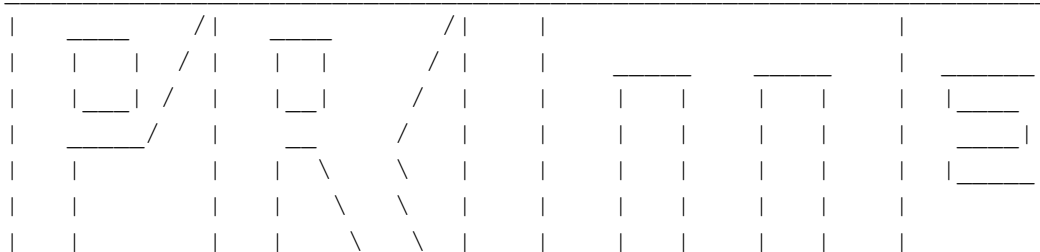
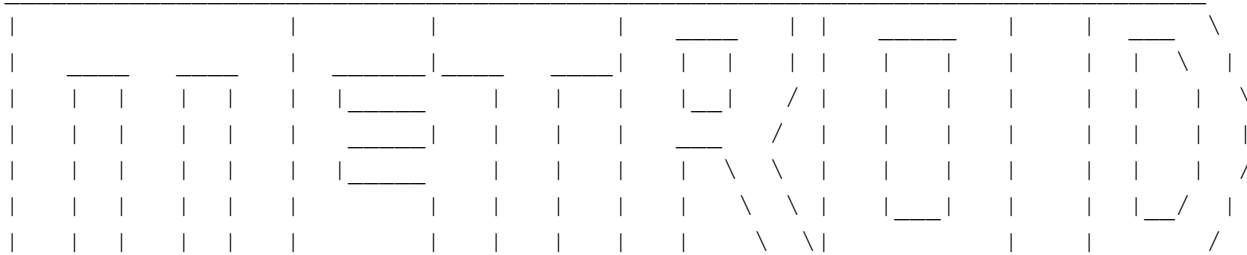


# Metroid Prime FAQ/Walkthrough

by JayGCN

Updated to v1.00 on Apr 8, 2004



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A FAQ/Walkthrough/Game Guide by Jake Huff (JayGCN@hotmail.com)  
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Table of Contents  
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1. Introduction
2. FAQs
3. How To Play
4. Metroid Universe
5. Weapons and Items
6. Enemies
7. Log Book Entries
8. Walkthrough
9. Collectables
  - 9A. Missile Expansions
  - 9B. Energy Tanks
  - 9C. Power Bomb Expansions
10. Extra Stuff
11. The Walkthrough Importants
  - 11A. When to Email me
  - 11B. Legal
  - 11C. Credits
  - 11D. Version Updates
  - 11E. What I Have To Say
  - 11F. About Me

\*\*\*\*\*  
1. Introduction  
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This is destined to be "Game of the Year". It has been eight years since Nintendo has released a game from its famous Metroid series. Super Metroid, the most popular game of 1993, was the last game from this series. Now, however, Nintendo has released two games at once. Metroid

Prime, and Metroid Fusion, are both connectable so that secrets can be released. Get some Jolt soda and cut school for two weeks because your world is going to disappear!

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## 2. FAQs

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Q. What is Metroid Prime?

A. A video game.

Q. Is Samus a girl?

A. Yes.

Q. Where is this game in the timeline?

A. After Metroid, but before Metroid 2: The Return of Samus

Q. What is wrong with you Nintendo fanboys? Halo is better!

A. Halo might have a multi-player, but Metroid Prime is much better graphically, sound-wise, and story-wise. Halo is good, but not this good.

Q. Why didn't they make it a really long 2-D game?

A. So they actually sell copies of it. Just kidding, they felt it was about time for a 3-D Metroid game. I heartily agree.

Q. Is it worth it to get Metroid Fusion?

A. Yes. It also hooks up to the Metroid Prime game to unlock cool stuff.

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## 3. How To Play

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All the Moves are listed below:

### Control Stick

1. Moves Samus
2. Looks and aims with the (R) button held down

### D-Pad

1. Switches Visors

### C-Stick

1. Select Beam Weapon

### Start

1. Pause and view Databanks

### L Button

1. Lock onto enemies
2. Scan objects in scan mode
3. Use Grapple Beam

### R Button

1. Look Around

2. Aim with Control Stick
3. Activate Spider-Ball Mode

Z Button

1. Call up Map

A Button

1. Fire Beam Weapon
2. Hold Down to Charge Beam Weapon
3. Lay Bombs in Morph Ball Mode

B Button

1. Jump
2. Second Jump
3. Activate Boost Ball in Morph Ball Mode
4. Dash Sideways with Control Stick if Locked-On

X Button

1. Switch Between Normal Mode and Morph Ball Mode

Y Button

1. Fire Missiles
2. Fire Special Missiles If Beam Weapon is Charged
3. Lay Power Bombs in Morph Ball Mode

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4. Metroid Universe

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The Metroid Universe was once long ago controlled by the Chozo, a race of birdlike creatures who were supremely advanced. Now they are a dying race. They grew too technological and just faded away. A few groups of them are left who decided to set up new planets without much technology. Two of these planets were Zebes, and Tallon IV. They farmed the lands and nurtured their worlds. They foresaw the rise of evil.

The Space Pirates might have been this evil. They are a group of interstellar killers, highly technological, and they wish to gain dominance over this sector. They then found SR388, the home of the metroids. The metroids had the power to suck the life out of anything living and use it for itself. The space pirates captured them to use for their own foul purposes. They decided to set up base on Zebes, a neighboring planet of SR388. The Chozo no longer had the technology to fight them off, so they fled. The space pirates raided many of the planets nearby including K-2L, where a young girl called Samus Aran lived. Her parents were killed by the pirates, and she became lost.

When the Chozo found this world, they also found Samus, who they took on as a daughter. She grew up and one day decided to bring justice to the space pirates. She was taught how to fight and given the Power Suit by the Chozo. She then traced the pirates to Zebes, where she destroyed the Mother Brain and defeated her two lieutenants, Kraid and Ridley.

Many pirates fled and Samus followed them, but a few pirates stayed to rebuild the Zebes base and bring back Mother Brain. Samus lost the trail

on the pirates and went back to find the Chozo on K-2L gone. She made her way by being a Bounty Hunter, never staying in one place too long. Then caught a distress signal from a space pirate ship in orbit around Tallon IV...

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## 5. Weapons and Items

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### Suits

#### 1. Power Suit-

Samus' Power Suit was built for her by the Chozo. It is integrated with her body, acting as a second skin. It provides shielding, augmented strength, weaponry, and life-support systems

#### 2. Varia Suit

Once Samus finds the Varia suit, she will be able to survive extremely high temperatures like those found in Magmoor caverns

#### 3. Gravity Suit

The Gravity Suit negates the effects of water. This allows Samus to operate normally while submerged.

#### 4. Phazon Suit

This is it! The coolest looking power suit anywhere! Black and red, this suit allows you to not be damaged by any Phazon! Acquired near the end of the game, this suit is needed to get to the final boss.

#### 5. Fusion Suit

Doesn't do anything special, just makes Samus look a little cooler...

### Arm Cannon

#### 1. Power Beam

This is Samus' standard beam weapon. Tap the button rapidly to fire continuously. This weapon becomes significantly stronger when you acquire the charge beam upgrade.

#### 2. Wave Beam

The Wave Beam fires three oscillating waves of electrical energy. It is very effective against certain enemies. The charged beam has a limited homing effect. This will activate most electrical equipment.

#### 3. Ice Beam

The Ice Beam has a slower rate of fire, but it makes up for this with its ability to freeze enemies in a block of ice. Some enemies are very vulnerable to this weapon, so experiment with it.

#### 4. Plasma Beam

The most powerful beam in Samus' arsenal fires streams of molten energy that can ignite enemies and melt ice. Don't shoot your eye out!

#### 5. Hyper-Phazon Beam

This can only be used at the end of the game against the last boss. This powerful beam can destroy all enemies, except the final boss, in one hit!

### Visors

#### 1. Combat Visor

This is the default visor. It is used for walking around and combat. It provides Samus with lots of information and is a normal view.

#### 2. Scan Visor

When Samus uses the scan visor, a magnifying reticule will appear. This reticule will pick out scannable items and shows a symbol for it. It can solve puzzles, find enemy weak spots, and unlock various areas in the game. Most things will be stored in the Log Book, including creature morphologies, Chozo lore, Pirate data, objects, and Artifacts.

#### 3. Thermal Visor

Samus can track via heat signature with this. It can find alternate targets, help her through dark areas, and can show various clues.

#### 4. X-Ray Visor

Samus will be able to peer through walls to find hidden passageways, and even see invisible objects with this. It can even track enemies who use optical camouflage to hide themselves. It sometimes shows alternate attack methods.

### Morph Ball

#### 1. Morph Ball

As Samus explores, she will find areas that are too small for her to normally access. This is where the morph ball comes in. She can roll into an armored ball that can fit in these areas. The morph ball becomes more powerful with upgrades.

#### 2. Morph Ball Bombs

Samus will arm the Morph Ball with bombs when she finds them. There is an unlimited amount of these because they are generated by the Morph Ball itself. She can only expel three from the suit at a time, however. They can destroy many enemies beams cannot, and can destroy many walls, such as sandstone, and talloric alloy. They can be used to jump if you position yourself over a bomb while in morph ball mode.

#### 3. Power Bombs

Power bombs will affect everything within a wide radius of the explosion. These are limited in number, but can be found by defeating enemies. They can destroy many structures, mainly bendezium, which other methods cannot.

#### 4. Boost Ball

The Boost Ball upgrade allows the Morph Ball to travel at higher speeds. This item must build up energy before being used, but it allows her to access many areas. It allows Samus to even roll up the walls of halfpipes.

#### 5. Spider Ball

The Spider Ball upgrade allows the Morph Ball to magnetically attach Samus to special tracks that are found in many areas in the games. The morph ball can roll anywhere on these tracks and can drop off or attach at any time.

### Power Ups

#### 1. Energy Tanks

Samus starts her adventure with minimal shield reserves. Every Energy Tank gives her an additional 100 shield points.

#### 2. Missiles

Missiles will explode with a concussive blast when colliding a target. The missiles can be combined with the beam weapons to form special weapon combos. These will use up more than one missile however. Missile expansions, which allow Samus to carry additional missiles, can be found all over Tallon IV.

#### 3. Space Jump

The Space Jump upgrade will activate boosters on Samus' suit. This allows her to jump another time in mid-air! This will allow her to reach previously inaccessible areas.

#### 4. Grapple Beam

The Grapple Beam will allow Samus to lock on to special "Grapple points". She can swing back and forth, and even side to side, from these points, allowing her to get to more areas.

#### 5. Super Missile

This special missile is activated when you charge the power beam and shoot a missile attack. It uses five missiles, can destroy Cordite, and is very, very powerful.

#### 6. Wavebuster

Charge the wave beam and fire a missile to shoot this electrifying attack.

