

# Metroid Prime Full Guide

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METROID PRIME  
Nintendo Gamecube

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Version 1.00 Full Guide

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Thank you to Brendon Myers for helping me find and correct grammatical errors, game errors, and all sorts of other screwed up nonsense in my guide.

Thank you to Kyle Lee for letting me know that the Spider Ball enhancement is found on other Metroids and not just on Prime.

Thank you to Justin for letting me know that I accidentally put 'SNES' instead of 'NES' in regards to the Metroid Fusion and Prime connection to access the original Metroid.

And thank you to anyone else who provides feedback. Surely, this guide is not error free.

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SECTOPM 1: GENERAL  
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VERSION HISTORY (siv1)  
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Version 1.00, 01/14/03: Guide edited.  
Version .99, 12/31/02: Guide completed. Have a Happy New Year.  
Version .86, 12/30/02: Completed game up to Artifact of Spirit.  
Version .71, 12/30/02: Completed game up to X-Ray Visor.  
Version .57, 12/29/02: Completed up to half of Power Bomb quest.  
Version .45, 12/28/02: Completed game up to Ice Beam.  
Version .23, 12/26/02: Completed game up to Boost Ball.  
Version .17, 12/23/02: Completed game up to Charge Beam.  
Version .00, 12/22/02: Completed game up to Save Station 1.  
Version .00, 12/21/02: Completed game up to Save Station in  
Frigate; completed Armament chapter.  
Version .00, 12/20/02: Completed Fundamentals chapter; added the  
Story and Copyright sections.

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## STORY (si2)

---

This section is devoted to the story of Metroid Prime. Most FAQs don't include this information because it doesn't necessarily play an important role in completing the game. However, I liked the story within Metroid Prime, which deals with the two advanced cultures of the Chozo and Space Pirates, and decided to add it to my walkthrough. The paragraphs that follow were written and are under copyright by Nintendo of America, Inc., and they were taken from the Metroid Prime Instruction Booklet.

## CHOZO

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

Even as their society reached its technological peak, however, the Chozo felt their spirituality wane. Their culture was steeped in prophecy and lore, and they foresaw the decline of the Chozo coinciding with the rise of evil. Horrified by the increasing violence in the universe, they began to withdraw into themselves, forgoing technology in favor of simplicity. Tallon IV was one of several refuges they built - a colony bereft of technology, built by 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."

## 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 plane 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-2L was growing 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 their 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, retrolifting 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..."

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## FUNDAMENTALS (si3)

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### A. CONTROLS

---

Typically, I don't include a "controls" area in my FAQs, but

Metroid Prime is an exception. You'll soon learn why.

If this is your first time playing, you might have a hard time controlling Samus Aran due to the complexity of the controls. It'll take some practice to maneuver perfectly, but I won't lie to you: with my help, you'll be the best. I've listed the controls below, along with some functions that are not listed in the instruction booklet:

Button / Control	Function
Start or Pause	- Pause the game. - Access options; Samus' logs.
L Button	- Lock onto enemies or objects. - Activate Grapple Beam. - Scan enemies or objects.
R Button	- Aim. - Look (with control stick). - Activate Spider Ball mode.
Control Stick	- Move. - Look (with R Button). - Move aim (with R Button).
Control Pad	- Switch visors.
C Stick	- Switch arm cannons.
A Button	- Fire selected arm cannon - Place Bombs in Morph Ball mode.
B Button	- Jump. - Space jump. - Activate Boost Ball mode. - Strafe left to right. - Strafe to target (while locked-on).  - Charging arm cannon. - Drawing in power-ups.
X Button	- Switch on or off Morph Ball mode.
Y Button	- Fire missiles. - Place Power Bombs in Morph Ball mode.  - Activate arm cannon combos.
Z Button	- Activate map.

## B. SUIT INTERFACE

A huge part of surviving is understanding Samus' suit interface. It's designed to help you avoid danger while you pilot Samus through each world.

The suit interface has seven different sections. I'll describe

them starting at bottom-left and going clock-wise, ending at bottom-right.

#### Visor Selector

- + The visors you collect will be found here. The area is divided into five squares, with each square coinciding with an area on your controller's control pad. The center square designates your currently selected visor.

#### Danger Indicator

- + The Danger Indicator appears as a large exclamation mark on the left side of the interface. The mark rises when danger is near (such as an approaching enemy), and lowers when you're near safety or are no longer receiving damage. It's fairly useful, but won't register on certain creatures such as the Fission Metroid.

#### Radar

- + The radar lets you know the locations of enemy targets in your proximity.

#### Suit Energy Gauge

- + The gauge at the very top lets you know the amount of energy your suit has before it fails. Atop the gauge, you'll see additional cubes that represent additional energy. Each cube is worth 100 units of energy. If your energy is depleted to dangerous levels, you'll receive a low energy warning.

#### Mini-Map

- + On the top right you'll see a smaller version of the map.

#### Missile Indicator

- + The Missile Indicator keeps a count of your current missile storage. Next to it is a number. This number represents the exact amount of missiles remaining. As your missiles are used, the gauge moves down, until eventually you receive a low missile warning.

#### Arm Cannon Selector

- + The final interface element is the Arm Cannon Selector. The weapons you collect will be found here. The area is divided into five squares, with each square coinciding with an area on your controller's C Stick. The center square designates your currently selected arm cannon.

#### C. MAP

-----  
The walkthrough is based largely on the map. Each room on the map screen is labeled. All rooms and connections have names, even passageways and seemingly unimportant tunnels. Through the FAQ, I will constantly be referring to specific areas, which can be found directly on the map screen.

Like all Metroid games, you'll spend a lot of time on this screen. It is a very helpful guide, and Metroid Prime's map system, unlike previous Metroid games, is very interactive.

Here is the map legend and controls:

Map Symbols	Description
Blue Square	- Door; can be opened with any beam.
Purple Square	- Door; must be opened w/ Wave Beam.
White Square	- Door; must be opened w/ Ice Beam.
Red Square	- Door; must be opened w/ Plasma Beam.
Gray Square	- Door; must be opened w/ Missiles.
Green Square	- Door; opened.
[ E ]	- Elevator.
[ M ]	- Missile Recharge station.
[ S ]	- Save station.
[ ? ]	- Hint.

Button / Control	Function
Y Button	- Enable / Disable map legend.
Z Button	- Enter / Exit map screen.
Control Stick	- Rotate map.
L Button	- Zoom out.
R Button	- Zoom in.
C Stick	- Move.
A Button	- World Map / Level Map.

---

## ARMAMENT (i4)

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### A. ARM CANNONS

---

These are listed in order from weakest to strongest.

Cannon	Description
Power Beam	Samus' standard beam. It can fire multiple rounds at a quick rate, and can become more powerful with the Charge Beam enhancement.
Wave Beam	An energy-based cannon, this weapon has a lower rate of fire than the Power Beam, but releases three energy waves simultaneously.
Ice Beam	A gun that allows Samus to fire powerful blasts of ice, which can be used to temporarily freeze enemies. This is the slowest of all four guns.
Plasma Beam	This weapon's range is very limited in comparison to the rest. However, it is the strongest of the four standard arm cannons and has a rate of fire almost equal to the standard Power Beam.
Phazon Beam	The most powerful weapon of all. It can be used after obtaining the Phazon suit, but Samus must be within a high concentration of Phazon in order to

activate it. It cannot be coupled with the Charge Beam or Charge Beam combo.

## B. MORPH BALL

-----  
These are the enhancements you can obtain and use while Samus is in Morph Ball mode.

Enhancement	Description
-----	
Bomb (standard)	The Bomb is the standard weapon of use during Morph Ball mode. It can be used to destroy enemies, Bomb jump, and break objects made of Talloric Alloy or Sandstone.
Power Bomb	The Power Bomb is the strongest weapon that can be used in Morph Ball mode. Although ammunition is limited, one Power Bomb is enough to destroy most enemies, and can also be used to destroy various elements, including Bendeziium.
Spider Ball	Spider Ball mode allows Samus to climb certain rails located throughout Tallon IV via means of magnetism. It is one of the most useful Morph Ball enhancements.
Boost Ball	Yet another new enhancement never seen before in previous Metroids, Boost Ball mode allows Samus to build a charge of energy that will literally boost her speed in Morph Ball mode for a short period.

## C. SUITS

-----  
With the modifications made to her suit, Samus is able to reach new areas on Tallon IV. Each new suit is equipped with a special ability or resistance and provides additional defensive strength.

Suit	Description
-----	
Power Suit	The Power Suit is the standard suit worn by Samus. It was built and engineered by the Chozo, and can withstand most battle conditions.
Varia Suit	Once acquired, the Varia suit boosts defense and allows Samus to walk through areas of extremely high temperatures.
Gravity Suit	The third outfit Samus obtains, the Gravity suit nullifies the physical down force and drag of water



environments, allowing Samus to move freely underwater.

#### Phazon Suit

This is the final and most powerful suit. It has the same abilities as the Gravity Suit, but fused together with the Phazon element, grants Samus immunity to Phazon's harsh, radioactive effects.

#### D. VISORS

---

Samus will acquire new visors throughout her trek on Tallon IV. Each one is useful, as they each have a special function.

Visor	Description
Combat Visor	The standard visor in Samus' arsenal. It displays all the major interface information, such as energy and energy tanks, radar, mini-map, missile counter, etc.
Scan Visor	Allows Samus' to scan objects and enemies to obtain additional information about them.
Thermal Visor	This Visor can detect any object or enemy that has a heat signature. It can also be used to find hidden door switches that give off heat.
X-Ray Visor	The X-Ray Visor is similar to the Thermal Visor in that it can detect enemies that can't be found with the Battle Visor. It also lets Samus see through certain walls to find hidden passages or armament expansions.

#### E. SECONDARY ITEMS

---

With the modifications made to her suit, Samus is able to reach new areas on Tallon IV. Each new suit is equipped with a special ability or resistance and provides additional defensive strength.

Enhancement	Description
Space Jump Boots	As the name implies, give the ability to jump higher via use of boot-mounted thrusters.
Grapple Beam	Can be used to swing from certain suspended points or enemies.
Missile Launcher	Modifies the arm cannon to allow ballistic weaponry. Missiles can destroy elements made of Radion or Brinstone. This can be coupled with

standard weapons to create combos, but the Beam Combo enhancement must be present.

Charge Beam

Allows arm cannon weaponry to be charged to create a more powerful blast.

Beam Combo

This enhancement gives Samus the ability to combine the power of her arm cannon with the power of ballistic weaponry. Each arm cannon has a special combo enhancement that must be located on Tallon IV. These combos deplete missiles greatly, but provide devastating effects on enemies.

---

## SECTION II: WALKTHROUGH

---

The walkthrough is divided into many, many areas. Each area name can be found on the level or world map (Z Button). I'll be using map room names very frequently. This is really the simplest way in guiding you through the game.

---

### SPACE PIRATE FRIGATE (sii01)

---

#### Exterior Docking Hangar

---

You'll be dropped off on the exterior of an unidentified space ship. >From the drop off point you'll see four red beacons ahead of you. Target them one by one (L Button) and shoot them once with your Power Beam (A Button). This will cause the blue force field to open. Go through it and down the ramp.

In front of the ramp and slightly to the right, you should see a blue spinning icon. Scan it with your scan visor to activate the second force field controls. To switch to your scan visor press left on your control pad. Aim your scan until the icon is highlighted and press the L Button to scan the switch. This will activate six more beacons. Press up on the Control Pad to switch back to the Combat Visor.

Turn left, target and shoot the beacons. If you can't see the top ones, use the R Button and the Control Stick to look up. Head through the opened field (jump over the step by pressing the A Button) and then to the left and up a ramp. Follow it until you reach a door.

The door is a blue door and it can be opened with any type of beam. Shoot it and go inside.

#### Exterior Docking Hangar

---

To the left you can scan some icons with your Scan Visor, but they're not very important. Keep going forward until you see another door. Shoot it and go through.

#### Air Lock

-----  
In this passage you'll see lots of floating space junk. The door can't be opened until the room is re-pressurized. Scan the switch on the left to re-pressurize the room and gain access through the door.

#### Deck Alpha Access Hall

-----  
Follow this hall to the end until you come to another door.

#### Emergency Evacuation Area

-----  
Go straight and then to the right down a small ramp. You'll see a dead Space Pirate and some unsightly creatures feasting on him (yummy?). Switch to your Scan Visor and scan the creature to add it your log book.

-----  
` Creature Log: Parasite `

-----  
` 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. `

-----  
To access your log book press the Start Button and then press the R Button. You'll have five different log books, each appearing on the left. You just activated The Creatures Log by scanning your first creature.

Head past the Space Pirate and up the ramp. Then go left past some more Parasites and down another ramp. You'll see a barely living Space Pirate here. Kill it before it attempts to shoot at you, then turn right and go through the door.

#### Deck Alpha Umbilical Hall

-----  
In this hall you'll see some space junk blocking your path. Charge your Power Beam by pressing and holding the A Button. Release the shot at the junk once it is fully charged. Go forward and through another door until the screen switches to two parasites. They'll crawl into a small tunnel at the bottom-right of the hall.

Switch to Morph Ball Mode and follow the parasites through the tiny corridor.

#### Map Facility

-----  
You'll come to a small room with a lot of equipment in it. Switch back from Morph Ball mode and in front of you will be a hologram of a map. Scan it to receive your first Research entry, then step into

the hologram to download the area map.

-----  
` Research Entry: Map Station `

-----  
` Walk into the Map Station holograms to download a map of ` the area you're in. `

-----  
Leave by going through the small shaft you first took. Then head right to find another door.

Connection Elevator to Deck Beta

-----  
In front of you will be another blue switch. Scan it to activate the elevator hologram and then step into it. When the platform stops, go through the new door into the next hall.

Deck Beta Conduit Hall

-----  
Avoid the fire to your left and pass the electricity in front of you by switching to Morph Ball mode. Stay in Morph Ball mode to get through the collapsed space junk. You won't be able to destroy it like in the previous instance. Head through the next door.

Biotech Research Area 1

-----  
Head left and then to the right where you'll see two Space Pirates - one that is nearly dead and another fully functional. Kill them both. If either of them drops an energy ball (it appears as a tiny, purple, rotating sphere usually floating in mid-air), scan it to receive a new Research entry. If no energy appears here, you can always scan it later, as you'll see tons of energy dropped by enemies in this game.

-----  
` Research Entry: Small Energy `

-----  
` Replenishes 10 units of energy. `

-----  
Keep going until you see another door. Shoot it, go in.

Deck Beta Security Hall

-----  
Go down this hall but stop before you reach the corner. To the left and around the corner an Auto Defense Turret awaits you. Peek around the corner and scan it to receive a new entry. The turret won't shoot you unless it has a complete visual.

-----  
` Creature Log: Auto Defense Turret `

-----  
` Use Missiles to break outer casing. `

-----  
Lock-on to it and shoot charged Power Beam shots or Missiles at it. The turret will drop Missile Ammunition. Scan it to receive a new Research entry in your log.

-----  
` Research Entry: Missile Ammunition `

-----  
` Re-supplies Missile Launcher with 5 rounds of ammo. `

Now go through the door the Defense Turret was guarding.

#### Biohazard Containment

-----  
Upon entering the room, you'll see a large tank with a rather disgusting creature inside of it. To the right of it will be some computer screens. You can scan them all but make certain that you scan the left one, as that'll give you your very first Pirate Data entry.

-----  
` Pirate Data: Fall of Zebes `

Now go left and around the tank where you'll see another defense turret. Destroy it and proceed until you see a blue switch. Scan it to activate the platform. Step into the platform to go up.

There are several Space Pirates on the second floor. Destroy them as you make your way forward towards the door at the end.

#### Deck Beta Transit Hall

-----  
Go forward and through the door at the end of the hall.

#### Cargo Freight Lift to Deck Gamma

-----  
A turret will fire at you from your right site. Use a Missile on it and scan the blue switch to open the elevator door. Step into the hologram and ride the elevator down to the next deck.

Upon exiting the elevator, a Space Pirate will jump down from the ceiling and assault you. Blast him away, then kill the Parasites in this room. Scan the blue switch on the right (it is close to the elevator door). This'll grant power to the large door in front of you, but it still doesn't open. On the floor you should see a hologram of a Morph Ball. Switch to Morph Ball mode and roll in.

#### Reactor Core Entrance

-----  
There will be two inactive turrets here. Destroy them before they reach online status. Now go through the left blue door to reach the save station. You can save your progress there. Before or after saving (it doesn't matter) scan the Save Station to receive a new Research entry.

-----  
` Research Entry: Save Station `

-----  
` Step into these stations to save your game and fully `  
` restore your energy. `

-----  
Percentage of game completed - approx. 00%.

Leave the station and go back inside the main room. Scan the blue switch to activate another Morph Ball hologram. Switch to Morph Ball mode and use the hologram to open the large door.

#### Reactor Core

---

You'll be taken to a large room, but you won't be alone. You'll see a large organism at the center of the Reactor Core. Before going trigger-happy on it, scan it to add it to your log book. Be sure to scan all bosses, as they also make up important entries in your database. Scanning them can also inform you of any weaknesses...

---

` Creature Log: Parasite Queen `

---

` 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. `

---

#### BOSS 1: PARASITE QUEEN

---

Well, now that we've read about queen-big-and-ugly, let's kill it. Lock-on to it's head and shoot away. You'll notice that your shots may or may not hit her (she blinks red when injured). That's because there is a rotating shield around the Reactor Core. The shield will continue to spin. However, it doesn't completely protect the queen. It'll have a few openings. Shoot her when you notice that an opening is evident in the shield.

The queen will constantly shoot blasts from her mouth. They're not extremely harmful, but they can eventually kill you. Lock-on to her head and strafe in circles (B Button + Control Stick while locked) and fire at her while avoiding the green energy blasts.

Charge beam blasts will kill her the fastest, and you can even use some missiles if you'd like. Don't use all of your missiles, though.

---

Killing the queen will cause the Reactor Core to collapse, which in turn causes the imminent death of the entire complex. The only way out is a blue door to the right of where you came in. Leave in haste - you only have seven minutes to secure your survival!

#### Deck Gamma Monitor Hall

---

Make your way up the steps and to the next door.

#### Connection Elevator to Deck Beta

-----  
Scan the switch to activate the elevator - step on the hologram and ride it to the top. Immediately after getting off the elevator you should see a blue switch on the wall ahead of you. Scan it to disable a Defense Turret and then go right through the next door.

#### Biotech Research Area 1

-----  
You should see three Space Pirates battling a creature followed by a large explosion, which luckily kills all of them for you. Go left and then slightly right to see some steps made by a stack of fallen blocks. Climb it, destroy the Space Pirate you encounter, and go right to see two more Space Pirates. Killing the last one will open a large shaft. Jump into it.

#### Subventilation Shaft Section A

-----  
You'll encounter swarms of Parasites here. Don't waste your time destroying them. Avoid them and follow the shaft down until you reach another door that leads to Section B.

#### Subventilation Shaft Section B

-----  
Same thing as Section A. Keep following the path until you reach the entrance to the Cargo Freight area.

#### Cargo Freight Lift to Deck Gamma

-----  
The door here will explode after a few seconds. Go through!

#### Main Ventilation Shaft Section A

-----  
Go forward and then left until you reach another door on your right side.

#### Main Ventilation Shaft Section B

-----  
Go up the ramp and into the room where you'll see two turrets. Destroy them and head through the door.

#### Main Ventilation Shaft Section C

-----  
Make your way down and to the left into another room and then through the door.

#### Main Ventilation Shaft Section D

-----  
Go forward and to the right. Go through the door.

#### Main Ventilation Shaft Section E

-----  
Walk a few steps but don't step into the shaft yet. You'll see a large mechanism move left to right. It's big enough to crush you, so be careful. Wait for it to come back towards you and follow it when it retracts to the left. Keep running until you see an opening on the right side of the shaft. Step in and take this door before you're crushed!

#### Main Ventilation Shaft Section F

-----  
Run up and to the left to the next area.

#### Biotech Research Area 2

-----

Upon entering you'll see a short sequence involving Meta Ridley (remember Ridley from previous Metroid games?). Anyway, he'll go psycho on you and cause the floor of the room to collapse. No big deal, we have the Grapple Beam! Look up to see two Grapple Points, one, which is close to you. Press and hold the L Button to activate the Grapple and swing. Release the L Button to deactivate the Grapple and press the L Button again to anchor to the next Grapple Point, then let go to release and land on the platform at the end of the room. Through the door you go!

#### Connection Elevator to Deck Alpha

-----

Ahead you'll see a blue switch. Scan it to disable another turret, then turn right and left into a small tunnel.

There will be some loose electric current in the tunnel, so try to avoid it. Head towards the elevator and scan the switch to activate it. After you activate the elevator a blast will send you inside of it, destroying nearly all of your equipment - your Varia Suit, Grapple Beam, Morph Ball enhancement, Ballistic (missile) weaponry, and your Charge Beam. That's a shame. At least you didn't lose your underpants, right?

Take the elevator to the Deck Alpha Mech Shaft.

#### Deck Alpha Mech Shaft

-----

Follow this shaft until you reach the air lock area.

#### Air Lock

-----

It's obviously unsafe to go right because of the fire, so go left instead.

#### Exterior Docking Hangar

-----

Follow the initial hall all the way to the exit door and you're home free. Well, just for right now. The Frigate explodes and you'll chase Ridley to a new destination, otherwise known as Tallon IV.

#### MISSILE LAUNCHER (sii02)

-----

#### Landing Site

-----

You'll land in fairly unknown territory. At landing you'll be able to save your game, so go ahead and do that if you'd like. While you're at it, scan your ship to receive a new entry.

Percentage of game completed - approx. 00%.

-----  
` Research Entry: Gunship `



```
-----
\ Hunter-class gunship registered to Samus Aran.
\
\ You can return to your ship to recharge energy, reload
\ weapons and save progress in the game.
-----
```

Our first course of duty is to find the Missile Launcher enhancement that you blatantly lost on the Frigate.

Directly in front of your ship is a waterfall. To the left of this waterfall are some steps that you can jump on. Follow the steps up until you eventually go behind the waterfall and past some lichen (a blue, glowing substance found on the walls - like fungus) on the wall to your left side. Keep along the left wall until you come to a new door. Go in.

#### Temple Hall

```
-----
```

In this hall are two new creatures. The Seedlings, which are attached to the ceiling, will eject spines from their body to harm you. The other is Tangle Weed, located on the floor. The Tangle Weed is harmless, all it does is slow your movements. Scan both of these creatures to add them to your log book.

```
-----
\ Creature Log: Seedling
-----
\ Morphology: Seedling
\ Plant-based ground feeder.
\
\ Dorsal spines can be ejected in self-defense.
-----
```

```
-----
\ Creature Log: Tangle Weed
-----
\ Species: 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.
-----
```

Follow the hall and go through the door at the end.

#### Temple Security Station

```
-----
```

Scan the icon at the center of this station. It'll give you some information on what is going on around here (sort of).

```
-----
\ Pirate Data: Artifact Site
-----
```

We'll be looking for these so-called artifacts later on, but right now we need the missile launcher to evaluate what's behind the door

at the end of this glass case. Scan the door to receive a new entry and then leave this area and go back to your ship.

-----  
` Research Entry: Missile Door Lock `

-----  
` 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. `

-----

#### Landing Site

-----

Stand in front of your ship and face away from it. Turn right to see another door. Go there.

#### Canyon Cavern

-----

Move forward a few steps until some creatures jump out from beneath the sand. Scan one of them and then kill them with your Power Beam.

-----  
` Creature Log: Beetle `

-----  
` Morphology: Beetle `

` 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. `

-----

After, go left into a small opening in the rocks until you reach another door.

#### Tallon Canyon

-----

To the left you should see a large plant-like creature. It's a Sap Sac. Scan it and then shoot it to make it explode, if you'd like.

-----  
` Creature Log: Sap Sac `

-----  
` 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 `

` ingenious creatures dare to devour it. `

-----

Follow the tiny little stream on the ground until you see some platforms on your left. On top of them is another new creature that looks like a hedgehog on steroids. Scan it.

-----

```
\ Creature Log: Zoomer
-----
\ 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.
-----
```

Kill the Zoomers and jump on their platforms until you reach another creature. This one looks like a Zoomer, but it's red and cannot be harmed by your current weapon. Scan it and then jump back down below.

```
-----
\ Creature Log: Geemer
-----
\ 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.
-----
```

At the base of the platforms you'll see some 'shroom-like objects. This is another creature. It'll explode if you try to touch it or if you shoot it. Scan it to receive another entry.

```
-----
\ Creature Log: Blastcap
-----
\ 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 the slightest contact.
-----
```

Jump out of the water and go towards the half-pipe structure. Beetles will lunge at you. Kill them and then jump up to the door and go through.

Transport Tunnel A

-----  
Go through the tunnel to the very end. Kill the two Zoomers along the way if it makes you happy. In the next room you'll find some unidentified technology.

Transport to Chozo Ruins West

-----  
Scan the switch on the right to activate the transport. Go in.

Transport to Tallon Overworld North

-----

Go through the door ahead of you.

#### Ruins Entrance

---

Make your way through this area until you reach four pillars. Attack the Beetles that emerge and jump into the area where the door is, but don't go into the door yet. Above the door you'll see a panel with strange water-like properties. Use your scan visor to scan it. This is a Chozo Lore entry. You'll find many of these on Tallon IV and I've even provided all of the Lores and their full descriptions at the end of the walkthrough. I recommend you read them all during the game. They provide a lot of information regarding The Chozo and the Great Poison. If you absolutely hate storylines and just like killing things, then by all means, don't read the Lores.

---

` Chozo Lore: Fountain `

---

Now you can go through the door.

#### Main Plaza

---

Jump down and kill the Beetles that attack. Then head past the first door on your left, which you can't open yet, and towards some large steps located at the center of the plaza. After you reach the end of the Plaza, turn left and jump onto some rather large steps. Follow the steps until you reach a small gap. Jump over it and then make your way towards a bridge. Cross the bridge and stop at the end of it. In front of the bridge are some circular-like, orange objects on the wall. Scan them to get a new creature entry.

---

` Creature Log: Hive `

---

` 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. `

---

Now you can jump down to the first floor again. From the door you came through, head away from it again towards the large steps in the center of the Plaza. Follow the left wall until you reach a new door on the bottom floor.

#### Nursery Access

---

Kill the Scarabs. Go through door.

#### Eyon Tunnel

---

You'll see a new creature here. It sits inside the wall and looks like an eye. Scan it.

```
-----
\ Creature Log: Eyon
-----
\ 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.
-----
```

Shoot the Eyon to make it temporarily stop shooting its laser.  
Head through the tunnel, shooting each Eyon until you reach the end.

#### Ruined Nursery

-----

>From the door, head forward towards a tree. To the right of it is a  
new Chozo Lore.

```
-----
\ Chozo Lore: Exodus
-----
```

Kill the Beetles that pop up from your right. Then turn right again  
and jump onto some rubble. You'll see a door on the first platform.  
Don't go in there yet. While on the platform, some War Wasps will  
try to attack you. Look into the air and scan one of them.

```
-----
\ Creature Log: War Wasp
-----
\ 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.
-----
```

Kill the wasps and jump onto the other rubble located in front of  
the door you just found. Follow this path to a Save Station.

#### Save Station 1

-----

Save here. Duh.

Percentage of game completed - 00%.

Leave the room.

#### Ruined Nursery

-----

Step down to the second platform (not the first floor) and go through  
the door there.

#### North Atrium

-----

Head forward then right and scan the tiny creatures you see here.

-----  
` Creature Log: Scarab `

-----  
` Morphology: Scarab `

` Exploding parasites that can embed their bodies in 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. `

-----  
Continue to the end door.

Ruined Gallery

-----  
Kill the wasps in here and jump on the platforms following the right  
wall until you reach the door.

Totem Access

-----  
You'll see some fire-fly type creatures in here. Scan one of them  
for a new entry.

-----  
` Creature Log: Plazmite `

-----  
` Morphology: Plazmite `

` Small insect capable of storing and releasing thermal  
` energy. `

` Plazmites are attracted to sources of heat, thriving on  
` energy present there. They emit light when hunting, and  
` will expel small bursts of thermal energy when threatened. `

-----  
Kill the Plazmites until you reach a small room. In this room you'll  
see a crate. Destroy it to find something valuable (sort of) inside.  
It's a red energy ball, which restores 20 points of energy. Scan it  
before you eat it!

-----  
` Research Entry: Large Energy `

-----  
` Replenishes 20 units of energy. `

-----  
Avoid the toxic water below and jump into the next tunnel, kill the  
Plazmite, and go through the door to the Hive Totem.

Hive Totem

-----  
Head towards the right and jump down. Pass a tree and then jump onto  
the steps to the left to reach the middle platform. In front of you  
will be a small bridge and an item across it. Go get it, boy!

Ah, but wait! A, uh, robot thing blocks your path. This is the Hive Mecha. It'll release some wasps that will try to disorient you. They'll spin in circles and stop a few seconds before they attack. Scan one of them.

-----  
` Creature Log: Ram War Wasp`  
-----

` 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, disorienting it. Striking from`  
` all sides as a single intelligence, they can fell huge`  
` organisms.`  
-----

Destroy the first few that come out and then scan the large structure at the end of the room that is releasing the wasps. You'll have to scan the base of it, which is under water. Scanning the top portion of it won't score you a new entry.

-----  
` Creature Log: Hive Mecha`  
-----

` 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.`  
-----

BOSS 2: HIVE MECHA

-----  
The upper part of the Hive Mecha has four ports that release the War Ram Wasps. It can only use one port at a time. After you destroy the group of wasps it releases, aim for the port that is exposed until it is completely damaged. The Hive Totem will turn to use another one of its ports, and the process will repeat once again. This will happen four times, as there are four total ports.

If the wasps knock you into the toxic water, quickly get back on. You don't have much energy to begin with so you'll need to save most of it to protect you against those pesky wasps.

-----  
Walk across the bridge after you destroy it and collect your new item - the Missile Launcher!

-----  
` Secondary Items: Missile Launcher`  
-----

\ The Missile Launcher adds ballistic weapon capability to \  
\ the Arm Cannon. \

\ Press the Y Button to fire the Missile Launcher. Press the \  
\ A Button 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 Brinstone. \

\ There are Charge Combo enhancements scattered throughout \  
\ the environment. They use the Missile Launcher and the \  
\ Charge Beam in tandem to fire more effective blasts. \

\ Each Missile Expansion you find will increase the number \  
\ of Missiles you can carry by 5. \

-----

Break the door ahead of you by firing one of your Missiles at it (Y Button). Go into the small room.

-----  
MOPRH BALL (sii03)  
-----

Transport Access North  
-----

In here you'll see a new item. It's an Energy Tank - pick it up. Your energy capacity has now increased by 100 points plus your current energy is fully restored.

-----  
\ Suits: Energy Tank \

-----

\ 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. \

-----

-----  
\ ENERGY TANK 1 OF 14 \

-----

You can leave this room now by going back to the Hive Totem and then going to the Ruined Gallery that we went through on the way here. There's a door that we can open there using our newly acquired Missile Launcher.

Ruined Gallery  
-----

Kill the wasps that meet you at the door. Now that you have Missiles,



you can destroy the nest that is stuck to the ceiling. One Missile should be enough. Then jump down (jump to avoid the toxic water) to the opposite side of the room and to your right should be a door with a blast cover on it. Use a Missile to get through.

#### Map Station

-----  
Step into the hologram to download the area map, then head back to the Ruined Nursery to save your game (I like to save a lot because I'm paranoid) or to the Main Plaza to continue finding the Morph Ball equipment.

#### Main Plaza

-----  
>From the door leading to the Nursery Access, go right until you find another door with a Blast Shield on it. Destroy it and go in.

#### Ruined Shrine Access

-----  
Kill the Scarabs and move on.

#### Ruined Shrine

-----  
Jump up the steps and into a half-pipe. Then jump down to the area below where you'll have to fight plenty of Beetles. A stronger Beetle will come from the dirt after you destroy the smaller ones. Make sure you scan it.

