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*-----*
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|           Game: Metroid Prime                |
|           Platform: Nintendo Gamecube       |
|           Version 1.9                       |
*-----*
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Hello and welcome to my Metroid Prime FAQ/Walkthrough. This document will hold your hand through the game and also contain the location of each and every upgrade, energy tank etc.

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-                               E-MAIL POLICY                               -
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I will accept any emails as long as they follow the below guidelines. If you need further explanation in the walkthrough, go ahead and e-mail me. Please read the following.

1. Don't e-mail me information already in the FAQ.

Seriously, if you are going to waist my time and e-mail me, it better not be in the FAQ. That really makes it very frustrating when I have to answer questions I have already answered. Let's just put it this way, if you have a doubt in the game, READ the FAQ. If it is not there then please e-mail me. I would be glad to add information given by you (credit will be given). I also have no problem helping people on any puzzles or just one general area of the game. I think you are starting to get the point.

2. Subject

Please, when you e-mail, place something related to this FAQ in the subject. I am not always in the mood to check mail that looks junky so I might throw it out. Usually if I get your e-mail I will write back to you. So if I don't write back, I probably didn't get your FAQ. All understood?

3. Credit

Please, I encourage people to find information or alternate strategies in doing something. I would like to build it on my FAQ and will always give rightful credit to the one providing the information. That is something I really like to do. Just e-mail me a tip, trick, secret etc.

Just please follow these rules and everything will go fine. I hope you are satisfied with these conditions. Thanks for your cooperation.

nml4.faqs(at)gmail.com

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=====
-                               VERSION HISTORY                               -
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~ VERSION Final ~ (12/6/03) (334K)

Update on missile expansions. Guide is Final.

~ VERSION 1.9 ~ (5/11/03) (322K)

The walkthrough is complete! The game is finished. Now, I just need to finish some extra parts.

~ VERSION 1.8 ~ (5/10/03) (293K)

The walkthrough is near complete. I am after the Plasma Beam and getting ready to get the Phazon Suit. That is mostly all I updated. After I finish the walkthrough, I will finish the upgrade sections.

~ VERSION 1.7 ~ (5/09/03) (262K)

I updated the walkthrough is finished up to the Phazon Mines first Visit. It is making good progress. Should be done in a matter of a week or so. The only sections I need to update are the walkthrough and the expansion sections. So, this is going smoothly so far.

~ VERSION 1.6 ~ (5/07/03) (245K)

Worked a lot on the walkthrough as well as the catalogue. I am just trying to add all of the information needed to play this game. The walkthrough is done up to the getting the Ice Beam. Things are going smoothly. More updates coming this weekend.

~ VERSION 1.5 ~ (5/03/03) (227K)

Today I, again, worked on the walkthrough heavily. Up to the Chozo Ruins on the second visit. We are obtaining the Ice Beam. I am making good progress. The walkthrough should be done within the next two or three major updates. Most other sections in this document are complete.

~ VERSION 1.4 ~ (5/02/03) (193K)

A lot of work has been done today. The walkthrough was updated heavily up to Phendrana Drifts Visit #2. I also finished up the Weapons Catalogue. The only sections that I need to finish off are the walkthrough and the missiles, tanks, and power bombs. This document is making great progress so far.

~ VERSION 1.3 ~ (4/28/03) (149K)

I finished the Artifacts section. All of the Log Book is complete as well. The walkthrough has been updated and a lot of detailed additions have been made all around the document.

~ VERSION 1.2 ~ (4/27/03) (130K)

I did a lot on the Log Book. I also added a lot to the walkthrough. I went half way to getting the Morph Ball again. Again, most section have been

updated. Expect huge updates.

~ VERSION 1.1 ~ (4/25/03)

Some added to the walkthrough. I updated a lot of the Log Book and other sections. This file is very large so far. It will continue to progress very soon.

~ VERSION 1.0 ~ (4/24/03)

Well, so far I have the layout and a lot of the log book items. Also, the enemies have been finished in a small aspect. The walkthrough is not much but it will come soon. Expect big updates!

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[] = I haven't even started this section.

Use the codes provided on the right to search that matching topic on the left in a very fast way.

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1 . 0 : F A Q	sr_fq
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Here are some of the most common questions I have seen and heard from people. A lot of them can be surprising and obvious. Let's just get through this. It might be a good idea to look at this also; you know, it might help.

Question #1

"What type of game is this?"

Answer #1

"Well, this is the Metroid Prime game that all people have been waiting for. The large difference in this game is that it is first-person all put into a large adventure. In my opinion, this is something that all people will enjoy."

Question #2

"Is there a good story line for this game?"

Answer #2

"Hmmm...There is not a huge story except for the saving the world part. I mean it would be nice to have wording into the game, but there is not. This is one of the downfalls of the game, but it is so fun that it hardly even matters."

Question #3

"Are the bosses difficult?"

Answer #3

No...At least not for good gamers. These bosses are generally easy. In the beginning, they are like pie. As you get closer to the end, you will notice a bit more of a challenge. There are plenty of other puzzles though ;)

Question #4

"How long would it take to complete this game?"

Answer #4

"Well, that depends on two things. How good you are at video games and how far you want to complete the game. If you are decent player, probably 20-25 hours. If you are a newb, you might take 30 hours, or a short time because you are using this guide ;) Now, it might take you a lot of time to find all items in the game to get a 100% completion game. (Hint: It has to do with the endings.)

Question #5

"You do not have certain things on the FAQ that I am looking for. What is up with that?"

Answer #5

Chill! I am working my butt off to get as much information into this FAQ. If you think that I am missing a key strategy, please e-mail me or refer to the e-mail policy section. I am willing to take any suggestions or stratigies. Thanks for your time and cooperation.

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2 . 0 : G A M E O V E R V I E W sr_go
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2.1: Controls mp_ct

*** The information in this section is copied from the instruction booklet.***

- CONTROL STICK.....Move Samus
 -Look around
 -Aim (with the R Button)
- A BUTTON.....Fire Beam Weapon
 -Lay bombs in Morph Ball Mode
- B BUTTON.....Jump
 -Activate Boost Ball in Morph Ball Mode
 -Dash sideways while locked on
- C STICK.....Select Beam Weapon
- X BUTTON.....Switch between standard and Morphball Modes
- Y BUTTON.....Fire Missiles
 -Lay Power Bombs in Morph Ball Mode
- R BUTTON.....Look around
 -Aim (with the control stick)
- L BUTTON.....Lock onto enemies

.....Scan objects in scan mode
.....Use grapple beam
Z BUTTON.....Call up map
CONTROL PAD.....Switch Visors

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2.2: Background Information
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mp_bi

*** Just like the previous section, this section is copied literally from the instruction booklet, because I'm too much of a lazy person to create my own story. ***

O THE CHOZO:

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

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

The years passed, and in time a great meteor crashed into Tallon IV, sending a massive spume of matter into the atmosphere and impregnating the land with a cancerous element known as Phazon. This element immediately sank into the earth and water, poisoning life wherever it bloomed. Most plants and animals died, while others mutated into hideous forms.

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

O SPACE PIRATES:

The space pirates were interstellar nomads, technologically advanced in both weaponry and space travel. When they plundered the Metroid population that had been discovered by the Galactic Federation on SR388, they recognized in them massive military and energy resource potential. They immediately invaded the nearby planet of Zebes, wiping out all life (including most of the indigenous Chozo) and building a massive network of research facilities below the planet's surface.

Deep below the surface of Zebes, the space Pirates researched Metroid for many years, even as a young girl orphaned by their raid on the neighboring planet K-2L was growing up among the Chozo. Trained as a warrior and infused with Chozo blood, Samus Aran donned a Chozo-made power suit and cut a swath

through the space pirates operation destroying everything in her path, including the mainstays of the Space pirate army. She eventually made it to the core of their base, destroyed all the Metroids she say, and seemingly blew up the mother brain.

But the Space Pirates were far from finished. They immediately split their survivors into two main camps. One headed to Zebes to begin rebuilding their ravaged facility and resuscitating mother brain, Ridley and Kraid. The second set out in search of a planet with powerful energy resources. They didn't search far before they discover Tallon IV, which was still emanating huge pulses of energy from the Phazon contained beneath the Chozo temple. Entranced by the massive potential of the strange mutagen, they immediately moved in retrofitting their laboratories, transporters and life support systems into the Chozo ruins.

As the mined the Phazon and they found that its capacity to mutate was beyond anything they'd ever seen, and they promptly started combining it with native life-forms. They refined their operation: powering their machinery with thermal-powered engines sunk in the molten depths of Tallon Iv, they drove deep mineshafts and mined more and more Phazon, shipping it to their two man labs in the Phendrana Drifts, where sub-zero temperatures made specimen containment safer. Research leaped forward; by harnessing the Phazons power, they were able to create untold horrors that soon patrolled the dark caverns below Tallon IV's crust.

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

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          3 . 0 : E Q U I P M E N T   C A T A L O G U E                               mp_ec
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Well, dear player, before you take control of Samus, everyone's favorite bounty huntress, you might want to know what equipment you can find on Tallon IV. That's why you should check out this hyper-cool catalogue.

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                          3.1: Weapons                                           mp_wp
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O POWER BEAM:

You start the game with the Power Beam. That's right, you don't have to walk across half the planet for five minutes of fun; you can use this weapon as soon as you enter the planet's atmosphere. You can use the Power Beam to get rid of the lovely flora and fauna you'll find on Tallon IV, blast open doors, activate switches etc.

O MISSILES:

Ahh....the missile; a very popular weapon. If you don't have them you'll soon find yourself running in circles while screaming: MOMMY, WHERE THE HELL DO I HAVE TO GO!!!!!! And we wouldn't want that, would we ^_^.

You can use these missiles to deal with some of the harder enemies or to open doors (some doors will only open when they're hit by one of these babies). Oh... rockets also make good nutcrackers.

O WAVE BEAM:

Yep, this is the Wave Beam. It is used to shoot out multiple waves at other enemies. It is not as fast as the power beam, but is much stronger. In the long run, this weapon is probably the least of second to least weapon used. To get them, you will have to kill the Sheegoth party, 4 small and a big Mama.

O ICE BEAM:

This is like a regular shotgun. It basically, shoots large clumps of ice blocks at enemies. It will either freeze an enemy or actually destroy it. I would use this weapon only when you are facing harder pirates. It is too slow for normal fast enemies. You can shoot a missile after you have frozen an enemy to shatter that enemy to pieces.

O PLASMA BEAM:

Well, this is probably the best weapon in the entire game. It is almost as fast as the power beam and almost as strong as the ice beam. That basically puts it on top. The beam shoots out fire from molten lava to easily destroy enemies you once had to use missiles for. I would recommend having this out most of the time after you receive it, which is later in the game. Sorry...

O PHAZON BEAM:

This is hardly even a weapon in this game. It is basically only used in the final boss battle, as you need phazon power it up. It is given to you after you have defeated the Omega Pirate. You will understand what I mean after you get this. Don't get excited, let's just end with that.

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3.2: Visors	mp_vs
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O COMBAT VISOR:

This is your default visor. It comes with a map, health display, radar and lots more. Nothing real special about it, just regular vision.

O SCAN VISOR:

You can use this visor to collect data. You will be using this for all the information in your Log Book. For more on the Log Book, check out that section.

O THERMAL VISOR:

This is the visor that is similar to any regular night vision goggles. You should use this to see enemies and doors in the dark. When turned on, you will see a pink, yellow, and other warm colors to make navigation much easier. You will also be able to see heat, though creatures with the same temperature as their surrounding will probably be hard to spot.

O X-RAY VISOR:

This is the visor that allows you to see dark rooms in black and white. It is best when you want to see platforms in the dark. The thermal visor makes platforms confusing, therefore this is the visor to use. The real interesting thing about this visor is that it reveals invisible things that no other visor can see.

3.3: Suits

mp_st

O POWER SUIT:

This is the suit you begin the game with.

O VARIA SUIT:

This suit is given to you after defeating Flaaghra. It allows you to withstand heat. Reason being, is that you will be able to enter the Magmoor Caverns without being hurt by the strong heat.

O GRAVITY SUIT:

This is the famous suit found underwater. The great and special thing about it, is that it allows you to move like normal underwater. Wow, is this so much better. It completely changes people's opinion about underwater play. I really like the way it looks also. Nice thing to have.

O PHAZON SUIT:

This is the last suit that you can receive in the entire game. It looks really cool and has very positive effects. The function of this suit is to protect you from Phazon goop. You will be able to walk in the blue Phazon deposits, not the orange ones though. You will receive this suit once you have defeated the Omega Pirate.

3.4: Morph Ball

mp_mb

O MORPH BALL:

This is the mode in which you can shrink into a small ball and fit into the small tunnels throughout the game. You will get many upgrades and are able to set bombs anywhere you like. Go through tubes and dodge attacks using this method.

O MORPH BALL BOMB:

These are the bombs that you can set by pressing B during Morph Ball Mode. They can be used to break small doors that block certain pathways. You will be able to shoot three in a row without reloading. They can also do double jumps and so on.

O BOOST BALL:

Yep, this is the rock and roll action. You can hold down B to get a huge boost of speed. You should watch out for half pipes around different worlds. You can boost around them to get to high places. I would also use it to dodge enemies that are quick and really annoying. Useful item indeed.

O SPIDER BALL:

This is also a very useful item. It allows you to cling to the yellow and black like tubes. You will be faced with puzzles and interesting things. Make sure you look for these pipes, as your spider ball can get you to secret places. I think it looks pretty cool as well.

O POWER BOMB:

These bombs are received way at the end of the game. You can carry a maximum of eight power bombs, after collecting the upgrades of course. They are much more powerful than regular bombs, as they can blow up huge boulders that block your path. You will be faced with an electric maze to retrieve this item.

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3.5: Other abilities mp_ao
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O CHARGE BEAM:

This, if holding down A, will create a large bubble that is essentially a charge up. It is more powerful than regular shots, but can be very time consuming. When charged up, you can do special moves by pressing Y while holding it down.

O GRAPPLE BEAM:

The Grapple Beam allows you to swing on the certain grapple points through the game. It just makes it easier to get to certain places but can also be something that is required in the game. This is one of the less useful items

in the game.

 O SPACE JUMP BOOTS:

 This is probably one of my favorite augmentations in the entire game. It allows you to do a double jump. It really makes the game less and less frustrating. Once you get, take advantage of it as it will help you greatly throughout the game.

O BEAM COMBOS:

 These are the additives to the missile launcher. to access the certain combos that you retrieve throughout the game, charge fully with the charge beam and then press Y. The certain beam combos are as follows.

Beam Combo Name	Function
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Super Missiles.....Allows you to shoot a more powerful missile. It takes up five missiles per shot.

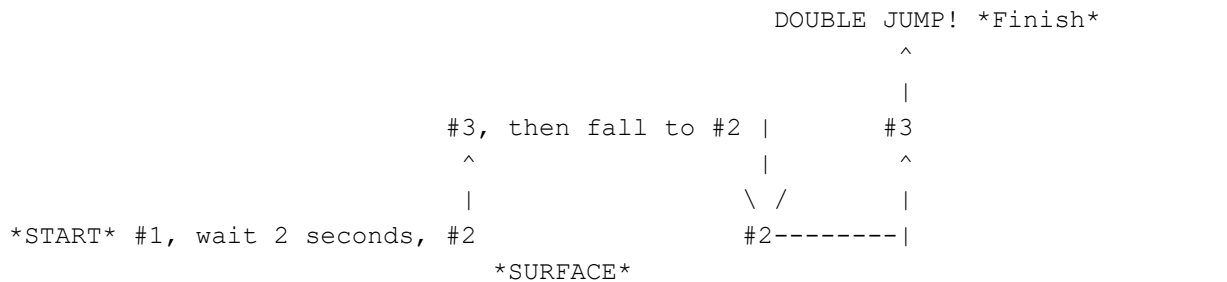
Ice Spreader.....The combo for the Ice Beam. It shoots huge mounds of ice. It can freeze enemies and even entire rooms! It takes up ten missiles per shot.

Wavebuster.....The combo for the Wave Beam. It auto-seeks targets with electric waves. It will waist missiles for as long as you are using it.

Flamethrower.....The combo for the Plasma Beam. It will take up missiles for as long as you are firing it. It shoots out a beam of fire. It is most useful when you are facing several enemies in one room.

 O DOUBLE MORPH BALL JUMP:

 This is a common move that you need to master in order to get some of the special items in the game. To do this, set a morph bomb. Then, right before you are about to jump up, set one more. As you are in the air set a third one. Then fall down and the second bomb will boost you up to the third bomb. This will then boost you up even higher to a second jump. Use it to get to certain platforms in which you can only be in morph ball mode. Here is a small little diagram to look at for easier translation.



#'s indicate when you should set a morph ball bomb.

O MORPH BALL HALFPIPE:

To get good boost on the halfpipe, use the following diagram.



- 1: When starting, start a long boost all the way along the base of the halfpipe. Make sure you hold B down the whole time in morph ball mode.
- 2: This is when you should release B after the first long charge up. This will boost you high on the pipe.
- 3: Right when you hit the ground of the first charge up, hold B and charge up along the base for a second run. Be careful as you will get a lot of speed along the runway.
- 4: This is where you let go of B again to get an even higher boost then number 2. Continue to do this in the same pattern to get to maximum heights. Good luck.

3.6: Important Locations mp_il

O TALLON OVERWORLD

O MAGMOOR CAVERNS

O CHOZO RUINS

O PHENDRANA DRIFTS

O PHAZON MINES

O IMPACT CRATER

3.7: The map mp_mp

To access the map of the world, simply press Z on the controller.

O MAP CONTROLS:

These are the button controls for the map, when pressed Z.

- Control Stick.....Rotate the direction of looking.
- C Stick.....Move to a room of your choice.
- A Button.....Changes from world map to level map.
- L Button.....Zoom Out
- R Button.....Zoom In

Y Button.....Hide/Display the Key and Legend
Z Button.....Exit

O ICON KEY:

You will notice different icons on the map during your gameplay. This is the key to what the symbols stand for.

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

"E" symbol.....Elevator
"M" symbol.....Missile Recharge
"S" symbol.....Save Station
"?" symbol.....Hint

O NOTE:

Make sure that you are always looking at the map. You should always know which room you are in. Number one, it helps you find places better and number 2, it makes this walkthrough a much easier document to use. Please make sure you do this during your gameplay.

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4 . 0 : W A L K T H R O U G H
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4.1: Before you read the walkthrough mp_bf

HOW TO USE THIS WALKTHROUGH

The walkthrough has been divided in different sections (you can see when a new section starts, the section headers are like this: ==--==--). The first thing you should do is to check which section you want to go to (you can find the names of the sections here or in the table of contents). I have listed the names of the section here (there is a codeword behind every section, type CONTROL + F and type in the codeword behind the section you want to go to, to go there immediately):

4.1: Before you read this walkthrough	mp_bf
4.2: Space Pirate Vessel	mp_sv
4.3: Tallon IV's evil wildlife	mp_te
4.4: Tallon IV: Fire and Ice	mp_fi
4.5: The Ice and Gravity	mp_ig
4.6: Space Frigate Visit #2	mp_s2
4.7: The Mines	mp_tm
4.8: The X-Ray and The Flames	mp_xf
4.9: The Omega and Artifacts	mp_of

Items Obtained:

- 4.2: Space Pirate Vessel - Getting through the Space Vessel.
- 4.3: Tallon IV's evil wildlife - Getting back all of your missing items.
- 4.4: Tallon IV: Fire and Ice - Getting the Wave Beam and the Thermal Visor.
- 4.5: The Ice and Gravity - Getting the Ice Beam and the Gravity Suit.
- 4.6: Space Frigate Visit #2 - Collect Charge Ups.
- 4.7: The Mines - Collect the Power Bombs and the Grappling Beam.
- 4.8: The X-Ray and The Flames - Obtain the X-Ray Visor and the Plasma Beam.
- 4.9: The Omega and Artifacts - Obtain the Phazon Suit and artifacts.

Each section is divided in short missions.

Please note that you'll only find the things you MUST do in this walkthrough (so no energy tanks etc.). When you enter a (new) world though, I will tell you where you can find the missile upgrades, energy tanks and other things like power bomb expansions in that area (I will only give the locations of the upgrades you can reach at that point). If you want detailed descriptions on how to obtain them, check out chapter 7,8 and 9.

TACTICS

- Try to save as often as you can. Believe me, it's a real pain in the arse to play a section all over again, because you forgot to save.
- ALWAYS use the L button (lock on). You're life will be a lot harder without it.
- Make use of your surroundings. Hide behind a wall, jump to another platform to avoid a painful death etc.
- Make good use of your map. Always check for save points and other interesting rooms.
- Scan all the enemies that you come across. This includes bosses because there can be times where you only have one chance to get a certain scan. Just be forewarned that you MUST scan all bosses before knocking their face off ;)

4.2: Space Pirate Vessel

mp_sv

When the Space Pirates left Planet Zebes, Samus lost track of them. Now, years later, she has found a Space Pirate Vessel above Tallon IV, one of the Chozo's refuges. This section consists of 2 missions:

- 1: KILL THE PARASITE QUEEN
- 2: GET OUT OF THE VESSEL

1 : KILL THE PARASITE QUEEN

SPACE PIRATE VESSEL

MISSILE UPGRADES: NONE
 ENERGY TANKS: NONE
 OTHER:

-Creature Log: Parasites, Auto Turrets, Parasite Queen.
-Pirate Data: Fall of Zebes.
-Research Data: Map Station, Save Station, Small Energy, Missile Ammo.

EXTERIOR DOCKING HANGAR:

Woah...just look at the graphics. They were even better than I thought.
Anyway, welcome to Metroid Prime and good luck, you'll need it.

After watching the short cutscene, you're in control of Samus. You are at the hangar of the Space Pirate Vessel and your first mission is to find a way inside. Start by shooting those funky lights in front of you (use the L-button to lock-on them and use the A button to fire your Power Beam). Once you've hit them all four, you'll notice that this lights aren't just a simple decoration, but serve as switches used to shut a force field down. Proceed down the ramp and you'll see another set of switches to the left of you. First you have to activate them though: switch to the scan visor (left on the control pad) and look around until you see a red symbol located on a pillar, scan it (press the L button). Now switch back to the standard visor and shoot the switches (two of them are located very high, use the R button to aim). When the second force field is down jump on the ledge (B button). Run up the ledge to the left of you and shoot the door to open it.

