

Metroid Prime FAQ/Walkthrough

by Deflux

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Metroid Prime FAQ/Walkthrough
By Bob "Deflux" Michael
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This FAQ is also available as GameSpot's Game Guide to Metroid Prime.

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I. Version History
=====

- 1.16 - July 22, 2003 - Added a couple of boss strategies and corrections that have been sent in. This will be my FINAL UPDATE.
- 1.15 - January 20, 2003 - Added to the Tips and Tricks section and added an easier method for clearing the Elite Control Access room. Stay tuned for alternate boss strategies!
- 1.14 - January 16, 2003 - Added Rize's Red Entry Guide to the FAQ. It's section VII-A. I also incorporated the information into the walkthrough in the form of "RED ENTRY ALERTS", which make it extremely obvious when you need to scan.

=====
II. The Basics
=====

This section of the FAQ is dedicated to information that will help you get around in the game and survive your mission.

Some information in this section is from the Metroid Prime instruction booklet. The booklet is Copyright (c) 2002 Nintendo.

=====
II-A. Game Controls
=====

- Control Stick - Move Samus, Look around, Aim (while holding the R Button)
- Control Pad - Switch Visors
- A Button - Fire Beam Weapon, Lay Bombs in Morph Ball mode
- B Button - Jump, Activate Boost Ball in Morph Ball mode, Dash sideways while locked-on
- C Stick - Select Beam Weapon
- L Button - Lock onto enemies, Scan objects in Scan Mode, Use Grapple Beam
- R Button - Look around, Aim (move the Control Stick when holding the R Button), Activate Spider Ball when in Morph Ball mode
- X Button - Switch between standard and Morph Ball mode
- Y Button - Fire Missiles, Lay Power Bombs in Morph Ball mode

Z Button - Bring up Map

Start Button - Pause the game and view Samus's databanks

II-B. Power Suit Interface

Samus's Power Suit displays a lot of helpful information on the screen. The things it displays will help you determine things like how many Missiles you have, how much energy you have, and where enemies are located. Make sure to familiarize yourself with what each portion of the screen tells you.

Radar - Located in the upper-left corner of the screen. The cone at the top of the circle is Samus's field of vision. All enemies within range will appear on the Radar as orange dots.

Map - Located in the upper-right corner of the screen. This shows a small section of the current Map (namely the room you are currently in). See the section of this FAQ entitled "Reading The Map" for more information.

Energy Reserves - Located at the top of the screen. This numeric display and gauge show the amount of energy in Samus's Energy Tank. The highlighted squares above the main energy gauge indicate Energy Tanks that Samus has in reserve. If all of your energy tanks are completely depleted, then it's "Game Over".

Threat Assessment - Located on the left side of the screen. This gauge warns Samus of nearby environmental dangers. It rises in accordance with the proximity of the threat--when the threat is extremely near, the word "Warning" will appear. If Samus is actually being injured by the hazard, the word "Damage" will appear.

Missile Reserves - Located on the right side of the screen. The vertical gauge and numeric display track the number of Missiles Samus has in reserve. When Samus's Missiles are armed, this display glows more brightly.

Visors - Located in the lower-left corner of the screen. The symbols here correspond to Samus's different Visors. Each one is mapped to a direction on the Control Pad--simply press the Control Pad in the appropriate direction to select that visor.

Beam Weapons - Located in the lower-right corner of the screen. The symbols here represent Samus's different beam weapons. Each one corresponds to a direction on the C Stick--press the C Stick in the appropriate direction to select that weapon.

II-C. Reading The Map

Press the Z Button during gameplay to bring up your map.

Map Controls:

Control Stick - Rotate

C Stick - Move to a different room on the Map

A Button - Bring up the world map (when viewing the level map), Bring up the level map (when in world map view)

L Button - Zoom Out

R Button - Zoom In

Y Button - Hide/Display the Key and Legend

Z Button - Exit

The following colored squares represent different types of doors on the map:

- Blue Square - Can be opened with any Beam Weapon.
- Purple Square - Can be opened with the Wave Beam.
- White Square - Can be opened with the Ice Beam.
- Red Square - Can be opened with the Plasma Beam.
- Gray Square - Can be opened with a Missile.
- Green Square - Opened door.

In addition to the squares, there are also a few icons:

- "E" Icon - Elevator
- "M" Icon - Missile Recharge
- "S" Icon - Save Station
- "?" Icon - Hint--if you don't know what to do next, try going here.

If a rooms is orange/red on the map, that means that you have already been in it, and if a room is blue it means that you have not been in it yet.

Unless you have downloaded a Map from the Map Station for the area you are in, only the rooms that you have explored (or rooms containing the Hint Icon) will appear when you press the Z Button.

=====
II-D. Tips and Tricks
=====

No Missile Delay:

After firing a Missile, quickly press the A Button, and then the Y Button again to fire another Missile without any delay. Using this method, you can get a lot more shots in than by pressing the Y Button alone.

Getting by Pulse Bombus (submitted by Target):

Just a little tip for people getting past pulse Bombus before they have the wave beam.... Their log entry says they're attracted to charged energy sources, and this includes the Charge Beam. While charging the beam the Pulse Bombu will come towards you, which would normally be a bad thing except for the fact that it stops dropping explosive energy for several seconds. This allows you to run/roll past unscathed.

Flamethrower Surprise (submitted by Abbot Henderson):

This isn't really a tip or trick, just something most people probably don't know about. Also, it saves me from creating a new section. :)

A neat feature of the Flamethrower power up for the Plasma Cannon is that it won't work underwater. Of course by the time you get it, you don't really need to go underwater again, but I think it's cool anyway.

=====
III. Walkthrough
=====

For your convenience, this Walkthrough has been broken down into separate sections. Find the section you need in the Table of Contents and do a search of this file for the section id (example: III-01) to find the part you need.

The sections of the walkthrough are labeled as such to prevent unnecessary spoilers. In order to reach 100% game completion and scans, it is best to start from the first section. That way you will not miss any vital scans or items.

=====
III-01. The Space Pirate's Frigate
=====

* You gain control of Samus on the Space Pirate's Frigate *

Exterior Docking Hangar
=====

Straight ahead of you is a Force Field barrier with four bright red switches on each of its four corners. Lock-on (with the L Button) to these four switches and fire a single shot at each of them (by pressing the A Button when you are locked-on). The Force Field barrier should disappear.

Head through where the Force Field barrier was blocking. To your right there should be a pillar with a blue icon on it. Switch to your Scan Visor by pressing Left on the Control Pad. This should target a red square where the blue icon is. Hold down the L Button to scan it and the next set of Force Field activation switches will go online.

Turn to your left and you should see another Force Field with four switches. But wait a minute, this Force Field actually has six switches! Two of the switches are somewhat hidden because they are above Samus's eye level. You have to press and hold the R Button to go into "Look around/Aiming" mode and press Down on the Control Stick to see these switches. Press the L Button when your Targeting Reticule is on the high switches to lock-on and then fire a shot. Shoot all six switches to disable the Force Field Barrier.

Head through where the Force Field barrier was blocking and press the B Button to jump up the step. To your left you should see a small inclined walkway. Don't worry, you can't fall off the sides. Follow that walkway up and to the right and you should be in front of a door.

Shoot the door and walk up to it to open it.

Main Docking Bay
=====

Inside this hallway you should notice some glowing designs on the left wall. You can scan some of these to learn a little about the surrounding areas. Head down the corridor and you will come to another door. Go through it.

Air Lock
=====

There should be things floating around in this room. Most of it is space junk, but there are a couple of weird creatures that you can shoot if you want to. They are not a threat to you in any way, but still...

On the left wall there is an activation panel. Scan it to re pressurize the room and unlock the door ahead of you. Go through this door.

Deck Alpha Access Hall
=====

There's nothing to do in this room, so just head through the door that is straight ahead of you.

Emergency Evacuation Area

=====

Head down the small steps and you will encounter your first enemy! Scan this creature to find out more about it and add its information to your Log Book.

```
*****
* RED ENTRY ALERT!                                     *
*                                                       *
* Make sure you scan a Parasite! Your only other chance to do this will be *
* when you're trying to get somewhere in a hurry, so just do it now!      *
*****
```

```
/-----\
| NEW CREATURE LOG: 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.               |
\-----/
```

Kill the Parasite if you want to. Go straight ahead and up the next ramp. To your left there should be some more Parasites devouring a Space Pirate. Continue down this walkway and then turn left and go down the ramp. There's an injured Space Pirate in front of you, so be sure to kill him before he can attack you. Go through the door to your right.

Deck Alpha Umbilical Hall

=====

There is a bunch of rubble blocking your path, so use your Charge Beam to get it out of your way. Hold down the A Button until a ball of energy forms on the end of your Arm Cannon and then release the A Button to fire.

Go through the door at the end of the hallway.

Map Facility

=====

A cinematic will show a couple of Parasites run down a small ventilation tunnel. The tunnel is on the right wall. Go into Morph Ball mode (press the X Button) and head down this tunnel.

Once you get into the room at the end of the tunnel, scan the Map Station BEFORE walking into the hologram.

```
/-----\
| NEW RESEARCH LOG: Map Station                               |
|-----|
| Walk into Map Station holograms to download a map of the area you're in. |
\-----/
```

Okay, walk into the hologram. You now have the map for this area. You can press the Z Button to bring up the map if you want to look at it.

Go back through the ventilation tunnel and go through the door to your right.

Connection Elevator (to Deck Beta)
=====

Directly in front of you should be another blue icon. Scan it to activate the platform that takes you to Deck Beta. Step on the hologram that appears to activate the lift. Once the platform stops, go through the door.

Deck Beta Conduit Hall
=====

Watch out for the fire hazard on the left and go into Morph Ball mode. There should be some electricity that comes from a power cable and strikes the wall on the right side of the hall. Wait for it to turn off and then quickly roll under it into the opening ahead. Once you get through the rubble, get out of Morph Ball mode and go through the door.

Biotech Research Area 1
=====

Turn left and continue down the path. You should see a Space Pirate walking from around the corner, so be ready to kill it. It only takes four or five shots to put it down, so don't be too worried. Now turn right around the corner and take care of the other injured Space Pirate that is collapsed against the left wall. Ahead of you there is another door. Go through it.

Deck Beta Security Hall
=====

Around the first corner of this hall there is going to be an enemy waiting for you. Normally, you should make sure to scan every new creature that you come in contact with, but in this case we should wait. Turn the corner, lock-on to the Auto Turret and fire a Missile at it (with the Y Button). One hit should take it out. Now head through the door.

Biohazard Containment
=====

When you enter this room there is a large tank directly in front of you. Switch to your Scan Visor and check out the computer monitors that are on the right side of it. The monitor on the left should have a red icon. Scan this icon to get your first Pirate Data Log Book entry.

```
*****  
* RED ENTRY ALERT! *  
* * * * *  
* Make sure you get this Pirate Data entry. This is your only chance to get *  
* it, so don't come crying to me if you miss it! *  
*****
```

```
/-----\  
| NEW PIRATE DATA: Fall of Zebes |  
\-----/
```

Now turn around and start heading towards the computer monitors that are past the door that you came through. Scan the blue icon on the right monitor to disable the Perimeter Defense Turret. Turn right around and scan the Turret that you just disabled. A green light on top of it should help you find it.

```
/-----\  
| NEW CREATURE LOG: Auto Turret |  
|-----|  
| Subject: Auto Defense Turret |  
| Use Missiles to break outer casing. |  
\-----/
```

That was much easier than scanning a Turret that's firing at you, wasn't it?

Continue around the large tank and you should see a blue icon. Scan it to activate the elevator. Walk onto the hologram and ride the platform to the top.

Right off the elevator there is another injured Space Pirate. Kill it and continue around the path, but watch out because there are two more Space Pirates walking around up here that you need to take care of. By this point you've probably taken some damage. You'll notice that when you kill enemies, they sometimes drop purple balls of energy. Just walk into the energy to collect it. Make sure that you scan one of these to get another Research entry.

```
/-----\  
| NEW RESEARCH LOG: Small Energy |  
|-----|  
| Replenishes 10 units of energy. |  
\-----/
```

Near the next door there is another injured Space Pirate on the floor. Be sure to kill it before it shoots you, and then head through the door.

Deck Beta Transit Hall
=====

Nothing much to see here, so just head through the door at the end of the hall.

Cargo Freight Lift to Deck Gamma
=====

As soon as you enter this room there is going to be a Turret firing at you from the right. Take it out with a Missile before it causes too much damage. If you haven't noticed by now, Turrets often leave behind power ups when you destroy them. Scan one the next chance you get to get a new entry.

```
/-----\  
| NEW RESEARCH LOG: Missile Ammo |  
|-----|  
| Missile Ammunition. |  
| Resupplies Missile Launcher with 5 rounds of ammo. |  
\-----/
```

To the right of where the Turret was you should see a blue icon. Scan it to unlock the door in front of you and activate another platform. Step into the hologram and ride the platform to the bottom.

When you get off the platform a Space Pirate will jump down and start firing at you. Kill him and scan the blue icon on the panel that sticks out of the right wall. This enables the lock to the door in front of you. It should say "Please insert metallic sphere to open door." Hmmm, sounds like a job for Morph Ball mode, doesn't it? Once you're in metallic sphere form, roll onto the spherical hologram that appeared on the floor.

Go back to standard mode and you should notice a couple of Turrets on the ceiling in the room you have just unlocked. Take them out with Missiles before entering the room so that they don't have time to activate, and then head through the door.

Reactor Core Entrance

=====

On your left there is a door that leads to a Save Station. Let's take this chance to go in there and save your game. You can also scan the Save Station to get a new Research entry.

```
/-----\  
| NEW RESEARCH LOG: Save Station |  
|-----|  
| Step into these stations to save your game and fully restore your energy. |  
\-----/
```

Feels good to save, huh? Okay, now head back into the Reactor Core Entrance and scan the panel sticking out of the wall in front of you to activate another door lock. Again, go into Morph Ball mode and roll onto the hologram that appeared on the floor. Go back into standard mode and head through the door that you just opened.

Reactor Core

=====

Ahhh! What's that thing? Better scan it to find out! Note: it's a good idea to scan creatures that are obviously bosses as soon as you run into them. Not only will this help you find their weak points, but you only have one chance to get these Creature entries.

```
*****  
* RED ENTRY ALERT! *  
* * * * *  
* Make sure you scan the Parasite Queen! This is your only chance! *  
*****
```

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Maybe she's just mad because you've been blasting all of those little Parasites along your way, but who knows for sure. Anyway...

```
[=====]  
| BOSS BATTLE 1: Parasite Queen |  
[=====]  
| Okay, there's something you should know before you just start blasting away |  
| at this thing: there is a partial force field that moves around the tank |  
| that the Parasite Queen is in. You cannot hit the queen through the blue |  
| panels that move around, only the red ones. Unluckily for you, the Queen |
```

| can fire her powerful blasts through the force field. The field cycles
| between slower-moving alternate colors and a freaked out fast-moving
| pattern that is nearly impenetrable to your weapons. Suffice to say, you
| should deal the most damage during the slow-moving pattern.

| Now that we've got that covered, a good way to start this battle is to
| lock-on to the Queen's head. Keep holding down the L Button once you've
| done this and press Left or Right on the Control Stick along with the
| B Button to Dash sideways for all movement. I find it easiest to just keep
| circling to the left using this method. While you're circling be sure to
| shoot at the Queen every chance that you get. Use Missiles if you've got
| them, but be sure to save at least two.

| You shouldn't have much trouble with this boss, but even if you do--you
| have your game saved right before this room.

\=====/
/=====

YOU NOW HAVE 7 MINUTES TO GET OUT OF THE BUILDING!

The door that you entered this room through is blocked off with a force field,
so you only have one choice for where to go next. It's a door to the right of
where you entered the room. Go through that door and be quick about it!

Deck Gamma Monitor Hall

=====

Head forward, jumping up the steps as necessary, turn right around the corner,
and then continue through the door.

Connection Elevator to Deck Beta

=====

Scan the blue icon right in front of you to activate another elevator. Step
into the hologram and ride the elevator to the top.

Right when you get off the platform, keep an eye out for another blue icon
directly in front of you. Scan it before you get to close to disable a Turret.
Turn right around the corner and continue through the door.

Biotech Research Area 1

=====

A huge explosion should occur which kills a bunch of Space Pirates that were
ready to attack you. Hey, no skin off your teeth. Behind the pillar to your
left should be some debris that is stacked up to form steps. Climb those by
jumping and then shoot the Space Pirate at the top. Go forward and then right
around the next corner. There are two more Space Pirates in front of you, so
be sure to take care of them. Jump up into the shaft at the end of the path.

Subventilation Shaft Section A

=====

Go into Morph Ball mode if you want to. I find that it helps you get through
this area a little quicker. On the left wall there is another shaft to go into.
Roll down the right side to avoid the swarm of enemies that are running around.
Once you get to the end of that pipe, turn right and head down the left side of
this pipe to avoid another swarm of enemies. Go down the area where those bugs
came from and go through the door to proceed.

Subventilation Shaft Section B

=====
Head down the left side of this pipe to avoid yet another swarm of enemies and then head down the pipe where they came from. Turn right at the end of this stretch and then quickly go down the pipe on the right wall to avoid the bugs heading toward you. You should see an explosion at the end of this long stretch of pipe. Go through the door created by the explosion.

Cargo Freight Life to Deck Gamma
=====

In a second, another door will open up directly in front of you. Go through it.

Main Ventilation Shaft Section A
=====

Keep running at full speed and you should be able to avoid any enemies that come after you. Head through the door at the end of this stretch.

Main Ventilation Shaft Section B
=====

There are two Turrets near the end of this pipe, so blast them with your Missiles as soon as you can lock-on to them. Get out of the pipe and head through the door in front of you.

Main Ventilation Shaft Section C
=====

No matter how fast you run through here, you're probably going to suffer some minor damage from those pesky bugs. Continue through the pipe and into the door in the next room.

Main Ventilation Shaft Section D
=====

You shouldn't encounter any enemies here, so just run through at full speed and head through the door at the end.

Main Ventilation Shaft Section E
=====

To your left there will be a huge piston that moves back and forth. Face the piston and then follow it in as it retracts. Once it gets far enough in, you should notice an alcove on the right side. You have to be fairly quick to get in the alcove, but it's not impossible, so don't get frustrated. Once you get in there, go through the door.

Main Ventilation Shaft Section F
=====

Just run through this pipe and head through the door at the end of it.

Biotech Research Are 2
=====

As soon as you get in this room you'll see short cinematic. Once that is over, it's time to use the Grapple Beam. Look up, lock-on to the grapple point, and hold down the L Button to grapple. Hold forward while you are swinging and at the end of your swing, release the L Button and press it again quickly to

grapple onto the next hook. Continue holding forward and then let go of the L Button when you are at the end of your swing. This should land you in an area with a door right in front of you. Go through this door.

Connection Elevator to Deck Alpha

Not too far into this room you'll see another blue icon. Scan it to disable another Turret and then continue around the corner to the right. On the left side you should notice another opening. There are weird magnetic poles surrounding a short portion of the path, so try to stay in the middle of it so as not to be damaged. Scan the blue icon to the left to activate another elevator.

Ack! Your Varia Suit is gone, you can't go into Morph Ball mode, your Charge Beam is gone, and you can't Grapple anymore! Walk into the hologram, quick!

Deck Alpha Mech Shaft

Once you reach the top, hurry through the narrow passageway (use your map if you're having trouble figuring out where it turns). Once you get out of the Mech Shaft you will be in...

Air Lock

Flames block the way on the right, so turn left instead. Head through the door.

Exterior Docking Hangar

Almost there! Just run through this hallway and go through the door straight ahead of you. If you make it through that door before the timer runs out, you've successfully escaped.

III-02. Obtaining the Missile Launcher

* After the cinematic, you'll head to the nearby planet of Tallon IV. *

Landing Site

Once your ship lands, you can save your game.

Scan your ship to collect a new Research entry.

```
/-----\
| NEW RESEARCH LOG: 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. |
\-----/
```

From your ship, turn around. Head a little to the right and you should notice a cave with small red lights in it. Across from the entrance to this cave there is a new enemy to scan.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Get back to your ship and face away from the front of it. On the left side of the screen you should notice a path leading up behind a waterfall. Head left to that path and make your way behind the waterfall by jumping from rock to rock. It may take some practice since you haven't really been doing any jumping so far. Once you make it behind the waterfall, follow the ledges around and to the left. Go through the door here.

Temple Hall

=====

There are Tangle Weeds all over the floor in here and a new enemy on the ceiling. Scan it to add it to your Log Book.

```
/-----\  
| NEW CREATURE LOG: Seedling |  
|-----|  
| Plant-based ground feeder. |  
| | |  
| Dorsal spines can be ejected in self-defense. |  
\-----/
```

Now shoot all of the Seedlings in the room from as far away as possible. This will ensure that you suffer minimal damage. Don't worry about the Tangle Weeds if you've already killed the Seedlings, because all they do is make you walk slower. Go through the door at the end of this room.

Temple Security Station

=====

Walk forward, and then scan the orange icon in front of you. This will give you a new Pirate Data entry.

```
/-----\  
| NEW PIRATE DATA: Artifact Site |  
\-----/
```

Once you've got this entry, head to the end of the tunnel and scan the locked door to get a new Research entry.

```
*****  
* RED ENTRY ALERT! *  
* * *  
* Make sure you scan the Missile Door Lock! If you break them all without *  
* scanning one, then you're out of luck! *  
*****
```

```
/-----\  
| NEW RESEARCH LOG: 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. |  
\-----/
```

You can't get any further without Missiles, so head back towards your ship.

Landing Site

=====

Head back to your ship and face away from it. Go to the edge of the water and turn left. Walk straight forward and go between the two rocks in front of you. To your left you should notice a pathway. Go through here and into the door at the end of it.

Waterfall Cavern

=====

Once you get in here, turn left and switch to your Scan Visor. Scan the enemy that it auto-targets to get another Creature entry.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

There's nothing else to do here, so just head back to your ship once again.

Landing Site

=====

If you are at the front of your ship and you turn right, you should see a door that you haven't been through yet. Go through it.

Canyon Cavern

=====

Not long after you enter this room a bunch of enemies will dig their way out of the ground. Scan one of them to get a Creature entry.

```
/-----\  
| NEW CREATURE LOG: Beetle |  
|-----|  
| Burrowing insect with a resilient carapace. Extremely aggressive. |  
| |  
| Insect's massive mouth enables it to tunnel through solid rock at high |  
| speeds. Above ground, Beetles can cover short distances rapidly. They |  
| attack anything that moves near their lair. |  
\-----/
```

Now kill the Beetles before they kill you. Turn left and you should see an

opening. Go through it and into the door at the end of the tunnel.

Tallon Canyon

=====

Directly to the left you should notice a large glowing bulb. Scan it to get a Creature entry.

```

/-----\
| NEW CREATURE LOG: 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.             |
\-----/

```

If you're going to kill Sap Sacs, make sure you do it from a distance.

Continue forward and after a few seconds you should see yet another new enemy. Make sure to scan it for a Creature entry.

```

/-----\
| NEW CREATURE LOG: 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 onto the platforms where they were walking around. To your right is another new enemy that looks a lot like a Zoomer. Scan it.

```

/-----\
| NEW CREATURE LOG: 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.                                             |
\-----/

```

You can't kill the Geemer, so you'll just have to avoid it. Jump over to the platform it is crawling on and head right. To your right you should see a bridge leading to the other side. Go across that bridge and take out any Zoomers in your way. Follow the ledge around and through the small waterfall until you reach a new door. Go in it.

Root Tunnel

=====

The only thing there is to do in this room right now is to scan the new creature on the left. Go ahead and do that.

```

/-----\
| NEW CREATURE LOG: 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. |
\-----/
```

Once you've scanned it, turn around and head back out the door.

Tallon Canyon

=====

Walk straight off the ledge and then turn left. Move forward and kill the Beetles that come out of the ground. Go through the door ahead of you.

Transport Tunnel A

=====

Make your way through the room and kill the two Zoomers. At the end of the room, go through the new door.

Transport to Chozo Ruins West

=====

Scan the blue icon on the right to activate the transport and then step on the hologram to travel to the Chozo Ruins.

Transport to Tallon Overworld North

=====

Nothing to do in here, so just head through the door.

Ruins Entrance

=====

Go through this area and kill the Beetles. Head toward the only door in the room, but before you go through it, whip out your Scan Visor and scan the weird symbols up above it. This will give you your first Chozo Lore entry.

```
/-----\
| NEW CHOZO LORE: Fountain |
\-----/
```

Now head through the door.

Main Plaza

=====

Head straight forward and kill the Beetles when they pop out. Walk through the half-pipe and jump up the three stairs. Move a little to the right and head towards the far wall. When you hit the wall, turn left and jump up the rubble. Keep following the path to your left, jump across a few platforms, turn left again and head across the bridge. At the end of this bridge you can look up and scan for a new Creature entry.

```
/-----\
```



```
| NEW 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.
|-----|
```

Turn right and head through the door.

Ruined Fountain Access

=====

Switch to your Scan Visor. Your only objective right now is to scan the swarm of enemies that comes toward you.

```
/-----|
| NEW CREATURE LOG: 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.
|-----|
```

Just run out of this room after you scan a Scarab.

Main Plaza

=====

Head forward and jump down from where you are. To your left should be a door you haven't been through yet, so head through this door.

Nursery Access

=====

Just head through this access tunnel, kill the swarm of Scarabs, and continue through the next door.

Eyon Tunnel

=====

Scan the thing in front of you that is shooting a laser out of its eye.

```
/-----|
| NEW CREATURE LOG: 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.
|-----|
```

You can't lock-on to these guys, so the trick is to manually aim at them by using the R Button. Once shot, you'll have about 8 seconds to run by before it

starts shooting lasers again. Shoot each Eyon, jump over any rubble in your path, and then make your way through the next door.

Ruined Nursery

=====

Head a little to the right and towards the far wall. Kill the two Beetles that pop out of the ground. On the wall you should notice a strange shape that contains more weird symbols like we saw before. Use the Scan Visor here to get another Chozo Lore entry.

```
/-----\  
| NEW CHOZO LORE: Exodus |  
\-----/
```

Now turn around and head up the stairs on your left. When you reach the top, a group of new enemies should start buzzing around you. Scan them to get a new Creature entry.

```
/-----\  
| NEW CREATURE LOG: 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 War Wasps, and then walk past the door on the right wall. Jump the the platform on your left, turn right, and go through the door.

Save Station 1

=====

You can save your game here and restore your energy. When you're done, head back out of this room.

Ruined Nursery

=====

Turn left at the end of this platform and go through the new door that you see on the level below you.

North Atrium

=====

Go through this room, kill the Scarabs, and head through the next door.

Ruined Gallery

=====

As soon as you enter there are going to be a bunch of War Wasps above you. Kill them as quickly as you can.

The only accessible path in this room right now is along the right wall. Jump from platform to platform until you reach the other side. Be careful, because if you fall in the toxic water, you will suffer some damage. Once you've safely crossed, head through the door.

Totem Access

=====

Right around the corner is a new enemy to scan.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Shoot it and continue down the access tunnel. There are a few more Plazmites to take care of along your way, but they shouldn't pose that much of a threat. Blow up the crate in here if you are running low on health. When I blew it up, I found a new form of energy. If this happens to you, scan it. Otherwise, keep your eyes open for something that looks like Small Energy but is red in color.

```
/-----\  
| NEW RESEARCH LOG: Large Energy |  
|-----|  
| Replenishes 20 units of energy. |  
\-----/
```

Continue through the room and go through the door at the end of it.

Hive Totem

=====

Head towards the right side of the room to avoid being damaged by the toxic water. Near the middle of the room there's a platform that you need to jump up onto. Extending from this platform is a bridge. Start walking across the bridge to trigger a cinematic.

A large machine will drop down and spew a new type of wasp at you. Make sure to scan one of them, because this is the only chance you've got.

```
*****  
* RED ENTRY ALERT! *  
* *  
* Make sure you scan Hive Mecha and Ram War Wasps! This is your only chance! *  
*****
```

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

The machine can be scanned by using your Scan Visor directly below the "mouth"

that is releasing the Wasps.

```
/-----\  
| NEW CREATURE LOG: 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 BATTLE 2: Hive Mecha |  
[=====]  
| This boss doesn't really pose a threat, considering that it doesn't have |  
| any attacks of its own. The only thing you have to worry about are the Ram |  
| War Wasps that it releases to attack you. The wasps will circle around you |  
| very quickly and then stop moving at a certain point before they attack. |  
| When they stop moving and when they are first released are when you should |  
| attack them. After you kill each group of wasps, you'll see that the |  
| "mouth" that released them is glowing red. When this happens, it's time to |  
| lock-on and destroy one of Hive Mecha's four access ports. After you've |  
| destroyed all four ports, you've won the battle. |  
\=====/
```

Now that you've destroyed the hive, walk across the bridge and collect your reward. It's the Missile Launcher!

```
/-----\  
| NEW SECONDARY ITEM: 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. |  
\-----/
```

Shoot a Missile into the door ahead of you to break the seal and then enter it.

```
=====  
III-03. Obtaining the Morph Ball  
=====
```

```
Transport Access North  
=====
```

Right in front of you should be an item that you haven't seen yet. Walk into it to collect it.

```

/-----\
| NEW SUIT ITEM: 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. |
\-----/

```

```

/-----\
|                               Obtained Energy Tank 1 |
\-----/

```

There's nothing else to do in this room now, so let's head back to the Ruined Gallery. Use your map to find it.

