

# Metroid Prime 2: Echoes Boss FAQ

by Nikta

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* METROID PRIME 2: ECHOES *
* BOSS FAQ *
* FOR THE *
* NINTENDO GAMECUBE *
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* Copyright 2005, Evan Atkin *
* May 28th, 2006 *
* Version 1.7 *
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* Boss FAQ on Normal/Hard Mode *
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## 0.0 Special Thanks

I would like to thank the following people who sent me information on Metroid Prime 2, and thus, contributed in making this a better FAQ:

Tim Woods - (For additional information on the Boost Guardian, Alpha Blogg, and Chykka battles)

KohanX - (For additional information regarding loading times between rooms and for pointing out a misspelling of "Torvus")

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Jono Condon - (For pointing out a misspelling of "Echoes").

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## 0.1 Introduction

Welcome! My name is Evan and this is my Boss FAQ for Metroid Prime 2: Echoes. The story of Metroid began in 1986 on the Nintendo Entertainment System, and since then, has been continued on the Gameboy, Super Nintendo, Gameboy Advance, and Gamecube. Each game has given us more insight to the mysterious bounty hunter, Samus Aran, and the universe she lives in. Developed by Retro Studios (Responsible for developing Metroid Prime and completely remaking the Metroid genera), Metroid Prime 2: Echoes again casts the player as the galactic bounty hunter, Samus Aran. With loads of items to find, in addition to unlockable art galleries, deathmatch maps, and increased difficult, you'll be busy for hours!

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## 0.2 Story

(Taken directly from the Metroid Prime 2: Echoes instruction booklet)

### A WAR OF TWO WORLDS

Once, long ago, a race of creatures called the Luminoth settled on planet Aether after many nomadic generations spent roaming the universe. They carved out a peaceful existence there, coming to know the land and animals and bathing in the power of what they called the "Light of Aether." To prolong the lifetime of the planet, they decided to harness this light by building Energy Controllers that would be housed in holy temples. They built three of these temples, one in each of their settlements, and linked them to their most sacred place, the Great Temple. A golden age of peace and prosperity blessed them, and they were content.

The peace would not last, though. They tracked a meteor on a crash-course with their planet, and could do nothing but watch as it approached. The meteor's strike scorched the earth, cast the seas into convulsions, and spread a veil of darkness over all that the Luminoth knew...but that was not all. The explosion and the energy from the meteor opened up a dimensional rift in Planet Aether, spawning a second planet that existed in a different dimension. Dimensional rips soon bloomed on Light Aether, and an evil race of dark creatures ventured forth, spreading violence. The Luminoth named these creatures the Ing, and soon created portals to follow them into a world they would come to know as Dark Aether.

This twin planet, which had given birth to the Ing Horde, was a poisonous mirror of their own, and the Luminoth retreated from its damaging effects. Over time, however, as the Ing continued to make war on Light Aether and began to possess both creatures and friends, the Luminoth had to return and fight. They set up beacons of light that acted as protective oases against the dark creatures, and fought tooth and nail against the Ing. The war raged, and a stalemate soon became apparent; the Luminoth could not defeat the Ing on Dark Aether, and the powerful light of Aether was too much for the Ing to overcome.

The stalemate could not last forever. The planet's energy had been divided between the light and dark worlds, and both sides wanted to control it. The

Luminoth created an Energy Transfer Module designed to absorb the energy from Dark Aether, only to have it stolen and used against them. Their temples fell one by one, until only their last, the Great Temple, remained. With only enough planetary energy to support one world, this temple was all that stood between Dark Aether completely eclipsing Light Aether, eradicating the last of the Luminoth...

Into this conflict came a new factor. A Federation ship chased a Space Pirate vessel onto the surface and engaged them, only to be attacked and decimated by the Ing. After losing contact with the troops, the Federation suspected the worst. Unwilling to abandon all hope, they sent an urgent message to Samus Aran...

Mission received from Galactic Federation...

Locate troops lost in Dasha region of Planet Aether...

Priority 1...

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0.3 Controls (Default)

Control Stick: Use the control stick to move around.

A Button: Press to fire your selected beam weapon.

- Hold down to charge your beam for a more powerful blast (Charged shots from the light, dark or annihilator beam consume more ammo).
- Hold down to charge a beam weapon and press Y button to shoot a missile combo for that beam (must have the beam and its combo).
- Press to release bombs while in morph ball mode (you must have bombs first).

B Button: Press to jump.

- Press again while in the air to perform a space jump (you must possess the space jump boots first). While locked onto an enemy, press rapidly while pushing the control stick left or right to dash.
- Press to charge a boost while in morph ball mode. Release to boost (you must have the boost upgrade first).

Y Button: Press to fire your missiles.

- Hold down A button to charge a beam weapon and press the Y button to shoot a missile combo for that beam (must have the beam and its combo).
- Press to release a super bomb while in morph ball mode (you must have super bombs first).
- Hold down the Y button to activate the seeker missile (you can paint targets/ a target up to 5 times).

X Button: Press to switch between morph ball mode and standard mode.

Z Button: Press to access your map.

L Button: Press to lock on to an enemy. Press multiple times to cycle through enemies.

R Button: Hold down and use the control stick to look around. Also can be used for more precise aiming.

Control Pad: Press to switch visors.

C-Stick: Move to switch beams.

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#### 0.4 Additional Controls

Space Jump: Once you have the space jump boots, press the B button again after you have jumped to gain an additional boost.

Gravity Boost: Once obtained, your movement and vision will no longer be impaired by liquid environments. You can also "rise up" in the water by pressing and holding the B button after performing a space jump in the water.

Screw Attack: Allows you to jump continuously, up to five times, in a straight line. You can also damage or destroy enemies if they come into contact with you while using it. Useful for crossing gaps and climbing long shafts. After executing a Space Jump, press B repeatedly to perform the Screw Attack.

Bomb Jump: If you can time it right, you can use your bombs to "jump". To bomb jump, simply lay a bomb and wait for it to explode while in morph ball mode.

Triple Bomb Jump: Important to master if you want to get 100% on item collection. Lay a bomb, and just before it explodes (light will be drawn into the bomb a second before it explodes) drop another bomb. The first bomb will propel you upwards. Near the height of your first "bomb jump", drop your third bomb. If your timing was good, the second bomb should explode shortly after you land, shooting you up into the blast of the third bomb.

Dash: Lock onto an enemy and double press the B button as you move the control stick left or right.

Grappling Beam: Hold the L button to swing over gaps and reach inaccessible areas. You can also control your direction with the control stick. Objects that can be grappled will appear with an icon on your visor.

Spider Ball: Used to climb magnetic rails. When you are near a magnetic rail, hold down the R button when in morph ball mode.

Boost Ball: Once obtained, you can charge up your boost by holding B, and release to get a burst of speed. You can also boost into enemies to damage them. It's also needed to climb half-pipes.

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#### 0.5 Visors

Combat Visor: Your primary visor, it will give you a HUD of your energy,

missile ammo, light & dark ammo, radar, visor and beam display, threat level, and mini-map.

**Scan Visor:** Use this visor to scan your environment, gather data on enemies, interact with consoles and switches, and find \*weakspots on bosses. You cannot attack while using the scan visor. Pressing the A button while in scan mode will automatically switch you to your combat visor. Objects in red are mission critical, blue means information or a data log, and green means the object has already been scanned.

**Dark Visor:** Use it to see objects in dimensional flux (works like the x-ray visor from Metroid Prime). Excellent for dealing with Dark Space Pirate Commandos. The visor can be overloaded though, making it impossible to see.

**Echo Visor:** Used to see sound (much like the FX used in Daredevil). You can use it to see and interact with sonic emitter locks. It can also be used to see some enemies not visible with other visors. The echo visor also intensifies sound, so if a power-up is nearby you will be able to hear the sound it makes.

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## 0.6 Weapons

**Power Beam:** The standard weapon that you start out with. The power beam alone isn't very powerful, but it has unlimited ammo, and can be charged for a more powerful blast. It also has the highest rate of fire.

**Dark Beam:** The first addition to your beam arsenal, the dark beam shoots out a blast of dark energy. It's effective against most foes on light Aether. Each shot will consume ammo (5 units for charged blasts). Charge up the beam to shoot a concentrated blast of dark energy that will freeze and damage foes (much like the ice beam from Metroid Prime). You can also use this beam to power certain crystals and shroud light crystals and nodes.

**Light Beam:** The second addition to your beam arsenal, the light beam shoots out a stream of light energy. Perfect for dealing with the multitudes of Ing that inhabit dark Aether. Each shot consumes ammo (5 units for charged blasts). Charge it to shoot a concentrated beam of light energy that will burn and incinerate foes (much like the plasma beam in Metroid Prime). You can also use this beam to power certain crystals and activate light crystals and nodes.