MAIN DOCKING BAY:

There's nothing really interesting to do here. You can scan some of your surroundings or just proceed to the next hallway.

AIR LOCK:

If you're interested in watching guts splutter on your visor, shoot the floating aliens, if not, just scan the symbol to your left to repressurize the room. You can now shoot the door and proceed.

DECK ALPHA ACCESS HALL:

Just follow the hallway and open the next door.

EMERGENCY EVACUATION AREA:

Aww....it seems like you've just missed the fun. There has been a huge battle in this room and everyone in this room is dead or heavily wounded. Make sure you scan all enemies, because sometimes you gain useful information. You can also scan the (dead) Space Pirates in this room for some juicy details on how they died.

Anyway, go down the stairs and scan the Parasite. Walk up the ledge on the other site of the room and just follow the path until you reach another ledge (you might want to kill the Parasites if you feel the need). Go down the ledge and shoot the heavily wounded Space Pirate in front of you to end his miserable live. Now unlock the door to your right and enter.

DECK ALPHA UMBILICAL HALL:

This corridor is blocked with a bunch of rubble. Hold the A button until the Power Beam is fully charged and then release it...voila, the path is now clear. You can now go through the door at the end of this corridor.

MAP STATION:

When you enter the map station, you'll see a short cutscene showing some of those silly Parasites running through a small tunnel. Go into Morph Ball Mode (X button) and follow them (the hole is in the wall to the right of you). When you've reached the room they ran into press the X button to switch back to your normal visor again and step into the hologram to download the map of this area.

When you're done, roll back through the tunnel and enter the door to your right.

CONNECTION ELEVATOR TO DECK BETA:

Scan the symbol on the wall and step into the hologram to ride the elevator down. Open the door when it has stopped.

DECK BETA CONDUIT HALL:

Apparently someone (or something...) has destroyed this hallway. Go into Morph Ball Mode, roll through the tunnel of rubble (watch out for the electricity) and go through the door.

BIOTECH RESEARCH AREA:

In this room you'll see a big cell which contains a HUGE mutated monster (also known as "What the hell is that?!"). There are also two injured Space Pirates in this room...kill them as soon as you see them, because they can be a pain in the arse. When they're down, follow the walkway and go through the door.

DECK BETA SECURITY HALL:

There's a Auto Defense Turret just around the corner, so beware. Run around the corner, lock on the turret and shoot a missile (Y button) to destroy that silly thing. Proceed to the next room.

BIOHAZARD CONTAINMENT ROOM:

There's another one of those huge cells in this room, but beware, there's a turret behind it. Slowly strafe to the left (you can strafe using the L button) and fire a missile into it when you see it. You can now scan the monitors around you. Make sure you scan the monitor with the red symbol, since it contains the first piece of pirate data (also see chapter 8.1). Walk to the other side of the room and scan the blue symbol to activate the elevator and use it. While riding the elevator to the top, charge your Power Beam. When the elevator has reached the top, you'll see an injured Space Pirate sitting on the ground, kill him. Now charge your weapon again and slowly walk forward, as soon as you see another Space Pirate lock-on to him and shoot. Repeat this process (there are 2 sitting Space Pirates and 2 walking) until you've reached the door. Also make sure you collect the energy balls some Space Pirates leave behind (they replenish 10 units of energy, you can scan them if you want).

DECK BETA TRANSIT HALL:

Proceed to the next room.

CARGO FREIGHT LIFT TO DECK GAMMA:

There's a Auto Defense Turret to the right of you, so fire a missile at it. Now scan the symbol to activate the lift and step into the fancy hologram to ride the lift down. Make sure you have your weapon charged.

When the lift has reached deck Gamma, a Space Pirate will jump down as soon as you exit the lift. If you followed my advice and charged your weapon, quickly lock-on to it and shoot. You can also take the Space Pirate out with a missile.

When he's dead, scan the blue symbol to the right of you, and the door lock will be activated. First you have to insert a metallic sphere, though. Press the X button to enter Morph Ball Mode and roll into the hologram in front of the door to open it.

Before you enter take out the Auto Defense Turrets you can see in the next room.

REACTOR CORE ENTRANCE:

Enter the door to your left to enter the save station and save your game (make sure you scan the save station). Now go back to the reactor core entrance and scan the blue symbol to activate the door lock. Just like in the previous room, enter Morph Ball Mode and roll into the hologram to open the door.

REACTOR CORE:

BOSS #1 : PARASITE QUEEN (Hey, she looks like me in the morning)*

Welcome to your very first boss battle (if you play the game for the first time, that is). It's quite easy, to say the least.

Start by scanning it (this is your one and only chance to scan it) and lock-on to its mouth. You can only hit the Parasite Queen when you shoot through a gap in the force field, so strafe left (press the L button and left or right) while charging your beam and shoot the Parasite Queen when you're in front of a gap...you'll know when you hit her; she'll flash red. When the Parasite Queen is going to attack, quickly strafe to the left or the right and you won't be hit.

Sometimes the force field will start spinning around...just wait until it stops and find a gap in the force field again. Don't worry, the Parasite Queen will go down after a few charged hits.

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2 : GET OUT OF THE VESSEL

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-- When her royal mayesty is defeated you have 7 minutes to get your ass out of that damn frigate before it explodes. --

Turn around and go through the door.

DECK GAMMA MONITOR HALL:

Just follow the path until you've reached another door.

CONNECTION ELEVATOR TO DECK BETA:

Scan the blue symbol right in front of you to activate the elevator. Now step into the hologram. When the elevator has reached the top, walk into the hallway and scan the blue symbol in front of you to disable a turret just around the corner. Proceed through the next door.

BIOTECH RESEARCH AREA 1:

When you enter this room you'll see one of those cute mutants fighting with some Space Pirates...stay where you are, watch the fight, and eventually there'll be a huge explosion. Now run to the mutant's tank and strafe to the left until you see a Space Pirate standing on the balcony above you, shoot him. When he's dead walk up the crumbled stairs and kill the two remaining Space Pirates on the balcony with missiles. Now jump into the ventilation shaft on the other side of the balcony.

SUBVENTILATION SHAFT SECTION A:

Enter Morph Ball Mode and follow the ventilation shaft (ignore the groups of Parasites) until you reach a door, open it with a Morph Ball Bomb.

SUBVENTILATION SHAFT SECTION B:

Just like in the previous set of shafts, keep rolling until you reach a door and ignore the Parasites.

CARGO FREIGHT LIFT TO DECK GAMMA:

Roll to the next door.

MAIN VENTILATION SHAFT SECTION A:

Just like in the previous room, roll to the next door, while ignoring everything on your way.

MAIN VENTILATION SHAFT SECTION B:

Two Auto Defense Turrets await you in this room, destroy them with missiles. Go through the door in front of you when they're destroyed.

MAIN VENTILATION SHAFT SECTION C:

Enter Morph Ball Mode again and roll to the next area, ignoring the Parasites.

MAIN VENTILATION SHAFT SECTION D:

Sigh this is getting boring ^_^. Just like the previous 5 or more rooms, follow the path and blast open the door.

MAIN VENTILATION SHAFT SECTION E:

There's a piston in this room which blocks the way to the next ventilation shaft. Wait for it to move backwards and you'll eventually see the small shaft which leads to the next section of the Main Ventilation shaft. Quickly roll into it.

MAIN VENTILATION SHAFT SECTION F:

Heh...finally...the last section of the Main Ventilation Shaft. Just follow the path and go through the door at the end.

BIOTECH RESEARCH AREA 2:

As you enter this room you'll see a metallic bird (called Meta-Ridley) flying away. When you're in control of Samus, walk forward and the game will explain you how to use the Grapple Beam. Look up and you'll see grapple points, which you can use to swing to the other side. Press the L button to grab a point and

release the L button when you're about to swing back. Directly press the L button again to grab another grapple point which you can use to get to the other side. Go through the door in front of you.

CONNECTION ELEVATOR TO DECK ALPHA:

Scan the blue symbol right in front of you to disable a turret and run around the corner. Walk to the elevator, but watch out not to be hit by the electricity on the walls. Scan the blue symbol and enter the elevator...BOOM! Just when Samus is about to ride the elevator down, there's a huge explosion which causes a whole lot of your equipment to malfunction (your Varia Suit, Morph Ball, Missile Launcher, Grapple beam and Charge beam. But, you don't have to worry about it for now, because first you have to get out of that frigate...if you still want your mother to recognize you, that is ^_^). Step into the hologram and the elevator will bring you to dack Alpha.

DECK ALPHA MECH SHAFT:

When the elevator has stopped, run into the corridor next to you and eventually you'll reach the Air Lock.

AIR LOCK:

Hey...we've been here before. Quickly run to the left and go through the door.

EXTERIOR DOCKING HANGAR:

Follow the corridor and go through the door...congratulations, you made it.

O LOG BOOK CHECK:

Here are the Log Book Items you should have scanned during this section of the game: Space Pirate Vessel

O CREATURES:

O PARASITE:

* Morphology: The Parasite is an interstellar vermin that travels in swarms and is indigenous to Tallon IV. A single Parasite is harmless to larger lifeforms. However, they tend to travel in large groups, swarming over potential prey.

O PARASITE QUEEN (boss):

* Morphology: Parasite female, genetically enhanced by unknown means.

O AUTO DEFENSE TURRET:

* Morphology: An automatic turret that opens fire on any enemy that comes

within it's range.

O RESEARCH DATA:

O MAP STATION:

Walk into a Map Station to download a map of the area Samus is in. You can only scan this once, so, do it in the beginning!

O MISSILE AMMO:

Missile Ammunition re-supplies Missile launcher with 5 rounds of ammo.

O SMALL ENERGY:

Small Energy replenishes 10 units of energy

O SAVE STATION:

Step into these stations to save the game's progress and fully restore Samus' energy.

O PIRATE DATA:

O FALL OF ZEBES (09.992.3):

Zebes has fallen. All ground personnel are presumed dead, either killed by the Hunter clad in metal or in the subsequent destruction of the underground facilities. Our research frigates Orpheon, Sirciacus and Vol Paragom were in orbit at zero hour and managed to retreat. Frigate Orpheon is now docked at Vortex Outpost. Orpheon's cargo appears to have a 100% survival rate; Metroids are healthy but on restricted feeding schedules due to uncertain supply status. We are ready to begin research on the Metroids and other promising life-forms. Security status remains at Code Blue; no signs of pursuit from the Hunter.

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4.3: Tallon IV's evil wildlife

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When Samus escaped from the Space Pirate Frigate, she decided to follow the bird-like creature she saw earlier in the Biotech Research Area 2. She loses track of him and she lands on the planet Tallon IV to investigate.

This section consists of seven missions:

- 1 : OBTAIN MISSILE LAUNCHER
- 2 : OBTAIN MORPH BALL

Here are the Log Book Items you should have scanned during this section of the game: Tallon Overworld Visit #1

O Creatures:

O SEEDLING:

* Morphology: A plant-based ground feeder, its dorsal spines can be ejected in self defence.

O TANGLE WEED:

* Morphology: Plant life with basic sentience. Retracts into the ground if threatened. Tangle Weeds are only dangerous to small organisms. They are covered in tiny barbs designed to trap potential meals. Tangle Weeds lack the strength to do anything more than hinder larger lifeforms.

O BLASTCAP:

* Morphology: Volatile chemicals within this weed's toxic fungal cap may explode if agitated. The poisonous flesh of the Blastcap helps keep it from being eaten. It also detonates its fungal cap when it senses even slight contact.

O BLOODFLOWER:

* Morphology: The Bloodflower is able to eject toxic spores. Toxins are poisonous even to the Bloodflower itself. Three mould-nodules protrude from the stalk beneath the flower, each with a rudimentary brain cluster and the ability to spew toxic fumes at anything within a reach of five meter radius. The spores ejected from the Stigma at the center of the flower are sufficient to kill this creature if they explode in its vicinity.

O ZOOMER:

* Morphology: Anchors itself to walls and other surfaces. Avoid contact with the Zoomer's spines. A basic nerve center located directly above the Zoomer's mandibles detects nutrients. Sharp spines protect it from casual predators, but the lack of a reinforced carapace makes the Zoomer vulnerable to any indirect attacks.

O GEEMER:

* Morphology: A Geemer is a wall-crawler with retractable spikes. It is an

evolutionary offshoot of the Zoomer family. However, where the Zoomer is fairly vulnerable, the Geemer is invincible. When threatened, it extends its head deep into its armored carapace.

O SAP SAC:

* Morphology: A chemical reaction within the sac produces a violent explosion when agitated. Because of its irresistible odor and sweet nectar, the Sap Sac was nearly eaten out of existence. The evolution of an explosive chemical sac saved it, now only brave or ingenious creatures dare to devour it.

O RESEARCH DATA:|

O GUNSHIP:

Hunter class gunship registered to Samus Aran. Return to the Gunship to recharge energy, reload weapons and save progress in the game.

O LOCKED DOOR:

Lock system engaged. Secure the area to unlock door.

CHOZO RUINS VISIT #1

MISSILE UPGRADES: 8

ENERGY TANKS: 3

OTHER:

-Creature Log: Hive, Scarab, Eyon, War Wasp, Plazmite, Ram War Wasp,
Hive Mecha, Plated Beetle, Shriekbat, Reaper Vine, Incinerator
Drone, Barbed War Wasp, Stone Toad, Venom Weed, Flaahgra

-Pirate Data: NONE

-Research Data: Large Energy, Locked Door, Morph Ball Slot

-Chozo Lore: Fountain, Exodus, Beginnings, Hatchling

-Artifacts: NONE

TRANSPORT TO TALON OVERWORLD NORTH:

Just go forward up to the blue door, shoot it, and go into the next room.

RUINS ENTRANCE:

As you enter this room, you will be given the warning to go to the Hive Totem on the map. Well, you just have to go there for now and ignore everything else, as we need to get all our items back as soon as possible! Head through the cave and go up to the next door. Enter it.

MAIN PLAZA:

Here, the "main room" as I like to call it. It will be the connection to many

other rooms. As you move forward, you will notice some Beetle's pop out. Scan them, of course, and shoot them up with the power beam, which is the only weapon you have. Notice you do not even have missiles. Now, head forward and go up to the actual main plaza. Look left to find a blue door. Head in, as the others can only be entered using missiles. You need to get your missile launcher before you can get into those. Head in the door for now.

NURSERY ACCESS:

This is the famous tunnels with the famous Scarabs. Scan them as you see them. They are small and like to sneak up on you from the corners. Do not worry, they come in great numbers. Stay far away from them, and shoot them all down. At the end of the tunnel is the next blue door.

EYON TUNNEL:

This room is called the Eyon Tunnel because there are Eyons all over the place in this room. They are like eyes that shoot beams. First of all, scam them. Now pick one off at a time to make them stop shooting those beams. Now head past all of them and enter the blue door at the end.

RUINED NURSERY:

This is a room that I like a lot. Why? Well, because it has a save! You should always save your game as you are progressing through the game, as there are not a whole lot of times you can save. First scan the Chozo Lore on the bottom of the room, then climb all the way up. Go right and save into the next door. Not head back out, and scan a Wasp and the War Wasp and the War Wasp Hive. Now enter the door all the way to the right.

NORTH ATRIUM:

This is another one of those tunnels with the, yet again, famous Scarabs. Shoot them up and head into the next room through the door.

RUINED GALLERY:

This room is small as well. Scan the Tangle Weed, and watch out for the floor. It is poisonous and will deplete your energy if you stay long enough into it. Jump across the platforms on the right and head into the next room through the door.

TOTEM ACCESS:

In here, scan the Plazmites as they come at you. They are easy to destroy and hardly take off any damage. Watch out for the poisonous water and jump over to the next blue door. Head in.

HIVE TOTEM:

Ahhh...The room you have been waiting for. Head to the right and jump over the certain platforms. Under you is poison water again, so watch out! Make your way to the center platform and then go up to the missiles! Wait...The water goes up and you need to do little fight to earn a little prize.

BOSS #2 : Hive Mecha *

Welcome to the second boss battle of Metroid Prime. Well, this one is just as easy, if not easier than the first, Parasite Queen. You will notice a large

TRANSPORT ACCESS NORTH:

This is where you got your first Energy Tank. Well, there is a spider webbed tunnel that you can now fit in with the Morph Ball. Press X to get into Morph Ball mode and roll through. Now there will be a maze. Use the pushers to get up, as you cannot fall in any way here. Now go upstairs and into the new tunnel. Now head into the blue lit door.

TRANSPORT TO MAGMOOR CAVERNS NORTH:

No, this is not another transport. Well, it is, but we are not going to use it. We need a special suit to withstand the heat at Magmoor Caverns. Just go into the next blue lit door.

VAULT ACCESS:

Use the morph ball to move through the areas and puzzles. You will need to jump into a hole. Jump up and ball into the hole. Now take this tunnel all the way to the end and into the next room through the blue lit door.

VAULT:

Here, you cannot do anything now until you retrieve the bombs. Just head into the next room.

PLAZA ACCESS:

In here, you will be faced with several of those Beetles. Just shoot them up with the power beam and move on. At the end will be another Energy Tank! This moves your energy 100 units up again. Now you have a total of 300 points! That is pretty good so far. Just drop down into the plaza.

MAIN PLAZA:

Now, make your way up the room and up to a wooden trunk bridge. Use this, while knocking away all of the War Wasps, to get across to the other side of the top of the room. Directly to your right is the door you need to get to. Go inside.

RUINED FOUNTAIN ACCESS:

Once again, there are Scarabs all over the place. I believe there are two sets of them, so watch out. There will also be clumps of wood all over. Use the morph ball to get under them and proceed on. Go into the door all the way at the end.

RUINED FOUNTAIN:

This dark room has two doors. One straight ahead and one to the left of you. The problem is that there is poisonous water all over and the room will get very dark if you shoot out the Plazmites. Make your way on the right side of the room and get to the door that was originally to the left of the entrance. The other door involves, again, the suit that can withstand heat. Head into the door.

ARBORETUM ACCESS:

Go through the tunnel and then kill the skriekbats (or scan). Then blow the missile locked door open (and/or scan). Now head into the next room.

ARBORETUM:

There will be a new enemy in this room, the Reaper Vine. Scan before doing anything. Now, head across the platforms in which they lie. Shoot them to make them go into the wall. Now head to the opposite side of the room and head in the door.

GATHERING HALL ACCESS:

Just head through the smoke. No enemies or jumps. Hit the door at the end and go into the next room.

GATHERING HALL:

In this larger room there is a Save Station to the right after a missile locked door. Finally! Save and head straight from the Save Station door. Go to the blue door all the way across and kill the Blastcaps with the power beam. Head in.

WATERY HALL ACCESS:

Head straight through and kill the shriekbats on the way. Head into the blue door at the end.

WATERY HALL:

This room is like a puzzle. There are marks called Runic Marks that you must activate to open a certain door. To activate them you must scan them like a normal scan. They will appear in bright red so they are easy to find. There are a total of four in this room that you must find. First, look behind you on the back wall and scan the first one. Now go ahead on the platforms and go passed the Reaper. At the end is the large door with the runic symbols on it. Scan the second one near there. On the right of that is the third one. Scan it as well. For the last one, find the Blastcaps nearby and below them is the final one. Scan it to activate the door. Now head all the way back up and go up. Go to the door and scan it. Now head in and take the CHARGE BEAM! Head back to the Gathering Hall.

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4 : OBTAIN MORPH BALL BOMB

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GATHERING HALL:

Now save here again so that you have the Charge Beam. In this room, there is a second floor. Look for a rock ledge. Blast away the blastcaps and head all the way up to the second floor via the ledges around the room. Then ball up and go through the tunnel at the end. Now go to the blue door at the other side. Head in.

EAST ATRIUM:

In here, kill all of the enemies. They are easy shriekbats. Then continue to the next door and go inside.

ENERGY CORE ACCESS:

This is a passageway full of Eyons. To take them out, shoot charged shots at them. Then go into the door at the end of the hallway and go inside.

ENERGY CORE:

First take out the Shriekbats in the middle of the room. Now, since there are two ways to go, go left. Ball up and go through the tunnel. Keep going through and scan the Stone Toad in your way. Then go all the way to the blue door and head in.

BURN DOME:

BOSS #3 : Incinerator Drone *

As you enter this room, there will be another boss battle. The Incinerator Drone. Now to start off, it will shoot fire around while rotating. Dodge the fire and wait for a red button to pop up at the top of it. Shoot it and it will then shoot out Barbed Wasps. Now, you must dodge the fire by jumping and you must shoot out all the Wasps. Once all of the Wasps are shot, you will see that red button up at the top again. Shoot it with a missile or charged beam shot to take the most damage off. Repeat this process a few more times and watch out for the speed of the fire beam. At the end, when you defeated it, you will earn the MORPH BALL BOMBS!

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Follow the path with the bombs and break the end of the water hole. Then take your first missile upgrade. This will raise your ammo of missiles to 10. It basically increases it by 5.

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5 : DEFEAT FLAAHGRA

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BURN DOME ACCESS:

Now just head back to the Stone Toad. Use bomb jumps to get into the tunnels by pressing A to release a bomb and then go on top of the bomb to be shot up into the hole. Now head into the door.

ENERGY CORE:

Go into that Stone Toad, do not forget to scan it, and then, once in the mouth you should plant a morph ball. Then it will explode and allow you to enter the new path created. Now there is a little time test. Go up to the little hole. In morph ball mode, bomb the hole to activate the water lowerage. There are now two more cores you need to activate to permanently keep a path to the door above the main room. Now head out with the morph ball and go to Core 2. Bomb the activation hole here to raise three platforms. Now head over to those platforms quickly. You don't have all day as the water will raise in a certain amount of time. Go across the platforms and through the hall to Core 3. Now activate the final hole and you will permanently have a path to the door. Go up to that door and open it.

WEST FURNACE ACCESS:

A small hall with a door at the end. Go in as there is nothing else to do in this room.

FURNACE:

Directly at the entrance of this room is a morph ball hole. Go in there and at the end is another Energy Tank! This will increase your energy 100 points yet again. You need a new item to proceed on. You can go anywhere else and look for new items you can get using the new items you already have. Once you are done, go back to the Arboretum.