-----  
` Creature Log: Plated Beetle `

-----  
` 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. `

-----  
The Plated Beetle is like a mini-boss. It can either be very difficult or very easy, depending on what you do. First, lock-on to it. You can't shoot its head because, well, it's a "Plated" Beetle. Stand still or move around until it charges you. I find it easier to just stand still, as dodging only prolongs the Beetle's attacks. Move out of the way when it charges and shoot it from behind. Do this several times until it dies.

The stone gate will lower allowing you to get your new enhancement, which is the Morph Ball equipment.

-----  
` Morph Ball: Morph Ball `

-----  
` The Morph Ball changes your suit into a compact, mobile sphere. `



Chozo Lore: Binding

Afterwards, head left and down a ramp. You'll see an opening on your left side.

In this area are some columns and in the center is a floating blue icon. This is one of the Artifacts. Step into it to collect it.

Artifact: Truth

First of Twelve Chozo Artifacts.

Scan the top portion of the pillars to receive hints as to the whereabouts of the remaining Artifacts. There are a total of 12, which are scattered on Tallon IV. We'll eventually find them all, of course. These are the hints you should have acquired when you scanned the pillars:

Artifact Hint: Elder

Artifact Hint: Chozo

Artifact Hint: Lifegiver

Artifact Hint: Spirit

Artifact Hint: Strength

Artifact Hint: Wild

Artifact Hint: World

You can leave now. Go back to the Landing Site, then transport to Chozo Ruins and head to the Ruined Fountain Access.

Percentage of game completed - approx. 05%.

MORPH BALL BOMB (sii05)

Ruined Fountain Access

-----  
Kill the Scarabs here and then roll below the vines in Morph Ball mode. You'll need to do this twice until you end up at a Ruined Fountain.

#### Ruined Fountain

-----

This room is only partially lit by some Plazmites. Try not to kill them. If you do, you can use your Beam to light your path. Follow the platforms and rubble along the right wall until it turns and you end up at an active fountain. Scan the Chozo Lore located behind it.

-----  
` Chozo Lore: Hatchling `

Head to the door located on the left of where you initially came in.

#### Arboretum Access

-----

Walk a few steps, switch to your Scan Visor and then peek right around the corner. You'll see creatures hanging from the ceiling. Scan one of them before they see you.

-----  
` Creature Log: Shriekbat `

-----  
` 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. `

-----  
Switch back to your Arm Cannon and kill them or let them suicide. Doesn't matter. Head through the next door.

#### Arboretum

-----

Turn left and scan the vine that protrudes from the wall.

-----  
` Creature Log: Reaper Vine `

-----  
` 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. `

Shoot the vine and jump onto the platform, then jump onto the next one. Turn right and follow the big steps that are attached to the large tree. You'll come up to a small bridge. Walk across it, jump on another tiny bridge, and head left down a ramp. Destroy the Blast Shield on the door and go in.

#### Gathering Hall Access

-----

Walk between the pipes to the other door.

#### Gathering Hall

-----

Follow the right wall until you reach another Blast Shield. Destroy it and go in.

#### Save Station 2

-----

Save then go back to the Gathering Hall.

#### Gathering Hall

-----

As soon as you hit the large opening, Shriekbats will try to dive-bomb you, so be ready. From the Save Station 2 door, go left and you'll be able to climb some platforms. The second one will have some Blastcaps on it. Blow them up and then jump onto that platform. Make your way up to the top of the room using the platforms until you reach what looks like a dead-end. Switch to Morph Ball mode and you'll be able to take a small tunnel that leads to the top-center of the room. Kill the 'bats, jump the gap, take the door.

#### East Atrium

-----

Go to the next door.

#### Energy Core Access

-----

There are Eyons here, so be careful. Go to the next area.

#### Energy Core

-----

Walk a few steps and you'll be able to see a door on the other side of the room. We can't reach it now and besides, it's locked. Use your Scan Visor to scan it, though. It's a special type of door lock that can only be released by triggering a certain event within its room, usually killing a specific enemy or scanning a switch.

-----  
` Research Entry: Locked Door `

-----  
` Lock system engaged. Secure the area to unlock door. `

-----  
Now facing the door you came from, go right. Kill the Shriekbats and jump over the toxic water. Turn right again and you'll see a Morph Ball tunnel.

#### Burn Access

-----

Keep going until you reach the next area.

## Burn Dome

-----  
A large mechanism will rise from the ground. It'll start to shoot two streams of fire. Scan it before it incinerates you.

-----  
` Creature Log: Incinerator Drone `

-----  
` 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 ` drones intense heat blasts compensate for its lack of ` battle prowess. `

### BOSS 3: INCINERATOR DRONE

-----  
The Drone spins in circles while flames are emitted from its rods. Jump over the flames to avoid charred-monkey status. After a few seconds, the Drone's Eye will rise from the top. Shoot it. This will cause it to agitate the hive located on the ceiling. A new creature will try to attack you. Make sure you scan it before you destroy the Incinerator Drone.

Damage the Eye of the Drone four times to win the battle and obtain your new equipment.

-----  
` Creature Log: Barbed War Wasp `

-----  
` 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 stringer tips regrow seconds after launch and contain ` an acidic compound designed to predigest prey. `

-----  
Go to the center of the room and collect your new upgrade.

-----  
` Morph Ball: Morph Ball Bomb `

-----  
` The Morph Ball Bomb is the default weapon for the Morph ` Ball. `

` Press the A Button 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. \  
-----

In Morph Ball mode follow the toxic stream until you reach a dead-end (opposite from where you came in). Use a Bomb to destroy the block here and go through the tunnel. Pick up the Missile Expansion here and head back to the Energy Core.

-----  
\ MISSILE EXPANSION 2 OF 49 \  
-----

Energy Core  
-----

A few steps from the door and to the left, you'll see a large frog-type creature. Scan it to get a new entry.

-----  
\ Creature Log: Stone Toad \  
-----

\ 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 indigestible, it regurgitates. Stone \  
\ Toads use their tusks as a last resort in combat. \  
-----

Switch to Morph Ball mode and get near the Toad. It'll swallow you. Use a Morph Ball Bomb inside of it to make it explode. Otherwise, let it spit you out. This is funny. Now go back to Save Station 2 to save your game or continue on to the Gathering Hall.

-----  
CHARGE BEAM (sii06)  
-----

Save Station 2  
-----

Percentage of game completed - approx. 07%.

Gathering Hall  
-----

Head through the door that is opposite the Save Station.

Watery Hall Access  
-----

Go down the tunnel and down the first ramp. Jump over the water and land on the platform between both ramps. Turn left and use a

Missile on the wall. It'll collapse, exposing a hidden room with a Missile Expansion in it. Nab it (nab?)!

-----  
` MISSILE EXPANSION 3 OF 49 `

Nothing more here. Go up the second ramp and to the next door, which has a Blast Shield on it.

Watery Hall

-----  
Turn right and jump the platforms along the wall. You'll see a Reaper Vine towards the center platform. Shoot it and keep going until you see another Vine. To the right of it is another platform. In front of the final platform is a large circular door. Scan the center of the door and you'll find out that it is locked by the power of four runic symbols. These can be found throughout the room. You'll need to scan each symbol to activate it.

Now go forward a few steps and drop off the platform onto the floor below. Against the wall (the same wall that the door is on) is one of the symbols. Scan it.

Turn around and jump the platforms until you reach one with Blastcaps on it. Destroy the 'caps. There is another symbol where they were growing. Scan it.

Head back towards the door where you came in. Jump platform to platform and stop on the last one before you actually jump onto the one that has the door on it. Look directly at the door and then turn right about 45 degrees and look slightly up. You'll see the third symbol above a large drain - the symbol looks like a crown. Scan it.

Now you can jump on the platform that has the door on it. Face away from the door, turn right and jump up along the right wall to the circular door (like when you first came in). Face the large gate and look to the right of it. The final symbol is here. Scan it to gain access, and then scan the actual symbol located at the center of the gate to open it.

Jump into the area and head towards the item. Before you pick it up, scan the Chozo Lore above it.

-----  
` Chozo Lore: Meteor Strike `

Now pick up the item. It's the Charge Beam. Oh, feel the power.

-----  
` Secondary Items: Charge Beam `

` The Charge Beam allows you to increase the damage and effectiveness of the Arm Cannon. `

` Press and hold the A Button to charge the Arm Cannon, then release the A Button 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. ` ` -----

The Eyons on the wall will activate when you pick up the new item. Not a problem - use your Charge Beam to kill them.

-----  
VARIA SUIT (sii07)  
-----

Turn left after you get the new equipment and get into Morph Ball mode. You should see a small discolored block in the wall. Use a Morph Ball Bomb to destroy it and then go through the tunnel. Take the Blast Shield off of the next door and go in.

Dynamo Access  
-----

Use a missile on the door at the end. Go in.

Dynamo  
-----

In front of you is a machine that extends from the floor to the ceiling. To the right of it is a gate. Blow it up with a missile and take the Missile Expansion inside.

-----  
` MISSILE EXPANSION 4 OF 49 ` ` ` `-----

What we need now are some Energy Tanks. Go back to the Energy Core.

Energy Core  
-----

Head left into the tunnel until you see the Stone Toad. Switch to Morph Ball, have it swallow you, and blow it up. Go into the crack that was behind it and then turn right. Scan the slot that's inside the wall.

-----  
` Research Entry: Morph Ball Slot ` ` ` `-----

` Standard Morph Ball slot. ` ` ` `

` Inserting the Morph Ball and detonating a Bomb will ` ` usually cause these slots to send electrical impulses that ` ` can activate different types of devices. ` ` ` `-----

Get into Morph Ball mode and jump into the slot by popping yourself up with a Morph Ball Bomb. Place a Bomb inside the slot. This'll drain the water in the room and activate a timer. While still in

Morph Ball mode, head left and through an obvious hole in a gate.

Once you fall, go forward and then to the left and over a small ledge. The second slot will be on the left. Place a Bomb inside of it. This will cause some platforms to lift from the ground.

Go up the ramp towards the door you came through. Then turn back around to jump to the new platforms. Follow them until you reach a square opening in a wall. Follow the hallway down until you reach the final slot. Place a Bomb in it. This will unlock the door at the end of the room and lift the platforms that will allow you to reach it. Let's go there now.

#### West Furnace Access

-----  
Follow the tunnel to the next door.

#### Furnace

-----  
Switch to Morph Ball mode and roll through the tunnel. Use the Bombs to jump up when you need to. At the end will be an energy tank.

-----  
` ENERGY TANK 2 OF 14 `

-----  
Leave this room through the same way you came in. We're going to get some more power-ups and expansions, so head to the Ruined Shrine.

#### Ruined Shrine

-----  
Jump up to the half-pipe and then jump down to the sand. Kill the Beetles that come out. On the right wall is a small, weakened block. Blow it up with a Morph Ball Bomb and go through the tunnel. Get the Missile Expansion at the end.

-----  
` MISSILE EXPANSION 5 OF 49 `

-----  
Go to the Ruined Nursery when you're ready.

#### Ruined Nursery

-----  
>From the door, go right along the wall until you reach a small platform on the floor (before reaching the bigger steps). Get on top of it and switch to Morph Ball mode. There is a tunnel cut into the wall. Bomb your way into it. Then Bomb your way up one more time. Finally, destroy the cube that blocks your path. This will cause another block to fall down in front of you. You can't get any further here, so let's get back down to ground level.

Take the big steps and then turn right. You'll see that the tunnel runs to this far end of the room. Go in and Bomb your way through it. Keep going and you'll eventually reach a Missile Expansion.

-----  
` MISSILE EXPANSION 6 OF 49 `

Time to go to the Ruined Gallery for some more goodies.

### Ruined Gallery

-----  
Directly in front of the door that leads to the Map Station is a small tunnel that is elevated from the ground. Bomb Jump your way inside and roll until you get a Missile Expansion.

-----  
` MISSILE EXPANSION 7 OF 49 `

-----  
Facing the Map Station door, on the right of it, on the other side of the room is a cracked wall. Take it down with a Missile and collect another Missile Expansion!

-----  
` MISSILE EXPANSION 8 OF 49 `

-----  
Go to the Transport Access North now.

### Transport Access North

-----  
Go behind the Hive Totem again and take the small tunnel there. Make your way up, using Bombs and the moving pistons until you get to a door. Go in.

### Transport to Magmoor Caverns North

-----  
Go right and take the door here.

### Vault Access

-----  
Same as the previous area. Use the pistons and Bombs to get through.

### Vault

-----  
We need to get several things in this room. First, drop down and take a right. There's a Chozo Lore along the right wall. Scan it.

-----  
` Chozo Lore: Beginnings `

-----  
Keep going along the wall until you reach another door. Face away from it. You should see three slots ahead of you. Switch to Morph Ball mode and Bomb the lock off of the first slot. Then get inside and use another Bomb.

The second and third are the same except you'll need to Bomb Jump your way up. If you're having trouble doing this, read the Bomb Jump question in the FAQ section at the end of this guide.

The room in the center will open once you have bombed all three slots. Take the expansion that is inside.

-----  
` MISSILE EXPANSION 9 OF 49 `

Go through the door that is located opposite of where you entered this room.

#### Plaza Access

Follow the tunnel until you reach an opening to the Main Plaza. You'll see an Energy Tank. Grab it and drop down.

```
-----  
` ENERGY TANK 3 OF 14 `
```

Save your game now at Save Station 1 or make your way to the Arboretum.

Percentage of game completed - 17%.

#### Arboretum

This room is similar to the Watery Hall because we'll need to find four Runic Symbols and scan them to gain access to the next area.

Start off by going left and then jumping on the platforms that are attached to the tree. Keep going until you reach a small bridge, which will be perpendicular to another bridge. Get on the first one and face the tree. There's a symbol there. Scan it.

The second symbol is located below this bridge, under what appears to be some red Tangle Weeds. Shoot the weeds to make them retreat into the ground and then scan the symbol that's exposed (yes, it can be done from the bridge).

Get on the second bridge and go right. Jump the steps and follow the wall until you come to a dead-end. Switch to Morph Ball mode and go inside the tunnel that is cut into the wall. Blow up the obstacles with your Bombs and stop when you come to some steps. Turn left and the third symbol will be here against the wall.

Jump up the steps. There's another tunnel within the wall here but don't go in it yet. You'll notice those red Tangle Weeds again. Scan them to get a new entry.

```
-----  
` Creature Log: Venom Weed `
```

```
-----  
` 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. `
```

Switch to Morph Ball mode and damage the weeds with Bombs, then keep going. Jump up the steps and onto the platforms until you reach the very top door that's covered with the symbols. Face away from

the door and you should see the last symbol on the tree. It's the one that looks like a crown. Scan it to open the door. Then switch to Morph Ball mode and bomb the small block. Go through the tunnel and destroy the Blast Shield at the end.

#### Sunchamber Lobby

---

Kill the Venom Weeds and proceed to the next area.

#### Sunchamber Access

---

Go through the door at the end.

#### Sunchamber

---

Welcome to the next boss. Scan the large creature at the center of the room and also one of its tentacles.

---

\ Creature Log: Flaahgra \

---

\ Morphology: Flaahgra \

\ This mutant plant is the source of toxic water in the \  
\ Ruins. \

\ Flaahgra's growth cycle has been radically accelerated. As \  
\ a result, it requires near-constant exposure to solar \  
\ energy to remain active. This exposure has made Flaahgra's \  
\ outer shell thick and durable. Its lower root system is \  
\ unprotected and vulnerable, however. Exploit this flaw \  
\ when possible. Concentrated weapon fire can daze it for \  
\ short periods. \

---

---

\ Creature Log: Flaahgra Tentacle \

---

\ 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. \

---

#### BOSS 4: FLAAHGRA

---

We learned that this plant-like creature is extremely strong, but it also needs a constant supply of sunlight energy. Surrounding the creature are four mirrors that reflect the light onto it. Our goal is to flip these mirrors to stun Flaahgra, and then attacking its nervous system using Morph Ball mode.

Lock onto Flaahgra and circle around it until you reach the first mirror. You can hit it while keeping your lock on the creature. Flipping the mirror will stun it, causing it to retract its tentacles. Follow the path in Morph Ball mode that the tentacles occupied and Bomb Flaahgra at its nerve center. You can only attack once before it releases its tentacles again. Each time you use a Bomb successfully at



` segments from its body. ` ` ` ` ` Pulse Bombus are energy beings, invulnerable to most known ` ` weapons. Electrical energy can harm them, however. They ` ` lack any intelligence beyond 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. ` ` -----

#### Sun Tower

-----

There's no choice but to drop down below (like 40 stories). There's a new Chozo Lore within the room you land in. Scan it and go to the next room, which is the transport to Magmoor Caverns.

-----  
` Chozo Lore: Contain ` ` ` -----

#### Transport to Magmoor Caverns North

-----

Take the transport. Scan the switch to activate it if you haven't done so yet.

#### Transport to Chozo Ruins North

-----

Jump down and head left until you see a Blast Shield. Destroy it to find Save Station 3.

#### Save Station Magmoor A

-----

Yay, we can save now.

Percentage of game completed - 18%.

#### Burning Trail

-----

Follow this trail until you see a platform surrounded by lava. A creature paces on it. Scan it.

-----  
` Creature Log: Grizby ` ` ` -----

` Morphology: Grizby ` ` ` ` 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. ` ` ` ` -----

Shoot a Missile at it, since that's the only way you can kill it. Take the platform and jump across to the next door.

#### Lake Tunnel

-----

Kill the Grizby that pace on these platforms. Jump across but make

sure to avoid the flames that come out of the wall on each side. When you reach the other side you'll see a creature moving beneath the ground. It's Bugs Bunny! Wait, no it's not. Scan it anyway.

---

` Creature Log: Burrower `

---

` 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. `

---

Make your way through the door at the end.

Lava Lake

---

Welcome to Magmoor!

There are two more creatures in here that you need to scan. One is floating around in multiples and the other is a fire-breathing serpent that'll try to attack you if you get close to the lava.

---

` Creature Log: Magmoor `

---

` Morphology: Magmoor `

` Fire-breathing serpent that dwells in lava. `

` Magmoors prefer extreme heat zones, and are susceptible `

` to frigid attacks forms. Sightless, they navigate the lava `

` current using their sonar receptors. Magmoors have a keen `

` sense of smell, enabling to pinpoint targets with `

` startling accuracy. `

---

Lock-on to the Magmoor's head and shoot it with Missiles or Charged Beam shots to kill it.

---

` Creature Log: Puffer `

---

` 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 hungers. The gas cloud they `

` release upon death is often fatal to the creature that `

` brings them down as well. `

---

Puffers are easy to kill, but after their death a green gas will linger in the air. It's harmful if you touch it, so wait for it to



dissolve. It only takes a few seconds.

Jump the platforms until you reach the other side of the room. Switch to Morph Ball mode and Bomb the wall to reveal a secret passage. Use another Bomb halfway through the tiny tunnel. Follow it to the second part of this large room. Kill the Puffers there and jump across to the door. Go to the next area when ready.

#### Pit Tunnel

-----  
You won't be able to walk across here because there's a large gate blocking you. Look below and you'll see some new creatures. Scan them.

-----  
` Creature Log: Triclops `

-----  
` 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. `

-----  
Switch to Morph Ball mode and go under the metal by taking the ramp located close to the entrance. The Triclops can get annoying if you don't kill them quickly. They'll grab you and spit you back up the ramp. Just drop a Bomb in front of them. They'll eat it and explode. Go through the next door.

#### Triclops Pit

-----  
Keep going forward until you walk off the ledge. Turn around and you'll see an opening in the wall. Go towards it until you walk one more time. Switch to Morph Ball mode and you'll be able to enter a tunnel. Look on the map - we're trying to get to the door located on the right, so follow the right-most wall until you see another tunnel. Take it and jump up the steps here to reach the door.

#### Storage Cavern

-----  
Follow the cavern until you see some lava. Jump into the cages and you'll eventually reach a Missile Expansion. Okay, now you can retreat to the Triclops Pit the same way you came in.

-----  
` MISSILE EXPANSION 10 OF 49 `

#### Triclops Pit

-----  
Now we need to get to the door we haven't been through. First, get back to the door that leads you to the Pit Tunnel. Facing away from the door, to the left, you'll see some platforms. Jump on them one-by-one until you reach the new door on the left side of the Pit.

#### Monitor Tunnel

-----  
Avoid the Puffers or destroy them. Jump on the moving platforms and make your way to the door at the end.

#### Monitor Station

-----

Right as you walk in you'll be able to see three inactive Defense Turrets. From far away they look like green lights. Lock-on to them and take them out before they are enabled. Two are on the left and one is in front of you. We can take the door that is located mid-level in here, but instead we can get some expansions by going to the Shore Tunnel.

Jump on the platforms to the left, pass some crates, and go through the door.

#### Shore Tunnel

-----

Go through the next door.

#### Fiery Shores

-----

Wait for the fire to stop shooting from the ceiling and jump to the center platform and then across to the next area in this room.

Turn right and take the platform that has crates sitting on it. Then turn left and jump to the one there. There's a Triclops, so just feed it a Bomb to make it happy. There's also a Magmoor. Kill him too. You'll notice a tunnel above the ground. Use your Bomb Jump to reach it. Take the tunnel all the way through until you fall out in front of some crates. They block a path, so destroy them to reveal it and continue on. Bomb Jump your way through the mini-maze and you'll eventually have to cross a suspended bridge that makes a few turns. Eventually it'll lead to a Missile Expansion.

-----  
` MISSILE EXPANSION 11 OF 49 `

Afterwards, you can either drop down and kill the Triclops below or you can follow the path that you took to get to the expansion. Either way, head back to the area where you blew up the crates that were blocking the path. Behind the path is the route you need to take. Jump over the lava and avoid the fire from the ceiling until you reach another door.

#### Transport Tunnel B

-----

Kill the Magmoor that surfaces here. You're probably wondering how the hell you're going to get across now. Look to the left. There's a path cut into the wall. Use your Morph Ball to get in and follow it down to the other end of the room.

#### Transport to Tallon Overworld West

-----

Activate the transport and go in.

#### Transport to Magmoor Caverns East

-----

Take the door in front of you.

## Transport Tunnel B

---

Make your way through this tunnel until you reach a bridge. Jump below it to get an expansion, and then go back to the transport.

---

MISSILE EXPANSION 12 OF 49

---

## Transport to Magmoor Caverns East

---

Take the transport.

## Transport to Tallon Overworld West

---

Go to the Monitor Station now.

## Monitor Station

---

Go up the ramp and to the left. You'll see one platform on lava. Jump across and you'll see some steps to your left. Take them to the top. Another Defense Turret will try to damage you. It's located to your left as you're making your way up the steps. Kill it and proceed. You'll see a small bridge extending from the building at the center. Jump onto it and go inside the structure, then turn left. Go through this door.

## Transport Tunnel A

---

Take the tunnel and keep rolling to the left until you come to a black cube. Above this space is another area you can jump to, which will lead to yet another space that houses an Energy Tank. You'll have to use Bomb Jumps to reach these areas. Unfortunately, the black cubes will collapse after two Bombs come in contact with them, so it may take a few tries to get the Tank.

---

ENERGY TANK 4 OF 14

---

It may be easier to come back later when you have more energy to spare or when your Bomb Jump skills aren't as terrible. When you're ready, head to the left until you come to another door.

## Transport to Phendrana North

---

Activate and take this transport.

## Transport to Magmoor Caverns West

---

Go through the door in front of you.

## Shoreline Entrance

---

Head through the path while using your Charge Beam to break the ice that gets in your way.

## Phendrana Shorelines

---



get to the door you just opened, which is directly above the drain and panel you activated. Go in.

#### Ice Ruins Access

Destroy the ice that blocks the tunnel. You'll see a Bombu, but this one is different. Scan it and go past it since you can't hurt it yet.

-----  
` Creature Log: Scatter Bombu `

-----  
` Morphology: Scatter Bombu `

` Pulsing tendrils of energy extend from creature's body. `

` Like all Bombus, these creatures can only be harmed by ` electrical energy. Proximity to these life-forms may result ` in electrical visor interference. It is possible to avoid ` engaging Scatter Bombus by rolling into the Morph Ball and ` slipping between the rotating energy streams. `

Go to the next area.

#### Ice Ruins East

Walk in-between the two structures ahead of you and then turn slightly right. You'll see what appears to be a pile of discolored snow. Scan it - it's a new creature, and a tough one at that.

-----  
` Creature Log: Baby Sheegoth `

-----  
` Morphology: Baby Sheegoth `

` Glacial predator. Ice shell protects its 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. `

Lock-on and circle them. The only way to kill these guys is to hit their backs and expose their flesh, where they are weak. It's easier to kill them with Missiles, too.

>From the entrance, head right. You'll see some steps. Jump on them - the second one has some crates on it. Blow them up to restore health or Missiles. Turn left and jump up two more steps, then turn left and jump over a broken bridge. Keep going until you see the roof of a small structure. Jump on it and then jump on another, which is to your left now. Head through a small opening and you should be able to see the door now - some crates are next to it. Jump next to it and go in.

#### Ice Ruins East

-----  
There are some burrowing creatures here. Scan them.

-----  
` Creature Log: Ice Burrower `

-----  
` 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 passersby. `

-----  
Kill them or avoid them, but either way go to the next area. It's the top level of the Phendrana Shorelines.

Phendrana Shorelines

-----  
Follow the left wall until you reach another door.

Ruins Entryway

-----  
Nothing here but Bombus. Avoid them and go to the next door.

Ice Ruins West

-----  
Kill the two Sheegoths on your left, then turn right. There are some small steps here. A Chozo Lore is in front of them.

-----  
` Chozo Lore: Cipher `

-----  
Go back down and then straight ahead towards an opening. Then turn the corners and go right. You'll end up at a door covered by a Blast Shield. Go in.

Canyon Entryway

-----  
Avoid the Bombus and go to the end of this tunnel.

Phendrana Canyon

-----  
Go forward and drop down onto a bridge with some crates on it. Behind the crates is a Chozo Lore. Go scan it.

-----  
` Chozo Lore: The Turned `

-----  
Jump off the bridge to the ground below. Kill the Sheegoth here. Then go along the right wall and up a ramp. Kill the Crystallite here and scan the blue switch on the right wall. This'll activate some platforms. Jump across jump until you reach the top room. If you fall along with the platforms, just scan the switch again to start over. At the top is the Boost Ball enhancement.

\ Morph Ball: Boost Ball

-----  
\ The Boost Ball can be used to increase the Morph Ball's  
\ speed for short periods.

\ Press and hold the B Button to charge, then release the B  
\ Button to trigger a quick boost of speed.

\ Samus's Notes:

\ When charging, the longer you hold the B Button, the  
\ longer (and faster) the Boost Charge will be.

\ Throughout the environment you will encounter U-shaped  
\ channels known as half-pipes. Using the Boost Ball in  
\ these areas will let you reach higher places.

\ Build a charge as you descend in the half-pipe, then  
\ trigger the Boost as you ascend the other side. This will  
\ give you the speed and momentum you need to reach new  
\ heights.

-----  
We can leave now. Drop down to the half-pipe below. Use the Boost Ball to reach the ledge that has a Crystallite on it. Then head towards the only door this room has. After you leave the room, your scanners will pick up a half-pipe configuration at Tallon Canyon. That's where we need to go, but first go to Save Station B.

Phendrana Shorelines

-----  
You'll see a brief Meta-Ripley cinematic here.

Save Station B

-----  
Save and go to Magmoor Caverns via Magmoor Caverns West.

Percentage of game completed - 23%.

-----  
SPACE JUMP BOOTS (sii09)

-----  
Transport to Magmoor Caverns West

-----  
Take the transport.

Transport to Phendrana Drifts North

-----  
Head to the Transport to Tallon Overworld West. It's connected to the tunnels that lead to the Monitor Station.

Transport to Tallon Overworld West

-----  
Ride this transport to the Tallon Overworld.

Transport to Magmoor Caverns East

-----  
Leave this room.

## Transport Tunnel B

-----  
Keep going until you reach the next area.

## Root Cave

-----  
Drop down and kill the Beetles that pop up. Then climb the rubble on the left. Jump the platforms and follow along the wall until you reach a bridge made of vines. Cross it and continue to climb until you end up at a door with a Blast Shield on it. Destroy it and continue.

## Root Tunnel

-----  
There's a huge plant-like creature on a platform to your right. Scan it.

-----  
` Creature Log: Bloodflower `

-----  
` 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 `

` creature if they explode in its vicinity. `

-----  
Kill it by destroying the spores that the flower ejects. Then go through the next door.

## Tallon Canyon

-----  
Go to the left and drop down into the half-pipe. Kill the Beetles and then roll your way up to the left ledge that has a Zoomer on it. Walk across the bridge made of vines and use a Morph Ball Bomb to destroy the wall in front of it. You'll have to bomb a total of three walls. Go through the door you'll see at the end.

## Gully

-----  
Kill the Zoomers here and keep on going.

## Landing Site

-----  
Go along the left wall. Don't forget to jump any gaps! Go through the next door.

## Alcove

-----  
Jump down. What have we here? Ah, Space Jump Boots!

-----  
` Secondary Items: Space Jump Boots `

-----  
` The Space Jump Boots increase the leaping capability of `



\ the Power Suit through the use of boot-mounted thrusters. \  
\ \  
\ Press the B Button to jump, then press the B Button 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. \  
-----

Space Jump to the door you just came through and go to the Transport to Chozo Ruins West and take it. Stop by your ship at the landing site if you'd like to save first.

-----  
ARTIFACT OF STRENGTH (sii10)  
-----

Transport to Tallon Overworld North  
-----

Go to the Main Plaza.

Main Plaza  
-----

There's a half-pipe here and it's in the center of the room. Boost yourself up to the right side and get the Missile Expansion.

-----  
\ MISSILE EXPANSION 13 OF 49 \  
-----

Go to the Ruined Shrine now.

Ruined Shrine  
-----

Jump on to the half-pipe. Boost yourself up on the ledges. One of them has a Spider Ball track, which is useless to us right now and the other has a Missile Expansion.

-----  
\ MISSILE EXPANSION 14 OF 49 \  
-----

Go to the Transport to Magmoor Caverns North now.

Transport to Magmoor Caverns North  
-----

Take this transport to Magmoor.

Transport to Chozo Ruins North  
-----

Go to the Monitor Station.

Monitor Station  
-----

We need to get to the very top of the center structure in this room. Go to the door that takes you to Transport Tunnel A. In front of it,

and to the right, is a platform. Double Jump onto it and then turn around and jump on the bridge. Go towards the computer terminals and scan the device that is below them.

-----  
` Research Entry: Spinner `

-----  
` This is a standard Spinner device. `

` The generator belts of the Spinner can be activated by `

` rapid rotational force. Use the Boost Ball when inside a `

` Spinner to activate the device. `

-----

Switch to Morph Ball mode and get inside the Spinner. Use your Boost Ball a few times and a bridge will raise as you're doing so. Walk across the new bridge, Space Jump over the large gap, and then turn right and walk along the wall until you reach a new door.

#### Warrior Shrine

-----

You'll see a Chozo statue holding an item. Collect it, it's an Artifact. In a few minutes you should get a map alert from the Chapel of the Elders. That's where we need to go now. Head to the Phendrana Shorelines first.

-----  
` Artifact: Strength `

-----  
` Second of Twelve Chozo Artifacts. `

-----

#### WAVE BEAM (siill)

-----

#### Phendrana Shorelines

-----

>From the Save Station, head left. Jump across the water and onto a step. Turn around and you should see a floating platform. Double Jump to reach it and then turn around and jump towards the new door. The door we need to reach is located on the left wall, from the Save Station. It's also the only door we haven't been through that's in the Phendrana Shorelines.

#### Temple Entryway

-----

There's a wall of ice and a Bombu blocking your path here. You can use your Charge Beam to destroy it the wall, but the Bombu is attracted to your Charge. Instead, use a Missile. Pass another Bombu and then go through the door.