**Annihilator Beam:** The final addition to your beam arsenal, the annihilator beam is a combination of both light and dark energy. As an added bonus, its shots will automatically home in on enemies. It can also be used to supercharge light crystals and nodes. It costs 1 unit from both your light and dark ammo (5 from both for charged shots) for each shot. The Annihilator Beam can also be used to interact with sonic equipment.

**Missiles:** Very powerful projectiles that pack a punch in a pinch. A little stronger than a charged power beam shot, missiles have a higher

rate of fire, and can home in on your target while you're locked on. Great for clearing out space pirates and destroying the locks on red doors.

**Seeker Missiles:** Once you have the seeker missile, you will be able to lock onto 5 different targets (or the same target) at once by holding down the Y button. You will need to use the seeker missiles to destroy the blast shield on purple doors.

**Bombs:** Not very practical as a weapon (unless you're in a confined space), bombs are used to access remote areas and clear debris from your path. Use bombs to destroy material made out of Talloric alloy.

**Power Bombs:** Very powerful bomb that has a large blast radius. Use it to clear out an area swarming with weak enemies or destroy material made out of Denzium.

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## 0.7 Missile Combos

**Super Missile:** This will be the first missile combo you come across in the game. By charging up the power beam and then pressing the Y button, you can fire a devastating attack that consumes 5 missiles. Super missiles can also be used to destroy the blast shield on green doors.

**Darkburst:** Shoots a blast of dark energy that opens a portal to another dimension...sucking in all enemies within range of the blast. This combo consumes 5 missiles, and 30 units of dark ammo. It is also very slow moving, making it ineffective against fast moving or agile foes.

**Sunburst:** Shoots a powerful blast of light energy that can damage targets as it flies towards its destination. The Sunburst combo consumes 5 missiles and 30 units of light beam ammo. Like the Darkburst, it is very slow and not effective against fast moving enemies.

**Sonic Boom:** Charge combo for the Annihilator beam which projects a wave of sound. This combo uses 5 missiles, and 30 ammo from both your light and dark beams. A hefty price, but it is effective against multiple targets.

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## 0.8 Suits

**Varia Suit:** Samus begins the game with her Varia suit. It helps against the corrosive atmosphere of dark Aether, but not much.

**Dark Suit:** The dark suit reduces the corrosive effect of dark Aether's atmosphere, but doesn't halt it completely. The dark suit also boosts your resistance from attacks.

**Light Suit:** The final suit you can get in the game. The light suit negates the corrosive effect of dark Aether's atmosphere. It also allows you

to enter the poisonous water located throughout dark Aether and travel on light beams.

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## 0.9 Game-play Hints

- Sometimes a door will not open right away after being shot. If that happens, run up to it, then run back. It should open as your backtracking.  
(KohanX e-mailed me with a better explanation of the above. "That only seems like it works. One thing about this game is that it is very discreet about its loading. When a door is shut but has no blue barrier, that is when it is loading the next room. Longer wait times [usually] means larger and/or more detailed rooms". In addition, if Samus is not close enough to the door, it will not open.)
- If your being attacked and can't see your foe, don't waste time looking around. Check the radar.
- Even without the boost upgrade, the morphball is pretty speedy. Use it to save some time when moving from place to place.
- Master the Bomb Jump.
- Save often!
- Don't forget to scan everything (of course it's not necessary if you don't want to unlock the hidden galleries in the game). When entering a new area, switch to your scan visor and look for new entries for your data log. Be especially aware of this during boss fights!
- If you get stuck (and you refuse to use the hint system...) check your map. Zoom in on the room to get a closer look...it can reveal a lot.
- If you run out of ammo for one of your beam weapons, you can always charge that weapon to fire a single shot. Not very effective, but works in a pinch.
- Need ammo but enemies just aren't giving any up? Find a group of item canisters and shoot them with the opposite weapon you want energy for (I.e. Dark beam yeilds Light ammo). It's a lot faster than trying to get it from an enemy.

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## \*\* Temple Grounds \*\*

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### 1.1 (BOSS) Dark Missile Trooper

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(Location) Hive Chamber A

(Method of Attack)

Missiles: Shoots up to three missiles at you.

Swing: A basic melee attack.

(Recommended Weapon)

Charged Power Beam Shots

Missiles

Any other weapons will suffice too



(Item Obtained)

Missile Expansion

(Data Log Entry)

Dark Missile Trooper: Bioscans indicate terminated lifesigns in this missile trooper, and the presence of an unknown biomass with parasitic tendencies. Though the missile trooper's armor has been compromised, the bulk of it remains intact. Missile weapon system remains online as well. Full parasitic fusion has yet to be obtained, resulting in low agility and response time.

It's not necessary to fight the Dark Missile Trooper, so you can put this battle off for a while if you want. It's incredibly easy though, plus he drops a missile expansion when defeated. The Dark Missile Trooper will amble around, occasionally shooting missiles at you. Its attacks are easy enough to dodge. The various containers scattered around the cave will get in your way (or provide cover), so you can deal with those as you see fit. Fire your strongest weapon at it, and it should go down effortlessly.

After you have laid the Dark Missile Trooper to rest, he will leave behind a missile expansion.

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\*\* The Great Temple \*\*

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2.1.1 (MINI-BOSS) Alpha Splinter

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(Location) Temple Sanctuary

(Method of Attack)

Ram: The Alpha Splinter will try to ram you with its head. Just before it charges, it will grumble and shuffle a bit.

(Recommended Weapon)

Charged Power Beam Shots

(Item Obtained)

None

(Data Log Entry)

Alpha Splinter: Splinter war packs are dominated by the largest male. Alpha Splinters use their tremendous strength, size, and speed to subdue and kill prey, paving the way for their smaller broodings.

Before you fight the Alpha Splinter, you will have to fight 4 Dark Splinters. A cut-scene will show them dropping down, and then getting possessed by the Ing. Then the battle will start. The Dark Splinters will try to charge you, so always keep locked on to one of them so you can dodge more easily. Since there are four, it's easy for them to get behind you, so if you hear one screech, dodge!

After you've made short work out of the Dark Splinters, another cut-scene will show the Alpha Splinter emerging from its cocoon. The Alpha Splinter will behave the same way the Dark Splinters did, except it will usually stay near the center of the room. Always stay locked onto it because you don't want to get caught off guard when you have to dodge its charge! Just before it is going to charge you, it will grumble (?) and shuffle. Dodge right after the grumble and the Alpha Splinter should miss you every time. After it has charged, the Alpha Splinter will jump back to where it came from. Hit it with a charge from your power beam while it's across

the room and just after you have dodged it (This battle is very similar to the fight with the Plated Beetle if you're familiar with Metroid Prime).

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### 2.1.2 (BOSS) Dark Alpha Splinter

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(Location) Temple Sanctuary

(Method of Attack)

Ram: The same method of attack when it was a Alpha Splinter.

Dark Energy: The Dark Alpha Splinter shoots a charged blast of dark energy at you.

(Recommended Weapon)

Charged Power Beam Shots

Missiles

(Item Obtained)

Energy Transfer Module

(Data Log Entry)

Dark Alpha Splinter: Splinter alpha males are the first to be targeted for darkling possession. Dark Alpha Splinters grow in strength and durability, making them an even greater threat than normal.

After the cut-scene shows the Alpha Splinter being possessed, it will be immobile for a short time. Take this time to scan it before it can start to attack. The Dark Alpha Splinter's pattern is easy to predict. It will periodically shoot dark energy (which takes about 3 seconds for it to shoot), and then charge you. As before, stay locked onto it so you can dodge, and shoot missiles or charged shots at it when possible. Keep moving and this boss should go down eventually.

After your battle, the Dark Alpha Splinter will give up the Energy Transfer Module. This item makes it impossible for the Ing to possess you and also allows you to carry the energy from the reactors around Aether.

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## \*\* Agon Wastes \*\*

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### 3.1.1 (MINI-BOSS) Alpha Sandigger

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(Location) Agon Wastes

(Method of Attack)

Ram: The Alpha Sandigger will charge you in an attempt to ram you.

(Recommended Weapon)

Charged Power Beam Shots

(Data Log Entry)

Alpha Sandigger: This appears to be a Sandigger pack leader, larger and stronger than the normal members of its kind. Target both of its heads to damage it.

The Alpha Sandigger (not surprisingly) behaves just like the sandiggers you ran into on your way here. Slowly crawling on the ground, it will screech before it charges towards you. This battle is over quickly though, for soon after you start, the Alpha Sandigger gets possessed. There is little need to attack it before it's possessed...so just avoid its attacks before the real battle begins.

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### 3.1.2 (BOSS) Bomb Guardian

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(Location) Agon Wastes

(Method of Attack)

Bomb Drop: The Bomb Guardian will lay bombs behind itself as it crawls around.