ARBORETUM:

In this large tree room, you will need to scan four Runic Symbols again. Also, we need to get to the top of the room. The only way to get all the way up is to scan the four Runic Symbols. To start off, go to the other side of the room. You will see some Venom Weeds on the ground in the water. First scan them and then shoot them. Once they are shot and they go into the ground, scan the first symbol below them. Now head back across the room. Now head right on the platforms and across the wooden bridge. The second Runic Symbol is right above there. Scan it on the tree. Now head up and go until the wall gets to a small gap. To get through there, use your morph ball. Bomb all the blocks that get into your way as you move along the gap. At the end, be sure to kill all of the War Wasps that are to your right. Also blow the Hive up so they cannot come back. As you get out, the third Runic Symbol is directly to the left on the wall. Then head up the steps here and go up to the next gap. The difference between this gap and the last gap is that this one has Venom Weeds in the middle. Quickly shoot them and roll past them to the other side. Go on the path and up the bridge. At the end is the fourth Runic Symbol. Now go into the newly opened door and bomb the rock to find the blue door. Hit it and go into the next room.

SUNCHAMBER LOBBY:

In here is a small path with the Venom Weeds completely covering it. Shoot the first ones and then roll past them to the small branch. Then shoot the second bunch and roll all the way to the end where the blue door is at. Shoot it and go into the next room.

SUNCHAMBER ACCESS:

In here, shoot the Venom Weed and the Reaper Vines that obstruct your path. Go all the way to the end and climb up to the top. At the top are boxes with ammo and other life energy. Then go into the next door and fight the next boss.

SUNCHAMBER:

BOSS #4 : Flaahgra *

Here is the next boss. Watch the short cut scene and get ready to start the first challenging boss battle. You will notice that there is a dish around the arena. Your objective is to stun Flaahgra and then hit the back of the dish so that it moves upward. Then it will reflect light on Flaahgra giving you a chance to harm it. That is the battle in a nutshell. Here is more detail. At the start, shoot regular shots right at the plant. Just rapidly do it. Try to get close to the dish when you are firing. If you hit it enough, the plant will be stunned. Now hit the dish with a missile on the back. It will have a red button on it. This will reflect light onto Flaahgra and allow you to go into a tunnel on the side leading to the plant. Ball up and go into that tunnel and at the end, bomb it. This will inflict damage. Now, if you do not stun Flaahgra fast enough, it might claw you. If you are fast though, you will have no problem. Now, after you hit it for the first time you will be hit with two dishes. Again, the object of this is to stun Flaahgra and then hit BOTH of

the dishes. To do this fast enough, simply strafe using B and over to get good speed. Then repeat and you will hit it again. You will have to do this up to four dishes. Nothing else changes though. Just shoot as and move as fast as you can. After the fourth you will have defeated Flaahgra!

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6 : OBTAIN VARIA SUIT

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Do not worry, you get the VARIA SUIT right when you defeat Flaahgra. Go up to it and take it! Now you can withstand heat and go into the Magmoor Caverns! First head out the door.

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7 : GET TO MAGMOOR CAVERNS

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SUN TOWER ACCESS:

Hop into the water ahead and dodge all the enemies here. Be sure to scan the Pulse Bombs but you cannot kill them without an electric weapon. Head across the waters to the door at the other side.

SUN TOWER:

In here, simply drop down to the bottom. Do not worry, you will not lose any life after the drop. Then scan the Chozo Lore here at the bottom. Now, go into the next room and take the elevator down to MAGMOOR CAVERNS!

O LOG BOOK CHECK:

Here are the Log Book Items you should have scanned during this section of the game: Chozo Ruins Visit #1

O Creatures:

O WAR WASP:

- * Morphology: The War Wasp Hive is the primary dwelling for War Wasps, and is only vulnerable to heavy weaponry. War Wasps build their hives over existing crevices, using whatever materials close at hand. They carry building fragments back to the construction site with their forelegs, and glue them into place with adhesives secreted from their abdomens.

O WAR WASP HIVE:

- * Morphology: The War Wasp Hive is the primary dwelling for War Wasps, and is only vulnerable to heavy weaponry. War Wasps build their hives over existing crevices, using whatever materials close at hand. They carry building fragments back to the

construction site with their forelegs, and glue them into place with adhesives secreted from their abdomens.

O STONE TOAD:

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

O REAPER VINE:

* Morphology: A powerful rock-dwelling tentacle, it appears to be part of a much larger organism. A single eye upon the Reaper Vine keeps a constant vigil, but its vision is limited to 10 meters. A scythe-like appendage on its tip is honed to lethal sharpness. The Reaper Vine will swing this blade wildly at anything that enters its zone of perception.

O EYON:

* Morphology: An immobile organism that's entirely composed of ocular tissue. The Eyon is capable of launching sustained energy beams when active. However, the Eyon is sensitive to light and will close shut if a bright flash ignites nearby.

O FLAAHGRA (boss):

* Morphology: This mutant plant is the source of the toxic water in the ruins. Flaahgra's growth cycle has been radically accelerated. As a result, it requires near-constant exposure to solar energy to remain active. This exposure has made Flaahgra's outer shell thick and durable. Concentrated weapon fire can daze it for short periods, but its lower root system is unprotected and vulnerable, however. Exploit this flaw when possible.

O FLAAHGRA'S TENTACLE (boss):

* Morphology: One of Flaahgra's tentacle fills a narrow drainage channel in the Sun Chamber. Analysis indicates that Flaahgra's central nervous system may be located at the base of this structure.

O VENOM WEED:

* Morphology: Venom Weed is a poisonous plant that retracts into the ground if threatened. Venom Weeds evolved to thrive in the habitats of large organisms. They lure prey with brightly colored leaves, then attack with tiny barbs that deliver a powerful toxin. Venom Weeds rapidly decompose anything that succumbs in their midst.

O BARBED WAR WASP:

* Morphology: An airborne insect with the evolved ability to launch its stinger at prey. The Barbed War Wasp is a highly aggressive member of the War Wasp family, this insect can propel the tip of its stinger up to 20 meters. The stinger tip regrows seconds after launch and contains an acidic compound designed to predigest prey.

O PLAZMITE:

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

O RAM WAR WASP:

* Morphology: The Ram War Wasp is an airborne predator insect that circles its prey and strikes with others as a group. The War Wasps are the only species of Tallon IV to evolve a true hive mind. Nesting in damp, dark places, Ram War Wasps emerge in small groups when threatened and circle their enemy at high speed, disorienting it. Striking from all sides, as a single intelligence, they can fell huge organisms with their tactics.

O SCARABS:

* Morphology: Scarabs are exploding Parasites that can embed their bodies into solid rock. Scarabs think nothing of sacrificing themselves for the safety of the swarm. When a hostile life-form is sighted, they block its progress by embedding themselves in floors and walls. Embedded Scarabs violently self-destruct when threatened.

O INCINERATOR DRONE (boss):

* Morphology: Device schematics indicate a high risk of malfunction when internal power core is exposed. This unit has minimal combat programming, but can defend itself if necessary. The intense heat blasts it shoots compensate for its lack of battle prowess.

O PLATED BEETLE:

* Morphology: Hardy member of the Parasite family. Invulnerable to most weaponry. A cousin to the Parasite, these creatures are known for their amazing resilience. Field studies suggest a weakness to Morph Ball delivered weapon systems.

O SHRIEKBAT:

* Morphology: The Shriekbat is a territorial ceiling dweller. Body

temperature peaks at 121 centigrade. Shriekbats have high internal temperature, making them easy to spot with thermal imaging. They roost on cave ceilings while hunting for small prey. Fiercely territorial, they dive-bomb anything that wanders near.

O Chozo Lore:|

O FOUNTAIN

At the highest point of our city lies the fountain, a wellspring of pure water that flows throughout our civilization. It is the jewel of the Chozo, the life-giver, and yet its waters speak of a clouded future. As we come to understand the paths of time and space more clearly, we have begun to glimpse rough tatters of past and future, glittering behind reality like soft lights behind a curtain. We have seen the fountain in these glimpses, pouring darkness instead of water, and we cannot guess what the visions mean.

-- Found in: Chozo Ruins in the Ruins Entrance.--

O EXODUS

We Chozo are departing now, after so many years in peaceful seclusion here on Tallon IV. When we came, this place was a refuge for our spirits, a civilization built from native materials, bereft of the trappings of our technology. We were linked to the land here, kindred to the plants and animals, far away from the machines we had become so dependent on. And so we leave it now, pristine, a testament to the mortal forms we no longer need. We have drawn the veils of time and space aside, and are withdrawing beyond the illusion. But we will never forget this, the most sacred of our homes. And we will remain ever watchful.

-- Found in: Chozo Ruins in the Ruined Nursery.--

O HATCHLING

As we struggle with the Great Poison, something stirs at the edges of our vision. It is the Hatchling Samus. We feel her, across the void, as she hunts the corrupted. Will our fates again be one? As our pride shatters, will prophecy become real? When all strength wanes from the Chozo, will it be the Hatchling who fulfills our legacy? True sight eludes us, for the Poison gnaws at all vision, leaving seers blind and filled with despair. Truth's blessing may come too late.

-- Found in: Chozo Ruins in the Ruined Fountain.--

O BEGINNINGS

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

-- Found in: Chozo Ruins in the Vault.--

O Research Data:|

O LARGE ENERGY:

Large Energy replenishes 20 units of energy.

O MORPH BALL SLOT:

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

4.4: Tallon IV: Fire and Ice

mp_fi

Now that Samus has the Varia Suit, she can go into the deep and hot Magmoor Caverns. She needs to find the special items in the Fire and Ice worlds. The problem...Enemies to the max. This section consists of three missions.

- 1 : OBTAIN THE BOOST BALL
- 2 : OBTAIN THE SPACE JUMP BOOTS
- 3 : OBTAIN THE WAVE BEAM
- 4 : OBTAIN THE SUPER MISSILES
- 5 : OBTAIN THE THERMAL VISOR
- 6 : DEFEAT THARDUS
- 7 : OBTAIN THE SPIDER BALL

- 1 : OBTAIN THE BOOST BALL

MAGMOOR CAVERNS VISIT #1

MISSILE UPGRADES: 3

ENERGY TANKS: 1

OTHER:

-Creature Log: Grizby, Burrower, Magmoor, Puffer, Triclops,

-Pirate Data: NONE

-Research Data: NONE

-Chozo Lore: NONE

-Artifacts: NONE

BURNING TRAIL:

Right as you enter, you will notice a large hole. You may use the platforms to get down or just fall, as you will not lose any damage. Now head through the hall down here and kill the shriekbats. Then to the your right is a door. Inside is a Save Station. This is an excellent time to save. Anyway, once you have saved, go back out and proceed on. You will meet a Grizby here. It can only be killed with a missile so, kill it or move on to the next room.

LAKE TUNNEL:

In here, you will notice lava all around you. Try to avoid it, and if you do touch it, quickly get out. Take out the Grizby from a distance and then make it across the room to a small cave. Scan the burrower here and just avoid it. Now hit the blue door and go to the next room.

LAVA LAKE:

Ok, at the beginning there will be a cut scene. Then, there will be a Magmoor right in front of you. Charge up your beam and shoot it to the max. It will sometimes shoot fire at you. Dodge that fire and kill him. Then, scan one of the puffers that are around. Now take them out with one regular shot. Avoid the poisonous gas they let out after being destroyed. Now head across the platforms to your right. Watch out for the ones that sink. Once on save ground, kill the puffers that are left and then the last Magmoor in this room with a few charged up shots. Now get onto the safe platform with the boxes on it. Break the boxes and collect ammo and energy. Then look for a rock that is cracked in the wall. Morph ball bomb it a few times and get to the next part of this room. There will be more puffers in here, so pick them off from a distance. Then get across the room and go into the blue door ahead.

PIT TUNNEL:

You will notice a cage under you. First scan the Triclops under you. Now, ball up and head under the cage. Try to avoid the Triclops from catching you and get across the room. If they do catch you, press A rapidly to bomb them. Then roll to the other side of the room and head into the blue lit door.

TRICLOPS PIT:

This place is very big, but you will not need to use most of it for now. Head over to the left and look for the puffers above. Take them out one by one. Once you have gotten them all, jump from platform to platform all the way up to the top of the room. Then go into the blue lit door to the next room.

MONITOR TUNNEL:

There will be three big platforms moving up and down. Also, puffers will be all around. Take them all out and then jump from platform to platform all the way to the other side. Enter the door to the next room.

MONITOR STATION:

In here, you will notice a huge data station on front of you. First of all, there will be gun turrets all around the station. Kill the three of them by firing a missile or charged beam shots. Now head forward towards a blue lit door. Ignore this for now and head to the right, under the station. Not head left and over to the platforms. Make sure you take out the puffers around here. Head up the rock like plarforsm and all the way t oa bridge. Jump over to the bridge and head into the station. Now head left and go into the blue door here.

TRANSPORT TUNNEL A:

In here there is a little maze. If you would like to, I would suggest you do a double jump over the first block and up a few more. This will lead you to yet another energy tank, increasing your life gauge by 100 points. This is, of course, optional, but is highly recommended. Now, head all the way to the

end of the maze and go into the blue door here. Now head into the elevator by scanning the switch. Go up to the next world.

O LOG BOOK CHECK:

Here are the Log Book Items you should have scanned during this section of the game: Magmoor Caverns Visit #1

O Creatures:

O BURROWER:

* Morphology: A tunneling insect predator, the Burrower is similar to the Beetle, though it prefers to spend more time underground. It seeks seismic disturbances, then surfaces to attack. It has enough cunning to realize when something is too large for it to handle. Beyond that, it is fairly ignorant. What it lacks in brains, it makes up for in aggression.

O GRIZBY:

* Morphology: A sub-volcanic carrion feeder, the Grizby's carapace has been fused together by superheated air. This barrier stands up to everything but concussive blasts. Its intelligence is limited to instinctive scavenging patterns.

O PUFFER:

* Morphology: An unstable gas-filled membrane, the Puffer ruptures on contact. Puffers fill their bodies with lethal meta-viprium gas and float about in search of food. If ruptured, the gas within the Puffer is violently released. Despite their fragile bodies, Puffers are aggressive hunters. The gas cloud they release on death is often fatal to the creature that brings them down as well.

O MAGMOOR:

* Morphology: The Magmoor is a fire-breathing serpent that dwells in the fiery depths of lava pools. Magmoors prefer extreme heat zones are susceptible to frigid attack forms. Sightless, they navigate the lava currents using sonar receptors. Magmoors have a keen sense of smell, enabling them to pinpoint targets with startling accuracy.

O TRICLOPS:

* Morphology: A hard shelled creature with powerful jaws. The Triclops is a hunter-gatherer. It collects small creatures and bits of

foodstuff, then deposits them elsewhere for later consumption. The hard tripartite mandibles it uses to move earth and rock are quite strong and difficult to escape.

PHENDRANA DRIFTS VISIT #1

MISSILE UPGRADES: NONE

ENERGY TANKS: NONE

OTHER:

-Creature Log: Crystallite, Flickerbat, Pulse Bombu, Baby Sheegoth,
Ice Burrower

-Pirate Data: NONE

-Research Data: NONE

-Chozo Lore: Cipher, The Turned

-Artifacts: NONE

SHORELINE ENTRANCE:

Just follow the simple path until you come across some ice. Shoot the ice with the charged beam. It will shatter and you will be able to pass to the next blue lit door.

PHENDRANA SHORELINE:

Watch the cut scene introduce you to the Phendrana Drifts. From here, head across the waters using the ice platforms and go up to the cave that leads you to a blue lit door. In the cave you will see Crystallites. Scan them and then kill them with a missile, as that is the only weapon you have that can kill them. Now head into the door and save your game here. Now go right when coming out of the cave until you see a fenced off tube. Hit it with a missile and then morph ball all the way to the end of this tunnel. Then scan the symbol here to open the door above. Head back towards the cave. Now, you will see platforms right here. Climb up them, and get to the door you just unlocked.

ICE RUINS ACCESS:

Shoot the ice ahead in the distance with a charged beam shot. Then scan the Scatter Bombu ahead of you. Ball up and roll past him and through the tunnel all the way to the end. Then go into the next room.

ICE RUINS EAST:

In here, you will find some Baby Sheegoths. While they are sleeping, scan them. Now get up close to them. They will awake in a jiffy. To destroy them, you must dodge around to their back and shoot there. They are only vulnerable at the back. Once both die, collect the energy they leave and head to the platform with some boxes on it above. Make your way across the platforms here and watch out for the holes in the ruins as you may fall. Make your way all the way to the new door.

PLAZA WALKWAY:

Ice Burrowers are crawling around here. Be sure to scan them, as they will be gone later on in the game. Then move onto the blue door ahead and into the next room.

PHENDRANA SHORLELINE:

You are back into the large room. Now do not fall or you will have to get all the way back up here again. Turn left on this high ledge and make your way up. Then enter the blue lit door at the top and go into the next room.

RUINS ENTRYWAY:

This is just a hallway full of Pulse Bombus. Ball up and avoid them up to the blue lit door. Now enter that door.

ICE RUINS WEST:

First off, go left and take out the two Baby Sheegoths there they same way you did before. Then go up and to the ruins and scan the Lore there. Now go back to the Sheegoth place and look for a gap with the blue lit door there. Shoot it and head into the next room.

CANON ENTRYWAY:

In here, again ignore the Bombus and ball up. Head all the way to the end and hit the blue door here. Head into the next room.

PHENDRANA CANYON:

From the start, drop down to the boxes and scan the Lore here. Drop down all the way to the bottom now and take out the Baby Sheegoths. Now head up the snow and scan the panel to align the platforms. Now jump on the platforms in a hast like manner. The platforms will not be there for long. Once you jump across all of the platforms, you will receive the BOOST BALL! This gives you a boost by holding down B when in Morph Ball Mode. Use the halfpipe here to get out by pressing B like a Skateboarder on a halfpipe. Then make your way all the way back to your ship on Tallon Overworld. Just look at your map for directions to the "E" for Tallon Overworld. The walkthrough will pick up from there.

O LOG BOOK CHECK:

Here are the Log Book Items you should have scanned during this section of the game: Phendrana Drifts Visit #1

O Creatures:

O BABY SHEEGOTH:

* Morphology: The Baby Sheegoth is a glacial predator with an ice shell that protects its vulnerable dorsal area. Young Sheegoths grow a resilient shell of ice on their backs. This serves to protect a layer of vulnerable flesh that eventually becomes a ridge of energy-absorbing crystal. Powerful hunters, they fire bursts of ultra-cold gas at potential prey, then feast on their frozen victim.

O CRYSTALLITE:

* Morphology: The Crystallite is a territorial cold-weather scavenger. The shell of a Crystallite reflects beam weapons and can only be cracked by a concussive blast. They hang upside down in an ice cave during their larval stage. Moisture runs off its body and forms the hard ice shell, which the Crystallite retains for the rest of its life.

O FLICKERBAT:

* Morphology: The Flickerbat is a scavenger with optical camouflaging that renders it invisible to the naked eye. Flickerbats are deceptive creatures. The only way to track them reliably is with X-ray imaging. They fly ceaselessly, hunting insects and other small prey that float on the air currents. Flickerbats tend to fly in cyclical hunting patterns, using primitive sonar to navigate.

O ICE BURROWER:

* Morphology: The Ice Burrower is a hardy life form that has adapted to the frigid climate of Phendrana. It spends most of its time tunneling through the frozen soil, but occasionally surfaces to attack passers-by.

O PULSE BOMBU:

* Morphology: A life-form of raw energy, the Pulse Bombu periodically releases explosive segments from its body. Pulse Bombus are energy beings invulnerable to most known weapons. Electrical energy can harm them, however. They lack any intelligence beyond an instinctive attraction to other charged energy sources. Pulse Bombus produce energy constantly. All excess energy is shed, regardless of who or what may be nearby.

O Chozo Lore:|

O CIPHER

None know if our temple, the Cradle, will prove powerful enough to contain this evil forever. How can we Chozo hope for it to remain intact when that which it guards writhes in the darkness, growing always stronger? The fate of this world rests with the gathering of Artifacts we call the Cipher, but even it is not all-powerful. It is strong, yes: an enchanted whole made of twelve links. Still, it is finite in its reach, and we who guard it are slowly succumbing. When our vigilance crumbles away into madness, the Cipher will be exposed and the fate of Tallon IV will be beyond our influence.

-- Found in: Phendrana Drifts in the Ice Ruins West.--

O THE TURNED

Many Chozo have gone beyond now, and this is a mercy. Those of use who remain suffer in dimensional flux, drifting helplessly across time and space, guided by unseen and inexorable currents. The Chozo who cling to

PHENDRANA SHORELINE:

This is, again, the main room that you entered in the first time you came here. Head across the water to the save station and save if you choose. Coming out of the save station, go left and space jump up to the ledge. Keep space jumping up all the way to the top and then enter the blue lit door to the next room.

TEMPLE ENTRYWAY:

This part is a bit tricky. Watch out for the bombus and other creatures. You need to blast the ice away but you cannot use the charge beam because it attracts the bombus. Shoot missiles instead at the ice to clear the path. Then ball up and go all the way to the door. Head into the next room.

CHOZO ICE TEMPLE:

This is a larger room. Your goal is the top and the only way you can make it from platform to platform is to space jump. Follow the path by jumping in a spiral. Be sure to take out the Ice Parasites and the Crystallites as you get up to the top. Also, scan the Ice Parasites for a new creature. Once you are at the top, look at the Chozo faces on the left and right. To your right, scan the faces until you find the one made of Brinstone. Shoot a missile at it to reveal a morph ball switch. Scan this if you have not already. Now, bomb up to the hole and then bomb the hole itself. Now that the door is unlocked, go into the next room around the corner.

CHAPEL TUNNEL:

This is another morph ball puzzle. Double bomb the block and then hit the base of the pillar to lower it with another bomb. Do this at the next pillar and box. Then head into the last tunnel and into the next room.

CHAPEL OF THE ELDERS:

Here comes a mini boss for a new weapon. Go all the way to the weapon at the other side of the room. It will be taken away and the boss battle will begin.

BOSS #5 : SHEEGOTH

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This boss consists of two parts. The first part will be the baby sheegoths. Two will come out of the snow at opposite sides and go for you. Take them out one at a time. Make sure that you do not use any missiles as you will need them for later. Kill the first two baby sheegoths and then two more will come. Destroy those last two by dodging behind them and then shooting their shell off. After all four baby sheegoths die, a cutscene will take place. The Big Sheegoth is here! First of all scan it.