#### Chozo Ice Temple

-----

Kill the Sheegoth you see in here. To the right is a stone block with an enemy crawling on it. Scan it because it's a new creature.

-----  
` Creature Log: Ice Parasite `



First of all, your weapons won't hurt this creature because the crystals on its back absorbs all of them. You can shoot at it but it'll just absorb your power and aim it back towards you. It also has a breath attack with a short-range.

There are two ways to hurt the Sheegoth: You can shoot its mouth after it does its breath attack because it'll hyperventilate afterwards. Or, you can switch to Morph Ball mode and use Bombs to damage its underbelly. I prefer the Morph Ball method because the intervals in-between each breath attack are so long.

Kill it to obtain the Wave Beam.

-----  
-----  
` Arm Cannon: Wave Beam `

-----  
` The Wave Beam fires powerful electric bolts. This weapon `   
` has limited homing capability as well. `

` Press Right on the C Stick 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 a lock-on. `

` Press and hold the L Button 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. `

-----  
Get the hell out of here and go to Ice Ruins West. There's a door there we couldn't open before. Now that we have the Wave Beam it's no problem at all!

-----  
SUPER MISSILES (sii12)  
-----

Ice Ruins West  
-----

Remember this place? Turn right and go up the small steps. Jump to the very top of this structure until you come to an opening where there is a huge cracked stalactite in front of you. Scan it first, then shoot a Missile at it.

-----  
` Research Entry: Stalactite `

-----  
` This hanging rock structure 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. `

-----  
Jump onto it and cross to the next area. Turn left and go inside a small hole in the wall that has two Crystallites in it. Next, jump on the first roof top you see. Directly in front of you are some Ice Shriekbats. Scan them before they dive-bomb you.

-----  
` Creature Log: Ice Shriekbat `

-----  
` Morphology: Ice Shriekbat `

` 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. `

-----  
Jump the rooftops until you reach the purple door (look on your map if you can't find it). Shoot your Wave Beam at it to open it.

Courtyard Entryway

-----  
Follow this hall to the end.

Ruined Courtyard

-----  
>From the door, go along the left wall until you find a Spinner. Switch to Morph Ball mode and use your Boost Ball enhancement to activate the Spinner. Across from it is another one. Do the same thing, and this'll activate a Morph Ball slot. Go back to the first Spinner. Near it are some raised ice pillars that you can jump on. Jump onto them and then head towards the area atop the Spinner, where you'll find the Morph Ball slot. Bomb the slot to raise the water level. Jump across the newly raised platforms until you see a tunnel that is highlighted yellow. Go inside to find an energy tank.

-----  
` ENERGY TANK 5 OF 14 `

-----  
Leave via the tunnel and Bomb the Morph Ball slot again to raise the water. This time jump across the platforms and jump to the center structure. Then use the platforms attached to the walls to reach the very top of it. Look on your map to find a gray door. Go towards it and destroy the Blast Shield that protects it. Go through to find a Save Station.

Save Station A

-----  
Save and then go back to the center structure in the Ruined Courtyard.

Percentage of game completed - 29%

Ruined Courtyard

-----  
Go through the purple door, located on the right from the Save

Station.

### Specimen Storage

-----

Kill the Defense Turret here and then go forward a few steps. A special type of Space Pirate will jump down and go berserker on you. Scan it and then use Missiles to kill it quickly.

-----  
` Creature Log: Shadow Pirate `

-----  
` 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. `

-----  
Go to the end where you'll find another door.

### Research Entrance

-----

You'll have to fight some more Space Pirates in here, but they are regular Pirates without any special armor or weapons. Scan one of them to get a new entry.

-----  
` Creature Log: Space Pirate `

-----  
` 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. `

-----  
There are four of them, and they're not that difficult to defeat. Just use Missiles or Charge Beam blasts. You need to kill all of them to unlock the doors within the door.

When you're done, go to the end of the room and turn right. Go through the door to find the Map Station.

### Map Station

-----

Step into the hologram to download the map and then go back to the Research Entrance.

### Research Entrance

-----

>From the Map Station door walk straight to the other wall and then

left up a ramp. Follow it until you come to a blue bridge. In front of the bridge is a Defense Turret. Destroy it or pass it up and go through the purple door on the second level.

#### Hydra Lab Entrance

Nothing special here. Just kill the Bombus and go through the door at the end.

#### Hydra Lab

Scan the blue switch on the right to disable the shield. This'll cause some Space Pirates to attack you. There are only two on this level so just kill them as fast as you can. Afterwards, turn right and you'll see some computer terminals. There are three Pirate Data entries there. Make sure you get them.

-----  
` Pirate Data: Mining Status `

-----  
` Pirate Data: Security Breaches `

-----  
` Pirate Data: Phazon Analysis `

-----  
` 50% of all Log Book Scans have been downloaded! `

Go to the back of the room and activate the elevator that is there. This'll obviously take you up to the second level. Follow the ramps to the very top. You'll have to fight multiple Space Pirates along the way, plus a Defense Turret. Kill them all to disable the creepy battle music. There are two more Pirate Data entries at the very top on the computer terminal that is against the wall.

-----  
` Pirate Data: Glacial Wastes `

-----  
` Pirate Data: Parasite Larva `

After you're done, go through the purple door located on the ceiling of a small alcove in the wall.

#### Observatory Access

There are two Turrets near the door here and one at the very end of the hall. Destroy all three and proceed to the next area.

#### Observatory

There are five Space Pirates in here. One will jump down in front of you, two will be on platforms on the left and right walls, and two more will be wandering around shooting at you like maniacs. You need to kill them all to activate the Observatory switch on the ground floor. Jump down to the terminals and scan the switch. This'll light up a Morph Ball slot, which is located to the left as you face away from the switch. Before you go Bomb the slot, scan the computer to the left and right of the switch to obtain two new Pirate Data entries.

```
-----  
` Pirate Data: Phazon Program `
```

```
-----  
` Pirate Data: Contact `
```

Another slot will activate. This one is located almost above the terminals. Make your way to it via the platforms and activate it.

Now drop down to the ground floor and you'll see four Spinners have been activated towards the center of the room. Switch to Morph Ball mode and give them a spin.

Congratulations, you finally enabled the Observatory hologram, but not in vain. Jump up on the platforms to get a good look at it. There are two planets here that you'll need to scan - Tallon IV and Zebes. Both of these planets appear to be multi-colored.

```
-----  
` Research Entry: Zebes `
```

```
-----  
` 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. `
```

```
-----  
` Research Entry: Tallon IV `
```

```
-----  
` Planet Tallon IV `
```

```
` Mass: 5.1 trillion teratons. `
```

```
` Profile: Ecosystem studies indicate that Talon 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. `
```

Jump the platforms to the very top of this room. In the center is a new item. It's the Super Missile enhancement, and yes, it's bad-ass.



-----  
` Beam Combo: Super Missile `

-----  
` Switch to your Power Beam by pressing Up on the C Stick `  
` and then hold down the A Button to charge. When you're `  
` completely charged, press the Y Button to use the Super `  
` Missiles. `

-----  
` 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. `

-----  
>From here there's a purple door on one side and another door blocked  
by a Blast Shield. Go through the blocked door (destroy the Shield)  
to find a Save Station.

Save Station D

-----  
Save and go back to the Observatory through and then through the  
purple door.

Percentage of game completed - 29%

-----  
THERMAL VISOR (sii13)

-----  
Observatory

-----  
Go through the purple door at the top.

-----  
West Tower Entrance

-----  
There are several enemies in here. Kill them and take the Blast  
Shield off of the door at the end.

-----  
West Tower

-----  
Scan the switch to activate the elevator. Going up! Go through the  
door you see at the top.

-----  
Control Tower

-----  
Kill the grounded Space Pirates here and then a new type of  
Space Pirate will attack you - it's airborne. Scan it and then  
shoot them down to open the door on the other side.

-----  
` Creature Log: Flying Pirate `

-----  
` 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. `

---

#### East Tower

---

Scan the switch here (directly in front of the door, almost hidden) and ride the platform down. Go through the door at the bottom.

#### Aether Lab Entryway

---

Nothing here but three Bombus. Kill them and go on.

#### Research Lab Aether

---

Walk towards the tank in front of you. There's a creature inside of it. Guess who it is? You're old friend, the Metroid. Scan it and then watch it break the tank shield and go after you. Shoot it until it dies. Use a Morph Ball Bomb if it latches onto you.

---

` Creature Log: Metroid `

---

` 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. `

---

A Space Pirate will intercept you after you try to leave the area. Destroy him, too. There are two Pirate Data entries located here. There's one on each wall, next to the broken tank.

---

` Pirate Data: Metroid Studies `

---

---

` Pirate Data: Meta Ridley `

---

Jump through the opening in the wall and onto the area on the other side that has computer terminals on it. Scan these to find yet another Pirate Data entry.

---

` Pirate Data: Phazon Infusion `

---

There's a ramp against the wall. Kill the Space Pirates along the way and follow the ramp and small bridge until you get to a dead-end that has two computers on it. Drop down in front of them and kill the Space Pirate behind you. From the drop point, turn left to see

another group of terminals. Scan one on the left and right to find two more entries of Pirate Data.

```
-----  
` Pirate Data: Metroid Forces `
```

```
-----  
` Pirate Data: Metroid Morphology `
```

Facing away from the terminals, turn left towards the tanks. The one against the wall has an Energy Tank in it. Shoot it with a Missile to break the glass and collect your prize.

```
-----  
` ENERGY TANK 6 OF 14 `
```

Turn around and activate and ride the elevator that's against the wall. Take the blue path and go forward, then left, and stop at the bridge. Look up and you should see a very narrow pathway. Jump to the base of it located at the wall, and switch to Morph Ball and roll across it until you reach a Missile Expansion.

```
-----  
` MISSILE EXPANSION 15 OF 49 `
```

Drop down and go through the purple door (look on your map). The door is on the floor and its concealed by some crates.

#### Research Core Access

A creature will attack you right as you drop down. I know you're trigger-happy, but scan it before you kill it.

```
-----  
` Creature Log: Ice Beetle `
```

```
-----  
` 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. `
```

Go to the end and through the door.

#### Research Core

Kill the Space Pirate in front of you and then shoot down the two flying Pirates that appear. From the door, go left to some computer terminals. Scan the one on the very left to partially disable the shield around the item on the ground floor.

Go to the left and down two ramps, then circle around until you can go down two more ramps. From the last ramp, go right until you see more computers. Scan the one on the left again. A Defense Turret will try to hit you from across the room. Get rid of it.

Turn around and go down the two ramps until you reach the bottom floor. Go straight ahead and scan the final switch in the center terminal. This'll disable the shield around the item in the middle, which is the Thermal Visor.

Take the Thermal Visor.

```
-----  
`  Visors: 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 Down on the Control Pad 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.                    `  
-----
```

The lights will dim after you pick up the new visor. Visibility will be extremely poor, so uh, switch to the Thermal Visor (if it wasn't obvious yet). Go back to the door located at the top of this room. On your way there, all of the Metroids will break free from their tanks. You'll fight them one by one, so it shouldn't be a problem.

When you reach the door, look to the right of it. There's a switch here that gives off a heat signature. Shoot it and go through the door.

We need to get back to the Ruined Courtyard now and normally I would just instruct you to go there. However, the lights in all of the following areas have been disabled and you'll even encounter a new enemy, so I'll guide you all the way back.

```
-----  
SPIDER BALL (sii14)  
-----
```

Research Core Access  
-----

New enemy alert. Scan it!  
-----

Creature Log: Sentry Drone

-----  
 Mechanoid: Sentry Drone  
 Well-armed 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.

-----  
 There are two of these guys. Use Missiles and Charge Beam shots on  
 them to finish them quickly.

Research Lab Aether

-----  
 Kill the Space Pirate that attacks you as you come in. Head to the  
 elevator and take it up to the walkway. Go to the door at the very  
 top and kill any Space Pirates along the way, along with the Defense  
 Turret located on the top level.

Aether Lab Entryway

-----  
 Kill the Bombus and continue.

East Tower

-----  
 Take the platform to the top and then go through the door.

Control Tower

-----  
 Kill the flying Pirates here and go through the door on the other  
 side.

West Tower

-----  
 Take the platform to the bottom and then go through the door.

West Tower Entrance

-----  
 Follow the tunnel to the next door.

Observatory

-----  
 Jump across to the other door and use the Save Station if you'd like.

Drop down below and kill the two Space Pirates here. Jump up to the  
 only door down here and go through.

Observatory Access

-----  
 Kill the Sentry Drones in here to unlock the doors. Go to the end  
 of the hall and fall through the door that's on the floor.

Research Lab Hydra

-----  
 Kill the Turret that's on the other side, opposite the door. Go  
 forward past the tank that has the Metroid in it, but don't go down

yet. Get in front of the tank, behind the computer terminals, and face away from it. There's a pillar in front of you (it's symmetrical in structure to the Metroid tank), shoot it with a Super Missile to reveal a Missile Expansion.

-----  
` MISSILE EXPANSION 16 OF 49 `

Now you can head to the bottom of this room. Some Space Pirates will intercept you. You can kill them if you'd like, but it's not necessary.

Go through the door that's on the bottom level.

Hydra Lab Entryway  
-----

Kill or pass the Scatter Bombus and go to the next area.

Research Entrance  
-----

There are multiple Space Pirates in here, plus a Defense Turret. Kill or not, but make your way to the door across from the one you came from.

Specimen Storage  
-----

Go to the next area.

Ruined Courtyard  
-----

You can switch back to your Combat Visor now. Head towards the left door if you'd like to save. I know I do.

Save Station A  
-----

Percentage of game completed - 34%

Ruined Courtyard  
-----

Jump across to the door opposite the Save Station. Above it is an ornate structure. You can scan it and it'll let you know it's a statue made of Cordite. Cordite?! We can use Super Missiles on that! Fire a Super Missile at it and then switch to your Thermal Visor. You'll be able to see a switch where you shot your Missile. Shoot a Wave Beam blast at it to supply power to the door. Go in.

Quarantine Access  
-----

Nothing here, just some annoying Bombus. Kill them and keep going.

North Quarantine Tunnel  
-----

Switch to Morph Ball mode and use your Boost to get through this place quickly. Go through the door at the end.

Quarantine Cave  
-----

Jump down and watch as the pile of rocks in front of you come to life

and try to kick your butt. Scan the newly animated creature for a new entry and get ready to fight.

-----  
` Creature Log: Thardus `

-----  
` Morphology: Thardus `

` An animated, sentient creature of stone charge 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. `

-----  
BOSS 6: THARDUS

-----  
Switch to your Thermal Visor. This'll allow you to see Thardus' weak point. Shoot it a few times and then switch back to your Normal Visor. The weak area will now be a little discolored and you'll also be able to lock-on to it. Shoot it until it breaks, and then repeat the process.

Thardus has several attacks. Only some are a bit deadly (and annoying). He'll roll into a huge ball and just go around the room trying to crush you. You can avoid damage by staying towards the center or using your Morph Ball Boost to speed out of the way. He'll also summon rocks, three at a time, and aim them at you. You can use any weapon to destroy these. His last attack is a stream of ice that'll freeze you if you come in contact with it. If frozen, press the B Button rapidly to break free.

Keep switching Visors and looking for his different weak points. Your Thermal Visor will probably overload a few times, but wait a few moments and you'll be able to reuse it.

-----  
Your reward is the Spider Ball equipment.

-----  
` Morph Ball: Spider Ball `

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

` Press and hold the R Button 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. `





another that blocks some lava. It'll also cause some of the lava nearby to cool.

Drop down through the hole on the floor and go towards the area with the Triclops. Feed it a Bomb to destroy it. You'll notice that from here you can take any of three paths. Well, for now, we can only take one way. The rest have active lava, plus, the paths are blocked. So find the path with the cooled lava and go through it.

At the end of the path there will be a blue switch. Scan it to open another path and cool the lava that's inside of it. There's a timer, so hurry back out and go through the newly cooled section.

Scan the second switch at the end of the second path and repeat the process. At the third and final room you'll find an Energy Tank.

```
-----  
` ENERGY TANK 7 OF 14 `
```

Now you can jump out of this area. Find the moving piston with the blue icon. Get in front of it and face away from it. Turn slightly left and go in-between the pillars until you come to some rubble. Climb over it to reach a door.

#### South Core Tunnel

```
-----
```

There's an object in front of you that looks like a platform. Move closer and you'll see it's actually a creature. Scan it.

```
-----  
` Creature Log: Puddle Spore `
```

```
-----  
` 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. `
```

```
-----  
When it opens its mouth, shoot it. This'll stun the creature and you'll be able to jump onto it. Make your way through the next door.
```

#### Geothermal Core

```
-----
```

Shoot the Puddle Spores and jump across to the other side. Go in through the door.

#### North Core Tunnel

```
-----
```

Kill the Magmoor and then shoot a Missile at the Stalactite above it. Jump onto it and to the other door.

#### Twin Fires

```
-----
```

Go forward and then right. Shoot the Stalactite and jump onto it

and then to another platform along the wall. Jump to the second platform attached to the wall and shoot a Missile at the Stalactite in front of it. Kill any Magmoors or Puffers that might hinder your progress. Jump on that last Stalactite to reach the other side of the room.

Switch to Morph Ball mode and roll under the flames. Stop at the lava and to your left is another Stalactite. Shoot it, jump on it, avoid the flames, and then go through the door.

#### Twin Fires Tunnel

-----

Switch to Morph Ball mode and go inside the hole to your left. Use your Spider Ball enhancement to climb the track and ride it to the other side of the room.

You've been to the following areas before, so just head to Lava Lake where we'll get our next Artifact.

#### Lava Lake

-----

This area is made up of two rooms. Go to the second room (the bigger one on the map). Shoot a Super Missile at the pillar here to reveal an artifact. It's the Artifact of Nature.

-----  
` Artifact: Nature `

-----  
` Eighth of Twelve Chozo Artifacts. `

-----  
Go to Save Station Magmoor A to save or from here go to Transport to Chozo Ruins North.

-----  
ARTIFACT OF WILD (sii16)  
-----

#### Transport to Chozo Ruins North

-----

Take the transport.

#### Transport to Magmoor Caverns North

-----

Take the Sun Tower door.

#### Sun Tower

-----

Head towards the center of the room. Kill the four wasp nests here (there are two on your left, two on your right). On each side of the Spider Ball track is a statue made of Cordite. Destroy both statues and scan the Runic Symbols behind each one.

Stand near the Spider Ball track, face away from it, and turn right. There's a pillar here and behind it, facing the wall at the top, is another Runic Symbol. Diagonally from this pillar is another Runic Symbol. It's on a pillar facing the wall, also. Scan it to open the path that blocks the Spider Ball track.

Before you take the track to the top of the Tower, look up and scan the creatures that line the wall.

-----  
` Creature Log: Oculus `

-----  
` 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. `

Ride the Spider Ball Track, Bomb Jumping from platform to platform, until you reach the top door.

Sun Tower Access

-----  
You'll see a ghost, or something, but just continue to the end.

Sunchamber

-----  
The room will darken and Chozo Ghosts will attack you. Scan one of them for a new entry - there are a total of three.

-----  
` Creature Log: Chozo Ghost `

-----  
` 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. `

-----  
BOSS 7: CHOZO GHOSTS

-----  
These guys aren't that difficult. They just take a while to kill. They'll warp in and out of your sight and you won't be able to track them since you don't have the X-ray visor yet. Just wait for them to come back into sight and shoot them with your Power Beam. The easiest way to kill each one is by shooting Super Missiles at them.

-----  
Kill all three and you'll win the Artifact of Wild, located at the center of the room.

` Artifact: Wild`

-----  
` Fourth of Twelve Chozo Artifacts.`  
-----

Go back to the Sun Tower and then to the Vault room.

-----  
WAVEBUSTER (sii17)  
-----

Vault

-----  
Nothing to do here. Go to the Main Plaza.

Main Plaza

-----  
Assuming you came from the Vault and then from the Plaza Access, drop down and climb the steps in front of you. Follow them and stop at the bridge. There's a platform on top of the door that leads to the Ruined Shrine Access. You can get to it from here. Jump on the platform and face away from the wall. There's a huge tree with a discolored area in front of you. Shoot the area with a Super Missile to reveal a Missile Expansion. Space Jump to get it.

-----  
` MISSILE EXPANSION 17 OF 49`  
-----

Get out of the tree and go to the Ruined Shrine.

Ruined Shrine

-----  
Jump onto the half-pipe and use your Boost to get to the Spider Ball track. You'll have to roll through a hole in the wall to find it.

Tower of Light Access

-----  
Roll through this tunnel to the next door.

Tower of Light

-----  
Jump to the platform ahead of you. Jump onto the rest of the platforms until you reach the middle of the room and you can't continue any higher. There are four pillars that surround you. Each one is cracked. Use your Scan Visor to find out exactly where the cracks are and use three Missiles on each one.

The top of the tower will collapse and some new platforms will be accessible. Jump to the top and center again. Four more cracks can be seen from here. Destroy them as you destroyed the previous ones, and jump towards the center again.

On the third time, Oculus creatures will roam the pillar's cracks. Shoot the cracks, but if you accidentally shoot the Oculus, your Missile will bounce off of it and you'll have to try again.

Collapsing the tower three times will release some new creatures.

They look like Puffers, but they're clearly a different color. Scan one of them.

-----  
` Creature Log: Plated Puffer `

-----  
` 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'. `

-----  
Jump to the very top to collect your prize. It's the Wavebuster Combo.

-----  
` Beam Combo: Wavebuster `

-----  
` This powerful attack uses Missiles while active! Using the `

` Wave Beam, press and hold the A Button to charge, then `

` press the Y Button to fire. Hold the A Button for `

` continuous fire. `

` 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. `

-----  
Jump down and go to the Ruined Fountain.

-----  
ICEBEAM (sii18)

-----  
Ruined Fountain

-----  
Jump to the fountain at the end of the room. Switch to Morph Ball mode and drop into it when the water stops spewing. When it starts back up again, it'll shoot you to the ceiling. Use your Spider Ball magnet to attach yourself to the track located there. Follow it to a Missile Expansion.

-----  
` MISSILE EXPANSION 18 OF 49 `

-----  
Get out and go to the Gathering Hall.

Gathering Hall

-----  
Jump to the top of the room and face away from the door that leads to the East Atrium. To the left is a red light. Jump on top of it and then turn around and jump to a platform above the door. Switch to Morph Ball mode and use a Bomb to destroy the gate blocking the Missile Expansion located here.

-----  
` MISSILE EXPANSION 19 OF 49 `

-----  
Okay, now you can go proceed to the Dynamo.

Dynamo

-----  
Turn left from the door and jump onto the platform that has the Spider Ball track on it. Take the track to the top where you'll find another Missile Expansion.

-----  
` MISSILE EXPANSION 20 OF 49 `

-----  
Since we're close and it's on the way to obtaining the Ice Beam, stop by Save Station 2 to save.

Save Station 2

-----  
Save and go to the Furnace when you're ready.

Percentage of game completed - 43%

Furnace

-----  
In front of the entrance is a Spider Ball track. Get onto it and go to the top. Roll through the tunnel and then across the blocks and use a Bomb Jump as soon as you get to the end. The blocks will fade and you'll drop down if you don't make it in time. Just roll back to the left and start from the beginning of this happens.

You'll come to a room that has a lot of creatures crawling on the walls. Scan one of them.

-----  
` Creature Log: Plated Parasite `

-----  
` 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. `

-----  
Drop down below and go left. You'll see a new Chozo Lore and a Morph Ball tunnel right below it. Scan the Chozo Lore and then go inside the tunnel.

` Chozo Lore: Cradle`  
-----

Crossway Access West  
-----

Follow this access until you reach a purple door. Go in.

Crossway  
-----

Jump down into the half-pipe and Boost your way up to the left side of the room. There are three Chozo Lore here. Scan them all.

-----  
` Chozo Lore: Infestation`  
-----

-----  
` Chozo Lore: Worm`  
-----

-----  
` Chozo Lore: Hatchling's Shell`  
-----

Turn around and on your left is a statue that sits on the wall. Shoot it with a Super Missile to reveal a switch. Scan the switch to activate a Spider Ball Track near the top of this room. Boost your way up to it and roll to the end. Bomb Jump to the Morph Ball slot and use a Bomb inside of it. This'll reveal another track.

Roll down and attach yourself to the other track, which is located just on the opposite side of the one you just came from. Bomb the slot that's there, also. A timer will set. Drop down and roll towards the piston that's near by. It'll take you up and stop. Roll to the left - a Missile Expansion!

-----  
` MISSILE EXPANSION 21 OF 49`  
-----

Roll down and go back to the other side of the room, where the switch was. Go through the tunnel on the right side and then through the door with the Blast Shield.

Elder Hall Access  
-----

Make your way through this hall and through the door at the end.

Hall of the Elders  
-----

Follow the left wall until you come to a Morph Ball tunnel at your feet. Roll into it and go to the end. You'll end up in a room that looks like a Save Station, but it's not. Scan it to find out more.

-----  
` Research Entry: Missile Station`  
-----

-----  
` Step into these stations to fully reload your Missile`  
` Launcher.`  
-----

Now you can refill your Missiles. Leave after you're done.

Drop down to the ground below. Kill the Chozo Ghost that appears. Look for the Chozo statue and go behind it to find a Chozo Lore.

-----  
` Chozo Lore: Hope `

Go back to the statue. Jump into its hands while in Morph Ball mode. He'll throw you across the room onto a Spider Ball track. Follow it to find a Morph Ball slot, and then Bomb it. This'll reveal three colored slots at the end of the room on the top floor.

Jump back to the Morph Ball tunnel that leads to the Missile Station. Face away from it. To the left and slightly higher is a platform you can jump on. Jump on it and follow it down until you see the three colored slots. Shoot the purple one with your Wave Beam to reveal a slot. Bomb Jump into it and place a Bomb inside of it. A prompt will appear letting you know that a new path has been opened. Jump down to the statue again.

The statue will throw you through the new path. Roll all the way down until you reach a door. Scan the switch next to it to deactivate the force field. You'll be able to drop down now if you'd like. For now, continue through the door.

Reflecting Pool Access

-----  
Take this access to the next door.

Reflecting Pool

-----  
There are several Stone Toads in here and they can get pretty bothersome if they keep swallowing you. Let's take them out first. Switch to Morph Ball mode and go on the left side of the pool. Let the two Toads here swallow you, and then blow them up with a Bomb. Go on the other side of the pool and destroy the Toad there, also.

Now drop into the pool while in Morph Ball mode and Bomb the drain located at the center of it. This'll drain the water and reveal a half-pipe.

There are two doors on the top level that are blocked by Blast Shields. Boost yourself up to the one on the left side. Have the Stone Toad swallow you on the way up and then just blow it up, or just avoid the Toad all at once. Go through the door.

Antechamber

-----  
Time for a new weapon - the Ice Beam.

-----  
` Arm Cannon: Ice Beam `

-----  
` The Ice Beam can freeze enemies solid. Hits from the Ice  
` Beam may also slow foes down. `

-----  
` Press Down on the C Stick 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. `

-----

Use the Ice Beam to open the door you just came through.

#### Reflecting Pool

-----

Jump across and go through the other door.

#### -----

#### GRAVITY SUIT (sii19)

-----

#### Save Station 3

-----

We can't go anywhere else unless we have the Gravity Suit, so that'll be our next item to find.

Percentage of game completed - 45%

First, return to the Hall of the Elders.

#### Hall of the Elders

-----

>From the door, go forward and drop down to the first level. Three Chozo Ghosts will appear. Kill them all and then make your way up to the second level where the colored slots are located. Shoot the middle slot, the white one, with your Ice Beam. Bomb Jump into it and place a Bomb inside. This'll open a new pathway. Drop down and roll into the Chozo statue's hands again. He'll throw you into a room that has an Energy Tank.

-----

` ENERGY TANK 8 OF 14 `

-----

Okay, now go back to Save Station 3. We're not saving again (unless you want to), but there's a tunnel there we need to take.

#### Save Station 3

-----

To the right of the Save Station is a small tunnel. Bomb Jump into it and follow it until you reach a door. Go in.

#### Transport to Tallon Overworld East

-----

Nowhere to go except down. Activate the transport and get on.

Transport to Chozo Ruins East

-----  
Use the Ice Beam to open the door in front of you.

Transport Tunnel C

-----  
Follow this tunnel to the end and use your Ice Beam on the door.

Overgrown Cavern

-----  
Switch to Morph Ball mode and use a Bomb on the Venom Weeds. When they retract, go in and pick up the Expansion.

-----  
` MISSILE EXPANSION 22 OF 49 `

-----  
Nothing else here. Keep going.

Frigate Crash Site

-----  
Drop down and go right. There are Flying Pirates in here, but they are ultra easy with the Ice Beam. Just shoot them once to freeze them and then shoot a Missile at them to make them explode. Go through the door on the right that's blocked by a Blast Shield.

Waterfall Cavern

-----  
Switch to Morph Ball mode and make your way to the other side.

Landing Site

-----  
Save your game here if you want. You can also reload. Afterwards, go to the Transport to Magmoor Caverns East.

Transport to Magmoor Caverns East

-----  
Take the Transport down.

Transport to Tallon Overworld West

-----  
Go to the Transport to Phendrana Drifts North.

Transport to Phendrana Drifts North

-----  
Going up.

Transport to Magmoor Caverns West

-----  
Go to the Phendrana Shorelines.

Phendrana Shorelines

-----  
Go to the door that leads to the Temple Entryway. Face away from it and go right and pass the pillars. Look right and up at the wall and you'll see a Cordite Statue here. Use a Super Missile on it. Scan the switch to activate a Spider Ball Track nearby. Morph Ball jump onto it and roll to the top to collect a Missile Expansion.

-----

Go to Ice Ruins East now.

#### Ice Ruins East

---

Walk forward and when you pass the first structure on your right, turn right and keep going until you come to some steps. Climb up the steps and then go left, jump the steps, turn left again and jump over the broken bridge. Go through the opening and then walk forward until you're at the end of this platform. Walk left a little bit and then turn around. It's a Spider Ball track. Take it to the top to get another expansion.

Okay, go to the Transport to Magmoor Caverns South.

#### Transport to Magmoor Caverns South

---

Ride the Spider Ball track located on the other side of the room. Go through the door.

#### Transport Access

---

Kill the Bombu and go through the door at the end.

#### Frozen Pike

---

Jump to the platform on your right and then drop down ahead of you to land near a door. Open this door and go in.

#### Pike Access

---

>From here we can go to the Research Core later on. We don't have business there right now so go back to the Frozen Pike.

#### Frozen Pike

---

Walk across the vines in front of you. Go to the end and then turn right and look down. You should see a platform with a door on it. Jump down and go through the door.

#### Frost Cave Access

---

Switch to Morph Ball and Bomb Jump into the ice tunnel. Roll all the way through until you drop down. Some Ice Beetles will pop out. Use your Ice Beam to destroy them, otherwise they'll keep burrowing. Use the Wave Beam on the purple door at the end.

#### Frost Cave

---

There's a creature gliding in the air in front of you. Scan it.

\ 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.

---

After a few seconds another creature will come from the pit in front of you. It's a new type of Metroid, with tentacles! Scan it.

---

\ Creature Log: Hunter Metroid  
\  
\ Morphology: Hunter Metroid  
\ Adolescent Metroid. Energy-siphon tentacle increases its  
\ threat level.  
\  
\ As Metroid 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.

---

Freeze it with your Ice Beam and then shatter it with Missiles. Look up the ceiling to see two Stalactites. Break them with Missiles to create platforms on the ground below. Jump down and climb to the door on the right. It's a Save Station.

Save Station C

---

Save and go back to the Frost Cave.

Percentage of game completed - 49%

Frost Cave

---

Jump down, then use the Stalactite you dropped earlier, and go through the door on the right side.

Upper Edge Tunnel

---

Switch to Morph Ball mode and roll through this tunnel.

Phendrana's Edge

---

Kill the Flying Pirates here and then drop down into the water. A new creature is here. Don't forget to scan it.