Bomb Toss: Throws a bomb at you, using its mandibles.

Bomb Spread: Arcs its tail along the ground, dropping out five bombs in a spread pattern (note: the bombs will roll a bit towards you)

Bomb Spray: If you do not shoot the Guardian in the face soon after it has reared up, it will spray a huge number of bombs into the air, creating a "bomb-field" around it!

Ram: The Bomb Guardian will attempt to ram you.

(Recommended Weapon)

Charged Power Beam Shots

Missiles (for the head)

(Item Obtained)

Morph Ball Bombs

(Data Log Entry)

Bomb Guardian: This darkling Sandigger has absorbed the ability to generate Morph Ball Bombs. It can throw Bombs with considerable accuracy, and frequently lays a spread of Bombs in its wake. Its head and tail are the only vulnerable spots on its body. Target them when they are vulnerable to neutralize and terminate this enemy.

As soon as the battle starts, scan the boss. Make sure to keep a lock-on it at all times because you will need to rapidly dash behind it so you can get a good shot at its tail. The Bomb Guardian will crawl around the arena after you, dropping bombs in its wake. After a while, it will throw a bomb at you and then continue its pursuit. You'll need to hit the Bomb Guardian in its tail with a direct charged shot from your power beam. The Guardian will rear up after being shot in the tail and you have a short time before it executes its bomb spray attack. Lock-on to the head and fire a missile at it before it can attack. If you successfully make contact, it will lose a chunk of its health (and get even angrier), and resume its original attack pattern. The bombs themselves are easy enough to sidestep and don't really do massive damage. Still, try to avoid them. It may just be better to ignore the bombs and just attack the tail aggressively. This battle can be finished quickly with little loss of health.

After you have destroyed the Guardian, you will be able to use the morph ball bombs. These can be used to destroy objects made of Talloric alloy.

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### 3.2 (BOSS) Dark Samus 1

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(Location) Main Reactor

(Method of Attack)

Spread Beam: Shoots a spread version of your power beam.

Shield: Active for only a short time, it will deflect anything you shoot it (Usually, Dark Samus will use this to deflect any missiles you shoot).

Missiles: Same as your missiles, they will home in on your position unless you can evade them

Super Power Beam: Charges up its arm cannon for a devastating blast! Be sure to take cover behind one of the pillars in the room.

Morph Ball Dash: Dark Samus charges up and dashes at you in morph ball form. This is a very powerful attack, so don't get caught!

(Recommended Weapon)

Charged Power Beam Shots

(Item Obtained)

Path leading to the Dark Beam will open for you.

(Data Log Entry)

Dark Samus 1: Scans indicate the presence of Phazon and your genetic material within this entity. She wears a version of the Varia Suit, altered and augmented by the Phazon within her. Primary weapons include the Missile Launcher and a scattershot variant of the Power Beam. Boost and Jump abilities are superior to yours. The ability to generate Phazon energy shields is also present.

After the cut-scene plays (a brief homage to John Woo), you'll be up against yourself...and she has quite an arsenal! For the first half of the battle, Dark Samus' attacks are easy enough to avoid. Be sure to always keep a lock on her and use the pillars in the room to block her attacks. Never let her get too close, and keep your distance.

When Dark Samus jumps into the air, she is about to launch a homing missile at you, so get ready to run for cover! Your best bet is to stick near the central pillar, but any of the other four pillars will do. Dark Samus also has a spread beam that she will sweep across the room, and a shield, which she will use to deflect any missiles you shoot at her. Charge your power beam while you are evading Dark Samus, and return fire when you can.

After Dark Samus has only 50% of her energy left, she will start using more powerful attacks. You can still use the smaller pillars in the room for cover, but they will be destroyed after one hit from either her super power beam or morph ball dash. Although her attacks are more powerful, it is easy to predict what attack is going to come next. If Dark Samus jumps into the air and her arm cannon begins to glow...expect a super power beam. The same goes for her morph ball attack, except her whole body will glow. She will then dash directly at you, so keep moving to avoid getting hit. After she has attacked, fire a shot from your charged power beam. Stick near the central pillar and use it to block Dark Samus' attacks (it cannot be destroyed). As long as you keep moving and stay out of her line of sight, you should be fine.

At the end of this battle, an elevator will lower itself so you may access the room that contains the Dark Beam.

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\*\* Dark Agon Wastes \*\*

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4.1 (BOSS) Jump Guardian

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(Location) Judgment Pit

(Method of Attack)

Beam Attack: Shoots a beam of energy at you that will knock you back and damage you if you're hit.

Possess: Charges at you in an attempt to possess your Chozo suit

Shield: Generates an impenetrable shield around itself just before a jump.

Shockwave: After the Jump Guardian lands from a jump, the shield's energy will disperse...radiating outward along the ground.

Slash: Will strike at you with its sharp claws if you get too close.

(Recommended Weapon)

Charged Power Beam Shots

Missiles

(Item Obtained)

Space Jump Boots

(Data Log Entry)

Jump Guardian: This Warrior Ing has absorbed the power of the Space Jump Boots. It can leap incredible distances and heights, and uses this ability to great effect in battle. Target can generate powerful shock waves of dark energy, and will sheath itself in a potent force field to protect itself. It cannot maintain the shield indefinitely: concentrate weapon fire on it when the shield is down.

Here is your first boss battle against a real Ing. The battle will take place in an open area, with plenty of plateaus surrounding you. The battle can get a little constricting at times (due to the limitation of the light field), but shouldn't be too hard. Should you lose sight of the Jump Guardian, remember to check your radar so you can lock-on to it again.

The battle will usually start with the Jump Guardian shooting three beams at you. The best way to dodge these beams is to change direction just before the beam is shot (The Guardian will usually anticipate where you will move to, so it will adjust its aim so you actually run into the beam!). It will always shoot three beams before it starts to move again, so if you can manage, return fire. After it has attacked, it will prepare for a jump. Before and during its jump, it is invulnerable, so take this time to charge your power beam. When it lands, the shield around it will disperse along the ground, leaving it exposed. Shoot it as the shield is dispersing...but be careful! You'll get damaged if your too close to the dissipating shockwave. Either time a jump over the shockwave as it comes towards you, or just back away (the radius is pretty short). The Jump Guardian will follow this pattern until it only has half of its energy left. Then its pattern will become a bit more erratic. Should it jump out of your sight, check your radar so you can find it quickly and not get surprised by its attack.

After you have defeated the Jump Guardian, it will relinquish your space jump boots. Press the B button twice to perform a space jump.

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#### 4.2 (MINI-BOSS/BATTLE) Battle for the Dark Agon Wastes Temple Key

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(Location) Battleground

(Method of Attack)

Beam Attack: Shoots a beam of energy at you that will knock you back and damage you if you're hit.

Possess: Charges at you in an attempt to possess your chozo suit.

Slash: Will strike at you with its sharp claws if you get too close.

(Recommended Weapon)

Charged Power Beam Shots

Missiles

(Item Obtained)

Third Key to the Dark Agon Wastes Temple

(Data Log Entry)

Warrior Ing: Warrior Ing are challenging foes. They can render themselves into amorphous puddles and move over most terrain, including walls. Warrior Ing can turn their bodies into deadly projectiles sheathed in dark energy. The tips of their legs are razor sharp, making them formidable in melee. Finally, Warrior Ing are capable of channeling transdimensional energy

and firing it at their enemies. Their only real weakness is bright, pure light, which they hate and fear.

This is a short battle pitting you against a group of Ing Warriors. At the start of the battle, one of them will steal the key you need, so you need to fight all of them to get the key back. Be sure to scan the Ing Webtrap on the door! If you have fought Ing Warriors before, then this battle is no different (other than there are more than one). Stay in the area of the light crystal and continue to attack, while dodging. Don't forget to use your radar if you lose sight of your target.

After the final Ing Warrior has been defeated, you may claim the third key to the dark agon wastes temple.

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#### 4.3 (BOSS) Amorbis (Phase 1 & 2)

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(Location) Dark Agon Temple

(Method of Attack)

\* Amorbis Phase 1

Tunneling: Amorbis tunnels around under the arena, leaping out of the ground at random locations. Will try to land on top of you.

\* Amorbis Phase 2:

Swing: Once attached to the black ball, Amorbis will swing its entire body at you if you get too close.

Dark Energy Blast: Amorbis will shoot balls of dark energy directly at you or at the light crystal you are currently standing near. If it manages to hit a light crystal with this attack, the crystal will be deactivated for a short period. You won't be able to re-energize it with your light beam.

Inhale: Once you have destroyed the head plate on Amorbis, it will try to inhale you into its mouth.