Ruined Gallery

=====

Break open the Gray Door (shown as Gray on your map) with a Missile and go through it.

Map Station

=====

If you didn't scan the map hologram on the Space Pirate Frigate, then be sure to scan this one before you collect it. You only have so many chances to get this for your Log Book.

Walk into the hologram to collect the map of the Chozo Ruins.

Exit this room and head back to Main Plaza. You can record your game in the Save Room on your way there if you want to.

Main Plaza

=====

If you look at your map, there should be one Gray Door in this room. Fire a Missile at it and go inside.

Ruined Shrine Access

=====

Watch out for the two groups of Scarabs in this tunnel. Once you reach the end of it, go through the door.

Ruined Shrine

=====

Jump up the steps and head towards the center of the room.

A bunch of Beetles will burst out of the ground. Keep moving so that it's harder for them to attack you and collect any energy that they leave behind. After you destroy them all, a new foe will appear.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

If you're having problems hitting this guy, make sure you are locked-on to it first. Then wait for it to start charging toward you and quickly press Left or Right and the B Button. This will make you Dash out of the way and hopefully land you behind it. Once you're behind it, start shooting its abdomen like crazy. Repeat this until it has been defeated.

Once it's dead, collect your reward. It's the Morph Ball!

```
/-----\  
| NEW MORPH BALL EQUIPMENT: Morph Ball |  
|-----|  
| The Morph Ball changes your suit into a compact, mobile sphere. |  
| |  
| Press the X Button to enter Morph Ball mode. |  
| |  
| Press the X 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. |  
\-----/
```

Now that we have Missiles and the Morph Ball, let's go get some Missile Expansions. You can always use a little more firepower, so go to the Ruined Gallery.

```
=====  
III-04. The Artifact of Truth  
=====
```

Ruined Gallery
=====

Stand near the door that leads to the North Atrium and look across to the other side of the room. On the lower-left, near the water, you should notice that the wall looks different. Shoot it with a Missile and then collect your first Missile Expansion.

```
/-----\  
| Obtained Missile Expansion 1 |  
\-----/
```

Now head back to the Landing Site on the Tallon Overworld.

Landing Site

=====

Take this opportunity to save your game in your gunship if you want to.

Head slightly to the right behind your ship. On your left, you should notice a short cave with Tangle Weeds in it. Get into Morph Ball mode and roll inside. Collect the Missile Expansion here.

```
/-----\  
|                   Obtained Missile Expansion 2                   |  
\-----/
```

Go to the Waterfall Cavern.

Waterfall Cavern.

=====

Go into Morph Ball mode near the far wall in this room and roll through the small passage that leads to the door ahead. Shoot the door with a Missile to unlock it, and then head through.

Frigate Crash Site

=====

There are a couple of creatures in front of you right now. Scan them from as far away as possible to obtain a new Creature entry.

```
/-----\  
| NEW CREATURE LOG: 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.                            |  
\-----/
```

Once you get close to these guys or open fire on them, they'll fly off into the distance. There's nothing else to do here now, so let's head to the Temple Security Station.

Temple Security Station

=====

Now that we have the Missile Launcher, we can open the door at the end of this hallway. Go through it once you've shot it with a Missile.

Temple Lobby

=====

Absolutely nothing to do in this room, so just go through the door ahead.

Artifact Temple

=====

Turn right and then scan the symbols on the far wall to get a new Chozo Lore.

```
/-----\  
|
```

NEW CHOZO LORE: Statuary

Turn around and head straight down this hallway until you reach the opposite side. Scan the symbols here for another Chozo Lore entry.

/-----\
NEW CHOZO LORE: Binding

Turn left and head down the path. Eventually, you should come upon a bunch of large pillars that are grouped together. Step into the blue icon underneath the pillar in the center.

/-----\
NEW ARTIFACT ACQUIRED: Truth
Artifact acquired.

Scan all of the surrounding pillars to get the following Artifact entries:

/-----\
NEW ARTIFACT HINT: Strength

/-----\
NEW ARTIFACT HINT: Elder

/-----\
NEW ARTIFACT HINT: Wild

/-----\
NEW ARTIFACT HINT: Lifegiver

/-----\
NEW ARTIFACT HINT: Chozo

/-----\
NEW ARTIFACT HINT: World

/-----\
NEW ARTIFACT HINT: Spirit

Now head to the room in the Chozo Ruins near where you got the Missile Launcher earlier. The room is called Transport Access North.

=====
III-05. Obtaining the Morph Ball Bomb
=====

Transport Access North
=====

Get into Morph Ball mode and roll into the small hole right in front of you. Make your way through by rolling on top of the moving platforms and head through the next hole to the right. Get out of Morph Ball mode and go through the door here.

Transport to Magmoor Caverns North

=====

You can activate the transport by scanning the blue icon near the center of the room, but don't use the transport yet. Head through the door to the right of where you entered.

Vault Access

=====

Make a right here and then get into Morph Ball mode. Roll onto the moving platform and go through the hole. Get out of Morph Ball mode, hop up the stairs, get back into Morph Ball mode, and go into the next hole. Get out of Morph Ball mode and head through the door.

Vault

=====

Head to the right and scan the symbols on the right wall to get a new Chozo Lore entry.

```
/-----\
| NEW CHOZO LORE: Beginnings |
\-----/
```

There's nothing else that you can do here now, so head through the next door.

Plaza Access

=====

Kill the Beetles here and make your way through the next door.

Main Plaza

=====

Collect the Energy Tank in front of you and hop off the ledge.

```
/-----\
|                   Obtained Energy Tank 2                   |
\-----/
```

Climb the rubble along the right wall and head back to the room called Ruined Fountain Access.

Ruined Fountain Access

=====

There are going to be a ton of Scarabs rushing towards you, so be ready to kill them. Get into Morph Ball mode and roll under the obstructions until you reach the next door. Once you get there, enter it.

Ruined Fountain

=====

There are Plazmites flying around this room to light it up, so try not to kill

them if they're not attacking you. Make your way to the far side of the room by way of the ledge to your right.

Behind the big fountain that is spraying toxic water, there are some Chozo symbols. Scan them for a new Chozo Lore entry.

```
/-----\  
| NEW CHOZO LORE: Hatchling |  
\-----/
```

Face the door that you entered and check your map. You want to get to the door on your right, so just jump over there and go through it.

Arboretum Access

=====

Switch to your Scan Visor and be ready to scan as soon as you go around the corner. A few creatures are going to be moving at you very quickly.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Once you've scanned one, switch back to your weapon and fire at them before they hit you. Shoot the door ahead with a Missile to unlock it, and then head through it to the next room.

Arboretum

=====

Turn to your left and scan the vine that is moving around for your Log Book.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Target and shoot the vine and then jump to the platform it was covering. Do the same with the next vine and then jump to the platform on your right. Make your way up and around the tree on the platforms until you reach a wooden bridge. Cross it and then head left. Shoot the two Reaper Vines protecting this door, shoot the door itself with a Missile, and then go through it.

Gathering Hall Access

=====

Just walk right through this room and go in the door at the end of it.

Gathering Hall

=====

Head right and shoot the door with a Missile to unlock it. Enter the door.

Save Station 2

=====

You can save your game here if you want to. Once you're done, head back into the Gathering Hall.

Gathering Hall

=====

Some Shriekbats are going to try and dive-bomb you, so be ready for them. Make your way to the left and jump on top of the rubble here. Continue to the platform above you and make your way to the top, killing any Blastcaps or Shriekbats that happen to be in your way. Once you reach the top, you should see a very small tunnel with red lights around it. Go into Morph Ball mode and head through this tunnel. Get out of Morph Ball mode and jump across to the next door. Enter the door.

East Atrium

=====

Nothing much here, so just blast the Shriekbats and head through the next door.

Energy Core Access

=====

Head forward and make your way through the Eyons by shooting them and then quickly running by them. Go through the next door when you reach it.

Energy Core

=====

Walk to the very edge of the water in front of you and then try scanning the door in the distance. This will give you a new Research entry.

```
*****
* RED ENTRY ALERT!                                     *
*                                                       *
* Make sure you scan this Locked Door! It's technically not a Red Entry, but *
* you'll be hard pressed to find one later!           *
*****
```

```
/-----\
| NEW RESEARCH LOG: Locked Door                       |
|-----|
| Lock system engaged. Secure the area to unlock door. |
\-----/
```

Turn around and head right. Jump across the toxic water and walk up to what is obviously a Morph Ball tunnel. Get into the mode when you are right next to the tunnel and head inside.

Burn Dome Access

=====

Just roll through this room and then enter the door at the end.

Burn Dome

=====

Whip out your Scan Visor and scan the big metal thing in the middle of the room to get a new Creature entry.

```
*****
* RED ENTRY ALERT!                                     *
*                                                       *
* Make sure you scan the Incinerator Drone and Barbed War Wasps! This is your *
* only chance to get these two scans!                 *
*****
```

```
/-----\
| NEW CREATURE LOG: Incinerator Drone                 |
|-----|
| Programmed for high temperature waste disposal.     |
|                                                     |
| Device schematics indicate a high risk of malfunction when internal power |
| core is damaged. Until has minimal combat programming, but can defend   |
| itself if necessary. This drones intense heat blasts compensate for its  |
| lack of battle prowess.                             |
\-----/
```

After you hit this guy a few times, he'll blow fire at the hives on the ceiling. Make sure to scan one of the wasps that come out for another Creature entry.

```
/-----\
| NEW CREATURE LOG: 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.   |
\-----/
```

```
[=====]
| BOSS BATTLE 3: Incinerator Drone                       |
[=====]
| This is a fairly easy battle. All you have to do is concentrate on avoiding |
| the flames, really. Every so often, the drone will pop its "head" out. When |
| it does this, shoot it as many times as you can. If you hit it enough, it  |
| will shoot flames at the hives on the ceiling. Make this happen four times  |
| to win the battle.                                     |
\=====/
```

Once you defeat the Incinerator Drone, collect the item in the middle of the room. It's the Morph Ball Bomb!

```
/-----\
| NEW MORPH BALL EQUIPMENT: 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. |
\-----/

Woo-hoo! Let's try it out, okay?

Pretty much directly across from the only door in this room is a small wall that you can Bomb. Roll through the tunnel that the Bomb creates and collect a Missile Expansion.

/-----\
| Obtained Missile Expansion 3 |
\-----/

Now head back to the Gathering Hall.

=====
III-06. Obtaining the Charge Beam
=====

Gathering Hall
=====

Make your way to the door opposite the Save Room, but watch out for the Blastcaps. Enter the door to continue.

Watery Hall Access
=====

Proceed down the tunnel and kill the Shriekbats that swoop towards you. Head down the ramp and shoot the wall to the left with a Missile and collect your Missile Expansion.

/-----\
| Obtained Missile Expansion 4 |
\-----/

Continue to the other side of the room and be prepared for more Shriekbats. Shoot the door here with a Missile and enter it.

Watery Hall
=====

Shoot the Blastcaps on the platform to the left and hop over there. Turn around and use your Scan Visor to above what looks like a tunnel to the right of the door you entered. This will activate the first of four runic symbols.

Now turn back around and shoot the boxes underneath the Reaper Vine. Then shoot the vine itself and hop to the platform it is on. Quickly hop to the next platform on your right. From here, kill all of the Blastcaps on the next

platform and then scan the platform they were on. Two runic symbols activated, and two more to go.

Jump to the platform where the last runic symbol was and make your way forward by jumping from platform to platform. Scan the symbol on the wall next to the crate to activate the third runic symbol. There's only one left to go, so head back to the door you entered this room through.

Facing away from the door, hop on the platform to the right and make your way around to the wall where you scanned the previous symbol. Here you should see a large metal gate with three glowing runes on it. Look to the right a bit and scan the final runic symbol here to unlock the gate. Now scan the rune that appeared in the middle of the gate to open it. Hop inside and collect your new equipment. It's the Charge Beam!

```
/-----\  
| NEW SECONDARY ITEM: 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. |  
\-----/
```

You can destroy the Eyons in front of you with the Charge Beam, but for now turn around and scan the Chozo symbols slightly above you to get a new Chozo Lore entry.

```
/-----\  
| NEW CHOZO LORE: Meteor Strike |  
\-----/
```

Get into Morph Ball mode and follow the wall to the right. You should notice a circular entrance that you can Bomb. Go through here and shoot the door ahead with a Missile to unlock it. Make your way through this door.

=====
III-07. Obtaining the Varia Suit
=====

Dynamo Access
=====

Nothing to do here, so just use a Missile on the door at the end of the tunnel, and then head through it.

Dynamo
=====

To the right of the entrance, you should notice a metal gate that appears to be blocking some sort of cave. Shoot this gate with a Missile and then collect the Missile Expansion behind it.

```
/-----\  
|                   Obtained Missile Expansion 5                   |  
\-----/
```

Now make your way back to the Energy Core.

Energy Core
=====

Head left at the entrance and follow the path until you get to the Morph Ball tunnel. Here, turn right and scan the enemy here for a new Creature entry.

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

Okay, stand in front of the Stone Toad and go into Morph Ball mode. Once it inhales you, use a Morph Ball Bomb to blow it up. This will open a new path, so move forward into the room and turn right. You should notice some pulsing wires feeding into a device against the right wall. Scan the device to get a new Research entry.

```
/-----\  
| NEW RESEARCH LOG: 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.                                                       |  
|-----/
```

Roll in front of the Morph Ball Slot and use a Bomb Jump to get inside of it. Once you're inside, press the A Button to lay a Bomb in the slot. When you do this, the toxic water is drained from the room and the timer starts ticking. You have to activate another Morph Ball Slot quickly. Roll towards the side of the room opposite of where you entered. You should notice a circular hole that you can roll through.

Once you hit the ground, get out of Morph Ball mode and head toward the next Morph Ball Slot which should be right in front of you. Activate this one in the way you did the other one. This time, you activated some platforms which rise from the ground. Get out of Morph Ball mode and run over to the door where you entered the Energy Core.

Face away from the door and you should see the platforms that you raised. Jump onto one and make your way forward and into the opening against the left wall. Follow this tunnel to the right and Bomb the final Morph Ball Slot to activate a couple more platforms and open the previously locked door in the Energy Core. If you don't make it here before the other slot de-activates, then just go

back to the second one and repeat the last two paragraphs.

Now let's head through the door that we just unlocked. It's pretty much directly across from the door that connects the Energy Core to the Energy Core Access room. Just hop across your new platforms to reach it.

West Furnace Access

=====

There's nothing in here, so just make your way through the next door.

Furnace

=====

Get into Morph Ball mode and roll through the tunnel in front of you. Roll all the way to the right and then use a Bomb Jump to get up to the next tunnel entrance. This will dump you in a room with an Energy Tank. Collect it, and let's move on. To get out of the room, just use a Bomb Jump to reach the exit.

```
/-----\
|                   Obtained Energy Tank 3                   |
\-----/
```

Now, let's go get some Missile Expansions. Head back to the Main Plaza (Chozo Ruins), and then to the Ruined Shrine.

Ruined Shrine

=====

Get into Morph Ball mode and roll through the small hole here. Kill the Beetles once you get out of the hole, and then look at the right side of the room. You should see a small tunnel that is blocked off. Use a Morph Ball Bomb to get rid of the blockage, and then roll into the hole. Inside is a Missile Expansion.

```
/-----\
|                   Obtained Missile Expansion 6                   |
\-----/
```

Head back to the Main Plaza, and then go to the Ruined Nursery.

Ruined Nursery

=====

Head to the door that takes you to the North Atrium, but don't go through it. Face away from the door, walk forward a bit, and then turn left. You should notice a weird tunnel cut-out in the wall in front of you. Head down to the ground level and look at the wall with the cut-out in it. You should see a small platform on the ground. Get on that platform and go into Morph Ball mode. Use a Bomb Jump to get into the crevice and blow up the pale block that is underneath the dark block with a Bomb. Now go back up to the higher entrance and make your way through with Bomb Jumps and Bombing the blocks in your way. At the end of this thing is a Missile Expansion.

```
/-----\
|                   Obtained Missile Expansion 7                   |
\-----/
```

Now head to the Ruined Gallery.

Ruined Gallery

=====
Head down to the area where the door to the Map Station is. Face away from this door and you should notice a small tunnel that is slightly off the ground on the wall in front of you. Roll over there, use a Bomb Jump to get inside, and collect your Missile Expansion.

```

/-----\
|                   Obtained Missile Expansion 8                   |
\-----/

```

Head to the Vault.

Vault

=====
Face away from the door that leads to the Plaza Access. You should notice three circular slots with glowing rings around them. You have to get into each of these slots and use a Bomb. Before doing that, though, you have to Bomb the gates off of the slots. To activate the middle and highest slots, you'll have to use Bomb Jumps. It may take you a few tries to get the timing right, but don't get discouraged. Once you have Bombed all three slots, the cage in the middle of the room will open to reveal a Missile Expansion.

```

/-----\
|                   Obtained Missile Expansion 9                   |
\-----/

```

Now head back to the Arboretum.

Arboretum

=====
Start from the door that connects this room to Arboretum Access. Head to the left and start climbing the platforms that circle the tree. Once you get to the second platform look down from the edge of it. Walk down the platforms below and shoot the red weeds that are in front of you. Now scan the area where they were to activate a runic symbol. There are three more to activate in this room. Turn around and climb back up the tree until you reach the wooden bridge. Once you're on it, face the tree and scan the next symbol to activate it. Cross the bridge and turn right. Climb the rubble here and kill wasps as necessary. Get into Morph Ball mode and continue on by rolling along the ledge. Break the Sandstone that blocks your way with Bombs. When you can, get out of Morph Ball mode and scan the next symbol, which should be directly in front of you. Climb the rocks that the symbol were on and get out your Scan Visor to scan the red weeds that are in front of you. This will earn you a new Creature entry.

```

/-----\
| NEW CREATURE LOG: 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.                                               |
\-----/

```

Shoot the Venom Weed so that it retracts, and then quickly roll through. Jump up the steps and turn around. Hop to the platform in front of you, to the

wooden bridge, and finally to the platform which has a door on it. Face away from the door and scan the final runic symbol on the tree. Bomb the rocks inside the door once it opens, roll down the tunnel, and then go through the Missile door in front of you.

Sunchamber Lobby

=====

Shoot the Venom Weeds and Reaper Vines and make your way through the next door.

Sunchamber Access

=====

There are more weeds and vines to kill in here, so take care of them and head through yet another door.

Sunchamber

=====

Once you enter this room, combat with the boss will begin. Make sure to scan it so that you get this Creature entry:

* RED ENTRY ALERT! *
* * * * *
* Make sure you scan both Flaahgra and a Flaahgra Tentacle. This is your only *
* chance to get these two entries! *

/-----\
NEW CREATURE LOG: 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.
\-----/

Also scan one of its tentacles to get this Creature entry:

/-----\
NEW 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.
\-----/

Okay, now that all the scanning is out of the way, it's time to beat this thing to a bloody pulp.

[=====]
| BOSS BATTLE 4: Flaahgra |
[=====]
| There's only one way to defeat this thing. You have to flip the Mirror |
| Arrays that surround the room so that they are not shining sunlight on |

| Flaahgra. You do this by shooting the back of them with either your Charge |
| Beam or a Missile. Once you've done that, you have to get into Morph |
| Ball mode and then roll down one of the tunnels that house the tentacles. |
| Once you reach the end of the tunnel, just use a Bomb to destroy it. |
| When you destroy all four tentacles, you've won the battle. |

| Flaahgra has a few attacks, but nothing you should really worry about. To |
| prevent it from attacking, you can shoot it with a couple of Missiles or |
| shots from your Arm Cannon to stun it momentarily. After you destroy the |
| first tentacle, you will have to flip two Mirror Arrays in order to destroy |
| another one. After that it's three, and then finally four. Not only that, |
| but if you are too slow, Flaahgra will actually hit the Arrays that you |
| flipped back into their original positions if you take too long. Stunning |
| it becomes very helpful when you have to flip all four Mirror Arrays to |
| finish it off. |

| I find it easiest to lock-on to Flaahgra and then Dash around the room for |
| nearly the entire battle. If you align yourself just right, you can |
| actually hit the Mirror Arrays when you Dash by them even though you are |
| locked-on to Flaahgra. |

\=====/
/-----\

After you defeat the boss, the water is no longer toxic! Walk into the icon
ahead of you to obtain the Varia Suit!

/-----\

| NEW SUIT: 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. |

\-----/
/-----\

Jump up the steps and go through the door ahead of you.

=====
III-08. Obtaining the Boost Ball
=====

Sun Tower Access
=====

Head through the room and shoot the crates that block your way. If they leave
behind yellow energy when they explode, then scan one to get a new Research
entry in your Log Book.

/-----\

| NEW RESEARCH LOG: Ultra Energy |

|-----|

| Replenishes 100 units of energy. |

\-----/
/-----\

Walk forward a bit more and you will see a new enemy dropping bombs on the
floor. Scan it to get a new Creature entry.

/-----\

```
| NEW CREATURE LOG: 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. |
\-----/
```

You can't kill this thing with any weapons you've got, so don't even bother trying. Just go into Morph Ball mode and quickly roll under it to avoid suffering too much damage. Head through the next door to proceed.

Target had this to add:

Just a little tip for people getting past Pulse Bombus before they have the Wave Beam....

Their log entry says they're attracted to charged energy sources, and this includes the Charge Beam. While charging the beam the Pulse Bombu will come towards you, which would normally be a bad thing except for the fact that it stops dropping explosive energy for several seconds. This allows you to run/roll past unscathed.

Sun Tower

=====

Jump all the way down to the bottom. Don't worry, you won't suffer any damage from the fall. Scan the symbols on the left of where the entrance to the next door is so that you get a new Chozo Lore entry.

```
/-----\
| NEW CHOZO LORE: Contain |
\-----/
```

Now head through the door that leads to the Transport to Magmoor Caverns North.

Transport to Magmoor Caverns North

=====

If you haven't already done it, activate the transport, and then step into the hologram to be taken down to the Magmoor Caverns.

Transport to Chozo Ruins North

=====

Head through the only door in this room to continue.

Burning Trail

=====

Jump straight down to the bottom of the pit and then head down the tunnel. Kill the Shriekbats that pop out and head through the first Missile door on your left.

Save Station Magmoor A

=====

Save your game if you want to. When you're done, exit this room.

Burning Trail

=====

Turn left and kill another group of Shriekbats. On a platform in front of you, you should see a new enemy. Scan it to get a new Creature log.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

To kill these, just shoot them with a Missile. Hop across the platform and make your way through the next door.

Lake Tunnel

=====

Take out the Grizbys on the platforms and then hop across them to the other side. Watch out for the flames that come out of the wall, because they can cause you a lot of trouble. Continue forward and you should see a new enemy burrowing under the ground. Scan it to get its entry.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Just wait for this guy to pop out of the ground, and then kill him. Head through the next door when you're ready.

Lava Lake

=====

After the brief cinematic, scan the large snake-like thing in the lava to get a new Creature entry.

```
/-----\  
| NEW CREATURE LOG: Magmoor |  
|-----|  
| Fire-breathing serpent that dwells in lava. |  
| |  
| Magmoors prefer extreme heat zones, and are susceptible to frigid attack |  
| forms. Sightless, they navigate the lava current using their sonar |  
| receptors. Magmoors have a keen sense of smell, enabling them to pinpoint |  
| targets with startling accuracy. |
```

These guys are easier than they look. Just take them out from a distance with your Charge Beam and you won't suffer any damage. Their fire breath can only reach so far. Once you've killed it, scan the creatures that are floating around over the platforms to the right for another entry.

/-----\
NEW CREATURE LOG: 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.
\-----/

Take out as many Puffers as you can from here, and then proceed by jumping from platform-to-platform to the right. Kill more Puffers and the Magmoor here, and then head to the other side. Break the crates here for some Energy and Missiles if you need it, and then Morph Ball Bomb the wall to reveal a tunnel. Roll down the tunnel and Bomb the wall that blocks the exit. Once you're out of the tunnel, get out of Morph Ball mode and destroy all of the Puffers in this area. Hop across the platforms and head through the next door.

Pit Tunnel

=====
When you enter the room, you should notice some creatures running around on the level below you. Scan one of these before proceeding.

/-----\
NEW CREATURE LOG: 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.
\-----/

Get into Morph Ball mode and head down the ramp against the left wall. The easiest way to destroy the Triclops is to lay a Morph Ball Bomb in front of it. The Triclops will pick it up and explode instantly. Kill the three of them here and then make your way through to the other side. Enter the door here to continue.

Triclops Pit

=====
Head forward and jump down the step. There are some crates on the right to blow up if you need Energy or Missiles. Walk straight off and fall to the next level from here. Turn around and you should see a cave full of red lights. Go there and get into Morph Ball mode. Go into the small hole here and make your way through it. Follow the right wall around, killing any Triclops that stand in your way. This should eventually lead you to another small hole in a wall. Go through it and make your way through the door ahead.

Storage Cavern

=====

Make your way through this room to get a Missile Expansion.

```
/-----\  
|                   Obtained Missile Expansion 10                   |  
\-----/
```

After you get it, head back to the door that takes you to the Pit Tunnel.

Triclops Pit

=====

Face away from the Pit Tunnel door and you should see a bunch of platforms leading off into the distance. Lock-on and shoot any Puffers that you can, and then jump across these platforms. You can only safely stop on the platforms that have lights on them, so be aware of that. Head through the door at the top once you make it up there.

Monitor Tunnel

=====

Kill all the Puffers and make your way across these three moving platforms. Go through the next door ahead.

Monitor Station

=====

Those green lights in front of you look familiar, don't they? They're Auto Turrets like we saw on the Space Pirate's Frigate. Take them out with Missiles from a distance. Turn left and kill the Puffer here. Make your way across the platforms on the left, and then head through the door on the left wall.

Shore Tunnel

=====

Nothing to see here, so just go through the next door.

Fiery Shores

=====

Hop across the lava and onto the platform. Be cautious of the flames on the ceiling, because you do not want to run into them. Jump to the next platform and kill the Magmoor here. Get to where the Triclops is running around, get into Morph Ball mode, and kill it. Now use a Bomb Jump to get into the small tunnel. Once you get through it, shoot the crates and get back into Morph Ball mode. Follow the path behind where the crates were. Bomb Jump your way up to the catwalk, and then carefully make your way over it. At the end of the catwalk is a Missile Expansion.

```
/-----\  
|                   Obtained Missile Expansion 11                   |  
\-----/
```

Roll off the side of the catwalk and kill the Triclops below. Jump across to the first small tunnel and go through it again. Once you reach the end of the tunnel, face the opposite direction from where the crates were. Jump to the right and continue forward while avoiding the flames to reach another door. Go

through it once you reach it.

Transport Tunnel B

=====

Kill the Magmoor here, get into Morph Ball mode, and roll down the path against the left wall. You can move pretty fast on these rails, but take your time, because you wouldn't want to fall off. Go through the next door.

Transport to Tallon Overworld West

=====

Activate the transport by scanning the blue icon, and then walk into the hologram to be taken to the Tallon Overworld.

Transport to Magmoor Caverns East

=====

Exit through the only door in this room.

Transport Tunnel B

=====

Watch out for Zoomers in this room, because it may be hard to see them. In the middle of the room is a bridge with a Missile Expansion underneath it. Just jump down to collect it, jump back up, and head through the door you haven't been through yet.

```
/-----\
|                   Obtained Missile Expansion 12                   |
\-----/
```

Root Cave

=====

Kill the Beetles in the middle of the room, and then left up the steps. Once you reach some branches, walk onto them and continue on the right side. Jump to the left and kill the Zooter here. Jump over to where the Zooter was and look around until you see a platform with small splashes of water coming off the top of it. Jump to the lower of these two platforms and then, from there, jump to the higher one. Shoot the door with a Missile to get through it.

Root Tunnel

=====

Kill the Bloodflower on the right, and then proceed through the next door at the end of this tunnel.

Tallon Canyon

=====

Use your map to find your way back to your ship for a quick save. Your ship is in the Landing Site and is represented on the map by a Save Icon. After you save, make your way back through the Root Cave to the Transport to Magmoor Caverns East.

Transport to Magmoor Caverns East

=====

Step into the hologram to be taken to the Magmoor Caverns.

Transport to Tallon Overworld West

=====

Make your way back to the Monitor Station.

Monitor Station

=====

Be prepared to destroy a few Auto Turrets here. Once you're done with them, head towards the structure they were on and up the ramp. Jump across the platforms to your left and climb the steps to continue. There is probably another Auto Turret firing at you now, so try to kill that as soon as possible. Continue along the wall and jump down the the platform just below you. From here, face away from the wall. You have to jump down to the broken bridge below. You'll end up inside of a room with a bunch of computer monitors. Head through the other exit, across the bridge and through the next door.

Transport Tunnel A

=====

As soon as you enter this small maze, stop over the first discolored block. There is an Energy Tank in here that is pretty difficult to obtain. You have to do a lot of double Bomb Jumps to get it. The problem is, all of the places where you have to Bomb Jump have destructible floors that disappear after two bombs have hit them. If you fall into the lava, Bomb Jump out as soon as possible. This may become very annoying, but it's worth it in the long run.

Mark Seiden had this to add:

I found a much easier way to get [this tank]...

Listen to the drum in the background music that beats steadily, Follow this pattern for 4 beats...Bomb, Wait, Bomb, Bomb...and it's that simple... as soon as I figured this out (after an hour of failing) I got it on the second try.

Once you get the Energy Tank at the top of this maze, head through the exit on the left. Go through the door at the end of this tunnel.

