

Metroid Prime Minimum Percent Walkthrough

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Metroid Prime.

Minimum Percent Walkthrough (currently 23%).

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Reason for this walkthrough.

Lately at the Prime message boards, have noticed a surge on posts asking about how to tackle some of the problems that raise when skipping some vital items. And the constant requests for a 23% walkthrough, since right now that's the minimum percentage in which the game can be completed. Those reasons and some others inspired the realization of this FAQ.

PLEASE NOTE:

If you are attempting a low percent run, that means you have enough time and dominate the basic aspects of the game, like the map, room layouts, basic enemies and boss strategies, etc. So won't be holding your hand, except on those advanced tricks. Everything here is doable and has been confirmed by multiple persons. Look at the credit and useful links sections.

The run described here is a normal minimum percent for the NTSC version of Metroid Prime, however all the tricks explained work in hard difficulty run, that is, the tricks that allow to skip the items. The only difference obviously is that enemies can sustain more attacks and deal more damage. It's important to note also, that the majority of techniques here can be used in the PAL version (and probably the Japanese version) of the Metroid Prime videogame.

There are many ways to successfully complete a minimum percent walkthrough. It's not absolutely necessary to follow this word for word. There are alternate orders to pick up the items and navigate the rooms, to the ones described in this walkthrough. The order of items and route followed in this guide makes the run fast and avoids most of the unnecessary combat. In example, it's not a must to grab the Space Jump as the first item to achieve a minimum % run but it makes the first moments of the game quicker and easier.

However there are some things that remain the same independently of what routes or item orders you take:
The proceedings that allow passing certain rooms without the appropriate item or items.

Also in case of another percent drop, this guide will be quickly updated.

The last ingredient is patience.

Suggestions, questions, constructive critics? E-mail at eternalmaze@yahoo.com

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I.-)Version History:

Version 1.00 04/07/2003. First edition. Hopefully with more to come.
Version 1.20 05/07/2003. Added "Mines Battle Heavy Rooms" section.
Version 1.31 07/07/2003. Added SJ FIRST PAL.
Version 1.32 08/07/2003. Alternative options to the rute.

II.-)Required items (in order of collection):

Space Jump
Missile Expansion
Morph Ball
Morph Ball Bombs
Varia Suit
Wave Beam
Boost Ball
Ice Beam
Plasma Beam
Power Bombs
X-Ray Visor
12 Artifacts

III.-)Useful Techniques.

-Dash Jump:

This isnt really a jump, since Samus doesnt get any altitude by perfoming the technique. What it does is, that Samus gains so much speed that it lets you gain considereable distance while very slowly loosing altitude. So if you are considering making any jump in wich the distance is the important factor and not altitude, this technique is the way to go. Of course this is a last resource in the case the L-lock Spring Jump doesnt give Samus enough distance.

In the NTSC version you can use the scan visor and any other visor that lets you dash while locked. In PAL version isnt posible to use the scan visor to dash jump.

Lock in to an enemy or object (using the scan visor), begin performing a normal dash when you gain speed release the L button and Samus can reach considerable distance, perform this near ledges. Also when in posesion of the Space Jump you can use the second jump to gain even more distance or make any mid-air directional corrections.

Note: This technique also becomes usefull when battling the bosses, especially Omega Pirate and Ridley (in hes ground stage).

-L-lock Spring Jump.

This is a Space Jump, but it lets Samus gain more distance. Use R button to fix the view down and use the L button to lock the view in place. Release R

button while keeping L pressed. Initiate the jump tapping B then at 2/3 of the first jump maximum reach quickly release the L button. Tap the B button again. This gains maximum distance in a Space Jump. It is possible to alter the timing of the L release to achieve different results.

-Morphing out of a Bomb Jump.

This is simple. When executing any of the bomb jump techniques, double or triple bomb jumps, at the peak of the jump press the X button transforming back to Samus form. This extends the reach (if holding forward) and the altitude of the bomb jump.

-Precision Jumping.

Not exactly a special technique, but is worth to point out. When executing any jump that requires surgeon precision, always keep the L trigger pressed since this allows more in-air control. An example of this is when Samus needs to jump above the Geothermal Core stalactite.

-Triple Bomb Jump (TBJ)

First a quick recapitulation of a double bomb jump (DBJ). To execute a double bomb jump:

- 1) Drop one bomb #1
- 2) Almost at the exact time the 1st bomb is about to explode drop bomb #2
- 3) At the peak of the altitude put the last bomb #3

To understand what a triple bomb jump is, imagine the trajectory the Morph Ball describes in a double bomb jump as a line. And the bombs as points in that line. Basically you are interpolating points in that line.

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      |
      |
* #5 o
      |
      #3 o \ r
      | |D a
* #4 o |B n
      | |J g
#1 #2 o / e
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The "*" character represents the bombs added to the double bomb jump. To make it a TBJ. Here's the detailed description:

As the rudimentary graphic shows, this bomb jump needs 5 bombs. So in order to have that amount available is mandatory to play with the bomb refill time.

-Lay one bomb and let it explode. This bomb is wasted intentionally, so when you finish laying bomb #1 and #2, the timer resets and the bomb counter fills completely giving 3 more bombs.

-When the Morph Ball touches the floor, put bomb #1.

-Just as the second bomb is about to explode, put bomb #2.

-When bomb #1 explodes put bomb #3 at the peak of the altitude.

-The explosion of bomb #2 will make the Morph Ball ascend, in the ascent lay bomb #4, do not lay the bomb at the peak of the altitude.

-When bomb #3 hits lay bomb #5 as the Ball ascends, again don't put it at the peak of the maximum altitude.

Notes:

-Bombs #4 and #5 can be laid with different timings to achieve different results. But, try stretching bomb #5 as much as possible without putting it at

peak of the altitude that bomb #3 gives.

-There are some places that presing against the wall lets you achieve more high with the Triple Bomb Jump. This is due to the friction between the Morph Ball and the wall. This allows to separate the bombs a bit more with a different timing of course, causing more high.

-Always experiment with different timings until you find a setup that suits you best.

IV.-)Walktrough.

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* Important note: If you want to get a fast time, a general rule is to avoid *
| fighting the enemies as much as posible. So experiment to see in wich rooms|
* you can get away without fighting the oposition.                               *
| Traveling in Ball form and boosting saves time and in some cases reduces  |
* the chance of beeing hit.                                                    *
| Also when its time to enter the Mines, please read section (V) of this      |
* document titled "Mines Battle Heavy Rooms"                                   *
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Space Station.