It auto-seeks targets, and is very powerful, albeit costly. It costs ten missiles to activate, and then five missiles per second after that.

#### 7. Flamethrower

Charge the plasma beam and fire a missile to shoot this attack. It, like the Wavebuster, uses ten missile to activate, and five missiles per second after. It is the most powerful charge attack, hard to find, and good against large groups of enemies, which it will destroy in seconds.

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#### 6. Enemies

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I will put them as they are in the logbook. If you are having trouble with an enemy, scan it and find it down here.

Mega Turret - Just fire at it with missiles and charged up attacks to kill it. Stronger and tougher than the Auto Turret, but turns slower.

Grizby - Doesn't try to attack you, it just runs in circles. Blast it with one missile to kill it.

Zoomer - Don't touch it, it is really pointy. Just blast it with anything and it will die really quick.

Plated Parasite - Just drop a morph Ball bomb near it and it will die. A small inconvenience.

Pulse Bombu - Hit it with a charged up wave beam to kill it in one hit. This enemy drops very powerful electron bombs.

Ice Shriekbat - They will emit a shriek and try to slam into you. They are the same as the normal Shriekbats, but they live in Phendrana.

Parasite Queen - Your first boss in the game, so quite easy to kill. Blast it in between the shields with charged shots or missiles, while dodging its attacks.

Scarab - Shoot them or dodge them, but don't touch them. They will explode and deal lots of damage.

Aqua Reaper - These cannot be killed, but they can be forced to retreat. Blast the tip of the tentacle, and it will pull into the wall or floor whence it came.

Triclops - Likes circular things, such as the morph ball. It will not attack regular Samus, but to escape it in morph ball mode, you must drop a bomb. It will grab the bomb and blow up.

Puffer - Just shoot it a couple of times and stand back.

Glider - You are dumb if you try to kill this. It is used as a mobile grapple point.

Auto Turret - Use missile or charged shots to destroy it. Faster, but weaker and less tough than the mega turret.

Jelzap - Just blast it with charged up beam attacks and it will die. You must be close enough, however, that it charges you. It can be very dangerous to tackle with inferior weapons.

Beetle - Very common, and very easy to kill. Just shoot it with anything and it will die quite quickly.

Tangle Weed - These cannot harm you, but they will slow you down. Shoot them and they will retract into the ground.

Flying Pirate - Very quick, and somewhat dangerous in groups, they have strong missile attacks. Counter with your own missile or charged up shots to knock them out of the air. Get out of the way if they come down, because they will kamikaze into you.

Hive Mecha - This machine will spit out ram war wasps. It cannot attack you, but the wasps can. When it glows red, shoot the access point.

War Wasp - Quite common, they will attack you no matter what. Blast them out of the sky with anything you've got.

Bloodflower - Quite rare, these creatures will try to poison you. If they do, you are going to lose most of your health. Blast any sap sacs nearby, or use powerful attacks on it when it shoots out poison.

Ice Beetle - These are the same as any other ice beetle, but they are found in Phendrana Drifts. Just blast them.

Reaper Vine - Same as the aqua reaper, but they are found above ground. Just shoot the tip of the tentacle and it will retract away.

Aqua Drone - Use the wave beam on these machines before they take you down a notch. They have massive firepower, but little health.

Ice Trooper - Space pirates that attack you with the ice beam. They are only damaged by the same weapon as the one they have. These enemies are often found in groups, so blast them quickly to freeze and then shatter them.

Sap Sac - Just shoot it a couple of times to make it blow up. Good for taking out nearby enemies.

Flickerbat - Becomes invisible sometimes. Use X-Ray targeting to track them. They fly in a certain pathway and never leave it. They will knock you down if you stand in their way.

Wave Trooper - Space pirates that attack you with the wave beam. They are only damaged by the same weapon as the one they have. These enemies are often found in groups, so blast them quickly to stun them.

Sentry Drone - Very fast and boasting heavy weaponry, these enemies will lock down the area and attack you. Use the charged up wave beam to take them down quickly.

Burrower - Very hard to kill, and very fast, they will only surface for a split second to attack. You cannot even damage them when they are underground. Just avoid them to make it easy on yourself.

Plazmite - Shoot them out of the sky before they reach you. They sometimes will charge at you and burn you.

Barbed War Wasp - A war wasp that can shoot its stinger at you. Only found in the battle with the incinerator drone. Very hard to lock on to, so you should just ignore them, as they don't deal very much damage.

Flaahgra - You must blow up the roots of this giant plant thing to kill it. Shoot down any reflectors shining on it, and then roll up the tunnel and leave a bomb at the end. Repeat this four times to kill it. It can be tough if you are not used to the game yet.

Scatter Bombu - Blast it with the charged up wave beam for a one shot kill. You can also roll up and roll under it, while avoiding the energy tendrils, to escape it.

Space Pirate - Dangerous either up close or at a distance, you should use more powerful attacks to take them down quickly. They often attack in groups, so be careful.

Parasite - Very rare, except in the space pirates' ship, they will attack in large groups and swarm over you. Avoid them or blast them away for large health gains.

Tallon Crab - Only found once or twice in the game, they will run away up the ceiling to avoid you! Don't even bother with them.

Blastcap - Found all over Tallon, these mushrooms will teach you not to do drugs. If you touch them, they will explode and poison you. Shoot them from far away, and do it quickly so they don't regenerate.

Aqua Sac - Much like the sap sac, shoot it to blow it up. Ignore it except for special reasons.

Lumigek - Only found in one room in the whole game! They travel in swarms and will run away in the ground. Blast them with anything to kill them.

Incinerator Drone - Can deal massive damage to you if you don't avoid its fire blasts. Just shoot the red power core on the top when it emerges, and dodge the war wasps.

Eyon - Shoots lasers out of its eye (wait a second, it IS an eye!) so just dodge the laser and blast it with a single charge shot to kill it. Can be stunned if shot with a regular beam.

Fission Metroid - They are EXTREMELY annoying! Attacks like a regular metroid, but when you kill it, two more pop up out of its body! These new ones do not split up, but only certain weapons can destroy them. Color code to kill them.

Oculus - Cannot be destroyed, but thankfully it is quite rare and doesn't pose much of a threat anyway. Just avoid it.

Meta Ridley - This is the MOST FUN battle in any metroid game. While he flies around, blast his chest to do some damage. Only use super missiles or charged plasma beam shots during this battle. When he lands, blast his mouth when it is open and then hit his chest plate. Eventually, he will go down.

Plasma Trooper - Space pirates that attack you with the plasma beam. They are only damaged by the same weapon as the one they have. These enemies are often found in groups, so blast them quickly to set fire to them.

Aqua Pirate - Just shoot it with anything, and it will blow up quite quickly. Only found in the crashed ship, so quite rare.

Baby Sheegoth - Invulnerable to the front, so you must dodge their attacks



and charges. When he charges past you, blast the icy area on his back. It will eventually shatter open. Now you can shoot it anywhere to deal damage.

Seedling - Don't get too close, it will shoot spikes at you. Just blast it with anything.

Plated Beetle - Blast it with powerful attacks after it charges you. It can only be damaged in the red abdomen part, which will eventually crack open and allow you to finish it.

Sheegoth - This is a supreme enemy! It is invulnerable to most of the beam weapons. Dodge all of its attacks and shoot either plasma attacks or missiles into its mouth. Morph ball bombs also damage it.

Stone Toad - Not a threat at all, unless you are in morph ball form. When it inhales the morph ball, drop a bomb inside it to make it watch its diet.

Metroid - Blast it with VERY powerful attacks. Ice beam is the most effective way to destroy it. It is invulnerable while it has electricity surrounding it. If it grabs you, go to morph ball mode and place a bomb to blast it away.

Venom Weed - Will deal damage and slow you down if you come into contact with it. Blast it and it will retract into the ground.

Phazon Elite - A smaller version of the omega pirate that cannot become invisible or heal itself. It is fought in a tiny room with very little cover. Blast its shields, and then its body.

Metroid Prime Phase Two - The Final Boss mostly hops around slamming the ground. This creates red shockwaves, which you just have to jump over. Sometimes it will create pools of liquid Phazon. Stand in it and blast away when the arm cannon enters Hyper-Phazon mode. Repeat this many, many times and he will die. He will sometimes summon various types of metroids to plague you, but the hyper cannon knocks them out in one shot.

Ice Burrower - Just like regular burrowers, it lives in Phendrana. Avoid it.

Flaahgra Tentacle - This guards the root systems at Flaahgra's base. When Flaahgra falls down and becomes stunned, they will retreat.

Elite Pirate - These bad boys carry massive firepower and armor. They are very slow, and there is usually a lot of cover nearby, so I find they are quite easy. Jump over their quakes and blast the gun on their back. When it is gone, they will absorb shots. When the white light on their hand is gone, blast it with anything you have.

Omega Pirate - Much like the Phazon elite, except much, much larger. It can also camouflage itself and heal itself with Phazon. It will let enemies attack you when it is recharging. Blast the four armor pieces on it, and it will become invisible. Ignore the pirates and use the X-Ray visor to find it and then super missile it. Repeat this until it is dead.

Puddle Spore - Blast it when it opens up to make it flip over. It can then be used as a platform. It is invulnerable.

Chozo Ghost - I bet a lot of people are looking for this one. Use the X-Ray visor if you have it. Blast them with power beam attacks only, because it is invulnerable to anything else. They take a lot of damage and are very quick. If you don't have the visor, blast it whenever it appears.

Thardus - VERY TOUGH. The Rock has come back to Tallon IV! Use thermal visor to detect certain rocks. Blast them and then switch to combat visor. Blast the icy looking rock and dodge his various ice attacks and rolling charges. Repeat this until he is dead.

Shriekbat - They will emit a shriek and try to slam into you. Dodge them and let them hit a wall, which will kill them. You can also blast them away with all weapons.

Hunter Metroid - Much like any other metroid, but it has a tentacle that can attack you from very far away. Use the ice beam to teach it a lesson.

Magmoor - Blast at this dragon's head until it pops off. Dodge all the fire attacks while you are doing this.

Hive - These will spit out war wasps to attack you. These can only be destroyed with VERY powerful attacks.

Metroid Prime - Where to begin? Shoot his head with the same weapon as his body color is. This guy has so much health. It will take you a while to beat him. Word to the wise, dodge every attack you can. You'll need the health. His attacks are so varied I will not even bother trying to put them all in here.

Shadow Pirate - These are like normal pirates, but they can cloak, and they only have melee attacks. Blast them with the wave beam to make them appear and then kill them with it.

Ram War Wasp - These creatures are very tough to kill. They don't take many shots, but they circle you so fast that they are hard to hit. Blast them when they stop to charge you.

Ice Parasite - Use any attacks to destroy it. Unlike the regular parasites, they are larger and are found by themselves. They are easy to kill with anything.

Geemer - Much like the Zoomer, but can only be destroyed with missiles or very powerful beam attacks. Will spike you.

Crystallite - Use a missile to destroy it. Anything else won't even phase it, with the exception of the plasma beam.