Energy Sphere: Will perform this attack when there are 2-3 Amorbis on the black ball. Each section of Amorbis will raise its head and generate a sphere of energy. Three beams will shoot out from the sphere, and sweep around the arena.

(Recommended Weapon)

For Amorbis Phase 1: Missiles

For Amorbis Phase 2: Missiles and Bombs

(Item Obtained)

Dark Suit

(Data Log Entry)

Amorbis 1: The enormous Amorbis can move through solid rock and earth with ease, and can sense the location of surface-level prey deep within the ground. They will attempt to ram any target they can find in their domain. They are vulnerable to all forms of weapons fire, but are incredibly strong and resistant to pain.

Amorbis 2: The Amorbis can attach themselves to the Dark Sphere, drawing potent energy from within. They can fire dark energy at Light Crystals, nullifying Safe Zones for a short time. They can also channel this energy into powerful beam attacks. Bioscans indicate a weak spot inside the creature's mouth. Concentrate your fire at this area to damage an Amorbis.

This boss battle, although intimidating at first, gives you a lot of chances to heal yourself. Amorbis has 2 phases of attack, after its second phase is finished, it will repeat the 1st phase...with the addition of another worm.

When the battle begins, Amorbis will randomly jump out of the ground and try to land on you. You'll have to rely more on your eyes than radar (because Amorbis can't be tracked underground), so watch the ground carefully. If you see a mound of dirt rise, that is where Amorbis is going to emerge. To make matters worse, Amorbis likes to come up through the light crystals that dot the arena, so pay close attention.

In order to get Amorbis into its second phase of attack, you need to blast the sections of armor off its body. You can do this by either a charged shot from your power beam, or by using a missile (Missiles work best because they will home in). For each section of armor that gets shot off, it will release health and missile power-ups for you. Continue to shoot off all of its armor. When the last part has been shot off, it will connect itself to the black ball and begin phase 2 of its attack.

Amorbis is way more aggressive in its second phase of attack. It will periodically shoot dark energy at you or at whatever light crystal you are under, so get ready to move a lot from crystal to crystal (the crystal will be temporarily inactive). If you get too close to it, it will whip its body from side to side to hit you, so hang back and lock on to the head. Shoot missiles as quickly as you can, while moving left and right. Once you have broken the faceplate, it will attempt to inhale you whole. Right after the faceplate breaks, switch to morph ball mode and let it suck you into its mouth (sometimes you'll have to move into range of its suction). Once inside, quickly lay three bombs. The bombs will dish out a lot of damage to Amorbis, and it will spit you back out. This will end phase 2 of Amorbis' attack, and it will begin phase one again.

This time though, you will have to fight two of Amorbis. Not much has changed from the last time you fought, you just have two enemies to watch out for. Aim for the armor on each Amorbis and it should soon reattach itself to the black ball. Now you will have to contend with two Amorbis' as they both will attack you. Their method of attack won't alter much with the exception of an energy sphere that the two will produce. Avoid the beams that it emits and focus your missiles on one of the heads. When the head plate breaks off, you might have to roll closer to Amorbis so that you can get sucked in. After both worms have been "bombed", Amorbis will begin phase one for the last time. Now you have to fight all three worms. Repeat your strategy for phase one and two, and you should eventually beat this boss.

The black ball will explode from the abuse it took, leaving behind the dark suit.

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\*\* Torvus Bog \*\*

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5.1 (MINI-BOSS/BATTLE) Battle for the Super Missile Combo  
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(Location) Torvus Temple

(Method of Attack)

Rifle Shot: Shoots a round of energy bullets in your direction.

Butt: Smashes you with the butt of their gun.

(Recommended Weapon)

Missiles

(Item Obtained)

An elevator will lower, giving you access to the super missile upgrade.

(Data Log Entry)

Space Pirate Commando: Dedicated to "hunting the Hunter," Space Pirate Commando units have been equipped with the latest weapons, including a variable pulse cannon, e-grenade launcher, and energy scythe. Powerful thrusters carry them at high speed over any terrain. A portable barrier shield repels most attacks, but can only be deployed for limited periods.

There really isn't much to this battle other than to keep moving and fire missiles at the Space Pirates as fast as you can. Always keep a lock on one of them to make dodging easier. A lot of them will come at you at the same time, so try to make short work of them. If you run out of missiles, use charged shots from your light or dark beam.

Once the last Space Pirate has been felled, an elevator will lower with the super missile upgrade on it.

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## 5.2 (BOSS) Alpha Blogg

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(Location) Main Hydro Chamber

(Method of Attack)

Sonic Blast: Shoots waves of sound at high speeds at you that will disrupt your vision a bit and cripple your weapon systems for a limited time.

Charge: Rushes towards you in an attempt to ram you.

(Recommended Weapon)

Super Missiles

(Item Obtained)

None (unless you want to count the gravity boost you find before the battle)

(Data Log Entry)

Alpha Blogg: The Alpha Blogg is the largest and strongest of its pack. It can fire potent sonic stun blasts in battle. The blasts will disrupt your Visor and weapon control systems if they hit you. Its three titanic maws are potent weapons. Target the creature's mouth areas to inflict damage upon it.

The Alpha Blogg's behavior is the same as other Bloggs, with the exception of its sonic blast. Keep your distance from the Alpha Blogg, as it will periodically charge you, and stay locked onto it.

As the Alpha Blogg circles the chamber, it will stop to inhale and prepare its sonic blast. It will then shoot three sonic blasts at you. They're pretty slow and easy enough to dodge. If you do manage to get hit, your vision will be slightly impaired, but worse, your weapon systems will be offline for a short amount of time. Usually, after it has shot at you, it will growl and then charge. Keep a lock on it and have your super missile ready. Fire the super missile just as it starts its charge, and the missile should hit the Alpha Blogg in the mouth. Don't forget to dodge! You'll need to time it because if you dodge too soon, it will change direction and hit you!

If you can dodge the Alpha Blogg while you're near a wall, it will 'bite' the wall and thrash about, giving you an opportunity to damage him (Thanks to Tim Woods for this information).

Defeating the Alpha Blogg will open the path to the chamber's exit.

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\*\* Dark Torvus Bog \*\*

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6.1 (BOSS) Boost Guardian

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(Location) Dark Torvus Arena

(Method of Attack)

Beam Attack: Shoots a beam of energy at you that will knock you back and damage you if you're hit.

Possess: Charges at you in an attempt to possess your Chozo suit

Slash: Will strike at you with its sharp claws if you get too close.

Boost Blast: The Guardian will change into a ball and boost around the room, damaging you if it comes into contact.

(Recommended Weapon)

Charged Light Beam Shots

Super Missiles

Bombs

(Item Obtained)

Boost Ball

(Data Log Entry)

Boost Guardian: This Warrior Ing has absorbed the power of the Boost Ball. It can boost-blast toward its enemies, using its body as a potent weapon. When it is not in solid form, engaging it in Morph Ball mode may provide better attack opportunities.

This is a very difficult battle! You will have multiple factors to deal with during this fight, so be sure you've saved before you follow the Guardian.

After you've followed the Boost Guardian through the hole, the entrance will close. Scan the Guardian as soon as the battle starts (so you don't forget). There will be a lot working against you in this battle. The atmosphere (even though you have the dark suit) will slowly sap your energy. On top of that, the Boost Guardian cannot be harmed while it is in ball or puddle form, and it will deal hefty amounts of damage if it manages to run into you. Inglets will also join the battle for each pillar destroyed (for a total of 4 inglets at one time). As soon as you've finished scanning, charge up your light beam and lay into the Boost Guardian with everything you've got! You'll want to cause as much damage as you can before it changes shape. Once it has, the only way to get it back to its original form is to bomb it multiple times.

The Boost Guardian will now chase you (as a puddle?), so switch to morphball mode. Lead it around the room, dropping bombs in your wake, so it runs into them as they explode. Usually after three consecutive blasts, it will charge towards your position and change into ball form. Once it's in ball form, it can't be injured. Do your best to avoid it as it boosts around the room. If you can, use one of the pillars for cover (although there is no guarantee you'll be safe). When the Boost Guardian begins to slow down, get ready to move in. Drop a few bombs near it to force it out of its ball form and back to the puddle form.

Should you need energy (which you will probably be desperate for), try to get the Boost Guardian to run into a pillar. Each pillar it destroys will release a 100 energy power-up (It will also summon a inglet to the battle). Don't be tempted to run for the power-up just yet; the Guardian will linger a bit near the broken pillar before coming after you. Lead it away first, then go for the energy. The more pillars it destroys, the more inglets (up to four) will join the battle. This can be a hindrance and a blessing. Now you'll

have more foes to avoid, but when destroyed, the inglets drop valuable power-ups Stay in morphball mode and use your bombs to attack the inglets (some might also be destroyed when the Boost Guardian runs into them). It's also easier to kill the Inglets with the light beam. Thanks to Tim Woods for this information.