This is the introductory level of the game so it isnt necessary to go indepth. However here are some tips to make this section fast and easy.

-Navigate the level in morph ball form as much as posible. Specially for the scape sequence.

-Dont waste missiles. Keep all the missiles for the Boss. Destroy the turrets using the charge beam.

-Dont bother with much of the enemies, except the automatic turrets and the space pirate just before the boss (Parasite Queen).

-When you reach Parasite Queen, beat it by rapidly firing your missile reserve To rapid fire missiles press the missile button (Y) then the shoot button (A), and then the missile button again (Y) -YAY-. This sequence of presses must be done rapidly. A sugestion to pull of this is to quickly rub the Y and A keys using your thumb. This trick only works with the Power Beam.

Talloon IV.

SPACE JUMP FIRST.

The first item to grab in this run is the Space Jump Boots, by performing a Dash Jump from the top of the ship. For a description of the Dash Jump look at the usefull techniques section.

Once you land you get a free save, so choose yes. No time wasted. From the top of the ship, change to Scan Visor and look a bit up (in the direction to the door that leads to the artifact temple) youll be able to L-lock your view to a spider vine using the L trigger. Since the spider vine is so far you wont make the scan but youll have your view locked. Take some steps back closing to the right turbine of your ship, all this while you keep the view locked. Quickly tap right on the stick and b. This will start a dash, then when you feel the begining dash quickly release the L button to unlock your view. This causes Samus to shoot herself a good distance, enough to stick to the lower ledge near the door where you traditionally enter from Tallon Canyon to grab the Space Jump Boots. The correct execution of this trick, makes posible to collect the Space Jump as the first item of the game.

Head to the Main Plaza at the Chozo Ruins.

SPACE JUMP FIRST (PAL).

Since the PAL version of Metroid Prime doesn't allow to dash using the Scan Visor while locked to an object, a different yet quite similar way to grab the Space Jump as the first item of the game has been devised.

Drop from the ship, climb the waterfall to the door that leads to the Temple Hall. Open the door, there are 3 seedlings hanging on the ceiling, L-lock the view to the first one (using the combat visor). Since the combat visor allows to dash, the plan here is to make the way back to the top of Samus gunship while at the same time keeping the lock to the seedling.

Is easy to lose the lock to the Seedling, so there is more or less a route to take. Begin moving a bit to the left of the Temple Hall door and start going backwards while L-locked, Samus will drop down some ledges. If you get stuck just carefully maneuver Samus without getting too much out of the path. Once reaching the gunship carefully jump to the top and get to the right turbine.

Dash to the right, then when you feel the speed gain quickly release the L button to unlock your view. This causes Samus to shoot herself a good distance, enough to stick to the lower ledge near the door where you traditionally enter from Tallon Canyon to grab the Space Jump Boots.

Head to the Chozo Ruins.

Chozo Ruins.

Go to the Main Plaza, the objective here is to grab the half pipe missile expansion as the first one in the game, eliminating the necessity to fight Hive Mecha.

To grab the missile get Samus directly below it, look up and L lock your view space jump to the missile.

Other alternative is to climb the top of the stairs that lead out of the half pipe and then space jump from there to the missile.

Also is possible to grab the other missile in the Plaza as the first one, by space jumping from the platform above the door that leads to the morph ball. Is more difficult and consumes more time, so why bother?.

Next head to the Morph ball, since you have Space Jump there's no need to fight the Beetles, just grab the morph ball. You can even skip triggering the battle by jumping from the left part of the half pipe to a root that sticks out of the wall, and then from the root to the Morph Ball. But it's not necessary.

Now is up to collect the Morph Ball Bombs. The route is known by now, head to the Arboretum -> Gathering Hall (if you wish you can save here) -> Energy Core Here at the Energy Core go left through the tunnel to fight the Incinerator Drone.

-Incinerator Drone.

Nothing new here. L-lock to it and wait for the top piece to raise. And shoot the red sensor. Remember to evade the low fire stream by jumping and the high one just by going below (simple strafe), also watching for the Barbed War Wasps. If you are running out of health shoot Wasps and grab the health pickups (10 points).

Collect the bombs, head again to the Energy Core. Is not a bad idea to

activate the generators here to open the access door to the Furnance. After the gens have been activated make your way to the Gathering Hall and save. this is the first important save of the game. Next to the Arbiterum, scan all the symbols (Dont bother taking the Wasps). Go trough the corridors just shooting the reaper vines and jumping. Shoot the door that leads to the Sun Chamber and while it loads (takes some seconds) open the two boxes for some health. Enter the door.

-Flaagrah.

If done correctly Flaagrah can be killed without loosing energy.

1) 1 reflector. @ the start just L-lock to Flaagrah dashing left and L-lock to the reflector, shoot it rapidly.

2) 2 reflectors. Again L-lock to Flaagrah, dash to any of the reflectors and L-lock, but instead of rapid firing just use a missile, Flaagrah will waste time returning the reflector to the original position, take this oportunity to shoot it untill it gets knocked. Take down the reflectors. The reason for using the missile is to not allow Flaagrah to hit Samus with one of its attacks.

3) 3 & 4 reflectors. The strategy here is basicaly the same as 2), the difference here been that its needed to dash faster. Also when the 4 reflectors are operating you can waste the missiles to take them down if running out of time. Also if not posible to make all the reflector run stunning down Flaagrah only once then stun it as many times as needed. Always watching when Flaagrah is about to recover. If done correctly Flaagrah wont even make one of its powerfull attacks.

Collect the Varia Suit and head trough the door pass the corridors, dont open the boxes youll need the health later -when heading to fight the Chozo Ghosts for the artifact of Wild-. Proceed to the Sun Tower(dont go down).

SUN TOWER NO SPIDER BALL (part 1).

The purpose of this trick is to grab the Wild Artifact withouth the need of the Spider Ball, it refreshes the Sun Chamber so the Ghosts can materialize. The Gathering Hall save was important because of the following, probably youll need to take some tries to achieve this trick. When at the Sun Tower dont go down, instead L-lock the view a bit down and look to the direct right, theres a rectangular structure that comes out of the wall and goes way down. The idea here is to use that structure and the wall as a rail, so jump to the right in a way that Samus hits her imaginary shoulder with the structure while pressing against the wall, as soon as she hits the structure go to Morph Ball form, while holding up-left on the thumb stick.