---

\ Creature Log: Jelzap  
\  
\ 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.  
-----

You can kill the Jelzap by shooting its center when it is exposed.  
There's a door directly below the one you came through. Go inside it.

#### Lower Edge Tunnel

-----

Kill the Bombu and jump out of the water. Keep going and kill the  
second Bombu you see here. Towards the end, use the Morph Ball to  
roll under some rubble. Go through the door.

#### Hunter Cave

-----

Break the three stalactites on the ceiling. Jump down to the left  
and then jump onto the nearest stalactite. Jump across the other  
platform and finally, jump onto the last stalactite, which fell  
in the snow. Climb to the nearest platform where you'll see a door.  
Use your Wave Beam to open it and go in.

#### Lake Tunnel

-----

Kill the Bombu and go through the door at the end that is submerged  
in water.

#### Gravity Chamber

-----

Walk forward until you see a large pit with some tentacles in it.  
Scan one of them to get a new entry.

-----  
` Creature Log: Aqua Reaper `

-----  
` 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. `

-----  
Shoot the Aqua Reapers to make them retreat momentarily. Jump down  
and go towards some steps located along the right wall. Follow  
them until you arrive to a similar pit with tentacles. Shoot the  
tentacles, jump down, and go all the way to the end of the room.  
Climb the steps and you'll see a spinning icon - it's the Gravity  
Suit.

-----  
` Suits: 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.

---

Now you can move freely underwater! From where you obtained the suit, jump over the pit to the other side. Jump up another step and you'll actually be able to see some fish that have been frozen into the wall. Turn right and jump above the water. Make your way to the door you haven't been through yet. You really have no choice, since the you can't reach the other door.

---

#### ARTIFACT OF LIFEGIVER (sii20)

---

#### Chamber Access

---

Kill the drone and keep going.

#### Hunter Cave

---

Follow the wall along your right until you come to another purple door. Shoot it with your Wave Beam and go in.

#### Hunter Cave Access

---

Kill the Jelzaps in the water and make your way through the door at the end.

#### Frozen Pike

---

Kill the Jelzap that's in the water and go forward to find some steps. Follow the steps until you reach a ramp and take the ramp to the top above water. Kill the two Flying Pirates that try to attack you. Walk across the bridge made of branches. At the end, turn left and jump into the hole in the wall. Jump the platforms until you reach the door at the very top. Don't forget to use the Morph Ball about three fourths of the way to the top.

#### Transport Access

---

Go to the next room.

#### Transport to Magmoor Caverns South

---

Take this transport.

#### Transport to Phendrana Drifts South

---

Make your way to the Transport to Tallon Overworld West.

Transport to Tallon Overworld West

-----  
Take this transport up.

Transport to Magmoor Caverns East

-----  
Go to the Transport to Chozo Ruins West.

Transport to Chozo Ruins West

-----  
Take this transport to the Chozo Ruins.

Transport to Tallon Overworld North

-----  
Go to the Tower of Light.

Tower of Light

-----  
Drop down into the water and go forward. Jump out of the water  
and then go through the door at the top.

Tower Chamber

-----  
Collect the Artifact of Lifegiver.

-----  
` Artifact: Lifegiver `

-----  
` The fifth of twelve Chozo Artifacts. `

-----  
Go to the Watery Hall now.

-----  
POWER BOMB (sii21)

-----  
Watery Hall

-----  
Switch to Morph Ball mode and go forward through the water. When  
you reach the wall, go right until you drop down into the deep  
end. You should be able to see a hole within the ground. Go inside  
of it and then Double Jump out of the water to reach a Missile  
Expansion.

-----  
` MISSILE EXPANSION 25 OF 49 `

-----  
Leave and go to Save Station 2 to save.

Save Station 2

-----  
Save and leave. Go to the Furnace.

Percentage of game completed - 52%

Furnace

Roll up the Spider Ball track and pass the area with the fading blocks. Chozo Ghosts will appear, but you can avoid them. Go straight across through the white door.

#### East Furnace Access

-----

Head to the Hall of Elders.

#### Hall of Elders

-----

Kill the Chozo Ghosts in here and make your way to the Transport to Tallon Overworld East.

#### Transport to Tallon Overworld East

-----

Take this transport down and we'll end up very close to the Frigate Crash Site, which is where we want to be.

#### Transport to Chozo Ruins East

-----

Use the Ice Beam to open the door in front of you.

#### Transport Tunnel C

-----

Keep going until you reach the next area.

#### Overgrown Cavern

-----

Shoot the Venom Weeds and roll through.

#### Frigate Crash Site

-----

Kill the Flying Pirates you encounter here. Follow the left wall until you can't walk any further and jump off the cliff. Look to your left for a stack of crates (three crates). Blow them up to reveal a white door. Time to go in.

#### Frigate Access Tunnel

-----

Make your way through the tunnel. It's dark, so use your map if you have to.

#### Main Ventilation Shaft Section C

-----

Drop down into the water. Look for an opening and go through it. Walk out of the water and switch to Morph Ball mode to get through. You'll see a large door at the end. Go through. Do you recognize this place yet?

#### Main Ventilation Shaft Section B

-----

There are two Defense Turrets in this room. Freeze them with your Ice Beam and then shoot Missiles at them. You'll need two Missiles per turret. Scan the door in front of you. It apparently has no power. Switch to your Thermal Visor and look above the door. There's a switch - shoot it with your Wave Beam to restore power and switch back to your Combat Visor. Go through the door.

Follow the path down until you reach another door.



## Main Ventilation Shaft Section A

-----  
There are many tiny crabs in this tunnel. Scan one of them for a new entry.

-----  
` Creature Log: Tallon Crab `

-----  
` 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. `

-----  
I'd avoid the crabs. There are too many and they don't drop enough power-ups. Go into the water and through the next door.

## Reactor Core

-----  
Jump down to the lower level, where you'll have to fight a new type of Space Pirate. Scan one of them first, and then freeze them and destroy them with Missiles. There should be two of these Pirates.

-----  
` Creature Log: Aqua Pirate `

-----  
` 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. `

-----  
If you're not at the very bottom of this room yet, go ahead and go down there. Stand in the center and face towards the door you came from. We need to find four power conduits in this room to activate the next door. Switch to your Thermal Visor and turn 90 degrees to the left. There are two of the conduits, one below and one above the rail. Shoot them with your Wave Beam. Turn 90 degrees to your left again and you'll be able to see the third conduit. Lock-on to it and Double Jump and shoot it. Turn left and jump up onto the rail or platform (or whatever it is). Make your up towards the closest door (the one we haven't gone through yet). Use the rubble to get to it. When you're at the door, face away from it, turn right and look down. The last switch is there - shoot it. The door will become active. Go through it.

## Reactor Access

-----  
There are a couple of doors here. Go through the one on your right side.

Savestation

-----  
Save and go back to the Reactor Access.

Percentage of game completed - 52%

#### Reactor Access

-----

The large door is inactive, so we need to restore power to it. Face towards it and switch to your Thermal Visor. There's a power conduit on the left and one on the right. Shoot them both with your Wave Beam and go through the door.

#### Cargo Freight Lift to Deck Gamma

-----

Go towards the wrecked elevator and blow open the door with a Missile or Charge Beam shot. Walk inside and collect the Energy Tank.

-----  
` ENERGY TANK 9 OF 14 `

Step out of the wrecked elevator. Switch to your Thermal Visor and look to the right of the door you just shattered. There's a power conduit - shoot it with your Wave Beam. When you're done, jump on top of the elevator and you'll see some platforms above you. Jump onto them and shoot any Aqua Reapers that block your path.

After you jump about three platforms, you'll have to turn around to jump to the next one. In front of this platform is another conduit. Shoot it and move on. The third conduit is located in a similar spot, on the platform directly above you.

Keep going until you have to jump out of the water. The last switch is located left of the new door. Activate it and go through.

#### Deck Beta Transit Hall

-----

Go through the door at the end.

#### Biohazard Containment

-----

Switch to your Thermal Visor. There's a conduit right in front of the door. Shoot it and then switch back to your Combat Visor. Go forward and then to the left. Walk around until you see two Turrets. Freeze them and destroy them. Keep walking and use the Thermal Visor to find another switch, located on the other side from the first one.

Switch to your scan visor and jump into the water. There's a drone in here we need to scan.

-----  
` Creature Log: Aqua Drone `

-----  
` 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 attacks, making them ` vulnerable to the Wave Beam. `

---

Use your Wave Beam, which should be equipped already, to destroy the drone. Switch to your Thermal Visor and look inside one of the containment units built into the wall. The last conduit is there. Activate it but don't leave yet. To the right of the last conduit are two sealed containment units. The first one you can't open but the second one you can - with a Super Missile. Open it and get the Missile Expansion inside.

---

` MISSILE EXPANSION 26 OF 49 `

---

Now you can go through the new door.

Deck Beta Security Hall

---

Shoot the Reapers and move on.

Biotech Research Area 1

---

Kill the Flying Pirates in here with the Ice Beam and Missiles. We have to find three conduits (again) in order to proceed. The first one is along the same wall and near to the door you just came from. The second one is directly below that first conduit, but you need to jump down from the platform and go underneath it. The third and final conduit is right across the room. You can see it from far away, as there isn't much junk blocking your view here.

Climb up the rubble and go through the door.

Deck Beta Conduit Hall

---

Nothing here. Shoot the Reapers and turn right to find the door.

Connection elevator to Deck Beta

---

>From the door, look up to find a new organism stuck to the wall. Scan it.

---

` Creature Log: Aqua Sac `

---

` Morphology; 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. `

---

Jump down to the bottom of the room. Go through the door you find there.

Hydro Access Tunnel

-----  
Switch to Morph Ball mode and roll into the shaft on your left. When it switches to the side view, go the right. Bomb Jump to the next area and roll to the right again until you fall down. Stop here and don't continue yet. Bomb Jump using all three bombs to reach the top left gap at the very top of this shaft. You'll find an Energy Tank here.

Bomb Jumping in water is very different from normal Bomb Jumping. Place a Bomb then let it boost you up. Place the second Bomb below your jump's peak (on your way up), and continue this with the third Bomb until you reach the highest point.

-----  
` ENERGY TANK 10 OF 14 `

Drop down and continue to the right.

Great Tree Hall

-----  
Kill the Jelzap in front of you and then follow the left wall until you come to another Jelzap. Kill it and you'll see some steps on your right. Take them to the top and jump out of the water. The first platform you come to will have a door on it. Don't go through it yet. Face away from the door and you'll see some platforms, one attached to a tree and another against a wall, and so on. Double Jump to each one until you come a platform that's near a waterfall. Face away from it and jump towards another platform attached to the tree. Turn right and jump to the large one attached to the wall. Go up the small ramp and get inside the Spinner. This'll disable some bars that were blocking your path. Go through this path and you'll eventually come to a bridge made of vines with a door at the end of it. This is door we need to go through, but we're going to get a Missile Expansion first.

Go to the door and face away from it. Look up and slightly to the left. You'll notice that that the rain stops in mid-air! It's actually hitting a platform that can't be seen using any of your current Visors. This is that platform we want to get to.

Turn left and you'll see a platform. Jump on it and face away from the wall. You'll see another platform attached to the wall. Double Jump to it then jump up to the alcove above you and to your right. Face outside and look for the invisible platform. If you're having a hard time finding it, bust out your Power Beam and shoot the area. Your shots will appear fuzzy and distorted whenever you hit the invisible platform.

Double Jump to it. Turn around and you'll see a door. That's where the Missile Expansion is. Double Jump to the door and go in. If you don't make it just go back up and try again. The jump is long, but believe me, you can make it (I did).

Great Tree Chamber

-----  
At the center of the chamber is your reward. Collect it and get out.  
-----

Great Tree Hall

---

Drop down and go through the door that was at the end of the bridge made of vines.

Transport Tunnel D

---

Kill the Seedlings and keep going. Take the next door.

Transport to Chozo Ruins South

---

Take the transport.

Transport to Tallon Overworld South

---

Go through the only door in this room.

Transport Access South

---

Nothing here. Go through the door at the end.

Reflecting Pool

---

Well, this place looks familiar! Go to Save Station 3 to save and then return to the Great Tree Hall.

Percentage of game completed - 56%

Great Tree Hall

---

Walk across the bridge and turn right. Jump down and find the white door that's right above the water level. Go through it.

Transport Tunnel E

---

Kill the Seedlings, avoid the radiation on the left and right, and move on.

Transport to Phazon Mines East

---

Activate the transport and step into the hologram.

Transport to Tallon Overworld South

---

Exit the transport.

Quarry Access

---

Follow the access to the next purple door.

Main Quarry

---

Jump down and follow the left wall towards a Spider Ball Track. Keep going until you see two Defense Turrets. Unfortunately, these are different from the ones you've fought before - they are stronger. Scan one of them and then destroy them (it takes three Missiles per turret!).

-----  
` Creature Log: Mega Turret `

-----  
` Mechanism: Mega Turret `

` Perimeter defense turret reinforced with energy shielding. `

` Frustrated with interior 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. `

-----  
Jump down to where the Turrets were and you'll see a yellow shield. We don't need to go through here yet. Face away from the shield and walk forward. Above you will be a bridge. Turn right, climb the steps, and jump onto the bridge. Follow it until you come to a rocky cliff. At this point, several Space Pirates will jump down and try to kill you. Freeze them and use Missiles to disable each one.

Follow the rocky cliff until you reach another bridge. Walk across it all the way to the other side - kill the Space Pirate that jumps down. You'll come to another rocky area. Turn around and jump to the space above you. Switch to your Thermal Visor and go left. There's a conduit attached to the large pillar in front of you. Shoot it with your Wave Beam and then turn left and go into the compact command center. Scan the computer terminal to move the crane.

You can scan the terminal again later on to reposition the crane, which has a Grapple Point at the end of it that might become useful. The crane can also be activated by scanning the switch next to the door that leads to the Waste Disposal.

Get out and move to the other side of the pillar, where you'll see a Spider Ball Track. Switch to Morph Ball mode and get on. When you reach the end, drop down. There's a Missile Expansion here, but we can't switch out of Morph Ball to jump and get it. Use a Bomb Jump instead.

-----  
` MISSILE EXPANSION 28 OF 49 `

-----  
Drop down and climb the very first Spider Ball Track you saw when you first came through this area. Go through the door at the top.

Save Station Mines A

-----  
Scan the switch to gain access to the Save port. Save and go back out.

Percentage of game completed - 57%

Main Quarry

-----  
Go back to the yellow shield and face away from it. To the right is a blue switch - scan it. Walk forward to find another blue switch on the left - scan it, also. The shield drops and now you can go

through.

#### Security Access A

-----  
Kill the two Mega Turrets here and go through the next door.

#### Main Security Station

-----  
Switch to your Thermal Visor and go to the right. A few Shadow Pirates will approach you. You can kill them easily using just your Ice Beam. Keep going until you see a door blocked by a blue shield. Head past it and go left until you see an opening in the wall on your right side. Go up the ramp. At the top you'll be encountered by some new Pirates. They're purple in color. Scan one of them.

-----  
` Creature Log: Wave Trooper `

-----  
` 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. `

-----  
Use your Wave Beam to kill these guys, since you can't damage them with any other weapon. After they're dead, go around the corner until you reach a purple door on the ceiling. Jump up through it.

#### Security Access B

-----  
Switch to your Thermal Visor and use your Ice Beam to get rid of the small pipes that block your way. Two Shadow Pirates will jump down and attack you. Kill them and go through the white door at the end.

#### Elite Research

-----  
Kill the two Space Pirates that are occupied at the computers. On the second terminal to the left is a new Space Pirate Data entry.

-----  
` Pirate Data: Elite Pirates `

-----  
Scan the second terminal on the right to activate some platforms.

Jump the platforms and head towards the path along the wall. Two Wave Troopers will activate some shields on the other side of the room and then they'll run towards you. Kill them as fast as you can. Follow the wall until you come to two computer terminals. Scan the right one to activate more platforms and disable the shields in front of you.

Take the platforms to the top. A new type of Space Pirate is here. He's colored yellow - scan him.

-----  
` Creature Log: Power Trooper `-----  
` 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. `-----  
-----

If it wasn't obvious yet you can only damage this Trooper with the use of your Power Beam. Use a Super Missile for an easy kill.

Go to the computer terminals that the Power Trooper was standing behind. Scan the right one and you'll notice that this'll fire a beam from the cannon located in front of you.

Go to the center and scan the walls around you. The walls are very weak and can easily be destroyed using this cannon. Go back to the terminal where you'll see a Morph Ball Spinner on the right of it. Get inside, spin, and point the cannon to the wall in front of the computers. Use a Bomb to get out. Scan the terminal and fire the cannon at the wall. You'll reveal a door. We're not done, though.

Go back to the spinner and rotate the cannon until it facing the wall that is to the left of the new door. The wall will shatter and you'll be able to grab a Missile Expansion.

-----  
` MISSILE EXPANSION 29 OF 49 `-----  
-----

Now it's okay to go through the new door.

#### Research Access

-----

Switch to Morph Ball mode and roll down the Spider Ball Track. Try not to get hit by the rotating blades on the way down. Equip your Power Beam before entering the next room.

#### Ore Processing

-----

There's a huge mechanic pillar in front of you. Behind it are two Power Troopers. Destroy them. Go to the other side of the room where you'll find what looks like a tiny working diagram of the pillar in the center. Behind it is a slot that's highlighted yellow. Bomb Jump into the slot and place one Bomb. The center structure will rotate once. Get out of the slot and roll up the blue Spider Ball Track in the center.

Drop down when you reach the end of the track. Follow the rail until you come to a diagram / structure similar to the one on the first floor. Bomb Jump into the slot. Bomb it twice so that the center structure rotates two times. Get out and jump down to the first floor.

Bomb Jump into the yellow slot again. Bomb it three times and get



out. Go to the middle and ride the red Spider Ball Track to the top. Drop off when you reach the end and follow the rail until you see a white door. A Wave Trooper will jump down - an easy kill. Go through the door.

#### Elevator Access A

-----  
Before you drop down into the tunnel, go to the edge and kill the Bombus. After, roll down the Spider Ball Track or just jump down.

#### Elevator A

-----  
Scan the switch and step into the elevator. Go through the door at the bottom.

#### Elite Control Access

-----  
Take a few steps down, turn right, and then stop. Ahead of you and slightly above you is a small box with a red symbol on it. This is an explosive box. Shoot it to make it explode. The explosion will destroy a shaft near by and expose a Missile Expansion. This'll also kill a Space Pirate that was hiding in the ceiling (haha). You'll have to Double Jump from the area in front of the door to get the expansion.

-----  
` MISSILE EXPANSION 30 OF 49 `

Drop down and go through the door at the end.

#### Elite Control

-----  
Go around the corner and into the main room. The Space Pirate inside the container will release himself. Scan him before you start fighting him.

-----  
` Creature Log: Elite Pirate `

-----  
` Morphology: Elite Pirate `

-----  
` Space Pirate. Incredibly strong, armored, and well armed. `

-----  
` Elite Pirates are potent foes. Their energy-siphon system `  
` absorbs Beam weapon shots, which they use to fuel a `  
` massive Plasma Artillery Cannon. The nature of this system `  
` makes them vulnerable to concussion-based weapons. Well `  
` armed, the Elite Pirate is effective in close combat and `  
` at a distance. Their massive size can be a weakness, and `  
` their sluggish speed allows for evasion and quick attacks. `

#### BOSS 8: ELITE PIRATE

-----  
Switch to your Thermal Visor. You'll be able to see the heat signature from his Plasma Rifle. Shoot it with regular Missiles or just shoot a few Super Missiles at it to break it. Switch back to your Combat Visor and lock-on to the Pirate. You can only shoot him while he's vulnerable, which is just before and after he does his shockwave attack.

The Elite Pirate has a few attacks, but nothing ultra-deadly. He can attack you with the plasma cannon that's strapped to his back, but that shouldn't be a problem after you destroy it at the beginning of the battle. He'll also walk around with his hand in front of his body, absorbing all of your shots. His third attack is a shockwave type of attack that stretches over the entire area. Double Jump to avoid it.

-----  
After you kill it, go to the terminals in front of the shattered containment tank and scan the two Pirate Data entries found there.

-----  
` Pirate Data: Metroid Prime `

-----  
` Pirate Data: The Hunter `

-----  
Face the terminals and turn left. You'll see a ramp and some more computers on the right of it. Go there and scan the third Pirate Data entry down here.

-----  
` Pirate Data: Hunter Weapons `

-----  
Go up the ramp and you'll encounter a new type of Space Pirate - they are white and have Ice Beam technology. Scan one of them.

-----  
` Creature Log: Ice Trooper `

-----  
` 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. `

-----  
Use your Ice Beam Charge to freeze them, then shatter them with a Missile. Keep going up the ramp until you come to a platform with some computer terminals on it on your left. Pass them up and take the platform on the other end. You'll come to some more computers and an energy field. Look through all of the terminals for Pirate Data entries. There are a total of five. Make sure to collect all of them.

-----  
` Pirate Data: Chozo Studies `

-----  
` Pirate Data: Chozo Artifacts `

-----  
` Pirate Data: Chozo Ghosts `

-----  
` Pirate Data: Prime Mutations `

-----  
` Pirate Data: Prime Breach `

Disable the shield by scanning the computer terminal on the left of it. Go through the white door on the ceiling.

#### Ventilation Shaft

-----  
Drop down into the half-pipe and go left, then right and through the door at the end.

#### Omega Research

-----  
Kill the two Wave Troopers on your level and then jump down and destroy the two Power Troopers here. Go to the computer terminals located in front of the main containment unit and scan the one on the left to get a new Pirate Data entry.

-----  
` Pirate Data: Omega Pirate `

Go past the terminals and go through the white door located on the floor.

#### Dynamo Access

-----  
Follow this pathway to the end. Go through the door.

#### Central Dynamo

-----  
Jump down to the area below. An invisible mechanoid will attack you. It's invisible, so don't even try to scan it. You'll know it's location when it shoots you. Use the Wave Beam and the Ice Beam to destroy it. The central structure will fade away and an opening will become available on the floor. Switch to Morph Ball mode and drop down.

Yay, a maze. Make your way through the maze and towards the center. If you notice a puddle of water, place a Bomb on it to splash the liquid and short-circuit the surrounding power lines.

When you reach the middle you'll obtain the Power Bomb. This weapon is awesome and it's my favorite.

-----  
` Morph Ball: Power Bomb `

-----  
` The Power Bomb is the strongest Morph Ball weapon. `

` Press the Y Button 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 `

` Bendezium. `

` `

` Each Power Bomb Expansion you find will increase the `

` number of Power Bombs you can carry by 1. `

-----

There are two white doors down here. Go through the one that is  
closest to the one you came from.

-----  
GRAPPLE BEAM (sii22)  
-----

Save Station Mines B  
-----

Save and go back to the Omega Research room.

Percentage of game completed - 60%

Omega Research  
-----

An Elite Pirate will break through a yellow shield. Kill him and  
then go through the area he came from. Jump up the platforms and  
then jump across towards the white door we haven't been through yet  
(look on the map). The door is blocked by some rubble. Switch to  
Morph Ball mode and use a Power Bomb to clear the junk. Go in.

Map Station Mines  
-----

Step into the hologram to download the map and then head to the  
Ventilation Shaft.

Ventilation Shaft  
-----

>From the door, go forward. By now, this room has filled with deadly  
gas, but you should have enough energy to sustain some damage. Keep  
going forward until you reach the half-pipe. Switch to Morph Ball  
mode and plant a Power Bomb. This'll open a shaft. Drop down into  
it. At the end, Bomb Jump to get out. Scan the switch here to  
activate the fans in the ventilation room. The escaping air will  
cause the Puffers to shatter the wall, revealing an Energy Tank. Go  
back and collect it.

-----  
` ENERGY TANK 11 OF 14 `

Now that we have the Power Bomb, we can go back to the Ore Processing  
room to get the Grapple Beam hidden there.

Ore Processing  
-----

Turn right and jump across the gap. Switch to Morph Ball mode and use a Power Bomb to clear the junk blocking the slot. Bomb Jump into the slot. Bomb the slot two times and roll out. Go back down to the second floor now.

Bomb Jump into the slot on the second floor and Bomb it three times. Roll out and drop to the ground floor. As you can see, we've almost lined the yellow Spider Track so that we'll be able to reach the top floor.

Jump into the slot on the ground floor and Bomb it once. Roll out and take the yellow Spider Ball Track to the top. Go through the door on this level.

#### Storage Depot B

---

Grab the item. It's the Grapple Beam.

---

```
 ` Secondary Items: 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 "C" icon. `
 ` ` `
 ` Press and hold the L Button to fire the Grapple Beam. `
 ` ` `
 ` Hold down the L Button to stay connected: let go to `
 ` release. `
 ` ` `
 ` Samus's Notes: `
 ` The Grapple Beam can be used to cross large gaps. `
 ` ` `
 ` Use the Control Stick while grappling to swing in `
 ` different directions. `
-----
```

Go back to the Ore Processing Room.

#### Ore Processing

---

Go right or left (it doesn't matter) and you'll see an icon on the ceiling. Scan it to get the Grapple Point entry.

---

```
 ` Research Entry: Grapple Point `
-----
 ` Analysis indicates a viable attach point for the Grapple `
 ` Beam. `
 ` ` `
 ` To use the Grapple Beam, use the L Button when the C icon `
 ` appears. `
-----
```

Use the Grapple to swing over the gap. Go through the door.

## Waste Disposal

-----  
Switch to Morph Ball mode and let the waste disposal unit suck you in. Fall down to the bottom and go left until you stop. Use a Bomb Jump to climb over this area. Then go left and use a Bomb Jump again. Drop to the bottom and let the disposal unit release you. Go through the door on the right.

## Main Quarry

-----  
Jump down and shoot the crates on your left. A new type of ammunition will appear (it appears bright yellow). Scan it.

-----  
` Research Entry: Power Bomb Ammo `

-----  
` Power Bomb Ammunition. Re-supplies Power Bomb with 1 round ` of ammo. `

-----  
You should now have all of the Research entries. If you missed one, check the index at the end of this guide. Most of the entries can be found more than once. Go to Save Station Mines A to save.

## Save Station Mines A

-----  
Save and go back to the Main Quarry.

Percentage of game completed - 62%

## Main Quarry

-----  
Head to Security Access A.

## Security Access A

-----  
>From the door, follow the left wall until you reach the hall. Switch to Morph Ball mode and plant a Power Bomb to destroy the rubble on your left. Go in and grab the expansion.

-----  
` MISSILE EXPANSION 31 OF 49 `

-----  
Take the transport back to the Tallon Overworld and head to the Great Tree Hall.

## Great Tree Hall

-----  
>From the door leading to Transport Tunnel E, jump on the platforms and make your way to the top. There's a Spider Ball Track in that area and that's where you want to be. You've already been through this place before, so it shouldn't be that hard.

Once you're on the platform with the Spider Ball Track, switch to Morph Ball and take the Track to the top. Half-way up don't drop down - just use a Bomb to Bomb Jump to the rest of the Track. When you reach the top, fall to the platform and go through the white door.

## Life Grove Tunnel

---

Use a Power Bomb to destroy the rocks in front of you. Roll in and go the right. Bomb Jump to get over the small wall and then roll to the right until you fall down into a half-pipe. Use your Boost Ball to boost to the top of this area. When you reach the top use a regular Morph Ball Bomb to destroy some rocks and to drop down to an expansion.

---

` MISSILE EXPANSION 32 OF 49 `

---

Roll back down and continue to the right until you reach the end of the tunnel.

## Life Grove

---

Drop down and pick up the Visor in front of you.

---

` Visors: X-Ray Visor `

---

` The X-Ray Visor can see through certain types of materials. `

` Press Right on the Control Pad 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. `

---

We can't leave just yet. Use a Power Bomb on the same location you picked up the Visor.

---

ARTIFACT OF CHOZO (sii24)

---

The walls will crumble, revealing an entire room! Switch to Morph Ball mode and go towards the waterfall in front of you. In the middle of the pond is a drain. Use a Bomb to destroy the cap and raise a pillar out of the water. Drop down into the water and you'll see that the pillar actually has a Spinner at its base. Get inside of it and Boost a few times until another structure raises out of the water.

Hm, it looks like an Artifact! Jump out, get on the land, and then Double Jump to the structure.

---

` Artifact: Chozo `

---

` Seventh of Twelve Chozo Artifacts. `

---

-----  
PLASMA BEAM (sii25)  
-----

>From the structure with the artifact, follow the right wall and go behind a tree until you see a platform slightly above you. Jump onto it and then jump to the platform directly in front of it. Switch to Morph Ball mode and get in the maze that's cut into the wall. Bomb Jump to the top where you'll find a bridge. Walk across the bridge and onto a smaller one above you. Turn left and jump to the platforms that is to the left of the waterfall, then jump to the next on the other side.

Some Chozo ghosts will appear, probably pissed off because you took their Artifact. You can either jump down and fight them or stay on the platform you're on and dodge their shots. Either way, you'll need to come back to this platform. Use your X-Ray Visor to track them and your Power Beam to kill them. After they die, a path will open above the small temple where you picked up the Visor.

>From the platforms along the waterfall, keep jumping along the left wall and onto the tiny bridges attached to the trees until you're on top of the small temple with the Chozo head. Switch to Morph Ball mode and roll under the head to fall through a hole. Finally, leave through the tunnel and out the door.

Head to the Transport to Chozo Ruins South.

Transport to Chozo Ruins South  
-----

Take the transport up.

Transport to Tallon Overworld South  
-----

Go to the Transport to Tallon Overworld East.

Transport to Tallon Overworld East  
-----

Take this transport down.

Transport to Chozo Ruins East  
-----

Go to the Frigate Crash Site.

Frigate Crash Site  
-----

Kill the Flying Pirates and drop down into the water. Stand at the very bottom of the lake, at the center. Face the door you came from (the one to the Overgrown Cavern) and look up. You'll see a Missile Expansion. Use the branches to jump and get it.

-----  
` MISSILE EXPANSION 33 OF 49 `  
-----

Head to the Transport to Chozo Ruins West.

Transport to Chozo Ruins West



-----  
Step into the hologram.

Transport to Tallon Overworld North  
-----

Go to the Meditation Fountain.

Meditation Fountain  
-----

Go through the door at the end.

Magma Pool  
-----

Use the Grapple Beam to get across to the other side. Place a Power Bomb to destroy the wall in front of you and reveal a Power Bomb expansion.

-----  
` POWER BOMB EXPANSION 1 OF 4 `  
-----

Scan the Chozo Lore found in this Alcove. It's the very last one.

-----  
` Chozo Lore: Newborn `  
-----

Go through the purple door on the right when you're done.

Training Chamber Access  
-----

Go to the end of this tunnel and switch to Morph Ball mode. Roll through the red leaves on the left side to find a Missile Expansion.

-----  
` MISSILE EXPANSION 34 OF 49 `  
-----

Go through the next door.

Training Chamber  
-----

Kill the Chozo Ghosts that appear. Two slots will appear, one on each side of the half-pipe ahead of you. Roll into the half-pipe and Boost yourself to one of the slots. Bomb the left one to open your exit from this room.

When you bomb the right one, a timer will sound, and a piston will move down on the other side of the room. Roll onto it before the timer finishes and let the piston elevate you. Bomb Jump onto the Spider Ball Track and go across to the end until you reach a small room. In the room is an Energy Tank.

-----  
` ENERGY TANK 12 OF 14 `  
-----

Roll out and Bomb Jump into the tunnel located under the Chozo head. You'll end up at the top of the Main Plaza.

Main Plaza

-----  
Look across. It's another expansion! Swing with your Grapple Beam to get it. You'll have to Double Jump to reach the Grapple point.

-----  
` MISSILE EXPANSION 35 OF 49 `

-----  
Jump down. Go to Save Station 2 to save.

Save Station 2

-----  
Save and go to the Furnace.

