

THE OFFICIAL GUIDE FROM

NINTENDO
POWER



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GAMECUBE™



METROID®

PRIME 2

ECHOES

THE OFFICIAL



PLAYER'S GUIDE

METROIDDATABASE.COM

> staff list

publisher

t. kimishima

associate publisher

yoshio tsuboike

editor in chief

scott pelland

supervising editor

jessica joffe stein

lead writer

alan averill

writer

steven grimm

copy editor

candace english

assistant production manager

machiko oehler

senior production specialist

corinne agbunag

production coordinator

mayumi colson

strategic layout, graphic design and maps

v-design, inc.

v-design art director

yoshi orimo

v-design graphic designers

adam crowell

oliver crowell

v-design managers

sonja morris

john rice

art director

kim logan

design/prepress

jim catechi

cory conner

tim garret

rebekah lane

jessie schutzenhofer

david waterworth

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christopher shepperd

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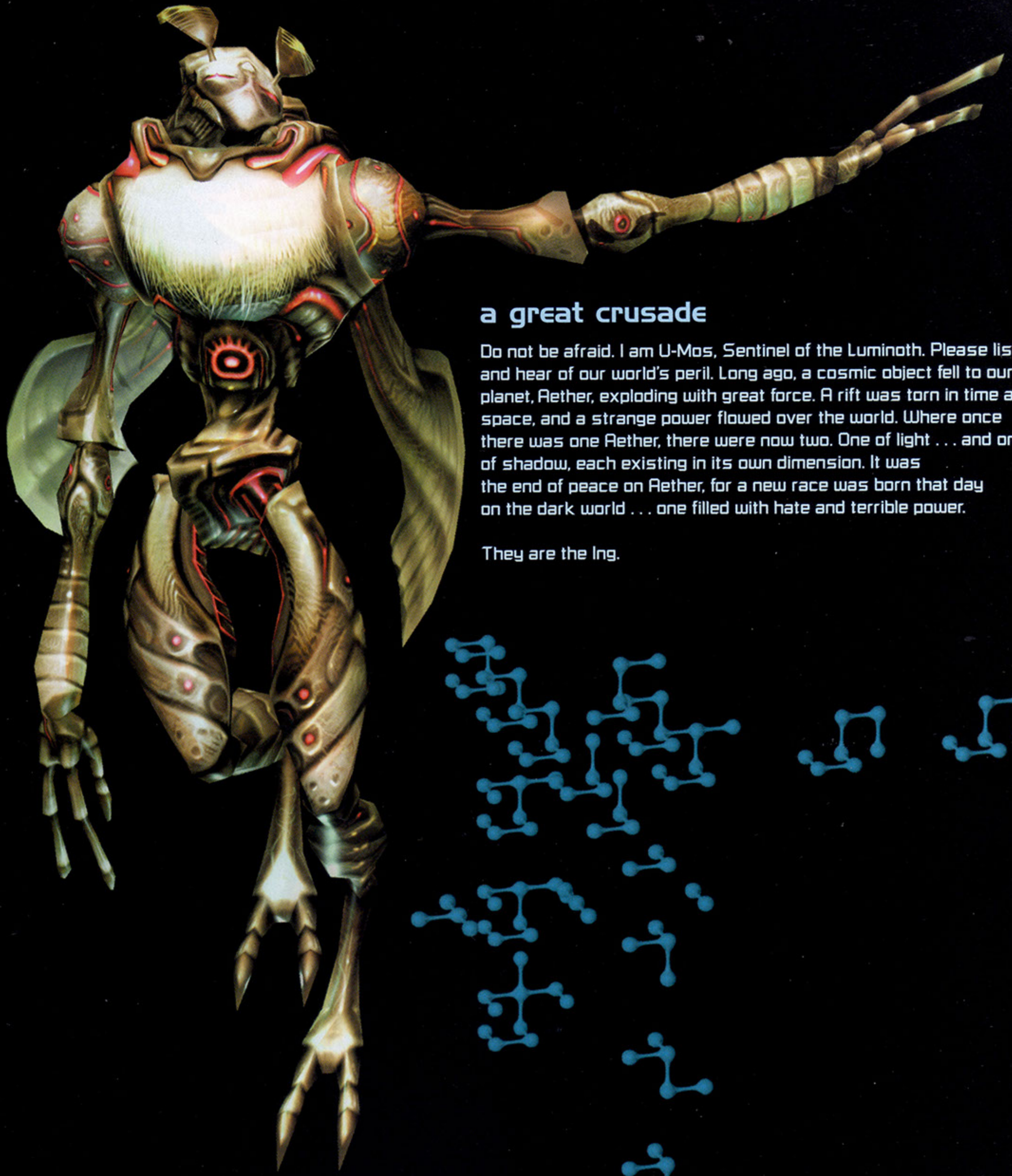
sales and marketing assistant manager

malinda miller

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>the official nintendo player's guide<



a great crusade

Do not be afraid. I am U-Mos, Sentinel of the Luminoth. Please listen, and hear of our world's peril. Long ago, a cosmic object fell to our planet, Aether, exploding with great force. A rift was torn in time and space, and a strange power flowed over the world. Where once there was one Aether, there were now two. One of light . . . and one of shadow, each existing in its own dimension. It was the end of peace on Aether, for a new race was born that day on the dark world . . . one filled with hate and terrible power.

They are the Ing.

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introduction

> the basics

No bounty hunter goes into battle without knowing what she's doing, and neither should you. The following pages contain so much good, new info that even Metroid Prime veterans should skim over them to see what has changed.

samus controls

1 l button

> LOCKING ON

Press and hold L to lock on to any target that has a faded blue circle around it. While locked on, use the Control Stick to strafe left and right or move backward and forward.

> GRAPPLING

When you have the Grapple Beam, use the L Button to attach it to a grapple point. While swinging, you can change direction with the Control Stick.

2 control stick

> MOVEMENT

Use the Control Stick to move forward and backward, and to turn left and right.

3 control pad

> VISOR SELECTION

The Control Pad selects your visors: Up for the Combat Visor, Right for the Dark Visor, Down for the Echo Visor and Left for the Scan Visor.

4 start button

> PAUSING THE GAME

Press the Start Button to pause the game, check your logbook and inventory, or select game options.

5 z button

> MAP ACCESS

Press the Z Button to bring up a detailed map of your current location. Once in the map screen, you'll find more controls for handling the maps.

7 r button

> FREE LOOK

Press the R Button lightly and use the Control Stick to look around. Click the R Button to bring up the targeting reticule. Press L to lock your view.

9 y button

> LAUNCHING MISSILES

Press the Y Button to shoot a missile. You can lock on to a target with the L Button or aim manually.

> FIRING CHARGE COMBOS

Charge your beam weapon with the A Button, then press Y while holding A to release a Charge Combo.

> FIRING SEEKER MISSILES

With the Seeker Missile Launcher, press and hold Y to enter lock-on mode, which lets you target up to five items simultaneously. Release Y to fire.

10 x button

> USING THE MORPH BALL

Press the X Button to enter the third-person Morph Ball mode (see below for Morph Ball controls). Press X again to return to first-person view.

11 b button

> JUMPING

Press the B Button to jump. If you have the Space Jump Boots, press B a second time to perform a second jump. Check the Movement Systems section on page 8 for more jumping techniques.

> DASHING

While locked on to a target with the L Button, press Left or Right on the Control Stick and tap B to perform a dash—a quick sidestep that is invaluable for avoiding enemy fire.



6 c stick

> BEAM SELECTION

The C Stick selects your beam weapon: Up for the Power Beam, Right for the Dark Beam, Down for the Annihilator Beam and Left for the Light Beam.

8 a button

> FIRING YOUR WEAPON

Press the A Button once to fire a regular shot, or mash it for rapid fire.

> FIRING CHARGED SHOTS

Press and hold A to charge a shot, then release it to fire the blast. While you have a shot charged, you will pull ammo and energy toward you.

morph ball controls

L BUTTON > CAMERA VIEW

Press and hold L to center the camera behind you. It will take a second for the camera to move.

CONTROL STICK > MOVEMENT

Use the Control Stick to steer the Morph Ball around the environment.

R BUTTON > SPIDER BALL

Hold the R Button to cling to a Spider Ball track. See the Morph Ball Systems section on page 9 for more details.

A BUTTON > MORPH BALL BOMB

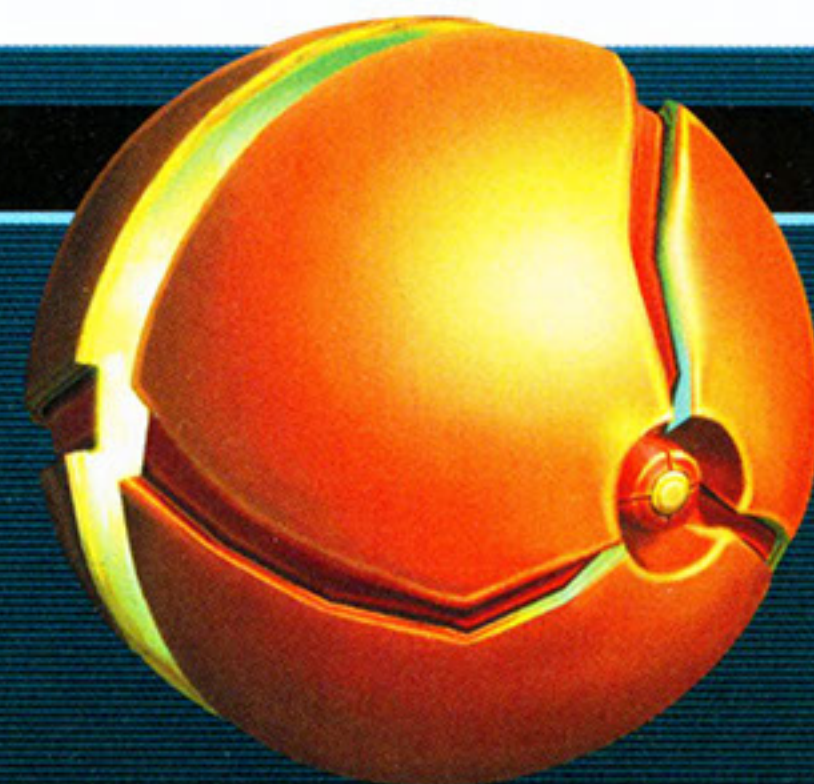
Press A to release a Morph Ball Bomb. See the Morph Ball Bomb Systems section on page 9 for more details.

Y BUTTON > POWER BOMB

Press Y to release a Power Bomb.

B BUTTON > BOOST BALL

Hold down the B Button to charge the Boost Ball, then release it for a quick speed burst. See the Morph Ball Systems section on page 9 for more details.



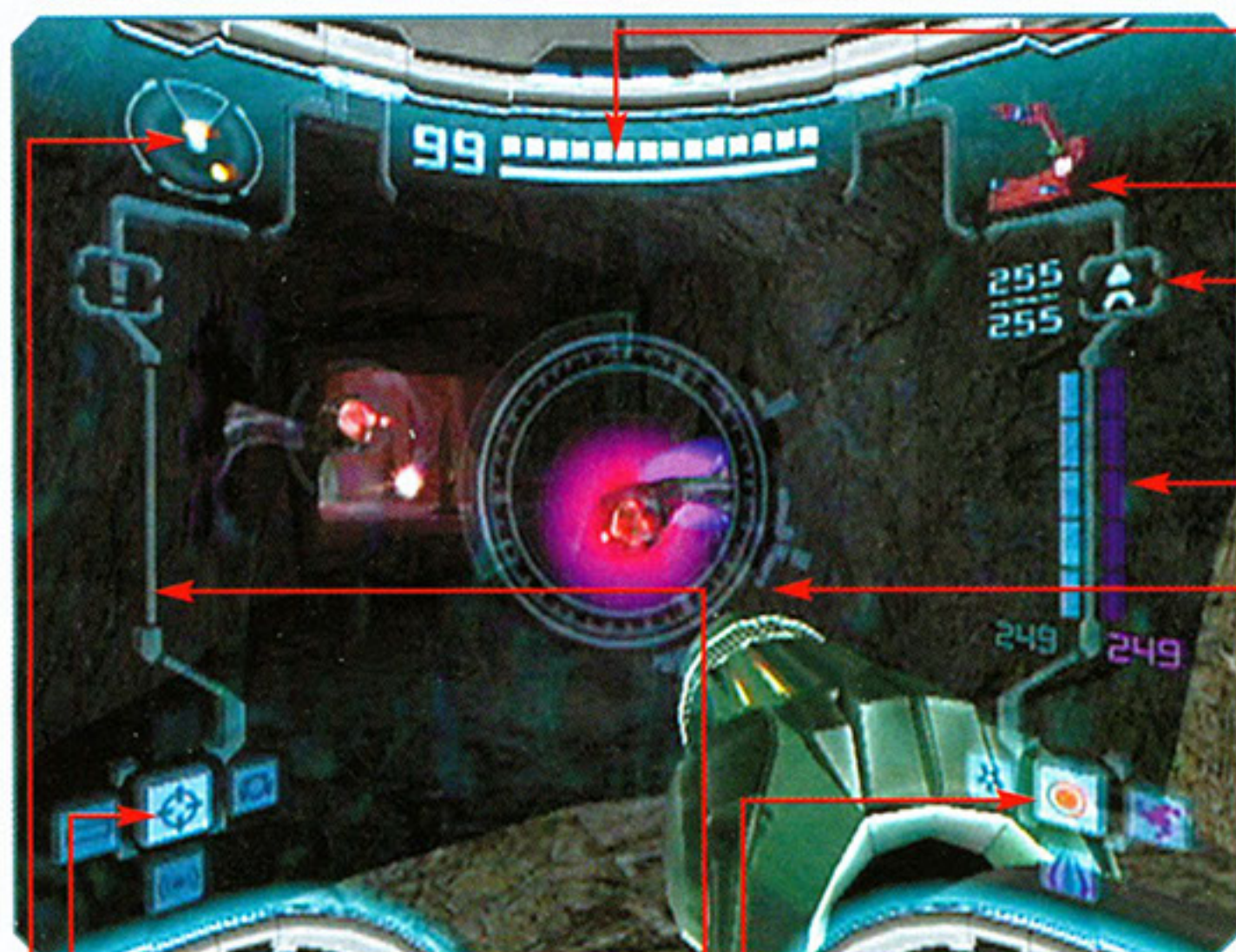


VISORS

You begin the game with the Combat Visor and the Scan Visor, and you'll acquire additional visors throughout your adventure. You can learn everything you need to know about yourself, your health and the surrounding environs from these handy little gadgets.



combat visor



> ENERGY METER

The blue bar and the number show how much energy is in your Energy Tank. Tanks are indicated by blue squares.

> LOCAL MAP

This is a small map of your current location. Press Z to see a larger map.

> MISSILE COUNTER

The top number is your missile supply, and the bottom number is your missile capacity.

> DARK / LIGHT BEAM AMMO

The left meter and the right meter show how much ammo you have for the Light Beam and the Dark Beam, respectively.

> TARGETING RETICULE

If you can lock on to an object, you will see a circle around it. Press and hold L to lock on with the targeting reticule.

> VISOR SELECTION

There are four visor slots. When you select a visor, its icon will move to the middle of the display.

> RADAR

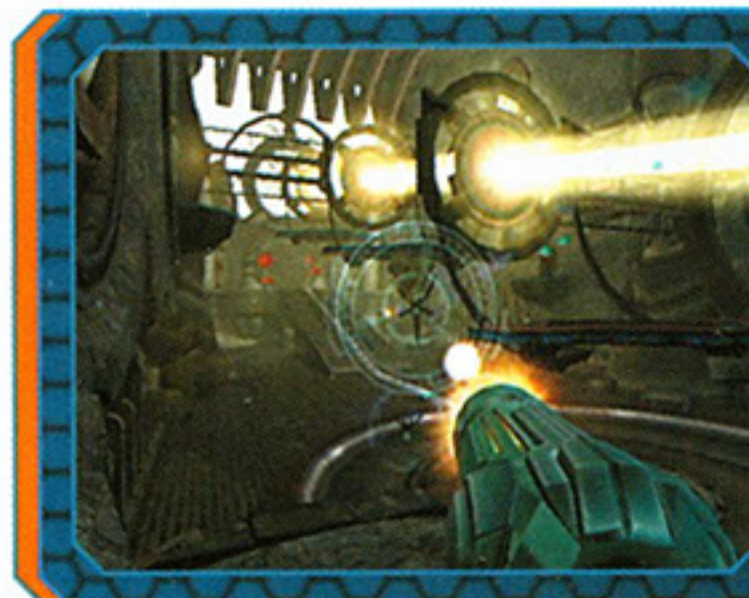
You are always the center dot on the radar. Enemies appear as orange dots.

> BEAM SELECTION

There are four beam-weapon slots. When you select a beam weapon, its icon will move to the middle of the display.

> THREAT DETECTOR

If you are in danger from the environment (such as poison gas or radiation), an exclamation point will appear.

