# **Metroid Prime Space Pirate Data FAQ**

by Koran Rag

Updated to v1.2 on May 27, 2004

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| <=== CONTENTS ===> |
| I. Introduction |
| II. Purpose of this Guide |
| III. Space Pirate History |
| IV. Logs' Locations |
| V. Space Pirate Entries |
| VI. Contact Information |
| VII. Legal Stuff |
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I. Introduction

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NOTE: An online and HTML version of this guide is available at http://koranrag.walagata.com/metroidprime/piratedata.html

## II. Purpose of this Guide

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The purpose of this guide is to help you track down every last Pirate Data entry to help complete your Log Book. A 100% Log Book will unlock the first 2 Art Gallerys (50% for the first gallery). Also, this guide is for the lazy ones out there who don't want to scan all of the data (or if you missed a few) but still want to read it:)

# III. Space Pirate History

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

surface.

Deep below the surface of Zebes, the Space Pirates researched Metroids for many years, even as a young girl orphaned by their raid on the neighboring planet K-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 gargantuan mainstays of the Space Pirate army, Ridley and Kraid. She eventually made it the core of their base, destroyed all the Metroids she saw, and seemingly blew up the Mother Brain.

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

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

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

### IV. Log's Locations

#### **ツツツツツツツツツツツツツツツツツツツツツツツ**

NAME:	WORLD:	AREA:
Metroid Prime	Phazon Mines	Elite Control
Mining Status	Phendrana Drifts	Research Lab Hydra
Artifact Site	Tallon Overworld	Temple Security Station
Special Forces	Phazon Mines	Metroid Quarantine B
Metroid Forces	Phendrana Drifts	Research Lab Aether
Chozo Studies	Phazon Mines	Elite Control
Fall of Zebes	Space Pirate Frigate	Biohazrd Containment
Prime Mutations	Phazon Mines	Elite Control
Security Breaches	Phendrana Drifts	Research Lab Hydra
Phazon Analysis	Phendrana Drifts	Research Lab Hydra
Omega Pirate	Phazon Mines	Omega Pirate Research
Contact	Phendrana Drifts	Observatory
Chozo Ghosts	Phazon Mines	Elite Control
Prime Breach	Phazon Mines	Elite Control
Parasite Larva	Phendrana Drifts	Research Lab Hydra
Meta Ridley	Phendrana Drifts	Research Lab Aether
Phazon Program	Phendrana Drifts	Observatory
Metroid Morphology	Phendrana Drifts	Research Lab Aether
Chozo Artifacts	Phazon Mines	Eilte Control
Phazon Infusion	Phendrana Drifts	Research Lab Aether

Metroid Studies Photomark
The Hunter Photomark
Elite Pirates Photomark
Glacial Wastes Photomark
Hunter Weapons Photomark

Phendrana Drifts
Phazon Mines
Phazon Mines
Phendrana Drifts
Phazon Mines

Research Lab Aether
Elite Control
Elite Research
Research Lab Hydra
Elite Control

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.

=> Mining Status Log 10.587.7

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

=> Artifact Site Log 10.308.0

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

=> Special Forces Log 11.369.4

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

=> Metroid Forces
Log 11.550.6

Studies of Metroid biology continue, though with limited progress. It seems likely that we will be much more successful using the Metroids for our means rather than trying to reproduce their powers. If they could be adequately tamed, we would have no need of a proper understanding of their metabolism. A small force of disciplined Metroids could wipe out entire armies, and once we find a way to shield them from cold-containment weapons, they will be invincible. Furthermore, if we could then harvest the energy they'd consumed, we would have a near-limitless source of power at our disposal.

=> Chozo Studies
Log 11.440.4

Results are in from field studies on extinct bioform group Chozo. We believe that Tallon IV was once a stronghold in a great Chozo empire, brought low by the meteor strike. Planetary devastation brought an end to the Chozo, yet remnants of their society remain. We are studying these relics in an attempt to harness their power. What is of no use to us, we destroy. In time, we shall have all we need from this dead race, and shall wipe this planet clean of their ugly Ruins. The dead should serve the living, not hinder them.

=> Fall of Zebes Log 09.992.3

Zebes has fallen. All ground personnel are presumed dead, either killed by the Hunter clad in metal or in the subsequent destruction of the underground facilities. Our research frigates Orpheon, Siriacus and Vol 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.

=> Prime Mutations
Log 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.

=> Security Breaches
Log 10.712.1

Most terraforming and retrofitting of security checkpoints on Tallon IV is complete, but we continue to research the alarming epidemic of breaches by local creatures. Door records show no unauthorized entries, so we must presume the creatures are either slipping in undetected during daily personnel moves or else finding their way in through subterranean tunnels. We have found many small breaches of this latter sort and plug them wherever we can, but it is unlikely that we will ever achieve full extermination with our current timetable.

=> Phazon Analysis Log 10.344.8

We have codified the newfound energy source as Phazon, a V-index mutagen of which we have very little reliable data. Indications point to a meteor of unknown origin impacting approximately 20 years ago, expelling Phazon into the environment. This material appears to possess lifelike characteristics, mutating organic life-forms strong enough to withstand its poison. These mutations appear promising, with abrupt evolutionary leaps appearing in single-generation reproduction. Plans to establish a full Science Team on Tallon IV are being finalized.