After the Guardian has been bombed enough, it will revert to its original form. Attack it mercilessly with your light beam. Super Missiles can work as well, if not better than Charged Light Beam shots (that is, if you have enough missiles!) Thanks to Tim Woods for this information. Should the Guardian go back into its ball form, repeat the above strategy.

Finally, after a close battle, your reward is the boost ball!

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#### 6.2.1 (BOSS) Chykka Larva

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(Location) Dark Torvus Temple

(Method of Attack)

Wave: Chykka will jump out of the water and cause a giant wave of poisonous water to wash the platform you're standing on.

Dark Water Blast: Will shoot powerful blasts of dark water at you as it jumps out of the water.

Tongue: Chykka will climb, partially, onto your platform and attempt to pull you in with its sticky tongue.

(Recommended Weapon)

Charged Light Beam Shots

(Item Obtained)

None

(Data Log Entry)

Chykka Larva: Scans indicate that this bioform is an infant, but aging rapidly. The creature can ensnare targets with its tongue, drawing them into its mouth. It then covers its prey with acidic globs of biomatter to break it down for digestion. This is an exceptional bioform with both a dark and light nature.

Before this battle can begin, you'll have to shoot the four weak spots that hold the cocoon to the wall. After the cut scene plays, the battle will begin (Don't forget to scan!).

Chykka will begin by swimming in circles around your platform. While it is circling, two dark shredders will come out of the water and float towards you. Don't let them get too close, as they will explode. Scan the creatures (this battle will probably be your only opportunity) and then dispatch them with your dark beam (so you can keep your light beam ammo stocked). After it circles a bit, Chykka will dive into the water, so keep an eye on your radar. Charge up the light beam and get ready. Chykka will jump out of the water and shoot a blast of dark water at you. Now you'll have a chance to shoot it before it goes back into the water. Get ready to space jump though. The wave Chykka creates when it lands will cover your platform with poisonous, dark water.

Chykka will begin to circle again. Take care of the two dark shredders. Eventually, Chykka will dive back into the water. Sometimes, it jump partially onto your platform and will attempt to grab you with its sticky tongue. Stay locked onto it to dodge its attack. Mind the dark water though! Should you accidentally jump off the platform, get back on as fast as you can. Charge the light beam and shoot it just after it lashes its tongue at you. This will stun it and force it, slowly, back into the water.

It is possible to hit Chykka while it is circling you, but it won't do much damage. You'll have to manually target its head (aim a bit in front of it so it will run into your attack) and shoot the charge beam.

After wearing the Chykka larva down enough, it will disappear into the water and the next phase of this battle shall begin.

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### 6.2.2 (BOSS) Chykka

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(Location) Dark Torvus Temple

(Method of Attack)

Swoop: Chykka will move to the back of the temple in preparation to dive and ram you.

Dark Water Blast: Shoots multiple blasts of dark water at you.

(Recommended Weapon)

Charge Beam

Super Missiles

Seeker Missiles

(Item Obtained)

None

(Data Log Entry)

Chykka: The Chykka has rapidly aged to its adult form. It will attack by firing high-powered bursts of dark water at rapid speed. If frustrated, it will attempt to dive and ram you. Most of the Chykka's body is vulnerable to weapons fire, but scans indicate that such fire will only stun it. When stunned, however, four weak spots will appear. These spots are vulnerable to attack: target them to damage the enemy.

The second phase of this battle pits you against the Chykka in its adult form. This battle will be a huge pain in the butt because the Chykka is very hard to hit, and frequently dodges whatever you dish out to it. Scan it, then get ready to fight!

Start off by shooting blasts from your charge beam, which, Chykka will probably dodge (I find that shooting half charged blasts are more effective because it improves your rate of fire, yet still delivers a reasonable amount of damage). Your goal is to hit it enough times with your charge beam so that it gets stunned for a short time. You'll have to get behind it (via the grapple points) and use your Seeker Missiles to lock onto all four spots (Thanks to Tim Woods for this information). After you've successfully hit one of its wings (or it recovers), it will begin its attack again.

Should it back away from you during the fight, then get ready to move to a different platform. It is preparing to swoop down on you, and should it succeed, then it will knock you into the water. It will also fire multiple blasts of dark water at you (it will charge up just like a beam attack). Do your best to dodge it, but more than likely you'll take a hit. Sometimes, swinging from platform to platform helps a bit.

After you have shot all four wings, the Chykka will fall into the water and reemerge as the Dark Chykka.

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### 6.2.3 (BOSS) Dark Chykka

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(Location) Dark Torvus Temple

(Method of Attack)

Dark Water Blast: Shoots multiple blasts of dark water at you.

Dark Swarm: Shoots a swarm of Chyklings at you.

(Recommended Weapon)

Charged Light Beam Shots

(Item Obtained)

Dark Visor

(Data Log Entry)

Dark Chykka: The Chykka has recovered, and energized its body with dark energy. This energy has rendered most of the creature immune to attack, including its wings. Tactical scans indicate that its egg sac is vulnerable, however. Target it to damage the creature.

The Dark Chykka is this boss' final form. For those of you who have been struggling to survive this battle (as this writer did) here is your chance to get some health back. First off, scan the boss. Then wait a bit...usually it will release a swarm of Chyklings at you (scan them!) that can be defeated very easily. Shoot your power beam while constantly pressing the L button to lock onto different parts of the swarm. Once all the Chyklings have been killed, pull the power-ups in with your charge beam. Same as before, Chykka will try to shoot you with dark water, so do your best to dodge it. Charge up your light beam and lock on to its egg sack, then fire. You should have no problem hitting it. Try to get as many shots in as you can before it reverts back into a Chykka adult (after which, you'll have to attack its regenerated wing joints again).

Assuming you've dealt the final blow to Dark Chykka (and not its adult form), you will be rewarded with the dark visor. Scan the corpse of the Chykka for a giggle and sigh of relief.

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### 6.3 (BOSS) Grapple Guardian

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(Location) Sacrificial Chamber

(Method of Attack)

Charge: The Grapple Guardian will rush you and try to bite you.

Grapple Beam: After a few well placed blasts from your charge beam, the Grapple Guardian will shoot a grapple beam at you and try to pull you into its mouth.

(Recommended Weapon)

Charge Beam

Super Missiles

(Item Obtained)

Grapple Beam

(Data Log Entry)

Grapple Guardian: This darkling Grenchler has absorbed the power of the Grapple Beam. It will fire the beam to snare potential meals and pull them into its waiting jaws. The beam is powerful, and can attach to most surfaces, including your armor. Its eye region is sensitive: damage in the area can induce a state of anger in the target. A weak spot under the back shell is a prime target as well. When angered, it will use a special attack.

The Grapple Guardian is a Grenchler, possessed by an Ing...so it has the same strengths and weaknesses. For most of the battle, it will stalk you around the room and occasionally charge you. Stay locked onto it and get ready to dodge when it starts to charge.

Scan the boss, then shoot your charge beam at its eye. After three shots, it should howl with pain, and then shoot its grapple beam at you. Stick behind one of the two blue pillars in this room. When the Grapple Guardian shoots its grapple beam at you, it will get stuck to the pillar and leave it vulnerable for a short time. Quickly get behind it and hit it with a super missile. Be careful though! After being shot in the back, it will get ticked off and charge you!

Sometimes, when it gets its grapple beam stuck in one of the pillars, it will be pulled towards it. When it hits the pillar, power-ups should fall from the ceiling. When about 1/8 of Grapple Guardian's energy is left, the shell on its back will break and the blue pillars will go out. Now you'll have to avoid the grapple beam without the help of the pillars. Continue to shoot it in the eye with your charge beam and when it gets stunned, quickly dash behind it and blast it with super missiles (or your light beam).

After this hearty guardian is felled, you will be reunited with your lost grapple beam!

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#### 6.4 (BOSS) Power Bomb Guardian

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(Location) Under Temple

(Method of Attack)

Power Bomb: The only method of attack this guardian has is power bombs. It will spit them at you as you travel the spider rails.

(Recommended Weapon)

Bombs

(Item Obtained)

Power Bombs

(Data Log Entry)

Power Bomb Guardian: This darkling Spore has absorbed the ability to generate Power Bombs. It can fire these dangerous weapons instead of the venomous needles it normally shoots. The energies of the Power Bomb weapon have made it all but invulnerable. Tremendous kinetic damage will override the protective field, however.

Here is another battle where you'll have to fight in morph ball mode. Scan the boss, then switch to morph ball mode. As long as you keep moving, the power bombs the Guardian spits at you shouldn't hurt you. From the entrance, head to the right of the pillar and climb the spider rail that leads to the top.