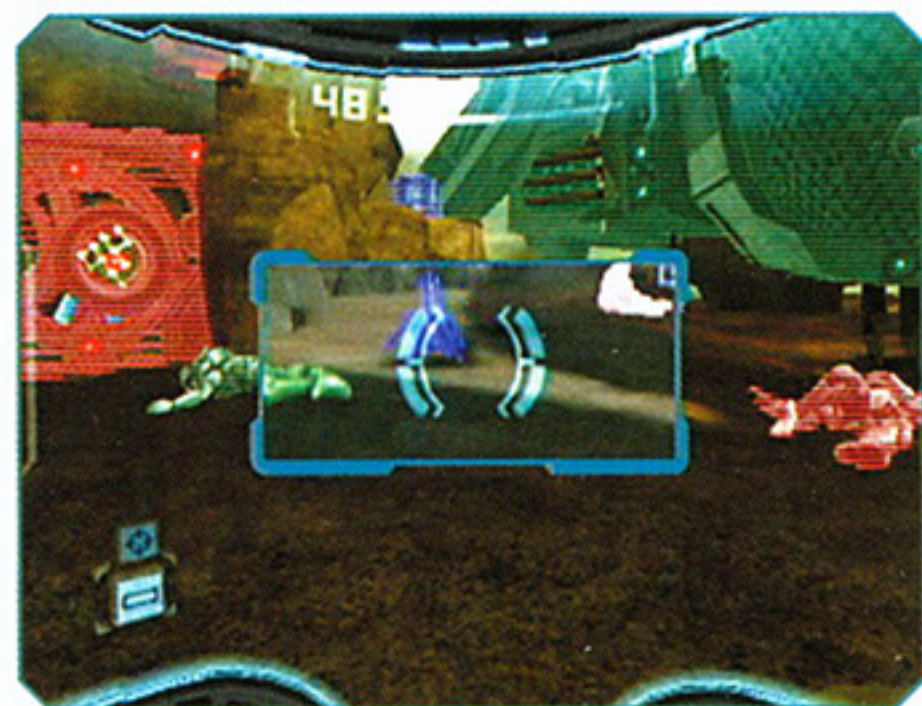


> change display

If you're feeling claustrophobic inside Samus's helmet, try changing some of the settings in the Pause menu. Go to Options, then select Visor to bring up options for changing the opacity and HUD lag, and toggling the hint system on and off. (Since you have this awesome guide, you really shouldn't need hints.)

other visors

> SCAN VISOR



The Scan Visor allows you to glean information about creatures and objects, as well as to open doors, activate panels and more. Objects in red are of vital importance. Objects in blue are merely interesting. Green objects have already been scanned, and may appear in your logbook.

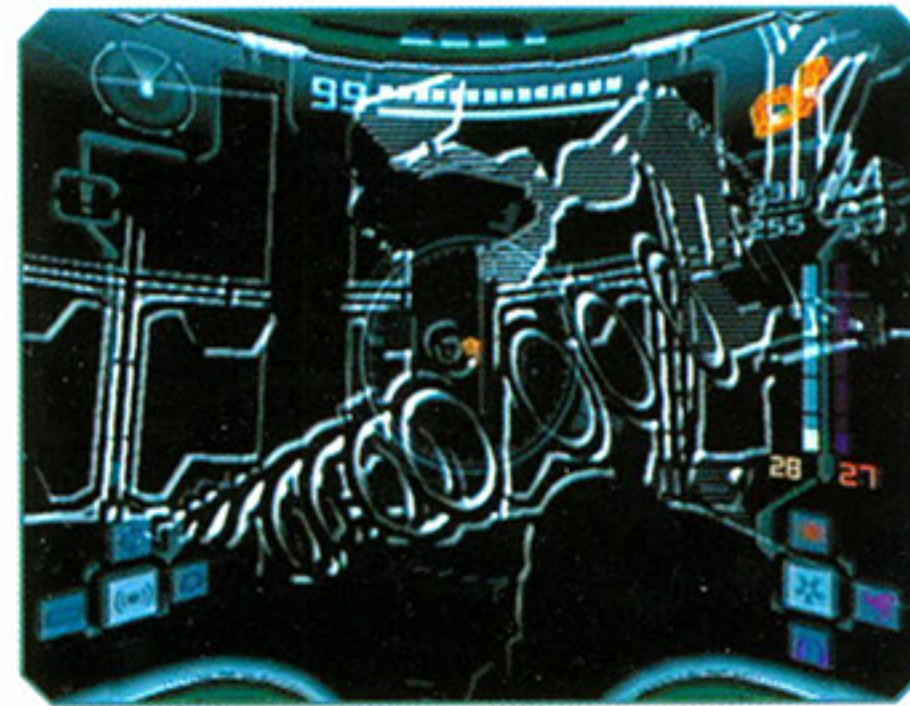
> DARK VISOR



The Dark Visor has the same heads-up display as the Combat Visor, but it makes the world appear in a haze of static. Living creatures will be bright red when viewed through the Dark Visor. You can also use the visor to see cloaked enemies or items.

ACQUIRE THE DARK VISOR: PG. 56

> ECHO VISOR



The Echo Visor works much like the sonar of a dolphin or a bat, sending out an audio signal that allows you to "see" sound. Some invisible items can be seen only with the Echo Visor. The visor is also used to open Echo Doors.

ACQUIRE THE ECHO VISOR: PG. 73

armor

Samus begins the game with the Varia Suit, and can gain two additional types of armor. All three suits will allow you to breathe in vacuums and underwater, and will protect you from falls of any distance.

dark suit



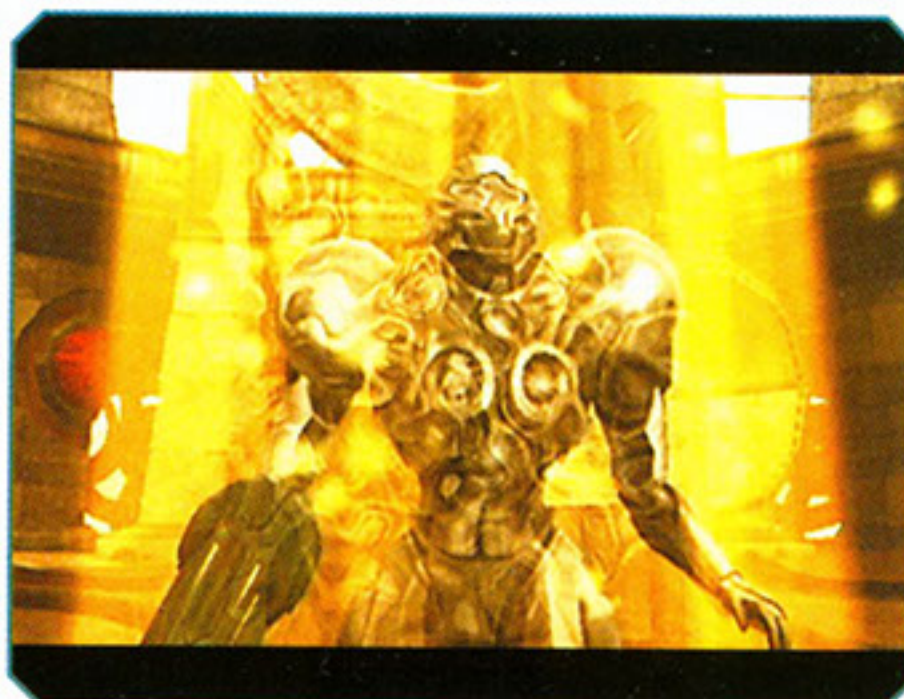
> the dark world

The atmosphere of the Dark World is incredibly dangerous—especially while you're in the Varia Suit. Other armor will cut the damage or halt it altogether, but you must find it first.

The Dark Suit will decrease the amount of damage you take in the Dark World, but it won't negate it completely. It also lets you see the world with a slight reddish tint.

ACQUIRE THE DARK SUIT: PG. 31

light suit



The Light Suit gives you full immunity to the harsh environment in the Dark World. It also lets you leap into poison water without a second thought, and pass through otherwise-damaging Ingstorms. While donning the Light Suit, you can use energy transports to teleport between temples and find secret rooms by riding on beams of light.

ACQUIRE THE LIGHT SUIT: PG. 88



weapon systems

It wouldn't be a first-person shooter without a little bit of shooting. Don't go off half-cocked—learn about your weapons before you pull them out and start firing away like a crazy person.

power beam



> THE SUPER MISSILE



The Power Beam is your default weapon, and it's surprisingly handy—even in the very late stages of the game. It has the fastest rate of fire by far, launching energy as fast as you can hammer the A Button. Its Charge Beam Combo is the powerful Super Missile, which can open green doors.

ACQUIRE THE SUPER MISSILE: PG. 36

> charged beams



Each beam weapon can be charged up, resulting in a different, more powerful shot. To charge a shot, simply press and hold the A Button. After a couple of seconds, it will be ready to go. It's not necessary to charge the shot fully before you release it, but it will be stronger if you do. While charged, your beam will also draw in pickups.

dark beam



The Dark Beam works best against Light World enemies. The charged version is especially good at freezing foes in place, and will fire a spray of goo that follows the target for a short distance. If you run out of ammo, you can fire a shot by charging the beam.

> DARKBURST



The Charge Beam Combo is the Darkburst, which creates a dimensional rift that sucks enemies inside. It will cause many foes to vanish completely, but it's slow to fire and tough to aim. The move consumes five missiles and 30 units of Dark Ammo.

ACQUIRE THE DARK BEAM: PG. 24
ACQUIRE THE DARK BURST: PG. 53

light beam



The Light Beam works best against Dark World enemies. It fires a white-hot beam that can set some creatures on fire, and the charged version releases a spread that can strike multiple targets. If you run out of ammo, you can fire a shot by charging the beam.

> SUNBURST



The Charge Beam Combo is the Sunburst, which can hit multiple enemies and light both them and nearby objects on fire. The shot moves slowly—use it only on stationary or slow-moving targets. The move takes five missiles and 30 units of Light Ammo.

ACQUIRE THE LIGHT BEAM: PG. 28
ACQUIRE THE SUNBURST: PG. 71

annihilator beam



The Annihilator Beam uses both Light and Dark Ammo, and damages most enemies equally. It's a fairly fast weapon, and its single shots will track enemies around the room. The charged shot is quite powerful, but somewhat slow and difficult to use.

> SONIC BOOM



The most powerful Charge Beam Combo in the game, the Sonic Boom projects a wave of sonic force that can strike multiple targets almost instantly. It requires five missiles and a whopping 30 units of both Light and Dark Ammo.

ACQUIRE THE ANNIHILATOR BEAM: PG. 80
ACQUIRE THE SONIC BOOM: PAGE 86

missile systems

Missiles are long-range weapons that pack a medium amount of force. By the end of the game you'll own a ton of them, so you'll want to master them.

missile launcher



Missiles are almost useless unless you lock on to the target and home in. Once you achieve lock, press the Y Button to let a missile fly. You can fire multiple missiles in a short span of time, but your accuracy will usually suffer—especially if you're jumping around. You can also use missiles to open red doors and blast through some materials.

ACQUIRE THE MISSILE LAUNCHER: PG. 12

seeker missile launcher



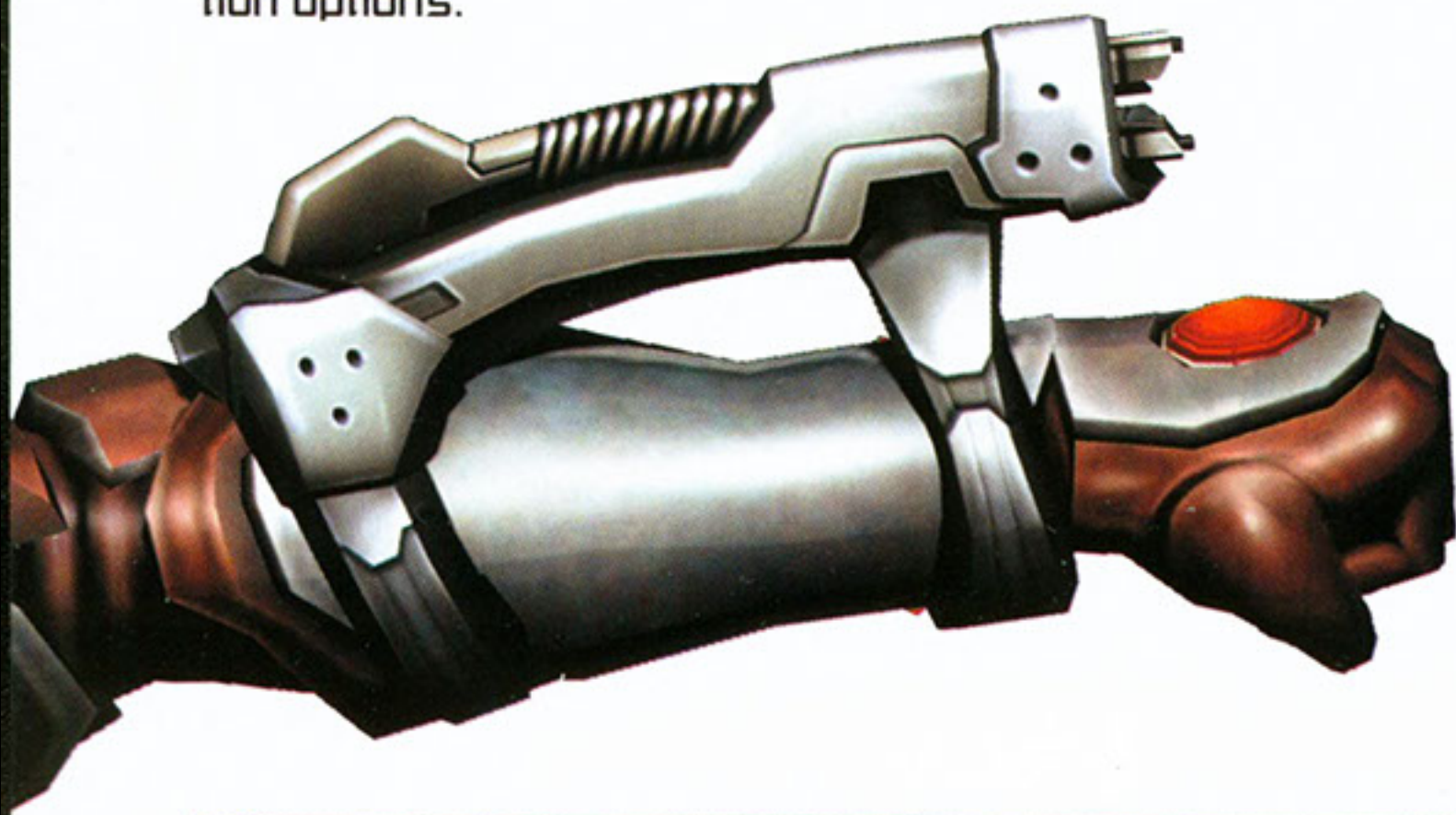
The Seeker Missile can lock on to five separate targets, or you can unleash five missiles on a single hapless foe. Press and hold the Y Button to bring up a targeting reticule, then move over the units you wish to target and release Y when you're ready. Seeker Missiles are the only way to open purple doors.

ACQUIRE THE SEEKER MISSILE LAUNCHER: PG. 44



movement systems

Getting around in a Metroid game has never been easier! Pimp your ride with a gaggle of fantastic, futuristic locomotion options.



space jump boots



The Space Jump Boots allow you to perform a double jump. Press B once to jump, then press it again while in the air to trigger the second boost. You can steer in midair by pressing the Control Stick in the desired direction.

ACQUIRE THE SPACE JUMP BOOTS: PG. 21

gravity boost



The Gravity Boost gives you free and unhindered movement while underwater. It also allows you to float upward for a period of time. To activate the float feature, double-jump, then press and hold B a third time.

ACQUIRE THE GRAVITY BOOST: PG. 46

grapple beam



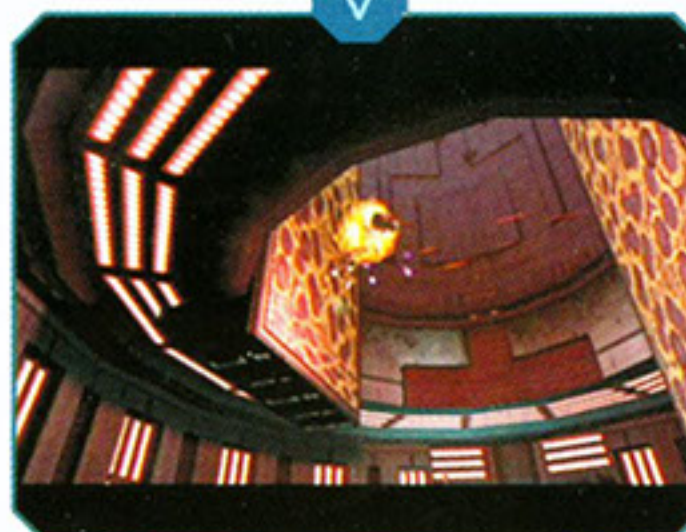
The Grapple Beam attaches to Samus's left arm, and allows her to swing over chasms and pull herself up from the ground. The beam can attach only to certain devices, called grapple points, which look like small hooks and hang from the ceiling. To grapple, leap toward a grapple point and wait for the icon around it to turn from yellow to white. Then press and hold the L Button.