For the Sheegoth, there are two ways of killing this beast. One way is harder than the other. First, the only thing that can hit the Sheegoth are missiles and morph ball bombs. The harder method would be to shoot the beast when it is breathing heavily with a missile. He breathes heavily after he has done once of his attacks. Make sure you time it well to get a good solid hit. All around the room are missile ammo, so use your missiles sparingly. The other easier way of defeating the sheegoth is to roll under him and use bombs on it. The problem with this method, though, is that you can lose a lot of damage. Either way should work though. Once it is dead, you will get a new

weapon! The WAVE BEAM! Finally something that can shoot out electricity to kill those Bombus. Now head back to the Ice Ruins West and kill the bombus on the way using the Wave Beam.

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4 : OBTAIN THE SUPER MISSILES

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ICE RUINS WEST:

In here, head to the right where the Crystallites are at. Then space jump all the way up to the top and find the Stalactite. Make sure that you scan it as it may not be here again. Now jump over to the Crystallites and take them out. Then jump over to the right and over to the purple door. Purple doors can only be opened using the Wave Beam. Head into the next room.

COURTYARD ENTRYWAY:

In this simple hall, take out the bombus using the Wave Beam and the Scarabs all around. Then go into the door at the end.

RUINED COURTYARD:

In this larger room, you will need to get up high. To do this, we must fill up the lake. To do that, you must head right and up to the spinner. Scan this for a Research. Now, activate it by boosting inside it. Once it fully activates, two of the holes will open. Now head straight across the room to the second spinner. Activate this one as well and the other two holes will open up. Now space jump up to the ball hole and bomb it. This will cause water to fall from the opened holes and then filling up the lake. Now go across all of the snow platforms to the hole and morph ball in there to get an Energy Tank! Now repeat this process to raise the water again. Jump from the snow platforms all the way to the structure. Now head to the wall and jump all the way to the top. First head right and missile the the door. Here is a Save Station! Finally! Now save and go back out to the central platform. Turn to the Wave Beam door and go inside.

SPECIMEN STORAGE:

As you come in a Turret will shoot at you. Blast it with a missile or charged Wave beam. Then as you walk forward a Shadow Pirate will come at you. Scan it for a new entry. Now, shoot missiles at it for any easy kill. They are rather fast, so watch out. Now head through the purple door at the end and into the next room.

RESEARCH ENTRANCE:

In the distance you will see a Turret. Try to blast it out without it seeing you. Then you will get into a cut scene. New pirates will come at you. They are Space Pirates. Missiles are the easiest way to kill them. Once they are all gone you can go into the unlocked door. Head into the next blue door to get the map for this level. Scan it to unlock all the rooms. Now head back to the Research Entrance and follow the tunnel to the blue door. Enter it and go into the next room.

HYDRA LAB ENTRANCE:

Take out the bombus here with the Wave Beam. Once they die, head into the purple door at the other end.

into the next room.

AETHER LAB ENTRYWAY:

Simply take out the bombus with the Wave Beam and then head through the purple door at the end of the tunnel.

RESEARCH LAB AETHER:

As you enter the room you will be in a cinematic. Then go forward and scan your best friend, Metroid. Wait, it breaks the glass and will start to attack you. Use missiles to kill it, and if it attaches to you, quickly get into morph ball mode and lay a bomb on it. This will blow it up. Then a Space Pirate comes. Scan the Pirate Data here. Then jump to the other section of the room and scan another Pirate Data. Now head to the bottom of the room. Kill all of the Space Pirates in this room. There are two more Pirate Data entries to finish them off on this floor. Now look for an Energy Tank inside a Tank on this floor. Shoot it with a Super Missile to get it. Now head into the Purple lit door.

RESEARCH CORE ACCESS:

In here, scan the Ice Beetle and just ignore it. Go forward and shoot the purple door with the Wave Beam. Enter it to the next room.

RESEARCH CORE:

Right as you enter this room, take out all of the Space Pirates and the Flying Pirates in this room. Now head right and scan the red panel to deactivate a shield. Now head down the path using the ramp inclines and scan the second red panel on the monitor station. Now drop to the bottom and look for the two defense turrets. Take them out with missiles. Now scan the third and final panel. Now there is a new piece of equipment in the room. The THERMAL VISOR! This allows you to see heated objects in the dark. Now head back up the room using the Thermal Visor because the room is dark now. Watch out for all of the Metroid that pop out. Kill them the same way. At the top is a door with a symbol next to it. Shoot it with the Wave Beam and then go into the next door.

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6 : DEFEAT THARDUS

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RESEARCH CORE ACCESS:

Scan the new enemy, Sentry Drone. Take them out with missiles and then go into the door at the end. Now make your way back to the Ruined Courtyard. It is the same way you got here. You do not need to worry because there are no new enemies along the way. You may do it quickly as you will miss nothing. The walkthrough will pick up at the Ruined Courtyard.

RUINED COURTYARD:

As you get here, save you game at one of the three doors. Now go to the door you have not been to. Shoot the Cordite above the door with a super missile. Now go up to the door and put on your Thermal Visor. Shoot the symbol near the door with the Wave Beam and then go into the door.

QUARANTINE ACCESS:

Just kill the Bombus ahead with the Wave Beam and then go into the next room

using the door.

NORTH QUARANTINE TUNNEL:

In here, get into morph ball mode and roll through the tunnel. Make sure you go slowly as there are Bombus that drop bombs. You will need your life in just a bit, so don't lose it.

QUARANTINE CAVE:

Now head into the main section of this huge cave. There will be a large pile of rocks, and yes, you have a boss battle in a matter of seconds.

BOSS #6 : THARDUS

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To start off, scan this creature as it is the only time you can. Now put on your Thermal Visor. Now lock onto his weak spot denoted by a bright color. Shoot it like mad to inflict damage. Every now and then, your Thermal Visor will be corrupted and you will need to switch to your Combat Visor. You will still be able to hit his weak spot, but this is a good time he like to attack. He will do a few things, roll into a ball, throw ice at you, and throw rocks at you. For the rolling attack, dodge it by pressing B and over. He will do this the most usually. For the ice attack, simply dodge it to get away from it. If it does hit you and freezes you, press B rapidly to get unfrozen. Now for the final attack, the rock throwing one, just shoot the rocks that he throws at you and then pick up the ammo or life that they reveal. Simply repeat this process of attacking its weak point to DEFEAT THARDUS!

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7 : OBTAIN THE SPIDER BALL

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Once you have defeated Thardus, simply go up to the new equipment that is displayed. It allows you to stick to the magnetic rails in black and yellow. It also looks really cool. Check the weapon catalogue for more information on the spider ball. Also scan the Magnetic rail.

O LOG BOOK CHECK:

Here are the Log Book Items you should have scanned during this section of the game: Phendrana Drifts Visit #2

O Creatures:

O SHADOW PIRATE:

* Morphology: The Shadow Pirate are Pirate forces that are trained and equipped for stealth operations. A select group of Space Pirates have acces to sophisticated cloaking technology. This gear drains high levels of power, however, forcing them to rely solely on melee weapons in battle. Use enhanced detection gear when fighting these units.

O SPACE PIRATE:

* Morphology: The Space Pirate is a sentient aggressor species that is well trained in weapon and melee combat. Space Pirates wield Galvanic Accelerator Cannons and forearm-mounted Scythes in combat. This species seeks to become the dominant force in the galaxy, and their technology may help them realize this goal. Ruthless and amoral, the Pirates care little for the cost of their ambition. Only the results matter, and they take these very seriously.

O SHEEGOTH (boss):

* Morphology: A glacial predator that reigns supreme in the icy landscape of the Phendrana drifts. Sheegoths are difficult to harm, though intense heat seems to have a lasting effect on them. Their mouth is a weak spot, the only place on its body that can be hit without the shots being deflected or absorbed.

O THARDUS (boss):

* Morphology: Thardus is an animated, sentient creature of stone charged with Phazon radiation. The Phazon radiation given off by Thardus negates Auto-targeting systems, preventing lock-on. It may be possible to acquire alternate targets with a different Visor. The chaotic nature of Phazon-irradiation leads to instability in its structural integrity. Thardus can encase targets in ice, and its colossal size and strength make it a formidable opponent.

O METROID:

* Morphology: Metroids are energy-based parasitic predators. The dominant species of planet SR388, Metroid can suck the life force out of living things. A Metroid latches onto its prey and drain energy, growing larger as it does. The only way to shake an attached Metroid is to enter Morph Ball Mode and lay a bomb.

O ICE BEETLE:

* Morphology: Ice Beetles are burrowing insects with an ice-reinforced carapace, and they have an aversion to heat of any kind. This member of the Beetle family has adapted to life in the subzero temperatures in the Phendana Drifts, growing a thick ice shell over its entire body. The ice is extremely resilient, providing the Ice Beetle with extra protection and augmented digging abilities.

O ICE SHRIEKBAT:

* Morphology: The Ice Shriekbat is an ice-encased ceiling dweller. Like standard Shriekbats, these creatures are easily spotted with Thermal imaging. They roost on cave ceilings, existing on a

diet of insects, reptiles, and small mammals. Fiercely territorial, they dive-bomb anything that wanders near.

O ICE PARASITE:

* Morphology: A simple scavenger life-form that possesses a crystalline outer shell. Parasites are hardy creatures, able to adapt to any environment within three generations. The Ice Parasite is a prime example. Having adjusted to a frigid climate, this vermin now thrives in it. Omnivorous, it can exist in areas hostile to most life-forms.

O SENTRY DRONE:

* Morphology: The Sentry Drone is a well-armed and armored security mechanoid. Sentry Drones have limited intelligence, but do their assigned tasks well. Being machines, they are susceptible to electrical attacks. When alerted, Drones initiate a security lockdown, then attempt to neutralize the intruder. Their electronic warfare suit can scramble Visor technology as well.

O Pirate Data:|

O PHAZON ANALYSIS (10.344.8):

We have codified the newfound energy source as Phazon, a V-index mutagen of which we have very little reliable data. Indications point to a meteor of unknown origin impacting approximately 100 years ago, expelling Phazon into the environment. This material seems to possess lifelike characteristics, mutating organic life-forms strong enough to withstand its poison. These mutations appear promising, with abrupt evolutionary leaps appearing in single-generation reproduction. Plans to establish a full Science Team on Tallon IV are being finalized.

-- Phendrana Drifts--

O MINING STATUS (10.587.7):

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

-- Found in: Phendrana Drifts, Research Lab Hydra --

O SECURITY BREACHES (10.712.1):

Most terraforming and retrofitting of security checkpoints on Tallon IV is complete, but we continue to research the alarming epidemic of breaches by local creatures. Door records show no unauthorized entries, so we must presume the creatures are either slipping in undetected during daily

personnel moves or else finding their way in through subterranean tunnels. We have found many small breaches of this latter sort and plug them wherever we can, but it is unlikely that we will ever achieve full extermination without our current timetable.

-- Found in: Phendrana Drifts, Research Lab Hydra --

O META RIDLEY (10.891.0):

The reconstruction of geoform 187, code-named Ridley, was recently completed. After his defeat on Zebes, Command ordered a number of metagenetic improvements for him. Though aggressive, we were able to implement these changes in a cycle. The metamorphosis was painful, but quite successful in the end. Early tests indicate a drastic increase in strength, mobility, and offensive capability. Cybernetic modules and armor plating have been added as well. We believe our creation, now called Meta Ridley, will become the mainstay of our security force, a job he will certainly relish.

-- Found in: Phendrana Drifts, Research Lab Aether --

O PHAZON PROGRAM (10.401.7):

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

-- Found in: Phendrana Drifts, Observatory --

O PARASITE LARVA (10.515.8):

Our initial tests exposing Tallon IV's indigenous Parasites to Phazon appear to be successful. Increases in strength, size and aggressiveness are common in all test subjects, as well as unforeseen evolutions like additional poison sacs within the abdomen and the appearance of a second ring of mandibles in several subjects. These creatures were chosen because of their resilience, and it appears possible that, given enough exposure to Phazon, they may one day be able to survive on any planet we transport them to. Our methods will have to be refined; we currently have a 100% extinction rate after the fourth infusion period, and most survivors of the third infusion stage are so violent and uncontrollable that they have to be euthanized. Even still, we remain hopeful that further experimentation will result in success.

-- Found in: Phendrana Drifts, Observatory --

O GLACIAL WASTES (10.664.2):

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

-- Found in: Phendrana Drifts, Research Lab Hydra --

-Artifacts: NONE

TRANSPORT TUNNEL C:

Just move along the tunnel avoiding the fire that sprays from the ceiling.
Head through to the next room.

MAGMOOR WORKSTATION:

Right as you enter, you will be faced with a lot of pirates. If you have very little life, shoot missiles at the pirates, otherwise regular shots will work. Once the pirates are all dead, drop down to the caged area. Now drop into the circular hole in the cage. Ball up and kill all of the Triclops here. Now go back out and shoot the symbols while you have Thermal vision. They are next to a door. Once you shoot them, the floor will cool. Then go back to the hole and ball up passed the cooled surface to a small room. In here, scan the panel again to make more land cooled. Repeat this process one more time and you will get an energy tank! Now head to the ground level blue door.

SOUTH CORE TUNNEL:

First scan the Puddle Spore. Then shoot it to make is flip over. Use it as a platforms to get to the other side of the room. Kill the burrowers if you want and then go into the next room using the door.

GEO THERMAL CORE:

For now, just use the Puddle Spores as platforms to get to the other side. Go into the door here.

NORTH CORE TUNNEL:

Go up to the lava and shoot the rocks above with a missile. This will kill the Magmoor ahead and provide a platform to get to the other side of the room. Go into the door.

TWIN FIRES:

In this two sub room place, shoot the puffers off from a distance. Then use the rocks above to get across. Shoot them with missiles and then hop across to a ledge with boxes on it. Then morph ball and go under the fire here. In this room, kill the Magmoor to your right and use the rocks above it as a platform to get to the other side. Then dodge the fire and go in the next door.

TWIN FIRES TUNNEL:

Go to your right on the wall and look for a hole. Ball up and use the spider track to make it all the way across the room. Now enter the door at the other end. This elevator here will take you to Tallon Overworld. The walkthrough will pick up from the Furnace in Chozo Ruins.

O LOG BOOK CHECK:

Here are the Log Book Items you should have scanned during this section of the game: Magmoor Caverns Visit #2

O Creatures:

O PUDDLE SPORE:

* Morphology: The Puddle Spore is a sentient floating lava mollusk protected by an impenetrable shell. It opens when approached, attempting to intimidate with its size. When opened, direct fire to its mantle causes it to flip into a defensive position. If it can slam shut, it ejects a spread of harmful energy globules.

CHOZO RUINS VISIT #2

MISSILE UPGRADES: 2

ENERGY TANKS: 1

OTHER:

-Creature Log: Plated Parasite, Chozo Ghost

-Pirate Data: NONE

-Research Data: Missile Station

-Chozo Lore: Cradle, Hatchling's Shell, Worm, Infestation, Hope

-Artifacts: NONE

FURNACE:

Look for the morph ball track and scan it if you have missed it already. Now get onto it and climb all the way up. You will meet a point where you need to get to a higher ledge. Just set a bomb and bomb jump to get to the higher platform. Now, roll across the floor and watch out as the boxes under you will fall. Just go as fast as you can and then morph ball jump to the next platform. Now, head through the tunnel and scan the creatures to the right. The Plated Parasites. Now head through the tunnel and kill the Beetles that pop out of the ground. Now, scan the Lore and head through the tunnel using the morph ball, below the Chozo Lore scan. Now head through the door.

CROSSWAY ACCESS WEST:

This is nothing special. Just a really long tunnel with a purple door at the end. Use the wave beam to open it, now head into the next room.

CROSSWAY:

Head into the large halfpipe and boost up to the right. For more information on boosting on a halfpipe, check the special moves section. Now, here, scan the three Chozo Lore entries. Now head across the room to the Cordite on the wall. Blast it with the Super Missile and scan the panel that appears. Now, get into the halfpipe and boost to the spider track that was just revealed. Then roll to the end and bomb the switch. This creates a second spider ball track. Boost up to that one, and then bomb it. Now head into the piston at the end of the room and get all the way up. Now head left and collect a missile expansion! Now head back to the Lore and head into the tunnel. At the end is a missile locked door. Then get into the next room.

O LOG BOOK CHECK:

Here are the Log Book Items you should have scanned during this section of the game: Chozo Ruins Visit #2

O Creatures:|

O CHOZO GHOST:

* Morphology: This supernatural entities' bioelectric field is invulnerable to natural energies. As these entities phase in and out of existence, the only way to track them accurately is with X-ray scanning. They are invisible to the naked eye and can only be seen as a wispy white spirit while they attack.

O PLATED PARASITE:

* Morphology: Hardy member of the Parasite family. Invulnerable to most weaponry. A cousin to the Parasite, these creatures are known for their amazing resilience. Field studies suggest a weakness to Morph Ball-delivered weapon systems.

O Research Data:|

O MISSILE STATION:

Step into these stations to fully reload the Missile Launcher.

O Chozo Lore:|

O CRADLE

The cries of this dying land pulled us from our dreaming state, and now we Chozo walk as ghosts while the Great Poison sinks into the trees and waters, devouring all life. Some creatures survive, but their forms grow as twisted and evil as the force that fell from the sky. The heart of the planet will succumb soon, and so will we, even in our ghostly states. Already many Chozo have faded and passed into the unknown. The Great Poison is unlike anything we have glimpsed in this or any dimension. It eats relentlessly, worming out life wherever it blooms and corrupting what it cannot kill. It will be our undoing. Our last hope lies in the Cradle, the temple we hope might contain this abomination. It is almost complete, hovering over the impact site, the dark heart of the spreading evil. If we can finish before the last of our kind drifts into madness or death, there is a chance for this world. If we fail, we are doomed with it.

-- Found in: Chozo Ruins in the Furnace.--

O HATCHLINGS SHELL

The Hatchling walks among us. Are these dreams? Memories? Foretellings? Time and reality swirl together like estuary waters, and we Chozo know not what to believe. She appears as ghostlike as the Chozo, but at times the mists clear. We can see her wounded eyes, and remember the child we found so long ago. What has she become, this Newborn? Clad in Chozo armor, wielding weapons our hands once held, does she dream of the Chozo as we once were? Does she long for her parents, lost to the same creatures that even now defile our sacred home? Does she still live?

-- Found in: Chozo Ruins in the Crossway.--

O HOPE

More and more, our tormented minds turn to the Newborn. As the world continues to shift into brutal, disconnected images, she remains inarguably real: a fearless figure delving deeper into this blighted world, unmindful of the terrors that await her. Was she this way before? When we Chozo found her, a fledgling orphaned on a savaged planet, did a warriors pulse already beat in her veins, filling her with righteous fury? Our hopes lie with her. We leave these messages for her, that she may find our Artifacts and deliver the world from its evils. Wraiths we may be, but our reach is still long indeed. We shall fight the invaders, and the Poison they would master, until the end.

-- Found in: Chozo Ruins in the Hall of the Elders.--

O INFESTATION

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

-- Found in: Chozo Ruins in the Crossway.--

O WORM

The prophecies tell of the coming of the Worm. Born from parasites, nurtured in a poisoned womb, the Worm grows, devouring from within, until the world begins to rot. The words of the seers have come to pass, for there, in the depths of the world, the ravenous Worm lurks and feeds. From the stars it came, blighting Tallon with its Great Poison. We can but watch as the Worm grows, watch and wait. For the prophecies also speak of a great Defender, the one who delivers the world from evil. The final days draw near. Is the Newborn the Defender of which the seers spoke? We shall do all that we can to aid her, for she bears our legacy as she bears the ancient armor and weapons of our people.

--Found in: Crossway in the Chozo Ruins--

PHENDRANA DRIFTS #3

MISSILE UPGRADES: NONE

ENERGY TANKS: NONE

OTHER: NONE

-Creature Log: Jelzap, Hunter Metroid, Glider, Aqua Reaper

-Pirate Data: NONE

-Research Data: NONE

-Chozo Lore: NONE

-Artifacts: NONE

TRANSPORT TO MAGMOOR CAVERNS SOUTH:

Look at the end of this room for a spider ball track. Now that we have the spider ball and all, go up and shoot the white door with the new Ice Beam. Head through the door to the next room.

TRANSPORT ACCESS:

In here are more bombus. Just shoot them up with the Wave Beam. Remember not to charge or they will come towards you. Now head through the next door.

FROZEN PIKE:

Jump down inside of the water at the bottom of the room. You will see some long looking creatures call Jelzaps. Scan them first and then shoot them with a missile when you see a white sphere come out of them. Now, go back to the door you just came from and head out of the water using the platforms to your left. Now cross the large bridges and get up to the purple door at the end. Shoot it with the Wave Beam and head into the next room.

FROZEN CAVE ACCESS:

In here, morph ball up into the hole. Use a bomb jump by placing a bomb under you and then letting it boost you up. Roll to the end of the tunnel. At the end you will meet some Beetles and Scarabs. Dispose them and then head through the following door.

FROZEN CAVE:

As you enter, watch a new Metroid Creature come to you. Scan it first and you will notice that it is called the Hunter Metroid. Now, shoot it with a shot of the Ice Beam and then shoot it with a missile. This will dispose of it. Now scan the Gliders above you on the ceiling. Now, look up at the Stalactite and shoot them down with missiles. Head for the purple door that is not directly across from you. Use the broken Stalactites as platforms to move across the room. Head through the purple door to a Save Station. Save your game and then go back to the last purple door and enter it.

UPPER EDGE TUNNEL:

Head into morph ball mode and get into the very long tunnel. Enter the door at the end. Nothing more to see here.

PHENDRANA'S EDGE:

As you enter, you will meet with two flying pirates. First, shoot the Ice Beam at them and then take them out with a missile. Once they are both dead, head to the bottom of the room in the water and go into the purple door.

LOWER EDGE TUNNEL:

Kill the bombus ahead and roll all the way down the tunnel. Enter the purple door at the end here.

HUNTER CAVE:

Right as you enter, look for the Stalactites on the ceiling. Take all three of them down with a missile each. Now, head all the way to the bottom and kill the enemies here. Now, head up the platforms on the wall. You will then be able to reach one of the Stalactites. Get onto it and then jump over to the purple door. Enter it.

