid to 3D so well, and making this epic game.
- Myself - For making the walkthrough.
- And YOU - For reading this.

II. Copyright

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III. Contact Me

Righto, email me at:

----- nadroj347@mail.com -----

Email me for questions, comments, hints, suggestions, or anything concerning these guide. Include 'Metroid Prime' in the title so that i know what the email is about. NO spam/hate mail - and please use non-text language that does not have to be deciphered to be read... otherwise, i'm open for emails concerning this guide.

IV. Final Words

I have to say i thoroughly enjoyed this constructing this guide and sharing it with you, so i extremely hope that is was at least in some way useful to you. I worked at all hours of the day to complete this, and trust me; it's satisfying.

Hope i'll see you next time,

Thanks for reading!

Nadroj347

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