=> Omega Pirate
Log 11.232.8

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

=> Contact Log 10.299.2

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

=> Chozo Ghosts
Log 11.664.2

There have been numerous incidents involving spectral entities at the Chozo Ruins site. Several personnel have been assaulted by these Chozo Ghosts: few have survived. Survivors speak of swift attacks from nowhere, brief sightings of the enemy, then nothing, only to be followed by another attack. Science Team believes these attacks are responsive to our efforts to recover Chozo relics and Artifacts. Somehow, these entities are able to interact with the physical world, and it appear they wish to keep their Artifacts to themselves. We will make them pay for such arrogance, for even ghosts can be destroyed.

=> Prime Breach
Log 11.377.1

Subject Metroid Prime's breach has been contained. Reports indicate that it sensed a large batch of raw Phazon in the lab from within its stasis tank and broke through the glass, using previously unsuspected strength. Besides consuming all of the Phazon, Metroid Prime assimilated several weapons and defense systems from fallen security units. It has suffered no ill effect from said assimilation: indeed, it began to use its newly acquired weapons against

us. Once we pacified it, we were unable to remove the assimilated gear without threat to Metroid Prime--the gear is now an integral part of its body. Command is intrigued by this newfound ability, and has ordered further study to commence at once.

=> Parasite Larva Log 10.515.8

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

=> Meta Ridley Log 10.891.0

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

=> Phazon Program
Log 10.401.7

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

=> Metroid Morphology
Log 11.420.7

Metroid dissection continues to provide more questions than answers. Our research teams have isolated the energy conduits that run from the invasive twin mandibles to the energy core in the creature's quadripartite nucleus, but the manner in which a Metroid actually extracts the life force from its prey remains an utter mystery. The victim does not loose blood or any other vital fluids, and yet the Metroid extracts energy: identifying this energy is our central problem. It takes no physical form, and yet without it, the victim dies. We will continue to research this matter, as the isolation of this life-giving essence could be the key to our ascendance.

=> Chozo Artifacts Log 11.452.8

We are particularly interested in a number of curious Chozo Artifacts we have

been able to recover from a number of religious sites on Tallon IV. These relics resonate with power, and yet we are unable to harness them in any way. Science Team is attempting to fuse them together with Phazon, believing that a link might exist between them. We know that these Artifacts are linked to the Chozo Temple that block full access to the Impact Crater. We have yet to crack this enigma, however. Command grows impatient regarding this matter: results must be produced soon.

=> Phazon Infusion Log 10.957.2

Confidence is high regarding Phazon applications. We know enough about Phazon now to begin combining it with Space Pirate DNA. The code name for this venture will be 'Project Helix'. Preliminary studies indicate that Phazon infusion could produce radical new Pirate genomes. Benevolent mutation levels are high in current test subjects. Phazon madness is a concern, but refinements in the infusion process should reduce or neutralize the odds of mental degeneration.

=> Metroid Studies Log 10.444.4

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

=> The Hunter Log 10.023.7

Security Command issued an all-points alert after the fall of Zebes. The alert concerns bioform Samus Aran, also known as the Hunter. Subject is a female hominid, and is heavily armed and extremely dangerous. Subject uses a powered armorsuit of unknown design in battle, along with a number of potent Beam and concussive weapons. All combat units are instructed to terminate Aran on sigh, 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.

=> Elite Pirates
Log 11.001.9

Initial Project Helix experiments with Space Pirate embryos were disastrous. The Phazon-infusion process degenerated brain tissue even as it augmented muscle mass. None of what we have termed 'Elite Pirates' lived to maturity: the few that survived their infanthood suffered severe psychotic breakdowns as juveniles, killing anything within their zone of perception. Research 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.

=> Glacial Wastes Log 10.664.2

Research outpost Glacier One in the Phendrana Drifts region of Tallon IV's mountains is operating at 85% capacity. Sub-zero temperatures have made the

Metroids sluggish and easy to control, even those well into Phazon-infusion cycles. Cold-containment stasis tanks are sufficient for the juveniles, but some of the larger Metroids have been moved to quarantined caves for safety purposes. Security doors remain an issue, as malfunctions due to ice occur every day. Large predators in the wastes are also a concern, as they continue to kill personnel and breach secure areas. Unfortunately, it has become clear that our containment teams cannot neutralize all of them without a vast increase in munitions and soldiers.

=> Hunter Weapons Log 10.222.8

Science Team is attempting to reverse-engineer Samus Aran's arsenal, based off of data acquired from her assaults on our forces. Progress is slow, but steady. Command would dearly enjoy turning Aran's weapons against her. We believe we can implement Beam weapon prototypes in three cycles. Aran's Power Suit technology remains a mystery, especially the curious Morph Ball function. All attempts at duplicating it have ended in disaster: four test subjects were horribly broken and twisted when they engaged our Morph Ball prototypes. Science Team wisely decided to move on afterward.

### VI. Contact Information

You can reach me at pebbleaxe@comcast.net. I also hang around the Metroid Prime board on GameFAQs (UserName: Koran Rag), so you can talk to me there as well.

VII. Legal Stuff

Well, I don't really care what you do with this document, as long as you ask my permission to host it on a website, public or private.





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