

PREMIERE EDITION

METROID

PRIME 3 CORRUPTION





METROID PRIME 3 CORRUPTION

PRIMA Official Game Guide

by David Knight



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We want to hear from you! E-mail comments and feedback to dknight@primagames.com.

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Back in Action



INTRODUCTION

Four months ago, Galactic Federation Starship Valhalla went missing while on a routine training mission in the Klar Nebula. The ship's logs indicated it was attacked and boarded by space pirates. While on board, the pirates uploaded a virus into the ship's Aurora Unit, one of many organic super-computers connected to the Galactic Federation's network. The virus quickly spread, infecting several other Aurora Units before the Federation technicians could contain it. In an effort to eradicate the virus from the Federation network, Fleet Admiral Dane has requested the assistance of four of the galaxy's most capable bounty hunters, including Samus Aran.

Welcome to *Metroid Prime 3: Corruption*. Despite the Galactic Federation's efforts, space pirates still pose a significant threat, evident in their recent experiments with Phazon energy. Once again, it's up to Samus to restore the balance of power. This guide includes everything you need to end the latest space pirate scourge, including a step-by-step walkthrough as well as the locations of all pickups and bonus credits. This chapter covers the gameplay basics, detailing the new control scheme for the Wii. Also included are tips and descriptions for all of Samus's new equipment. So even if you're a *Metroid* veteran, read up before setting out on the next adventure.

CHARACTERS

Samus Aran



Little is known about the origins of bounty hunter Samus Aran. She is believed to have been raised by the mysterious Chozo race after her family was killed during a space pirate raid. When Samus reached adulthood, the Chozo created the Varia Suit, giving her special cybernetic abilities. Soon after receiving the suit, Samus began working for the Galactic Federation, her first mission taking her to the Metroid-infested planet of Zebes. Samus continues her service to the Federation on a freelance basis.

Fleet Admiral Dane



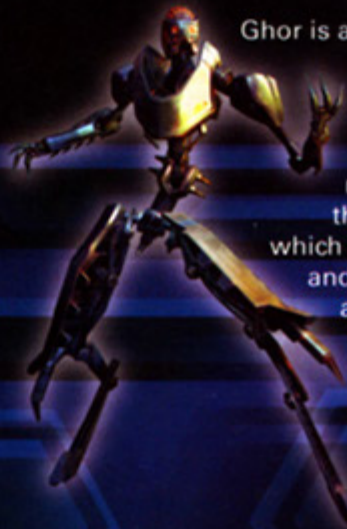
Fleet Admiral Castor Dane is known for his utmost dedication to protecting the Federation from its enemies. He is stern and aggressive, and has a strong dislike for space pirates. Rumor has it they orphaned him at an early age, an act he still seeks to avenge.

Rundas



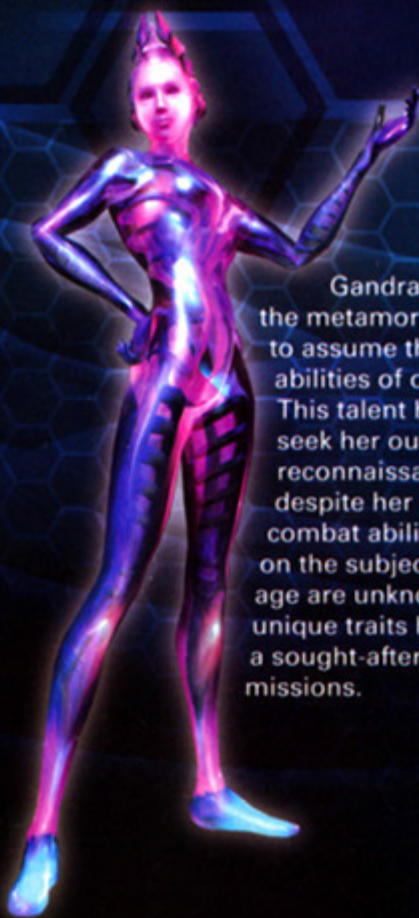
Rundas is capable of generating and manipulating ice. This trait is common among inhabitants of the moon Phrygis, but Rundas is one of the few who have used this ability for bounty hunting. Subject is known for getting results, but considers himself without peer. His arrogant demeanor has led him to mainly seek solo missions, and he rarely works with others.

Ghor



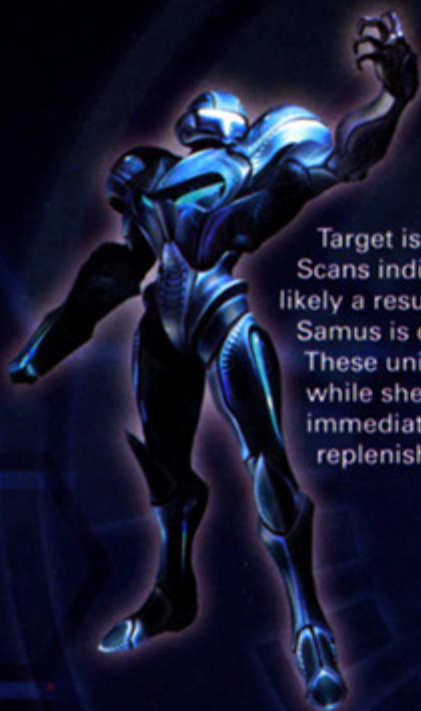
Ghor is a cybernetic bounty hunter, capable of merging his body into larger mechanisms. The most common of these is his armorsuit, which doubles as a gunship and provides him with a formidable combat arsenal. The merges are often accompanied by a shift in personality, replacing his normally calm demeanor with an aggressive attitude. He demonstrates a high proficiency with all things mechanical and is often called upon for missions requiring computer infiltration or manipulation.

Gandrayda



Gandrayda possesses the metamorphic ability to assume the form and abilities of other creatures. This talent has led many to seek her out for stealth and reconnaissance missions, despite her powerful combat abilities. Details on the subject's origins and age are unknown, but her unique traits have made her a sought-after Hunter for missions.

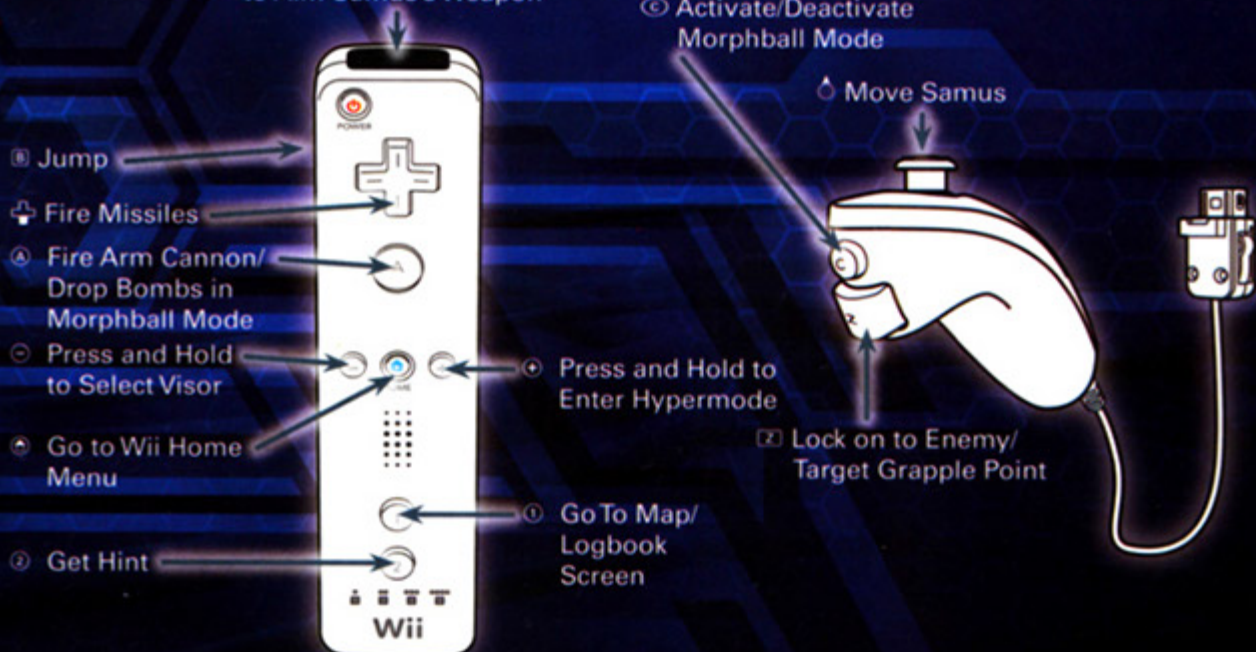
Dark Samus



Target is composed of pure Phazon energy and is highly unstable. Scans indicate that Hypermode attacks are capable of disrupting her, likely a result of Hypermode being energized by Samus's body. Dark Samus is capable of generating "echoes" of herself to aid her in battle. These units are used as increased firepower and act as distractions while she replenishes her energy; they should be destroyed immediately. She is capable of absorbing energy from Phaaze to replenish her own.

CONTROLS & INTERFACE

Wii Remote: Aim at Screen
to Aim Samus's Weapon



The HUD



- 1 Aiming Reticle:** This is how you target enemies and look around your environment. Use the Wii Remote to move this green reticle around the screen. When the reticle is moved to the screen's outer perimeter, Samus turns/looks in that direction. To stop panning, move the reticle toward the center of the screen.
- 2 Lock On Indicator:** While the aiming reticle is over an enemy or object, hold down **[Z]** to lock on. Three red arrows appear around the target once a lock is achieved. Once locked on, you can fire homing missiles capable of tracking the target's movements.
- 3 Energy Meter:** This meter shows how much shielding energy is available to the Varia Suit, indicated by the status bar and a number ranging 1-99. When the energy level drops below 1, the Varia Suit automatically accesses a new Energy Tank. If no surplus Energy Tanks are available, Samus dies.
- 4 Energy Tanks:** These blue boxes above the energy meter show how many Energy Tanks are available. Solid boxes represent full tanks and hollow boxes indicate empty tanks.
- 5 Missile Count:** This display appears in the bottom-right corner of the screen. The top number shows how many missiles are currently loaded and the bottom number represents the Missile Launcher's total capacity.
- 6 Radar:** This 360-degree radar shows any hostiles that surround Samus. Radar blips at the top of the display indicate threats in front of Samus while blips at the bottom show threats behind her. This is useful when engaging multiple enemies or when attempting to locate fast-moving threats.

- 7 Mini-Map:** The green arrow in the center of this small map represents Samus's position. The map rotates as Samus changes direction. For a larger view of the map, press **[O]** to enter the map screen.

Map & Logbook Screen



- 1 Map:** At any time during the game, press **[O]** to bring up the map screen. The green arrow at the map's center represents Samus's current position. You rotate and tilt the 3-D map by moving the control stick. You can also pan the map view by holding down **[Z]** and moving the control stick. Pan the view to select other rooms on the map. Once a room is selected, press **[O]** to access an enlarged view of it.
- 2 Room Name:** All rooms in *Metroid Prime 3: Corruption* have unique names. The name of the currently selected room appears in this box at the bottom of the display.
- 3 Pickup Count:** This display shows how many pickups you've retrieved. There are 100 pickups in the game. You need at least 75 to see the first bonus ending and all 100 to see the second bonus ending.
- 4 Logbook:** Select this tab to view the Logbook entries you've downloaded through scans. New tabs appear on the right side of the screen allowing you to choose from creatures, research, and lore.
- 5 Inventory:** Select this tab to view your inventory. Here you can read up on Samus's weapons, equipment, and Gunship, including all newly acquired pickups. You can also view how many Energy Cells you've collected.
- 6 Options:** This menu allows you to customize the game controls, display, and sound settings.



NOTE

The game's controls can be customized in the option menu's control section. Here you can swap the functionality of Δ and \square or \ominus and \odot , adjust the sensitivity of the Wii Remote, and turn the Lock-On Free Aiming function on or off. For the purpose of consistency, the game's default controls are referenced throughout this guide.

Movement and Weapon Deployment



In *Metroid Prime 3: Corruption*, the Wii Remote and the Nunchuk are required to play. Use the control stick on the Nunchuk to move Samus forward (Δ), backward (∇), right (\triangleright), and left (\triangleleft). The same controls apply when in Morphball mode. To change Samus's aim or the direction she's looking, move the Wii Remote. This causes the green aiming reticle to pan across the screen. Move the reticle to the screen's right edge to make Samus turn right, or to the left side of the screen to make her turn left. The aiming reticle also shows where your beam shots will go when fired. Place the green aiming reticle over a target and press \odot to fire. Missiles can also be fired in this manner by pressing \oplus , but it's best to lock on to a target (by pressing \boxtimes) before firing a missile. If a lock is achieved prior to launch, the missile will track the target, following its movements, making a hit much more likely.

In combat, avoid standing in one spot while returning fire. Instead, strafe left and right to dodge incoming projectile attacks. Moving and shooting takes some practice, but once mastered, it can significantly increase your life span. Experiment with the Lock-On Free Aiming function in the control section of the options menu. By default this option is set to On, allowing you to aim freely even when locked on to a target. When the option is set to Off, the aiming reticle snaps to the locked-on target, ensuring that every shot fired is a hit. If you're new to the Wii's controls, setting this option to Off might be easier. In the Off position, it's also much easier to circle-strafe, useful during one-on-one firefights or boss battles.



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THE VARIA SUIT

The Varia Suit is an advanced Chozo armorsuit modified for use by Samus Aran. It provides life-support functions and is well shielded from attack. The modular nature of the Varia Suit allows the addition of weapons, visors, and other gear as needed. The suit's shielding loses energy with each hit—collect energy when possible to keep the shielding charged.

Arm Cannon

Power Beam

The Power Beam is the default Arm Cannon, and it has the best rate of fire. Press **A** to shoot the Power Beam. Press and hold **A** to charge the Arm Cannon, then release to fire a charged shot. If your shots ricochet, cease fire—the Power Beam is not working against that target. Unlike previous versions, this model of the Power Beam has been augmented with a Charge module. Charged shots are more powerful and deal more damage than normal shots. Charging also has a limited “tractor beam” effect that will pull small objects to you.

Missile

Launcher

The Missile Launcher adds ballistic weapon capability to the Arm Cannon. Press **+** to fire the Missile Launcher. Target and lock on with **R** to fire a homing missile. Missiles can destroy objects made of Brinstone. Each Missile Expansion you find increases the number of missiles you can carry by five.



Visors

Combat Visor

The Combat Visor is your default visor. It provides you with a heads-up display (HUD) containing radar, mini-map, lock-on reticle, energy gauge, and missile count. Push and hold **Y** to bring up Visor Select. Move the cursor into the middle zone and release **Y** to enter Combat Visor mode. Your current missile numbers are displayed in the lower-right corner.

Scan Visor

The Scan Visor is used to collect data. Some devices activate when scanned. Push and hold **Y** to bring up Visor Select. Move the cursor into the top zone and release **Y** to enter Scan Visor mode. Mission-critical scan targets are red. Scanning enemies with this visor reveals their vulnerabilities. Scanned data vital to the success of the mission is downloaded and stored in the Logbook section of the map screen. You can't fire weapons while the Scan Visor is active.

Command Visor

The Command Visor sends commands to your Gunship. Push and hold **Y** to bring up Visor Select. Move the cursor into the lower-right zone and release **Y** to enter Command Visor mode. When in Command Visor mode, you can see Command icons. Target and lock on to these icons with **R** to send orders to your Gunship. Much like the Varia Suit's, your Gunship's abilities are expandable. As you gain more abilities, you use the Command Visor to send your ship new commands.

Space Jump Boots

The Space Jump Boots increase your leaping capability through the use of boot-mounted thrusters. Press **B** to jump, then press **B** again during the jump to use the Space Jump Boots. Timing is important. Experiment to discover ways to increase the height and length of your jumps.



Morphball

The Morphball changes your suit into a compact, mobile sphere. Press **○** to enter Morphball mode. Press **○** again to leave Morphball mode. Like the Varia Suit, the Morphball is modular. Several modifications (pickups) can be added to improve performance.

Morphball Bomb

The Morphball bomb is the default weapon for the Morphball. Press **△** when in Morphball mode to drop a Morphball bomb. The Morphball bomb can destroy items made of Talloric alloy and deactivate certain devices. If the Morphball is near a Morphball bomb when it explodes, it is popped a short distance into the air. This is called a bomb-jump. It is also possible to jump while in Morphball form by flicking the Wii Remote up quickly. When a Morphball bomb explodes, it must be close to the enemy to inflict damage.

PICKUPS

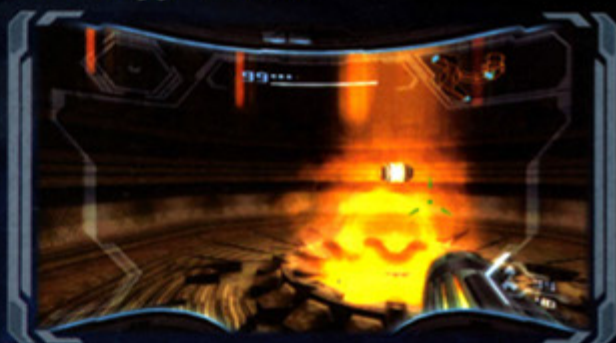
Pickups are objects that enhance Samus's Varia Suit or Hunter-Class Gunship. These include Missile Expansions, Energy Tanks, Energy Cells, Gunship Missile Expansions, and suit upgrades. There are 100 pickups in all, but not all are required to complete the game. However, if you want to see all three endings, collect all of them.

Missile Expansion



Missile Expansions increase the missile capacity of the Missile Launcher. Each expansion increases the launcher's capacity by five missiles. There are 51 Missile Expansions spread out among the game's locales—the most of any pickup. Some are in easy-to-reach spots, but others are off the beaten path, so keep your eyes peeled. Simply walk over the expansion to retrieve it.

Energy Tank



Energy Tanks increase the total shielding capacity of the Varia Suit, allowing it to sustain more damage. Energy can be restored by retrieving health power-ups, using Save Stations, accessing the Gunship, or by draining power from other objects while using the Grapple Voltage upgrade. Like Missile Expansions, Energy Tanks are attained by walking over them. There are 14 Energy Tanks scattered throughout the game world.


Energy Cell



Unlike Energy Tanks, Energy Cells power up certain devices and are not applied to the Varia Suit. They're also easy to distinguish by their relatively large size and green hue. To retrieve an Energy Cell from an Energy Station's socket, approach it and press **△** when prompted to grip the cell's handle. Next, twist the Wii Remote counterclockwise, then pull the Wii Remote away from the screen to disengage the unit from the socket. Reverse the motions to install an Energy Cell into an Energy Station's socket. Most of the nine Energy Cells are in areas heavily traveled during Samus's adventure.

Gunship Missile Expansion



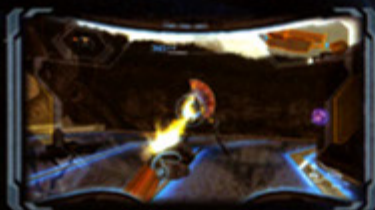
The Gunship Missile Expansion allows your Gunship to fire a salvo of missiles. While in the Command Visor, lock on to a Ship Missile Command icon with . Your Gunship flies over the area and bombards the environment with missile attacks. Ship missiles can destroy objects made of Maldium. Each Gunship Missile Expansion you find increases the number of missiles your Gunship can carry by one. There are nine Gunship Missile Expansions.

Suit Upgrades

The Chozo Varia Suit's modular design allows for the implementation of new technologies and weapon upgrades. In *Metroid Prime 3: Corruption* there are 17 suit upgrades (including one Gunship upgrade). Here's a listing of each upgrade, including details on its location and usage.

Grapple Lasso

Location: Norion
Room: Docking Hub Alpha



The Grapple Lasso allows you to pull objects in the environment. Lock on to a Grapple Point and cast the Nunchuk forward to fire. Pull the Nunchuk back quickly to grapple. Objects in the environment that shimmer (with a yellow hue) can also be grappled.

TIP



you can use the Grapple Lasso against some enemies too, but you must be fairly close. The Grapple Lasso can tear away shields, armor, and even thrusters attached to flying enemies.

PED Suit

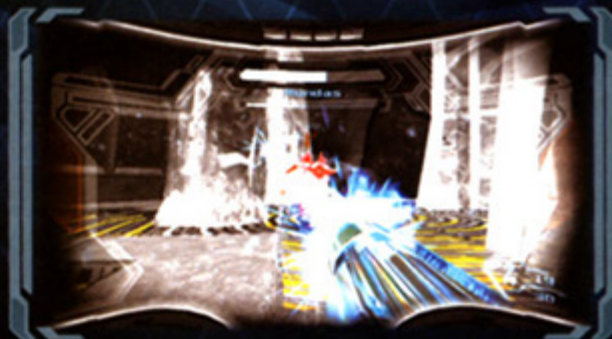
Location: GFS Olympus



Room: MedLab Delta



The Phazon Enhancement Device Suit (or PED) is a fusion of your Chozo armorsuit and Galactic Federation technology. The defining characteristic of the PED Suit is the ability to enter Hypermode: a temporary supercharged state that enhances your offensive capabilities. Press and hold  to enter Hypermode. To enter Hypermode one full Energy Tank must be expended. During Hypermode your Phazon reserves deplete with each attack. Carefully managing your reserves allows you to remain in Hypermode longer. Once your Phazon reserve is depleted or after 25 seconds, the suit exits Hypermode. Alternatively, you can press and hold  again to exit Hypermode manually.

Hyper Beam



The Hyper Beam fires a burst of Phazon energy. While in Hypermode, press  to shoot. To charge the beam, press and hold . Release to fire a powerful attack. Each shot of the Hyper Beam drains a small portion of Phazon from your PED tank.

TIP

While in Hypermode, constantly monitor the meter at the top of the HUD. This indicates how much Phazon energy is left in the PED. Since each Hypermode activation requires the injection of a full energy tank, try to get the most out of each session. For best results, keep the Phazon levels in the middle of the meter and ride out the full length of the session for its 25-second duration.

Grapple Swing

Location: Bryyo, Cliffside

Room: Reliquary I



The Grapple Swing allows you to swing back and forth from special points throughout the environment. Target a Grapple Swing Point and press and hold **Z** to fire the Grapple Beam. Hold **Z** down to stay connected and let go to release. Use the control stick to turn while swinging. The Grapple Swing can be used to cross large gaps. Look for special points that shimmer (yellow) to swing from.

CAUTION

Before using the Grapple Swing, eliminate any flying enemies that may get in your way. If you're hit while swinging, you'll fall.

Ice Missile

Location: Bryyo, Fiery

Room: Temple of Bryyo



The Ice Missile enhances your current missiles and freezes enemies and certain liquids. Press **+** to fire an Ice Missile. Target and lock on with **Z** to fire a homing Ice Missile. Enemies struck by an Ice Missile are enveloped in shards of ice for a few moments, slowing their movement. Enemies who have been weakened in combat may freeze entirely and be unable to move or attack. Liquids such as fuel gel are highly susceptible to cold and will freeze when shot. Gel remains frozen for a short time before shattering.

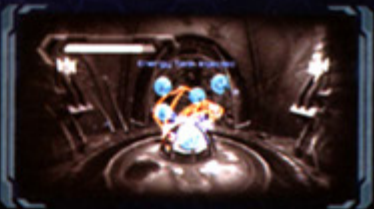
TIP

To freeze an enemy with an Ice Missile, hit it a few times with your beam weapon first. Once it's taken some damage, hit it with the Ice Missile. If the enemy sustained enough damage earlier or is vulnerable to ice attacks, the Ice Missile should freeze it upon contact. Finish it off with a charged shot, reducing it to ice shards.

Hyper Ball

Location: Bryyo, Seed

Room: Leviathan Core



The Hyper Ball allows you to attack multiple targets while in Morphball form. While in Hypermode, enter Morphball form and press **A** to attack all nearby enemies. Press and hold **A** to fire a constant attack. The Hyper Ball attack continuously drains Phazon from your PED tank.

TIP

offensively, the Hyper Ball is more proficient than Morphball bombs. Not only does the Hyper Ball inflict more damage, but it has a better range. Still, your beam weapons are much more accurate and easier to deploy in open areas.

TIP

When entering a half-pipe, step into it and face the top of the ramp before changing into Morphball form. This aligns you with the ramp, allowing you to activate the Boost Ball without flying off at an oblique angle.

Boost Ball



Location: Elysia, SkyTown West

Room: Ballista Storage

The Boost Ball can increase the Morphball's speed for short periods. Press and hold **[B]** to charge, then release **[B]** to trigger a quick boost of speed. When charging, the longer you hold down **[B]**, the longer (and faster) the boost charge will be. Throughout the environment you will encounter U-shaped channels known as half-pipes. Using the Boost Ball in these areas lets you reach higher places. Build a charge as you descend in the half-pipe, then trigger the boost as you ascend the other side. This gives you the speed and momentum you need to reach new heights. Some mechanisms have circular channels that the Morphball can boost around. Repeatedly boosting through these channels builds a kinetic charge that activates these devices. In addition, you can damage some enemies by boosting into them.

Plasma Beam

Location: Elysia, SkyTown West

Room: Main Docking Bay



The Plasma Beam fires super-heated beams of energy. Press **[A]** to shoot the Plasma Beam. Press and hold **[A]** to charge the Arm Cannon, then release to fire a charged shot. The Plasma Beam can ignite some enemies and burn them to ash. Certain materials are also susceptible to extreme temperatures and can be melted. In addition to its destructive capabilities, the Plasma Beam can repair damaged devices.

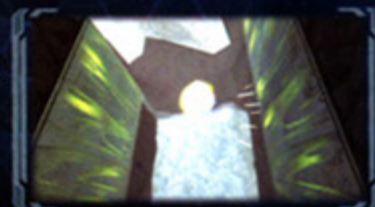
TIP

Charged shots from the Plasma Beam are extremely effective against metal- and alloy-based targets such as Steambots and Tinbots—watch as they melt into a pool of molten metal!

Screw Attack

Location: Bryyo, Ice

Room: Hall of Remembrance



The Screw Attack transforms you into a mobile ball of deadly energy. After executing a space jump, press **[A]** repeatedly to initiate and perform the Screw Attack. Use the control stick to steer while in Screw Attack mode. There's a limited number of consecutive jumps you can make in Screw Attack mode, so go easy on the button presses when traveling great distances in an effort to get the most out of each jump. Striking enemies with the Screw Attack damages them. Performing a Screw Attack while facing and touching a wall executes a Wall Jump. Use the Wall Jump to travel great vertical distances.

TIP

While in screw attack mode, you won't take damage when in contact with enemies and certain energy fields. This is a good way to offset the damage incurred by charging attacks performed by some bosses.

Ship Grapple Beam

Location: Elysia, SkyTown East

Room: Landing Site B



The Ship Grapple Beam allows you to pick up and move large objects. With your Command Visor on, lock on with **[X]** to a Ship Grapple Command icon. Depending on the icon, you will be able to lift or drop objects in the environment. Your Gunship can carry only one object at a time. While carrying cargo, your Gunship cannot use any other abilities. Using another Command icon (such as "Land") while carrying an object prompts the Gunship to return the cargo to its original location.

TIP

Only certain objects can be lifted by the ship grapple beam. If something can be lifted, it will be identified as such when the command visor is activated.

Seeker Missile

Location: Elysia, SkyTown East

Room: Xenoresearch B

The Seeker Missile allows you to fire upon multiple targets simultaneously with the Missile Launcher. Press and hold **[R]** to charge the Seeker Missile and release to fire. While charging the Seeker Missile, move your aiming reticle over the intended targets. You lock on to each enemy you pass over, to a maximum of five targets. You can also lock on to single targets multiple times. Seeker Missiles fired with a lock-on will home in on their targets.

TIP

In addition to their usefulness against multiple enemies, Seeker Missiles are vital when you're confronted with certain lock mechanisms.

Hyper Missile

Location: Elysia, Seed

Room: Leviathan Core



The Hyper Missile adds Phazon-enhanced missiles to your Hypermode arsenal. While in Hypermode, press **[R]** to fire. Target and lock on with **[X]** to fire a homing missile. Each Hyper Missile fired drains a large portion of Phazon from your PED tank.

TIP

The Hyper missile is the most devastating weapon in Samus's arsenal, useful against most armored targets. But this weapon is most valuable in boss battles. Try to hit a boss's weak spot with these missiles to finish it off quickly.

X-Ray Visor

Location: Pirate Homeworld, Command Center

Room: Command Vault



The X-Ray Visor can see through objects made of Phazite. Push and hold \odot to bring up Visor Select. Move the cursor into the lower-left zone and release \odot to enter X-Ray Visor mode. The X-Ray Visor allows you to see the inner workings of devices and hidden weak points behind Phazite armor. The high-frequency Nova Beam is required to hit targets behind Phazite.

TIP

If you're stuck somewhere, activate the X-Ray Visor and look around—you may see something you couldn't see before. On the Pirate Homeworld, use this visor prior to interacting with various code-matching switches.

Grapple Voltage



Location: Pirate Homeworld, Research Facility

Room: Proving Grounds

The Grapple Voltage ability allows you to give or take energy from certain objects. Press and hold \boxtimes while targeting a Grapple Point to attach. While still attached, pull the control stick down (\odot) to siphon energy and push the control stick up (\odot) to send energy. The Grapple Voltage ability is tied into your suit's power. Draining energy from an object replenishes yours, and sending energy into an object drains energy from you.

TIP

Some switches in the game require power, and others need to be drained of power. The Grapple Voltage is ideal for these situations. You can also use the Grapple Voltage to drain energy from certain enemies, helping restore your health.

Spider Ball



Location: Elysia, SkyTown West

Room: Powerworks

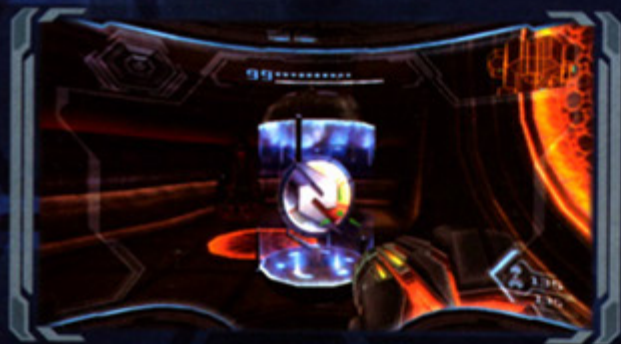
The Spider Ball allows the Morphball to move along magnetic rails. While next to a magnetic rail, press and hold \boxtimes to activate the Spider Ball ability. Follow the magnetic rails to explore new areas. The Morphball bomb can be used to trigger a bomb-jump while you're attached to a rail. You can also use the Boost Ball ability to rapidly propel the Spider Ball away from magnetic rails.



CAUTION

while attached to a spider ball track, exercise extreme caution when using a morphball bomb or the boost ball—if you choose the wrong option, you could go flying off the track. study the orientation of the track and direction you need to travel. morphball bombs are useful for jumping vertically while the boost ball works best for moving horizontally.

Hazard Suit



Location: Pirate Homeworld, Research Facility

Room: Craneyard

The Hazard Shield protects against toxic materials. This modification increases your suit's defensive shielding. The Hazard Shield can resist the caustic effects of both acid rain and fuel gel, allowing you to explore previously inaccessible areas.



TIP

if you're walking on a surface that inflicts damage, you must either find another path or attain the hazard shield. this protects you from environmental hazards only. it does not reduce the damage inflicted by enemies.

Nova Beam



Location: Pirate Homeworld, Mining Site

Room: Main Cavern

The Nova Beam is a high-frequency beam that can shoot through certain objects. Press **A** to shoot the Nova Beam. Press and hold **A** to charge the Arm Cannon, then release to fire a charged shot. The Nova Beam can shoot through objects made of Phazite and hit enemy weak points or hidden targets. Many of these can be found with the X-Ray Visor. The Nova Beam retains all the abilities of your previous weapons, including the Plasma Beam's ability to repair damaged circuit panels.



TIP

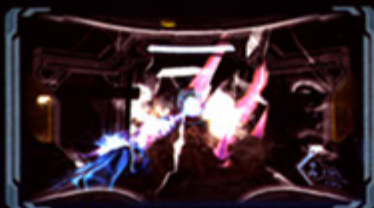
whenever you encounter blue phazite panels, always activate the x-ray visor to see objects behind the panel. the nova beam is the only weapon that can interact with objects behind phazite. some enemies use phazite armor. use the x-ray visor to locate weak points in the armor, then target these spots with the nova beam.



Hyper Grapple

Location: Pirate Homeworld, Seed

Room: Leviathan Core



The Hyper Grapple enhances your Hypermode Grapple Beam with Phazon energy. While in Hypermode, press and hold **[X]** while targeting a Grapple Point to attach. While still attached, pull the control stick down (**[D-]**) to siphon energy or push the control stick up (**[D+]**) to send energy. The addition of Phazon energy to the Grapple Beam also increases its effectiveness against enemies. This device is the only way to energize objects with Phazon energy.



TIP

ON THE PIRATE HOMEWORLD AND PHAAZE, USE THE HYPER GRAPPLE TO OVERLOAD CERTAIN PHAZON-BASED LIFE FORMS BLOCKING YOUR PATH.

BONUS CREDITS

In addition to collecting the 100 pickups, you can earn bonus credits by completing a variety of tasks. Bonus credits unlock bonus content, including concept art galleries and music tracks. There are four different types of credits, each tied to a specific action or objective.

Red Credits



Red credits are earned by scanning new creatures, including space pirates, and Federation personnel. Once a creature is scanned, a red credit icon appears at the top of the HUD and a new entry appears in your Logbook. Only one red credit is awarded per

unique scan. For example, you only earn a red credit the first time you scan an Aerotrooper. If you scan an Aerotrooper later, you will receive no credit or new Logbook entry.

Blue Credits



In most cases, blue credits are awarded for scanning lore entries, found throughout the various locations Samus travels during her adventure. When a lore entry is scanned, a blue credit icon appears at the top of the screen and the entry is downloaded into your Logbook. Lore entries are usually stored on terminals, especially in Galactic Federation-controlled areas. In addition, three blue credits are awarded aboard the GFS Olympus for saving Federation Troopers during a space pirate attack.

Gold Credits



Defeating bosses and completing major objectives earns you gold credits. These show up as gold credit icons on the HUD once a specific task is completed. Later in the game, you encounter Red Phaazoids. Killing these entities also earns you gold credits. However, you must physically grab these credits, which appear as gold floating icons once the Red Phaazoid is defeated. If you finished the game on Normal difficulty, try playing it on Veteran to earn more gold credits when defeating bosses.

Friend Vouchers



Friend vouchers are awarded for completing a variety of tasks, including the discovery of new areas and pulling off stylish kills. Unlike the other credits, friend vouchers cannot be used to purchase bonus content—for that you need friend credits. Friend credits can only be obtained when you receive a friend voucher from a friend. Once received, the friend voucher instantly becomes a friend credit. So send friend vouchers out to friends and hopefully they'll send you some of their own vouchers so you can have friend credits.



NOTE

FOR A FULL LISTING OF CREDITS and what you can spend them on, see the appendices at the back of the guide.

CFS Olympus



CFS Olympus Pickups

Location	Pickup
VENTILATION SHAFT	energy tank
MUNITIONS STORAGE	missile expansion

INTRO • WALKTHROUGH • APPENDIX

Legend

doors

- power beam
- missile
- ICE missile
- plasma beam
- seeker missile
- grapple voltage
- NOVA beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

LOCATIONS

- landing spot
- save station
- map station



CFS Olympus Research & Credits

Location	Scan/Action	Credit
docking bay 5	Federation marine	ped
docking bay 5	FLEET mechanic	ped
docking bay 5	Halberd-class turret	ped
docking bay 5	Training drone	ped
docking bay 5	Training drone: Juggle 30 times	gold
docking bay 5	Training drone: Juggle 20 times	Friend voucher
docking bay 5	Hunter-class gunship	research
docking bay 5	Landing beacon	research
docking bay 5	Galactic Federation crate	research
docking bay 5	Heavy Galactic Federation crate	research
docking bay 5	Galactic Federation blue door	research
docking bay access	Male Fleet Trooper	ped
docking bay access	Female Fleet Trooper	ped
docking bay access	Blast shield	research
security station	Hunter ship	ped
security station	Lore: Olympus-class battleship	blue
LIFT ACCESS	save station	research

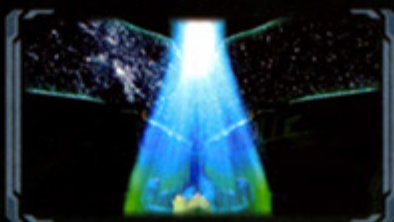
CFS Olympus Research & Credits

Location	Scan/Action	Credit
Flag bridge	Admiral Dane (after alert)	ped
Flag bridge access	Pirate militia	ped
Port observation deck	Troopers saved	blue
Port observation deck	Space pirate boarding pod	ped
Xenoresearch Lab	Trooper saved	blue
Lab access	Quickly shoot emergency door button	Friend voucher
Xenoresearch Lab	Armored pirate militia	ped
Xenoresearch Lab	Crawling	ped
Xenoresearch Lab	Crawl tank	ped
Disposal chamber	Bomb slot	research
Repair bay shaft	Reconne	ped
Repair bay shaft	Trooper saved	blue
docking bay 5	Berserker Lord	ped
docking bay 5	Defeat Berserker Lord	gold

THE JOURNEY BEGINS



Strange visions flash before Samus Aran as she emerges from cryogenic hibernation inside her Hunter-Class Gunship. Despite these bizarre visions and a mysterious life-support anomaly, Samus suits up for her next adventure.



As you attain control, you're prompted to interact with the Gunship's cockpit controls. Pan your view around the cockpit till you spot the red screen in the center, between Samus's feet. Place your reticle over the flashing hexagonal control and press **A** to yaw your ship in the direction of the Federation fleet.



Just outside the Gunship's viewport is a Galactic Federation fleet consisting of several large vessels orbiting above the planet Norion. Having oriented your ship, you must now transmit your identity code to the fleet. Interact with the green circular radio interface at the top of the viewport to bring up the security code input screen. Match the four green symbols at the top of the screen as shown.



Inputting the correct security code grants you permission to land on the fleet's command ship, the GFS Olympus. Pan to the left side of the cockpit and interact with the circular green button. This extends the Gunship's thruster controls. As Samus grips the thruster, push the Wii Remote forward, toward the screen, to fly the Gunship to the Olympus.

WELCOME ABOARD



Samus lands the Gunship in Docking Bay 5 of the GFS Olympus. A Federation Marine at the end of the walkway asks you to calibrate your weapons. Aim at the four blue hexagonal targets and fire away—you must hit the small circles in the center of each target to register a hit.



After you hit all four targets, one of the Marines welcomes you and tells you to report to the Briefing Room to meet with Admiral Dane. Before leaving, scan one of the Marines and the nearby Mechanic to earn a couple of red credits.



make a habit of scanning all new Federation troopers, creatures, and objects. Most scans earn you credits you can use to unlock extra content.



Drone Juggling



Don't rush out of Docking Bay 5 without playing this mini-game. Not only is it a good way to practice aiming, but it can earn you a gold credit and a friend voucher. Simply fire at one of the training drones to knock it into the air. Continue hitting the drone in midair to make it bounce higher. If you hit the drone 10 times before it crashes into the floor you'll earn a gold credit. If you hit it 20 times, you get a friend voucher.

From Docking Bay 5 head to the next room, Docking Bay Access. Here you'll find more Federation Troopers. Talk to the trooper at the back of the room working on a console. He needs you to unjam the gears of the walkway mechanisms. Look above the consoles and hit the two round flashing mechanisms with a charged shot to release the two walkways.



Ascend one of the ramps and continue to Docking Bay 4. You'll come to a door secured with a security lock control pad—you must have the code to pass. Scan the security lock control pad, then turn around and scan the information terminal to retrieve the code. Punch the code (13576) into the keypad and pass through the unlocked door.

Ascend one of the ramps and continue to Docking Bay 4. You'll come to a door secured with a security lock control pad—you must have the code to pass. Scan the security lock control pad, then turn around and scan the information terminal to retrieve the code. Punch the code (13576) into the keypad and pass through the unlocked door.

GFS Olympus



In the Security Station you must be scanned before you can proceed to the Briefing Room. Interact with the switch outside the scanning booth, then walk inside for the DNA scan. Next, interact with the biohazard scan terminal inside the booth. To exit the booth, interact with the switch by the exit.



TIP

Before leaving the Security Station, scan this terminal near the exit to attain more information on the Olympus. This is a Lore entry, earning you one blue credit. All Lore entries are automatically downloaded to your Logbook, allowing you to read each at your leisure.



Proceed through the Security Access corridor and up Command Lift A to reach the Flag Bridge. Climb to the upper level of the bridge and approach the Marine guarding the corridor leading to the Briefing Room. He tells you to use the nearby Save Station before continuing to the meeting.



Move down the opposite corridor to approach the Save Station. Destroy the crate in front of the Save Station with a charged blast. Enter the Save Station to save your game.



Return to the Marine guarding the corridor leading to the Briefing Room—he allows you to pass. Inside the Briefing Room, Admiral Dane has convened a meeting with several other bounty hunters. Space pirates have managed to plant a virus in a few of the Galactic Federation's Aurora Units, a network of organic supercomputers. Samus and the other bounty hunters are tasked with vaccinating the infected Aurora Units.





The briefing is interrupted when space pirates appear from a wormhole and begin attacking the fleet and the Federation's installations on Norion. Admiral Dane orders you and the other bounty hunters to assist in repelling the attack.



Several direct hits rock the Olympus as you rush out to the Flag Bridge. Admiral Dane needs you down on the planet now! Before leaving the Flag Bridge, scan Admiral Dane to score a red credit—this is the first and last opportunity you'll have to do so.

OLYMPUS ESCAPE



Descend to the lower level of the Flag Bridge and advance to the Flag Bridge Access room. A fire rages in the adjoining corridor. As soon as the wall ahead explodes, engage the two Pirate Militia entities. Take the time to scan them first to earn a red credit.



a Space Pirate Boarding Pod slams into the bulkhead and two militia entities emerge. Rush the pirates and gun them down before they kill the Federation Troopers—saving the troopers earns you a blue credit.

Proceed into the Xenoresearch Lab and rush to the aid of another pinned Federation Trooper. Kill the two Crawl tanks attacking the trooper to earn another blue credit. If the trooper dies during the attack, you get nothing.



to seal off the breach. If you're quick enough, you can save the trooper and earn yourself a friend voucher.

Turn right in the adjoining corridor and head for the Port Observation Deck. Two Federation Troopers take cover in this corridor as

Move through the next doorway in the Xenoresearch Lab to access the Lab Access corridor. As soon as you enter, a cutscene shows a flaming ship crashing into the side of the Olympus, causing a hull breach and sucking one Federation Trooper out into space. Another trooper holds to the bulkhead. As soon as the cutscene is over, quickly shoot the red emergency button above this doorway

GFS Olympus

With the Lab Access corridor sealed off, backtrack to the Xenoresearch Lab.

Inside, three pirates (two of them Armored Pirate Militia) bust into the lab and steal the Portable GF Energy Cell from its socket. These pirates are more intent on avoiding you than attacking, tossing the Energy Cell back and forth, like an annoying game of hot potato.

Go after one pirate at a time, chasing them between the upper and lower levels of the room. The two Armored Pirate Militia entities won't take damage till their armor is destroyed. Since you don't have any missiles yet, hit them with a charged shot to knock away their armor.



TIP



Armored enemies flash yellow when hit by your weapons. During this time they sustain no damage. You can tell enemies are taking damage when they flash red.



return it to its socket in the pillar in the center of the lab. This restores power to the lab, but your troubles are just beginning.

When all the pirates are down for the count, retrieve the Energy Cell from the ground (wherever it was last dropped) and

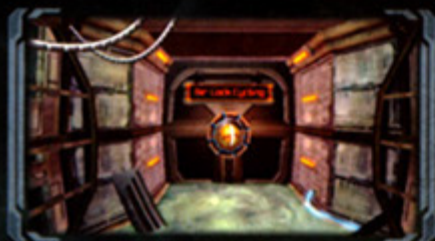


As the lights flicker back on, dozens of Crawlmines descend from the lab's ceiling, accompanied by a couple of Crawl tanks. Keep the Crawlmines at a safe distance and kill any that get too close. But focus your attention on the two Crawl tanks, killing them as fast as possible. When the two Crawl tanks are down, three more appear—two from hatches in the floor.



Find one of the two open hatches in the floor (they're glowing red) and press **○** to change into your Morphball. Roll down into the hatch and maneuver through the tunnel running beneath the floor to exit the lab. Roll through the adjoining Ventilation Shaft tunnel to acquire an Energy Tank for your suit. Use a bomb to ascend the vertical portion of the shaft.





The Ventilation Shaft empties into the Disposal Chamber, a narrow room filled with waste. Scan the console and the Bomb Slot on opposite sides of the room. Change to Morphball form and roll just beneath the Bomb Slot. Drop a bomb to lift yourself into the slot, then drop a second bomb (in the slot) to release the air lock. In a cutscene, Samus is violently ejected into space but grabs hold of the Olympus and pulls herself back into the vessel through an underside porthole.



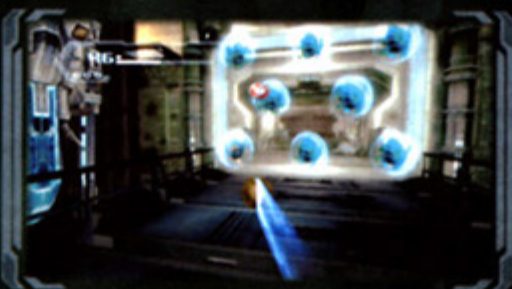
Enter the door ahead to access Repair Bay A. Your path to Docking Bay 5 is cut off by a large blast door, closing as a result of a firefight. You'll need a missile to clear the debris away from the blast door's control panel. Pirates enter Repair Bay A in an attempt to stop you. Jump up along the perimeter catwalks in the room while engaging the pirates.

Keep fighting and jumping till you can reach the door to the Munitions Room, on the upper floor of Repair Bay A. Rush inside and grab the Missile Launcher upgrade.

Return to Repair Bay A and finish off any remaining pirates. Next, move to the floor and locate the debris blocking the blast door control panel. Shoot the debris with a missile to clear a path, then interact with the control panel to open the door.



With the blast doors open, extend the bridge by shooting these four red switches above the Repair Bay Shaft.



Once the bridge is extended, eight Aeromines block your path, each protected by its own force field. Instead of engaging them one by one, switch to Morphball form and simply roll past them, maneuvering between the gaps in the lower line. As soon as you pass, all Aeromines will self-destruct—this is the preferred method of dealing with these pesky enemies. Act fast to save the trooper on the other side of the bridge to earn a blue credit.



GFS Olympus




it's a good idea to save and charge up. Afterward, activate the switch next to the blast door and walk into Docking Bay 5.

BOSS BATTLE: BERSERKER LORD

A Berserker Lord crashes through Docking Bay 5's upper level control room as Samus approaches her Gunship. To prevent her ship from being damaged, Samus orders it away, clearing the landing pad.



The Berserker Lord's initial attacks are fairly easy to avoid. Simply sidestep and jump to avoid his blue plasma and energy beam attacks. To make tracking easier, hold down  to lock onto the Berserker Lord while strafing left and right. This keeps the target centered on the screen.

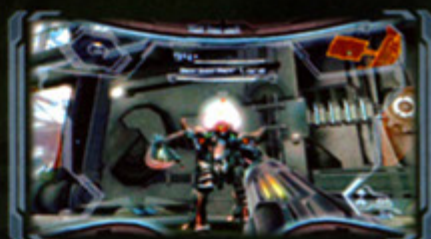


On attack, aim for the red glowing orbs on the Berserker Lord's shoulders. Destroy both orbs to force the Berserker Lord into its next attack phase.

Before heading to Docking Bay 5, stop off at the Save Station just off the Repair Bay Shaft. A boss is waiting in the next room, so



When the Berserker Lord starts firing purple orbs at you, shoot the orbs to knock them back. They fly back and explode on the Berserker Lord's head, dealing significant damage to his head armor, but none to him directly. You must rebound four purple orbs in this fashion to advance.



After you hit the Berserker Lord with four of his own purple orbs, his head armor opens, revealing a red glowing nub on the top of his head. This is the sweet spot—fire away to inflict damage! Your standard beam weapon is sufficient to finish off the Berserker Lord, but try to get in some charged shots or missile hits to expedite the process.



But be careful. The Berserker Lord's attacks get more erratic and violent at this point. As he slams his fists into the ground, an expanding ring of fire emerges, requiring you to jump over it. Space jump over the fire while strafing, keeping your sights on the Berserker Lord at all times.





Once the Berserker Lord's health meter is empty, he falls off the side of the Olympus and collides with a passing ship.



Samus recalls her Gunship, allowing you to enter and save your game before you head for Norion. Hopefully your delay hasn't been too costly to the Federation forces on the planet.

NOTE

If you haven't played the training drone juggling mini-game in docking bay 5, you can still play after defeating the Berserker Lord. However, this is your last chance.



Norion



Norion Pickups

Location	Pickup
Docking Hub Alpha	Grapple Lasso
Cargo Hub	Missile Expansion
Substation East	Energy Tank

Legend

doors

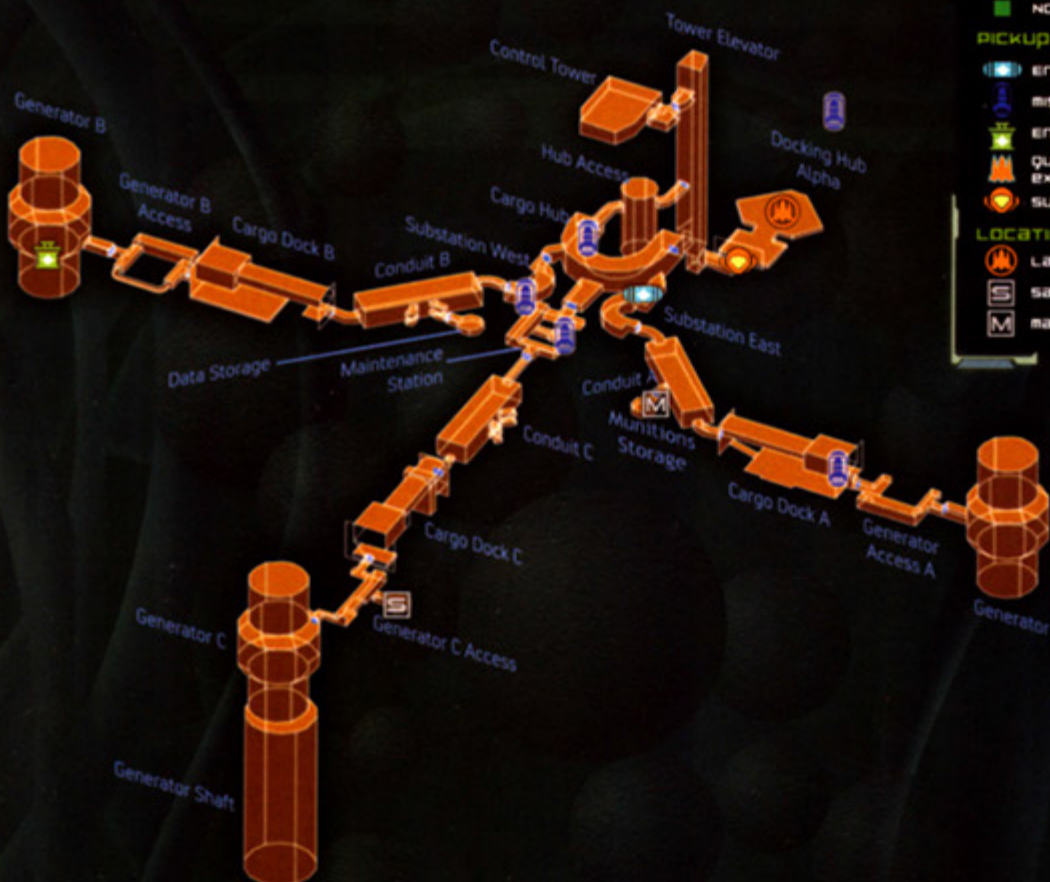
- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station



Norion Research & Credits

Location	Scan/Action	Credit
Docking Hub Alpha	Lore: Hunter Rundas	Blue
Hub Access	Mounted Blast Shield	Research
Munitions Storage	Lore: Hunter Ghor	Blue
Munitions Storage	Lore: Hunter Gandrayda	Blue
Conduit A	Ped Blast Shield	Research
Conduit A	Jumpmine	Ped
Cargo Dock A	Pirate Trooper	Ped
Cargo Dock A	Space Pirate RTC	Ped
Cargo Dock A	Shield Pirate Muma	Ped
Cargo Dock A	Aerotrooper	Ped
Generator A	Jolly Roger Drone	Ped
Cargo Dock A	Federation Ped Marine	Ped

Norion Research & Credits

Location	Scan/Action	Credit
Conduit A	Shield Pirate Trooper	Ped
Maintenance Station	White Blast Shield	Research
Cargo Dock C	Morphball Tube Escape Meta Ridley without taking damage	Gold
Generator Shaft	Meta Ridley	Ped
Generator Shaft	Defeat Meta Ridley	Gold
Tower Elevator	Hunter Rundas	Red
Tower Elevator	Hunter Gandrayda	Red

POWER RESTORATION

Enter Samus's Gunship and set a course for Norion, landing at Docking Hub Alpha.



On the planet's surface, a Marine informs you of the dire situation. The pirate attack has knocked out the generators, disabling the planetary defense system. It's up to Samus and the other hunters to restore power, allowing Federation forces to operate their cannon.



Unlock this door on Docking Hub Alpha to access the adjoining corridor. Shoot the four red orbs to unlock the door.



In the next corridor is a small room containing the Grapple Lasso upgrade. Shoot the lock on the door, then step inside to grab the upgrade. Inside the same room is a terminal—scan it to download the lore entry on Hunter Rundas.



Exit the small room and find this panel on the wall. Scan it to access the nearby elevator controls. Interact with the elevator switch, then ride the elevator to the next level to reach the Hub Access corridor.



A pirate and two Crawl tanks occupy this shaft of the Hub Access corridor. Finish them off, then jump across the gap in the perimeter walkway to continue.



Use your Grapple Lasso to pull the metal barrier away from the next door. Lock on to the door first (L3), then whip the Nunchuk toward the screen to attach the lasso. Once the lasso is attached, pull back on the Nunchuk (away from the screen) to rip the barrier free. Move into the Cargo Hub.



Pass the dead Federation Troopers in the Cargo Hub until a line of Aeromines appears ahead. Change into the Morphball and roll past them. Stay in Morphball form and roll past another line of Aeromines to quickly clear the room.

Cargo Hub Missile Expansion

TO SCORE A MISSILE expansion in the cargo hub, locate this loose panel and rip it free with your Grapple Lasso. Activate the switch behind the panel to open a nearby tube access point.



ROLL INTO THIS newly opened hatch, which gives you access to the connecting tube. Follow the tube maze, using bombs as necessary to destroy barriers and to ascend short ledges. You'll need to carefully time some jumps and drops to avoid or take advantage of the gusts of air flowing through the shaft. Later in the tube a jolly pogo drone attacks. Dodge its incoming energy blasts by rolling left and right.



YOU FINALLY come to the missile expansion. Drop a bomb to boost yourself upward for the grab. Follow the tube to the right to exit and return to the cargo hub.

Move to this pile of debris in the Cargo Hub and rip away the three loose sheets of metal with your Grapple Lasso, revealing a short tunnel. Roll through the tunnel to access the next branch of the Cargo Hub.



Norian

After rolling through the short tunnel, enter Substation East through the doorway on the right. The decking of this U-shaped room is electrified, so use the perimeter tunnel to pass. Change to Morphball form and "jump" up into this ledge—an Energy Tank is yours!



Don't roll through this passage yet. Study the timing of the metal panels pushing in and out of the wall. As soon as the nearby panel retracts, begin rolling and continue moving until you reach the opposite side of the room. If you slow down you'll end up on the electrified floor.



Return to Conduit A and follow the descending switchback corridor. Hit this pile of debris with a charged shot to clear a path.



Watch out for the Jumpmines occupying this section of the corridor. Move slowly and scan ahead, engaging them at a distance before they activate. They can be destroyed with a single hit from your beam weapon. Remember to scan them for your Logbook to earn a red credit.

Generator A



Proceed to Conduit A and eliminate this lone pirate to avenge the nearby fallen troopers.



On the right side of the corridor is a Map Station—shoot the door with a missile to access it. The Map Station reveals the rest of the rooms in this facility. Scan the terminals in the same

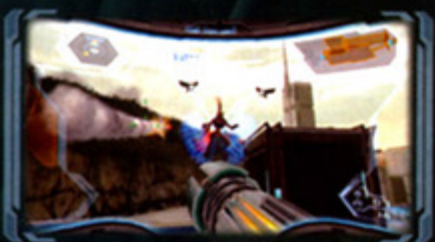
room to download the lore entries on Hunter Gandrayda and Hunter Ghor.



Blast the door ahead with a missile to enter Cargo Dock A. Two Pirate Militia and two Pirate Troopers await you on this platform. Use the crates for cover during this firefight, ducking in and out to return fire. Try to scan the Pirate Troopers before killing them to earn a red credit.



Midway through the firefight, a Space Pirate ATC arrives, dropping off two Shield Pirate Militia. Scan one, then engage. Shield Pirate Militia are equipped with shields capable of repelling your weapons. Rip the shield away with your Grapple Lasso first, then shoot the pirate. Without their shields, these enemies are easy to take out.



Once all the pirates are down, two Aerotroopers appear. Lock on to these flying enemies and use missiles and your energy beam to knock them out of the sky. Aerotroopers can withstand serious damage, so keep up the fight while strafing to avoid their attacks.

Next, shoot down the Space Pirate ATC. This transport is armored, but it has a weak spot on the very front. Aim for the red grill to inflict damage while dodging the ATC's attacks.



Four more Space Pirate ATCs approach, but Hunter Rundas comes to your rescue, destroying all four transports with an ice attack. Rundas reports that he's heading for Generator B while you activate Generator A. He also mentions that the Federation is now allowing all hunters to use ship command devices.

Four more Space Pirate ATCs approach, but Hunter Rundas comes to your rescue, destroying all four transports with an ice attack. Rundas reports that he's heading for



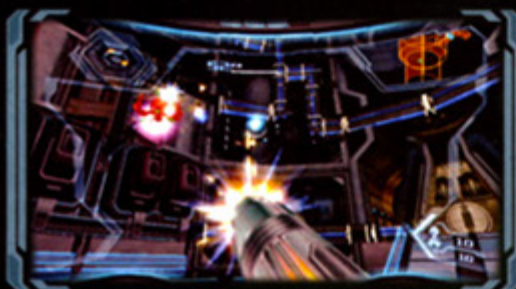
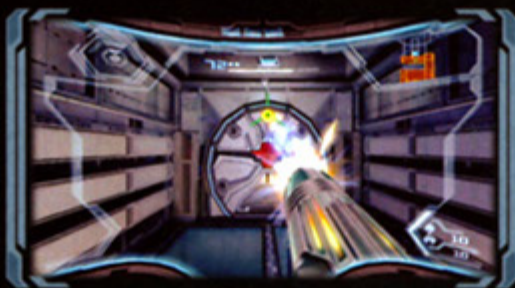
When Rundas leaves, activate your command visor and order your ship to land in the center of Cargo Dock A. This

unlocks this landing site, allowing you to return here later. As your ship lands, the door to the Generator A Access corridor is opened. Save your game before proceeding.

Enter Generator A Access and engage the four Crawl tanks inside. You must perform a space jump to clear a high ledge midway through this corridor. Simply tap **B** twice to perform this jump.



This door is covered by a blast shield, equipped with an odd locking mechanism. Shoot the yellow light on the top first, then hit the purple light to the left. Finally, shoot the blue light on the right to unlatch the blast shield. Once unlatched, the shield can be pulled free with your Grapple Lasso, and you can enter Generator A.



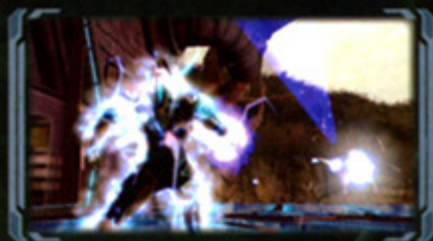
Enter Generator A and move out onto the center platform. Several Jolly Roger Drones appear. Circle-strafe around the platform while shooting down the drones—be sure to scan one, too.



Destroy all the Jolly Roger Drones to lower the energy barrier blocking access to the Plasma Generator's manual override controls. Jump over to the control's platform and interact with the switch. This lowers the Plasma Generator back in place, ready for activation.



Jump back to the central platform and move to this control panel near the room's door. Interact with the hand-shaped switch to activate the Plasma Generator. Although Generator A is back online, you must get power up to the other generators quickly—the pirates have aimed a massive asteroid at the planet, only minutes away from impact. The cannon can destroy it, but you'll need to restore power to the other generators first.



Return to Cargo Dock A, eliminating the Crawl tanks in Generator A Access along the way. At the Cargo Dock, a lone Federation PED Marine holds off several pirates, aided by his Phazon-enabled suit. Scan him before returning to your ship and saving.



Carefully advance up the ramps in Conduit A, watching for Crawlmines. In Substation East, roll through the same narrow tunnel, timing the metal panels before moving out.



TIP

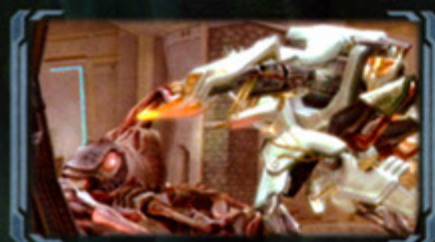
IN CONDUIT A, A PED marine is busy fighting off a shield pirate trooper, the first you've encountered. Try to scan the pirate before the PED marine kills him. If you miss your chance, you can always scan a shield pirate trooper later.