Here, you'll have to navigate the spider rails to reach the four bomb slots spaced out around the room. Be mindful of the power bombs that the Guardian spits as well as the inglets that will join the battle. If you get damaged while on the spider rail, you'll get knocked off. The Guardian likes to spit bombs ahead of where your going, as well as spitting one bomb after the other. Try faking it out by heading away from the bomb slot, then when it has spit its bombs, move towards your goal. Don't ignore the inglets either. A morph ball bomb will stop them (or if they get caught in the power bomb blast).

After all four bomb slots have been triggered, watch the brief cut-scene and move in to collect your prize! Power bombs can be used to destroy things made out of Denzium.

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\*\* Sanctuary Fortress \*\*

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7.1 (BOSS) Spider Guardian

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(Location) Dynamo Works

(Method of Attack)

Energy Field: The Spider Guardian will generate a sphere of energy that will encompass it as it moves around the track. The sphere has three colors that correspond with its speed.

Blue - Normal Speed

Red - Fast Speed

Green - Slow Speed

(Recommended Weapon)

Bombs

(Item Obtained)

Spider Ball

(Data Log Entry)

Spider Guardian: This darkling Pillbug has absorbed the power of the Spider Ball. It can travel over magnetically charged surfaces at will. The creature seems to have a connection to the local energy system. Aggravating it may cause disruptions to the system.

Before you enter the tube, scan the Spider Guardian (just scan it through the glass). Then get ready for an interesting fight.

The battle plays a bit like a mini-game. To damage the boss, you'll have to lead it into an energy conduit. Before you can do that, you have to open the way via a bomb slot...and to activate the bomb slot, you'll have to bomb the guardian six times. At first, it's pretty easy to bomb the Guardian (it behaves like a pillbug), but it gets harder. Just be patient and watch out for its energy field (it can hit you through a platform). Once you have bombed the Guardian enough, its energy field will turn green and all the bomb slots and platforms in that section will activate. Watch out though...if you bomb it and let it recover, it will generate a red energy field and move faster.

There are four sections in all. In the first section, the Spider Guardian will move in a square. Wait at the bottom and lay some bombs for it to run into. While it is stunned, lay three more. This should activate the bomb slot for you. Go to the bomb slot in the upper-right area and use a bomb on it. Then get ready to move to the next section.

In the second section, the Guardian will move in an double U pattern. Here is where the battle gets tricky. You'll have to use the half-pipe to time your jump up to the track, and lay a bomb so the Guardian runs into it. This part will take a while, but be patient. After six successful hits, the Spider Guardian will turn green. Boost up the left side of the half-pipe and drop down on the new ledge. Then activate the bomb slot that is in the center of this section.

The next section, the Guardian will travel along the spider rail in a S shape. Again, you'll have to time your boosts on the half-pipe. The best way to score hits here is to boost up over the wall on the right side of the pipe, then fall down over the wall and wait on the small platform. This will put you directly underneath the spider rail. Next, practice your timing...you need to perform a bomb jump and lay a bomb on the spider rail, just as the Spider Guardian is coming towards you. It'll take some time, but just be patient. Eventually, the bomb slot will activate. Boost up the left side of

the pipe above the spider track, drop down and bomb the slot.

Before you enter the fourth section, there are some crates you can break to get some power-ups (if you need them). Then it's on to the final section. There are four levels, each with spider rails running horizontally and parallel, and three energy conduits. It's much easier to bomb the Guardian, but now it's a bit trickier to maneuver it into the energy conduits. Bomb away, then when it turns green, move up to the 2nd level and activate the bomb slot. This should direct it into an energy conduit (don't worry if it missed the conduit, you can activate the slot again if time runs out). Now there are two more left. Repeat the same strategy, but this time, activate the bomb slots on both the 2nd and 3rd level. After it has run into the conduit, there is only one more. Bomb the Guardian, activate all three bomb slots and then watch it head towards its doom.

You can now claim the Spider Ball upgrade for successfully manipulating this boss.

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## 7.2 (BOSS) Dark Samus 2

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(Location) Airee Access & Airee

(Method of Attack)

Spread Beam: Shoots a spread version of your power beam.

Shield: Dark Samus will use this to deflect any missiles you shoot, but can't deflect super missiles.

Missiles: Same as your missiles, they will home in on your position unless you can evade them.

Phazon Beam: Concentrated beam of phazon. Sweeps the beam across the room.

Boost Attack: Dark Samus will charge up and boost around the area.

Morph Ball Dash: Dark Samus charges up and dashes at you in morph ball form. This is a very powerful attack, so don't get caught!

Disperse: At some point in the battle, Dark Samus will disperse herself. Use the dark visor to lock on to her.

(Recommended Weapon)

Super Missiles

(Item Obtained)

A pathway leading to the echo visor will be accessible after the battle.

(Data Log Entry)

Dark Samus 2: Tactical scans have identified several new battle systems in the armor of Dark Samus. She now wields a potent variant of your Charge Beam. Her Boost attack has been augmented, and the ability to render herself invisible is present as well. Bioscans suggest that Dark Samus can reform her body short of total atomic disruption. Extreme caution recommended.

It's your old pal, Dark Samus...and she's back after a long absence. She's got more tricks up her sleeve, so prepare for an intense battle.

The battle will start in the confined space of the elevator. Keep your charge beam ready. Dark Samus will periodically attack you with her spread shot and phazon beam. Her favorite attack, though, is her boost attack. Dark Samus will get into morph ball form, and boost around the elevator. Just avoid her as she boosts around and don't waste shots on her. Once she stops, hit her constantly with super missiles. Should she disappear, switch to the dark visor to get a lock on her and keep hitting her. This battle is a lot like the one you had in the main reactor, so you should be used to many of her attacks.

After her energy is depleted, Dark Samus will jump out of the window. You now have access to the echo visor.

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### 7.3 (MINI-BOSS) Caretaker Class Drone

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(Location) Main Research

(Method of Attack)

Energized Limbs: Sweeps along the spider rail trying to knock you off.

Electric Floor: If you stay on the floor for too long, it will electrify and damage you.

(Recommended Weapon)

Boost Attack

(Item Obtained)

None

(Data Log Entry)

Caretaker Class Drone: The Caretaker drone was designed to protect and maintain an experimental energy chamber. It uses electrically charged limbs to perform its duties. The drone requires a sensor to update it in a fight: a vulnerable detection unit will extend periodically to search for targets. Destroying this unit would weaken its combat ability.

After you have the echo visor, you can access the portal in the main research chamber. Be sure to scan the caretaker class drone from the outside first! Use the portal to get inside the tube. Once the fight begins, stay on the magnetic track. The research robot will try to knock you off the rails onto the floor below. If that happens, get back onto the rail quickly or else the floor will electrify! As the energized pistons sweep along the track, a red node will pop out. Now is your chance to attack. Boost to the other side of the rail, destroying the node in the process. After you have destroyed three nodes, it will move up one level. Head on up after it. For each level you ascend, the track will become more segmented, and the robot will attack more often. Keep attacking the nodes that are exposed to push the equipment back into the ceiling.

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\*\* Ing Hive \*\*

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#### 8.1.1 (BOSS) Quadraxis (Phase 1)

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(Location) Hive Temple

(Method of Attack)

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|(Phase 1)|

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Antimatter beam: Shoots antimatter at you

Antimatter cannon: After it locks on to you, it will fire a powerful blast of antimatter that will cripple your weapon systems for a short time if hit.

Shockwaves: Every time Quadraxis stomps its feet, a shockwave will radiate out from it (watch out for when it jumps!).

Energy Missiles: Shoots four "energy missiles" that linger in the air a bit before seeking out their target.

Hurricane Spin: Spins the lower portion of its body, creating a hurricane that pulls you towards it.

(Phase 2)

Antimatter beam: Shoots antimatter at you



Antimatter cannon: After it locks on to you, it will fire a powerful blast of antimatter that will cripple your weapon systems for a short time if hit.

Energy Missiles: Shoots four "energy missiles" that linger in the air a bit before seeking out their target.

Machine Gun: Rapid fire attack.

Dark Modules: Will produce dark modules after it has been stunned.

(Recommended Weapon)

Super Missiles

Boost Ball

Bombs

(Item Obtained)

N/A

(Data Log Entry)

Quadraxis: The Quadraxis unit went rogue and entered the service of the Ing. Its primary weapon system fires destructive matter-antimatter blasts. It uses a powerful missile battery for long-distance attacks. The Quadraxis is incredibly durable and well-armored, but its leg and foot joints are vulnerable. Damaging these joints will eventually render it immobile.