Plated Puffer - The same as the regular puffer, but they can only be destroyed by missiles.

Power Trooper - Space pirates that attack you with the power beam. They are only damaged by the same weapon as the one they have. These enemies are often found in groups, so blast them quickly with charged shots to knock them over.

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## 7. Log Book Entries

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Pirate Data

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Metroid Prime - Located in the Phazon Mines - Elite Control

Mining Status - Located in the Phendrana Drifts - Research Lab Hydra

Artifact Site - Located in the Tallon Overworld - Temple Security Station

Special Forces - Located in the Phazon Mines - Metroid Quarantine B

Metroid Forces - Located in the Phendrana Drifts - Research Lab Aether

Chozo Studies - Located in the Phazon Mines - Elite Control

Fall of Zebes - Located in the Derelict Space Ship - Biohazard Containment

Prime Mutations - Located in the Phazon Mines - Elite Control

Security Breaches - Located in the Phendrana Drifts - Research Lab Hydra

Phazon Analysis - Located in the Phendrana Drifts - Research Lab Hydra

Omega Pirate - Located in the Phazon Mines - Omega Research

Contact - Located in the Phendrana Drifts - Observatory

Chozo Ghosts - Located in the Phazon Mines - Elite Control

Prime Breach - Located in the Phazon Mines - Elite Control

Parasite Larva - Located in the Phendrana Drifts - Research Lab Hydra

Meta Ridley - Located in the Phendrana Drifts - Research Lab Aether

Phazon Program - Located in the Phendrana Drifts - Observatory

Metroid Morphology - Located in the Phendrana Drifts - Research Lab Aether

Chozo Artifacts - Located in the Phazon Mines - Elite Control

Phazon Infusion - Located in the Phendrana Drifts - Research Lab Aether

Metroid Studies - Located in the Phendrana Drifts - Research Lab Aether

The Hunter - Located in the Phazon Mines - Elite Control

Elite Pirates - Located in the Phazon Mines - Elite Research

Glacial Wastes - Located in the Phendrana Drifts - Research Lab Hydra

Hunter Weapons - Located in the Phazon Mines - Elite Control

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Chozo Lore

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Infestation - Located in the Chozo Ruins - Crossway

Binding - Located in the Tallon Overworld - Artifact Temple

Cradle - Located in the Chozo Ruins - Furnace

Beginnings - Located in the Chozo Ruins - Vault

Cipher - Located in the Phendrana Drifts - Ice Ruins West

Worm - Located in the Chozo Ruins - Crossway

Fountain - Located in the Chozo Ruins - Ruins Entrance

Exodus - Located in the Chozo Ruins - Ruined Nursery

Hatchling's Shell - Located in the Chozo Ruins - Crossway

Hatchling - Located in the Chozo Ruins - Ruined Fountain

Meteor Strike - Located in the Chozo Ruins - Watery Hall

Contain - Located in the Chozo Ruins - Sun Tower

The Turned - Located in Phendrana Drifts - Phendrana Canyon

Hope - Located in the Chozo Ruins - Hall of the Elders

Statuary - Located in the Tallon Overworld - Artifact Temple

Newborn - Located in the Chozo Ruins - Magma Pool

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Research

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Save Station - Found at any save station

Missile Door Lock - Found whenever a door has to be missiled to be opened

Map Station - Found at any map station

Spinner - Found when you need to boost inside of a device to activate something

Missile Ammo - Found when an enemy drops a missile

Large Energy - Found when an enemy drops the red energy

Small Energy - Found when an enemy drops the purple energy

Stalactite - Found when a giant spike of ice has to missiled down to continue

Missile Station - Found when you scan a missile station

Spider Ball Track - Found when you scan the magnetic tracks that you ride

Power Bomb Ammo - Found when an enemy drops a power bomb

Grapple Point - Found by scanning grapple points after you get the grapple beam

Zebes - Found when you scan the Zebes model in the Phendrana Drifts Observatory

Ultra Energy - Found when an enemy drops the yellow energy

Morph Ball Slot - Found when the morph ball must drop a bomb to activate an item

Tallon IV - Found when you scan the Tallon IV in Phendrana Drifts Observatory

Locked Door - Found when a door won't open until something is activated nearby

Gunship - Found when you scan the gunship at the Landing Site

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Artifacts

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Truth - Located in the Tallon Overworld - Artifact Temple

Strength - Located in the Magmoor Caverns - Warrior Shrine

Elder - Located in the Phendrana Drifts - Control Tower

Wild - Located in the Chozo Ruins - Sunchamber

Lifegiver - Located in the Chozo Ruins - Tower Chamber

Warrior - Located in the Phazon Mines - Elite Research

Chozo - Located in the Tallon Overworld - Life Grove

Nature - Located in the Magmoor Caverns - Lava Lake

Sun - Located in the Phendrana Drifts - Chozo Ice Temple

World - Located in the Chozo Ruins - Elder Chamber

Spirit - Located in the Phendrana Drifts - Storage Cave

Newborn - Located in the Phazon Mines - Phazon Mining Tunnel

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8. Walkthrough

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1. Derelict Space Vessel
2. Your Journey Begins
3. Quest for the Missiles, Morph Ball, and its Bombs
4. Purity, and the Quest to Magmoor and Phendrana
5. Get High on Speed
6. Yeti Hunting for the Wave Beam
7. Space Pirate Infiltration/Cold Correction
8. The Rock, and some other Jabronis, Wavebuster, and Ice Beam
9. Isaac Newton and his Crashed Frigate... I Mean Apple
10. Space Pirate Infiltration, Part 2/ I Feel The Power
11. The Truth Is Harder To See Than Lies/ Power Of A Star
12. The Seven Powers Of The Demented Spirits
13. Space Pirate Infiltration, Part 3/Emergency Level Omega 3
14. The Root of All Evil

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1. Derelict Space Vessel

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This introductory level is pretty straightforward (and shows how beautiful the game is). Just follow the onscreen steps to get through the majority of it. I will give you the steps anyway.

Get used to the controls.

LEARN TO SCAN EVERYTHING!

Shoot the 4 targets next to the first door.

Scan the column and then shoot out the next 6 targets next to the second door.

Shoot the door to open it

Step in front of the steam vent to see the Cube's power! Then go down the hall.

Scan the monitor to stabilize pressure (awesome)!

Walk through the halls to get to a cool battle scene.

Oh No! Miniature maggots! Press (L) to lock on to them and blast them away.

Watch out for the semi-alive space pirate! Go through the door.

Charge up your beam by holding (A). Blast the rubble apart. Go through the door.

Follow the parasites by pressing (X) to morph ball. Go download the map.

The map can be accessed at any time using (Z). This is very important!

Morph ball and go through the tunnel to the unexplored door and go through that.

Scan the symbol and walk into the hologram to make the elevator go down.

Go through the door and morph ball to go through the entire tunnel and enter the next door.

You will actually fight real enemies here! Blast everything. The big weird thing cannot get out nor be killed. Go through the next door.

Blast the sentry gun and go through the next door after that.

Blast the one sentry gun here and scan that weird symbol again. Nothing in the tanks can be killed, so go up the elevator. A couple more space pirates and then another door.

Go through the uneventful tunnel and through its door. Then blast the sentry gun and scan that familiar symbol. Go into the hologram. Go down the elevator and (GASP) a space pirate jumps from the ceiling! Waste him. Scan the symbol and then morph ball. Roll into the hologram resembling the morph ball. Door opens.

Waste the two sentry guns here. Go to the left door and save. Exit the save room. Scan the symbol again (no, the whole game isn't like this...) and morph ball into the hologram just like before. Door opens.

You'll really love this... Scan it and blast in between the blue shields. Oh No! This isn't familiar! An exploding space station after the alien queen is destroyed, who could have guessed?!? You know the drill... RUN!

Blast the door and jump up the steps. Blast through the next door.

Scan the symbol and go into the hologram. Go into the hallway and blast the sentry gun. Enter the door behind it.

Pirates? Battling their own creation? COOL! They kill each other so you can climb up the stairway of rubble. Kill the space pirates. And jump into the ventilation shaft.

Run through all these ventilation shafts while dodging the parasites. Don't forget to open any doors in the shafts to continue on.

You then get to a bridge. The door is locked, but it blows open to reveal... an empty corridor to run through. Run through it. At the end there is to sentry guns, so blast them. Go through the door.

Go down the hall, dodging parasites, of course, and open the next door.

Go down that hallway. Open the next door. Continue down that hallway until you get to this gray thing that smashes (real descriptive). Follow it when it retreats to get to another door. Go through it, obviously.

Go through this hallway and open the door to reveal... ALERT METROID FANS! It's RIDLEY! (He is all patched up from his last encounter with Samus - actually though, he is only a clone) You see an awesome, yet unfortunately short cutscene of him. Now you will learn to grapple beam! Press (L) when locked onto the grapple points and latch on. Let go of (L) when you want to let go of the grapple point. Use these to swing like Tarzan to the next door so you can go through it.

Continue down this hallway and scan the symbol again. Dumb electrical thing! Now you just lost all your fancy upgrades! Step into the hologram to go up the elevator. Go down the hallway and wait for the room to depressurize. Go through the door and down the hallway. Open the next door. Hooray! You beat the tutorial! If you died, I'm not even going to mention your gaming skills. If you got through, you finished the EASIEST level in the game, so don't feel TOO proud. Just watch the cool cutscene and follow Ridley to Tallon IV. You automatically save now.

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2. Your Journey Begins  
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Look at the rainy sky to see how powerful the Gamecube is. The raindrops collect on the visor!

Explore a little bit. Eventually it will say it found a transport in a scan. This will bring you to the Chozo ruins. Stand under your ship, facing the way it is, and turn 90 degrees to the right. That is the door you want to go into. Jump up the hill and go through it.

Beetles will attack you, so blast them away. These enemies are EXTREMELY common in most areas of the game, but sometimes they will be named something different, such as ice beetle. Blast the door at the end of the hallway and go in.

Now you are in an area that has a river and waterfalls. Just go to the area that looks like a halfpipe, blast the beetles there, and go through the door.

Go down the hallway, and into the next room. Scan the symbol and step into the hologram. Enter the door at the top.

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3. Quest for the Missiles, Morph Ball, and its Bombs  
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You will encounter a few beetles to blast, and it will most likely scan an area with seismic disturbances. We need to get to that area. Jump up the ledge and scan the moving sand above the door. This is called a Chozo lore. You should scan all of these so you can get 100% and all of the art galleries. Go

through the door.

Blast all the beetles using strafing and circling techniques. Go through the halfpipe and leap up the ledges. Take a left at the top and go down through that door.

Go through this hallway, but watch out for the scarabs. They will explode upon impact. Blast them and continue to the next hallway, where you will encounter Eyons. They produce lasers and, unfortunately, cannot be killed right now. However, you can shoot them to stop the laser beam. Go through the door at the end of this hallway.