Note: Youll be holding up-left for all the process.

The position the stick should be held is a north-west, this causes friction between the structure-wall and the Moprh Ball causing a minimization in fall velocity. The fall will breack when the ball eventually hits an Oculus, the ball gets trapped between the Oculus and the rectangular structure.

The Oculus starts pushing Samus up, and when its about to turn (Oculus) lay the first bomb, this causes the Morph Ball to go up and avoid the Oculus entrapment. From here youll be laying bombs to climb up, the timing varies a bit between bombs but the ideal time to drop the next bomb is just before the Morph Ball starts to loose impluse while going up.

The process is similar to the underwater bomb jumping you need to do in Hydro Access Tunnel (to grab the energy tank) but with a more precise timing. Once you got the timing down, here comes the other tricky part of the process. When the Moprh Ball is just above ground level or up to the mid-level of the place where you dropped (top part of Sun Tower), youll have to un-morph.

The right time to un-morph is when the last bomb thatll make you gain the required level just hits. When the bomb hits press the un-morph button (X) while at the same time go from up-left in the stick to up (alone). If done correctly youll see Samus un-morph animation and shell clinch the ledge where you originally dropped.

Recommend to practice this trick in a 100% file so you get the timing of the bombs down. Also keep in mind that each failed attempt results in another Flaagrah battle until you get another opportunity.

The 99 health limit can gain you probably 3 tries if you are having problems bombing from the Oculus. Again when you have the bomb timing down, the key part becomes discerning whats the last bomb that gives you the necessary high to un-morph. The high has to be around the mid level of the hole in the wall that you dropped from.

SUN TOWER NO SPIDER BALL (part 2).

When you manage to reach the top of the Sun Tower again, make your way to the boxes and grab the contents since they are needed for the incoming fight. Go at the Sun Chamber to fight 3 Chozo Ghosts for the Wild artifact. When you enter the door walk inside the room enough to activate the fight, then head some steps back near the door and hugh one the walls. This strategic position provides cover for one of the blinds spots. So the only need is to dodge the attacks coming from the ghosts in your field of vision. Beat the Ghosts and pick Wild.

After this head to Magmoor, use the save point. Since Samus has the Space Jump theres no need to waste time and missiles on the Stalactites. When you reach Lava Lake grab the artifact of Nature, on normal fire 2 missiles to the central pillar. From now on is up to Phendrana trough Monitor Station, and in the way make sure to refill the missiles and dont use any since Samus will need them to brake the ice barriers that block the way to Phendrana Shorelines, remember theres no charge beam available.

Note: If you want you can get the Strenght artifact @ Monitor Station now. To do this go to the top of the station and L-lock spring Jump to the door of the artifact room. Can take the jump from the computer monitors or from the tall metal tower with the near stack of boxes.

-Phendrana Shorelines.

Need to collect the Boost Ball and the Wave Beam, since you have the SJ is possible to get then in any order. But be sure to save, in case the Sheegoth battle doenst run succesfully. Recomend to grab the boost ball first since itll make the Sheegoth battle less difficult. Remember to save some missiles for the ice barrier at the Chozo Temple. Proceed as usual, when you reach the Wave Beam room kill the Baby Shegoths.

-Sheegoth.

No surprises here. Go to Ball form and lay bombs near her head/feet, when shes about to attack boost out of its cold breath, then return again and lay the 3 bombs. If runing out of energy bomb the boxes at the corners of the room. The camera angle is a bit strange but youll adjust to it. When the enemy is taken care of grab the Wave Beam.

Now with the Wave Beam, is time to head back to the Furnance at the ChozoRuins Backtrack your way to Magmoor (save if you desire) you can get the artifact of Strenght at the monitor Station, now to the central elevator it will take you

to Tallon IV and from there to the Chozo Ruins.

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Note:

If you want you can collect the artifact of Life Giver by going to the Ruined Shrine and from there to the Tower of light. If this artifact is collected now theres an optional rute you can take later in the walkthrough when Samus gets the Plasma Beam. This rute consists on entering Overgrown Cavern the backway. Overgrown Cavern is the room behind the high ice door at Crashed Frigate. By entering Overgrown Cavern the backway youll reach Hall of the Elders a bit faster.

Heres how to get Life Giver artifact withouth Gravity Suit:

jump in the left side of the half pipe and from there to that root sticking from the wall. From the root jump to a small ledge barely below the platform that leads to the Wave Beam door that leads to the Tower of Light. In the Tower of Light just drop to the water go forward until you face the wall. Press against the wall and Space Jump, press forward-back-forward while making the jump. Samus will surface above the water and reach the ledge. Other joysticks combinations can get the job done so try what suits you best. Grab the artifact of Life Giver.

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Go to the Energy Core pass the upper door into the Furnance. Theres the Spider Ball track that leads to the upper hole. There are 2 ways to reach it:

1)The hard way. Consists in morphing to ball form and doing a triple bomb jump and morph in mid-air, while pushing against the track. This works for both the NTSC and PAL versions of Metroid Prime.

2)This is less difficult but only works in NTSC. Press against the Spider Ball Track, then look down & a tad left and L-lock the view. The left side of the track should be near the center of the screen, keep presing against the track. Space Jump while still L-locked and pressing against the track, when falling down after the second jump stop pressing against the wall. Samus will clinch the Spider Track, gaining some altitude. Release the L-lock and fix your view with R to see the border of the hole where you want to jump. Jump to the hole, theres enough room for Samus to stay up there, transform to ball while pressing up to enter the hole. Take into account the dissapering blocks that lead the access to the second part of the furnance, and go to the Hall of the Elders.

Once in the Hall of the Elders, defeat the Chozo Ghost. What follows is the activation of the bomb slot that requires the Spider Ball, since you dont have it heres how to do it.

Jump to the top level (from the side of the entrance to the room) look in the direction of the Spider bomb slot, youll see the reflection mirror on the wall, this mirrors are similar to the Flaagrah ones. At the center of the mirror there is a piece of geometry that resembles a knob, Space jump to it. From here jump to the platform below the bomb switch, the jump is a bit tricky so dont hit the head. Samus can fit standing there, go to ball form and activate. From here the deal is clear, activate the Wave bomb switch and reach the room that contains the ice beam. There are to ways to reach the top, one is the traditional way and the other is using a Stone Toad.

When entering the room, go to the first Stone Toad at the left and jump above it. L-lock the view up, hit B while pressing left on the stick and then B

while pressing right on the stick. This has to be done quickly in a zig-zaging kind of way. Samus will be on top, of the room of course.