Percentage of game completed - 71%

Furnace

-----  
Roll up the Spider Ball Track and head to the end of the tunnel. Drop down and kill the Chozo Ghosts that appear. From the tunnel you came from, go to the wall on the right. Switch to Morph Ball mode and place a Power Bomb on the floor below you. The floor will collapse revealing a half-pipe. Boost yourself up to the Spider Ball Track above it.

Ride the track until you're on the top side of it. Bomb Jump to the next track, which is located on the other wall. Roll to the top until your shadow is above a narrow beam. Drop down and roll away from the wall. Avoid the enemies as best as you can, or just use Morph Ball Bombs to destroy them. Roll until you see another track.

Take the third track until you come to another one. Drop down and roll until you have to drop down onto yet another beam. Roll through the beam and you'll eventually reach the very last Spider Ball Track. Ride it up and you'll run into a Missile Expansion.

-----  
` MISSILE EXPANSION 36 OF 49 `

-----  
Go to the Transport to Tallon Overworld East.

Transport to Tallon Overworld East

-----  
Step into the hologram.

Transport to Chozo Ruins East

-----  
Go to the Transport to Magmoor Caverns East.

Transport to Magmoor Caverns East

-----  
Take the transport down.

Transport to Tallon Overworld West

-----  
Go to the Geothermal Core.

Geothermal Core

-----  
Go to the door that leads to the South Core Tunnel and face away from it. To the left of the door is a platform. Jump onto it and then jump again towards the wall into another platform. Use the Grapple Point in front of you to swing straight across onto a circular platform. Switch to Morph Ball mode and look around for a slot. Go inside of it and use your Boost to spin the platform to the top until it locks in place.

Face away from the Spinner and look to your right. A similar platform is there. Jump to it and use the Spinner there. As in the previous instance, wait for the platform to lock into place.

Turn around and jump towards the first platform you raised. It will be accessible now that you are higher up. From there, turn left and jump to a third platform that has not be "activated" and locked yet. Get inside the Spinner and Boost it to the top. This will reveal a Spider Ball Track located on the same platform that you're currently. Ride it to the top and drop down. Face to the right and jump towards the platform you see.

Switch to Morph Ball mode and look for a slot located on this station. Use a Morph Ball Bomb once you're inside of it. This will cause the ceiling to lift, revealing an entire Spider Ball Track maze lining the walls. A section of the wall will extend. Bomb Jump onto the Spider Ball Track piece attached to it. Roll to the end and Bomb Jump again. Roll to the top, drop and attach to the next track, go to the end again, Bomb Jump to the next track and go to the end and drop and attach to the next one. Follow it and you'll come to an area where you'll have to Bomb Jump twice to reach the next track.

Follow the track to the right and you'll see an area with a track that's almost like a swirl. Bomb Jump onto it and avoid the Parasites. If they hit you, you will most likely fall and you'll have to start the process all over. The goal is to reach the upper right part of this area where you'll be able to drop onto a narrow platform.

roll against the wall and down the ramp and be ready to attach to another track. Follow the tracks and use Bomb Jumps or drops to reach the others. The process will repeat several times, but it's pretty obvious that they are leading you along the wall. You'll eventually reach a white door. Shoot it with your Ice Beam and collect your much earned reward, the Plasma Beam.

#### Plasma Processing

-----  
Get the Beam in the middle of the room.

-----  
` Arm Cannon: Plasma Beam `

-----  
` The Plasma Beam fires streams of molten energy. This Beam `  
` can ignite flammable objects and enemies. `

` Press Left on the C Stick 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. ` ` -----

Head to the Shore Tunnel.

-----  
ICE SPREADER (sii26)  
-----

Shore Tunnel  
-----

Walk into the glass tunnel. Use a Power Bomb in the middle to shatter all of the glass. Jump to one of the platforms below and then make your way to the area directly below the glass tunnel. You've got the Ice Spreader combo. That was easy, wasn't it?

-----  
` Beam Combo: 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. ` ` ` `-----

Head to the Monitor Station.

-----  
ARTIFACT OF SUN (ii27)  
-----

Monitor Station  
-----

Go up to the Warrior Shrine. Remember, you have to jump to the top of the center structure and elevate the bridge using the Spinner.

Warrior Shrine  
-----

Bomb the base of the Chozo statue to reveal a small door. Fall through it to end up in a room with a Power Bomb Expansion.

-----  
` POWER BOMB EXPANSION 2 OF 4 ` ` ` `-----

Use a Bomb Jump to take the exit out of here. You'll drop into the Fiery Shores room. When you're ready go to the Triclops Pit.

## Triclops Pit

---

Kill the Flying Pirates and make your to the door that leads to the Pit Tunnel. Follow the right wall until you reach some crates. Switch to your X-Ray Visor and to your Power Beam. Next to the wall you should see a platform in the air that's not visible with your other visors. Jump to it and then jump to another on the left, followed by a third platform. In front of the third platform is a pillar with a Missile Expansion inside of it. Destroy it with a Super Missile and jump in to acquire it.

---

` MISSILE EXPANSION 37 OF 49 `

---

go to the Transport to Phendrana Drifts North.

## Transport to Phendrana Drifts North

---

Step into the hologram.

## Transport to Magmoor Caverns West

---

Go to the Phendrana Shorelines.

## Phendrana Shorelines

---

Walk straight ahead towards the first pillar you see from the door and walk to the left of it. Keep going forward until you see another pillar. Walk to the other side of this one, to the side facing the wall, and you'll see a Missile Expansion encased in a wall of ice. Shoot it with your Plasma Beam to free it.

---

` MISSILE EXPANSION 38 OF 49 `

---

Go to the Ice Ruins East room.

## Ice Ruins East

---

>From the door, follow the right wall past the first structure, turn the corner to the right and then at the wall turn right again. There's a wall of ice here. Shoot it with your Plasma Beam to break it. Walk inside to collect another Missile Expansion.

---

` MISSILE EXPANSION 39 OF 49 `

---

Head to the Chozo Ice Temple.

## Chozo Ice Temple

---

jump the platforms until you reach the second level of this temple. At the end, past the columns, is a Chozo statue with frozen hands. Melt the ice with your Plasma Beam. Roll onto the statue's hands to open a path at the base of it. Go in to collect the Artifact of Sun.

-----  
` Artifact: Sun `

-----  
` Ninth of Twelve Chozo Artifacts. `

-----  
Go to the Ice Ruins West room when you're done.

-----  
ARTIFACT OF ELDER (sii28)

-----  
Ice Ruins West

-----  
Kill the Sheegoth and use the steps on the right to make your way up towards the door that leads to the Courtyard Entryway area. From that door, jump straight across onto the first structure, then jump to the one in front of it (it has crates on it). Shoot the roof with your Plasma Beam to melt it. Drop in to collect the expansion.

-----  
` POWER BOMB EXPANSION 3 OF 4 `

-----  
Now we can go to the Control Tower.

-----  
Control Tower

-----  
Kill the Flying Pirates and go straight across towards the other door. Above it is a small room with some crates. Jump into it. Destroy the crates and walk up and look out the window. Use your scan visor to find the location of a fuel cell. From the window, shoot a Super Missile at it. This'll cause the tower next to it to collapse. Jump out of the room and switch to Morph Ball mode. There's a hole in the ground near where the tower destroyed the wall. Roll through and get the Artifact that's behind the wall.

-----  
` Artifact: Elder `

-----  
` Third of Twelve Chozo Artifacts. `

-----  
Make your way out of here by switching to Morph Ball mode and going past the area where the Artifact was. Bomb Jump yourself into the Tower and roll out. Go to the Transport Access hall, which is connected to the Frozen Pike.

-----  
ARTIFACT OF SPIRIT (sii29)

-----  
Transport Access

-----  
Left of the door is a chamber that is blocked by ice. Melt it with your Plasma Beam. Jump in and grab the Energy Tank.

-----  
` ENERGY TANK 13 OF 14 `

Kill the Bombus and go to the Quarantine Cave.

#### Quarantine Cave

-----

Stay on the platform and look to the right. Jump and Grapple onto the Grapple Points until you land on another platform. Switch to Morph Ball mode and roll into the tunnel inside the wall. At the end is a Missile Expansion.

-----  
` MISSILE EXPANSION 40 OF 49 `

Roll out and go to the Frost Cave.

#### Frost Cave

-----

Kill the Flying Pirates and then use the Glider to Grapple across onto some platforms attached to the wall. Jump to the highest platform (crates are on it) and look up to the highest point in the ceiling. You'll see a Stalactite - break it with a Missile so that it drops to the water below. It'll shatter the frozen pond and you'll be able to jump inside of it. Jump into the water and look around on the upper part of the lake for a Missile Expansion.

-----  
` MISSILE EXPANSION 41 OF 49 `

Jump out and go to Phendrana's Edge.

#### Phendrana's Edge

-----

Kill the Flying Pirates in here (again). Turn left and jump onto the platform attached to the wall. Turn right and jump over the broken bridge. Jump to the platform on the left and then turn around. You'll see two Grapple Points. Grapple to the first, then the second, and land on the platform ahead. Turn around and jump on the floating platforms until you reach a platform that has a Grapple Point underneath it. Use a Power Bomb on the platform to reveal a door. Blast it with your Plasma Beam and go in.

#### Storage Cave

-----

Collect the Artifact and leave.

-----  
` Artifact: Spirit `

-----  
` Eleventh of Twelve Chozo Artifacts. `

-----  
Phendrana's Edge  
-----

Jump onto the platform on your right, and then jump to the platform in front of it. Use the Glider to get across to the other platform ahead of you. Switch to Morph Ball after landing and roll into the tunnel.

Security Cave  
-----

Collect the Power Bomb Expansion in the center.

-----  
` POWER BOMB EXPANSION 4 OF 4 `

Go to Save Station C to save your progress.

Save Station C  
-----

Save and then go to the Gravity Chamber.

Percentage of game completed - 86%

Gravity Chamber  
-----

Get to the area that's above the alcove where you obtained the Gravity Suit. You'll see two Bombus here. Kill them if you'd like. Look up the ceiling to see a group of Stalactites. Shoot them with your Plasma Beam to reveal a Grapple Point. You won't be able to attach to it unless you're standing in front of the door that leads to the Chamber Access hall, so go there now. Look up to the left and you'll be able to see the Missile Expansion inside a hole in the wall. That's the area you'll want to swing to.

-----  
` MISSILE EXPANSION 42 OF 49 `

Go to the Transport to Magmoor Caverns South.

Transport to Magmoor Caverns South  
-----

Go to the Transport to Tallon Overworld West.

Transport to Tallon Overworld West  
-----

Going up.

Transport to Magmoor Caverns East  
-----

Go to the Root Cave.

Root Cave  
-----

Climb up to the door that takes you to the Root Tunnel hall. In front of the door is a Grapple Point. Use it to get across onto the platform with the Geemer on it. Jump up the platforms again until you can't go any higher. Switch to your X-Ray Visor and look along



the wall to your left. You'll notice that there are platforms here that aren't visible with the other Visors. Jump onto them and stop on the last platform you get to, before jumping to the area with the red door. Turn to your left. There's a Missile Expansion behind the wall of vines and leaves. Jump in to collect it and then go back towards the red door and go through it.

-----  
` MISSILE EXPANSION 43 OF 49 `

Arbor Chamber  
-----

Another Missile Expansion! This is your lucky day.

-----  
` MISSILE EXPANSION 44 OF 49 `

Leave and go to the Transport to Chozo Ruins West.

Transport to Chozo Ruins West  
-----

Take this transport to the Chozo Ruins.

Transport to Tallon Overworld North  
-----

Go to the Hall of the Elders.

Hall of the Elders  
-----

Kill the three Chozo Ghosts that appear. Jump up to the color slots that are above and behind the Chozo statue. Shoot the red slot panel with your Plasma Beam to reveal a Morph Ball Bomb slot. Bomb Jump into it and plant a Bomb. A new door will become available. Drop down and use your Ice Beam to open it.

Elder Chamber  
-----

Pick up the Artifact and jump back to the top.

-----  
` Artifact: World `

-----  
` Tenth of Twelve Chozo Artifacts. `

Go the Missile Station to reload your Missiles, then back to the Hall of the Elders.

-----  
FLAMETHROWER (sii31)  
-----

Hall of the Elders  
-----

Look at the map and go through the white door we haven't been through yet. It points to and is a shortcut to the Crossway.

Crossway Access South

-----  
Nothing here. This is a shortcut to the Crossway incase you need it. Go to Save Station 3.

Save Station 3

-----  
Save and go to the Transport to Tallon Overworld South.

Percentage of game completed - 90%

Transport to Tallon Overworld South

-----  
Step into the hologram.

Transport to Chozo Ruins South

-----  
Go to the Transport to Phazon Mines East.

Transport to Phazon Mines East

-----  
Step into the hologram.

Transport to Tallon Overworld South

-----  
Go to the Mine Security Station.

Mine Security Station

-----  
Head to the purple door located in this room. Face away from it and look along the right wall. There's a computer terminal that's blocked by a gate. Use a Power Bomb to destroy it. Go inside and scan the terminal to disable the shield on the first floor. Go to the first floor and walk through the red door.

Storage Depot A

-----  
The Flamethrower is in the center of this room.

-----  
` Beam Combo: 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 Comb. It costs 10 `  
` Missile to activate, then 5 Missiles per second afterward. `

` The Flamethrower is most effective against multiple `  
` targets in an area. `

-----  
Go back to the second floor and go to the Elite Research building.

-----  
ARTIFACT OF WARRIOR (sii32)

-----  
Elite Research

-----  
Go to the containment tank in the middle of the room and shatter it with a Power Bomb. You'll free the Elite and the battle will begin. Scan him first.

-----  
` Creature Log: Phazon Elite `

-----  
` 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 on energy. The drastically lower life span that comes ` with this process is of little concern to the Pirate ` Research team. `

-----  
BOSS 9: PHAZON ELITE

-----  
This boss is easier than the last Elite you fought. He has only a couple of attacks. The main one is his shockwave attack. Double Jump over it to avoid damage. He'll also hit you with his claws if you come in too close. There are times when he'll walk around and absorb all of your shots with his hand. Stop shooting at that time and don't waste any Missiles or Beam Combos.

The easiest way to defeat him is to shoot a Super Missile at him right before he does a shockwave. It takes four Super Missiles to end the fight.

-----  
When he's dead, an Artifact will appear in place of the containment tank. It's safe to pick it up now.

-----  
` Artifact: Warrior `

` Sixth of Twelve Chozo Artifacts. `

-----  
Go to the Central Dynamo now. You'll have to kill another Elite Pirate in the Dynamo Access area before you can enter the Dynamo. It should be a simple fight for you.

-----  
PHAZON SUIT (sii33)

-----  
Central Dynamo

-----  
Across from the door to the Save Station is another door hidden behind rubble. Use a Power Bomb to clear the rubble and use the Ice Beam to open the door.

-----  
Quarantine Access A

Don't worry about the Mega Turrets because we'll take care of them in a minute. Switch to Morph Ball mode and roll along the right wall. Fall into a hole and roll to the other side of the room. Bomb Jump your way out of the other hole and in front of you will be a blue switch. Scan it to deactivate the Mega Turrets. Blow them up if you want or continue through the door on your left.

#### Metroid Quarantine A

-----

Ahead of you are some computer terminals. Scan the center one on your right side to eliminate the shield holding the Metroids. If you wait a few seconds, you can move slightly down the ramp and watch the Space Pirates try to fight the Metroids. Inevitably, the Metroids will suck the life out of the Pirates in the room.

Anyway, go down the ramp and kill any remaining Space Pirates or Metroids. Go to the area where the Metroids were kept. It looks like a large pit of blue radiation (Phazon). A stray Metroid will be here - kill it. To the left are some mutated Mushrooms. Jump to them and switch to your X-Ray Visor. Look towards the pit to find some platforms. Jump across, where you'll meet a couple of Metroids. Get rid of them. To your right is another mutated Mushroom. Jump onto it and then jump onto the ledge behind it (an explosive box sits on the ledge). Turn around until you're able to see some Spider Ball Tracks in the distance. Use your X-Ray Visor to spot a platform ahead of you. Jump to the area with the tracks.

When you're on the same platform as the one with the Spider Ball Track, switch to Morph Ball mode and use a Power Bomb. The wall to the left will collapse. Go to the end of it and use another Power Bomb. You'll uncover a narrow beam with a track on it. Get on and go to the end of it. At the end, get up and go to the left. Look towards the pit with your X-Ray Visor to find a platform moving up and down. Jump on it to reach a Missile Expansion.

-----  
` MISSILE EXPANSION 45 OF 49 `

Go back to the first Spider Ball Track we were at and ride it to the white door at the end. Go through it to proceed.

#### Elevator Access B

-----

Nothing here. Avoid the Phazon and go to the end.

#### Elevator B

-----

Scan the switch and step into the hologram. Use your Plasma Beam on the red door at the bottom.

#### Fungal Hall Access

-----

Kill the Pirate across the Access before you drop down. Look down and to your left and you'll see a mutated Mushroom. Drop down onto it. Switch to Morph Ball mode and roll under the 'shroom to collect a Missile Expansion. The Phazon will hurt you, but you have so much energy that it really doesn't matter.

-----

Get back on the Mushroom and jump towards the next area.

Fungal Hall A

---

Kill the Hunter Metroid you see when you enter the room, then jump onto the large Mushrooms. There are a total of four Hunter Metroids in here, so be ready. Use the Glider at the end of the hall to swing to the next door.

Phazon Mining Tunnel

---

Switch to Morph Ball mode and Power Bomb the stone blocking your path. Roll into the tunnel and then roll left until you drop down in front of an area that looks like a bridge. The platforms that make up the bridge will disappear on contact. Charge your Boost to get across, since rolling at normal speed will not work as in previous instances.

Fungal Hall B

---

Switch to your Thermal Visor and your Ice Beam. Jump onto the Mushrooms and make your way to the other side of the room. Kill any Metroids you see.

When you reach the area with the Glider, drop down below and follow the right wall until you come to a dead-end. Look below you and you should be able to see a Missile Expansion through the floor. Use a Power Bomb to break the floor and drop into the Missile Expansion.

Above this area is a door, and across from it is another door. We want to reach the other door, so get back to the Glider and swing there.

Missile Station Mines

---

Reload and leave.

Fungal Hall B

---

Now swing to the door on the left side.

Quarantine Access B

---

There are some Bombus in here, but they are invisible. Use your X-Ray Visor to find them. Kill them and move on.

Metroid Quarantine B

---

Switch back to your Combat Visor. Drop down and scan the red Space Pirate that approaches you. It's a Plasma Trooper - the strongest standard Trooper.

-----  
` Creature Log: Plasma Trooper`  
-----

` 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 weapon system.`  
` These weapons are inferior to your Chozo-designed`  
` originals, but still quite potent.`  
-----

Use your Plasma Beam to fry them. Move towards the Phazon pit and use Charged Plasma shots to destroy them. They might interrupt your progress if they remain alive.

Turn around and ride the Spider Ball Tracks to the top until you reach a platform. Drop down from the track and jump to the next platform attached to the left wall. Look up and find the Grapple Point on the ceiling. Grapple to it and swing to the other side.

Scan the terminal located to the left of the yellow shield to disable it. Go through and kill the Plasma Trooper and the Wave Troopers (there are two Wave Troopers). In front of where the yellow shield was is a pillar made of Cordite. Use your Scan Visor to find it if you need to. Shoot the pillar with a Super Missile to reveal an expansion.

-----  
` MISSILE EXPANSION 48 OF 49`  
-----

Next to the Cordite pillar you'll find some terminals. Scan one of the computers to gain a Pirate data entry.

-----  
` Pirate Data: Special Forces`  
-----

Now go through the red door opposite of the Cordite pillar on the first floor.

Save Station Mines C  
-----

Save and exit.

Percentage of game completed - 96%

Metroid Quarantine B  
-----

When you come back into this room, the lights will turn off and the Metroids inside the tanks will break free. Switch to your Thermal Visor and destroy them. Along the right wall is a ramp. Walk up the ramp to the second floor. Go through the red door at the end.

Elite Quarters Access  
-----

Kill the Plasma Trooper that drops down. Shoot the frozen generator located above the door to restore power to it. Go through.

## Elite Quarters

-----  
Scan the Pirate that's inside the tank at the end of the room.

-----  
` Creature Log: Omega Pirate `

-----  
` 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. `

-----  
Walk up to the tank and the Pirate will break free.

BOSS 10: OMEGA PIRATE

-----  
This thing is big and really ugly, and it will destroy you quickly. He has several attacks you need to avoid. First, he can fire at you using the Plasma Cannon attached to his back. He also has the ever-popular shockwave attack that the other Elite Pirates use. Use your Space Jump to avoid it. If you get too close he will hit you with his arm, and he will also use his hands to absorb all of your firepower.

To hurt him, lock-on to and destroy the four Phazon armor plates fused to his body. There is one on each arm and one on each leg for a total of four. You can use any weapon but Super Missiles and other combos work faster at disabling the armor. The best time to shoot is right before or after one of his attacks.

Destroying all four plates won't kill this boss, but it will weaken him. He'll collapse and become invisible. He'll summon other inferior Space Pirates to protect him. You need to kill them quickly, so use your strongest attacks, such as Super Missiles, Ice Beam and Missiles combos, Wavebuster and Plasma Charged shots. The only Troopers you need to avoid are the Wave Troopers. They will take a lot of time to destroy, so try to hurt the Omega Pirate instead. Kill the Troopers after Omega is fully restored again, or let him kill the Troopers with his shockwave attack.

After you kill his goons, switch to your X-Ray Visor and look for the Omega Pirate. He'll be near a Phazon deposit restoring his armor. Shoot him with Super Missiles while he is vulnerable. He'll disappear again after you shoot him once. Just keep looking for him.

He'll restore his armor, so just keep repeating the above process until he dies. Use your Plasma Beam if you happen to run out of Missiles. It's the best substitute.

-----

After he dies, Omega will fall on top of you and infuse your suit with Phazon. You'll have the awesome-looking, ultra-powerful Phazon suit and access to the Phazon Beam from now on!

---

\ Suits: Phazon Suit \

---

\ The Power Suit has been corrupted by viral exposure, \

\ turning it into the Phazon Suit. \

\ Samus's Notes: \

\ The viral corruption of the Power Suit has some beneficial \

\ side 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. \

---

\ Arm Cannon: Phazon Beam \

---

\ 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. \

---

Save at Save Station Mines C.

---

ARTIFACT OF NEWBORN (sii34)

---

Save Station Mines C

Now that we have the Phazon Suit and are protected from the effects of most Phazon, we can go back to the Phazon Mining Tunnel to collect the last Artifact.

Percentage of game completed - 96%

Phazon Mining Tunnel

---

Roll into the tunnel. When it switches to the side view, roll to the right. Use a Morph Ball Bomb to destroy the rock blocking your path. Drop and destroy the second rock in the same way. You'll need to do



this eight more times with eight more rocks. At the end, Bomb Jump to get the Artifact.

-----  
` Artifact: Newborn `

-----  
` Last of Twelve Chozo Artifacts. `

-----  
Return to the Elite Quarters.

-----  
ARTIFACT TEMPLE (sii35)  
-----

Elite Quarters  
-----

>From the door that leads to the Elite Quarters Access, follow the right wall until you come to an elevator. Scan the switch to activate it and take it to the top.

Walk across the beam and then take a right and keep going until you find the next red door. Go through it.

Processing Center Access  
-----

Uh, yeah, get the Energy Tank that was so easily given to you here. You now have all of the tanks.

-----  
` ENERGY TANK 14 OF 14 `

-----  
Scan the switch on the left to open a new path. Walk through the Phazon and go through the new door.

Phazon Processing Center  
-----

Above and to your left is a Power Trooper. Across from him is a Plasma Trooper. Kill them both and then take out the Turret that is almost directly above you and on your right side. Jump onto the platforms and head the platform the Power Trooper was standing on. Look up and you should be able to see some more Troopers. Shoot at them (with the corresponding weapon) and try to destroy them from your position. If you're lucky, some of them may jump down and try to attack, only to fall to their doom and die in the Phazon.

In front of you are some floating platforms. Jump on the two that go towards the top (there is one that is almost below you - no reason to go there at all). When you're on the second one, switch to your X-Ray Visor and look around for an invisible platform. Jump to it and then jump to another one. Look around below you for a platform with crates on it, attached to the wall. You should also be able to see the Missile Expansion from where you're at. Jump there and use a Power Bomb to destroy the wall, allowing access to the Expansion.

-----  
` MISSILE EXPANSION 49 OF 49 `

-----  
100% of all pickups acquired!  
-----

Jump to the platform where the second pack of Troopers were standing. You can get there by using the invisible platforms or going through a Spider Ball Track and a mini-maze located on the opposite side of the room. Go through the white door once you reach the platform.

#### Maintenance Tunnel

-----

Nothing here. Use this as a shortcut later on. Go back to the Phazon Processing Center.

#### Phazon Processing Center

-----

Get on the Spider Ball to your left (the right one leads to a dead-end). If Troopers shoot you down, jump back up and find a safe spot to shoot them from, then get on the track again. At the end is a beam you can jump on. Walk to the end of it and jump the platforms until you get to an area with a floating platform that moves left to right. Jump onto it and let it take you towards the door at the top (use the map).

#### Transport Access

-----

Use the Grapple Points to get across.

#### Transport to Magmoor Caverns South

-----

Activate the transport and step into the hologram.

#### Transport to Phazon Mines West

-----

Follow the glass tunnel and go through the next door.

#### Workstation Tunnel

-----

Go towards another glass tunnel and use a Power Bomb to clear your path. Head through the next door.

#### Magmoor Workstation

-----

Go to the Transport to Tallon Overworld West.

#### Transport to Tallon Overworld West

-----

Go in.

#### Transport to Magmoor Caverns East

-----

Head to the Landing Site.

#### Landing Site

-----

Save and reload at your ship, then go to the Artifact Temple when you're ready.

Percentage of game completed - 100%

Looks like we're almost done.

#### Artifact Temple

-----  
Go to the center of the Artifact Temple to activate the entrance to the crater. You'll see a brief sequence where the temple begins to light up. Oh, but wait, here comes Meta Ridley and he destroys the center of the temple. Looks like you collected all 12 Artifacts for nothing (just kidding). Prepare to feel the strength of Ridley, as he is a difficult boss.

Scan him first, of course. Make sure you scan him again if you die!

Recognize the song?

-----  
` Creature Log: Meta Ridley `

-----  
` 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. `

#### BOSS 11: META RIDLEY

-----  
Ridley has several attacks, all dealing an insane amount of damage. At the beginning of the battle, when he has most of his health, he'll fly away and then swoop in and drop Meson Bombs on the temple area. He'll also use his Kinetic Breath attack and Ultrathermal Flamestrike Projector on these air-strikes. Strafe, dodge, roll around, and Space Jump to avoid these strikes, and try to keep a lock on him at all times.

When he's done flying around he'll surface in front of the temple and hover for a bit. Shoot him in the chest with a Super Missile to damage him. Otherwise, he'll shoot you with his Multi-Missile System. He'll fly off again after you hurt him and this process will repeat until you have drained about 80% to 85% of his energy.

After you deal this 80% to 85% damage, Ridley's wings will fail him and burn. He'll land on the temple grounds and you'll have to engage in melee combat. He might have very little energy left, but he is extremely tough on the ground.

His main strategy will be to charge and ram you to death (literally). Lock-on and dodge and move out of the way just



` resulting in weakness to a type of weapon fire. The  
` vulnerability appears to be random, due to the chaotic  
` nature of the Phazon mutation.

---

If you damage the Metroid it will split into two. The two new ones will be vulnerable to only a certain type of weapon. It all depends on what color they are, and the color change is always random. You can kill the two new Metroids, but you'll only end up encountering more (their origin is unknown). The best thing is to let them latch onto you and use a Power Bomb to destroy the Metroid before it splits.

>From the door, jump straight ahead to the center structure. Go around it to the left and jump onto a floating platform, then onto some more platforms that are colored white and attached to the wall. Climb to the top of these and then look right to find some more floating platforms. Take those, which spiral around the center structure, until you have to jump onto the middle. There will be a bridge - cross over it and go through the door.

Crater Missile Station

---

Reload. Leave.

Phazon Core

---

Follow the left wall until you come to the end of the ledge. Look to the right to find more floating platforms. Jump to them and go towards the top to the only other door here.

Crater Tunnel B

---

Bomb Jump to the Spider Ball Track on your left. Roll to the end and drop or Bomb Jump to the subsequent tracks. It's pretty simple. Go through the door at the end.

Phazon Infusion Chamber

---

Welcome to Metroid Prime.

Prime will awaken and drop down into another room. Follow her.

Subchamber One

---

As usual, scan before fighting.

---

` Creature Log: Metroid Prime `

---

` 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 `

` Particle Wave Projectors. Its massive strength and barbed ` ` carapace make it lethal in melee combat. Recommend maximum ` ` firepower when engaging this enemy. ` `

---

#### METROID PRIME

---

##### Subchamber One

--

Prime's body will vary in color. Switch to the corresponding weapon and lock-on to and shoot her face to deal any damage. Prime will change colors once you deal a significant amount of damage.

You'll be introduced to some, but not all of her attacks while you fight Prime in this chamber. The most common one involves her Power Beam Projector and Wave Beam Projector weapons. After you significantly damage her twice, Prime will run into the second subchamber.

##### Subchamber Two

--

This fight will basically be the same as the first, except you'll need to damage Prime three times instead of two. She'll also utilize more of her attacks, among those are a Multi-Missile attack, which you can avoid by Space Jumping forward or back, spheres she'll release into the air that will progress slowly towards you, and an Ultrafrigid Breath Beam that will freeze you (like the Sheegoth's), and a green, radioactive-type beam. The spheres will cause damage if they reach you, so just destroy them with a Charged Shot of the corresponding weapon.

After Prime sustains damage, she'll charge across the room. Switch to Morph Ball mode and roll to the other side. Continue to attack until you have to follow to Subchamber Three.

##### Subchamber Three

--

Use the same strategy as before. This time Prime will use a Snare Beam to pull you in. Switch to Morph Ball mode and use Bombs and your Boost to break free. Another new attack will be her Plasma Beam and Frozen Shockwave Projectors - Space Jump to avoid it.

She'll cycle through all four colors. Damage her four times and you'll have to follow to the last subchamber.

##### Subchamber Four

--

This last chamber battle is a little more difficult. Prime will change vulnerabilities at will, so try to keep up and anticipate the color changes. She'll also use all of her attacks and charge at you randomly. You'll need to damage Prime until she has no more energy.

---

When no more energy remains, Prime will collapse and fall into another room. Follow her.

-----  
Scan the true Metroid Prime to receive the last log book entry!

-----  
` Creature Log: Metroid Prime `

-----  
` 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 in battle, rendering itself `  
` invisible when it does so. `

-----  
` 100% of all Log Book scans downloaded! `

-----  
METROID PRIME CORE

-----  
This Prime isn't as complicated as the first form, in regards to attacks and battle strategies. There are only two attacks: a Shockwave attack that will engulf the entire room and a charge attack that's not a threat at all if you stay far back enough.

Your weapons can't damage Prime and never will, so just randomly shoot at her or don't shoot at all. Eventually, Prime will deposit a pool of Phazon. Step into it to activate your Phazon Beam. Your Phazon Beam will only work inside the pool of Phazon! Prime will disappear after it deposits, and you'll only be able to track her using your other Visors (Thermal and X-Ray). She'll also become visible again, so make sure to check using the regular Combat Visor.

When she's found, blast away with the Phazon Beam since it's the only way you can give damage. Just hold down your fire button for one continuous blast. The Phazon will deplete, and you'll have to repeat the process again.

Other than her attacks, you'll need to worry about the additional Metroids that she summons after she deposits the Phazon. The first few times you'll encounter standard and Hunter Metroids, but towards the end she'll summon those annoying Fission Metroids. Use a Power Bomb to dissolve them and continue on with the fight until Prime's energy is gone.

-----  
Your Phazon suit will be pulled in by Prime, and she'll explode. Congratulations, you've beat Metroid Prime. The ending you'll get to see will depend on the percentage of the game you completed. Go to the Endings chapter in this guide to read more about that.

