

# Metroid Prime 2: Echoes Expansion Guide

by Crazyed Clown

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Expansion Guide

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This guide's purpose is to give the locations of the 14 Energy Tanks, 49 Missile Expansions, 4 Beam Ammo Expansions and 8 Power Bomb Expansion locations.

V.1.0

Finished the guide rough edges, submitted to GFAQS.

V.1.1

Added a missed expansion and fixed spelling.

V.1.2

Added List by area.

v.1.3

Changed Format/Updated list of approved websites.

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[Ing Hive]

M26, M49

[Sky Temple Grounds]

M34,M35,M38

B4

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--- Missles --- MPEMEL

M1 <Transport to Agon Wastes> [Temple Grounds]

When you enter the Transport to Agon Wastes, turn to the left and shoot the green circle in the middle of the webbing to find the first expansion.

M2 <Sand Cache> [Agon Wastes]

After visiting the Agon Energy Controller go to the top level of Mining Station A and scan the amber door there, continue through the door for the expansion.

M3 <Portal Access A> [Agon Wastes]

After using the Kinetic Orb Cannons to reach the far side of Portal Access A, turn around and behind the dead luminoth the expansion is hiding. (Don't get in the cannon to go back to the other side)

M4 <Transport Center> [Agon Wastes]

After you return from your first trip to the Dark World, take the left-hand door at the far end of Portal Terminal and activate the Bomb Slot.

M5 <Command Center> [Agon Wastes]

When you frist enter the Command Center, you'll do so in Morph Ball form by

rolling under the floor. Roll through the first two electrical barriers, then hand a right and go to the end of the path for the expansion.

M6 <Storage B> [Agon Wastes]

After you get the Dark Beam, defeat the Metroids in Biostorage Station and then go through the dark door on the top floor.

M7 <Temple Assembly Line> [Temple Grounds]

Jump onto a short pillar to the left-hand side of the door that leads to the elevator then jump from there to the cliff. Follow the cliff to a tunnel, then roll down the tunnel grabbing the expansion.

M8 <Transport B Access> [Great Temple]

Facing away from the elvator in Transport B Access, look for a lot in the wall about halfway down the hallway. Roll into it with the morph ball and bomb jump to the expansion.

M9 <Forgotten Bridge> [Torvus Bog]

After you activate the bomb slot in Dark Forgotten Bridge, go back to the Light World and walk across the bridge, if you don't see this after walking across the bridge you should be shot.

M10 <Underground Tunnel> [Torvus Bog]

As soon as you enter Underground Tunnel from Torvus Temple, roll under the grating near the door and grab the expansion.

M11 <Hive Chamber A> [Temple Grounds]

The second time you enter Hive Chamber A (After talking to U-Mos for the first time) you'll meet a Dark Missile Trooper. When killed, your reward is the expansion.

M12 <Hive Chamber B> [Temple Grounds]

Locate the cracked glowing cover that sits next to the tunnel you used at the beggining of the game. Bomb it and roll down the tunnel to recieve the expansion.

M13 <Hydrodynamo Station> [Torvus Bog]

After unsealing the first lock in Hydrodynamo Station, you'll be bale to reach a platform in front a purple door. The expansion awaits you there.

M14 <Undertransit One> [Dark Torvus Bog]

Drop to the bottom tube and roll as far left as you can, then bomb jump to the top tube and go through the gear at the top. On the other side, drop to the bottom and roll as far right as you can and bomb jump up and left (middle tube now) from there, bomb jump right and up to get the expansion.

M15 <Crossroads> [Dark Agon Wastes]

Use the boost ball to reach the top of the half pipe in Transport Center. When you land on the ledge, enter the one way portal and grab the expansion.

M16 <Abandoned Worksite> [Torvus Bog]

Grapple through the air and land on the far ledge for the expansion. If you enter from the Great Bridge side, you have to grapple then turn around and grapple again.

M17 <Portal Chamber> [Torvus Bog]

>From the Dark World enter the Portal Chamber. Go to the side closest to Poisoned Bog, double jump up to a hole in the rock and roll through. Ride the piston down and enter the portal to Travel to the Light World and the expansion.

M18 <Path of Roots> [Torvus Bog]

Grapple across the water to grab the expansion. The Grapple Point is located on the Great Bridge side.