```
/-----\
|                   Obtained Energy Tank 4                   |
\-----/
```

Transport to Phendrana Drifts North

=====

Activate the transport by scanning the blue icon, and then walk into the hologram to be transported to the Phendrana Drifts.

Transport to Magmoor Caverns West

=====

Head through the only exit here.

Shoreline Entrance

=====

Use your Charge Beam to destroy the ice that blocks your path. When you reach the end of the tunnel, head through the door.

Phendrana Shorelines

=====

After a brief cinematic, look up in the sky. You should notice some creatures flying by very quickly and leaving blue trails behind them. Scan one of these to get a new entry.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Now head along the left side of this area and jump across the gap. Pretty much directly across from the door that leads to the Shoreline Entrance is another door. The door is slightly hidden inside of a cave. Around the entrance to this cave is a new creature that is walking around. Scan it to receive another new entry.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Either shoot the Crystallite with a Missile or just walk by it, and then enter the door that's inside this cave.

Save Station B

=====

You can save your game here if you want to. Exit the room when you're done.

Phendrana Shorelines

=====

Head right and into the gap that jumped before. Shoot the grating with a Missile to destroy it, kill the Crystallite inside, get into Morph Ball mode and go inside of the cave. Scan the orange marking on the wall to unlock the door that is directly above you. Exit this cave and go towards the cave where the door to the Save Station was. Face away from this cave and then head left along the rock face. Jump on the first platform that you see and then turn around so that you are facing the direction of the door that you just unlocked. Make your way to that door by jumping from platform to platform and killing any Crystallites that are in your way. Enter the door to proceed.

Ice Ruins Access

=====

Shoot the ice that blocks your path with the Charge Beam and then scan the new enemy that is behind it.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

You can't kill it, so the best you can do is try to avoid it for now. Go into Morph Ball mode and try to roll under it without getting hit. There's another Scatter Bombu before the end of this access tunnel, so be ready to dodge that one, too. Head through the door at the end of the tunnel once you get to it.

Ice Ruins East

=====

Head forward and turn right. See those blue things in the snow ahead of you? They're a new type of enemy, so scan them while it's safe to do so.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

These are some of the toughest enemies yet, so don't be afraid to use Missiles if you need to. The trick to killing them is to lock-on and then circle around them by Dashing so that you can shoot at their back. Kill these two and then head to the right. Jump up the steps and head left. Continue down this path, kill the Crystallites, and then jump to the roof of a building to continue. Kill the two Crystallites here and then jump over to the door on your right. Go through this door when you get to it.

Plaza Walkway

=====

Scan the burrowing creatures in this room to get another Creature entry.

```
*****  
* RED ENTRY ALERT! *  
* *  
* Scan an Ice Burrower now! They are replaced by Security Drones later! *  
*****
```

```
/-----\  
| NEW CREATURE LOG: 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 these guys or simply run through the walkway and then head through the door at the end of it.

Phendrana Shorelines

=====

Head left along the rock face and go into the next door you see.

Ruins Entryway

=====

There are a bunch of Pulse Bombus in this room, so just get into your Morph Ball and roll across to the next door. Go through it as soon as possible to avoid being hit.

Ice Ruins West

=====

Kill the Baby Sheegoths on your left. After that, turn right and go into the small room where the Crystallite is. Scan the symbols on the wall for a new Chozo Lore entry.

```
/-----\
| NEW CHOZO LORE: Cipher
|
\-----/
```

Now head to the gray door on your map. Shoot it with a Missile to open it, then go inside.

Canyon Entryway

=====

There are more Scatter Bombus in here, so just get into your Morph Ball and roll through. Go inside of the door at the end of the tunnel.

Phendrana Canyon

=====

Jump down to the bridge below you and turn around. Get by the crates by blowing them up or walking around them, and scan the symbols on the wall for another Chozo Lore entry.

```
/-----\
| NEW CHOZO LORE: The Turned
|
\-----/
```

Turn back around and head to the end of the bridge. There is a Baby Sheegoth below you, but that's where you have to go, so jump down and dispose of it. Facing away from where the bridge is, head to your right. Kill the Crystallite and scan the blue icon to re-align some platforms. Once the platforms are back in place, you have to quickly jump across them all before they break. If you fall, just go scan the blue icon and try again. At the end of the platforms is some new equipment to collect. It's the Boost Ball!

```
-----\
| NEW MORPH BALL EQUIPMENT: 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. |
|-----\
```

Well, it's time to test this sucker out. Jump down to the half-pipe below and head forward until you see a Crystallite on a ledge above. This is where you want to be, so just follow Samus's Notes about the Boost Ball to get up there. Kill the Crystallite when you get up there and continue forward. Kill a couple more Crystallites and then head to the door to the Canyon Entryway. Go through this door to proceed.

```
=====
III-09. Obtaining the Space Jump Boots
=====
```

Canyon Entryway
=====

Head back to Save Station B, which is connected to the Phendrana Shorelines, and save your game. Okay, now go to Tallon Canyon on the Tallon Overworld.

Tallon Canyon
=====

Head near the door that takes you to Transport Tunnel A and you should notice that you walk through a half-pipe. You want to roll up to the left side of this one. It may take a while, but keep at it. When you get on the ledge, head left and across the bridge. Morph Ball Bomb the wall at the end of it to open up a new path. There are two more walls blocking your path, so just dispose of them in the same manner. Go through the door at the end of this room to proceed.

Gully
=====

There are some Zoomers in here that are fairly hard to see, so try not to run into them. Make your way through this room and into the next door.

Landing Site
=====

Well, this place is familiar. Carefully follow the ledge ahead of you, jumping over gaps as necessary. Enter the door on your left once you reach it.

Alcove

=====

There's something in this room. It's the Space Jump Boots!

```
/-----\  
| NEW SECONDARY ITEM: 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 your way out of this room when you're ready to move on. Now that we have the Boost Ball and Space Jump Boots, we can pick up a few Missile Expansions in the Chozo Ruins.

Go to the Main Plaza first.

=====
III-10. The Artifact of Strength
=====

Main Plaza

=====

Head to the half-pipe in the middle of the room. On the side of the half-pipe that is furthest away from the Ruined Shrine is a Missile Expansion. Just use your Boost Ball to get it. This should be fairly easy.

```
/-----\  
|                               Obtained Missile Expansion 13 |  
\-----/
```

Now go to the Ruined Shrine.

Ruined Shrine

=====

Jump on the step, and then up to the half-pipe right above it. Get into Morph Ball mode and Boost yourself up to the right side. Roll down the small tunnel here to collect your Missile Expansion.

```
/-----\  
|                               Obtained Missile Expansion 14 |  
\-----/
```

From here, head to the Gathering Hall.

Gathering Hall

=====

Get up to the door that takes you to the East Atrium. To the right and left of the door, you should notice two short, red pillar-things. Jump on one of them and then Space Jump to the platform above the door. Use a Morph Ball Bomb to blow up the grate, and then collect your Missile Expansion.

```
/-----\  
|                   Obtained Missile Expansion 15                   |  
\-----/
```

Now head back to the Monitor Station in the Magmoor Caverns.

Monitor Station

=====

Get to the door that takes you to Transport Tunnel A and face away from it. Walk a few steps down the bridge, turn right and look up. Space Jump up to the platform you see and turn around. Space Jump up to the bridge just above you and then walk over to the computer screens on the top of the building. On the floor, in the middle of them, is a new piece of equipment. Scan it to get a new Research log.

```
/-----\  
| NEW RESEARCH LOG: 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. |  
\-----/
```

Okay, so get into Morph Ball mode, roll into the Spinner and use the Boost Ball a few times to raise a bridge. Walk across this new bridge and Space Jump to the ledge straight ahead. Follow this ledge to the right and head through the door on your left once you reach it.

Warrior Shrine

=====

Jump over the lava and collect the item that the Chozo statue is holding. It's another Chozo Artifact!

```
/-----\  
| NEW ARTIFACT ACQUIRED: Strength                                   |  
|-----|  
| Artifact acquired.                                              |  
\-----/
```

Now it's time to head back to the Phendrana Shorelines.

=====
III-11. Obtaining the Wave Beam
=====

Phendrana Shorelines

=====

From the door to the Save Station, turn left. Head past the stairs that you used before, and to the left of the large ice pillar. Follow the wall and jump up to the next snowy area. From here, Space Jump to the floating platform.

Now Space Jump over to the Temple-looking thing and head through the door.

Temple Entryway

=====

There's a wall of ice blocking this entryway and a Pulse Bombu stands between you and it. You have to use your Charge Beam to break the ice, but Pulse Bombus are extremely attracted to you when you use your Charge. Do whatever it takes to break that ice, get into Morph Ball mode and roll past the various energy-based creatures that stand in your way. Go through the door at the end of the entryway to proceed.

Chozo Ice Temple

=====

Kill the Baby Sheegoth here and then look for a small, white creature walking around on the rocks to your right. Scan it to get a new Creature entry.

```

*****
* RED ENTRY ALERT!                                     *
*                                                       *
* Scan one of these now! They disappear later in the game! *
*****

```

```

/-----\
| NEW CREATURE LOG: 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.               |
\-----/

```

Start climbing up in the area where the Ice Parasite is. Jump into the Chozo statue's hands and over to the other side. Go behind the ice and then jump to the opposite side. Get on the platforms at the very top of the room and then jump over to where you can see another Chozo statue in the distance. Shoot the second statue on the right wall with a Missile to uncover a Morph Ball Slot. Use Bomb Jump to get into it, and then activate it with a Bomb. This will give you access to a door next to the statue. Go through this door.

Chapel Tunnel

=====

Get into your Morph Ball and roll through the small tunnel on the floor. This will take you to another Morph Ball maze. Bomb the first discolored block that is right below you when you enter the maze. Now head to the left and bomb the pillar two times. Go back to that first block, blow it up again and Bomb Jump to the left. Repeat the same process with the next pillar and block, and then roll out of the maze to the left. Go through the door here to continue.

Chapel of the Elders

=====

Head towards the item in the back of the room. Before you get there, you'll be attacked by two Baby Sheegoths. There are a total of four Baby Sheegoths to kill, but they'll only come out two at a time. Once you destroy all four, a huge monster appears. Scan it for a new Creature entry.


```
/-----\
| NEW CREATURE LOG: 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. |
|-----|
```

Looks like mommy's mad! Let's take this thing out before it kills us.

```
[=====]
| BOSS BATTLE 5: Sheegoth |
|-----|
| This is actually a very easy boss battle, considering the size and looks |
| of the creature. Take this thing out the same way that you would a Baby |
| Sheegoth. Circle around it to avoid its attacks, and then after it attempts |
| a breath attack, shoot it with a couple Missiles in the face. Just keep at |
| it and you should have this thing beaten in no time. |
|-----|
```

Once it's dead, pick up your new weapon. It's the Wave Beam!

```
/-----\
| NEW ARM CANNON WEAPON: 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. |
|-----|
```

Okay, now let's head to Ice Ruins West. On the way there, you can now kill the Bombus with your Wave Beam. Cool, huh?

```
=====
III-12. Obtaining the Super Missiles
=====
```

```
Ice Ruins West
=====
```

Go into the building with the Crystallite in it that's just right of the entrance. Make your way to the top of the building by Space Jumping from floor to floor. On the top floor you should be able to see a stalactite outside. Scan

it with to get a Research entry.

```
*****
* RED ENTRY ALERT! *
* *
* Scan this Stalactite! If you knock them all down without scanning one, then *
* you're out of luck! *
*****
```

```
/-----\
| NEW RESEARCH LOG: 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. |
\-----/
```

Now lock-on to the Stalactite and fire a Missile at it. This will cause it to fall down and create a platform for you. Jump down to where the stalactite is and jump from it to the roof of the ruined building in front of you. To your left you should notice a couple Crystallites. Kill them and then jump into the place where they were crawling around. Switch to your Scan Visor, tilt your view up a little, and then scan in the area directly in front of you. This should give you a new Creature log.

```
*****
* RED ENTRY ALERT! *
* *
* Scan an Ice Shriekbat before proceeding! They'll disappear soon! *
*****
```

```
/-----\
| NEW CREATURE LOG: 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. |
\-----/
```

It's better to scan them from a distance so that you don't miss them while they're flying toward you really fast. Jump to the next crumbling roof in front of you and head left across it. The Ice Shriekbats are going to attack you now, so be ready for them. After you dispose of them, you should see a Crystallite and some crates on a structure that's diagonal from the one you're on. Space Jump over there after killing the Crystallite. Now head to the Purple Door on your map by jumping straight across the different structures in front of you. Shoot the door with the Wave Beam to open it, and then head through.

Courtyard Entryway
=====

Watch out for the pesky Scarabs and Pulse Bombus in here. Make your way through the next door when you reach it.

Ruined Courtyard
=====

Head to the right and activate the Spinner there by using the Boost Ball. This should open up the pipes high above you. Directly across from this Spinner is another one. Go to it and activate it the same way you did this one. This will open the two remaining pipes and activate a Morph Ball Slot above you. To get to this Morph Ball Slot, start from the door that leads to the Courtyard Entryway and head left. Jump across the pieces of ice/snow as they get taller and taller, and then jump to the platform with the slot on it. Do a Bomb Jump to get into the slot, and then use a Bomb to activate it. This will make water start pouring out from the pipes. Face away from the slot and jump across the floating pieces of ice until you see a circular hole with yellow lights around it. You want to get in that hole. Inside, you will find an Energy Tank.

```
/-----\  
|                   Obtained Energy Tank 5                   |  
\-----/
```

Roll out of the tunnel and head to the Morph Ball Slot again. Activate it like you did before, but this time make a point to get onto the structure in the middle of the room. Jump across the floating ice on the left again, but this time, jump over to the platform on your right and make your way to the next platform around the corner. From here, jump to the large piece of rock sticking out of the wall. Jump to the next rock, and then to the structure in the middle of this area.

Don't go in the Purple Door just yet. First, head through the door with the blast shield on it (gray on your map). This is a Save Station.

Save Station A
=====

Save your game if you want to, and then head back into the Ruined Courtyard.

Ruined Courtyard
=====

Okay, now it's time to head through the Purple Door. Shoot the door with the Wave Beam to open it, and then head through.

Specimen Storage
=====

Take out the Turret here with either Missiles or your Charged Wave Beam. In a few seconds a new creature is going to rush towards you. Scan it to get a new Creature log.

```
/-----\  
| NEW CREATURE LOG: Shadow Pirate                               |  
|-----|  
| Pirate forces trained and equipped for stealth operations.   |  
|                                                                 |  
| A select group of Space Pirates have access to sophisticated  |  
| technology. This gear drains high levels of power, however,   |  
| rely solely on melee weapons in battle. Use enhanced         |  
| fighting these units.                                         |  
\-----/
```

Don't be afraid to blast this guy with a couple Missiles if you want to. He's just going to be right in your face otherwise. Head through the next Purple Door when you're done.

Research Entrance

=====

Lock-on and shoot the Turret in the distance before it gets a chance to activate. After a short cinematic, you'll have to fight a bunch of creatures to unlock the doors. Scan one of these creatures for a new Creature entry.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Kill all of the pirates (with Missiles if you want to) and the doors will be unlocked. Go through the Blue Door on your map.

Map Station

=====

```
*****  
* RED ENTRY ALERT! *  
* *  
* Make sure you scan the map hologram if you don't already have the entry. *  
* This is your last chance! *  
*****
```

Walk into the hologram to receive the map for this area. Once you're done, head back into the Research Entrance.

Research Entrance

=====

Head straight across the room to the opposite wall. Take a left, go up the ramp, and follow the blue walkway to the next door. Shoot the door with the Wave Beam and go through it.

Hydra Lab Entrance

=====

Kill the two Bombus in here and head through the next Purple Door.

Research Hydra Lab

=====

Scan the blue icon on your right to disable the force field that seals off the lab. Once the force field's down, Space Pirates will start attacking. There are a lot of them in here, and I think the best way to do this room is to shoot first and ask questions later. Start blasting Space Pirates with Missiles and your Wave Beam. Jump up to the blue walkway and continue climbing and killing until you reach the top and the battle music stops. Now it should be safe to look around. There are a bunch of Pirate Data entries on the computer monitors in this room. Make sure you get them all.

The first three are on the ground floor, on computer monitors in an alcove to the right of the door that you entered through.

```
/-----\  
| NEW PIRATE DATA: Phazon Analysis |  
\-----/
```

```
/-----\  
| NEW PIRATE DATA: Mining Status |  
\-----/
```

```
*****  
* If you have been following this Walkthrough exactly, then you will have *  
* just unlocked Image Gallery 1 by downloading 50% of all the Log Book scans. *  
* You can get to the Image Gallery from the Main Menu. *  
*****
```

```
/-----\  
| NEW PIRATE DATA: Security Breaches |  
\-----/
```

The last two are on the top floor, on some computer monitors just before the Purple Door on the ceiling.

```
/-----\  
| NEW PIRATE DATA: Parasite Larva |  
\-----/
```

```
/-----\  
| NEW PIRATE DATA: Glacial Wastes |  
\-----/
```

After you've collected these Log Book entries, make your way through the Purple Door on the ceiling by shooting it with the Wave Beam, and then jumping up through it.

Observatory Access

=====

There are a total of three Turrets in this access hall. The first one will be shooting at you right when you come through the floor. If you need health or Missiles, blow up the crates near where you enter the room. When you're done with the crates and Turrets, head through the next Purple Door.

Observatory

=====

Kill all of the Space Pirates in here and a little blue icon will become active. Scan this blue icon to activate a Morph Ball Slot. To the left and right of the blue icon are two more Pirate Data entries.

```
/-----\  
| NEW PIRATE DATA: Phazon Program |  
\-----/
```

```
/-----\  
| NEW PIRATE DATA: Contact |  
\-----/
```

Go and activate the Morph Ball Slot. This will start some pistons moving and

enable another Morph Ball Slot. Head to the new slot and activate it. This will extend the lower node of the holographic projector and enable four Spinners located around the projector. Activate each of them to turn on the projector.

There are two planets circling around that will have red icons on them when you view them with your Scan Visor. Scan both of these planets to get two new Research entries.

```

/-----\
| NEW RESEARCH LOG: 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.                             |
\-----/

```

```

/-----\
| NEW RESEARCH LOG: 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.                               |
\-----/

```

Climb to the very top of this room by jumping on the platforms on the walls. Straight above the projector there is a platform with an item on it. Jump to this platform and you get the Super Missiles!

```

/-----\
| NEW BEAM COMBO: Super Missiles                       |
|-----|
| 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. |
\-----/

```

Go through the Blue Door at the top of this room.

```

=====
III-13. Obtaining the Thermal Visor
=====

```

Save Station D

```
=====
```

Save your game if you feel like it, and then head back into the previous room when you're done.

Observatory

=====

Go straight ahead and through the Purple Door to continue.

West Tower Entrance

=====

Kill the Scatter Bombus and Crystallites that block your path, and then shoot the next door with a Missile to unlock it. Go through this door.

West Tower

=====

Scan the blue icon on the right to activate the transport, and then walk into the hologram to use it. Go through the Purple Door at the top.

Control Tower

=====

Kill all of the Space Pirates here, and then a couple of Flying Pirates will show up. Defeat them all to unlock the door in this room. Break some crates if you want energy or Missile ammo, and then head through the new Purple Door.

East Tower

=====

Scan the blue icon on your right to activate the transport, and then walk into the hologram to use it. Head through the Purple Door at the bottom of the tower to continue.

Aether Lab Entryway

=====

Kill the Scatter Bombus and make your way through the next Purple Door.

Research Lab Aether

=====

Walk into this room, and after a brief cinematic, scan the familiar looking creature in the tank in front of you. This will score you a new Creature entry.

```
/-----\
| NEW CREATURE LOG: 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. |
\-----/
```

Yikes! The Metroid broke out of the tank! Shoot it with everything you've got and be prepared to get into Morph Ball mode and lay a Bomb if it attaches to your face. Now kill the Space Pirate that starts attacking you. Right in this

area there are two more Pirate Data entries. They are on either side of where the tank holding the Metroid was.

```
/-----\  
| NEW PIRATE DATA: Meta Ridley |  
\-----/
```

```
/-----\  
| NEW PIRATE DATA: Metroid Studies |  
\-----/
```

Jump across to the next area and scan the computer monitor for another Pirate Data entry.

```
/-----\  
| NEW PIRATE DATA: Phazon Infusion |  
\-----/
```

Make your way down to the bottom floor and destroy all of the Space Pirates in this room. The last two Pirate Data entries in all of the Phendrana Drifts are in a small nook on two computer monitors. This nook is opposite the Purple Door in the floor. Scan these two entires to add them to your Log Book.

```
/-----\  
| NEW PIRATE DATA: Metroid Forces |  
\-----/
```

```
/-----\  
| NEW PIRATE DATA: Metroid Morphology |  
\-----/
```

Now that there are no more enemies in here right now, let's collect a couple of items in the room. First, activate the elevator on the ground floor by scanning the blue icon. Ride the elevator up and head up the blue walkway. You should notice a very narrow catwalk above you. Jump up the the small platform at the beginning of this catwalk, get into Morph Ball mode, and roll across it very slowly. At the end of the catwalk is a Missile Expansion.

```
/-----\  
| Obtained Missile Expansion 16 |  
\-----/
```

Drop down to the bottom floor and look for a containment tank with an Energy Tank inside of it. Shoot the tank with a Missile and collect your Energy Tank.

```
/-----\  
| Obtained Energy Tank 6 |  
\-----/
```

Now head through the Purple Door in the floor.

Research Core Access

=====

Scan this new type of beetle for a Creature entry.

```
/-----\  
| NEW CREATURE LOG: 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.

Blast these things and then head through the next Purple Door.

Research Core
=====

Kill the Space Pirates and Flying Space Pirates in here and then, from the door that you entered through, head right. Scan the computer monitor with the red icon to deactivate one of the control circuits for the tank in the middle. Head down the blue walkways until you come to another set of computer monitors and scan the red icon here to deactivate the auxiliary circuit for the tank in the middle. Jump down to the bottom level and destroy the two Turrets here. Scan the last red icon on a computer monitor here to deactivate the main circuit. There's some new equipment in the middle tank, so pick it up.

It's the Thermal Visor!

/-----\
NEW VISOR ACQUIRED: 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.

After you pick up the Thermal Visor, all of the lights will go out. Switch to your new Visor by pressing Down on the Control Pad.

Kill all of the Shadow Pirates and head back to the top of this room. A couple of Metroids will escape when you're on your way up, so be ready for that. To the right of the door at the top of the room there is a weird symbol. Shoot it with your Wave Beam to unlock the door, and then enter the door.

=====
III-14. Obtaining the Spider Ball
=====

Research Core Access
=====

Scan one of the creatures in here for a new Log Book entry.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Shoot these things with a few Missiles to destroy them, and then head through the door on the ceiling.

Research Lab Aether

=====

Make your way to the door at the top of this room by using the elevator and killing any Space Pirates, Turrets, and Metroids that stand in your way. Go through the door once you reach it.

Aether Lab Entryway

=====

Kill the Scatter Bombus and head through the next door.

East Tower

=====

Walk into the hologram, and then exit through the door once you reach the top.

Control Tower

=====

Run straight ahead and go through the next door.

West Tower

=====

Walk into the hologram, and then exit through the door.

West Tower Entrance

=====

There's nothing at all in here, so just head through the door.

Observatory

=====

Jump across to the other side of this room and enter the door.

Save Station D

=====

It feels good to save, no? Now head back into the Observatory.

Observatory

=====

Jump to the bottom of the room, kill the Space Pirates if necessary, and go through the door that takes you to Observatory Access.

Observatory Access

=====

Kill the Sentry Drones here and make your way through the door on the floor.

Research Lab Hydra

=====

Jump down to the bottom of this room and head through the door that leads to the Hydra Lab Entryway.

Hydra Lab Entryway

=====

Kill the Scatter Bombus and go through the next door.

Research Entrance

=====

Run straight forward and head through the door in front of you.

Specimen Storage

=====

There's nothing in here, so just exit through the door ahead of you.

Ruined Courtyard

=====

Natural light at last! Switch back to your Combat Visor and then go through the door to Save Station A.

Save Station A

=====

Save your game and then exit this room.

Ruined Courtyard

=====

Head to the door straight across from where you are. Shoot the Cordite above the door with Super Missiles to destroy it, and then fire your Wave Beam at the same spot to supply the door with power. Go through this door to continue.

Quarantine Access

=====

Kill the Pulse Bombus in here and go through the next door.

North Quarantine Tunnel

=====

Get into Morph Ball mode and roll through the tunnel quickly. Go through the door ahead of you.

Quarantine Cave

=====

Scan the rail in this room to get a new Research entry.

```
/-----\  
| NEW RESEARCH LOG: 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. |  
\-----/
```

Spider Ball on the rail across from the door you haven't been through yet. When the track brings you over the ledge with the door on it, let go of the R Button and go through this door.

=====
III-15. The Artifact of Nature
=====

South Quarantine Tunnel
=====

Roll through this tunnel in Morph Ball mode and then go through the Purple Door ahead of you.

Transport to Magmoor Caverns South
=====

Activate the transport by scanning the blue icon, and then walk into the hologram to be taken down to the Magmoor Caverns.

Transport to Phendrana Drifts South
=====

Go through the door with the Missile Lock on it to find a Save Station.

Save Station Magmoor B
=====

Save your game if you want to, and then head back into the transport room.

Transport to Phendrana Drifts South
=====

Go through the Purple Door ahead of you.

Transport Tunnel C
=====

Watch out for the flames coming from the ceiling and head through the next Purple Door.

Magmoor Workstation
=====

Kill the three Flying Pirates in here and jump down to the lower level. Don't worry about losing health, because it'll be refilled in just a minute. Switch

to your Thermal Visor and you should be able to see three different Power Conduits around this room. Shoot each one with your Wave Beam to open a new path. In the middle of this room, where you can see a couple of Triclops below, there is a hole for you to roll into. Kill the two Triclops down here and head down the tunnel where the lava has been cooled. Scan the blue monitor here to cool another tunnel, and roll back out into the main room. Roll into the tunnel that is second on the right. The first one is just the tunnel you entered this area through. Scan the blue monitor here and head back into the main room again. This time, the tunnel you want is directly on your right. Roll down here, and at the end you'll find an Energy Tank!

```
/-----\  
|                               Obtained Energy Tank 7                               |  
\-----/
```

Get out of this underground area and right in front of you, you should see some steps with lights on them. Face away from these steps and you should see a faint purple light in a crevice across from you. Head toward that purple light. Turn right and jump up onto the rocks. Go through the Blue Door to continue.

South Core Tunnel

=====

Scan the huge creature in front of you for a new Creature log.

```
/-----\  
| NEW CREATURE LOG: 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.                                                            |  
\-----/
```

Just lock-on to this thing and fire a shot at it when it's open. It will create a temporary platform you to jump across, so make use of it before it flips back over. Kill the Burrowers on the other side and make your way through the next Purple Door.

Geothermal Core

=====

Use the Puddle Spores as platforms and make your way through the Blue Door ahead.

North Core Tunnel

=====

Lock-on to the Stalactite above the Magmoor and fire a Missile at it. This will create a new platform for you and crush the Magmoor. Jump on the Stalactite that you just fell and make your way through the next Purple Door.

Twin Fires

=====

Shoot the Stalactite to your right with a Missile, and then jump onto it. Watch out for Puffers and Magmoors. Make your way across the platforms on the right wall, and then shoot down the next Stalactite. Jump to the fallen Stalactite

and then to the area with the boxes and flames coming out of the walls. Get into Morph Ball mode and roll under the two flames here. On the other side, shoot down the Stalactite above the Magmoor, use it as a platform, and make your way through the next door while avoiding the flames.

Twin Fires Tunnel

=====

Get into Morph Ball mode and roll into the small cave on your left. Use the Spider Ball Track to get across this room. Now let's head to the Lava Lake.

Lava Lake

=====

Get to the section of this room that borders the Lake Tunnel. Shoot the large pillar in the center of the room with your Super Missiles to destroy it and find a new Chozo Artifact! Hop over to collect it.

```
/-----\
| NEW ARTIFACT ACQUIRED: Nature |
|-----|
| Artifact acquired. |
\-----/
```

Head to the Transport to Phendrana Drifts North.

=====

III-16. Obtaining the Wavebuster

=====

Transport to Phendrana Drifts North

=====

Take this transport to the Phendrana Drifts.

Transport to Magmoor Caverns West

=====

Head to the door that leads to the Temple Entryway in Phendrana Shorelines.

Phendrana Shorelines

=====

If you're facing the door that leads to the Temple Entryway, head a little to the left. There should be a Cordite statue on the wall. Shoot it with your Super Missiles, and then scan where the statue was to open a new path just to the left of where the statue was. Get into Morph Ball mode and use the Spider Ball Track inside of this new place to get a Missile Expansion.

```
/-----\
|                Obtained Missile Expansion 17                |
\-----/
```

Now head to Ice Ruins East.

Ice Ruins East

=====

From the door that leads to Ice Ruins Access, head straight. Turn right when you clear the first building and make your way up the steps ahead. Follow this

path to the left. After you jump across the broken bridge, walk through the small opening and turn left. In the pillar to your left is a Spider Ball Track. Use the track and collect the Missile Expansion at the end of it.

```

/-----\
|                   Obtained Missile Expansion 18                   |
\-----/

```

Okay, now let's head to Research Lab Hydra.