-----  
SECTION III: EXTRAS  
-----

-----  
1. ENDINGS (siiil)  
-----

Below are the various endings and the steps on how to view them.

Ending 1 - Fair Ending - 75% or Below  
-----

Metroid Prime latches onto and takes Samus' Phazon suit right after the battle ends.

After Metroid Prime is defeated, the Impact Crater is set to collapse. Upon reaching the Artifact Temple, Samus calls for her ship. She jumps on, turns around, and watches as the Temple collapses along with what remains of the Impact Crater, and then the credits begin as you're about to see Samus take off her helmet.

After the credits, you'll see Samus' ship fly away from Tallon IV and it'll switch to a screen with a winning pose from Samus with her helmet on. The screen will state the percentage of the game you successfully completed and how long it took you to achieve that.

Ending 2 - Good Ending - 75% to 99%  
-----

Metroid Prime latches onto and takes Samus' Phazon suit right after the battle ends.

After Metroid Prime is defeated, the Impact Crater is set to collapse. Upon reaching the Artifact Temple, Samus calls for her ship. She jumps on, turns around, takes off her helmet and watches as the Temple collapses along with what remains of the Impact Crater, and then the credits begin.

After the credits, you'll see Samus' ship fly away from Tallon IV and it'll switch to a screen with a winning pose from Samus with her helmet on. The screen will state the percentage of the game you successfully completed and how long it took you to achieve that.

Ending 3 - True Ending - 100%  
-----

Metroid Prime latches onto and takes Samus' Phazon suit right after the battle ends.

After Metroid Prime is defeated, the Impact Crater is set to collapse. Upon reaching the Artifact Temple, Samus calls for her ship. She jumps on, turns around, takes off her helmet and watches as the Temple collapses along with what remains of the Impact Crater, and then the credits begin.

After the credits, you'll see Samus' ship fly away from Tallon IV and it'll switch to a screen with a winning pose from Samus with her helmet off. The screen will state the percentage of the game you successfully completed and how long it took you to achieve that.



After, there will be a sequence that shows the Phazon giving life to the Phazon Suit that was taken from Samus. An arm will emerge from the pile of Phazon, and an eye will survey the area from the back of the hand. Are you ready for Metroid Prime Reborn?

---

## 2. INVENTORY (siii02)

---

Listed as they appear on the Inventory screen. These are formal descriptions for informational use. I didn't list the locations here because that's what the walkthrough is for.

### A. ARM CANNON (siii2a)

---

---

` Arm Cannon: Power Beam `

---

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

` Press Up on the C Stick to select the Power Beam as your `  
` active weapon. `

` Samus's Notes: `

` The Power Beam can be used to open Blue Doors. `

` If you see your shots, ricochet, cease fire. The Power `  
` Beam is not working against that target. `

` You can use the Power Beam to quickly clear an area of `  
` weak foes. `

---

---

` Arm Cannon: Ice Beam `

---

` The Ice Beam can freeze enemies solid. Hits from the Ice `  
` Beam may also slow foes down. `

` Press Down on the C Stick 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. `

---

---

` Arm Cannon: Wave Beam `

-----  
` The Wave Beam fires powerful electric bolts. This weapon `   
` has limited homing capability as well. `   
`   
`

` Press Right on the C Stick 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 a lock-on. `   
` Press and hold the L Button 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. `   
-----

-----  
` Arm Cannon: Plasma Beam `   
-----

` The Plasma Beam fires streams of molten energy. This Beam `   
` can ignite flammable objects and enemies. `   
`   
`

` Press Left on the C Stick 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. `   
-----

-----  
` Arm Cannon: Phazon Beam `   
-----

` 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. `   
-----

---

` Morph Ball: Morph Ball `

---

` The Morph Ball changes your suit into a compact, mobile ` sphere. `

` Press the X Button to enter Morph Ball mode. `

` Press the Y Button 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. `

---

---

` Morph Ball: Boost Ball `

---

` The Boost Ball can be used to increase the Morph Ball's ` speed for short periods. `

` Press and hold the B Button to charge, then release the B ` Button to trigger a quick boost of speed. `

` Samus's Notes: `

` When charging, the longer you hold the B Button, the ` longer (and faster) the Boost Charge will be. `

` Throughout the environment you will encounter U-shaped ` channels known as half-pipes. Using the Boost Ball in ` these areas will let you reach higher places. `

` Build a charge as you descend in the half-pipe, then ` trigger the Boost as you ascend the other side. This will ` give you the speed and momentum you need to reach new ` heights. `

---

---

` Morph Ball: Spider Ball `

---

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

` Press and hold the R Button 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. `

---

---

` Morph Ball: Morph Ball Bomb `

---

` The Morph Ball Bomb is the default weapon for the Morph ` Ball. `

` Press the A Button 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.

-----  
` Morph Ball: Power Bomb

-----  
` The Power Bomb is the strongest Morph Ball weapon.

` Press the Y Button 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.

-----  
C. SUITS (siii2c)

-----  
` Suits: Power Suit

-----  
` 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.

-----  
-----

` Suits: 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.

-----  
 ` Suits: 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.

-----  
 ` Suits: Phazon Suit

-----  
 ` The Power Suit has been corrupted by viral exposure,  
 ` turning it into the Phazon Suit.

` Samus's Notes:

` The viral corruption of the Power Suit has some beneficial  
 ` side 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.

-----  
 ` Suits: Energy Tank

-----  
 ` 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. `

---

#### D. VISORS (siii2d)

---

##### ` Visors: Combat Visor `

---

` The Combat Visor is your default Visor. It provides you ` with a Heads-Up Display (HUD) containing radar, mini-map, ` lock-on reticules, threat assessment, energy gauge, and ` Missile count. `

` Press Up on the Control Pad 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. `

---

##### ` Visors: Scan Visor `

---

` The Scan Visor is used to collect data. Some devices will ` activate when scanned. `

` Press Left on the Control Pad to select the Scan Visor. ` Move the Visor over targets with the yellow symbol, then ` press and hold the L Button to scan. `

` Use the Control Pad to select another available Visor or ` press the A Button to turn the Visor off. `

##### ` Samus's Notes: `

` Mission-critical scan targets will be red in color. `

` Scanning enemies with this Visor can reveal their ` vulnerabilities. `

---

##### ` Visors: X-Ray Visor `

---

` The X-Ray Visor can see through certain types of materials. `

` Press Right on the Control Pad 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. `

---

Visors: 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 Down on the Control Pad 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.

E. SECONDARY ITEMS (siii2e)

Secondary Items: Space Jump Boots

The Space Jump Boots increase the leaping capability of the Power Suit through the use of boot-mounted thrusters.

Press the B Button to jump, then press the B Button 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.

Secondary Items: 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 "C" icon.

Press and hold the L Button to fire the Grapple Beam.

Hold down the L Button to stay connected: let go to release.

Samus's Notes:

The Grapple Beam can be used to cross large gaps.

Use the Control Stick while grappling to swing in different directions.

---

Secondary Items: Missile Launcher

---

The Missile Launcher adds ballistic weapon capability to the Arm Cannon.

Press the Y Button to fire the Missile Launcher. Press the A Button 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 Brinstone.

There are Charge Combo enhancements scattered throughout the environment. They use the Missile Launcher and the Charge Beam in tandem to fire more effective blasts.

Each Missile Expansion you find will increase the number of Missiles you can carry by 5.

---

---

Secondary Items: Charge Beam

---

The Charge Beam allows you to increase the damage and effectiveness of the Arm Cannon.

Press and hold the A Button to charge the Arm Cannon, then release the A Button 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.

---

---

Secondary Items: Beam Combo

---

The Charge Combos allow you to fire the Missile Launcher and Arm Cannon together. The combined attacks are stronger than normal blasts.

The Arm Cannon must be charged to use a Charge Combo.

When your Arm Cannon is charged, press the Y Button 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 the A Button down after you fire. It takes \  
\ ten Missiles to trigger these Charge Combos, then five \  
\ Missiles per second afterward. \

\ Page down for information on individual Charge Combos. \

\ This data will be downloaded 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. \

---

### 3. POWER-UPS AND EXPANSIONS (siii03)

---

Below are all of the expansions and where they can be found. Their location descriptions, for the most part, will be similar to the way they are found in the guide. There's no need to re-explain how to find these, as that is completely unnecessary.

#### A. ENERGY TANKS (siii3a)

---

Listed in the same order as when you obtain them in the guide.

Chozo Ruins > Transport Access North

-----  
` ENERGY TANK 1 OF 14 `

-----  
Break the Blast Shield on the door located directly behind where the Hive Mecha was stationed in the Hive Totem room. This'll lead you to Transport Access North, where the Energy Tank is found.  
-----

Chozo Ruins > Furnace

-----  
` ENERGY TANK 2 OF 14 `

-----  
From the Furnace entrance, switch to Morph Ball mode and roll through the tunnel. Use the Bombs to jump up when you need to. At the end will be an energy tank.  
-----

Chozo Ruins > Plaza Access [ Main Plaza ]

-----  
` ENERGY TANK 3 OF 14 `

-----  
This Energy Tank is found in the Plaza Access walkway, which can only be reached by going through the Hive Totem to the Vault Access, then to the Vault, and finally to the Plaza Access, which is connected to it.  
-----

Magmoor Caverns > Transport Tunnel A

-----  
` ENERGY TANK 4 OF 14 `

-----  
In Transport Tunnel A (coming from the Monitor Station), take the tunnel and keep rolling to the left until you come to a black cube. Above this space is another area you can jump to, which will lead to yet another space that houses an Energy Tank. You'll have to use Bomb Jumps to reach these areas. Unfortunately, the black cubes will collapse after two Bombs come in contact with them, so it may take a few tries to get the Tank.  
-----

Phendrana Drifts > Ruined Courtyard

-----  
` ENERGY TANK 5 OF 14 `

-----  
In the Ruined Courtyard from the door leading to the Courtyard Entryway, go along the left wall until you find a Spinner. Switch to Morph Ball mode and use your Boost Ball enhancement to activate the Spinner. Across from it is another one. Do the same thing, and this'll activate a Morph Ball slot. Go back to the first Spinner. Near it are some raised ice pillars that you can jump on. Jump onto them and then head towards the area atop the Spinner, where you'll find the Morph Ball slot. Bomb the slot to raise the water level. Jump across the newly raised platforms until you see a tunnel that is highlighted

yellow. Go inside to find an energy tank.

---

Phendrana Drifts > Research Lab Aether

---

` ENERGY TANK 6 OF 14 `

---

This Energy Tank is found inside a containment cell on the first floor of the Research Lab Aether. Shoot the cell with a Missile to shatter it and gain access to the Tank.

---

Magmoor Caverns > Magmoor Workstation

---

` ENERGY TANK 7 OF 14 `

---

In the Magmoor Workstation, kill the two Flying Pirates here and then drop down. Use your Thermal Visor to find three hidden switches on this level. They're located within three small inlets in the walls. Activate them with your Wave Beam. This'll open two doors, a small one on the floor and another that blocks some lava. It'll also cause some of the lava nearby to cool.

Drop down through the hole on the floor and go towards the area with the Triclops. Feed it a Bomb to destroy it. You'll notice that from here you can take any of three paths. Well, for now, we can only take one way. The rest have active lava, plus, the paths are blocked. So find the path with the cooled lava and go through it.

At the end of the path there will be a blue switch. Scan it to open another path and cool the lava that's inside of it. There's a timer, so hurry back out and go through the newly cooled section.

Scan the second switch at the end of the second path and repeat the process. At the third and final room you'll find an Energy Tank

---

Chozo Ruins > Hall of the Elders

---

` ENERGY TANK 8 OF 14 `

---

In the Hall of the Elders, from the door that leads to Save Station 3, go forward and drop down to the first level. Three Chozo Ghosts will appear. Kill them all and then make your way up to the second level where the colored slots are located. Shoot the middle slots, the white one, with your Ice Beam. Bomb Jump into it and place a Bomb inside. This'll open a new pathway. Drop down and roll into the Chozo statue's hands again. He'll throw you into a room that has an Energy Tank.

---

Tallon Overworld > Cargo Freight Lift to Deck Gamma

---

` ENERGY TANK 9 OF 14 `

-----  
In the Cargo Freight Lift to Deck Gamma, after the Space Pirate Frigate has crashed, go towards the wrecked elevator and blow open the door with a Missile or Charge Beam shot. Walk inside and collect the Energy Tank.  
-----

Tallon Overworld > Hydro Access Tunnel

-----  
` ENERGY TANK 10 OF 14 `

-----  
Switch to Morph Ball mode and roll into the shaft on your left. When it switches to the side view, go the right. Bomb Jump to the next area and roll to the right again until you fall down. Stop here and don't continue yet. Bomb Jump using all three bombs to reach the top left gap at the very top of this shaft. You'll find an Energy Tank here.

Bomb Jumping in water is very different from normal Bomb Jumping. Place a Bomb then let it boost you up. Place the second Bomb below your jump's peak (on your way up), and continue this with the third Bomb until you reach the highest point, where the Energy Tank is found.  
-----

Phazon Mines > Ventilation Shaft

-----  
` ENERGY TANK 11 OF 14 `

-----  
From the bottom door in the Ventilation Shaft, go forward. By now, this room has filled with deadly gas, but you should have enough energy to sustain some damage. Keep going forward until you reach the half-pipe. Switch to Morph Ball mode and plant a Power Bomb. This'll open a shaft. Drop down into it. At the end, Bomb Jump to get out. Scan the switch here to activate the fans in the ventilation room. The escaping air will cause the Puffers to shatter the wall, revealing an Energy Tank. Go back and collect it  
-----

Chozo Ruins > Training Chamber

-----  
` ENERGY TANK 12 OF 14 `

-----  
In the Training Chamber, kill the Chozo Ghosts that appear. Two slots will appear, one on each side of the half-pipe ahead of you. Roll into the half-pipe and Boost yourself to one of the slots. Bomb the left one to open your exit from this room.

When you bomb the right one, a timer will sound, and a piston will move down on the other side of the room. Roll onto it before the timer finishes and let the piston elevate you. Bomb Jump onto the Spider Ball Track and go across to the end until you reach a small room. In the room is an Energy Tank.  
-----

Phendrana Drifts > Transport Access

-----  
` ENERGY TANK 13 OF 14 `

-----  
Left of the door (that leads to the Frozen Pike) is a chamber that is blocked by ice. Melt it with your Plasma Beam. Jump in and grab the Energy Tank  
-----

Phazon Mines > Processing Center Access

-----  
` ENERGY TANK 14 OF 14 `

-----  
Found in the Processing Center Access, which can be found by taking the Elevator and walking across the beams on the ceiling located in the Elite Quarters.  
-----

B. MISSILE EXPANSIONS (siii3b)

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Listed in the same order as when you obtain them in the guide.

Tallon Overworld > Landing Site

-----  
` MISSILE EXPANSION 1 OF 49 `

-----  
At the Landing Site, go directly behind your ship and then take a few steps to the left. Switch to Morph Ball mode and go forward and then into a small opening with Tangle Weeds in it, located at your right. Keep going until you pick up a Missile Expansion.  
-----

Chozo Ruins > Burn Dome

-----  
` MISSILE EXPANSION 2 OF 49 `

-----  
In the Burn Dome after defeating the Drone, switch to Morph Ball mode follow the toxic stream until you reach a dead-end (opposite from where you came in). Use a Bomb to destroy the block here and go through the tunnel. Pick up the Missile Expansion here and head back to the Energy Core.  
-----

Chozo Ruins > Watery Hall Access

-----  
` MISSILE EXPANSION 3 OF 49 `

-----  
Go down the tunnel and down the first ramp. Jump over the water and land on the platform between both ramps. Turn left and use a Missile on the wall. It'll collapse, exposing a hidden room with a Missile Expansion in it.  
-----

Chozo Ruins > Dynamo

-----  
` MISSILE EXPANSION 4 OF 49 `

-----  
From the door that leads to the Dynamo Access, in front

of you is a machine that extends from the floor to the ceiling. To the right of it is a gate. Blow it up with a missile and take the Missile Expansion inside.

---

Chozo Ruins > Ruined Shrine

---

` MISSILE EXPANSION 5 OF 49 `

---

In the Ruined Shrine, jump up to the half-pipe and then jump down to the sand. Kill the Beetles that come out. On the right wall is a small, weakened block. Blow it up with a Morph Ball Bomb and go through the tunnel. Get the Missile Expansion at the end

---

Chozo Ruins > Ruined Nursery

---

` MISSILE EXPANSION 6 OF 49 `

---

From the door that leads to the Eyon Tunnel, go right along the wall until you reach a small platform on the floor (before reaching the bigger steps). Get on top of it and switch to Morph Ball mode. There is a tunnel cut into the wall. Bomb your way into it. Then Bomb your way up one more time. Finally, destroy the cube that blocks your path. This will cause another block to fall down in front of you. You can't get any further here, so let's get back down to ground level.

Take the big steps and then turn right. You'll see that the tunnel runs to this far end of the room. Go in and Bomb your way through it. Keep going and you'll eventually reach a Missile Expansion

---

Chozo Ruins > Ruined Gallery

---

` MISSILE EXPANSION 7 OF 49 `

---

Directly in front of the door that leads to the Map Station is a small tunnel that is elevated from the ground. Bomb Jump your way inside and roll until you get a Missile Expansion.

---

Chozo Ruins > Ruined Gallery

---

` MISSILE EXPANSION 8 OF 49 `

---

Facing the Map Station door, on the right of it, on the other side of the room is a cracked wall. Take it down with a Missile and collect another Missile Expansion!

---

Chozo Ruins > Vault

---

` MISSILE EXPANSION 9 OF 49 `

---

From the door that leads to the Vault Access, go along

the wall to your right until you reach another door. Face away from it. You should see three slots ahead of you. Switch to Morph Ball mode and Bomb the lock off of the first slot. Then get inside and use another Bomb.

The second and third are the same except you'll need to Bomb Jump your way up. If you're having trouble doing this, read the Bomb Jump question in the FAQ section at the end of this guide.

The room in the center will open once you have bombed all three slots. Take the expansion that is inside.

-----

#### Magmoor Caverns > Storage Cavern

-----

` MISSILE EXPANSION 10 OF 49 `

-----

Follow the cavern until you see some lava. Jump into the cages and you'll eventually reach a Missile Expansion. Okay, now you can retreat to the Triclops Pit the same way you came in.

-----

#### Magmoor Caverns > Fiery Shores

-----

` MISSILE EXPANSION 11 OF 49 `

-----

From the door that leads to the Shore Tunnel, wait for the fire to stop shooting from the ceiling and jump to the center platform and then across to the next area in this room.

Turn right and take the platform that has crates sitting it. Then turn left and jump to the one there. There's a Triclops, so just feed it a Bomb to make it happy. There's also a Magmoor. Kill him too. You'll notice a tunnel above the ground. Use your Bomb Jump to reach it. Take the tunnel all the way through until you fall out in front of some crates. They block a path, so destroy them to reveal it and continue on. Bomb Jump your way through the mini-maze and you'll eventually have to cross a suspended bridge that makes a few turns. Eventually it'll lead to a Missile Expansion.

-----

#### Tallon Overworld > Transport Tunnel B

-----

` MISSILE EXPANSION 12 OF 49 `

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Make your way through this tunnel until you reach a bridge. Jump below it to get an expansion, and then go back to the transport.

-----

#### Chozo Ruins > Main Plaza

-----

` MISSILE EXPANSION 13 OF 49 `

-----

There's a half-pipe here and it's in the center of the

room. Boost yourself up to the right side and get the Missile Expansion.

---

Chozo Ruins > Ruined Shrine

---

` MISSILE EXPANSION 14 OF 49 `

---

Jump on to the half-pipe. Boost yourself up on the ledges. One of them has a Spider Ball track, which is useless to us right now and the other has a Missile Expansion.

---

Phendrana Drifts > Research Lab Aether

---

` MISSILE EXPANSION 15 OF 49 `

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On a narrow pathway located on the top floor of the Research Lab Aether. Jump to the base of it located at the wall, and switch to Morph Ball and roll across it until you reach a Missile Expansion.

---

Phendrana Drifts > Research Lab Hydra

---

` MISSILE EXPANSION 16 OF 49 `

---

Kill the Turret that's on the other side, opposite the door that leads to the Observatory Access. Go forward past the tank that has the Metroid in it, but don't go down yet. Get in front of the tank, behind the computer terminals, and face away from it. There's a pillar in front of you (it's symmetrical in structure to the Metroid tank), shoot it with a Super Missile to reveal a Missile Expansion.

---

Chozo Ruins > Main Plaza

---

` MISSILE EXPANSION 17 OF 49 `

---

Climb the steps located in front of the Plaza Access. Follow them and stop at the bridge. There's a platform on top of the door that leads to the Ruined Shrine Access. You can get to it from here. Jump on the platform and face away from the wall. There's a huge tree with a discolored area in front of you. Shoot the area with a Super Missile to reveal a Missile Expansion. Space Jump to get it.

---

Chozo Ruins > Ruined Fountain

---

` MISSILE EXPANSION 18 OF 49 `

---

Jump to the fountain at the end of the room. Switch to Morph Ball mode and drop into it when the water stops spewing. When it starts back up again, it'll shoot you to the ceiling. Use your Spider Ball magnet to attach



yourself to the track located there. Follow it to a  
Missile Expansion.

---

Chozo Ruins > Gathering Hall

---

` MISSILE EXPANSION 19 OF 49 `

---

In the Gathering Hall, jump to the top of the room and face away from the door that leads to the East Atrium. To the left is a red light. Jump on top of it and then turn around and jump to a platform above the door. Switch to Morph Ball mode and use a Bomb to destroy the gate blocking the Missile Expansion located here.

---

Chozo Ruins > Dynamo

---

` MISSILE EXPANSION 20 OF 49 `

---

Turn left from the door that leads to the Dynamo Access, and jump onto the platform that has the Spider Ball track on it. Take the track to the top where you'll find another Missile Expansion.

---

Chozo Ruins > Crossway

---

` MISSILE EXPANSION 21 OF 49 `

---

From the door that leads to the Crossway Access West, jump down into the half-pipe and Boost your way up to the left side of the room.

Turn around and on your left is a statue that sits on the wall. Shoot it with a Super Missile to reveal a switch. Scan the switch to activate a Spider Ball Track near the top of this room. Boost your way up to it and roll to the end. Bomb Jump to the Morph Ball slot and use a Bomb inside of it. This'll reveal another track.

Roll down and attach yourself to the other track, which is located just on the opposite side of the one you just came from. Bomb the slot that's there, also. A timer will set. Drop down and roll towards the piston that's near by. It'll take you up and stop. Roll to the left - a Missile Expansion!

---

Tallon Overworld > Overgrown Cavern

---

` MISSILE EXPANSION 22 OF 49 `

---

Switch to Morph Ball mode and use a Bomb on the Venom Weeds. When they retract, go in and pick up the Expansion.

---

Phendrana Drifts > Phendrana Shorelines

---

MISSILE EXPANSION 23 OF 49

---

Go to the door that leads to the Temple Entryway. Face away from it and go right and pass the pillars. Look right and up at the wall and you'll see a Cordite Statue here. Use a Super Missile on it. Scan the switch to activate a Spider Ball Track nearby. Morph Ball jump onto it and roll to the top to collect a Missile Expansion.

---

Phendrana Drifts > Ice Ruins East

---

MISSILE EXPANSION 24 OF 49

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From the door that leads to the Ice Ruins Access, walk forward and when you pass the first structure on your right, turn right and keep going until you come to some steps. Climb up the steps and then go left, jump the steps, turn left again and jump over the broken bridge. Go through the opening and then walk forward until you're at the end of this platform. Walk left a little bit and then turn around. It's a Spider Ball track. Take it to the top to get another expansion.

---

Chozo Ruins > Watery Hall

---

MISSILE EXPANSION 25 OF 49

---

From the door that leads to the Water Hall Access, switch to Morph Ball mode and go forward through the water. When you reach the wall, go right until you drop down into the deep end. You should be able to see a hole within the ground. Go inside of it and then Double Jump out of the water to reach a Missile Expansion.

---

Tallon Overworld > Biohazard Containment

---

MISSILE EXPANSION 26 OF 49

---

Switch to your Thermal Visor. There's a conduit right in front of the door. Shoot it and then switch back to your Combat Visor. Go forward and then to the left. Walk around until you see two Turrets. Freeze them and destroy them. Keep walking and use the Thermal Visor to find another switch, located on the other side from the first one.

Use your Wave Beam, which should be equipped already, to destroy the drone. Switch to your Thermal Visor and look inside one of the containment units built into the wall. The last conduit is there. Activate it but don't leave yet. To the right of the last conduit are two sealed containment units. The first one you can't open but the second one you can - with a Super Missile. Open it and get the Missile Expansion inside.

---

Tallon Overworld > Great Tree Chamber

From the door that leads to the Hydro Access Tunnel, kill the Jelzap in front of you and then follow the left wall until you come to another Jelzap. Kill it and you'll see some steps on your right. Take them to the top and jump out of the water. The first platform you come to will have a door on it. Don't go through it yet. Face away from the door and you'll see some platforms, one attached to a tree and another against a wall, and so on. Double Jump to each one until you come a platform that's near a waterfall. Face away from it and jump towards another platform attached to the tree. Turn right and jump to the large one attached to the wall. Go up the small ramp and get inside the Spinner. This'll disable some bars that were blocking your path. Go through this path and you'll eventually come to a bridge made of vines with a door at the end of it. This is door we need to go through, but we're going to get a Missile Expansion first.

Go to the door and face away from it. Look up and slightly to the left. You'll notice that that the rain stops in mid-air! It's actually hitting a platform that can't be seen using any of your current Visors. This is that platform we want to get to.

Turn left and you'll see a platform. Jump on it and face away from the wall. You'll see another platform attached to the wall. Double Jump to it then jump up to the alcove above you and to your right. Face outside and look for the invisible platform. If you're having a hard time finding it, bust out your Power Beam and shoot the area. Your shots will appear fuzzy and distorted whenever you hit the invisible platform.

Double Jump to it. Turn around and you'll see a door. That's where the Missile Expansion is. Double Jump to the door and go in. If you don't make it just go back up and try again. The jump is long, but believe me, you can make it (I did).

Go through the door. At the center of the chamber is your reward. Collect it.  
-----

Phazon Mines > Main Quarry

From the door that leads to the Quarry Access, jump down and follow the left wall towards a Spider Ball Track. Keep going until you see two Defense Turrets. Unfortunately, these are different from the ones you've fought before - they are stronger. Destroy them (it takes three Missiles per turret!).

Jump down to where the Turrets where and you'll see a yellow shield. We don't need to go through here yet. Face away from the shield and walk forward. Above you will be

a bridge. Turn right, climb the steps, and jump onto the bridge. Follow it until you come to a rocky cliff. At this point, several Space Pirates will jump down and try to kill you. Freeze them and use Missiles to disable each one.

Follow the rocky cliff until you reach another bridge. Walk across it all the way to the other side - kill the Space Pirate that jumps down. You'll come to another rocky area. Turn around and jump to the space above you. Switch to your Thermal Visor and go left. There's a conduit attached to the large pillar in front of you. Shoot it with your Wave Beam and then turn left and go into the compact command center. Scan the computer terminal to move the crane.

You can scan the terminal again later on to reposition the crane, which has a Grapple Point at the end of it that might become useful. The crane can also be activated by scanning the switch next to the door that leads to the Waste Disposal.

Get out and move to the other side of the pillar, where you'll see a Spider Ball Track. Switch to Morph Ball mode and get on. When you reach the end, drop down. There's a Missile Expansion here, but we can't switch out of Morph Ball to jump and get it. Use a Bomb Jump instead.

-----  
Phazon Mines > Elite Research  
-----

` MISSILE EXPANSION 29 OF 49 `

-----  
Boost inside the Spinner (on the top floor) and rotate the industrial-grade plasma cannon until it's facing the wall that is to the left of the new door you discovered earlier. The wall will shatter and you'll be able to grab a Missile Expansion.  
-----

Phazon Mines > Elite Control Access  
-----

` MISSILE EXPANSION 30 OF 49 `

-----  
From the door that leads to the elevator, take a few steps down, turn right, and then stop. Ahead of you and slightly above you is a small box with a red symbol on it. This is an explosive box. Shoot it to make it explode. The explosion will destroy a shaft near by and expose a Missile Expansion. This'll also kill a Space Pirate that was hiding in the ceiling (haha). You'll have to Double Jump from the area in front of the door to get the expansion.  
-----

Phazon Mines > Security Access A  
-----

` MISSILE EXPANSION 31 OF 49 `

From the door that leads to the Main Quarry, follow the left wall until you reach the hall. Switch to Morph Ball mode and plant a Power Bomb to destroy the rubble on your left. Go in and grab the expansion.

---

Tallon Overworld > Life Grove Tunnel

---

` MISSILE EXPANSION 32 OF 49 `

---

From the door that leads to the Great Tree Hall, use a Power Bomb to destroy the rocks in front of you. Roll in and go the right. Bomb Jump to get over the small wall and then roll to the right until you fall down into a half-pipe. Use your Boost Ball to boost to the top of this area. When you reach the top use a regular Morph Ball Bomb to destroy some rocks and to drop down to an expansion.

---

Tallon Overworld > Frigate Crash Site

---

` MISSILE EXPANSION 33 OF 49 `

---

Kill the Flying Pirates and drop down into the water. Stand at the very bottom of the lake, at the center. Face the door you came from (the one to the Overgrown Cavern) and look up. You'll see a Missile Expansion. Use the branches to jump and get it.

---

Chozo Ruins > Training Chamber Access

---

` MISSILE EXPANSION 34 OF 49 `

---

From the door that leads to the Magma Pool, go to the end of the tunnel and switch to Morph Ball mode. Roll through the red leaves on the left side to find a Missile Expansion.

---

Chozo Ruins > Main Plaza

---

` MISSILE EXPANSION 35 OF 49 `

---

Go to the upper level of the Main Plaza by going through the Training Chamber first and then through the Piston Tunnel. When you exit the tunnel, look across. It's another expansion! Swing with your Grapple Beam to get it. You'll have to Double Jump to reach the Grapple point.

---

Chozo Ruins > Furnace

---

` MISSILE EXPANSION 36 OF 49 `

---

From the entrance, roll up the Spider Ball Track and head to the end of the tunnel. Drop down and kill the Chozo Ghosts that appear. From the tunnel you came from, go to the wall on the right. Switch to Morph Ball mode and place

a Power Bomb on the floor below you. The floor will collapse revealing a half-pipe. Boost yourself up to the Spider Ball Track above it.

Ride the track until you're on the top side of it. Bomb Jump to the next track, which is located on the other wall. Roll to the top until your shadow is above a narrow beam. Drop down and roll away from the wall. Avoid the enemies as best as you can, or just use Morph Ball Bombs to destroy them. Roll until you see another track.

Take the third track until you come to another one. Drop down and roll until you have to drop down onto yet another beam. Roll through the beam and you'll eventually reach the very last Spider Ball Track. Ride it up and you'll run into a Missile Expansion.

-----  
Magmoor Caverns > Triclops Pit

-----  
` MISSILE EXPANSION 37 OF 49 `

-----  
Kill the Flying Pirates and make your to the door that leads to the Pit Tunnel. Follow the right wall until you reach some crates. Switch to your X-Ray Visor and to your Power Beam. Next to the wall you should see a platform in the air that's not visible with your other visors. Jump to it and then jump to another on the left, followed by a third platform. In front of the third platform is a pillar with a Missile Expansion inside of it. Destroy it with a Super Missile and jump in to acquire it.

-----  
Phendrana Drifts > Phendrana Shorelines

-----  
` MISSILE EXPANSION 38 OF 49 `

-----  
From the Shoreline Entrance, walk straight ahead towards the first pillar you see from the door and walk to the left of it. Keep going forward until you see another pillar. Walk to the other side of this one, to the side facing the wall, and you'll see a Missile Expansion encased in a wall of ice. Shoot it with your Plasma Beam to free it.