You will continue swinging from the grapple point as long as you hold the L Button. To change the direction of your swing, press the Control Stick. When you're ready to dismount, simply release the L Button. If you let go while on the upswing, you'll leap forward—a handy trick for reaching raised platforms or another grapple point.

ACQUIRE THE GRAPPLE BEAM: PG. 50

screw attack



The Screw Attack is awesome. To use it, do a double jump, then continue pressing B. You will roll into a ball and perform a series of jumps—one per B Button tap, up to a total of five. While using the Screw Attack, you will damage any enemies that touch you, and you'll gain the ability to Wall-Jump on certain surfaces. You have limited mobility while airborne.

ACQUIRE THE SCREW ATTACK: PG. 76

morph ball systems

The Morph Ball isn't just for reliving your old Marble Madness days. No, it's great for entering tunnels and clinging to walls, and it's the fastest way to get around Aether.

boost ball



The Boost Ball gives you an extra bit of speed. To use it, press and hold B for a moment to charge the boost, then release B to zip forward. The boost helps you cross disappearing blocks, activate Spinners and simply get around better. If you're concerned about time, the Boost Ball will be your best friend.



The Boost Ball lets you gain air on half-pipes. Any time you see a curved, smooth surface, you can probably boost up it. Start rolling up one side and charge your boost, then release it on the way down to gain speed. Charge your boost as you move up the other side, then release it again as you descend. You can gain a ton of air by using half-pipes—and often reach hidden treasures.

ACQUIRE THE BOOST BALL: PG. 41

spider ball



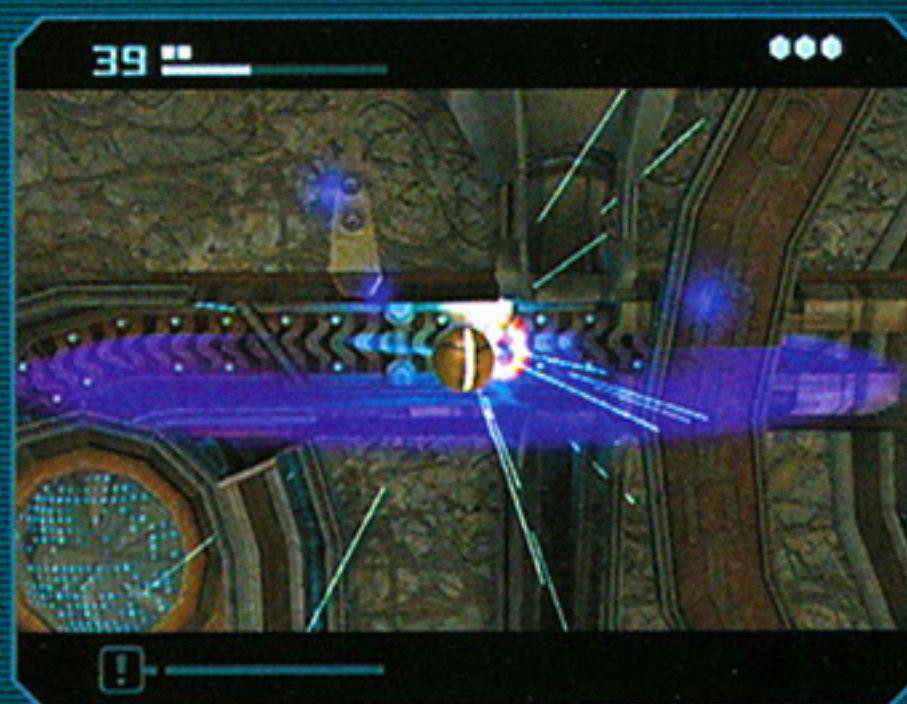
The Spider Ball (activated by holding the R Button) gives you the ability to stick to Spider Ball Tracks, which will let you travel up walls and ceilings. While on a track, you can use the Boost Ball to leap off, or drop a bomb to propel yourself upward. If you need to reach a second track that's below you, release R for a split second, then press it again when you're near the lower track.

ACQUIRE THE SPIDER BALL: PG. 62

bomb systems

Your only weapon in Morph Ball form is a bomb, but it's one that can wreak plenty of havoc in the right situation. In addition to their destructive properties, bombs are extra-handly as a means to achieve upward mobility.

morph ball bomb



While in Morph Ball form, press the A Button to drop a bomb. Bombs aren't the most powerful weapons in the world, but they're good enough to shake off a Metroid, break open Talloric Alloy or destroy an enemy while in a tunnel. You'll also use bombs to activate Bomb Slots throughout the game.

ACQUIRE THE MORPH BALL BOMB: PG. 17



> bomb-jumping

If you drop a bomb and wait, it will go off and boost you up—this is called a Bomb Jump. To perform a double Bomb Jump, drop one bomb, then wait two seconds and double-tap A to drop two more. The first bomb will explode and detonate the second one in midair, which will set off the third and boost you even higher.

power bomb



Unlike their cool but kinda wimpy cousins, Power Bombs will wipe the floor with any enemy in range—in fact, they will vaporize most enemies instantly. Power Bombs can also open yellow doors and blast through the toughest rock and metal. They can even destroy Galactic Federation security gates.

ACQUIRE THE POWER BOMB: PG. 68

> using the guide

The bulk of this guide is a walk-through that shows how to get every upgrade, log-book entry and expansion. Not every expansion is called out in text, however—check the index in the back of the book for specific info on each one.

> THE HIGHLIGHTED PATH

Each map highlights a path from the last upgrade you collected to the next upgrade. The path will sometimes involve multiple areas and maps of both the Light and Dark Worlds.

> MAP CONNECTIONS

Arrows and lettered portal and elevator callouts mark map connections in the walk-through. Letter sequences start over in each new area and do not correspond to the letters used in the map section, beginning on page 104.

> NUMBERED TIPS

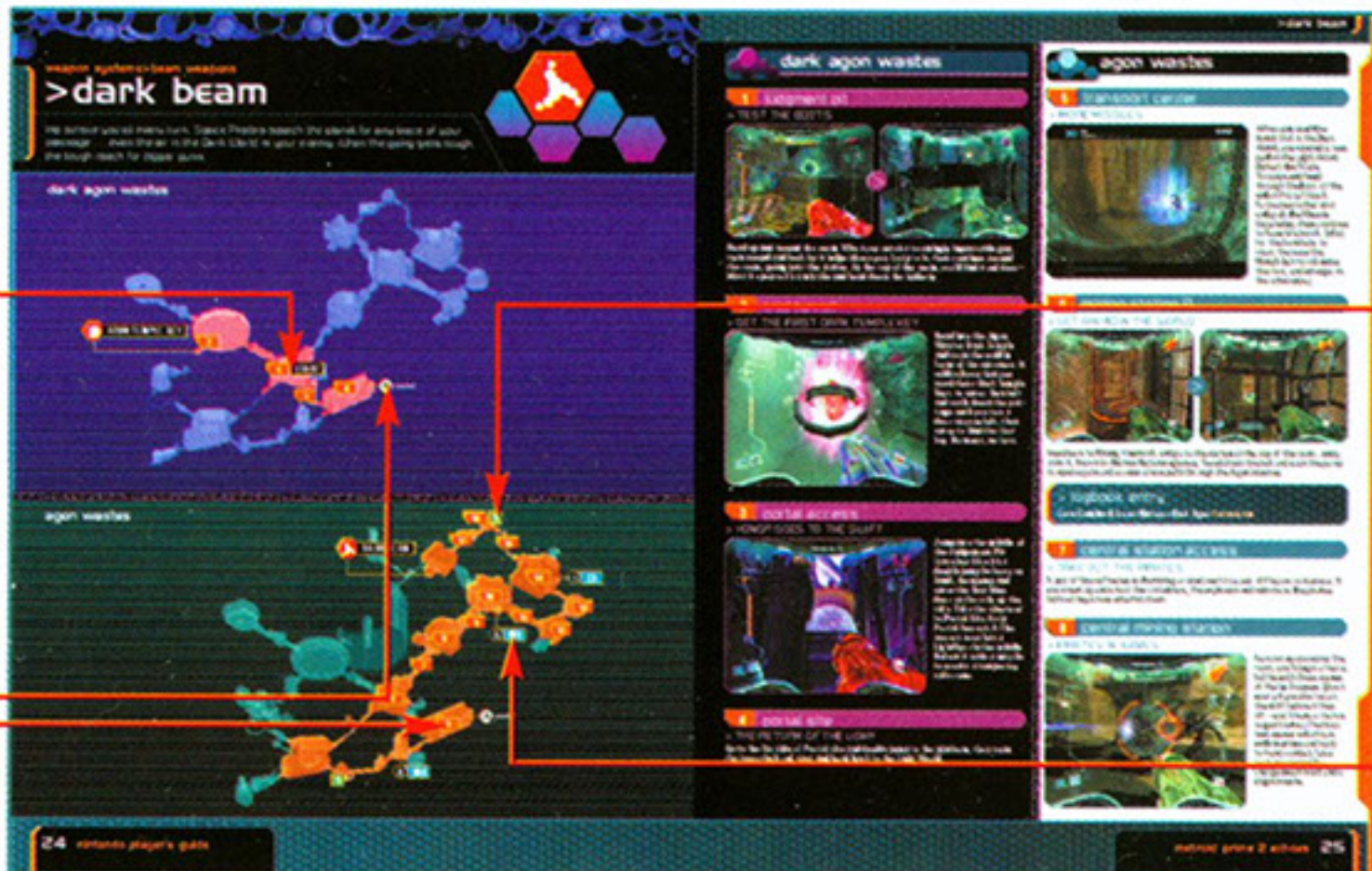
Numbers call out the major steps you should take along the path to the next upgrade. Look for the corresponding numbered tip in the walk-through.

> WORLD-SPECIFIC TIPS

Headings in the walk-through will let you know when you've entered a new area. Strategy tips for the Light World are on a white background. Strategy tips for the Dark World are on a black background.

> ROOM NAMES

Each strategy tip has a heading that tells you the name of the room in which the bulk of the tip takes place. Use the in-game map along with the maps in this guide to locate the room.



> STATIONS

Any Save Stations, Map Stations and Ammo Stations that are along the highlighted path are pinpointed. Search them out—especially the Save Stations.

> EXPANSIONS

Expansions that you can collect on the way to the upgrade are labeled on the highlighted path. Specific strategy for collecting the expansions can be found starting on page 112. (There's a number next to each expansion on the map. To find the strategy, turn to that number in the Expansions section.)

> LOGBOOK ENTRIES

Anything that you can scan into the logbook is listed in a box like this. The boxes appear the first time you enter a new room, and list the enemies, lore and research you can scan at that time. Many items—especially those you'll find in boss battles—can be scanned only once, so don't miss anything.

> BOSSES & POWER-UPS

Each section concludes with the payoff for trekking through the preceding hazards: Samus's new power-up. You may need to complete a task or defeat a boss to get the power-up—you'll get the whole lowdown.

map key

- | | | | | |
|-------------------------|--|-------------------------|-------------|------------------|
| M1 Missile Expansion | Portal | Dark Suit | Darkburst | Screw Attack |
| E1 Energy Tank | Energy Transport (requires Light Suit) | Super Missile | Dark Visor | Annihilator Beam |
| P1 Power Bomb Expansion | Missile Launcher | Boost Ball | Spider Ball | Sonic Boom |
| B1 Beam Ammo Expansion | Morph Ball Bomb | Seeker Missile Launcher | Power Bomb | Light Suit |
| 3 Strategy Tip | Space Jump Boots | Gravity Boost | Sunburst | Dark Temple Key |
| S Save Station | Dark Beam | Grapple Beam | Echo Visor | Sky Temple Key |
| M Map Station | Light Beam | | | |
| A Ammo Station | | | | |
| A Elevator to new area | | | | |

metroid prime 2 echoes

> agon temple

A platoon of Galactic Federation Troopers has gone missing on Aether, and Samus Aran has been contracted to track them down. What began as a simple search-and-rescue op is about to become a lot more complicated. . . . hope the pay is good.



> missile launcher

The board is set, the pieces are in motion and it's time to go get the Missile Launcher. What's that you say? You already have a Missile Launcher? Heh... welcome to the world of Metroid, friend.



temple grounds





temple grounds

After receiving a contract to find and assist a downed Galactic Federation vessel, Samus Aran finds herself crash-landing on Aether—a world that is on the verge of collapse. Though Samus starts the chase well-armed and confident, a chance encounter will leave her at a significant disadvantage. Of course, that's par for the course for the world's best bounty hunter.



1 landing site

> SCANNERS



When you exit your ship, you'll be able to toy around with the Scan Visor. You can scan an object by looking at it and holding down the L Button. Scannable objects appear in three colors: blue, red and green. Pay special attention to blue and red ones—they will often be logbook entries. Green items are those which have already been scanned.

> A WEB OF MYSTERY



The path out of the Landing Site is blocked by strange webbing. Target the large green circle in the middle of the web and hit it with the Power Beam—doing so will destroy it.

> logbook entry

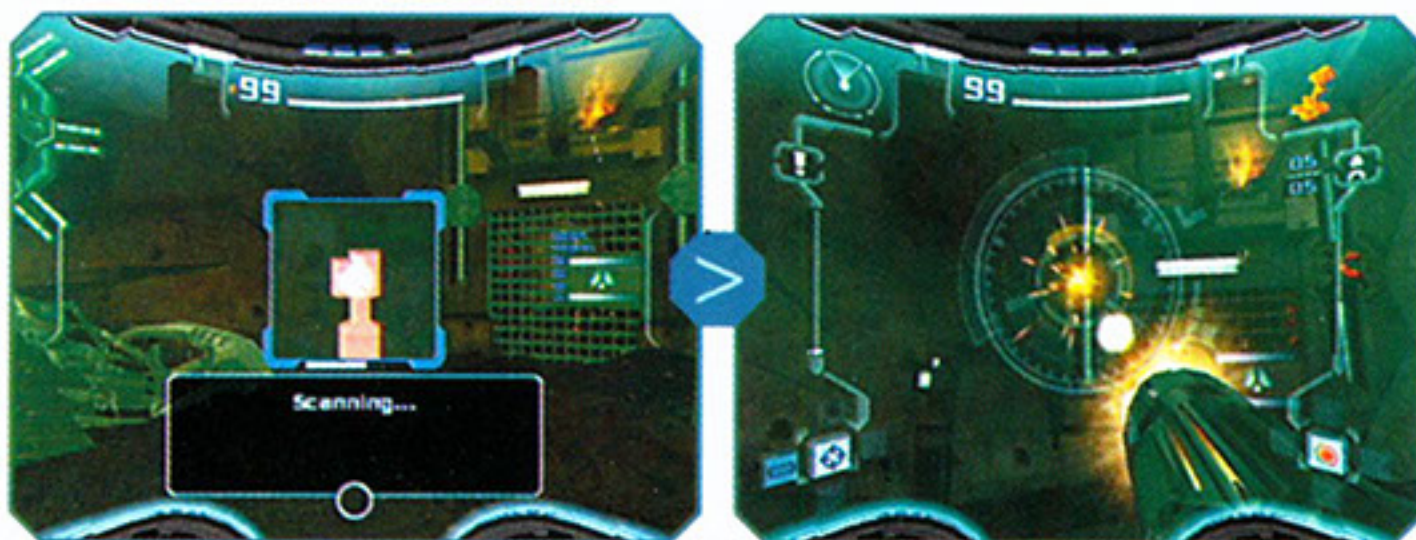
Research>Mechanisms>Vehicles>Samus's Gunship

2 hive chamber A

> CRATE SMASH

Hive Chamber A holds a number of containers. The small blue ones can be destroyed with a couple of Power Beam shots, but the large red ones require either a charged shot or a missile. Always open every container you see—many of them bear energy or extra ammunition.

> LOCKED AND BLOCKED



To open the gate, scan the small box on the left-hand side of the room, then shoot the two locks above the gate. Once the gate opens, move through the hallway and look for a box on the right-hand side. Scan it to open another passage and access the Map Station.

> MAPPY LAND



Walk into the glowing yellow hologram to download a map of the area. Each new area will have a corresponding map that you must find. Map Stations upload schematics for only a specific area, and they don't give you any maps of the Dark World.