Research Lab Hydra

=====

Kill any Pirates, Turrets, and Metroids that come after you in this room, and head towards the top floor. Shoot the Large Pillar here with Super Missiles to reveal a Missile Expansion.

```

/-----\
|                   Obtained Missile Expansion 19                   |
\-----/

```

Now let's get out of this creepy place and head back to the Chozo Ruins. Take the Transport past where you beat Thardus to the Magmoor Caverns, take the Transport to Tallon Overworld West, and finally take the Transport to Chozo Ruins West. Head to the Main Plaza once you get to the Chozo Ruins.

Main Plaza

=====

Get to the platform on top of the door that leads to the Ruined Shrine Access. On the tree in front of you, there should be a spot where your Beam weapons bounce off of it. Shoot this spot with some Super Missiles. Now Space Jump over to the hole in the tree and collect your Missile Expansion.

```

/-----\
|                   Obtained Missile Expansion 20                   |
\-----/

```

Now head to the Ruined Fountain.

Ruined Fountain

=====

Get into Morph Ball mode and get in the fountain when the water isn't spraying out of it. When the water lifts you to the ceiling, press the R Button to start riding on the Spider Ball Track. Roll to the end to get a Missile Expansion.

```

/-----\
|                   Obtained Missile Expansion 21                   |
\-----/

```

Now head to the Dynamo.

Dynamo

=====

To the left of the door, you should see a Spider Ball Track. Jump on the ledge, and then follow the track up to get another Missile Expansion.

```

/-----\

```


Now head to the Ruined Shrine.

Ruined Shrine

Get on the half-pipe and use the Boost Ball to get on the left side. Roll into the hole here and use the Spider Ball Track to reach the Purple Door. Go through this door when you get to it.

Tower of Light Access

There's nothing in here, so just head through the next door.

Tower of Light

Jump onto the platform ahead of you, and then jump to the platform above it. Whip out your Scan Visor. Along the top of this room, you should see a bunch of pillars that you can scan. The Scan Visor will say something about them being weak and made of Brinstone, so you should shoot them with Missiles. Three Missiles a piece should be sufficient. Once you've shot all four support pillars, jump to the central platform. This will cause the upper level of the room to fall down a level, giving you access to another set of pillars. This will also release some new enemies, so scan one of them to get their entry.

```
/-----\  
| NEW CREATURE LOG: 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'. | |  
\-----/
```

Quickly jump up to another platform to avoid these guys, and then jump to the central platform. Crawling on the walls is another new enemy. Scan it to get a Log Book entry.

```
/-----\  
| NEW CREATURE LOG: 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. | |  
\-----/
```

Now you have to shoot the four damaged pillars here. If you accidentally hit an Oculus, your Missile will deflect and be wasted. If you're running low on Missiles, then be patient. After you shoot all of these pillars, the ceiling will fall another level. Jump to the higher platform, and then to the central platform to avoid the Plated Puffers. Now shoot the four pillars here just like

you did the last ones. When the ceiling falls, jump the higher platform and then continue jumping from one platform to the next until you are at the very top of the room. There should be some new equipment here. It's the Wavebuster!

```

/-----\
| NEW 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. |
\-----/

```

Head to Save Station 1.

```

=====
III-17. The Artifact of Wild
=====

```

Save Station 1

```
=====
```

Save your game if you want to, and then go to the Sun Tower.

Sun Tower

```
=====
```

Switch to your Power Beam so that you can use Super Missiles on the Cordite coverings on the left and right walls. You can also kill the Wasps in here more quickly with the Power Beam. Scan the two runic symbols once you have destroyed the Cordite coverings. Head to the Spider Ball Track and face away from it. On the pillar to your immediate right is another icon to scan. Look up to scan it. The last runic symbol is on the pillar that is diagonal from this one. It's on the side of the pillar that's facing the corner of the room.

Now use the Spider Ball Track to reach the top of the room. At the end of the first track, you'll have to use a Bomb Jump to get across the gap to the next track. Wait for an opening between the creatures circling the gap and head up. Continue in the same manner until you reach the top. If you're having trouble with the last gap, just roll all the way to the wall and use a Bomb Jump.

Head through the door once you reach it.

Sun Tower Access

```
=====
```

Whoa! What the heck was that? Well, it's gone now. Continue through the next door to proceed.

Sunchamber

```
=====
```

Uh, oh. A bunch of weird things just jumped out of Flaahgra's "corpse". Scan one of them to get a new Creature entry.

```
/-----\  
| NEW CREATURE LOG: Chozo Ghost |  
|-----|  
| Spectral entity. Bioelectric field invulnerable to natural charges. |  
| |  
| 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 BATTLE 7: Chozo Ghosts |  
[=====]  
| Okay, there's only three of these guys, but they're still kind of tough if |  
| you don't know what you're doing. Switch to your Power Beam, because that's |  
| the only weapon you're going to be able to hurt these with. Use Super |  
| Missiles to kill these guys quickly. When they shoot a projectile at you, |  
| jump over it or dash out of the way to avoid being hit. If this hits you, |  
| you won't be able to fire for a few seconds. |  
\=====/  
|
```

Once you've defeated them, jump to the center and collect The Artifact of Wild!

```
/-----\  
| NEW ARTIFACT ACQUIRED: Wild |  
|-----|  
| Artifact acquired. |  
\-----/
```

Now head to Save Station 2.

```
=====  
III-18. Obtaining the Ice Beam  
=====
```

```
Save Station 2  
=====
```

Save your game if you want to, and then head to the Furnace.

```
Furnace  
=====
```

Use the Morph Ball Track to get up into the tunnel. Now comes the fun part. Roll across the blocks as quickly as you can and use Bomb Jump to get onto the next ledge. From here, just roll to the right until you get to the next tunnel. The blocks disappear after a short period of time, so if you fall, just head left and try again.

Once you get out of the tunnel, scan the creatures to your right to get a new Log Book entry.

```
/-----\  
|
```

```
| NEW CREATURE LOG: 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. |
|-----|
```

When you touch the ground in this room, you'll be attacked by a group of Beetles. Finish them off and turn left. Walk forward a bit and scan the symbols on the wall for a new Chozo Lore entry.

```
/-----\
| NEW CHOZO LORE: Cradle |
\-----/
```

Get into Morph Ball mode and go into the tunnel that is below this Lore.

Crossway Access West

=====

Roll to the end of this very long tunnel and go through the Purple Door to proceed.

Crossway

=====

Jump into the half-pipe structure below you and use it to get to the ledge on the far end of this room. To your left are three new Chozo Lore entries to scan. Make sure you get them all.

```
/-----\
| NEW CHOZO LORE: Infestation |
\-----/
```

```
/-----\
| NEW CHOZO LORE: Worm |
\-----/
```

```
/-----\
| NEW CHOZO LORE: Hatchling's Shell |
\-----/
```

Near the other side of this ledge is some Cordite. Shoot it with a Super Missile and scan the area where it was to reveal a Spider Ball Track above you. Use the Boost Ball on the half-pipe to reach the Spider Ball Track you just uncovered. Roll to the end of the short track and use a Bomb Jump to get into the Morph Ball Slot. Bomb the slot to reveal a Morph Ball Track on the other side of the half-pipe. Do the same thing over here that you just did. This will lower a piston to ground level. Roll onto this piston before the timer runs out and you will be carried up to a small tunnel. Take it left and collect another Missile Expansion.

```
/-----\
| Obtained Missile Expansion 23 |
\-----/
```

Get back over to the ledge where the Cordite and three Chozo Lore entries were. Go through the tunnel here and shoot the door with a Missile to continue.

Elder Hall Access

=====

Kill the Scarabs in your way and proceed through the next door.

Hall of the Elders

=====

Get into Morph Ball mode and roll into the tunnel on your left. Scan what looks like a Save Station in this room to get a new Research entry.

```
/-----\  
| NEW RESEARCH LOG: Missile Station |  
|-----|  
| Step into these stations to fully reload your Missile Launcher. |  
\-----/
```

So, step into it and then head back out through the tunnel.

Jump down to the area below and kill the Chozo Ghost. It's not so hard taking out just one of them, is it?

Once you kill it, a large Chozo statue's hands will start glowing. Scan the symbols behind the statue to get a Chozo Lore entry.

```
/-----\  
| NEW CHOZO LORE: Hope |  
\-----/
```

Now, get into Morph Ball mode and land in the statue's hands. It will propel you towards a Spider Ball Track, so hold down the R Button on your way through the air. Roll up the track and activate the Morph Ball Slot. This will activate three colorful panels somewhere else in the room. Jump back up to where you entered the room via the platforms on the wall. Facing the tunnel that leads to the Missile Station, turn right and jump to the platform above you. Walk over to the colorful panels. Shoot the purple one with the Wave Beam, use a Bomb Jump to get into the Morph Ball Slot, and then activate it with a Bomb. This will open a new path in the area below you.

Have the statue throw you again. This will bring you to a new area. Just roll to the right to continue. In the small area at the end, scan the blue icon to remove the safety window behind you. Now you can get back into the main room if you want to, but don't do it now! Head through the new door up here to proceed.

Reflecting Pool Access

=====

Nothing to see here, so just head through the next door.

Reflecting Pool

=====

Get into Morph Ball mode and roll to the bottom of the pool ahead of you. In the middle there is a plug that you can Bomb to drain the water.

Use the half-pipe here to reach the upper level of the room. There are Stone Toads on both sides of the half-pipe, so if you get swallowed, just Bomb them and try again. Head to the left side first and enter the door here.

Antechamber

=====

Collect the new equipment in the middle of this room. It's the Ice Beam!

```
/-----\  
| NEW ARM CANNON WEAPON: 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. |  
\-----/
```

Switch the the Ice Beam by pressing Down on the C Stick and shoot the door to open it. Go through it to continue.

=====
III-19. Obtaining the Gravity Suit
=====

Reflecting Pool

=====

Now get back into the half-pipe and get to the right side of the room. Shoot the door up here with a Missile and head through it.

Save Station 3

=====

Save your game if you want to, and then head back to the Hall of the Elders. We need to pick something up there.

Hall of the Elders

=====

Jump back down to the area where the statue is. Kill the three Chozo Ghosts here with Super Missiles. Once they're all dead, head back up to the colorful panels and shoot the white one with your Ice Beam. Activate the Morph Ball Slot with a Bomb and then have the Chozo statue throw you again. This will bring you to a small room that contains only an Energy Tank. Collect the tank and head through the small tunnel to get out of here.

```
/-----\  
| Obtained Energy Tank 8 |  
\-----/
```

Head back to Save Station 3, which is connected to the Reflecting Pool. Get here by jumping through where the safety window was before you disabled it. This is around the area where the colorful panels are.

Save Station 3

=====

If you feel like it, save your game. Now use Bomb Jump to get into the small tunnel in this room. Roll down this tunnel and go through the next door to proceed.

Transport to Tallon Overworld East

=====

Scan the blue icon to activate the transport, and then walk into the hologram to be taken down to the Tallon Overworld.

Transport to Chozo Ruins East

=====

Head through the White Door ahead of you.

Transport Tunnel C

=====

Shoot the Geemers with Missiles if you want them out of your way. Get into Morph Ball mode to roll under the branches that block your path, and then head through the next door.

Overgrown Cavern

=====

Shoot the Venom Weeds below you and then roll through the branches to collect a Missile Expansion.

```

/-----\
|                   Obtained Missile Expansion 24                   |
\-----/

```

Get out of Morph Ball mode, shoot the remaining Venom Weeds, get into Morph Ball mode again, and roll through the opening ahead. Go through this door to proceed.

Frigate Crash Site

=====

Make your way along the left wall. When the Flying Pirates come near you, fire at them with the Ice Beam to freeze them, and then shoot them with a single Missile to finish them off. Now you don't have to waste two Missiles on each one anymore. After you kill them off, head to the Landing Site.

Landing Site

=====

Save your game at your ship to get full energy and Missiles. Now head to the Transport to Magmoor Caverns East.

Transport to Magmoor Caverns East

=====

Take this transport to the Magmoor Caverns.

Transport to Tallon Overworld West

=====
Head to the Transport to Phendrana Drifts South.

Transport to Phendrana Drifts South
=====

Take the transport up to the Drifts.

Transport to Magmoor Caverns South
=====

Okay, now we're where we want to be. Look for the Spider Ball Track in this room. Use it to get up to a new door, and then shoot it with the Ice Beam to open it. Go through it to proceed.

Transport Access
=====

Remember, it's always easiest to take out Bombus with the Wave Beam rather than get hit by them. Dispose of this one and head through the next door.

Frozen Pike
=====

Jump down to the water at the bottom of this room. You'll find a new creature down here, so scan it to add it to your Log Book.

```
/-----\  
| NEW CREATURE LOG: 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 this thing by shooting it when its middle is exposed, but you can just leave it for now if you don't feel like fighting it. Face towards the door you entered this room through and look for some steps leading out of the water. When you reach the surface, climb up the huge vines and then turn left. Jump over to the opening across the gap, jump across to the next platform, and then jump to the platform with the Purple Door on it. Go through this door to continue.

Frost Cave Access
=====

Get into Morph Ball mode and Bomb Jump into the tiny crevice. Follow it to the end, and then get out of Morph Ball mode. Kill the Beetles and the Scarabs blocking your path, and then make your way through the Purple Door.

Frost Cave
=====

In a couple of seconds, a new creature is going to float up to you from the lower part of this room. Scan it to get a new Creature entry.


```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Shoot it with your Ice Beam and then finish it off with a Missile. There's another new creature gliding around near the top of the room. It doesn't seem to be a threat, so just scan it to get the Creature entry.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Now target the Stalactite in the distance and fire a Missile at it to knock it down. Jump to the area below and then look for another Stalactite to break down. You should find one on the wall where the lone Purple Door is. It's not the door you entered this room through, and it's not the door that's across from that one. Use the second Stalactite you knocked down as a platform to reach the door, and then go inside of it.

Save Station C

=====

Save your game if you want to, and then leave this room to continue.

Frost Cave

=====

Get to the Purple Door on your right by using the other Stalactite you knocked down as a platform. Go through the door to proceed.

Upper Edge Tunnel

=====

Get into Morph Ball mode and roll through this long tunnel. Go through the Purple Door to continue.

Phendrana's Edge

=====

Kill the two Flying Pirates by shooting them with your Ice Beam and finishing them off with a single Missile each. Jump down into the water and head through the Purple Door.

Lower Edge Tunnel

=====

=====
III-20. The Artifact of Lifegiver
=====

Chamber Access
=====

Kill the Sentry Drone and head through the next door.

Hunter Cave
=====

Run along the ledge to the right and go through the new Purple Door. You don't have to kill the Flying Pirates if you don't want to.

Hunter Cave Access
=====

Head through the water and kill any Jelzaps that are in your way. Go through the next door to continue.

Frozen Pike
=====

Kill the Jelzap here, and then make your way up the steps and around the path. Get rid of the two Flying Pirates with your Ice Beam and Missiles. Climb over the branch bridge and turn left. Jump over to the area beyond the gap, but this time, keep jumping from platform to platform (turning around if you don't see one in front of you), until you reach the door that takes you to Transport Access. Along the way, you'll have to roll up into your Morph Ball and use some Bomb Jumps behind an ice wall. When you finally reach this door, go through it and head to the Tower of Light in the Chozo Ruins.

Tower of Light
=====

Jump down into the water and head through the tunnel opposite the door you entered through. When you hit the wall, jump up to get out of the water. There's a Purple Door on the ceiling. Shoot it and jump up into the room.

Tower Chamber
=====

Walk into the Artifact to collect it. It's The Artifact of Lifegiver!

```
/-----\  
| NEW ARTIFACT ACQUIRED: Lifegiver |  
|-----|  
| Artifact acquired. |  
\-----/
```

Now get out of here and head to the Watery Hall.

=====
III-21. Obtaining the Power Bomb
=====

Watery Hall
=====

Face away from the runic symbol that's below the area with all of the Eyons. Get into Morph Ball mode and roll straight ahead into the water. Get out of Morph Ball mode once you hit the wall, and then Space Jump out of the water. Before you is a Missile Expansion.

```
/-----\  
|                Obtained Missile Expansion 25                |  
\-----/
```

Okay, now let's head back to the Frigate Crash Site on the Tallon Overworld.

Frigate Crash Site

=====

Enter this room through the Waterfall Cavern. Kill the Beetles and Flying Pirates, and then jump into the water. Follow the left wall and keep looking up until you see a Missile Expansion. You have to Space Jump from the branches on your right to reach them.

```
/-----\  
|                Obtained Missile Expansion 26                |  
\-----/
```

Continue following the left wall and head up the steps that have the blue, glowing lichen on them. Keep an eye on the wall to the left of you and watch out for an opening. Once you find it, get into Morph Ball mode, roll inside the opening, and then roll through the small tunnel between the two glowing patches of lichen. Get out of Morph Ball mode and jump out of the water. Head to the part of the Frigate where the White Door is on your map. Blast the boxes that are stacked up in front of the door, and then go through it.

Frigate Access Tunnel

=====

This tunnel's dark, but there isn't anything harmful in it. Get into Morph Ball mode and roll through it if you need the extra light. Head through the door at the other end of the tunnel when you reach it.

Main Ventilation Shaft Section C

=====

Jump down to the bottom and head through the tunnel. When you can't walk through it anymore, get into Morph Ball mode and roll through it. Go through the door to continue.

Main Ventilation Shaft Section B

=====

There are two Auto Turrets here. Freeze them with your Ice Beam and then shoot them with a couple of Missiles each. Switch to your Thermal Visor to find the Power Conduit in this room. Shoot it with your Wave Beam to supply power to the door in front of you. Go through this door and head through the next door to continue.

Main Ventilation Shaft Section A

=====

Scan the swarm of creatures that come towards you for a new Creature entry.

```
/-----\  
|                Obtained Creature Entry 1                    |  
\-----/
```

```
| NEW CREATURE LOG: 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. |
|-----|
```

Kill some of these if you want, and then head through the door at the end of this tunnel.

Reactor Core

=====

Jump down into the water and scan this new type of Pirate for a Log Book entry.

```
/-----\
| NEW CREATURE LOG: Aqua Pirate |
|-----|
| Space Pirates with exoskeletons modified for underwater use. |
| |
| Using modified thruster-packs and Gravity Suit technology, the Space |
| Pirates have armorsuits for use in liquid environments. Thermal tracking is |
| still very useful against these units, as the Pirate engineers have yet to |
| eliminate the thruster-pack's high heat signature. |
|-----|
```

These are very easy to kill. Just shoot them with the Ice Beam and then hit them with a single Missile while they're frozen.

After you've finished the two of them off, go all the way to the bottom of the room and switch to your Thermal Visor. We have to find four Power Conduits. The first one is on the wall with the Blue Door that you haven't been through yet. Shoot it with the Wave Beam to activate it, and then head to the wall across from it. Turn right and walk down this path to find the second one. Continue even further down this path to find the third one. The fourth one is a bit higher up, so we'll have to use the floating platforms in the middle of the room to get up there. Jump up until you see the place where all the lines from the other conduits are leading. It's a huge door against the same wall that the first conduit was on. To the left of the door is the last conduit. Shoot it with the Wave Beam, and then head through the door to continue.

Reactor Access

=====

Go through the door on your right.

Savestation

=====

Save your game if you want to, and then head out of this room.

Reactor Access

=====

Find the two Power Conduits (by using the Thermal Visor) on either side of the door that you have not gone through yet. Shoot both of them with your Wave Beam, and then head through the door.

Cargo Freight Lift to Deck Gamma

=====

Follow the left wall straight ahead and shoot the glass out with a Missile.
Enter this small area to collect an Energy Tank.

```
/-----\
|                   Obtained Energy Tank 9                   |
\-----/
```

Switch to your Thermal Visor and head outside of this small room. Look for a Power Conduit on the wall where the glass you broke was, and shoot it with your Wave Beam when you find it. Jump on top of where you got the Energy Tank and jump up the platforms from left to right. Watch out for Reaper Vines. After you have ascended a couple of platforms, turn around and look for another Power Conduit across from you. Jump over to the platform next to it, and then shoot it with the Wave Beam. Turn around and jump to the platform on your right. Continue jumping from platform to platform until you reach the top. You'll know you're almost there when you see a dead Space Pirate splash into the water. Shoot the final Power Conduit, which is next to the door, to supply power to it. Head through the door to continue.

Deck Beta Transit Hall

=====

Nothing to see here, so just head through the next door.

Biohazard Containment

=====

Take out the two Auto Turrets here, and then switch to your Thermal Visor. Locate the two Power Conduits. Once is on the side of a pillar near the door you entered this room through. The other you can find by following the outside wall all the way around. There's only one more Power Conduit to go, so it must be in the water. Jump into the water and scan one of the drones here for a new Creature entry.

```
*****
* RED ENTRY ALERT!                                     *
*                                                       *
* Scan one of these while you're here. They disappear later! *
*****
```

```
/-----\
| NEW CREATURE LOG: 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.                                              |
\-----/
```

Well, take them out with the Wave Beam. After they're gone, use your Scan Visor to look for a door made of Cordite. Shoot it with Super Missiles once you find it to reveal a Missile Expansion.

/-----\

Okay, now use your Thermal Visor to locate the final Power Conduit. Once you've activated the final one, go through the door.

Deck Beta Security Hall

Shoot the Aqua Reapers that block your way and head through the door around the corner to the right.

Biotech Research Area 1

Kill the three Aqua Pirates here, and then switch to your Thermal Visor. We have to find a total of three Power Conduits to continue. They're all very easy to find in this room, so I'll let you get them yourself. Once you've activated all three of them, head through the door to continue.

Deck Beta Conduit Hall

Very similar to Deck Beta Security Hall. Shoot the Aqua Reapers and head through the door that is around the corner to the right.

Connection Elevator to Deck Beta

The floor's going to break out from under you when you enter this room. When you hit the bottom, switch to your Scan Visor and look around until you see an orange and blue, glowing organism on the wall. Scan it to get a new Creature entry for your Log Book.

```
/-----\  
| NEW CREATURE LOG: Aqua Sac |  
|-----|  
| Will burst when subjected to impact or trauma. |  
| | |  
| Believe 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. |  
\-----/
```

Head through the door to continue.

Hydro Access Tunnel

Get into Morph Ball mode and roll into the small tunnel. This will take you to a mini-maze. Your Bomb Jumps will make you go a lot higher in here. Bomb Jump up and then head to the right. Drop down here and stop. High above you is an Energy Tank. To get it you are going to need impeccable Bomb Jump timing and a lot of patience. You should lay a Bomb just before the peak of each Bomb Jump to make it up there. Once you get high enough, the Energy Tank is on your left.

```
/-----\  
| Obtained Energy Tank 10 |  
\-----/
```

Okay, now go back to the bottom, roll right, and Bomb Jump your way to the top. Head to the right to exit the mini-maze. Go through the door here to continue.

Great Tree Hall

=====

Follow the wall on your left and go around the pillar. Make your way up the steps and out of the water. Right in front of you should be a door. Shoot it with the Ice Beam to open it, and then head inside.

Transport Tunnel E

=====

Walk across the bridge in the middle of the room and kill all of the Seedlings that get in your way. Head through the door at the end of this tunnel.

Transport to Phazon Mines East

=====

Scan the blue icon to activate the transport, and then walk into the hologram to be taken down to the Phazon Mines.

Transport to Tallon Overworld South

=====

Go through the Purple Door here.

Quarry Access

=====

Nothing to see here, so just head through the next door.

Main Quarry

=====

Head down the steps and look for the turrets on your left. You'll notice that these ones shoot white projectiles, so they're actually a different type. Scan one of them for the Creature entry.

```
/-----\
| NEW CREATURE LOG: 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. |
\-----/
```

It takes three Missiles to kill one of these. I recommend using your Ice Beam to freeze them so that they can't fire at you while you're taking care of them. Opposite the Mega Turrets is a catwalk. Climb it and be prepared to take out a few Space Pirates. Once you reach the Pirate structure, head across the bridges and get onto the rocky ledge on the other side. Jump on top of the rock and to the top of the structure.

Switch to your Thermal Visor and search for a Power Conduit. Once you find it, shoot it with the Wave Beam. This will activate a terminal inside of the structure you're standing on.

Just head left around the pillar to find the entrance that leads to the terminal. Scan the terminal to activate some crane controls. Once you've done with this, head back out and around the pillar. Get into Morph Ball mode and use the Spider Ball Track. Once you reach the "pole" at the end, let go of the R Button and try not to fall off. Use a Bomb Jump to get up into the crevice and collect the Missile Expansion.

```
/-----\  
|                               Obtained Missile Expansion 28                               |  
\-----/
```

Head back down to the bottom of this area and go to where the Mega Turrets were. To disable the force field here, you'll have to scan two activation switches. They're both blue icons that show a red square when you use the Scan Visor over them.

Once you've disabled the force field, head towards the Purple Door that you haven't been through yet. Use the Spider Ball Track to get to the door, and then head through it.

Save Station Mines A

=====

Scan the blue icon to open the bars that are blocking your way into the Save Station. Save your game if you want to, and then head back out of this room.

Main Quarry

=====

Head through the disabled force field and go through the door there.

Security Access A

=====

There are two Mega Turrets around the corner, so be ready for them. Head through the door to continue.

Mine Security Station

=====

Kill the three Shadow Pirates, and then continue through the room. Walk by the force field and turn left. Turn right into a small tunnel and follow the ramp inside of it. Turn right and continue through the room. You'll be attacked by a new type of Pirate. Scan one of them to get the Creature entry.

```
/-----\  
| NEW CREATURE LOG: 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.                               |  
|-----|  
|-----/
```

These guys are pretty tough. Switch to your Wave Beam if you want to deal any damage to them. Once they're dead, go around the corner and head through the Purple Door on the ceiling.

Security Access B

=====

Shoot away some of the stuff blocking your path and be ready to kill two Shadow Pirates. Go through the White Door on the ceiling to continue.

Elite Research

=====

Kill the two Space Pirates in front of you. Scan the computer terminals here to activate some lifts and get a new Pirate Data entry.

```

*****
* RED ENTRY ALERT!                                     *
*                                                       *
* Scan one of these while you're here. There are only so many in the game. *
*****

```

```

/-----\
| NEW PIRATE DATA: Elite Pirates                       |
\-----/

```

Jump up the platforms and get ready to fight two Wave Troopers. Walk around the outside wall until you reach a couple more terminals. Scan one of them to activate another set of lifts. Jump up these platforms and scan the new type of Pirate that's in front of you.

```

/-----\
| NEW CREATURE LOG: 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.   |
\-----/

```

Switch to your Power Beam to deal damage to this thing. If you want to, use a Super Missile to kill him off really quick.

To proceed you're going to have to use the Industrial Grade Pulse Beam to blast down some walls. To aim the Pulse Beam, you use the Spinner located near it. To fire it, you scan the computer terminal on the right. There are only two walls that you have to worry about breaking down.

Get into the Spinner and use the Boost Ball to rotate the Pulse Beam. Stop rotating it when the barrel is facing the three pipes on the far side of the room. Now use a Bomb to get out of the Spinner and scan the terminal to fire at the wall. This should open up a path with a White Door in it.

Get into the Spinner and use the Boost Ball to rotate the Pulse Beam until it is facing directly to the left. Scan the terminal to fire the Beam and reveal a Missile Expansion. Jump over the gap to collect it.

```

/-----\
|                               Obtained Missile Expansion 29                       |
\-----/

```

Now head through the White Door you uncovered with the Pulse Beam.

Research Access

=====

Get on the Spider Ball Track and roll to the bottom while avoiding the electrified blades that are spinning below you. Go through the White Door at the bottom of this room.

Ore Processing

=====

Kill the two Power Troopers that attack you when you enter this room. After you've taken care of them, head to the side of the room opposite the door you entered through. Face away from the wall, and then Bomb Jump into the thing that looks like a Morph Ball Slot.

Lay Bombs until the Blue Track on the bottom cylinder is facing you. Ride the Blue Track up and then follow the outside wall until you reach another cylinder rotator.

Lay Bombs until the Red Track is facing the left side. Now drop down to the bottom of the room and rotate the bottom cylinder three times, so that the Red Track lines up. Now ride the Red Track to the top.

Get out of Morph Ball mode and head to your left. Kill the Wave Trooper here, and then head through the White Door to continue.

Elevator Access A

=====

Shoot all of the Scatter Bombus with your Wave Beam to destroy them, and then either roll down the Spider Ball Track or just jump to the bottom of the room. Head through the white door.

Elevator A

=====

Scan the blue icon on your right to activate the elevator, and then step into the hologram to ride it down to Level Two. Go through the White Door.

Elite Control Access

=====

You should see an explosive box up on the ledge across from you. Shoot this box from a decent distance (so that you don't get damaged) to reveal a Missile Expansion and destroy two pirates that are near it (thanks Maduin Branford!). Jump over to the vent, get into Morph Ball mode, and Bomb Jump to collect it.

```
/-----\
|                   Obtained Missile Expansion 30                   |
\-----/
```

Now head through the Purple Door.

Elite Control

=====

Ahh! A giant monster is coming towards you! Make sure to scan it to get a new Creature entry.

```
/-----\  
| NEW CREATURE LOG: 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 BATTLE 8: Elite Pirate |  
[=====]  
| Switch to your Thermal Visor and you should be able to target the Plasma |  
| Rifle that's on his back. Shoot it with Missiles until it breaks and then |  
| finish him off by shooting Missiles at his face. If he's not blinking red |  
| each time you hit him, then you're doing something wrong. Just Space Jump |  
| over his shock blasts if he uses any. |  
\=====/
```

Once he's dead, the room still isn't clear.

From the entryway, turn left. Head all the way to the top of the ramp and kill all of the Shadow Pirates (NOTE: several people have e-mailed me and said that these are actually Ice Pirates) in your way. There are also some Power Troopers in here. Once the music stops playing, it's safe to look around the room. There are eight Pirate Data entries in this room, are you ready to collect them?