Blast the beetles and it will detect a save station nearby. Scan the Chozo lore and jump up the ledge behind the red plants. At the top, the war wasps will attack you. Kill them. Jump up the ledge near the big tree and open the door to get to the savepoint. Save and leave. Jump off the ledge onto the lower ledge and go through that door.

Go down this hallway, killing the scarabs, and open the door at the end. Don't step in the toxic water in this next room! Kill the wasps, hop across the ledges, and enter the next door.

Blast enemies in this corridor and go to the end of it. Here is your destination. Are you ready?

Climb up the platform in the middle of the room and try to go near the bridge. The thing closes up and the poison water level rises. Blast the war wasps and then blast the hive mecha when it opens up and shows a red light. Don't forget to lock on to the mecha, or you won't do damage! The problem here is the wasps. They are very fast and circle you at mach 10. Just lock on to them whenever you get the chance, and shoot them out of the sky. When the mecha is defeated, run to it to get the missiles. Missiles the door here using (Y) and enter it to get an energy tank.

Continue back to the "Ruined Gallery" room. Blast the missile door and go through. In here you get the map for Chozo Ruins! Now go back to the savepoint and save. Go back now to the "main plaza". I'm not going to mention killing the enemies any longer, unless they present a real danger, because it is more for me to type, and longer for you to read, not to mention it goes without saying! Go down to the halfpipe and hang a right at the bottom. Blast open the missile door. Go down this hallway and go to the next room.

Leap up the ledge and drop down the other side. Kill all the beetles here to get the plated beetle to show up. Just dodge his clumsy attacks and shoot the red tail on him to kill him. When he dies, leap up the ledge and grab the morph ball. Roll down and roll through the tunnel. Go back to the "Main Plaza".

Leap up above the halfpipe, and then leap up the higher ledges here. Jump across the broken gap, and then go across the bridge. Shoot the door here. Morph ball up and roll through this tunnel. Go through the door at the end.

Try not to kill the Plazmites in this room, because you can't see in here without them. Leap across all the ledges and then leap across more ledges to get to the door across from the fountain. Go through this door. This will be the last time I mention going through doors unless there is more than two doors in the room and it is not obvious which door to go through.

Go through this hall, missile the door. In this room you must be careful of all the reaper vines, just shoot the tip of them and they will retreat. Climb up a few ledges to a bridge, and drop down the left side of it. Missile open the



door here. Morph ball through this tunnel. Hang a right in this room to go up a hill and through the door. Save and exit this room.

Shoot the mushrooms on the ground or they will blow up and poison you. Go into the door opposite the save door. Go through the hallway here and missile the door. There are four runes you need to activate in this room. The runes must be scanned to be activated. One is in the middle of the room on the bottom floor under some Blastcaps. The second rune is right under the gate at the end of the bottom floor. The third rune is to the right of the entrance door on your way back. Climb all the ledges until you get to the gate. The final rune is to the right of the gate. Scan the middle of the gate to open it. Scan the Chozo lore and grab the Charge Beam. Charge the beam and blast the Eyon to kill them. Go back to the savepoint and save.

Climb all the ledges when back in the "Gathering Hall". Roll up and go through the red MB "Morph Ball" Tunnel. Go through the door and its tunnel to get to another door and another tunnel. Blast the door at the end of it.

Go through the hall to the left of the starting door. Leap over any acid pits and ignore the stone toad for now. Go through the MB Tunnel. Drop into the next MB Tunnel, and then go through the door. Be ready for anything here...

Step in the room. The incinerator drone pops up from the ground. Circle around it, dodging its heat blasts, until a red light appears at the top of it. Blast the Red light until it sets the wasp hive above it on fire. Blast the wasps while dodging the fire. Blast the red light again and again until it's done for. You now will get the morph ball bombs! MB up and bomb the weak sandstone wall to grab the missile expansion behind it. Exit this room.

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4. Purity, and the Quest to Magmoor and Phendrana  
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MB up and bomb jump (place a bomb and stand above it to jump in MB form) up into the tunnels. Do this until you get to the stone toad again. Let him swallow you and then place a bomb in his stomach to blow him up. Bomb jump into the hole on the wall and place a bomb there. I'll call this a bomb spot. Roll out of this room through the MB window. Go directly across the room to the next MB bomb spot and bomb it. Un-MB up and then leap across the platforms. Run through the hall and then MB up to bomb the bomb spot here. Now leap across the new platforms and go through the door.

Go through the hallway and through its door. MB up and go through the MB tunnel. Bomb jump at the end and go through that tunnel. Grab the energy tank here. Then go back to the nearest savepoint. Save, and then travel to the "Arboretum".

Here you have to find the four runes to get to the "Sunchamber". The first rune is on ground level under some venom weeds. The second rune is behind you on top of the first bridge going up the tree. To continue you need to blow up the sandstone blocks with MB bombs. The third rune is on the wall right after the blocks. The final rune is on the tree across from the gate. MB up and bomb the block behind the gate that just opened. Roll through the tunnel and missile open the door.

Run through this tunnel, blasting the reaper vines and venom weeds, and go through the door. Do the same thing in this tunnel and go through the door. Be very careful...

Flaahgra attacks! This boss can be very tough if you don't know what you are doing. Dodge its attacks. Then shoot out the reflectors when you get a chance to. Only shoot the reflectors that are shining sunlight on Flaahgra. When it falls down, MB up and roll through a passageway to its roots, go into the bomb spot, and bomb it. It then makes more reflectors shine on itself. Keep knocking down the reflectors and bombing Flaahgra. Each time it has one more reflector you have to knock down. Four times and he is gone. The water clears up and is not poisoned anymore! You can now travel through it without losing health. Tight in front of you at this time is the Varia Suit. Get it and go through the door behind it.

In this area you must travel on the right side of the room between the pillars. Do not fall in the water or you will have to jump to the beginning of the room again. Travel down the hallway and dodge the energy bombs dropped by the pulse bombu. Go through the door, drop down, and scan the Chozo lore while dodging wasps. Go through the door and scan the symbol here. Step into the hologram to get transported to Magmoor caverns.

Go out the door and drop down. At the bottom, go down the hall to the first door. Missile it open, go in, and save. Exit the room.

Continue down the hallway and go through the door. Jump from one platform to the other while dodging fire. The grizbys can only be killed using missiles, but they are not much of a threat. Go through the door at the end.

Now you are in the main part of Magmoor caverns! A Magmoor attacks! These giant dragons aren't too tough if you stand back and shoot from a distance where they can't get you. Shoot the puffers, but don't step into the green gas they leave behind or you will take massive damage. When you get to the far shore, MB up and bomb the sandstone, roll through, and bomb the other side. Shoot the puffers, and hop across more platforms. Go down the hallway and the door.

In this room, you have to go underground to continue. MB up and dodge the triclops, because they will grab you. You can blow them up with MB bombs. Roll up on the other side of the pit. Go through the door.

Shoot out the puffers and jump up the platforms here. Then go through the door. In this room you must jump on the piston, and then jump on the next piston when it is lower. At the end of the room open the door and go through.

Shoot out the turrets from a distance. Cross below the station and jump up on the platforms until you reach a broken bridge. Shoot out the turret there and jump to it. Cross through the station, go over the bridge, and through the door. Roll through this MB tunnel and bomb jump when needed. Shoot the door, scan the symbol, and take the elevator.

Wow, a major difference in climate! Welcome to Phendrana! Go through the door, missile any ice formations in your way, go down the hall, and go through this door. Hop across the lake on the platforms, and go through the door to get to a savepoint. Save and exit through the door.

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5. Get High on Speed  
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Travel into the cold water, and turn right. Missile open the gate, MB up, and roll through. Scan the display to unlock the door above. MB up, roll through the tunnel, and head across the lake by wading across. To the right of the savepoint access there is a ledge to jump up. Keep climbing and hopping until

you get to the door you just unlocked. Go through it.

Missile the ice apart and dodge the scatter bombus by becoming MB and rolling under them. Shoot open the door and get ready to be owned.

Travel into this room until... two baby sheegoths attack! A baby sheegoth can be really easy to defeat if you are good at dodging and getting behind the enemy. They will run at you and attempt to tear your head from your neck, or they will try to freeze you. You can just dodge them and jump up the ledges, or kill them. To kill them you must shoot their back until the ice covering breaks. Then just leap up the ledges to the rooftops, jump across them, and to the door.

Try to dodge the ice burrowers in this hallway because they can be very annoying to kill. Head out the door down the hallway. Follow this upward trail, without falling off, to the next door, and go through.

Dodge all the pulse bombus and go through the door opposite you. In this room you want to try to avoid the baby sheegoths by staying to the left until where the second baby sheegoth is sleeping. Take a right here and head for the door, missile it, and go through. Dodge the scatter bombus and head through both the hallway and the door at the end of it.

Drop down, scan the lore behind you, and go down the bridge. Oops... I forgot to mention the bridge was out. You fell down, didn't you? Good. Kill the baby sheegoth. The charge beam works well with baby sheegoths. Go up the snowdrift on the right side and scan the symbol. Leap across the snow platforms quickly because they start to fall. Grab the Boost Ball at the top. Use the Boost Ball to jump to the side of the canyon it showed you during the cutscene. Use this way to get to the door and go through. Go to the "Phendrana Shorelines". Might that be Ridley we see? Go to the savepoint from there, save and exit via door.

Go back to the transport to get to Magmoor caverns. Take off your snow jacket. Exit through the door, roll through the hallway, using bomb jumps when appropriate, and exit out the door. Blast the puffer and jump down to the bottom, hopefully not landing on lava. Travel out the door opposite your location. Run through the shielded hall and through its door.

Jump across the platform when the fire stops. Jump to where the triclops patrols the MB tunnel, MB up, and bomb jump into it. Roll through, and take a left. Hop from platform to platform when the fire stops. Go through the door.

MB up and roll past the Magmoor, onto the track, and down the other side. Go through the door. Scan the symbol and hop into the hologram. Go through the door, blast the zoomers, and go through the next door.

Hop up the platforms and bridges, then missile open the door. Go down this hallway and through the next door. Hop down and go left to get to the halfpipe. Boost up the side. Roll along the stone bridge and blow up the sandstone walls in your way in the tunnel. Shoot out the door and head down this hallway and the door.

Take a left and hop from one platform to another to get to another door. Open it and go in. Hop down and grab the Space Jump upgrade, which allows you to jump again in mid-air! Double jump to the door, go through, and go to the top of the ship to save.

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6. Yeti Hunting for the Wave Beam

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Hop up the ledge and go through the door. Go through the hallway and its door. Leap from platform to platform to get to the top and then go through the door, the hallway, AND the hallway's door. Drop down all the way to the bottom and go through that door, the hallway, AND the hallway's door (no, I did not accidentally Copy and Paste). Go into the Hologram.

Go to the right, and through the door. MB up and roll through this room, then go through the door. Hop from platform to platform and blow up the boxes on the left. MB up and roll along it, bomb jumping and slowing down when necessary. Drop off the end and jump from platform to platform, and go down the hallway, avoiding fire. Go through the door here. Go through this shielded hallway and through the door.