> logbook entry

Research>Mechanisms>GF Security>GF Gate Mk VI

3 hive tunnel

> A BAD END



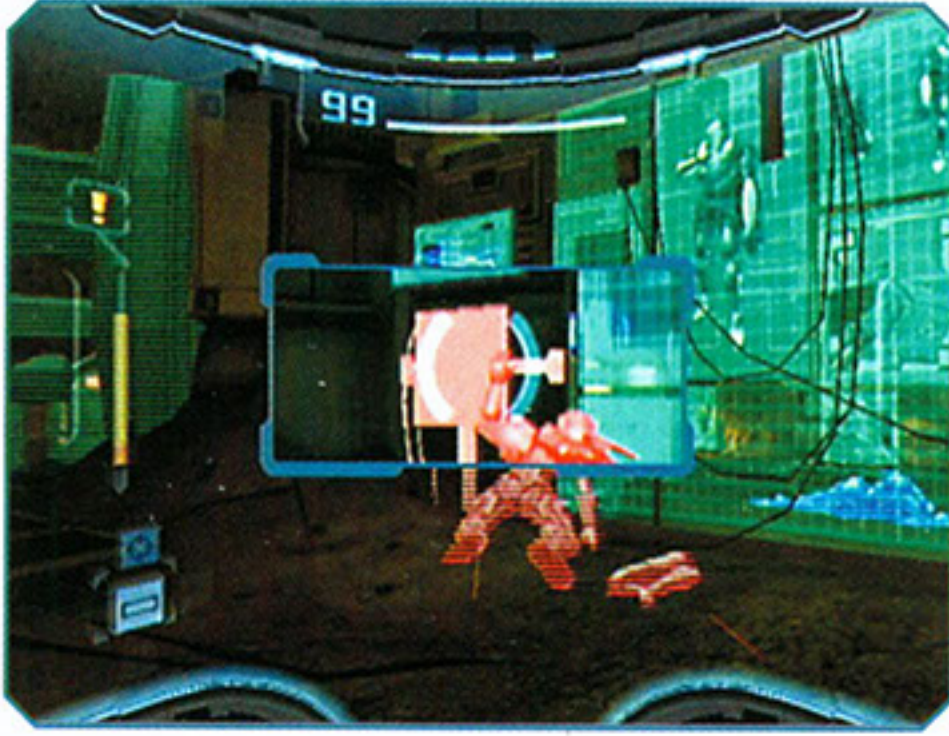
Worker Splinters, relatively harmless insects native to Aether, have been busy preparing food for the hive. The unappetizing menu consists of deceased Galactic Federation troopers. Exterminate the bugs, then scan the bodies for more info.

> logbook entry

Creatures>Aether>Ground>Tunnel Prowlers>Worker Splinter

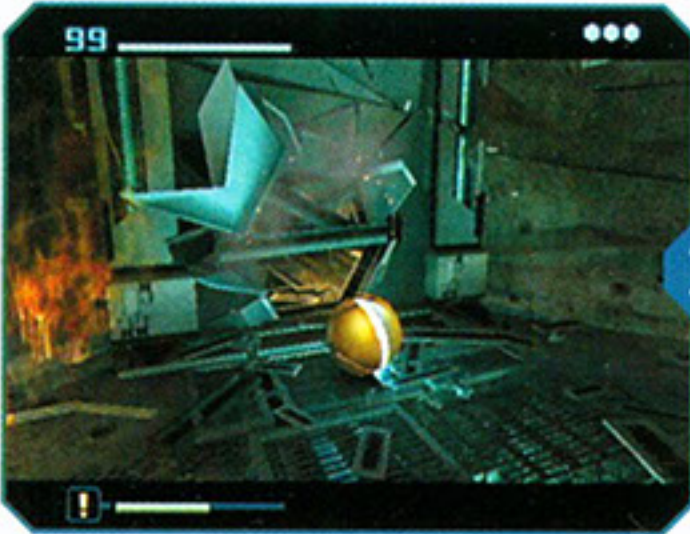
4 command chamber

> CAPTAIN'S LOG



There are a few deceased troopers in the Command Chamber, and some of them have logbook entries that you can scan and examine at your leisure. When you're done sightseeing, take a look at the panel near the room's entrance—you'll need to find a power source to get it working again.

> BIG BALLIN'



Go to the far side of the room and use the Morph Ball to enter a small crack in the wall. When you reach a gate, drop a bomb to clear the way. On the other side of the barrier, you'll discover a Bomb Slot. Roll into Morph Ball form and drop a bomb under the slot to propel yourself into it. Once you're in the slot, drop a bomb to activate the box near where you entered the room.

> THE DEAD SHALL RISE AGAIN



After you activate the slot, you'll face your first test—a horde of Dark Troopers. They're the bodies of troopers that have been inhabited by forces from Aether's Dark World. Take them out with either a charged shot or a missile. Once you've fought your way to the front of the room, scan the panel to open a path.

> logbook entries

Lore>Trooper Logs>Force Two>GSGT C. Benet
Lore>Trooper Logs>Force Two>SPC B. Reeves
Research>Mechanisms>Systems>Bomb Slot
Creatures>Dark Aether>Darklings>Darkling Offworld>Dark Trooper

5 hive chamber B

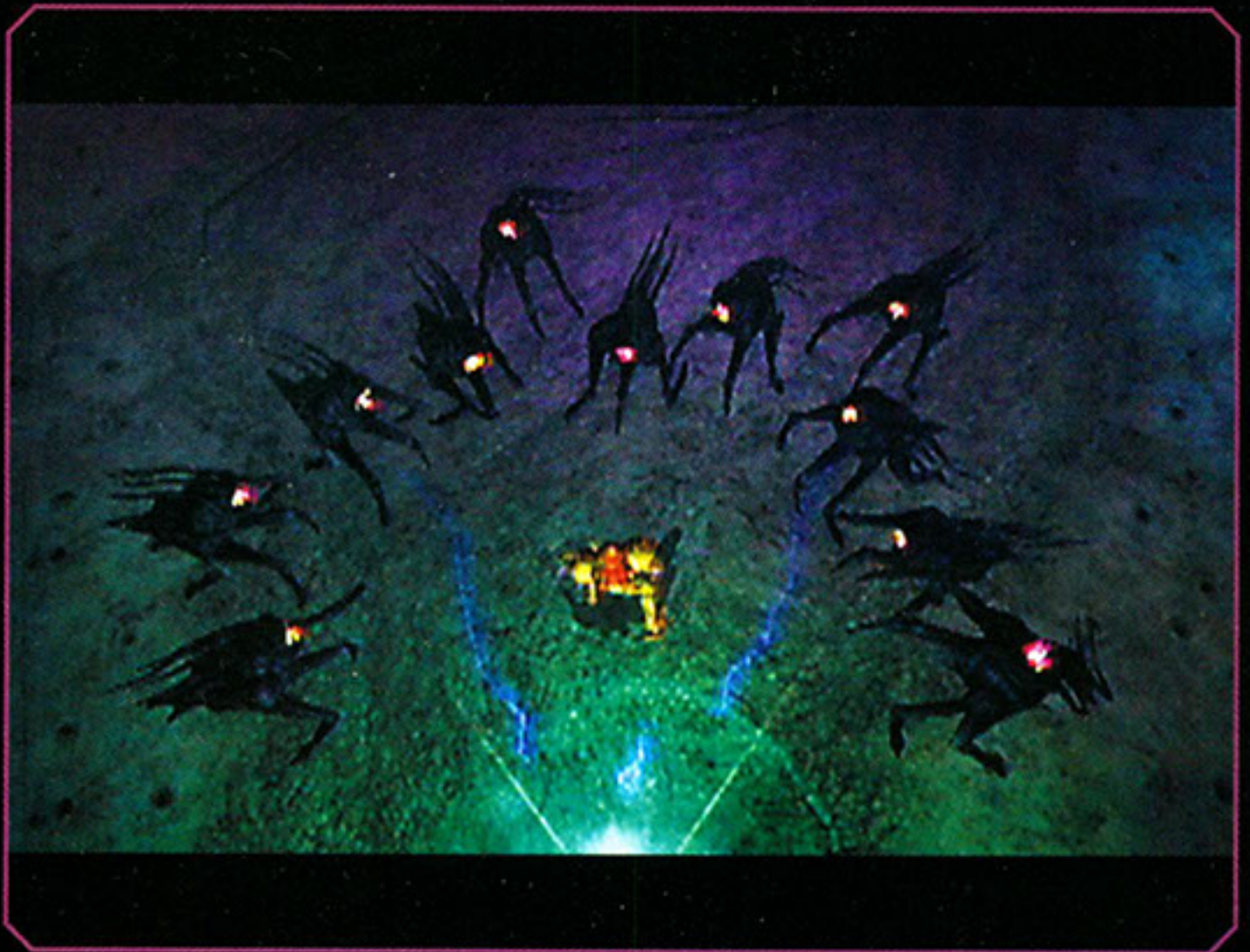
> AFRAID OF THE DARK?



Entering Hive Chamber B will trigger a cut scene that shows Dark Samus—a creature of mysterious origin that is a mockery of the heroine. Give chase after the being flees into a nearby portal.

sky temple grounds

Going through the portal will give you your first taste of Aether's Dark World—a twisted version of Aether in which the very air is poison. After a fight against overwhelming odds, Samus is forced to flee back to the Light World. The brief trip comes at great cost—you will be missing your Grapple Beam, Morph Ball Bombs, Power Bombs, Boost Ball, Space Jump Boots and Missile Launcher. If there's a bright side to the whole mess, it's that you'll still have the Morph Ball, Scan Visor and Charge Beam.



temple grounds

> HIDDEN MORPH BALL TUNNEL



The far end of Hive Chamber B is blocked off, but there's a number of sac-like growths to the right of the exit. Shoot them to reveal a hidden tunnel, then use the Morph Ball and escape to the other side.

6 hive chamber C

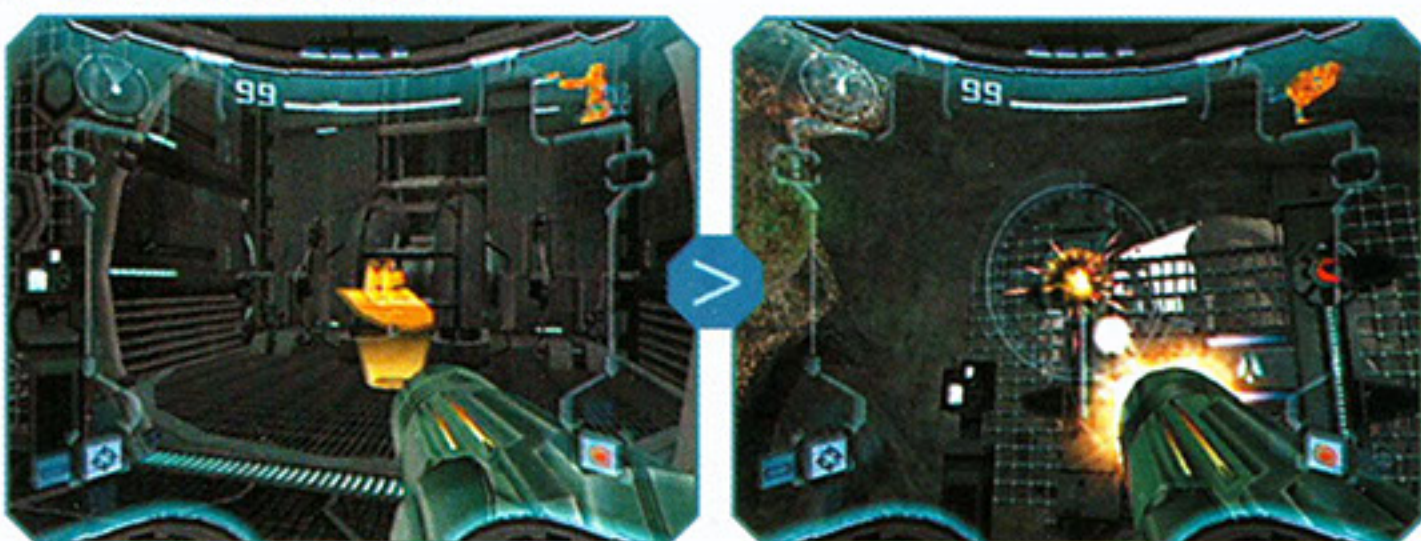
> TROOPER SCOOPER



With your Missile Launcher missing in action, you'll have to rely on an old-fashioned Charge Beam to take down the Dark Troopers in Hive Chamber C. Before you leave, blast the boxes until you find a blue door that leads to a Save Station. The stations are scattered throughout Aether, and will let you save your progress and restore any missing energy.

7 hive transport area

> GATE-CRASHING



Scan the panel near the elevator to activate it, then take a ride to the top. Go through a blue door and scan another panel to reveal a lock on either side of a sealed gate, then shoot the locks to enter the blighted landscape of the Industrial Site.

8 industrial site

> UP AND AWAY



A large crate blocks your progress through the Industrial Site. Find a small panel near the crate and scan it to winch the crate out of the way.

> LOWER THE BRIDGE



Watch for Splinters that explode from the wall—they're easy to eradicate but can often catch you unawares. When you've nuked the bugs, head up and around the room until you come to a bridge. Scan the nearby panel to bring the locks into view, then shoot the locks to make the bridge drop.

> logbook entries

Research>Mechanisms>GF Security>GF Bridge
 Research>Biology>Cocoons>Splinter Cocoon
 Creatures>Aether>Ground>Predators>Splinter
 Creatures>Aether>Ground>Surface Prowlers>Green Kralee

9 collapsed tunnel

> logbook entry

Lore>Trooper Logs>Force Two>PFC M. Veroni

10 temple assembly site

When you step into the Temple Assembly Site, you'll be treated to a short cut scene that welcomes you to the Temple Grounds. Though the place might have been a bustling hive of activity at one point, it's now home only to local animals and broken-down machinery.



> WATCH FOR FALLING CRATES



Walk toward the door with the violet hologram on it, then turn around and look for a panel. Scan it to move the crate, then target the wire that holds the crate in the air and shoot it with your Power Beam. When it falls, it will create a bridge to the next area.

11 dynamo chamber

> THERE'S NO GOING BACK NOW

Use your Scan Visor to locate a red box, then scan it to raise the gate on the far end of the chamber. Doing so will drop a gate behind you—it's a one-way trip from this point forward.

> logbook entry

Research>Mechanisms>GF Security>GF Gate Mk VII

12 communication area

> WHAT A DISH

Follow the path until you find the body of a trooper. Scan the corpse, then scan a nearby panel to adjust the large communication dish on the cliff above. Though the transmission will fail, it will attract the attention of multiple Dark Troopers. Take them down with extreme prejudice.

> logbook entry

Lore>Trooper Logs>Force Two>PFC L. Brouda

13 trooper security station

> A ROLLING BALL GATHERS NO MOSS



Take out the Growler Class Turret as soon as you enter the room (one well-placed Charge Beam blast should do the trick), then concentrate on the small fry. When the room is clear, roll through the little hole in the wall to reach a scannable panel. Activate the panel, roll back through the hole and under the gate, then continue on your merry way.

> logbook entries

Creatures>Aether>Mechanoids>Stationary>Growler Class Turret
Lore>Trooper Logs>Force Two>SPC M. Angseth

gfmc compound: missile launcher

Upon entering the GFMC Compound, Samus will find a computer that contains a log of recent trooper activity. It seems that they were forced to land on the surface of Aether, but once there discovered that the local life-forms were... less than friendly. The entire operation was wiped out, but they did leave behind a present that a resourceful bounty hunter can claim as her own.

mark the map station



There is a Map Station in the back of the G.F.S. Tyr. To find it, you must scan a door between the rows of seats. Once you download the map, which shows the remaining portion of the Temple Grounds, go back down the ramp.

locate the launcher



After you witness the sad fate of the G.F.S. Tyr's crew, look for a large box near the ship's ramp. If you blast it open with a charged shot, you'll find your old friend the Missile Launcher inside. Strap it on and get ready for battle.

the dark splinter battle



As soon as you get the launcher, a pack of Dark Splinters will attack. The creatures are much more powerful than regular Splinters, so take them out with Charge Beam attacks and missiles.

> logbook entries

Research>Mechanisms>Vehicles>G.F.S. Tyr
Lore>Trooper Logs>Force One>CAPT A. Exeter
Lore>Trooper Logs>Force One>LCPL J. Brode
Lore>Trooper Logs>Force One>PFC G. Haley
Lore>Trooper Logs>Force One>PFC S. Milligan
Lore>Trooper Logs>Force One>SPC F. Triplette
Creatures>Dark Aether>Darklings>Darkling Ground>Dark Splinter

morph ball systems>bomb systems

>morph ball bomb

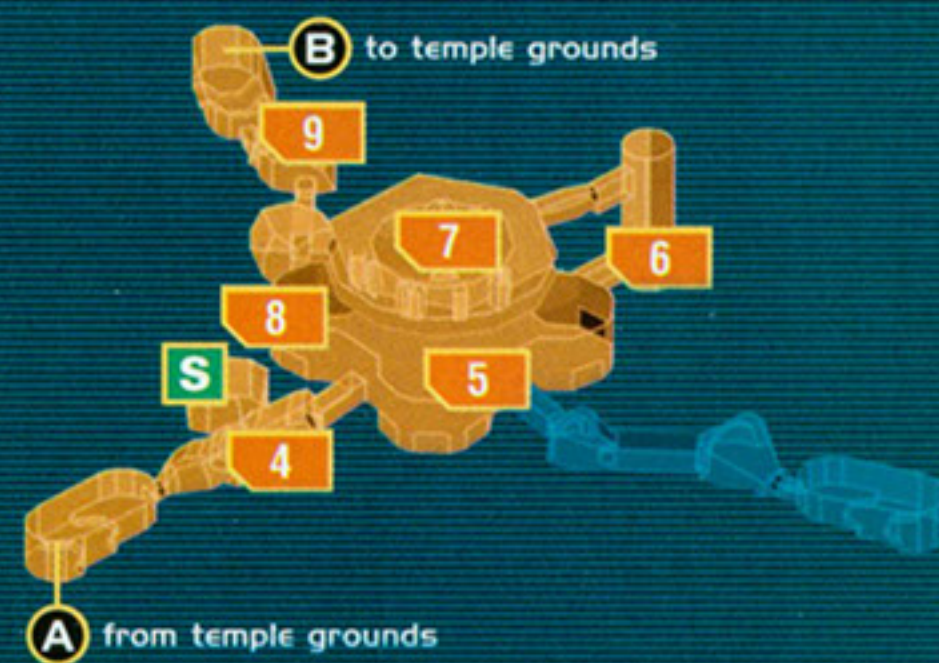
Now that the grim fate of the Galactic Federation Troopers is known, Samus can continue on her way. But the simple mission will become a lot more complicated when the Luminoth enter the picture. Bombs will definitely help.