Grab the ice beam and save the game. Now is time to get Samus the Plasma Beam. Backtrack all the way to Magmoor central elevator form there to Twin Fires.

TWIN FIRES NO SPIDER BALL.

The use of the Spider Ball in this room can be avoided by double bomb jumping from the lava near the edge of the other side of the room.

In Twin Fires, get near the point where the lava and the ground meets. Look to the left, theres a hidden ledge that Samus can reach by Space Jumping to the wall above the lava. The ledge is quiet wide, if having trouble pin pointing the exact position use another game file to find the exact location. Once on the invisible ledge do a Space Jump to the ground at the other side, when near the ledge moprh to ball form in mid-air. Samus will be in the lava, dont touch the wall, set the double bomb jump and when the ball lives the lava press forward and un-morph. Samus will reach the ground above.

Its important to not touch the wall in front of Samus when she is submerged in the lava (in morph ball form). For some reason when you touch the wall and unmorphing Samus shoots herself to the oposite side. Now go to the Geothermal Core.

PLASMA BEAM WITHOUTH GRAPPLE AND SPIDER BALL.

Once in Geothermal Core entrance look for a rock to the left, climb ontop. Now look to the side where the stalacmite is (the cone shaped rock) to the right theres a metal box that sticks out of the wall, Space Jump to it. Once here jump on top of the stalacmite and from here to the first spinner platform. The process is straight forward untill you reach the platform with the Spider Ball Track. Rise the platform, then go in front of the Spider Track and Space Jump to a small edge sticking out. In this ledge turn around, tap B while holding backward on the sitck then tap B again while holding forward on the stick. So Samus will reach the top platform. Jump to the last platform and activate the bomb switch causing the ceiling to raise. At this level theres a metal ledge that circles the room. Look in the direction of the last 3 square Spider Track pieces, jump to the metal edge and get close to them. Get below the lowest square piece (but not directly, just before it) look a bit down-left and L-lock the view. Space jump to the right against the wall, in the second B tap hold left to position Samus infront of the Square piece then hold right against the square piece. This is done so Samus hits the knob piece at the center of the square wich gives her the impulse necessary to reach the top of the track.

So Samus is above the lowest square track, L-lock the view up and jump to the other ones. From the third square track jump to the ice door and grab the beam

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Note If you have the artifact of Life Giver: |
If you already grabed the artifact of Life Giver in your trip to the Chozo |
Ruins after getting the Wave Beam try this alternate rute if you want: |
Twin Fires-> Central Magmor elevator-> Tallon IV-> Crashed Frigate |
This is a shortcut to get the artifact of World at Hall of the Elders. |

The plan here is to reach the high ice beam door that leads to Overgrown |
Cavern, the door above the waterfall. However, theres a small process to take |
this shortcut, if you learn to do it correctly it gives the oportunity to |
save a little time. So heres the description: |
1)Enter the Crashed Frigate room and take care of the enemies |

- 2) Cross the water to the ice beam door that serves to enter the frigate
 - 3) Facing a few feet from the door, to the right and up there's a rock ledge where Samus can stand.
 - 4) Once on the ledge face the part of the room that has the high ice door, in front there's a decayed metal piece, behind the metal piece and to the right there's an inclined ledge, here is where Samus needs to land.
 - 5) L-lock Spring Jump from the rock ledge behind the metal piece and to the right where the inclined ledge is. You'll have to make the jump left of the metal piece and then go right. As soon as you pass the metal piece tilt the stick right. Samus will spin in the air and reach the inclined ledge, in this ledge keep tapping B to quickly get out of there.
 - 6) You'll reach the ground above.
 - 7) To reach the ice door, there are 2 options here:
 - You should notice a wall with ground above. Space Jump while pressing against the wall to reach the upper level.
- Or
- Surround the wall eventually leading to the place where the waterfall is, be careful not to fall down, look in the direction of the door and Space Jump to pass the crevice.
- 8) Enter the ice door leading to Overgrown Cave-> Reflecting Pool-> Hall of the Elders. And follow the rest of the walkthrough.

Important: The ledge behind the metal piece is inclined so Samus tends to slip, so never stop pressing up until Samus sits firmly. Once you are on top of the rock ledge to the right of the low ice door, it is possible to get a bit more high by jumping to a very close pointy piece behind. It is tricky to jump here but the extra high makes reaching the inclined ledge easier.

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If you don't have Life Giver artifact:

Now head to Twin Fires-> Central Magmor elevator-> Tallon IV-> Chozo Ruins. Go to the Main Plaza and into the Morph Ball room, jump in the left side of the half pipe and from there to that root sticking from the wall. From the root jump to a small ledge barely below the platform that leads to the Wave Beam door that leads to the Tower of Light. In the Tower of Light just drop to the water go forward until you face the wall. Press against the wall and Space Jump, press forward-back-forward while making the jump. Samus will surface above the water and reach the ledge. Other joystick combinations can get the job done so try what suits you best. Grab the artifact of Life Giver.

Either way you took you'll eventually end at the Hall of the Elders for the artifact of World and to enter the Mines.

Now move to the Hall of the Elders, use the Plasma Beam to grab the artifact of World. From here go to the Reflecting Pool and use the elevator that leads to the Great Tree Hall.

Once in the Great Tree Hall go to the metal bars blocking the gap that communicate the 2 sections of the room. Get Samus to the right side near the bars, facing them perpendicularly. Now in place transform to ball form, do a double bomb jump (don't hit the bars yet). At the top of the jump press forward, the ball will pass through. Once in the other side use the boost slot to open the gates. Now head to the ice door and into the Mines.

-Mines.

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| Important Note: Read the section (V) titled "Mine Battle Heavy Rooms" for a |
| detailed strategy for some of the Mines hard to navigate rooms. |

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Enter the mines and save the game. Dont have Spider Ball, so you can reach the save room by Space Jumping from the bridge where the space pirate pops from the ceiling. The other way is below, near the Spider track there are does big colums that support all the bridge structures, sticking out of the colums you will see metal tubes that you can jump on to get a bit extra high. From here L-lock spring jump to the top save room entrance.

At the Main Quarry scan the switches to open the force field, then head to the top of the room, killing all the pirates obviously.

Also theres a way to avoid fighting all the space pirates at the top level, to do it:

-Destroy the 2 turrets that are on top of the force field entrance.