Kill the sentry guns and hop up the platforms and go through both the station and the door across the bridge. MB up and roll through the tunnel, bomb jumping when necessary. Then go through the door and down the elevator.

Go through the door, the hallway, and another door. Jump from platform to platform, including suspended ones, to get to the door. Go through it, the hallway, and the hallway's door. Hop up the platforms here until you reach the top. When you get to the masks, missile the shaman mask, MB up, and bomb jump into it. Place a bomb, and go through the door. MB up, and go into the tunnel. Bomb the boxes, and then bomb the supports so the pillars are removed from your way. Then bomb jump back to the pathway. Continue this until you get through. Go through the door. Pee now, or pee yourself...

Go for the item... Uh oh... Baby sheegoths... Kill all four, only two will come out at a time. OH MY GOD! A fully-grown sheegoth! Fire at this enemy until he fires back at you. Dodge his attacks. He will start hyperventilating. Shoot missiles at him during this time. You can also MB up and drop bombs near him, but there is also the potential here to take massive damage if done correctly. Eventually (a long time) he will die. Grab the Wave Beam. Your first new weapon! Blast through the door with the wave beam. Roll through the tunnel, bomb jumping when needed, and go through the door. Go down the hallway, drop down, and go through the door, the hallway, and another door. Go to the savepoint. Save and exit via the door.

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7. Space Pirate Infiltration, Cold Correction  
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Leap onto the ledges and climb up to the highest floating platform. From here, jump to the door by the wall. Go through. Go through the room and the door. Jump onto the ledge on the right. Scan the Chozo lore. Jump from one platform to another and missile the stalactite. It will fall down, so jump on it. Jump along the ledges to the door, and blast it open. Go through the door, the hallway past it, and the hallway's door. Go into the spinner devices and Boost ball to activate them. Do this to both. Climb up the ledges and use the bomb slot. Quickly leap to the metallic ledges, then the rock ledges to the side. Ascend to the top of the tower. Missile open the door, and then save your progress. Exit through the door.

Open the wave beam door. Shoot out the turret, and kill the shadow pirate with the charged-up wave beam. There will be A LOT of pirates in these areas, so be ready for quick combat at all times. Go through the hall and the door.

You will have to fight a large amount of pirates here all at the same time. Once you kill them all, walk up the ramp, blast the sentry gun, continue up

the ramp, and go through the door. Go through the hallway. Also go through the door here.

Scan the symbol and kill the pirates. There will be a lot of pirate data logs in this area, so remember to scan all the computer terminals. I will only warn you this one time. Scan the symbol and ride the elevator up. Kill all the pirates, and the turret, and shoot the wave beam door on the roof. Go through.

Blow up the turrets, and go through both the hallway and its door. Kill all the pirates in the "observatory". Scan one of the terminals to activate a morph ball sequence. Bomb the first slot, then bomb the second slot. Then activate the four spinners around the machine. Leap up the platforms to get the Super Missile. Then missile the door to get to a savepoint. Save and exit via door.

Go through the wave beam door opposite the savepoint. Go down the hallway and through the door, and then scan the symbol. Go up the elevator and through the door. Kill all the space pirates, and then kill the flying pirates. Go through the door, scan the symbol, and go down the elevator. Go through the door, the hallway, and the hallway's door.

Doesn't that creature look familiar? It's a metroid! Blast it with charged up shots or missiles to kill it. Wow! You killed your first metroid in this game! Congratulations! Kill the space pirate that jumps through the window, and his buddies downstairs. Missile all the tanks open, and grab the energy tank, kill the metroid. Scan the symbol to activate the elevator for use later. Shoot the door under the crates. Go through it, the hallway, and the next door.

Kill the three space pirates here, but ignore the metroids for now. Disable the three shields covering the test material by accessing various consoles in this room. Destroy the three turrets at the bottom floor. When the shield is gone, grab the thermal visor. All the lights, throughout the entire complex, go out!!! Pirates are everywhere! Shadow pirates drop down next to you. Waste them. Metroids will start breaking out while you travel up the ramps. Kill them. Great... The door at the top has no power. Use the thermal visor to find the conduit. Shoot the conduit with the wave beam to get the power back to the door. Too bad the lights don't go back on too... Oh well. Go through the door.

Blast the sentry drones, and dodge their attacks, you need all the health you can get. Blast through the door on the roof. Like I said, the place is crawling with enemies now. Kill everything. Climb up the platforms and jump into the top part of the room. Go through the door here.

Run through this hallway, and the door at the end of it. Step into the hologram, and then go out the door. Kill all the flying pirates, and go through the door. Go down the elevator, through the door, through the hallway, and through another door. More pirates... Go to the save point first, however, to avoid fighting them twice.

Go back into the "observatory" and kill all the pirates. Go through the door at the bottom. Kill the sentry drones and go through the next door, which is on the ground. Kill all the pirates here. Go through the door, down the hall, and then through the next door. Kill all the pirates, go through the door, down the hall, and through the door. Go to the savepoint on the left, save, and exit via exit.

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8. The Rock, and some other Jabronis, Wavebuster, and Ice Beam  
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Go to the door opposite the savepoint you just cam from. Super missile the

statue thing above it, put on your thermal visor, and shoot the power conduit with the wave beam. Go through the door, the hallway, and another door. MB up, and go through the tunnel. Dodge the bombus' bombs because you can't kill him now. Yes, this is the area from the demo on the DVD... Go through the door at the end.

Finally, The Rock has come back, to Tallon IV! Thardus is VERY VERY TOUGH! It will take about fifteen minutes of constant blasting to kill him. Switch to the thermal visor to locate a bad kidney stone. Give him a little help and blast it out for him. Your thermal visor will then overload. The stone will then appear as a hard piece of ice in combat visor mode. Blast it away. I find super missiles work good. You will repeat this about seven times until he dies. He will eventually call down fog in this area so it is hard to attack him in combat visor mode. Just hope you have enough life to win. He will sometimes roll up and simulate a clumsy morph ball, laugh at him and dodge it. Jump out of the way when he tries to freeze you. If you are really lucky, or good at video games, he will fall apart. Thardus tries with his last breath to kill Samus, so he throws a pebble at her. The Rock is pinned! One... Two... Three! And Samus is the new champion! Grab the Spider Ball upgrade. Travel up the track that circles almost the whole room. Drop down and go through the door.

Go through the hallway, and through the door at the end. Scan the symbol and take the elevator down. No bad elevator music here! Missile open the door behind you and enter this newfound savepoint. Save and exit via the door.

Go through the opposite doorway in the elevator room. Go down the hallway, timing your moves in between the fire, and go through the door at the end. Kill the flying pirates here. Jump down and go through the door to the far side of the room and to the left. Uh oh... No way to get across. Shoot the puddle spore when it is opened up to make it flip over, then use it as a platform. Continue to the end of the hall, and go through the door. Use the puddle spores here as platforms to jump your way across the room, and go through the door.

In this room you have to missile down a stalactite. Then use it as a platform so you can go through the door. In the "Twin Fires" room, where you are now, you must missile down more stalactites for platforms. MB up and roll under the constant fires. Missile down one more stalactite and you can hop to, and through, the door.

In this room, you must find an MB tunnel, so MB up and go through it. Spider ball across the whole tunnel and go through the door. Go up the elevator here. Now work your way back to the ship and save using the pathway set by the last three steps of the "Get High on Speed" chapter of my walkthrough. Then, follow the steps in the "Your Journey Begins" chapter to get to the Chozo ruins again.

Shoot the door in the elevator room, go through it, go through the next hallway, and go through its door. Go into the door on your left in this room. Go down the hall and through the door. Boost ball up the ramp here. On one side of the ramp is a missile upgrade in a MB tunnel. There is also another missile upgrade in the main area, bomb the wall and roll through. On the other side of the halfpipe is another MB tunnel with a spider ball track on it, latch on, ride it to the door, and go through.

Go down the hallway here, and go through the door. Leap up a few platforms, and scan the four pillars in the corners of the room. It will say on some of the blocks that the brinstone is weak. Missile them all down (they take three missiles each, so you need at least 36 missiles). They all must be missiled down in one go. If you are low on missiles, go through the MB tunnel in the "Ruined Nursery". Also check the MB tunnel in the "Ruined Gallery". MB up into the fountain in the "Ruined Fountain" area, and then it will propel you to a track,

ride it to a missile upgrade". When all the brinstone blocks gone, there is a platform climb to the top, and then you grab the Wavebuster upgrade. This is the wave beam/missile combo attack. Drop down and leave from the door you came.

Back track through all the rooms and tunnels to the "Main Plaza". Use the steps 10-13 from the chapter "Quest for the Missiles, Morph Ball, and its Bombs" to get to the "Save Station 2". Save, and exit via the exit. Travel back to the "Furnace". When you get there, take the spider ball track up, roll onto the disappearing blocks, and bomb jump across the obstacle before you fall down. Roll through the MB tunnel under the Chozo lore and roll through the tunnel it leads to. Go through the door. There will be A LOT of Chozo lore here, so I won't remind you to scan them. Boost ball up the halfpipe, go down the hall, and missile open the door. Go through it. Also go through the hallway and door.

Drop down into the main area in this room. Who you gonna call? Chozo-Ghostbusters! These guys are easy when you are only fighting one or two. Larger groups can be EXTREMELY annoying. Just shoot him with charged-up power beams until he dies. MB up, and then bomb jump into the statue's hands. He will roll you rally fast, so grab onto the track as soon as you reach it. Roll up it and bomb the slot. Climb the platforms and shoot the purple shield with the wave beam. Bomb the slot. Go into the Chozo's hands again. Roll through the passage, scan the symbol, and go through the door.

MB up and bomb the drain in the pool. Use it as a halfpipe (no skaters allowed!) and boost ball into the stomach of a stone toad. Blow it up with a bomb and go through. Missile open the door on the left and go in to get the Ice Beam! Hop across the way and missile open that door to get to a savepoint. Save, and exit this room.

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9. Isaac Newton and his Crashed Frigate... I Mean Apple  
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Scan the symbol, go down the elevator, and through the door. Go through the passageway, and through the door. Jump in the water and swim to the far side of the room. Two pirates will get startled and fly away, but you can't kill them. Phazon is leaking everywhere from the canister, but ignore it. Go through the door after missiling it. Go through the corridor, and its door. Continue back to the ship and save.

Take the quickest way back to Magmoor caverns, the "Transport to Magmoor Caverns East". From here, go to the "Transport to Phendrana Drifts South". There is a savepoint nearby if you need it. Refer to earlier sections for a step by step.

Go up the spider ball track and ice beam the door open. Go through, and go through the tunnel. Also go through the door. Drop down and go through the lowest door that is not in the water. MB up and roll through the tunnel, and go through the door. A Hunter Metroid attacks you, so ice beam it, and shatter it with a missile. Ignore the glider. Shoot down the stalactites and jump to the closest door. It is a savepoint, so save and exit via the door.

Travel to the other door you can now access because of the fallen stalactite. Go through it, the tunnel, and the tunnel's door. Kill the flying pirates. Fall down into the water, and kill any jelsaps with charged up ice beam to the internals. Then go through the door, the tunnel, and another door.