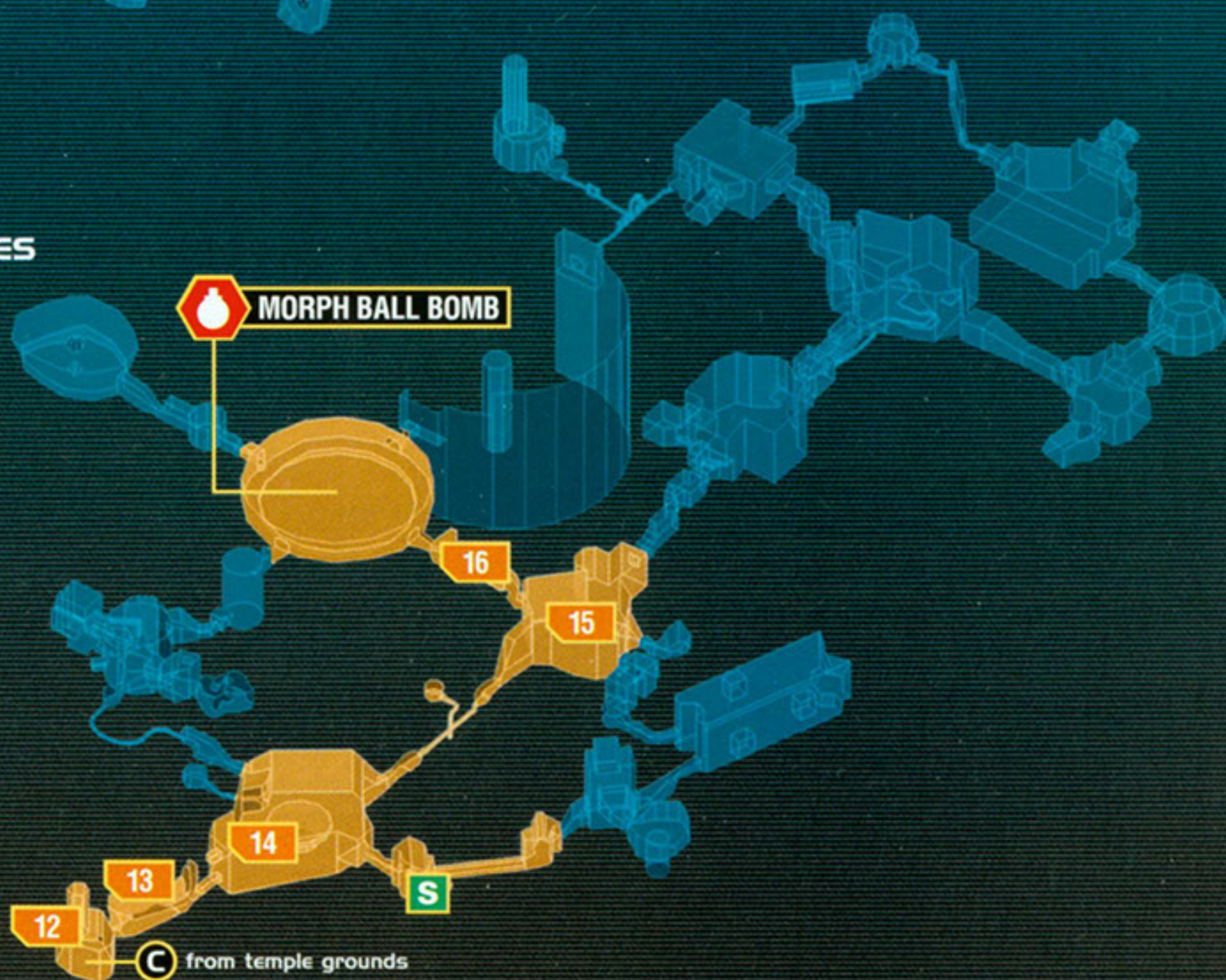
temple grounds



great temple



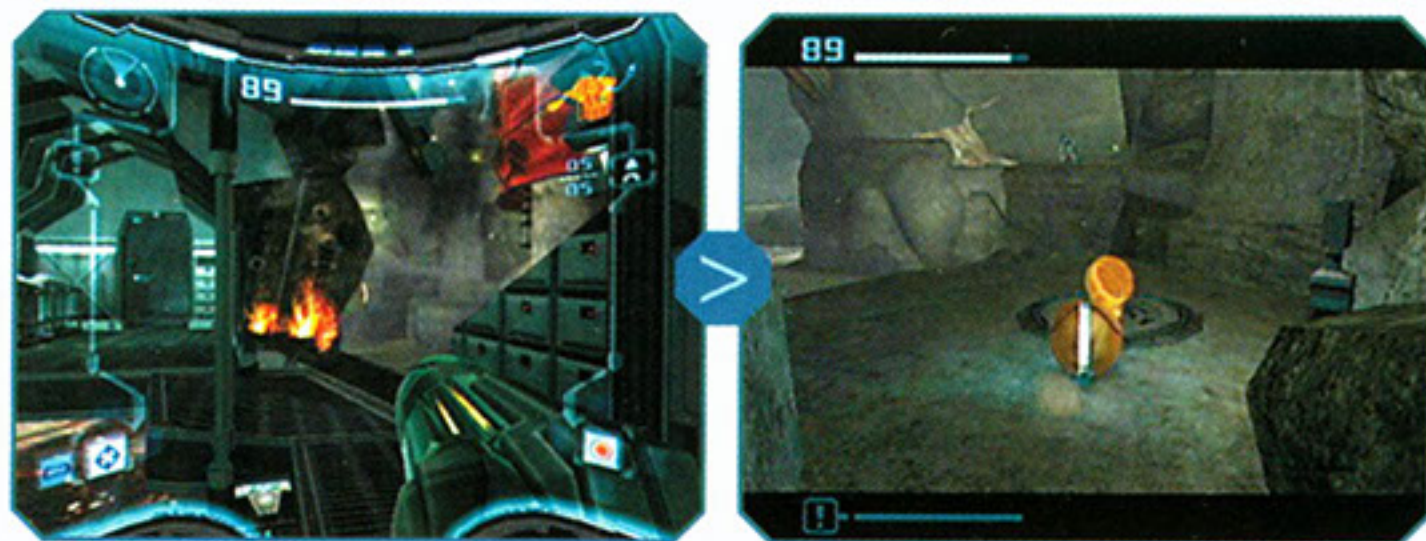
agon wastes



temple grounds

1 GFMC compound

> A HANDY HOLE



Return to the ship and jump through the hole in the side. Walk around the ledge and activate the Kinetic Orb Cannon. Use the Morph Ball to roll into the hologram, causing the cannon to blast you to the other side of the room. From there, you can reach a door that's sealed with a blast shield. Open the shield with a missile, and use the nearby Morph Ball tunnel to get Crany's logbook entry.

> logbook entries

Research>Mechanisms>Systems>Kinetic Orb Cannon
Lore>Trooper Logs>Force One>PFC I. Crany

2 sacred bridge

> SCAN FROM BELOW

When you reach a sealed door, roll down the tunnel on the right-hand side and fight off a swarm of War Wasps. After the coast is clear, scan a panel above you to activate another Kinetic Orb Cannon.

> logbook entries

Lore>Trooper Logs>Force Two>PFC E. Denys
Creatures>Aether>Flying>Small Flyers>War Wasp

3 sacred path

> CANNONBALL FUN



There is a weakened wall on the left-hand side of Sacred Path. Blast it with a missile to start it crumbling, then jump off the ledge and look for a panel inside a wall crack. Scanning the panel will activate—you guessed it—a Kinetic Orb Cannon. Let it blast you through the cracked rock, then roll down the tunnel, across the set of tracks and onward to a blue door. The elevator beyond leads to the Great Temple.



> logbook entry

Research>Biology>Cocoons>War Wasp Hive

great temple

4 transport A access

> DRIVEN BATTY



A swarm of Sandbats will appear as soon as you enter Transport A Access. They're difficult to scan at this point, so don't worry if you miss them—you'll have plenty of chances later on. You can find a hidden Save Station by rolling through the hole in the left-hand wall.

5 temple sanctuary

> FIGHTING THE SPLINTER BROTHERS



Interference in the Temple Sanctuary will make it impossible to scan the object on the ceiling. You won't need to wonder about it for long, however—simply step into the middle of the room to trigger a battle with the creatures inside. Take out the first enemies (a group of Dark Splinters) with the Charge Beam. You'll want to save your missiles for the later stages of the fight.



After you've beaten the Dark Splinters, an Alpha Splinter will appear. Hit it with the Charge Beam until it turns into a Dark Alpha Splinter, then unload missiles into it. When the creature backs up and shakes, it's about to charge—lock on and use B to dash out of the way. Once it's down, take the Unknown Technology.

> logbook entries

Creatures>Aether>Ground>Predators>Alpha Splinter
Creatures>Dark Aether>Darklings>Darkling Ground>Dark Alpha Splinter

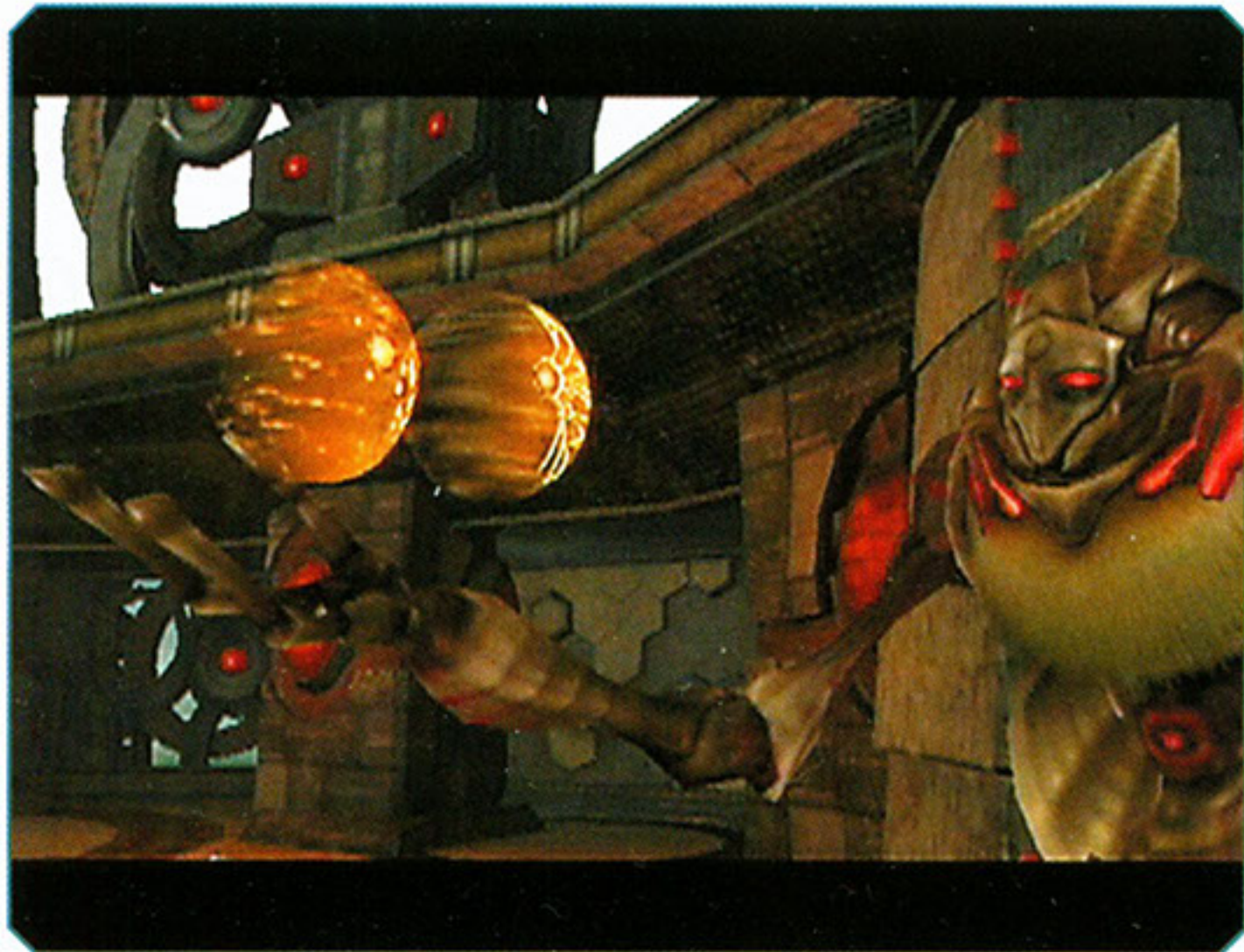
6 controller transport

> TAKE THE SHORT WAY HOME

There is only one way to go from inside the Temple Sanctuary—up. Head for the only open door and take the elevator to the room above.

7 main energy controller

Inside the Main Energy Controller, you'll meet U-Mos, the last sentinel of the Luminoth race. He will tell you the history of his people, explain the increasingly unstable nature of Aether and ask for your assistance. Since Samus is never one to refuse aid to another (even if the pay is lousy), she obliges him.



> READ UP ON YOUR LUMINOTH HISTORY



After speaking to you, U-Mos will heal you then give you the ability to scan Luminoth Lore and sealed doors marked with a violet hologram. Find one such lore entry near the entrance to the room and scan it, then head back to the Temple Sanctuary.

> logbook entries

Research>Aether Studies>Aether>U-Mos
Research>Aether Studies>Aether>Energy Controller
Lore>Luminoth Lore>History>Golden Age>Origins

8 temple sanctuary

> HEY, THAT WAS EASY



When you return to the sanctuary, turn right and look for a sealed door marked with a violet hologram. Scan it to lower the door and gain access to a new area, then walk through and start blasting everything in sight.

9 transport B access

> LIGHT AS A FEATHER

The tunnel to the nearest elevator is filled with Lightflyers—glowing, airborne drones that can cause damage if they get too close. Take them out with the Charge Beam, then ride the elevator back to the Temple Grounds.

> logbook entry

Creatures>Aether>Flying>Small Flyers>Lightflyer

temple grounds

10 industrial site

> PICKUPS AND FIREFIGHTS



When you emerge in the Temple Assembly Site, take a moment to defeat the Dark Splinters and grab the Energy Tank behind the red door. Once you have it, head back through the Collapsed Tunnel to the Industrial Site. Open the violet door and scan the deceased Luminoth behind it, then continue on your way.

> logbook entry

Lore>Luminoth Lore>Keybearer Lore>Cadre 2>J-Fme's Testament

11 transport to agon wastes

> GET WASTED

Scan the Luminoth Lore near the cliff edge (it's hard to find—look carefully) and shoot the webbing to reach your first Missile Expansion, then take the elevator. It will transport you to a desertlike environment—Agon Wastes.

> logbook entry

Lore>Luminoth Lore>History>Golden Age>Our Heritage

agon wastes

12 transport to temple grounds

> logbook entry

Research>Biology>Plantforms>Agon Bearerpod

13 plaza access

> SCAN CENTRAL STATION

Plaza Access is tiny, but it contains two new logbook entries. The Lumites can be tough to lock on to—you might have better luck if you target them manually and unload with the Power Beam.

> logbook entries

Creatures>Aether>Flying>Small Flyers>Lumite
Research>Biology>Plantforms>Sandgrass

14 mining plaza

The Mining Plaza acts as a kind of hub for Agon Wastes. Practice fighting the Sandiggers that burrow under the surface—you're going to need the practice when you reach the end of Agon Wastes.