There are three on the bottom floor:

```
/-----\  
| NEW PIRATE DATA: The Hunter |  
\-----/
```

```
/-----\  
| NEW PIRATE DATA: Hunter Weapons |  
\-----/
```

```
/-----\  
| NEW PIRATE DATA: Metroid Prime |  
\-----/
```

And there are five on the top floor:

```
/-----\  
| NEW PIRATE DATA: Chozo Artifacts |  
\-----/
```

```
/-----\  
| NEW PIRATE DATA: Chozo Ghosts |  
\-----/
```

```
/-----\  
| NEW PIRATE DATA: Chozo Studies |  
\-----/
```

```
/-----\  
| NEW PIRATE DATA: Prime Breach |  
\-----/
```

```
/-----\  
| NEW PIRATE DATA: Prime Mutations |  
\-----/
```

Once you've downloaded all eight entries, head through the White Door on the ceiling of the top floor.

Ventilation Shaft

=====

Run to the left, turn right, and then head through the White Door.

Omega Research

=====

Kill the two Wave Troopers here, and then head down to the lower level and kill the three Power Troopers. There is one more Pirate Data entry in this room to download, look for the red icon and scan it.

```
*****  
* Several people have e-mailed me about a Map Station that you can find in *  
* this room. The second Wave Trooper that jumps out lands on a platform. Jump *  
* on the platform, and then to the other side. Use a Power Bomb on the rubble *  
* to reveal a door. Inside is the Map Station for the Phazon Mines. *  
*****
```

```
/-----\  
| NEW PIRATE DATA: Omega Pirate |  
\-----/
```

Go through the White Door on the floor to proceed.

Dynamo Access

=====

Head through the door at the other end.

Central Dynamo

=====

There's an invisible enemy you have to fight here, but don't worry about scanning it, because you can't. Use the Wavebuster to kick its butt and open up a maze in the floor below you.

Roll into the hole to enter the maze. Make your way through the maze by rolling around slowly, so that you don't get electrocuted. If you notice that part of the ground is discolored, use a Bomb to clear a new path.

In the center of the maze is some new equipment. It's the Power Bomb!

```
/-----\  
| NEW MORPH BALL EQUIPMENT: 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.
\-----/
```

Head through the White Door that is right of where you entered this room.

```
=====
III-22. Obtaining the Grapple Beam
=====
```

```
Save Station Mines B
=====
```

Save your game if you want to, and then exit this room.

```
Central Dynamo
=====
```

Now that we've filled up our health and found a safe place, let's head back to the Ventilation Shaft to pick something up. To get back out of this room, use the platforms that are glowing blue.

On your way through Omega Research, you'll have to kill an Elite Pirate to unlock the door leading to the Vent Shaft.

```
Ventilation Shaft
=====
```

At the end of the right wall, use a Power Bomb to destroy the grating. Roll into the opening this creates, go through the short tunnel, and scan the blue icon on the other side to turn on the fan. This will cause all of the Plated Puffers to smash into the fan and make the room poison-free. Get back into the main part of the room and collect the Energy Tank in front of you.

```
/-----\
|                               |
|           Obtained Energy Tank 11           |
\-----/
```

Head back to Central Dynamo.

```
Central Dynamo
=====
```

By now, some new enemies should appear. Scan them to get a new Creature entry.

```
/-----\
| NEW CREATURE LOG: 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. |
```

\-----/
Kill these guys if you want to, and then let's head to the Ore Processing room. You'll have to use the half-pipe in the Ventilation Shaft to get to the next room.

Ore Processing
=====

Turn right here, and then jump across to the other platform. Use a Power Bomb on the Bendeziium to clear it out of the way. Get into the rotator slot and use two Bombs to make the Yellow Track face away from you.

Drop down to the next level and Bomb that rotator three times.

Finally, head to the ground floor and Bomb the rotator once.

The final hologram (next to the rotator slot) should have a connected yellow line leading all the way to the top now. So, ride the Yellow Track from the ground level all the way to the top. Go through the White Door ahead of you.

Storage Depot B
=====

Collect your new equipment. It's the Grapple Beam!

/-----\
NEW SECONDARY ITEM: 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.
\-----/

Exit this room to proceed.

=====
III-23. Obtaining the X-Ray Visor
=====

Ore Processing
=====

Head to the right and Scan the grapple icon to get a new Research entry.

/-----\
NEW RESEARCH LOG: 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.

Swing across to the other side of the gap and go through the White Door.

Waste Disposal

=====

Get into Morph Ball mode and roll into the water mini-maze. Make your way out of the maze and head through the door.

Main Quarry

=====

Head back to Security Access A.

Security Access A

=====

Kill the Shadow Pirates here. By now, a monster should have dropped some Power Bomb ammo. If not, just keep an eye out for it and scan it when you can. Note that this should be your final Research entry.

/-----\
NEW RESEARCH LOG: Power Bomb Ammo
Power Bomb Ammunition. Resupplies Power Bomb with 1 round of ammo.

Head to the far end of the room and use a Power Bomb against the grate. Go inside of the new opening to collect a Missile Expansion.

/-----\
Obtained Missile Expansion 31

Now head back to the Great Tree Hall on the Tallon Overworld.

Great Tree Hall

=====

From the door to Transport Tunnel E, shoot the Seedling, and then jump to the platform in front of you. Turn a bit to the left, kill the Seedling, and jump to the next platform. Jump to the platform on the wall to your right. Shoot the Seedling to your left, and then jump to the platform where it was. Now jump to the platform that the waterfall is splashing against.

Get into Morph Ball mode and activate the Spinner to open a new path. Jump up to where the bars were blocking before and kill the Bloodflower around the corner. There is another Bloodflower and a Seedling to your left, so watch out.

Jump to the platform on the right wall, and then jump across to the left wall. Turn left and jump to the ledge with the cave. From here, jump over to the area where the tree with the Spider Ball Track around it is. Ride the track as far as it will take you, and then hold Left and release the R Button. You're going to fall, but as soon as you're passing the next part of the track, press the R Button again to connect to it. Ride this track to the top and go through the White Door.

Life Grove Tunnel

=====
Use a Power Bomb on the rock blocking your path. Get into Morph Ball mode and roll through the small tunnel you just cleared. This will bring you to a short mini-maze. Roll to your right and Bomb Jump over the first bump. Now you'll be in a sort of half-pipe thing. If you can manage to Boost Ball your way all the way to the top platform and then lay a Bomb, you'll get a Missile Expansion. You'll have to learn how to use the Boost Ball well to get this one.

```
/-----\  
|                Obtained Missile Expansion 32                |  
\-----/
```

Once you're done with this, roll out of the maze to the right.

Life Grove

=====
Roll off the side and get the new piece of equipment in the middle of this room. It's the X-Ray Visor!

```
/-----\  
| NEW VISOR ACQUIRED: 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.                                       |  
\-----/
```

=====
III-24. The Artifact of Chozo
=====

Get on the platform in the middle of the room (where the X-Ray Visor was) and use a Power Bomb to destroy the walls. Head towards the waterfall and get into Morph Ball mode. Use a Bomb on the drain to raise a pillar. Go to the base of the pillar and roll into the Spinner there. Activate the Spinner and a new Chozo Artifact will rise from the water. Space Jump from the land to get it.

```
/-----\  
| NEW ARTIFACT ACQUIRED: Chozo                                  |  
|-----|  
| Artifact acquired.                                          |  
\-----/
```

Head to the platform where you got the X-Ray Visor and face toward the pillar that you raised to get the Artifact. Head left and begin climbing these platforms. Get into Morph Ball mode and Bomb Jump your way through the short wall maze. Start walking across the wooden bridge and you'll be attacked by some Chozo Ghosts. Jump down and switch to your X-Ray Visor. Now you can see these guys all the time. Finish them off, and then get back to the wooden bridges from before. Jump towards the waterfall, and then through it. Take a right and follow another wooden bridge. Jump to the platform on your left and then jump over to another wooden bridge. Jump to the grassy platform ahead,

and then finally--jump to the platform where the Chozo head statue is. Get into Morph Ball mode and roll into the hole at the base of the statue. Don't roll off the side or you'll have to do that all over again!

Head back through the mini-maze and go back to the tree with the Spider Ball Track on it in the Great Tree Hall.

=====
III-25. Obtaining the Ice Spreader
=====

Great Tree Hall
=====

From the Spider Ball Track tree, face towards the White Door across the room. Jump to the platform on your left, face the White Door again, and then switch to your X-Ray Visor. You should see a new platform right in front of you. Jump onto this platform, and then turn right towards the Blue Door that you haven't been through yet. Space Jump over to the platform with that door on it, and then go through it.

Great Tree Chamber
=====

Walk forward and collect your Missile Expansion.

```
/-----\
|                   Obtained Missile Expansion 33                   |
\-----/
```

Go back to the Great Tree Hall and drop to the bottom of the room. Go through the White Door that you haven't been through yet.

Transport Tunnel D
=====

Kill the Seedlings and make your way through the next door.

Transport to Chozo Ruins South
=====

Scan the blue icon and step into the hologram to ride the transport up to the Chozo Ruins.

Transport to Tallon Overworld South
=====

Okay, now head for the Furnace.

Furnace
=====

Look for an area of the floor that is very beat up and cracked. Use a Power Bomb here to reveal a half-pipe. Use the Boost Ball in the half-pipe to reach a Spider Ball Track. Once you're on it, try to avoid the Plated Parasites and roll to the left. Bomb Jump to get onto the track against the wall and follow it until you can see your shadow over a path below you. Let go of the R Button and slowly make your way across this path. Get on the Spider Ball Track at the end of it and continue rolling. Drop from this track to one below it and keep on going. It's time to drop down to another path below you. This time your

shadow is going to be harder to see, so be careful. Follow this until it ends, and then Bomb Jump up to another Spider Ball Track. Go with this track to the top and collect a Missile Expansion.

```
/-----\  
|                   Obtained Missile Expansion 34                   |  
\-----/
```

Now head back to the Ruined Fountain.

Ruined Fountain
=====

Go through the door next to the fountain.

Meditation Fountain
=====

Go through the next door.

Magma Pool
=====

Use your Grapple Beam to Grapple across to the other side. As soon as you land, get into Morph Ball mode and lay a Power Bomb to blow up the wall. Pick up your very first Power Bomb Expansion.

```
/-----\  
|                   Obtained Power Bomb Expansion 1                   |  
\-----/
```

Scan the symbols on the wall behind where the expansion was to get the final Chozo Lore entry.

```
/-----\  
| NEW CHOZO LORE: Newborn                                           |  
\-----/
```

Head through the Purple Door to proceed.

Training Chamber Access
=====

Near the end of this tunnel, right next to the Purple Door, are a bunch of red leaves. Get into your Morph Ball mode and roll into these leaves to find a secret passage. At the end of this passage is a Missile Expansion.

```
/-----\  
|                   Obtained Missile Expansion 35                   |  
\-----/
```

Training Chamber
=====

Kill the Chozo Ghosts here. Get in the half-pipe and go into Morph Ball mode. Boost Ball up to the slot on the right side and activate it with a Bomb. Get over to the small elevator quickly and then when it reaches the top, Bomb Jump and ride the Spider Ball Track. Roll through the tunnel and collect your Energy Tank.

```

/-----\
|                   Obtained Energy Tank 12                   |
\-----/

```

Get back to the half-pipe and get into the other Morph Ball Slot this time. Activate it to open a new path. Head to the small tunnel opposite the door you entered this room through. Bomb Jump into it and get through the mini-maze without getting smashed (too much). Roll through the tunnel to proceed.

Main Plaza

=====

Turn left and look for the Grapple Point above you. Space Jump toward the Grapple Point and Grapple across to collect a Missile expansion.

```

/-----\
|                   Obtained Missile Expansion 36                   |
\-----/

```

Now it's time to head back to the Magmoor Caverns. Use the Transport to Magmoor Caverns North to get there.

Transport to Chozo Ruins North

=====

Head for the Triclops Pit.

Triclops Pit

=====

Watch out for the two Flying Pirates in here. From the door to the the Pit Tunnel, follow the right wall until you come to some crates. Destroy the crates and switch to your X-Ray Visor. You should now see a platform across from you. Space Jump over to this platform. These platforms slowly descend once you get on them, so you'll have to hurry. Turn left, jump to the next platform, turn left again, and jump to the final platform. Shoot the pillar in front of you with a Super Missile, and then jump over and collect your Missile Expansion.

```

/-----\
|                   Obtained Missile Expansion 37                   |
\-----/

```

Okay, now head to the Monitor Station.

Monitor Station

=====

Kill the two Flying Pirates, and then head to the Warrior Shrine. If you don't remember how to get there, check the section of the Walkthrough that tells you how to get The Artifact of Strength (III-10).

Warrior Shrine

=====

Use a Power Bomb at the base of the statue. This will create an opening. If you didn't fall in it already, go down there. Get out of Morph Ball mode and jump up to collect a Power Bomb Expansion.

```

/-----\
|                   Obtained Power Bomb Expansion 2                   |
\-----/

```

\-----/
Go through the small tunnel to be dumped in the Fiery Shores.

Fiery Shores

=====

Go through the door to the Shore Tunnel.

Shore Tunnel

=====

Get into the middle of the glass tunnel and use a Power Bomb. This will destroy a good portion of the glass here. Jump down to a platform in the lava on either side of the "bridge" you just created, and then look around until you see a new piece of equipment. Jump over to collect it. It's the Ice Spreader!

```
/-----\  
| NEW 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. |  
\-----/
```

Now head to the Geothermal Core.

=====
III-26. Obtaining the Plasma Beam
=====

Geothermal Core

=====

From the door to the South Core Tunnel, jump up the two platforms on the left wall. Look for the first Grapple Point ahead of you, and then swing over to the platform. Get into the Spinner that's on this platform and use your Boost Ball to raise a platform. Now, face away from the Spinner and jump to the platform across from you. Use the Spinner here to raise another platform. Jump to the platform above the first Spinner, turn left, and then jump to the platform where you can see the Spider Ball Track. Activate the Spinner to raise another platform, and then use the Spider Ball Track to get on top of it. Jump to the platform across from you and activate the Morph Ball Slot with a Bomb.

Now there's a pipe with a Spider Ball Track on it extended to this platform. Bomb Jump up and start riding the track. Bomb Jump to the next track. When you reach the end of this, disconnect from the track, and then press and hold the R Button while you're falling to connect to the track below you. Use a Bomb Jump to get to the next piece of track. Continue in this fashion until you reach a platform that you can drop down to.

Bomb Jump up the the track with the parasites on it. Avoid them or kill them with Bombs and head to the upper right corner. Disconnect and head down this path to continue. Make sure you are holding down the R Button when you roll down this ramp. If you aren't, then you're going to fall and have to repeat this. Bomb Jump up to the top, and then drop down the other side. Follow the

track to your right and either kill or avoid the parasites. When you reach the end of this track, hold Right on the Control Stick, disconnect from the track you're on, and then connect to the other track below you.

Use drop or Bomb Jumps to make your way to the top of this section, and then make the LONG drop to the track below you. Cross another area with parasites and then drop down to your right. Bomb Jump up until you reach the top, and then roll to the right and disconnect over the platform with the door on it.

Shoot the door with the Ice Beam, and then head through it to continue.

Plasma Processing

=====

Jump across the gaps to get your new piece of equipment. It's the Plasma Beam!

```
/-----\
| NEW ARM CANNON WEAPON: 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.                     |
\-----/
```

Now head to the Phendrana Drifts via the Transport to Phendrana Drifts South.

=====

III-27. The Artifact of Sun

=====

Transport to Magmoor Caverns South

=====

Go up the Spider Ball Track and head through the door.

Transport Access

=====

To your right, you should see a wall of ice. Shoot it with your Plasma Beam to destroy it. Jump into the new opening, get into Morph Ball mode, and roll in to collect your shiny new Energy Tank.

```
/-----\
|                               Obtained Energy Tank 13                       |
\-----/
```

Turn around and head to the Quarantine Cave.

Quarantine Cave

=====

Use the Grapple Points on your right to swing over to a platform. Over here is a small tunnel that you can enter in Morph Ball mode. Head through the tunnel.

Quarantine Monitor

=====

Collect the Missile Expansion.

```
/-----\  
|                   Obtained Missile Expansion 38                   |  
\-----/
```

Head back out the tunnel and go to Ice Ruins West.

Ice Ruins West

=====

From the door to the Courtyard Entryway, jump straight across the gaps until you reach the structure with the crates on it. Shoot the ice here with your Plasma Beam, and then drop into the new opening to collect a Power Bomb Expansion.

```
/-----\  
|                   Obtained Power Bomb Expansion 3                   |  
\-----/
```

Head to the Phendrana Shorelines.

Phendrana Shorelines

=====

From the little cave that leads to Save Station B, follow the right wall until you walk between a pillar and the wall. If you turn left and look at the pillar, you'll see a Missile Expansion behind some ice. Shoot the ice with your Plasma Beam and collect the expansion.

```
/-----\  
|                   Obtained Missile Expansion 39                   |  
\-----/
```

Head up to the Chozo Ice Temple.

Chozo Ice Temple

=====

Go to the Chozo statue at the top of this room (near the Chapel Tunnel), and melt the ice in its hands with your Plasma Beam. Jump onto the statue's glowing hands and go into Morph Ball mode. This will open a new path at the base of the statue. Roll in here to collect a new Chozo Artifact.

```
/-----\  
| NEW ARTIFACT ACQUIRED: Sun                                         |  
|-----|  
| Artifact acquired.                                                |  
\-----/
```

Now head out of here and to Ice Ruins East.

=====

=====
Ice Ruins East
=====

Stay on the ground level and head towards the door to the Plaza Walkway. When you're right below the door, face right to find some more ice. Shoot it with your Plasma Beam, and then go inside to collect another Missile Expansion.

```
/-----\  
|                   Obtained Missile Expansion 40                   |  
\-----/
```

Now it's time to head through some Pirate-filled areas to get to the Control Tower. Make sure to use your new Plasma Beam on the pirates here, because it is really powerful against them.

Control Tower
=====

Kill the four Flying Pirates here. Jump to the small room on top of the East Tower and look for a window made of ice. Shoot the window with your Plasma Beam to get rid of it, switch to your Scan Visor, and look out the window. You should be able to locate a Fuel Cell across from you. Fire a Super Missile at the Fuel Cell from here to open a new path. Jump down from this room and head to the left wall. Get into Morph Ball mode and roll around until you find the hole in the ground. Once you find it, collect the Chozo Artifact in the room that it leads to.

```
/-----\  
| NEW ARTIFACT ACQUIRED: Elder                                     |  
|-----|  
| Artifact acquired.                                           |  
\-----/
```

Head forward from where you got the Artifact and turn right. Bomb Jump onto this walkway and roll forward to get back to the main part of the room.

Now go to the Frost Cave.

=====
III-29. The Artifact of Spirit
=====

Frost Cave
=====

Kill the two Flying Pirates here, and then use the Glider as a Grapple Point to reach a ledge opposite the door to Frost Cave Access. From the highest point here, look at the ceiling. You should see a Stalactite up there, so when you find it, shoot it with a Missile to knock it down. The Stalactite will fall into the frozen pond below and create an opening in it. Jump into the pond and collect your Missile Expansion.

```
/-----\  
|                   Obtained Missile Expansion 41                   |  
\-----/
```

Get out of the pond and head to the room called Phendrana's Edge.

Phendrana's Edge

=====

Kill the two Flying Pirates here. Head left from the door you entered through and jump across the gap to the platform. Turn right and jump across the broken bridge. Now jump to the platform on your left. From here, you'll be able to reach a Grapple Point to your right. Grapple from here to the next point to the left, and then to the platform against the wall ahead of you. Jump up the two floating platforms and look for another platform to jump to. Once you're up here, use a Power Bomb to reveal a new door. Shoot it with the Plasma Beam to open it, and then head through it.

Storage Cave

=====

Collect the Chozo Artifact in the middle of the room.

```
/-----\
| NEW ARTIFACT ACQUIRED: Spirit |
|-----|
| Artifact acquired. |
\-----/
```

Now head back through the door.

=====

III-30. The Artifact of World

=====

Phendrana's Edge

=====

Now it's time to use the Glider as a Grapple Point. Your goal is to get to the platform on the left side of you, so do whatever you can to make that happen. Roll through the tunnel here to continue.

Security Cave

=====

Get the Power Bomb Expansion in the middle of the room.

```
/-----\
| Obtained Power Bomb Expansion 4 |
\-----/
```

If you've been following this Walkthrough from the beginning, then you just got the final Power Bomb Expansion. Congratulations.

Now head to the Gravity Chamber.

Gravity Chamber

=====

Get out of the water and shoot the icicles on the ceiling with your Plasma Beam to destroy them and reveal a Grapple Point. Get to the door that takes you to Chamber Access and face away from it. Now use the Grapple Point to reach the Missile Expansion up here.

```
/-----\
| Obtained Missile Expansion 42 |
```

\-----/
Now let's head back to the Tallon Overworld. Use the Transport to Magmoor Caverns South and the Transport to Tallon Overworld West.

Transport to Magmoor Caverns East
=====

Head to the Root Cave.

Root Cave
=====

Kill the Beetles here, and then start climbing to your left. Climb all the way up to the door that leads to the Root Tunnel, and then Grapple to the point across from it. Make your way to the platform on your right, and then jump up to the next platform. Watch out for Zoomers and kill the Bloodflower. Go to where the creature was, and then jump to the platform on your right (it has a Zoomer on it, so shoot it before you jump). Switch to your X-Ray Visor and jump across the platforms you couldn't normally see. Once you get to the big area that you can see without the X-Ray Visor, turn around. Jump to the invisible platform to your left, turn left, and jump over to collect your Missile Expansion.

/-----\
| Obtained Missile Expansion 43 |
\-----/

Get back on the platform you jumped here from and Space Jump over to the Red Door. Shoot it with your Plasma Beam, and then go through it.

Arbor Chamber
=====

Collect the Missile Expansion in the middle of the room.

/-----\
| Obtained Missile Expansion 44 |
\-----/

Just one more item to pick up now. Go to the Hall of the Elders in the Chozo Ruins to get it.

Hall of the Elders
=====

Kill the Chozo Ghosts. Get up to the colorful panels, and then shoot the red one with your Plasma Beam. It will turn into a Morph Ball Slot, so get inside of it and use a Bomb to activate it. This will reveal a path beneath the big Chozo statue in this room. Jump down to the new path and go through the White Door.

Elder Chamber
=====

Collect the Chozo Artifact in this room.

/-----\
| NEW ARTIFACT ACQUIRED: World |
\-----/

Artifact acquired.

Now take the Transport to Tallon Overworld South and the Transport to Phazon Mines East.

=====
III-31. Obtaining the Flamethrower
=====

Transport to Tallon Overworld South
=====

Head to the Mine Security Station.

Mine Security Station
=====

Make your way through this room, killing all of the troopers as you go. Near the door to Security Access B there is a gate with a terminal behind it. Use a Power Bomb to destroy the gate, and then scan the terminal to deactivate the force field you passed on your way here. Head back to where the force field was and go through the Red Door.

Storage Depot A
=====

There's some new equipment in the middle of this room. It's the Flamethrower!

/-----\
NEW 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.

Now head to the Elite Research room.

=====
III-32. The Artifact of Warrior
=====

Elite Research
=====

Use a Power Bomb right next to the tank with the large creature inside of it. This will destroy the tank and the creature will start attacking you. Make sure to scan it for a new Creature entry.

* RED ENTRY ALERT! *
* *
* Scan this guy! It's your only chance for the entry! *

```
/-----\
| NEW CREATURE LOG: 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 BATTLE 9: Phazon Elite |
[=====]
| This thing is actually pretty easy to defeat. Just fire at it with your |
| Plasma Beam while Space Jumping over its Wave Quakes. If you seem to always |
| get hit by Wave Quakes when you hit the ground after a jump, that means |
| you're jumping too soon. Besides Wave Quakes, the Phazon Elite will also |
| sometimes walk toward you with its hand outstretched and absorb your |
| attacks. You can't damage it when it's doing this, so just run away until |
| it goes back to Wave Quakes. |
\=====/
```

After you defeat the Phazon Elite, a new Chozo Artifact will appear.

```
/-----\
| NEW ARTIFACT ACQUIRED: Warrior |
|-----|
| Artifact acquired. |
\-----/
```

Now head to Dynamo Access on Level Two.

```
=====
III-33. Obtaining the Phazon Suit
=====
```

Dynamo Access

```
=====
```

There is an Elite Pirate in here that you have to kill. Once you've destroyed it, head through the door to the Central Dynamo.

Central Dynamo

```
=====
```

Destroy the Ice Troopers here, and then go to the White Door that you haven't been through yet. Blow up the rubble in front of it with a Power Bomb, and then head through the door to continue.

Quarantine Access A

```
=====
```

Get into Morph Ball mode and immediately roll into the hole on the right. Roll through the room, and then Bomb Jump out the other side of the tunnel. Scan the blue icon here as quickly as possible to deactivate the Mega Turrets. They can't harm you now, so go ahead and blow them up if you want to. Now go through the Purple Door.

Metroid Quarantine A

=====

Switch to your Scan Visor and scan the terminal with the red icon. This will release some Metroids from containment. Switch to your Ice Beam, and then jump down to the area below. Kill anything that moves by freezing it with your Ice Beam and shooting it with a Missile. Go to the area where the Metroids were previously contained and you should see a huge pit of Phazon. There may also be another Metroid over here, so kill that before doing anything. To the left of the pit are some huge mushrooms. Jump up onto the one that's closest to the Phazon pit and switch to your X-Ray Visor. This should reveal some moving platforms over the pit. Jump across these platforms, and then to the other side of the pit.

There are more Metroids to kill here, so finish them off before they cause you any trouble. Right near this side of the pit is another large mushroom. Jump up on it and switch to your X-Ray Visor. You should see a different moving platform on this side of the pit. Jump onto it and make your way to the ledge on your left. There's a Spider Ball Track up here, so if you don't see one, then you're in the wrong place. Before you use the track, use a Power Bomb. Go into the cave that you just uncovered and use another Power Bomb at the end of it. This will reveal another opening with a Spider Ball Track in it. Ride the track to the end, and then get out of Morph Ball mode and switch to your X-Ray Visor. Look for another invisible platform that is moving up and down. Jump on this platform, ride it to the top, and then jump to the Missile Expansion to collect it.

```
/-----\
|                Obtained Missile Expansion 45                |
\-----/
```

Now get back to the Spider Ball Track where you blew up the first wall. Bomb Jump up to it and ride it as far as you can. Drop down to the track below it and continue to the end. Disconnect from the track and go through the White Door to proceed.

Elevator Access B

=====

Kill the Burrowers in this room, and then jump across the gap to the Red Door. Shoot the door with your Plasma Beam, and then go through it.

Elevator B

=====

Scan the blue icon on your right to activate the elevator, and then walk into the hologram to be taken down to Level Three.

Go through the Red Door here to continue.

Fungall Hall Access

=====

Kill the pirate and jump down to one of the mushrooms below you. Make your way to where the pirate was standing and face away from the door. Walk down to the HUGE mushroom on your right. Underneath this mushroom is a Missile Expansion. You get it by going into Morph Ball mode and rolling under the mushroom. Since there is Phazon down there, you will suffer some damage, but if your energy is almost full, it's not really anything to worry about. If you like being

cautious, you can come back here after you get the next Suit.

```

/-----\
|                   Obtained Missile Expansion 46                   |
\-----/

```

Go through the Red Door to proceed.

Fungall Hall A

=====

Make your way through this room by jumping from mushroom to mushroom. If you fall, head back to where you entered the room and start jumping across them again. There are Hunter Metroids in this room, so have your Ice Beam and Missiles ready to take care of them. Once you reach the Glider, Grapple off of it to reach the White Door. Go through this door when you get to it.

Phazon Mining Tunnel

=====

Use a Power Bomb on the rock blocking your path. Get into Morph Ball mode and roll through the small tunnel you uncover. This will bring you to a mini-maze. Roll all the way to the left until you stop moving. Now use the Boost Ball to get across the platforms on your right. If you roll at normal speed, they will disappear while you're on it and drop you into the Phazon. Exit this area via the small hole on your left and go through the Red Door.

Fungall Hall B

=====

It's pretty dark in here, so switch to your Thermal Visor if you need help seeing. You should also switch to your Ice Beam, because there are Metroids in here. Jump across the mushrooms and shoot the Metroids as you go. Underneath the Red Door on the right (check your map) is a circle of mushrooms. Go down there and use a Power Bomb to find a Missile Expansion.

```

/-----\
|                   Obtained Missile Expansion 47                   |
\-----/

```

Grapple off of the Glider to reach the door on your left. Go through it.

Missile Station Mines

=====

You can reload your Missiles here if you want to. When you're done, head back through the door.

Fungall Hall B

=====

Now Grapple from the Glider to reach the other door. Go through it to continue.

Quarantine Access B

=====

Switch to your X-Ray Visor and your Wave Beam. There are some invisible Bombus in here. You can't scan them, so don't worry about that. Kill them and make your way through this small room by jumping from mushroom to mushroom. Go through the Red Door at the end of the room.

Metroid Quarantine B

=====

Some red Troopers will drop down and start attacking you. Scan one of them to get a new Creature entry.

```
/-----\  
| NEW CREATURE LOG: 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. |  
\-----/
```

Kill these guys with your Plasma Beam. There are two more Plasma Troopers across a Phazon pit. Take them out from here. Ride the Morph Ball Track up and drop to the track below it. Follow this track to the end, and then get out of Morph Ball mode on this platform. Jump to the next platform that's over the Phazon pit. Try not to jump too far to the left or you might end up hitting a rock and falling into the Phazon below you. Walk to the corner of this platform that is closest to the Grapple Point above you, and then Grapple across to the other side of the pit.