-On top of the force field entrance theres a metal border, Space Jump to it

-Walk the border until near the rock wall, and Space Jump to a rock ledge above, when Samus jump is obvious where this ledge is.

-Once on this ledge Space Jump to the platform, now Samus is at the second level of the structure.

When this is done, Samus will only have to fight the space pirate at the 2nd level. The space pirates at the top just will be standing there even if enter their field of vision.

When on top face and align Samus with the door to Waste Disposal, get as close to the edge as posible. Turn and face the vertical spider track, put the scan visor on L-lock to the track and when the scan is initiating dash (taping left and B) and release L button quickly when nearing waste disposal tap B again. This is done so you can skip the first wave trooper battle (just for now). Also be carefull not to complete the spider track scan or you wont be able to use it for dash jump anymore. If you are carefull to not complete the spider track scan, is posible to use this shortcut several times in the game. So enter Waste Disposal, pass the 2D underwater maze eventually leading to the top of Ore Processing. Ignore the troopers, they will just be standing there.

From Ore Processing the rute is:

Elevator Access A-> Elevator A-> Elite Controll Access-> Elite Control->

Ventilation Shaft-> Omega Research-> Dynamo Access

Now is time to head to Central Dynamo for the Power Bombs wich leads to the fight against

Cloacked Drone.

For this one use the plasma beam. Once entering Central Dynamo dont drop down, just Space Jump from the level you are into the room and back to place, just to get the battle going. Since Samus is in the top level near the entrance she can use a metal wall to the left to take cover from the Drones attacks. Some times the Drone waits for you to get out of the wall cover, so expose Samus briefly. Some plasma shots and the Drone gets fryed. Proceed to the electrical maze and collect the power bombs. Save the game.

Other alternative is to drop down and use the central dynamo pillar as cover from the Cloacked Drone attacks.

ORE PROCESING WITHOUT SPIDER BALL.

Backtrack to Ore Procesing (tower with the spider Tracks), no power troopers here so dont worry. Go for the lowest bomb switch, now look the central tower there should be a part with blue lights flashing in sequence. Among the lights

there are some metal pipes sticking from the tower, forming more/less an "L" shape. The idea here is to jump where the horizontal bit of the tubes joins a piece of the tower. There are some steps to get there. First single jump to the tower, Samus will stand in a ledge a bit higher from the ground. With this small high gain, hold L & Space Jump by pushing a away a small amount from the tower & forward again to land in the place where the below part of the tubes joins the tower. Some times Samus doesnt grab the ledge so keep trying.

From the hard to reach ledge look away from the tower to the second floor, specifically to the second bomb switch. L-lock the view up and space jump directly to the switch, Samus will reach the second floor.

On the second floor use the bomb switch to align the red Spider Track with the the other small red Spider Track, the one that is fixed in the third floor. Now get ontop of the second bomb switch and Space Jump the tower, specifically on to a black rectangular metal piece. When facing the tower from the switch this black piece should be to the left. Now Samus is hanging on this black rectangular piece. Turn around and jump to the third floor.

Now on the third floor go to the red spider track. This is the place where in normal circunstances (having the Morph Ball) you drop to the 3rd floor. Theres a small horizontal metal piece in wich Samus can stand to gain some high. The plan is to jump to the red and horizontal spider track right above Samus head. So L-lock the view tap B and right followed by B and gently left. Need to exercise prudence here because the area that you need to land on is very small. Now on top of the horizontal part, Space Jump to the 4th and final floor and use the door that leads to Waste Disposal.

Time to collect the X-Ray visor and the artifact of Chozo. Return to the Great Tree Hall. Reach the section of the room with the Spider Tracks that leads to Life Grove Tunnel. Kill all enemies and jump to the place where the bloodflower was. Now, Space Jump to the lowest horizontal part of the spider track, right on the middle. In the same position hold L and at the peack of a Space Jump push right. This gets Samus atop the lower vertical Spider column. From here L-lock the view up, notice how the ledge you want to land is directly above Samus. So carefull not to hit the head this cause an instant fall. So tap B and forward-left and B again while hitting the stick backwards and a bit right. Once there is very clear what to do. Go to Life Grove and proceed as usual graving the X-ray and the artifact of Chozo. Now there are 2 options:

1)Exit the room as usual, that is, fighting the Chozo Ghosts.

2)When Samus has the artifact head to the place where the X-ray was, jump on the rock (stalagmite) there and L-lock Spring Jump to the ledge leading to LifeGrove. This is a bit tricky but it allows to skip the Chozo Ghosts battle. The choice is yours.

Return to Main Quarry again, once there save and instead of using the Waste Disposal shortcut use the force field entrance and head to Elite Research. This leads to Wave Trooper battle. This is unavoidable because up until now is the only way to access Elite Research without Spider Ball to collect the artifact of Warrior. Use the power bomb on the Phazon Elite and get the artifact.

Once you have the Warrior Artifact you have the following options:

- 1) Go trough Ore Procesing (again) to Main Quarry and save.
- 2) Or go directly to Central Dynamo.

At Central Dynamo some ice troopers are wating for Samus, so instead of

dropping to lower ground stay near the entrance and use the metal barrier at the left to take cover. Once they are dead save the game. An alternative is to morph and boost drop near the ice door, open it and save, risky but quicker.

Note: Loading the game in this save place, will make the ice troopers respawn So to beat then open the save room door but dont enter Central Dynamo, instead stay inside while taking shots and evading the ice troopers attacks. This strategy is just in the case of resuming the game after this save.

Now is time to visit Metroid Quarentine A (MQA). Remember in a normal run to access the ice door that leads to the lower level of the mines the Spider Ball is used. There is no Spider in the inventory, this leads to the the next trick

MQA WITHOUT SPIDER BALL.

Take the metroids one by one, the recipe is one ice shot and one missile. But let one metroid alive. Power bomb the walls that are in the way to the missile expansion in this room. Be carefull that the power bombs dont kill the last remaining metroid, when the metroid gets near Samus just ice him and proceed. Soon youll arrive where the missile expansion is, be carefull not to touch it and jump to the center of the horizontal (metal)bar that is in front at plain sight. The idea is to dash jump from the bar to the ice door platform, by now should be familiar with the dash jump since it has been used to grab early SJ and at the Main Quarry to Waste Disposal shortcut.

Ok, once on the bar there are 2 options:

1)Wait for the metroid to attack and freeze him near the center of the bar. Then walk to the highest portion of the bar L-lock to the freezed metroid and dash jump (like Main Quarry) to the ice door.