Generator C

Help the PED Marines in the Maintenance Station take out the two pirates at the end of this corridor. A white doorway is located in this corridor, but you can't access it until you have the Ice Missile upgrade. Instead, continue to Conduit C.



Advance through Conduit C, engaging Crawlmines and Jolly Roger Drones. At the end of the walkway, locate this tunnel opening and roll through in Morphball form.



Return to the central hall of the Cargo Hub. A cutscene shows Hunter Ghor fighting off a Berserker Lord. Ghor tells you to head for Generator C. He'll hold back and defend this area.

Continue to Cargo Dock C, approaching this hatch. Change to Morphball form again and drop a bomb to clear the hatch and enter the adjoining tube.



Roll through the tube until Meta Ridley attacks, stopping your progress. Roll back and forth to avoid Meta Ridley's attacks, dropping bombs as he tries to bite you. When Meta Ridley takes damage from one of your bombs, he lifts his right foot, allowing you to roll free. He attacks one more time while you're in the tube. Use the same tactic to escape. This isn't the last you'll see of Meta Ridley.



Shoot the four cable locks surrounding this blast shield, then yank it free with your Grapple Lasso to enter the Maintenance Station.

TIP

You earn a gold credit if you can escape the cargo dock C tube without getting hit or touching Meta Ridley.



Upon exiting the tube, continue to the Generator C Access corridor, fighting off Crawl tanks along the way. Before entering Generator C, stop off at the Save Station—**you want full health before facing off against Meta Ridley again.**



Unlock the door to Generator C and enter. In a cutscene, Gandrayda clears the room of all pirates, leaving you to get the generator back online.

As in Generator A, start off by interacting with the manual override switch on the far side of the room. However, this isn't enough to get this generator rolling.



Move back toward the door and turn right to locate this tube. Roll inside and maneuver through the tube to locate three bomb slots. Drop a bomb to reach each slot, then drop another bomb inside. This connects three pieces of track above.



Once you've dropped a bomb in each slot, continue through the tube to access the track running above the room. It leads to another tube, eventually dropping you into another bomb slot. Drop a bomb inside the slot to prime the Plasma Generator.



Soon after Samus emerges from the bomb slot high atop the Plasma Generator, Meta Ridley swoops down from the ceiling, knocking Samus off her perch, and causing the two to plummet down into the deep Generator Shaft.

BOSS BATTLE: META RIDLEY



While falling down the Generator Shaft you have very little control. However, you can still maneuver somewhat around the shaft. Circle around the perimeter of the shaft to evade Meta Ridley's fiery attacks. You can also shoot the incoming debris flying loose from the shaft's walls.



TIP

DON'T FORGET TO SCAN META RIDLEY TO EARN A RED CREDIT. IT'S EASIEST EARLY ON IN THE FIGHT WHEN YOU'RE SEPARATED BY SOME DISTANCE.

As you get closer to Meta Ridley, stay clear of his attacks while aiming at his mouth—this is one of his weak spots.

Try to land some charged shots or missile hits to inflict some real damage.



Your best opportunity to weaken Meta Ridley is when you're falling down the shaft side by side. During these close-quarter sequences it's much easier to retaliate with

missiles and charged shots. Target Ridley's mouth to prevent him from initiating his fire attack. But watch out for his claws, too. Red orbs glow on his feet when he's about to strike. Shoot these spots to halt his attack and reduce his health bar.



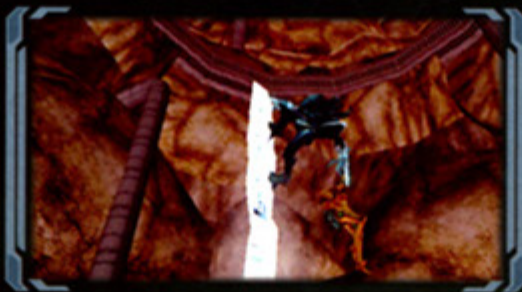
CAUTION

NOTICE THE ORANGE METER READING AT THE BOTTOM OF THE SCREEN. THIS INDICATES HOW FAR YOU ARE FROM THE BOTTOM OF THE GENERATOR SHAFT. YOU MUST KILL META RIDLEY BEFORE YOU REACH THE BOTTOM.

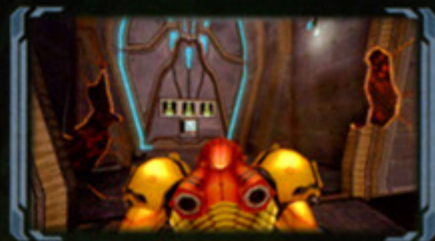


Norion

Maintain an aggressive posture throughout the battle and don't be afraid to use your missiles—even if you don't have a clear shot. Once Meta Ridley's health meter is depleted, a cutscene shows Samus delivering the fatal blow. Samus is saved from the shaft by Rundas and returned to Generator C. Rundas reports that Generator B is now online—it's up to you to restore power to Generator C.



Retrace your steps back toward the Cargo Hub. The path is infested with Jolly Roger Drones, Crawl tanks, Aeromines, and various space pirates. Keep moving while returning fire, and don't get bogged down in lengthy firefights.



At the Cargo Hub, turn right and roll through the small tunnel (through the debris) to access this blast door leading to the Tower Elevator. The green monitors on the door indicate that all generators are online. Interact with the hand-shaped switch to open the door. Run ahead to the next doorway to enter the elevator—Rundas, Gandrayda, and Ghor are already waiting inside.

CONTROL ROOM



Following Rundas's departure, walk over to Generator C's control panel and activate the Plasma Generator by interacting with the hand-shaped switch. Now that the facility's

power is restored, you must make it to the Control Tower and fire the defense cannon at the incoming meteor.



As all the hunters rush to the cannon's controls, Dark Samus attacks, using a mysterious energy blast, rendering Rundas, Gandrayda, Ghor, and Samus unconscious.



once you've restored power to generator C, you only have a few minutes before the meteor impacts, destroying Norion and ending your adventure early. Get to the control room as quickly as possible!



OLYMPUS REPRISE

Olympus Pickups

Location	Pickup
medlab delta	DELd

intro • walkthrough • appendix

Legend

doors

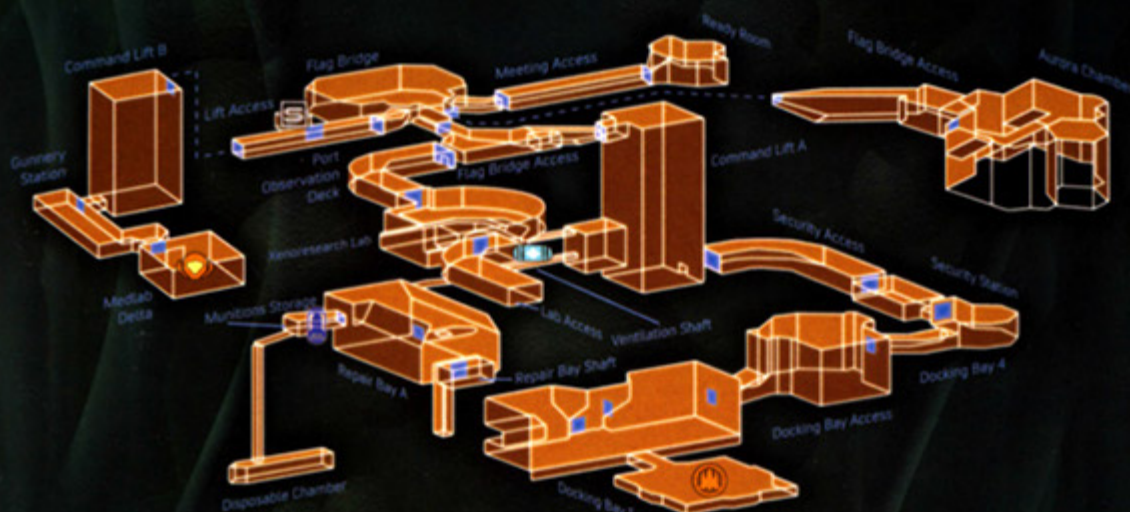
- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grappling voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station



43



Samus regains consciousness one month later, aboard the GFS Olympus. A disturbing suit reading lists her status as corrupted. The Female Fleet Trooper fills Samus in on the details, telling her that all the hunters were found on Norion unconscious. Even stranger, all the hunters' bodies (Samus included) are now capable of generating Phazon, a powerful and somewhat mysterious energy source.

Olympus Research & Credits

Location	Scan/Action	Credit
medlab delta	LORE: phazon enhancement device	BLUE
medlab delta	LORE: phazon	BLUE

Incapable of determining the cause of the self-generating Phazon, Galactic Federation scientists outfitted all the hunters with Phazon Enhancement Devices, allowing them to harness the powerful energy coursing through their bodies.



METROID
PRIME 3
CORRUPTION

Norian

The PED can be activated by entering Hypermode—press and hold down **○**. When ordered, enter Hypermode and shoot all the panels making up this rotating orb. Notice how the meter at the top of the screen depletes with each shot. This indicates how much Phazon is left in the PED. So make each shot count. Destroy all the panels to advance.



CAUTION

Hypermode requires one full energy tank to be injected into Samus's body. So always monitor your health status before entering Hypermode.



Following your PED test run, the Female Fleet Trooper tells you Aurora Unit 242 needs to see you in the Aurora Chamber. Before leaving MedLab Delta, scan the two consoles on the right side of

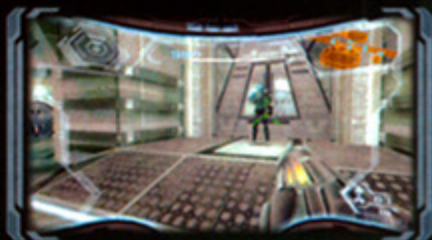
the room to download lore entries for the Phazon Enhancement Device and Phazon to earn two blue credits.

There's nothing more in the Olympus for you to investigate, so head straight for the Aurora Chamber. Follow the Gunnery Station to Command Lift B, then advance through the Lift Access corridor to reach the Flag Bridge.



TIP

If you want, you can save your game at the save station in the lift access before heading for the Aurora chamber.



In the Flag Bridge, approach the trooper guarding this door on the upper level. The corridor beyond leads to the Aurora Chamber—speak with the trooper to get clearance.



Take the lift up to the Aurora Chamber and interact with this console inside to speak with the Aurora Unit. Aurora Unit 242 is one of many organic supercomputers used by the Galactic Federation.



CAUTION

Once you enter the Aurora chamber, there's no way to return to the Olympus. So make sure you earn all your credits before leaving. You can travel throughout the ship to make any scans you missed earlier.





During the space pirate attack on Norion, simultaneous attacks were also staged on the nearby planets of Bryyo and Elysia. Aurora Units on these planets were infected with a virus. Rundas and Ghor were sent to Bryyo and Elysia respectively to vaccinate the Aurora Units, while Gandrayda was sent to the Pirate Homeworld to investigate. However, all contact with the other hunters was lost seven days ago. It's up to Samus to finish the job, starting off at Bryyo.

After the briefing with Aurora Unit 242, Samus goes straight to her ship and leaves the Olympus. When you gain control of Samus's ship, set a course for the Cliffside Airdock on Bryyo.



NOTE

YOU CAN TRAVEL TO ELYSIA BEFORE GOING TO BRYYO, BUT YOU WON'T HAVE THE APPROPRIATE SUIT UPGRADES TO MAKE MUCH PROGRESS.



Bryyo



CLIFFSIDE

Cliffside Pickups

Location	Pickup
Peliquary II	Energy Tank
Grand Court Path	Missile Expansion
Hillside Vista	Missile Expansion
Peliquary I	Grapple Swing



Legend




doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

PICKUPS

-  energy tank
-  missile expansion
-  energy cell
-  gunship missile expansion
-  suit upgrade

LOCATIONS

-  Landing spot
-  save station
-  map station

Cliffside Research & Credits

Location	Scan/Action	Credit
Cliffside Ardock	Kashh Plant	Research
Cliffside Ardock	Mature Kashh Plant	Research
Cliffside Ardock	Bryyo Blue Door	Research
Cliffside Ardock	Nightbarb	Red
Gateway Hall	Gragnol	Red
Gateway	Phazon Nightbarb	Red
Gateway	Small Bryyo Coffin	Research
Gateway	Gel Puffer	Red
Gateway	Hopper	Red
Peliquary II	Lore: Golden Age	Blue
Gateway	Large Bryyo Coffin	Research

Cliffside Research & Credits

Location	Scan/Action	Credit
grand court path	shelbug	ped
grand court	deplivicus hunter	ped
grand court	lore: age of science	blue
hillside vista	snatcher	ped
hillside vista	korba	ped
hillside vista	grapple swing point	research
grand court path	deplivicus	ped
gfs theseus	atomic corporeal energy	ped
gateway lift	alpha hopper	ped

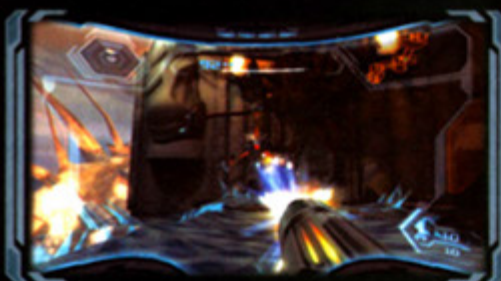
Restore Satellite Uplink

Soon after you arrive at Docking Hub Alpha, Aurora Unit 242 reports that the planet's Leviathan Seed is protected by an energy shield. The shield must be deactivated before any attempts are

made against the Seed. To gain more information, Aurora Unit 242 orders you to activate the satellite uplink of an abandoned Federation vessel on the planet's surface.



In the adjoining corridor, turn left and hop up onto the low portion of the ledge. Turn right to return to the main Gateway area, setting your sights on the platform connected to the locked door. Space jump across the gap toward the door.



Proceed through the adjoining Gateway Hall and scan one of the flying Gragnols to earn a red credit. Although small, Gragnols can be dangerous in large groups. Pick them off one by one to clear a path.



At the locked door, turn right and locate the next raised platform. Jump onto it, then turn to the center of the area and space jump toward the large central platform on the side of the solar energy collector.

Gateway

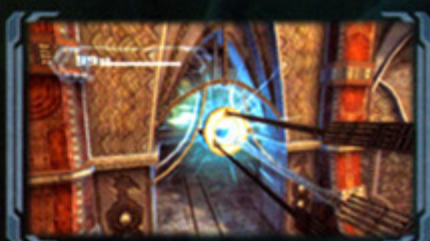
Upon entering the Gateway, note this door on the right side of the area. It is locked by two seals—one green and one orange. These seals are attached to bomb slots high above this area, accessible by Morphball tunnels.



First you need to unlock the orange seal. From the Gateway entrance, turn left and space jump over to the nearby platform.



Jump onto the nearby platforms and move through the open doorway with the orange seal on the floor.



Roll into the solar energy collector and follow the adjoining Morphball tunnel to the bomb slot. Drop a bomb in the slot to energize the system and unlock the orange seal. This also lowers some platforms, providing access to the upper level of the solar energy collector, allowing you to unlock the green seal.

CAUTION

Unlocking the orange seal causes some Phazon Nightbarbs to enter the area. Scan one for a red credit, then blast them out of the sky. If you ignore them, they may interfere with your space jumps.



Now for the green seal. Return to the dark corridor behind the open orange doorway and climb the adjoining ledge to return to the main Gateway area. This time turn right (toward the solar energy collector) to spot the new platforms. Hop across each platform till you can reach the upper level of the solar energy collector.



Enter the tunnel at the top of the solar energy collector and drop a bomb in the slot to unlock the green seal on the door. A few Gel Puffers appear once the locked door is opened—scan them before shooting them down.

Reliquary II

Navigate your way toward the now opened doorway to enter this room with a Morphball tunnel—don't enter it yet. An object

blocks the tunnel's right side. Use your Grapple Lasso to pull it out of the tunnel to clear a path—it takes three pulls from the lasso to dislodge the object.



Enter the Morphball tunnel (with a bomb) and take the right passage first. At the exit, change out of Morphball form to scan and engage a couple of Hoppers blocking the path to

Reliquary II. Hold back and fire away as the Hoppers approach. Be prepared to sidestep as they jump toward you.



Finish off the Hoppers, then enter Reliquary II to grab an Energy Tank. Before leaving Reliquary II, scan and grapple the panel at the back of the room to reveal another lore entry (Golden Age). Scan it, then return to the Morphball tunnel.

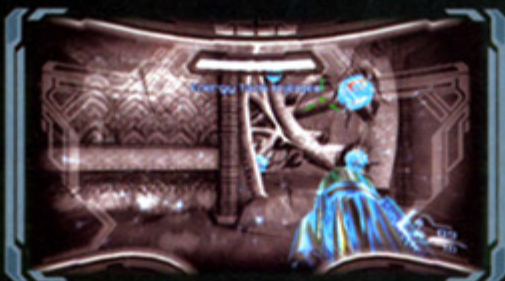
Bryyo

Grand Court

In the Morphball tunnel, roll past the Gateway entrance point and continue rolling left, toward the Grand Court Path. Blast through the missile door in the Grand Court Path to proceed to the next section. Be sure to scan a Shelbug along the way.



These vines block your way in the Grand Court Path. Enter Hypermode and blast all four Phazon nodules to destroy the vines. Beyond the vines are a couple of Hoppers. Stay in Hypermode to quickly dispatch them.



Grand Court Path Missile Expansion



LOCATE THIS STATUE ON THE WALL OF THE GRAND COURT PATH, NOT FAR FROM THE PHAZON GROWTH. THE STATUE IS FILLED WITH FUEL GEL, A HIGHLY VOLATILE LIQUID. DESTROY THE STATUE TO REVEAL A LEDGE. LEAP ONTO THE LEDGE AND JUMP ACROSS A SERIES OF UPPER-LEVEL LEDGES TOWARD THE MISSILE EXPANSION.



Continue to the Grand Court, dropping to the floor near the fallen Golem statue. As you reach the ground, three Reptilicus Hunters appear. Scan one for your Logbook, then go to work.



Reptilicus Hunters are capable of cloaking, so they can disappear and reappear in a new spot. This makes for a challenging fight. They're also quite durable, so try to hit them with missiles or charged shots to inflict heavy damage. Strafe around the perimeter of the Grand Court's floor to keep your distance—if you get too close, they may attack with an electrified whip. Take on one Reptilicus Hunter at a time till all three are down for the count.



When all three Reptilicus Hunters are dead, move to the T intersection at the back of the Grand Court. Turn right to head to the Hillside Vista.



Lore: Age of Science



IN THE GRAND COURT, opposite the Hillside Vista entrance, is this locked panel. Hiding a Lore entry. Shoot the red dots in the sequence that they appear to unlock this panel. If you're not fast enough, the panel resets, requiring you to restart. Once the panel is unlocked, scan the flaming image to get the Age of Science entry for your Logbook. Be on the lookout for similar locked panels throughout Bryyo to reveal more Lore entries.

Hillside Vista



Watch out for the Gragnols as you enter Hillside Vista. Finish them off, then approach this chasm. The span is too far to jump, and you don't

possess the Grapple Swing yet so you can't use the Grapple Swing Point, shown as a yellow diamond. You need to find another way across. Look at the vine-covered wall to the left to spot a Morphball tunnel. This is your path to the other side.

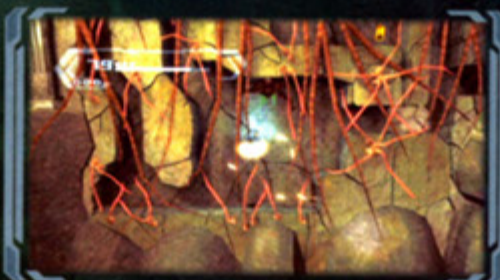


TIP

BEFORE ENTERING THE MORPHBALL TUNNEL, scan the snatcher and Korba creatures along the wall to earn a couple of red credits. You can't enter scan mode while in morphball form.

Back away from the chasm and look for this cracked piece of rock in the nearby wall—it's easy to spot in scan mode.

Blast an opening in the rock with a Morphball bomb and roll inside the adjoining tunnel.



Inside the tunnel, the ledge above is too high to reach. Roll toward the Korba creatures emerging from a crack in the wall. As you get close to them, they attach to you, lifting your

Morphball upward like a balloon. Use the Korbas to reach the high ledge, using a bomb to halt your ascent. Inside the upper portion of the tunnel is a Missile Expansion. Grab it and bomb your way up and out of the tunnel.

Bryyo

At the tunnel exit, scan this panel, then tear it away using the Grapple Lasso to reveal a statue containing fuel gel. Shoot the yellow circle to ignite the fuel gel and destroy the statue, clearing a path to Reliquary I.



Swing from one point to the next to reach the opposite side of the room. Release [X] to let go of one Grapple Swing Point, then quickly tap [X] again to attach your Grapple Swing to the next point. If you fall, enter the Grand Court side passage and try again.

It's also possible to get through by grappling the two panels on the far right.



Enter Reliquary I to attain the Grapple Swing suit upgrade. This allows you to use Grapple Swing Points to cross wide spans Tarzan-style. Now you can reach the GFS Theseus and activate the satellite uplink.



You must ascend this tall ledge to exit the Grand Court. Using your Grapple Lasso, pull these eight loose panels free to reveal a Morphball tunnel. Roll into the tunnel and bomb your way upward to reach the top.

GFS Theseus

Return to Hillside Vista and try out your new Grapple Swing. Start off by locking on to the Grapple Swing Point above the chasm.



As with the Grapple Lasso, whip the Nunchuk toward the screen to extend the Grapple Swing. You'll immediately swing across the gap—release [X] to let go at the right moment.



Continue through the Grand Court Path on your way to the Gateway. Along the way you encounter a lone Reptilicus. Scan the new creature, then quickly dispatch it with a few charged shots. There's little room to maneuver in this tight passage, so finish it off fast.



Once on the other side of Hillside Vista, return to the Grand Court and enter the side passage next to the fallen Golem statue. Follow the passage till you reach this high platform overlooking

the Grand Court. Above the court are three Grapple Swing Points.



Use the Morphball tunnel to return to the Gateway. At this ledge, turn east and locate the Grapple Lasso Point. Use the Grapple Lasso to yank this platform down, creating a spot for you to jump across. If you're quick, you can get out of the area before the Reptilicus creatures approach.



Move through the darkened corridor behind the Gateway area and pass through the doorway (on the upper ledge) to enter the Crash Site. The GFSTheseus lies directly ahead. Use the Grapple Swing to cross the gap.



Locate this Morphball tunnel at the base of the vessel—some debris blocks the entrance. Drop a bomb to clear a path, then roll inside the tunnel to gain entry. Advance through the side-scrolling sequence till you are inside a room in the Theseus.

Immediately switch out of Morphball form to scan and engage an Atomic Corporeal Energy sphere. Dodge its explosive charges while circle-strafing around it.



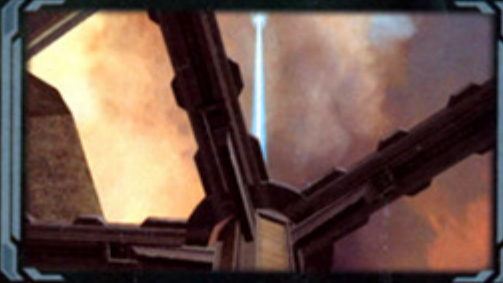
Once the interior is safe, focus on this panel held in place by two security clamps. Shoot both of the clamps to lower the panel.



Next, restore power to the vessel by using your Grapple Lasso on these four power rods, pulling each rod into place.



With power restored, the satellite uplink is ready. Simply interact with this switch to establish the uplink. The maps for all remaining areas in Bryyo automatically download to your Logbook, opening two new docking sites. Aurora Unit 242 immediately recognizes two key energy sources on the planet that are linked to the shield protecting the Leviathan Seed. Your



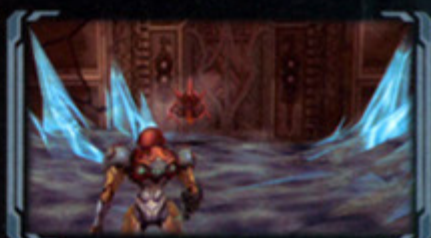
new objective is to destroy these two energy signatures.



Retrace your steps back to the Cliffside Airdock—it's time to leave this area for now. Once again, you encounter several Reptilicus

creatures in the Gateway area. Fight or simply ignore them.

In the Gateway Hall use your Grapple Lasso to pull free this lower block, creating a step so you can reach the high ledge above.



Farther down the Gateway Hall, your path to the Cliffside Airdock is blocked by a large blast shield covering the door. Suddenly, Alpha Hoppers appear—they may appear in groups of two, three, or five at a time. These creatures spit venom, so be ready to dodge their attacks. Your Power Beam does very little damage to these creatures, so switch to Hypermode to finish them off quickly. Once all three Alpha Hoppers are dead, the blast shield over the Cliffside Airdock door lifts, allowing you to pass.

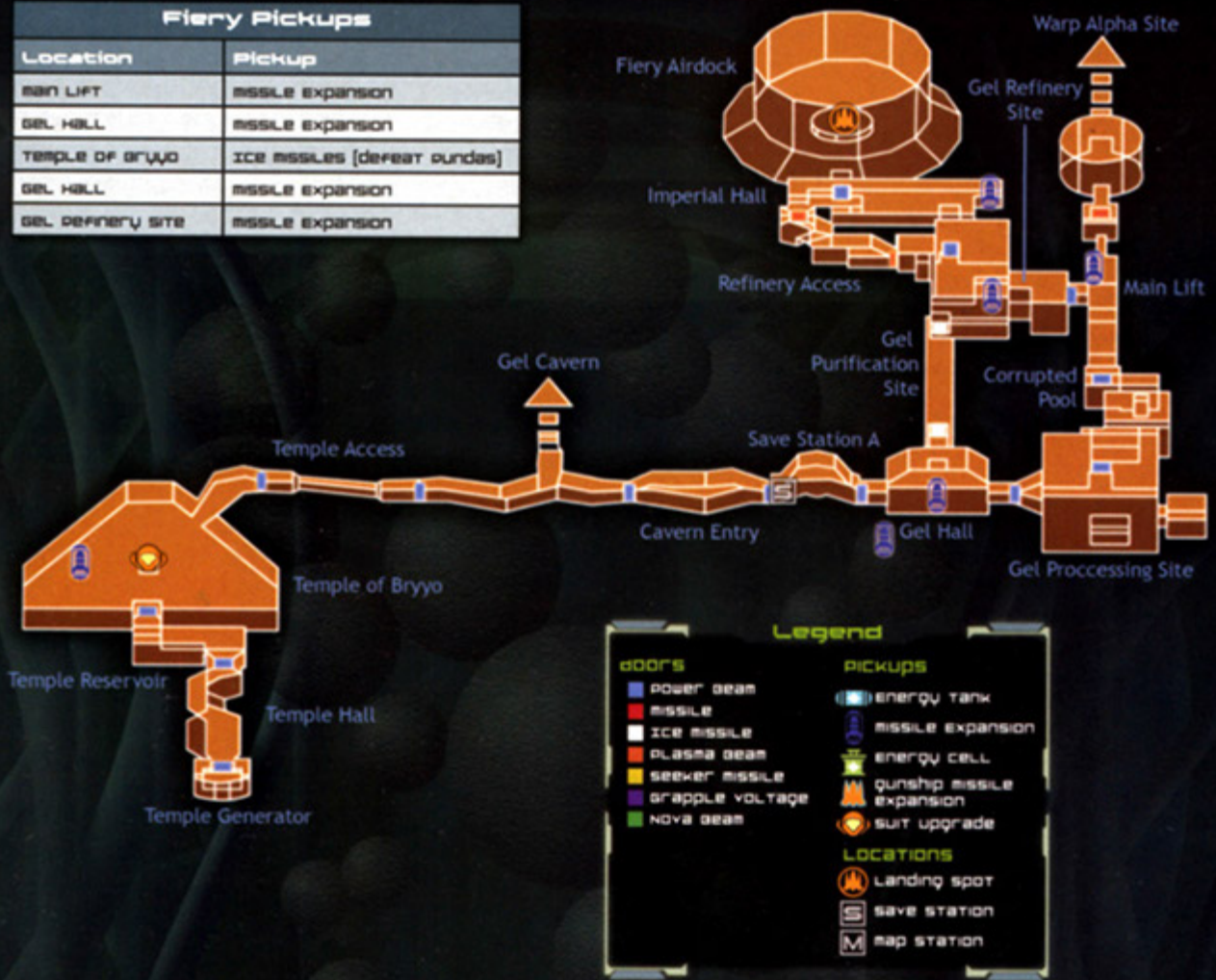


Proceed to your Gunship and save your game. Once you're ready to take off, set a course for the newly revealed Fiery Airdock.

FIERY

Fiery Pickups

Location	Pickup
main lift	missile expansion
gel hall	missile expansion
temple of bryyo	ice missiles (defeat Dundas)
gel hall	missile expansion
gel refinery site	missile expansion



Fiery Research & Credits

Location	Scan/Action	Credit
Fiery Airdock	Fuel Gel	research
main lift	Lore: Age of Schism	blue
gel processing site	warp hound	red
gel processing site	Lore: Age of War	blue
gel processing site	gragnol adult	red
gel processing site	grab ledge	research
gel processing site	phazon pillbug	red
temple access	gelbug	red
temple of bryyo	space pirate crate	research

Fiery Research & Credits

Location	Scan/Action	Credit
temple of bryyo	armored pirate trooper	red
temple of bryyo	large space pirate crate	research
temple of bryyo	Dundas	red
temple of bryyo	defeat Dundas	gold
temple reservoir	scorch bug	red
temple reservoir	gel day	red
temple generator	Lore: downfall	blue
imperial hall	bryyonian shrewbat	red



Investigate Eastern Energy Signature

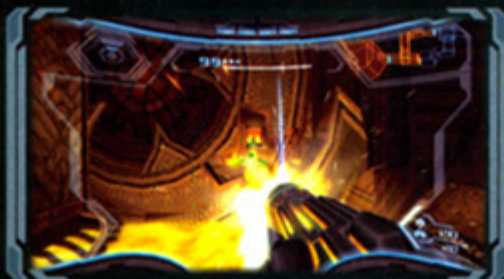
Imperial Hall



Now that the two energy signatures have been located, you must find a way to destroy them, starting with the signature near the Fiery

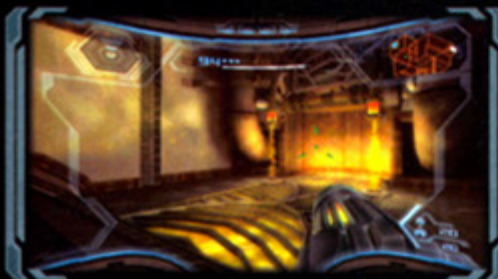
Airdock. Begin your journey by heading south, into the Imperial Hall.

In the Imperial Hall, two large rotating discs block your way. Hit the gel spouts with a charged shot to ignite the fuel gel. The thrust provided by the lit fuel gel provides just enough momentum to rotate the discs out of your way. Follow the corridor into the Gel Refinery Site.



Gel Refinery Site

Several Reptilicus creatures occupy the Gel Refinery Site. Deal with them quickly by switching into Hypermode and dousing them with lethal amounts of Phazon.



When the fight is over, move to the room's south side and locate these two parallel gel spots—ignite each with a charged shot. The spouts rotate and reveal a new platform. Hop onto this platform, then jump

across to the nearby doorway leading into the Main Lift.

Main Lift



Upon entering the Main Lift, pull this panel down with your Grapple Lasso to find a lore entry (Age of Schism). Scan the image into your Logbook to earn a blue credit.



Locate the Morphball tunnel in the Main Lift and roll through to enter this cavern. Once again, use the Korba creatures to raise your Morphball up onto the nearest ledge to the left.

Main Lift Missile Expansion



Instead of dropping down on the lowest ledge, let the Korba creatures lift your morphball toward the cavern's ceiling. Drop down on the left-side ledge near the ceiling and navigate the adjoining morphball tunnel to grab the missile expansion. Exit the way you came in, dropping all the way back to the cavern floor. Then use the Korbas to lift you to the lower ledge.

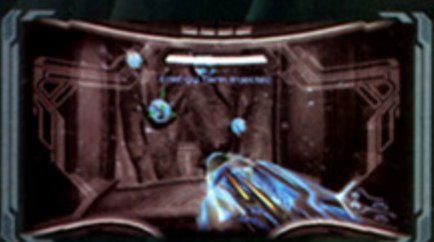


At the end of the lower Morphball tunnel, enter the lift straight ahead and throw the switch using your Grapple Lasso.

Corrupted Pool



Blast through the Missile Door leading into the Corrupted Pool and be prepared to face off against some Hoppers waiting on the other side.



When you come to this Phazon growth in the Corrupted Pool corridor, activate Hypermode and begin shooting the round nodules.



But something goes wrong with the PED, causing it to overload. Quickly discharge as much Phazon as possible by rapidly pressing **A**. If you don't vent the Phazon quickly, you'll die! Aurora Unit 242 reports in after the malfunction and downloads the diagnostics off your suit to determine what happened.

Phazon Corruption



From this point on, Samus is corrupted, making Hypermode a potentially dangerous option. When Hypermode is activated, Phazon Levels climb throughout the 25-second duration. Keep a close eye on the Phazon meter at the top of the screen—if it gets close to being full, vent some Phazon by discharging your weapon. Each shot fired reduces the Phazon Levels, preventing the PED from overloading. But don't fire too quickly or else you'll drain the Phazon completely, exiting Hypermode. Instead, try to keep the Phazon Levels somewhere in the middle of the meter. While corrupted you cannot exit Hypermode by pressing **C**. The only way to exit Hypermode is by expending all your Phazon or by waiting out the full 25 seconds.

Once you've recovered from the overload scare, swing across this gap with your Grapple Swing, then proceed into the Gel Processing Site.



Gel Processing Site



As you enter the Gel Processing Site, Rundas can be seen on one of the upper ledges during a cutscene. But he soon disappears as three Warp Hounds materialize on the room's floor. Scan one of the Warp Hounds first to attain a red credit. Next, go to work on them. Warp Hounds are very tough creatures, so consider activating

Hypermodes to finish them off quickly. Just keep your Phazon levels within safe parameters during the engagement. If you're accurate, you can eliminate all three Warp Hounds with one Hypermodes activation.

When the fight is over, approach this console on the room's far side. To advance through this area, you must reach an upper-level walkway by raising the central platform. Start by shooting the fuel gel spouts on the side of this console with charged shots. Once both spouts are ignited, a bomb slot opens in the center of the console. Enter the bomb slot in Morphball form, then drop a bomb inside the slot to raise the central platform up one level.



TIP

Scan the fiery fresco behind the console in the Gel Processing Site to download a Lore entry [Age of War].



Jump to the raised platform in the center of the room and locate two Grapple Lasso Points on opposite sides of the shaft—each marked by a green orb. Use your Grapple Lasso to pull each of these implements into place.



Cross this beam and jump over into the next room. At the center of two fuel channels is a pump attached to the wall. Interact with the pump by pushing the Wii Remote back and forth, toward and away from the screen. Repeat this four times to get the fuel gel flowing.



Back away from the wall and aim up at one of the streams of fuel gel. Power up a charged shot and shoot the source of the fuel gel (aim high) to ignite it, causing the implement inside the shaft to rotate. Ignite the second stream of fuel gel in the same fashion.



This opens a Morphball tunnel at the base of the wall, beside the fuel pump. Roll into the Morphball tunnel and follow it back toward the main shaft and into the room on the opposite side.



Here you'll find another fuel gel console, identical to the one you used earlier. Shoot the two spouts of fuel gel with a charged shot, then enter the bomb slot to raise the central platform another level.



TIP

When the platform is raised to its second level, Gragnol adults appear in the gel processing site. Scan one for your Logbook. These creatures are easiest to kill with your Grapple Lasso. Simply attach your Lasso to one's tail and pull back on the Nunchuk for the kill.



Return to the center platform and look for a green plug on the side of the shaft—you can pull it off with your Grapple Lasso. Once the plug is removed, fuel gel pours out. Hit the gel with a charged shot to ignite it. Suddenly, a second, parallel stream of fuel gel pours out of the wall—shoot it too. Igniting both streams of fuel gel sets off a chain reaction, destroying obstructions in a Morphball tunnel lining the shaft's upper perimeter.

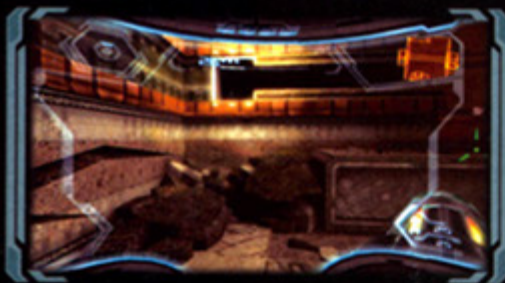


TIP

Before entering the morphball tunnel, scan it for Phazon Pillbugs—you can't scan them once you enter the tunnel. These creatures inhabit tunnels and can be destroyed with morphball bombs.



Bryyo



From the central platform, space jump over to this alcove to find the Morphball tunnel entrance. Switch to Morphball form and drop a bomb to reach the opening.

In the tunnel, watch out for Phazon Pillbugs and flame jets. The Phazon Pillbugs can either be avoided or be destroyed with Morphball bombs, but you'll need to work your way around and past the flame jets.

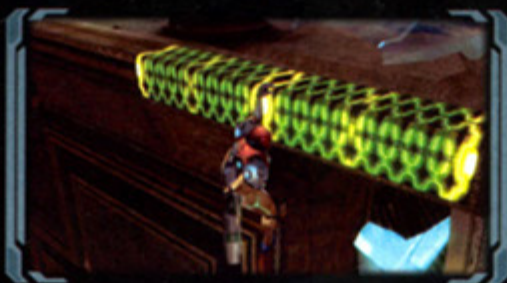


The Morphball tunnel empties into a room with another fuel gel console—you know the routine. Hit both spouts with a charged shot, then drop a bomb in the bomb slot to raise the platform another level. You can now reach the exit.



Before jumping back to the central platform, engage the newly released batch of Gel Puffers. Finish them off before attempting any jumps. Otherwise they can throw you off course, potentially causing you to fall all the way down the shaft.

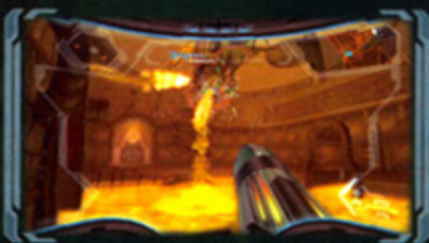
Space jump over to the central platform and locate this green ledge above. This is called a Grab Ledge. Simply space jump toward it and Samus will pull herself up. Enter the door at the top of the ledge to access the Gel Hall.



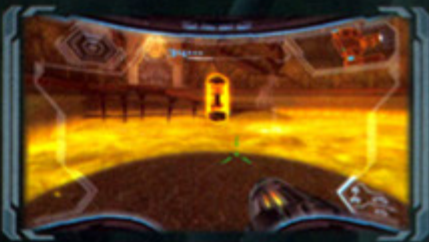
Gel Hall



Watch your step as you enter the Gel Hall—a massive pool of lethal fuel gel fills the room's floor. Stand on the entry perch and engage the Gel Puffers before making any crossing attempts.



Next, study the Golem head carving spinning about the room's ceiling spewing fuel gel from its mouth. As the head passes the fuel line on the left side of the room, hit the stream of fuel with a charged shot. The resulting geyser of flame cuts through the fuel line and releases a platform, which lands in the center of the room with a Missile Expansion on top.



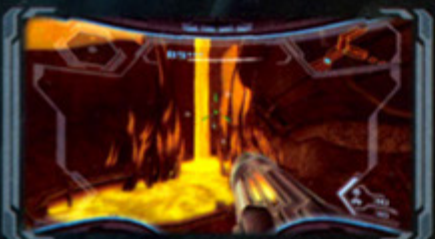
Space jump over to the new platform and grab the Missile Expansion. From here it's just one more space jump over to the next perch, which leads to Save Station A.



Replenish your energy and save your game at Save Station A. A boss battle is right around the corner, so this is a good opportunity to fill your energy tanks and stock up on missiles.



Three Hoppers wait for you in the adjoining Cavern Entry. Strafe left and right to avoid their spitting attacks while returning fire. Advance through this corridor to reach the Gel Cavern.



In the Gel Cavern you must hop across three pools of fuel gel while engaging a few pesky Gragnols. Streams of fuel gel pour into each pool from the ceiling at regular intervals. Time the streams of fuel gel and jump across when there's an opening. Avoid shooting the streams of fuel gel as the resulting explosion will inflict damage.

NOTE

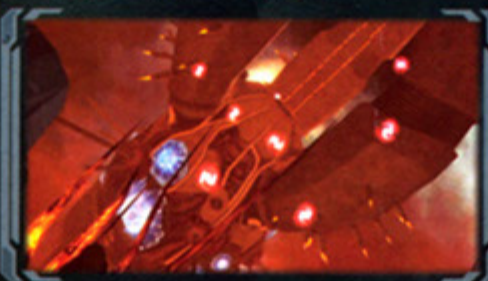
THE SHORTCUT OFF THE SIDE BRANCH OF THE GEL CAVERN CAN ONLY BE USED ONCE YOU HAVE ICE MISSILES. THE SHORTCUT LEADS BACK TO THE IMPERIAL HALL.

Cross the Gel Cavern to reach the Temple Access corridor. This narrow elliptical passageway is lined with Gelbugs,

small insect-like creatures filled with highly volatile fuel gel. Slowly work your way through this passage shooting Gelbugs as you go—be sure to scan one for your Logbook.



Temple of Bryyo



As you enter the Temple of Bryyo, a space pirate vessel can be seen flying above. Jump out of the way as several incoming energy blasts strike the temple floor.

Following the brief bombardment, a Space Pirate ATC drops off a few Armored Pirate Troopers. Ignore the ATC and go after the pirates, scanning one first for your Logbook.

Armored Pirate Troopers are equipped with heavy body armor. Use missiles to knock off their armor first, then hit them with your beam weapon to finish them off. Hunt down all the pirates on the floor to advance.



CAUTION

Hypermode is also very effective against armored threats, but in this instance, reserve your energy tanks for the impending boss battle.

After you kill all the pirates, more Space Pirate ATCs fill the sky above, dropping off more pirates to stop you. Rundas arrives in the

nick of time, encasing all the pirates in thick layers of ice. But there's something different about Rundas—stay on your guard.

**BOSS BATTLE: RUNDAS**

Soon after Rundas's arrival, he attacks Samus without saying a word. As you regain control, immediately scan Rundas to discover his weakness. Rundas is protected by ice armor, making him invulnerable to any of your weapons. But you can tear away his armor once he's stunned.



Spend the first few moments of the battle familiarizing yourself with Rundas's attacks—and avoiding them. If he manages to freeze you with one of these shotgun-like ice attacks, repeatedly press **□** to break free. Watch for these attacks in the future and be ready to space jump laterally.

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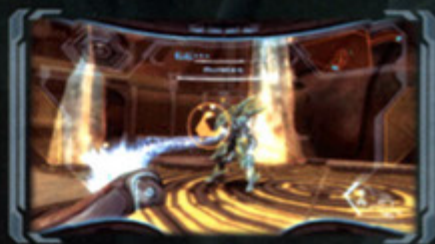
Spend the first few moments of the battle familiarizing yourself with Rundas's attacks—and avoiding them. If he manages to freeze you with one of these shotgun-like ice attacks, repeatedly



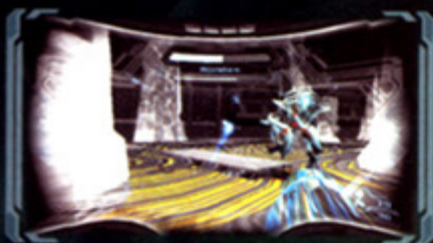
Rundas frequently flies around the room on a self-generated ice slide. Try to keep an eye on him at all times as he zooms around the room. Don't bother shooting him during these sequences as you're unlikely to cause any damage.



Low on health or missiles? Watch for Rundas's ice cube attack. He'll stand atop one of the ice pillars and launch a series of ice cubes at you. Shoot the cubes before they impact: most contain health power-ups and missiles.

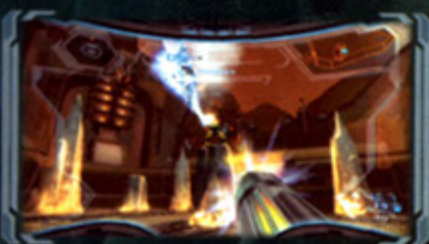
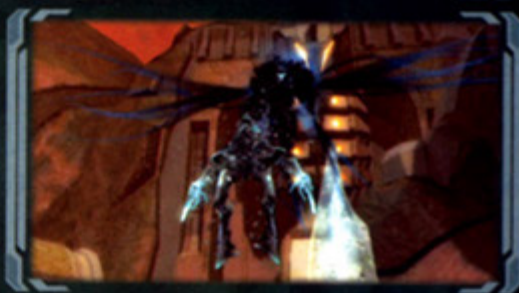


Wait till Rundas is on the ground, then hit him with missiles and charged shots in an attempt to stun him. Once he's stunned, a Grapple Lasso icon appears on his armor. Use your Grapple Lasso to rip off his ice armor. Remember, you must be fairly close to use the Grapple Lasso.



When Rundas's armor is removed, he's vulnerable to all your attacks. But he won't be an easy target. He tries to run away and hide behind one of the many ice pillars. Stay on his tail and activate Hypermode. Hit him with as many Phazon blasts as possible before he regenerates his ice armor. As with any hostile creature, Hypermode is by far the quickest way to finish off Rundas.

Keep up the pressure on Rundas by stunning him, removing his armor, then hitting him hard with Hypermode attacks till he falls. Rundas's body mysteriously disappears, accompanied by a dark cloud resembling Dark Samus. It's unclear what made Rundas turn, but it's obvious that Dark Samus had something to do with it.



As Rundas takes more damage, his attacks become more elaborate and desperate. Watch out when he hops on one of the ice pillars and begins swinging around a large ice club. After a few swings, he'll hurl the giant chunk of ice at you and there's very little you can do to avoid it. However, if you shoot at his grip on the club early on (before the release), you can make him drop the ice.

After defeating Rundas, pick up the Ice Missile suit upgrade. Ice Missiles can be used to open new areas as well as to freeze enemies and fuel gel.

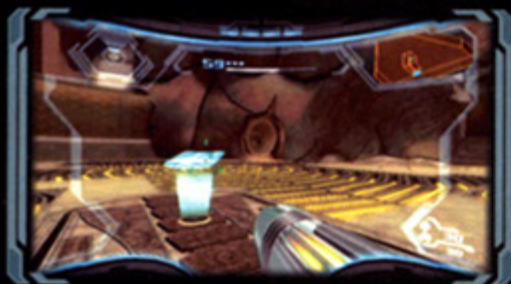


NOTE

you don't have the firepower to destroy the energy signature yet—you'll need to upgrade your gunship at cliffside first. following the Rundas battle, you can return to the fiery airdock and proceed directly back to the cliffside airdock to begin your search for the gunship missile expansion. alternatively, you could continue on to the temple generator and scout out the energy signature. however, you must return later anyway once you have the gunship missile expansion.



Temple Generator



At the center of the temple, a lift hologram appears. Stand next to the rotating hologram to ride the lift down to the Temple Reservoir.

Fuel gel fills the floor of the Temple Reservoir. Fire an Ice Missile into the gel to create a small temporary island. Jump over to it and create another island with a second Ice

Missile farther down the corridor to reach the room's exit.



TIP

In the temple generator, take some time to scan the scorch bugs on the wall and the gel pay in the fuel gel to earn a couple of red credits. Gel pays jump out of the fuel gel periodically, so be ready to scan them while they're in midair.



In the adjoining Temple Hall, locate this pump on the right side of the passage and interact with it to get three streams of fuel gel pouring out of the nearby wall.



Shoot the closest stream of fuel gel with an Ice Missile to temporarily freeze it, creating a solid platform. Jump over to the frozen platform and shoot the next fuel gel stream with an Ice Missile. Repeat the

process till you reach the far side of the hall. Move through this area quickly because the fuel gel streams won't stay frozen for long.



Enter the Temple Generator room and interact with this console. It reports that the shield generator is online. While you're here, turn to the right and scan the lore entry (Downfall).

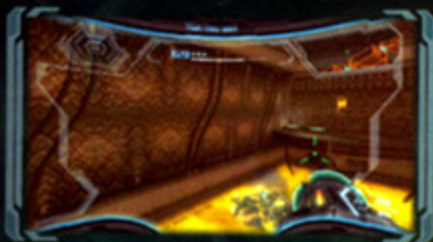


Move to this large window overlooking the shield generator. Bring up the Command Visor and order your Gunship to attack it. Unfortunately, your Gunship doesn't have adequate armament yet. Backtrack to Cliffside to upgrade your ship.

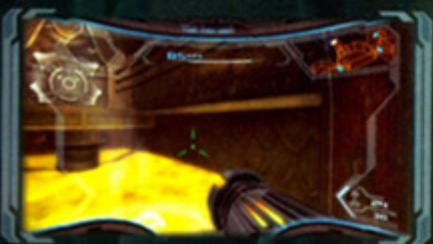
NOTE

The quickest path back to the fiery Airdock is through the shortcut in the gel cavern. However, you'll miss out on a couple of missile expansions if you take this route.

Fiery Airdock Return



Retrace your steps back toward the Fiery Airdock, but watch for a couple of pickups along the way. In the Gel Hall, use your Ice Missiles to create islands in the fuel gel. Turn down the hall on the right to grab a Missile Expansion.



Use more Ice Missiles to cross the Gel Hall, toward the Ice Missile door. Hit the door with an Ice Missile to access the Gel Purification Site.

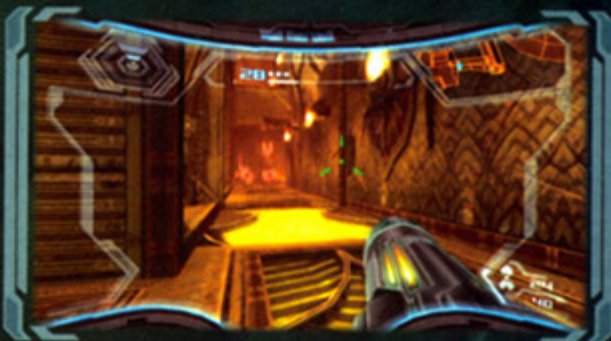


In the Gel Purification Site, scan the ceiling for the red proximity switch. Shoot the first one to release a Grapple Swing Point. Use the Grapple Swing to latch on to the first point, but don't let go. While still swinging from the first point, shoot the next proximity switch to release another Grapple Swing Point. Swing to the second point and repeat the process with the third switch to reach the far side of the room.



Gel Purification leads directly to the upper level of the Gel Refinery Site, putting you within a few steps of another Missile

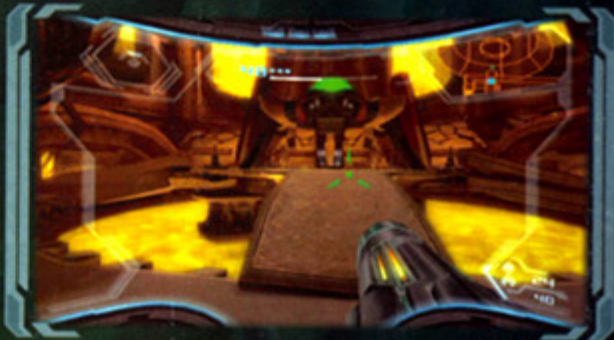
Expansion. Turn right and use your Grapple Lasso to pull down this loose pipe. Once a path is clear, grab the Missile Expansion and drop to the floor. In the meantime, Aurora Unit 242 reports in, giving you the coordinates of a Federation landing site where you can get your ship upgraded.



Proceed through the Imperial Hall on your way to the Fiery Airdock. In the Hall, look for three Bryyonian Shriekbats. They're often

too fast to scan, so try to hit one with an Ice Missile, then scan it.

Return to your Gunship on the Fiery Airdock and set a new course for the Cliffside Airdock—you must access the new Federation landing site on foot before you can set your ship down for the upgrade.



CLIFFSIDE REVISITED

Cliffside Pickups

Location	Pickup
Crash Site	Missile Expansion
Quined Shrine	Energy Tank
Federation Landing Site	Energy Cell
Federation Landing Site	Gunship Missile Expansion

Cliffside Research & Credits

Location	Scan/Action	Credit
Federation Landing Site	Energy Cell	Research
Federation Landing Site	Galactic Federation Orange Door	Research



Upon landing at the Cliffside Airdock, head directly toward the GFSTheseus. Exit through the door at the back of the ship to

enter the Falls of Fire. Just as in the Temple Hall, use your Ice Missiles to turn the streams of fuel gel into solid platforms of ice to cross. Just watch out for the Gel Puffers floating above the room.



TIP

Want another missile expansion? Enter the morphball tunnel at the crash site, before entering the GFSTheseus. Maneuver through the hazardous tunnel to climb your way to the top of the crash site and retrieve the missile expansion. You'll need to perform a double bomb bounce to ascend the vertical shaft in the morphball tunnel.

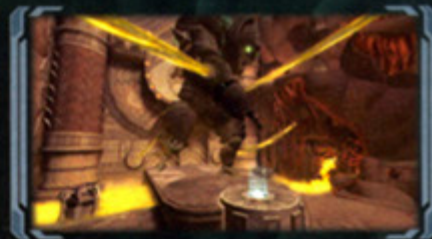


At the end of the hall, approach this Bryyonian Labor Golem in Morphball form. Hop into the Golem's bomb slot and drop a bomb to activate it. The Golem acts as an elevator, dropping down an extremely deep shaft, allowing you to safely reach the bottom. Shoot the Ice Missile door at the corridor's end to enter the Hidden Court.

Hidden Court



A massive War Golem dominates the center of Hidden Court, but don't let it distract you—eliminate the two Warp Hounds first. Ice Missiles are very effective against Warp Hounds if you can score a hit. Once they're frozen, hit the Warp Hounds with charged shots to blow them to pieces.



Kill all the Warp Hounds to reveal a bomb slot at the base of the War Golem. Drop a bomb inside to open a metal grate covering the end of the fuel line attached to its right ankle. Three other lines are attached to each of the War Golem's limbs.





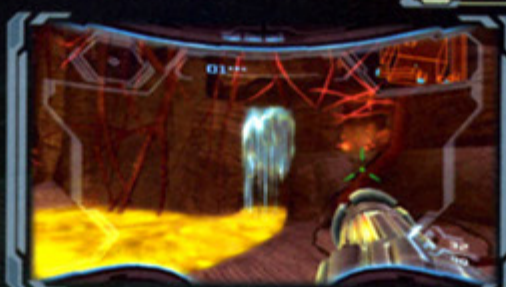
Move to the fuel line attached to the War Golem's right ankle and hit it with a charged shot to ignite the fuel gel inside. One down, three to go.



To get to the fuel line, a missile must be launched at the wall. Next, follow the fuel line on the War Golem's right wrist to this cramped alcove. Charge up a shot and fire away to watch the fuel line disintegrate like a lit fuse.



Move to this wall opposite of the War Golem to spot a stream of fuel gel pouring into a small pool. Ignite the stream with a charged shot to light up the fuel line dangling nearby. This releases the War Golem's left arm.



bombs to bypass the now flowing fuel gel on the way out of the Morphball tunnel.

Return to the bomb slot near the War Golem's feet and drop a bomb inside. Once activated the Golem removes a large cylindrical block from the floor, opening a new passage.



Ruined Shrine

Follow the new passage to reach the Ruined Shrine. Hold on this ledge and locate the yellow crystallized fuel gel deposit on

the right side of the shaft. Hit it with a charged shot to set off several secondary explosions. This lowers a loose pipe, creating a bridge across the shaft's upper level and providing a Grapple Swing Point you can use to reach the other side.



Look for the Morphball tunnel near the War Golem's left arm. Don't enter the tunnel yet. First, fire an Ice Missile at the flowing fuel gel to create a temporary ice bridge. Quickly enter the tunnel and cross the ice bridge before it melts. Follow the tunnel upward till you come to the fuel line source attached to the War Golem's left ankle. Drop a bomb to destroy it. Use

Bryyo



Before swinging across, locate this large vertical pipe on the left side of the shaft. Two cables hold it up. Destroy

the first cable by shooting the nearby Gagnol Hive. If the exploding hive doesn't ignite the cable, follow up with a charged shot.

Destroy the second cable by targeting the Small Bryyo Coffers on the landing across the shaft. This dislodges the pipe, creating a second bridge across the shaft, allowing you to access the Hangar Bay.



Federation Landing Site



In the Hangar Bay, move toward this hand-shaped control to initiate a cutscene. Three Warp Hounds appear to prevent you from attaining the Gunship Missile Expansion.



Remember, Ice Missiles are a good way to deal with Warp Hounds, but if you've got Energy Tanks to spare, Hypermode is even more effective.



After you defeat the Warp Hounds, three Reptilicus Hunters appear on the upper levels of the Hangar Bay. Dodge their attacks and wait for them to move into close range before laying into them with missiles and charged shots.

Ruined Shrine Energy Tank

The energy tank in the ruined shrine is at the bottom of the shaft, inside the dismembered arm of a Golem statue. Scan the statue for a weak spot in the arm. Then hit it with a morphball bomb or charged shot. Roll into the hole in the arm to attain the energy tank. Use the nearby ledges to climb back up the shaft.

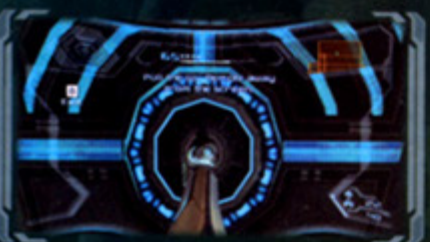


Swing across the shaft, then follow the nearby path up through a narrow passage to reach the makeshift bridges. When you come to a pile of rubble, hit it with an Ice Missile to clear a path to the Hangar Bay.





Finish off the Reptilicus Hunters to gain access to this Gunship Missile Expansion terminal. You can't land your ship yet because the hatch on the ceiling is closed. Still, interact with this terminal to raise a central platform you can use to reach the hatch controls. Now move to the lift and take it to the upper level.



After exiting the lift, turn right to spot two ducts. Change to Morphball form and enter the nearest duct. You emerge in a small control room. Locate the switch on the nearby wall and pull out an Energy Cell. You'll need Energy Cells later in the game. Removing it lowers a shield on the Hangar Bay's floor level, providing access to a new area—you don't need to go there yet. Exit this control room by entering the closed duct on the left.

NOTE

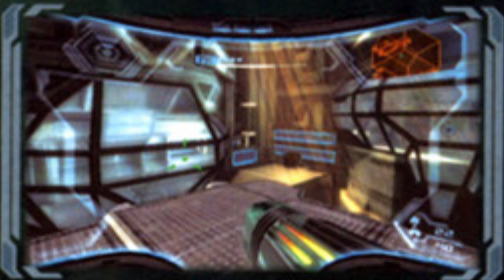
ENERGY CELLS are an inventory item you need to look for throughout the game. Unlike energy tanks, they are not used directly by Samus. Instead, they are used to power up certain areas. There are nine energy cells altogether, and you need each one to access some vital information on the GFS Valhalla later on.

Jump over to the central platform and leap toward this Grab Ledge in the center. Destroy the two Gragnol Hives

(and any Gragnols that escape) from this point. Make sure all threats are eliminated before making any critical jumps.

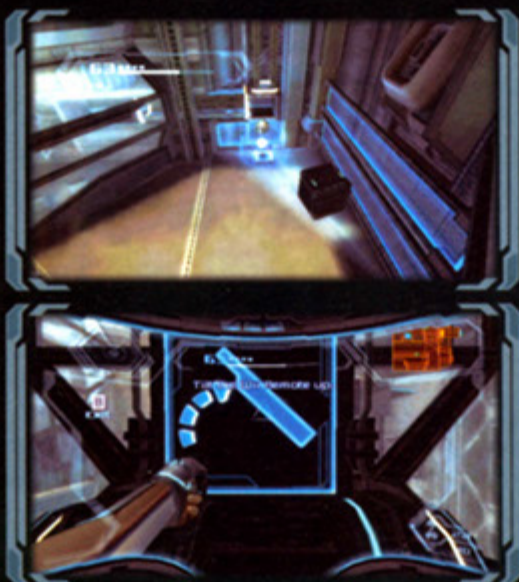


Locate this Grapple Lasso Point and pull this ramp toward you to provide another elevated platform.



From the new platform, perform a series of space jumps across the upper level of the Hangar Bay, moving toward this control room—the one without the missing Energy Cell.

Enter the control room via this side Morphball tunnel. Inside, interact with the controls to open the Hangar Bay hatch.



Now that your ship is in position, hit the center button on the Gunship Missile Expansion terminal. The machinery does the rest, adding missiles to your ship. You can now return to the Temple Generator and knock out the Eastern Energy Signature.



Return to the Hangar Bay floor and lower the Gunship Missile Expansion platform. Once it's down, activate your Command Visor and order your ship to land.



Enter your ship and save your game. Once you're ready for take-off, set a course for the Fiery Airdock. Because your ship has landed at the Federation Landing Site, you can return here at a later date, now that the site's icon appears on the ship's navigation screen.



FIERY REVISITED

Fiery Research & Credits

Location	Scan/Action	Credit
Corrupted Pool	Remorse-class Turret	red
Temple of Bryyo	Armored Aerotrooper	red
Temple Generator	Destroy Eastern Energy Signature	gold
Temple of Bryyo	Advanced Shield Trooper	red
Gel Cavern	Use shortcut	Friend Voucher

Destroy Eastern Energy Signature



Upon landing at the Fiery Airdock, proceed directly to the Temple Generator. On this visit, the path is now filled with space pirates attempting to stop you. You'll encounter a few new units along the way, including a Remorse-Class Turret in the Corrupted Pool and an Armored Aerotrooper in the Temple of Bryyo—scan both to earn red credits.