> A BRIDGE OVER TROUBLED SANDS



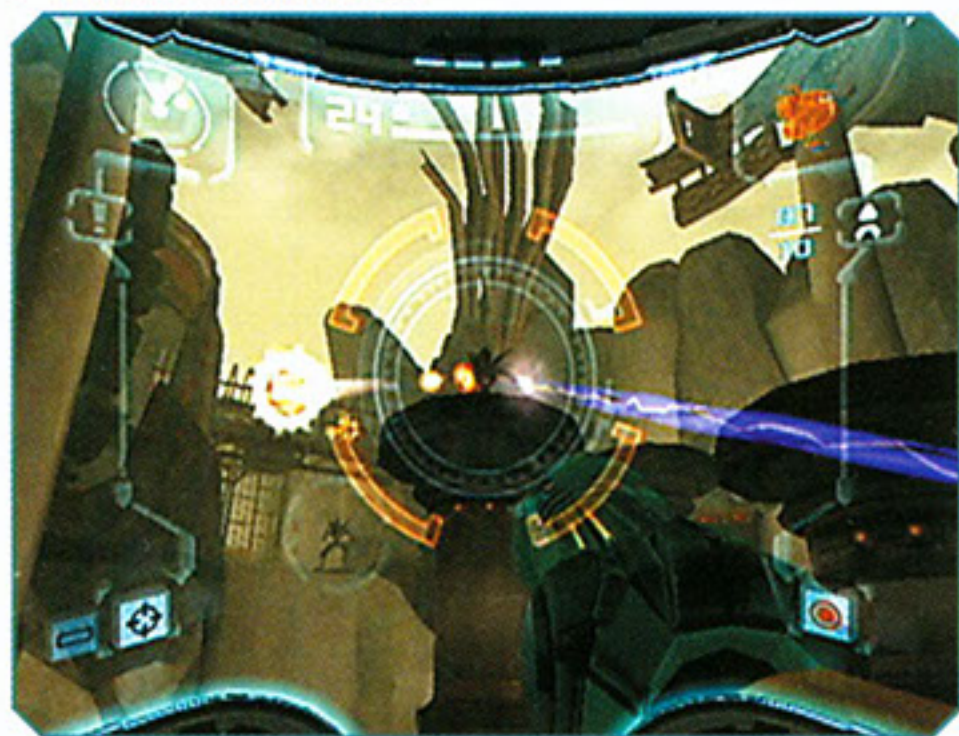
Lock on to the Sandigger eyes and let fly with a Charge Beam shot or a missile—dash around the side to avoid the toxic spit. There's only one way to reach the top of the Mining Plaza, and that's by working your way around ledges at the edge of the room. Along the way, look for pillars with bases composed of Brinstone. If you blast each base with a missile, its pillar will fall and create a bridge. You can also find a Save Station behind a red door.

> logbook entries

Creatures>Aether>Ground>Predators>Sandigger
Creatures>Aether>Flying>Small Flyers>Sandbats

15 mining station A

> AHH! PIRATES!



It wouldn't be a Metroid game without some Space Pirates to muck up your plans. Three Pirate Troopers are waiting in Mining Station A, and they'll press the attack as soon as you enter the room. Stay on the ground and take them out with missiles and the Charge Beam. They can do a lot of damage in a short amount of time, so make liberal use of your side-step.

> MAKE FOR THE TOP



Head up by walking around the edge of the room, then jump across platforms to the door with an amber symbol. Turn left and leap across the running sands, then blast the pillar with a missile to reach the door with a Blast Shield. The Brizgees are invulnerable until you crack their outer shell with a missile. After that, you can blast them with any weapon in your inventory.

> logbook entries

Creatures>Offworld>Pirates>Pirate Trooper
Creatures>Aether>Ground>Surface Prowlers>Brizgee

16 temple access

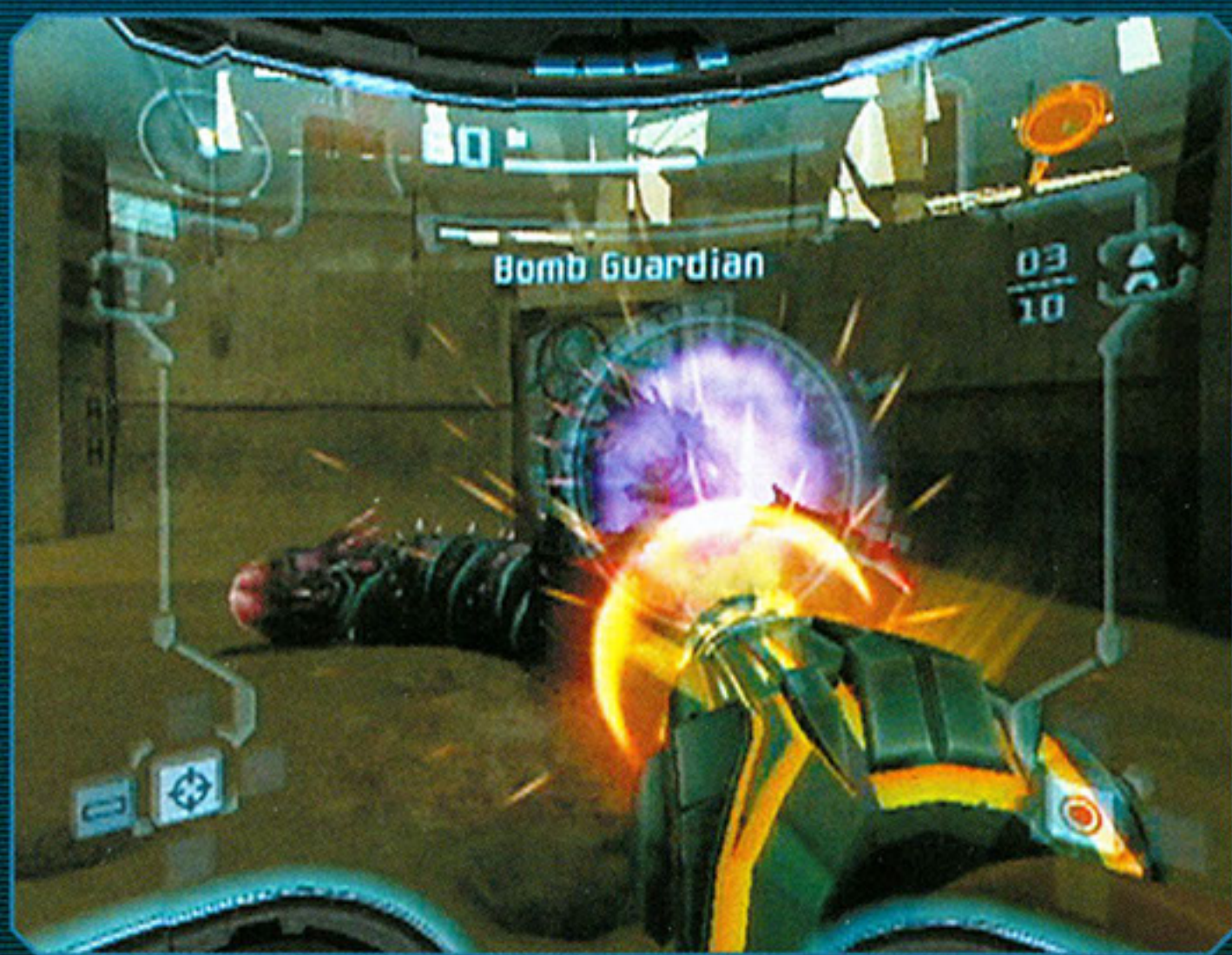
> logbook entry

Creatures>Aether>Flying>Large Flyers>Shriekbat

agon temple: bomb guardian

The Agon Temple boss starts out as an Alpha Sandigger, but quickly turns into a Bomb Guardian. Scan the alpha version as soon as you enter the room, or you might miss the opportunity.

battle the bomb guardian



The Bomb Guardian will crawl around the arena and drop bombs in its wake. Its only weak point is the pink end of its body. Use the dash move to work your way to the creature's tail, then fire off a missile. The closer you are to the boss, the easier it is to do. Once you hit the tail a few times, the mouth will begin to glow—get in front of the beast and hit it in the face with a Charge Beam. When it falls, take the Morph Ball Bombs and bust open the doors.

> logbook entries

Creatures>Aether>Ground>Predators>Alpha Sandigger
Creatures>Dark Aether>Guardians>Sub Guardians>Bomb Guardian

movement systems

> space jump boots

If you have any hopes of solving the mystery of Aether, you'll need to make a trip to the dark side. Once there, you'll meet some of the meaner locals, including a boss that you'll need to put the boots to.



agon wastes



dark agon wastes



1 agon energy controller

> FIRE UP THE GENNY



In the Controller Access room, use a bomb to propel yourself into the slot, then drop another to turn the room. When you exit, you'll be in the Agon Energy Controller. Activate the hologram and listen to the Luminoth's plea. You'll learn how to decode amber holograms in the process. Scan for lore in the sheltered spot on one side of the room before you exit.

> logbook entry

Lore>Luminoth Lore>History>Golden Age>Saving Aether

2 mining plaza

> PICK UP EXPANSIONS AND A MAP

Head to Mining Station A, scan the amber door and get a Missile Expansion. Then take a quick detour to Mining Station Access and use a Morph Ball Bomb to get an Energy Tank. After that, go to Mining Plaza, scan the amber hologram door and bomb to get to the Map Station for a complete map of Agon Wastes. Head back to Mining Station A and through the lower door, then use the Kinetic Orb Cannons to get over the wall.

> logbook entry

Lore>Luminoth Lore>History>Golden Age>Paradise

3 agon map station

> logbook entry

Research>Biology>Platforms>Blueroot Tree

4 portal site

> DARK PIRATES RISING



After you shoot two Pirate Troopers, Dark ones will show up, and you won't have control of how many turn Dark. Once they fall, a Bomb Slot will activate at the far end of the room. Bomb the slot to set a conveyor belt in motion, then roll onto the belt to reach a narrow groove in the wall. Roll along the groove and destroy the obstruction with a bomb. When you reach the end of the groove, leap to the platform and repeat the process. Hit the Pillbugs with a bomb to stun them, and another to kill them. Use the Bomb Jump to get through the groove. Bomb the last obstruction to energize the portal then scan the portal's panel to activate it.

> logbook entries

Creatures>DarkAether>Darklings>Darkling Offworld>Dark Pirate Trooper
Lore>Luminoth Lore>History>Golden Age>Light of Aether
Creatures>Aether>Ground>Tunnel Prowlers>Pillbug

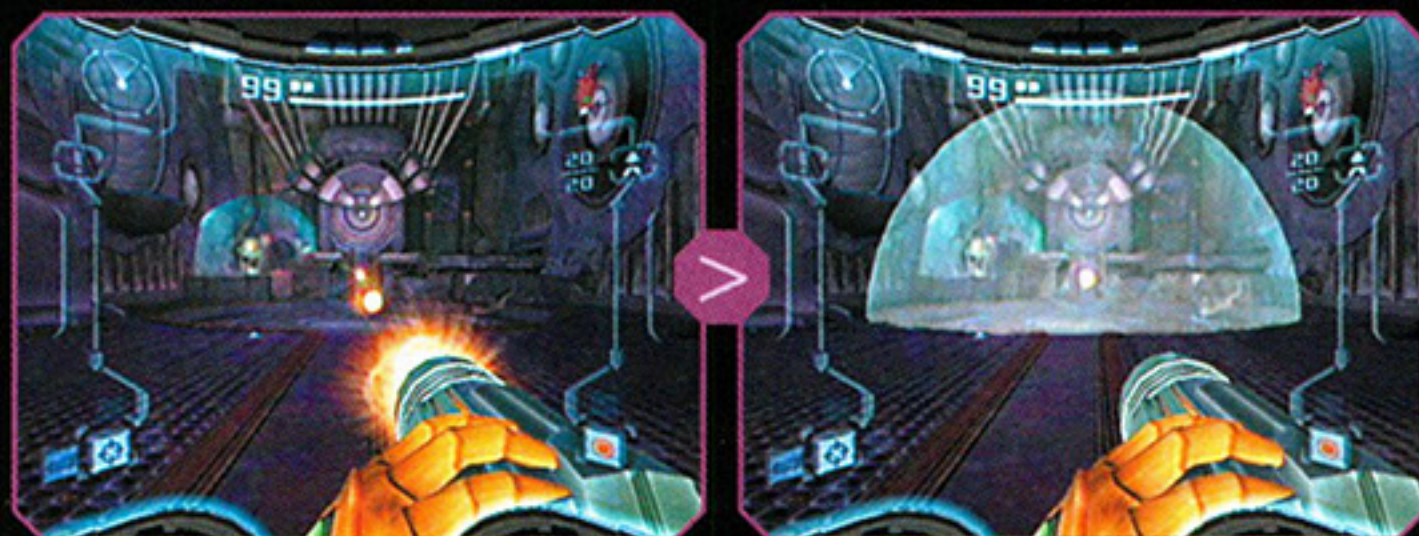
dark agon wastes

5 portal site

No creature of the light can withstand the Dark World's poisonous atmosphere for long. You'll need to make use of ancient Luminoth technology (and maybe a few of the natives) to traverse the area safely.



> USING LIGHT BEACONS



To avoid Dark Aether's poison air, the Luminoth scattered crystals and beacons throughout the world. Crystals are always active unless covered in dark matter, but beacons must be lit with the Power Beam. Beacons will stay lit only for a short period of time, and both they and crystals will heal you.

> BOMBS AWAY



Activate the Bomb Slot on the far side of the room to clear a stubborn door out of the way. Doing so will raise the corresponding door in the Light World, but don't worry about that just yet. Instead, head deeper into the Dark World.

> logbook entries

Research>Biology>Ing Storage>Bladepod
Research>Luminoth Technology>Light Crystals>Light Crystal
Research>Luminoth Technology>Light Beacons>Light Beacon

6 crossroads

> MEET THE INGLET



Inglets are the weaklings of the Ing race, but don't get complacent—they can still pack a wallop. The easiest way to hit them is to target the creatures when they expand from their black puddles of ooze, but you can also target the puddle manually as it shifts around. Save your missiles and stick with the Power Beam.

> logbook entry

Creatures>Dark Aether>Ing>Inglet

7 save station 2

> logbook entry

Creatures>Dark Aether>Darklings>Darkling Flyers>Nightbarb

8 duelling range

> ING-SANITY



The Duelling Range is home to a Warrior Ing—one of the deadliest members of the Ing family. Lock on to the critter and blast it with the Charge Beam and missiles. When it dissolves into ooze, aim manually and squeeze off a few more shots. If you stand in a safe zone behind a crystal, the item will offer some protection from Warrior Ing projectiles.

> WALK TOWARD THE LIGHTBRINGERS



Head up. To avoid taking damage, wait for a Lightbringer to wander near your position, then jump into the zone of safety it projects and follow it. You'll need to use two Lightbringers to reach the door at the end of the room.

> logbook entries

Creatures>Dark Aether>Ing>Warrior Ing
Creatures>Aether>Ground>Surface Prowlers>Lightbringer

3 judgment pit: jump guardian

Your Space Jump Boots, the handiest tool an explorer could want, have been boosted by an Ing. To get them back, you'll have to take the boss down to earth—which means plenty of missiles and a little jumping of your own. If you run low on ammo or energy, take out a few BladePods.



jumping the gun



For the most part, you can fight the Jump Guardian in the same way you fought the Warrior Ing. Keep the Light Crystal between yourself and the boss so you have a bit of defense against long-range attacks, and use the Charge Beam and missiles when you have an open shot. You can't damage the Jump Guardian while it's in the air, or for brief moments before and after it takes off and lands. Wait for the guardian's blue shimmer to vanish before you start firing missiles. The beast will often jump and hit the ground, causing a quake—leap over the shockwaves and return fire. When its life bar is nearly empty, the boss will move very quickly. Use rapid blasts from the Power Beam to get in shots when you can.