Scan the terminal on your left to deactivate the force field. Kill the Plasma Trooper and the two Wave Troopers behind the force field. Now that the enemies are gone, let's explore this room a little.

When you walked through where the force field was, there was a shaft made of Cordite to your right. Go shoot that with a Super Missile to reveal another Missile Expansion.

```
/-----\  
| Obtained Missile Expansion 48 |  
\-----/
```

In the same area as the Missile Expansion, there are a few computer terminals. Scan the one with the red icon to get your last Pirate Data entry.

```
/-----\  
| NEW PIRATE DATA: Special Forces |  
\-----/
```

Now head through the Red Door that is on the same floor as the Missile Expansion and the Pirate Data.

Save Station Mines C

=====

I would recommend that you -SAVE HERE-. When you are done, exit this room.

Metroid Quarantine B

=====

Now head through the Red Door that's up the ramps and at the other side of the room. It's the only door you haven't been through yet.

Elite Quarters Access

=====

Kill the Plasma Trooper that attacks you, and then shoot the snow/ice that's above the partially concealed door. This will give you access to the door, so go through it.

Elite Quarters

=====

There's a really big pirate in the tank ahead of you. Walk close enough to scan it, so that you get the Creature entry.

```
*****
* RED ENTRY ALERT!                                     *
*                                                       *
* Scan this guy! Make sure you scan him each time you die, because you don't *
* want to miss this scan.                             *
*****
```

```
/-----\
| NEW CREATURE LOG: 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.             |
\-----/
```

Uh-oh! It broke out of the tank! Now begins one of the toughest battles in the game. If you die, make sure to scan the Omega Pirate again when you fight it. You don't want to accidentally miss its creature log and not have 100% of your Log Book at the end of the game.

```
[=====]
| BOSS BATTLE 10: Omega Pirate                       |
[=====]
| A lot of people have trouble with this boss, so if |
| you end up dying, don't be too discouraged. You   |
| just have to keep trying. To damage the Omega    |
| Pirate, you're going to have to shoot off the     |
| Phazon plates in four locations on its body. Two  |
| are on its legs and two are near its shoulders.  |
| The Omega Pirate has a long range (plasma cannon),|
| medium range (wave quake), and short range (hitting|
| you with its arms). Other than these three things,|
| the Omega Pirate will also walk around with its   |
| hand outstretched and absorb all of your fire.   |
| You absolutely cannot harm the Omega Pirate when  |
| it is doing this. The only time the Phazon plates |
| are vulnerable to attack is when the Omega Pirate |
| is attacking you. I would recommend that you      |
| attack at the start or finish of every wave quake.|
| Shoot each plate with a Super Missile and then    |
| Omega Pirate will collapse.                       |
|                                                     |
| It's not dead yet, of course. It calls for help   |
| from some of its trooper friends. Kill these guys |
| now if they are Ice Troopers (Ice Beam + Missile) |
| or Power Troopers (Super Missile). If they are   |
| Wave Troopers or Plasma Troopers, don't bother   |
| attacking them now, because that'll take up time |
| that you don't have.                               |
|                                                     |
| Switch to your X-Ray Visor and wait for the Omega |
| Pirate to reappear over
```


| one of the Phazon deposits in the room. He'll still be mostly invisible,
| but you can lock-on and shoot him to cause real damage when he shows up.
| Once he reappears (in "shadow" form), he'll start to replace his Phazon
| plates. Once all four are replaced, you'll have to break them all again to
| do any damage. Shoot him with Super Missiles while he is repairing his
| Phazon plates. After you hit him, he'll disappear, and then reappear at
| another Phazon deposit in the room. More Troopers may also drop down and
| start attacking you. Don't worry about your health, though, worry about the
| Omega Pirate's. Hit him with as many Super Missiles as you can before he
| recharges completely.

| Once he's back up and walking around, kill any Troopers that happen to be
| around as soon as possible, and then repeat the whole process.

| Eventually, you'll kill him.

| Tove Ottemalm Engman sent in this advice:

| "I've come up with an easier way to kill the Omega Pirate (Boss battle 10).
| Instead of shooting him with super missiles when he is visible just lay a
| powerbomb underneath him. This will break all the plates at once. Then
| shoot supermissiles at him when he's invincible and powerbomb him again
| when he is visible. Repeat two or three times and he's dead!"

-----/
The huge creature will fall on Samus, infusing her with Phazon, and making her
Power Suit become the Phazon Suit!

/-----\
NEW SUIT: 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.

-----/
You also end up with...

/-----\
NEW ARM CANNON WEAPON: 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.

Look at all those energy power ups over that Phazon...

Hey, wait! You can walk on Phazon now! Collect this energy, because you're probably relatively low on it right now.

If you didn't forget to scan Omega Pirate, then head back to Save Station Mines C immediately and save your game. You don't want to have to kill that thing again, do you?

=====
III-34. The Artifact of Newborn
=====

Save Station Mines C
=====

Head back to the Phazon Mining Tunnel. We have to pick something up. Watch out for Metroids on your way there, because there are plenty.

Phazon Mining Tunnel
=====

Roll to the right and use a Bomb to destroy the rock. Roll down that way and continue down the tunnel, Bombing each rock that is in your way. At the end of the tunnel, Bomb Jump up to get the last Chozo Artifact.

```
/-----\
| NEW ARTIFACT ACQUIRED: Newborn |
|-----|
| Artifact acquired. |
\-----/
```

Now head back to Elite Quarters.

=====
III-35. The Final Stretch
=====

Elite Quarters
=====

Scan the blue icon to the right of you to activate a platform. Take the platform up and head through the Red Door here to continue.

Processing Center Access
=====

Right in front of you is an Energy Tank.

```
/-----\
|                Obtained Energy Tank 14                |
\-----/
```

Scan the blue icon to open the path, and then walk through the Phazon to the Red Door ahead. Go through this door when you reach it.

Phazon Processing Center
=====

Kill the different kinds of troopers and the Mega Turret here. Now make your way over to the floating platforms and start jumping up them. When you reach the third floating platform, switch to your X-Ray Visor and try to find an invisible platform.

Jump to the platform, and then to the one above it. From here, make the long jump down to the ledge on your left. Use a Power Bomb to break the wall down and collect the final Missile Expansion.

```
/-----\  
|                   Obtained Missile Expansion 49                   |  
\-----/
```

```
*****  
* If you have been following this Walkthrough exactly, then you will have *  
* just unlocked Image Gallery 4 by acquiring all Pickups. You can get to the *  
* Image Gallery from the Main Menu. *  
*****
```

Jump back to the invisible platforms and make your way onto the visible ones again. From the highest floating platform, jump to the platform on the pillar against the wall. Take out troopers as necessary, and then jump over to the next platform. Get into Morph Ball mode and get on the Spider Ball Track. Make your way left by Bomb Jumping. When you reach the end, face away from the White Door here and ride the Spider Ball Track on the pillar to the left. Drop down to the walkway at the end of this track and kill any troopers that are firing at you. Jump to the platform on the pillar that's in the corner. Turn left, and then jump across these square platforms until you can reach the platform on the pillar in the other corner. Turn on your X-Ray Visor if you are having trouble seeing the platforms. This will also reveal an invisible moving platform at the top of the room. Once you get on this platform, just ride it to the end, and then jump off to the platform with the White Door on it. Go through this White Door to proceed.

Transport Access
=====

Head through the next door.

Transport to Magmoor Caverns South
=====

Scan the blue icon and ride the transport to the Magmoor Caverns.

Transport to Phazon Mines West
=====

Head through the door.

Workstation Tunnel
=====

Watch out for Zoomers and Power Bomb the rubble out of your way. Head through the next door.

Magmoor Workstation
=====

This looks familiar. Return to the Landing Site on the Tallon Overworld via the Transport to Tallon Overworld West.

Landing Site

=====
Save your game at Samus's ship, and then head into the Artifact Temple.

Artifact Temple

=====
Walk down to the place where you got your first Artifact to activate all 12 of them and power up the unlocking mechanism. Suddenly you're attacked by a huge flying creature! It swoops in and destroys the central pillar.

Scan this guy to get his Creature entry. Make sure to scan it each time you die and have to fight it again (which will probably happen).

* RED ENTRY ALERT! *
* * * * *
* Scan this guy! Make sure you scan him each time you die, because you don't *
* want to miss this scan. *

/-----\
NEW CREATURE LOG: Meta Ridley
Genetically enhanced Ridley metaform.
Reborn and evolved through Pirate technology, Metal 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 BATTLE 11: Meta Ridley |
[=====]
| This is another boss that a lot of people have problems with. Don't forget |
| to scan him each time you fight him if you're going for 100% Log Book |
| completion. |
| |
| Shoot Ridley with Super Missiles whenever he is hovering in front of you. |
| You can deal damage by hitting him in the mouth or the chest. Dodge his |
| attacks by Dashing, Space Jumping, and hiding behind the remaining pillars. |
| |
| When you get Ridley down to about 20% of his energy, his wings will burn |
| up, and then melee combat begins. This is where it gets hard for most |
| people. The trick is to know when to dodge and when to shoot. After that, |
| all you need is patience. Shoot a Missile at Ridley every time he goes to |
| use an attack other than charging on you. This will make him recoil in |
| pain. Now shoot Missiles at him until he goes back into his normal |
| position. Just keep dodging and shooting when he gives you the opportunity |
| to do so. |
| |
| This might take you a few tries, but eventually you'll get it. |
| |
| Alex Baxter sent in this strategy: |

```
|
| "First, save all the missiles that you have for after his wings burn up--
| its just as fast too use the plasma beam, charged or not. Roll around like
| crazy whenever he makes a bombing run, and he should miss most of the time.
| Then just fry him when he pops up from underneath the platform.
|
| When Ridley lands, switch immediately to the wave beam. Then simply lock on
| and start the wavebreaker. Everytime he goes to charge or breathe fire, he
| is hit and goes into the damagable mode, and the wavebreaker will
| automatically switch targets to his chest. If you have about ~160 missiles,
| less if you're lucky and Ridley doesn't waste time, he will go down without
| hurting you at all. If not, he'll be so close to dead that one or two
| plasma hits will finish him off."
|
\=====/
```

You did it? Cool. Once you defeat Meta Ridley, a dozen Chozo Ghost-looking creatures show up and hover in the spots where the twelve pillars were before. They open the way for you.

Did you scan Meta Ridley? I reminded you twice, so don't blame me if it turns out that you didn't. Anyway, step into the blue aura to be taken to the Impact Crater.

Crater Entry Point
=====

There's a Save Station in here that you can use. I recommend you -SAVE YOUR GAME HERE-. Go through the Red Door to proceed.

Crater Tunnel A
=====

Scan the new swarm of creatures that's running around in here to get a brand new Creature entry.

```
/-----\
| NEW CREATURE LOG: Lumigek
|-----|
| Phazon-charged reptiles.
|
| Natives of Tallon IV, the Lumigeaks travel in swarms to increase their odds
| of survival. They absorb and radiate Phazon energy, making these swarms a
| threat.
\-----/
```

Jump over the Orange Phazon, because your suit is still vulnerable to it. Go through the Red Door ahead.

Phazon Core
=====

There's a new type of Metroid in here. Scan it for another new Creature entry.

```
/-----\
| NEW CREATURE LOG: 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. |

\-----/
Don't bother trying to kill this thing unless you just feel like goofing off.
Each time you kill one, it'll split into two and the two will be vulnerable
only to a random type of weapon. It's best to just avoid these and hurry to the
top, only bothering with them if they attach themselves to you.

Pretty much directly opposite from the door you entered through, there are some
platforms running up the wall that resemble teeth. Climb to the top of these
"teeth", and then jump to the platform next to the highest one. From here,
continue jumping from platform to platform until you can jump to an area in the
middle of the room. From here, walk across the "bridge" to the Red Door and
go through it.

Crater Missile Station

=====

You can reload your Missiles here. You'll probably want them full for what's
coming up soon. Leave this room when you're all set.

Phazon Core

=====

From the door, turn left and follow the wall. Turn right after you pass the
big pointy rock, and then jump to the platform. Continue jumping higher and
higher on these platforms until you can jump to the middle once again. Cross
another "bridge" and head through the Red Door to continue.

Crater Tunnel B

=====

To your left is a Spider Ball Track. Get on it by Bomb Jumping, and then roll
to the end of the track. Bomb Jump to reach the track above you, drop to the
track below you, drop to the track below you, Bomb Jump to the track above you,
drop to the track below you, and then head through the Red Door.

Phazon Infusion Chamber

=====

Ack! There's a huge, black creature in here. Follow it to the next room.

Subchamber One

=====

Scan the beast to get a new Creature entry.