At the Temple of Bryyo, the lift leading to the Temple Generator is obstructed by a large metal hatch. On either side of the hatch are two

jamming beacon devices. Dodge the attacks from the Armored Aerotroopers and approach the jamming beacons. Use your Grapple Lasso to pull the switch on each to temporarily deactivate them—you must do this quickly because they won't stay off for long.



While both jamming beacons are deactivated, use your Command Visor to order your Gunship to come in for an air strike, targeting the obstructing hatch in the center. In a cutscene, the Gunship appears over the horizon and drops explosive ordnance on the hatch, blowing it to bits, along with the nearby pirates.

Bryyo

Proceed to the Temple Generator and prepare to engage a couple of Pirate Troopers inside. When they're down, move to the large window overlooking the shield generator and activate your Command Visor to give your Gunship another target. The armored plating of the shield generator is no match for your Gunship's missiles. Completing this objective earns you a gold credit. Now it's time to hit the Western Energy Signature—back to the Fiery Airdock!



On your way back to the Fiery Airdock, you encounter a new threat in the Temple of Bryyo—the Advanced Shield Trooper. This

pirate is equipped with a shield as well as body armor. Start off by ripping away the shield using the Grapple Lasso. Next, go to work on the armor, using Ice Missiles to blast it. Once the shield and armor are gone, these ugly beasts drop like all other pirates.



Midway through the Gel Cavern, turn down this passage on the left and fire an Ice Missile at the fuel gel waterfall. This temporarily

halts the flow of fuel gel, allowing you to enter the passage beyond.



Approach this odd sculpture at the end of the passage and change into Morphball form. Drop a bomb at the sculpture's base to lift yourself up and into the small round opening at the center. This is a shortcut that transports you to the Imperial Hall. You earn a friend voucher just for using it.



NOTE

THE SHORTCUT IN THE GEL CAVERN IS A ONE-WAY ROUTE. YOU CANNOT USE IT TO ACCESS THE GEL CAVERN FROM THE IMPERIAL HALL.



Continue through the Imperial Hall to the Fiery Airdock. Save your game in your ship, then set a course for the Thorn Jungle Airdock.



THORN JUNGLE

Thorn Jungle Pickups

Location	Pickup
Vault	Energy Tank
Jungle Generator	Missile Expansion
Auxiliary Dynamo	Gunship Missile Expansion
Generator Hall North	Missile Expansion

Legend

doors

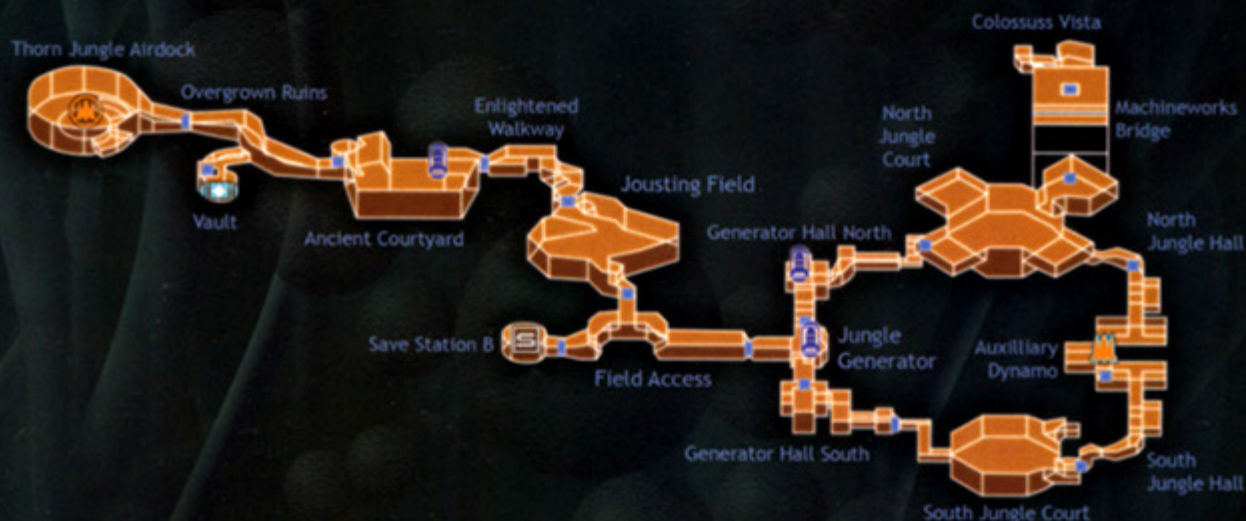
- Power beam
- Missile
- Ice Missile
- Plasma beam
- Seeker missile
- Grapple voltage
- Nova beam

pickups

- Energy tank
- Missile expansion
- Energy cell
- Gunship missile expansion
- Suit upgrade

locations

- Landing spot
- Save station
- Map station



The Thorn Jungle is home to the Western Energy Signature. Samus must locate and destroy the shield generator to gain access to the planet's Leviathan Seed. Start off by heading forward, entering the door to the Overgrown Ruins.

Thorn Jungle Research & Credits

Location	Scan/Action	Credit
Ancient Courtyard	Assault Pirate Trooper	ped
Ancient Courtyard	Advanced Pirate Trooper	ped
Ancient Courtyard	Berserker Knight	ped
Jousting Field	Pirate Hussar	ped
Jousting Field	Koraxk Beast	ped
Jousting Field	Defeat Koraxk Beast	gold
Jungle Generator	Lore: The Hunted	blue
Generator Hall South	Space Pirate Blue Door	research
South Jungle Hall	Phazon Fungus	research
Jungle Generator	Destroy Western Energy Signature	gold

Overgrown Ruins



When you enter the Overgrown Ruins corridor, two pirates (enhanced by Phazon) attack. Counter by entering

Hypermode, using Phazon blasts of your own to strip the pirates of their armor. Finish off both pirates to clear this area of threats.

When both pirates are down, turn toward this crystallized fuel gel deposit and shoot it with a charged shot. This opens a new passage leading to the Vault. Hit the red blast shield over the Vault door with a missile, then proceed inside to grab an Energy Tank.



From the shield, backpedal till you spot a second crystallized fuel gel deposit high up on the left side of the cavern. Hit it with a charged shot to open a new passage. Directly across the new passage (on the right) is a small crate. Jump onto the crate, then hop over to the new passage's ledge.



Use the Morphball tunnel in the passage to access a small control room. Interact with the switch (next to the Morphball entrance) to drain power from the energy shield in the Overgrown Ruins. Return to the corridor and pass through the now accessible doorway to enter the Ancient Courtyard.

Ancient Courtyard



As you enter the Ancient Courtyard, a Space Pirate ATC hovers above the room and drops off a few Pirate Militia, some of which are enhanced with Phazon. Try to eliminate them quickly before they can enter their own form of Hypermode.



Return to the Overgrown Ruins. A blue energy shield blocks the path ahead. You must deactivate the shield before advancing.



AT LEAST ONE OF THE PIRATE MILITIA IN THE ANCIENT COURTYARD IS EQUIPPED WITH A HAND-TOSSED PHAZON BOMB. IF HIT BY ONE OF THESE GRENADELIKE DEVICES, YOU'LL SUDDENLY ENTER HYPERMODE WITH DANGEROUSLY HIGH LEVELS OF PHAZON THREATENING TO OVERLOAD THE PED. IMMEDIATELY DISCHARGE PHAZON (BY RAPIDLY PRESSING **△**) TO LOWER THE LEVELS. BUT DON'T DRAIN YOUR PHAZON METER COMPLETELY. TAKE THE OPPORTUNITY TO FINISH OFF THE PIRATE MILITIA IN HYPERMODE.

Next, bring up your Command Visor and target the large wall for your Gunship—remember, you must do this before the jamming beacon reactivates. The resulting attack blows a large hole in the wall, giving you access to the second half of the Ancient Courtyard.



Soon after the air strike, an Assault Pirate Trooper, an Advanced Pirate Trooper, and a Berserker Knight emerge through the hole in the wall. Scan them quickly before commencing the attack.



Enter Hypermode and engage the Advanced Pirate Trooper first. Blast away his armor with a few Phazon blasts, then finish him off while avoiding attacks from the Berserker Knight.



A massive wall divides the Ancient Courtyard, hindering your progress. But the wall can be destroyed by your Gunship. Before calling in an air strike, deactivate the nearby jamming beacon by pulling its switch with your Grapple Lasso.



THE ASSAULT PIRATE TROOPER LAGS BEHIND. IF YOU DON'T SCAN HIM QUICKLY, THE BERSERKER KNIGHT WILL PICK HIM UP AND THROW HIM AT YOU. IN ANY CASE, DON'T BOTHER SHOOTING HIM. LET THE BERSERKER KNIGHT DEAL WITH HIM—JUST BE READY TO DODGE HIS INCOMING BODY.

Bryyo

When the pirates are down, focus on the Berserker Knight. As with the Berserker Lord, the Berserker Knight's



armor on its head must be destroyed before you can deal any damage. When the Berserker Knight fires its large purple orbs toward you, shoot them to volley the orbs back at its head, damaging the armor. It takes four hits from these orbs to destroy the Berserker Knight's armor.



With the Berserker Knight's armor destroyed, aggressively target the red nodule on the top of its head to inflict damage. But be ready to dodge its fiery attacks too. Space

jump over the expanding rings of fire while returning fire. Hit the Berserker Knight's weak spot with Ice Missiles or Phazon blasts to end the fight fast.



Drop the Berserker Knight first, then focus on the few pirates scampering around the Ancient Courtyard. Once this area is clear, cross the courtyard and enter the next door leading into the Enlightened Walkway.

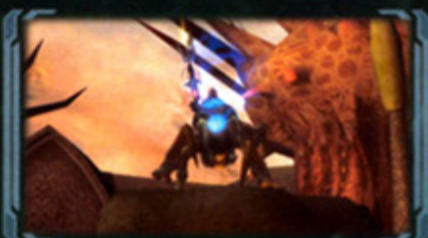
Fight your way past a few Crawl tanks in the Enlightened Walkway on your way to the Jousting Field.



Jousting Field



The pirates have set another trap for you in the Jousting Field, sealing off all exits while two Aerotroopers float above. Show no mercy to the Aerotroopers. Hit them relentlessly with Ice Missiles till they plunge out of the air.



But the Aerotroopers aren't the only threat in the Jousting Field. Once the Aerotroopers are down, a Pirate Hussar riding a Korakk enters the arena-like room, anxious for a showdown.

BOSS BATTLE:
KORAKK

Start off by scanning the Pirate Hussar and the Korakk—it takes two separate scans, earning you two red credits. In addition to earning credits, the scan also reveals the Korakk's weak belly.



Go for the Pirate Hussar first. He fires an orange energy beam from his lance. Stay to the side of this attack and space jump over it as it sweeps the ground. Continually hit the Pirate Hussar with beam attacks till he is knocked free of the Korakk.



Having killed the Pirate Hussar, focus on the Korakk. Wait for the Korakk to lash out with its tongue, then shoot it in the tongue. This causes the Korakk to enter a regenerative state.



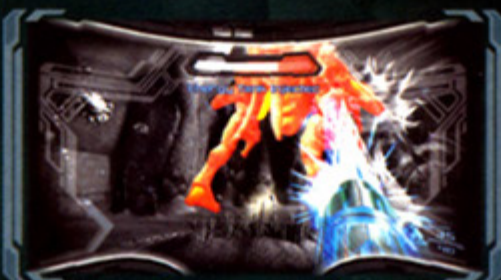
When orange beams of light emerge from the Korakk's torso, sneak up behind it in Morphball form and drop three bombs directly below the creature's belly.



If your bomb placement was right, the Korakk will topple over in a stunned state. Quickly face the Korakk and use your Grapple Lasso to pull the creature upright.



the creature is standing on two feet. Land as many shots as possible before the Korakk covers up.



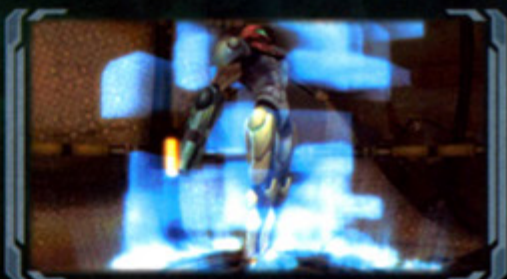
Repeat the same process to gain access to the Korakk's weak underbelly. Shoot its tongue, bomb its belly, then shoot it in the blue glowing spot. To finish the Korakk off quickly,

enter Hypermode as soon as you pull the Korakk upright. A few Phazon blasts go a long way in defeating this stubborn creature. Killing the Korakk earns you a gold credit.

Once the Korakk is down, a couple of pirates enter the Jousting Field in a futile attempt to stop you. Deal with them, then collect all the power-ups floating about the room, left over from defeating the Korakk. Cross the Jousting Field and go through the doorway into the Field Access corridor.



In the Field Access corridor, head toward the white Missile Door blocking the path to Save Station B. Enter and save your game before proceeding to the Jungle Generator.



As the Korakk stands up, it reveals a glowing blue spot on its belly—shoot it! This is the Korakk's weak spot, and it's revealed only when

Jungle Generator



Enter the Jungle Generator room and immediately turn to the locked panel straight ahead. Fire at the red dots in the sequence that they appear to reveal a lore entry (The Hunted). Hidden among the lore entry is a Missile Expansion—jump up onto the ledge to grab it.

Next, move to the large window overlooking the Leviathan shield generator. Access your Command Visor and order your Gunship to commence an air strike. Unfortunately, the shield generator is protected by two large anti-aircraft turrets, which chase away your Gunship before it can fire its payload. You must knock out both anti-aircraft turrets before destroying the shield generator.



Turn back toward the room's entrance leading to the Field Access corridor. The path is suddenly blocked by a blast shield as two Armored Pirate Troopers enter the room. Avoid entering Hypermode in this fight to preserve your Energy Tanks—you'll need them later. Instead, target the Armored Pirate Troopers with Ice Missiles to quickly knock off their armor, then finish them off with charged shots.



After defeating the Armored Pirate Troopers, enter the door leading to Generator Hall South. Target this canister of fuel gel to reveal a Grab Ledge on the right side of this crevasse.



Jump up to reach the Grab Ledge. On the ledge, turn around and watch for two more Armored Pirate Troopers rushing through the corridor on the opposite side. Immediately open fire with Ice Missiles. If necessary, drop back down into the crevasse—this gives you more room to maneuver, making it easier to dodge attacks.



When you reach this corridor of the Generator Hall South, two Remorse-Class Turrets open fire. Duck around the corner and wait for these canisters of fuel gel to pass in front of the turrets, blocking their line of sight. Hit the fuel gel canisters with a charged shot to set off a chain reaction, destroying both turrets in the process. Watch for one more ceiling-mounted Remorse-Class Turret in the adjoining corridor on your way to the South Jungle Court.

South Jungle Court



The first anti-aircraft turret is in the South Jungle Court. But it's guarded by several pirates. Destroying the turret won't be easy.



Don't waste any time engaging the pirates—there's an endless supply of them. Instead, drop to the ground and rush beneath the turret to spot this ammunition release valve. Yank it down with your Grapple Lasso to expose the fuel gel-based ammunition canisters on the sides of the turret.



Once the canisters are exposed, step out from beneath the turret and hit one of the canisters with two charged shots. Repeat the process three more times (on each of the magazines) to destroy the turret. This also opens a path to the South Jungle Hall.



Finish off any remaining pirates in the South Jungle Court, then proceed into the South Jungle Hall.



TIP

NOTICE THE FUEL GEL CANISTERS LINING THE PERIMETER OF THE SOUTH JUNGLE COURT. USE THESE EXPLOSIVE CANISTERS TO YOUR ADVANTAGE WHEN ENGAGING THE PIRATES. SHOOT ONE WHEN A PIRATE IS STANDING NEARBY TO INFLECT HEAVY DAMAGE.



Fight your way past a Remorse-Class Turret and several Jolly Roger Drones in the South Jungle Hall while advancing toward the

Auxiliary Dynamo. Take note of the Phazon Fungus growing on the walls—scan it for your Logbook.

In the Auxiliary Dynamo, locate this stuck piston. Dislodge it with your Grapple Lasso to clear a path through a Morphball tunnel. Enter the Morphball tunnel (near the entrance) and follow it to reach a Gunship Missile Expansion, increasing the amount of missiles your Gunship can carry.





The North Jungle Hall is filled with Aeromines and Proximity Mines. Simply roll beneath the Aeromines, but watch your step

around the Proximity Mines—if you get too close they'll explode! Inch forward a few steps at a time and scan ahead to locate Proximity Mines on the floor and walls. Detonate each mine with one shot, but stand back because they have a large blast radius.

North Jungle Court



The second anti-aircraft turret is located in the North Jungle Court. But the pirates have taken steps to ensure you can't destroy this one.

The turret's ammunition release valve is locked in place by three clamps connected to levers high above the room. These levers are guarded by Aerotroopers intent on keeping the clamps in place.

Start off by climbing to one of the lever platforms on the room's perimeter. Space jump onto this platform, then jump across to the narrow platform surrounding the turret. From there you can reach any of the three lever platforms.



Grab hold of one of the levers with your Grapple Lasso and pull it back to release one of the clamps. No matter how territorial you are, one of the Aerotroopers will pull this lever back, triggering a cutscene. Just move on to the next lever and pull it. At this point, if you don't eliminate the Aerotroopers, they'll pull each lever back in place, securing the clamps on the ammunition release valves.



TIP

ONLY TWO AEROTROOPERS appear at a time in the North Jungle Court—as you kill two, two more appear, but with a noticeable delay. Use this delay to your advantage. Stand next to the first lever and quickly kill both Aerotroopers using liberal amounts of missiles or hypermode if necessary. As soon as the Aerotroopers are down pull the first lever. Quickly make your way to the next two levers and pull them before the new shift of Aerotroopers can respond. There is little margin for error, so make all your jumps along the way.



Once all three clamps are released, the ammunition valve falls open and remains there, exposing all three fuel gel magazines. Circle around the turret firing charged shots at each of the magazines. Hit all three to destroy the turret. Now that both turrets are destroyed, you can return to the Jungle Generator and initiate the air strike on the shield generator.

North Jungle Hall Missile Expansion



Want another missile expansion? Don't drop down into the crevasse in the North Jungle Hall! Instead, stare up at this walkway, secured in place by clamps. Wait

for a cluster of fuel gel canisters to pass by, just above the clamps. The resulting explosion destroys the clamps, dropping the walkway into place.



Cross the walkway and interact with this fuel pump on the wall to open a morphball tunnel leading to the missile expansion on the right. Roll through the tunnel to grab the missile expansion.

Destroy Western Energy Signature

Upon your return to the Jungle Generator (via the North Jungle Hall), two Pirate Troopers make a last stand attempt in defense of the shield generator. Finish off these pirates with Ice Missiles and charged shots.



Bryyo

Finally, move to the window overlooking the shield generator and activate your Command Visor to initiate the air strike. With no opposition, your Gunship has no problem penetrating the air space and delivering its devastating payload on target. The Leviathan's shield is now down, giving you access to the Seed.



There are no pickups on your way back to the Thorn Jungle Airdock. Simply rush back and plot a course for the Bryyo Seed.



BRYYO SEED

Seed Pickups	
Location	Pickup
Leviathan core	Hyper Ball

Pirate Homeworld
Leviathan Core

Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grappler voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

Locations

- landing spot
- save station
- map station



Core Access

Landing Site Delta

Seed Research & Credits		
Location	Scan/Action	Credit
Landing site delta	Leviathan door	research
Leviathan core	mogonar	seed
Leviathan core	defeat mogonar	gold



Destroy the Leviathan Seed



After setting down at Landing Site Delta, jump across these organic jellyfish-like platforms on your way to the Core Access tunnel.

In the Core Access tunnel, scan these barricades to reveal their weakness. Hit the eye-like center with two charged shots to destroy them.



Continue into the Leviathan Core to spot a giant Reptilicus War Golem in the center of the room. Drop to the floor to initiate the boss battle.



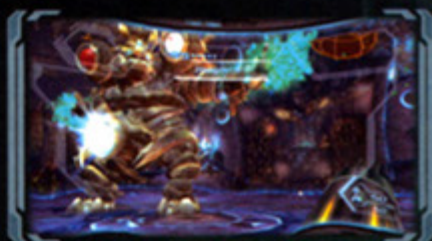
BOSS BATTLE: MOGENAR

Mogenar starts the fight right away by stomping the ground, sending a large ring of energy out along the floor. Space jump over the ring of energy to avoid taking damage. Watch for this same attack throughout the battle and dodge it accordingly.

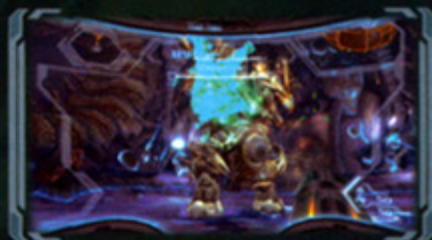


Target the three red orbs on Mogenar's torso, destroying one at a time. But pay attention to the movement of the orbs to stay on target. Mogenar can shuffle the orbs around

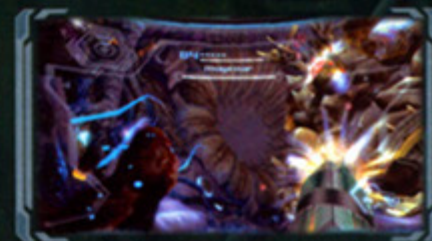
from socket to socket. Keep up the attack till all three orbs are destroyed and each socket emits a bright white light.



During this sequence Mogenar will attempt to replace any destroyed orbs, pulling them from the sides of the cavern. Shoot the new red orbs before they reach his hands to prevent him from repairing himself.



Mogenar usually retaliates by launching one of his green immaterial hands at you. Simply shoot it or jump out of the way to prevent taking damage.



Once you've destroyed all the red orbs on Mogenar's front side, circle around behind him and shoot the single red orb on his back till it's destroyed. Once again, pay attention and foil any attempts Mogenar makes to regain these red orbs.

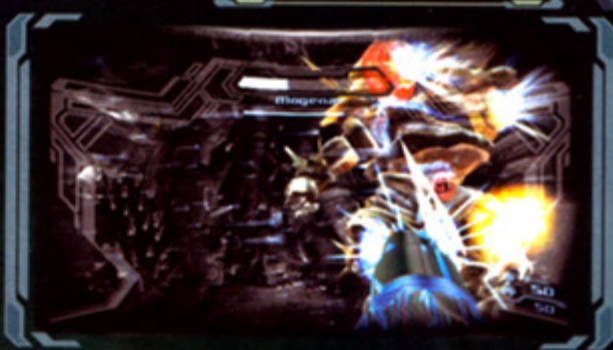


Once all four red orbs are destroyed, enter Hypermode and target one of the empty sockets on Mogenar's front side—the lowest socket is a good place to start. Instead of targeting the center of the socket, shoot the outer rim. After a few hits, the socket will overload with Phazon and explode, rendering it useless and inflicting a significant amount of damage.



After you destroy one of the sockets, Mogenar charges directly at you. Quickly sidestep (or roll) out of his way. After he passes, enter Morphball form and drop three bombs between his feet. This will destroy the Phazon crystals on his feet, ending his charge attacks. It may take several attacks to destroy the crystals on each foot. After each attack run, exit Morphball form and prepare to space jump over an energy ring as Mogenar prepares for another charging attack.

When Mogenar stops his charging attacks, enter Hypermode again and target another one of his sockets. Keep hitting the socket rim with Phazon till it explodes.




Having suffered another lost socket, Mogenar once again enters a charging attack phase. Dodge out of his way and place Morphball bombs at his feet (while his back is turned) to eliminate the Phazon crystals.



Keep hitting Mogenar's sockets with Phazon to finish him off. Don't forget to hit the socket on his back. Once all four sockets are destroyed, Mogenar explodes, releasing enormous amounts of Phazon energy. Samus is stunned temporarily as high levels of Phazon surge through her body.


Following Mogenar's defeat, grab the Hyper Ball upgrade in the center of the room.



Put your new upgrade to use by entering Morphball form and holding down  to activate the Hyper Ball. Bolts of Phazon

energy erupt from the Morphball. Use this energy attack to destroy the Phazon growths in the center of the floor.



The Seed is now exposed. Emit a burst of Phazon energy () when prompted to destroy the Seed and free Bryyo of the Phazon corruption.



Samus leaves Bryyo as soon as the Seed is destroyed. Aurora Unit 242 reports in once Samus's Gunship attains orbit over Bryyo. Your next objective is to go to Elysia and stop the Phazon corruption there. While there, you must track down Ghor and vaccinate Aurora Unit 217. Set a course for Elysia, landing at the Main Docking Bay.



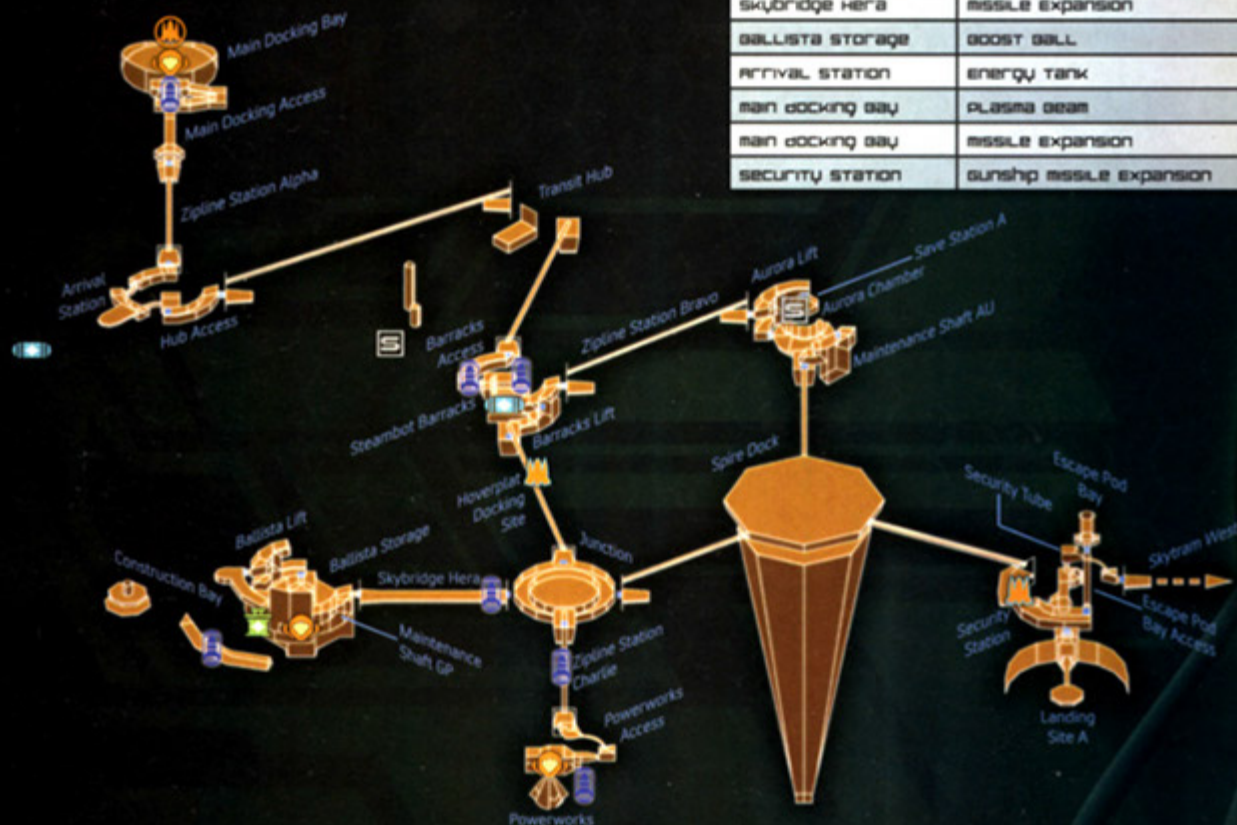
Elysia



SKYTOWN WEST

SkyTown West Pickups

Location	Pickup
Transit Hub	Missile Expansion
Barracks Access	Missile Expansion
Steambot Barracks	Energy Tank
Skybridge Hera	Missile Expansion
Gallista Storage	Boost Ball
Arrival Station	Energy Tank
Main Docking Bay	Plasma Beam
Main Docking Bay	Missile Expansion
Security Station	Sunship Missile Expansion



SkyTown West Research & Credits

Location	Scan/Action	Credit
Main Docking Bay	Skytown Storage Unit	Research
Main Docking Bay	Heavy Skytown Storage Unit	Research
Main Docking Bay	Transportation Drone	Ped
Main Docking Bay	Aerial Repair Drone	Ped
Main Docking Bay	Databot	Ped
Main Docking Bay	Lore: Creators	Blue
Main Docking Bay	Skytown Blue Door	Research
Zipline Station Alpha	Zipline Cable	Research
Arrival Station	Tinbot	Ped
Arrival Station	Lore: Gift	Blue
Transit Hub	Kinetic Orb Cannon	Research
Steambot Barracks	Steambot	Ped
Steambot Barracks	SteamLord	Ped
Steambot Barracks	Defeat SteamLord	Gold
Barracks Lift	Lore: Discovery	Blue

SkyTown West Research & Credits

Location	Scan/Action	Credit
Aurora Lift	Repair Drone	Ped
Maintenance Shaft AU	Sky Puffer	Ped
Skybridge Hera	Dragon Battle Drone	Ped
Skybridge Hera	Stylish Kill: Destroy Bridge Without Fighting	Friend Voucher
Construction Bay	Elysian Shriekbat	Ped
Gallista Lift	Lore: Slumber	Blue
Gallista Storage	Defense Drone	Ped
Gallista Storage	Defeat Defense Drone	Gold
Gallista Storage	Spinner	Research
Steambot Barracks	Half-Pipe	Research
Main Docking Bay	Shor	Ped
Main Docking Bay	Defeat Shor	Gold
Aurora Chamber	Aurora Unit 237	Ped
Security Station	Skytown Orange Door	Research
Landing Site A	Lore: Alone	Blue

Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station

Main Docking Bay



Welcome to SkyTown. Elysia's Aurora Unit is somewhere among these floating platforms. Locate and vaccinate the Aurora Unit to retrieve vital information on the planet's Leviathan Seed. Start off by heading to the Main Docking Access corridor. But before leaving the Main Docking Bay, be sure to scan the nearby objects and drones for your Logbook. A Transportation Drone, Aerial Repair Drone, and Databot are all nearby.

Databots

ALL LORE ENTRIES IN SKYTOWN are carried by databots. These manta-shaped mechanoid entities are usually found flying high above rooms. To retrieve the Lore entry, shoot the databot once. When hit, the databot projects a holographic image, revealing the entry. Quickly scan the hologram to retrieve the entry. The databot in the main docking bay reveals the "creators" Lore entry.

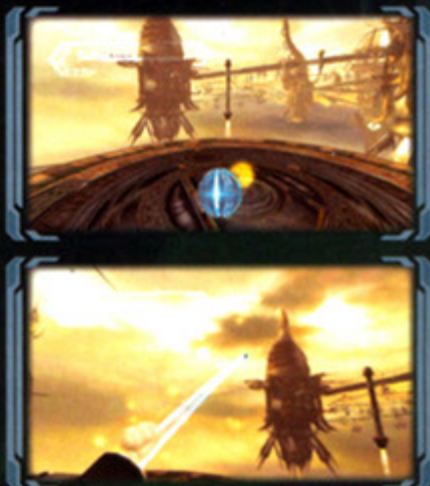


In Main Docking Access, enter the bomb slot in the center of this statue and initiate Hypermode. Hold down **A** to activate the Hyper Ball, shooting bolts of Phazon at the surrounding Phazon growths. Destroying all the growths causes the statue to descend into the floor, clearing a path.



Next, use charged shots to destroy the two glass panes in this corridor. You must destroy both panes before swinging across. When both panes are shattered, use your Grapple Swing (and the two Grapple Swing Points) to cross this gap. Enter the door at the corridor's end to access Zipline Station Alpha.

Most of the platforms in SkyTown are linked by Zipline Cable Rails. Scan this rail above Zipline Station Alpha to reveal a Grapple Swing Point. Attach your Grapple Swing and hold on as you head toward the Arrival Station. While on the zipline, watch for obstructions in your path and shoot them. (You can also do a double bomb jump to reach the expansion.)



Proceed through the Hub Access corridor to this platform outside—there's no Zipline Cable Rail here. Instead, enter Morphball form and roll into the yellow orb-shaped hologram to enter the Kinetic Orb Cannon. This device fires your Morphball across the wide span toward the Transit Hub, where a backstop automatically deploys to halt your momentum.

Arrival Station



Enter the Arrival Station and turn right—look for a couple of Tinbots in the corridor ahead. These ancient-looking Mechanoids pose little threat, but they attack as you approach. Scan one for your Logbook

(and a red credit), then finish off the Tinbots with charged shots. One hit from a charged shot sends these Mechanoids flying backward.

Four more Tinbots wait around the next bend in the corridor. Blast them off the nearby ledge with charged shots—Ice Missiles are



also very effective. When they're down, ignore the nearby Grab Ledge for now and continue through the lower passage to locate another Databot. Hit the Databot and scan its "Gift" lore entry for your Logbook.

Transit Hub



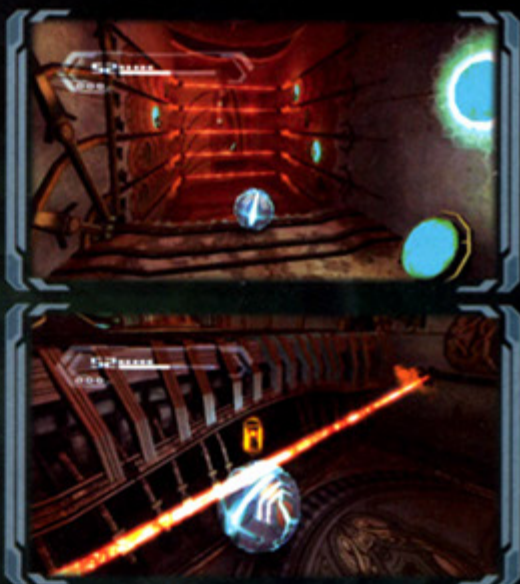
At the Transit Hub, locate the nearby Morphball tunnel and roll inside. Not far from the entrance is a Missile Expansion, in a vertical shaft. Bomb-jump to reach it, then continue through the tunnel.

TIP

IF YOU'RE HAVING TROUBLE REACHING THE MISSILE EXPANSION IN THE TRANSIT HUB, ENTER THE UPPER HORIZONTAL SHAFT TO THE RIGHT. BALANCE YOUR MORPHBALL ON THE EDGE OF THE VERTICAL SHAFT AND DROP A BOMB. AS SOON AS THE BOMB EXPLODES, ROLL LEFT. IF YOUR TIMING IS RIGHT, THE BOMB'S CONCUSSION WILL LIFT YOUR MORPHBALL UPWARD, ALLOWING YOU TO GRAB THE MISSILE EXPANSION.

Barracks

In the Barracks Access corridor, change to Morphball form and roll beneath these security lasers panning back and forth. As you drop off the ledge (beneath the lasers) roll backward to locate a Missile Expansion hidden in this alcove. Grab it and continue on through the Barracks Access.



Enter the lift at the end of the corridor, then roll through the adjoining Morphball tunnel to enter the Steambot Barracks.



The Morphball tunnel ends on the Transit Hub's center platform. Space jump to the platform with the next Zipline Cable Rail. Attach your Grapple Swing and head off toward the Barracks Access. Along the way, energy orbs are dropped in your path. Shoot them to avoid getting knocked off the zipline.

Approach the blue door in the Steambot Barracks to initiate a boss battle cutscene. A blast shield covers the doorway ahead, and several Steambots come to life behind you while the Steamlord hovers above.

BOSS BATTLE: STEAMLORD



Start off by scanning a Steambot and the Steamlord for your Logbook, earning you two red credits. Steambots are slightly more durable than their Tinbot counterparts. Hit them with charged shots and missiles to knock them down. However,

the Steamlord can resurrect fallen Steambots, no matter how many times you've killed them.



METROID
PRIME 3
CORRUPTION

Elysia



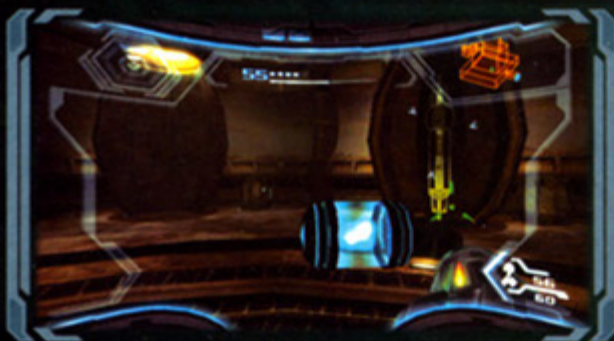
Lash out against the Steambots first, knocking as many down as you can in a short span of time. You can't effectively engage the Steamlord till at least one Steambot is down. The

Steamlord then appears to resurrect each Steambot. The busier you can keep the Steamlord, the easier he is to hit.

When the Steamlord comes to resurrect the Steambots, hit him with a barrage of Ice Missiles and charged shots. It won't take many hits to finish off the Steamlord, so keep up the pressure till he falls. Once the Steamlord is down, the Steambots self-destruct.



Defeating the Steamlord earns you a gold credit. Also, he drops an Energy Tank. Grab the Energy Tank and any other power-ups left over from the battle.



To remove the blast shield over the blue door, pull all three of these safety release valves. Now you can enter the Barracks Lift area.



Enter the Barracks Lift and locate a Databot flying above the room. Shoot it to reveal the "Discovery" lore entry. Continue moving through the corridor till you spot a hand-shaped switch. Interact with it to activate the lift, indicated by a yellow hologram. Ride the lift to the second level and approach the next zipline outside at Zipline Station Bravo.



Ride the Zipline Station Bravo zipline toward the Aurora platform. But watch out for floating objects appearing in your path. Blast them out of your way to avoid falling off the zipline.

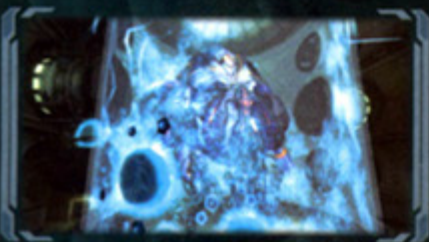
Aurora Platform



At the end of the zipline, go through the door ahead into the Aurora Lift corridor. Inside, scan the small Repair Drone scurrying about on the floor—it's harmless but still worth a red credit when you scan it.



Shoot the Ice Missile door at the end of the corridor to attain access to Save Station A. Use this opportunity to recharge and save your game.



Return to the Aurora Lift corridor and activate the lift with the green hand-shaped switch on the wall. Take the lift to the lower level and enter the Aurora Chamber. Inside, Aurora Unit 217 is offline and secured behind a gate fixed with a kinetic lock. You must find a way to open this lock before you can vaccinate the Aurora Unit.



Pass through the Aurora Chamber and on into the adjoining Maintenance Shaft AU. Several Sky Puffers float above this corridor. These creatures are filled with volatile gases. Scan one for your Logbook, then start shooting. Be careful when engaging these creatures at close range because their blast radius is very large. When the path is clear, space jump across the shaft and enter the blue door at the end of the corridor.

A Kinetic Orb Cannon waits outside the Maintenance Shaft AU door. Enter Morphball form and roll into the hologram to load yourself into the cannon. It shoots you off toward the large Spire Dock, a central hub in SkyTown's west side.



At the Spire Dock, turn left and head toward the zipline leading to the Junction. This zipline is short, and no barriers drop in your path—just enjoy the ride!



NOTE

INVESTIGATE THE CENTER OF THE SPIRE DOCK TO LOCATE SHOR'S POWERED BATTLE ARMOR SUIT. BUT WHERE'S SHOR? OBVIOUSLY HE DIDN'T GET AROUND TO VACCINATING AURORA UNIT 217. SOMETHING STRANGE IS GOING ON HERE.



After you land at the Junction platform, Aurora Unit 242 announces the location of a new Chozo technology nearby—it's worth investigating! Enter the Junction corridor and turn left. The corridor ahead is blocked, but there's a small tunnel at floor level. Change to Morphball form and roll through to reach the other side.

After you land at the Junction platform, Aurora Unit 242 announces the location of a new Chozo technology nearby—it's worth investigating! Enter the Junction corridor

Move to the opposite end of Junction, toward the Ice Missile door leading to Skybridge Hera—hit it with an Ice Missile. If you come

under attack, engage the group of Tinbots nearby before moving through the door.



Skybridge Hera



As you approach Skybridge Hera, a Steamlord materializes above the gate, then disappears. Don't bother shooting him—you can't inflict any damage.

Approach the gate straight ahead and tear it away with your Grapple Lasso. This triggers the appearance of three Dagoon Battle Drones. Scan one of the new hostiles to earn a red credit and reveal their weakness.



Instead of shooting the Dagoon Battle Drones, simply target them with your Grapple Lasso and yank off their thrusters. With no lift, the drones fall to the ground and crash. But you must be relatively close to pull off this attack.



Skybridge Hera Missile Expansion



Before moving on to the next gate, approach the vertical pipe on the platform between the two gates—a missile expansion is hidden inside! Locate the opening on the pipe (nearest the closed gate) and enter in morphball form to retrieve the missile expansion.



Tear away the second gate with your Grapple Lasso and watch out for more Dagoon Battle Drones attacking from behind. Finish them off, then cross the bridge. As you cross, three Steambots are resurrected by a Steamlord on the bridge, blocking your path. Don't shoot them!



Instead of engaging the Steambots and Steamlord on this narrow bridge, simply roll past them in Morphball form—be careful not to roll off one of the sides! And don't drop any bombs along the way!



When you reach the far side of the bridge, tear away the next gate with your Grapple Lasso. This triggers a cutscene showing the bridge collapsing behind you, along with the Steambots and Steamlord. If you didn't open fire on any of the Steambots, you'll earn a friend voucher for this stylish kill.

Ballista Platform



Follow Skybridge Hera to the door ahead and enter Maintenance Shaft GP. Cross this corridor by jumping onto the platforms lining the walls. Go through the door at the end to enter the Construction Bay.



To reach the Ballista Lift, higher up on the platform, you must maneuver through the Construction Bay. Start by space jumping between these round floating platforms.

On the last round platform, look right to spot three Grapple Swing Points—you can't use them yet, however. Three large panels separate each point. You must release these panels before crossing.



Look up at this safety clamp. Hit it with a charged shot to release it, causing the door above to swing open, revealing a Grab Ledge.

Space jump toward the Grab Ledge and enter the nearby Morphball tunnel.

Roll through the Morphball tunnel and locate three bomb slots. Drop a bomb in each to release the panels separating the Grapple Swing Points.

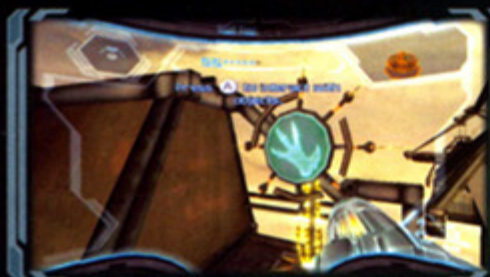


Return to the platform outside and begin swinging across. Attach to the first point, but don't let go. Instead, while swinging on the first point, rotate right to line yourself up with the next two points. When you're lined up, swing across each point to the platform on the other side.



TIP

A TRIO OF ELYSIAN SHRIEKBATS LURK ON THE UNDERSIDE OF THE GRAPPLE SWING PLATFORM. TRY TO SCAN AND SHOOT THEM BEFORE SWINGING ACROSS. BY THE TIME YOU HIT THE SECOND GRAPPLE SWING POINT, THEY TAKE OFF, FLYING DIRECTLY AT YOU. IF THEY HIT YOU, YOU'LL FALL.



Advance to the top of this platform using the lower bridge and Morphball tunnel. Hit this green switch to rotate the nearby bridge toward the main platform. Roll across the bridge as

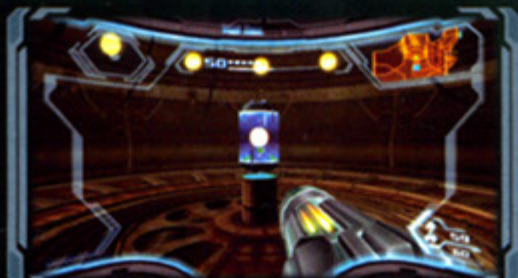
far as you can, then space jump toward the next platform to access the Ballista Lift corridor. Watch out for more Dragoon Battle Drones entering the area.



Just inside the Ballista Lift door is another Databot with the "Slumber" lore entry—scan it. Next, interact with the green hand-shaped switch on the wall to activate the lift. Step onto the

yellow lift hologram and ride it down to the next level.

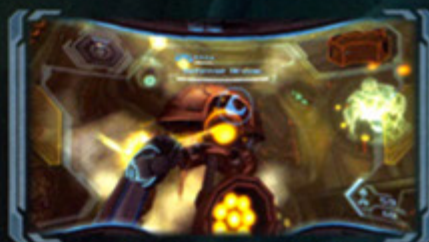
At the bottom of the shaft, enter the door leading to Ballista Storage—where the new Chozo technology is located. In the corridor straight ahead is a suit upgrade. But as you move toward it, the upgrade drops out of sight and Samus is lowered into a large chamber guarded by a Defense Drone.

BOSS BATTLE:
DEFENSE
DRONE

The Defense Drone is heavily armored with no exposed weak points. However, if you target and destroy all three of its antennas, you can stun the drone, allowing you to temporarily open its armor shell.



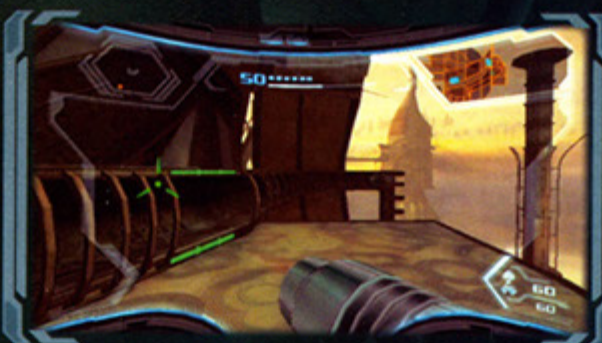
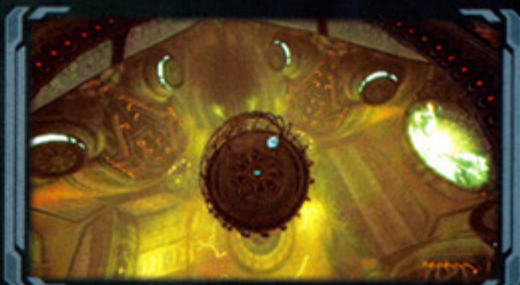
While targeting the Defense Drone's antennas, watch out for its jump attacks. As the drone lands, it sends out an expanding ring of energy. Space jump over these energy rings to avoid taking damage.



Once you've destroyed all three antennas, the drone enters a stunned state. Use this opportunity to rip its armor open with your Grapple Lasso.

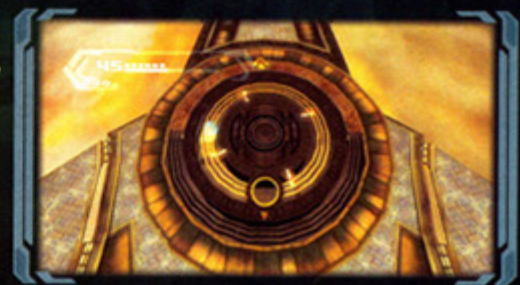
Vaccinate Aurora Unit 217

Try out the new Boost Ball on the Spinner at the center of the room. Enter the Spinner in Morphball form at the yellow orb-shaped hologram. Hold down **Ⓢ** to drop down into the Spinner. Once inside, hold down and release **Ⓢ** in a repetitive rhythm to activate the Spinner. Rotate the spinner 180 degrees till the Morphball opening is lined up with the lit arrow at the top. (You can also rotate the Nunchuk's control stick around the circle while boosting.) This activates the lift, returning you to the upper level of the Ballista Storage shaft.



the round floating platforms, turn left and locate this Morphball tunnel—it leads to the Construction Bay's lower portion.

From the lower Construction Bay area, head back through Maintenance Shaft GP and onto Skybridge Hera. Although the bridge is gone, a Spinner waits outside the doorway. Enter the Spinner and rotate it 180 degrees to reveal a Kinetic Orb Cannon.



Now make your way back to the Aurora Chamber. Start by heading out to the Construction Bay. Instead of crossing



While the Defense Drone's armor is open, enter Hypermode and target the red glowing sphere on its head, exposed by the narrow gap in its armor. But the Defense Drone won't sit still. Instead, it retaliates with a new attack of its own, launching these large energy orbs toward you. Shoot the orbs as soon as they appear. Otherwise they'll bounce around the room, tracking your movements till they crash into you.



The Defense Drone eventually generates new antennas. Start over by destroying the antennas and cracking open the drone's armor with your Grapple Lasso. Enter Hypermode and target the red spot on the drone's head till it explodes; you've earned a gold credit.



Now you can pick up the Boost Ball suit upgrade in the center of the room. This gives your Morphball a sudden boost in speed when you hold down and release **Ⓢ**. This is exactly what you need to interact with the kinetic lock in the Aurora Chamber.

Elysia



Upon exiting the Spinner, roll directly to the Kinetic Orb Cannon's yellow hologram. The cannon will do the rest, blasting you toward the Junction platform.

From Junction, head toward the Spire Dock, using the zipline to reach it. On the Spire Dock, locate another Kinetic Orb Cannon to return to the Aurora platform, near Maintenance Shaft AU.



Blast the Sky Puffers in Maintenance Shaft AU before attempting the space jump over to the Grab Ledge. Once you've made it across, enter the nearby door into the Aurora Chamber.



In the Aurora Chamber, enter the kinetic lock (in Morphball form) and use the Boost Ball to rotate it. Keep spinning till the Morphball opening reaches the top. (You can also rotate the control stick on the Nunchuk while boosting to go faster.) This unlocks the gate, giving you access to Aurora Unit 217. Interact with the console in front of the unit. This opens a



hatch on the left side of the chamber leading to the maintenance level.



Roll through the open hatch and follow the tunnel down to the maintenance level.



In the maintenance level, several Steambots come to life, emerging from alcoves on the room's perimeter. Strafe around the circular room while firing missiles and charged shots at these antiquated guardians.



After finishing off the Steambots, look for this switch on the outer wall. Interact with it to vaccinate Aurora Unit 217.



Acquire Plasma Beam

Return to the Aurora Lift and take Zipline Station Bravo back to the Barracks Lift. Along the way you get an alert from your Gunship warning of an approaching entity—get to the Main Docking Bay!

In the Steambot Barracks, locate this Spinner on the wall. Hop inside and rotate the Spinner 180 degrees (with the Boost Ball) to raise a half-pipe in the center of the room.



Suddenly, Ghor appears in the maintenance level and opens fire on Samus, destroying some of Aurora Unit 217's vital circuitry. Samus returns fire and chases Ghor off, but the damage is done.



You can't chase after Ghor directly—the door he exited through is secure. Instead, return to Aurora Unit 217 through the Morphball tunnel. Interact with the AU's control panel to converse with Aurora Unit 217. Although vaccinated and online, Aurora Unit 217 is now damaged thanks to Ghor's attack. You need to find a way to repair the circuitry before Aurora Unit 217 is of any use—Ghor's Plasma Beam should do the trick.

TIP

BEFORE CHASING AFTER GHOR, SAVE YOUR GAME AT SAVE STATION A. JUST OFF THE AURORA LIFT CORRIDOR.



Now enter the half-pipe and line yourself up, facing the top of one of the ramps at a perpendicular angle. Change to Morphball form and begin using the Boost Ball to build momentum. Charge the Boost Ball by holding down **B**. Once it's charged, release **B** to initiate a boost. While on the half-pipe, release **B** when in contact with the bottom of the ramp. This boosts you higher and higher. Once the proper altitude is achieved, roll right onto the ledge high above the room.



At the upper level of the Steambot Barracks, interact with this switch to call the lift. This is a mini-puzzle. Place each lit rotatable notch in the proper slot of the three concentric circles. Once all three circles are complete, press **A**—the lift lowers, giving you access to the Barracks Access corridor. While doing the puzzle you receive more reports from your ship—it's now taking damage.

Now enter the half-pipe and line yourself up, facing the top of one of the ramps at a perpendicular angle. Change to Morphball form and begin using the Boost Ball to build

At the upper level of the Steambot Barracks, interact with this switch to call the lift. This is a mini-puzzle. Place each lit rotatable notch in the proper slot of the three concentric

Use the Spinner outside the Barracks Access door to activate another Kinetic Orb Cannon. Enter the cannon to get shot off toward the Hub Access. Watch out for Dagoon Battle Drones in the adjoining corridor.



Continue onto the Arrival Station, fighting your way past a fresh batch of Tinbots. Ice Missiles work well when Tinbots are clustered this tightly. The splash damage alone may be enough to knock a few off the ledge.



When you reach the Main Docking Bay, Ghor is standing atop your Gunship, pummeling its hull with his fists. As Ghor approaches Samus, she calls away her Gunship, clearing space on the docking bay for the impending battle.

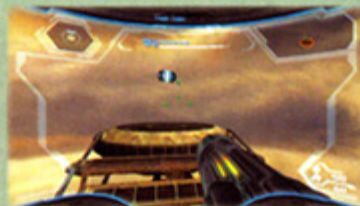
BOSS BATTLE: GHOR



Ghor is the toughest boss you've faced yet, one of the toughest in the game. So start off thinking defensively—and don't forget to scan him. Early on Ghor is equipped with a massive energy shield that he charges you with. Do your best to sidestep it, entering Morphball form if necessary.

Arrival Station Energy Tank

IT'S A GOOD IDEA TO grab another energy tank before facing off against Ghor. Fortunately, there's one nearby, and it's really easy to get. In the Arrival Station, locate this Grab Ledge to pull yourself up onto a platform with a spinner.



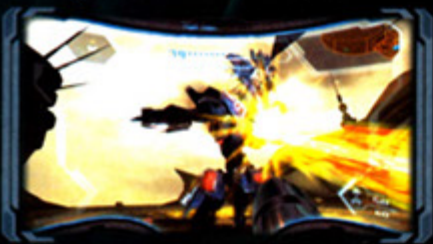
Enter the spinner to activate a Kinetic Orb Cannon. Enter the cannon to launch yourself toward a small island platform in the distance. The energy tank rests on a small pedestal at the back of this platform. To return to the Arrival Station, enter the nearby spinner to activate another Kinetic Orb Cannon and fire yourself back across.



STAY NEAR THE PERIMETER OF THE DOCKING PLATFORM TO AVOID THE MOLTEN PLASMA ON THE GROUND. IF YOU WALK OVER THE PLASMA, IT WILL INFLICT DAMAGE. THE PLASMA EVENTUALLY DISAPPEARS AS GHOR ENTERS HIS SECOND ATTACK PHASE.



As you dodge Ghor's charging attacks, circle behind him and shoot his energy pack. It provides power to his shield. Keep hitting it till it explodes. This stuns Ghor, temporarily deactivating his shield. As Ghor sits on the ground, locate the large bull's-eye target on his head and fire away—this is his weak spot. If possible, try to land some missile hits or enter Hypermode to deliver some heavy damage with Phazon blasts.

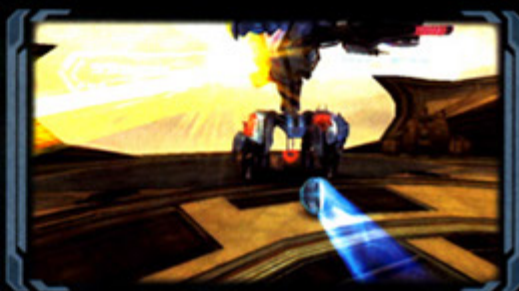


After recovering, Ghor stands up and fires a massive Plasma Beam. Be ready to space jump over it as it sweeps the floor.



When you've reduced Ghor's health meter by approximately 25 percent, a cutscene is triggered. Ghor sucks up the molten plasma on the docking bay—it's now safe to walk across. A small red-and-blue flashing orb appears between Ghor's legs. This is the new way to stun him.

In one of Ghor's new attacks, he remains stationary and fires a devastating Plasma Beam in a spinning arc. Space jump over the beam as it sweeps toward you. Before landing, enter Morphball form and roll between Ghor's legs, just below the flashing orb. Drop three bombs close to the flashing red-and-blue orb. If they're close enough, they'll stun Ghor upon detonation.



TIP



IF YOU'RE CLOSE ENOUGH, you can duck under Ghor's spinning Plasma Beam attack by entering morphball form.



Once again, take the opportunity to hammer Ghor's head with missiles or Phazon attacks while he's stunned. He's an easy target while slumped over, so pour it on as quickly as possible before he stands up. This is the best time to score some accurate missile hits at point-blank range.

Once again, take the opportunity to hammer Ghor's head with missiles or Phazon attacks while he's stunned. He's an easy target while

slumped over, so pour it on as quickly as possible before he stands up. This is the best time to score some accurate missile hits at point-blank range.

When Ghor's health has dropped below 50 percent, he adds a new attack to his repertoire. With his arms spread out wide, he begins spinning like a top, charging toward you. These attacks are fairly easy to avoid if you keep your distance. If you get too close, it's impossible to get out of the way in time—though you can duck under his arms in Morphball form. Dodge these attacks and wait for him to start his spinning Plasma Beam attack so you can stun him again.



As when you killed Rundas, a shadowy vision of Dark Samus appears above the docking bay as Ghor dies.



At 25 percent health, Ghor gets really dangerous. His charging attacks become quicker and more direct. Do your best to stay out of his way while firing at his head. There's no

way to stun Ghor now, so you must finish him off in a balanced one-on-one duel. Just keep firing at the bull's-eye on his head.



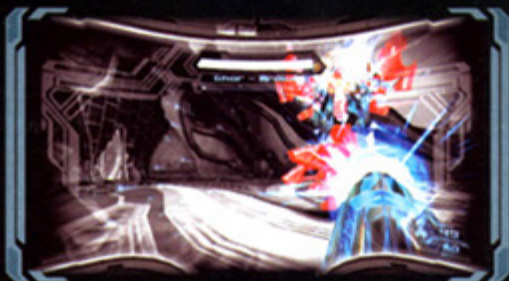
Ghor leaves behind his Plasma Beam weapon. Grab it from the center of the docking bay, along with any other power-ups.

Instead of firing plasma, Ghor now fires a wide beam of Phazon from the center of his armor's torso. This attack is sometimes accompanied by the firing of vertical missiles that come crashing down on the docking bay in a random fashion. Space jump over the Phazon beam and continue space jumping to avoid the explosions of the incoming missiles.

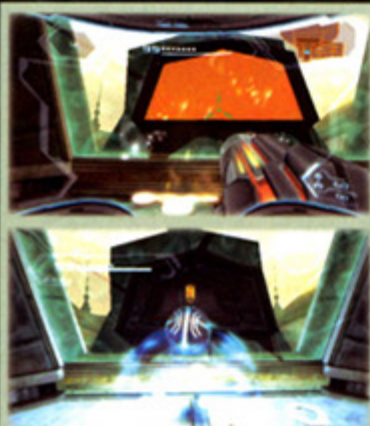


Once you've retrieved the Plasma Beam upgrade, Samus calls her Gunship back to the Main Docking Bay. Take the opportunity to recharge and save your game in the Gunship. Your Gunship has sustained too much damage to fly, so you'll need to stay on foot until the ship repairs itself.

If you're not proactive, you won't survive this onslaught very long. Enter Hypermode and aggressively attack Ghor's head with Phazon blasts. Make each shot count and don't rapidly fire unless you're certain you're on target. If possible, make each Hypermode session last the full 25 seconds. It takes only a few direct Phazon hits to finish off Ghor.



Main Docking Bay Missile Expansion



ENTER THE CONTROL ROOM OVERLOOKING THE MAIN DOCKING BAY—MELT THE PIECE OF METAL OPPOSITE YOUR GUNSHIP, USING A CHARGED SHOT FROM YOUR PLASMA BEAM. LOCATE THIS PIECE OF METAL (BELOW THE WINDOW) AND MELT IT WITH A CHARGED SHOT. THE METAL MELTS AWAY, REVEALING A SMALL ALCOVE CONTAINING A MISSILE EXPANSION. HOP UP INTO THE ALCOVE IN MORPHBALL FORM TO RETRIEVE THE MISSILE EXPANSION.

Repair Aurora Unit 217



Return to the Aurora Chamber via the same path you took the first time. When you arrive, the Aurora Unit tells you to go down to the maintenance level and weld the damaged wiring with your new Plasma Beam.



Enter the maintenance level through the Morphball tunnel and approach this panel of circuitry on the perimeter wall. While standing next to the panel, press **A** when prompted to enter welding mode. Aim at the glowing yellow piece of circuitry in the bottom-left corner. Hold down **A** to begin welding with the Plasma Beam, dragging your aim slowly up the diagonal channel toward the upper-right corner, connecting the weld to the existing piece of circuitry. If completed correctly, the circuit panel turns green. Find another damaged circuit panel on the perimeter wall and make the necessary repairs.