Scan Quadraxis, then get ready to face the third guardian of the energy controllers. Your first order of business should be to bomb Quadraxis' feet. Switch to morph ball mode and roll under each foot dropping bombs (you can also boost through as well). Keep moving so your not caught off guard when Quadraxis unleashes its shockwave attack. A particular favorite it likes is to jump and create four separate shockwaves when it lands. Once you have bombed (or boosted) all four of the feet, it will be unable to use the shockwave attack (for the time being). Take this time to pick up the power-ups released from the feet.

Next order of business is to take out the knee joints. Pick a joint to lock-on to, then start firing super missiles at it. Keep in mind that you can only damage a joint that is flashing blue, and the joints will randomly switch on and off. Once the joint is destroyed, a whole bunch of power-ups will be available to you. Quadraxis will then pull itself together, and its feet sensors will reactivate. Keep an eye on the head. If it fires a red lock-on beam, quickly switch to morph ball mode and boost around to avoid getting targeted. If it does manage to lock onto you, there's no escape and the blast will knock your weapon systems offline for a bit. Every time you destroy a knee joint, the feet will reactivate, so always take them out first before focusing on the knees.

After the second knee joint has been destroyed, Quadraxis will start to use its hurricane spin to attack. It's pretty hard to avoid this attack, so switch to morph ball mode and boost as often as you can to avoid being sucked in. If you don't feel like trying, it won't damage you that much. Once you've been damaged by its spin, it will stop, and you can focus on the knees again.

\*\* Daniel Ko emailed me this strategy on dealing with Quadraxis' Hurricane Spin Attack, "When the Almighty Quadraxis uses its hurricane attack, a charged Power Beam will stop it easily. \*\*

Once all the knees have been destroyed, Quadraxis' head will separate from the body and begin the next phase of the battle.

\*\*\*\*\*

8.1.2 (BOSS) Damaged Quadraxis (Phase 2)

Shielded Head Module (Phase 2)

Stunned Head Module (Phase 2)

\*\*\*\*\*

(Location) Hive Temple

(Method of Attack)

Antimatter beam: Shoots antimatter at you

Antimatter cannon: After it locks on to you, it will fire a powerful blast of antimatter that will cripple your weapon systems for a short time if hit.

Energy Missiles: Shoots four "energy missiles" that linger in the air a bit before seeking out their target.

Machine Gun: Rapid fire attack.

Dark Modules: Will produce dark modules after it has been stunned.

(Recommended Weapon)

Super Missiles

Boost Ball

(Item Obtained)

N/A

(Data Log Entry)

Damaged Quadraxis: Though the main body is disabled, the tactical control unit within it is still active. It will guide the Head Module in battle via high-sonic transmissions. Disabling this module will impair the Head Module's ability to fight.

Shielded Head Module: The Head Module of the Quadraxis is highly mobile and well armed. It is shielded by an impervious force field. Tactical commands are sent to the module from the crippled main body: sever this link to impair the Head Module's combat ability.

Stunned Head Module: Head Module is unable to receive tactical data. Force field is offline. Unit is generating drones to defend itself while it attempts to restore tactical link to main body. Destroy sonic receptors on unit to prevent this.

Scan both the body and the head module, then switch to the echo visor and shoot the antenna on the body. It takes about six shots from your charge beam. Meanwhile, the head module will circle its damaged body and attack you. Circle the body in the opposite direction, and keep shooting at the antenna. After the antenna is destroyed, the head module will be stunned for a short time, scan it to learn about its weakness, then fire a super missile at one of the antennas. After the head module recovers, it will drop a dark module. Take care of the dark module quickly and go back to shooting the antenna on the damaged body. After all three antennas on the head module are destroyed, the final phase of this battle will begin.

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### 8.1.3 (BOSS) Final Head Module (Phase 3)

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(Location) Hive Temple

(Method of Attack)

Machine Gun: Rapid fire attack.

(Recommended Weapon)

Super Missiles

Bombs

(Item Obtained)

Annihilator beam

(Data Log Entry)

Final Head Module: Module has lost its tactical link to the main body. Two points of structural weakness have been located on its hull: Morph Ball Bombs can cause damage to these areas. Scans indicate that the Spider Ball can attach to the

Module's outer hull.

Scan the head module for the last time and lock-on to it. Hit it with one super missile and one missile to stun it (thanks to Matthew McPherson for this info!). The head module will begin to float around the damaged body. Anticipate where it is going, and change into morph ball mode. Move towards a leg that the head module will float past and use the spider rail inside to climb to the top. Charge your boost and wait for the head to float by. When it is close enough, boost onto the head and bomb one of the bomb slots. Repeat this again, and the battle is over.

After Quadraxis is (finally) destroyed, take the annihilator beam that it has left behind.

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\*\* Inner Sanctum \*\*

\*\*\*\*\*

9.1.1 (BOSS) Emperor Ing - Body, Head & Eye

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(Location) Sanctum

(Method of Attack)

Tentacle Sweep: Spins its tentacles around the room.

Tentacle Stab: The Emperor Ing sticks its tentacles through portals that open near you and attempts to stab you.

Dark Blast: Generates a potent blast of dark energy that has a wide blast radius.

Eye Beam: When the Emperor exposes his eye to you, he will try to shoot you with a blast of energy that will follow you around the room. He will only shoot at you three times. Getting hit will knock out your weapon systems for a short time.

(Recommended Weapon)

Annihilator Beam

Missiles

Power Beam

Charged Light Beam Shots

(Item Obtained)

None

(Data Entry Log)

Emperor Ing Body: Bioscans indicate that this is the eldest, strongest Ing in the Horde, the alpha and the omega. It has absorbed enormous amounts of Phazon energy into its body, mutating itself in the process. Apparently, this power is not enough for the creature, as it is now siphoning energy from the final Energy Controller.

Emperor Ing Head: Like its brethren, the Emperor Ing is a metamorph. It has molded itself around the precious Energy Controller, and will defend it to the death, using its own body as a shield and a weapon. Destroy the tentacles it generates to weaken the creature and its defenses.

Emperor Ing Eye: The Emperor Ing has exposed its main eye, from which it can fire powerful energy beams. It is protected by a barrier shield, although not completely. The eye can be locked onto, but only direct shots will get past the shield.

Here he is, the big cheese of the Ing! After you've entered the room, scan both the head and the body of the Emperor, then lock-on to the tentacles.

You'll have to shoot them all in order to make the Emperor vulnerable to attack. Use the annihilator beam for this. It might take more shots to damage the tentacles, but the shots will home onto the tentacles and save ammo for you in the long run. Be sure to gather ANY ammo that gets released.

\*\* Dominic A. Tocci informed me that, "When the tentacles are swinging around, eventually they will line up on the left and prepare to swoop across the ground. If you become the morph ball and drop a power bomb, you can kill all the tentacles at once as they swoop across the floor. You'll take a tiny bit of damage, but it's totally worth it".

Once all the tentacles have regressed into the Emperor, his form will change and he will expose his eye (don't forget to scan it!). Lock-on to the eye and continue to dash around it so you have a clear shot at the center. Fire as many charged light beam shots as you can before the Emperor encases itself again in armor. Repeat this strategy until you have drained all of its energy.

\*\* Alexandre Drouin-Picaro suggests, "Once the eye is exposed, I found it very effective to shoot Sonic booms at it. Each shot should make it lose a little more than a quarter of it's energy, and it is quite easy to get it twice, but hardly three times. On it's second exposure, one hit of the Sonic Boom should leave the eye with a little less than an eight of it's energy, so then the kill is only a matter of aiming right. \*\*

It will then encase itself in a chrysalis and cover the floor with poisonous water.

\*\*\*\*\*

### 9.1.2 (BOSS) Emperor Ing Chrysalis

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(Location) Sanctum

(Method of Attack)

Summon Ing: While the Emperor is regenerating inside its shell, it will summon Ing to attack you. Destroy them to gain much needed power-ups.

Tentacles: Come out of various holes around the Emperor's shell. If you get too close to a hole, the tentacle will come out and whip around wildly.

Poison Bog: While the Emperor is inside its chrysalis, it'll secrete poisonous dark water. In addition a fog will occasionally rise to obscure your vision from incoming Ing.

(Recommended Weapons)

Power Bombs

Bombs

(Items Obtained)

None

(Data Log Entry)

Emperor Ing Chrysalis: The heavily damaged Emperor Ing has entered a regenerative state inside a durable healing shell. Tactical scans have detected eleven weak points on the magnetically charged shell: Spider Ball travel is possible on the shells surface. Damage the weak spots with explosives to crack the shell and expose the enemy within.