```
*****  
* RED ENTRY ALERT! *  
* * * * *  
* Scan this guy! Make sure you scan him each time you die, because you don't *  
* want to miss this scan. *  
*****
```

/-----\
NEW CREATURE LOG: 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 make it susceptibly 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.

[=====]
| BOSS BATTLE 12: Metroid Prime |
[=====]

| Look to see what color the "veins" (not the eyes) on Metroid Prime are. |
| Respond with a Charge Beam of whichever color it is. Wait for it to recoil, |
| and then pause to see what color it has changed to. Follow up with another |
| Charge Beam, and then watch it recoil. Now to the next part of the battle. |
|

| Subchamber Two
| =====
|

| Now you'll have to go through three color changes. Also new to this part is |
| that Metroid Prime will charge at you. When it does this, roll into one of |
| the grooves in the ground to avoid being hit. After you make it recoil |
| three times, you'll move to the next area. |
|

| Subchamber Three
| =====
|

| Basically the same thing as before, but now it will cycle through all four |
| different colors. When it turns red, do not use the Flamethrower, because |
| all it seems to do is waste Missiles. Just fire normal shots with your |
| Plasma Beam when it turns red. |
|

| Subchamber Four
| =====
|

| Now Metroid Prime changes colors as often as it wants to. It doesn't wait |
| for you to hit it this time. Basically, it's going to throw everything it's |
| got at you until you deplete the rest of its energy. Once you've taken it |
out, it will fall down to a room below.

Walk to where it fell and you'll go to the next area.

Metroid Prime Lair
=====

Now it looks more like a Metroid. Scan it to get a different Creature entry.

* RED ENTRY ALERT! *
* * *
* Scan this guy! Make sure you scan him each time you die, because you don't *
* want to miss this scan. *

/-----\
| NEW CREATURE LOG: Metroid Prime (Second Form) |

| 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. |
\-----/

* If you have been following this Walkthrough exactly, then you will have *
* just unlocked Image Gallery 2 by downloading 100% of all the Log Book *
* scans. You can get to the Image Gallery from the Main Menu. *

[=====]
| BOSS BATTLE 13: Metroid Prime (Second Form) |
[=====]

| This battle can be very tough or very simple depending on how much energy |
| you have left right now. Regardless, if you are good at dodging and aiming, |
| you'll probably still survive. |
| | |

| Metroid Prime only has two real attacks, a sort of charge attack and a |
| plasma quake (similar to the Elite Pirate's wave quake). If you stay far |
| enough away from it, you'll never have to worry about its charges hitting |
| you, but you'll be Space Jumping over the flame rings from the plasma quake |
| for the entire battle. |
| | |

| Avoid its attacks and wait for it to make a Phazon deposit on the ground. |
| When it makes the deposit, it will also likely change its visibility. Cycle |
| through the Thermal, X-Ray, and Battle Visors until you can see Metroid |
| Prime, and then stand in the Phazon deposit, lock-on, and fire at it like |
| crazy. Just hold down the A Button to fire a constant stream at it. This is |
| the only way to hurt Prime in this form. |
| | |

| Sometimes when Prime makes Phazon deposits, a few Metroid might appear as |
| well. If they start to get on your nerves, just get into Morph Ball mode |
| and use a Power Bomb to decimate them. |
| | |

| Once you've depleted all of its energy, you've beaten the game! |
\=====/

Congratulations, because you've just completed the game! Depending on what
percentage your save file is at, you'll get one of three endings. The endings
are pretty similar except for a few small differences.

* If this is your first time playing through the game, then you've just *
* Activated/Unlocked Hard Mode. *

* You can now use the Metroid Fusion Suit in Metroid Prime by connecting *
* Metroid Fusion for the Game Boy Advance to Metroid Prime. See the "Game *
* Bonuses" section for more information. *

* If you played through the game on Hard Mode, then you've just unlocked *

=====
IV. Pickups
=====

Pickups are listed by order of appearance in the walkthrough.

=====
IV-A. Energy Tank Locations
=====

/-----\
Energy Tank 1 (Chozo Ruins)
Location: Through the door that needs to be opened with a Missile in the
Hive Totem room (the room where you got the Missile Launcher and fought the
Hive Mecha). It's in the room called Transport Access North.
\-----/

/-----\
Energy Tank 2 (Chozo Ruins)
Location: On a ledge in the Main Plaza of the Chozo Ruins. To get it you
need to head through the Vault and exit through the room called Plaza
Access.
\-----/

/-----\
Energy Tank 3 (Chozo Ruins)
Location: In the Furnace of the Chozo Ruins. Look for the part of the
Walkthrough where we first scan the "Morph Ball Slot" for detailed
information on how to get to the Furnace.
\-----/

/-----\
Energy Tank 4 (Magmoor Caverns)
Location: In the Transport Tunnel A mini-maze. When you enter the maze from
the right side, stop over the first discolored block. You have to do a lot
of double Bomb Jumps to get this tank. The problem is, all of the places
where you have to Bomb Jump have destructible floors that disappear after
two bombs have hit them. If you fall into the lava, Bomb Jump out as soon
as possible. This may become very annoying, but it's well worth it in the
long run.
Mark Seiden had this to add:
I found a much easier way to get [this tank]...
Listen to the drum in the background music that beats steadily, Follow this
pattern for 4 beats...Bomb, Wait, Bomb, Bomb...and it's that simple... as
soon as I figured this out (after an hour of failing) I got it on the
second try.
\-----/

/-----\
Energy Tank 5 (Phendrana Drifts)

| Location: In the Ruined Courtyard, head to the right and activate the |
| Spinner there by using the Boost Ball. This should open up the pipes high |
| above you. Directly across from this Spinner is another one. Go to it and |
| activate it the same way you did this one. This will open the two remaining |
| pipes and activate a Morph Ball Slot above you. To get to this Morph Ball |
| Slot, start from the door that leads to the Courtyard Entryway and head |
| left. Jump across the pieces of ice/snow as they get taller and taller and |
| the jump to the platform with the slot on it. Do a Bomb Jump to get into |
| the slot and then use a Bomb to activate it. This will make water pouring |
| out from the pipes. Face away from the slot and jump across the floating |
| pieces of ice until you see a circular hole with yellow lights around it. |
| You want to get in that hole. Inside, you will find an Energy Tank. |
\-----/

/-----\
| Energy Tank 6 (Phendrana Drifts) |
\-----/

| Location: In Research Lab Aether, drop down to the bottom floor and look |
|| for a containment tank with an Energy Tank inside of it. Shoot the tank |
| with a Missile and collect your Energy Tank. |
\-----/

/-----\
| Energy Tank 7 (Magmoor Caverns) |
\-----/

| Location: In the Magmoor Workstation, kill the three Flying Pirates in here |
| and jump down to the lower level. Switch to your Thermal Visor and you |
| should be able to see three different Power Conduits around this room. |
| Shoot each one with your Wave Beam to open a new path. In the middle of |
| this room, where you can see a couple of Triclops below, there is a hole |
| for you to roll into. Kill the two Triclops down here and head down the |
| tunnel where the lava has been cooled. Scan the blue monitor here to cool |
| another tunnel, and roll back out into the main room. Roll into the tunnel |
| that is second on the right. The first one is just the tunnel you entered |
| this area through. Scan the blue monitor here and head back into the main |
| room again. This time, the tunnel you want is directly on your right. Roll |
| down here, and at the end you'll find an Energy Tank! |
\-----/

/-----\
| Energy Tank 8 (Chozo Ruins) |
\-----/

| Location: In the Hall of the Elders, head to the colorful panels and shoot |
| the white one with your Ice Beam. Activate the Morph Ball Slot with a Bomb |
| and then have the Chozo statue throw you again. This will bring you to a |
| small room that contains only an Energy Tank. Collect the tank and head |
| through the small tunnel to get out of here. |
\-----/

/-----\
| Energy Tank 9 (Tallon Overworld) |
\-----/

| Location: In Cargo Freight Lift to Deck Gamma, in the Crashed Space |
| Pirate's Frigate. Follow the left wall straight ahead and shoot the glass |
| out with a Missile. Enter this small area to collect an Energy Tank. |
\-----/

/-----\
| Energy Tank 10 (Tallon Overworld) |
\-----/

| Location: In the Hydro Access Tunnel, in the Crashed Space Pirate's |
| Frigate. Get into Morph Ball mode and roll into the small tunnel. This will |
| take you to a mini-maze. Your Bomb Jumps will make you go a lot higher in |
| here. Bomb Jump up and then head to the right. Drop down here and stop. |
| High above you is an Energy Tank. To get it you are going to need |
| impeccable Bomb Jump timing and a lot of patience. You should lay a Bomb |
| just before the peak of each Bomb Jump to make it up there. Once you get |
| high enough, the Energy Tank is on your left. |
\-----/

/-----\
Energy Tank 11 (Phazon Mines)

| Location: In the Ventilation Shaft, at the end of the tunnel, use a Power |
| Bomb to destroy the grating. Roll into the opening this creates, go through |
| the short tunnel, and scan the blue icon on the other side to turn on the |
| fan. This will cause all of the Plated Puffers to smash into the fan and |
| make the room poison-free. Get back into the main part of the room and |
| collect the Energy Tank in front of you. |
\-----/

/-----\
Energy Tank 12 (Chozo Ruins)

| Location: In the Training Chamber, kill the Chozo Ghosts here. Get in the |
| half-pipe and go into Morph Ball mode. Boost Ball up to the slot on the |
| right side and activate it with a Bomb. Get over to the small elevator |
| quickly, and then when it reaches the top, Bomb Jump and ride the Spider |
| Ball Track. Roll through the tunnel and collect your Energy Tank. |
\-----/

/-----\
Energy Tank 13 (Phendrana Drifts)

| Location: In Transport Access, face away from the door to the Transport to |
| Magmoor Caverns South. To your right, you should see a wall of ice. Shoot |
| it with your Plasma Beam to destroy it. Jump into the new opening, get into |
| Morph Ball mode, and roll in to collect your shiny new Energy Tank. |
\-----/

/-----\
Energy Tank 14 (Phazon Mines)

| Location: In Processing Center Access, after beating Omega Pirate. |
\-----/

=====
IV-B. Missile Expansion Locations
=====

/-----\
Missile Expansion 1 (Chozo Ruins)

| Location: In the Ruined Gallery Stand near the door that leads to the North |
| Atrium and look across to the other side of the room. On the lower-left, |
| near the water, you should notice that the wall looks different. Shoot it |
| with a Missile and then collect the expansion. |
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Missile Expansion 2 (Tallon Overworld)
Location: At the Landing Site, head slightly to the right behind your ship.
On your left, you should notice a short cave with Tangle Weeds in it. Get
into Morph Ball mode and roll inside. Collect the expansion here.
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Missile Expansion 3 (Chozo Ruins)
Location: In the Burn Dome in the Chozo Ruins. After you defeat the
Incinerator Drone, directly across from the only door in this room is a
small wall that you can Bomb. Roll through the tunnel that the Bomb creates
and collect a Missile Expansion.
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Missile Expansion 4 (Chozo Ruins)
Location: In Watery Hall Access, between the two descending ramps in this
room is a small "island" in the water. Shoot the wall directly next to this
"island" with a Missile to collect your expansion.
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Missile Expansion 5 (Chozo Ruins)
Location: Right near where you got the Charge Beam (Watery Hall), there is
a circular entrance that needs to be Bombed open. Go through the Dynamo
Access tunnel that leads to the Dynamo. To the right of the entrance, you
should notice a metal gate that appears to be blocking some sort of cave.
Shoot this gate with a Missile and then collect the Missile Expansion
behind it.
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Missile Expansion 6 (Chozo Ruins)
Location: In the Ruined Shrine, get into Morph Ball mode and roll through
the small hole. Kill the enemies once you get out of the hole, and then
look at the right side of the room. You should see a small tunnel that is
blocked off. Use a Morph Ball Bomb to get rid of it and then roll into the
hole. Inside is a Missile Expansion.
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Missile Expansion 7 (Chozo Ruins)
Location: In the Ruined Nursery, head to the door that takes you to the
North Atrium, but don't go through it. Face away from the door, walk
forward a bit, and then turn left. You should notice a weird tunnel
cut-out in the wall in front of you. Head down to the ground level and look
at the wall with the cut-out in it. You should see a small platform on the
ground. Get on that platform and go into Morph Ball mode. Use a Bomb Jump
to get into the crevice and blow up the pale block that is underneath the
dark block with a Bomb. Now go back up to the higher entrance and make
your way through with Bomb Jumps and Bombing the blocks in your way. At
the end of this thing is a Missile Expansion.
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| Missile Expansion 8 (Chozo Ruins) |  
|-----|  
| Location: In the Ruined Ruined Gallery, head down to the area where the |  
| door to the Map Station is. Face away from this door and you should notice |  
| a small tunnel that is slightly off the ground on the wall in front of you. |  
| Roll over there, use a Bomb Jump to get inside, and collect your Missile |  
| Expansion. |  
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| Missile Expansion 9 (Chozo Ruins) |  
|-----|  
| Location: In the Vault, face away from the door that leads to the Plaza |  
| Access. You should notice three circular slots with glowing rings around |  
| them. You have to get into each of these slots and use a Bomb. Before doing |  
| that, however, you have to Bomb the gates off of the slots. To activate the |  
| middle and highest slots, you'll have to use Bomb Jumps. It may take you a |  
| few tries to get the timing right, but don't get discouraged. Once you |  
| have Bombed all three slots, the cage in the middle of the room will open |  
| to reveal a Missile Expansion. |  
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| Missile Expansion 10 (Magmoor Caverns) |  
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| Location: Make your way underneath the grating in the Triclops Pit to find |  
| a room called Storage Cavern. The Missile Expansion is in this room. |  
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| Missile Expansion 11 (Magmoor Caverns) |  
|-----|  
| Location: In the Fiery Shores (from the door to the Shores Tunnel), hop |  
| across the lava and onto the platform. Be cautious of the flames on the |  
| ceiling, because you do not want to run into them. Jump to the next |  
| platform and kill the Magmoor here. Get to where the Triclops is running |  
| around, get into Morph Ball mode, and kill it. Now use a Bomb Jump to get |  
| into the small tunnel. Once you get through it, shoot the crates and get |  
| back into Morph Ball mode. Follow the path behind where the crates were. |  
| Bomb Jump your way up to the catwalk, and then carefully make your way over |  
| it. At the end of the catwalk is the Missile Expansion. |  
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| Missile Expansion 12 (Tallon Overworld) |  
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| Location: In Transport Tunnel B, in the middle of the room is a bridge with |  
| a Missile Expansion underneath it. Just jump down to collect it. |  
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| Missile Expansion 13 (Chozo Ruins) |  
|-----|  
| Location: In the Main Plaza, head to the half-pipe in the middle of the |  
| room. On the side of the half-pipe that is furthest away from the Ruined |  
| Shrine is a Missile Expansion. Just use your Boost Ball to get it, this one |  
| should be fairly easy. |  
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| Missile Expansion 14 (Chozo Ruins) |  
|-----|  
| Location: In the Ruined Shrine, jump on the step and then up to the |  
| half-pipe right above it. Get into Morph Ball mode and Boost yourself up to |  
| the right side. Roll down the small tunnel here to collect your Missile |  
| Expansion. |  
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| Missile Expansion 15 (Chozo Ruins) |  
|-----|  
| Location: In the Gathering Hall, get up to the door that takes you to the |  
| East Atrium. To the right and left of the door, you should notice two short |  
| red pillar-things. Jump on one of them and then Space Jump to the platform |  
| above the door. Use a Morph Ball Bomb to blow up the grate, and then |  
| collect your Missile Expansion. |  
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| Missile Expansion 16 (Phendrana Drifts) |  
|-----|  
| Location: In Research Lab Aether, activate the elevator on the ground floor |  
| by scanning the blue icon. Ride the elevator up and head up the blue |  
| walkway. You should notice a very narrow catwalk above you. Jump up the the |  
| small platform at the beginning of this catwalk, get into Morph Ball mode, |  
| and roll across it very slowly. At the end of the catwalk is a Missile |  
| Expansion. |  
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| Missile Expansion 17 (Phendrana Drifts) |  
|-----|  
| Location: In Phendrana Shorelines. If you're facing the door that leads to |  
| the Temple Entryway, head a little to the left. There should be a Cordite |  
| statue on the wall. Shoot it with your Super Missiles, and then scan where |  
| the statue was to open a new path just to the left of where the statue |  
| was. Get into Morph Ball mode and use the Spider Ball Track inside of this |  
| new place to get a Missile Expansion. |  
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| Missile Expansion 18 (Phendrana Drifts) |  
|-----|  
| Location: In Ice Ruins East, from the door that leads to Ice Ruins Access, |  
| head straight. Turn right when you clear the first building and make your |  
| way up the steps ahead. Follow this path to the left. After you jump across |  
| the broken bridge, walk through the small opening and turn left. In the |  
| pillar to your left is a Spider Ball Track. Use the track and collect the |  
| Missile Expansion at the end of it. |  
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| Missile Expansion 19 (Phendrana Drifts) |  
|-----|  
| Location: In Research Lab Hydra, kill any Pirates, Turrets, and Metroids |  
| that come after you in this room, and head towards the top floor. Shoot the |  
| Large Pillar here with Super Missiles to reveal a Missile Expansion. |  
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| Missile Expansion 20 (Chozo Ruins) |
|-----|
| Location: In the Main Plaza, get to the platform on top of the door that |
| leads to the Ruined Shrine Access. On the tree in front of you, there |
| should be a spot where your Beam weapons bounce off of it. Shoot this spot |
| with some Super Missiles. Now Space Jump over to the hole in the tree and |
| collect your Missile Expansion. |
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| Missile Expansion 21 (Chozo Ruins) |
|-----|
| Location: In the Ruined Fountain, get into Morph Ball mode and get in the |
| fountain when the water isn't spraying out of it. When the water lifts you |
| to the ceiling, press the R Button to start riding on the Spider Ball |
| Track. Roll to the end to get a Missile Expansion. |
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| Missile Expansion 22 (Chozo Ruins) |
|-----|
| Location: In the Dynamo, to the left of the door, you should see a Spider |
| Ball Track. Jump on the ledge and then follow the track up to get another |
| Missile Expansion. |
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| Missile Expansion 23 (Chozo Ruins) |
|-----|
| Location: In the Crossway, Shoot the Cordite on the ledge where the three |
| Chozo Lore entries are with a Super Missile and scan the area where it was |
| to reveal a Spider Ball Track above you. Use the Boost Ball on the |
| half-pipe to reach the Spider Ball Track you just uncovered. Roll to the |
| end of the short track and use a Bomb Jump to get into the Morph Ball Slot. |
| Bomb the slot to reveal a Morph Ball Track on the other side of the |
| half-pipe. Do the same thing over here that you just did. This will lower a |
| piston to ground level. Roll onto this piston before the timer runs out and |
| you will be carried up to a small tunnel. Take it left and collect another |
| Missile Expansion. |
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| Missile Expansion 24 (Tallon Overworld) |
|-----|
| Location: In the Overgrown Cavern, shoot the Venom Weeds below you and then |
| roll through the branches to collect a Missile Expansion. |
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| Missile Expansion 25 (Chozo Ruins) |
|-----|
| Location: In the Watery Hall, face away from the runic symbol that's below |
| the area with all of the Eyons. Get into Morph Ball mode and roll straight |
| ahead into the water. Get out of Morph Ball mode once you hit the wall, and |
| then Space Jump out of the water. Before you is a Missile Expansion. |
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| Missile Expansion 26 (Tallon Overworld)

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| Location: Enter the Frigate Crash Site through the Waterfall Cavern. Kill
| the Beetles and Flying Pirates, and then jump into the water. Follow the
| left wall and keep looking up until you see a Missile Expansion. You have
to Space Jump from the branches on your right to reach them.

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| Missile Expansion 27 (Tallon Overworld)

| -----
| Location: In the Biohazard Containment on the Crashed Space Pirate Frigate.
| Jump down to the bottom of the room and use your Scan Visor to look for a
| door made of Cordite. Shoot it with Super Missiles once you find it to
reveal a Missile Expansion.

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| Missile Expansion 28 (Phazon Mines)

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| Location: In the Main Quarry, climb the catwalk and be prepared to take out
| a few Space Pirates. Once you reach the Pirate structure, head across the
| bridges and get onto the rocky ledge on the other side. Jump on top of the
| rock and to the top of the structure.
|

| Switch to your Thermal Visor and search for a Power Conduit. Once you find
| it, shoot it with the Wave Beam. This will activate a terminal inside of
| the structure you're standing on.
|

| Just head left around the pillar to find the entrance that leads to the
| terminal. Scan the terminal to activate some crane controls. Once you've
| done this, head back out and around the pillar. Get into Morph Ball mode
| and use the Spider Ball Track. Once you reach the "pole" at the end, let
| go of the R Button and try not to fall off. Use a Bomb Jump to get up into
the crevice and collect the Missile Expansion.

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| Missile Expansion 29 (Phazon Mines)

| -----
| Location: In the Elite Research room, get into the Spinner and use the
| Boost Ball to rotate the Pulse Beam until it is facing directly to the
| left. Scan the terminal to fire the Beam and reveal a Missile Expansion.
Jump over the gap to collect it.

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| Missile Expansion 30 (Phazon Mines)

| -----
| Location: In the Elite Control Access room, face away from the White Door
| and you'll see an explosive box up on a ledge across from you. Shoot this
| box from a decent distance (so that you don't get damaged) to reveal a
| Missile Expansion. Jump over to the vent, get into Morph Ball mode, and
Bomb Jump to collect it.

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| Missile Expansion 31 (Phazon Mines)

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| Location: In Security Access A, use a Power Bomb against the grate. Go
|

| inside of the new opening to collect a Missile Expansion. |

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| Missile Expansion 32 (Tallon Overworld) |

| Location: In the Life Grove Tunnel, use a Power Bomb on the rock blocking |
| your path. Get into Morph Ball mode and roll through the small tunnel you |
| just cleared. This will bring you to a short mini-maze. Roll to your right |
| and Bomb Jump over the first bump. Now you'll be in a sort of half-pipe |
| thing. If you can manage to Boost Ball your way all the way to the top |
| platform and then lay a Bomb, you'll get a Missile Expansion. You'll have |
| to learn how to use the Boost Ball well to get this one. |

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| Missile Expansion 33 (Tallon Overworld) |

| Location: In the Great Tree Hall, from the Spider Ball Track tree, face |
| towards the White Door across the room. Jump to the platform on your left, |
| face the White Door again, and then switch to your X-Ray Visor. You should |
| see a new platform right in front of you. Jump onto this platform, and then |
| turn right, towards the Blue Door that you haven't been through yet. Space |
| Jump over the the platform with that door on it, and then go through it. |
| The room with the expansion is called Great Tree Chamber. |

/-----\
| Missile Expansion 34 (Chozo Ruins) |

| Location: In the Furnace, look for an area of the floor that is very beat |
| up and cracked. Use a Power Bomb here to reveal a half-pipe. Use the Boost |
| Ball in the half-pipe to reach a Spider Ball Track. Once you're on it, try |
| to avoid the Plated Parasites and roll to the left. Bomb Jump to get onto |
| the track against the wall and follow it until you can see your shadow over |
| a path below you. Let go of the R Button and slowly make your way across |
| this path. Get on the Spider Ball Track at the end of it and continue |
| rolling. Drop from this track to one below it and keep on going. It's time |
| to drop down to another path below you. This time your shadow is going to |
| be harder to see, so be careful. Follow this until it ends, and then Bomb |
| Jump up to another Spider Ball Track. Go with this track to the top and |
| collect a Missile Expansion. |

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| Missile Expansion 35 (Chozo Ruins) |

| Location: In the Training Chamber Access tunnel, right next to the Purple |
| Door, are a bunch of red leaves. Get into your Morph Ball mode and roll |
| into these leaves to find a secret passage. At the end of this passage is a |
| Missile Expansion. |

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| Missile Expansion 36 (Chozo Ruins) |

| Location: In the Main Plaza (enter through the Training Chamber), turn left |
| and look for the Grapple Point above you. Space Jump toward the Grapple |
| Point and Grapple across to collect a Missile expansion. |

/-----\
Missile Expansion 37 (Magmoor Caverns)
Location: In the Triclops Pit, from the door the the Pit Tunnel, follow the
right wall until you come to some crates. Destroy the crates and switch to
your X-Ray Visor. You should now see a platform across from you. Space Jump
over to this platform. These platforms slowly descend once you get on them,
so you'll have to hurry. Turn left, jump to the next platform, turn left
again, and jump to the final platform. Shoot the pillar in front of you
with a Super Missile, and then jump over to collect your Missile Expansion.
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Missile Expansion 38 (Phendrana Drifts)
Location: In the Quarantine Cave, use the Grapple Points swing over to a
platform. Over here is a small tunnel that you can enter in Morph Ball
mode. Head through the tunnel to reach the Quarantine Monitor. In the
middle of this room is a Missile Expansion.
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Missile Expansion 39 (Phendrana Drifts)
Location: In the Phendrana Shorelines, from the little cave that leads to
Save Station B, follow the right wall until you walk between a pillar and
the wall. If you turn left and look at the pillar, you'll see a Missile
Expansion behind some ice. Shoot the ice with your Plasma Beam and collect
the expansion.
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Missile Expansion 40 (Phendrana Drifts)
Location: In the Ice Ruins East. Stay on the ground level and head towards
the door to the Plaza Walkway. When you're right below the door, face right
to find some more ice. Shoot it with your Plasma Beam, and then go inside
to collect another Missile Expansion.
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Missile Expansion 41 (Phendrana Drifts)
Location: In the Frost Cave, from the door to Frost Cave Access, kill the
two Flying Pirates here, and then use the Glider as a Grapple Point to
reach a ledge opposite the door to Frost Cave Access. From the highest
point here, look at the ceiling. You should see a Stalactite up there, so
when you find it, shoot it with a Missile to knock it down. The Stalactite
will fall into the frozen pond below and create an opening in it. Jump into
the pond and collect your Missile Expansion.
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Missile Expansion 42 (Phendrana Drifts)
Location: In the Gravity Chamber, get out of the water and shoot the
icicles on the ceiling with your Plasma Beam to destroy them and reveal a
Grapple Point. Get to the door that takes you to Chamber Access and face
away from it. Now use the Grapple Point to reach the Missile Expansion
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| up here. |

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| Missile Expansion 43 (Tallon Overworld) |

| Location: In the Root Cave, kill the Beetles, and then start climbing. |
| Climb all the way up to the door that leads to the Root Tunnel, and then |
| Grapple to the point across from it. Make your way to the platform on your |
| right, and then jump up to the next platform. Watch out for Zoomers and |
| kill the Bloodflower. Go to where the creature was, and then jump to the |
| platform on your right (it has a Zoomer on it, so shoot it before you |
| jump). Switch to your X-Ray Visor and jump across the platforms you |
| couldn't normally see. Once you get to the big area that you can see |
| without the X-Ray Visor, turn around. Jump to the invisible platform to |
| your left, turn left, and jump over to collect your Missile Expansion. |

/-----\
| Missile Expansion 44 (Tallon Overworld) |

| Location: From where you collected Missile Expansion 43, get back on the |
| platform you jumped here from and Space Jump over to the Red Door. Shoot it |
| with your Plasma Beam, and then go through it. You'll now be in a room |
| called the Arbor Chamber. Collect the Missile Expansion in the middle of |
| this room. |

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| Missile Expansion 45 (Phazon Mines) |

| Location: In Metroid Quarantine A, jump on the single large mushroom that |
| is on one side of the Phazon pit. Jump up on it and switch to your X-Ray |
| Visor. You should see a moving platform on this side of the pit. Jump onto |
| it and make your way to the ledge on your left. There's a Spider Ball Track |
| up here, so if you don't see one, then you're in the wrong place. Before |
| you use the track, use a Power Bomb. Go into the cave that you just |
| uncovered and use another Power Bomb at the end of it. This will reveal |
| another opening with a Spider Ball Track in it. Ride the track to the end, |
| and then get out of Morph Ball mode and switch to your X-Ray Visor. Look |
| for another invisible platform that is moving up and down. Jump on this |
| platform, ride it to the top, and then jump to the Missile Expansion to |
| collect it. |

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| Missile Expansion 46 (Phazon Mines) |

| Location: In Fungall Hall Access, underneath the huge mushroom that's |
| surrounded by Phazon. You get it by going into Morph Ball mode and rolling |
| under the mushroom. Since there is Phazon down there, you will suffer some |
| damage, but if your energy is almost full, it's not really anything to |
| worry about. If you like being cautious, you can come back here after you |
| get the next Suit. |

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| Missile Expansion 47 (Phazon Mines) |

| Location: In Fungall Hall B, underneath the door to Quarantine Access B. |

| There is a circle of small mushrooms here. Use a Power Bomb to reveal the
| Missile Expansion.

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| Missile Expansion 49 (Phazon Mines) |

| Location: In the Phazon Processing Center, kill the different kinds of
| troopers and the Mega Turret here. Now make your way over to the floating
| platforms and start jumping up them. When you reach the third floating
| platform, switch to your X-Ray Visor and try to find an invisible platform.

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| Missile Expansion 48 (Phazon Mines) |

| Location: In Metroid Quarantine B, on the other side of the Phazon pit,
| just to your right when you enter the structure that was blocked by a force
| field. Shoot the Cordite shaft with a Super Missile to reveal this Missile
| Expansion.

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| Missile Expansion 49 (Phazon Mines) |

| Location: In the Phazon Processing Center, kill the different kinds of
| troopers and the Mega Turret here. Now make your way over to the floating
| platforms and start jumping up them. When you reach the third floating
| platform, switch to your X-Ray Visor and try to find an invisible platform.

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IV-C. Power Bomb Expansion Locations
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| Power Bomb Expansion 1 (Chozo Ruins) |

| Location: In the Magma Pool, use your Grapple Beam to Grapple across to the
| other side. As soon as you land, get into Morph Ball mode and lay a Power
| Bomb to blow up the wall. Pick up your very first Power Bomb Expansion.

/-----\
| Power Bomb Expansion 2 (Magmoor Caverns) |

| Location: In the Warrior Shrine, use a Power Bomb at the base of the
| statue. This will create an opening. If you didn't fall in it already, go
| down there. Get out of Morph Ball mode and jump up to collect a Power Bomb
| Expansion.

/-----\
| Power Bomb Expansion 3 (Phendrana Drifts) |

| Location: In the Ice Ruins West, from the door to the Courtyard Entryway,
| jump straight across the gaps until you reach the structure with the crates
| on it. Shoot the ice here with your Plasma Beam, and then drop into the new
| opening to collect a Power Bomb Expansion.

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| Power Bomb Expansion 4 (Phendrana Drifts) |  
|-----|  
| Location: In Phendrana's Edge, head left from the door to the Upper Edge |  
| Tunnel. Jump across the gap to the platform. Turn right and jump across the |  
| broken bridge. Now jump to the platform on your left. From here, you'll be |  
| able to reach a Grapple Point to your right. Grapple from here to the next |  
| point to the left, and then to the platform against the wall ahead of you. |  
| Jump up the two floating platforms and look for another platform to jump |  
| to. Once you're up here, it's time to use the Glider as a Grapple Point. |  
| Your goal is to get to the platform on the left side of you, so do whatever |  
| you can to make that happen. Roll through the tunnel here to get to the |  
| Security Cave and get your last Power Bomb Expansion. |  
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V. Boss Battles  
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[=====  
| BOSS BATTLE 1: Parasite Queen |  
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| Okay, there's something you should know before you just start blasting away |  
| at this thing: there is a partial force field that moves around the tank |  
| that the Parasite Queen is in. You cannot hit the queen through the blue |  
| panels that move around, only the red ones. Unluckily for you, the Queen |  
| can fire her powerful blasts through the force field. The field cycles |  
| between slower-moving alternate colors and a freaked out fast-moving |  
| pattern that is nearly impenetrable to your weapons. Suffice to say, you |  
| should deal the most damage during the slow-moving pattern. |  
| |  
| Now that we've got that covered, a good way to start this battle is to |  
| lock-on to the Queen's head. Keep holding down the L Button once you've |  
| done this and press Left or Right on the Control Stick along with the |  
| B Button to Dash sideways for all movement. I find it easiest to just keep |  
| circling to the left using this method. While you're circling be sure to |  
| shoot at the Queen every chance that you get. Use Missiles if you've got |  
| them, but be sure to save at least two. |  
| |  
| You shouldn't have much trouble with this boss, but even if you do--you |  
| have your game saved right before this room. |  
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| BOSS BATTLE 2: Hive Mecha |  
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| This boss doesn't really pose a threat, considering that it doesn't have |  
| any attacks of its own. The only thing you have to worry about are the Ram |  
| War Wasps that it releases to attack you. The wasps will circle around you |  
| very quickly and then stop moving at a certain point before they attack. |  
| When they stop moving and when they are first released are when you should |  
| attack them. After you kill each group of wasps, you'll see that the |  
| "mouth" that released them is glowing red. When this happens, it's time to |  
| lock-on and destroy one of Hive Mecha's four access ports. After you've |  
| destroyed all four ports, you've won the battle. |  
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[=====  
| BOSS BATTLE 3: Incinerator Drone |
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| This is a fairly easy battle. All you have to do is concentrate on avoiding |
| the flames, really. Every so often, the drone will pop its "head" out. When |
| it does this, shoot it as many times as you can. If you hit it enough, it |
| will shoot flames at the hives on the ceiling. Make this happen four times |
| to win the battle. |
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[=====]
| BOSS BATTLE 4: Flaahgra |
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| There's only one way to defeat this thing. You have to flip the Mirror |
| Arrays that surround the room so that they are not shining sunlight on |
| Flaahgra. You do this by shooting the back of them with either your Charge |
| Beam or a Missile. Once you've done that, you have to get into Morph |
| Ball mode and then roll down one of the tunnels that house the tentacles. |
| Once you reach the end of the tunnel, just use a Bomb to destroy it. |
| When you destroy all four tentacles, you've won the battle. |
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| Flaahgra has a few attacks, but nothing you should really worry about. To |
| prevent it from attacking, you can shoot it with a couple of Missiles or |
| shots from your Arm Cannon to stun it momentarily. After you destroy the |
| first tentacle, you will have to flip two Mirror Arrays in order to destroy |
| another one. After that it's three, and then finally four. Not only that, |
| but if you are too slow, Flaahgra will actually hit the Arrays that you |
| flipped back into their original positions if you take too long. Stunning |
| it becomes very helpful when you have to flip all four Mirror Arrays to |
| finish it off. |
```

```
| I find it easiest to lock-on to Flaahgra and then Dash around the room for |
| nearly the entire battle. If you align yourself just right, you can |
| actually hit the Mirror Arrays when you Dash by them even though you are |
| locked-on to Flaahgra. |
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[=====]
| BOSS BATTLE 5: Sheegoth |
[=====]
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| This is actually a very easy boss battle, considering the size and looks |
| of the creature. Take this thing out the same way that you would a Baby |
| Sheegoth. Circle around it to avoid its attacks, and then after it attempts |
| a breath attack, shoot it with a couple Missiles in the face. Just keep at |
| it and you should have this thing beaten in no time. |
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[=====]
| BOSS BATTLE 6: Thardus |
[=====]
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| Okay, this battle isn't going to be too tough, so don't worry about it. |
| Just put on your Thermal Visor and lock-on to Thardus's weak spot. Shoot it |
| several times, and then you'll be able to see it even without the Thermal |
| Visor. |
```

```
| Thardus has a few attacks. The most common are when he rolls into a ball |
| and tries to crush you or when he throws large pieces of rock at you. The |
| ball attack can be avoided by standing in the middle or Dashing out of the |
| way. To avoid the rocks that he throws, simply shoot them before they hit |
| you. This will also usually leave you with some energy pickups. If Thardus |
| freezes you, just hit the B Button repeatedly to escape. |
```

| If your Thermal Visor becomes overloaded, switch back to your Combat Visor |
| by pressing Up on the Control Pad. You should be able to lock-on to |
| Thardus's weak point without the Thermal Visor when this happens. |

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|

[=====]

| BOSS BATTLE 7: Chozo Ghosts |

[=====]

| Okay, there's only three of these guys, but they're still kind of tough if |
| you don't know what you're doing. Switch to your Power Beam, because that's |
| the only weapon you're going to be able to hurt these with. Use Super |
| Missiles to kill these guys quickly. When they shoot a projectile at you, |
| jump over it or dash out of the way to avoid being hit. If this hits you, |
| you won't be able to fire for a few seconds. |

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|

[=====]

| BOSS BATTLE 8: Elite Pirate |

[=====]

| Switch to your Thermal Visor and you should be able to target the Plasma |
| Rifle that's on his back. Shoot it with Missiles until it breaks and then |
| finish him off by shooting Missiles at his face. If he's not blinking red |
| each time you hit him, then you're doing something wrong. Just Space Jump |
| over his shock blasts if he uses any. |

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|

[=====]

| BOSS BATTLE 9: Phazon Elite |

[=====]

| This thing is actually pretty easy to defeat. Just fire at it with your |
| Plasma Beam while Space Jumping over its Wave Quakes. If you seem to always |
| get hit by Wave Quakes when you hit the ground after a jump, that means |
| you're jumping too soon. Besides Wave Quakes, the Phazon Elite will also |
| sometimes walk toward you with its hand outstretched and absorb your |
| attacks. You can't damage it when it's doing this, so just run away until |
| it goes back to Wave Quakes. |

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|

[=====]

| BOSS BATTLE 10: Omega Pirate |

[=====]

| A lot of people have trouble with this boss, so if you end up dying, don't |
| be too discouraged. You just have to keep trying. To damage the Omega |
| Pirate, you're going to have to shoot off the Phazon plates in four |
| locations on its body. Two are on its legs and two are near its shoulders. |
| The Omega Pirate has a long range (plasma cannon), medium range (wave |
| quake), and short range (hitting you with its arms). Other than these |
| three things, the Omega Pirate will also walk around with its hand |
| outstretched and absorb all of your fire. You absolutely cannot harm the |
| Omega Pirate when it is doing this. The only time the Phazon plates are |
| vulnerable to attack is when the Omega Pirate is attacking you. I would |
| recommend that you attack at the start or finish of every wave quake. Shoot |
| each plate with a Super Missile and then Omega Pirate will collapse. |

|

| It's not dead yet, of course. It calls for help from some of its trooper |
| friends. Kill these guys now if they are Ice Troopers (Ice Beam + Missile) |
| or Power Troopers (Super Missile). If they are Wave Troopers or Plasma |
| Troopers, don't bother attacking them now, because that'll take up time |
| that you don't have. |

|

| Switch to your X-Ray Visor and wait for the Omega Pirate to reappear over
| one of the Phazon deposits in the room. He'll still be mostly invisible,
| but you can lock-on and shoot him to cause real damage when he shows up.
| Once he reappears (in "shadow" form), he'll start to replace his Phazon
| plates. Once all four are replaced, you'll have to break them all again to
| do any damage. Shoot him with Super Missiles while he is repairing his
| Phazon plates. After you hit him, he'll disappear, and then reappear at
| another Phazon deposit in the room. More Troopers may also drop down and
| start attacking you. Don't worry about your health, though, worry about the
| Omega Pirate's. Hit him with as many Super Missiles as you can before he
| recharges completely.

| Once he's back up and walking around, kill any Troopers that happen to be
| around as soon as possible, and then repeat the whole process.

| Eventually, you'll kill him.

\=====/
[=====]

| BOSS BATTLE 11: Meta Ridley
[=====]

| This is another boss that a lot of people have problems with. Don't forget
| to scan him each time you fight him if you're going for 100% Log Book
| completion.

| Shoot Ridley with Super Missiles whenever he is hovering in front of you.
| You can deal damage by hitting him in the mouth or the chest. Dodge his
| attacks by Dashing, Space Jumping, and hiding behind the remaining pillars.

| When you get Ridley down to about 20% of his energy, his wings will burn
| up, and then melee combat begins. This is where it gets hard for most
| people. The trick is to know when to dodge and when to shoot. After that,
| all you need is patience. Shoot a Missile at Ridley every time he goes to
| use an attack other than charging on you. This will make him recoil in
| pain. Now shoot Missiles at him until he goes back into his normal
| position. Just keep dodging and shooting when he gives you the opportunity
| to do so.

| This might take you a few tries, but eventually you'll get it.

\=====/
[=====]

| BOSS BATTLE 12: Metroid Prime
[=====]

| Look to see what color the "veins" (not the eyes) on Metroid Prime are.
| Respond with a Charge Beam of whichever color it is. Wait for it to recoil,
| and then pause to see what color it has changed to. Follow up with another
| Charge Beam, and then watch it recoil. Now to the next part of the battle.

| Subchamber Two
| =====

| Now you'll have to go through three color changes. Also new to this part is
| that Metroid Prime will charge at you. When it does this, roll into one of
| the grooves in the ground to avoid being hit. After you make it recoil
| three times, you'll move to the next area.

| Subchamber Three
| =====

| Basically the same thing as before, but now it will cycle through all four |
| different colors. When it turns red, do not use the Flamethrower, because |
| all it seems to do is waste Missiles. Just fire normal shots with your |
| Plasma Beam when it turns red. |

| Subchamber Four |

| ===== |
| Now Metroid Prime changes colors as often as it wants to. It doesn't wait |
| for you to hit it this time. Basically, it's going to throw everything it's |
| got at you until you deplete the rest of its energy. Once you've taken it |
| out, it will fall down to a room below. |

| ===== |
| BOSS BATTLE 13: Metroid Prime (Second Form) |

| ===== |
| This battle can be very tough or very simple depending on how much energy |
| you have left right now. Regardless, if you are good at dodging and aiming, |
| you'll probably still survive. |

| Metroid Prime only has two real attacks, a sort of charge attack and a |
| plasma quake (similar to the Elite Pirate's wave quake). If you stay far |
| enough away from it, you'll never have to worry about its charges hitting |
| you, but you'll be Space Jumping over the flame rings from the plasma quake |
| for the entire battle. |

| Avoid its attacks and wait for it to make a Phazon deposit on the ground. |
| When it makes the deposit, it will also likely change its visibility. Cycle |
| through the Thermal, X-Ray, and Battle Visors until you can see Metroid |
| Prime, and then stand in the Phazon deposit, lock-on, and fire at it like |
| crazy. Just hold down the A Button to fire a constant stream at it. This is |
| the only way to hurt Prime in this form. |

| Sometimes when Prime makes Phazon deposits, a few Metroid might appear as |
| well. If they start to get on your nerves, just get into Morph Ball mode |
| and use a Power Bomb to decimate them. |

| Once you've depleted all of its energy, you've beaten the game! |
| ===== |

=====
VI. Inventory
=====

The following is the different equipment that you can obtain throughout the
game. You can view your current "Inventory" at the Pause Screen. Equipment
is listed in the order that it appears on the Inventory screen.

All of these entries are transcribed directly from the game, so they are the
property of Nintendo and Retro Studios.

=====
VI-A. Arm Cannon Weapons
=====

/-----\
NAME: 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.

/-----\
| NAME: 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.

/-----\
| NAME: 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.

/-----\
| NAME: 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. |

/-----\

| NAME: 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. |

=====
VI-B. Morph Ball Equipment
=====

/-----\

| NAME: Morph Ball |

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

| Press the X Button to enter Morph Ball mode. |

| Press the X 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. |

/-----\

| NAME: 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. |

/-----\

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/-----\  
| NAME: 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. |  
\-----/
```

```
/-----\  
| NAME: 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. |  
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/-----\  
| NAME: Power Bomb |  
|-----|  
| The Power Bomb is the strongest Morph Ball weapon. |  
| |  
| Press the Y Button when in MorphBall 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. |  
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=====  
VI-C. Suits & Suit Equipment  
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/-----\  
| NAME: Power Suit |  
|-----|  
| Found: Starting Equipment |
```

| The Power Suit is an advanced Chozo exoskeleton modified for use by Samus
| Aran.

| Samus's Notes:

| The Power Suit provides life-support functions and is well shielded from
| attack.

| The modular nature of the Power Suit allows for the addition of weapons,
| Visors, and other gear as needed.

| The Power Suit's shielding loses energy with each hit: collect energy when
| possible to keep the shielding charged.

| NAME: Varia Suit

| Found: Sunchamber, after defeating Flaahgra

| The Varia Suit adds increased heat resistance to the Power Suit.

| Samus's Notes:

| This modification increases your defensive shielding.

| While the Varia Suit can handle higher temperatures than normal, extreme
| heat sources and heat-based attacks will still cause damage.

| NAME: Gravity Suit

| The Gravity Suit eliminates the effects of liquid on movement.

| Samus's Notes:

| This modification improves your defensive shielding.

| The Gravity Suit allows for improved movement in liquid environments, but
| does not reduce damage delivered when exposed to hazardous fluids.

| Visor modifications in the Gravity Suit make it easier to see underwater.

| NAME: Phazon Suit

| 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.