LAKE TUNNEL:

One bombus. Take it out and head through the door. Nothing more nor less.

GRAVITY CHAMBER:

Walk down the hill and notice the Reapers out of the wall. This time they are in water, so scan them. The Aqua Reapers are just the same. Shoot them out and then walk on past them. Now look out for the Jelzap here. Take it out the same way you did before. Just shoot it a missile when you see the sphere. Now head along the wall and take out the enemies in your way. Climb up the steps at the end and take the new equipment, the GRAVITY SUIT! Now head back to the Tower Chamber to get a new Artifact in Chozo Ruins. This is optional for now. So, if you do not want to do it, continue to follow the walkthrough. Now head back to the Frigate Crash Site in the Tallon Overworld to pick up some charge ups.

O LOG BOOK CHECK:

Here are the Log Book Items you should have scanned during this section of the game: Phendrana Drifts Visit #3

O Creatures:

O HUNTER METROID:

* Morphology: The Hunter Metroids are adolescent Metroids that have energy-siphon tentacles, making them increasingly dangerous. As Metroids develop, they become more efficient predators. An energy-draining tentacle allows them to attack at a distance. Quick to anger, a Hunter Metroid causes troublesome prey and attempts to ram them into submission. Cold-based attacks are quite effective against these creatures.

O JELZAP:

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

MAIN VENTILATION SHAFT SECTION C:

In this underwater passage, head down to the base of the room. Now enter the only tunnel. You will need to morph ball past the rock and then hit the door at the end and enter the next room.

MAIN VENTILATION SHAFT SECTION B:

As you enter, there will be two turrets waiting for you. How they are still here...I do not know. Anyway, take them out with missiles. Now get to the door at the bottom and put the thermal visor on. Look above the door for the key to the door. Use the Wave Beam to shoot the key above the door with the thermal visor out. Now shoot the door and enter the next room.

MAIN VENTILATION SHAFT SECTION A:

In here, be sure you scan the new creature, the Tallon Crabs. Now get into the tunnel into the water. Enter the door into the next room.

REACTOR CORE:

First off, drop down below water. Down here, watch out for those Jelzaps and the Aqua Reapers. Now, head up around the room onto the first platform. Now head up to the blue door (the only one that you can enter right now) and notice that you need to power four of those switches, only seen by thermal vision, to open the door. Put on your thermal visor and look for the symbols. They will easily show up. Look right next to the door and below it before the steps. The third is on the outer perimeter wall on the 1st level and the last one is in the center of the room. Now head into the activated door.

REACTOR ACCESS:

In here, hit both of the switches on the door. Then head right first and save your game. Then go forward into the large door to the next room.

CARGO FREIGHT LIFT TO DECK GAMMA:

As you enter, blast the rubble ahead to claim an Energy Tank! Now go back out and put the thermal visor on. Hit the activation switch and then jump on top of the structure from the outside. Now look for the other three activation switches. Watch out for the Aqua Reapers that block your path. Shoot them to get them to hide in their hole. On your way up is one on the wall and there is one at the top next to the door. Now enter the unlocked door.

DECK BETA TRANSIT HALL:

Just head forward to the next door. Nothing else here.

BIOHAZARD CONTAINMENT:

In here there are more switches. Put on your thermal visor once again and shoot the switch ahead and to the right. Now move down. Blow away the turrets on your way down. Kill the Aqua Drones but scan them first! Then shoot the final switch at the bottom and then enter the unlocked door.

DECK BETA SECURITY HALL:

Through the hall are Aqua Reapers. Shoot them out and head into the door at the end.

BIOTECH AREA 1:

As you enter you will be looking at some Flying Pirates. They shoot slow under water, so do not worry. Now take them out with missiles and then put the thermal visor on. Go back to the door you came in and shoot the switch there with the Wave Beam. Jump down and straight to find the second switch. Then head back and hit the final switch. Now go into the power door at the top.

DECK BETA CONDUIT HALL:

Another hall of Aqua Repeats. Head through the door at the end.

CONNECTION ELEVATOR TO DECK BETA:

In this long tube there will be dead pirates that will float up to the surface. Ignore them and head down to the bottom to the door there. Enter it into the next room. Make sure you scan the Aqua Sac here.

HYDRO ACCESS TUNNEL:

Morph ball up and head through the tunnel into the puzzle ahead. In here are water jet streams that boost you. They make triple jump work easy. At the bottom use the triple jump method to get another Energy Tank! Now head to the door at the end.

GREAT TREE HALL:

Head through the waters, taking out the Jelzaps in your path. Look around the corner and head up the tree roots. Then around the corner, look for the first white door. Enter it and then go down the elevator to the Phazon Mines!

O LOG BOOK CHECK:

Here are the Log Book Items you should have scanned during this section of the game: Tallon Overworld Visit #3

O Creatures:

O AQUA PIRATE:

* Morphology: The Aqua Pirate is a Space Pirate with an exoskeleton that has been modified for underwater use. Using modified thrusterpacks and Gravity Suit technology, the Space Pirates have armor suits for use in liquid environments. Thermal tracking is still very useful against these units as the Pirate engineers have yet to eliminate the thrusterpack's high heat signature.

O AQUA DRONE:

* Morphology: The Aqua Drone is a security mechanoid that's adapted for use

Head through the tunnel to the next door. Nothing else.

MAIN QUARRY:

As you enter, you will notice some Mega Turrets to the northwest. Ignore them for now and head to the left platform above. Head through the door and scan the blue panel for access to the Save Station. Save for now, then exit back to the Main Quarry. Now, scan those Mega Turrets. Then, shoot them with the Ice Beam and then shoot three missiles at each turret. This will take care of it. Now head over in that direction. Then turn right. Look for a blue panel with two activation switches. Scan them both to disable the forcefield. Now enter it and go into the door.

SECURITY ACCESS A:

Now take it slow. Directly around the corner to the right are two more of the Mega Turrets. Take them out with a super missile or three missiles each. Now, head to the back of the room and head through the door to the next room.

MINE SECURITY STATION:

Right as you enter, put on your thermal visor. Then, you will notice some Shadow Pirates pop out. Take them out one by one. Now, after they are all dead head to the ramp that is around the corner. Head up. Now, as you come closer you will notice a purple pirates. These are the Wave Troopers. They are only vulnerable to the Wave Beam, so take that out. Two charged shots should do the trick. There will be a few more, and when they are dead, head to the purple door on the ceiling around the corner. Head into the next room.

SECURITY ACCESS B:

Charge shot the rubble in the way and then quickly put on your thermal visor as there will be two Shadow Pirates. Take them out with a missile and then head onto the door and into the next room.

ELITE RESEARCH:

As you enter, there will be two space pirates in front of you. Take them out with the missiles. Then scan the panels nearby to get some Pirate Data and to activate an elevator. Now head up some platforms to be greeted by two Wave Troopers. Make sure you have the Wave Beam out and take them out with two charged shots each. Then head to the next computer and scan a new activation key to open up another set of platforms. Get your power beam out right away and then hop up the platforms. Scan the new creature, Power Trooper to get an easy scan. Now, these guys can be dangerous unless taken care of quickly. So, use super missiles to take them out.

Now, head behind the computer and scan the next activaton key. Then head into the spinner. Boost ball the spinner all the way so that the Pulse Gun is facing the direct opposite of you. Then bomb yourself out and scan the panel again. This will fire the gun. Now, the door will be open. If you want to, turn the pulse gun to the left side of the room and fire it. There will be a missile expansion! Now, head through the door at the end that you revealed.

RESEARCH ACCESS:

As you enter you will notice a spider ball track. Head onto it holding R. Now, get to the bottom and dodge the electric blades. At the end, hit the white door and proceed on.

ORE PROCESSING:

Right as you enter, take out your power beam as there are two Power Troopers waiting for you. They can cause MAJOR damage so use super missiles on both of them. Once you have take them both out, head to the back of the room to an object that is large. Head to the back of it.

Now, bomb jump onto it and use it much like a spinner. Instead of boosting, you just lay bombs. Now, keep bombing until the blueish track on the bottom is facing you exactly. Then ride up the blue track and head around the perimeter of the room to the next spinner like object.

Now, bomb the top cylinder so that the red track is exactly on the left of you. Now head back down to the base of the room and head into the first spinner. Line up the red cylinder on the bottom with the top one on the left. Then take it all the way up spider ball style. Now head left and take out your Wave Beam. Then take out the Wave Trooper. Now head into the door into the next room.

ELEVATOR ACCESS A:

In here is another long tube. This time, it is full of bombus. Take them out using regular shots of the Wave Beam. Once you take them all out, head onto the spider track or just jump to the base of the long tube. Now head into the door at the bottom.

ELEVATOR A:

Scan the blue panel to activate the elevator right in front of you. Then step into the hologram and ride it all the way to the bottom. Now shoot the white door with the Ice Beam and then head through the door into the next room.

ELITE CONTROL ACCESS:

This room is so easy if you know what to do. Look directly up right as you enter this room. There will be an explosive. Fire a missile at it to reveal a missile expansion and will also kill two pirates that were hiding up there. Head up to the missile expansion and get into morph ball mode. Then bomb jump to the missile expansion! Now head back down and easily walk to the next door. Enter it.

ELITE CONTROL:

Right as you enter, you will be faced with a boss fight!

BOSS #7 : Elite Pirate *

This is more of a mini-boss, but it takes some talent. First off, scan it because these creatures are very rare. Now, put on your thermal visor. Look for the red spot on its back. Shoot it out with a super missile or a few regular missiles. Now that that is destroyed, fire super missiles at its face for easy kill. You can shoot regular missiles if you want. Soon after that it will be dead!

* * * * *

Now, head up the ramp to the left with your thermal visor on. Then take out all of the Shadow Pirates. Then, take out the Power Troopers the same way as usual. Once you are certain that all of the troopers are dead, scan the five Pirate Datas on the bottom floor and three Pirate Datas on the top floor. Now

Here are the Log Book Items you should have scanned during this section of the game: Phazon Mines Visit #1

O Creatures:

O WAVE TROOPER:

* Morphology: A Space Pirate armed with Wave Beam technology. Space Pirates have reverse-engineered several weapons, including the Wave Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to Chozo-designed originals, but still quite potent.

O POWER TROOPER:

* Morphology: The Power Trooper is a Space Pirate that's armed with Power Beam technology. Space Pirates have reverse-engineered several weapons, including the Power Beam. A flaw in the design makes these Pirates vulnerable to their own Beam Weapon system. These weapons are inferior to Chozo-designed originals, but still quite potent.

O MEGA TURRET:

* Morphology: The Mega Turret is a perimeter defense turret that's reinforced with energy shielding. Frustrated with inferior armor plating on standard defense turrets, the Space Pirates added energy shielding to a modified heavy cannon. The new shielding and increased beam strength makes the Mega Turret an efficient point defense weapon.

O ELITE PIRATE:

* Morphology: The Elite Pirate is a Phazon-enhanced Space Pirate. It's incredibly strong, well-armored, and heavily armed. Elite Pirates are potent foes. Their Energy Siphon system absorbs Beam weapon shots, which they use to fuel a massive Plasma Artillery Cannon. The nature of this system makes them vulnerable to concussion-based weapons. The Elite Pirate is effective in close combat and at a distance. Their massive size can be a weakness, and their sluggish speed allows for evasion and quick attacks.

O Pirate Data:

O ELITE PIRATES (11.001.9):

Initial Project Helix experiments with Space Pirate embryos were disastrous. The Phazon-infusion process degenerated brain tissue even as it augmented muscle mass. None of what we have termed 'Elite Pirates'

lived to maturity: the few that survived their infancy suffered severe psychotic breakdowns as juveniles, killing anything within their zone of perception. Research from team Sclera made a recent breakthrough, in which parasite studies with a Phazon strain code-named 'Vertigo' were highly successful. Since then, we have fused Vertigo Phazon with Space Pirate DNA with great success. The latest batch of Elite Pirates have reached maturity successfully and are ready for field testing and training.
--Found in: Phazon Mines--

O THE HUNTER (10.023.7):

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

O METROID PRIME (11.156.9):

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

O PRIME MUTATIONS (11.402.5):

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

O Omega Pirate (11.232.8):

Elite Pirate Upsilon's propensity for Phazon has enabled our research team to infuse it far beyond our safety restrictions, and the results have been extremely encouraging. Its constant Phazon diet has increased its mass exponentially, but it has retained all mental faculties and shows dexterity with all Elite weaponry, including Plasma Incendiary Launchers and the Chameleon Manta issued for cloaking purposes. Elite Pirate Upsilon exhibits miraculous healing abilities: when injured, it seeks out Phazon deposits and coats itself in the substance, which instantly mends the creature's wounds. The subject, which we are code-naming Omega Pirate based on these developments, shows potential to be a new standard for our armies. Our only concern at this point is its potential overdependence on

Phazon.

4.8: The X-Ray and The Flames

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The fight to Metroid Prime is getting nearer and nearer. The last two main items Samus needs, are the X-Ray Visor and the Plasma Beam. This section consists of two missions.

1 : OBTAIN THE X-RAY VISOR

2 : OBTAIN THE PLASMA BEAM

1 : OBTAIN THE X-RAY VISOR

TALLON OVERWORLD VISIT #4

MISSILE UPGRADES: 1

ENERGY TANKS: NONE

OTHER: NONE

-Creature Log: NONE

-Pirate Data: NONE

-Research Data: NONE

-Chozo Lore: NONE

-Artifacts: NONE

GREAT TREE HALL:

Right as you enter, take out the Seedling and then jump to where it once was. Now look left and shoot the Seedling and jump there. Then jump to the platform on the wall. Again, look left and shoot the Seedling. Then jump to there again. Now jump to the platform on the waterfall. Activate the spinner here using the boost ball. Now jump to the platform with the Bloodflower and kill it.

Head over a few more platforms and then get to a spiderball track around a tree. Now head up as far as you can. Then hold left and bomb jump over to the next part of the track. Make sure you are holding R to cling to that part of the track. Now ride all the way up and head through the white door.

LIFE GROVE TUNNEL:

Now, power bomb the rubble and then head through the tunnel in morph ball mode. This is another puzzle. Head to the right and then get into a halfpipe. Boost all the way to the top and then bomb the top to collect a missile expansion. Then head to the right and enter the tunnel. Then enter the door at the end.

LIFE GROVE:

Head to the middle of the room and take the X-RAY VISOR! This allows you to see special things that can only be seen with this visor. Now that we have this, we will need to head to Magmoor Caverns into the Geothermal Core. I know it is a long way, but the way to get there is self-explanatory. The

mushrooms.

Now put on your X-Ray Visor so that you can see some platforms that are moving over the pit below. Hop onto it and then ride across to the other side. Now, on this side, look for Metroids. You should take them all out before doing anything, as they can knock you off and make you start all over. Now, jump up to a large mushroom and put on your X-Ray Visor again. Look for a new set of platforms. Take these to the new part. Look for a spider ball track. You can bomb a wall and get a missile expansion here if you want. For, now head onto the track by bomb jumping. Ride it all the way down and you will see a white door. Finally, get the heck out of here.

ELEVATOR ACCESS B:

Take out the Burrowers in your path. I would prefer to dodge them, but it is up to you. Now, shoot the red door at the end with the plasma beam. Now head through to the next room.

ELEVATOR B:

Right as you enter, look for the blue panel at the right to activate the elevator. Now step into the hologram and head down the elevator. Shoot the red door at the end with the plasma beam and head through.

FUNGALL HALL ACCESS:

Right as you enter there will be a pirate ahead. Shoot it easily with a missile. Now, jump down to find a missile expansion under one of the mushrooms. Get into morph ball mode to head under it and then grab the expansion. Now, quickly walk across the Phazon pit. You will lose a small amount of energy, but nothing big. Head through the red door here.

FUNGALL HALL A:

Now, take out the Hunter Metroids from a distance, as they can knock you off to the bottom and make you start all over. Once they are all dead, jump from mushroom to mushroom all the way until you see a Glider in the air. Grapple to it and jump to the white door ahead. Head in using the Ice Beam.

PHAZON MINING TUNNEL:

Power bomb the rock here, and then head through the tunnel to reach a puzzle. Now head to the left as far as possible. You will encounter a group of boxes over a pit of phazon. When rolling on them, they disappear. Going at normal speed will make you fall into them. Just boost over the blocks to the other side. Exit through the tunnel and then to the Red door. Shoot it with the plasma beam and head through.

FUNGALL HALL B:

This is another dark room. Take out your Ice Beam as there are Metroids all around. Take them out, and use the thermal visor for better sight. Now jump from mushroom to mushroom. When you see a group of tiny mushrooms way in the back under the red door, go to them and power bomb the middle. This will give you a missile expansion! Now head back up and grapple to the glider above. There are two doors. One is a missile reload station and one is your next destination. Do as you please.

QUARANTINE ACCESS B:

Right as you enter, put on your X-Ray Visor to see some invisible bombus. Then take out the Wave Beam and shoot them out. Now jump over the mushrooms and over to the red door. Shoot it with the plasma beam and head through.

METROID QUARANTINE B:

As you enter, Plasma Troopers will attack you. Scan them and take out your plasma beam. Take them out easily with this powerful fire weapon. Now, take the other two Troopers from a distance. Now ride the Spider ball track and bomb jump to the next part of it. Ride this one down to a small platform. Now get to the right top corner of it so that you can reach the grapple point. Grapple across to the other side and over the phazon pit. Now scan the blue panel to deactivate the forcefield. Now, kill the power trooper and the two Wave Troopers.

Now, look for a tank with a missile expansion. You can only see it through the X-Ray Visor, so take that out. Then shoot the tank with a super missile and head through. Now, scan the computer terminal to get a new pirate data. Now head to the plasma door and head through to a save station! Finally! Now, head back out and up the ramp to a new door. Enter it.

ELITE QUARTERS ACCESS:

Right as you enter, head through the tunnel and kill the Plasma Trooper here. Now shoot the ice above the door and then head through the door.

ELITE QUARTERS:

Well, get ready to fight the hardest boss battle in the entire game. Even harder than Metroid Prime, I think. Walk close enough to scan it. Then get even closer and it will pop out, do a taunt, and get ready to fight.

BOSS #8 : Omega Pirate *

This is one hard boss. The trick to it, is to keep trying. I though I would never beat it after how hard it was the first time I tried it. I guess it becomes easier the more you play it. Anyway, you will see four Phazon plates on its body. The key to the first part of this battle is to knock them off. I would use the super missiles for fast action, but plasma shots will work if you are low on missiles. It has a few attacks. It will wave quake if you are medium close, plasma shot if you are far, and simply beat you if you are close. I would stay medium range. Just don't get to close.

Take out each of the four plates with super missiles or plasma shots. Once you have taken them out, it will collapse. Then turn invisible. Now, you will notice that there are Phazon Deposits in the room. If you turn on once of your visors, thermal or X-Ray, you will see the Omega Pirate trying to gain more Phazon from those deposits. Shoot super missiles at him like crazy. If you are going to use super missiles, use them now! Also, when you hit him twice, try to take out the pirates that he let out. Your main goal is to kill him as fast as you can. The pirates are just distracting you. He will, again, have Phazon Plates on him. Take them out as you did before. He will then release more pirates. Take some out and look for him again with the X-Ray Visor. Shoot super missiles. He might even die here, but it could take one more. Well, you just beat the hardest boss in the game! Now, the Pirate will fall on you and basically give you the PHAZON SUIT AND THE PHAZON BEAM! Now you can withstand phazon material. The suit looks cool in the black as well.

Now it is time to find the artifacts. I will list there locations below.

O LOG BOOK CHECK:

Here are the Log Book Items you should have scanned during this section of the game: Phazon Mines Visit #2

O Creatures:

O ICE TROOPER:

* Morphology: The Ice Trooper is a Space Pirate armed with Ice Beam technology. Space Pirates have reverse-engineered several weapons, including the Ice Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapos are inferior to Chozo-designed originals, but still quite potent.

O PLASMA TROOPER:

* Morphology: The Plasma Trroper is a Space Pirate that's armed with Plasma Beam technology. Space Pirates have reverse-engineered several weapons, including the Plasma Beam. A flaw in the design makes these Pirates vulnerable to their own weapon system. These weapons are inferior to Chozo-designed originals, but still quite potent.

O OMEGA PIRATE (boss):

* Morphology: The Omega Pirate is the most powerful of the Elite Pirate Forces. Omega Pirate has the ability to become invisible to normal sight. It is vulnerable when cloaked, as all energy is drawn from defense systems. By exposing itself to Phazon, it can regenerate damaged tissue and organs. Considered the pinnacle of the Elite Pirate program, this enemy should be handled with extreme caution and maximum firepower.

O Pirate Data:

O SPECIAL FORCES (11.269.4):

As we continue to observe the development of Project Helix's Elite Pirates, it becomes increasingly obvious that these warriors will usher in a new era of Space Pirate dominance. They are incredibly resistant to damage, and their ability to transport and wield so many weapons at once makes them the

O ARTIFACT OF CHOZO:

Location: Tallon Overworld, Life Grove.

O ARTIFACT OF NATURE:

Location: Magmoor Caverns, Lava Lake. Shoot the pillar with Super Missiles.

O ARTIFACT OF SUN:

Location: Phendrana Drifts, Chozo Ice Temple.

O ARTIFACT OF WORLD:

Location: Chozo Ruins, Elder Chamber.

O ARTIFACT OF SPIRIT:

Location: Phendrana Drifts, Storage Cave.

O ARTIFACT OF NEWBORN:

Location: Phazon Mines, Phazon Mining Tunnel.

Now, once you have collected all of the Artifacts, head to the Landing Site where your Gunship is, and get read for some action!

Samus has collected all of the Artifacts of Chozo. Now it is time to go to

the temple and face the fears of Tallon IV. Metroid Prime is waiting...

- 1 : DEFEAT META RIDLEY
2 : DEFEAT METROID PRIME

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1 : DEFEAT META RIDLEY
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TALLON OVERWORLD VISIT #4

- MISSILE UPGRADES: NONE
ENERGY TANKS: NONE
OTHER: NONE
-Creature Log: Meta Ridley
-Pirate Data: NONE
-Research Data: NONE
-Chozo Lore: NONE
-Artifacts: NONE

LANDING SITE:

Save your game and refill your missiles at the ship. Now head to the Artifact Temple.