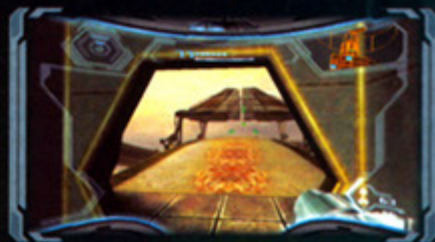
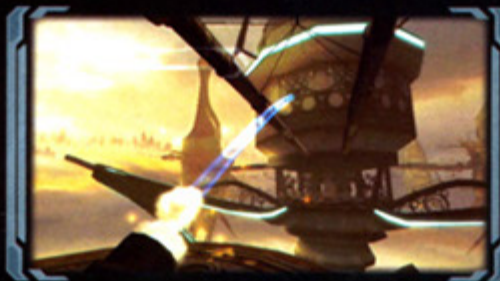
The third circuit panel is in the room's center, on the central console. This wavy weld is a bit more difficult to make. Just move slowly till both ends are finally connected.



Once all three welds are made, Aurora Unit 217 is fully operational. Head back to the Aurora Chamber's upper level (through the Morphball tunnel) and interact with the Aurora Unit. The AU reports that Elysia's Leviathan Seed is protected by a shield. But unlike the one on Bryyo, the shield generator is out of reach, beneath the planet's dense cloud layer. But the AU feels a direct thermonuclear explosion could destroy the shield. The components for such a warhead are all present in SkyTown—you just need a way to lift them all into place. The AU also reveals the location of a nearby landing site to the east. This is where you go next.

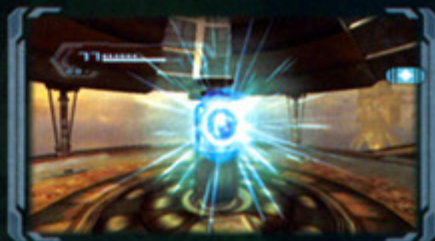
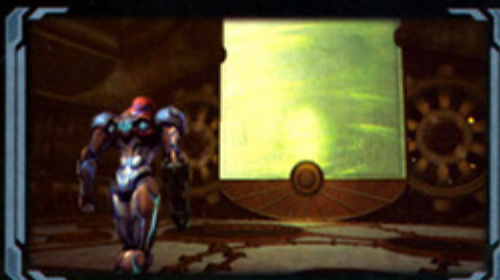
Once all three welds are made, Aurora Unit 217 is fully operational. Head back to the Aurora Chamber's upper level (through

From the Aurora Chamber, head through Maintenance Shaft AU, then use the Kinetic Orb Cannon to reach the Spire Dock. On the Spire Dock, use the eastern zipline to reach the Security Station.



Enter the doorway leading to Landing Site A, down the ledge and behind the Morphball tunnel exit. Just inside the doorway is a Databot carrying the "Alone" lore entry—scan it. Proceed to the lift at the end of the passage and ride it down to the landing site.

In the Security Station, shoot the red door on the left with your Plasma Beam to enter this shaft. Two tall green slabs line the shaft's walls, but there's no way up. You need the Screw Attack upgrade to reach the top. Aurora Unit 217 suggests visiting another world for this upgrade.



Return to the Security Station corridor and proceed to the far end, entering the Morphball tunnel—use the nearby lift to gain entry.

Aurora Unit 217 reports that the landing site's security clamps have been activated—probably by Ghor. Enter the bomb slot in the center of the pad and release the clamps with a bomb. This releases the clamps and awnings above the site.

Security Station Gunship Missile Expansion



Before heading to Landing Site A, locate this metal panel in the Security Station—on the left just as you exit the Morphball tunnel. Melt the panel with a charged shot from your Plasma Beam to reveal another Morphball tunnel. Roll inside and follow the tunnel to retrieve a Gunship Missile Expansion.

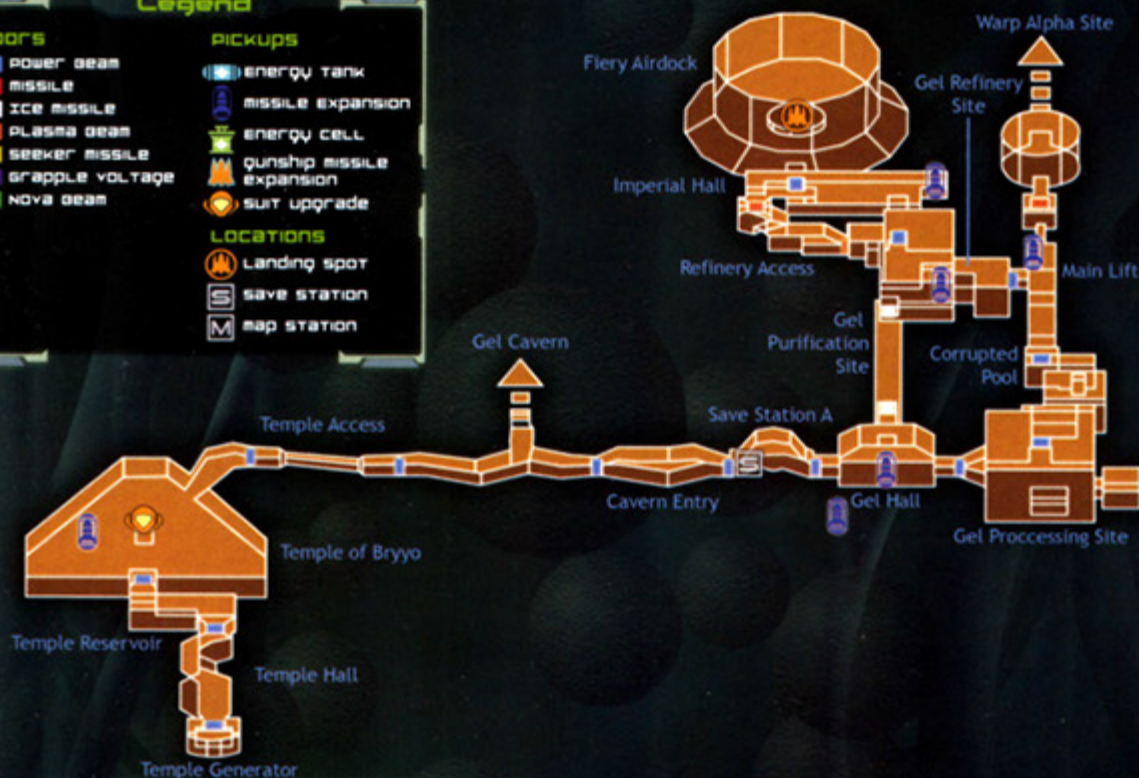




Back away from the pad and activate your Command Visor—order your Gunship to land on Landing Site A. By now, your Gunship has completed all necessary repairs to fly. Once your ship has landed, enter and save

your game. The upgrade you need to reach the eastern side of SkyTown is not on Elysia. Set a course for Bryyo's Fiery Airdock. There's a new area that you can now explore.

BRYYO: FIERY REVISITED



103

Bryyo: Fiery Pickups

Location	Pickup
Imperial Hall	Missile Expansion

Bryyo: Fiery Research & Credits

Location	Scan/Action	Credit
Refinery Access	Lore: Prophecy	Blue

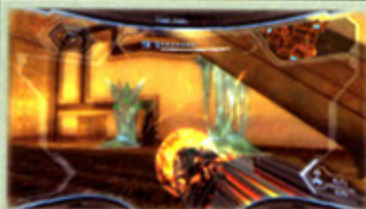
Fiery Return



Upon landing at the Fiery Airdock, proceed directly through the Imperial Hall and into the Gel Processing Site. A few Reptilicus creatures still patrol this area, so stay on guard—though they're no match for your new Plasma Beam.

METROID
PRIME 3
CORRUPTION

Refinery Access Detour



IF YOU WANT TO SCAN A NEW LORE ENTRY AND GRAB A MISSILE EXPANSION, TAKE A COUPLE

OF MINUTES TO EXPLORE THE REFINERY ACCESS CORRIDOR. START OFF BY BLASTING THE ICE DEPOSITS IN THE MORPHBALL TUNNEL IN THE GEL PROCESSING SITE. USE CHARGED SHOTS FROM YOUR PLASMA BEAM TO MELT EACH OBSTRUCTION.

ENTER THE MORPHBALL TUNNEL AND FOLLOW IT INTO THE UPPER LEVEL OF THE GEL



PROCESSING SITE. WHEN YOU COME TO A DEAD END, DROP A BOMB TO KNOCK OVER THE OBSTRUCTING PIPE. JUST PAST THE PIPE, YOU NEED TO JUMP A GAP. BACK UP THROUGH THE TUNNEL AND USE THE HEAT VENT AND A BOMB TO BLAST YOURSELF ACROSS THE GAP. A WELL-TIMED BOOST BALL CAN ALSO HELP YOU CROSS THIS GAP IN THE TUNNEL.

YOU EMERGE ON A LANDING HIGH ABOVE THE GEL PROCESSING SITE. DESTROY THE ICE COVERING THE PLASMA BEAM DOOR. THEN SHOOT THE DOOR TO ENTER THE REFINERY ACCESS CORRIDOR.



IN THE REFINERY ACCESS, LOCATE THIS LOCKED PANEL AND SHOOT THE RED DOTS



IN THE SEQUENCE THEY APPEAR TO REVEAL THIS FIERY FRESCO. SCAN IT TO RETRIEVE THE "PROPHECY" LORE ENTRY.



EXIT REFINERY ACCESS VIA THE PLASMA BEAM DOOR AT THE END OF THE CORRIDOR. YOU'RE HIGH

ABOVE THE IMPERIAL HALL—DON'T DROP DOWN. INSTEAD, LOCATE THE MORPHBALL TUNNEL ON THE RIGHT SIDE. THIS TAKES YOU TO A SMALL PERCH ON THE HALL'S RIGHT SIDE.

TURN TOWARD THE OPPOSITE SIDE OF THE HALL TO LOCATE TWO LOOSE PANELS. USE



YOUR GRAPPLE LASSO TO PULL DOWN THE PANEL ON THE RIGHT—DO NOT REMOVE THE LEFT PANEL! THE LOOSE PANEL ROTATES DOWNWARD, CREATING A NEW PLATFORM ABOVE THE IMPERIAL HALL.

JUMP OVER TO THE NEW PLATFORM ABOVE THE HALL. THEN TURN TO YOUR RIGHT. A



MISSILE EXPANSION AWAITS ON THE LEDGE STRAIGHT AHEAD. AT THE FAR END OF THE IMPERIAL HALL, PERFORM A SPACE JUMP TO REACH THE LEDGE AND RETRIEVE THE MISSILE EXPANSION. DROP INTO THE IMPERIAL HALL AND RETURN TO THE GEL PROCESSING SITE TO CONTINUE.

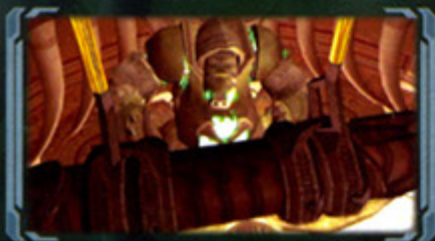


From the Gel Processing Site, head directly to the Main Lift. Use the Morphball tunnel (and Korbax) to reach this chamber and melt the ice on this ornate wall carving. Shoot the ice away from the mouth-like tunnel opening, then roll through it in Morphball form. On the other side, shoot the Plasma Beam door and walk through to enter Warp Site Alpha.

Warp Site Alpha



Warp Site Alpha is occupied by a Ceremonial Golem, equipped with a bomb slot on its belly. Don't enter the bomb slot just yet. Instead, look up at the ceiling. Shoot the icy obstruction covering a large battering ram—the Golem needs this to knock a hole in the wall.



Now, enter the Golem's bomb slot and drop a bomb inside to bring it to life. The Golem uses the battering ram to bang a gong at the end of the chamber. This reveals a Spinner in the chamber's floor.

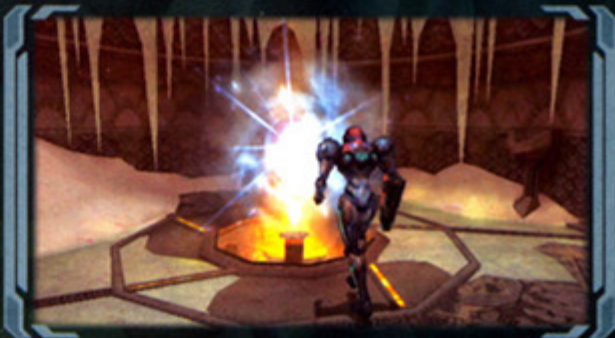
Enter the Spinner and use your Boost Ball to rotate the rib-like cage surrounding the room's perimeter. Keep rotating this cage till an open spot in the chamber's wall is revealed, just opposite the battering ram—this is a weak spot.



Once the battering ram is lined up with the wall's weak spot, exit the Spinner and return to the Golem's bomb slot. Drop a bomb

in the slot to make the Golem interact with the battering ram. This time he slams the ram directly into the weakened wall, creating a large hole.

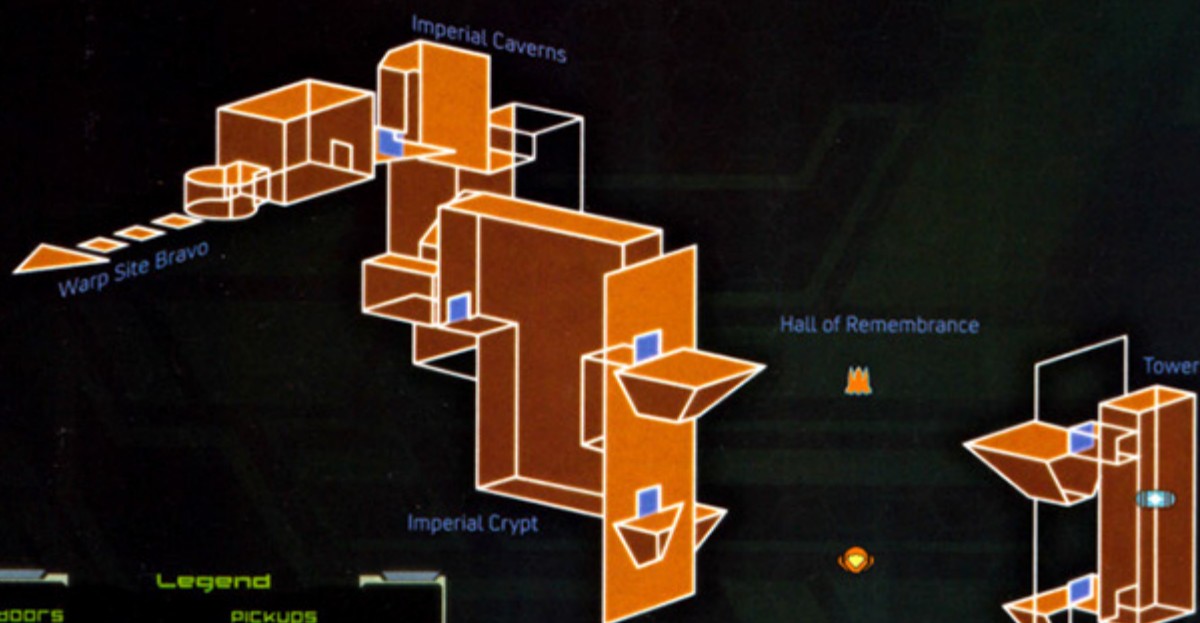
Pass through the hole in the wall and step into this glowing white orb to warp to a hidden icy area on Bryyo. Your discovery earns you a friend voucher.



BRYYO: ICE

Bryyo: Ice Pickups

Location	Pickup
HALL OF REMEMBRANCE	SCREW ATTACK
HALL OF REMEMBRANCE	GUNSHIP MISSILE EXPANSION



Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

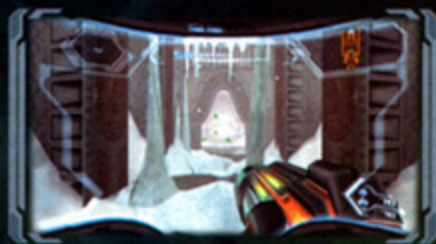
locations

- landing spot
- save station
- map station

Bryyo: Ice Research & Credits

Location	Scan/Action	Credit
warp site bravo	new area discovered	friend voucher
imperial caverns	lore: our plea	blue
imperial caverns	wall jump surface	research

Imperial Caverns



Samus emerges at Warp Site Bravo in a new area, which is covered in ice. Move through the passage (and doorway) ahead to enter the Imperial Caverns.



Beyond the door, the Imperial Caverns appear to come to a dead end, with a green Wall Jump slab occupying one wall. Aim down at the icy floor adjacent to the Wall Jump slab and fire a charged shot into the ice. The ice cracks and crumbles away, revealing a new shaft below. Continue shooting the ice barriers at your feet till you reach the bottom of the shaft. At the bottom is the "Our Plea" lore entry—scan it for your Logbook.



ice-covered pathway with a charged shot to drop to the lower level.

Hall of Remembrance

The Imperial Crypt's lower level has a Spinner in the floor, but ignore it for now. Instead, pass through the nearby doorway to spot the



Screw Attack suit upgrade resting on a pedestal in the Hall of Remembrance. The Screw Attack upgrade allows you to use the Wall Jump slabs to reach new areas. It can also be used to jump great distances horizontally. As you grab the upgrade, the massive Chozo statue above lifts its hand up, as if hinting at your next destination.

Try out your new Screw Attack now by heading toward the Tower on the far side of the chasm. Simply space jump toward the Tower

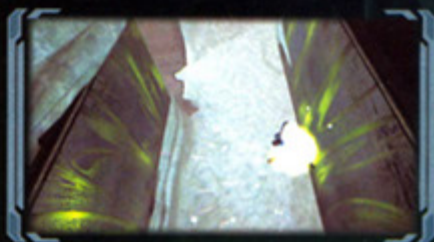


platform ahead, then repeatedly press **Ⓡ** to enter Screw Attack mode. Keep spinning across the chasm till you reach the Tower platform.

Exit the Imperial Caverns to access the upper walkway of the Imperial Crypt. The door ahead is not accessible, so shoot the

Elysia

Inside the Tower, look up to scan the shaft, lined with two green Wall Jump slabs. Jump up and bounce off one of the walls in Screw Attack mode. Keep pressing **Q** as Samus works her way up the shaft.



Ascend the Imperial Caverns shaft using the Wall Jump slabs to Screw Attack upward. You need to conduct two sets of jumps on the way up, resting in a side alcove midway up the shaft.

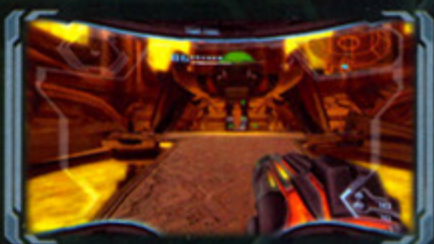
At the top of the Tower shaft, return to the Hall of Remembrance, looking over the chasm from this perch. Shoot the blue orb on the Chozo statue's hand. When hit, the hand rotates to a horizontal position, creating a platform for you to stand on.



But the hand won't remain in the horizontal position for long, so Screw Attack over to it quickly. Once on the hand, turn left and locate a Gunship Missile Expansion on the

Golem statue's head. Space jump over to the Golem to grab the upgrade.

Return to Warp Site Bravo and enter the red orb to make the jump back to Warp Site Alpha, in the Fiery part of Bryyo.



Return to Chozo's hand, then turn left and Screw Attack the wide chasm toward the lower Imperial Crypt platform. Use your Grapple Lasso on the lever next to the door to gain entry.



In the Imperial Crypt, Screw Attack again to cross the floorless span of the upper level to reach the Imperial Caverns.



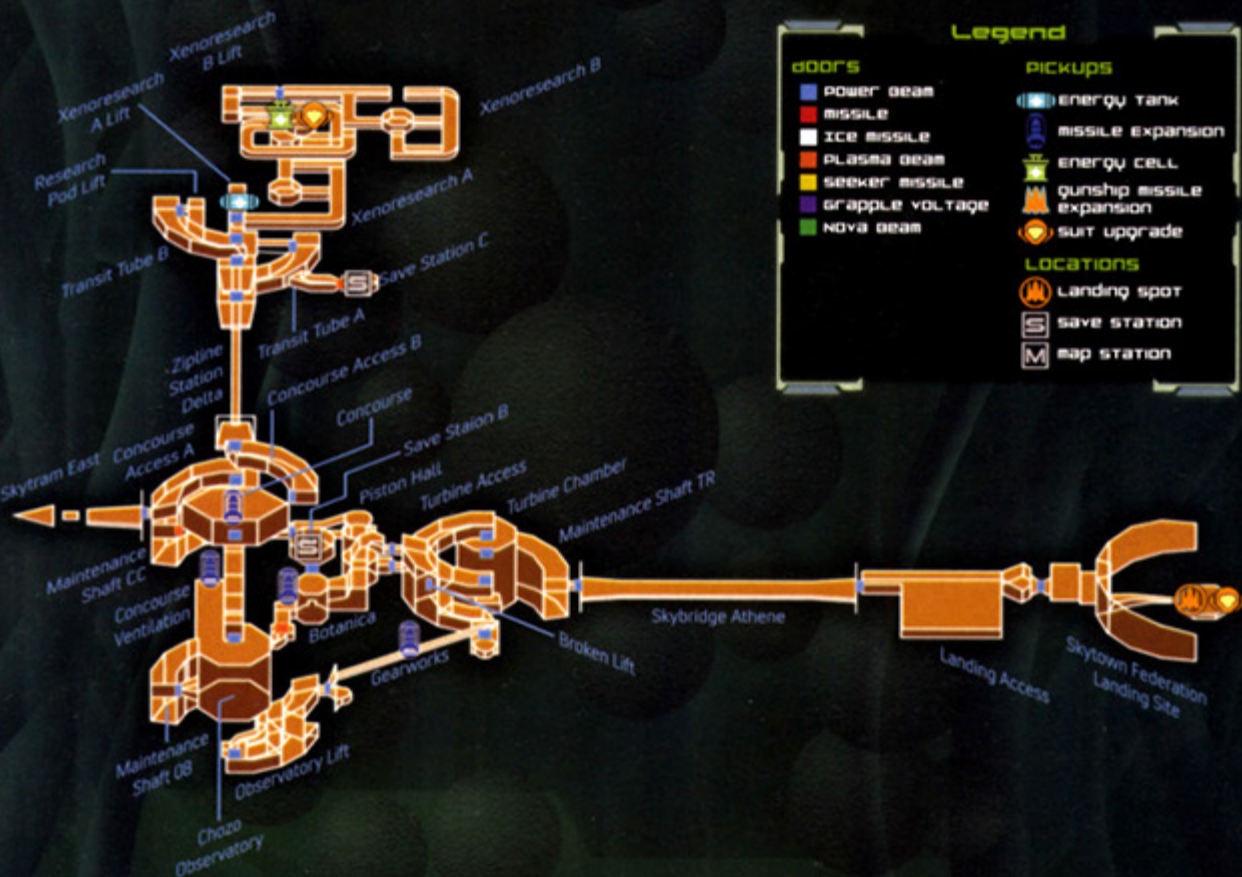
Now you have everything you need to make it to the eastern part of SkyTown. Return to the Fiery Airdock. Along the way, Aurora Unit 242 reports that the GFS Valhalla has been discovered—it went missing five months ago after a pirate attack. The Federation wants you to investigate the ship. But you can do that later. For now, head back to Elysia, and return to Landing Site A.



SKYTOWN EAST

SkyTown Pickups

Location	Pickup
Landing site 0	ship grapple beam
Gearworks	missile expansion
Botanica	missile expansion
Xenoresearch 0	energy cell
Xenoresearch 0	seeker missile
Xenoresearch A Lift	energy tank
Concourse	missile expansion



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SkyTown Research & Credits

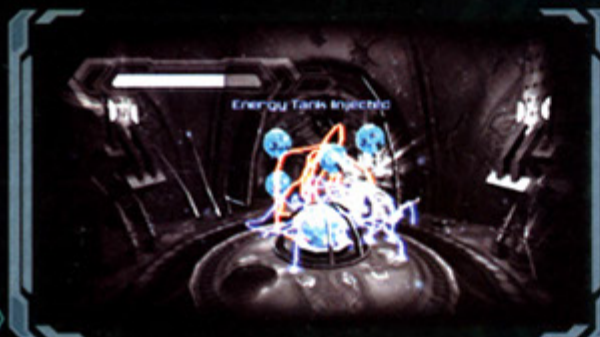
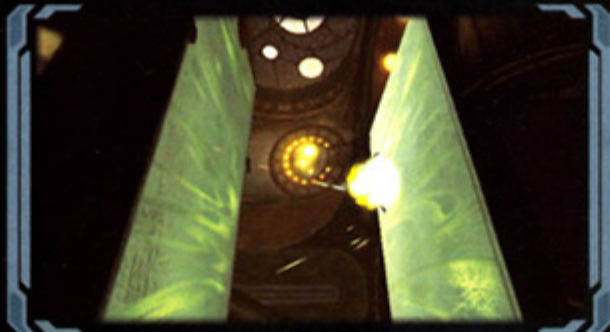
Location	Scan/Action	Credit
skytram east	new area discovered	friend voucher
chozo observatory	advanced aerotrooper	ped
gearworks	swarmbot	ped
maintenance shaft TR	lore: federation	blue
landing site 0	lore: agreement	blue
chozo observatory	ship grapple beam point	research

SkyTown Research & Credits

Location	Scan/Action	Credit
broken lift	lore: aurora	blue
turbine chamber [upper level]	defeat berserker lord	gold
xenoresearch 0	steamspider	ped
xenoresearch 0	phazon metroid	ped
concourse access 0	lore: rebellion	blue

Landing Site A

At Landing Site A, backtrack through the Security Station to the Plasma Beam door. Inside, use your new Screw Attack to ascend the tall shaft, bouncing off the green Wall Jump slabs.



In the adjoining Security Tube, enter Morphball form in Hypermode and destroy these Phazon vines with a Hyper Ball

attack. Once the vines are gone, enter the Morphball tunnel and follow it toward the Skytram West platform.



At Skytram West, enter the Spinner in the floor and rotate it 180 degrees with rhythmic Boost Ball thrusts. Once it's rotated, a yellow hologram appears in the center of the Spinner. Step onto the hologram to initiate the transit system. A large cage encircles Samus as the platform moves along a zipline cable to the eastern side of SkyTown. Revealing this new area earns you a friend voucher.

Locate Landing Site B



Upon arriving at Skytram East, enter the Concourse Access A corridor. Follow it to the Concourse, a round multilevel room dominated by the large Theronian Containment Unit at the center—you'll need this when assembling your thermonuclear weapon. But for now, deal with the Armored Pirate Troopers inside. Use the lift in one of the side passages to reach the upper level and proceed to Concourse Ventilation via the upper-level corridor.



In Concourse Ventilation, look for this bomb slot in the wall next to a green Wall Jump slab. Drop a bomb in the slot to open the floor below, revealing a lower level. Drop into the lower level and use the next bomb slot to open another floor below. Drop to the bottom of the shaft and turn down the open hall toward Maintenance Shaft 08. If you hang around too long, a Space Pirate ATC attacks.



Swing across Maintenance Shaft 08 using your Grapple Swing. But watch for a pirate waiting on the other side—he won't appear till you're already attached to the Grapple Swing Point. Either finish him off while swinging or land next to him and take him out at close range. If he hits you while you're attached to the swing point, you'll fall down the shaft.



Enter the adjoining Chozo Observatory and scan one of the new Advanced Aerotroopers for your Logbook. There's nothing remarkably different about these Aerotroopers. Keep hitting them with missiles and charged shots till they crash into the ground.

Once the Advanced Aerotroopers are cleared from the Chozo Observatory, drop to the lower level of the room and locate this green hand-shaped switch. Interact with it to access the lift, which leads to the corridor running beneath the room.



Follow the lower Chozo Observatory corridor into the Observatory Lift corridor. The lift in this room isn't operational. Interact with the damaged circuit panel on the wall and repair it with your Plasma Beam to fix the lift. Once it's repaired, step onto the lift's yellow hologram to reach the lower level. Proceed outside to a platform overlooking the Gearworks.



At the Gearworks, turn to your right and look for a cluster of Swarm-bots—scan them, then shoot them out of the sky. You can't cross the meshing gears straight ahead, so aim toward this platform to the right of the gears and Screw Attack toward it. From the platform, Screw Attack again toward the Broken Lift platform, bypassing the gears altogether.

At the Gearworks, turn to your right and look for a cluster of Swarm-bots—scan them, then shoot them out of the sky. You can't cross the meshing gears straight ahead, so aim toward this platform

Roll beneath the Aeromines in the Broken Lift corridor and continue to the next door, which leads into the Turbine Chamber.



METROID
PRIME 3
CORRUPTION

Enter the Turbine Chamber's core by hitting this round pane of glass with a charged shot. Jump through the window to enter the chamber.



In the chamber, locate the two power cables attached to the electromagnetic cradle arms—target the round spots where the cables attach to the shaft. Once both cables are destroyed,

you can cross through the center of the chamber by space jumping across the gap. Shoot the pane of glass on the other side to enter Maintenance Shaft TA.

Look for the Databot in Maintenance Shaft TA to retrieve the "Federation" lore entry. Then open fire on the various Sky Puffers floating above the shaft—kill them all. When all the Sky Puffers are toast, Screw Attack across the shaft to the platform on the other side. Exit through the nearby door to access Skybridge Athene.

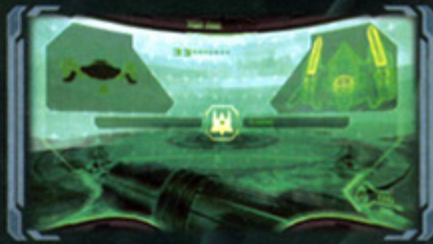


Several Tinbots stand in your way on Skybridge Athene. Knock them out of the way with Ice Missiles or melt them with your Plasma Beam—they form a puddle of molten alloy as they melt!



In the Landing Access corridor, destroy the two panes of glass hanging from the ceiling—charged shots do the trick. Once the path is clear, Screw Attack to the other side.

SkyTown Federation Landing Site (a.k.a. Landing Site B)



Take the nearby lift down to Landing Site B. Aurora 217 agrees to unlock the site for your use. Approach the bomb slot at the center of the pad and drop a bomb inside to lower the security panels. Next, bring up your Command Visor and order your Gunship to land.

TIP

A databot hovers above the lift at Landing Site B—look straight up to spot it. Shoot it, then scan its “Agreement” lore entry.



You can't retrieve the transport module from the lower level of the Turbine Chamber, so continue through the lower level—watch out for the Shield Pirate Trooper in the adjoining corridor.



Interact with this console next to the landing pad to add the Ship Grapple Beam upgrade to your Gunship. Watch as the upgrades are made, then enter your Gunship to recharge and save your game. After you obtain the Ship Grapple Beam, Aurora Unit 217 reports in, identifying the locations of all three components needed to assemble the Theronian bomb necessary to destroy the Seed shield.

Collect First Bomb Component



The first piece of the bomb is the Theronian Transport Module accessible from the upper level of the Turbine Chamber. So head back in that direction. At Skybridge Athene, the Tinbots are the least of your problems. A Space Pirate ATC hovers nearby. Hit the front grill of the aircraft with your Plasma Beam till it explodes, then cross the bridge.

At the Gearworks, wait for a Space Pirate ATC to destroy the gears, opening a clear path to the other side. Shoot down the ATC, then Screw Attack over the span, collecting a Missile Expansion along the way. You must line up your Screw Attack just right to collect the Missile Expansion floating in the middle of the span.



Chozo Observatory



Proceed to the Chozo Observatory. Inside, space jump to the round central platform and scan the central hologram—the Ship

Grapple Beam can interact with this piece. Activate your Command Visor and target the Ship Grapple Beam Point. Your Gunship appears above, grappling to the point and pulling the platform up and away, revealing a damaged circuit panel.

METROID
PRIME 3
CORRUPTION

Elysia

Interact with the circuit panel in the center of the room and begin welding. This curvy weld can be completed in two segments. Weld from the top to center, then from the center point to the bottom.



Repairing the circuit activates the bomb slot in the side of the room. Enter the slot and drop a bomb inside to restore power to the room.

Through the Command Visor have your Gunship lower the platform. Once lowered, the platform extends upward, creating a tall column. This provides you with a way to reach the Botanica corridor above.



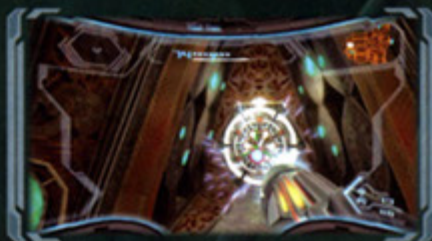
Use the ledges on the side of the room and the platform in the center to climb to the top of this shaft. Look for the circular passage on the side of the shaft and jump toward it to access the Botanica corridor—shoot the Plasma Beam door at the end of the corridor. You're now on the right track to reach the upper level of the Turbine Chamber.



Botanica



In the Botanica corridor, watch for Dragoon Battle Drones patrolling. Deal with any threats, then locate this loose block. Pull it forward with your Grapple Lasso, then use it as a step to reach the ledge above. At the top, look at the passage straight ahead to spot a Missile Expansion—use your Screw Attack to reach it.



Continue through the Botanica corridor, using another loose block to reach the upper-level Ice Missile door leading into the Broken Lift. Pass through the upper level of the Broken Lift corridor on your way to the Turbine Chamber. Be sure to scan the Databot carrying the "Aurora" lore entry along the way.



Turbine Chamber



As Samus enters the Turbine Chamber, the door behind her seals with a blast shield and a Berserker Lord drops from the ceiling.

BOSS BATTLE: BERSERKER LORD



The Berserker Lord is the same boss you faced back on the Olympus. Start off by targeting the glowing red orbs on the Berserker Lord's shoulders. Destroy both of them to force the hostile into its next attack phase.



Once you've destroyed both shoulder pieces, watch out for the incoming purple orbs. Shoot them to knock them back into the Berserker Lord's head. It takes four successful rebounds to destroy its armor.



STAY ON YOUR TOES when the Berserker Lord starts firing purple orbs. On the first attack, it launches a big round fireball—this can't be rebounded, so be ready to dodge.

With its head armor destroyed, the Berserker Lord is easy to finish off. Your Plasma Beam inflicts enormous amounts of damage

on the outgunned beast. Just target the red nodule on the Berserker Lord's head and it should be down for the count within seconds. There's no need to enter Hypermode.



Following the boss battle, locate the four yellow orb holograms spread out across the room's floor. Enter each hologram and use your Boost Ball to power up a wall switch.



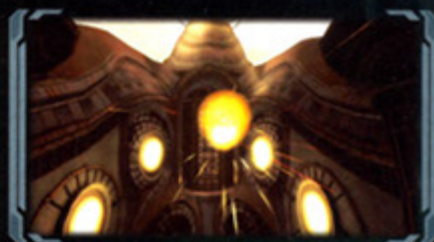
security clamps around the Theronian Transport Module.

You've seen this type of switch before. Twist the Wii Remote to line up the notches in the slots of all three concentric circles, pressing **A** to lock each notch in place.

Activate your Command Visor and order your Gunship to lift the Theronian Transport Module with the Ship Grapple Beam system. You now have the first component of your bomb! As the Gunship lifts the module away, a new Morphball tunnel is revealed directly behind Samus.

**NOTE**

While your Gunship is carrying an object, don't order it to land. If you do, before the Gunship lands it will return the object it's carrying to where it retrieved it.



In the Piston Hall, you must Screw Attack across this chasm, carefully timing the opening and closing of the sliding door on the distant platform. As soon as the door closes, begin your jump. As you get closer, the door opens, giving you a spot to land. Continue to the next door down the adjoining hall.



Enter this corridor just beneath the Concourse and weld the damaged circuit panel near the doorway. Afterward, proceed through the Plasma Beam door straight ahead to access Maintenance Shaft CC.

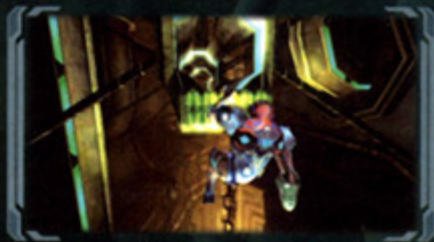
Collect Second Bomb Component

Roll through the Morphball tunnel and proceed through the next doorway to enter the Turbine Access corridor. Pay close attention to the Phazon-

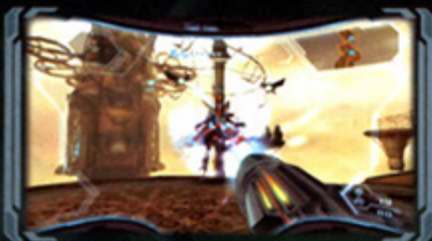
enhanced Crawlant here—it has entered Hypermode. Even your Plasma Beam deals little damage to this creature. Retaliate with charged shots and missiles while dodging the Crawlant's Phazon blasts. Afterward, shoot the debris blocking the corridor and advance to the next doorway leading to the Piston Hall.

NOTE

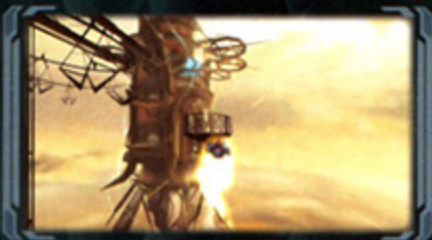
To obtain the second bomb component at the Concourse, you must obtain the seeker missile suit upgrade located in Xenoresearch B.



Look up in Maintenance Shaft CC to locate a green Grab Ledge. Space jump toward the Grab Ledge and enter the adjoining Morphball tunnel to cross the room.



An Armored Aerotrooper attempts to stop you at Zipline Station Delta. Finish him off with Ice Missiles, then turn your attention to the floating platforms ahead. Screw Attack your way to each platform (the zipline is on the upper level, just out of reach).



The most difficult jump involves a platform rotating 360 degrees with a barrier covering one-half. You must time this jump just right to reach the platform when it's accessible. Wait till the barrier is on the left side of the platform to begin your Screw Attack. By the time you reach the platform, the barrier will be out of your way, allowing you to land. From the rotating platform, Screw Attack toward the next large platform, near Transit Tube A.

Xenoresearch



In Transit Tube A, turn right in the corridor and shoot the Plasma Beam door to access Save Station C. Recharge and save your game before continuing.

Proceed to the Research Pod Lift corridor, taking the doorway on the right to enter the Xenoresearch A Lift. Interact with the green hand-shaped switch to activate the lift, then ride it up to Xenoresearch A.



The Xenoresearch A corridor is lined with several cylindrical containment units. Ignore the units (and their contents)

for now and continue to a round room with a Spinner control mechanism in the wall between two doors. Enter the Spinner notch and activate your Boost Ball. The door to the left opens, while the door to the right closes. When the door on the left is completely open, proceed through the adjoining corridor.

Enter Xenoresearch B Lift and activate the lift with the green hand-shaped switch. Ride it up to Xenoresearch B.



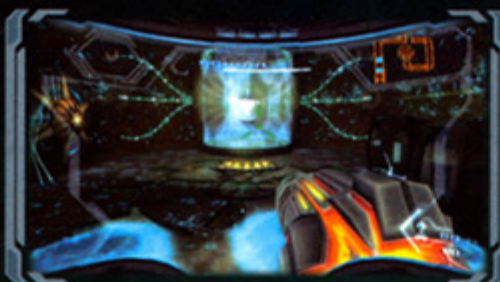
Advance through the Xenoresearch B corridors till you find a Morphball tunnel entrance located between two containment units. Hop into the tunnel and follow it to the next room.



You emerge from the Morphball tunnel in a round room with only one open passage. Enter the open passage and take a right at the T intersection. You eventually come to a dead end. But look on the outer wall to locate another Morphball tunnel—blast it open with a bomb, then enter.



Exit the Morphball tunnel and proceed through the next corridor till you come to a round room—the Seeker Missile upgrade is straight ahead, inside a containment tank.



While in this room, look on the surrounding walls and scan a Steamspider for your Logbook. Don't worry; they're harmless.



You can't retrieve the Seeker Missile till the tank's energy field is deactivated. Turn toward this panel on the room's left side and

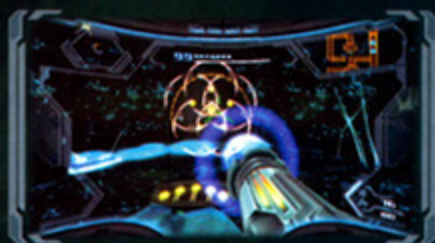
tear it free with your Grapple Lasso to reveal an Energy Cell. Pull the Energy Cell out of the wall to deactivate the energy field. The Energy Cell is automatically added to your inventory—you have two now.



REMOVING THE ENERGY CELL DEACTIVATES ALL THE ENERGY FIELDS IN EVERY CONTAINMENT UNIT. THIS MEANS ALL THE PHAZON METROIDS YOU PASSED EARLIER ARE NOW ROAMING AROUND THE CORRIDORS OF XENORESEARCH A AND XENORESEARCH B. STAY ON GUARD!



Hit the containment unit with a charged shot to shatter the glass. Then step inside to grab the Seeker Missile suit upgrade. Seeker Missiles are used to engage multiple targets simultaneously—you can fire up to five at a time.



The doorway you entered earlier is now sealed by a blast shield with five yellow locking mechanisms—all locks must be destroyed simultaneously. Aim at the door and hold down . Your Seeker Missiles will lock onto each of the five locks. Release to fire away, destroying the locks and clearing a path. Find your way back through the darkened hall to the Morphball tunnel and roll through.



In the next corridor, continue forward and take the first left, heading toward the Seeker Missile door. In this corridor you're likely to encounter your first Phazon Metroid—scan it! Hit the Phazon Metroid with your Plasma Beam, then follow up with an Ice Missile. Phazon Metroids have a keen ability to dodge missiles, so it's

best to stun them with a few plasma hits prior to launching a missile. If your missile hits, the Phazon Metroid will be encased in ice. Hit the frozen creature with a charged shot to shatter it into a hundred pieces.



IF YOU'RE NOT CAREFUL, PHAZON METROIDS WILL CHARGE YOU, ATTACH TO YOUR HEAD, AND SUCK AWAY YOUR HEALTH. IF THIS HAPPENS, IMMEDIATELY TRANSFORM INTO MORPHBALL FORM AND DROP BOMBS TILL THE PHAZON METROID RELEASES YOU.



Shoot the Seeker Missile door straight ahead, then follow the adjoining corridor to the Xenoresearch B Lift—be prepared to face at least one more Phazon Metroid along the way. Ride the lift back down to Xenoresearch A.

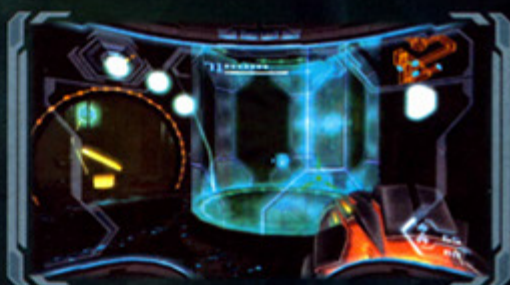
Fight your way through the Xenoresearch A corridors and find your way back to the Xenoresearch A Lift—there's only one open path. Locate this Seeker Missile door and blast your way through.

Before entering the lift at Xenoresearch Lift A, turn to the containment unit on the right to spot an Energy Tank. Hit the glass with a charged shot, then step inside to retrieve the Energy Tank.



you. Engage the creature with your Plasma Beam and Ice Missiles.

Proceed to Zipline Station Delta and eliminate a couple more Phazon Metroids before attaching to the zipline, crossing over toward Concourse Access B.



In the Research Pod Lift corridor, blast open the Seeker Missile door to access another lift. This one goes up to TransitTube B.

In TransitTube B, hang back and watch as a Phazon Metroid attacks an Armored Pirate Trooper. It attaches to the pirate's head and kills him. Afterward, the Phazon Metroid heads toward



Concourse

Advance through Concourse Access B, scanning the Databot along the way to retrieve the "Rebellion" lore entry.

At the end of the corridor, shoot the Ice Missile door to enter the Concourse. Shoot the cables in the adjoining passage with Seeker Missiles to reveal another lift. Ride it down to the Concourse's lower perimeter corridor.



The Theronian Containment Unit in the Concourse is the next bomb component. Before your Gunship can retrieve it, you must destroy the five locking mechanisms attached to the cables above the unit. Use Seeker Missiles to destroy each of the yellow locks. This releases the cables on the unit and opens a hatch in the ceiling.



TIP

IF YOU CAN'T LOCK ON TO ALL FIVE YELLOW LOCKS FROM THE CONCOURSE'S MIDLEVEL WALKWAY, TRY DROPPING TO THE LOWER LEVEL AND AIMING UP. IT'S A LITTLE EASIER TO LOCK ON TO THE LOCKS FROM THIS LOWER ANGLE.



Now activate your Command Visor and order your Gunship to haul the Theronian Containment Unit away. You now have two out of three components for your bomb. The next component is located on SkyTown's west side, at the Transit Hub—it's time for some more backtracking.

Concourse Missile Expansion



BEFORE LEAVING THE CONCOURSE, RETRIEVE THE MISSILE EXPANSION LOCATED IN AN UPPER-LEVEL ALCOVE. THIS EXPANSION CANNOT BE RETRIEVED FROM THE CONCOURSE CENTRAL INTERIOR, SO DON'T BOTHER JUMPING. INSTEAD, LOCATE THIS MORPHBALL TUNNEL IN A SMALL ROOM OFF CONCOURSE ACCESS B. ROLL THROUGH THE TUNNEL TO GRAB THE MISSILE EXPANSION.



SKYTOWN WEST REVISITED

SkyTown Research & Credits

Location	Scan/Action	Credit
spire	space pirate assault skiff	red
spire	armored shield trooper	red

SkyTown Research & Credits

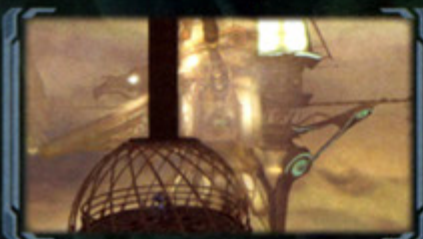
Location	Scan/Action	Credit
escape pod bay	destroy seed shield	gold

Collect Third Bomb Component



NOTE

From the barracks access, you can use the zipline to reach the objective area of the transit hub, but the path is full of obstructions, making it riskier than using the kinetic orb cannons.



Advance through Concourse Access A to return to Skytram East. Walk onto the hologram to activate the transit system and ride it to the Skytram West platform.



Make a beeline for the Transit Hub. At the Spire Dock, take the zipline to the Junction. At the Junction, head north across the Hoverplat Docking Site platforms. Screw Attack from one platform to the next till you reach the platform outside the Barracks Lift.



Use the half-pipe in the Steambot Barracks to access the upper-level Barracks Access corridor. After exiting the Barracks Access, use the Kinetic Orb Cannon to launch yourself toward the Hub Access platform of the Transit Hub.

When you land near Hub Access, stay in Morphball form and load yourself into the nearby Kinetic Orb Cannon, launching toward the central portion of the Transit Hub.



Enter the Morphball tunnel at the Transit Hub, taking it to the central platform. High above this platform is the final component of your Theronian bomb, secured by a locking mechanism. Use



Seeker Missiles to simultaneously destroy the five yellow locks.

Finally, activate your Command Visor and order your Gunship to pick up the last component. Now that your bomb is complete, Aurora Unit 217 instructs you to deliver it to the Spire Dock, loading it into the cargo hold of the Spire Pod.

METROID
PRIME 3
CORRUPTION

3.2.3

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Place Completed Bomb in Spire Pod

Space jump over to the Transit Hub's eastern platform and target the metal covering this old cannon. Hit it with a charged shot to restore the cannon to operational use. Once it's restored, enter the cannon in Morphball form and sit tight as it launches you toward the Zipline Station Bravo platform, near the Aurora Lift.



Race through the Aurora Lift, Aurora Chamber, and Maintenance Shaft AU. Exit Maintenance Shaft AU and enter the Kinetic Orb Cannon to reach the Spire Dock.

TIP

WHILE MOVING THROUGH THE AURORA LIFT, CONSIDER STOPPING OFF AT SAVE STATION A, ESPECIALLY IF YOU'RE LOW ON HEALTH.

Approach the center of the Spire Dock and look up while activating your Command Visor. Order your Gunship to drop the Theronian bomb. As ordered, the Gunship hovers above the Spire Dock, setting the bomb down inside the upper-level cargo hold.



Now that the bomb is in place, return to the Aurora Chamber via the nearby Kinetic Orb Cannon. Aurora Unit 217 is glad you've assembled and delivered the bomb, but your job isn't over yet. The bomb must be manually aimed at the Leviathan Shield. Accept the mission while Aurora Unit 217 migrates the entire SkyTown facility over the Leviathan Shield.



Return to the Spire Dock via Maintenance Shaft AU and the Kinetic Orb Cannon. As soon as Samus lands on the Spire Dock, Aurora Unit 217 severs all connections. The Spire Dock is now floating free of the SkyTown facility and heading toward the Leviathan Shield.



Defend Spire Structure



Once the Spire is cut loose, Aurora Unit 217 reports that several pirate units are converging on your location. Spin around and locate the approaching Space Pirate Assault Skiffs—notice the Spire Structure health meter on your HUD. Prioritize the Space Pirate Assault Skiffs, as these inflict the most damage on the Spire. These small aircraft look like ATCs, but they're smaller and incapable of carrying troops. But they have the same weakness as the ATC—the red grill on the front. Keep hitting this spot with your Plasma Beam until the skiff explodes.



In addition to Space Pirate Assault Skiffs, Dragoon Battle Drones join the attack, attempting to draw your fire away from the skiffs. Finish off the drones quickly, then return your attention to the skiffs.



A couple of Aerotroopers also make an appearance during the space pirate assault. Sidestep their attacks while retaliating with Ice Missiles.



Armored Shield Trooper is a new unit, so scan him for your Logbook. Don't waste any time with these guys. Immediately enter Hypermode and disintegrate them with Phazon blasts. While Hypermode lasts, turn your Phazon attacks against the Space Pirate Assault Skiffs.

Eager to finish you off, the Space Pirates drop off an Armored Pirate Trooper and an Armored Shield Trooper. The

Don't let the incoming troops distract you from the task at hand. In between the waves of trooper attacks, concentrate on the Space Pirate Assault Skiffs. Once all skiffs are destroyed, the pirate assault comes to an end. By now, the Spire is hovering directly over the Leviathan Shield.



Deliver the Bomb

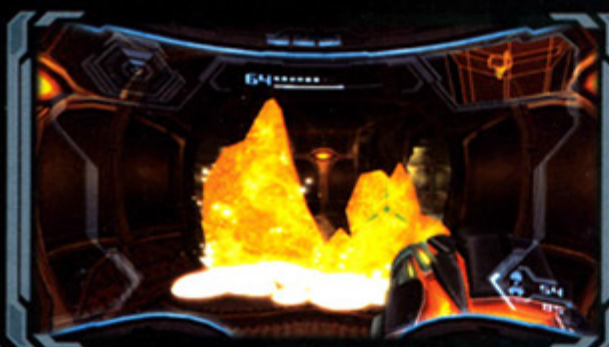


Now that the Spire is in place over the shield, it's time to deactivate the platform's thrusters, dropping it and the Theronian bomb onto the shield. Interact with the green console directly in front of you following the cutscene. This display shows a diagram of the platform. Touch each of the three green brackets over the thrusters. This initiates a countdown (displayed on the console) till the thrusters are deactivated. It also activates an escape pod, which appears directly behind you.

METROID
PRIME 3
CORRUPTION

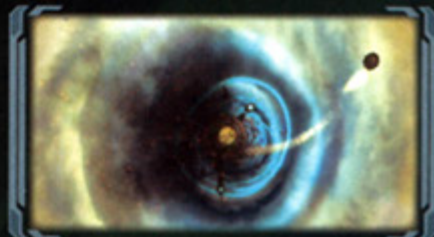
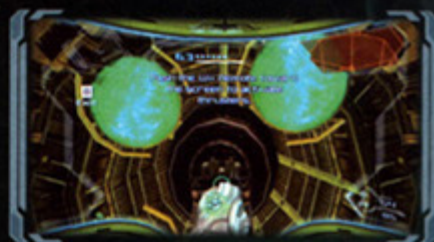
Elysia

Enter the escape pod and interact with this green hand-shaped switch. Unfortunately, there's something wrong. The escape pod won't launch, but a small Morphball tunnel opens at the base of the launch pad.



Roll through the Morphball tunnel and melt these slabs of metal with your Plasma Beam. Proceed into the adjoining passage and look for a damaged circuit panel on the left.

Three damaged circuit panels are preventing the escape pod from launching. Weld the circuits with your Plasma Beam. Two of the circuits are located behind panels—pull the panels away with your Grapple Lasso to access the circuits. Once all three panels are repaired, power is restored to the escape pod. Return to the Morphball tunnel, taking the interior lift back up to the Spire Dock.



Enter the escape pod once again and interact with the switch. This releases the pod's thruster control. Push the Wii Remote forward (toward the screen) to initiate the thrusters. The pod escapes just before the Spire crashes down into the Leviathan Shield, detonating the Theronian bomb. As predicted, the bomb eliminates the shield, earning you a gold credit and opening a path to the planet's Leviathan Seed.



Your pod lands in the Escape Pod Bay of SkyTown, not far from Landing Site A. Ride the nearby lift down to the Security Station, then head for Landing Site A. Use your Command Visor to order your Gunship to land here. Board the Gunship and set a course for the Elysia Seed.



ELYSIA SEED

Elysia Seed Pickups






Location	Pickup
Leviathan core	Hyper missile

Legend




doors

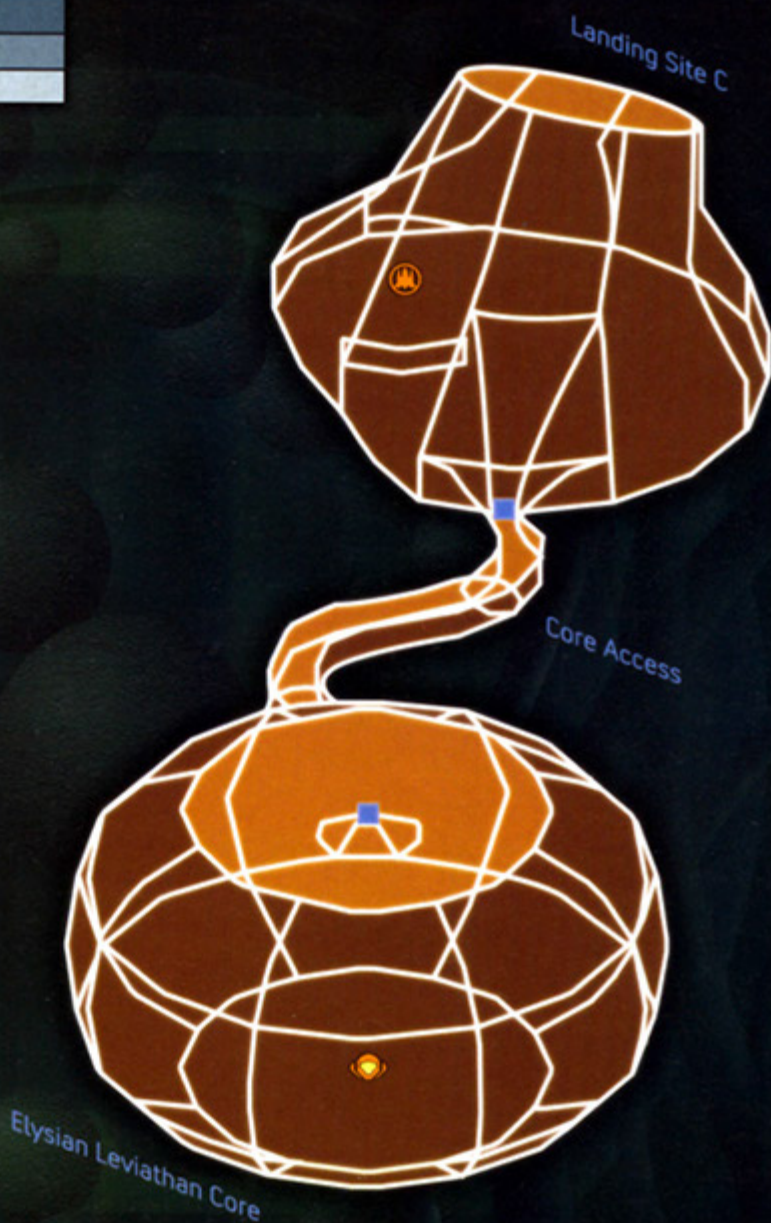
-  Power beam
-  Missile
-  Ice missile
-  Plasma beam
-  Seeker missile
-  Grapple voltage
-  Nova beam

pickups

-  Energy tank
-  Missile expansion
-  Energy cell
-  Gunship missile expansion
-  Suit upgrade

locations

-  Landing spot
-  Save station
-  Map station

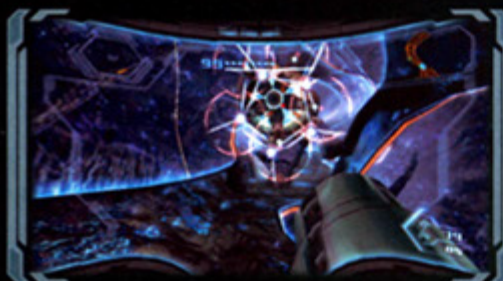


Elysia Seed Research & Credits

Location	Scan/Action	Credit
Landing site C	Phazon Leech	ped
Leviathan core	HELIOS	ped
Leviathan core	DEFEAT HELIOS	gold

Destroy the Leviathan Seed

At Landing Site C, jump across the round floating platforms toward the Core Access tunnel. Before entering the door, turn around and scan the ground near the landing pad to spot hundreds of Phazon Leeches crawling around—scan them for your Logbook.



In the Core Access tunnel, target these organic barriers with Seeker Missiles to destroy the outer bone structure. Then hit the center eyelike organ with charged shots to finish them off.



Proceed to the Leviathan Core and drop to the floor. This triggers Helios to enter the room, setting the stage for another memorable boss battle.

BOSS BATTLE: HELIOS

Begin the battle by scanning Helios. This sphere-shaped Mechanoid is protected by thick armor and an energy field. You must find a way to remove these protective layers before dishing out some damage.



Don't bother shooting Helios when he takes this form, rolling around the room. Instead, do your best to stay out of the way. The best way to prevent taking damage during these

charging attacks is by Screw Attacking directly at Helios. While in the Screw Attack form, you'll pass directly through Helios's energy barrier without taking damage.



When Helios enters this flat ring form, prepare to move, preferably in Morphball form. He slams the edge of this ring into the ground, attempting to hit you. Quickly roll to the edge of the room to avoid getting hit. But don't lose track of Helios because this is a critical time to stage a counterattack.



Wait till Helios is finished slamming the ring into the ground, then target the five red orbs (in the center of the ring) with Seeker Missiles. Destroying these red orbs temporarily removes Helios's energy field, leaving him vulnerable to attack. Immediately enter Hypermode and knock away his armor with a Phazon blast. Follow up with more Phazon attacks to inflict damage.



Helios eventually regenerates armor and a new energy field. In the meantime, watch out for the attack where he creates these flashing orbs of energy. Hit each orb with a charged shot before they emit powerful Phazon beams. Hit the brighter orbs first, as these are the ones that pose the biggest threat.



Continue targeting Helios's energy field with Seeker Missiles, then lay into him with Phazon. As he takes more damage, Helios takes on a humanoid form consisting of blue energy. Dodge the purple orbs he lobs at you and space jump over the stomp attacks that send an energy ring expanding outward. In this form, Helios's weak spots are the red limb joints. In particular, target the red leg joints to knock him over.

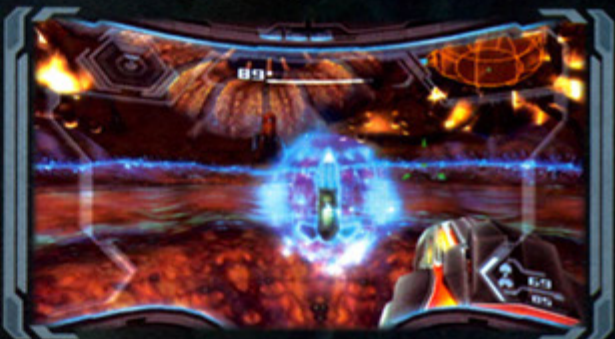


As soon as you blow off one of Helios's legs, enter Hypermode and blast away his armor with a few Phazon shots. Keep shooting while Helios attempts to recuperate, dealing more damage with each Phazon hit. If you're quick, you can drop him before he regenerates his energy field and armor.

When Helios eventually dies, he emits a heavy blast of Phazon, causing Samus to stagger backward as the Phazon growth inside her increases in size.



Killing Helios earns you a gold credit. But Helios also leaves behind the Hyper Missile suit upgrade—grab it from the center of the room. The Hyper Missile is the most devastating weapon in Samus's arsenal.



Try out your new Hyper Missile on the newly appeared Phazon growths. Hit all four with a Hyper Missile—simply press  while in Hypermode.



Elysia

Destroying all four Phazon growths initiates a cutscene, showing the Seed emerging from the cavern wall. When prompted, press **A** to emit a deadly Phazon energy burst to kill the Seed. Once the Seed drops dead, Samus automatically boards her Gunship and leaves the Seed area, entering orbit above Elysia.



Aurora 242 reports in, stating that both Leviathans in Federation space have been eliminated. However, a third Leviathan has been located on the Pirate Homeworld, discovered by Gandrayda before she went missing.

Apparently the space pirates are using Phazon to enhance their troops, unaware of (or indifferent to) the contagious side effects the energy could have on the galaxy. As a result, the Galactic Federation is preparing to stage an assault on the Pirate Homeworld. This is your next stop. Set a course for the Command Center landing site on the Pirate Homeworld.