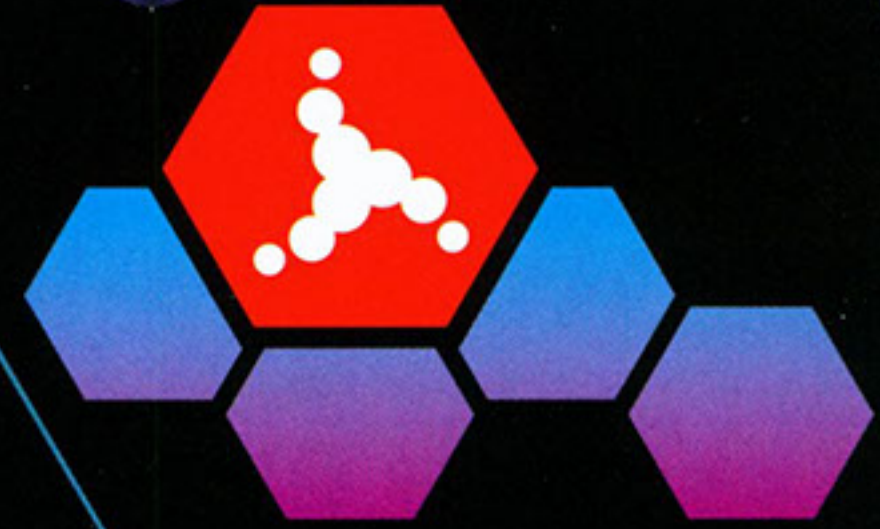
> logbook entry

Creatures>Dark Aether>Guardians>Sub Guardians>Jump Guardian

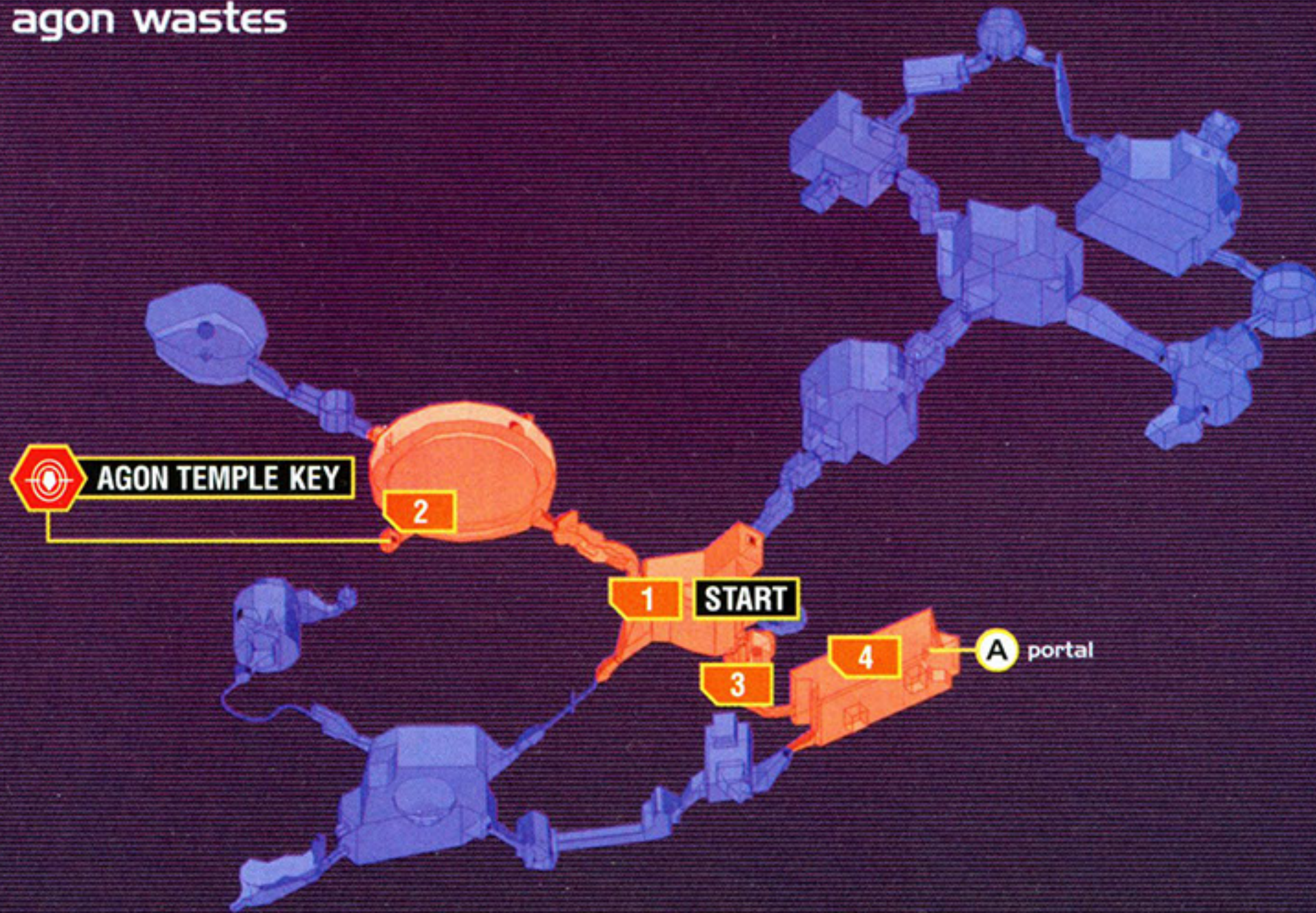
weapon systems > beam weapons

> dark beam

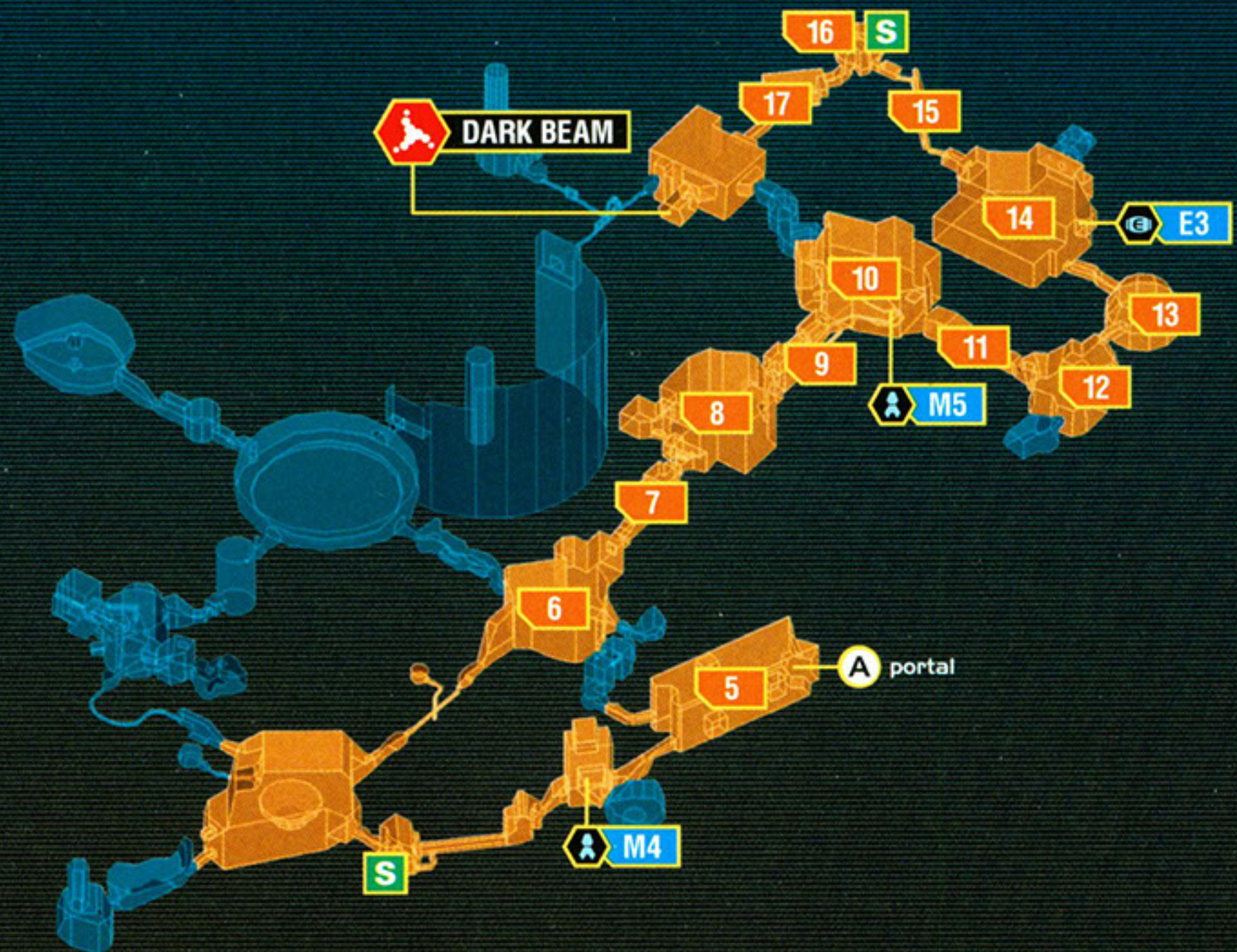
ing pursue you at every turn, Space Pirates search the planet for any trace of your passage . . . even the air in the Dark World is your enemy. When the going gets tough, the tough reach for bigger guns.



dark agon wastes



agon wastes



dark agon wastes

1 judgment pit

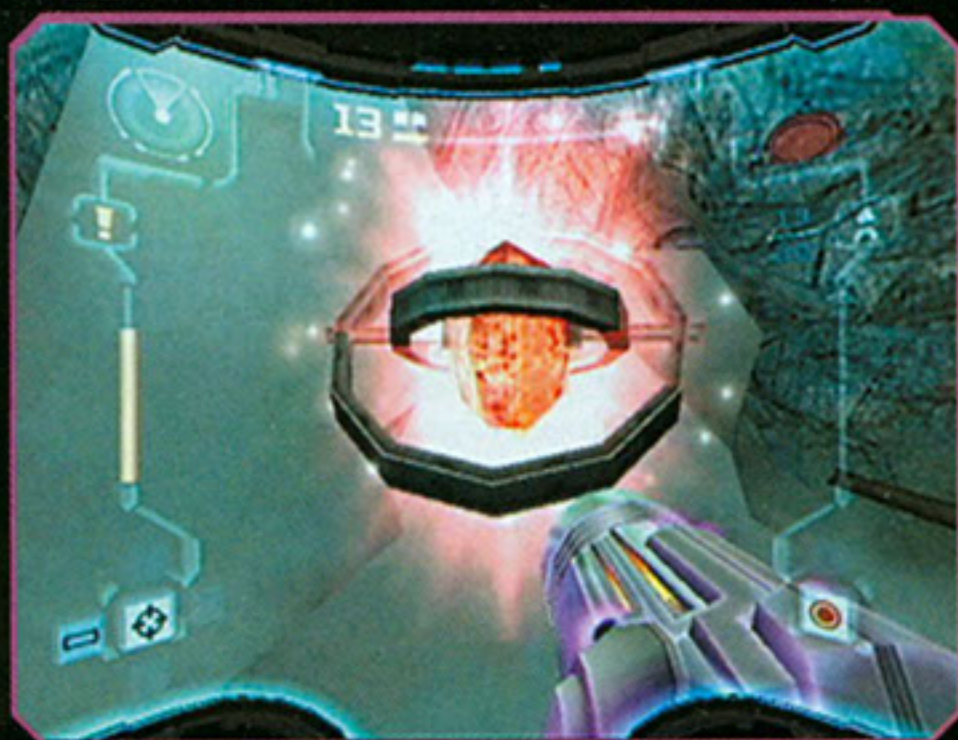
> TEST THE BOOTS



Head up and around the room. When you reach a seemingly impassable gap, turn around and look for a ledge above you. Leap to it, then continue around the room, going past the statue. At the top of the room, you'll find a red door—blast it open with a missile and head down the hallway.

2 trial tunnel

> GET THE FIRST DARK TEMPLE KEY



Head into the Agon Wastes Dark Temple and scan the wall in front of the entrance. It will tell you that you need three Dark Temple Keys to enter. Turn left and walk down the passage until you see a door on your left, then enter to find the first key. No muss, no fuss.

3 portal access

> HONOR GOES TO THE SWIFT



Jump into the middle of the Judgement Pit (save health with a double jump before you land), then jump and enter the first blue door on the way up the side. Take the shortcut to Portal Site A via Portal Access A. The access area has a Lightflyer in the middle. Defeat it with a missile to create a temporary safe zone.

4 portal site

> THE RETURN OF THE LIGHT

Go to the far side of Portal site and double-jump to the platform, then scan the lower-left red spot and head back to the Light World.

agon wastes

5 transport center

> MORE MISSILES



When you used the Bomb Slot in the Dark World, you opened a new path in the Light World. Defeat the Pirate Troopers and head through the door at the end of Portal Terminal. Activate another slot and grab the Missile Expansion, then continue to Save Station A. (Wait for the Sandbats to clear, then use the Morph Ball to roll under the rock, and emerge on the other side.)

6 mining station A

> GET AHEAD IN THE WORLD



Head back to Mining Station A and go to the statue at the top of the room. Jump onto it, then into the nearby passageway. Travel down the hall and scan the panel to open a gate and access a new path through the Agon Wastes.

> logbook entry

Lore>Luminoth Lore>History>Dark Age>Cataclysm

7 central station access

> TAKE OUT THE PIRATES

A pair of Space Pirates is chumming around next to a pair of Phazon containers. If you sneak up and shoot the containers, the explosion will eliminate the pirates before they know what hit them.

8 central mining station

> PIRATES IN WAVES



As soon as you enter the room, you'll begin a fierce battle with three waves of Pirate Troopers. (Don't worry if you don't scan the skiff before it flies off—you'll have a chance to get it later.) The first two waves will attack with blasters and hand-to-hand combat; take each one out with a Charge Beam blast and a single missile.

> TURRETS



The final two troopers will leap into the Vigilance Class Turrets and start firing. Lock on to the turrets and take them out with a barrage of missiles. Once the battle is over, resupply by busting open the various crates.

> logbook entry

Creatures>Aether>Mechanoids>Stationary>Vigilance Class Turret

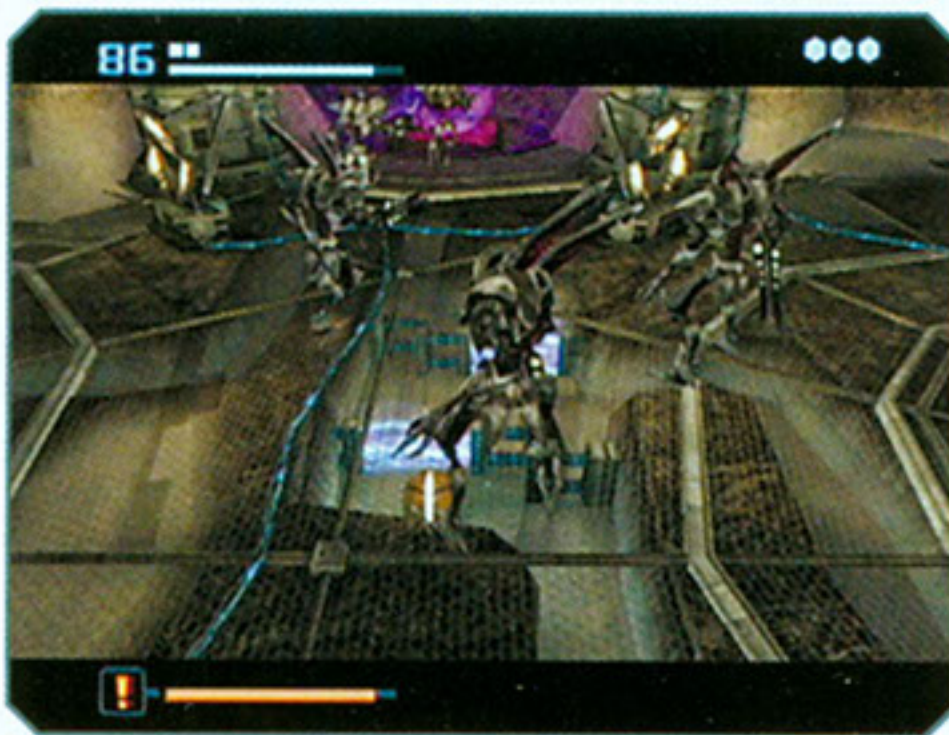
9 command center access

> FLOORED

The far door is sealed, so you'll have to tunnel under it. Lay a Morph Ball Bomb on the cracked plate at the corner of the room, then drop under the floor and bomb the crates to expose a tunnel. Take the tunnel all the way to the next room.

10 command center

> SLY DOG



From your vantage point under the Command Center floor, you'll see Space Pirates entering a portal to the Dark World. Roll to the right to find a Missile Expansion, then head left to find the exit. Be careful while rolling—bolts of electricity shoot between the blue metal strips, and they'll damage you if you're not careful.

> MORE PIRATE BATTLING



When you are back on your feet, storm the main part of the Control Room and start blasting fools. When all the pirates are down, scan everything you can, then take the elevator to the second floor. Hit another pirate to open the door at the end of the room. Be alert—a final baddie will fire at you from the glass enclosure as you walk toward the door.

> OPEN THE BLAST DOOR



In Security Station B, you'll find your twin—albeit your evil, blue twin. You can't find out anything about it now, so head around the tunnel and into the glass-enclosed room. Scan a computer to lower the blast door in the Command Center, then backtrack and enter the door behind the fallen barrier.