ARTIFACT TEMPLE:

Now, head through the tunnels and over to the central pillar where you got the first artifact. As the power is coming, a bird comes...Meta Ridley is here and you have to kill it for another boss battle.

BOSS #9 : Meta Ridley *

Now, this boss it easier than it looks. In fact, it is really easy. First of all, scan it. In the first part of the battle, Meta Ridley will fly in the air. It will hoover over you, giving you a chance to fire a super missile at it. Its mouth and chest are its weak points. Dodge the fire and other attacks it throws at you as it swoops. Just try to catch it when it stops to take out energy. When it has little energy left, the wings will burn and he will come down to face you Melee style.

This part is easy. Just, watch for two attacks. One is the charge attack and one is the fire attack. His charge attack is one you should figure out and you are not able to hit him. Right before he shoots fire, shoot a missile at him. Now, just repeat this and he will be dead. He has no other attacks. Now, follow into the portal that is created for the last part of the game!

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2 : DEFEAT METROID PRIME
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IMPACT CRATER VISIT #1

- MISSILE UPGRADES: NONE

ENERGY TANKS: NONE

OTHER: NONE

-Creature Log: Lumigek, Fission Metroid, Metroid Prime, Metroid Prime second form.

-Pirate Data: NONE

-Research Data: NONE

-Chozo Lore: NONE

-Artifacts: NONE

CRATER ENTRY POINT:

Save your game here and then head through the red door.

CRATER TUNNEL A:

Take out the new creature, Lumigek and scan it. Now head through the door at the end and avoid the orange phazon.

PHAZON CORE:

I hate this room. It is probably the most annoying room in the entire game. Well, when you see the Metroids, DON'T kill them. They are fission metroids. Scan them and avoid them. All they do is split and keep coming back. You are waisting your time if you are. Now, head up the teeth at the back of the room and up to some platforms. Follow the around. If you sense that a metroid is coming, get into morph ball mode. That way, they won't knock you off. Now head into a red door and reload your missiles. Now head back out and over to some more platforms. Get up those the same way, and head through the red door.

CRATER TUNNEL B:

Head on the spider ball track and jump to the other side of the room. Now, enter the door.

SUNCHAMBER ONE:

Time for the last boss in the game. Watch a cutscene and then follow it into the next room.

BOSS #10 : Metroid Prime *

Ok, scan the Prime first. Carefully look at the veins on Metroid Prime. See the color? That is the color of the weapon you should have out. Now, shoot charged beam shots out of that certain weapon, or you can use the beam combos if you want. Wait for it to be stunned once. Then the veins will change color again. Shoot it out again and then follow it to the next room.

There will be three color switches this time, so becareful. Also, after each time you make Prime stunned, it will charge at you. To avoid the charge, get into morph ball mode and head into the dents. Now, hit it two more times and then follow it into the next room.

Now, it will go through four colors. Just prey it is Ice Beam and Power Beam as they have the best beam combos, Ice Spreader and the Super missiles. If it turns red, don't use the flamethrower. It just waists missiles. Use normal shot for it. Remember to use the dents to avoid the charge attack between each color change. Follow it into the next room.

Now, this is the harder part. It has a little life left and will keep changing colors until you deplete the energy. The other tricky part is that it changes as often as it wants to. I would just wait for Ice and Power to easily take him out. Once he is depleted, he will fall down a pit. Follow it...

Well, you thought you won, but there is another form. This once looks like a squid. Scan it first, of course. Now, if you are low on life, get refills around the room. Now, it only has two attack the whole battle. Charging and Plasma Quake, like the Omega Pirate. I would stay farther away and jump over the quake. Don't get to close.

Now, wait for it to deposit Phazon and two Metroids of its choice. If I were you, I would power bomb them. Then, get into the phazon pit and notice the words, Hyper Mode, at the top of the screen. If you hold A, you will smoke the beast with this beam! Get a good amount of hits, and almost half of its energy will be gone! Repeat this process one to two more times and you are done with the game!!!!

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Congratulations, you beat the game, Metroid Prime! You will have one of three ending, depending on how much percent you have completed. I won't spoil them.

-- ENJOY THE ENDING --

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In this section you'll find the log book entry and of every single enemy in the game along with some cool strategies. The enemies are listed in alphabetical order.

O AQUA DRONE:

- * Morphology: The Aqua Drone is a security mechanoid that's adapted for use in underwater areas. The Space Pirates have adapted a number of Sentry Drones for use in the liquid environments. These Aqua Drones utilize an arsenal and artificial intelligence suit similar to their cousins. The Pirates have been unable to properly shield these drones from electrical attacks, making them vulnerable to the wave beam.
- * Strategies: Well, besides feeding this baby some electricity with your Wave Beam, I don't have any useful strategies. The Aqua Drone shouldn't be too hard anyway.

O AQUA PIRATE:

- * Morphology: The Aqua Pirate is a Space Pirate with an exoskeleton that has been modified for underwater use. Using modified thrusterpacks and Gravity Suit technology, the Space Pirates have armor suits for use in liquid environments. Thermal tracking is still very useful against these units as the Pirate engineers have yet to eliminate the thrusterpack's high heat signature.
- * Strategies: These pirates are nothing in water. They shoot too slowly and are very easy to kill. Just shoot them with the weapon of your choice to destroy it.

O AQUA REAPER:

- * Morphology: A powerful aquatic tentacle that's part of a submerged organism. Similar in nature to the surface-based Reaper Vine, the Aqua Reaper has adapted to a liquid environment. It shares the poor vision of its rock-dwelling cousin, relying on a crude sonar sense to seek prey. Unhindered by water, the Aqua Reaper has considerable speed and strength.
- * Strategies: You cannot actually kill this enemy. Just dodge it. To get the tentacle back into the cave, shoot it with any beam. Then go on past it.

O AQUA SAC:

- * Morphology: The Aqua Sac is a creature that bursts when subjected to impact or trauma. Believed to be in the same family as the Sap Sac, this plant has similar features. It bursts when exposed to force. This protective response keeps most creatures from feeding on it.
- * Strategies: You can easily deal with this enemy by picking it off from a distance. It will be useless once fired at.

O AUTO DEFENSE TURRET:

- * Morphology: An automatic turret that opens fire on any enemy that comes within its range.
- * Strategies: Shoot missiles directly at them. Try to strafe behind doors and objects to avoid the missiles that they shoot at you.

O BABY SHEEGOTH:

- * Morphology: The Baby Sheegoth is a glacial predator with an ice shell that protects its vulnerable dorsal area. Young Sheegoths grow a resilient shell of ice on their backs. This serves to protect a layer of vulnerable flesh that eventually becomes a ridge of energy-absorbing crystal. Powerful hunters, they fire bursts of ultra-cold gas at potential prey, then feast on their frozen victim.
- * Strategies: These enemies are hard until you have the Plasma Beam. Just strafe behind them and shoot them until their shell breaks off. With the plasma beam, just shoot it ;)

O BARBED WAR WASP:

- * Morphology: An airborne insect with the evolved ability to launch its stinger at prey. The Barbed War Wasp is a highly aggressive member of the War Wasp family, this insect can propel the tip of its stinger up to 20 meters. The stinger tip regrows seconds after launch and contains an acidic compound designed to predigest prey.
- * Strategies: Use missiles on them to knock them off.

O BEETLE:

- * Morphology: A burrowing insect with a resilient carapace that's extremely aggressive. Beetle's massive mouth enables it to tunnel through solid rock at high speeds. Above ground, Beetles can cover short distances rapidly. They attack anything that moves near their lair.
- * Strategies: These enemies just pop out of the ground. Once they are on the

ground, shoot them up with the weapon of your choice.

O BETA DRONE:

* Morphology: Security mechanoid equipped with phased cloaking grid. The next generation of Drones operates fully cloaked from normal sight. A defense shield and extra Beam Cannon increases their combat effectiveness as well. Still they are machines, and can be nullified with electromagnetic pulses.

* Strategies: Use super missiles on them. Be sure to stay away from them as they can blind you.

O BLASTCAP:

* Morphology: Volatile chemicals within this weed's toxic fungal cap may explode if agitated. The poisonous flesh of the Blastcap helps keep it from being eaten. It also detonates its fungal cap when it senses even slight contact.

* Strategies: Shoot these mushrooms from a distance to avoid their poison gas.

O BLOODFLOWER:

* Morphology: The Bloodflower is able to eject toxic spores. Toxins are poisonous even to the Bloodflower itself. Three mould-nodules protrude from the stalk beneath the flower, each with a rudimentary brain cluster and the ability to spew toxic fumes at anything within a reach of five meter radius. The spores ejected from the Stigma at the center of the flower are sufficient to kill this creature if they explode in its vicinity.

* Strategies: These enemies are simple. Just take them out as soon as you possibly can. I would recommend that you use the missiles but regular shots will do at the beginning of the game.

O BURROWER:

* Morphology: A tunneling insect predator, the Burrower is similar to the Beetle, though it prefers to spend more time underground. It seeks seismic disturbances, then surfaces to attack. It has enough cunning to realize when something is too large for it to handle. Beyond that, it is fairly ignorant. What it lacks in brains, it makes up for in aggression.

* Strategies: Best thing for these is to shoot a missile when they pop up. You can also avoid them for safe keepings.

O CHOZO GHOST:

* Morphology: This supernatural entities' bioelectric field is invulnerable to natural energies. As these entities phase in and out of existence, the only way to track them accurately is with X-ray scanning. They are invisible to the naked eye and can only be seen as a wispy white spirit while they attack.

* Strategies: Only use the Power Beam on them. Also, have out the X-ray visor when fighting them for a better view.

O CRYSTALLITE:

* Morphology: The Crystallite is a territorial cold-weather scavenger. The shell of a Crystallite reflects beam weapons and can only be

cracked by a concussive blast. They hang upside down in an ice cave during their larval stage. Moisture runs off its body and forms the hard ice shell, which the Crystallite retains for the rest of its life.

* Strategies: Simply shoot a missile at them and BAM!

O ELITE PIRATE:

* Morphology: The Elite Pirate is a Phazon-enhanced Space Pirate. It's incredibly strong, well-armored, and heavily armed. Elite Pirates are potent foes. Their Energy Siphon system absorbs Beam weapon shots, which they use to fuel a massive Plasma Artillery Cannon. The nature of this system makes them vulnerable to concussion-based weapons. The Elite Pirate is effective in close combat and at a distance. Their massive size can be a weakness, and their sluggish speed allows for evasion and quick attacks.

*Strategies: View Bosses section.

O EYON:

* Morphology: An immobile organism that's entirely composed of ocular tissue. The Eyon is capable of launching sustained energy beams when active. However, the Eyon is sensitive to light and will close shut if a bright flash ignites nearby.

* Strategies: Just shoot the eye out to deactivate the beam.

O FISSION METROID:

* Morphology: This is the Metroid with the ability to split into two forms. The Fission Metroid is a mutant, capable of splitting in two. This split endows the new creatures with invulnerability to most weaponry. This effect is unstable, resulting in weakness to a type of weapon fire. The vulnerability appears to be random, due to the chaotic nature of Phazon Mutation.

* Strategies: Just dodge these! Seriously, they have multiple effects when they are killed.

O FLAAHGRA (boss):

* Morphology: This mutant plant is the source of the toxic water in the ruins. Flaahgra's growth cycle has been radically accelerated. As a result, it requires near-constant exposure to solar energy to remain active. This exposure has made Flaahgra's outer shell thick and durable. Concentrated weapon fire can daze it for short periods, but its lower root system is unprotected and vulnerable, however. Exploit this flaw when possible.

* Strategies: See boss section on how to beat this boss.

O FLAAHGRA'S TENTACLE (boss):

* Morphology: One of Flaahgra's tentacle fills a narrow drainage channel in the Sun Chamber. Analysis indicates that Flaahgra's central nervous system may be located at the base of this structure.

* Strategies: See boss section on how to beat this boss.

O FLICKERBAT:

* Morphology: The Flickerbat is a scavenger with optical camouflaging that

renders it invisible to the naked eye. Flickerbats are deceptive creatures. The only way to track them reliably is with X-ray imaging. They fly ceaselessly, hunting insects and other small prey that float on the air currents. Flickerbats tend to fly in cyclical hunting patterns, using primitive sonar to navigate.

* Strategies: Use the X-Ray visor to kill them.

O FLYING PIRATE:

* Morphology: Space Pirates equipped with thermal jet packs. Flying Pirates are extremely agile in the air, but the heat signatures of their jet packs can be tracked with thermal imaging. While their missiles are extremely potent, their jet packs can be even more so. If the pack fails, they attempt a suicide strike.

* Strategies: Use the plasma beam or missiles to take them out.

O FROZEN SCARAB:

* Morphology: The Frozen Scarab is a glacial parasite that explodes to protect the swarm. When a hostile life-form is near, they embed themselves in floors and walls to block the creature's progress.

* Strategies: Shoot them up with the plasma beam.

O GEEMER:

* Morphology: A Geemer is a wall-crawler with retractable spikes. It is an evolutionary offshoot of the Zoomer family. However, where the Zoomer is fairly vulnerable, the Geemer is invincible. When threatened, it extends its head deep into its armored carapace.

* Strategies: Take them out with simple shots of any beam.

O GLIDER:

* Morphology: The Glider is a docile, airborne creature with unusual magnetic properties. Gliders live a relatively peaceful existence. They have a magnetic signature attuned to common Grapple Beam technology; the sport of "Glider riding" involves using a Grapple to attach to a Glider, then attempting to stay on it as long as possible.

* Strategies: Shoot missiles at them, or power beam shots for fastness.

O GRIZBY:

* Morphology: A sub-volcanic carrion feeder, the Grizby's carapace has been fused together by superheated air. This barrier stands up to everything but concussive blasts. Its intelligence is limited to instinctive scavenging patterns.

* Strategies: Missiles are the key :)

O Hive Mecha (boss):

* Morphology: Mecha security unit that's programmed to work with predatory hive dwellers. A design flaw makes the shielding on Hive Mecha weak around their access ports. These units are second-generation combat drones, able to interface with organic units at a higher level. They train, shelter and work

hive-dwelling predators. Unarmed, they rely on their hive beasts to handle any threats.

* Strategies: See boss section on how to beat this boss.

O HUNTER METROID:

* Morphology: The Hunter Metroids are adolescent Metroids that have energy-siphon tentacles, making them increasingly dangerous. As Metroids develop, they become more efficient predators. An energy-draining tentacle allows them to attack at a distance. Quick to anger, a Hunter Metroid causes troublesome prey and attempts to ram them into submission. Cold-based attacks are quite effective against these creatures.

* Strategies: Quickly shoot missiles at them. They can be harmful if you do not kill them fast enough.

O ICE BEETLE:

* Morphology: Ice Beetles are burrowing insects with an ice-reinforced carapace, and they have an aversion to heat of any kind. This member of the Beetle family has adapted to life in the subzero temperatures in the Phendana Drifts, growing a thick ice shell over its entire body. The ice is extremely resilient, providing the Ice Beetle with extra protection and augmented digging abilities.

* Strategies: Use the Ice Beam to kill them.

O ICE BURROWER:

* Morphology: The Ice Burrower is a hardy life form that has adapted to the frigid climate of Phendrana. It spends most of its time tunneling through the frozen soil, but occasionally surfaces to attack passers-by.

* Strategies: Look at Burrower but use the Ice Beam.

O ICE METROID:

* Morphology: The Ice Metroid is a mutated Fission Metroid. Once split, Fission Metroids gain invulnerability to most weaponry. A genetic flaw leaves them susceptible to certain weapons; in the case of the Ice Metroid, shots from the Ice Beam will harm them.

* Strategies: Use the Ice Beam to freeze them and then missile them down.

O ICE PARASITE:

* Morphology: A simple scavenger life-form that possesses a crystalline outer shell. Parasites are hardy creatures, able to adapt to any environment within three generations. The Ice Parasite is a prime example. Having adjusted to a frigid climate, this vermin now thrives in it. Omnivorous, it can exist in areas hostile to most life-forms.

* Strategies:

O ICE SHRIEKBAT:

* Morphology: The Ice Shriekbat is an ice-encased ceiling dweller. Like standard Shriekbats, these creatures are easily spotted with Thermal imaging. They roost on cave ceilings, existing on a diet of insects, reptiles, and small mammals. Fiercely

territorial, they dive-bomb anything that wanders near.

* Strategies:

O ICE TROOPER:

* Morphology: The Ice Trooper is a Space Pirate armed with Ice Beam technology. Space Pirates have reverse-engineered several weapons, including the Ice Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to Chozo-designed originals, but still quite potent.

* Strategies: Use the Ice Beam to freeze them. Then shoot them with a missile to kill them.

O INCINERATOR DRONE (boss):

* Morphology: Device schematics indicate a high risk of malfunction when internal power core is exposed. This unit has minimal combat programming, but can defend itself if necessary. The intense heat blasts it shoots compensate for its lack of battle prowess.

* Strategies: Look at the boss section to defeat this boss.

O JELZAP:

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

* Strategies: When they open their mouth. shoot a missile in the middle of the balled mouth.

O LUMIGEK:

* Morphology: Lumigeeks are Phazon-charged reptiles. Natives of Tallon IV, the Lumigeeks travel in swarms to increase their odds of survival. They absorb and radiate Phazon energy, making these swarms a threat.

* Strategies:

O MAGMOOR:

* Morphology: The Magmoor is a fire-breathing serpent that dwells in the fiery depths of lava pools. Magmoors prefer extreme heat zones and are susceptible to frigid attack forms. Sightless, they navigate the lava currents using sonar receptors. Magmoors have a keen sense of smell, enabling them to pinpoint targets with startling accuracy.

* Strategies: Charged shots of anything will take the Magmoors out.

O MEGA TURRET:

* Morphology: The Mega Turret is a perimeter defense turret that's reinforced with energy shielding. Frustrated with inferior armor plating on standard defense turrets, the Space Pirates added energy shielding to a modified heavy cannon. The new shielding and increased beam strength makes the Mega Turret an efficient point defense weapon.

* Strategies:

O META RIDLEY (boss):

* Morphology: A genetically enhanced Ridley metaform. Reborn and evolved through Pirate technology, Meta Ridley is a fearsome enforcer. Its armored hide is extremely resilient, save for the chest, which has thinner plating. The Pirates have fused a number of potent weapons to the creature, including a Multimissile system, a Kinetic Breath Weapon, a Meson Bomb Launcher, and an Ultrathermal Flamestrike Projector. Meta Ridley is also a formidable melee combatant, making any sort of engagement a risky proposition.

* Strategies: See boss section on how to beat this boss.

O METROID:

* Morphology: Metroids are energy-based parasitic predators. The dominant species of planet SR388, Metroid can suck the life force out of living things. A Metroid latches onto its prey and drain energy, growing larger as it does. The only way to shake an attached Metroid is to enter Morph Ball Mode and lay a bomb.

* Strategies:

O METROID PRIME (boss):

* Morphology: A highly-evolved Phazon-producing life form. The aberration known as Metroid Prime is the source of Phazon, making it immensely powerful. A genetic flaw makes it susceptible to certain weapons for brief periods. Only its head is truly vulnerable; other attacks are a nuisance. Offensively, Metroid Prime has a number of natural and mechanical weapons at its disposal. These include Ultra-frigid Breath, Multi-missiles, Snare Beams and Particle Wave Projectors. Its massive strength and barbed carapace make it lethal in melee combat. Recommend maximum firepower when engaging this enemy.

* Strategies: See boss section on how to beat this boss.

O METROID PRIME (boss; second form):

* Morphology: The core essence of Metroid Prime.

* Strategies: See boss section on how to beat this boss.

O OCULUS:

* Morphology: The Oculus is a wallcrawler that generates electric pulses. The Oculus expresses its single eye when active. The electrical field that covers it is enough to deter most predators. If the Oculus detects anything capable of presenting a real threat, it retracts into its impermeable shell.

* Strategies:

O OMEGA PIRATE (boss):

* Morphology: The Omega Pirate is the most powerful of the Elite Pirate Forces. Omega Pirate has the ability to become invisible to normal sight. It is vulnerable when cloaked, as all energy is drawn from defense systems. By exposing itself to Phazon, it can regenerate damaged tissue and organs. Considered the

pinnacle of the Elite Pirate program, this enemy should be handled with extreme caution and maximum firepower.

* Strategies: See boss section on how to beat this boss.

O PARASITE:

* Morphology: The Parasite is an interstellar vermin that travels in swarms and is indigenous to Tallon IV. A single Parasite is harmless to larger lifeforms. However, they tend to travel in large groups, swarming over potential prey.

* Strategies:

O PARASITE QUEEN (boss):

* Morphology: Parasite female, genetically enhanced by unknown means.

* Strategies: See boss section on how to beat this boss.

O PHAZON ELITE (boss):

* Morphology: The Phazon Elite is a Space Pirate infused with energized Phazon. The Phazon-charged Elite Pirates rely more on their Wave Quake Generators, opting not to carry the vulnerable Plasma Artillery Cannons normally used by Elites. The direct fusing of their bodies provides a tremendous level of energy. The drastically lower life span that comes with this process is of little concern to the Pirate Research team.

* Strategies: See boss section on how to beat this boss.

O PLASMA TROOPER:

* Morphology: The Plasma Trooper is a Space Pirate that's armed with Plasma Beam technology. Space Pirates have reverse-engineered several weapons, including the Plasma Beam. A flaw in the design makes these Pirates vulnerable to their own weapon system. These weapons are inferior to Chozo-designed originals, but still quite potent.

* Strategies:

O PLATED BEETLE:

* Morphology: The Plated Beetle is a burrowing insect with an impermeable carapace. This creature is only vulnerable in the rear abdomen. Unlike its lesser cousin, the Plated Beetle can repel frontal attacks. It prefers to impale its prey upon its six sharp horns. Only surfacing when it detects vibrations above, it then maneuvers itself so as always to face its rival, keeping its exposed abdomen protected.

* Strategies: Get behind them using dodge methods. Then shoot its back with any beam.

O PLATED PARASITE:

* Morphology: Hardy member of the Parasite family. Invulnerable to most weaponry. A cousin to the Parasite, these creatures are known for their amazing resilience. Field studies suggest a weakness to Morph Ball-delivered weapon systems.