M19 <Torvus Lagoon> [Torvus Bog]

The expansion sits on a small alcove on a high ledge, Use gravity Boost to leap over the venom weed and float over.

M20 <Transport A Access> [Great Temple]

Roll into the hole where the save station is and bomb the pile of Talloric Allow-infused rocks. Roll down the path to the expansion.

M21 <Dynamo Works> [Sanctuary Fortress]

After killing the spider guardian, follow the spider ball tracks right and up. Before you leave the last section of the boss's lair (after a long piece of track that goes straight up) you will see a small ledge. Bomb jump to the ledge and roll to the expansion.

M22 <Hall of Combat Mastery> [Sanctuary Fortress]

Follow the blue spider ball track that leads into a wall and use the bomb slot you find. Boost through the flames and bomb jump to the third level. Head left until you get to the far side of the wall and jump to the highest moving platform. Roll left until you see phazon and jump to a platform and use the spiderball to grab a moving piece of track. Jump and roll right and keep going for the expansion.

M23 <Gathering Hall> [Torvus Bog]

Use power bombs to break the glass and seal under the pool to drain it. Using the newly uncovered half pipe, boost to the top and grab the spider ball track on either side. Use a combination of bomb jumping and boosting to reach the bomb slot. Repeat the process on the other side, grapple to the new platform then jump to claim your prize.

M24 <Main Research> [Sanctuary Fortress]

Hop onto the spider track and follow it to the expansion, avoid the moving gears and occasionally bomb jump to change tracks.

M25 <Central Area Transport West> [Sanctuary Fortress]

Head to the top of the room and drop down one level. Look for three holes in the floor and fall down the far left one. Take two more right paths to land on top of the expansion.

M26 <Aerial Training Site> [Ing Hive]

Look for the wall jump surface near the portal and use it to get to the expansion.

M27 <Sentinel's Path> [Sanctuary Fortress]

Fire the annihilator at the echo door while using the echo visor to hear the patterns and shoot the echo key emitters in the correct order to claim your prize.

M28 <Temple Access> [Sanctuary Fortress]

Drop to the main floor and use the dark visor and seeker missile to find a cannon. Use the echo visor to find a sonic device, blast it and then run back to the cannon to claim your prize. Use the spinner to escape.

M29 <Ventilation Area A> [Agon Wastes]

Roll to the right block and take out the pillbug, bomb jump to the top of the block. Jump again to the level above you and roll left for the expansion.

M30 <Main Reactor> [Agon Wastes]

On the bottom floor, take the track (NOT the one leading to the dead Luminoth) up and boost to reach the next track. Time your jumps so you go through the gaps in the metal, at the end bomb the glass for the expansion.

M31 <Sand Processing> [Agon Wastes]

Use the halfpipe to reach a tunnel that leads to a small control room, scan the panel and activate the bomb slot to drain the sand from another section of the room. Roll back out and collect the expansion.

M32 <Storage C> [Agon Wastes]

Raise the platforms in the middle of Bioenergy Production and look for a spider track behind the control panel. Roll up it and eventually you will come to a series of tracks that you must boost to. Continue onwards, once you reach the middle of the room boost to the middle platform. Roll around to the other side and boost to the ledge with the green door. Open it to claim your prize.

M33 <Mining Station A> [Agon Wastes]

Power bomb to shatter the cracked wall and follow along on the spider track to get the expansion.

M34 <War Ritual Grounds> [Sky Temple Grounds]

Dark Visor to find five circles around a door, seeker them to grab another expansion.

M35 <Plain of Dark Worship> [Sky Temple Grounds]

Located at the base of the ingworm mass.

M36 <Communication Area> [Temple Grounds]

Double jump to the ledge near the entrance and bomb the glass to shatter it and play hide and seek in the hole to find the expansion. x\_X

M37 <GFMC Compound> [Temple Grounds]

Jump to the ledge across from the ship and screw attack to the top of the ship. Walk to the rear to get the expansion.

M38 <Phazon Grounds> [Sky Temple Grounds]

Use the dark visor and jump from platform to platform to get the expansion.

M39 <Storage A> [Agon Wastes]

Power bomb the cracked wall in Mining Station B and open the light door for the expansion.

M40 <Warrior's Walk> [Dark Agon Wastes]

Bomb the weak section of floor and roll as fast as you can over the phazon to the expansion.