-----  
Phendrana Drifts > Ice Ruins East

-----  
` MISSILE EXPANSION 39 OF 49 `

-----  
From the Ice Ruins Access door, follow the right wall past the first structure, turn the corner to the right and then at the wall turn right again. There's a wall of ice here. Shoot it with your Plasma Beam to break it. Walk inside to collect another Missile Expansion.

-----  
Phendrana Drifts > Quarantine Cave > Quarantine Monitor

-----  
` MISSILE EXPANSION 40 OF 49 `

-----  
From the door that leads to the Transport Access, stay on the platform and look to the right. Jump and Grapple onto the Grapple Points until you land on another platform. Switch to Morph Ball mode and roll into the tunnel inside the wall. At the end is a Missile Expansion.  
-----

Phendrana Drifts > Frost Cave

-----  
` MISSILE EXPANSION 41 OF 49 `

-----  
From the door that leads to the Frost Cave Access, kill the Flying Pirates and then use the Glider to Grapple across onto some platforms attached to the wall. Jump to the highest platform (crates are on it) and look up to the highest point in the ceiling. You'll see a Stalactite - break it with a Missile so that it drops to the water below. It'll shatter the frozen pond and you'll be able to jump inside of it. Jump into the water and look around on the upper part of the lake for a Missile Expansion.  
-----

Phendrana Drifts > Gravity Chamber

-----  
` MISSILE EXPANSION 42 OF 49 `

-----  
Get to the area that's above the alcove where you obtained the Gravity Suit. You'll see two Bombus here. Kill them if you'd like. Look up the ceiling to see a group of Stalactites. Shoot them with your Plasma Beam to reveal a Grapple Point. You won't be able to attach to it unless you're standing in front of the door that leads to the Chamber Access hall, so go there now. Look up to the left and you'll be able to see the Missile Expansion inside a hole in the wall. That's the area you'll want to swing to.  
-----

Tallon Overworld > Root Cave

-----  
` MISSILE EXPANSION 43 OF 49 `

-----  
Climb up to the door that takes you to the Root Tunnel hall. In front of the door is a Grapple Point. Use it to get across onto the platform with the Geemer on it. Jump up the platforms again until you can't go any higher. Switch to your X-Ray Visor and look along the wall to your left. You'll notice that there are platforms here that aren't visible with the other Visors. Jump onto them and stop on the last platform you get to, before jumping to the area with the red door. Turn to your left. There's a Missile Expansion behind the wall of vines and leaves. Jump in to collect it and then go back towards the red door and go through it, which is where you find the next expansion...  
-----

Tallon Overworld > Root Cave > Arbor Chamber

-----  
` MISSILE EXPANSION 44 OF 49`  
-----

Read find location for expansion 43 of 49 to obtain this one.  
-----

Phazon Mines > Metroid Quarantine A  
-----

` MISSILE EXPANSION 45 OF 49`  
-----

From Quarantine Access A, ahead of you are some computer terminals. Scan the center one on your right side to eliminate the shield holding the Metroids. If you wait a few seconds, you can move slightly down the ramp and watch the Space Pirates try to fight the Metroids. Inevitably, the Metroids will suck the life out of the Pirates in the room.

Anyway, go down the ramp and kill any remaining Space Pirates or Metroids. Go to the area where the Metroids were kept. It looks like a large pit of blue radiation (Phazon). A stray Metroid will be here - kill it. To the left are some mutated Mushrooms. Jump to them and switch to your X-Ray Visor. Look towards the pit to find some platforms. Jump across, where you'll meet a couple of Metroids. Get rid of them. To your right is another mutated Mushroom. Jump onto it and then jump onto the ledge behind it (an explosive box sits on the ledge). Turn around until you're able to see some Spider Ball Tracks in the distance. Use your X-Ray Visor to spot a platform ahead of you. Jump to the area with the tracks.

When you're on the same platform as the one with the Spider Ball Track, switch to Morph Ball mode and use a Power Bomb. The wall to the left will collapse. Go to the end of it and use another Power Bomb. You'll uncover a narrow beam with a track on it. Get on and go to the end of it. At the end, get up and go to the left. Look towards the pit with your X-Ray Visor to find a platform moving up and down. Jump on it to reach a Missile Expansion.  
-----

Phazon Mines > Fungal Hall Access  
-----

` MISSILE EXPANSION 46 OF 49`  
-----

From the elevator, kill the Pirate across the Access before you drop down. Look down and to your left and you'll see a mutated Mushroom. Drop down onto it. Switch to Morph Ball mode and roll under the 'shroom to collect a Missile Expansion. The Phazon will hurt you, but you have so much energy that it really doesn't matter.  
-----

Phazon Mines > Fungal Hall B  
-----

` MISSILE EXPANSION 47 OF 49`  
-----



From the Phazon Mining Tunnel, switch to your Thermal Visor and your Ice Beam. Jump onto the Mushrooms and make your way to the other side of the room. Kill any Metroids you see.

When you reach the area with the Glider, drop down below and follow the right wall until you come to a dead-end. Look below you and you should be able to see a Missile Expansion through the floor. Use a Power Bomb to break the floor and drop into the Missile Expansion.

-----

Phazon Mines > Metroid Quarantine B

-----

` MISSILE EXPANSION 48 OF 49 `

-----

From Quarantine Access B, move towards the Phazon pit and use Charged Plasma shots to destroy any Troopers. They might interrupt your progress if they remain alive.

Turn around and ride the Spider Ball Tracks to the top until you reach a platform. Drop down from the track and jump to the next platform attached to the left wall. Look up and find the Grapple Point on the ceiling. Grapple to it and swing to the other side.

Scan the terminal located to the left of the yellow shield to disable it. Go through and kill the Plasma Trooper and the Wave Troopers (there are two Wave Troopers). In front of where the yellow shield was is a pillar made of Cordite. Use your Scan Visor to find it if you need to. Shoot the pillar with a Super Missile to reveal an expansion.

-----

Phazon Mines > Phazon Processing Center

-----

` MISSILE EXPANSION 49 OF 49 `

-----

From the Processing Center Access, above and to your left is a Power Trooper. Across from him is a Plasma Trooper. Kill them both and then take out the Turret that is almost directly above you and on your right side. Jump onto the platforms and head the platform the Power Trooper was standing on. Look up and you should be able to see some more Troopers. Shoot at them (with the corresponding weapon) and try to destroy them from your position. If you're lucky, some of them may jump down and try to attack, only to fall to their doom and die in the Phazon.

In front of you are some floating platforms. Jump on the two that go towards the top (there is one that is almost below you - no reason to go there at all). When you're on the second one, switch to your X-Ray Visor and look around for an invisible platform. Jump to it and then jump to another one. Look around below you for a platform with crates on it, attached to the wall. You should also be able to see the Missile Expansion from where you're at. Jump there and use a Power Bomb to destroy the wall, allowing access to the Expansion.

-----  
C. POWER BOMB EXPANSIONS (siii3c)  
-----

Listed in the same order as when you obtain them in the guide.

Chozo Ruins > Magma Pool  
-----

` POWER BOMB EXPANSION 1 OF 4 `

-----  
From the door that leads to the Meditation Fountain, use the Grapple Beam to cross the pool of Magma. Use a Power Bomb to destroy the wall directly on the other side, which will reveal the Power Bomb Expansion.  
-----

Magmoor Caverns > Warrior Shrine  
-----

` POWER BOMB EXPANSION 2 OF 4 `

-----  
Use a Power Bomb to destroy the base of the Chozo Statue in the Warrior Shrine.  
-----

Phendrana Drifts > Ice Ruins West  
-----

` POWER BOMB EXPANSION 3 OF 4 `

-----  
In Ice Ruins West, kill the Sheegoth and use the steps on the right to make your way up towards the door that leads to the Courtyard Entryway area. From that door, jump straight across onto the first structure, then jump to the one in front of it (it has crates on it). Shoot the roof with your Plasma Beam to melt it. Drop in to collect the expansion.  
-----

Phendrana Drifts > Security Cave  
-----

` POWER BOMB EXPANSION 4 OF 4 `

-----  
In Phendrana's Edge, from the door that leads to the Storage Cave, jump onto the platform on your right, and then jump to the platform in front of it. Use the Glider to get across to the other platform ahead of you. Switch to Morph Ball after landing and roll into the tunnel to find the Security Cave, where the expansion is located.  
-----

-----  
4. LOG BOOK ENTRIES (siii04)  
-----

Belong are all of the log book entries and where they can be found.

A. PIRATE DATA (siii4a)  
-----

Listed as they are within the log book.

Phazon Mines > Elite Control

-----  
` Pirate Data: Metroid Prime `

-----  
` Space Pirate encrypted data decoded. `

` Log 11.156.9 `

` Test subject Z-d, hereafter referred to as Metroid Prime, `

` was recently discovered in a cavern by mining crews. It `

` quickly dispatched the miners, but was eventually `

` contained by security units and drones. Once contained, we `

` were able to begin studies upon Metroid Prime. The `

` results have been astonishing. It is genetically `

` similar to Metroids, albeit on a highly evolved level. It `

` displays a limitless capacity for Phazon infusion and `

` shows no Phazon-based degeneration whatsoever. It `

` continues to grow in size, and while it has manifested `

` some psychotic behavior, the cold fields we use to pacify `

` remain effective. Authorization for advanced studies on `

` Metroid Prime have been approved. `

-----  
Located on one of the computer terminals in front of  
the Elite Pirate's tank in Elite Control.  
-----

Phendrana Drifts > Hydra Lab

-----  
` Pirate Data: Mining Status `

-----  
` 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 `

` 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. `

-----  
Located on the first floor of the Hydra Lab, on a group  
of computer terminals.  
-----

Tallon Overworld > Temple Security Station

-----  
` Pirate Data: Artifact Site `

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

---

Located in the middle of the Temple Security Station.

---

#### Phazon Mines > Metroid Quarantine B

---

\ Pirate Data: Special Forces \

---

\ 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, \  
\ makes little difference. With a platoon of Elite Pirates \  
\ in the vanguard of an army or normal Flying Pirates, we \  
\ will have a near-indestructible backbone that should turn \  
\ the tide in any engagement. \

---

Located on the first floor in a computer terminal located  
next to the only Cordite Pillar in the room.

---

#### Phendrana Drifts > Research Lab Aether

---

\ Pirate Data: Metroid Forces \

---

\ Space Pirate encrypted data decoded. \

\ Log 11.550.6 \

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

---

Located on one of the computer terminals on the first  
floor of the Research Lab Aether.

---

Phazon Mines > Elite Control

-----  
` Pirate Data: Chozo Studies `

-----  
` 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. `

-----  
Located on one of the computer terminals on the second  
floor of the Elite Control room.  
-----

Space Pirate Frigate > Biohazard Containment

-----  
` Pirate Data: Fall of Zebes `

-----  
` 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, Sirciacus and Vol Paragom were `

` in orbit at zero hour and managed to retreat. Frigate `

` Orpheon is now docked at Vortex Outpost. Orpheon's cargo `

` appears to have a 100% survival rate: Metroids are healthy `

` but on restricted feeding schedules due to uncertain `

` supply status. We are ready to begin research on the `

` Metroids and other promising life-forms. Security status `

` remains at Code Blue: no signs of pursuit from the Hunter. `

-----  
Located in the middle of the Temple Security Station.  
-----

Phazon Mines > Elite Control

-----  
` Pirate Data: Prime Mutations `

-----  
` Space Pirate encrypted data decoded. `

` Log 09.992.3 `

` Metroid Prime continues to feed and grow ever larger `

` in the impact crater caves. Its hunger knows no bounds, and `

` it has begun to manifest unusual mutations since its `

` breach. These include armor plating on its epidermis and `

` mechanical outgrowths that generate defense screens. These `

` screens render it invulnerable to most weapon systems, but `
` a flaw in the mutation leads to increased vulnerability to `
` certain weapons. It compensates for this by shifting the `
` screens quickly. This latest development concerns Security `
` units greatly: they feel it's a matter of time before `
` Prime corrects this defect and renders itself invulnerable `
` to all weaponry. Containment would be nigh impossible if `
` this were to occur.

-----
Located on one of the computer terminals on the second
floor of the Elite Control room.
-----

Phendrana Drifts > Hydra Lab

-----
` Pirate Data: Security Breaches `

-----
` 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 unauthorized entries, so we must presume `
` the creatures are either slipping in undetected during `
` daily personnel moves or else finding their way in through `
` subterranean tunnels. We have found many small breaches `
` of this latter sort and plug them wherever we can, but it `
` is unlikely that we will ever achieve full extermination `
` within our current timetable.

-----
Located on the first floor of the Hydra Lab, on a group
of computer terminals.
-----

Phendrana Drifts > Hydra Lab

-----
` Pirate Data: Phazon Analysis `

-----
` 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 `
` approximately 20 years ago, expelling Phazon into the `
` environment. This material appears to possess lifelike `
` characteristics, mutating organic life-forms strong enough `
` to withstand its poison. These mutations appear promising, `
` with abrupt evolutionarily leaps appear in single generation `
` reproduction. Plans to establish a full Science Team on `
` Tallon IV are being finalized.

-----
Located on the first floor of the Hydra Lab, on a group
of computer terminals.
-----

Phazon Mines > Omega Research

-----  
` Pirate Data: Omega Pirate`  
-----

` 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 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 are 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.`  
-----

Located on the first floor of the Omega Research room, in  
front of the containment unit.  
-----

Phendrana Drifts > Observatory

-----  
` Pirate Data: Contact`  
-----

` Space Pirate encrypted data decoded.`  
`  
`

` Log 10.299.2`  
`  
`

` Scans of the Spiral Sector detected a massive energy spike`  
` emanating from 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.`  
-----

Located on the bottom floor of the Observatory.  
-----

Phazon Mines > Elite Control

-----  
` Pirate Data: Chozo Ghosts`  
-----

` Space Pirate encrypted data decoded.`  
`  
`

` Log 11.644.2`  
`  
`

` 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.

-----  
Located on one of the computer terminals on the second  
floor of the Elite Control room.  
-----

Phazon Mines > Elite Control

-----  
Pirate Data: Prime Breach  
-----

Space Pirate encrypted data decoded.

Log 11.377.1

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

-----  
Located on one of the computer terminals on the second  
floor of the Elite Control room.  
-----

Phendrana Drifts > Hydra Lab

-----  
Pirate Data: Parasite Larva  
-----

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. `

-----
Located on the first floor of the Hydra Lab, on a group
of computer terminals.
-----

Phendrana Drifts > Research Lab Aether

` Pirate Data: Meta Ridley `

-----
` 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. `

-----
Located in the Research Lab Aether, next to the tank that
contained the living Metroid.
-----

Phendrana Drifts > Observatory

` Pirate Data: Phazon Program `

-----
` 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 it will be joined by a `
` fully operational Combat base and starport. It Command's `
` predictions are half true, we shall rise to dominance in `
` this sector within a deca-cycle. Truly, these are `
` glorious times. `

-----
Located on the bottom floor of the Observatory.
-----

Phendrana Drifts > Research Lab Aether

` Pirate Data: Metroid Morphology `

-----
` 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.

-----  
Located on one of the computer terminals on the first floor of the Research Lab Aether.  
-----

Phazon Mines > Elite Control

-----  
Pirate Data: Chozo Artifacts

-----  
Space Pirate encrypted data decoded.

Log 11.452.8

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

-----  
Located on one of the computer terminals on the second floor of the Elite Control room.  
-----

Phendrana Drifts > Research Lab Aether

-----  
Pirate Data: Phazon Infusion

-----  
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.

-----  
Located in the Research Lab Aether, close to the tank  
that contained the living Metroid.  
-----

Phendrana Drifts > Research Lab Aether

-----  
` Pirate Data: Metroid Studies `

-----  
` 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. `

-----  
Located in the Research Lab Aether, next to the tank that  
contained the living Metroid.  
-----

Phazon Mines > Elite Control

-----  
` Pirate Data: The Hunter `

-----  
` 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 humanoid, 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. `

-----  
Located on one of the computer terminals in front of  
the Elite Pirate's tank in Elite Control.  
-----

Phazon Mines > Elite Research

-----  
` Pirate Data: Elite Pirates `

-----  
` 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 Sciera made a `   
 ` recent breakthrough, in which parasite studies with a `   
 ` Phazon strain code-named 'Vertigo' were highly successful. `   
 ` Since then, we have fused Vertigo Phazon with Space Pirate `   
 ` DNA with great success. The latest batch of Elite Pirates `   
 ` have reached maturity successfully and are ready for `   
 ` for field testing and training. `

-----  
Located on the first floor of the Elite Research room.  
-----

Phendrana Drifts > Hydra Lab

-----  
` Pirate Data: Glacial Wastes `

-----  
` 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 `   
 ` juveniles, but some of the larger Metroids have been `   
 ` moved to quarantined caves for safety purposes. Security `   
 ` doors remain an issue, as malfunctions due to ice occur `   
 ` every day. Large predators in the wastes are also a `   
 ` concern, as they continue to kill personnel and breach `   
 ` secure areas. Unfortunately, it has become clear that our `   
 ` containment teams cannot neutralize all of them without a `   
 ` vast increase in munitions and soldiers. `

-----  
Located on the first floor of the Hydra Lab, on a group  
of computer terminals.  
-----

Phazon Mines > Elite Control

-----  
` Pirate Data: Hunter Weapons `

-----  
` 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. `

-----  
Located on one of the computer terminals in front of  
the Elite Pirate's tank in Elite Control.  
-----

B. CHOZO LORE (siii4b)

-----  
Listed as they are within the log book.

Chozo Ruins > Crossway

-----  
` Chozo Lore: Infestation `

-----  
` Chozo script translated. `

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

-----  
Located on the left ledge of the half-pipe in the  
Crossway.  
-----

Tallon Overworld > Artifact Temple

-----  
` Chozo Lore: Binding `

-----  
` Chozo script translated. `

`  
` The congregation of Artifacts that hold the Great Poison `  
` at bay still hold strong. Fearful of the potential within `  
` the Artifact temple, the invaders known as Space Pirates `  
` tried to destroy it, only to fail in every attempt. We `  
` scattered the Artifacts across the planet for their `  
` protection, and only a few have fallen into invader hands. `  
` Failing to understand them, they now seek to unmake them. `  
` Again, they fail. They are right to fear these things. `  
` Great power sleeps inside them. Prophecy calls for their `  
` union, come the day that the unholy Worm is met by the `  
` great Defender. We can only hope the Artifacts are not `  
` destroyed by the invader, for then all will be lost. So, `  
` we do what we can to preserve the Artifacts, and to guide `  
` the Newborn to them. Time wanes with our souls, yet hope `  
` remains. `

-----  
Located in the hallway that leads to the Artifact Temple.  
-----

Chozo Lore > Furnace

-----  
` Chozo Lore: Cradle`  
-----

` Chozo script translated.`  
`

` The cries of this dying land pulling us from our dreaming`  
` state, and now we Chozo walk as ghosts while the Great`  
` Poison sinks into the trees and waters, devouring all life.`  
` Some creatures survive, but their forms grow as twisted`  
` and evil as the force that fell from the sky. The heart`  
` of the planet will succumb soon, and so will we, even in`  
` our ghostly states. Already many Chozo have faded and`  
` passed into the unknown. The Great Poison is unlike`  
` anything we have glimpsed in this or any dimension. It`  
` eats relentlessly, worming out life wherever it blooms`  
` and corrupting what it cannot kill. It will be our undoing.`  
` Our last hope lies in the Cradle, the temple we hope might`  
` contain the abomination. It is almost complete, hovering`  
` over the impact site, the dark heart of the spreading evil.`  
` If we can finish before the last of our kind drifts into`  
` madness or death, there is a chance for this world. If we`  
` fail, we are doomed with it.`  
-----

Located on the left wall from the tunnel that leads into  
the Furnace.  
-----

Chozo Ruins > Vault

-----  
` Chozo Lore: Beginnings`  
-----

` Chozo script translated.`  
`

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

Located on the right wall of the Vault.  
-----

Phendrana Drifts > Ice Ruins West

-----  
` Chozo Lore: Cipher`  
-----

` Chozo script translated.`  
`

` None know if our temple, the Cradle, will prove powerful`  
` enough to contain this evil forever. How can we remain`  
` intact when that which it guards writhes in the darkness,  
` growing always stronger? The face of this world rest 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. When our \  
\ vigilance crumbles away into madness, the Cipher will be \  
\ exposed and the fate of Tallon IV will be beyond our \  
\ influence. \

---

Located in front of the small steps in Ice Ruins West.

---

#### Chozo Ruins > Crossway

---

\ Chozo Lore: Worm \

---

\ Chozo script translated. \

---

\ The prophecies tell of the coming of the Worm. Born from \  
\ parasites, nurtured in a poisoned womb, the Worm grows, \  
\ devouring from within, until the world begins to rot. The \  
\ words of the seers have come to pass, for there, in the \  
\ depths of the world, the ravenous Worm lurks and feeds. \  
\ From the stars it came, blighting Tallon with its Great \  
\ Poison. We can but watch as the Worm grows, watch and wait. \  
\ For the prophecies also speak of a great Defender, the one \  
\ who delivers the world from evil. The final days draw near. \  
\ Is the Newborn the Defender of which the seers spoke? We \  
\ shall do all that we can to aid her, for she bears our \  
\ legacy as she bears the ancient armor and weapons of our \  
\ people. \

---

Located on the left ledge of the half-pipe in the  
Crossway.

---

#### Chozo Ruins > Ruins Entrance

---

\ Chozo Lore: Fountain \

---

\ Chozo script translated. \

---

\ At the highest point of our city lies the fountain, a \  
\ wellspring of pure water that flows throughout our \  
\ civilization. It is the jewel of the Chozo, the \  
\ life-giver, and yet its waters speak of a clouded future. \  
\ As we come to understand the paths of time and space more \  
\ clearly, we have begun to glimpse rough tatters of past \  
\ and future, glittering behind reality like soft lights \  
\ behind a curtain. We have seen the fountain in these \  
\ glimpses, pouring darkness instead of water, and we cannot \  
\ guess what the visions mean. \

---

Located in the Ruins Entrance room, above the door that  
leads to the Main Plaza.

---

#### Chozo Ruins > Ruined Nursery

---

\ Chozo Lore: Exodus \

---

\ Chozo script translated. \

\ We Chozo are departing now, after so many years in \  
\ peaceful seclusion here on Tallon IV. When we came, this \  
\ place was a refuge for our spirits, a civilization built \  
\ from native materials, bereft of the trappings of our \  
\ technology. We were linked to the land here, kindred to \  
\ the plants and animals, far away from the machines we had \  
\ become so dependant on. And so we leave it now, pristine, \  
\ a testament to the mortal forms we no longer need. We have \  
\ drawn the veins of time and space aside, and are \  
\ withdrawing beyond the illusion. But we will never forget \  
\ this, the most sacred of our homes. And we will remain ever \  
\ watchful. \

-----  
Located on the first floor behind the tree in the  
Ruined Nursery.  
-----

Chozo Ruins > Ruined Fountain

-----  
\ Chozo Lore: Hatchling \

-----  
\ Chozo script translated. \

\ As we struggle with the Great Poison, something stirs at \  
\ the edges of our vision. It is the Hatchling Samus. We feel \  
\ her, across the void, as she hunts the corrupted. Will our \  
\ fates again be one? As our pride shatters, will prophecy \  
\ become real? When all strength wanes from the Chozo, will \  
\ it be the Hatchling who fulfills our legacy? True sight \  
\ eludes us, for the Poison gnaws at all vision, leaving \  
\ seers blind and filled with despair. Truth's blessing may \  
\ come too late. \

-----  
Located directly behind the fountain in the Ruined  
Fountain room.  
-----

Chozo Ruins > Crossway

-----  
\ Chozo Lore: Hatchling's Shell \

-----  
\ Chozo script translated. \

\ The Hatchling walks among us. Are these dreams? Memories? \  
\ Foretellings? Time and reality swirl together like \  
\ estuary waters, and we Chozo know not what to believe. \  
\ She appears as ghostlike as the Chozo, but at times the \  
\ mists clear. We see her wounded eyes, and remember the \  
\ child we found so long ago. What has she become, this \  
\ Newborn? Clad in Chozo armor, wielding weapons our hands \  
\ once held, does she dream of the Chozo as we once were? \  
\ Does she long for her parents, lost to the same creatures \  
\ that even now defile our sacred home? Does she still live? \

-----  
Located on the left ledge of the half-pipe in the  
Crossway.  
-----



-----  
` Chozo Lore: Meteor Strike `

-----  
` Chozo script translated. `

` We have returned to Tallon IV, borne here against our will `

` by a great cataclysm from the reaches of space. A meteor `

` came, casting a dark shadow of debris over the land with `

` the violence of its impact. Though we perceived this from `

` beyond space and time, it was but a curiosity: a brief `

` flare in the infinite march of the universe. But the meteor `

` brought with it corruption. A Great Poison burst forth `

` into the land, clawing at life with such violence that we `

` were ripped from our peaceful state and find ourselves `

` wandering as shadows of the mortal forms we left behind, `

` searching for why we are here. `

-----  
Located in the Watery Hall, in the same room as the Charge  
Beam, after finding all the runic symbols.  
-----

Chozo Ruins > Sun Tower

-----  
` Chozo Lore: Contain `

-----  
` Chozo script translated. `

` The world of living things feels strange to us, we who have `

` existed so long on the edges of time and space. It is clear `

` now that we Chozo can never return to our dimension, not `

` while the Great Poison reaches ever further into the `

` planet. It is so powerful, this creeping evil, that our `

` wills are crumbling and our minds beginning to fail. And `

` so, before it is too late, we now make our last stand. We `

` have begun to build a temple to contain this darkness: `

` at its heart we will place a Cipher, a mystical lock `

` powered by twelve Artifacts and filled with as much power `

` as we Chozo can harness in our ethereal states. Even when `

` we are done, it may be too late. `

-----  
Located at the bottom of the Sun Tower.  
-----

Phendrana Drifts > Phendrana Canyon

-----  
` Chozo Lore: The Turned `

-----  
` Chozo script translated. `

` Many Chozo have gone beyond now, and this is a mercy. Those `

` of us who remain suffer in dimensional flux, drifting `

` helplessly across time and space, guided by unseen and `

` inexorable currents. The Chozo who cling to sanity fight `

` tide, but our minds are weakening. Soon we will all be `

` like the Turned, Chozo who have been utterly corrupted by `

` the Great Poison. The Turned still hold to their Chozo `

` forms, but their minds are black with fell intentions. Gone `

` is there respect for life. They honor only destruction, `

` and seek to disrupt the Artifacts holding the Great Poison `

` at bay. All life taunts them, and they do not rest. Before `

long, they will be all that remain of the Chozo here.

-----  
Located just below the door in the Phendrana Canyon,  
behind a bridge with crates on it. This is also the same  
room where Boost Ball equipment can be found.  
-----

#### Chozo Ruins > Hall of the Elders

-----  
Chozo Lore: Hope

-----  
Chozo script translated.

More and more, our tormented minds turn to the Newborn.  
As the world continues to shift into brutal, disconnected  
images, she remains inarguably real: a fearless figure  
delving deeper into this blighted world, unmindful of the  
terrors that await her. Was she this way before? When we  
Chozo found her, a fledging orphaned on a savaged planet,  
did a warriors pulse already beat in her veins, filling  
her with righteous fury? Our hopes lie with her. We leave  
these messages for her, that she may find our Artifacts  
and deliver the world from its evils. Wraiths we may be,  
but our reach is still long indeed. We shall fight the  
invaders, and the Poison they would master, until the end.

-----  
Located behind the Chozo Statue in the Hall of the Elders.  
-----

#### Tallon Overworld > Artifact Temple

-----  
Chozo Lore: Statuary

-----  
Chozo script translated.

We we have done for millennia, we Chozo work constantly on  
our statuary. The statues are our sentinels: blind but  
ever watchful, they are, and have always been, repositories  
for our most precious secrets and strongest powers. The  
crafting of each is a long sacred process, performed only  
by those Chozo who have lifetimes of experience in such  
things. We have left these relics on planets across the  
solar system. Some are merely reminders: silent emblems of  
the Chozo that serve as icons of peace in lands that know  
only war. Others wield subtle strength, exerting their  
influence in ways beyond the understanding of mortal  
creatures. Still others are guardians of our secret ways,  
and these can be as terrible as they are beautiful. Those  
who respect and honor these relics will know the friendship  
of the Chozo. Those who deface or destroy them will know  
our wrath, unfettered and raw.

-----  
Located in the hallway that leads to the Artifact Temple.  
-----

#### Chozo Ruins > Magma Pool

-----  
Chozo Lore: Newborn

-----  
Chozo script translated.

、  
、 The power of our temple has been enough to halt the spread  
、 of the poison on Tallon IC, but that which remains thrives  
、 and grows more concentrated gnawing on itself in the dark  
、 passages beneath the planet's surface. Whether it can ever  
、 be truly destroyed is not for our eyes to see. But there  
、 is something else. We Chozo are drifting, tumbling through  
、 space and time as the Great Poison eats away at our  
、 sanity. We wake in dreams. As the Veil of lunacy descends,  
、 as past and future blend and shuffle, one image appears  
、 and flickers through the landscape, wraithlike. It is the  
、 Hatchling, the Newborn, walking the path of corruption, a  
、 lone figure shining in the toxic shadows. She comes  
、 dressed for war, and her wrath is terrible. Do our eyes  
、 look backward, seeing the Hatchling as she once was? Or  
、 does she approach even now, arriving in our race's last  
、 hour, a savior clothed in machines crafted long ago by  
、 Chozo hands? Poisonous clouds drift across our vision.  
、

-----  
Located behind a Power Bomb Expansion in an alcove on the  
other side of the Magma Pool. The alcove can be found by  
destroying its wall with a Power Bomb.  
-----

#### C. CREATURES (siii4c)

-----

Listed as they are within the log book.

##### 、 Creature Log: Mega Turret

-----

、 Mechanism: Mega Turret  
、 Perimeter defense turret reinforced with energy shielding.  
、  
、 Frustrated with interior 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.  
、

##### 、 Creature Log: Grizby

-----

、 Morphology: Grizby  
、 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.  
、

##### 、 Creature Log: Zoomer

-----

、 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.

---

Creature Log: Plated Parasite

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.

---

Creature Log: Pulse Bombu

Morphology: Pulse Bombu  
Life-form of raw energy. Periodically releases explosive segments from its body.

Pulse Bombus are energy beings, invulnerable to most known weapons. Electrical energy can harm them, however. They lack any intelligence beyond 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.

---

Creature Log: Ice Shriekbat

Morphology: Ice Shriekbat  
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.

---

Creature Log: Parasite Queen

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.  
-----

-----  
\ Creature Log: Scarab

-----  
\ Morphology: Scarab

\ Exploding parasites that can embed their bodies in 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.  
-----

-----  
\ Creature Log: Aqua Reaper

-----  
\ 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.  
-----

-----  
\ Creature Log: Triclops

-----  
\ 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.  
-----

-----  
\ Creature Log: Puffer

-----  
\ 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.  
-----

-----  
\ Creature Log: Glider

-----  
` 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.`  
-----

-----  
` Creature Log: Auto Defense Turret`  
-----

` Use Missiles to break outer casing.`  
-----

-----  
` Creature Log: Jelzap`  
-----

` 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.`  
-----

-----  
` Creature Log: Beetle`  
-----

` Morphology: Beetle`  
`  
` 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.`  
-----

-----  
` Creature Log: Tangle Weed`  
-----

` Species: 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.`  
-----

-----  
` Creature Log: Flying Pirate`  
-----

` 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. \

---

\ Creature Log: Hive Mecha \

---

\ 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. \

---

\ Creature Log: War Wasp \

---

\ 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. \

---

\ Creature Log: Bloodflower \

---

\ 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 \  
\ creature if they explode in its vicinity. \

---

\ Creature Log: Ice Beetle \

---

\ 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. \

---

\ Creature Log: Reaper Vine \

---

\ 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. \

---

\ Creature Log: Aqua Drone \

---

\ 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 attacks, making them \  
\ vulnerable to the Wave Beam. \

---

\ Creature Log: Ice Trooper \

---

\ 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. \

---

\ Creature Log: Sap Sac \

---

\ 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 \  
\ ingenious creatures dare to devour it. \

---



---

Creature Log: Flickerbat

---

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.