Pirate Homeworld



COMMAND CENTER

Command Center Pickups

Location	Pickup
Command Courtyard	missile expansion
Command Courtyard	energy cell
Command Station	missile expansion
Command Vault	x-ray visor
Security Air Lock	missile expansion

Legend

doors

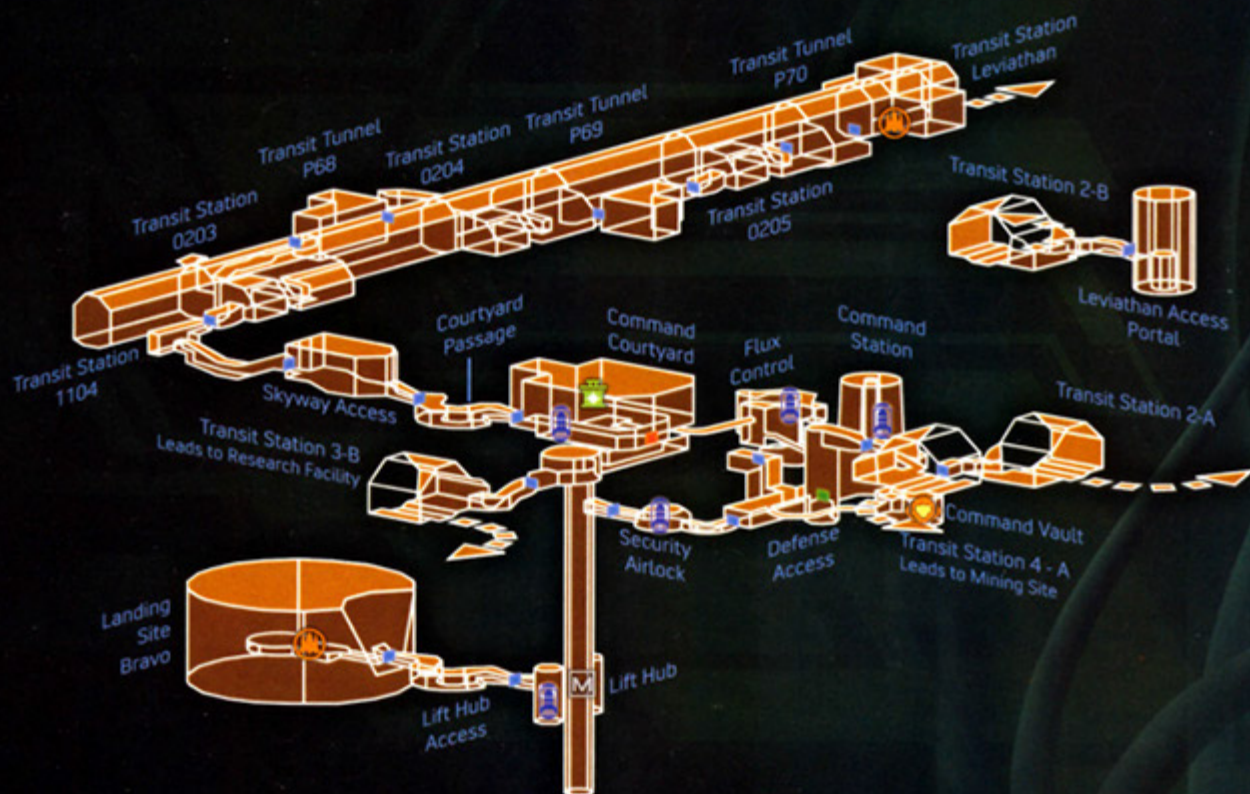
- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

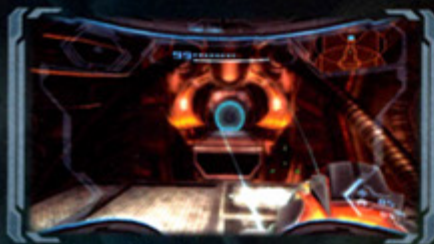
- landing spot
- save station
- map station



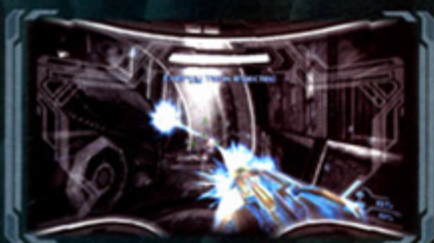
Command Center Research & Credits

Location	Scan/Action	Credit
Landing Site Bravo	pirate cargo drone	ped
Landing Site Bravo	heavy phazon canister	research
LIFT Hub	LORE: our mission	BLUE
LIFT Hub	space pirate orange door	research
Command Station	LORE: stowaway	BLUE

Landing Site Bravo



Gandrayda's last communication indicated there was a cargo supply route on the Pirate Homeworld leading directly to the planet's Seed. Aurora Unit 242 instructs you to investigate such a route. While at Landing Site Bravo, look around for a Pirate Cargo Drone flying around. Scan it for your Logbook, then continue to the Lift Hub Access corridor.



Be prepared to face a couple of Phazon-enhanced Crawl tanks in the Lift Hub Access. Don't get in a lengthy firefight with these things. Instead, enter Hypermode to finish them off quickly. While still in Hypermode, advance to the Lift Hub and destroy the Remorse-Class Turret inside.

Currently, you can access only one of the three passages in the Lift Hub—the lift in the center. Before entering the lift, scan the round display on the right wall to retrieve the "Our Mission" lore entry. In the lift, turn to the control panel on the left and press the top button to access the Command Courtyard.



Command Courtyard



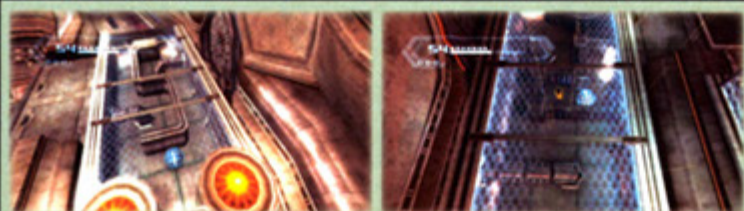
Exit the lift and proceed through the doorway at the corridor's end to enter the Command Courtyard. Much of the ground in this large open area is saturated with an acid-based

compound, so watch your step. Use the narrow walkway in the center to make your way to the alcove on the right.

This set of fans on the left blocks the path into a Morphball tunnel. You must find a way to deactivate these fans. Space jump to the Grab Ledge above and enter another Morphball tunnel running above the Command Courtyard. While you make these maneuvers, Aurora 242 reports that you'll need to find protection from the planet's acid rain before accessing the planet's Seed.



Command Courtyard Missile Expansion



The morphball tunnel above the command courtyard holds a missile expansion. When you first see the expansion, go past it and roll to this junction farther down the tunnel. At this branch, go left and follow the adjoining tunnel to the missile expansion. Backtrack to the junction and take the right branch to proceed with your mission.

Follow the winding Morphball tunnel to this small room. Locate the Energy Cell on the wall ahead and pull it out of the socket—you now have three Energy Cells. Removing the Energy Cell deactivates the fans in the Command Courtyard, providing access to the lower Morphball tunnel. Backtrack to the fans and enter the new Morphball tunnel.



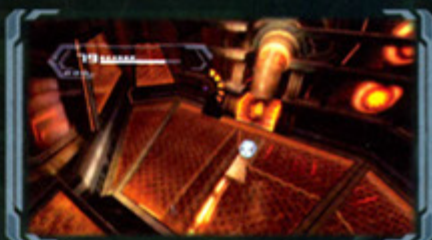
The Morphball tunnel exits into the Flux Control passage. Watch out for a few Phazon-enhanced Crawltanks patrolling down here.

However, you only face one at a time, so don't bother entering Hypermode. Instead, use charged shots and missiles to finish off these creatures while sidestepping to avoid their Phazon blasts.

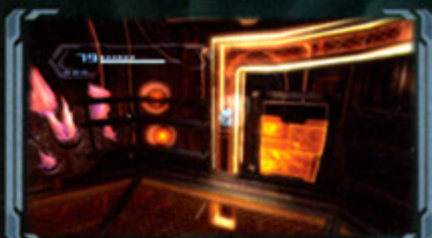


Halfway through the passage, drop through a small shaft and continue advancing along the Flux Control's lower passage. This leads to a dead end. But low on the wall look for a Morphball tunnel next to a hatch. Use your Grapple Lasso to open the hatch on the left, flipping it to cover the Morphball tunnel on the right. Now roll through the newly opened tunnel on the left.

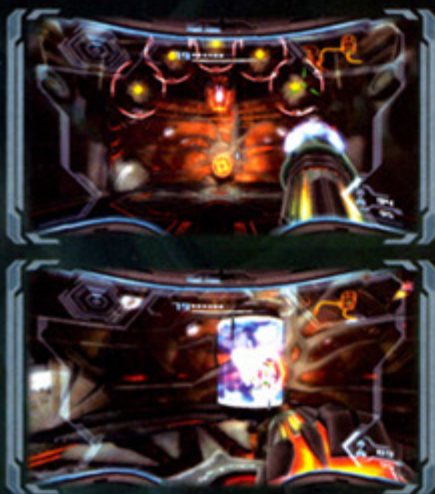
Command Station



The tunnel connects to another crawlspace passage just beneath the decking of the Command Station—the pirates working above won't even notice you. Ignore the two vertical shafts for now and look for a small nook containing a Missile Expansion.



Once you've retrieved the Missile Expansion, backtrack toward the orange-lit vertical shaft and ride the lift inside up to another tunnel passage.

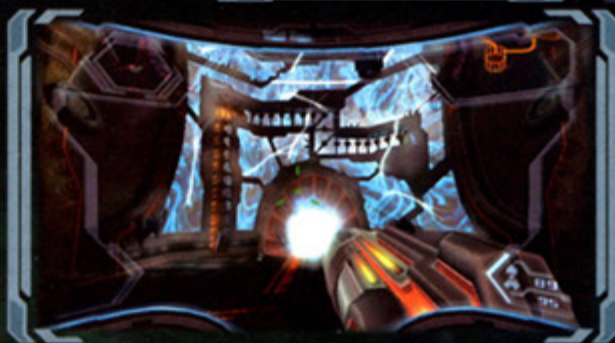


Follow the adjoining tunnel to the Command Vault. The X-Ray Visor suit upgrade hangs suspended from the ceiling. Destroy the yellow lock mechanisms on the ceiling with Seeker Missiles to lower the upgrade, dropping it within reach—pick it up! The X-Ray Visor is useful for seeing the inner workings of devices, vital for interacting with the numerous locks and switches on the Pirate Homeworld.



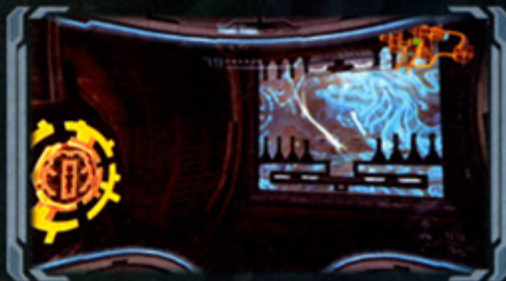
Activate your new X-Ray Visor (in the lower-left area of the Visor Select menu) and interact with the orange switch on the wall. The X-Ray Visor allows you to see the input buttons surrounding the display. Punch in the matching code on the display to activate the conveyor system above the room.

Turn around from the switch to spot a small Morphball entrance blocked by a hardened Phazon hatch—you can't destroy



it with any of your weapons. Instead, look up and wait for one of the Phazon canisters to pass directly above the hatch. Shoot the canister so that it drops in front of the hatch. The resulting explosion destroys the hardened Phazon, providing access to the Morphball tunnel.

Roll through the Morphball tube to enter the Defense Access corridor. As you enter, a large security gate drops over the green Nova Beam door. Don't worry about this gate—you'll return to this area later.



Turn left, away from the security gate, and locate this switch on the wall. Activate your X-Ray Visor before interacting with it. As with the previous switch, use the perimeter input

buttons to match the symbols on the display. This opens a hatch to the right of the console; it contains a lift. Ride the lift up to a small room with a window overlooking the Command Station. From here you get a good view of the generator supplying power to the planet's defense shield.



Later on, you'll need to deactivate the generator prior to the Federation assault. While in this room, scan the round display to retrieve the "Stowaway" lore entry. When finished, ride the lift back down to the Defense Access corridor.

Exit the lift and turn right. Two Assault Pirate Troopers are now positioned at the end of the Defense Access corridor.



Expect to be hit by a Phazon grenade, which forces you into Hypermode. If this happens, repeatedly press **A** to vent Phazon from the PED till safe levels are attained. While in Hypermode, finish off the Assault Pirate Troopers.

Security Air Lock



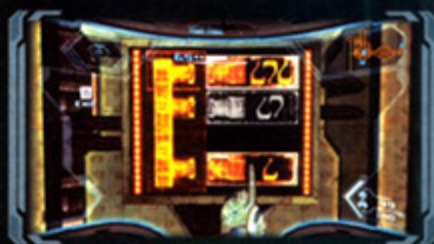
Enter the doorway beyond the downed pirates to access the Security Air Lock. Upon entry, you receive a transmission from a Federation Trooper. He was taken prisoner during one of

the earlier attacks, but has managed to escape and is currently located somewhere on the planet. He has information on how to bypass the acid rain, making his rescue your next priority. His coordinates are uploaded to your Logbook. After listening to the trooper's message, grab the Missile Expansion in the passage straight ahead.

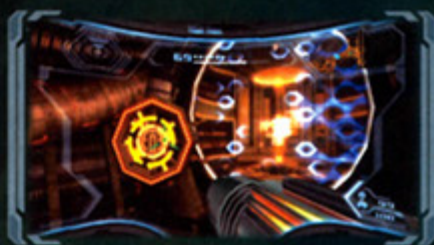
The mechanical gate in the Security Air Lock uses a locking mechanism invisible to the naked eye. So activate your X-Ray Visor to locate the weak spots in the lock. Hit all five of the red orbs to release each lock component.



Deactivating the locks activates a turntable-like device on the room's floor. Roll into the gold hologram to rotate the turntable, which transports you to the opposite side of the passage.



Enter the passage beyond the Security Air Lock to return to the Lift Hub. Take the lift down to the first floor—press the button on the bottom of the panel.



On the Lift Hub's lower level, turn to this passage sealed by an energy field. Using your X-Ray Visor, interact with the nearby console (match the symbols) to lower the field. The small room beyond contains a Map Station. Walk into the room to download all the maps for the Pirate Homeworld, revealing a new landing site not far from the Federation Trooper's position.

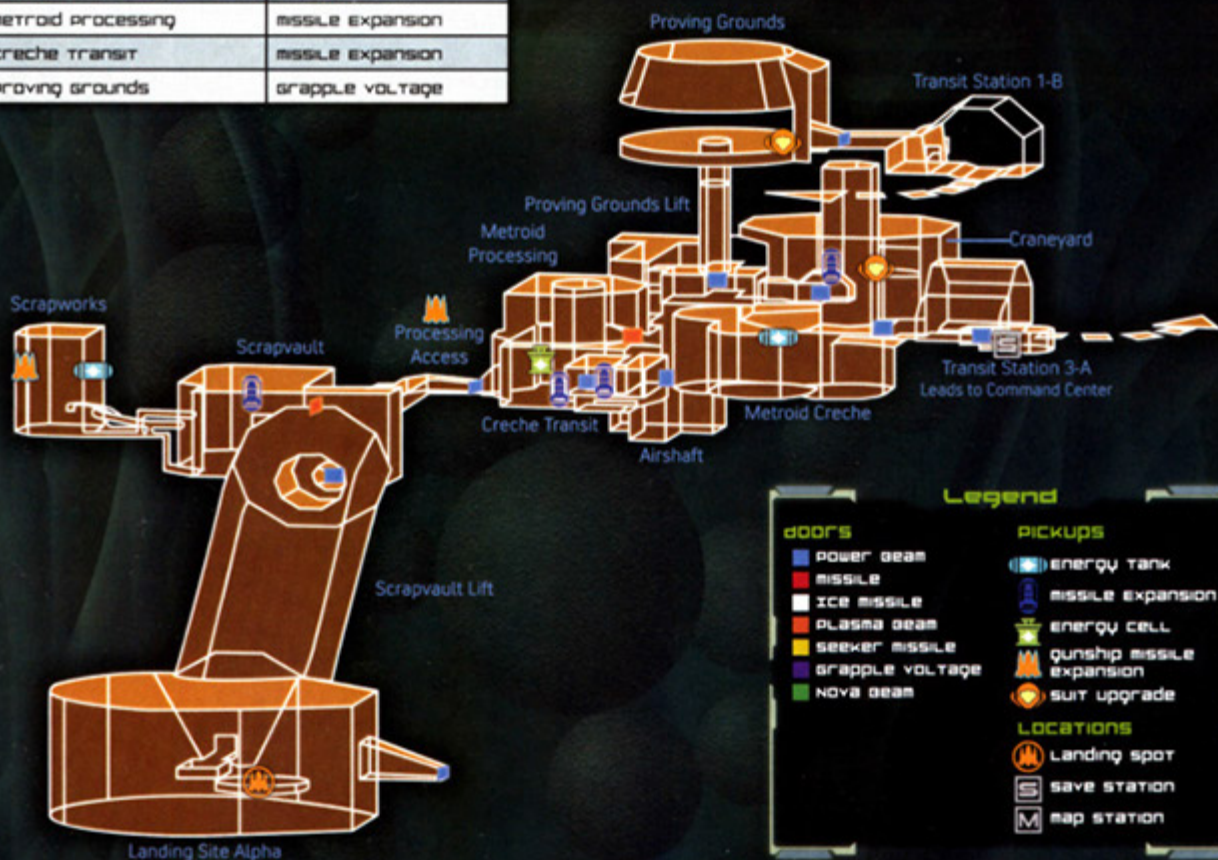


Return to your Gunship at Landing Site Bravo via the Lift Hub Access corridor. After saving your game inside the ship, set a course for the newly revealed Research Facility landing site—it's time to find that Federation Trooper before the space pirates do.

RESEARCH FACILITY

Research Facility Pickups

Location	Pickup
scrapvaulT	missile expansion
scrapworks	energy tank
metroid processing	energy cell
metroid processing	missile expansion
creche transit	missile expansion
proving grounds	grapple voltage

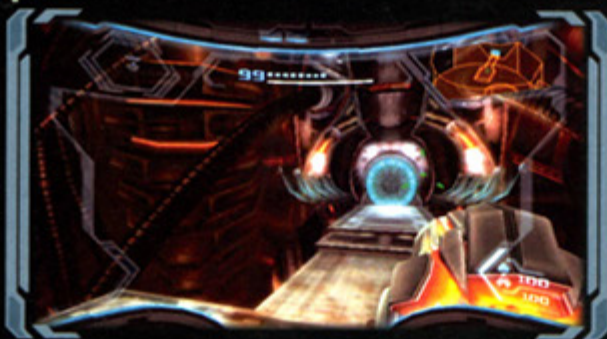


Research Facility Research & Credits

Location	Scan/Action	Credit
scrapvaulT	urtragan shriekbat	red
scrapvaulT	commando pirate	red
processing access	LORE: first disciples	blue
metroid processing	assault shield trooper	red
airshaft	puffer mine	red
airshaft	LORE: the source discovered	blue
proving grounds	sandrayda	red
proving grounds	defeat sandrayda	gold
transit station 3-R	LORE: the Leviathan	blue

Meet Up with Captured CF Trooper

There are no pickups or scans to make at Landing Site Alpha, so proceed to the blue door ahead to enter the Scrapvault Lift.

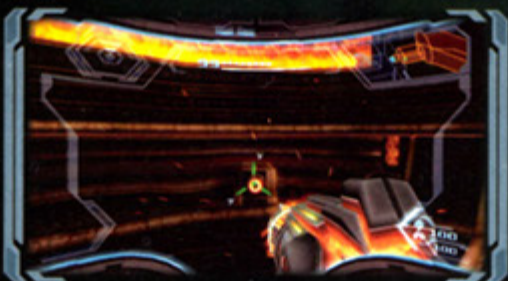


Interact with this switch to activate the lift, then step onto the red hologram. Ride the lift up the diagonal shaft.

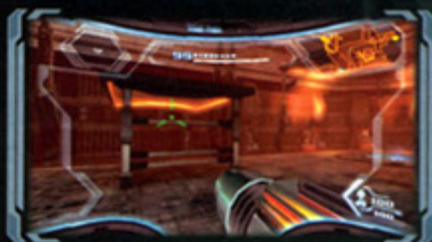
At the top of the lift, a security hatch bars the passage ahead—you need to find a way to lift it. Scan the loose panel on the right-hand wall and hit it with a charged shot to gain access to a Morphball tunnel.



Roll through the tunnel to enter a small room with a horizontal windowlike slat in one of the walls. Peer through the slat to locate a red switch—shoot it. This lifts the security hatch blocking the passage. Roll back through the Morphball tunnel and return to the Scrapvault Lift passage, turning left to access the Scrapvault doorway.



Scrapvault



Watch out for the Urtragian Shriekbats when entering the Scrapvault. Try to scan one before they explode. Jump onto this low platform, then use it to reach the nearby platforms lining the room's perimeter, eventually following the walkway through the tunnel in the dead bioform at the center of the room.



When you reach this ledge, look up and locate the Grab Ledge above. Space jump toward the Grab Ledge, then enter the adjoining Morphball tunnel.

Scrapvault Missile Expansion



Before jumping toward the Grab Ledge, turn right to spot a missile expansion on a ledge on the room's far side—you can't reach it from here. Instead, locate the ledge to the left of the missile expansion—screw attack toward this ledge. Once you arrive on the distant ledge, use the nearby grab ledge to reach the missile expansion platform.



In the Morphball tunnel, use these alternating lifts to ascend this tall shaft. Jump onto the left lift first, then roll off onto the right lift to reach the next ledge.



Don't race past the Energy Tank inside this tunnel. It's located at the top of a shaft, requiring some careful bomb-jumping.



Enter this bomb slot to activate the piston below, lowering it. Now you can get in the Morphball tunnel on the right. Enter the tunnel and follow it across the Scrapvault's upper level.

At the tunnel's exit, locate this damaged circuit panel on the wall and repair it. Afterward, interact with the nearby symbol-matching console (using the X-Ray Visor) to open a new passage in the Scrapvault.



Backtrack to the main Morphball tunnel system and head right (past the bomb slot), toward this large half-pipe feature. Use the Boost Ball to launch your Morphball up the right side channel till you can reach the top ledge.

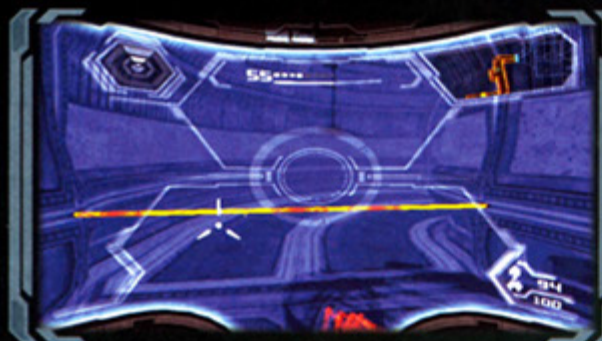


Activate the bomb slot in this section to open the hatch above the half-pipe. Enter the new Morphball tunnel above the half-pipe to return to the Scrapvault.

As you return to the Scrapvault, alarms sound—the pirates are aware of your presence! Before long, three Commando Pirates appear. Scan one for your Logbook, then enter Hypermode and thin their ranks. Commando Pirates can cloak, so try to eliminate one target at a time before they disappear.



Once the Scrapvault is clear of threats, locate these steps on the room's perimeter—this is the passage you opened earlier. Hop up the steps and shoot the Plasma Beam door at the end of the corridor to enter the Processing Access corridor.



This corridor is equipped with a security system consisting of multiple laser tripwires. Activate your X-Ray Visor to spot the

lasers. Step past each laser as it shuts off. Repeat the process till you reach the corridor's end. If you set off the alarm, you'll have to deal with another Commando Pirate. While in here, scan the round display to download the "First Disciples" lore entry.

Metroid Processing

Two Assault Shield Troopers and one Commando Pirate greet you in the Metroid Processing room. Scan one of the Assault Shield Troopers for your Logbook, then go to work in Hypermode, blowing away the armored units with Phazon blasts. Killing the two Assault Pirate Troopers unlocks a terminal.



Interact with this terminal using your X-Ray Visor. You've seen this sort of terminal before—line up the three notches with the three slots. Once you're done, a lift appears to the terminal's right. Ride it to the lower-level passage beneath the room.



As the lift reaches the bottom, exit and turn left. Pull the Energy Cell out of the wall socket and add it to your inventory—you now have four. Removing the Energy Cell deactivates the containment fields in the room above.



Instead of returning to the lift, stay in the lower passage beneath Metroid Processing and locate this damaged circuit panel in the hall's opposite branch. Repair the circuitry with your Plasma Beam to activate a lift in the room above.



Return to Metroid Processing's main floor and prepare to battle two Phazon Metroids as they burst out of a nearby containment unit. Hit them hard with your Plasma Beam and Ice Missiles while dodging their energy and charging attacks.

Creche Transit Missile Expansion



After knocking off the Phazon Metroids, enter the containment unit they burst out of to retrieve a Missile Expansion.



Move to the cylindrical structure in the room's center and locate a Morphball slot. Roll inside and ride the lift to the upper-level platform, giving you access to the Airshaft and the Creche Transit corridor.



BEFORE ENTERING THE AIRSHAFT, BLAST THROUGH THE CRECHE TRANSIT DOOR WITH AN ICE MISSILE. JUST INSIDE, TURN LEFT AND LOCATE A MORPHBALL TUNNEL BLOCKED BY SOME DEBRIS. BLOW THE DEBRIS AWAY WITH A BOMB AND ENTER THE TUNNEL. THE TUNNEL LEADS TO A SPINNERLIKE DEVICE. ENTER THE CENTER AND USE YOUR BOOST BALL TO ROTATE THE SPINNER TILL IT LINKS UP WITH THE TUNNEL ON THE OPPOSITE SIDE OF THE ROOM. BOMB-JUMP THROUGH THE NEARBY TUNNEL TO REACH THE MISSILE EXPANSION. RETURN TO THE MORPHBALL TUNNEL ENTRANCE. THEN GO BACK TO METROID PROCESSING. DO NOT ATTEMPT TO CROSS THE ACID RAIN IN THE CRECHE TRANSIT—YOU WILL DIE!



Enter the Airshaft and target the four yellow locks on the Wall Jump slab with Seeker Missiles. This deploys a second

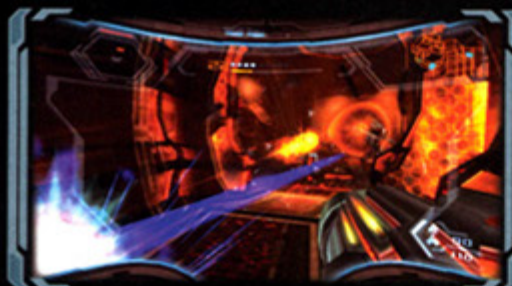
parallel Wall Jump slab, allowing you to Screw Attack your way to the ledge above. Scan then shoot the Puffer Mines floating in the shaft before performing the Screw Attack ascent—if you hit one while climbing, they'll explode and you'll fall.

From the Airshaft's upper ledge, keep jumping upward onto nearby platforms. Be sure to scan "The Source Discovered" lore entry along the way. Follow the passage to the blue door, leading into the Craneyard.



3.39

Proving Grounds



to the nearby lift controls and follow the trooper's instructions. Your inputs must be coordinated for the lift to function—pull, twist, and push the Wii Remote when the trooper tells you to. Once the lift is activated, step onto the platform and ride it up to the Proving Grounds.

At the Proving Grounds, the trooper inexplicably attempts to shoot Samus in the back. Samus dodges the shot at the



right moment, discovering the trooper's true identity—Gandrayda! Like Rundas and Ghor, Gandrayda has been corrupted by Dark Samus, making for a challenging foe.

Pass through the Craneyard and continue to the adjoining Proving Grounds Lift. Inside, the Federation Trooper that contacted you earlier is under attack by two pirates. Eliminate the two pirates, then approach the trooper. He gives you the location of a special suit used by the pirates that shields them from the acid rain and other toxic elements.

The trooper offers to take you directly to the special suit, using the nearby lift, but he needs your help to activate it. Walk over

BOSS BATTLE:
GANDRAYDA

Gandrayda is a Metamorphic bioform capable of mimicking the appearance and characteristics of virtually anything. Start off by scanning her for your Logbook.



Early on, Gandrayda jumps around the Proving Grounds platform, firing bolts of purple energy toward you. For now, try to keep her centered in your HUD and be ready to dodge her attacks.



Early on, Gandrayda changes into an Aerotrooper-G—the G stands for Gandrayda. As with an Aerotrooper, counterattack with Ice Missiles till Gandrayda gives up on this form.

TIP

you can scan each of Gandrayda's different forms, but you will earn no credits for it.

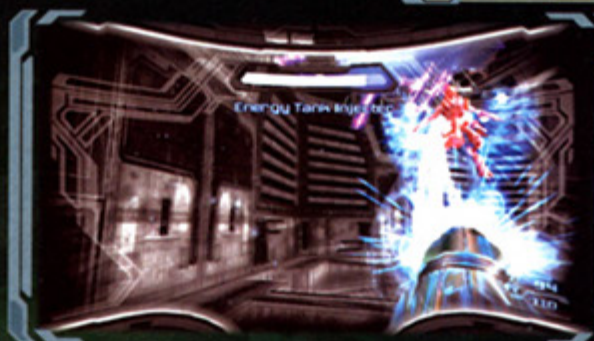


In one of her charging attacks, Gandrayda grabs hold of you, slowly draining away your health. To break free of her grip, shake the Wii Remote and the Nunchuk rapidly.

TIP

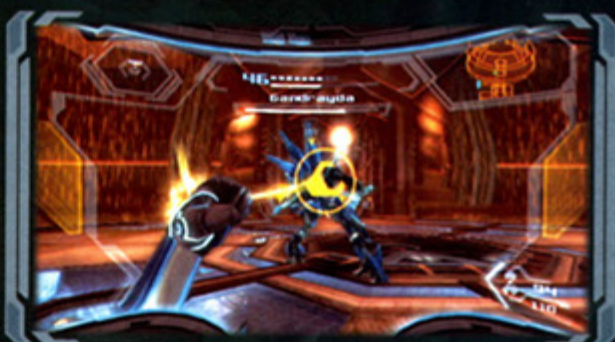


when Gandrayda becomes a flock of swarmbots, another of her forms early in the battle, destroy them to release some health and missile power-ups.



Enter Hypermode to inflict some significant damage on Gandrayda. Regardless of what form she's in, a few Phazon blasts will get her attention. You'll know you're making progress when Gandrayda retracts the roof over the Proving Grounds, indicating she's down to about 75 percent health. But stay on guard—she's about to take on some new forms.

When the roof is retracted, Gandrayda takes the form of Rundas-G. Approach this the same way you did the real Rundas:

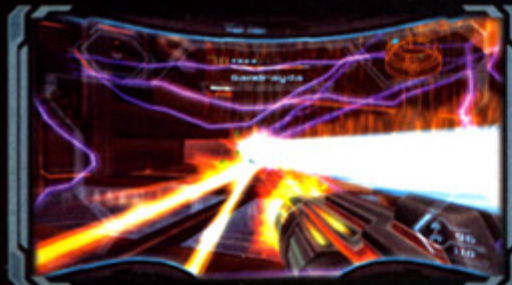


stun Rundas-G with missiles, then tear away the ice armor before engaging in Hypermode.

Later, Gandrayda takes the form of Ghor-G. As with the real Ghor, wait for the spinning plasma attack, then enter



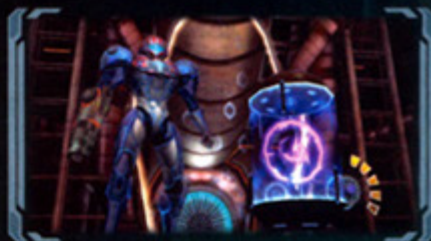
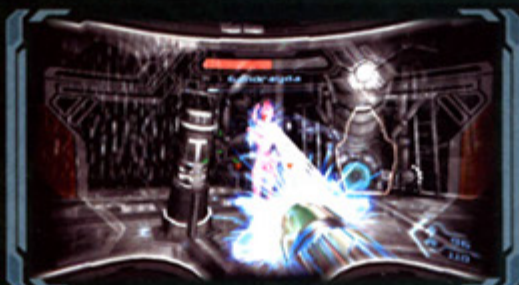
Morphball form and drop bombs near the flashing blue-and-red orb between Ghor-G's legs. Once your foe is stunned, hit the bull's-eye on Ghor-G's head with missiles or Phazon blasts. Keep up the attack and exploit these weaknesses as Gandrayda alternates between her Rundas-G and Ghor-G forms.



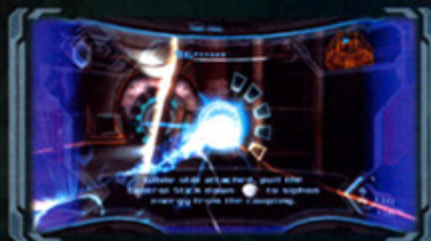
As Gandrayda's health drops below 50 percent, she takes the form of Samus-G. Be ready to dodge her charging Boost Ball attacks—either sidestep or space jump out of the way. Watch out for Samus-G's Power Beam attack, too, and be ready to space jump over the wide beam as it pans in your direction. Your Plasma Beam inflicts more than adequate damage against

Samus-G, as long as you're quick enough to score a few hits. A good time to attack is when she's standing still and firing her beam attack—just remember to jump over the beam as it gets close.

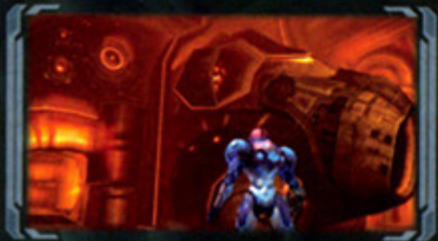
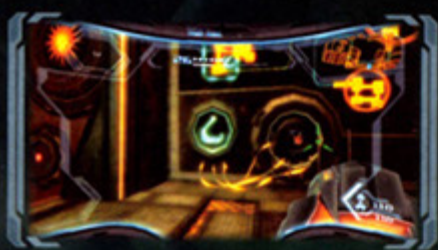
With less than 25 percent health remaining, Gandrayda stops taking on different forms. Instead, she somersaults and cartwheels around the platform while firing various energy attacks. If you have an Energy Tank to spare, enter Hypermode and finish her off quickly. Otherwise, keep chasing her with your Plasma Beam till she falls. The now familiar black cloudy image of Dark Samus appears over Gandrayda as she dies.



Defeating Gandrayda earns you a gold credit. She also leaves behind the Grapple Voltage suit upgrade—grab it. This upgrade allows you to send or drain energy when attached to certain objects with your Grapple Lasso.



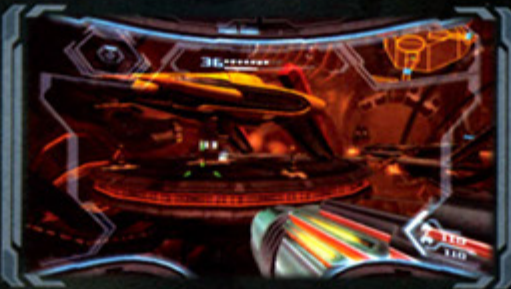
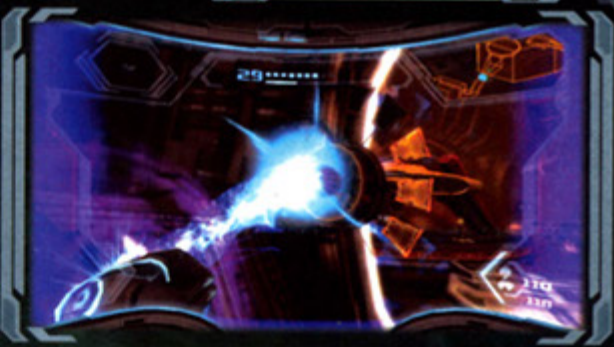
Approach this power coupling on the nearby wall to try out the Grapple Voltage. Attach your Grapple Lasso, then press the control stick down (⬇️) to drain energy from the coupling—notice how the drained energy from the coupling increases your health. Draining energy from the coupling restores power to the Proving Grounds Lift (at the center of the platform) and drops an energy field near the Transit Station 1-B door.



Enter Transit Station 1-B and interact with this terminal on the wall—hit the red hand-shaped switch. This calls a train, which arrives in the tunnel on the left. Get on the train and use the controls inside to get it rolling toward Transit Station 1-A. While you're en route, Aurora Unit 242 reports that hidden Chozo artifacts have been found on Elysia—looks like you're heading back to SkyTown.

Exit the train at Transit Station 1-A and scan the round display on the wall to retrieve "The Leviathan" lore entry for your Logbook.

Approach the power coupling at the doorway and drain its energy with the Grapple Voltage to gain access to Landing Site Bravo and your Gunship.



Enter your Gunship and save your game before plotting a course back to Elysia. Select Landing Site A as your destination.



ELYSIA REVISITED

SkyTown

SkyTown Pickups

Location	Pickup
powerworks	spider ball
powerworks	missile expansion
zipline station charlie	energy tank
construction bay	missile expansion
ballista storage	energy cell
hoverplat docking site	gunship missile expansion
steambot barracks	missile expansion
concourse ventilation	missile expansion

Legend

doors

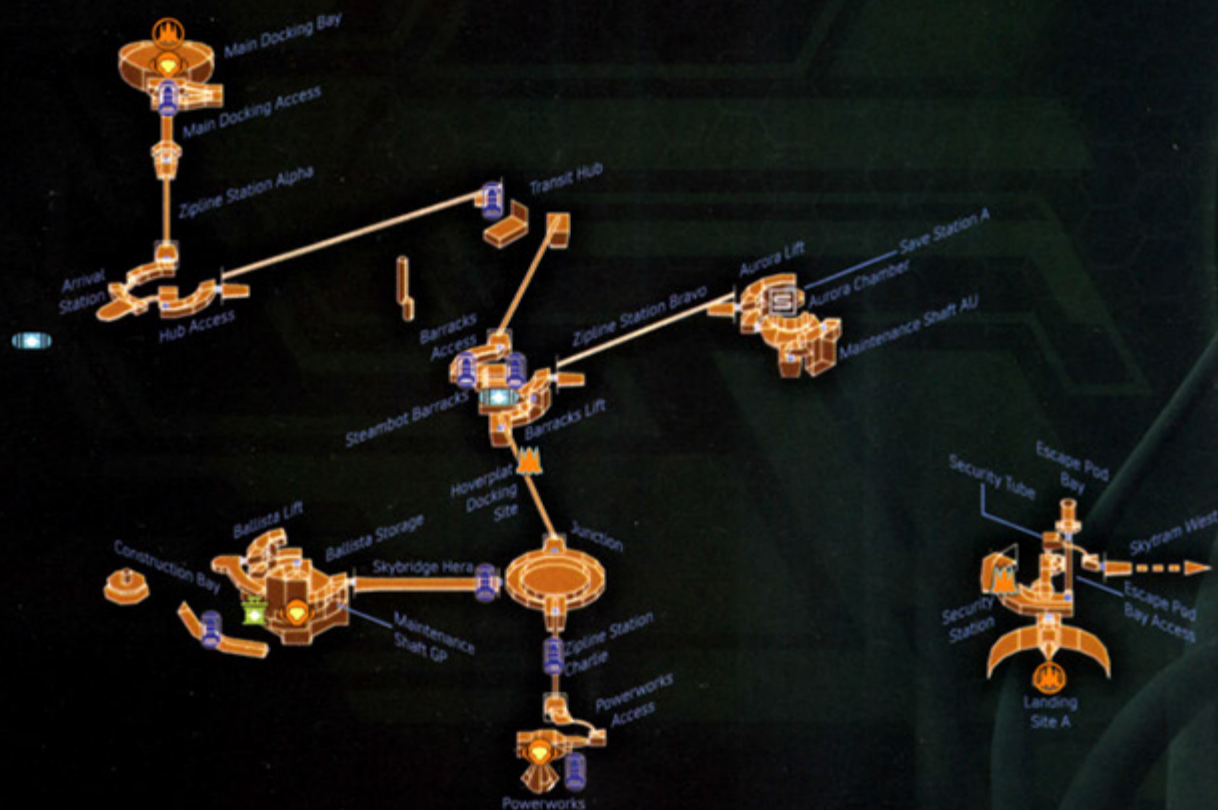
- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station



SkyTown Research & Credits

Location	Scan/Action	Credit
powerworks	lore: defeat	blue
powerworks	spider ball track	research
construction bay	phaazoid	red
construction bay	red phaazoid	red
construction bay	lore: attack	blue
construction bay	defeat red phaazoid	gold

SkyTown Research & Credits

Location	Scan/Action	Credit
hoverplat docking site	defeat red phaazoid	gold
hoverplat docking site	lore: conflict	blue
concourse ventilation	defeat red phaazoid	gold
chozo observatory	planet aether	research
chozo observatory	planet tallon IV	research

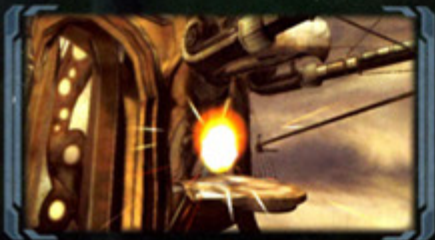
Powerworks



The newly discovered Chozo technology reported by Aurora Unit 242 is located in the Powerworks area of SkyTown, south of the Junction. From Landing Site A, move through the Security Station toward the western platform. Remember, the Spire Dock is no longer here. Fortunately, a Kinetic Orb Cannon is available for your trip toward the Junction platform.



Enter the Junction and turn left, heading toward Zipline Station Charlie. The gate blocking access to the zipline is secured with an energy lock, requiring more power to unlock. Use your Grapple Voltage on the lock—only this time, push the control stick forward (○) to send power to the lock, draining some of your health in the process.

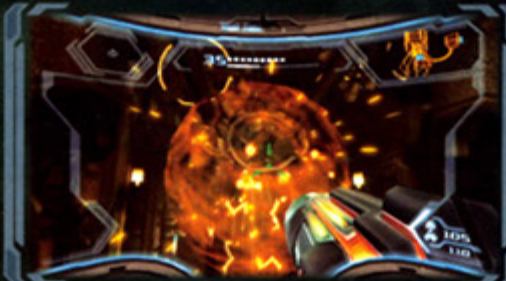


Once the gate is unlocked, use the zipline. Your trip along the zipline is cut short by a sudden energy surge, and you drop onto a platform. Complete the trip by Screw Attacking toward Zipline Station Charlie's southern platform.

In the Powerworks Access corridor, turn to this terminal and drain its energy to drop the green energy barrier. Roll through the adjoining Morphball tunnel and enter the next doorway leading into the Powerworks.



In the next room, target the four red power nodes with Seeker Missiles to open a new Morphball tunnel. Roll into the Morphball tunnel to access the central gear room of the Powerworks.



Upon arrival, look for a Databot floating above this room, then shoot it and scan it to retrieve the "Defeat" lore entry. Afterward, look for the fallen gear in the center of the room. It must be returned to its original position so it can mesh with the other gears rotating above. But you can't lift it from this angle. Instead, jump onto this nearby ledge and use your Grapple Lasso

to flip the gear upward. While the gear is twirling through the air, shoot it with a missile or charged shot from your Plasma Beam to knock it back in place.

As the gears start to function, a barrier lifts, revealing the Spider Ball suit upgrade. Jump onto the pedestal to retrieve it. The Spider Ball allows you to attach your Morphball to the magnetic Spider Ball tracks, providing access to new areas.



Enter the newly opened Morphball tunnel to try out the Spider Ball. At the end of the tunnel, press and hold down **[Z]** to activate the Spider Ball, attaching to the track. Continue

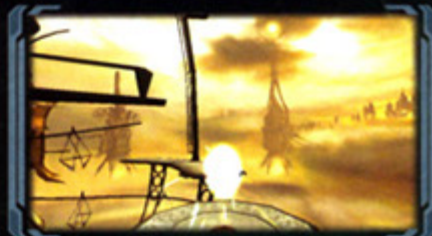
holding down **[Z]** to remain on the track. When you come to gaps you must cross by falling downward, release **[Z]** momentarily—your Morphball will begin to fall. Press **[Z]** again to activate the Spider Ball and latch on to the nearby track.



Follow the Spider Ball track to this vertical shaft. Here you must cross from one parallel track to the other using the Boost Ball. While still holding down **[Z]**, press and hold **[B]** to activate the

Boost Ball. When you release **[B]**, your Morphball shoots across the shaft, attaching to the next Spider Ball track. Continue ascending the shaft till you return to the Powerworks entry, near the Powerworks Access corridor.

Zipline Station Charlie



Advance through the Powerworks Access corridor and return to Zipline Station Charlie. Instead of using the zipline, Screw Attack to the platforms on the right. A large Spider Ball track ascends above the larger platform. Attach to the track and follow it upward.



Use the Boost Ball to cross gaps like this in the Spider Ball track. Simply hold down **[B]**, then release to blast across the span. But don't forget to keep holding down **[Z]**. Later on you'll need to time your Boost Ball jumps to cross electrified gaps.



Bomb-jump up to this circular piece of track. Once attached, roll to the top of the track, just above the floating Energy Tank. Release **[Z]** to deactivate the Spider Ball and grab the Energy Tank on your way down. Follow the Spider Ball track down to the next platform, then Screw Attack toward the Junction platform.

Powerworks Missile Expansion

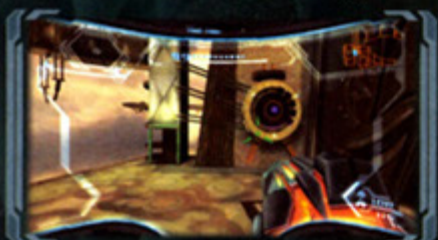


LOOK FOR A MISSILE EXPANSION NEAR THE SPIDER BALL TRACK ON THE UNDERSIDE OF THE POWERWORKS.



In the Junction, turn left and head toward Skybridge Hera. Use the Spinner to activate a Kinetic Orb Cannon, then cross the span toward Maintenance Shaft GP.

Construction Bay



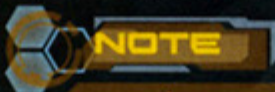
Cross Maintenance Shaft GP to enter the Construction Bay. Turn right and send power to the purple switch to activate the lift in the nearby Morphball tunnel. But don't enter the lift just yet.



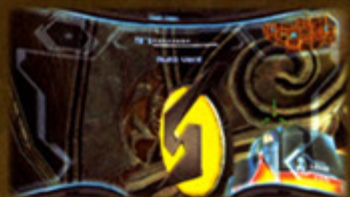
Turn toward the floating platforms to spot a Phaazoid in the distance—scan it for your Logbook. This white entity consists of Corporeal Phazon energy. Enter Hypermode to destroy it.

Return to the lift you activated earlier and ride it up the shaft to the upper-level platform just outside the Ballista Lift doorway. A Red Phaazoid awaits.

These entities are similar to the standard Phaazoids but much more durable. Enter Hypermode and strike quickly with Phazon blasts before the Red Phaazoid divides into multiple targets.



From this point on, you'll encounter several Red Phaazoids. Killing each Red Phaazoid earns you a gold credit. Unlike any credits thus far, these credits must be picked up manually. So be on the lookout for these rotating yellow icons floating around after each battle.



After defeating the Red Phaazoid, turn toward the distant structure with the Grapple Swing Points. Just above this structure is a Missile Expansion. Screw Attack toward the top

of the structure to retrieve it. While up here, locate the nearby Databot and retrieve the "Attack" lore entry.

Ballista Storage



Return to the Construction Bay's upper platform and enter the Ballista Lift corridor. Proceed to the Ballista Storage chamber and ride the lift down to the lower level. Five Steambots

and a Steamlord attack when the lift reaches the bottom. Circle-strafe around the room while melting the Steambots with your Plasma Beam. Try using Seeker Missiles to engage multiple targets at once.

Locate the sealed hatch on the perimeter wall, flanked by two rotating turbines. The turbines power the hatch's lock mechanism. Approach one of the turbines and send power to it through the Grapple Voltage. This overloads the turbine motor, and it explodes. Overload the second turbine to unlock the hatch.



Enter the open hatch to retrieve another Energy Cell—this is your fifth. After retrieving the Energy Cell, backtrack to the Junction platform.

NOTE

Grabbing the fifth Energy Cell completes your mission-critical business on Elysia. If you want, you can return to Landing Site A and fly back to the Pirate Homeworld's research facility to retrieve the Hazard shield. However, there are a few more pickups and credits on Elysia that you can retrieve now.

SkyTown Pickup Roundup

Hoverplat Docking Site



Screw attack across the Hoverplat docking site platforms till you spot a red Phazon.

Enter Hypermode and strike quickly with Phazon blasts. Killing it earns you a gold credit—be sure to grab it.

Navigate this twisting spider ball track to grab a Gunship missile expansion. Use the boost ball to jump to new pieces of track and grab the expansion.



Locate the databot hovering above the highest platform. Shoot it and scan it to retrieve the "Conflict" lore entry. You don't have to reach the high platform to scan the hologram—engage and scan from a distance.



Steamboat Barracks



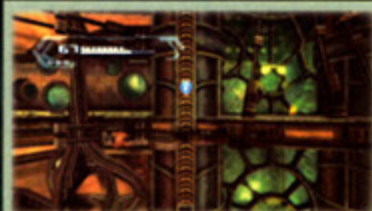
Enter this green-lit morphball tunnel in the barracks access corridor. Follow it, avoiding the falling piston and blowing up barricades along the way. When you reach a spider ball track, take it up to grab a missile expansion.

Concourse Ventilation



Cross to SkyTown East via SkyTram West to reach the concourse ventilation shaft. Inside, enter Hypermode and kill the red Phazon to earn a gold credit.

SkyTown Pickup Roundup Continued



drop to the very bottom of the shaft, then step through the broken window to access an outdoor ledge. Latch on to the nearby spider ball track and follow it up the wall. At one point you must drop a bomb to jump a vertical gap—using the boost ball would launch you off the track! drop off the spider ball track to access a platform holding a missile expansion. drop off the side of the platform to return to the ledge below.

RESEARCH FACILITY REVISITED

Research Facility Pickups

Location	Pickup
craneyard	missile expansion
craneyard	hazard shield
metroid creche	energy tank

Research Facility Research & Credits

Location	Scan/Action	Credit
creche transit	LORE: TAKING VALHALLA	blue
metroid creche	METROID HATCHER	red
metroid creche	DEFEAT METROID HATCHER	gold

Craneyard

After setting down at Landing Site Alpha, enter Transit Station 1-A and take the train to Transit Station 1-B. From there, head to the Proving Grounds and descend via the central lift.

While you move out, the Federation forces report that they're ready to commence the attack on the pirate base. But the facility is protected by a barrier, preventing Federation Troopers from landing. Eventually you must disable the base's defense system, which is located in the Command Station. For now, head to the Craneyard to retrieve the Hazard Shield.



second Morphball tunnel here to access the main floor.

In the Craneyard's upper-level passage, locate the Spider Ball track and follow it to a Morphball tunnel. The Morphball tunnel leads to a small room on the Craneyard's lower level. Locate a

Return to your Gunship at Landing Site A (on SkyTown's west side) and save your game. Plot a course for the Pirate Homeworld, landing at the Research Facility.



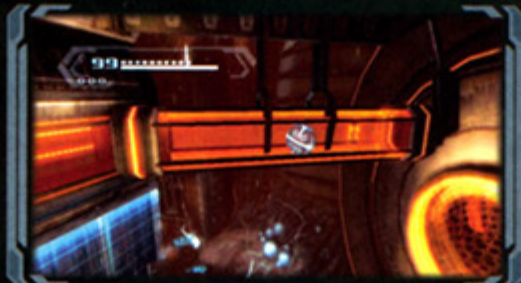
A large column dominates the center of the Craneyard. This column features small, internal channels accessible to your Morphball. The upper and lower halves of the column

can be rotated, allowing for the creation of different tunnels. Rotate these sections by activating the Spinner controls at the base—the Spinner on the left rotates the bottom half and the Spinner on the right rotates the top half.



Soon after you grab the Hazard Shield, two Assault Aerotroopers attack. Retaliate with Ice Missiles or Phazon blasts. Once both threats are down, another switch at the base of the Craneyard's central column becomes active.

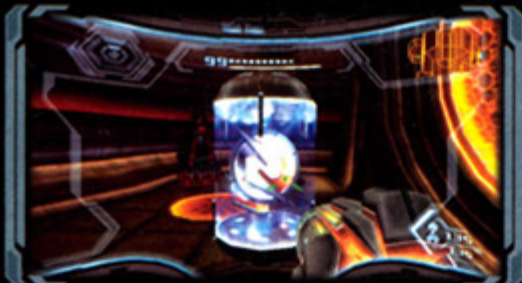
Enter the Spinner on the right and rotate the top half twice—use the Boost Ball to initiate rotation. When the tunnel inside resembles a zigzag pattern, exit the Spinner and enter the Morphball tunnel. Bomb-jump upward to reach the tunnel at the top—inside is a Missile Expansion!



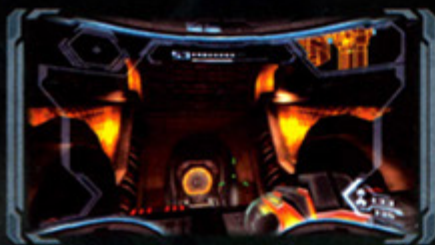
Return to the Craneyard's lower level and interact with the switch on the column. This opens a window above on the side of the room, providing access to the upper-level passage. But it also triggers the arrival of several Commando Pirates.



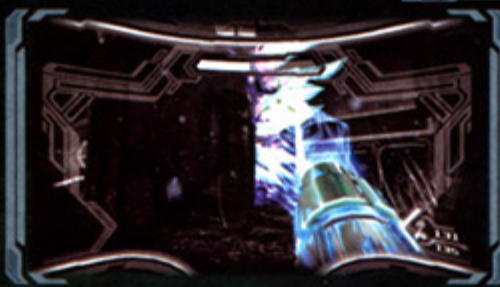
Return to the ground and rotate the column's top half twice and the bottom half once to reveal a Spider Ball track. Climb the track to the tunnel above and follow it to a small room. Press the red hand-shaped switch on the wall to reveal the Hazard Shield.



Use these platforms on the perimeter wall to reach the upper passage. Keep moving in an attempt to avoid the Commando Pirates. When you reach the upper passage, rush toward the Airshaft door, leaving the Commando Pirates behind.



In the Airshaft, do not descend the shaft with the green Wall Jump slabs. Instead, drop to the lower-level passage, entering the Plasma Beam door to access Metroid Processing.



Before leaving the Creche Transit, scan the round display on the wall in this corridor to download the "Taking Valhalla" lore entry.

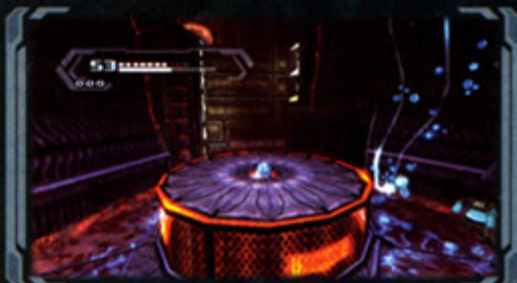
At the top of the ledge, turn left to spot a massive growth of Phazon crystals blocking the adjoining passage. Enter Hypermode and destroy the crystals with a Hyper Missile.

Metroid Creche

Enter the Metroid Creche and look for the Spinner control (gold hologram) in the center of this round holding cell. Roll inside and use your Boost Ball to raise the holding cell. When it reaches its maximum height, it launches you into a bomb slot on the ceiling. Deposit a bomb inside to activate another Spinner control on the floor. Repeat the same steps on the next holding cell, raising it and placing a bomb in the bomb slot above it.



Pass directly through the Metroid Processing's upper level, dodging (or freezing) any Phazon Metroids along the way. Head straight for the doorway on the opposite end of the room, which leads into Creche Transit.



Creche Transit



In Creche Transit, cross the toxic floor and space jump toward the Grab Ledge above. Watch out for the Jolly Roger Drone and the two Phazon Metroids in this area. If they get in the way, eliminate them before attempting the jump toward the Grab Ledge.

Soon after you place a bomb in the second slot, a Metroid Hatcher bursts through one of the holding cells. Time to fight.



BOSS BATTLE: METROID HATCHER

The Metroid Hatcher's weaknesses are its five tentacles. Target these dangling appendages with Seeker Missiles.

Simultaneous hits on all five tentacles are not necessary. However, it may take more than one launch attempt to destroy all five tentacles.



When all the tentacles are destroyed, fire rapidly at the Metroid Hatcher to stun it. You'll know it's stunned when several Grapple Lasso Points appear on the creature's underside. Quickly attach your Grapple Lasso to one of these points and pull back to permanently remove one of the Metroid Hatcher's tentacles, causing significant damage. One down, four to go.



The Metroid Hatcher will eventually regenerate its other tentacles. Stay on the offensive, shooting the remaining tentacles with Seeker Missiles, then pull them out by the roots one at a time with your Grapple Lasso. Remove the final tentacle to finish off the Metroid Hatcher, earning yourself a gold credit.

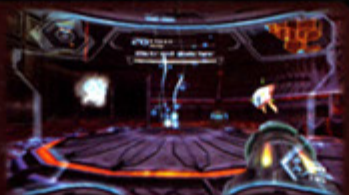


After the boss battle, enter the Spinner hologram on the next holding cell and activate your Boost Ball to raise it. The holding cell then launches you up into a Morphball tunnel running along the ceiling. Follow the tunnel to a bomb slot and drop a bomb to reveal two Wall Jump slabs.

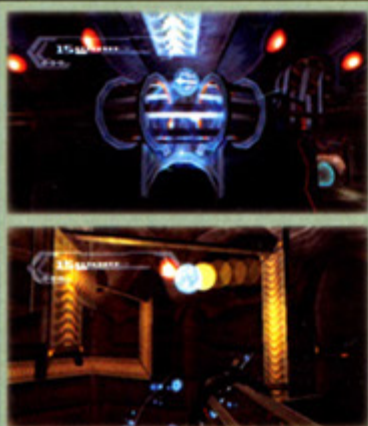


CAUTION

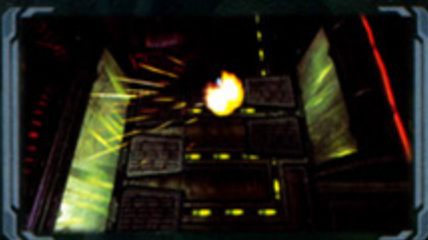
AS ITS NAME IMPLIES, the Metroid Hatcher is capable of producing up to two Phazon Metroids at a time. When this happens, defeat the Phazon Metroids first before returning to the Metroid Hatcher. Remember, Ice Missiles are very effective against Phazon Metroids.



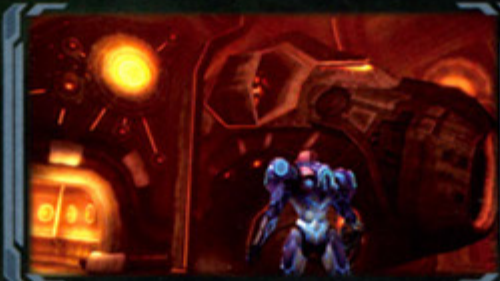
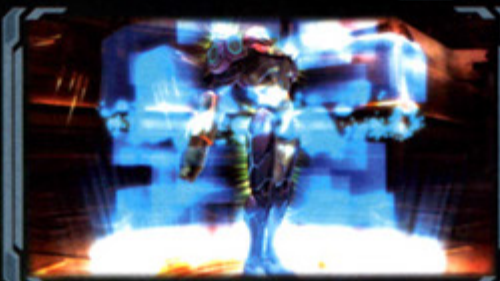
Metroid Creche Energy Tank



While rolling through the ceiling-mounted morphball tunnel, look for this opening at the top. Bomb-jump up through this opening to access a spider ball track running along the ceiling. A series of tunnels and tracks leads to an energy tank. You need to make several boost ball jumps along the way to jump from track to track.



Screw Attack up the new Wall Jump slabs to reach an upper-level ledge overlooking the room. Enter the nearby door to access Transit Station 3-A.



Before calling the train, enter the adjacent Save Station to recharge and save your game. Afterward, return to Transit Station 3-A and interact with the terminal to call the train—press the red hand-shaped switch. Enter the train and interact with the controls to get it rolling toward the Command Center.

COMMAND CENTER REVISITED

Command Center Research & Credits

Location	Scan/Action	Credit
Command courtyard	LORE: DISASTER AT ELYSIA	BLUE
Courtyard passage	SCRITTER	RED
Skyway access	LORE: PURIFICATION	BLUE

Command Courtyard



After arriving at Transit Station 3-B of the Command Center, head directly for the Command Courtyard, via the Lift Hub corridor. Enter the bomb slot in this gate to access the passage beyond.

Several pirates greet you in the Command Courtyard. Don't worry about stepping on the toxic parts of this area—your Hazard Shield will protect you. So feel free to strafe to dodge the pirate attacks. One Hypermode session should be adequate to finish off all the hostiles. After the fight, use the Grab Ledge to access the "Disaster at Elysia" lore entry.



The door to the Courtyard Passage is blocked by an energy field. Drain this nearby terminal with your Grapple Voltage to shut down the energy field.



Enter the Courtyard Passage and advance through the acid rain. Once again, the Hazard Shield does its job, preventing you from taking damage. Before exiting this passage, turn around and scan one of the many Scritters crawling along the walls.



Skyway Access



Soon after you enter the Skyway Access, two Commando Pirates appear, and the passage ahead is blocked by several

thick blast doors. Eliminate the Commando Pirates, engaging Hypermode if necessary. Your Hyper Missiles are incredibly effective against these foes.