2)This second option only works on NTSC. Dont need to use any metroids so kill them all. Jump to the metal bar, walk to its highest part toching the rock wall. Look down and youll see 2 metal plates coming from the wall and attaching to the bar, you can walk atop those plates. Face the direction of the missile expansion. Put the scan visor and carefully begin walking on the metal plate closest to the ice door. This makes posible to get an angle to begin scanning the missile to make a dash jump. Remember, the scan visor can scan at any point as long as the object is in the scan window range. This means that the player can find a position that leaves him with a good alignment to the platform while having the opotunity to begin a scan.

So tap B to iniciate the dash and quickly release L, then use your second jump to make any mid air adjustments.

Note: If you dont make it the first time is posible to backtack a few rooms to refresh MQA, but after the first time the room gets darker and is a bit more difficult to see. So combining both of the above methods to make the jump will net you various chances to make the jump without making the room darker. Also is posible to reload the Central Dynamo save and try again.

Pass MQA comes the lowest level of the mines, proceed as normal until Samus reaches the Fungal Hall A. Take the hunter metroids one by one, when the room is clear of hazards begin jumping atop the mushrooms. Eventually youll reach the last one where the grapple is need it.The obstacle can be bypassed doing a L-lock spring jump, although with a timing a bit different. Release the L key when the first jump is close to 1/2 or 3/4 of its total reach, then tap B again.This lets Samus reach the last platform leading to the plasma door.

What follows is Fungal Hall B, take out the metroids (one by one) when the

coast is clear, begin walking on ground level toward the door that leads to the next room, theres a rock ledge that Samus can climb, this ledge is to the left of the mushroom closest to the door (when facing the door). So jump in the rock and then to the mushroom. Keep going to Metroid Quarentine B.

Before Metroid Quarentine B (MQB) is Quarentine Access B, the room with invisible Bombus, dont kill the Bombus in case you need the health they provide after facing the first pair of plasma troopers in MQB. Quickly enter MQB making the plasma troopers appear then retreat to take cover in the Bombu room while taking shots to the troopers. Once this 2 troopers are dead, theres another pair near the force field in this room, take care of them.

Now, Samus needs to get on the platform where youll normally use the grapple to bypass the Phazon pool. Heres how is done without Spider Ball:

Facing in the direction oposite to the door you entered the room, to the right side, 2-3 meters before the spider tracks, there is a rock ledge not too high that Samus can stand on so Space jump to it. Now you need another Space Jump to the wall but to a higher place, this part is the one with textures different from rock (similar to a pipe), more or less directly above Samus current position. Once in this ledge Space Jump to the horizontal spider track and from there to the metal platform.

Note: If you are having problems fiding the second ledge, the one high enough to let you reach the horizontal Spider Track, just keep Space Jumping from the rock to the wall and eventually youll land on it.

Ok, now from the metal platform Samus needs to clear the phazon pool to the other side. This is acomplished by doing a L-lock Spring Jump. When you make the jump be carefull, since at the other side of the energy field lies a plasma trooper and 2 wave troopers. Deactivate the field from a safe distance and proceed to take out the plasma trooper. Now you can hugh the left side and use the wall for cover and take the 2 wave troopers. Or go moprh ball to the save point and hope for the best. Either way save the game.

Head to Elite Quarter Access, remember that a plasma trooper drops there, so as soon as he drops take some shots at him, hugh the tunel right wall, then come out and take some more shots at him, unfreeze the door. If you want you can backtrack to the save point and save the game again, so the plasma trooper wont appear again when retrying the fight. And now the giant comes:

Omega Pirate (OP).

Enter the Elite Quarter, walk hugging the left side wall. Eventually Samus reaches the point that triggers the cinema, now press start. The reason for walking close to the left wall is that it gives the player a small advantage. After hitting start, therefore cancelling the cinema, youll see OP still in the container but the catch is that Samus can dish damage to him even on this state. So use the Plasma Beam and beging distributing the shots between the left shoulder, both legs and lastly the right shoulder. The reason for the distributed damage is to weaken the parts enough so they became few plasma shots away from destruction. So when OP comes from the tank youll make a chain reaction, one shot-one armor piece destroyed. Remember that OP gets stunned for a brief time when a phazon piece is destroyed. In conclusion: he wont have much chance to attack at this stage.

Is posible to use the power bomb to hurt OP. To do it when he is regenerating get close and morph, bomb jump and leave a Power Bomb close to the chest. Unmorph and quickly put the X-ray visor and L-lock to the heart. This helps alot but its not absolutley necessary to beat him.

Here are the rules of the game:

- Outstrafe him while shooting, so the armor gets hit even when he is blocking
- When hes getting to close to Samus, do a dash and quickly release the L key so Samus goes flying to the other side, if your above a phazon pool, tap B again to pass over it.
- Keep an eye on the visor since the danger HUD goes crazy when nearing a phazon pool. Also try to device a save rute across the field.
- Dont stay too away from OP or hell use hes canon, if you get hit directly you are dead meat.
- Once OP gets more than 1/3 of his bar down he starts calling 3 troopers not 2
- When the troopers only perform phisical attacks, ignore then while constantly moving and shooting OP.
- If 1/2 or 1/3 troopers is shooting just concentrate on that one and ignore the others.
- If all of them are shooting, take them all.
- Order of troopers from eaisiest to bastard:
Plasma, wave, ice, power.
- If you get mixed color troopers take then out acording to the above rating.
- When fighting the ice trooper get more or less close so the shot has more chance to hit the mark.
- Obvious, but keep an eye on the power ups the troopers leave.

For the first round take some plasma shots at his chest (maybe 6) then morph ball form and hit him with the power bomb. OP takes lots of damage like this but from now on itll be waves of 3 troopers. From here on with some luck youll get plasma troopers. Or maybe non agresive ones, in wich case ignore then keep blasting OP because later they die with the ground quake attack.

If Samus attains victory, then go back and save the game. From here backtrack again and grab the artifact of Newborn. Now go back to MQB, save and take the shortcut trough Elite Quarters to the Phazon Procesing Center.

PHAZON PROCESING CENTER (part one).

Samus enters the room from the botton, take as many troopers as posible from here. There are 2 alternatives to reach the mid-level:

- 1)Begin climbing up as normal until you reach the platform where you need to morph and use the Spider Ball. Face in the direction of the engraved morph ball maze. Theres a hole in the wall big enough to jump to. So Space Jump to it. Turn to the oposite direction and there is a metal plank, again jump to it
- 2) The other method requires the use of the X-ray visor so you see the invisible platforms that leads to the mid-level. No need to go more in-depth here.