M41 <Junction Site> [Dark Agon Wastes]

Bomb jump to the spider track and follow it to the bomb slot, which when activated will reveal the expansion....

M42 <Ing Cache 4> [Dark Agon Wastes]

Head through the dark door at the base of the Duelling Range, continue forward a little and turn around to see the expansion hiding in a small hole.

M43 <Torvus Grove> [Torvus Bog]

Power bomb the weak legs of the tree to make a hole in the wall where the expansion hides.

M44 <Plaza Access> [Torvus Bog]

Bomb jump around the red tunnel and use the two bomb slots. After the flooring has been turned, bomb jump to the tunnel on top of the second piece of flooring, roll down the path for another expansion.

M45 <Undertemple> [Dark Torvus Bog]

Drop to the main hydrochamber in the light world and take the portal to the dark world. Once in undertemple, screw attack to wall jump to the expansion, Wall jumps can get a little tricky, this one might take some practice.

M46 <Transit Tunnel South> [Torvus Bog]

Use the bomb slot and jump up over the yellow dot. Double bomb jump up and right to the next bomb slot and use it as well. Continue along the top path heading right until you see the last bomb slot. Use the current and bomb jumps to get the expansion.

M47 <Training Center> [Torvus Bog]

Kill the dark bloggs and spider track from the water and boost to another track. When you reach a bunch of tracks fall down to a statue and activate the bomb slot to get another expansion.

M48 <Sanctuary Map Station> [Sanctuary Fortress]

Step into the light to be translocated to the expansion.

M49 <Hazing Cliff> [Ing Hive]

Enter Hazing Cliff from Culling Chamber and kill the dark diligence drone with a charged light beam and grab the FINAL EXPANSION!!!!!!!!!!!!

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--- Energy Tanks --- MPEETL

E1 <Storage Cavern B> [Temple Grounds]

When you get the Missile Launcher, use it to blast the lock off a red door on the edge of the Temple Grounds. The Energy Tank is waiting for you inside the room.

E2 <Mining Station Access> [Agon Wastes]

Enter Mining Station Access and drop a bomb on the block in the middle of the tunnel which will drop you into a kinetic cannon, which will in turn shoot you to the expansion.

E3 <Bioenergy Production> [Agon Wastes]

Use the controls on the far side of the room to raise and lower a series of platforms. While standing at the controlls and looking out there are three sets of controls. Each set has a left button and a right button. The left lowers the right raises. You need to lower the first one ONCE. Lower the second set TWICE and lower the third set THRICE. Climb for the expansion.

E4 <Temple Access> [Torvus Bog]

Go through the dark door in Great Bridge to enter Temple Access. Look for two round circles on the floor, bomb the first one and fall through the hole to get the expansion.

E5 <Transit Tunnel East> [Torvus Bog]

Go to the bomb slot in the tube at the left end of transit tunnel east and activate it. Roll three tubes to your right and bomb your way to another slot Double Bomb Jump and roll two tubes to the left and bomb your way to the expansion. It's timed so it might take you a few tries.

E6 <Mine Shaft> [Agon Wastes]

Boost left until you see a square stone with a crack. Bomb jump to the top of it then jump left to another ledge. Boost as far left as you can and keep left

held down as the blocks vanish so you roll onto a ledge. Boost and hold left until you hit a ledge then jump on top of it. Roll to another set of blocks and keep holding left so you enter the cracked wall. Stay in the middle of the wall and bomb jump up and left to land on a ledge. Jump up one more time and keep pressing left until you fall and receive your hard earned prize.

E7 <Cache B> [Dark Torvus Bog]

Roll down the red tunnel at the end of Dark Torvus Temple and open the green door to get the expansion. If you have all three Dark Temple Keys WATCH OUT FOR THE RED LIGHT or you won't be able to get the expansion until after the Torvus Bog boss battle.

E8 <Windchamber Gateway> [Temple Grounds]

Enter Windchamber Gateway through the green door in Path of Eyes. Use the Kinetic Orb Cannon to get across the gap, then grapple to the expansion.

E9 <Reactor Core> [Sanctuary Fortress]

Use the Kinetic Orb Cannon to boost to the large orb, stick to it with the spider ball. Roll up to a second orb and sit on the red dot. Boost your way to the end avoiding electricity to claim the expansion. You will have to start over if the electricity hits you.