* Strategies: Shoot them with missiles to easily dispose them.

O PLATED PUFFER:

- * Morphology: A Plated Puffer is a mutated Puffer with reinforced epidermis. Phazon exposure has created a mutant strain of Puffers on Tallon IV. They have developed plated skin, making them harder to burst. Concussive weapons can still do the job, however. The gas within the Plated Puffer is just as deadly as that within their "cousins".
- * Strategies: Shoot a super missile at these babies.

O PLAZMITE:

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

O POWER METROID:

- * Morphology: The Power Metroid is a mutated Fission Metroid. Once split, Fission Metroids gain invulnerability to most weaponry. A genetic flaw leaves them susceptible to certain weapons; in the case of the Power Metroid, shots from the Power Beam harm them.
- * Strategies: Just ignore them!

O POWER TROOPER:

- * Morphology: The Power Trooper is a Space Pirate that's armed with Power Beam technology. Space Pirates have reverse-engineered several weapons, including the Power Beam. A flaw in the design makes these Pirates vulnerable to their own Beam Weapon system. These weapons are inferior to Chozo-designed originals, but still quite potent.
- * Strategies: You need to use Super Missiles to kill these pirates. Watch out and try to kill them fast, as they can take goo damage.

O PUDDLE SPORE:

- * Morphology: The Puddle Spore is a sentient floating lava mollusk protected by an impenetrable shell. It opens when approached, attempting to intimidate with its size. When opened, direct fire to its mantle causes it to flip into a defensive position. If it can slam shut, it ejects a spread of harmful energy globules.
- * Strategies: Just shoot their faces to make them change to a platform.

O PUFFER:

- * Morphology: An unstable gas-filled membrane, the Puffer ruptures on contact. Puffers fill their bodies with lethal meta-viprium gas and float about in search of food. If ruptured, the gas within the Puffer is violently released. Despite their fragile bodies, Puffers are aggressive hunters. The gas cloud they release on death is often fatal to the creature that brings them down as well.
- * Strategies: Shoot them up with a regular shot.

O PULSE BOMBU:

- * Morphology: A life-form of raw energy, the Pulse Bombu periodically releases explosive segments from its body. Pulse Bombus are

energy beings invulnerable to most known weapons. Electrical energy can harm them, however. They lack any intelligence beyond an instinctive attraction to other charged energy sources. Pulse Bombus produce energy constantly. All excess energy is shed, regardless of who or what may be nearby.

* Strategies: You need the Wave Beam for this baby.

O RAM WAR WASP:

* Morphology: The Ram War Wasp is an airborne predator insect that circles its prey and strikes with others as a group. The War Wasps are the only species of Tallon IV to evolve a true hive mind. Nesting in damp, dark places, Ram War Wasps emerge in small groups when threatened and circle their enemy at high speed, disorienting it. Striking from all sides, as a single intelligence, they can fell huge organisms with their tactics.

* Strategies: Just shoot them normally but watch out for the Ram technique that they really like to use. It can be painful although they are not very common.

O REAPER VINE:

* Morphology: A powerful rock-dwelling tentacle, it appears to be part of a much larger organism. A single eye upon the Reaper Vine keeps a constant vigil, but its vision is limited to 10 meters. A scythe-like appendage on its tip is honed to lethal sharpness. The Reaper Vine will swing this blade wildly at anything that enters its zone of perception.

* Strategies: Shoot them with any beam to knock them back into the wall.

O SAP SAC:

* Morphology: A chemical reaction within the sac produces a violent explosion when agitated. Because of its irresistible odor and sweet nectar, the Sap Sac was nearly eaten out of existence. The evolution of an explosive chemical sac saved it, now only brave or ingenious creatures dare to devour it.

* Strategies: Shoot them from a distance.

O SCARABS:

* Morphology: Scarabs are exploding Parasites that can embed their bodies into solid rock. Scarabs think nothing of sacrificing themselves for the safety of the swarm. When a hostile life-form is sighted, they block its progress by embedding themselves in floors and walls. Embedded Scarabs violently self-destruct when threatened.

* Strategies: Shoot them from a distance to avoid charges.

O SEEDLING:

* Morphology: A plant-based ground feeder, its dorsal spines can be ejected in self defence.

* Strategies:

O SENTRY DRONE:

* Morphology: The Sentry Drone is a well-armed and armored security mechanoid. Sentry Drones have limited intelligence, but do their assigned tasks well. Being machines, they are

susceptible to electrical attacks. When alerted, Drones initiate a security lockdown, then attempt to neutralize the intruder. Their electronic warfare suit can scramble Visor technology as well.

* Strategies: Use missile for these. Watch out, they might blind your visor!

O SHADOW PIRATE:

* Morphology: The Shadow Pirate are Pirate forces that are trained and equipped for stealth operations. A select group of Space Pirates have acces to sophisticated cloaking technology. This gear drains high levels of power, however, forcing them to rely solely on melee weapons in battle. Use enhanced detection gear when fighting these units.

* Strategies: Use the thermal visor to see these fast pirates. Then take them out with missiles.

O SHEEGOTH (boss):

* Morphology: A glacial predator that reigns supreme in the icy landscape of the Phendrana drifts. Sheegoths are difficult to harm, though intense heat seems to have a lasting effect on them. Their mouth is a weak spot, the only place on its body that can be hit without the shots being deflected or absorbed.

* Strategies: See boss section on how to beat this boss.

O SHRIEKBAT:

* Morphology: The Shriekbat is a territorial ceiling dweller. Body temperature peaks at 121 centigrade. Shriekbats have high internal temperature, making them easy to spot with thermal imaging. They roost on cave ceilings while hunting for small prey. Fiercely territorial, they dive-bomb anything that wanders near.

* Strategies: Shoot these bats as they charge at you with any beam.

O SPACE PIRATE:

* Morphology: The Space Pirate is a sentient agressor species that is well trained in weapon and melee combat. Space Pirates wield Galvanic Accelerator Cannons and forearm-mounted Scythes in combat. This species seeks to become the dominant force in the galaxy, and their technology may help them realize this goal. Ruthless and amoral, the Pirates care little for the cost of their ambition. Only the results matter, and they take these very seriously.

* Strategies: Simply take the basic pirates out with missiles.

O STONE TOAD:

* Morphology: The Stone Toad preys on creatures smaller than itself, and is vulnerable only from within. A Stone Toad is able to remain still for days. It preys opon creatures smaller than itself, inhaling them whole. Anything it finds indigestible, it regurgitates. Stone Toads use their tusks as a last resort in combat.

* Strategies: Get into morph ball mode and shoot a bomb when it sucks you up. This will explode the entire creature.

O TALLON CRAB:

* Morphology: The Tallon Crab is a crustacean that's native to Tallon IV. A hard-shelled swarm life form that was once harvested for food, the Tallon Crab's exposure to Phazon has seen this practice diminish. These creatures are timid and harmless alone, but can be a problem when travelling in swarms.

* Strategies: Just shoot them up. They can be harmful in bunches but that is about it.

O TANGLE WEED:

* Morphology: Plant life with basic sentience. Retracts into the ground if threatened. Tangle Weeds are only dangerous to small organisms. They are covered in tiny barbs designed to trap potential meals. Tangle Weeds lack the strength to do anything more than hinder larger lifeforms.

* Strategies: These are harmless.

O THARDUS (boss):

* Morphology: Thardus is an animated, sentient creature of stone charged with Phazon radiation. The Phazon radiation given off by Thardus negates Auto-targeting systems, preventing lock-on. It may be possible to acquire alternate targets with a different Visor. The chaotic nature of Phazon-irradiation leads to instability in its structural integrity. Thardus can encase targets in ice, and its colossal size and strength make it a formidable opponent.

* Strategies: See boss section on how to beat this boss.

O TRICLOPS:

* Morphology: A hard shelled creature with powerful jaws. The Triclops is a hunter-gatherer. It collects small creatures and bits of foodstuff, then deposits them elsewhere for later consumption. The hard tripartite mandibles it uses to move earth and rock are quite strong and difficult to escape.

* Strategies: When you are caught by them, use a morph ball bomb to kill them.

O VENOM WEED:

* Morphology: Venom Weed is a poisonous plant that retracts into the ground if threatened. Venom Weeds evolved to thrive in the habitats of large organisms. They lure prey with brightly colored leaves, then attack with tiny barbs that deliver a powerful toxin. Venom Weeds rapidly decompose anything that succumbs in their midst.

* Strategies: There is no way of killing this enemy. Just shoot the weeds to make them go into the ground. Then you can go on past them.

O VOID BOMBU:

* Morphology: This is a Bombu that's capable of phasing out of the visible plane. The phased nature of the Bombu makes detection difficult. Most Visor technology is useless when tracking these creatures. They still shed electric charges, though they aren't drawn to charged energy sources as most Bombus are.

* Strategies: Use the Wave Beam as usual.

O WAR WASP:

- * Morphology: The War Wasp Hive is the primary dwelling for War Wasps, and is only vulnerable to heavy weaponry. War Wasps build their hives over existing crevices, using whatever materials close at hand. They carry building fragments back to the construction site with their forelegs, and glue them into place with adhesives secreted from their abdomens.
- * Strategies: Simply take them out with any weapon. They are hardly painful.

O WAR WASP HIVE:

- * Morphology: The War Wasp Hive is the primary dwelling for War Wasps, and is only vulnerable to heavy weaponry. War Wasps build their hives over existing crevices, using whatever materials close at hand. They carry building fragments back to the construction site with their forelegs, and glue them into place with adhesives secreted from their abdomens.
- * Strategies: Shoot a simple missile at these babies.

O WAVE METROID:

- * Morphology: Mutated Fission Metroids. Once split, Fission Metroids gain invulnerability to most weaponry. A genetic flaw makes them susceptible to certain weapons; in the case of the Wave Metroid, shots from the Wave Beam harm them.
- * Strategies: Shoot wave beam shots at it.

O WAVE TROOPER:

- * Morphology: A Space Pirate armed with Wave Beam technology. Space Pirates have reverse-engineered several weapons, including the Wave Beam. A flaw in the design makes these Pirates vulnerable to their own Beam weapon system. These weapons are inferior to Chozo-designed originals, but still quite potent.
- * Strategies: Use the wave beam to kill it. Charged would work the best.

O ZOOMER:

- * Morphology: Anchors itself to walls and other surfaces. Avoid contact with the Zoomer's spines. A basic nerve center located directly above the Zoomer's mandibles detects nutrients. Sharp spines protect it from casual predators, but the lack of a reinforced carapace makes the Zoomer vulnerable to any indirect attacks.
- * Strategies: You can shoot ANY weapon at these babies. Best weapon makes the best results.

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BOSS #1 : PARASITE QUEEN (Hey, she looks like me in the morning)*

Welcome to your very first boss battle (if you play the game for the first time, that is). It's quite easy, to say the least.

Start by scanning it (this is your one and only chance to scan it) and lock-on to its mouth. You can only hit the Parasite Queen when you shoot through a gap in the force field, so strafe left (press the L button and left or right) while charging your beam and shoot the Parasite Queen when you're in front of a gap...you'll know when you hit her; she'll flash red. When the Parasite Queen is going to attack, quickly strafe to the left or the right and you won't be hit.

Sometimes the force field will start spinning around...just wait until it stops and find a gap in the force field again. Don't worry, the Parasite Queen will go down after a few charged hits.

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BOSS #2 : Hive Mecha *

Welcome to the second boss battle of Metroid Prime. Well, this one is just as easy, if not easier than the first, Parasite Queen. You will notice a large machine on the north side of the room. It will spit out War Wasps at first.

Now, all the Ram War Wasps, which you should scan as well as the Hive Mecha, will all spin around you in circles. They will stop periodically and wait for you to lock on and shoot them down. Do so to destroy one by one. Now wait, it is not that easy. If you do not shoot the Wasps in time, they will ram at you and cause a bit of damage. Just try to do this procedure hastily. Now, kill all the rest of the Wasps. Once they are all killed, the Mecha will show a huge red button on its base. Shoot it as many times as you can to inflict damage. Now, repeat the procedure and the Hive Mecha will blow to pieces!

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BOSS #3 : Incinerator Drone *

As you enter this room, there will be another boss battle. The Incinerator Drone. Now to start off, it will shoot fire around while rotating. Dodge the fire and wait for a red button to pop up at the top of it. Shoot it and it will then shoot out Barbed Wasps. Now, you must dodge the fire by jumping and you must shoot out all the Wasps. Once all of the Wasps are shot, you will see that red button up at the top again. Shoot it with a missile or charged beam shot to take the most damage off. Repeat this process a few more times and watch out for the speed of the fire beam. At the end, when you defeated it, you will earn the MORPH BALL BOMBS!

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BOSS #4 : Flaahgra *

Here is the next boss. Watch the short cut scene and get ready to start the first challenging boss battle. You will notice that there is a dish around the arena. Your objective is to stun Flaahgra and then hit the back of the dish so that it moves upward. Then it will reflect light on Flaahgra giving you a chance to harm it. That is the battle in a nutshell. Here is more detail. At the start, shoot regular shots right at the plant. Just rapidly do it. Try to get close to the dish when you are firing. If you hit it enough, the plant will be stunned. Now hit the dish with a missile on the back. It will have a red button on it. This will reflect light onto Flaahgra and allow you to go

into a tunnel on the side leading to the plant. Ball up and go into that tunnel and at the end, bomb it. This will inflict damage. Now, if you do not stun Flaahgra fast enough, it might claw you. If you are fast though, you will have no problem. Now, after you hit it for the first time you will be hit with two dishes. Again, the object of this is to stun Flaahgra and then hit BOTH of the dishes. To do this fast enough, simply strafe using B and over to get good speed. Then repeat and you will hit it again. You will have to do this up to four dishes. Nothing else changes though. Just shoot as and move as fast as you can. After the fourth you will have defeated Flaahgra!

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BOSS #5 : SHEEGOTH *

This boss consists of two parts. The first part will be the baby sheegoths. Two will come out of the snow at opposite sides and go for you. Take them out one at a time. Make sure that you do not use any missiles as you will need them for later. Kill the first two baby sheegoths and then two more will come. Destroy those last two by dodging behind them and then shooting their shell off. After all four baby sheegoths die, a cutscene will take place. The Big Sheegoth is here! First of all scan it.

For the Sheegoth, there are two ways of killing this beast. One way is harder than the other. First, the only thing that can hit the Sheegoth are missiles and morph ball bombs. The harder method would be to shoot the beast when it is breathing heavily with a missile. He breathes heavily after he has done once of his attacks. Make sure you time it well to get a good solid hit. All around the room are missile ammo, so use your missiles sparingly. The other easier way of defeating the sheegoth is to roll under him and use bombs on it. The problem with this method, though, is that you can lose a lot of damage. Either way should work though. Once it is dead, you will get a new weapon! The WAVE BEAM! Finally something that can shoot out electricity to kill those Bombus.

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BOSS #6 : THARDUS *

To start off, scan this creature as it is the only time you can. Now put on your Thermal Visor. Now lock onto his weak spot denoted by a bright color. Shoot it like mad to inflict damage. Every now and then, your Thermal Visor will be corrupted and you will need to switch to your Combat Visor. You will still be able to hit his weak spot, but this is a good time he like to attack. He will do a few things, roll into a ball, throw ice at you, and throw rocks at you. For the rolling attack, dodge it by pressing B and over. He will do this the most usually. For the ice attack, simply dodge it to get away from it. If it does hit you and freezes you, press B rapidly to get unfrozen. Now for the final attack, the rock throwing one, just shoot the rocks that he throws at you and then pick up the ammo or life that they reveal. Simply repeat this process of attaching its weak point to DEFEAT THARDUS!

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BOSS #7 : Elite Pirate *

This is more of a mini-boss, but it takes some talent. First off, scan it because these creatures are very rare. Now, put on your thermal visor. Look for the red spot on its back. Shoot it out with a super missile or a few regular missiles. Now that that is destroyed, fire super missiles at its face for easy kill. You can shoot regular missiles if you want. Soon after

that it will be dead!

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BOSS #8 : Omega Pirate *

This is one hard boss. The trick to it, is to keep trying. I though I would never beat it after how hard it was the first time I tried it. I guess it becomes easier the more you play it. Anyway, you will see four Phazon plates on its body. The key to the first part of this battle is to knock them off. I would use the super missiles for fast action, but plasma shots will work if you are low on missles. It has a few attacks. It will wave quake if you are medium close, plasma shot if you are far, and simply beat you if you are close. I would stay medium range. Just don't get to close.

Take out each of the four plates with super missiles or plasma shots. Once you have taken them out, it will collapse. Then turn invisible. Now, you will notice that there are Phazon Deposits in the room. If you turn on once of your visors, thermal or X-Ray, you will see the Omega Pirate trying to gain more Phazon from those deposits. Shoot super missiles at him like crazy. If you are going to use super missiles, use them now! Also, when you hit him twice, try to take out the pirates that he let out. Your main goal is to kill him as fast as you can. The pirates are just distracting you. He will, again, have Phazon Plates on him. Take them out as you did before. He will then release more pirates. Take some out and look for him again with the X-Ray Visor. Shoot super missiles. He might even die here, but it could take one more. Well, you just beat the hardest boss in the game! Now, the Pirate will fall on you and basically give you the PHAZON SUIT AND THE PHAZON BEAM! Now you can withstand phazon material. The suit looks cool in the black as well.

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BOSS #9 : Meta Ridley *

Now, this boss it easier than it looks. In fact, it is really easy. First of all, scan it. In the first part of the battle, Meta Ridley will fly in the air. It will Hoover over you, giving you a chance to fire a super missile at it. Its mouth and chest are its weak points. Dodge the fire and other attacks it throws at you as it swoops. Just try to catch it when it stops to take out energy. When it has little energy left, the wings will burn and he will come down to face you Melee style.

This part is easy. Just, watch for two attacks. One is the charge attack and one is the fire attack. His charge attack is one you should figure out and you are not able to hit him. Right before he shoots fire, shoot a missile at him. Now, just repeat this and he will be dead. He has no other attacks. Now, follow into the portal that is created for the last part of the game!

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BOSS #10 : Metroid Prime *

Ok, scan the Prime first. Carefully look at the veins on Metroid Prime. See the color? That is the color of the weapon you should have out. Now, shoot charged beam shots out of that certain weapon, or you can use the beam combos if you want. Wait for it to be stunned once. Then the veins will change color again. Shoot it out again and then follow it to the next room.

There will be three color switches this time, so be careful. Also, after each time you make Prime stunned, it will charge at you. To avoid the charge, get

into morph ball mode and head into the dents. Now, hit it two more times and then follow it into the next room.

Now, it will go through four colors. Just prey it is Ice Beam and Power Beam as they have the best beam combos, Ice Spreader and the Super missiles. If it turns red, don't use the flamethrower. It just waists missiles. Use normal shot for it. Remember to use the dents to avoid the charge attack between each color change. Follow it into the next room.

Now, this is the harder part. It has a little life left and will keep changing colors until you deplete the energy. The other tricky part is that it changes as often as it wants to. I would just wait for Ice and Power to easily take him out. Once he is depleted, he will fall down a pit. Follow it...

Well, you thought you won, but there is another form. This once looks like a squid. Scan it first, of course. Now, if you are low on life, get refills around the room. Now, it only has two attack the whole battle. Charging and Plasma Quake, like the Omega Pirate. I would stay farther away and jump over the quake. Don't get to close.

Now, wait for it to deposit Phazon and two Metroids of its choice. If I were you, I would power bomb them. Then, get into the phazon pit and notice the words, Hyper Mode, at the top of the screen. If you hold A, you will smoke the beast with this beam! Get a good amount of hits, and almost half of its energy will be gone! Repeat this process one to two more times and you are done with the game!!!!

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The following missile expansions are placed in the order I received in the game. It might be possible to reach some expansions before others.