PHAZON PROCESING CENTER (part two).

Now at mid level, face the panoramic window and walk to the left metal plank. There is an inclined (vertical) metal structure that runs along side the window. There are 2 big spaces that Samus can fit in, one is close to the plank, the other is identical but to high to reach. So jump in the near one.

Now comes the only tricky part, L-lock the view a bit down and to the left, by now Samus is looking left of the window. Remember the big metal structure runs way up. So the plan is to grab on a highest part of the structure to gain more high. From your cuarrent position, Space Jump while pulling the stick a bit backwards, then on the second B tap press forward against the metal structure. If the execution was correct Samus is suspended in an invisible ledge that is between the metal structure and the great window.

From there is very obvious where to go, get Samus to the space that is similar

to the first one but only higher. This jump only requires a short, gentle and well controlled Space Jump. Once in the space, look to where the Spider Track ends, theres a metal planck that Samus can reach from its cuarrent position. The rute here is very straight foward so from this point head to magmoor using Transport to Magmoor Caverns South.

Now in Magmoor save and take the elevator to Phendrana Drifts South (the closest one). Eventually Samus is at Phendrana South, now is up to Phendrana's Edge. In the elevator room, there are some metal poles surrounding the elevator, jump to the shortest one and from there to a tallest one. Since Samus is standing on one of the tallest metal poles is posible for her to reach the lip of the Spider Track, morph to ball and go trough the ice door. And to Phendrana's Edge to get the artifact of Spirit, using the dry rute. The dry rute is:

Transport Access-> Frozen Pike-> Frost Cave Access-> Frost Cave-> Upper Edge Tunnel.

SPIRIT ARTIFACT WITHOUTH GRAPPLE.

In Phendrana's Edge, look for the root bridge and go to part of it that is more elevated. Turn and look around and youll notice that almost at bridge level, but sticking to the wall, is an inclined root big enough for Samus to land on. Also notice that coincidentally the root is below a platfom that is sticking to the wall.

So L lock Spring Jump from the bridge to the root. When you reach the root dont move Samus, the game makes and adjustment and shes atop the root. Now, L-lock the view way down and while holding L biging walking up the root. Release,turn around and look up, theres the platform sticking to the wall that you can Space Jump to, so do it. From here is easy to collect the Spirit artifact.

Backtrack to Frozen Pike, search for the door that lets Samus enter Research where the Thermal visor lies, keep going to the research labs Aether. Incase the window (the one that normally the space pirate breacks) isnt broken just head back some rooms and refresh. As you go up kill some pirates, go up the window, near the door and before the metoid cinema plays shoot the wave door. Note: Dont get too close to the Metroid or the cinema will get activated. Activate the cinema, ignore the metroid, just leave through the activated wave door. If for some reason the lock of the door is still active, then refresh and try again.

Head to Control Tower where the artifact of Elder is. Climb to the tower that is above the door you just entered. Melt the ice and fire a single missile to the tanks. Proceed as usual, the flying pirate fight wont be activated if you dont get close to the other Wave Beam door.

Now return to the Phendrana's South Elevator, descend to Magmoor and save. Now go to Monitor Station-> Phendrana Shore Lines-> Chozo Ice Temple, to collect the artifact of Sun.

Backtrack to Magmoor central elevator eventually reaching Tallon IV and again save at Samus ship. The file must be reading 22%, so head to the Ridley fight where the last artifact awaits. For a grand total of 23% and a fight with a major celebrity.

Ridley.

The metal dragon doesnt hold any surprises. The difficult part of the battle comes when hes fixed at ground (last 1/3 of energy bar) trying to crash into

Samus. The trick here, is to initiate a dash and quickly releasing L so Samus goes out of the way a huge distance, if is desire tap B twice. Also important to point out, in normal 13 plasma shots to the open mouth makes him expose his chest.

With Ridley demise the path to Impact Crater no opens. When down there save. Reaching Prime is nothing special, the only part that may rise question is the place that has the Spider Tracks, just Space Jump far and when Samus hits the Phazon, quickly Space Jump again. Now, is Prime time.

Metroid Prime (first form).

Metroid Prime is very ortodox even in low percent, by now you must be familiar on how to dodge all his basic attacks. If not consult one of the normal run FAQs at this very site (alot of then exellent by the way). However there are some important things to point out:

-Prime's color code from harder to easy:

Yellow. Because of the inzane amount of uncharged power shot Prime takes.

White. Because the slow travelling of the shot but takes few hits.

Purple. Easy because the homing ability of the Wave Beam.

Red. Only requirement is to get close enough to Prime, but is the fastest to get over with.

-In Subchamber's C and D all the attacks come faster, so there is less reaction time.

-The Lava ray, can easily kill Samus.

-The energy orbs can kill Samus if both of them hit (at full health). Also take the left side on first and wait for the right to get near Samus, so she can grab any power up left over. The reason to take the left one first in to not get the view blocked by your arm canon, seeing Prime is important to evade any incoming attacks. Especially in the last chamber.

-To destroy the energy balls (in normal) just use one missile. This saves lots of time.

-If you managed to avoid all of Prime strong attacks (energy orbs, Lava ray, missile rain, etc) Samus can stand most of the raming that Prime makes in Subchamber D.

Metroid Prime (second form).

Remember when Primes make the first wave attack, the pillars break leaving power ups so this is a good oportunity to refill.

Again not much of change here from a normal game. The only difficult parts comes when he goes to the heat spectrum, since Samus doesnt have the Thermal visor you wont be able to see him. At this time keep moving, the wave attacks are easy to dodge but Prime also rams Samus, this is quiet difficult to avoid.

As for the metroids Prime summons, in the first waves you have enough time to handle then the traditional way (ice-missile). So safe the Power Bombs for the Fision metroids and the hunters. And when you lay the bombs near the pool do so with precaution because as the fight advances Prime likes to get right above the pool and attack. If Samus runs dry on Power Bombs and alternative is to jump in the phazon pool and use the Phazon Beam against the metroids.

V.-)Mines Battle Heavy Rooms.

A more in-depth description of some of the very battle oriented rooms found in the Mines. This do not represent the order in wich youll be visiting the rooms (note the rute in the walkthrough), this is just a collection of tips to make navigating this rooms less problematic.