When the Commando Pirates are down, several Crawl tanks attack, one emerging from a new Morphball tunnel. Circle-strafe around the Crawl tanks while retaliating with Phazon bursts and Hyper Missiles. Afterward, locate the round display on the wall to retrieve the "Purification" lore entry.



The Skyway Access passage is blocked for now. You must knock out the defense system before it can reopen. For now, enter the new Morphball tunnel revealed by one of the Crawl tanks. A device inside this tunnel launches you through a passage at high speed, dropping you in the Defense Access corridor.

Transit Station 4-A



You can't deactivate the defense system in the Command Station yet—it's secured by a Nova Beam door. Instead, ascend the nearby Spider Ball track, using bombs to reach higher pieces. You eventually reach a ledge with a doorway. This leads into Transit Station 4-A.



Scan the terminal in the station, then interact with the red hand-shaped switch to call the train. Hop aboard and activate the train's controls, riding it to the Mining Site.

MINING SITE

Mining Site Pickups

Location	Pickup
phazon quarry	missile expansion
main cavern	nova beam
phazon quarry	energy cell
phazon mine entry	missile expansion

Legend

doors

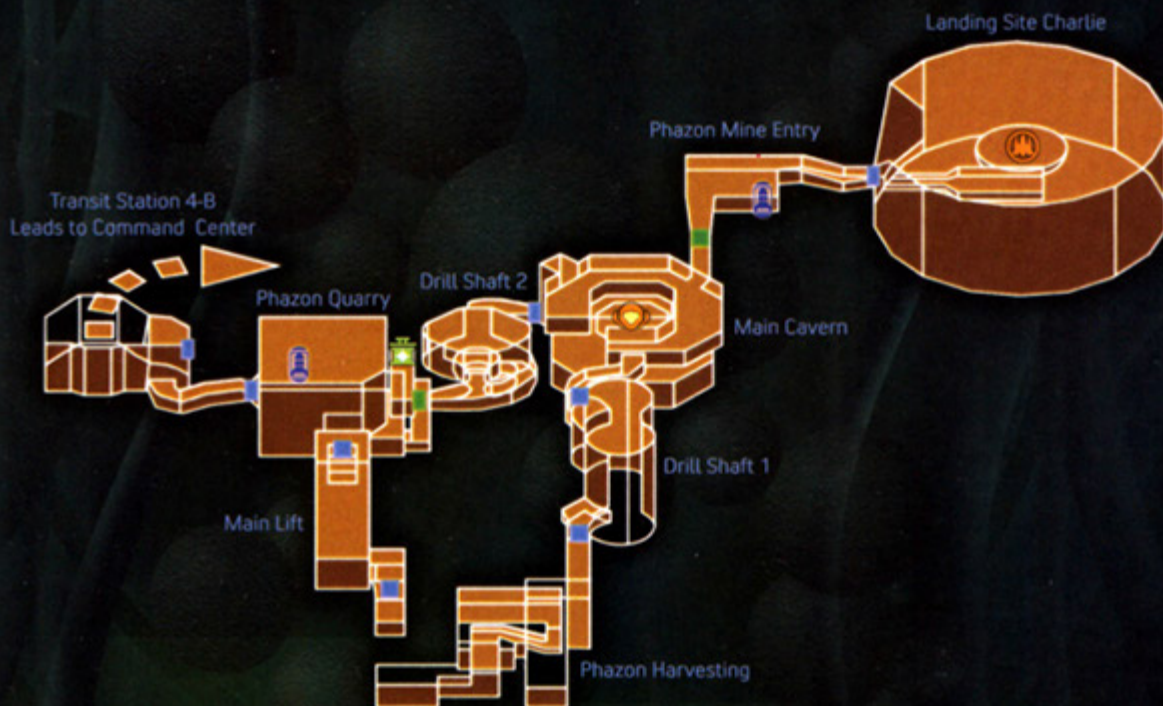
- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

Pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

Locations

- landing spot
- save station
- map station



Mining Site Research & Credits

Location	Scan/Action	Credit
mine lift	lore: vanguard	blue
phazon harvesting	phazon harvester drone	red
drill shaft 1	lore: victory and loss	blue
main cavern	space pirate green door	research
phazon mine entry	lore: gryyo falls	blue



Exit the train at Transit Station 4-B and proceed through the adjoining corridor to the Phazon Quarry. As you enter, a couple

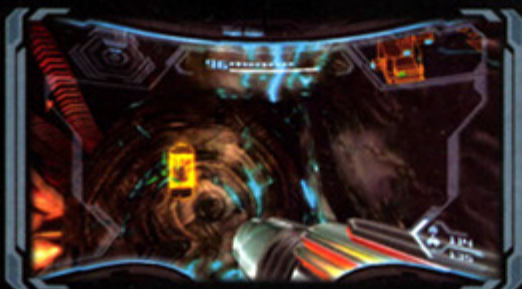
of pirates on the other side of the quarry go into Hypermode. Activate Hypermode yourself and finish them off.



When it's safe, return to this console (near the doorway) and activate the drill. It takes two separate button presses to position, then activate, the drill. Press the button in the lower left first, then follow up by pressing the button on the upper left. As the drill rotates, it cuts a half-pipe-like feature out of the left wall.

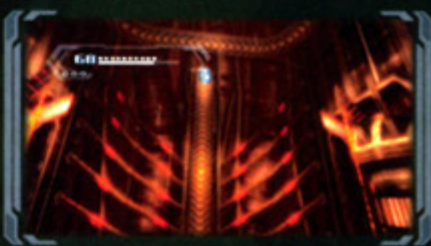


Activate the drill again, this time pressing the button on the right side of the console. This causes the drill to carve a rough set of ledges out of the wall on the right, revealing a Missile Expansion. Jump onto the angular ledges carved out by the drill to reach the Missile Expansion.

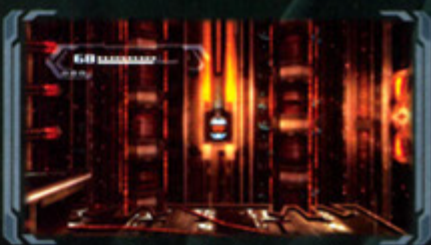


Now move into the half-pipe on the room's opposite side and use your Boost Ball to reach the ledge above. Enter the doorway to access the Mine Lift.

Mine Lift



Use your Grapple Lasso to pull away the gate inside the Mine Lift, then climb the Spider Ball track. Jump to the upper track with a bomb. On the upper track go right or left and drop down one of the vertical shafts—a Spinner control is in each.



Use your Boost Ball to activate the Spinner—don't drop a bomb! Repeat the same steps to activate the Spinner in the second shaft. Once both Spinners are activated, the lift drops to the bottom of the shaft. Scan the round display to download the "Vanguard" lore entry.

Phazon Harvesting



A Phazon Harvester Drone hovers above the Phazon Harvesting area—scan it, then move! Don't bother engaging the drone. Just move through this area as fast as possible.



From the lower entry point, space jump across the broken bridge. Race up the switchback ramps while keeping an eye on the Phazon Harvester Drone. As long as you keep moving, it'll have a hard time hitting you.

Drill Shaft 1



In Drill Shaft 1, open fire on the Jolly Roger Drones hovering above before attempting any jumps. Once they're down, time the green vertical beam blast—jump over to the nearby Grab Ledge when there's an opening. Take the same precautions on the second landing.

Before exiting the room, turn around and locate this small platform above the room. Space jump across and scan the round display on the nearby wall to retrieve the "Victory and Loss" lore entry.

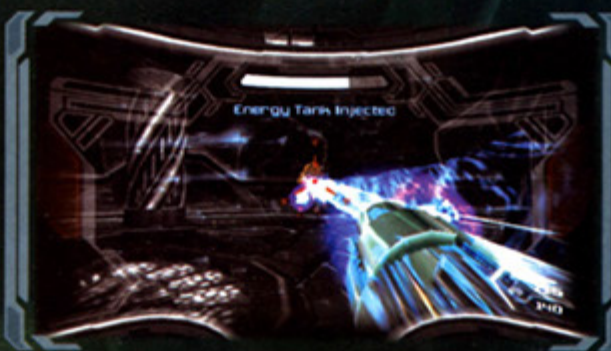


Main Cavern

Enter the Main Cavern control room and turn right. Look for the red hand-shaped switch and interact with it to activate a nearby lift.



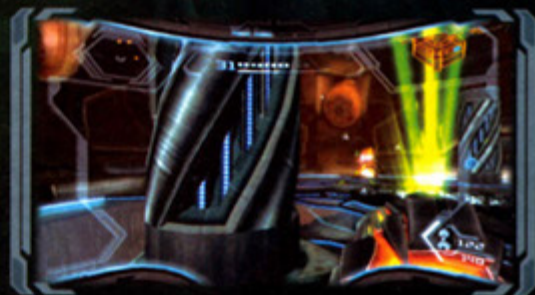
Enter the lift and take it down to the Main Cavern floor.



As Samus steps out onto the cavern floor, three Commando Pirates appear above and a Phazite door slams

down over the lift shaft, blocking all means of escape. Engage Hypermode and immediately eliminate two of the pirates while avoiding the mining cannon in the center of the room.

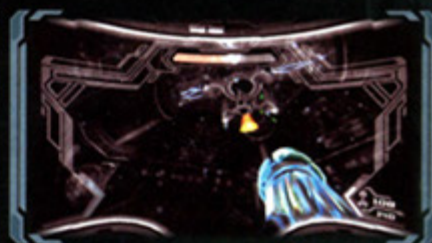
When there's only one pirate left, hold to the perimeter of the room and use the vertical piston rods for cover. It's critical that this last pirate is left alive till the right moment.



When the mining cannon beam turns from green to purple, all particles in the room are sucked inward toward the beam. Backpedal toward the perimeter wall to avoid being sucked in. At the same time, target the lone Commando Pirate and hit him repeatedly with plasma blasts till he's sucked upward into the beam. This triggers an explosion, temporarily releasing four bell-shaped holograms near the cannon on the ceiling.



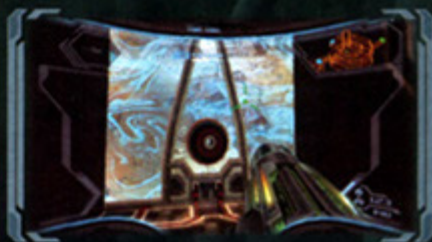
Quickly aim upward and destroy one of the orange holographic projectors. It only takes one direct hit with your Plasma Beam, but you can only destroy one projector at a time.



Once one projector is destroyed, three more Commando Pirates enter the room, restarting the entire sequence. Follow the same game plan: kill two of the pirates, then blast the third into the mine cannon vortex to activate one of the holographic projects. Repeat these steps till the mining cannon is destroyed.



Among the remains of the mining cannon is the Nova Beam suit upgrade. Hop up onto the cannon debris to grab it. Although not quite as powerful as Phazon blasts, the Nova Beam still packs a heavy punch. Plus, it utilizes a high-frequency beam that can be used to penetrate some solid objects, like Phazite.



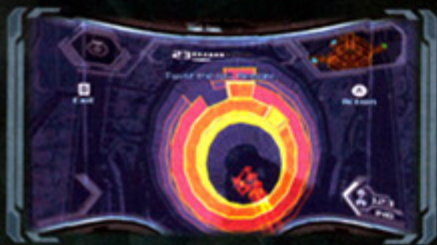
Try out your new Nova Beam on the Phazite door. There is one power node hidden behind this slab of Phazite. Activate your



CAUTION

Be extremely careful when using Hypermode during this fight. There are many different things to keep track of, so don't neglect the PED's Phazon meter—if it overloads, you're dead. In addition, some of the Commando Pirates may throw Phazon grenades, automatically raising your Phazon to critical levels. So glance at the Phazon meter every few seconds to monitor your levels. Even better, make a habit of venting Phazon by firing a blast every couple of seconds, whether you have a target or not.

X-Ray Visor to see it—it appears as a yellow dot. Shoot the node with your Nova Beam.

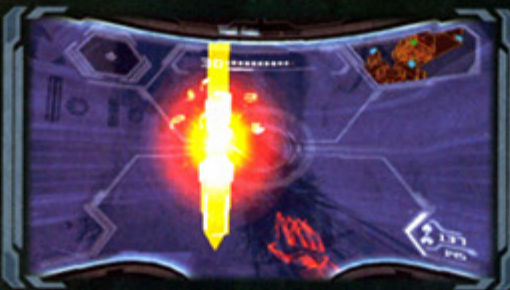


After you hit the node, the switch on the door becomes active. Keep your X-Ray Visor activated and turn each dial on this switch so all the notches line up with the slots. This opens the Phazite door, providing access to the lift inside. Ride it to the upper-level control room.



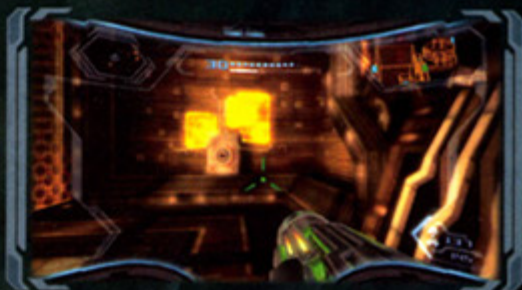
In the control room, locate this panel of Phazite next to an inactive switch. Activate your X-Ray Visor and shoot the yellow node behind the Phazite to power up the nearby switch. Keep the X-Ray Visor on and interact with the switch to open the doorway to Drill Shaft 2.

Drill Shaft 2



The mining drill in Drill Shaft 2 is stuck. Once again, activate your X-Ray Visor to investigate. A piece of debris is stuck between two rods inside the drill. Target the little round dot between the two rods to restore the mining drill to full functionality. The drill automatically burrows a hole in the floor, revealing a tunnel.

Drop into the tunnel and shoot the Nova Beam door at the end to enter an upper-floor control room of the Phazon Quarry. From the doorway, turn right and locate the Energy Cell in the wall ahead. Remove the Energy Cell from its socket and add it to your inventory—you now have six.



Return to the tunnel in Drill Shaft 2 and use the Grab Ledge to pull yourself out. Return to the Main Cavern control room.

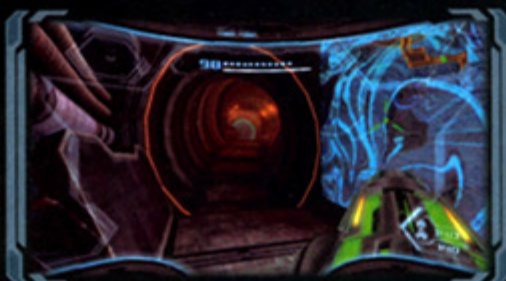
Phazon Mine Entry



Advance through the Main Cavern control room and shoot the Nova Beam door to access the Phazon Mine Entry corridor. Be ready to engage a few dozen Crawlmines in the

corridor ahead. Keep your distance and use your Nova Beam to quickly neutralize these threats.

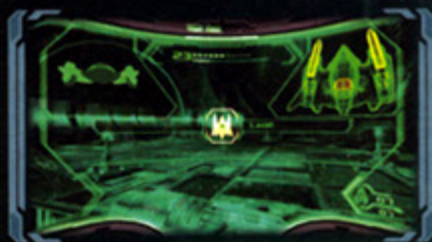
Before exiting this corridor, locate this Phazite panel on the wall. Activate your X-Ray Visor to reveal a set of gears on the other side. Target the four hexagonal shapes in between the gears with your Nova Beam. This completes a circuit, causing the gears to turn, lifting the Phazite panel to reveal a hidden chamber.



Don't rush inside the hidden chamber just yet—a Phazon Metroid waits inside. Hold at the doorway and engage it with Ice Missiles and your Nova Beam. Once the path is clear, enter the chamber to grab the Missile Expansion inside. While inside, scan the round display to download the “Bryyo Falls” lore entry.

Landing Site Charlie

Continue advancing through the Phazon Mine Entry till you reach Landing Site Charlie. The landing site is littered with large chunks of rock. Blast each piece of rock with your Nova Beam till the landing site is free of all obstructions.



Activate your Command Visor and order your Gunship to land. Climb aboard and save your game. Before initiating the Federation invasion of the Pirate Homeworld, it's a good idea to track down the three remaining Energy Cells and pay a visit to the GFS Valhalla. Plot a course for Norion first, setting down at Cargo Dock A.

NOTE

IF YOU WANT TO KICK OFF THE FEDERATION INVASION OF THE PIRATE HOMEWORLD, GO STRAIGHT TO THE COMMAND CENTER AND DESTROY THE DEFENSE SYSTEM AT THE COMMAND STATION. HOWEVER, YOU CAN RETRIEVE MORE PICKUPS (AND THE REMAINING ENERGY CELLS) BY HEADING TO NORION, BRYYO, AND THE GFS VALHALLA NOW. DESPITE THE FREQUENT INCOMING COMMUNICATIONS FROM THE FEDERATION, THERE IS NO TIME LIMIT ON INITIATING THE PIRATE HOMEWORLD INVASION. SO FEEL FREE TO EXPLORE!

The Leviathan Code



NORION

Norion Pickups

Location	Pickup
Cargo Dock A	missile expansion
Maintenance Station	missile expansion
Substation West	missile expansion
Generator B	energy cell
Docking Hub Alpha	missile expansion

Legend

doors

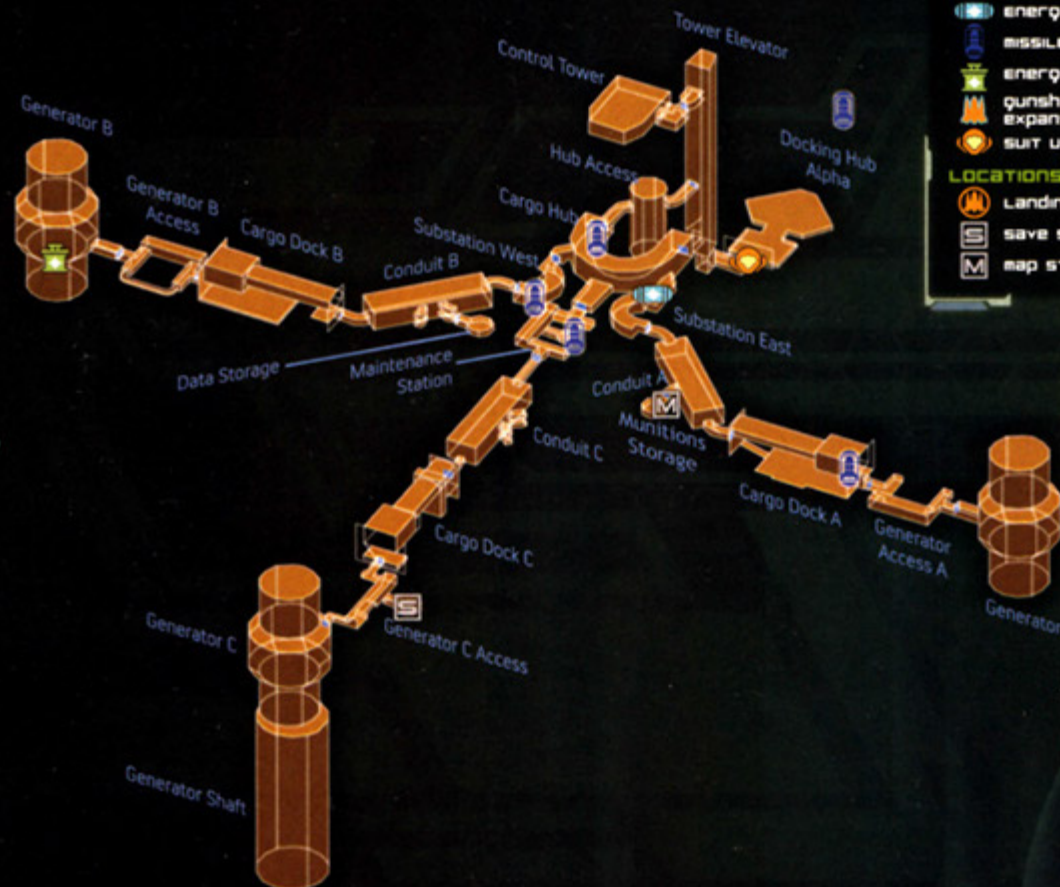
- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship expansion
- suit upgrade

locations

- landing spot
- save station
- map station



Norion Research & Credits

Location	Scan/Action	Credit
Conduit A	Liquid phazon	red
Conduit A	phazon grub	red
Data Storage	LORE: Planet Gryyo	blue
Data Storage	LORE: Skytown	blue
Cargo Dock B	Hopping Metroid	red
Cargo Dock B	LORE: Planet Norion	blue
Generator B	defeat Metroid Hatcher	gold

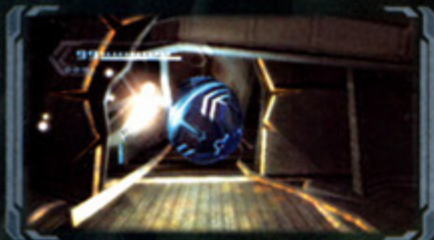
NOTE

The one energy cell on Norion and the two on Gryyo are optional. At this point, you can head straight to the GFS Valhalla and download the Leviathan Code. However, once on board, you'll have to closely monitor your energy cell usage.

Cargo Dock A



The Energy Cell on Norion is in Generator B. But there are a few pickups you can retrieve along the way. After arriving at Cargo Dock A, turn left and approach the gray structure—a Spider Ball track is on the side of this building. Climb the Spider Ball track to reach a Morphball tunnel. Follow the Morphball tunnel to another vertical Spider Ball track. A Missile Expansion awaits at the top.



Once you have the Missile Expansion, advance to the Cargo Hub via Conduit A and Substation East. Federation personnel have taken control of these passages, so don't worry about encountering any threats. In the Cargo Hub, turn left and roll through the small hole in the debris.

Cargo Hub

Before heading directly to Substation West, stop by the Maintenance Station. You can now blast open the Ice Missile door in this corridor. Inside the adjoining room is another Missile Expansion—walk in and grab it.

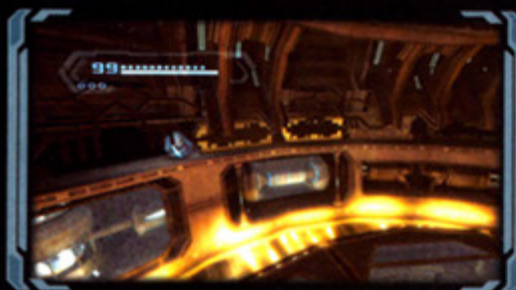


Return to the Cargo Hub and approach the door leading into Substation West. A lone Federation Marine stands guard here and advises you against entering the next series of passages. These areas have not yet been cleared by Federation forces due to heavy amounts of spent Phazon left over from the pirate attack. Still, there's nothing behind this doorway that you haven't seen before.

After talking to the Marine, turn to the nearby circuit panel. Like the Plasma Beam, your new Nova Beam can repair circuits. Weld the three channels in this panel to remove the blast shield over the nearby doorway.



The Leviathan Code



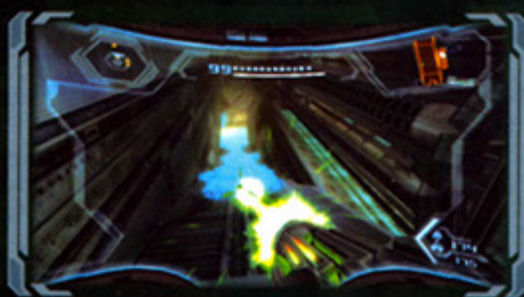
Enter Substation West and bomb-jump onto the ledge next to the doorway. You don't have to use this Morphball ledge to cross the room, but you do need to use it if you want the Missile Expansion at the end. As in Substation East, the panels lining this chamber push outward at regular intervals. But these panels move in a much different and more irregular



sequence. In addition to studying their movements, watch each panel's color. It's safe to pass when the panel is dark and recessed against the tunnel. When the panel is about to push outward, it begins to glow again—get out of the way, even if it means rolling backward. With some patience and basic timing you'll have no problem crossing this ledge to reach the Missile Expansion.

Conduit B

In Conduit B, scan the darkened corridor ahead for Liquid Phazon flowing along the walls, floor, and ceiling. This entity spawns Phazon Grubs—small creatures capable of melee attacks. Shoot the flowing puddles of Liquid Phazon with your Nova Beam to destroy them. Avoid direct contact with the Liquid Phazon and any Phazon Grubs it spawns to prevent taking damage.



Farther down Conduit B, turn to this nook on the left to spot the Ice Missile door securing the Data Storage room. Hit the door with an Ice Missile, then step inside to scan a couple of terminals. The lore entries for "Planet Bryyo" and "SkyTown" are both inside. There's also a redundant entry on the "Olympus-Class Battleship," which you can scan if you missed it earlier while on the Olympus (in the Security Station).



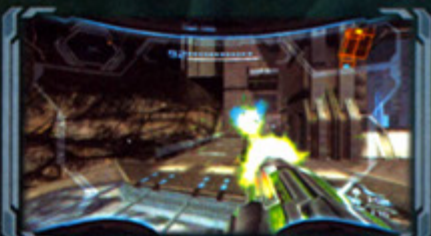
Cargo Dock B



As you step out onto Cargo Dock B, a blast shield shuts behind you and three unfamiliar creatures appear ahead, emerging from a Phazon-like growth on the far side of the platform.



These new creatures are Hopping Metroids. Unlike their flying relatives, these creatures have four legs and are incapable of projectile attacks. However, they're very fond of charging, attacking with their talons. Circle-strafe around these hostiles while firing Ice Missiles. Scoring a single hit with an Ice Missile completely freezes a Hopping Metroid. While they're frozen, hit them with charged shots to blast them into a hundred icy pieces.



Keep making Hopping Metroid ice cubes until the Phazon growth explodes, dispersing into three puddles of Liquid Phazon. Engage the Liquid Phazon from a distance and try to destroy the entities before they spawn any Phazon Grubs.



Once Cargo Dock B is clear, order your Gunship to land. This is a good opportunity to save your game and replenish your health.



Your Gunship helps you reach an upper-level terminal. Space jump onto your ship, then jump to this nearby platform. The terminal contains the "Planet Norion" lore entry—scan it for your Logbook.



The door leading to the Generator B Access corridor is secured by a blast shield. Destroy the five yellow locking mechanisms above the shield with Seeker Missiles. In the adjoining corridor, roll through the Morphball tunnel on the left to reach the Generator B doorway.

Generator B

Generator B is surrounded by massive Phazon growths lining the walls of the chamber. Even more troubling is the Metroid Hatcher hovering above the room.



CAUTION

TRY TO ENGAGE THE METROID HATCHER FROM THE RAISED PLATFORM NEAR THE DOORWAY. IF YOU FIGHT ON THE LOWER CENTRAL PLATFORM, THE METROID HATCHER'S SPINNING CHARGE ATTACKS MAY KNOCK YOU OFF THE PLATFORM, DOWN INTO THE GENERATOR SHAFT.

There's nothing special about this Metroid Hatcher. Follow the same game plan you did earlier back on the Pirate Homeworld. Start by targeting the tentacles with Seeker Missiles.



Next, shoot the Metroid Hatcher with your Nova Beam to stun it. Then approach its underside and pull away its tentacles with your Grapple Lasso. Repeat these steps until all five tentacles are removed. Killing this Metroid Hatcher earns you another gold credit.

Next, shoot the Metroid Hatcher with your Nova Beam to stun it. Then approach its underside and pull away its tentacles with your Grapple Lasso. Repeat these steps until all five tentacles

TIP

YOUR NEW NOVA BEAM CAN PENETRATE THE METROID HATCHER'S OUTER SHELL. TARGET THE CREATURE'S BODY TO KILL IT. DAMAGE DONE IN THIS MANNER DOES NOT REGISTER ON THE METROID HATCHER'S HEALTH METER, BUT KEEP UP THE ATTACK TO KILL IT QUICKLY.



Soon after the Metroid Hatcher dies, the Phazon grows around the room and explodes, revealing a Morphball tunnel. The entrance is near the doorway. Roll inside and follow it to the platform on the room's opposite side. Pull the Energy Cell out of the socket to open the blast shield over the exit—you now have seven of the nine Energy Cells.



Now order your Gunship to land at Docking Hub Alpha, then climb aboard. The next Energy Cell is located on Bryyo. Set a course for the Federation Outpost landing site inside the Hangar Bay off the Cliffside area.

Docking Hub Alpha

Instead of returning to your Gunship at Cargo Dock B, go to the Cargo Hub, then advance to Docking Hub Alpha—there's one more Missile

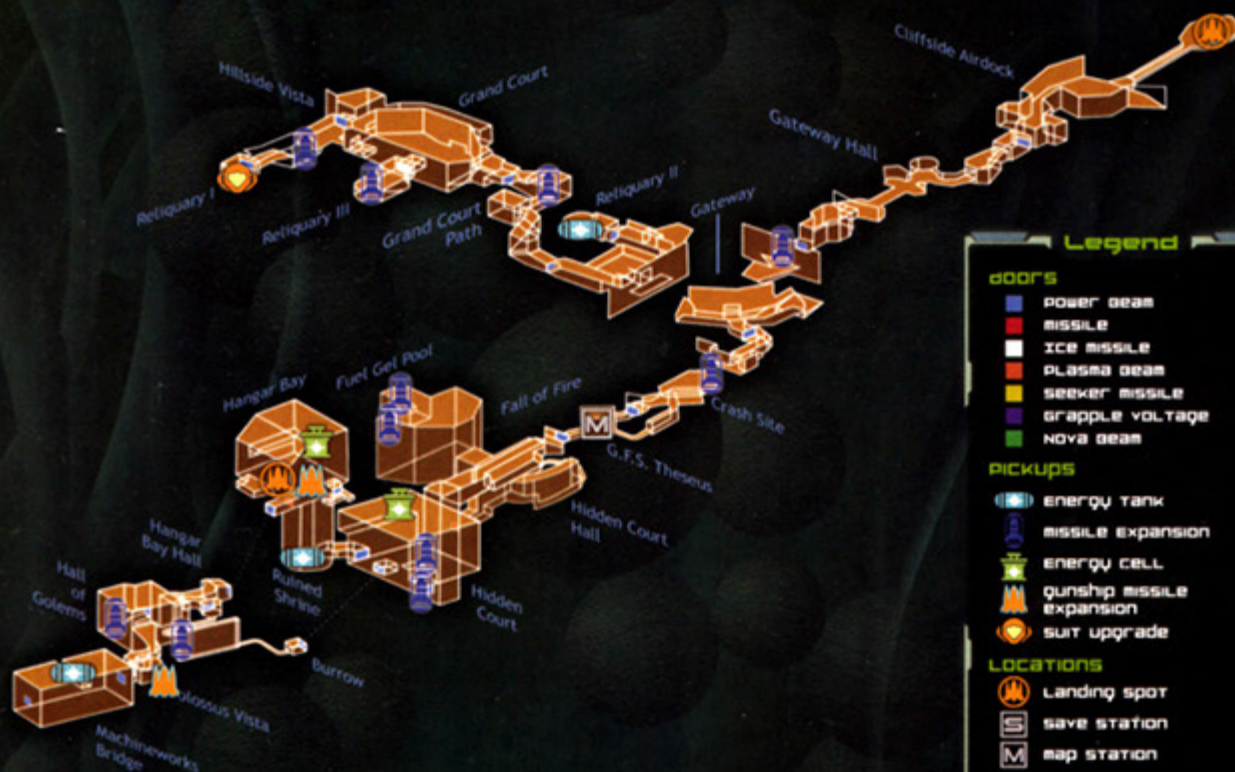
Expansion you need to grab. Look for this passage behind Docking Hub Alpha. Use the Grapple Swing Point above to reach the far ledge and retrieve the Missile Expansion.



BRYYO: CLIFFSIDE

Cliffside Pickups

Location	Pickup
HALL OF GOLEMS	missile expansion
BURROW	missile expansion
FUEL GEL POOL	missile expansion (2)
COLOSSUS VISTA	gunship missile expansion
machineworks bridge	energy tank



Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grappler voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station

Cliffside Research & Credits

Location	Scan/Action	Credit
HALL OF GOLEMS	LORE: VICTORY	blue
HALL OF GOLEMS	Fargul hatcher	red
HALL OF GOLEMS	Fargul wasp	red
BURROW	LORE: STRUGGLE OF THE EXILES	blue
HIDDEN COURT HALL	LORE: SALVATION	blue
COLOSSUS VISTA	LORE: DECLINE	blue

Hall of Golems



The Energy Cell on Bryyo is much tougher to retrieve than the one on Norion. Samus must solve a few different puzzles

along the way. From the Hangar Bay, advance through the Plasma Beam door to access the Hangar Bay Hall. Engage three Hoppers while moving toward the Hall of Golems.

Enter the Hall of Golems and locate the purple security clamp on the nearby Golem. Use your Grapple Voltage to send energy into the clamp to overload it.

Afterward, enter the Golem's bomb slot and drop a bomb inside to activate a Spider Ball track above the room—this leads to a Missile Expansion.



Activating the Spider Ball track causes a Fargul Hatcher to appear on a ledge above the pool of fuel gel. These creatures are extremely durable, capable of repelling most attacks. They

spawn Fargul Wasps, small insect creatures that charge directly at you. Scan both the Fargul Hatcher and a Fargul Wasp before engaging. Aim for the Fargul Hatcher's mouth as it spits out wasps—this is the only way to inflict damage. Be patient and keep shooting the Fargul Hatcher's mouth until it dies. If necessary, enter Hypermode to expedite the process.



Locate the flashing red dot on the panel in between the two Golems. Shoot the red dots on this panel to reveal the "Victory" lore entry. Scan it for your Logbook.



Approach the next Golem (left of the lore entry) and melt the slab of metal on its belly to reveal another bomb slot. Drop a bomb in the slot to activate the Golem. It ignites a blowtorch-like implement and melts a nearby barrier, opening a path to the Colossus Vista—don't go there yet.

Hall of Golems Missile Expansion



Before continuing, make a run for the missile expansion at the top of the room using the spider ball track. This is one of the longest spider ball tracks you've encountered thus far, but it isn't terribly difficult—though one tiny mistake means you have to start all over. Study the orientation of the track carefully before determining whether a bomb or a boost ball jump is the correct method of jumping from one piece of track to the next.



Using the platform by the fuel gel falls, jump over to the room's upper-level platform to spot another Golem. Hit the security clamp on the Golem's belly with an Ice Missile, then detonate a bomb in the Golem's bomb slot. This Golem emits a powerful cold gas, freezing the fuel gel falls on the opposite side of the room.



Use the perimeter ledges to reach the top of the frozen fuel gel, then advance through the upper-level corridor.



Roll through the Morphball tunnel in the next passage to access the Burrow. Use bombs to detonate crystallized fuel gel deposits blocking the tunnel. As you exit, turn around and shoot the red dots on the panel above the tunnel to reveal the "Struggle of the Exiles" lore entry. Proceed through the doorway to the Hidden Court.

Burrow Missile Expansion



THIS ONE IS EASY TO MISS IF YOU'RE NOT CAREFUL—IT'S VISIBLE JUST AS YOU ENTER THE SIDE-SCROLLING PORTION OF THE ROOM. TO REACH IT, BLAST YOUR WAY TO THE DEPTHS OF THE BURROW SHAFT, ELIMINATING FUEL GEL CRYSTALS WITH BOMBS. AT THE VERY BOTTOM OF THE SHAFT, MOVE LEFT AND BOMB-JUMP YOUR WAY UP THE LEDGES TO REACH THE MISSILE EXPANSION.

Hidden Court

As you enter the Hidden Court, a large gate blocks your path—shoot the round red locks at the top. This lowers the gate, creating a horizontal platform capable of supporting your weight.



Stand on the new platform and use the Grapple Swing (and the point above) to swing to the opposite side of the room. Follow the adjoining upper-level path to the Plasma Beam door and enter the Hidden Court Hall.



Prepare to engage more Hoppers in the Hidden Court Hall on both ends of the Morphball tunnel. It takes only a few hits from your Nova Beam to disintegrate these creatures. At the end

of the hall, look to the left and scan the "Salvation" lore entry, then proceed to the Fuel Gel Pool.

The Leviathan Code

Fuel Gel Pool



A massive headpiece belonging to a Colossal War Golem sits in the center of the Fuel Gel Pool, seemingly out of place. You'll need this headpiece later in the Colossus Vista, so activate your Command Visor and order your Gunship to lift it away.



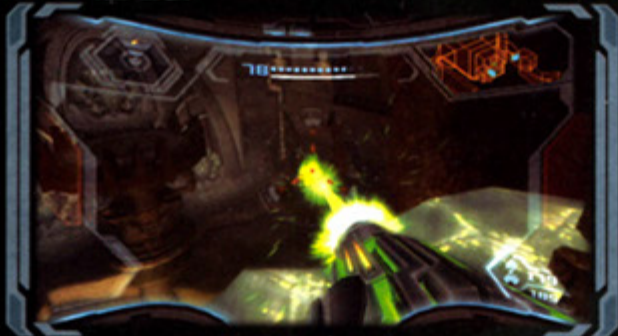
Fuel Gel Pool Missile Expansions



THE FUEL GEL POOL HOLDS TWO MISSILE EXPANSIONS. TO GET THEM YOU MUST FREEZE THE FUEL GEL SPOUTS ON THE ROOM'S PERIMETER. BEFORE USING YOUR GUNSHIP TO LIFT THE HEAD, HOP ONTO FROZEN FUEL GEL TO REACH THE TOP OF IT. FROM THERE, HOP ONTO ANOTHER LEDGE TO RETRIEVE THE FIRST MISSILE EXPANSION. AFTER YOUR GUNSHIP REMOVES THE HEADPIECE, ENTER THE CAVE AT THE BACK OF THE ROOM TO GRAB THE SECOND MISSILE EXPANSION.

Colossus Vista

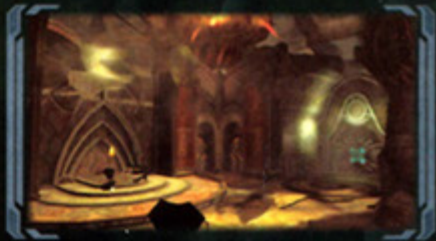
Now it's time to return the Colossal War Golem's head to its owner in the Colossus Vista. Backtrack through the Hidden Court and Burrow. At the top of the icy fuel gel falls in the Hall of Golems, engage the Fargul Hatcher from this vantage point. It's much easier to score damaging hits from this high angle.



Jump down to the floor in the Hall of Golems and turn left, heading through the passage the Golem with the blowtorch cleared earlier. Shoot the Plasma Beam door at the end of this corridor to enter the Colossus Vista.



Upon entering the Colossus Vista, scan the panel on the right of the corridor to download the "Decline" lore entry. Farther down the passage you're greeted by a dead end and a cage containing a Gunship Missile Expansion.



Activate your Command Visor and order your Gunship to drop the Colossal War Golem headpiece on the platform in the distance. The platform does not register as a valid target, but drop the headpiece anyway. Once it's in place, the Colossal War Golem comes alive and smashes its fist down on the wall directly ahead, destroying the cage and opening

a new passage to the right. Grab the Gunship Missile Expansion, then pass through the new doorway.

Machineworks Bridge



At the Machineworks Bridge, enter the Spinner-like device in the floor and use your Boost Ball to rotate the cage and a platform. The platform extends halfway across the chasm. The second half of the bridge must be extended from the Thorn Jungle side, effectively linking it to the Cliffside.

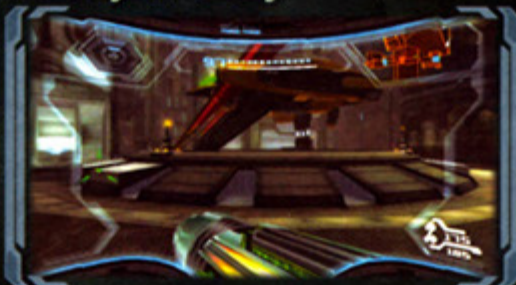


Walk onto the newly extended half of the bridge and turn to the side to spot two parallel Wall Jump slabs moving together and apart on both sides of the bridge. Face one of the slabs and wait until it's moving toward the bridge before beginning your Screw Attack ascent. Quickly jump between the two slabs while they're together to reach an Energy Tank floating above.

Return to the cage by the Spinner and enter Morphball form. Bomb-jump up through the round hole in the cage to return to the Colossus Vista.



Hangar Bay



Now head to the Thorn Jungle. Backtrack to the Hangar Bay through the Hall of Golems and Hangar Bay Hall. Inside, recall your Gunship, ordering it to land. Climb aboard and set a course for the Thorn Jungle, landing at the Thorn Jungle Airdock.



METROID
PRIME 3
CORRUPTION

BRYYO: THORN JUNGLE

Thorn Jungle/Cliffside Pickups

Location	Pickup
Ancient Courtyard	missile expansion
Hidden Court	missile expansion
Hidden Court	energy cell

Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station

Bryyo



Thorn Jungle/Cliffside Research & Credits

Location	Scan/Action	Credit
Jousting Field	defeat ped phazoid	gold
Hidden Court	bryyo orange door	research

Retrieve the Energy Generator

At the Thorn Jungle you need to retrieve a large energy generator from the North Jungle Court. This allows you to retrieve the Energy Cell at the Cliffside's Hidden Court. From the Thorn Jungle Airdock, advance through the Overgrown Ruins passage to the Ancient Courtyard. Here you come under attack from a Phazoid. Immediately enter Hypermode and engage the Phazoid with Phazon blasts and Hyper Missiles, destroying it before it becomes a nuisance.



Ancient Courtyard Missile Expansion



USE THIS half-pipe in the center of the Ancient Courtyard to reach a missile expansion on the upper ledge to the left. Face the top of the ramp, then enter morphball form, using the boost ball to fly higher and higher until you can reach the ledge.



In the Jousting Field you encounter a Red Phaazoid. As with the earlier Phaazoid, engage Hypermode and attack with Phazon blasts and Hyper Missiles. Be sure to grab the gold credit once you destroy it.



Pass through the South Jungle Court to reach the North Jungle Court. Watch out for several Reptilicus creatures while moving through this area. You don't have to fight them—simply race past them in Morphball form if you wish to avoid any time-consuming battles. Advance through the South Jungle Hall, Auxiliary Dynamo, and North Jungle Hall to reach the North Jungle Court.



At the North Jungle Court, jump to the center platform ringling the destroyed anti-aircraft turret and look for this large energy generator on one of the upper-level nooks in the room's perimeter. As the Gunship lifts the generator away, a new tunnel is revealed below the generator's socket.

Enter the new tunnel to access the Machine-works Bridge. Use your Boost Ball inside the Spinner device to rotate the second half of the bridge, completing a new passage to the Cliffside area.



Restore Power to Fuel Gel Pumping Crane

Cross the Machine-works Bridge and pass through the Colossus Vista to enter the Hall of Golems. Once again, finish off the Fargul Hatcher inside, then ascend the frozen fuel gel falls to access the Burrow.



Take the Burrow's Morphball tunnel to the Hidden Court. From the upper-level perch, Screw Attack toward the half-pipe and begin using your Boost Ball to build up momentum—a Missile Expansion is on the ramp's right side.



Cross to the left side of the half-pipe and order your Gunship to drop the energy generator near the offline Gel Pumping Crane. Once power is restored, a central shaft on the crane will spin, then stop, exposing an Energy Cell.



The Leviathan Code

Retrieve the Energy Cell from the crane's socket—you now have eight! You're finally ready to investigate the GFS Valhalla.



Return to the Hall of Golems and take the Hangar Bay Hall back to the Hangar Bay. Order your ship to land, then hop aboard. Set a course for the GFS Valhalla in the Galfar System.



A Completist's Guide to Bryyo

IF YOU WANT TO LEAVE BRYYO WITH ALL POSSIBLE SCANS AND PICKUPS, USE THIS TABLE TO LOCATE THE REMAINING ITEMS BEFORE MOVING ON TO THE GFS VALHALLA.

Remaining Pickups, Credits, and Scans on Bryyo

Area	Location	Pickup/ Credit	Details
FIERY	GEL PROCESSING SITE	GOLD	DEFEAT THE PED PHAZOID.
FIERY	TEMPLE OF BRYYO	MISSILE EXPANSION	JUMP TO THE BACKWARDS C-SHAPED PLATFORM IN THE FUEL GEL.
ICE	TOWER	ENERGY TANK	ENTER THE ROOM BEYOND THE WALL JUMP SHAFT.
CLIFFSIDE	FALLS OF FIRE	MISSILE EXPANSION	DROP TO THE BOTTOM OF THE ICE SOLEM SHAFT, THEN MOVE UP THE SHAFT TOWARD THE DRAGON DOOR.
CLIFFSIDE	GRAND COURT	GOLD	DEFEAT THE PED PHAZOID.
CLIFFSIDE	PELIQUARY III	MISSILE EXPANSION	SHOOT THE ICE MISSILE DOOR NEAR THE X-RAY SOLEM DEVICE.
CLIFFSIDE	PELIQUARY III	PED	SCAN THE GEEMER.
CLIFFSIDE	GATEWAY	MISSILE EXPANSION	AT THE DRAGON DOOR, TAKE THE RIGHT-HAND PATH AND BREAK THE ICE WITH YOUR NOVA BEAM.

CFS VALHALLA

CFS Valhalla Pickups

Location	Pickup
docking bay 5	energy cell
weapons cache	missile expansion
Auxiliary Lift	missile expansion
Xenoresearch Lab	gunship missile expansion
MedLab Alpha	missile expansion
Munitions Locker	energy tank

Legend

doors

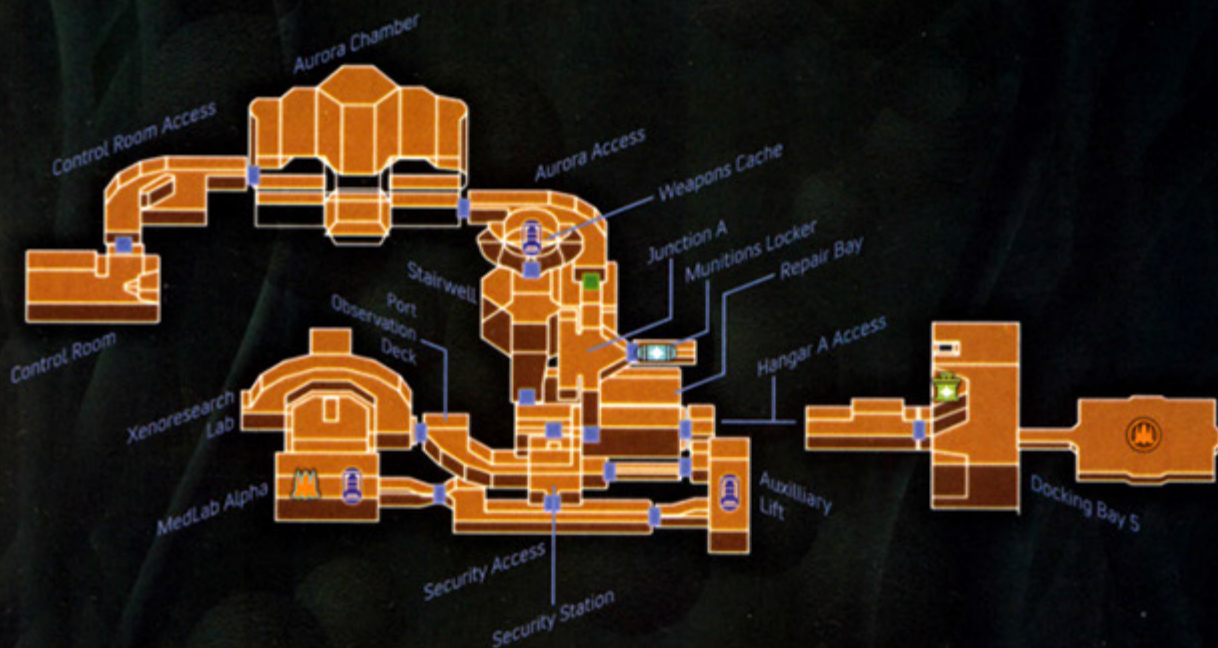
- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station



175

CFS Valhalla Research & Credits

Location	Scan/Action	Credit
Hangar A Access	phazon puffer	ped
Repair Bay	minirod	ped
Stairwell	LORE: Tallon IV Incident	blue
Stairwell	phaz-ing	ped
Xenoresearch Lab	phazon hopper	ped
Xenoresearch Lab	LORE: the valhalla incident	blue
Junction A	GALACTIC FEDERATION GREEN DOOR	research
Aurora Chamber	DEFEAT METROID HATCHER	gold
Control Room	LORE: Anhur Incident	blue

METROID
PRIME 3
CORRUPTION

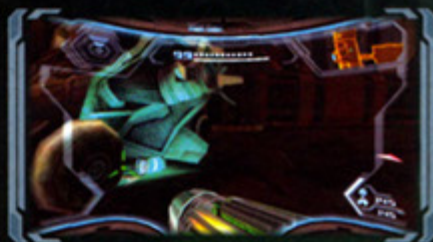
The Leviathan Code

Docking Bay 5

Four months ago, the GFS Valhalla went missing while on a training mission in the Klar Nebula. When space pirates attacked, they gained control of the vessel and its Aurora Unit. This is how they accessed the Galactic Federation's network and planted the virus into the other AUs. You're the first one to step aboard this ghost ship since the pirate attack.



G.F.S. Valhalla



The wreckage of a Federation Stiletto fighter sits undisturbed on the right side of the docking bay. It appears the thrusters were damaged in combat. The pilot didn't have a chance. Lying among the wreckage is an Energy Cell—follow the green glow to grab it. This is the ninth and final Energy Cell.

Energy Cell Hunt

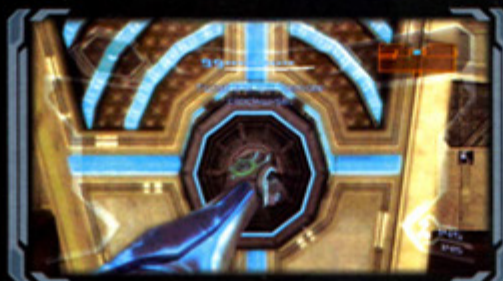
The nine energy cells in your possession power up various areas of the dilapidated GFS Valhalla. If you have fewer than nine, consider backtracking and locating the rest now. Here's a quick rundown of their whereabouts:

Energy Cell Locations

Energy Cell	Planet	Area	Location
1	Oryyo	Cliffside	Hangar Bay
2	Elysia	Skytown East	Xenoresearch A
3	Pirate Homeworld	Command Center	Command Courtyard
4	Pirate Homeworld	Research Facility	Metroid Processing
5	Elysia	Skytown West	Gallista Storage
6	Pirate Homeworld	Mining Site	Phazon Quarry
7	Norion	-	Generator A
8	Oryyo	Cliffside	Hidden Court
9	GFS Valhalla	-	Docking Bay 5

Possessing all nine energy cells allows you to retrieve all the pickups and scans aboard the GFS Valhalla. But technically, you only need five energy cells to reach the control room and download the Leviathan code:

- 1 in Docking Bay 5
- 1 in the Port Observation Deck
- 1 in the Auxiliary Lift
- 2 in the Aurora Chamber



The large blast door leading to Hangar A Access is deactivated. Insert one of the Energy Cells into the socket on the door's left side. Once power is restored, interact with the blue hand-

shaped switch on the right side of the door to open it.

Hangar A Access



As you enter Hangar A Access, four Phazon Puffers attack, launching themselves directly at you. Try to scan one before they impact and explode. Cross the gap in this area with your Grapple Swing.



The lifeless remains of two Federation Marines stand guard at the next blast door. Shoot the Marine on the right to access the door's switch—your Nova Beam reduces his armor to dust. Interact with the switch to open a path to the Repair Bay.

Repair Bay



Be prepared to face several Phazon Metroids and Miniroids in the Repair Bay. Prioritize the Phazon Metroids first, hitting them with your Nova Beam and Ice Missiles. The infant Miniroids aren't aggressive—they float above the center of the room. Scan one for your Logbook.

Enter the lower-level door on the right in the Repair Bay to access the Stairwell. Two obstructed Energy Cell stations wait patiently

inside this dark room behind slabs of metal. Melt the slabs of metal with charged shots from your Nova Beam, then insert two Energy Cells into the sockets to restore power to the room.

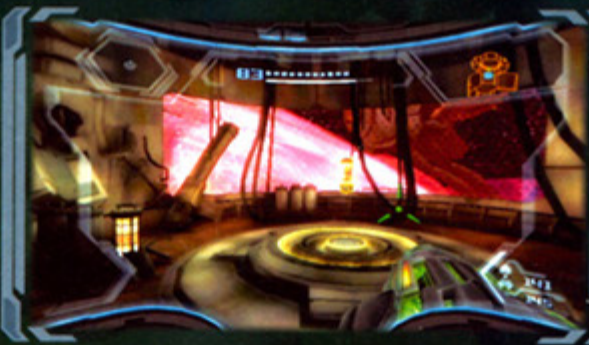


Soon after you insert the second Energy Cell, two Phaz-Ing's appear. Like Liquid Phazon, these entities can slither along floors, walls, and ceilings. Instead of spawning Phazon Grubs, the Phaz-Ing's raise turret-like appendages that fire Phazon blasts. Retaliate with your Nova Beam. If you're close enough, use your Grapple Lasso to pull away the turret, killing the entity.



TIP

Drain energy from Phaz-Ing's with your Grapple Voltage to slowly restore your health.



Take the ramp to the Stairwell's upper-level catwalk. Scan the terminal with the "Tallon IV Incident" lore entry. Afterward, space jump across to the upper-level doorway leading into the Weapons Cache to retrieve a Missile Expansion.

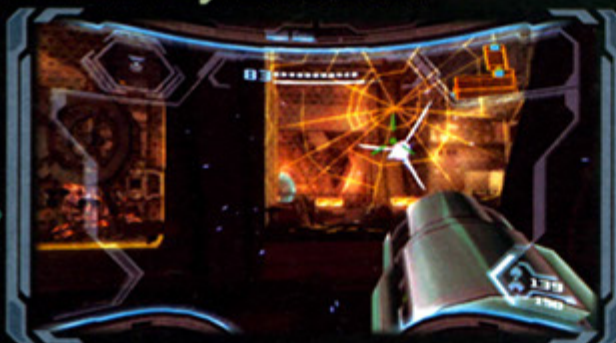
The Leviathan Code

Return to the Repair Bay and jump across a series of disconnected catwalks to reach the upper-level doorway leading to the Security Station.



When you reach this arcing field of blue electricity blocking your path, pause and shoot any nearby Miniroids that might get in your way. Wait for a pause in the electrical discharges, then space jump to the other side. Follow the next walkway into the Security Station.

Security Station



The Security Station is a bit of an obstacle course thanks to heavy damage inflicted during the pirate attack.

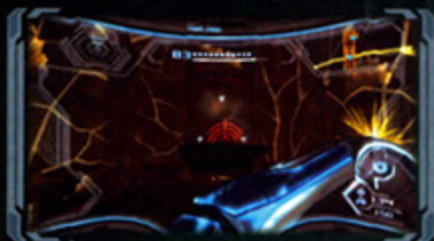
Before advancing, deal with any Phaz-Ing in the room. Next, turn to the large piece of cracked glass—hit it with a missile to shatter it. Hop through to the next chamber.



Scan the tall rectangular piece of glass in the next area—the bottom-left corner is cracked. Hit this area with a missile to blow out the

damaged section of glass, then roll through. Watch out for the Phaz-Ing on the other side and prepare to take it out at close range, preferably with your Grapple Lasso. Pass through the door ahead to enter the Security Access corridor.

Auxiliary Lift

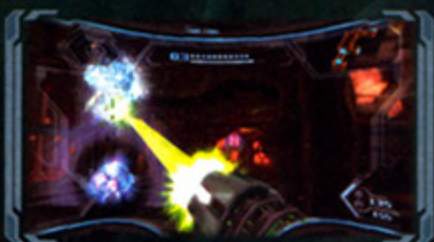


Turn left in the Security Access corridor and enter the Auxiliary Lift shaft. Tear away the loose panel inside the shaft with your Grapple Lasso, revealing another Energy Cell station. Restore energy to the lift by placing another Energy Cell in this socket.



Ride the lift to the top of the shaft and locate a Morphball tunnel in the side of the wall. Follow the tunnel to a vertical shaft occupied by a piston. Drop onto the piston and ride it to the bottom, entering another horizontal Morphball tunnel to the left that contains a Missile Expansion. Return to the Auxiliary Lift's main shaft.

Port Observation Deck



Proceed to the Port Observation Deck and roll through the small hole in the debris near the entrance. After passing the debris blockage, enter the window-lined portion of the passage. Several Phazon Metroids inhabit this section. Sidestep their charging attacks while engaging with your Nova Beam and Ice Missiles.

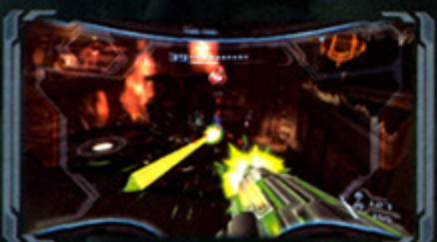


Advance through the Port Observation Deck passage and shoot the yellow lock mechanisms at the corridor's midpoint—ignore the Energy Station in this corridor for now. These four locks secure the blast door—hit them with Seeker Missiles. Once a path is cleared, proceed to the next doorway, which leads into the Xenoresearch Lab.

Xenoresearch Lab



You enter the Xenoresearch Lab on the upper level. All access to the lower level appears to be sealed. Locate this damaged security shutter and hit it with an Ice Missile to create an opening.



Before dropping to the lab's lower level, locate and scan the Phazon Hoppers on the floor below. These creatures are covered in crystallized Phazon, but they're still vulnerable to your Nova Beam. Engage them from a distance and sidestep as they spit venom in your direction. Phazon Hoppers can jump great heights, so be prepared to backpedal if they manage to get a foothold on the upper-level ledge where you're standing.



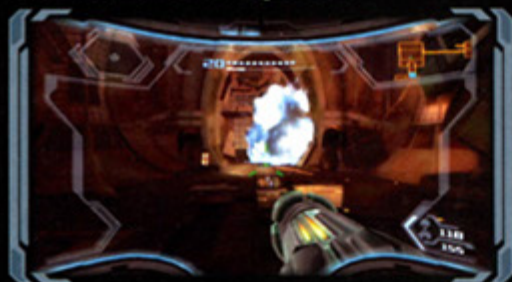
the same steps. After you insert each Energy Cell into the same energy generator, both units come to life, restoring power to the lab. You can now download the "Valhalla Incident" lore entry from the terminal.

As power is restored, a small channel opens up at the base of the energy generator, revealing a Gunship Missile Expansion. But the expansion is suddenly sucked down an adjoining Morphball tunnel. Roll inside the tunnel next to the dead Federation Marine. Follow the tunnel to retrieve the Gunship Missile Expansion. Exit the tunnel by rolling in the opposite direction. You'll eventually drop through a hole in the ceiling of the Security Access corridor.



After defeating the Phazon Hoppers, drop to the lab's lower floor and approach one of the energy generators in the center of the room. Locate this loose paneling on the side and yank it away with your Grapple Lasso to reveal another Energy Cell station. Insert an Energy Cell in this socket. Now find a loose panel on the second energy generator and repeat

MedLab Alpha



In the Security Access corridor, advance toward MedLab Alpha. Inside, a Missile Expansion awaits in a Morphball tunnel beneath the floor. Blast away the debris with an Ice Missile

to reveal the tunnel's entrance. It may take several blasts to completely knock away all the debris.

As soon as the debris comes crashing down, three Phazon Hoppers drop from a hatch in the ceiling—now is a great



time to engage Hypermode. Drop the Phazon Hoppers quickly with Phazon blasts and Hyper Missiles.



Finish off the Phazon Hoppers, then approach the Morphball tunnel's entrance—it's blocked by a small panel. Pull the panel away with your Grapple Lasso, then roll into the tunnel to retrieve the Missile Expansion.



Backtrack to the Security Access corridor. Watch out for three more Phazon Hoppers here. You have more room to maneuver in this passage, so try using your Nova Beam and Ice Missiles to eliminate these creatures. After clearing a path, return to the Auxiliary Lift and ride it up toward the Port Observation Deck.

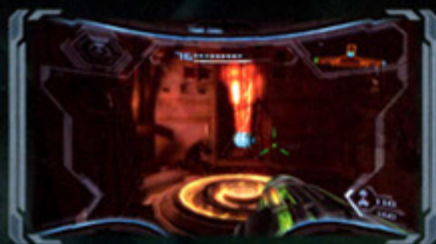


Deal with the Phazon Metroids in the Port Observation Deck, then turn right toward this energy station. Push one of your Energy Cells into the socket to drop the blast shield over the nearby doorway. Enter Junction A.

Junction A



Two more Phaz-Ing appear in Junction A. Hold back and engage them from a distance with your Nova Beam.



Turn right off Junction A to enter the Munitions Locker. An Energy Tank sits at the center of this small room, ready for the taking.



Return to Junction A and shoot the green Nova Beam door at the end of the passage. You may need to kill some more Phaz-Ing's before safely reaching the doorway. Clear a path, then enter the Aurora Access corridor.

Aurora Chamber



Rush through the Aurora Access corridor to reach the Aurora Chamber. Pass the two jammed Energy Cell stations inside and proceed to the nearby ramp. Scan the malfunctioning security hatch control mechanism above the room. Hit it with an Ice Missile to get it working again, which removes the barriers over the Energy Cell stations.



There are a couple of different ways to defeat the Metroid Hatcher. If you want a challenge, target its tentacles with Seeker Missiles, then stun it with blasts until you can rip away the tentacles with your Grapple Lasso. Or, you can simply shoot the Hatcher's head with your Nova Beam. The beam penetrates the creature's outer shell, damaging the creature's interior.