Missile down the three stalactites here. Use them as platforms to get to the closest door to the right. Go through the door, the tunnel, and the door. Continue from platform to pit to platform, dodging the aqua reapers and

jelzaps, until you get to a large shelf of ledges. In a niche in the ice, you will find the gravity suit. Grab it and admire how cool Samus looks (and imagine how hot she looks without any clothes!). Work your way up the ledges to get to an alternate door out.

Kill the sentry drone and go through the door. Kill the pirates, and stay on the ledge to the right, then go into the door. Go through this tunnel, and then through the door. Climb all the way to the top of this area, and then go through the door, and the tunnel, and the tunnel's door. Go up the elevator, and into the savepoint. Save, and exit via exit.

Travel to the "Transport to Tallon Overworld West". From there, travel back to the "Landing Site" Save, and get nasty with Samus in the ship. Travel back to the "Frigate Crash Site". Annihilate all enemies and travel through a passageway in the water to the ice beam door. Go through, and go through the tunnel and another door.

Go through this tunnel and the next door. Isn't this place familiar? It's the frigate that was your introductory level! But it is even MORE messed up than before. Use the Thermal visor to find the conduit above the door and wave beam it. Go through the door, a tunnel, another door, another tunnel, and ANOTHER door! This area has cool music that for some reason reminds me of Zelda: OOT. There are actually still pirates here, too. Kill the Aqua pirates, and blast the four conduits. If you are actually having trouble finding the conduits, even using the thermal visor, E-Mail me and I will add it to this walkthrough, but seriously, it's not that tough. Go through the door and go to the door immediately on the right. It is a savepoint, so save and exit this room.

Blast the three conduits here, and if you can't find them, have your CAT scan done. Go through the door, missile the gate, and grab the Energy Tank. Then start climbing the platforms (check behind you for more platforms). A space pirate! Oh, he is already dead.. Oh, I forgot to mention about the energy conduits, oops... backtrack, and shoot the one conduit by the gate, the one on the ceiling, and the one by the door. Go through the door.

Go through the tunnel and through the door. Blast the sentry guns and aqua drones in here, and shoot the three conduits. Go through the door, the hallway, and another door. Kill the pirates, shoot the three conduits, and then climb up the ledge of debris. Hop across to the door and go through. Go down the hall and through the door.

Don't get startled by the dead space pirate! Drop down and go through the door. MB up and get used to weird underwater MB effects. Time your bomb jumps correctly to bounce up and get the Energy Tank. Then bomb jump up to the exit door and... exit the door. Climb up the ledges and use the spinner to open the gate. Then drop down and go through the ice beam door. See that blue junk that's bubbling? That's Phazon, so don't fall. Scan the symbol and take the elevator.

Go through the door, the hallway, and another door. Destroy the two sentry guns, and scan the two symbols to open the force field. DO NOT go ion that door yet. Instead, travel up the spider ball track and go through the door there. Go down the hallway, and scan the symbol to open the gate. This is a savepoint, so save and exit via door.



Go back out the door, and smoke any pirates or sentry guns around here. The climb up the bridge and ledges. A space pirate will fall out of a grate, so kill the ambushing jerk. When you get to the top, by the base of the crane, search for a conduit and activate it. Then go to the terminal and move the crane. MB up and ride the crane's track to the missile upgrade. Save again, if you wish to, and then go through the door that was behind the force field.

These aren't your normal turrets, here! They are mega turrets, which deal more damage, and can take a lot more punishment. Smoke em'. Then go through the door. Get your thermal visor ready for shadow pirates and kill them with the ice beam. Continue down the hallway. Wave Troopers attack. These troops are attempting to use Chozo technology, so consider it an insult and kill them. But be warned, there are troops like this for all your weapon types, and they can only be killed by that weapon. At the end of the room, go through the door in the roof.

In this hallway, pipes and rods will block you, but you can blast them away. Be warned, a shadow pirate will jump off the ceiling every time you do this. Kill them, and go through the door in the ceiling at the end of the room.

Kill the two pirates on the ground. Don't worry about the big thing in the tube. That is an elite pirate, but this one won't get out. Scan all the terminals here to make the platforms activate. In this entire area, there will be plenty of pirate logs, so scan every terminal. Leap up the platforms, and kill the wave troopers. Activate the other platforms and climb up them. Kill the power trooper with your power beam. Then use the spinner to align the pulse beam cannon with your target. Then scan the terminal to blast away the wall. You can unlock a missile upgrade at the 9 o'clock position, and the door at 12 o'clock. Go through the door.

In this area, just drop down and go through the door. Kill the power troopers here. You'll probably lose quite a lot of health. MB up and jump into the slot. Bomb it and check the hologram. You want the blue to be all one line. Ride up the blue and by using these terminals, make the red all one line. Ride up the red, kill the wave trooper, and go through the door. Drop down and go through the door. Scan the symbol, and go down the elevator. Go in the door.

As this is my walkthrough, I will let you in on a little secret. Thermal on, and shoot the heat square to kill the pirates before they see you. Then grab the missile expansion. Go through the door, and be thankful I saved you that health. See that thing in the tank? I said those were elite pirates. Holy crap! It broke out! Hahahahaha! Sucks to be you! Hide behind some kind of cover during most of this battle. When he lifts up his arms, purple electricity surrounds him and spreads outwards, dealing massive damage. The only way to dodge this is to jump. Keep blasting him, except for when he has a white light thing surrounding his hand. The white light means he is absorbing your shots. When he dies, ice pirates will attack you. Kill them rather easily. Scan the terminals upstairs to unlock the force field. Go through the ice door in the ceiling behind it.

Drop down and run through this area fast, get through the door quickly or you will lose health from the poison. Kill the wave troopers on the top floor, and the power troopers on the bottom floor. Jump through the ice door in the ground. Go through the corridor, and through the door into the next room.

Drop down and some kind of weird hoverbot will assault you. Keep blasting it with the power beam until it dies, there is no way to lock on to it. Just shoot below the eye things. When it is dead, drop into the electrical maze thing via a hole in the grate. Blue beams are constant, while yellow ones flicker. Position yourself on the water and place a bomb to destroy a large

area of the maze. Roll your way through and you will get the power bomb. The door without the benzedium leads to a savepoint. Save and exit via door.

Backtrack to the "Omega Research" area. The elite pirate will break through, so run past him and get to the top by climbing up the ledges in the area where he broke through. Snipe him down. Hop across the platforms to the benzedium rubble and blow it up. Go through the door to download the map for this area. Leave through the door. Hop back across the platforms and go through the door. MB up and boost up the side to the relative safety of the next door. Go through it.

Kill any shadow pirates that come after you. Then backtrack to the "Elevator A" area and ride it up. From there, continue to backtrack to the "Ore Processing" area. Shit has indeed happened, and the metroids have broken free into here, so kill them. Now line up the yellow line on any of the holograms. Go into the ice door here and you will acquire the grapple beam. Exit this room and swing across the way using the grapple point. Go through the door.

MB up, and Roll near the garbage disposal and you will be sucked up. Roll around in there until you end up near the waste disposal spit out point, and you'll be kicked out. Go through the door. Kill all the space pirates. MB up, and then spider ball up the track. Go through the door and save. Exit via door.

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11. The Truth Is Harder To See Than Lies/Power Of A Star  
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Go back to the "Transport to Tallon Overworld South". Ride up the elevator and go through the door. Go through the tunnel, and then through another door. Climb up the ledges and attach to the spider ball track. Drop off at the top and quickly grab on to the second part of the track. Ride that up and drop off on the ledge. Blast through the door.

Power bomb the benzedium. Boost up the halfpipe and roll into the "Life Grove". Grab the X-Ray visor. Power bomb in this area to explode the walls. Go into the water and bomb the plug. Then use the newly opened spinner to reveal... A Chozo Artifact of Chozo? What is this? Go back to the "Landing Site" to find out. But how do you exit this area? Climb up the platforms and MB through the tunnel to get to the bridges. Leap about the platforms until... Oh crap... Three Chozo ghosts! Use the newly found X-Ray visor to target them indefinitely. Get back up to the platforms and leap about until you get to the Chozo's head and drop into the slot below it. Roll back through the passageway and through the door.

The quickest way back to the landing site, believe it or not, is through the frigate. Go through and get your tail to your ship. In the "Biohazard Containment" area, blast open the cordite wall to reveal a missile upgrade to grab, so grab it.

Made you think space pirates were attacking your ship, didn't I? They aren't. Besides, something way more important is here... The answer to the fate of this world, and your question of the Chozo artifact you found. Climb the ledges that lead behind the waterfall and follow this path through the door to the "Temple Hall" area. Go through the hall and the door. Go down the hall, find out this is the Chozo barrier temple, and go through the missile door. Also go through the next hallway, and its door.

Scan the two Chozo lore and go down the unblocked passageway. Grab the Chozo Artifact of Truth in the center of the temple. The pillars will start lighting up. Scan them to get clues as to where the other artifacts might be. After you have scanned them all, return to the ship and save.

Take the fastest way back to Magmoor caverns, and go to the "Geothermal Core" area. Grapple to the spinners and use them to raise the screws. When you get them all up, climb up the spider ball track on the one, and drop off at the top. Jump up to the highest screw, and bomb the slot. The entire area opens up! Climb up the pipe and latch on to the track. Ride the track all over across the room. Sometimes you have to bomb jump up, sometimes drop down. Eventually you will get to a door, go in. Grab the Plasma Beam here. Go through the door.

Go to the "Monitor Station" area. Leap up the platforms and bridges to get to the top of the station. Scan the computer terminal (not this one dummy) to activate the bridge, leap across the bridge to a ledge, and run up to the door. Go through and collect the Chozo Artifact of Strength. Leave through the door.

Travel to the "Root Cave" in the Tallon Overworld. In the "Transport Tunnel B", fall under the bridge and grab the missile expansion. When in the "Root Cave", climb to the top and open the plasma door. Use the X-Ray visor to find hidden platforms and a missile expansion. In the "Arbor Chamber", grab the missile expansion. Head back to the ship and save.

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12. The Seven Powers Of The Demented Spirits  
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Head to the "Ruined Fountain" area of the Chozo Ruins. Head through the unexplored door near the fountain. Go down the hallway and through the door. Grapple across the room and go through the door. Go down the hallway and through the door. Two Chozo ghosts for you two kill. Then boost ball into the bomb slots and blow em' up. Enter into the piston tube. Roll through here and spider ball through here to get to an Energy Tank. Head into the MB tunnel. Roll through here. Grapple across and grab the Missile Expansion. Head back to the "Tower of Light" area in the Chozo Ruins. Hop through the under-water path and shoot the wave beam door on the ceiling. Grab the Chozo Artifact of Lifegiver. Leave the room.

Head back to the "Main Plaza". Boost ball up the halfpipe and grab the missile expansion in the wall. Then travel to the "Transport to Magmoor Caverns North". Go into the "Sun Tower" room next to it, and scan the four symbols, two of which are on pillars, and the other two are behind cordite hangings. Ride up the track, do down the hallway, and through the door.