Main Quarry:

Here's a way to avoid fighting all the space pirates at the top level, to do it:

- Destroy the 2 turrets that are on top of the force field entrance.
- On top of the force field entrance there's a metal border, Space Jump to it
- Walk the border until near the rock wall, and Space Jump to a rock ledge above, when Samus jumps is obvious where this ledge is.
- Once on this ledge Space Jump to the platform, now Samus is at the second level of the structure.

When this is done, Samus will only have to fight the space pirate at the 2nd level. The space pirates at the top just will be standing there even if enter their field of vision.

Mine Security Station:

Note: You'll only enter this room just one time in the entire game if the route described in the walkthrough is correctly followed. Remember using the Main Quarry Dash Jump to avoid the fight whenever you want.

3 Shadow pirates confront the first opposition in this room, simply use the Plasma Beam on them. Continue to proceed deeper into the room eventually reaching the ascending ramp that leads Samus to the wave beam battle, in which 3 wave troopers attack.

As soon as the cinema ends, backtrack to the part of the room that has a metal pipe in the center. Go against the wall and take a peek, one trooper must be coming your way by now so L-lock and begin firing using the wall as cover. If the pirate gets closer, go near the pipe and use it as cover. In essence the pipe separates Samus from the pirate, so each time the pirate moves to get a shooting angle, just readjust your position so the central metal pipe gets between both of you. The pipe seems too slim but it'll provide cover.

Taking on the troopers this way and dispatch each one quickly will allow you to go one on one against the troopers, so they won't outnumber Samus. Each time a trooper is taken care of chances are they'll leave health refills.

Security Access B:

Simply 2 shadow pirates. Just constantly shoot the Plasma Beam and eventually they'll catch fire.

Elite Research:

Note: The only time in the run you'll touch this room is to get the artifact of Warrior from the Phazon Elite.

- 2 normal pirates in the first level
- 2 wave troopers in the second level
- 1 power trooper in the third level

The troopers in the upper levels appear once Samus scans the platform controls. It's possible to skip the 2 wave troopers at the 2nd level, by not activating the first platform controls. To do it:

- 1) When entering this room through the ground door (Security Access B door), there are 2 vertical metal pipes each one at the sides of the Phazon Elite. These pipes have 2 vertical segments joined together by a small horizontal segment. The plan is to Space Jump to that horizontal segment and from there to the second level.
- 2) Go to the right pipe, ahead of it, there's a rectangular structure with little holes, this is similar to some floor pieces in the mines, but this one is vertical in relation to the ground.

3) Get behind the rectangular structure, notice there 2 horizontal steel beams that are attached to the back side of the rectangular structure. One close to ground level the other above it.

4) Jump to the first steel beam and from here Space Jump to top one

5) Now Samus got enough altitude, so face in the direction of the metal pipe and Space Jump to its horizontal segment. And from there to the 2nd level.

When fighting:

Take the troopers from the level directly below then, is time consuming but is the safest way, unless you want to do some serious dashing. Keep in mind that is hard to get a clean shot angle, so some Space Jumping while L-locked is going to be necessary, specially for the last power trooper. As for the Phazon Elite, no news here. Keep evading and firing plasma when he makes the quake wave.

Elite Control:

1 Elite pirate

3 ice troopers

After beating the Elite pirate lure the first 2 ice troopers and go to the ice door that leads to the Moprh Ball tunnel wich serves to access the Phazon Procesing Center. Enter the ice door and stay near it to keep it open, since you are in another room is easier to evade the enemy fire. Begin making shots to the troopers, once this 2 pass away lure the last one.

Note: There's the option to fight or evade 5 shadow pirates instead of the 3 ice troopers. To do this once the elite pirate is dead, backtrack to Elite Control Access -> Elevator A. Once in Elevator A, head back to Elite Control placed instead of the ice troopers there will be 5 shadow pirates.

Omega Research:

2 wave troopers at entrance level

3 power troopers at ground level

As always there's the option to avoid the combat, so if you want as soon as you enter the room Boost Ball from the top of the room to the white door in the ground that leads to Dynamo Acces. Be aware of the risk this involves.

Or just fight:

Take some steps into the room, to the right there's always 1 wave trooper that begins the attack, cover yourself using the computer equipment that is near the entrance and take care of it. Now, advance until the wave troopers that drops from the ceiling to the floating platform appears. Use the left side wall for cover and kill him.

For the 3 remaining power troopers at the below level, just stay in your higher position and get close to the ledge. L-lock to then take some shots, retreat from the ledge, again forward and take some shots, by now the rules are clear.

Metroid Quarentine B (MQB):

2 plasma troopers near the entrance

2 plasma troopers across the Phazon pit

1 plasma trooper behind the force field

2 wave troopers behind the force field

Most of the strategy for this room is explained in the walkthrough. Enter the room, making the first 2 troopers drop from the ceiling. Backtrack to Quarentine Access leaving the door open, begin shooting at the troopers. Now, enter MQB again, of the 2 troopers across the phazon pit, begin to take quick shots at the left one. The reason is because you are going to use the Spider Track pillar for cover, and at this position the left trooper is out of the

range of the Plasma Beam, so is too risky to expose yourself trying to get into range to hit him. So is a top priority to take care of the left trooper first.

The other trooper is the one that always jumps to the metal platform and is always at the Plasma Beam range. So calmly using the Spider Track for cover take the necessary shots to finish him.

Deactivate the field from a safe distance and proceed to take out the plasma trooper. Now you can hugh the left side and use the wall for cover and take the 2 wave troopers. Or go moprh ball to the save point and hope for the best.

VI.-)Credits.

The list of people that lend their talents to brake the game.

Mr.Amasawa, Andrew, Banks, Devilbit, Mr. Kip, Kyuenjin, Paratroopal, Rage, Tim,TreborSelbon, Varsis Erion, Zoidi.

Thanks to Leandro and Carlos.

Note: Mr. Prefix was added by the author of this guide.

VII.-)Useful Links.

A list of links that provide explanation to some of the tricks and videos. With their respective creators of course.

<http://membres.lycos.fr/zellmetroid> (Zell's site, and the first one)

http://www.ens-lyon.fr/~vpoupet/metroid_prime/ (Zanapher's site, videos)

<http://mywebpages.comcast.net/amasawa/> (Mr. Amasawa's site)

<http://metroid.retrofaction.com/> (Tim's site)

VIII.-)Legal.

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