Either method earns you a gold credit for defeating the Metroid Hatcher.

Cross the room's upper walkways and approach the platform marked by a blue-and-white hologram—this is a lift. Ride the lift to the next level, then space jump across this gap to reach the Control Room Access door.



Return to the two Energy Cell stations on the lower level. Insert your remaining Energy Cells into the sockets to lower a series of walkways on the room's upper level, providing access to the vessel's Control Room. The clanging of walkways captures the attention of a Metroid Hatcher deep within the chamber's lower shaft.

The Leviathan Code

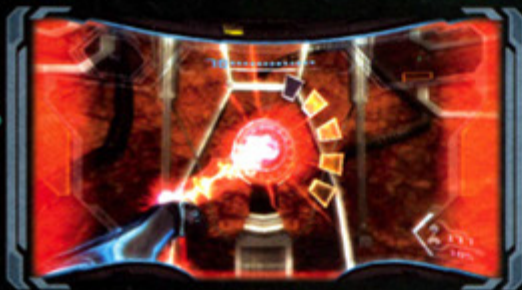
Fight past several Phazon Metroids in the Control Room Access corridor using Ice Missiles and your Nova Beam. If one of them manages to grab you, enter Morphball form and drop bombs until you're released.



Control Room



Enter the Control Room and turn right. A Space Pirate Boarding Pod is still attached to the Valhalla, left behind following the attack. Approach the console inside the pod and use your Grapple Voltage to restore the pod's power supply.



With the power restored, a new console is lowered into place. Activate your X-Ray Visor and input the matching code on the display. Several holographic displays suddenly appear, revealing the Leviathan Code. While it's currently unclear what the code means, later on it will allow the Galactic Federation and Samus to turn the tide against Dark Samus and the Phazon corruption plaguing the galaxy.



TIP

AT THE DATA BACKUP TERMINAL IN THE CONTROL ROOM, INPUT 78356 INTO THE KEYPAD. THIS CODE IS FOUND ON THE PAD OF ONE OF THE FALLEN MARINES NEARBY.



Your work here is complete. Scan the terminal in the Control Room to download the "Anhur Incident" lore entry, then return to Docking Bay 5. Board your Gunship and set a course for the Command Center on the Pirate Homeworld. It's time to destroy their defense system and initiate the Federation assault.



Pirate Homeworld Assault



COMMAND CENTER

Command Center Pickups

Location	Pickup
LIFT HUB	MISSILE EXPANSION
FLUX CONTROL	MISSILE EXPANSION

Legend

doors

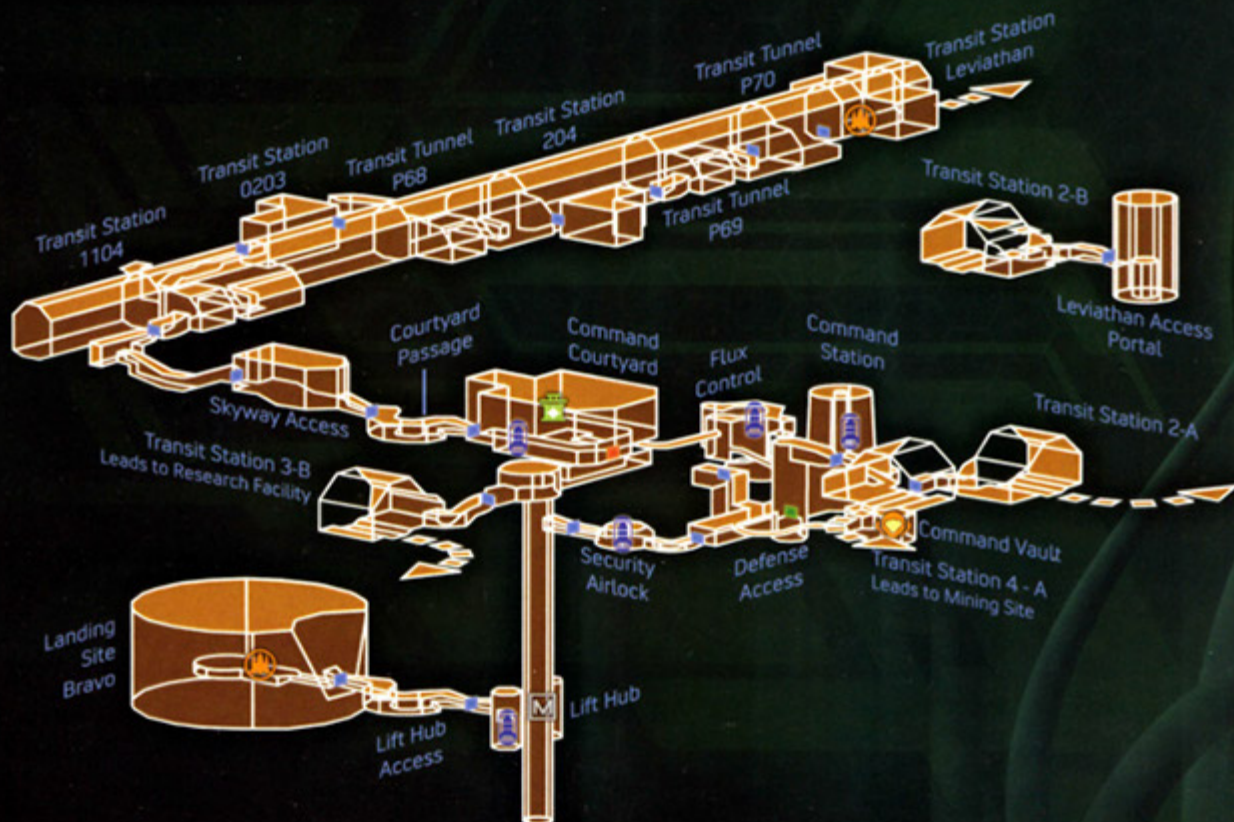
- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

LOCATIONS

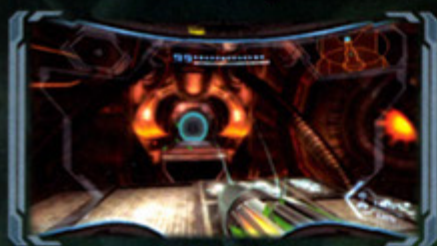
- landing spot
- save station
- map station



Command Center Research & Credits

Location	Scan/Action	Credit
command station	destroy defense system	gold
skyway access	demolition trooper	red
transit tunnel p70	lore: mistress gandrayda	blue
transit tunnel p70	keep demolition troopers alive (12/12)	gold
transit station leviathan	pirate commander	red
transit station leviathan	defeat pirate commander	gold

Disable the Defense System



Admiral Dane's fleet is poised to begin the assault on the Pirate Homeworld, but before any troops can land, the base's defense system (at the Command Station) must be destroyed. From Landing Site Bravo, head directly to the Lift Hub.

Lift Hub



Destroy the Remorse-Class Turret near the lifts, then approach this terminal and use your Grapple Voltage to send power into the lift's controls, causing the door to slide open. Enter and peer through the small window-like opening in the lift to spot a Missile Expansion inside the shaft. The lift is malfunctioning, indicated by the slight drop and the dimming of the control panel as you enter.

Back out of the lift and target the cable above it. Snap the cable with a charged shot from your Nova Beam to send the lift plummeting. Now hop across the shaft to retrieve the Missile Expansion resting on the ledge.



Enter the functioning lift (to the left) and choose the second floor as your destination. This takes you to the Security Air Lock.



At the Security Air Lock, roll into the gold hologram and ride the turntable to the opposite side of the chamber. Pass through

the doorway ahead to enter the Defense Access corridor.



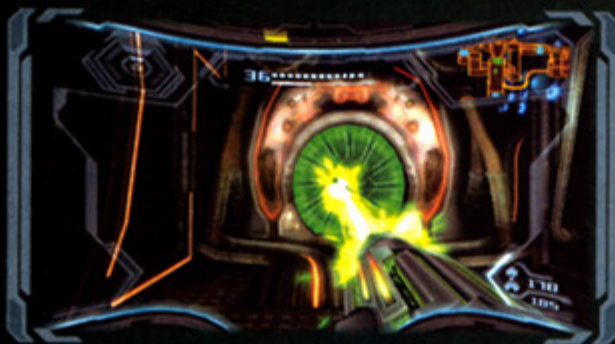
Defense Access



Approach this Phazite panel in the Defense Access corridor. Activate your X-Ray Visor to reveal its inner workings. Shoot all four of the orange-lit hexagonal shapes next to the gears.



The panel rises once the sequence is completed, revealing the Nova Beam door leading into the Command Station. Shoot the door and step inside.



Command Station



As you enter the Command Station, be ready to face off against two Armored Pirate Troopers and a Remorse-Class Turret.

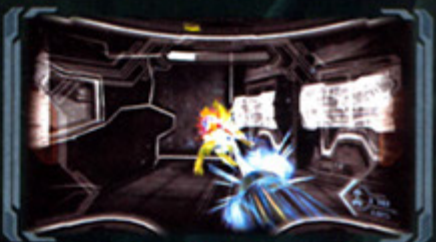
Stay on the ground floor for now and eliminate these threats while strafing around the room. Take out the turret (on the right) first, then go to work on the pirates. As with any armored threat, the Armored Pirate Troopers are best dealt with in Hypermode. Ignore the Grapple Voltage terminal on the floor for now.



The defense system's energy core is currently shielded. The security override terminal is at the top of the room. Space jump across the room's perimeter platforms to reach the top, engaging two more Remorse-Class Turrets along the way.



At the top, activate your X-Ray Visor and interact with the security override terminal. Punch in the corresponding code shown on the display to reveal three Phazite-shielded nodes on the energy core.



Suddenly, two Commando Pirates materialize next to the security override terminal, flanking Samus. Enter Hypermode and finish them off. But they're not the last to appear. A steady stream of Commando Pirates appear in the Command Station in an attempt to defend the energy core.



Once the nearby Commando Pirates are down, proceed down the shaft to the upper Phazite node on the energy core. Activate your X-Ray Visor to spot three orange orbs bouncing around inside the Phazite-shielded area. Hit each of these orbs with your Nova Beam to deactivate this section of the core. Repeat the same steps on the other two Phazite-shielded sections farther down the core.



Knocking out the three Phazite-shielded portions reveals a bomb slot at the top of the core. Space jump upward along the perimeter platforms, dodging any Commando Pirates along the way. At the top, drop a bomb in the

bomb slot to deactivate the base's defense system, which earns you a gold credit. Admiral Dane's fleet commences the attack seconds after the defense system is down. But the battle is just beginning. Admiral Dane is on his way down to the planet. He wants you to meet him in the Skyway Access.

Meet Up with Admiral Dane

The remaining Commando Pirates have retreated from the Command Station, most likely responding to the Federation attack. Drop to the bottom of the shaft and approach the Grapple Voltage terminal. Drain the energy from the terminal to lower the nearby red energy shield covering a Morphball tunnel.



Roll into the Morphball tunnel to access the crawlspace beneath the Control Station's floor. Enter the blue-lit vertical shaft and ride the lift up to the next horizontal tunnel—this leads into the Flux Control passage.

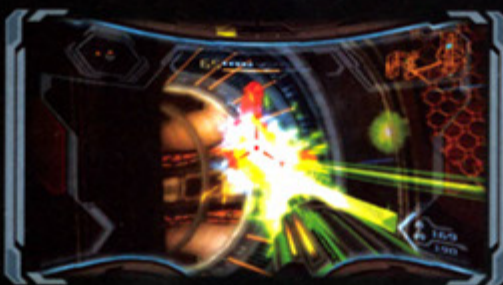


After exiting the Morphball tunnel, turn around and use your Grapple Lasso on the hatch to the right, flipping it over the left-side tunnel. This reveals another Morphball tunnel.

Roll into the new tunnel to enter the Flux Control's central core. Climb the Spider Ball track inside to reach a Missile Expansion.



After grabbing the Missile Expansion, continue upward on the Spider Ball track, eventually following it back to the Flux Control passage—watch out for a Phazon-enhanced Crawl tank in this corridor.



After killing the Crawl tank, turn around and enter this Morphball tunnel at the passage's dead end. This leads to the Command Courtyard.

Advance through the acid-filled Courtyard Passage and on to the Skyway Access. Soon after you arrive, Admiral Dane sets down, accompanied by two Demolition Troopers. The admiral needs you to lead a contingent of 12 Demolition Troopers down the pirate cargo line toward a large door blocking access to the Seed. At least four Demolition Troopers must survive to plant the explosives necessary to destroy this barrier.



Escort Demolition Troopers

Admiral Dane leaves after the briefing, giving you a group of 12 Demolition Troopers to lead into battle. One of the Demolition Troopers then destroys the large blast door, opening a path to the pirate cargo line. Move through the newly opened passage and approach the Demolition Trooper standing guard at the door—scan him, then talk to him. He informs you that Demolition Troopers are equipped with weak armor, so they'll need your assistance in the adjoining cargo line passages.



NOTE

during this escort mission, the number of demolition troopers you're responsible for is shown on the HUD, indicated by the helmet icon and the 12/12 number. you can lose up to eight demolition troopers during this escort mission and still succeed, but you need at least four troopers to detonate the blast door at transit tunnel 0205. if you lose more than four, the mission is a failure and the game ends. if you manage to get all 12 to transit tunnel 0205, you earn a gold credit.

Transit Station 1104



Pass through the door to this cramped corridor in Transit Station 1104. The terminal ahead is drained of power, preventing access to Transit Station 0203. Send power into the terminal with your Grapple Voltage, supplying the nearby doorway with energy.



Hop up into the corridor above the terminal and turn right to engage a lone pirate on the ledge above. Blast him with your Nova Beam, then hop onto the ledge to reach the doorway leading into Transit Station 0203.

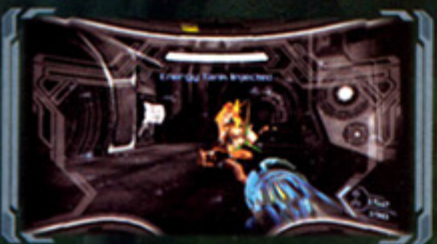
Transit Station 0203



Upon entering Transit Station 0203, look up to spot a couple of pirates on a catwalk firing down on a couple of Demolition Troopers. Rush forward and engage the pirates with Ice Missiles and your Nova Beam in an effort to draw their fire away from the Demolition Troopers. Hold this position until both threats are eliminated.



Follow the Demolition Troopers across the tracks (to the left) and turn your attention to another upper-level platform occupied by two more pirates—kill both of them as fast as possible. Suddenly, two Aerotroopers fly in and attack. Retaliate with Ice Missiles and charged shots from your Nova Beam.



When the Aerotroopers are down, a train passes through the station, opening a path (along the tracks) to the next area. A firefight is going on between a group of pirates on the left side of the station and a group of Demolition Troopers on the right side. Enter Hypermode and rush the left station platform to flank the three pirates hiding behind some crates. Attack with Hyper Missiles and Phazon blasts—they'll never know what hit them.

Once Transit Station 0203 is clear, follow the troopers up a series of ramps to the upper-level doorway leading to Transit Tunnel P68.



Transit Tunnel P68



Lead the way through Transit Tunnel P68, hopping up a series of ledges until you encounter a couple of Crawl tanks. Finish them off, then cautiously proceed through the passage.

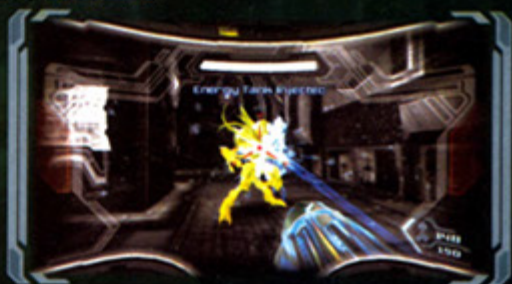


At this turn in the corridor, watch out for an Armored Pirate Trooper running toward you and a Remorse-Class Turret mounted on the ceiling. Knock away the pirate's armor with

Ice Missiles, then finish him off with your Nova Beam. Destroy the Remorse-Class Turret with a charged shot, then continue on to Transit Station 0204.

Transit Station 0204

Follow the Demolition Troopers into the next passage and turn right as soon as you enter Transit Station 0204. Two Advanced Pirate Troopers appear straight ahead. Engage Hypermode and charge forward, eliminating both pirates before they can attack the Demolition Troopers. Keep pushing forward in Hypermode and engage a lone Armored Shield Trooper in the adjacent passage.



Pirate Homeworld Assault

As you pass through the narrow point where you encountered the Armored Shield Trooper, turn left to spot two Armored Pirate Troopers on this upper-level platform.

If you're still in Hypermode, quickly finish them off with Phazon blasts and Hyper Missiles. But if your Hypermode session has expired, retaliate with Ice Missiles and charged shots from your Nova Beam.



Once the pirates on the upper level are eliminated, two Advanced Shield Troopers rush through the lower-level passage ahead. Enter Hypermode again to eliminate these threats

and the reinforcements that take up defensive positions in the corridor ahead. When the path is clear, lead the way through the next doorway to Transit Tunnel P69.

Transit Tunnel P69



Two Armored Pirate Troopers are positioned in this lengthy span of Transit Tunnel P69. Engage with Ice Missiles and your Nova Beam. If the pirates ignore you and begin attacking

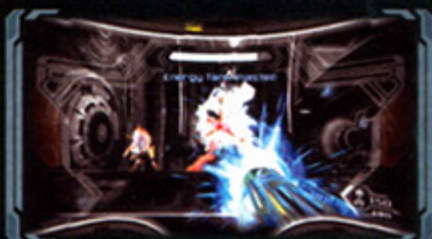
the Demolition Troopers to your rear, engage Hypermode to eliminate the Armored Pirate Troopers quickly.

At the doorway ahead, Samus stands aside and lets two Demolition Troopers pass ahead. Don't lag behind—as



soon as the cutscene is over, rush into Transit Station 0205 before the Demolition Troopers step into a nasty firefight.

Transit Station 0205



At the end of the short corridor, turn left. Transit Station 0205 comes into view, as do a couple of Armored Shield Troopers on the opposite side of the tracks. The Demolition Troopers' weapons are useless against these enemies, so charge to the front and attack in Hypermode.



Soon after you eliminate the Armored Shield Troopers, a Berserker Knight bursts through a large door on the tracks. Stay on the left side of the tracks and try to draw his attention away from the Demolition Troopers, positioned on the opposite side of the tracks.



Unlike in previous encounters, you no longer have to wait for the Berserker Knight to launch his purple orbs at you. The Phazite armor covering his head can be penetrated by your Nova Beam. Simply aim for the blue Phazite panels on the Berserker Knight's head to inflict damage. Keep hitting this spot to score the kill.



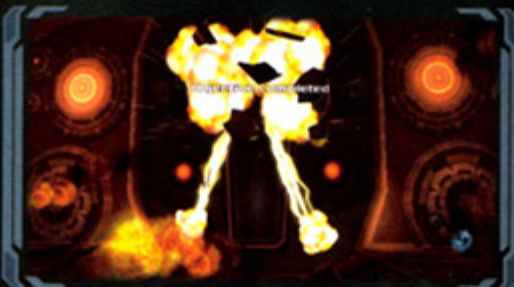
DON'T LET THE berserker knight distract you from the two pirates sneaking through the opened doorway on the tracks. These pirates will go straight for the demolition troopers. If necessary, sidestep the berserker knight and enter hypermode to deal with these guys. Once they're down, resume the battle with the berserker knight.



When the Berserker Knight is down, advance down the tracks. The large door leading to the Seed is just ahead. As you approach, three Commando Pirates uncloak at the base of the door, ordered to make a last stand by the Pirate Commander. The Pirate Commander then disappears—don't worry, you'll catch up with him later.

Don't mess around with these guys. Engage Hypermode and blow away their armor with Phazon blasts. This allows the Demolition

Troopers to inflict damage. If the Commando Pirates cloak, back away and hold near the Demolition Troopers until they reappear. Keep up the pressure until all three Commando Pirates are dead.



Now that the area is secure, the Demolition Troopers go to work, placing charges on four critical points near the door and in two control rooms on the upper level. The resulting explosions destroy the massive door as Admiral Dane intended.

Approach the Demolition Trooper standing guard on the right side of the tunnel. He tells you the entrance to the Seed is straight ahead and wishes you luck. Interact with the red hand-shaped switch next to this trooper to open the hatch leading to Transit Tunnel P70.



Transit Tunnel P70

Enter Transit Tunnel P70 and drop to the area below the tracks. Scan the round display to download the "Mistress Gandrayda" lore entry.



While in the tunnel's lower level, interact with this red hand-shaped switch to open the door to Transit Station Leviathan. Hop up to the track level and enter the open doorway.



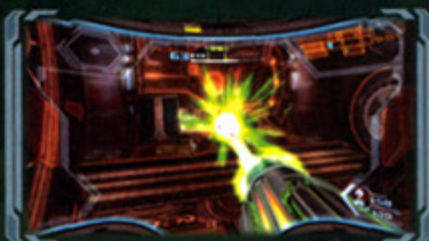
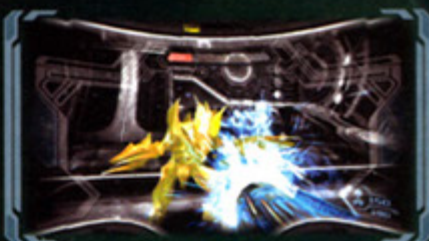
Transit Station Leviathan



Turn to the ramp on the right side of the tracks in Transit Station Leviathan and follow it to an upper-level ledge. Jump over to the platform at the center of the station, then leap to the nearby Grab Ledge. As you reach the top of the ledge, the Pirate Commander appears and pushes you off, knocking you down onto the station floor. It's time to get even.



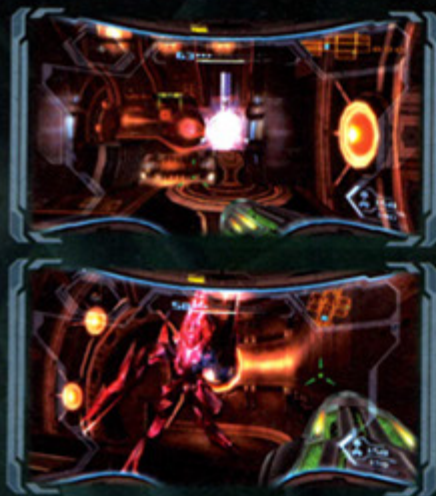
BOSS BATTLE: PIRATE COMMANDER



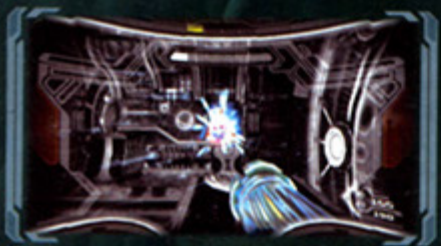
The Pirate Commander isn't alone. He attacks with four Commando Pirates at his side. Confront the Commando Pirates first. They're easier to kill, and if you ignore them, they're capable of inflicting heavy damage. Stay near the center of the station where it's easiest to maneuver, and engage Hypermode. Try to finish off all four Commando Pirates with one Hypermode session—Hyper Missiles are your best option. If your Hypermode expires before they're all dead, use Ice Missiles and charged shots from your Nova Beam to finish off any survivors.



When all the Commando Pirates are down, take cover near one of the side ramps, using the walls for cover. Sidestep in and out of cover while trading shots with the Pirate Commander. Your Nova Beam has little impact on the Pirate Commander's red Phazite armor.

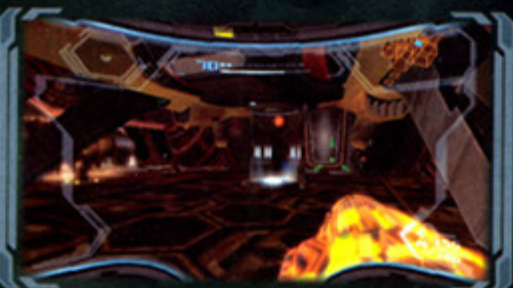


Frustrated by your dodging skills, the Pirate Commander may attempt to teleport next to you and land a melee attack. Teleportation attempts are easily spotted if you know the signs. Whenever the Pirate Commander disappears in a white ball of light, he's teleporting. Take this as your cue to move! If you stand in one spot, he'll appear next to you and strike with devastating results.



Keep your distance from the Pirate Commander at all times. This makes it easier to dodge his projectile attacks. Once you're comfortable with your position, engage Hypermode and begin launching Hyper Missiles as fast as you can. This is the best way to knock away his armor. When his armor's gone, all it takes is a few Phazon blasts to finish him off. Killing the Pirate Commander earns you a gold credit.

The Demolition Troopers enter the station immediately after the Pirate Commander falls. Once again, jump to the center platform then up to the Grab Ledge. Interact with this switch on the upper platform to open the hatch in the station's ceiling.



Activate your Command Visor and order your Gunship to attack the door blocking the tunnel to the Seed. Your Gunship descends through the opening in the roof and fires a volley of missiles at the door, opening a path to the Seed.

Your ship automatically lands on the station floor. Hop inside and save your game. Next, set a course for the Pirate Homeworld Seed.

SEED

Seed Pickups

Location	Pickup
Leviathan core	Hyper Grapple

Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

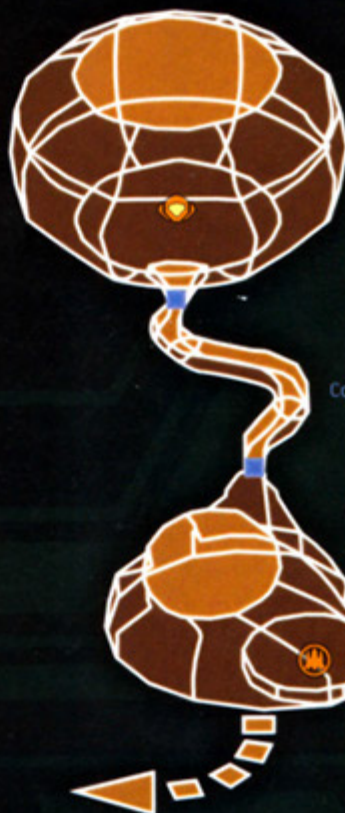
- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

LOCATIONS

- Landing spot
- save station
- map station

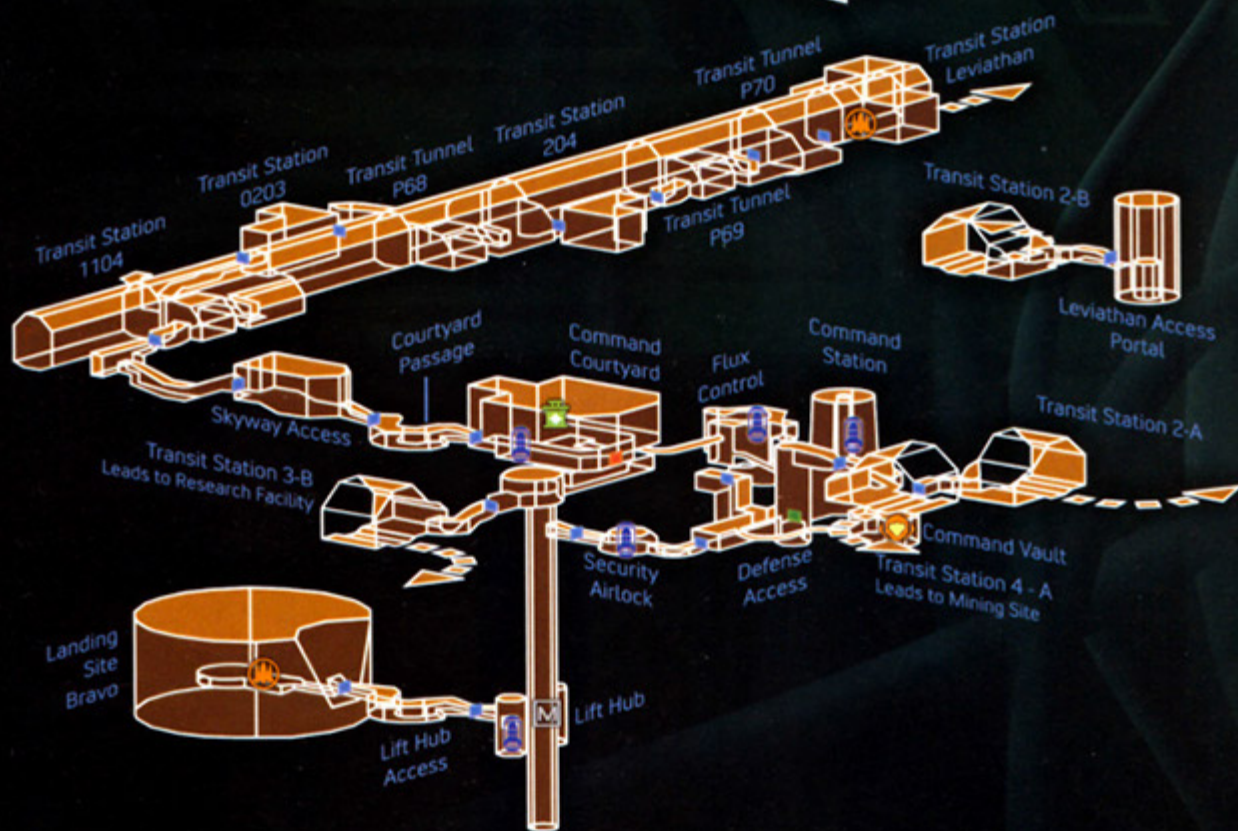
Seed Research & Credits

Location	Scan/Action	Credit
Leviathan core	omega pidley	pad
Leviathan core	defeat omega pidley	gold

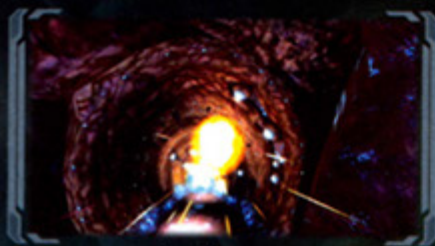
Pirate Homeworld
Leviathan Core


Core Access

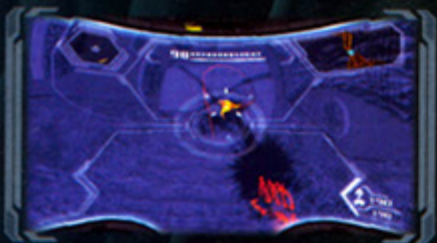
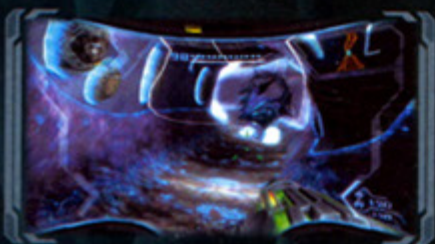
Landing Site Delta



Destroy the Leviathan Seed



Hop across the three round platforms in Landing Site Delta, moving toward the Core Access doorway. On the third platform, Screw Attack across the gap to reach the ledge in front of the door.



In the Core Access corridor, your path is blocked by a large tentacle growing out of the floor. Activate your X-Ray Visor to locate the tentacle's interior weak spot. Shoot the orange area with your Nova Beam to instantly kill the tentacle; it crumbles. Use the same tactic against the next tentacle in the passage.



In the Leviathan Core, drop to the floor to trigger the arrival of Omega Ridley.

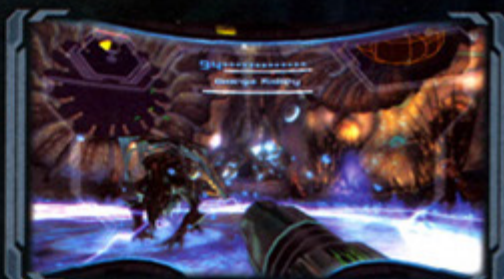
BOSS BATTLE: OMEGA RIDLEY



Omega Ridley's weak spots are his mouth and heart. But getting a clear shot at either of these areas can be tricky. For now, stay on the move and dodge his attacks. Early on he

spits these round plasma-based fireballs. These fireballs have limited tracking ability, so a simple dodge might not be enough. Instead, shoot the slow-moving fireballs. When they explode, they leave behind a health power-up or missiles.

When Ridley jumps, prepare to space jump over the ring of energy that expands from his landing spot.



During this flame-thrower-like attack, Omega Ridley spits a large solid stream of plasma, panning it in a wide arc across the room's floor. Space jump laterally over this surprisingly high wall of fire.

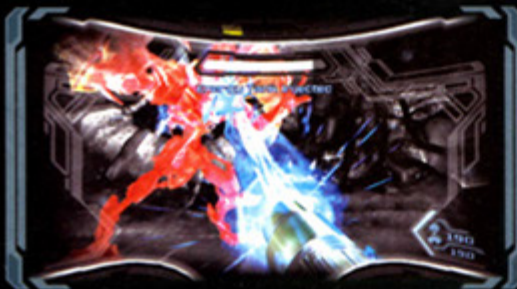


Just as Omega Ridley begins the flame-thrower attack, shoot him in the mouth as many times as possible—he flashes yellow when you score a hit. If you hit him enough times, he recoils.

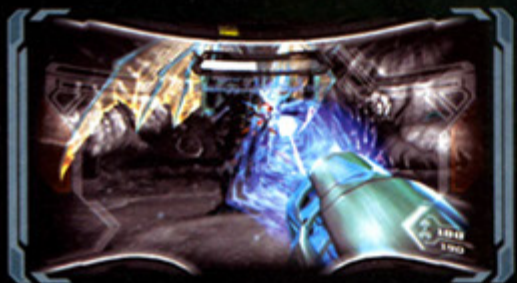
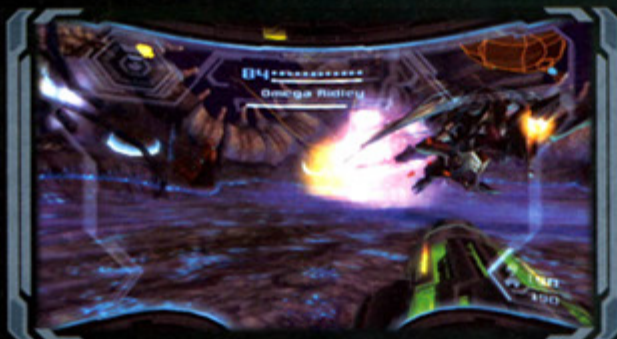
Just as Omega Ridley begins the flame-thrower attack, shoot him in the mouth as many times as possible—he



While Omega Ridley is dazed, rush forward and use your Grapple Lasso to pull open the armor over his torso. He raises up on his hind legs, revealing a glowing red orb on his chest that emits Phazon energy. Quickly engage Hypermode and hit this spot with Phazon blasts and Hyper Missiles before Omega Ridley's armor closes.



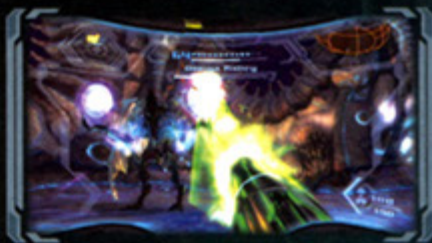
Shortly after taking damage, Omega Ridley adds a new charging attack to his routine. Begin strafing right or left as he spreads his wings wide—this is his wind-up. In a split second he'll launch himself toward you like a missile. As long as you're moving laterally before he takes off, you can dodge this attack.



Look for more opportunities to stun Omega Ridley and tear open his armor. Try to score a hit on his chest with a Hyper Missile to inflict some heavy damage.



At 75 percent health, Omega Ridley generates new Phazite armor to protect his torso. You can penetrate this new armor with your Nova Beam, targeting the heart directly.



Watch for this new attack when Omega Ridley raises two purple orbs. Destroy both orbs to stun him. While he's stunned, activate your X-Ray Visor to view the weak points. Two orange internal joints on the armor's sides show up, as does Omega Ridley's heart. If you shoot the joints, you can destroy the armor. But you can also target the heart, penetrating the Phazite armor and dealing a small amount of damage with each hit. Ultimately, you want to remove the armor so you can deploy your Phazon-based weapons, so target the joints in the armor.



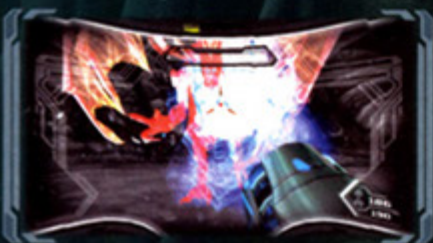
Get ready to jump some more as Omega Ridley initiates this spinning attack. Space jump over the fire and don't forget to hop over his tail. Dodge this attack and others while looking for opportunities to destroy the internal joints in the Phazite armor.



After you destroy Omega Ridley's Phazite armor, he takes to the sky. Keep an eye on him and dodge the incoming plasma bombs. He drops them in a straight line, so you can usually dodge them by strafing or space jumping laterally.



TIP
While Omega Ridley is flying outside, the player can tell which way he is going by watching the map in the upper-left corner.



With the armor removed, the cardiac region of Omega Ridley's torso is completely exposed. When he raises up on his hind legs, engage Hypermode and fire multiple Hyper Missiles at his heart. If you're having a hard time scoring hits with missiles, target the heart with Phazon blasts. Either way, you're seconds away from scoring the kill, earning a gold credit in the process.



Like Mogenar and Helios, Omega Ridley discharges a powerful blast of Phazon energy, feeding the Phazon growths within Samus. Once Samus recovers, grab the Hyper Grapple suit upgrade in the center of the room. This functions much like the Grapple Voltage, but now you can send Phazon energy when attached to an object.

On cue, two large growths emerge from the mouth-like openings in the cavern. While in Hypermode, attach to the white node at the end of the growth and push Δ to send a fatal dose of Phazon energy into it until it explodes. Destroy the second growth in the same fashion.



The destruction of the growths triggers the appearance of the Seed. As with the previous Seeds, press Δ to release a massive blast of Phazon energy to rupture and kill the Seed. Once Samus has destroyed the Seed, she automatically returns to her ship and enters orbit above the Pirate Homeworld.

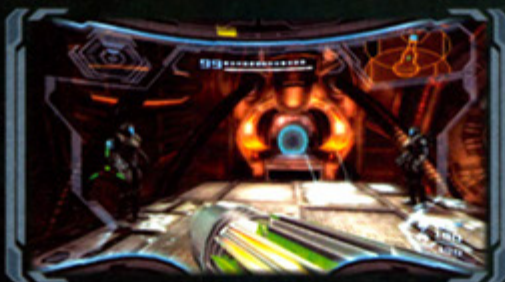


Aurora 242 reports that all the known Seeds have been destroyed. Meanwhile, Aurora Unit 217 has tracked the origin of the Leviathan attacks to a single location where Dark Samus and her pirate force are stationed. But Federation forces need to open a wormhole to reach this distant location. You must find a way to board the Leviathan battleship orbiting the Pirate Homeworld. Once on board you can open a wormhole for the Federation fleet. The battleship can be accessed via a warp site on the planet's surface. Set a course for the Command Center.

COMMAND CENTER

Open Wormhole for Federation Fleet

The Pirate Homeworld's Command Center is now partially occupied by Federation forces, evident by the two Marines standing guard at Landing Site Bravo. One of the Marines reports that most of the pirates have retreated underground, but there may be a few stragglers left inside.



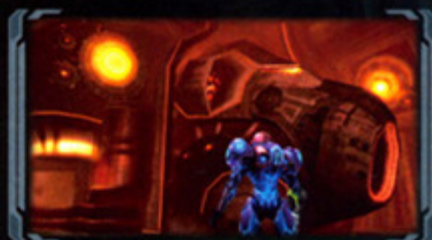
The warp site leading to the Leviathan battleship is accessible via Transit Station 2-A. Return to the Command Station to access this area. At the Lift Hub, take the lift to the second floor. From

there, advance through the Security Air Lock and the Defense Access corridor to reach the Command Station. You should not encounter resistance along the way.



In the Command Station, turn toward this purple alien growth blocking the passage to Transit Station 2-A. Instead of shooting it, enter Hypermode and use your Hyper Grapple to

overload the entity with Phazon energy and blow it up.



Enter Transit Station 2-A and interact with the terminal to call the train—press the red hand-shaped switch. Climb aboard the train and interact with its controls to get it rolling toward Transit Station 2-B.

Leviathan Access Portal



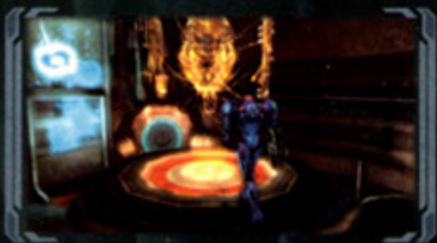
Just off Transit Station 2-B is the Leviathan Access Portal. However, the portal is shielded, preventing access. The terminal controlling the portal's shield is located in a shielded area too. As you enter the room, it's reported that Aurora Unit 217 has tracked the Leviathan's telemetry to a planet the Federation is calling Phaaaze. All that the Federation needs now is a way to reach it.



From the doorway, turn right and climb the ramp to the area behind the portal. Locate a grating along the outer wall and use a Morphball bomb to access the tunnel beyond.

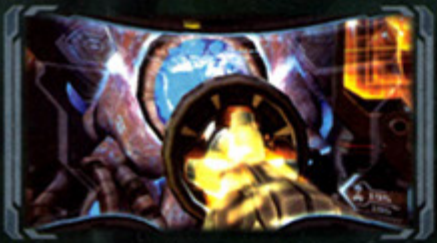


Roll through the tunnel to reach this shielded compartment behind the portal. Turn to the terminal controlling the energy field and drain power from it using your Grapple Voltage. This lowers the energy field surrounding the portal, but not the nearby energy field in this passage. So backtrack through the Morphball tunnel to return to the main chamber.

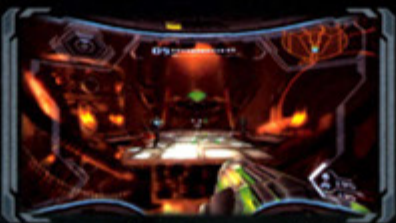


Climb the ramp and step inside the hologram at the center of the portal to warp to the Leviathan battleship.

Leviathan Battleship



You emerge in front of the Leviathan battleship's control terminal. Interact with the terminal to upload the Leviathan Code you retrieved on the GFS Valhalla. This allows the Federation to take control of the battleship and open a wormhole to Phaaze. Admiral Dane reports that he'll wait for you to rendezvous with the fleet before they initiate the jump.



INTRO • WALKTHROUGH • APPENDIX



Return to the Command Center through the Leviathan portal, then backtrack to your Gunship at Landing Site Bravo. If you're ready for the final confrontation, set a course for Phaaze. Once you plot this course, there's no turning back.

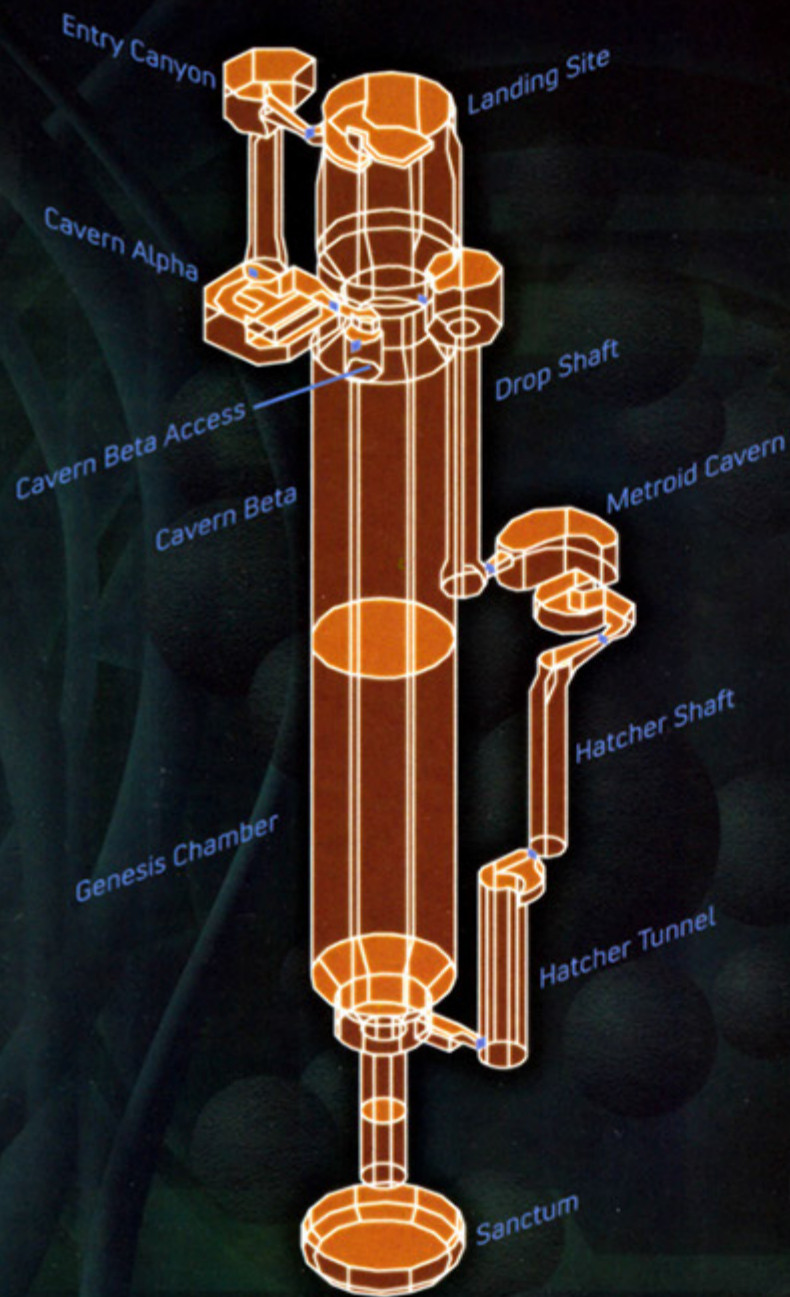
A Completist's Guide to the Pirate Homeworld

Before heading to Phaaze, take stock of your pickups and ensure you have everything you want. If you have fewer than 100 pickups, now is the time to backtrack and retrieve them if you want to see the complete ending. Here's a quick rundown of the remaining pickups and credits on the Pirate Homeworld:

Remaining Pickups, Credits, and Scans on the Pirate Homeworld			
Area	Location	Pickup/Credit	Details
Research Facility	Proving Grounds	Gold	Defeat Red Phaazoid.
Research Facility	Metrod Creche	Gold	Defeat Red Phaazoid.
Research Facility	Scrapworks	Gunship Missile Expansion	In the middle of the half-pipe in the Morphball tunnel. Use the Spider Ball track and bomb-jumps to reach it.
Research Facility	Processing Access	Gunship Missile Expansion	Use the X-Ray visor and shoot the Phazite panel to reveal wall jump slabs. At the top, shoot the containment field with a missile.
Command Center	Transit Station 0204	Gold	Defeat Red Phaazoid.
Mining Site	Phazon Harvesting	Gold	Defeat Red Phaazoid.

Phaaze





Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grappler voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station

Phaaze Research & Credits

Location	Scan/Action	Credit
Landing site	phaaze door	research
entry canyon	jelsac	ped
cavern alpha	phazon shriekbat	ped
drop shaft	tangle weed	ped
hatcher shaft	black phazon crystals	research

Phaaze Research & Credits

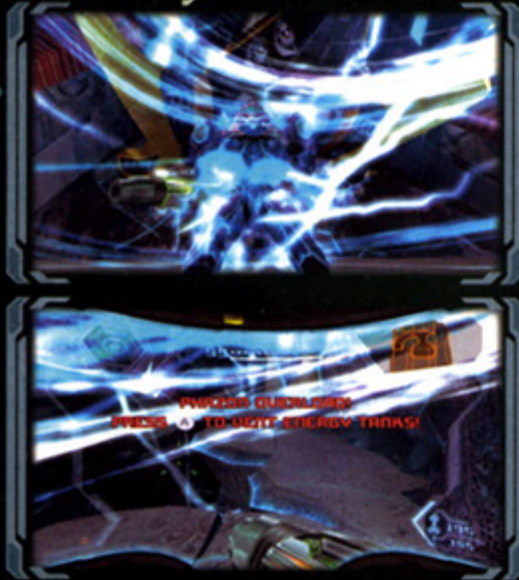
Location	Scan/Action	Credit
genesis chamber	Leviathan infant	ped
sanctum	dark samus	ped
sanctum	repulse dark samus	gold
sanctum	Aurora unit 333	ped
sanctum	defeat Aurora unit 333	gold

CONFRONT DARK SAMUS

Once Samus joins the Federation fleet, Admiral Dane orders the Leviathan battleship to open a wormhole to Phaaze. A chaotic space battle awaits the fleet on the other side, as numerous space pirate vessels attempt to defend the planet. During the confusion, Samus slips past the pirate blockade, heading directly for the planet's surface.

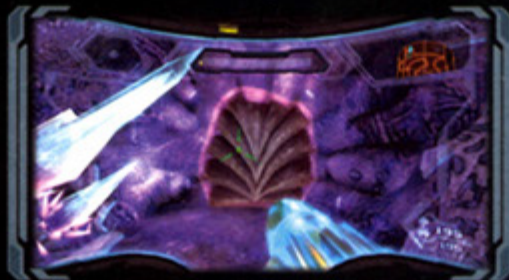


Landing Site



Soon after stepping onto the alien world's surface, Samus is struck by a massive surge in Phazon energy. When prompted, quickly press **A** to vent all of your Energy Tanks to prevent total corruption. Samus is now in a permanent Hypermode.

Notice the Phazon meter at the top of the screen—it's now empty. Continued exposure to the planet's atmosphere and taking damage fills this yellow meter up, indicating potentially fatal levels of Phazon. You must find Dark Samus before the internal Phazon energy reaches this critical level. Pass through the doorway ahead into the Entry Canyon.



TIP

While you're in this new form of Hypermode, firing Phazon blasts does not decrease Phazon levels. However, any health power-ups acquired after killing enemies lower Phazon levels slightly. Still, you must move through this world quickly. Think of the yellow Phazon meter as a timer—the more it fills up, the less time you have.

Entry Canyon



From a distance, scan and engage the Jelsacs floating above the Entry Canyon. If you get too close, they explode, which raises your internal Phazon levels.

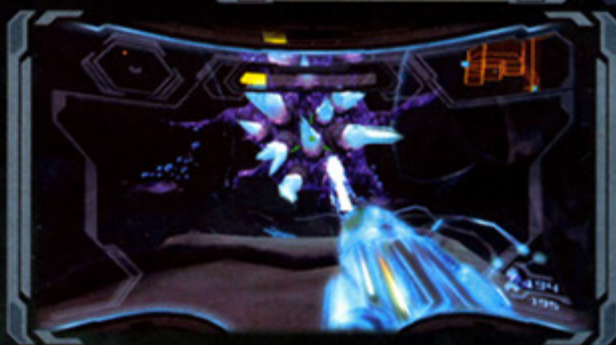


Farther down the passage, four Phazon Hoppers drop from the ceiling. Try to avoid contact with these creatures while striking them with Hyper Missiles—one hit does it. Afterward, collect any health power-ups left behind.




Next, move toward this large alien growth blocking the path. Using your Hyper Grapple, overload the growth with Phazon energy till it explodes. Drop down the shaft at the end of the passage.

When you reach this cluster of large crystals, hit it with a Hyper Missile to open a path. You run into a few more Phaz-Ing in the next passage. Finish them off as quickly as possible, then press forward.



Cavern Beta Access

Roll into the Morphball tunnel at the Cavern Beta Access chamber to access this side-scrolling cavern. Hold down  to activate your Hyper Ball, using it to destroy the crystal growths blocking the tunnel.



Cavern Alpha



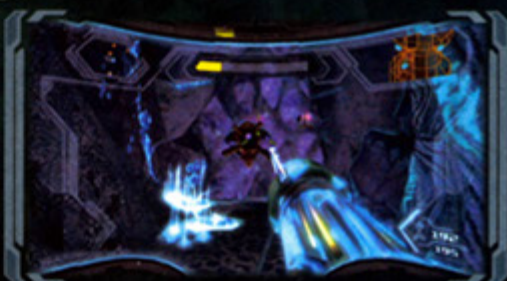
Pass through the door at the bottom of the shaft and change to Morphball form to roll beneath these strands of Phazon. If you try to pass through while upright, you'll get stuck and your Phazon levels will climb.



At the end of this Morphball tunnel, look for this Phazon Puffer floating in the next passage—don't shoot! Phazon Puffers absorb Phazon from their surroundings, using it to charge up their own attacks. Move toward the Phazon Puffer till it begins pulsating. Notice how your Phazon meter drops. Let it absorb as much Phazon as possible, then slip past to enter Cavern Beta.

Cavern Beta

Cavern Beta is filled with Jelsacs and Phazon Metroids. Use Phazon blasts and Hyper Missiles to clear a path along the cavern's perimeter ledge. Be sure to grab any health power-ups left behind.



Several Phaz-Ing inhabit the next passage. Keep your distance and engage with Phazon blasts while sidestepping to dodge their projectile attacks.

When you reach a dead end on the ledge, turn right to locate these hardened Phazon crystals on the opposite side of the cavern. Hit them with a Hyper Missile, then space jump across the shaft to reach the newly exposed ledge.



Repeat the same process through the next two chambers. The third chamber is occupied by another Phazon Puffer. Use this creature to siphon off some of your Phazon before you drop through the tunnel in the center of the room.



After landing on the new ledge, turn left and follow the path. Once again, clear a path through the Jelsacs and Phazon Metroids before rushing ahead. When they're down,

approach this crystal growth and hit it with a Hyper Missile to reveal the doorway leading into the Drop Shaft.



You land inside the mouth of an alien creature at the bottom of the shaft. Immediately activate your Hyper Ball to kill the creature and escape. Once free, rush through the door to enter the Metroid Cavern.

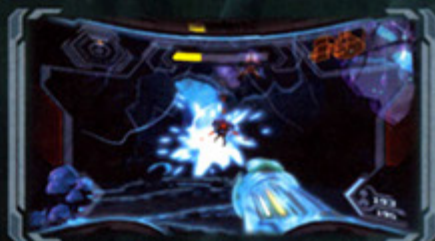
Drop Shaft

Roll into the Morphball tunnel to enter the first Drop Shaft chamber. A large Phazon mass in the center dominates this round room, fed by five red growths on the room's perimeter. Stay in Morphball form and use your Hyper Ball to attack each growth. A few Phazon Hoppers are in the room too, but as long as you keep the Hyper Ball active, they shouldn't

be much of a threat. Destroy each of the five red growths to overload the mass in the center till it explodes. This reveals a new Morphball tunnel in the center of the room. Roll inside and drop into the next chamber.



Metroid Cavern



Yes, the Metroid Cavern is filled with Phazon Metroids. Quickly drop off the entry ledge, down into the central area of the room where there's more space to maneuver. Circle-strafe around the cavern while firing at the Phazon Metroids hovering above.

Hatcher Shaft & Tunnel



When the Phazon Metroids are defeated, turn to this organic barrier blocking the next passage. A optical device pops out of the wall next to the barrier—this is the weak spot. Shoot the optical appendage wherever it pops up. After you score a few hits, the barrier explodes.



Midway down the Hatcher Shaft, you're grabbed by this large creature. Shoot it in the mouth to overload and blow up the five antennae on its head. The creature drops you once all five antennae are finally destroyed. Enter the door at the bottom of the shaft to access the Hatcher Tunnel.

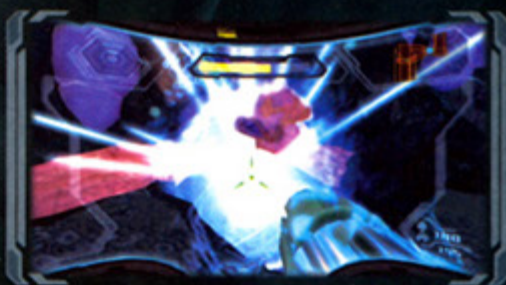


More Phazon Metroids occupy the upper level of the Hatcher Tunnel. Clear a path with Phazon blasts and Hyper Missiles, but don't waste too much time engaging them—you can slip past fairly easily.



In the next passage, several Phazon Hoppers drop from the ceiling. Engage these quick-moving creatures with Hyper Missiles. Eliminating all the Phazon Hoppers ruptures the Phazon mass blocking the next passage.

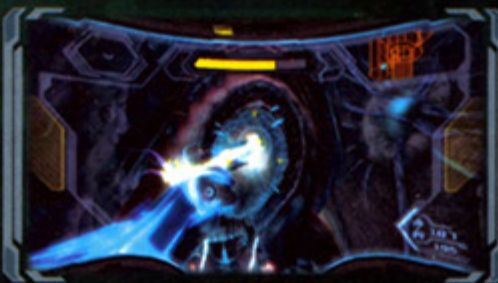
Beyond the Phazon Metroids, shoot one of the red hardened Phazon panels in the ground with a Hyper Missile and drop through the hole. The door at the bottom of the shaft leads to the Genesis Chamber.



Genesis Chamber



Three Phaz-Ing's emerge from the Phazon mass. Backpedal as necessary to keep your distance from these entities. Afterward, move through the next doorway to enter the Hatcher Shaft. Descend the shaft.



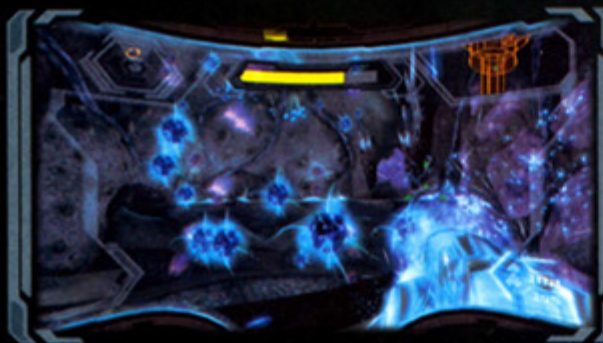
More Jelsacs and Phazon Metroids greet you in the Genesis Chamber. Destroy any that get too close, then examine the Leviathan womb, suspended from the chamber's ceiling—a Leviathan Infant swims around inside. Use your Grapple Lasso to tear away the membranes on each side of the womb.

Next, target the Leviathan Infant inside the womb. The Leviathan Infant swims from one side of the womb to the other, requiring you to circle around the womb. If you lose sight of the Leviathan Infant, activate your X-Ray Visor.



CAUTION

Phazon metroids and Jelsacs continually appear in the Genesis chamber as you try to kill the Leviathan Infant. Be aware of your surroundings at all times and engage any hostiles that get too close for comfort. But don't let these creatures distract you too much. If you waste too much time engaging them, your Phazon levels will climb to a critical level. You don't want to die here. If you do, you'll start over way back at the Landing Site.



Keep hitting the Leviathan Infant until the womb explodes. The womb leaves behind several health power-ups. Hold down **Ⓐ** to draw them toward you; they reduce your Phazon meter significantly. Afterward, drop through the shaft where the womb was to enter the Sanctum.

Sanctum



Dark Samus finally reveals herself in the Sanctum. It's up to you to stop Dark Samus and avenge Rundas, Ghor, and Gandrayda.

BOSS BATTLE:
DARK SAMUS

Start off by scanning Dark Samus for your Logbook. But try not to stand still while doing so—she won't hesitate to attack.



Dark Samus is vulnerable to Phazon attacks. Take an aggressive stance early and charge forward while firing Phazon blasts. If you get close, hit her with a Hyper Missile to inflict some heavy damage. Dark Samus attempts to dodge your attacks by somersaulting around the room and taking cover behind one of the massive Phazon pillars.



But avoid getting too close, or else Dark Samus retaliates by conjuring this expanding wall of Phazon energy.



When Dark Samus hovers above the room and her health bar turns red, she's absorbing Phazon energy from the planet, slowly restoring her health. Hit her repeatedly with Hyper Missiles to prevent her from recovering all her health.



Later on, Dark Samus conjures a facsimile of herself called Dark Echo. This entity serves as a decoy. You can differentiate between the two by using the X-Ray Visor. When it's activated, the real Dark Samus will be orange-ish, and the Dark Echoes will just be dark colored (blackish-gray).

After you destroy a few Dark Echoes, Dark Samus conjures two at a time, giving you three targets to engage. Eliminate the Dark Echoes as quickly as possible, then keep hammering away on Dark Samus.



Watch out for Dark Samus's charging attack. It's fast and difficult to predict, especially if you're busy chasing down a Dark Echo.



If Dark Samus starts firing white pulses of energy into the air, be ready to move. These energy pulses slam into the ground with devastating results. Space jump while moving laterally to avoid the explosive blasts. If possible, try to score a Hyper Missile hit while she's firing these pulses—it's one of the few times she's standing still.

Wait till Dark Samus begins somersaulting and conjuring more Dark Echoes to resume your assault. Once her health meter is empty, she falls backward and any remaining



Dark Echoes vanish. Repulsing Dark Samus earns you a gold credit—but she's not finished yet.



Rising above Dark Samus is a massive Aurora Unit. It emits a red beam and absorbs Dark Samus within its brain-like body.

Hopefully your Phazon levels are low, because you have another boss to fight.

BOSS BATTLE: AURORA UNIT 313

Aurora Unit 313 is the missing AU from the GFS Valhalla. Dark Samus used it to infect the other Federation AUs. Like your fellow

hunters, this Aurora Unit is completely corrupt, so don't go easy on it. Scan the AU for your Logbook, then immediately target the tentacle-like appendages swinging from the red sockets in its head. Target the round glowing ends of the tentacles to destroy them.



Once a tentacle is destroyed, its socket emits a yellow glow for a few seconds. Hit this spot as many times as possible to stun the Aurora Unit.



When stunned, the AU swings wildly, eventually dropping its head down onto the ground. Rush over to its head and use your Grapple Lasso to open this hatch to reveal the AU's weak spot. Hit this spot repeatedly with Phazon blasts and Hyper Missiles. The AU closes the hatch after a few seconds, so make each shot count.