Kill the three Chozo ghosts here while targeting them with the X-Ray visor. Then climb up to the center of the flower, where Flaahgra used to be. Grab the Chozo Artifact of Wild. Now head to the "Furnace". Blast through the ice door here, go down the hall, and through the door.

Kill the Chozo ghosts here. Blast the ice bomb slot and go into the statue's hands. Grab the Energy Tank. Roll back to the main room and bomb the plasma slot. Go through the door under the statue and grab the Chozo Artifact of the World. You now have half of the Artifacts! Go to the save area branching off of the "Reflecting Pool" room. Save and exit via the morph ball tunnel.

Go through the transport beyond the door, and return to the "Landing Site". Save if you wish, and then go to the "Artifact Temple". Scan the rest of the totems now. Head to the "Lava Lake" area in Magmoor Caverns now. Blow up the pillar with a super missile to get the Chozo Artifact of Nature.

Head to the "Triclops Pit" area and roll through the under ground maze, go through the door, and grab the missile expansion. You should now have 100

missiles! Head to the "Magmoor Workstation" area. There is a savepoint in a hallway right near here, so use it and exit via space pirate tinfoil doorway.

Head up the elevator in the "Transport to Phendrana Drifts South" area. Head to the "Phendrana Shorelines" area. On the way, stop at the "Quarantine Cave" area and grapple across to the MB tunnel. A missile upgrade lies within. When you reach your destination, destroy the cordite, scan what's behind it, and travel up the MB tunnel via track to get a missile upgrade. Now travel to the "Chozo Ice Temple" area.

When you get here, jump all the way up to the Chozo statue that has frozen hands. Shoot the ice with a few fusion shots to heat it up. Bomb jump into his hands and he will open up an MB tunnel. Go through and grab the Chozo Artifact of Sun. Now travel to the "Phendrana's Edge" area. In the "Transport Access" area on the way there, blast through the ice and grab the Energy Tank.

When you get to your destination, climb all the way to the top of the level, and then use the glider as a grapple point. MB up and roll through the tunnel. Grab the Power Bomb Expansion. When you leave the tunnel, search to your right and down for a hidden door. Power bomb the area, then blast through the door. Grab the Chozo Artifact of Spirit. Go back to the "Phendrana Shorelines" area. Go to the savepoint, save, and exit via a phazonized monkey's birth canal.

Now you should travel through the pirate's base, starting from the "Frozen Pike" area, and going to the "Control Tower" area. In the "Research Lab Aether" area, jump onto the platform, MB up, and roll to the Missile Expansion.

Jump into the sentry tower and shoot missiles out the window at the radion fuel cells. MB up, and drop down below where the tower cracked the ground. Grab the Chozo Artifact of Elder. Two more to go! Now head to the savepoint right outside the pirate base. Whew... Now go back to the "Landing Site"...

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13. Space Pirate Infiltration, Part 3/Emergency Level Omega  
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When at the "Landing Site" area, save in the ship, and take a peek into Samus' "personal life". I like what I see! Now go to the Phazon Mines area, and go to "Save Station Mines A" area. Save and exit via door. Go into the "Waste Disposal" area, and travel up through the water to save both health AND time. Exit through the door.

Slowly work your way back to the "Central Dynamo" area. Collect the Energy Tank in the "Ventilation Shaft" area by blasting through the floor and scanning the terminal. When you get to the "Central Dynamo", save, and then travel down the other side of the room and through the door. Kill the mega turrets. Go through the door.

Scan the terminals, and the metroids will break free. Watch and laugh. All the metroids will kill the space pirates, so then you kill the metroids. Use your X-Ray visor to find platforms to leap across. Go through the door at the end and go through the tunnel, and then another door. Scan the symbol and go down the elevator. Go through the door.

Just kill the pirate, drop down and go through the here. Clam down and freeze the hunter metroids and then just keep firing the ice beam to kill them. Use the mushrooms as platforms to get to the door. Go through and MB up, power bomb the bendezium rock and then drop down. Boost ball across the disappearing ledges and go through the door. Go to the door on the left and recharge your

missiles. Exit back to where you were.

Use the glider to get to the door. Go through the door, the tunnel, and another door. Kill all the pirates in view. Use the spider ball and grapple beams to get to the other side. Kill more pirates, and scan everything to learn somebody's weakness. Go to the save room door on the lower level. Save and exit via the door. Go through the door on the higher platforms. Go through the hallway and kill the pirate. Melt the ice with the plasma beam. Go through the door. Gulp... Ignore what you see and go in...

Are you ready for the toughest battle yet? HAHAAAAHA, you are meat! There are four basic lock-on points for the omega pirate. His knees, and his arms. Hit these with missile-type weapons. He will disappear when the Phazon shields are gone. He will call down enemies you have to kill. Kill them. While they are attacking you, though, he is getting his shields back. Hit him with a super missile while he is recharging. You cannot see him normally, even with the X-Ray visor, but you can see the Phazon in his veins, and the visor will lock on to the middle of his body. Let it loose. Keep doing this until he dies, and hope he dies first. Good luck! Remember not to step in Phazon!

He falls on you! Phazon Suit acquired! Go in the elevator. Go through the door and grab the Energy Tank. Scan the terminal to open the gate. Go through the door. Kill the pirates and ascend to the really high ice door by the ceiling. Go through the door, the tunnel, and another door. Scan the symbol, and take the elevator up. Samus looks cool, huh? Go through the door, and blast the benedezium. Go through the next door. Go to the door to the left, down the tunnel, through another door, through a room and another door, and then save. Thank god!

Head back to the Phazon mines via the transport you came from. Head then to the "Phazon Mining Tunnel" area. Drop into the Phazon and bomb all the obstacles in your way to get the Chozo Artifact of Newborn. Only one more to go! Now head to the "Elite Research" area. Blow up the benedezium tank and kill the Phazon elite. Grab the Chozo Artifact of Warrior. In the "Security Access A" area, blow up the benedezium and grab the Missile Expansion. In the "Mine Security Station" area, blow up the benedezium and scan the terminal. Go to where the force field used to be and go through the door. Grab the Flamethrower and head back to the "Landing Site" area. Save and check out how WILD the Phazon made Samus!

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#### 14. The Root of All Evil

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Head now to the "Artifact Temple" area. Go into the center of the site. It starts charging up! Ridley blows up the machine! This is an awesome battle! It's not EXTREMELY hard, but it is SO MUCH FUN! Just blast away with anything you have at his chest. When he stops flying, and starts charging you, then it becomes VERY TOUGH! Blast at his mouth when he roars at you. Then shoot him in the chest when he rears up. He will die after a while.

Head into the portal. It will take you into the Impact Crater. There is a save point here, so use it often. Travel through the first door, tunnel, and then the next door. Color-code the metroid to the weapon to kill it. They are automatically spawned in the red Phazon bubble things on the ground. Climb the platforms in this room, and check the doors. One of them is a missile station. When you get to the highest door, go through it.

Use the spider ball tracks to go through the hallway. Go through the door here.

Pretty scary, huh? Follow it. Sounds like bad advice, doesn't it? It's the only way to get through the game... It is the aberration known as the Metroid Prime. I don't know. Doesn't look like a metroid to me... Color-code your attacks to his color at the time. Eventually, after the second phase, he will break into another room. Stupid, albeit hot, Samus follows the thing. It attacks again. After the third phase, he goes into another room. Damn it, Samus follows again! You know what they say about blondes! It will break into another room, and here it will die. It falls down into a large chamber, so Samus, my heroine, jumps in after its corpse.

The head of it disconnects from the body! NOW it looks a little bit like a metroid! THIS CAN BE VERY TOUGH! DO NOT BREAK YOUR CONTROLLER! This thing will move around really, really fast, and it mostly slams the ground. This creates red shockwaves, which you just have to jump over. Sometimes it will create pools of liquid Phazon. Stand in it and blast away when the arm cannon enters Hyper-Phazon mode. Repeat this many, many times and he will die. He will sometimes summon various types of metroids to plague you, but the hyper cannon knocks them out in one shot. When you kill it, it starts swelling! It even grabs you! It will pull all the Phazon out of your suit, so start running! (The game runs automatically for you). Samus calls in a pizza, I mean ship, hops in, and watches the devastation. Not too much of an ending for such a great game!!! Though it does foreshadow what could be a future Metroid game... CORE X!!!

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## 9. Collectibles

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### 9A. Missile Expansions

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Tallon Overworld - Root Cave - Use X-Ray Visor to scale the cave on invisible platforms to the very top. Look for Missile Expansion behind plants.

Tallon Overworld - Arbor Chamber - Use X-Ray Visor to climb to top of Root Cave on invisible platforms. Use Plasma Beam to open door at top.

Tallon Overworld - Transport Tunnel B - Drop down off rock ledge and walk through gas under bridge.

Tallon Overworld - Landing Site - Roll into a Morph Ball and sneak under the cliffs behind gunship.

Tallon Overworld - Overgrown Cavern - Clear a path through the Venom Weed.

Tallon Overworld - Frigate Crash Site - Dive into water and look for the alcove in the rocks in the center of the lake.

Tallon Overworld - Biohazard Containment - Use Super Missile to detonate Cordite door where Aqua Drones attack.

Tallon Overworld - Life Grove Tunnel - Use Boost Ball to gain enough speed to reach top of loop the loop. Use Morph Ball Bomb to blow a hole in the rocks at top of loop.

Tallon Overworld - Great Tree Chamber - Use X-Ray Visor to see invisible platform that leads up to doorway in Great Tree Hall.

Chozo Ruins - Ruined Gallery - Use missile to blast through fractured Brinstone wall.

Chozo Ruins - Watery Hall Access - Use missile to blast through crumbled wall.

Chozo Ruins - Burn Dome - Use Morph Ball Bomb to blast through small brick arch near floor.

Chozo Ruins - Dynamo - Use Morph Ball Bomb to enter corridor in Watery hall and use missile to blast gate in Dynamo.

Chozo Ruins - Ruined Nursery - Use Morph Ball Bomb to work through channel maze in wall.

Chozo Ruins - Ruined Gallery - Use Morph Ball Bomb to hop into semi-circular tunnel in wall.

Chozo Ruins - Ruined Shrine - Use Morph Ball Bomb to enter brick-covered tunnel near floor.

Chozo Ruins - Vault - Use Morph Ball Bomb to enter three circular slots--the upper slot requires a triple bomb jump; use Bombs within slot to turn locks.

Chozo Ruins - Main Plaza - Ride up half-pipe to ledge under the tree bridge.

Chozo Ruins - Main Plaza - Locate the large diseased tree and fire a Super Missile at it just above the knot.

Chozo Ruins - Gathering Hall - Leap onto platform above Energy Core entrance and use Morph Ball Bomb to blow up gate.

Chozo Ruins - Crossway - Use half-pipe to reach Morph Ball Slots. Roll onto piston and get ride up to secret ledge.