E10 <Watch Station Access> [Sanctuary Fortress]

Enter Watch Station Access via the door in Watch Station and grab the expansion sitting on the ledge.

E11 <Mining Plaza> [Agon Wastes]

Use the Echo Visor to locate three invisible audio devices and shoot all three to line up panels and open a hole in the cliff face. Screw attack through the air to get the expansion.

E12 <Fortress Transport Access> [Temple Grounds] (Light Suit Required)

Walk into the light to be translocated to the expansion.

E13 <Meditation Vista> [Torvus Bog]

Screw attack to the moving platform which will take you to the expansion, careful timing on this one.

E14 <Torvus Plaza> [Torvus Bog]

Half pipe to the spider track and follow it to a log, roll down the log to another track which leads to yet another log. Watching out for the sporb, continue on the track headed towards a THIRD log. Finally, follow the track until you reach a cannon, and shortly after, the expansion.

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--- Beam Ammo ---

MPEBAEL

B1 <Central Mining Station> [Agon Wastes]

Use the light door on the top floor of the Command Center to reach Central Mining Station, then use the left-hand turret to blast three gray generators- one below you, one on the right side and one on the far wall. Shoot the skiff on the wall as well. Leave the gun and jump from the skiff to the platforms. Make your way to the hole where the second generator was and roll behind the force field to the expansion.

B2 <Cache A> [Dark Torvus Bog]

Go to the purple door in Poisoned Bog and blast it open with a Seeker Missile. The Expansion is waiting on the other side.

B3 <Watch Station> [Sanctuary Fortress]

Find the spider trace on the side of the room and take it to a cannon in the center of the room. Use the cannon to shoot yourself at another track on the far wall, head right until you get on a conveyor belt. Hold still and bomb as soon as you pass a set of red bars to move from one conveyor belt to another. When you get to a good amount of spider tracks, roll to the far left edge and drop to another track, bomb jump from there to another higher point and roll into the tunnel. Roll right until you meet your reflection then roll towards the camera to claim your prize.

B4 <Profane Path> [Sky Temple Grounds]

Echo visor to decode the locks on the door on the ledge to get the expansion. Simple.

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--- Power Bomb Expansions --- MPEPBEL

P1 <Sanctuary Entrance> [Sanctuary Fortress]

Using a power bomb, break the cracked glass on the side of the fortress entrance. Ride up the elevator and scan the panel to activate a cannon. Using the cannon to reach a spider ball track, roll up the track and hop into the heavy turret. Use the turret to blast the wall on the far mountainside, the cracked facade on the temple and a spike protrusion to the right of the facade, Leave the turret and find the spider ball track to the side of the door to the fortress and follow it to a new hole. Hop into the cannon one last time and let it blast you to the expansion.

P2 <Transit Station> [Sanctuary Fortress]

Use a power bomb to break the cracked glass and enter the portal behind it. Defeat the Dark Ingsmasher and take the portal it was guarding. Roll through the tunnel and take ANOTHER portal. Use the spider track to reach yet ANOTHER portal then use another track to get your expansion.

P3 <Main Gyro Chamber> [Sanctuary Fortress]

Using the annihilator beam and echo visor, open the door at the bottom of the chamber and jump into the cannon to claim your prize.

P4 <Dynamo Chamber> [Temple Grounds]

Power bomb the security gate and drop another power bomb to destroy the weakened wall and get your expansion.

P5 <Sandcanyon> [Agon Wastes]

Screw attack to the middle platform and powerbomb next to the statue, after it falls and breaks retrieve its treasure.

P6 <Feeding Pit> [Dark Agon Wastes]

Drop into the purple water and walk to the rear of the pond. The power bomb is hiding in a small corner.

P7 <Putrid Alclove> [Dark Torvus Bog]

>From Dark Forgotten Bridge head to Putrid Alclove and shoot the dark phlogus, When it is stunned, jump into the water and power bomb the cracked wall.

P8 <Great Bridge> [Torvus Bog]

Power bomb the pile of rocks near the red tunnel on a ledge, roll down the tunnel for the expansion.

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Thanks to

Gummy Bear who pointed out something that needed to be clarified on E12.

Thats it! Hope you enjoyed it! Be sure to check out my MP2  
walkthrough when its done!

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