After you have damaged the Emperor enough, it will create a chrysalis to regenerate itself. In the process, it will create a poisonous bog that will cover the entire room. Quickly switch to morph ball mode and climb up onto its magnified shell. As you make your way around the shell, you'll notice holes that have little cracks in them. If you get too close to these holes, a tentacle will pop out try to knock you off. The best way to deal with these tentacles is to approach the crack. When dark vapor starts to come out, drop

a few bombs and get away! If you timed it right, you should be able to lure the tentacle out and avoid damage. Be careful of the vapor that gets released, as it will damage you. You can also try to get more than one tentacle to come out, then blast them with a power bomb. Occasionally, the bog will produce a fog that will impair your vision. Stay near the top of the shell to avoid falling in! There are also plenty of Ing that will chase you around the shell. Blow them up with a well placed bomb and collect the items they drop. It is possible to recharge all of your ammo and energy, but if you take too long, then the fog will cover the entire room! After all the tentacles have been destroyed, the shell will explode, revealing the final form of the Emperor Ing!

\*\*\*\*\*  
9.1.3 (BOSS) Mutated Emperor Ing  
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(Location) Sanctum  
(Method of Attack)

Dark Shockwave: After the Emperor jumps at you, it will produce a shockwave of dark energy that will ripple throughout the room.

Ram: The Emperor charges at you in an attempt to run you down.

Light Beam: When the Emperor changes its shielding to block light weapons, it sometimes shoots a blast of light energy that can follow follow you around the room.

Light Swarm: Produces a swarm of light "insects" that fly towards you. Very easy to disperse and they drop items when destroyed.

Dark Swarm: Much like the "Light Swarm", produces a swarm of weak Ing fliers.

Beam Attack: Shoots a beam of energy at you that will knock you back and damage you if you're hit.

(Recommended Weapon)

Annihilator Beam or Screw Attack

(Item Obtained)

The Final Energy Controller

(Data Log Entry)

Mutated Emperor Ing: Further exposure to Phazon has mutated the Emperor Ing. It is now capable of shielding its vulnerable areas with energy barriers. Beams of opposite polarity can dampen these barriers, however. Heavy damage to the barriers will cause them to drop, exposing the creature's weak spots. Target the weak spots to immobilize and damage the enemy.

Here it is, the final form of the Emperor! The Emperor's only weak spot is the glowing ball of light in the back of its mouth. Although the scan tells you to attack the emperor with opposite types of energy, skip all that and use the Annihilator Beam! \*\*Andrew Johnson suggests, "While fighting the Mutated Emperor Ing, I noticed a small vulnerable point on his back that is exposed while he is resting after having charged at you. The Emperor will hunch over and then you can see it. Also, the Annihilator beam only hurts him when his core is purple or white. When the core turns red, run in and start wailing on him with the charge beam until it turns purple/white. If he hits you with a dark beam, it will freeze you on the spot and you'll have to tap the B-button to get free.\*\* Don't bother trying to hit the Emperor with a charged shot (most of the time you'll miss), just keep a lock on his mouth and keep pelting him! It helps if you keep your line of fire in between his 1st and 2nd or 2nd and 3rd front legs. Also, don't get fooled when it closes its mouth. It will always open it up a little and then close it. Occasionally, it will fire a swarm of creatures. They don't pose much of a threat but take them out as they will provide you with much needed power-ups. Keep hammering the Emperor with the Annihilator Beam. The further his energy goes down, the

more sneaky and aggressive he will get, so stay on your toes!

\*\*David Machado suggests, "I was pretty unable to make the boss's center change to any noticeable color other than red. I had little health, and the Charge and Annihilator Beam were slowly doing damage. I discovered that I could do the Screw Attack straight into the boss, and if it hit me, it would knock me across the room but no damage would be taken. When I hit the ground, (in the short 2 seconds of cinematic where the camera changes from 3rd to 1st person) the boss would run right over me and do no damage. By jumping and screw attacking through the legs at the center when the mouth was open, I was able to do some damage with the Screw Attack. The boss didn't change colors like it usually did when it was shot, but when I recovered from a Screw Attack, there were massive pieces of health missing (about 3 hits brings the boss to half health). Throughout this entire endeavor, I was taking minimal damage.\*\*

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\*\* Ing Hive - Sky Temple Gateway \*\*

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10.1.1 (FINAL BOSS) Dark Samus 3

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(Location) Sky Temple Gateway

(Method of Attack)

Shield: Dark Samus will use this to deflect any missiles you shoot, but can't deflect super missiles.

Missiles: Same as your missiles, they will home in on your position unless you can evade them.

Phazon Beam: Concentrated beam of phazon. Sweeps the beam across the room.

Disperse: At some point in the battle, Dark Samus will disperse herself.

Use the dark visor to lock on to her.

(Recommended Weapon)

Super Missiles

(Item Obtained)

None

(Data Log Entry)

Dark Samus 3: Scans indicate that Dark Samus has absorbed tremendous levels of Phazon into her body: too much, perhaps. She can vent Phazon energy in the form of destructive blasts and protective shields: doing so will help her maintain stability. Exposure to Phazon has rendered her invisible to the Dark Visor. These new abilities, combined with her already formidable arsenal, place Dark Samus at the highest threat level.

She's back for more, and what a lousy time for a rematch! Scan Dark Samus 3, then power up your charge beam. Shoot a couple of super missiles at her until she disappears, then switch to your echo visor. Keep your distance from her while bombarding her with super missiles. When she stops pursuing you and moves to the center of the room, switch to the scan visor. Dark Samus 3 will now become Dark Samus 4.

\*\*\*\*\*

10.1.2 (FINAL BOSS) Dark Samus 4

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(Location) Sky Temple Gateway

(Method of Attack)

Shield: Dark Samus will use this to deflect any missiles you shoot, but

can't deflect super missiles.

Missiles: Same as your missiles, they will home in on your position unless you can evade them.

Phazon Beam: Concentrated beam of phazon. Sweeps the beam across the room.

Disperse: At some point in the battle, Dark Samus will disperse herself.

Use the dark visor to lock on to her.

Phazon Blast: Shoots a ball of phazon that will home in on your position

Phazon Cluster: Shoots a cluster of phazon at you that can be collected by using your charge beam.

(Recommended Weapon)

Phazon Charge

(Item Obtained)

Victory!

(Data Log Entry)

Dark Samus 4: Dark Samus has temporarily become a being of pure yet unstable Phazon energy. She can generate a shield that is invulnerable to all attacks, save one - blasts of Phazon energy itself. Use your Charge Beam to collect Phazon energy that she expels, then fire it back at her. Direct hits will overload and disrupt her essence.

Dark Samus will surround her body with phazon energy, making her invulnerable to your weapons. Although she will stay in the center while her shield is active, she will also shoot Phazon Blasts and Clusters at you. Stand in front of her with your cannon charged, and wait for her to shoot a cluster of phazon at you. When she does, tilt your view up a bit and jump into the attack. Your charge beam should absorb enough phazon (you'll know because the charge beam will turn blue). Now move in closer to Dark Samus, shoot, then repeat. You can usually get off 2-3 hits before she chases you a bit. When she does start to chase you, back away and keep shooting at her...this should force her back into the center of the area. Keep using the phazon energy against her, and you'll win in no time!

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## 11.0 Version History

February 25th, 2005: V1.0 Finished the Metroid Prime 2: Echoes Boss FAQ. Submitted.

March 22nd, 2005: V1.1 Added some information, pointed out by Tim Woods, to the Boost Guardian, Alpha Blogg, and Chykka battles. Added Version History to this document.

May 29th, 2005: V1.2 Added a better explanation for why doors sometimes do not open, provided by KohanX, to the tips section. Also corrected a misspelling of "Torvus" throughout the document also pointed out by KohanX. Added a new strategy when fighting the Emperor Ing in it's first stage, pointed out by Dominic A. Tocci. Finally, added a special thanks section at the beginning of this document.

October 31st, 2005: V1.3 Changed the strategy for stunning the Final Head Module, provided by Matthew McPherson. Also added a strategy for avoiding Quadraxis' Hurricane Attack, provided by Daniel Ko, and added a strategy for dealing more damage to the Emperor Ing (1st form), provided by Alexandre Drouin-Picaro. Also fixed some

minor spelling mistakes.

Also made my girlfriend watch 6 hrs of Benny Hill so I could hear "The lamentation of the women". Hey...it's Halloween! m{\*w\*}m

November 24th, 2005: V1.4 Added an additional strategy for dealing with the Mutated Emperor Ing, provided by Andrew Johnson. Also fixed some minor grammar mistakes. (Hey...holiday updates are becoming a habit for me!)

December 7th, 2005: V1.5 Added a different strategy for fighting the Mutated Emperor Ing which utilizes the Screw Attack, provided by David Machado.

February 6th, 2006: V1.6 Fixed a mistake regarding getting beam ammo from item canisters, pointed out by James Raskopf.

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## 12.0 Contact Information

If you have any questions, suggestions, or corrections pertaining to this FAQ, please send me an e-mail at Pidgeo5@yahoo.com. Also type "RE: Metroid Prime 2 Boss FAQ" in the subject line.

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