Chozo Ruins - Ruined Shrine - Ride up half-pipe on right and roll through small tunnel.

Chozo Ruins - Ruined Fountain - Let fountain spray Morph Ball Samus up to Spider Ball track overhead.

Chozo Ruins - Training Chamber Access - Roll through hidden pipe behind tree growing in corridor.

Chozo Ruins - Main Plaza - Exit Piston Tunnel and use Grapple Beam to reach far ledge.

Chozo Ruins - Watery Hall - Dive into water and swim through tunnel in back of room to reach hidden chamber.

Chozo Ruins - Dynamo - Use Spider Ball to climb vertical shaft over generator.

Chozo Ruins - Furnace - Use X-Ray Visor and Power Bomb to blow up floor to reveal half-pipe; use Spider Ball to carefully navigate ceiling maze while watching shadow to cross the room on pipes.

Magmoor Caverns - Storage Cavern - Roll under metal gates in Triclops Pit to back corner.

Magmoor Caverns - Fiery Shores - Use Morph Ball Bombs to navigate maze on side of cave.

Magmoor Caverns - Triclops Pit - Use X-Ray Visor to spot invisible platforms; follow platforms to rock spire with Missile Expansion within and blow apart with charged Super Missile.

Phendrana Drifts - Research Lab Hydra - Use a Super Missile to smash the Cordite stasis tank on the upper floor.

Phendrana Drifts - Research Lab Aether - Space Jump onto platform below upper balcony and roll along narrow track to alcove in wall.

Phendrana Drifts - Quarantine Monitor - Use Spider Ball and Grapple Beam to reach ledge across from main entrance in Quarantine Cave; roll through pipe to secret room.

Phendrana Drifts - Gravity Chamber - Melt large icicles with Plasma Beam and Grapple onto ledge with Missile Expansion.

Phendrana Drifts - Frost Cave - Grapple to far ledge and shoot stalactite with missile to break through frozen lake.

Phendrana Drifts - Ice Ruins East - Use Spider Ball to enter hidden alcove high above ruins.

Phendrana Drifts - Ice Ruins East - Melt ice near doorway to find Missile Expansion in hidden cave.

Phendrana Drifts - Phendrana Shorelines - Melt ice behind rock spire near lake; on same side of lake as Save Station.

Phendrana Drifts - Phendrana Shorelines - Use Super Missile to destroy Cordite statue over temple entrance and scan panel behind it; use Spider Ball to reach top of tower that is revealed.

Phazon Mines - Main Quarry - Activate power to crane and Spider Ball across to Missile Expansion revealed when crane slams rock.

Phazon Mines - Elite Research - Rotate Pulse Beam Cannon into position to the left of its starting position and have it mine the rocks there.

Phazon Mines - Elite Control Access - Detonate explosive crate on ledge to blow open grating.

Phazon Mines - Security Access A - Use Power Bomb to blow through cracked metal in corner of tunnel.

Phazon Mines - Metroid Quarantine A - Use X-Ray Visor to navigate invisible maze across magnetic track bridge and through invisible cave.

Phazon Mines - Fungal Hall Access - Drop to bottom of vertical shaft and roll under large mushroom to grab Missile Expansion; do quickly to avoid damage.

Phazon Mines - Fungal Hall B - Use X-Ray and Thermal Visor to locate Missile Expansion below red door leading out.

Phazon Mines - Metroid Quarantine B - Use Super Missile to destroy Cordite stasis tank across from Save Station.

Phazon Mines - Phazon Processing Center - Locate invisible platform near middle level with X-Ray Visor and jump across to ledge with crates; use Power Bomb to



blow through brick wall.

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## 9B. Energy Tanks

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Tallon Overworld - Cargo Freight Lift To Deck Gamma - Use Super Missile to blow up steel grate when entering room.

Tallon Overworld - Hydro Access Tunnel - Use three Morph Ball Bombs to reach top of tall narrow passage in vertical maze. Drop bombs right before floating back down.

Chozo Ruins - Transport Access North - Fire missile at Blast Shield after battle against Hive Mecha and Ram War Wasps.

Chozo Ruins - Furnace - Use Morph Ball Bombs to power the generators in the Energy Core and follow tunnel to Furnace.

Chozo Ruins - Main Plaza - Follow the passage from the Vault towards the Main Plaza to acquire the Energy Tank on the out-of-reach ledge.

Chozo Ruins - Hall Of The Elders - Use Ice Beam to rotate floor and let statue roll Samus into tunnel.

Chozo Ruins - Training Chamber - Defeat Chozo Ghost and use half-pipe to reach slot high on wall; tide piston to magnetic track and Spider Ball into secret room.

Magmoor Caverns - Transport Access A - Use Morph Ball Bombs in triplicate to burst Samus up vertically through maze; start over metal block just above lava and move left with each triple jump

Magmoor Caverns - Magmoor Workstation - Complete lava cooling process to gain entry to the northern channel.

Phendrana Drifts - Ruined Courtyard - Raise water and hop across icebergs to platform below Save Station entrance; Morph Ball Bomb into pipe.

Phendrana Drifts - Research Lab Aether - Use a missile to destroy stasis tank on lower level.

Phendrana Drifts - Transport Access - Use Plasma beam to melt ice to get energy Tank from hollowed snow tank.

Phazon Mines - Ventilation Shaft - Use Power Bomb to blow hole in floor and roll under grates to other side of fans; scan terminal to evacuate gas and to get Energy Tank.

Phazon Mines - Processing Center Access - Energy Tank on way through corridor.

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## 9C. Power Bomb Expansions

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Chozo Ruins - Magma Pool - Use Power Bomb to detonate Bendeziium wall at back of room.

Magmoor Caverns - Fiery Shores - Use Power Bomb to blow through Bendeziium cap on floor in the Warrior Shrine to enter secret cave.

Phendrana Drifts - Security Cave - Ascend to the very top of Phendrana's Edge and enter pipe in the snow.

Phendrana Drifts - Ice Ruins West - Melt ice atop structure and drop through hole to the inside.

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## 10. Extra Stuff

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You want to know about the secret extra stuff? Why should I tell you? Because you'll let me sleep with your sister? OK!

Hard Mode - Beat the game on Normal Mode.

Art Gallery 1 - Scan 50% of all the logbook entries.

Art Gallery 2 - Scan 100% of all the logbook entries.

Art Gallery 3 - Beat the game on Hard Mode.

Art Gallery 4 - Collect all 100% items.

Fusion Suit - Link up to Metroid Fusion for the Game Boy Advance. Metroid Prime must have been completed at least once. Go to the "Metroid Fusion Connection Bonuses" menu and select the "Metroid Fusion Suit" option.

Metroid (NES) - Link up to Metroid Fusion for the Game Boy Advance. Metroid Fusion must have been completed at least once. Go to the "Metroid Fusion Connection Bonuses" menu and select the "Play NES Metroid" option.

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## 11. The Walkthrough Importants

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### 11A. When to E-Mail me-

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There are only certain reasons for you to E-Mail me. E-Mail me if there is an error in my walkthrough, if you want to post it on your website, if I didn't say something important or missed something in my walkthrough, if you want to thank me profusely, or if you are a really hot girl. DO NOT E-Mail me if you are going to make fun of me or my guide or the game, if you are going to argue with me, are sending spam or soliciting messages, or if you are a butt ugly old crone with herpes. Be sure to mention Walkthroughs in your E-Mail's title. Make sure your question was not answered in the guide. If you don't follow these guidelines, I will junk your message, and if you piss me off, I could block you...

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### 11B. Legal-

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This walkthrough was made ENTIRELY by me, and is Copyright © 2003 Jake "JayGCN" Huff. You may not take it in whole or in part and claim it as your own. You may not alter it in any way, unless you ask me first and I

give you permission, and that includes putting it in HTML format. Please don't post this on your site unless you have express consent by me. I've put a lot of time into this and might have lost enough brain cells to classify me as brain-dead. Give me some credit...

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11C. Credits-

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I would like to thank Nintendo and Retro Studios for making this wonderful game. I would like to thank Samus for all the pleasure she has given me (multiple meanings). I would like to thank all my friends who supported me, and hate those who didn't. Those bastards!!! My family obviously wasn't too happy about this guide, because I spent all my time on it. I would also like to thank my pets for being there when I made this (where else could they go?). I would also like to thank Ronald Shapson, who was stupid enough to make fun of this game in front of me, and therefore got punched in the face. I needed a reason to finally do that!

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11D. Version Updates-

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1.0 This is the first one that is fully complete. Includes all items, all log book entries, and a complete walkthrough.

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11E. What I Have To Say-

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This is an amazing game. It will absorb your life for weeks, if not months. Made by Retro Studios and Nintendo, this is the fifth Metroid game in the series. It will most likely become game of the year of 2002. This is my review for it.

GRAPHICS-10

The graphics are amazing. They are equivalent to Halo, if not better, in all ways. The Phazon bubbles are extremely neat; as is the way the raindrops will collect on the visor. The entire world of Tallon IV is extremely detailed. The water will drip off of Samus as she leaves a pool; the enemies are the most beautiful of any game I have ever played. The graphics will blow your mind.

SOUND-10

Oh my God! The Start screen song and the load game song have stuck in my head for weeks! They are so cool! Nintendo, make a soundtrack for this game ASAP. All the music fits with the atmosphere perfectly, and the sound effects never seem out of place. The metal will clang beneath Samus' shoes as she walks, and the water will splash if anything hits it. Many songs from previous Metroid games are updated and put into this game. The sound is just as detailed as the graphics.

STORY-10

While it took me a little bit to understand about the Phazon and what the Chozo did to try to stop it, the story was amazing. The lack of my finding the story right away could be blamed on several things. It was so hard to focus on the

story when I was focusing on the beautiful graphics, humming to the music, and thinking about what I would like to do with Samus. The story is hid well because they want it to be a mystery that isn't truly revealed until the end, but it may foreshadow and provide tangy hints.

#### GAMEPLAY-10

The gameplay always seem to be moving ahead, not too slowly, nor to quick. It will take you at least two weeks to beat this game, most likely a month (and that's of constant playing). Then there is Hard Mode! You never seem to be stuck, or in a boring area. This game locks on to you from the first level and doesn't let go.

#### CONTROLS-10

While many may whine and complain that it isn't a "true FPS control scheme", it fits the game perfectly. These people probably haven't played the game, and they want the game but are mad cuzz they don't have it, or are freaking retarded idiots. The controls seem to melt into you in the first five minutes of the game. They work.

#### CREATIVITY-10

NINTENDO HAS DONE IT AGAIN! The most creative game of the century, if not the most creative ever, this game will rock your world. The enemies interact with each other. For example, you can let metroids loose on the space pirates, and watch their demise from the safety of the rafters. You can blast your own way through the walls, if not the levels! Enemies are extremely bizarre, yet they appear to belong there. And the story... While confusing and mysterious, brings awe.

#### OVERALL-10

This game is perfect in every way! The only bad thing is that it ends!

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11F. About Me-

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What are you, a stalker?