```
/-----\  
| NAME: 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. |  
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=====  
VI-D. Visors  
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/-----\  
| NAME: Combat Visor |  
|-----|  
| Found: Starting Equipment |  
| |  
| The Combat Visor is your default Visor. It provides you with a Heads-Up |  
| Display (HUD) containing radar, mini-map, lock-on reticules, threat |  
| assessment, energy gauge, and Missile count. |  
| |  
| Press the Control Pad Up to select the Combat Visor. |  
| |  
| Samus's Notes: |  
| Icons for the Arm Cannons you possess are shown in the lower-right corner |  
| of the Combat Visor. |  
| |  
| Icons for the Visors you possess are shown in the lower-left corner of the |  
| Combat Visor. |  
\-----/
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/-----\  
| NAME: Scan Visor |  
|-----|  
| Found: Starting Equipment |  
| |  
| The Scan Visor is used to collect data. Some devices will activate when |  
| scanned. |  
| |  
| Press the Control Pad Up to select the Scan Visor. Move the Visor over |  
| targets with a certain 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. |  
| |  
| You will be unable to fire any weapons while the Scan Visor is active. |  
| |  
| Scanned data vital to the success of the mission is downloaded and stored |  
| in the Log Book section of the Pause Screen. |  
\-----/
```

| Press the R Button on this screen to access the Log Book.

/-----\
| NAME: 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.

/-----\
| NAME: Thermal Visor

| The Thermal Visor allows you to see in the infrared spectrum. Hot objects
| are bright in the visor, while colder ones are dim.

| Press 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.

=====
VI-E. Secondary Items
=====

/-----\
| NAME: 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.

/-----\
| NAME: Grapple Beam

| The Grapple Beam allows you to swing back and forth from special points in |
| the environment. |

| Grapple Points appear in your visor as a "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.

/-----\
| NAME: 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.

/-----\
| NAME: 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.

/-----\
NAME: 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 the individual Charge Combos. This data will
| download to the Log Book after each Charge Combo is acquired.

| The Super Missile is the Power Charge Combo.

| Samus's Notes:

| Super Missile is a Single Shot Charge Combo. Each shot costs 5 Missiles.

| Super Missiles can destroy objects made of Cordite.

| The Ice Spreader is the Ice Charge Combo. It can freeze targets in a wide
| area.

| Samus's Notes:

| Ice Spreader is a Single Shot Charge Combo. Each shot costs 10 Missiles.

| Ice Spreader is limited against aerial targets.

| The Wavebuster is the Wave Charge Combo. This potent blast auto-seeks
| targets in the area.

| Samus's Notes:

| The Wavebuster is a Sustained Fire Charge Combo. It costs 10 Missiles to
| activate, then 5 Missiles per second afterward.

| The Wavebuster will seek enemies without a lock-on.

| The Flamethrower is the Plasma Charge Combo. You can sweep its stream of
| flame across multiple targets.

| Samus's Notes:

| Flamethrower is a Sustained Fire Charge Comb. It costs 10 Missile to
| activate, then 5 Missiles per second afterward.

| The Flamethrower is most effective against multiple targets in an area.

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VII. Log Book
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The following are Log Book entries that you can obtain throughout the game. You
can view all of your current Log Book entries at the Pause Screen. Entries are
listed in the order that they appear on the Log Book screen.

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VII-A. Red Entry Guide
=====

This Red Entry Guide is from Rize's Log Book List FAQ. He is allowing me to use it in this FAQ, because I thought it would help a lot of people out.

Author: Rize

Email: Rize@PlanetGameCube.com

Website: <http://www.planetgamecube.com>

The red entry guide lists, in order, the entries that can only be found at a particular point in the game. Read the first entry and keep an eye out for it. Once you fill it, immediately stop and read the next entry. Unfortunately, Metroid Prime does not allow you to copy save files, so be careful that you do not save the game at any point unless your red entries are completed up to that point.

- 01) Map hologram: scan this in the Space Pirate's Frigate *before* you get the map. You can do this at any map station in the game, but it's best to remember now since there are only a few others.
- 02) Fall of Zebes: (Pirate Data) this is in the Biohazard Containment room of the Space Pirate Frigate in the beginning of the game (check your map for room names). If you land on the planet Tallon IV without this Pirate Data, you cannot go back for it.
- 03) Parasite Queen: Scan the Space Pirate Frigate boss before defeating it or you won't have another chance (it'll make the fight a lot easier as well).
- 04) Parasite: These swarm the tunnels after the boss, but a few can be found just before fighting the boss as well. Again, if you leave the Space Pirate Frigate without scanning these creatures, you won't get another chance.
- 05) Hive Mecha and Ram War Wasps: This pair defends the first pack of missiles. You'll have to scan under the water from the edge of the central platform to get the Hive Mecha (scanning the red ports that you fire at does not work). Don't forget to scan the Ram War Wasps and the Hive Mecha during the fight. If you defeat this mini-boss without making these scans, you won't get another chance at them.
- 06) Missile Blast Shield: As soon as you pick up your first pack of missiles (or just before), you should scan the Missile Blast Shield. There are dozens of other blast shields, but it is possible to destroy them all without scanning any of them.
- 07) Locked Door: This is technically not a red entry, but it may be difficult to track down later in the game. In the Energy Core Room, you'll see your first locked door in the distance over the green water.
- 08) Barbed War Wasp and Incinerator Drones: Like the Hive Mecha and Ram War Wasps, this boss fight is your only chance to scan these two creatures. There's no special trick for this duo though. You'll encounter this fight just after the Energy Core Room.
- 09) Flaahgra and Flaahgra Tentacles: These are both parts of the first major boss in the Chozo Ruins. As with all bosses, this is your only chance to scan the pair. You may die a few times while fighting this boss. Be sure to rescan Flaahgra and its Tentacles each time you restart. The tentacles fill

the four bomb tubes at ground level.

- 10) Stalactite: There are quite a few stalactites in Phendrana and Magmoor, but it is possible to dislodge all of them without scanning one first. The first stalactite is in the Ice Ruins West portion of Phendrana Drifts. You'll need the space jump to destroy it, but it can be scanned from the ground level.
- 11) Ice Shriekbat: After you scan that stalactite, you should see a cave to its left. If you have the Space Jump Boots, jump into the cave with your scanner turned on. Do not step forward or the bunch of Ice Shriekbats will suicide attack you. They are in the distance perched under an overhanging ceiling. Scan them before moving forward because they move very quickly in flight. I'm not sure when they stop appearing here either. It's possible that they never reappear after they are killed (by your bullets or their suicide attack), so be sure and get them when you first see them. If you do not have the Space Jump Boots yet, look upward and toward the Wave Beam door from the entrance area of the Ice Ruins West. You should be able to see the overhanging ceiling from this point for a safer and earlier scan.
- 12) Ice Parasite: After getting the Space Jump Boots, you'll have to enter the Chozo Ice Temple. This location contains two varieties of creature that crawl on the blocks. One is common and can be found all over Phendrana, the other is the rare Ice Parasite. After you get the Wave Beam, this creature vanishes so scan them now.
- 13) Ice Burrower: These are found in Phendrana. I don't have my copy of Prime (out on loan) at the moment, so I'm not sure whether they are before or after Thardus, but I'm 90% certain that they appear in the Pirate base before Thardus. They'll be in a small adjoining cavern with low ceilings digging through the snow. They look just like ordinary Burrowers (they jump out of the ground and spit rocks at you before diving back under the snow). Get them while you can since they are replaced by Security Drones late in the game (probably after beating Thardus). Thanks to "Joe" for the heads up.
- 14) Thardus: This is the boss composed of rocks in Phendrana Drifts. As with all bosses, this is your only chance, and be sure that you rescan it each time you die and restart the fight. Double check to make sure you got the previous three entries since I'm practically certain that beating Thardus (if not before then) will end your chance to scan them.
- 15) Aqua Drone: After you obtain the Gravity Suit and you begin exploring the Space Pirates Frigate underwater, keep an eye out for Aqua Security Drones. They appear just like ordinary security drones, but only on your first run through the Space Pirate Frigate.
- 16) Elite Pirate: The elite pirates are rather difficult to miss since they are such an intimidating foe. Though you do get to fight about three of them during the game, they do not reappear, so be sure to scan one of them.
- 17) Phazon Elite: After you get Power Bombs, you can reclaim a Chozo Artifact from this guy near the beginning of the Phazon Mines (though it's a bit out of the way at this point). He looks just like the Omega Pirate (Phazon Mines boss) but he's the size of an ordinary Elite Pirate. This is not a second (or first) chance to get the Omega Pirate boss entry, this is a separate entry.
- 18) Omega Pirate: This is the Phazon Mines boss. As with all bosses, don't forget to scan him each time you die and restart.

19) Meta Ridley: You're almost done here! Again, don't forget to rescan Ridley each time you fight him.

20) Metroid Prime: The end of your logbook. There's no point in approaching Prime with the intent to scan unless the rest of your logbook is filled. Make sure you get the Lumigek and Fission Metroids, which live in the impact crater after the final save point (though you can scan them and go back to save). During the fight, make sure that you scan BOTH FORMS of Metroid Prime. If you're reading this guide as a spoiler (shame on you), you'll know Prime's second form when you see it, since it looks completely different from his first form.

21) Metroid Prime: Just to be redundant, don't forget to scan Prime's second form.

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VII-B. Pirate Data
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| FILE NAME: Metroid Prime |  
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| Space Pirate encrypted data decoded |  
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| Log 11.156.9 |  
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| Test subject Z-d, hereafter referred to as Metroid Prime, was recently |  
| discovered in a cavern by mining crews. It quickly dispatched the miners, |  
| but was eventually contained by security units and drones. Once contained, |  
| we were able to begin studies upon Metroid Prime. The results have been |  
| astonishing. It is genetically similar to a Metroid, albeit on a high |  
| evolved level. It displays a limitless capacity for Phazon infusion and |  
| shows no Phazon-based degeneration whatsoever. It continues to grow in |  
| size, and while it has manifested some psychotic behavior, the cold field |  
| we use to pacify remain effective. Authorization for advanced studies on |  
| Metroid Prime have been approved. |  
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| FILE NAME: Mining Status |  
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| Space Pirate encrypted data decoded. |  
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| Log 10.587.7 |  
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| Mining operations have begun near the crater where Phazon appears to be |  
| most concentrated. Daily Phazon yields have increased 44%, and our mining |  
| system becomes more streamlined as personnel and equipment flows increase. |  
| Several incidents of Phazon-induced madness have been reported, prompting |  
| augmented life-support regulations in the deeper chambers. Symptoms include |  
| loss of equilibrium, erratic respiration, muscle spasms, and in the most |  
| extreme cases, hallucinations. A timeline reassessment for the refinery |  
| operation is recommended, as the material proves more unstable than initial |  
| analysis indicated. |  
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| FILE NAME: Artifact Site |  
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| Found: Temple Security Station in the Tallon Overworld

| 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.

/-----\
| FILE NAME: Special Forces

| Log 11.369.4

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

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| FILE NAME: 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 could then harvest the
| energy they'd consumed, we would have a near-limitless source of power at
| our disposal.

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| FILE NAME: 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.

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FILE NAME: Fall of Zebes

| Found: Biohazard Containment room on the Space Pirate's Frigate
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| Log 09.992.3
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| 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.

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FILE NAME: Prime Mutations

| Space Pirate encrypted data decoded
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| Log 11.402.5
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| Metroid Prime continues to feed and grow ever larger in the impact crater
| caves. Its hunger knows no bounds, and it has begun to manifest unusual
| mutations since its breach. These include armor plating on its epidermis
| and mechanical outgrowths that generate defense screens. These screens
| render it invulnerable to most weapon systems, but a flaw in the mutation
| leads to increased vulnerability to certain weapons. It compensates for
| this by shifting the screens quickly. This latest development concerns
| Security units greatly: they feel it's a matter of time before Metroid
| Prime corrects this defect and renders itself invulnerable to all weaponry.
| Containment would be nigh impossible if this were to occur.

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FILE NAME: Security Breaches

| Space Pirate encrypted data decoded.
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| Log 10.712.1
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| Most terraforming and retrofitting of security checkpoints on Tallon IV is
| complete, but we continue to research the alarming epidemic of breaches by
| local creatures. Door records show no unauthorized entries, so we must
| presume the creatures are either slipping in undetected during daily
| personnel moves or else finding their way in through subterranean tunnels.
| We have found many small breaches of this latter sort and plug them
| wherever we can, but it is unlikely that we will ever achieve full
| extermination with our current timetable.

| FILE NAME: Phazon Analysis

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| Space Pirate encrypted data decoded.

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| Log 10.344.8

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

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| FILE NAME: Omega Pirate

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| Space Pirate encrypted data decoded.

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| Log 11.232.8

| Elite Pirate Upsilon's propensity for Phazon has enabled our research team
| to infuse it far beyond our safety restrictions, and the results have been
| extremely encouraging. Its constant Phazon diet has increased its mass
| exponentially, but it has retained all mental faculties and shows
| dexterity with all Elite weaponry, including Plasma Incendiary Launchers
| and the Chameleon Manta issued for cloaking purposes. Elite Pirate Upsilon
| exhibits miraculous healing abilities: when injured, it seeks out
| Phazon deposits and coats itself in the substance, which instantly mends
| the creature's wounds. The subject, which we are code-naming Omega Pirate
| based on these developments, shows potential to be a new standards for our
| armies. Our only concern at this point is its potential overdependence on
| Phazon.

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| FILE NAME: Contact

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| Space Pirate encrypted data decoded.

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| Log 10.299.2

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

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| FILE NAME: Chozo Ghosts

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| Space Pirate encrypted data decoded

| Log 11.664.2

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

/-----\
FILE NAME: 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 effect
| from said assimilation: indeed, it began to use its newly acquired weapons
| against us. Once we pacified it, we were unable to remove the assimilated
| gear without threat to Metroid Prime--the gear is now an integral part of
| its body. Command is intrigued by this newfound ability, and has ordered
| further study to commence at once.

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FILE NAME: 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.

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FILE NAME: Meta Ridley

| Space Pirate encrypted data decoded.

| Log 10.891.0

| The reconstruction of geofarm 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. |

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| FILE NAME: Phazon Program |

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| 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. If Command's predictions are half true, we shall |
| rise to dominance in this sector within a deca-cycle. Truly, these are |
| glorious times. |

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| FILE NAME: Metroid Morphology |

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| 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. |

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| FILE NAME: Chozo Artifacts |

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| 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 block full access to the |

| Impact Crater. We have yet to crack this enigma, however. Command grows
impatient regarding this matter: results must be produced soon.

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FILE NAME: 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.

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FILE NAME: 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.

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FILE NAME: 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 hominid, and is heavily armed and extremely dangerous. Subject uses
a powered armor suit of unknown design in battle, along with a number of
potent Beam and concussive weapons. All combat units are instructed to
terminate Aran on sight, preferably in a fashion that will allow salvage of
her powered armor suit and weapons. A considerable bounty will go to the
unit who delivers Aran to Command. Dead or alive, it matters not.

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FILE NAME: 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 from team Sclera made a recent breakthrough, in which
| parasite studies with a Phazon strain code-named 'Vertigo' were highly
| successful. Since then, we have fused Vertigo Phazon with Space Pirate DNA
| with great success. The latest batch of Elite Pirates have reached
| maturity successfully and are ready for field testing and training.

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FILE NAME: 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 the juveniles, but
| some of the larger Metroids have been moved to quarantined caves for safety
| purposes. Security doors remain an issue, as malfunctions due to ice occur
| every day. Large predators in the wastes are also a concern, as they
| continue to kill personnel and breach secure areas. Unfortunately, it has
| become clear that our containment teams cannot neutralize all of them
| without a vast increase in munitions and soldiers.

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FILE NAME: Hunter Weapons

| Space Pirate encrypted data decoded

| Log 10.222.8

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

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VII-C. Chozo Lore
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LORE NAME: Infestation

| Found: Crossway in the Chozo Ruins

| 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.
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LORE NAME: Binding

| Found: Artifact Temple on the Tallon Overworld
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| 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.
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LORE NAME: Cradle

| Found: Furnace in the Chozo Ruins
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| The cries of this dying land pulled us from our dreaming state, and now we
| Chozo walk as ghosts while the Great Poison sinks into the trees and
| waters, devouring all life. Some creatures survive, but their forms grow as
| twisted and evil as the force that fell from the sky. The heart of the
| planet will succumb soon, and so will we, even in our ghostly states.
| Already many Chozo have faded and passed into the unknown. The Great Poison
| is unlike anything we have glimpsed in this or any dimension. It eats
| relentlessly, worming out life wherever it blooms and corrupting what it
| cannot kill. It will be our undoing. Our last hope lies in the Cradle, the
| temple we hope might contain this abomination. It is almost complete,
| hovering over the impact site, the dark heart of the spreading evil. If we
| can finish before the last of our kind drifts into madness or death, there
| is a chance for this world. If we fail, we are doomed with it.
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LORE NAME: Beginnings

| Found: Vault in the Chozo Ruins
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| 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.

| LORE NAME: Cipher

| Found: Ice Ruins West in the Phendrana Drifts

| None know if our temple, the Cradle, will prove powerful enough to contain
| this evil forever. How can we Chozo hope for it to remain intact when that
| which it guards writhes in the darkness, growing always stronger? The fate
| of this world rests with the gathering of Artifacts we call 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.

| LORE NAME: Worm

| Found: Crossway in the Chozo Ruins

| 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.

| LORE NAME: Fountain

| Found: Ruins Entrance in the Chozo Ruins

| 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.

| LORE NAME: Exodus

| Found: Ruined Nursery in the Chozo Ruins

| We Chozo are departing now, after so many years in peaceful seclusion here
| on Tallon IV. When we came, this place was a refuge for our spirits, a
| civilization built from native materials, bereft of the trappings of our

| technology. We were linked to the land here, kindred to the plants and
| animals, far away from the machines we had become so dependent on. And so
| we leave it now, pristine, a testament to the mortal forms we no longer
| need. We have drawn the veils of time and space aside, and are withdrawing
| beyond the illusion. But we will never forget this, the most sacred of our
| homes. And we will remain ever watchful.
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LORE NAME: Hatchling's Shell
Found: Crossway in the Chozo Ruins
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 can 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?

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LORE NAME: Hatchling
Found: Ruined Fountain in the Chozo Ruins
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.

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LORE NAME: Meteor Strike
Found: Watery Hall in the Chozo Ruins
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.

/-----\
LORE NAME: Contain
Found: Sun Tower in the Chozo Ruins
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 even 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.

/-----\
LORE NAME: The Turned

| Found: Phendrana Canyon in the Phendrana Drifts |
|

| Many Chozo have gone beyond now, and this is a mercy. Those of use who |
| remain suffer in dimensional flux, drifting helplessly across time and |
| space, guided by unseen and inexorable currents. The Chozo who cling to |
| sanity fight the tide, but our minds are weakening. Soon we will all be |
| like the Turned. Chozo who have been utterly corrupted by the Great Poison. |
| The Turned still hold their Chozo forms, but their minds are black with |
| fell intentions. Gone is their respect for life. They honor only |
| destruction, and seek to disrupt the Artifacts holding the Great Poison at |
| bay. All life taunts them, and they do not rest. Before long, they will be |
all that remain of the Chozo here.

/-----\
LORE NAME: Hope

| Found: Hall of the Elders in the Chozo Ruins |
|

| More and more, our tormented minds turn to the Newborn. As the world |
| continues to shift into brutal, disconnected images, she remains inarguably |
| real: a fearless figure delving deeper into this blighted world, unmindful |
| of the terrors that await her. Was she this way before? When we Chozo found |
| her, a fledgling orphaned on a savaged planet, did a warriors pulse already |
| beat in her veins, filling her with righteous fury? Our hopes lie with her. |
| We leave these messages for her, that she may find our Artifacts and |
| deliver the world from its evils. Wraiths we may be, but our reach is still |
| long indeed. We shall fight the invaders, and the Poison they would master, |
until the end.

/-----\
LORE NAME: Statuary

| Found: Artifact Temple on the Tallon Overworld |
|

| As 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 and sacred process, performed only |
| by those Chozo who have lifetimes of experience in such things. We have |
| left these relics on planets across the solar system. Some are merely |
| reminders: silent emblems of the Chozo that serve as icons of peace in |
| lands that know only war. Others wield subtle strengths, 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. |

| LORE NAME: Newborn |

| The power of our temple has been enough to halt the spread of the poison on Tallon IV, but that which remains thrives and grows more concentrated, gnawing on itself in the dark passages beneath the planet's surface. Whether it can ever be truly destroyed is not for our eyes to see. But there is something else. We Chozo are drifting, tumbling through space and time as the Great Poison eats away at our sanity. We wake in dreams. As the veil of lunacy descends, as past and future blend and shuffle, one image appears and flickers through the landscape, wraithlike. It is the Hatchling, the Newborn, walking the path of corruption, a lone figure shining in the toxic shadows. She comes dressed for war, and her wrath is terrible. Do our eyes look backward, seeing the Hatchling as she once was? Or does she approach even now, arriving in our race's last hour, a savior clothed in machines crafted long ago by Chozo hands? Poisonous clouds drift across our vision.

VII-D. Creatures

| CREATURE: 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: 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: 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: 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: 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: 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: Parasite Queen
Found: Reactor Core on the Space Pirate's Frigate
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: 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: 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: 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: 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: 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: Auto Turret

Use Missiles to break outer casing.

/-----\
CREATURE: 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: Beetle
|

| Burrowing insect with a resilient carapace. Extremely aggressive. |
|

| Insect's massive mouth enables it to tunnel through solid rock at high |
| speeds. Above ground, Beetles can cover short distances rapidly. They |
attack anything that moves near their lair.

/-----\
CREATURE: 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: 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: 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: 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: 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: 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: 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: 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: 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: 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: 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: 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: 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: 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: 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: Barbed War Wasp

| Airborne insect with the ability to launch its stinger at prey. |

| A highly aggressive member of the War Wasp family, this insect can propel |
| the tip of its stinger up to 20 meters. The stinger tips regrow seconds |
| after launch and contain an acidic compound designed to predigest prey. |

/-----\
| CREATURE: 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: 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: 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: Parasite |

|-----\
| Found: Various places on the Space Pirate's Frigate |

| 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: 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: 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: Aqua Sac

|-----\
| Will burst when subjected to impact or trauma.

| Believe 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: 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: Incinerator Drone

|-----\
| Programmed for high temperature waste disposal.

| Device schematics indicate a high risk of malfunction when internal power
| core is damaged. Until has minimal combat programming, but can defend
| itself if necessary. This drones intense heat blasts compensate for its
| lack of battle prowess.

/-----\
| CREATURE: 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: 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: 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: 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: 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: 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: 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: Seedling

| Plant-based ground feeder. |
|

Dorsal spines can be ejected in self-defense.

/-----\
CREATURE: 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: 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: Stone Toad

| Preys on creatures smaller than itself. Vulnerable only from within. |
|

| A Stone Toad is able to remain still for days. It preys upon creatures |
| smaller than itself, inhaling them whole. Anything it finds undigestible, |
it regurgitates. Stone Toads use their tusks as a last resort in combat.

/-----\
CREATURE: 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.

-----\n| CREATURE: Venom Weed |
-----\n| 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. |
-----/

-----\n| CREATURE: Phazon Elite |
-----\n| 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. |
-----/

-----\n| CREATURE: Metroid Prime (Second Form) |
-----\n| 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. |
-----/

-----\n| CREATURE: Ice Burrower |
-----\n| 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. |
-----/

-----\n| CREATURE: Flaahgra Tentacle |
-----\n| 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. |
-----/

-----\n| CREATURE: Elite Pirate |
-----\n| 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: 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: 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: Chozo Ghost

| Spectral entity. Bioelectric field invulnerable to natural charges.
|

| 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: 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: 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: 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: Magmoor

| Fire-breathing serpent that dwells in lava.

| Magmoors prefer extreme heat zones, and are susceptible to frigid attack
| forms. Sightless, they navigate the lava current using their sonar
| receptors. Magmoors have a keen sense of smell, enabling them to pinpoint
| targets with startling accuracy.

/-----\
| CREATURE: 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: 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: 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: 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: 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: 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: 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: 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: 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. |

=====
VII-E. Research
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/-----\
| RESEARCH: Save Station |

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

/-----\
| RESEARCH: 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. |

/-----\
| RESEARCH: Map Station |

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

/-----\
| RESEARCH: 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. |

/-----\
| RESEARCH: Missile Ammo |

| Missile Ammunition. |
| Resupplies Missile Launcher with 5 rounds of ammo. |

/-----\
| RESEARCH: Large Energy |

| Replenishes 20 units of energy. |

RESEARCH: Small Energy

Replenishes 10 units of energy.

RESEARCH: 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: Missile Station

Step into these stations to fully reload your Missile Launcher.

RESEARCH: 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: Power Bomb Ammo

Power Bomb Ammunition. Resupplies Power Bomb with 1 round of ammo.

RESEARCH: 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: 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.

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/-----\  
| RESEARCH: Ultra Energy |  
|-----|  
| Replenishes 100 units of energy. |  
\-----/
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/-----\  
| RESEARCH: 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: 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. |  
\-----/
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/-----\  
| RESEARCH: Locked Door |  
|-----|  
| Lock system engaged. Secure the area to unlock door. |  
\-----/
```

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/-----\  
| RESEARCH: 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. |  
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VII-F. Artifacts  
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/-----\  
| ARTIFACT: Truth |  
|-----|  
| Found: Tallon Overworld, Artifact Temple. Under the central pillar. |  
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/-----\  
| ARTIFACT: Strength |  
|-----|  
| Found: Magmoor Caverns, Warrior Shrine. In the Chozo statue's hands. |  
\-----/
```



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/-----\  
| ARTIFACT: Elder |  
|-----|  
| Found: Phendrana Drifts, Control Tower. Melt the ice window in one of the |  
| small rooms here and fire a Super Missile at the Fuel Cell across from you. |  
| This will open a new path in the main part of the room which leads to the |  
| Artifact. |  
\-----/
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/-----\  
| ARTIFACT: Wild |  
|-----|  
| Found: Chozo Ruins, Sunchamber. Defeat the Chozo Ghosts. |  
\-----/
```

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/-----\  
| ARTIFACT: Lifegiver |  
|-----|  
| Found: Chozo Ruins, Tower Chamber. Go through underwater door in the Tower |  
| of Light with the Gravity Suit to find it. |  
\-----/
```

```
/-----\  
| ARTIFACT: Warrior |  
|-----|  
| Found: Phazon Mines, Elite Research. Use a Power Bomb on the tank that |  
| contains a Phazon Elite. Defeat this creature to get the Artifact. |  
\-----/
```

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/-----\  
| ARTIFACT: Chozo |  
|-----|  
| Found: Tallon Overworld, Life Grove. |  
\-----/
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/-----\  
| ARTIFACT: Nature |  
|-----|  
| Found: Magmoor Caverns, Lava Lake. Shoot the pillar with Super Missiles. |  
\-----/
```

```
/-----\  
| ARTIFACT: Sun |  
|-----|  
| Found: Phendrana Drifts, Chozo Ice Temple. Melt the ice on the statue, get |  
| into its hands, and go into Morph Ball mode to reveal the path. |  
\-----/
```

```
/-----\  
| ARTIFACT: World |  
|-----|  
| Found: Chozo Ruins, Elder Chamber. Shoot the red panel in the Hall of the |  
| Elders with your Plasma Beam to reveal the door to this room. |  
\-----/
```

```
/-----\  
| ARTIFACT: Spirit |  
|-----|  
| Found: Phendrana Drifts, Storage Cave. In Phendrana's Edge, use a Power |
```

```
| Bomb to reveal a door that you can see with the X-Ray Visor. |
\-----/

/-----\
| ARTIFACT: Newborn |
|-----|
| Found: Phazon Mines, Phazon Mining Tunnel. After obtaining the Phazon Suit, |
| bomb the rock on the right and continue down the path. |
\-----/
```

VIII. Game Bonuses

Metroid Prime Unlockables:

Hard mode - To unlock Hard mode, complete Metroid Prime on the default difficulty setting.

Image Galleries - There are four Image Galleries. Here is how to unlock them:

- Image Gallery 1 - Download 50% of the Log Book scans.
- Image Gallery 2 - Download 100% of the Log Book scans.
- Image Gallery 3 - Complete the game on Hard mode.
- Image Gallery 4 - Get all the pickups (Energy Tanks, Missile Expansions, Power Bomb Expansions).

Metroid Fusion Connection Bonuses:

To make any use of these you'll need Metroid Prime, Metroid Fusion, a Game Boy Advance and a Game Boy Advance to GameCube cable.

Play Metroid for the NES - To play Metroid on your GameCube, complete Metroid Fusion for the Game Boy Advance and connect Fusion to Metroid Prime.

Metroid Fusion Suit - To enable Samus's Fusion Suit in Metroid Prime, complete Metroid Prime and connect Metroid Fusion for the Game Boy Advance to Metroid Prime.

IX. Frequently Asked Questions

Q: My game just froze! What's up with that?

A: You just experienced a "glitch" of sorts that a lot of people encounter. No one knows for sure what causes it yet, so all you can do is turn off the power and load your save game. So far, Nintendo hasn't made any official comments about this issue.

The game never froze on me once the entire time I was working on this FAQ, but it froze on a friend of mine on the first transport to the Chozo Ruins. I have had my GameCube since launch and his is relatively new, so I'm not sure what to think.

Steve W. wrote me with this tidbit:

Hi. I've been having the same problems with Metroid Prime freezing--all three

times were on the transport scenes. I contacted Nintendo by phone and they said it has to do with the data streaming from the disc to the cube during the cinema scene; the only advice they gave was to use an alternate route (yeah right) to get to that location if problems persist. They filed a report when I called, saying that it was a common problem, so I'm sure that if enough people write or call to them, the glitch might be fixed in future released copies of Metroid Prime. I just thought you'd like to know what the glitch was caused by.

Q: Are there any 'button codes' (such as "God Mode") in this game?

A: Not that anyone has found so far. It's possible, but not likely.

=====
X. Credits
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EVERYONE WHO EVER E-MAILED ME ABOUT THIS FAQ.

Sarah for giving me the great idea to break the walkthrough down into different sections and finding a bunch of spelling mistakes and typos.

Rize for allowing me to use his Red Entry Guide as part of my FAQ. You can find more of his work here: <http://www.planetgamecube.com/>

Tom Kliever for letting me know about the fourth Image Gallery.

J. Smith, Timothy Pitts and Wataru for letting me know about various mistakes.

Mark Seiden for suggesting an easier way to get Energy Tank 4.

Steve W. for letting me know what Nintendo had to say about the freezing issue.

Abbot Henderson and Target for contributing Tips and Tricks.

Maduin Branford for suggesting an easier method for clearing the Elite Control Access room.

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