Format:

of Missile Expansion
Location of Missile Expansion
Room in Location

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*****
Missile Expansion #1
Chozo Ruins
Ruined Gallery
*****
Missile Expansion #2
Tallon Overworld
Landing Site
*****
Missile Expansion #3
Chozo Ruins
Burn Dome
*****
Missile Expansion #4
Chozo Ruins
Watery Hall Access
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Missile Expansion #5
Chozo Ruins
Dynamo

Missile Expansion #6
Chozo Ruins
Ruined Shrine

Missile Expansion #7
Chozo Ruins
Ruined Nursery

Missile Expansion #8
Chozo Ruins
Ruined Gallery

Missile Expansion #9
Chozo Ruins
Vault

Missile Expansion #10
Magmoor Caverns
Storage Cavern

Missile Expansion #11
Magmoor Caverns
Fiery Shores

Missile Expansion #12
Tallon Overworld
Transport Tunnel B

Missile Expansion #13
Chozo Ruins
Main Plaza

Missile Expansion #14
Chozo Ruins
Ruined Shrine

Missile Expansion #15
Chozo Ruins
Gathering Hall

Missile Expansion #16
Phendrana Drifts
Research Lab Aether

Missile Expansion #17
Phendrana Drifts
Phendrana Shorelines

Missile Expansion #18
Phendrana Drifts
Ice Ruins East

Missile Expansion #19
Phendrana Drifts
Research Lab Hydra

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*****
Missile Expansion #20
Chozo Ruins
Ruined Shrine Access
*****
Missile Expansion #21
Chozo Ruins
Ruined Fountain
*****
Missile Expansion #22
Chozo Ruins
Dynamo
*****
Missile Expansion #23
Chozo Ruins
Crossway
*****
Missile Expansion #24
Tallon Overworld
Overgrown Cavern
*****
Missile Expansion #25
Chozo Ruins
Watery Hall
*****
Missile Expansion #26
Tallon Overworld
Frigate Crash Site
*****
Missile Expansion #27
Tallon Overworld
Biohazard Containment
*****
Missile Expansion #28
Phazon Mines
Main Quarry
*****
Missile Expansion #29
Phazon Mines
Elite Research
*****
Missile Expansion #30
Phazon Mines
Elite Control Access
*****
Missile Expansion #31
Phazon Mines
Security Access A
*****
Missile Expansion #32
Tallon Overworld
Life Grove Tunnel
*****
Missile Expansion #33
Tallon Overworld
Great Tree Hall
*****
Missile Expansion #34
Chozo Ruins
Furnace
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Missile Expansion #35
Chozo Ruins
Training Chamber Access

Missile Expansion #36
Chozo Ruins
Main Plaza

Missile Expansion #37
Magmoor Caverns
Triclops Pit

Missile Expansion #38
Phendrana Drifts
Quarantine Cave

Missile Expansion #39
Phendrana Drifts
Phendrana Shorelines

Missile Expansion #40
Phendrana Drifts
East Ruins East

Missile Expansion #41
Phendrana Drifts
Frost Cave

Missile Expansion #42
Phendrana Drifts
Gravity Chamber

Missile Expansion #43
Tallon Overworld
Root Cave

Missile Expansion #44
Tallon Overworld
Arbor Chamber

Missile Expansion #45
Phazon Mines
Metroid Quarantine A

Missile Expansion #46
Phazon Mines
Fungall Hall Access

Missile Expansion #47
Phazon Mines
Fungall Hall B

Missile Expansion #48
Phazon Mines
Phazon Processing Center

Missile Expansion #49
Phazon Mines
Metroid Quarantine B

Missile Expansion #50
Phazon Mines
Phazon Processing Center

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8 . 0 : E N E R G Y T A N K L O C A T I O N S mp_et
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The Energy Tanks are number according to the first possible time in which you can obtain these pickups.

|Energy Tank #1|
)+++++ (
| -Chozo Ruins- |
| Transport Access North |
| |
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)+++++ (

|Energy Tank #2|
)+++++ (
| -Chozo Ruins- |
| Main Plaza |
| |
| |
)+++++ (

|Energy Tank #3|
)+++++ (
| -Chozo Ruins- |
| Furnace |
| |
| |
)+++++ (

|Energy Tank #4|
)+++++ (
| -Magmoor Caverns- |
| Transport Tunnel A |
| |
| |
)+++++ (

|Energy Tank #5|
)+++++ (
| -Phendrana Drifts- |
| Ruined Courtyard |
| |
| |
)+++++ (

|Energy Tank #6|

)+++++
|
| -Phendrana Drifts- |
| Research Lab Aether |
| |
| |
)+++++

|Energy Tank #7|

)+++++
|
| -Magmoor Caverns- |
| Magmoor Workstation |
| |
| |
)+++++

|Energy Tank #8|

)+++++
|
| -Chozo Ruins- |
| Hall of Elders |
| |
| |
)+++++

|Energy Tank #9|

)+++++
|
| -Tallon Overworld- |
| Cargo Freight Lift to Deck Gamma |
| |
| |
)+++++

|Energy Tank #10|

)+++++
|
| -Tallon Overworld- |
| Hydro Access Tunnel |
| |
| |
)+++++

|Energy Tank #11|

)+++++
|
| -Phazon Mines- |
| Ventilation Shaft |
| |
| |
)+++++

|Energy Tank #12|

)+++++
|
| -Chozo Ruins- |
| Training Chamber |
| |
| |
)+++++

)++++++(

|Energy Tank #13|

)++++++(

-Phendrana Drifts-
Transport Access

)++++++(

|Energy Tank #14|

)++++++(

-Phazon Mines-
Processing Center Access

)++++++(

9 . 0 : P O W E R B O M B E X P A N S I O N S

mp_pb

|Power Bomb Expansion #1|

)++++++(

-Chozo Ruins-
Magma Pool

)++++++(

|Power Bomb Expansion #2|

)++++++(

-Magmoor Caverns-
Warrior Shrine

)++++++(

|Power Bomb Expansion #3|

)++++++(

-Phendrana Drifts-
Ice Ruins West

)++++++(

|Power Bomb Expansion #4|

)++++++(

-Phendrana Drifts-
Phendrana's Edge

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1 0 . 0 : L O G B O O K mp_lb
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10.1: Pirate Data mp_pd

O FALL OF ZEBES (09.992.3):

Zebes has fallen. All ground personnel are presumed dead, either killed by the Hunter clad in metal or in the subsequent destruction of the underground facilities. Our research frigates Orpheon, Siriacus and Vol Paragom were in orbit at zero hour and managed to retreat. Frigate Orpheon is now docked at Vortex Outpost. Orpheon's cargo appears to have a 100% survival rate; Metroids are healthy but on restricted feeding schedules due to uncertain supply status. We are ready to begin research on the Metroids and other promising life-forms. Security status remains at Code Blue; no signs of pursuit from the Hunter.

-- Found in: Tallon Overworld, Biohazard containment --

O CONTACT (10.299.2):

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

-- Found in: Phendrana Drifts, Observatory --

O ARTIFACT SITE (10.308.0):

Field team reports are in on aged structure of alien design built on the surface of Tallon IV. Studies show this structure projects a containment field. This field bars access to a prime source of energy within a deep crater. Science Team believes the field is powered by a number of strange Chozo artifacts. We have found some of these relics and studies on them have begun. As this field could hinder future energy production operations on Tallon IV, we must dismantle it as soon as possible. If this means the destruction of the Chozo artifacts, it will be done.

-- Found in: Tallon Overworld, Temple Security Station --

O PHAZON ANALYSIS (10.344.8):

We have codified the newfound energy source as Phazon, a V-index mutagen of which we have very little reliable data. Indications point to a meteor of unknown origin impacting approximately 100 years ago, expelling Phazon into

the environment. This material seems to possess lifelike characteristics, mutating organic life-forms strong enough to withstand its poison. These mutations appear promising, with abrupt evolutionary leaps appearing in single-generation reproduction. Plans to establish a full Science Team on Tallon IV are being finalized.

-- Phendrana Drifts--

O PHAZON PROGRAM (10.401.7):

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

-- Found in: Phendrana Drifts, Observatory --

O METROID STUDIES (10.444.4):

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

-- Found in: Phendrana Drifts, Research Lab Aether --

O PARASITE LARVA (10.515.8):

Our initial tests exposing Tallon IV's indigenous Parasites to Phazon appear to be successful. Increases in strength, size and aggressiveness are common in all test subjects, as well as unforeseen evolutions like additional poison sacs within the abdomen and the appearance of a second ring of mandibles in several subjects. These creatures were chosen because of their resilience, and it appears possible that, given enough exposure to Phazon, they may one day be able to survive on any planet we transport them to. Our methods will have to be refined; we currently have a 100% extinction rate after the fourth infusion period, and most survivors of the third infusion stage are so violent and uncontrollable that they have to be euthanized. Even still, we remain hopeful that further experimentation will result in success.

-- Found in: Phendrana Drifts, Observatory --

O MINING STATUS (10.587.7):

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

indicated.

-- Found in: Phendrana Drifts, Research Lab Hydra --

O GLACIAL WASTES (10.664.2):

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

-- Found in: Phendrana Drifts, Research Lab Hydra --

O SECURITY BREACHES (10.712.1):

Most terraforming and retrofitting of security checkpoints on Tallon IV is complete, but we continue to research the alarming epidemic of breaches by local creatures. Door records show no unauthorized entries, so we must presume the creatures are either slipping in undetected during daily personnel moves or else finding their way in through subterranean tunnels. We have found many small breaches of this latter sort and plug them wherever we can, but it is unlikely that we will ever achieve full extermination without our current timetable.

-- Found in: Phendrana Drifts, Research Lab Hydra --

O META RIDLEY (10.891.0):

The reconstruction of geoform 187, code-named Ridley, was recently completed. After his defeat on Zebes, Command ordered a number of metagenetic improvements for him. Though aggressive, we were able to implement these changes in a cycle. The metamorphosis was painful, but quite successful in the end. Early tests indicate a drastic increase in strength, mobility, and offensive capability. Cybernetic modules and armor plating have been added as well. We believe our creation, now called Meta Ridley, will become the mainstay of our security force, a job he will certainly relish.

-- Found in: Phendrana Drifts, Research Lab Aether --

O ELITE PIRATES (11.001.9):

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

-- Found in: Phazon Mines --

O THE HUNTER (10.023.7)

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

-- Found in: Phazon Mines --

O METROID PRIME (11.156.9):

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

O PRIME MUTATIONS (11.402.5):

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

O Omega Pirate (11.232.8):

Elite Pirate Upsilon's propensity for Phazon has enabled our research team to infuse it far beyond our safety restrictions, and the results have been extremely encouraging. Its constant Phazon diet has increased its mass exponentially, but it has retained all mental faculties and shows dexterity with all Elite weaponry, including Plasma Incendiary Launchers and the Chameleon Manta issued for cloaking purposes. Elite Pirate Upsilon exhibits miraculous healing abilities: when injured, it seeks out Phazon deposits and coats itself in the substance, which instantly mends the creature's wounds. The subject, which we are code-naming Omega Pirate based on these developments, shows potential to be a new standards for our armies. Our only concern at this point is its potential overdependence on Phazon.

O SPECIAL FORCES (11.269.4):

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

10.2: Chozo Lore

mp_cl

O INFESTATION

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

-- Found in: Chozo Ruins in the Crossway.--

O BINDING

The congregation of Artifacts that hold the Great Poison at bay still hold strong. Fearful of the potential within the Artifact Temple, the invaders known as Space Pirates tried to destroy it, only to fail in every attempt. We scattered the Artifacts across the planet for their protection, and only a few have fallen into invader hands. Failing to understand them, they now seek to unmake them. Again, they fail. They are right to fear these things. Great power sleeps inside them. Prophecy calls for their union, come the day that the unholy Worm is met by the great Defender. We can only hope the Artifacts are not destroyed by the invader, for then all will be lost. So, we do what we can to preserve the Artifacts, and to guide the Newborn to them. Time wanes with our souls, yet hope remains.

-- Found in: Tallon Overworld in the Artifact Chamber.--

O CRADLE

The cries of this dying land pulled us from our dreaming state, and now we Chozo walk as ghosts while the Great Poison sinks into the trees and waters, devouring all life. Some creatures survive, but their forms grow as twisted and evil as the force that fell from the sky. The heart of the planet will succumb soon, and so will we, even in our ghostly states. Already many Chozo have faded and passed into the unknown. The Great Poison is unlike anything we have glimpsed in this or any dimension. It eats relentlessly, worming out life wherever it blooms and corrupting what it cannot kill. It will be our undoing. Our last hope lies in the Cradle, the temple we hope might contain this abomination. It is almost complete,

hovering over the impact site, the dark heart of the spreading evil. If we can finish before the last of our kind drifts into madness or death, there is a chance for this world. If we fail, we are doomed with it.

-- Found in: Chozo Ruins in the Furnace.--

O BEGINNINGS

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

-- Found in: Chozo Ruins in the Vault.--

O FOUNTAIN

At the highest point of our city lies the fountain, a wellspring of pure water that flows throughout our civilization. It is the jewel of the Chozo, the life-giver, and yet its waters speak of a clouded future. As we come to understand the paths of time and space more clearly, we have begun to glimpse rough tatters of past and future, glittering behind reality like soft lights behind a curtain. We have seen the fountain in these glimpses, pouring darkness instead of water, and we cannot guess what the visions mean.

-- Found in: Chozo Ruins in the Ruins Entrance.--

O EXODUS

We Chozo are departing now, after so many years in peaceful seclusion here on Tallon IV. When we came, this place was a refuge for our spirits, a civilization built from native materials, bereft of the trappings of our technology. We were linked to the land here, kindred to the plants and animals, far away from the machines we had become so dependent on. And so we leave it now, pristine, a testament to the mortal forms we no longer need. We have drawn the veils of time and space aside, and are withdrawing beyond the illusion. But we will never forget this, the most sacred of our homes. And we will remain ever watchful.

-- Found in: Chozo Ruins in the Ruined Nursery.--

O HATCHLING

As we struggle with the Great Poison, something stirs at the edges of our vision. It is the Hatchling Samus. We feel her, across the void, as she hunts the corrupted. Will our fates again be one? As our pride shatters, will prophecy become real? When all strength wanes from the Chozo, will it be the Hatchling who fulfills our legacy? True sight eludes us, for the Poison gnaws at all vision, leaving seers blind and filled with despair. Truth's blessing may come too late.

-- Found in: Chozo Ruins in the Ruined Fountain.--

O HATCHLINGS SHELL

The Hatchling walks among us. Are these dreams? Memories? Foretellings? Time and reality swirl together like estuary waters, and we Chozo know not what to believe. She appears as ghostlike as the Chozo, but at times the mists clear. We can see her wounded eyes, and remember the child we found so long ago. What has she become, this Newborn? Clad in Chozo armor, wielding weapons our hands once held, does she dream of the Chozo as we once were? Does she long for her parents, lost to the same creatures that even now defile our sacred home? Does she still live?

-- Found in: Chozo Ruins in the Crossway.--

O METEOR STRIKE

We have returned to Tallon IV, borne here against our will by a great cataclysm from the reaches of space. A meteor came, casting a dark shadow of debris over the land with the violence of its impact. Though we perceived this from beyond space and time, it was but a curiosity: a brief flare in the infinite march of the universe. But the meteor brought with it corruption. A Great Poison burst forth into the land, clawing at life with such violence that we were ripped from our peaceful state and find ourselves wandering as shadows of the mortal forms we left behind, searching for why we are here.

-- Found in: Chozo Ruins in the Watery Hall.--

O CONTAIN

The world of living things feels strange to us, we who have existed so long on the edges of time and space. It is clear now that we Chozo can never return to our dimension, not while the Great Poison reaches even further into the planet. It is so powerful, this creeping evil, that our wills are crumbling and our minds beginning to fail. And so, before it is too late, we now make our last stand. We have begun to build a temple to contain this darkness: at its heart we will place a Cipher, a mystical lock powered by twelve Artifacts and filled with as much power as we Chozo can harness in our ethereal states. Even when we are done, it may be too late.

-- Found in: Chozo Ruins in the Sun Tower.--

O THE TURNED

Many Chozo have gone beyond now, and this is a mercy. Those of use who remain suffer in dimensional flux, drifting helplessly across time and space, guided by unseen and inexorable currents. The Chozo who cling to sanity fight the tide, but our minds are weakening. Soon we will all be like the Turned. Chozo who have been utterly corrupted by the Great Poison. The Turned still hold their Chozo forms, but their minds are black with fell intentions. Gone is their respect for life. They honor only destruction, and seek to disrupt the Artifacts holding the Great Poison at bay. All life taunts them, and they do not rest. Before long, they will be all that remain of the Chozo here.

-- Found in: Phendrana Drifts in the Phendrana Canyon.--

O HOPE

More and more, our tormented minds turn to the Newborn. As the world continues to shift into brutal, disconnected images, she remains inarguably

real: a fearless figure delving deeper into this blighted world, unmindful of the terrors that await her. Was she this way before? When we Chozo found her, a fledgling orphaned on a savaged planet, did a warriors pulse already beat in her veins, filling her with righteous fury? Our hopes lie with her. We leave these messages for her, that she may find our Artifacts and deliver the world from its evils. Wraiths we may be, but our reach is still long indeed. We shall fight the invaders, and the Poison they would master, until the end.

-- Found in: Chozo Ruins in the Hall of the Elders.--

O STATUARY

As we have done for millennia, we Chozo work constantly on our statuary. The statues are our sentinels: blind but ever watchful, they are, and have always been, repositories for our most precious secrets and strongest powers. The crafting of each is a long and sacred process, performed only by those Chozo who have lifetimes of experience in such things. We have left these relics on planets across the solar system. Some are merely reminders: silent emblems of the Chozo that serve as icons of peace in lands that know only war. Others wield subtle strengths, exerting their influence in ways beyond the understanding of mortal creatures. Still others are guardians of our secret ways, and these can be as terrible as they are beautiful. Those who respect and honor these relics will know the friendship of the Chozo. Those who deface or destroy them will know our wrath, unfettered and raw.

-- Found in: Tallon Overworld in the Artifact Chamber.--

O CIPHER

None know if our temple, the Cradle, will prove powerful enough to contain this evil forever. How can we Chozo hope for it to remain intact when that which it guards writhes in the darkness, growing always stronger? The fate of this world rests with the gathering of Artifacts we call the Cipher, but even it is not all-powerful. It is strong, yes: an enchanted whole made of twelve links. Still, it is finite in its reach, and we who guard it are slowly succumbing. When our vigilance crumbles away into madness, the Cipher will be exposed and the fate of Tallon IV will be beyond our influence.

-- Found in: Phendrana Drifts in the Ice Ruins West.--

O THE NEWBORN

The power of our temple has been enough to halt the spread of the poison on Tallon IV, but that which remains thrives and grows more concentrated, gnawing on itself in the dark passages beneath the planet's surface. Whether it can ever be truly destroyed is not for our eyes to see. But there is something else. We Chozo are drifting, tumbling through space and time as the Great Poison eats away at our sanity. We wake in dreams. As the veil of lunacy descends, as past and future blend and shuffle, one image appears and flickers through the landscape, wraithlike. It is the Hatchling, the Newborn, walking the path of corruption, a lone figure shining in the toxic shadows. She comes dressed for war, and her wrath is terrible. Do our eyes look backward, seeing the Hatchling as she once was? Or does she approach even now, arriving in our race's last hour, a savior clothed in machines crafted long ago by Chozo hands? Poisonous clouds drift across our vision.

-- Found in: Chozo Ruins in the Magma Pool.--

O WORM

The prophecies tell of the coming of the Worm. Born from parasites, nurtured in a poisoned womb, the Worm grows, devouring from within, until the world begins to rot. The words of the seers have come to pass, for there, in the depths of the world, the ravenous Worm lurks and feeds. From the stars it came, blighting Tallon with its Great Poison. We can but watch as the Worm grows, watch and wait. For the prophecies also speak of a great Defender, the one who delivers the world from evil. The final days draw near. Is the Newborn the Defender of which the seers spoke? We shall do all that we can to aid her, for she bears our legacy as she bears the ancient armor and weapons of our people.

--Found in: Crossway in the Chozo Ruins--

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10.3: Research data	mp_rd
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O SAVE STATION:

Step into these stations to save the game's progress and fully restore Samus' energy.

O MISSILE DOOR LOCK:

There is a Blast Shield on the door blocking acces. Analysis indicates that the Blast Shield is invulnerable to Beam Weapons. Explosive weapons may damage it.

O MAP STATION:

Walk into a Map Station to download a map of the area Samus is in. You can only scan this once, so, do it in the beginning!

O SPINNER:

This is a standard spinner device. The generator belts of the Spinner can be activated by rapid rotational force. Use the Boost ability of the Morph Ball when inside a Spinner to activate the device.

O MISSILE AMMO:

Missile Ammunition re-supplies Missile launcher with 5 rounds of ammo.

O LARGE ENERGY:

Large Energy replenishes 20 units of energy.

O SMALL ENERGY:

Small Energy replenishes 10 units of energy

O STALACTITE:

This hanging rock structure appears to have a weak spot near its base. Some stalactites can be dislodged from ceiling, allowing them to be used as platforms to cross otherwise unreachable areas.

O MISSILE STATION:

Step into these stations to fully reload the Missile Launcher.

O SPIDER BALL TRACK:

Electro-magnetically charged surface. In Morph Ball Mode, press and hold the R button when close to this type of surface. Use the control stick to move the ball along the track. Release the R button to disengage from the surface. CAUTION: A Morph Ball Bomb will briefly disengage the ball from the track.

O POWER BOMB AMMO:

Power Beam ammunition. Re-supplies Power Bomb with 1 round of ammo.

O GRAPPLE POINT:

Specific energy nodes that Samus can latch onto with the Grapple Beam. The icon above a node brightens when it is in range.

O ZEBES:

Planet Zebes. Mass: 4.8 trillion teratons. Profile: Planet's crust is primarily Urthic ore, making it ideal for subterranean construction. A class XXX planet, Zebes is inhospitable to most bioforms. The world was considered unremarkable until it became a base for Space Pirate forces.

O ULTRA ENERGY:

Ultra Energy replenishes 100 units of energy.

O MORPH BALL SLOT:

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

O TALLON IV:

Tallon IV. Mass: 5.1 trillion teratons. Profile: Ecosystem studies indicate

that Tallon IV was a biological paradise prior to the impact of an extraterrestrial object. What remains of the biosphere is slowly fading due to exposure to Phazon radiation. At current rate of decay, Tallon IV will be a barren Class XIII wasteland in approximately 25 years.

O LOCKED DOOR:

Lock system engaged. Secure the area to unlock door.

O GUNSHIP:

Hunter class gunship registered to Samus Aran. Return to the Gunship to recharge energy, reload weapons and save progress in the game.

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10.4: Artifact Locations

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mp_yx

O ARTIFACT OF TRUTH:

Location: Tallon Overworld, Artifact Temple. Under the central pillar.

O ARTIFACT OF STRENGTH:

Location: Magmoor Caverns, Warrior Shrine. In the Chozo statue's hands.

O ARTIFACT OF ELDER:

Location: Phendrana Drifts, Control Tower.

O ARTIFACT OF WILD:

Location: Chozo Ruins, Sunchamber.

O ARTIFACT OF LIVEGIVER:

Location: Chozo Ruins, Tower Chamber.

O ARTIFACT OF WARRIOR:

Location: Phazon Mines, Elite Research.

O ARTIFACT OF CHOZO:

Location: Tallon Overworld, Life Grove.

O ARTIFACT OF NATURE:

Location: Magmoor Caverns, Lava Lake. Shoot the pillar with Super Missiles.

O ARTIFACT OF SUN:

Location: Phendrana Drifts, Chozo Ice Temple.

O ARTIFACT OF WORLD:

Location: Chozo Ruins, Elder Chamber.

O ARTIFACT OF SPIRIT:

Location: Phendrana Drifts, Storage Cave.

O ARTIFACT OF NEWBORN:

Location: Phazon Mines, Phazon Mining Tunnel.

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11.1: If you want this on your site

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If you really want this on your site, because of how good it is, you must have an e-mail address and you must e-mail me for a request. If I somehow accept your request, you may put it on your site. If I find it on unauthorized sites, I will press charges. Thanks, and these are the sites, as of now, that can post this on your web site...

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11.2: Disclaimer

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11.3: Credits

mp_cr

CJayC for posting this and creating an awesome site.

Gobicamel for the start of the document ;)

nm14 for creating this FAQ. Really, if it was not for me, this would not be in your possession.

11.4: Closing

mp_cr

Thanks a lot for taking your time to read, skim, or rate my FAQ. I would really appreciate a rating if you could. If you do not understand something on the walkthrough or anything else, please e-mail me. My email can be found in many places on this guide. Take care all!

E N D