---

Creature Log: Wave Trooper

---

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.

---

Creature Log: Sentry Drone

---

Mechanoid: Sentry Drone

Well-armed 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.

---

Creature Log: Burrower

---

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.

---

Creature Log: Plazmite

---

Morphology: Plazmite

Small insect capable of storing and releasing thermal

\ energy. \

\ Plazmites are attracted to sources of heat, thriving on \  
\ energy present there. They emit light when hunting, and \  
\ will expel small bursts of thermal energy when threatened. \

---

\ Creature Log: Barbed War Wasp \

---

\ 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 stringer tips regrow seconds after launch and contain \  
\ an acidic compound designed to predigest prey. \

---

\ Creature Log: Flaahgra \

---

\ Morphology: Flaahgra \

\ This mutant plant is the source of toxic water in the \  
\ Ruins. \

\ Flaahgra's growth cycle has been radically accelerated. As \  
\ a result, it requires near-constant exposure to solar \  
\ energy to remain active. This exposure has made Flaahgra's \  
\ outer shell thick and durable. Its lower root system is \  
\ unprotected and vulnerable, however. Exploit this flaw \  
\ when possible. Concentrated weapon fire can daze it for \  
\ short periods. \

---

\ Creature Log: Scatter Bombu \

---

\ Morphology: Scatter Bombu \

\ Pulsing tendrils of energy extend from creature's body. \

\ Like all Bombus, these creatures can only be harmed by \  
\ electrical energy. Proximity to these life-forms may result \  
\ in electrical visor interference. It is possible to avoid \  
\ engaging Scatter Bombus by rolling into the Morph Ball and \  
\ slipping between the rotating energy streams. \

---

\ Creature Log: Space Pirate \

---

\ 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.

---

-----  
` Creature Log: Parasite

---

` 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.

---

-----  
` Creature Log: Tallon Crab

---

` 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.

---

-----  
` Creature Log: Blastcap

---

` 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 the slightest contact.

---

-----  
` Creature Log: Aqua Sac

---

` Morphology; 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.

---

-----  
` Creature Log: Lumigek

---

` 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.

---

\ Creature Log: Incinerator Drone

---

\ 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  
\ drones intense heat blasts compensate for its lack of  
\ battle prowess.

---

\ Creature Log: Eyon

---

\ 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.

---

\ Creature Log: Fission Metroid

---

\ 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 weakness to a type of weapon fire. The  
\ vulnerability appears to be random, due to the chaotic  
\ nature of the Phazon mutation.

---

\ Creature Log: Oculus

---

\ 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.

---

\ Creature Log: Meta Ridley

---

\ 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.

---

\` Creature Log: Plasma Trooper

---

\` 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 weapon system.  
These weapons are inferior to your Chozo-designed  
originals, but still quite potent.

---

\` Creature Log: Aqua Pirate

---

\` 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.

---

\` Creature Log: Baby Sheegoth

---

\` Morphology: Baby Sheegoth  
Glacial predator. Ice shell protects its 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.

---

\` Creature Log: Seedling

---

\` Morphology: Seedling  
Plant-based ground feeder.

\` Dorsal spines can be ejected in self-defense.

---

\` Creature Log: Plated Beetle

---

\` 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.

---

\` Creature Log: Sheegoth

---

\` 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.

---

\` Creature Log: Stone Toad

---

\` 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 indigestible, it regurgitates. Stone Toads use their tusks as a last resort in combat.

---

\` Creature Log: Metroid

---

\` 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.

---

---

Creature Log: Venom Weed

---

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.

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Creature Log: Phazon Elite

---

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 on energy. The drastically lower life span that comes with this process is of little concern to the Pirate Research team.

---

---

---

Creature Log: Metroid Prime

---

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 in battle, rendering itself invisible when it does so.

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Creature Log: Ice Burrower

---

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 passersby.

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Creature Log: Flaahgra Tentacle

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-----  
` 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.  
-----

-----  
` Creature Log: Elite Pirate  
-----

` Morphology: Elite Pirate  
` Space Pirate. Incredibly strong, armored, and well armed.  
`

` Elite Pirates are potent foes. Their energy-siphon system  
` absorbs Beam weapon shots, which they use to fuel a  
` massive Plasma Artillery Cannon. The nature of this system  
` makes them vulnerable to concussion-based weapons. Well  
` armed, the Elite Pirate is effective in close combat and  
` at a distance. Their massive size can be a weakness, and  
` their sluggish speed allows for evasion and quick attacks.  
-----

-----  
` Creature Log: Omega Pirate  
-----

` 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.  
-----

-----  
` Creature Log: Puddle Spore  
-----

` 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.  
-----

-----  
` Creature Log: Chozo Ghost  
-----

` 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.

---

\ Creature Log: Thardus

---

\ Morphology: Thardus  
\ An animated, sentient creature of stone charge 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.

---

\ Creature Log: Shriekbat

---

\ 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.

---

\ Creature Log: Hunter Metroid

---

\ Morphology: Hunter Metroid  
\ Adolescent Metroid. Energy-siphon tentacle increases its  
\ threat level.  
\  
\ As Metroid 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.

---

\ Creature Log: Magmoor

---

\ Morphology: Magmoor  
\ Fire-breathing serpent that dwells in lava.

\`  
Magmoors prefer extreme heat zones, and are susceptible  
to frigid attacks forms. Sightless, they navigate the lava  
current using their sonar receptors. Magmoors have a keen  
sense of smell, enabling to pinpoint targets with  
startling accuracy.

---

\` Creature Log: Hive

---

\` 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.

---

\` Creature Log: Metroid Prime

---

\` 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  
Particle Wave Projectors. Its massive strength and barbed  
carapace make it lethal in melee combat. Recommend maximum  
firepower when engaging this enemy.

---

\` Creature Log: Shadow Pirate

---

\` 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.

---

\` Creature Log: Ram War Wasp

---

\` 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, disorienting it. Striking from  
` all sides as a single intelligence, they can fell huge  
` organisms.

---

---

` Creature Log: Ice Parasite

---

` 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.

---

---

` Creature Log: Geemer

---

` 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.

---

---

` Creature Log: Crystallite

---

` 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.

---

---

` Creature Log: Plated Puffer

---

` 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'.

---

---

` Creature Log: Power Trooper

---



---

` Research Entry: Small Energy `

---

` Replenishes 10 units of energy. `

---

---

` Research Entry: Stalactite `

---

` This hanging rock structure 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. `

---

---

` Research Entry: Missile Station `

---

` Step into these stations to fully reload your Missile ` Launcher. `

---

---

` Research Entry: Spider Ball Track `

---

` Magnetic rail system track. `

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

` Release the R Button to disengage from the surface. `

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

---

---

` Research Entry: Power Bomb Ammo `

---

` Power Bomb Ammunition. Re-supplies Power Bomb with 1 round ` of ammo. `

---

---

` Research Entry: Grapple Point `

---

` Analysis indicates a viable attach point for the Grapple ` Beam. `

` To use the Grapple Beam, use the L Button when the C icon ` appears. `

---

---

` Research Entry: Zebes `

---

` Planet Zebes `

Mass: 4.8 trillion teratons.

Profile: Planet's crust is primarily Urthic ore, making it  
idea 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.

Research Entry: Ultra Energy

Replenishes 100 units of energy.

Research Entry: Morph Ball Slot

Standard Morph Ball slot.

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 Entry: Tallon IV

Planet Tallon IV

Mass: 5.1 trillion teratons.

Profile: Ecosystem studies indicate that Talon 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.

Research Entry: Locked Door

Lock system engaged. Secure the area to unlock door.

Research Entry: Gunship

Hunter-class gunship registered to Samus Aran.

You can return to your ship to recharge energy, reload  
weapons and save progress in the game.

#### E. ARTIFACTS (siii4e)

Listed in their numbered order within the game.

Tallon Overworld > Artifact Temple

-----  
` Artifact: Truth `

-----  
` First of Twelve Chozo Artifacts. `

-----  
Obtained by visiting the Artifact Temple, which is made available by using a standard Missile to destroy the Blast Shield on the door that leads to the Temple.  
-----

Magmoor Caverns > Warrior Shrine

-----  
` Artifact: Strength `

-----  
` Second of Twelve Chozo Artifacts. `

-----  
Obtained after using the Spinner atop the structure in the Monitor Station to gain access to a bridge, which leads to a room, the Warrior Shrine, that contains the Artifact.  
-----

Phendrana Drifts > Control Tower

-----  
` Artifact: Elder `

-----  
` Third of Twelve Chozo Artifacts. `

-----  
Obtained after collapsing the tower, by using a Super Missile to burst the fuel cells attached to it, located next to the window with the explosive crate. The Artifact can be reached by using Morph Ball mode to roll behind the wall the tower destroyed.  
-----

Chozo Ruins > Sunchamber

-----  
` Artifact: Wild `

-----  
` Fourth of Twelve Chozo Artifacts. `

-----  
Obtained after defeating the three Chozo Ghosts at the Sunchamber.  
-----

Chozo Ruins > Tower of Light > Tower Chamber

-----  
` Artifact: Lifegiver `

-----  
` Fifth of Twelve Chozo Artifacts. `

-----  
Obtained after diving underwater in the Tower of Light and then surfacing, with the help of the Gravity Suit, to a new room - the Tower Chamber.  
-----

Phazon Mines > Elite Research

-----  
` Artifact: Warrior `

\ Sixth of Twelve Chozo Artifacts. \

-----  
Obtained after defeating the Phazon Elite in the Elite  
Research facility.  
-----

Tallon Overworld > Life Grove

\ Artifact: Chozo \

-----  
\ Seventh of Twelve Chozo Artifacts. \

-----  
Obtained soon after acquiring the X-Ray Visor and using  
a Power Bomb to reveal an additional area in the Life  
Grove room. The Artifact is made available after bombing  
the cap at the bottom of the pond in the new area and  
using the Boost enhancement to activate the Spinner found  
underwater.  
-----

Magmoor Caverns > Lava Lake

\ Artifact: Nature \

-----  
\ Eighth of Twelve Chozo Artifacts. \

-----  
Obtained after using a Super Missile to destroy the  
pillar located above the lava in Lava Lake at Magmoor  
Caverns.  
-----

Phendrana Drifts > Chozo Ice Temple

\ Artifact: Sun \

-----  
\ Ninth of Twelve Chozo Artifacts. \

-----  
Obtained after using the Plasma Beam to melt the ice in  
the Chozo statue's hands at the Chozo Ice Temple, which  
reveals the path to a new room that contains the Artifact.  
-----

Chozo Ruins > Hall of Elders > Elder Chamber

\ Artifact: World \

-----  
\ Tenth of Twelve Chozo Artifacts. \

-----  
Obtained after bombing the red slot in the Elder Chamber,  
which reveals the door to a new room that contains the  
Artifact.  
-----

Phendrana Drifts > Phendrana's Edge > Storage Cave

\ Artifact: Spirit \

-----  
\ Eleventh of Twelve Chozo Artifacts. \

-----  
Obtained after using a Power Bomb to destroy the wall  
-----



located on the upper area of Phendrana's Edge. The wall will lead to a new room, the Storage Cave.

---

Phazon Mines > Phazon Mining Tunnel

---

` Artifact: Newborn `

---

` Last of Twelve Chozo Artifacts. `

---

Obtained after destroying the small rocks inside the Phazon tunnel.

---

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## 5. GAME SECRETS (siii5)

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Below are some game bonuses that you can unlock during or after game play.

Hard Mode

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Hard Mode : Defeat the game on the default difficulty setting.

Image Galleries

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Image Gallery 1: Download 50% of Log Book scans.

Image Gallery 2: Download 100% of Log Book scans.

Image Gallery 3: Defeat Metroid Prime on Hard Mode difficulty setting.

Image Gallery 4: Collect all of the power-ups and expansions.

Play Metroid NES

---

Complete Metroid Fusion for the Game Boy Advance and connect Metroid Fusion to Metroid Prime.

Enable Fusion Suit in Metroid Prime

---

Complete Metroid Prime and connect Metroid Fusion for the Game Boy Advance to Metroid Prime.

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## 6. FREQUENTLY ASKED QUESTIONS (siii6)

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Q. What is the strongest weapon and where can I find it?

A. The strongest weapon in the game is the Phazon Beam. You can only find it at the final battle against Metroid Prime. Your Phazon suit is altered to use the Beam, but you need high deposits of Phazon to activate it. These can only be found in the final chamber when Prime deposits these types of concentration, and only provide a limited amount of ammunition.

---

Q. How do I Bomb Jump using all three Bombs?

A. Although you may refuse to believe it, Bomb Jumping is all about practice and actually doing it. Yes, it does involve some timing, but you mostly need to know WHERE to place the Bombs, and not when. Don't expect to be a pro at it if it's your first time playing Metroid Prime.

Most people will tell you to count in seconds and place Bombs on certain counts. This is pure crap, as that method will never ever work unless your Gamecube has a stop-watch on it or you're superb at keeping track of time in seconds (let's not pretend you're a clock, 'cause you're not). Follow this mini-guide towards a better life:

Placing Bomb 1

-----  
Place Bomb 1 and stay on top of it.

Placing Bomb 2

-----  
Place Bomb 2 on your way up, slightly above where Bomb 1 exploded. Do this AFTER Bomb 1 launches you in the air.

Placing Bomb 3

-----  
On your way back down (from the Bomb 1 launch) place Bomb 3 slightly below your jump's highest peak. Do NOT place Bomb 3 at your jump's peak because you probably won't reach that far up with Bomb 2.

The Full Bomb Jump!

-----  
As you're about to land, Bomb 2 will explode and will launch you directly into Bomb 3. You've now completed the highest jump possible using the Bomb Jump technique. E-mail me if you still have problems.

-----  
Q. Is there a modification that lets you place more than three Morph Ball Bombs at a time?

A. No. I wish.

-----  
Q. Is it possible to reach 101% game completion?

A. As far as I know: No.

-----  
Q. I forgot to scan a boss and add it to my log book! Where can I scan them again?

A. Unfortunately, you can't. If you read my guide and thought I didn't give you fair warning, please let me know. I want everyone to be ultra scan-happy.

There's nothing worse than getting 99% game completion and realizing you missed that bastard (insert enemy or item here). Blasphemy!

---

## 7. BOSS STRATEGIES (siii7)

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I put all of the boss strategies in their own section (along with putting them in the actual walkthrough) for users that only need help with the bosses and not the entire game.

### BOSS 1: PARASITE QUEEN

---

Well, now that we've read about queen-big-and-ugly, let's kill it. Lock-on to it's head and shoot away. You'll notice that your shots may or may not hit her (she blinks red when injured). That's because there is a rotating shield around the Reactor Core. The shield will continue to spin. However, it doesn't completely protect the queen. It'll have a few openings. Shoot her when you notice that an opening is evident in the shield.

The queen will constantly shoot blasts from her mouth. They're not extremely harmful, but they can eventually kill you. Lock-on to her head and strafe in circles (B Button + Control Stick while locked) and fire at her while avoiding the green energy blasts.

Charge beam blasts will kill her the fastest, and you can even use some missiles if you'd like. Don't use all of your missiles, though.

---

### BOSS 2: HIVE MECHA

---

The upper part of the Hive Mecha has four ports that release the War Ram Wasps. It can only use one port at a time. After you destroy the group of wasps it releases, aim for the port that is exposed until it is completely damaged. The Hive Totem will turn to use another one of its ports, and the process will repeat once again. This will happen four times, as there are four total ports.

If the wasps knock you into the toxic water, quickly get back on. You don't have much energy to begin with so you'll need to save most of it to protect you against those pesky wasps.

---

### BOSS 3: INCINERATOR DRONE

---

The Drone spins in circles while flames are emitted from its rods. Jump over the flames to avoid charred-monkey status. After a few seconds, the Drone's Eye will rise from the top. Shoot it. This will cause it to agitate the hive located on the ceiling. A new creature will try to attack you. Make sure you scan it before you destroy the Incinerator Drone.

Damage the Eye of the Drone four times to win the battle and

obtain your new equipment.

---

BOSS 4: FLAAHGRA

---

We learned that this plant-like creature is extremely strong, but it also needs a constant supply of sunlight energy. Surrounding the creature are four mirrors that reflect the light onto it. Our goal is to flip these mirrors to stun Flaahgra, and then attacking its nervous system using Morph Ball mode.

Lock onto Flaahgra and circle around it until you reach the first mirror. You can hit it while keeping your lock on the creature. Flipping the mirror will stun it, causing it to retract its tentacles. Follow the path in Morph Ball mode that the tentacles occupied and Bomb Flaahgra at its nerve center. You can only attack once before it releases its tentacles again. Each time you use a Bomb successfully at the end of a path, it will explode. Use the remaining paths to attack it until zero remain.

After it regains consciousness you'll need to knock off two mirrors and attack the nerve center again. Then three mirrors, followed by four until it dies.

Flaahgra has fairly weak, but annoying attacks. It'll launch tiny spheres of energy at you and can also ensnare you in a wave of giant weeds. If you take a long time to knock off each mirror, he will actually re-align it making the process even lengthier. You can prevent this by shooting missiles or Charge Beam shots at him.

---

BOSS 5: SHEEGOTH

---

First of all, your weapons won't hurt this creature because the crystals on its back absorbs all of them. You can shoot at it but it'll just absorb your power and aim it back towards you. It also has a breath attack with a short-range.

There are two ways to hurt the Sheegoth: You can shoot its mouth after it does its breath attack because it'll hyperventilate afterwards. Or, you can switch to Morph Ball mode and use Bombs to damage its underbelly. I prefer the Morph Ball method because the intervals in-between each breath attack are so long.

Kill it to obtain the Wave Beam.

---

BOSS 6: THARDUS

---

Switch to your Thermal Visor. This'll allow you to see Thardus' weak point. Shoot it a few times and then switch back to your Normal Visor. The weak area will now be a little discolored and you'll also be able to lock-on to it. Shoot it until it breaks, and then repeat the process.

Thardus has several attacks. Only some are a bit deadly (and

annoying). He'll roll into a huge ball and just go around the room trying to crush you. You can avoid damage by staying towards the center or using your Morph Ball Boost to speed out of the way. He'll also summon rocks, three at a time, and aim them at you. You can use any weapon to destroy these. His last attack is a stream of ice that'll freeze you if you come in contact with it. If frozen, press the B Button rapidly to break free.

Keep switching Visors and looking for his different weak points. Your Thermal Visor will probably overload a few times, but wait a few moments and you'll be able to reuse it.

-----

#### BOSS 7: CHOZO GHOSTS

-----

These guys aren't that difficult. They just take a while to kill. They'll warp in and out of your sight and you won't be able to track them since you don't have the X-ray visor yet. Just wait for them to come back into sight and shoot them with your Power Beam. The easiest way to kill each one is by shooting Super Missiles at them.

-----

#### BOSS 8: ELITE PIRATE

-----

Switch to your Thermal Visor. You'll be able to see the heat signature from his Plasma Rifle. Shoot it with regular Missiles or just shoot a few Super Missiles at it to break it. Switch back to your Combat Visor and lock-on to the Pirate. You can only shoot him while he's vulnerable, which is just before and after he does his shockwave attack.

The Elite Pirate has a few attacks, but nothing ultra-deadly. He can attack you with the plasma cannon that's strapped to his back, but that shouldn't be a problem after you destroy it at the beginning of the battle. He'll also walk around with his hand in front of his body, absorbing all of your shots. His third attack is a shockwave type of attack that stretches over the entire area. Double Jump to avoid it.

-----

#### BOSS 9: PHAZON ELITE

-----

This boss is easier than the last Elite you fought. He has only a couple of attacks. The main one is his shockwave attack. Double Jump over it to avoid damage. He'll also hit you with his claws if you come in too close. There are times when he'll walk around and absorb all of your shots with his hand. Stop shooting at that time and don't waste any Missiles or Beam Combos.

The easiest way to defeat him is to shoot a Super Missile at him right before he does a shockwave. It takes four Super Missiles to end the fight.

-----

#### BOSS 10: OMEGA PIRATE

-----

This thing is big and really ugly, and it will destroy you

quickly. He has several attacks you need to avoid. First, he can fire at you using the Plasma Cannon attached to his back. He also has the ever-popular shockwave attack that the other Elite Pirates use. Use your Space Jump to avoid it. If you get too close he will hit you with his arm, and he will also use his hands to absorb all of your firepower.

To hurt him, lock-on to and destroy the four Phazon armor plates fused to his body. There is one on each arm and one on each leg for a total of four. You can use any weapon but Super Missiles and other combos work faster at disabling the armor. The best time to shoot is right before or after one of his attacks.

Destroying all four plates won't kill this boss, but it will weaken him. He'll collapse and become invisible. He'll summon other inferior Space Pirates to protect him. You need to kill them quickly, so use your strongest attacks, such as Super Missiles, Ice Beam and Missiles combos, Wavebuster and Plasma Charged shots. The only Troopers you need to avoid are the Wave Troopers. They will take a lot of time to destroy, so try to hurt the Omega Pirate instead. Kill the Troopers after Omega is fully restored again, or let him kill the Troopers with his shockwave attack.

After you kill his goons, switch to your X-Ray Visor and look for the Omega Pirate. He'll be near a Phazon deposit restoring his armor. Shoot him with Super Missiles while he is vulnerable. He'll disappear again after you shoot him once. Just keep looking for him.

He'll restore his armor, so just keep repeating the above process until he dies. Use your Plasma Beam if you happen to run out of Missiles. It's the best substitute.

---

#### BOSS 11: META RIDLEY

---

Ridley has several attacks, all dealing an insane amount of damage. At the beginning of the battle, when he has most of his health, he'll fly away and then swoop in and drop Meson Bombs on the temple area. He'll also use his Kinetic Breath attack and Ultrathermal Flamestrike Projector on these air-strikes. Strafe, dodge, roll around, and Space Jump to avoid these strikes, and try to keep a lock on him at all times.

When he's done flying around he'll surface in front of the temple and hover for a bit. Shoot him in the chest with a Super Missile to damage him. Otherwise, he'll shoot you with his Multi-Missile System. He'll fly off again after you hurt him and this process will repeat until you have drained about 80% to 85% of his energy.

After you deal this 80% to 85% damage, Ridley's wings will fail him and burn. He'll land on the temple grounds and you'll have to engage in melee combat. He might have very little energy left, but he is extremely tough on the ground.

His main strategy will be to charge and ram you to death

(literally). Lock-on and dodge and move out of the way just before he charges. Shoot a Missile at his chest when he stops to launch his Ultrathermal attack. He'll be stunned for a few seconds, which is enough time to blast him with a Super Missile or a Wavebuster Combo (I prefer Super Missile). The more you hurt him, the faster his charges get and the harder it'll be to kill him. Just keep dodging and learn to time your moves correctly. It may take you a few tries but you'll defeat him eventually.

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## METROID PRIME

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### Subchamber One

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Prime's body will vary in color. Switch to the corresponding weapon and lock-on to and shoot her face to deal any damage. Prime will change colors once you deal a significant amount of damage.

You'll be introduced to some, but not all of her attacks while you fight Prime in this chamber. The most common one involves her Power Beam Projector and Wave Beam Projector weapons. After you significantly damage her twice, Prime will run into the second subchamber.

### Subchamber Two

--

This fight will basically be the same as the first, except you'll need to damage Prime three times instead of two. She'll also utilize more of her attacks, among those are a Multi-Missile attack, which you can avoid by Space Jumping forward or back, spheres she'll release into the air that will progress slowly towards you, and an Ultrafrigid Breath Beam that will freeze you (like the Sheegoth's), and a green, type-type beam. The spheres will cause damage if they reach you, so just destroy them with a Charged Shot of the corresponding weapon.

After Prime sustains damage, she'll charge across the room. Switch to Morph Ball mode and roll to the other side. Continue to attack until you have to follow to Subchamber Three.

### Subchamber Three

--

Use the same strategy as before. This time Prime will use a Snare Beam to pull you in. Switch to Morph Ball mode and use Bombs and your Boost to break free. Another new attack will be her Plasma Beam and Frozen Shockwave Projectors - Space Jump to avoid it.

She'll cycle through all four colors. Damage her four times and you'll have to follow to the last subchamber.

### Subchamber Four

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This last chamber battle is a little more difficult. Prime will change vulnerabilities at will, so try to keep up and anticipate the color changes. She'll also use all of her attacks and charge at you randomly. You'll need to damage

Prime until she has no more energy.

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#### METROID PRIME CORE

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This Prime isn't as complicated as the first form, in regards to attacks and battle strategies. There are only two attacks: a Shockwave attack that will engulf the entire room and a charge attack that's not a threat at all if you stay far back enough.

Your weapons can't damage Prime and never will, so just randomly shoot at her or don't shoot at all. Eventually, Prime will deposit a pool of Phazon. Step into it to activate your Phazon Beam. Your Phazon Beam will only work inside the pool of Phazon! Prime will disappear after it deposits, and you'll only be able to track her using your other Visors (Thermal and X-Ray). She'll also become visible again, so make sure to check using the regular Combat Visor.

When she's found, blast away with the Phazon Beam since it's the only way you can give damage. Just hold down your fire button for one continuous blast. The Phazon will deplete, and you'll have to repeat the process again.

Other than her attacks, you'll need to worry about the additional Metroids that she summons after she deposits the Phazon. The first few times you'll encounter standard and Hunter Metroids, but towards the end she'll summon those annoying Fission Metroids. Use a Power Bomb to dissolve them and continue on with the fight until Prime's energy is gone.

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#### 8. ENEMY STRATEGIES (siii8)

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A lot of people ask about what strategies to use when dealing with certain enemies. I created this section, which lists some of the most asked about enemies, that lists the easiest way of defeating each one. They're listed in alphabetical order and next to each enemy is the preferred weapon of use against them.

##### BABY SHEEGOTH - Wavebuster

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The Baby Sheegoth's armor is no match for the Wavebuster. Aim, shoot, destroy - no strafing required.

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##### CHOZO GHOSTS - Super Missile

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Chozo Ghosts are easy kills with the Super Missile. All it takes is one Super Missile plus a few shots from the Power Beam (or one Charged Shot).

Try not to stand still while encountering Chozo Ghosts. They move around constantly, and so should you.

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FISSION METROID - Power Bomb

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I know this is everyone's favorite enemy. You could spend your time damaging the Fission Metroid and watching it as it splits and changes vulnerability on you, or you could just use a Power Bomb to vaporize it completely. This works in all areas except the large room that follows the crater entrance. The Fission Metroids will always regenerate here no matter what. The only other strategy? Run like hell.

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MAGMOOR FLAMING NODES - Ice Beam

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You can use the Ice Beam to freeze the Flaming Nodes in the Magmoor Caverns. This fix is even permanent until you exit the room or area!

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FLYING PIRATE - Plasma Beam

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The Ice Beam works well, but its slow shot can easily be avoided by Flying Pirates. A good substitute is the Plasma Beam. With a superb rate-of-fire-to-damage ratio, the Plasma Beam makes it difficult for Flying Pirates to retaliate.

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ICE TROOPER - Charged Ice Beam (without Missiles)

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Despite the popular buzz around the whole Ice Beam + Missile shatter combo against the Ice Troopers, you can get the same effect by saving a Missile and just shooting a frozen Trooper with one or two more shots from the Ice Beam. This is all part of my Save Ammunition Movement.

---

INVISIBLE MECHANOID (DRONE) - Wavebuster

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The Invisible Mechanoid can be found in the Central Dynamo, right before acquiring the Power Bomb. You're unable to lock-on to or even seen this enemy with any of your Visors. However, the Wavebuster seeks out targets without a lock and it lives up to its description (Samus's Notes state this fact). Use the Wavebuster for an easy kill on the Invisible Mechanoid.

If you can't spare enough Missiles for a sustained Wavebuster shot, let the Mechanoid follow you to the center structure in the Central Dynamo. Circle the structure and the drone will eventually get stuck, shooting at you without causing damage. Hit the surrounding area with your Wave Beam or use the Super Missile's splash damage to your advantage.

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MEGA TURRET - Charged Plasma Beam or Super Missile

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To easily destroy a single Mega Turret, shoot it with a Charged Plasma Shot. For an even better effect, shoot a Super Missile at a group of Mega Turrets to destroy them all in one hit. Splash damage rules.

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METROID - Charged Plasma Shot  
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What? Ice Beam? I don't think so. One shot from a Charged Plasma Beam and a Metroid will end up deader than Meg Ryan's career.  
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PLATED BEETLE - Wavebuster  
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No need to strafe or lock-on! Use the Wavebuster to rip through the Beetle's armor.  
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POWER TROOPER - Super Missile  
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Two words: Super Missile.  
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SCARABS, TALLON CRABS, LUMIGEKS, ETC. - Ice Spreader  
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You probably couldn't die from any of these enemies if you wanted to. They're simply annoying. Use the Ice Spreader to cover an entire area and eliminate the swarms.  
-----

SHADOW PIRATE - Charged Ice Beam  
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Don't even bother switching to your X-Ray or Thermal Visors to fight these guys. You'll be able to see their figures with your Combat Visor. Because their cloaking devices are completely reliant on power, and their weapons use the same power source, the Shadow Pirates will uncloak right before they strike you. Use that opportunity to destroy them. The Ice Beam is one of the best weapons to use against them, as well as the Plasma Beam. Anyone up for some charred Pirate?  
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SHEEGOTH - Charged Plasma Beam  
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The Sheegoth can absorb all of your weapons' fire except for the Plasma Beam's. A few Charged Shots and it'll tumble over. Easy. Or, you could just lay a Power Bomb under its belly. That works, also.  
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SHRIEKBAT - Charged Ice Beam  
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Not exactly the toughest enemy in the game, but when found in groups (which is all the time) they can be annoying, with the whole Kamikaze dive-bomb act and all. You can easily destroy a pack of Shriekbats by shooting a Charged Ice Beam shot at just one of them. This works if they're in motion and even if they're still dormant on the ceiling. The frozen spikes from the Charge will dissolve all the 'bats in the group.  
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WAVE TROOPER - Charged Wave Beam  
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Don't waste your time shooting single shots of the Wave Beam at these Troopers. A Charged Shot will hinder them and give you just enough time to power up again and release another before they can move.

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SECTION IV: OTHER  
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1. CONTACT INFO. (siv1)  
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a. E-mail

If you have any questions, please direct them to josephrutherford@hotmail.com.

- Subject Line -----

I beg you, please add a subject to your mail. If I see it has no subject, or a subject that matches certain key words (like the word "enlarge"), I may and probably will mistake it for spam, porn, crap, or junk and discard it.

- Review FAQ -----

Look through this FAQ thoroughly before contacting me. I realize that FAQ's can be extremely long, but you can do keyword searches in Internet Explorer and Netscape to ease your pain by pressing CTRL + F.

- Feedback -----

Feel free to send me positive, negative, or any other type of feedback. Let me know if my FAQ was difficult to read, or understand, or if I have made any mistakes (grammar mistakes or game mistakes). Your feedback is appreciated!

- Questions -----

Don't hesitate to contact me if you have a question or concern not covered in this guide.

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2. COPYRIGHT STATEMENT (siv2)  
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### 3. FINAL WORD (siv3)

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Thank you to Brendon Myers for helping me find and correct grammatical errors, game errors, and all sorts of other screwed up nonsense in my guide.

Thank you to Kyle Lee for letting me know that the Spider Ball enhancement is found on other Metroids and not just on Prime.

Thank you to Justin for letting me know that I accidentally put 'SNES' instead of 'NES' in regards to the Metroid Fusion and Prime connection to access the original Metroid.

And thank you to anyone else who provides feedback. Surely, this guide is not error free.

Until next time, bye.

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