Once it recovers, the AU retaliates with a projectile attack of its own. Dodge or space jump over this purple beam as it approaches. And stay away from the purple energy ring around the AU during this attack sequence.



Return to shooting the AU's tentacles and sockets to stun it, then rip open the hatch on its head to expose its weakness. Wait till the AU's head dangles (facing downward) in front of you, then fire a volley of Hyper Missiles at the sweet spot. One hit reduces the AU's health by approximately 20 percent. As the head swings more wildly, follow up with Phazon blasts.



If you die during the Aurora Unit battle, you resume your game prior to the fight with Dark Samus. Scan the room for health power-ups to lower your Phazon levels. Even if you don't see any, hold down [charged shot] to draw them toward you.



When the AU's health has dropped below 50 percent, it drops its head to the floor and activates these mortar tubes at the center of the room. These vertically fire red energy balls that come crashing down into the floor. Space jump to avoid the explosive impacts.



the fight is far from over. The AU's head now floats freely—with a brand-new health meter.

Now that it's detached, the Aurora Unit's head is much more maneuverable. It also has a few new attacks. When it shoots a large energy beam downward, a large purple ring of energy expands outward. Be ready to space jump over it. If you watch closely, you can see a small metal cylinder descend from the underside of the AU's head prior to the launch of this attack.

Shoot this cylinder to stun the head.



While the AU is stunned, circle around behind it and target the glowing purple socket where its spinal column was previously attached—this is the new weak spot. Try to land multiple Hyper Missile hits on this spot before the AU recovers.

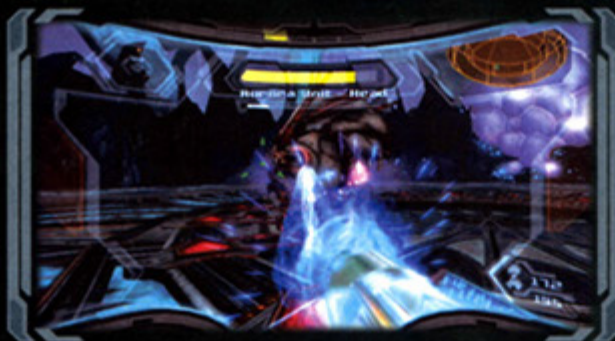
While the AU is stunned, circle around behind it and target the glowing purple socket where its spinal column was previously



The AU defends itself with another attack, shooting beams of plasma out its sides. When this attack gets underway,

rush directly beneath the AU. The plasma beams extend outward toward the perimeter of the room. As long as you stay directly under the AU, it can't hit you. While shadowing the AU's movements, try to score some hits on the purple weak spot.

You can even hit the AU's sweet spot during its spinning charging attack—but be ready to move out of the way. During this attack, the AU's head drops to the floor and spins, charging directly at you. While moving, keep shooting the AU's head. As it spins, you're bound to score a few hits on the exposed weak spot.



Missiles on the weak spot till the AU's health is depleted. Killing Aurora Unit 313 earns you one final gold credit.

If you cause enough damage during the spinning attack, the AU will be stunned. Use this opportunity to unload Hyper

EPILOGUE



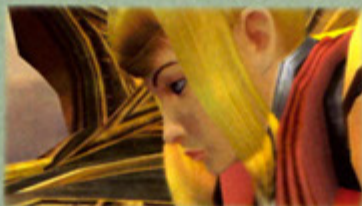
Soon after Aurora Unit 313 crashes to the ground, Dark Samus emerges from the debris, smothered by a bright sheen of Phazon energy. As the energy levels grow critical, she disintegrates into a mist of blue particles.



The Phazon growths within Samus's body shrink when Dark Samus disappears, freeing her of all traces of corruption. But the planet itself is crumbling beneath Samus's feet.

Bonus Endings

Bonus Ending 1

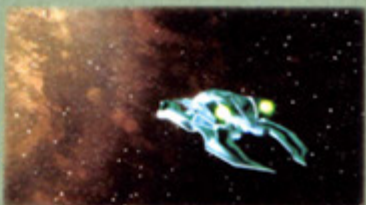


REQUIREMENT: COLLECT 75 PICKUPS

RUNNING TIME: 1:30

IF YOU COLLECTED AT LEAST 75 OF THE PICKUPS, YOU'LL SEE THE FIRST BONUS ENDING IMMEDIATELY FOLLOWING THE CONCLUDING CUTSCENE. THIS SHOWS SAMUS RELAXING ON A SKYTOWN PLATFORM, REFLECTING ON HER LATEST ADVENTURE, AS SHOWN THROUGH A SERIES OF FLASHBACKS.

Bonus Ending 2



REQUIREMENT: COLLECT ALL 100 PICKUPS

RUNNING TIME: 0:52

COLLECTING ALL 100 PICKUPS UNLOCKS THE SECOND BONUS ENDING, PLAYED AFTER THE GAME'S CREDITS. THIS CUTSCENE PICKS UP WHERE THE LAST ONE LEFT OFF, SHOWING SAMUS DEACTIVATING HER VARIA SUIT AND ENTERING HER GUNSHIP. BUT AS HER GUNSHIP WARPS OUT OF SIGHT, A MYSTERIOUS SPACECRAFT FLIES INTO VIEW AND FOLLOWS HER. TO BE CONTINUED?

NOTE

MISSION FINAL

COMPLETING THE GAME UNLOCKS THE HYPERMODE DIFFICULTY SETTING. FOR MORE OF A CHALLENGE, TRY REPLAYING THE GAME ON VETERAN OR HYPERMODE.



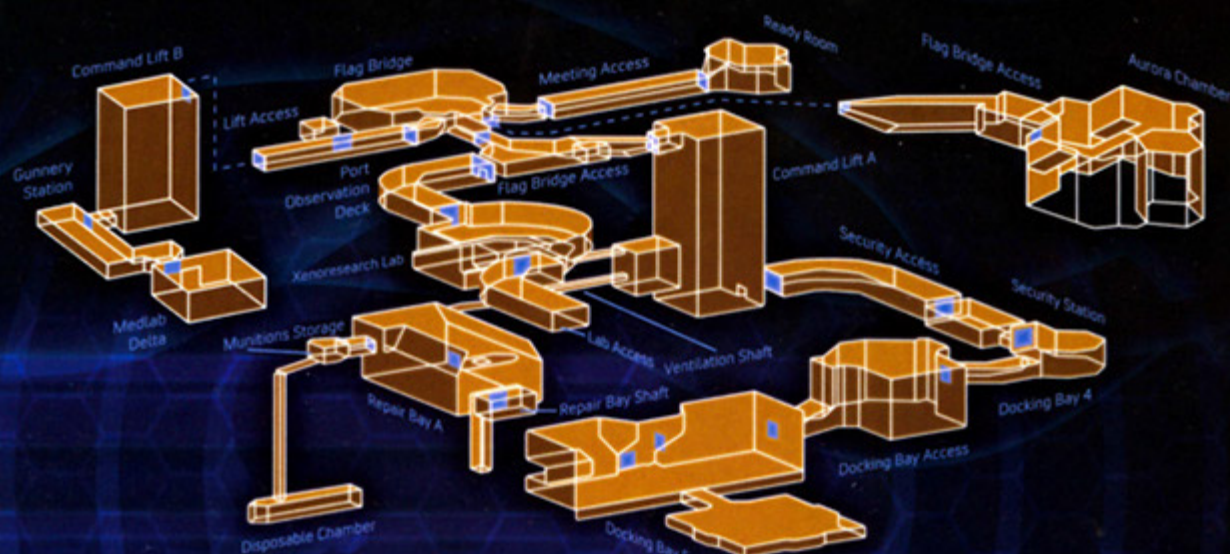
METROID
PRIME 3
CORRUPTION

Appendices



Appendix A: Maps

CFS OLYMPUS



CFS Olympus Pickups

Location	Pickup
ventilation shaft	energy tank
munitions storage	missile expansion
medlab delta	pill

Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station

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NORION



Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station

Norion Pickups

Location	Pickup
docking hub alpha	grapple lasso
cargo hub	missile expansion
substation east	energy tank
cargo dock a	missile expansion
maintenance station	missile expansion
substation west	missile expansion
generator a	energy cell
docking hub alpha	missile expansion

Cliffside



Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

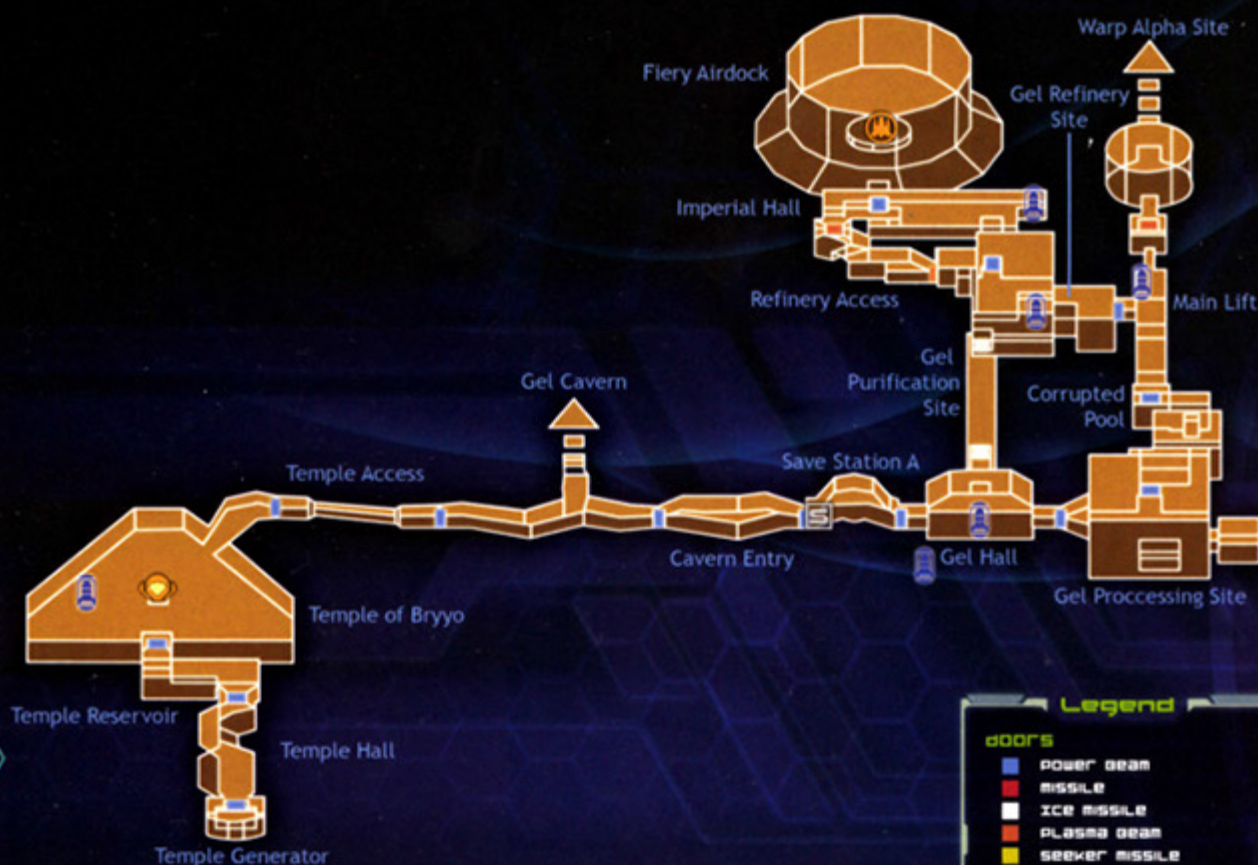
locations

- landing spot
- save station
- map station

Cliffside Pickups

Location	Pickup
Reliquary II	energy tank
Grand Court Path	missile expansion
Hillside Vista	missile expansion
Reliquary I	grapple swing
Crash Site	missile expansion
Ruined Shrine	energy tank
Federation Landing Site	energy cell
Federation Landing Site	gunship missile expansion
Hall of Golems	missile expansion
Burrow	missile expansion
Fuel Gel Pool	missile expansion [2]
Colossus Vista	gunship missile expansion
Machineworks Bridge	energy tank
Hidden Court	missile expansion
Hidden Court	energy cell
Falls of Fire	missile expansion
Reliquary III	missile expansion
Gateway	missile expansion

Fiery



Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

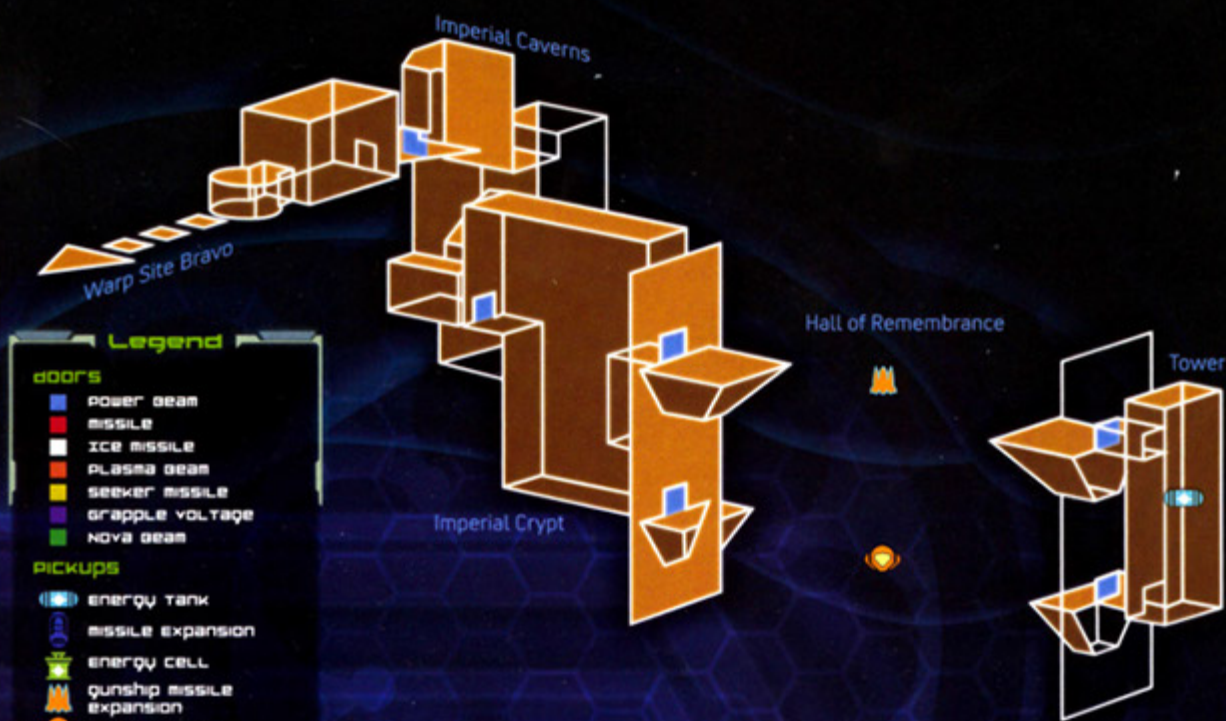
locations

- landing spot
- save station
- map station

Fiery Pickups

Location	Pickup
main lift	missile expansion
gel hall	missile expansion
temple of bryyo	ice missiles
gel hall	missile expansion
gel refinery site	missile expansion
imperial hall	missile expansion
temple of bryyo	missile expansion

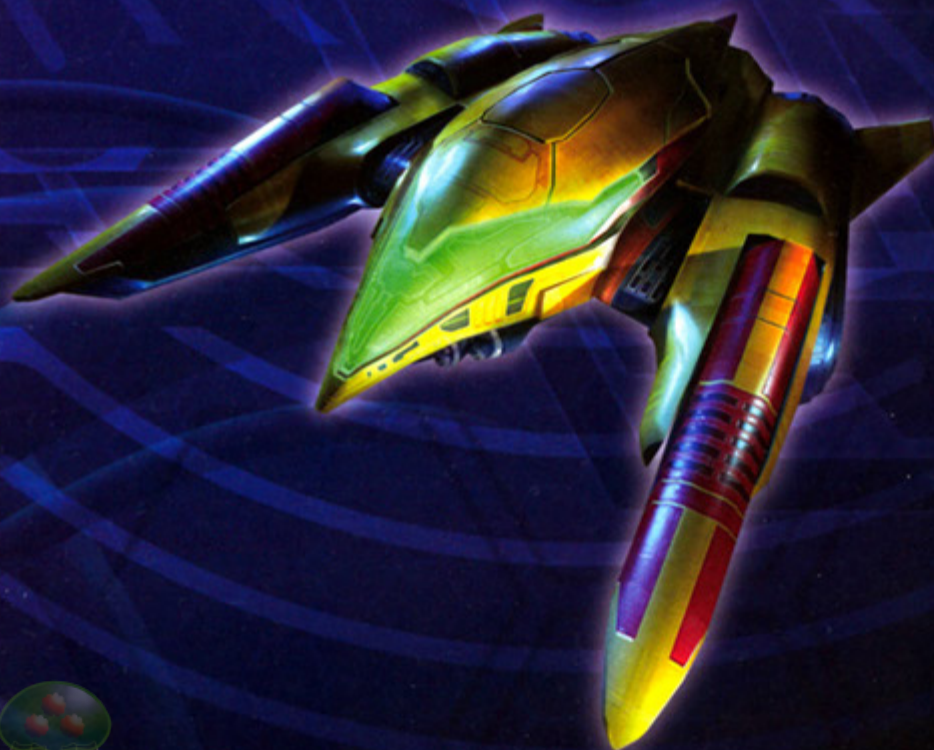
Ice



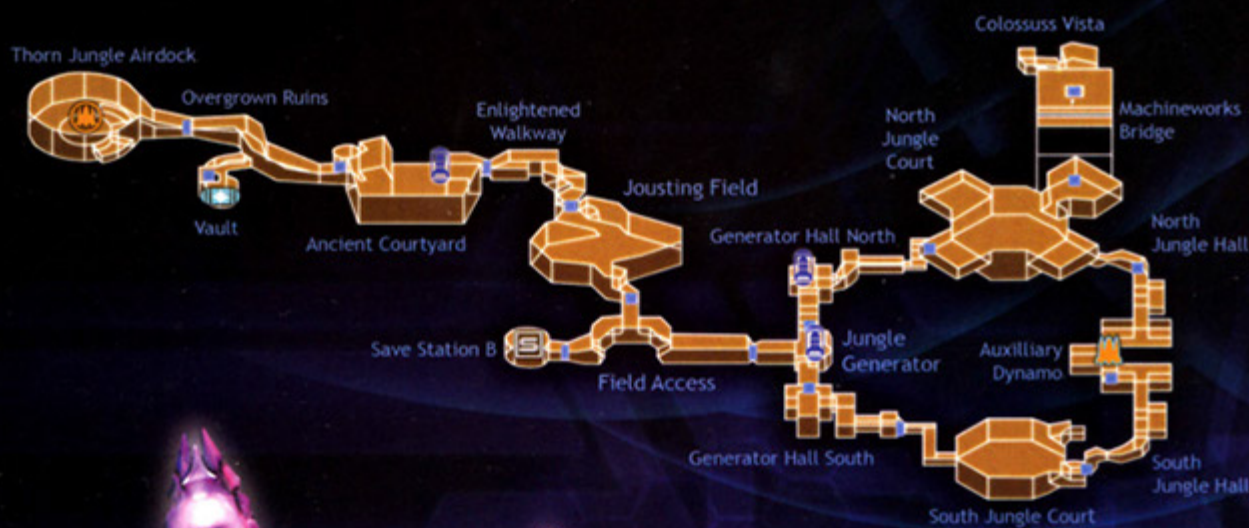
Ice Pickups

Location	Pickup
HALL OF REMEMBRANCE	SCREW ATTACK
HALL OF REMEMBRANCE	GUNSHIP MISSILE EXPANSION
TOWER	ENERGY TANK

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Thorn Jungle



Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

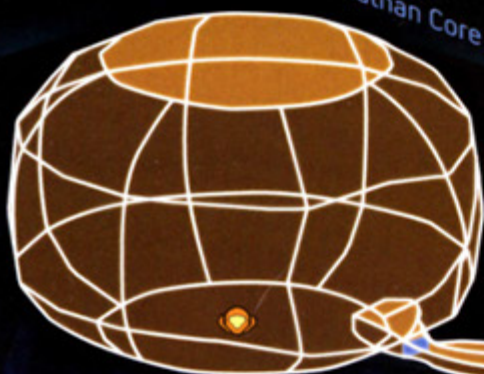
- landing spot
- save station
- map station

Thorn Jungle Pickups

Location	Pickup
Vault	energy tank
Jungle generator	missile expansion
Auxiliary dynamo	gunship missile expansion
Generator Hall North	missile expansion
Ancient courtyard	missile expansion

Bryyo Seed

Bryyo Leviathan Core



Core Access

Landing Site Delta



Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station

Bryyo Seed Pickups

Location	Pickup
Leviathan core	Hyper Ball



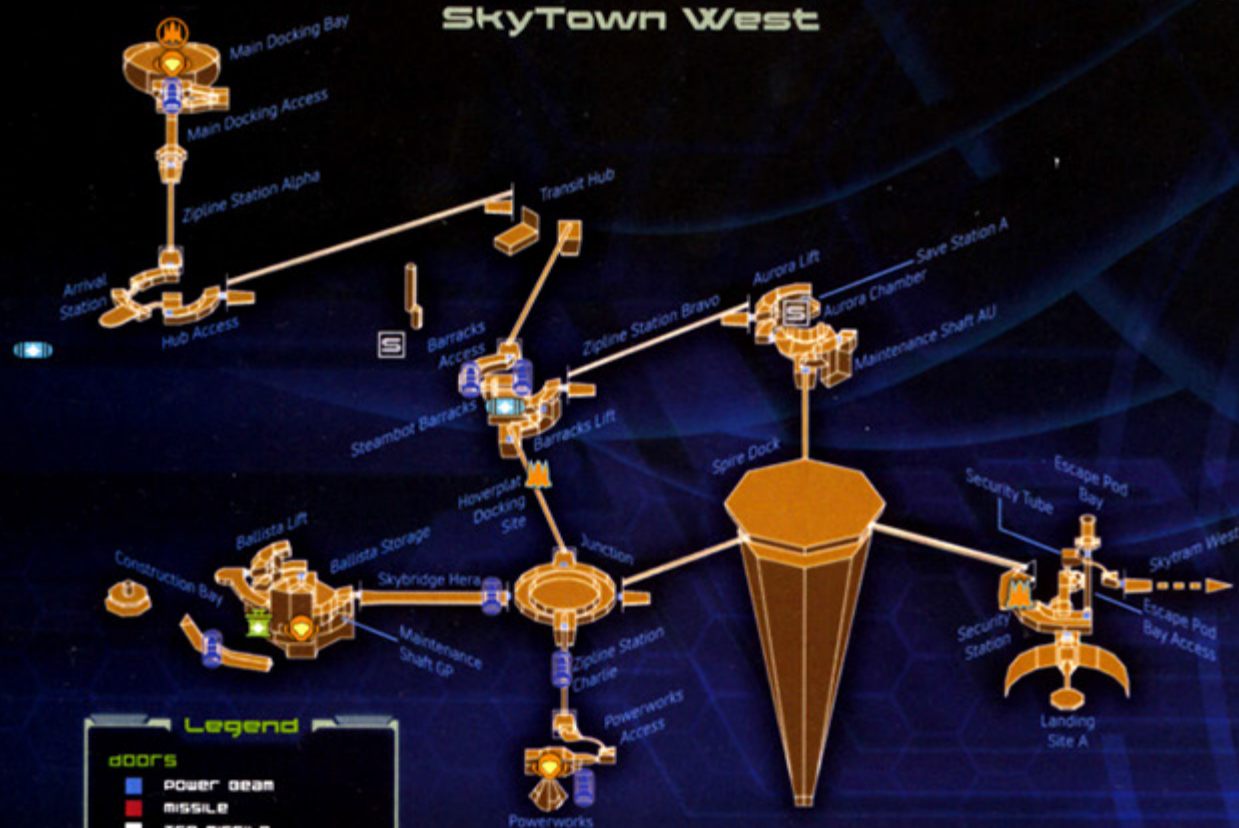
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METROID
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CORRUPTION

ELYSIA

SkyTown West



Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station

SkyTown West Pickups

Location	Pickup
Transit Hub	missile expansion
Barracks Access	missile expansion
Steamboat Barracks	energy tank
Skybridge Hera	missile expansion
Ballista Storage	boost ball
Arrival Station	energy tank
Main Docking Bay	plasma beam
Main Docking Bay	missile expansion

SkyTown West Pickups

Location	Pickup
Security Station	gunship missile expansion
Powerworks	spider ball
Powerworks	missile expansion
Zipline Station Charlie	energy tank
Construction Bay	missile expansion
Ballista Storage	energy cell
Hoverplat Docking Site	gunship missile expansion
Steamboat Barracks	missile expansion

SkyTown East



SkyTown East Pickups

Location	Pickup
Landing site 0	shp grapple
Gearworks	missile expansion
Botànica	missile expansion
Xenoresearch 0	energy cell
Xenoresearch 0	seeker missile
Xenoresearch A LIFT	energy tank
concourse	missile expansion
concourse ventilation	missile expansion

Elysia Seed

Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

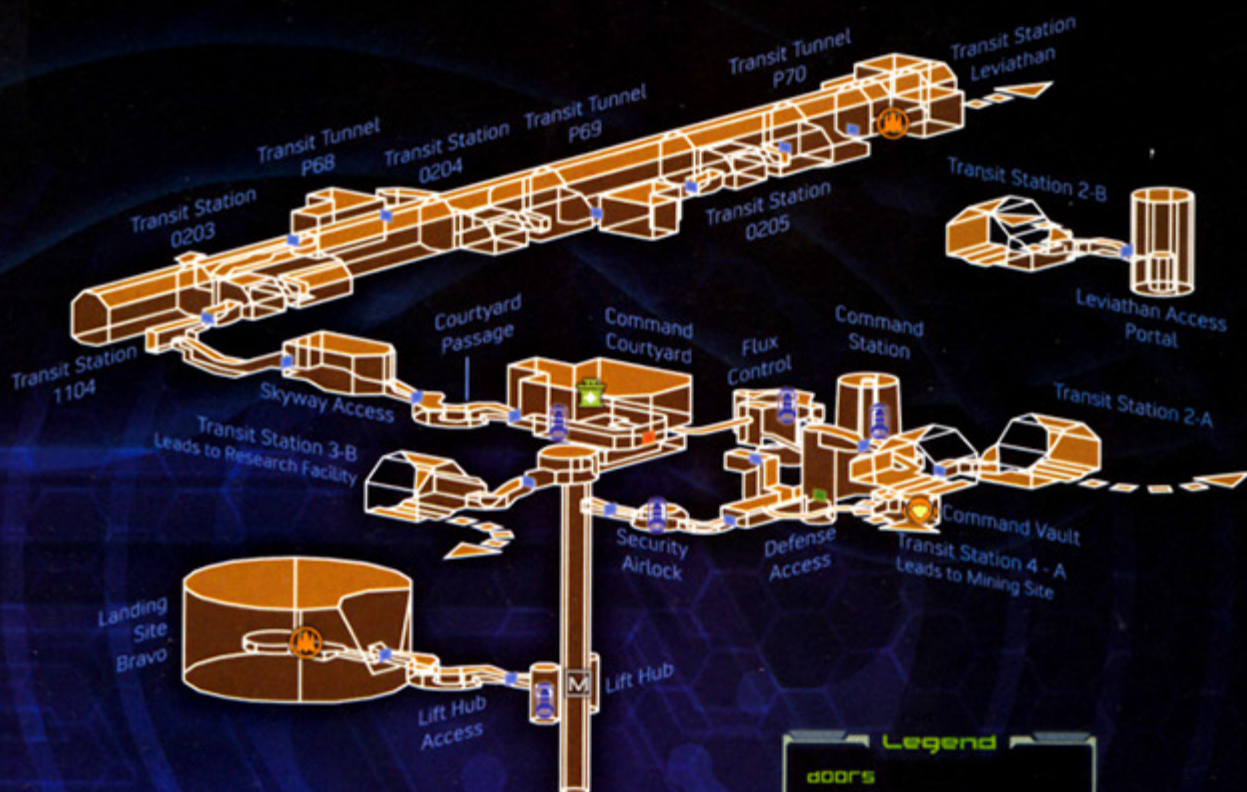
- landing spot
- save station
- map station



Elysia Seed Pickups

Location	Pickup
Leviathan core	Hyper missile

Command Center



Command Center Pickups

Location	Pickup
command courtyard	missile expansion
command courtyard	energy cell
command station	missile expansion
command vault	x-ray visor
security air lock	missile expansion
lift hub	missile expansion
flux control	missile expansion

Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station

Research Facility



Research Facility Pickups

Location	Pickup
scrapvault	missile expansion
scrapworks	energy tank
metroid processing	energy cell
metroid processing	missile expansion
creche transit	missile expansion
proving grounds	grapple amp
craneyard	missile expansion
craneyard	hazard shield
metroid creche	energy tank
scrapworks	gunship missile expansion
processing access	gunship missile expansion

Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

Locations

- landing spot
- save station
- map station



Mining Site



Legend

DOORS

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

PICKUPS

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

LOCATIONS

- landing spot
- save station
- map station

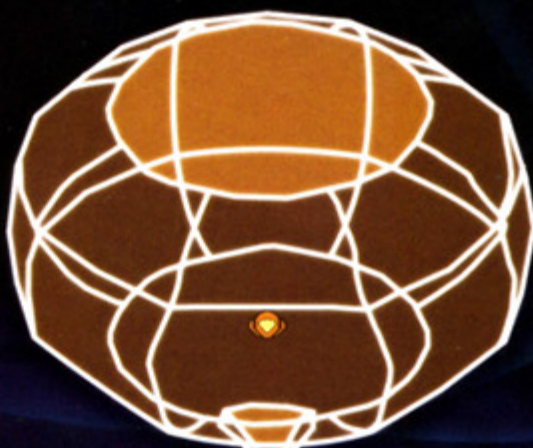
Mining Site Pickups

Location	Pickup
phazon quarry	missile expansion
main cavern	NOVA beam
phazon quarry	energy cell
phazon mine entry	missile expansion



METROID
PRIME 3
CORRUPTION

Pirate Homeworld Seed

Pirate Homeworld
Leviathan Core

Core Access

Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station



Landing Site Delta

Pirate Homeworld Seed Pickups

Location	Pickup
Leviathan core	hyper grapple



Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

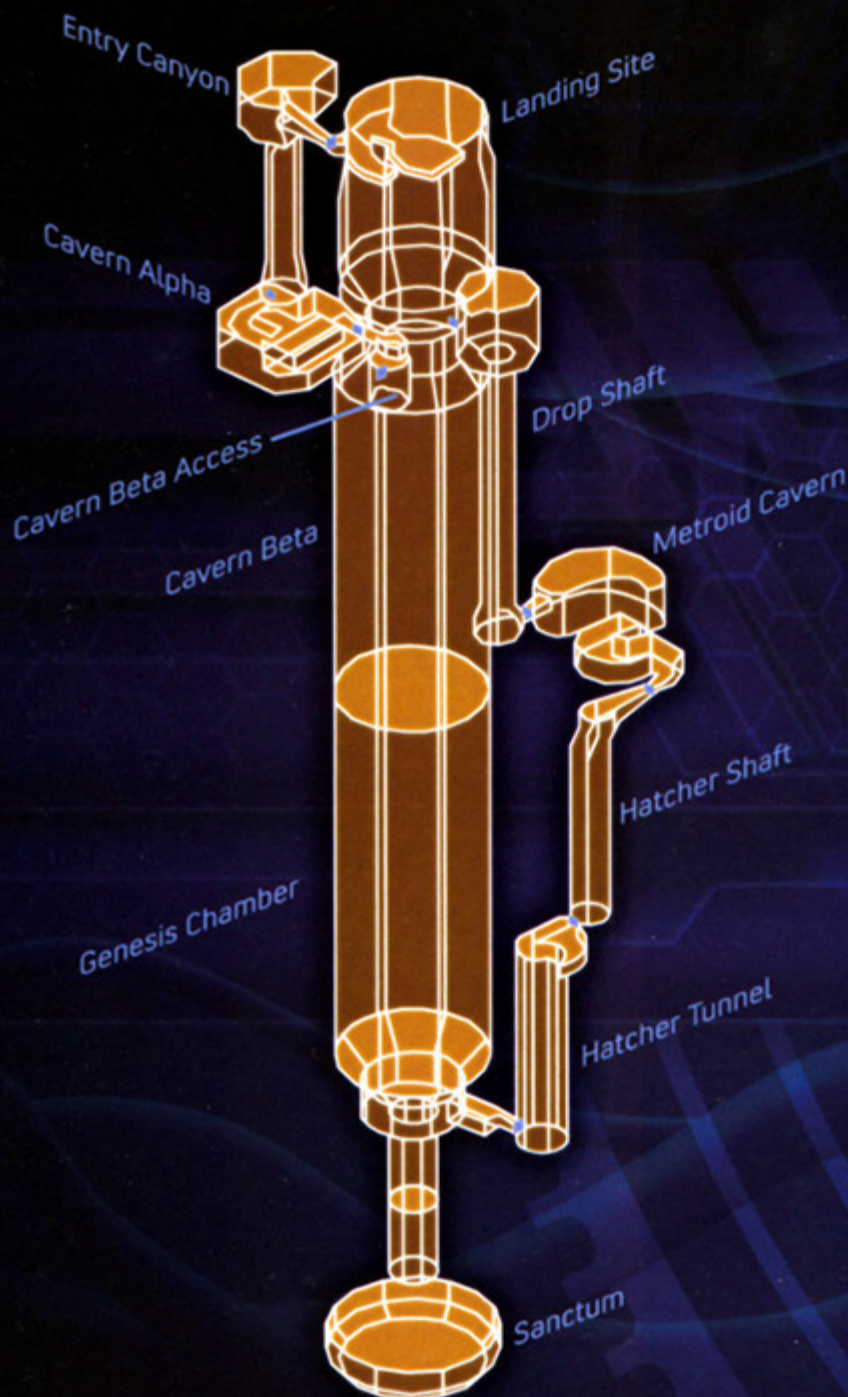
locations

- landing spot
- save station
- map station

CFS Valhalla Pickups

Location	Pickup
Docking Bay S	Energy Cell
Weapons Cache	Missile Expansion
Auxiliary Lift	Missile Expansion
Xenoresearch Lab	Gunship Missile Expansion
MedLab Alpha	Missile Expansion
Munitions Locker	Energy Tank

PHAAZE



Legend

doors

- power beam
- missile
- ice missile
- plasma beam
- seeker missile
- grapple voltage
- nova beam

pickups

- energy tank
- missile expansion
- energy cell
- gunship missile expansion
- suit upgrade

locations

- landing spot
- save station
- map station

Appendix B: Pickups

PICKUPS

Want to collect all the pickups? While playing, follow this chronologically organized checklist and mark off each pickup as you advance through each world.

Pickup Totals	
Pickup	Count
missile expansions	53
energy tanks	34
energy cells	9

Pickup Checklist		
Location	Pickup	✓
GFS Olympus		
Ventilation shaft	energy tank	<input type="checkbox"/>
Munitions storage	missile expansion	<input type="checkbox"/>
Norion		
Docking hub alpha	grapple lasso	<input type="checkbox"/>
Cargo hub	missile expansion	<input type="checkbox"/>
Substation east	energy tank	<input type="checkbox"/>
GFS Olympus		
Medlab delta	ped	<input type="checkbox"/>
Bryyo: Cliffside		
Peliquary II	energy tank	<input type="checkbox"/>
Grand court path	missile expansion	<input type="checkbox"/>
Hillside vista	missile expansion	<input type="checkbox"/>
Peliquary I	grapple swing	<input type="checkbox"/>
Bryyo: Fiery		
Main lift	missile expansion	<input type="checkbox"/>
Gel hall	missile expansion	<input type="checkbox"/>
Temple of Bryyo	ice missiles	<input type="checkbox"/>
Gel hall	missile expansion	<input type="checkbox"/>
Gel refinery site	missile expansion	<input type="checkbox"/>
Bryyo: Cliffside		
Crash site	missile expansion	<input type="checkbox"/>
ruined shrine	energy tank	<input type="checkbox"/>
Federation Landing site	energy cell	<input type="checkbox"/>
Federation Landing site	gunship missile expansion	<input type="checkbox"/>

Pickup Totals	
Pickup	Count
gunship missile expansions	9
suit upgrades	37

Pickup Checklist		
Location	Pickup	✓
Bryyo: Thorn Jungle		
Vault	energy tank	<input type="checkbox"/>
Jungle generator	missile expansion	<input type="checkbox"/>
Auxiliary dynamo	gunship missile expansion	<input type="checkbox"/>
Generator hall north	missile expansion	<input type="checkbox"/>
Bryyo: Seed		
Leviathan core	hyper ball	<input type="checkbox"/>
Elysia: SkyTown West		
Transit hub	missile expansion	<input type="checkbox"/>
Barracks access	missile expansion	<input type="checkbox"/>
Steambot barracks	energy tank	<input type="checkbox"/>
Skybridge hera	missile expansion	<input type="checkbox"/>
Gallista storage	boost ball	<input type="checkbox"/>
Arrival station	energy tank	<input type="checkbox"/>
Main docking bay	plasma beam	<input type="checkbox"/>
Main docking bay	missile expansion	<input type="checkbox"/>
Security station	gunship missile expansion	<input type="checkbox"/>
Bryyo: Fiery		
Imperial hall	missile expansion	<input type="checkbox"/>
Bryyo: Ice		
Hall of remembrance	screw attack	<input type="checkbox"/>
Hall of remembrance	gunship missile expansion	<input type="checkbox"/>
Elysia: SkyTown East		
Landing site a	ship grapple	<input type="checkbox"/>
Gearworks	missile expansion	<input type="checkbox"/>



Pickup Checklist

Location	Pickup	✓
botanica	missile expansion	<input type="checkbox"/>
xenoresearch a	energy cell	<input type="checkbox"/>
xenoresearch a	seeker missile	<input type="checkbox"/>
xenoresearch A lift	energy tank	<input type="checkbox"/>
concourse	missile expansion	<input type="checkbox"/>

Elysia: Seed

Leviathan core	hyper missile	<input type="checkbox"/>
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Pirate Homeworld: Command Center

command courtyard	missile expansion	<input type="checkbox"/>
command courtyard	energy cell	<input type="checkbox"/>
command station	missile expansion	<input type="checkbox"/>
command vault	x-ray visor	<input type="checkbox"/>
security air lock	missile expansion	<input type="checkbox"/>

Pirate Homeworld: Research Facility

scrapvault	missile expansion	<input type="checkbox"/>
scrapworks	energy tank	<input type="checkbox"/>
metroid processing	energy cell	<input type="checkbox"/>
metroid processing	missile expansion	<input type="checkbox"/>
creche transit	missile expansion	<input type="checkbox"/>
proving grounds	grapple rep	<input type="checkbox"/>

Elysia: SkyTown West

powerworks	spider ball	<input type="checkbox"/>
powerworks	missile expansion	<input type="checkbox"/>
zipline station charlie	energy tank	<input type="checkbox"/>
construction bay	missile expansion	<input type="checkbox"/>
ballista storage	energy cell	<input type="checkbox"/>
hoverplat docking site	gunship missile expansion	<input type="checkbox"/>
steambot barracks	missile expansion	<input type="checkbox"/>

Elysia: SkyTown East

concourse ventilation	missile expansion	<input type="checkbox"/>
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Pirate Homeworld: Research Facility

crane yard	missile expansion	<input type="checkbox"/>
crane yard	hazard shield	<input type="checkbox"/>
metroid creche	energy tank	<input type="checkbox"/>

Pirate Homeworld: Mining Site

phazon quarry	missile expansion	<input type="checkbox"/>
main cavern	nova beam	<input type="checkbox"/>
phazon quarry	energy cell	<input type="checkbox"/>
phazon mine entry	missile expansion	<input type="checkbox"/>

Pickup Checklist

Location	Pickup	✓
Norion		
cargo dock A	missile expansion	<input type="checkbox"/>
maintenance station	missile expansion	<input type="checkbox"/>
substation west	missile expansion	<input type="checkbox"/>
generator a	energy cell	<input type="checkbox"/>
docking hub alpha	missile expansion	<input type="checkbox"/>

Bryyo: Fiery

temple of bryyo	missile expansion	<input type="checkbox"/>
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Bryyo: Ice

tower	energy tank	<input type="checkbox"/>
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Bryyo: Cliffside

hall of golems	missile expansion	<input type="checkbox"/>
turrow	missile expansion	<input type="checkbox"/>
fuel gel pool	missile expansion (2)	<input type="checkbox"/>
colossus vista	gunship missile expansion	<input type="checkbox"/>
machineworks bridge	energy tank	<input type="checkbox"/>

Bryyo: Thorn Jungle

ancient courtyard	missile expansion	<input type="checkbox"/>
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Bryyo: Cliffside

hidden court	missile expansion	<input type="checkbox"/>
hidden court	energy cell	<input type="checkbox"/>
falls of fire	missile expansion	<input type="checkbox"/>
peliquary III	missile expansion	<input type="checkbox"/>
gateway	missile expansion	<input type="checkbox"/>

GFS Valhalla

docking bay 5	energy cell	<input type="checkbox"/>
weapons cache	missile expansion	<input type="checkbox"/>
auxiliary lift	missile expansion	<input type="checkbox"/>
xenoresearch lab	gunship missile expansion	<input type="checkbox"/>
medlab alpha	missile expansion	<input type="checkbox"/>
munitions locker	energy tank	<input type="checkbox"/>

Pirate Homeworld: Command Center

lift hub	missile expansion	<input type="checkbox"/>
flux control	missile expansion	<input type="checkbox"/>

Pirate Homeworld: Research Facility

scrapworks	gunship missile expansion	<input type="checkbox"/>
processing access	gunship missile expansion	<input type="checkbox"/>

Pirate Homeworld: Seed

Leviathan core	hyper grapple	<input type="checkbox"/>
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Appendix C: Scans

You earn a red credit for every creature scan and a blue credit for each lore scan. No credits are awarded for research scans, but these entries help fill your Logbook. Gold credits and friend vouchers must be earned through specific actions, detailed in the next section.

Scan Totals	
Scan Type	Count
creatures	108
lore	47
research	47

LEGEND	
Availability	
any time	Green
limited	Yellow
once	Red

LEGEND	
Location	
GFS Olympus	Orange
GFS Olympus (2nd visit)	Light Orange
Norion	Yellow-Orange
Bryyo	Light Green
Elysia	Dark Green
Pirate Homeworld	Dark Purple
GFS Valhalla	Light Purple
Phaaze	Pink

Scans			
Scan	Availability	First Appearance	Second Appearance
research: Hunter-class gunship	Green	docking bay 5	—
research: Landing beacon	Green	docking bay 5	—
research: Galactic Federation crate	Green	docking bay 5	—
research: Heavy Galactic Federation crate	Green	docking bay 5	—
research: Galactic Federation blue door	Green	docking bay 5	—
Federation marine	Green	docking bay 5	cargo hub
Fleet mechanic	Green	docking bay 5	hub access
Halberd-class turret	Yellow	docking bay 5	various: before/during attack
Training drone	Red	docking bay 5: before attack	—
Male Fleet trooper	Yellow	docking bay access	various: before RU interview
Female Fleet trooper	Yellow	docking bay access	medlab delta
research: Blast shield	Yellow	docking bay 4	—
Hunter ghor	Yellow	security station	cargo hub
lore: Olympus-class battleship	Green	security station	data storage
research: Save station	Green	lift access	—
Fleet Admiral Dane	Red	flag bridge: after briefing	—
Pirate militia	Yellow	flag bridge access	Norion: during attack
space pirate boarding pod	Yellow	port observation deck	xenoresearch lab
Crawl tank	Green	xenoresearch lab	flux control
Armored pirate militia	Yellow	xenoresearch lab	—
Crawl mine	Green	xenoresearch lab	phazon mine entry
research: Bomb slot	Green	disposal chamber	—
Aeromine	Yellow	repair bay shaft	Norion attack
berserker lord	Yellow	docking bay 5	turbine chamber

Scans Continued			
Scan	Availability	First Appearance	Second Appearance
Lore: Hunter Pundas		Docking Hub Alpha	—
Research: Mounted Blast Shield		Hub Access	—
Research: Ped Blast Shield		Conduit A	—
Lore: Hunter Shor		Munitions Storage	—
Lore: Hunter Sandrayda		Munitions Storage	—
Lore: Valhalla Incident		Munitions Storage	—
Jumpmine		Conduit A	Observatory Lift
Pirate Trooper		Cargo Dock A	—
Shield Pirate Militia		Cargo Dock A	—
Aerotrooper		Cargo Dock A	—
Space Pirate ATC		Cargo Dock A	—
Jolly Roger Drone		Generator A	Conduit C
Federation Ped Marine		Cargo Dock A	—
Shield Pirate Trooper		Conduit A	Maintenance Station
Research: White Blast Shield		Maintenance Station	—
Meta Ridley		Generator Shaft	—
Hunter Sandrayda		Tower Elevator: before cutscene	—
Hunter Pundas		Tower Elevator: before cutscene	—
Lore: Phazon		MedLab Delta	MedLab Alpha
Lore: Phazon Enhancement Device		MedLab Delta	MedLab Alpha
Nightbarb		Cliffside Ardock	Hidden Court
Research: Kashh Plant		Cliffside Ardock	—
Research: Mature Kashh Plant		Cliffside Ardock	—
Research: Gryyo Blue Door		Cliffside Ardock	—
GragnoL		Gateway Hall	Duined Shrine
Research: Small Gryyo Coffin		Gateway Hall	—
Research: Large Gryyo Coffin		Gateway Hall	—
Phazon Nightbarb		Gateway	Crash Site
Gel Puffer		Gateway	Falls of Fire
Hopper		Gateway	—
Lore: Golden Age		Peliquary II	—
Gryyonian Shriekbat		Gateway	Imperial Hall
Shelbug		Grand Court Path	Imperial Hall
Peptilicus Hunter		Grand Court	Hangar Bay
Lore: Age of Science		Grand Court	—
Korba		Hillside Vista	—
Snatcher		Hillside Vista	—
Research: Grapple Swing Point		Hillside Vista	—
Peptilicus		Grand Court Path	Gateway
Atomic		GPS Theseus	North Jungle Hall
GragnoL Adult		Crash Site: Second Story	Gateway Hall
Alpha Hopper		Gateway Hall	—
Research: Fuel Gel		Fiery Ardock	—

Scans Continued

Scan	Availability	First Appearance	Second Appearance
Lore: Age of Schism		main lift	-
Lore: Age of War		gel processing site	-
Warp Hound		gel processing site	ancient courtyard
Phazon Pillbug		gel processing site	-
Research: Grab Ledge		gel processing site	arrival station
Gelbug		temple access	-
Research: Large Space Pirate Crate		temple of oryzo	-
Armored Pirate Trooper		temple of oryzo	-
Pundas		temple of oryzo	-
Research: Oryzo Orange Door		hidden court	-
Research: Energy Cell		Federation Landing Site	-
Research: Galactic Federation Orange Door		Federation Landing Site	-
Research: Space Pirate Crate		temple of oryzo	-
Armored AeroTrooper		temple of oryzo	-
Scorch Bug		temple reservoir	-
Gel Bay		temple reservoir	-
Lore: Downfall		eastern generator	-
Advanced Shield Trooper		temple of oryzo	-
Assault Pirate Trooper		ancient courtyard	-
Advanced Pirate Trooper		ancient courtyard	-
Berserker Knight		ancient courtyard	-
Pirate Hussar		ousting field	-
Korakk Beast		ousting field	-
Lore: The Hunted		western generator	-
Pemorse-Class Turret		generator hall south	lift hub
Research: Space Pirate Blue Door		generator hall south	-
Research: Phazon Fungus		south jungle hall	-
Research: Leviathan Door		oryzo seed	-
Mogenar		Leviathan Core	-
Research: Skytown Storage Unit		main docking bay	-
Research: Heavy Skytown Storage Unit		main docking bay	-
Transportation Drone		main docking bay	-
Aerial Repair Drone		main docking bay	-
Databot		main docking bay	-
Lore: Creators		main docking bay	-
Research: Skytown Blue Door		main docking bay	-
Research: Zipline Cable		zipline station alpha	-
Tinbot		arrival station	junction
Lore: Gift		arrival station	-

Scans Continued

Scan	Availability	First Appearance	Second Appearance
research: kinetic orb cannon		transit hub	—
steamLord		barracks access	—
steambot		steambot barracks	—
lore: discovery		barracks lift	—
repair drone		aurora lift	—
sky puffer		maintenance shaft ru	—
dragon battle drone		skybridge hera	main docking access
lore: slumber		ballista lift	—
defense drone		ballista storage	—
research: spinner		ballista storage	—
research: half-pipe		steambot barracks	—
ghor		main docking bay	—
elysian shriekbat		main docking access	—
aurora unit 237		aurora chamber	—
research: skytown orange door		security station	—
lore: alone		landing site a	—
lore: prophecy		refinery access	—
lore: our plea		imperial caverns	—
research: wall jump surface		imperial caverns	—
advanced reetrooper		chozo observatory	—
swarmbot		seaworks	—
lore: federation		maintenance shaft to	—
lore: agreement		landing site b	—
research: ship grapple point		chozo observatory	—
lore: aurora		broken lift	—
steamsider		xenoresearch a	escape pod bay
phazon metroid		xenoresearch a	—
lore: loss		concourse access a	—
space pirate assault skiff		spire	—
armored shield trooper		spire	—
phazon leech		landing site c	—
helios		leviathan core	—
research: heavy phazon canister		landing site bravo	—
pirate cargo drone		landing site bravo	—
lore: our mission		lift hub	—
research: space pirate orange door		lift hub	—
research: space pirate green door		defense access	—
lore: stowaway		command station	—
untraqian shriekbat		scrapvaul	—
commando pirate		scrapvaul	—
lore: first disciples		processing access	—

Scans Continued

Scan	Availability	First Appearance	Second Appearance
Assault shield trooper		Metroid processing	—
Puffer mine		Airshaft	—
Lore: The source discovered		Airshaft	—
Sandrayda		Proving grounds	—
Lore: The Leviathan		Transit station 3-A	—
Lore: Defeat		Powersworks	—
Research: Spider Ball track		Powersworks	—
Lore: Phazon		Construction bay	—
Phazoid		Hoverplat docking site	—
Red Phazoid		Hoverplat docking site	—
Lore: Invader		Hoverplat docking site	—
Research: Planet Rether		Chozo observatory	—
Research: Planet Tallon IV		Chozo observatory	—
Assault AeroTrooper		Craneyard	—
Lore: Taking Valhalla		Crèche transit	—
Lore: Disaster at Elysia		Command courtyard	—
Scritter		Courtyard passage	Landing site delta
Lore: Purification		Skysay access	—
Lore: Vanguard		Mine lift	—
Phazon harvester drone		Phazon harvesting	—
Lore: Victory and Loss		Drill shaft 3	—
Lore: Bryyo Falls		Phazon mine entry	—
Geemer		Peliquary II	—
Lore: Salvation		Hidden court hall	—
Lore: Victory		Hall of Golems	—
Fargul hatcher		Hall of Golems	—
Fargul wasp		Hall of Golems	—
Lore: Decline		Colossus vista	—
Lore: Struggle of Exiles		Burrow	—
Demolition trooper		Skysay access	—
Lore: Mistress Sandrayda		Transit tunnel P10	—
Pirate commander		Transit station Leviathan	—
Omega Ridley		Leviathan core	—
Liquid Phazon		Conduit A	—
Phazon grub		Conduit A	—
Lore: Planet Bryyo		Data storage	—
Lore: Skytown		Data storage	—
Lore: Planet Norion		Cargo dock A	—

Scans Continued

Scan	Availability	First Appearance	Second Appearance
hopping metroid		cargo dock a	—
research: multi-lock blast shield		cargo dock a	—
metroid hatcher		generator a	—
phazon shriekbat		hangar A access	—
minroid		hangar A access	repair bay
Lore: Tallon IV Incident		starwell	—
phaz-ing		security station	—
phazon hopper		xenoresearch Lab	—
research: galactic federation green door		valhalla	—
Lore: Anhur Incident		control room	—
research: phazze door		landing site	—
Jel-Sac		entry canyon	—
research: black phazon crystals		cavern alpha	hatcher shaft
phazon puffer		cavern beta access	drop shaft
tangle weed		drop shaft	—
Leviathan Infant		genesis chamber	—
dark samus		sanctum	—
Aurora Unit 039		sanctum	—



Appendix D: Credits

BONUS CREDITS

You earn gold credits by completing objectives and defeating bosses. Friend vouchers are awarded for completing specific tasks or challenges. In most cases blue credits are earned by scanning lore entries, but three blue credits can be gained on the GFS Olympus by saving four troopers during the space pirate attack. All red credits must be earned through scanning creatures. See the previous section to view all red and blue credits earned through scans. The following table lists all gold credits and friend vouchers in the game, presented in a chronological format.

Bonus Credits		
Location	Credit	Details
GFS Olympus		
Docking Bay 5	Gold	Juggle 30 training drones
Docking Bay 5	Friend Voucher	Juggle 20 training drones
Xenoresearch Lab	Blue	Save Troopers (2)
Port Observation Deck	Blue	Save Trooper
Lab Access	Friend Voucher	Quickly shoot emergency door button; save trooper
Repair Bay Shaft	Blue	Save Trooper
Docking Bay 5	Gold	Defeat Berserker Lord
Docking Bay 5	Gold	Defeat Berserker Lord on Veteran Difficulty
Norion		
Cargo Dock C	Gold	Escape Meta Ridley (in Morphball Tube) without taking damage
Generator Shaft	Gold	Defeat Meta Ridley
Generator Shaft	Gold	Defeat Meta Ridley on Veteran Difficulty
Any Room	Friend Voucher	Kill 300 enemies
Bryyo: Ferry	-	-
Temple of Bryyo	Gold	Defeat Pudas
Temple of Bryyo	Gold	Defeat Pudas on Veteran Difficulty
Temple Generator	Gold	Destroy Eastern Energy Signature
Gel Cavern	Friend Voucher	Use shortcut
Any Room on Bryyo	Friend Voucher	Peptilicus commits suicide; freeze enemy with ice missile while the boomerang is deployed
Bryyo: Thorn Jungle		
Jousting Field	Gold	Defeat Korakk Beast
Jousting Field	Gold	Defeat Korakk Beast on Veteran Difficulty
North Jungle Court	Friend Voucher	Throw all three switches without a pirate resetting one
Jungle Generator	Gold	Destroy Western Energy Signature
Bryyo: Seed		
Leviathan Core	Gold	Defeat Mogonar
Leviathan Core	Gold	Defeat Mogonar on Veteran Difficulty
Elysia: SkyTown West		
Steambot Barracks	Gold	Defeat Steamlord
Steambot Barracks	Gold	Defeat Steamlord on Veteran Difficulty
Skybridge Hera	Friend Voucher	Drop bridge with Steambots on it

Bonus Credits Continued

Location	Credit	Details
Gallista Storage	Gold	Defeat Defense Drone
Gallista Storage	Gold	Defeat Defense Drone on Veteran Difficulty
Main Docking Bay	Gold	Defeat Shor
Main Docking Bay	Gold	Defeat Shor on Veteran Difficulty
Any Room	Friend Voucher	Goal over three Tinbots with Boost Ball
Any Room	Friend Voucher	Rip Jetpack from Aerotrooper with Grapple Lasso*
Bryyo: Ice		
Warp Site Bravo	Friend Voucher	Discover new area
Elysia: SkyTown East		
Skytram East	Friend Voucher	Discover new area
Turbine Chamber	Gold	Defeat Berserker Lord
Turbine Chamber	Gold	Defeat Berserker Lord on Veteran Difficulty
Escape Pod Bay	Gold	Destroy Seed Shield
Elysia: Seed		
Leviathan Core	Gold	Defeat Helios
Leviathan Core	Gold	Defeat Helios on Veteran Difficulty
Pirate Homeworld: Research Facility	-	-
Proving Grounds	Gold	Defeat Sandrayda
Proving Grounds	Gold	Defeat Sandrayda on Veteran Difficulty
Elysia: SkyTown West		
Construction Bay	Gold	Defeat Ped Phaazoid
Hoverplat Docking Site	Gold	Defeat Ped Phaazoid
Elysia: SkyTown East		
Concourse Ventilation	Gold	Defeat Ped Phaazoid
Pirate Homeworld: Research Facility		
Metroid Crèche	Gold	Defeat Metroid Hatcher
Metroid Crèche	Gold	Defeat Metroid Hatcher on Veteran Difficulty
Pirate Homeworld: Mining Site		
Phazon Harvesting	Friend Voucher	Defeat Phazon Harvester Drone
Phazon Harvesting	Friend Voucher	Defeat Phazon Harvester Drone on Veteran Difficulty
Norion		
Generator Shaft A	Gold	Defeat Metroid Hatcher
Generator Shaft B	Gold	Defeat Metroid Hatcher on Veteran Difficulty
Bryyo: Fiery		
Gel Processing Site	Gold	Defeat Ped Phaazoid
Bryyo: Thorn Jungle		
Jousting Field	Gold	Defeat Ped Phaazoid
Bryyo: Cliffside		
Grand Court	Gold	Defeat Ped Phaazoid
CFS Valhalla		
Aurora Chamber	Gold	Defeat Metroid Hatcher
Aurora Chamber	Gold	Defeat Metroid Hatcher on Veteran Difficulty
Control Room	Friend Voucher	Activate Secret Aurora 333 Dialogue: Use Keypad
Pirate Homeworld: Research Facility		
Proving Grounds	Gold	Defeat Ped Phaazoid

* Aerotrooper must be on fire, ignited by the Plasma or Nova Beam, in order to rip off a Jetpack. This can be performed on any Aerotrooper at any location.

Bonus Credits Continued

Location	Credit	Details
Pirate Homeworld: Command Center		
Command Station	Gold	Destroy defense system
Transit Tunnel 710	Gold	Keep demolition troopers alive (12/12)
Any Room	Friend Voucher	Kill 20 Commando Pirates
Transit Station Leviathan	Gold	Defeat Pirate Commander
Transit Station Leviathan	Gold	Defeat Pirate Commander on Veteran Difficulty
Transit Station 0204	Gold	Defeat Red Phazoid
Pirate Homeworld: Mining Site		
Phazon Harvesting	Gold	Defeat Red Phazoid
Pirate Homeworld: Seed		
Landing Site	Friend Voucher	Kill all creatures at Landing Site
Leviathan Core	Gold	Defeat Omega Ridley
Leviathan Core	Gold	Defeat Omega Ridley on Veteran Difficulty
Pirate Homeworld: Command Center		
Leviathan Battleship	Friend Voucher	Repeatedly shoot eye-like organ above Leviathan Terminal
Phaaze		
Sanctum	Gold	Repulse Dark Samus
Sanctum	Gold	Repulse Dark Samus on Veteran Difficulty
Sanctum	Gold	Defeat Aurora Unit 333
Sanctum	Gold	Defeat Aurora Unit 333 on Veteran Difficulty

UNLOCKABLE CONTENT

Use the credits you've earned to purchase bonus content such as concept art, dioramas, and music from the game. Here are listings of all the content you can unlock, along with the cost for each.



TIP

Remember, any friend vouchers you earn are not friend credits. Only vouchers you receive from a friend can become friend credits. So send your vouchers to friends and hopefully they'll reciprocate with some vouchers of their own. Vouchers received from friends are instantly converted into friend credits.

Concept Gallery

Content	Red	Blue	Gold	Friend
Samus Package	3	2	1	-
Creature Package 1	3	1	1	-
Creature Package 2	3	2	2	1
World Package 1	3	1	1	-
World Package 2	3	2	2	1
Storyboard Package 1	3	2	1	-
Storyboard Package 2	3	2	2	1
TOTAL COST	21	12	10	3

Bonus Gallery

Content	Red	Blue	Gold	Friend
Ship Dumper Stickers	3	1	3	2
Screen Shot Tool	3	1	3	2
Mi Gobble Head	3	1	3	2
Diorama 1	3	1	3	1
Diorama 2	3	1	3	1
Diorama 3	3	1	3	1
Diorama 4	3	1	3	1
Diorama 5	3	1	3	1
Diorama 6	3	1	3	1
TOTAL COST	27	9	27	12



Soundtrack Gallery

Content	Red	Blue	Gold	Friend
mp3-omega Ridley	4	2	3	-
mp3-helios	4	2	3	-
mp3-steamlord	4	2	3	-
mp3-aryyo	4	2	3	-
mp3-aryyo thorn jungle	4	2	3	-
mp3-the corruption	4	2	3	-
mp3-mp3 title music	4	2	3	-
mp3-sandraida	4	2	3	-

Soundtrack Gallery

Content	Red	Blue	Gold	Friend
mp3-pirate homeworld	4	2	3	-
mp3-metroid battle theme	4	2	3	-
mp3-of battle theme	4	2	3	-
mp3-in the cockpit	4	2	3	-
mp3-skytown	4	2	3	-
mp3-phase	4	2	3	-
mp3-valhalla	4	2	3	-
TOTAL COST	60	30	35	-

TIP

IF YOU WANT TO PURCHASE EVERY PIECE OF BONUS CONTENT, YOU MUST EARN ALL RED, BLUE, AND GOLD CREDITS IN ADDITION TO RECEIVING 15 FRIEND VOUCHERS. IF YOU KILL 100 ENEMIES ONCE, THERE ARE 17 FRIEND VOUCHERS YOU CAN GET IN THE GAME. IF YOU KILL 100 ENEMIES TEN TIMES, THEN YOU CAN GET A TOTAL OF 26 FRIEND VOUCHERS!