> logbook entries

Lore>Space Pirate Logs>Cycle 4>Log 44681 Phazon Operations
 Lore>Space Pirate Logs>Cycle 4>Log 48853 Local Conflict
 Lore>Space Pirate Logs>Cycle 5>Log 50086 Great Discoveries
 Lore>Space Pirate Logs>Cycle 5>Log 54421 Rift Portal
 Lore>Space Pirate Logs>Cycle 6>Log 62217 Phazon Raids
 Research>Aether Studies>Dark Aether>Dark Aether
 Research>Aether Studies>Aether>Aether

11 biostorage access

> THIS AIN'T BRAIN SURGERY

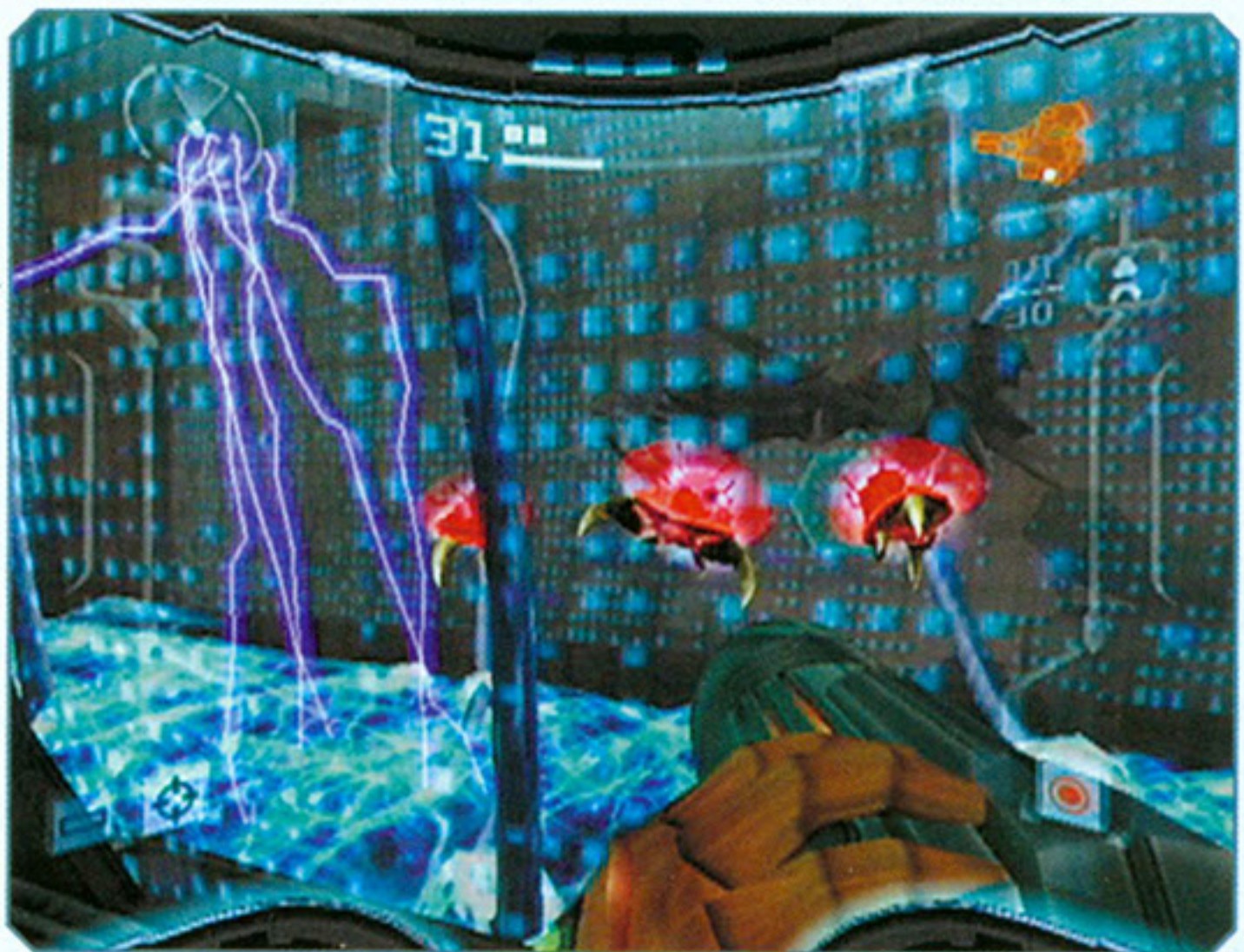
Two turrets point at the entrance to Biostorage Access. Blast them with a missile each, then use the Morph Ball to roll under the moving laser grids that block your path.

> logbook entry

Creatures>Aether>Mechanoids>Stationary>Humility Class Turret

12 biostorage station

> SO THAT'S WHY THE GAME IS CALLED METROID!



More Pirate Troopers will block your path, but you should be an old pro at dispatching them by now. Speaking of old, there's an old friend waiting to see you in the upper part of the room—a Metroid. Scan the wee beastie, then head out the door behind the main tank. Note that only the Metroids in the long, cracked tank will be recorded in your logbook; the ones in solitary confinement will not.

> logbook entries

Creatures>Offworld>Metroids>Tallon Metroid
 Lore>Space Pirate Logs>Cycle 6>Log 63622 The Hunter

13 security station A

> UNLOCK THE PATH

The Space Pirates set up an impenetrable security barrier. Luckily, it's connected to a Bomb Slot. Drop a bomb to rotate the barrier and access the next area.

14 bioenergy production

> FLY, MY UGLIES!



Two Pirate Aerotroopers will ambush you inside the Bioenergy Production room. Hit them with missiles or the Charge Beam, but watch out—when they are near death, they will perform a suicide dive and attempt to take you with them. Leap out of the way when you see them spin out of control.

> PLATFORMING



Use the controls on the far side of the room to raise and lower a series of platforms. (You must first turn the controls on by scanning the single panel on the other side of the room.) While standing at the controls and looking out at the platforms, lower one platform on the left, two in the middle and three on the right, then use them to reach an Energy Tank. Reverse the procedure to access a door on the other side of the room.

> logbook entry

Creatures>Offworld>Pirates>Pirate Aerotrooper

15 ventilation area B

> WATCH THE LASERS



Enter Morph Ball form and drop a bomb to reach the tunnel—you'll roll to an area with multiple ledges and lasers. Drop bombs to jump up each time you reach a new ledge, timing it so the lasers don't hit you. (They do a lot of damage, so take it slow.) The next time you go through the area, you'll have a much easier time, as the lasers that block the bottom path will be gone.

16 save station C

> logbook entry

Lore>Space Pirate Logs>Cycle 6>Log 67135 Security Breach

17 sand processing

> BLAST THE WALL

Destroy the two turrets that pop out of the ceiling, then scan the area to find a weakened section of wall. (It's in the far left-hand corner beneath a turret.) Hit the wall with a missile to destroy it and reach the last door before your next big battle. If you're low on missiles, turn back and restock before continuing.



main reactor: dark samus

To get a new weapon, you must defeat a new enemy. Dark Samus might look like you, but she lacks your wit and charm—not to mention tact. It's a tough battle, but one that you should be able to handle with a couple of Energy Tanks and 20-25 missiles. Use all the missiles during the first phase—they're next to useless after that.

dark samus battle—phase one



Dark Samus will attack with missiles and a shrapnel beam. Neither weapon is terribly powerful, so you can either hide behind posts or take the hits if you're feeling brave. The boss has a shield, but can raise it for only a short period of time. If you stand far away and fire missiles as fast as you can, many will breach the shield. It's a good way to damage your doppelganger early.

dark samus battle—phase two



Once you whittle away half of Dark Samus's life, the boss will change her attack pattern and begin firing much stronger missiles. Don't take any hits—hide behind the pillars for cover. The four pillars on the outside of the room explode if hit, but the one in the center provides good protection. For a second attack, Dark Samus will hurl herself at you. When the creature rises into the air and begins to glow, it's time to seek cover. Though the explosion is fierce, the boss is vulnerable for a moment afterward. Charge up your Power Beam and run to her side, then wait for her to stop glowing. The moment she does, hit her with the beam. Upon defeating Dark Samus, take an elevator to the top floor. Enter the blue door and pick up the Dark Beam and logbook entry. Once you have it, use the gun to leave the room and to activate the Light Crystal in the following door.



> logbook entries

Creatures>Offworld>Dark Samus>Dark Samus 1
Research>Aether Studies>Dark Aether>Phazon
Lore>Space Pirate Logs>Cycle 6>Log 69898 Shadow War

weapon system > beam weapons

> light beam

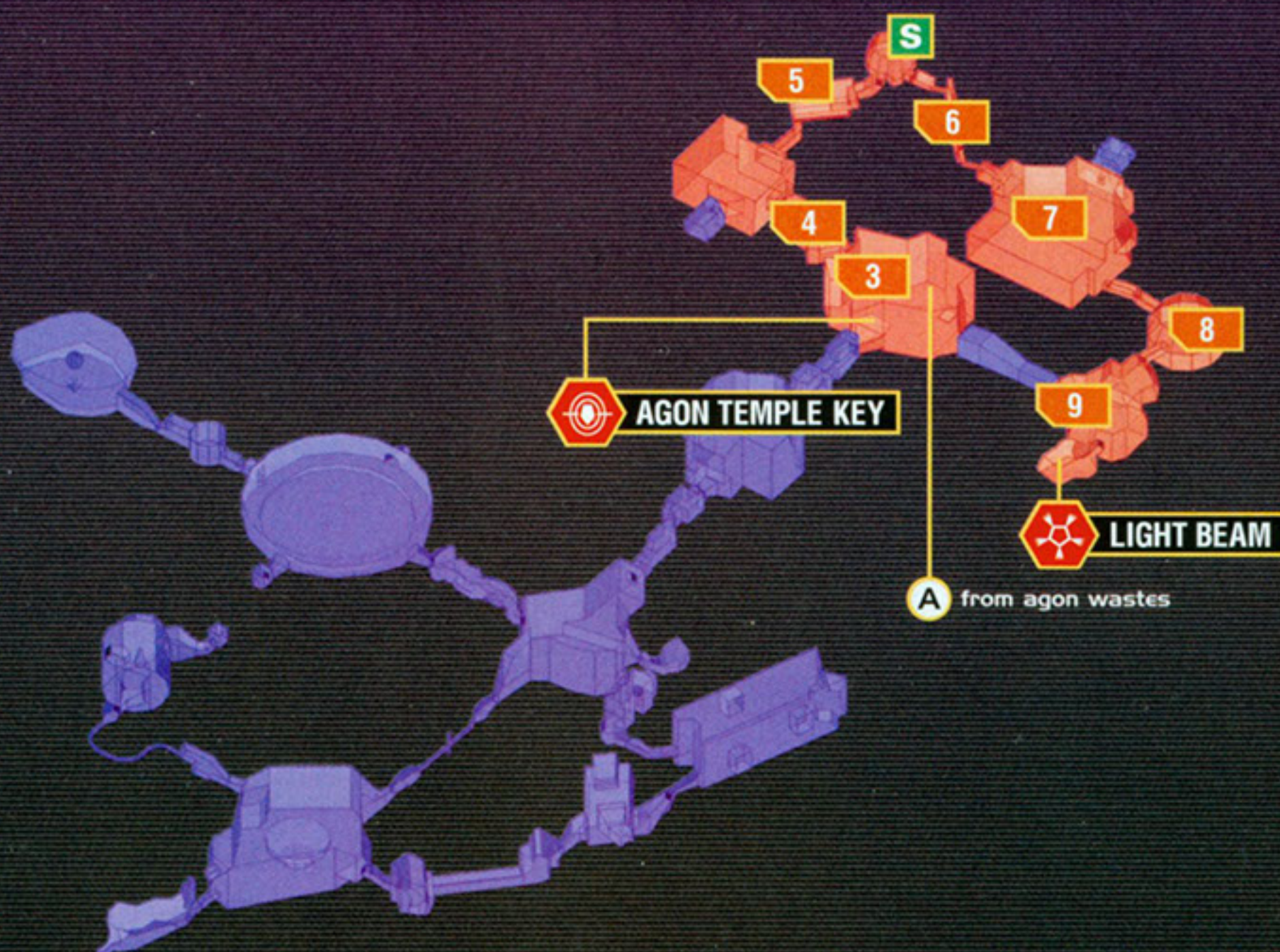
The Ing may be a lot of things—nasty, strong, bitter—but they aren't the best planners in the world. If they were, they certainly wouldn't have left the Light Beam lying around where a resourceful bounty hunter could find it.



agon wastes



dark agon wastes



agon wastes

1 security station B

> UNLOCKING DARK GATES



Use the Dark Beam to open the security doors by targeting the crystal in the center. Then use the new weapon again to open the dark doors and access the other side of Security Station B. Continue to the Command Center from there.

> logbook entry

Lore>Space Pirate Logs>Cycle 7>Log 70136 Federation Attack

2 command center

> GRENAAAAAAADE!



There's a new kind of pirate in the Command Center—a Grenadier. The heavy-weapons experts lob explosives that do a ton of damage. Rush up close to negate their advantage, and keep moving.

> OPEN, SESAME!



When you're done blasting foes with your Power Beam, it's time to head back to the Dark World. Shoot the dormant portal with your new Dark Beam to activate it.

> logbook entry

Creatures>Offworld>Pirates>Pirate Grenadier

dark agon wastes

3 doomed entry

> NULLIFIED BEACONS AND LIGHT CRYSTALS



Sometimes you'll come across a crystal or a beacon that doesn't provide any protection. Such items have been nullified, and they're usually covered by some kind of shield or black ooze. A few shots from the Power Beam will clear up a nullified item. To create a Nullified Beacon or Light Crystal so you can add it to the logbook, shoot a normal Light Crystal or Light Beacon with the Dark Beam.

> BREAKING ARTWORK



Use your Scan Visor to find a red carving. Blast it with a missile, then fire the Dark Beam at the crystal underneath to lower a platform. Jump on the platform to reach a Dark Temple Key, then exit through the dark door across the room. Watch the Dark Preeds—they spew deadly gas when defeated.

> logbook entries

Creatures>Dark Aether>Darklings>Darkling Offworld>Dark Preed Research>Luminoth Technology>Light Beacons>Nullified Beacon Research>Luminoth Technology>Light Crystals>Nullified Crystal Research>Luminoth Technology>Lift Crystals>Light Lift Crystal

4 oasis access

> METROID FUSION



The Warrior Ing in Oasis Access might try to use a fusion attack—a move in which the Ing launches itself at you and covers your suit in ooze. As long as the gunk is on you, you'll take damage.

5 hall of stairs

> TRICKY CRYSTALS



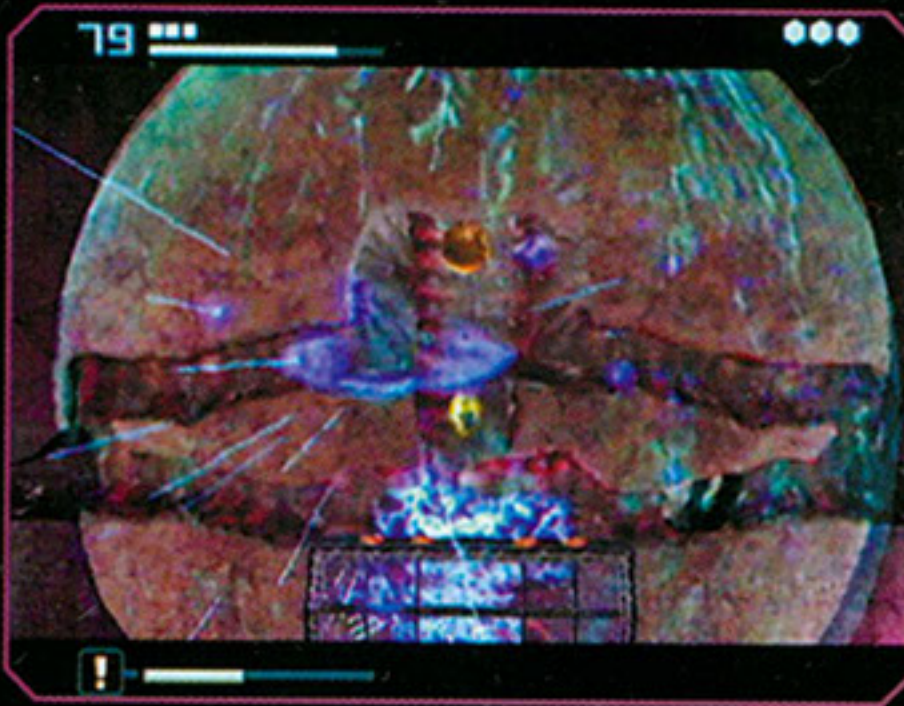
Keep moving until you reach a room called Hall of Stairs. Walk to the far side of the block that's in the middle of the room, and hit the crystal with the Dark Beam. When the platform lowers, jump on top of it, then head for the door at the top of the room.

> logbook entry

Research>Luminoth Technology>Lift Crystals>Dark Lift Crystal

6 bitter well

> BOMB JUMP



In the Bitter Well, you'll need to use a Bomb Jump to clear a pool of deadly Phazon. Roll to the right edge of the top cliff and plant a bomb, then lean to the right as soon as the explosion happens. If you time it well, you'll be propelled over the Phazon and to the other side.

7 phazon site

> FIND THE THREE LOCKS



There are three panels in the Phazon Site that you must scan before you can continue. Head first for the one at the top of the room—you'll need to use the floating platforms to reach it. Then activate the panel on the other side of a stack of crates. Finally, trigger the final panel on the upper ridge to the right of the entrance.



8 watering hole

> TREAD CAREFULLY

Blast the Nullified Crystal with the Power Beam to fix it, then shoot the Lumites from the safety of the crystal's field. Once they're gone, leap across the platforms to the door at the end of the room. Move past the Ingclaws quickly, since they exude toxic gas.

> logbook entry

Research>Biology>Darklings>Ingclaw

9 feeding pit

> THE CRYSTAL METHOD



Fall to the safety of the Light Crystal and eliminate the Nightbarbs that circle the pillars. Jump to the opposite side of the room and hit the Light Lift Crystals with the Dark Beam to lower the pillars, then hop to the upper dark door.



ing cache I: light beam

The Ing's laziness is your boon; they've left a powerful weapon lying around with no huge boss to guard it. Once the Light Beam is added to your inventory, you'll wonder how you lived without it—the weapon can cut through the nastiest Dark World enemies like a hot machete through oleo. Equip it and take the fight to 'em.



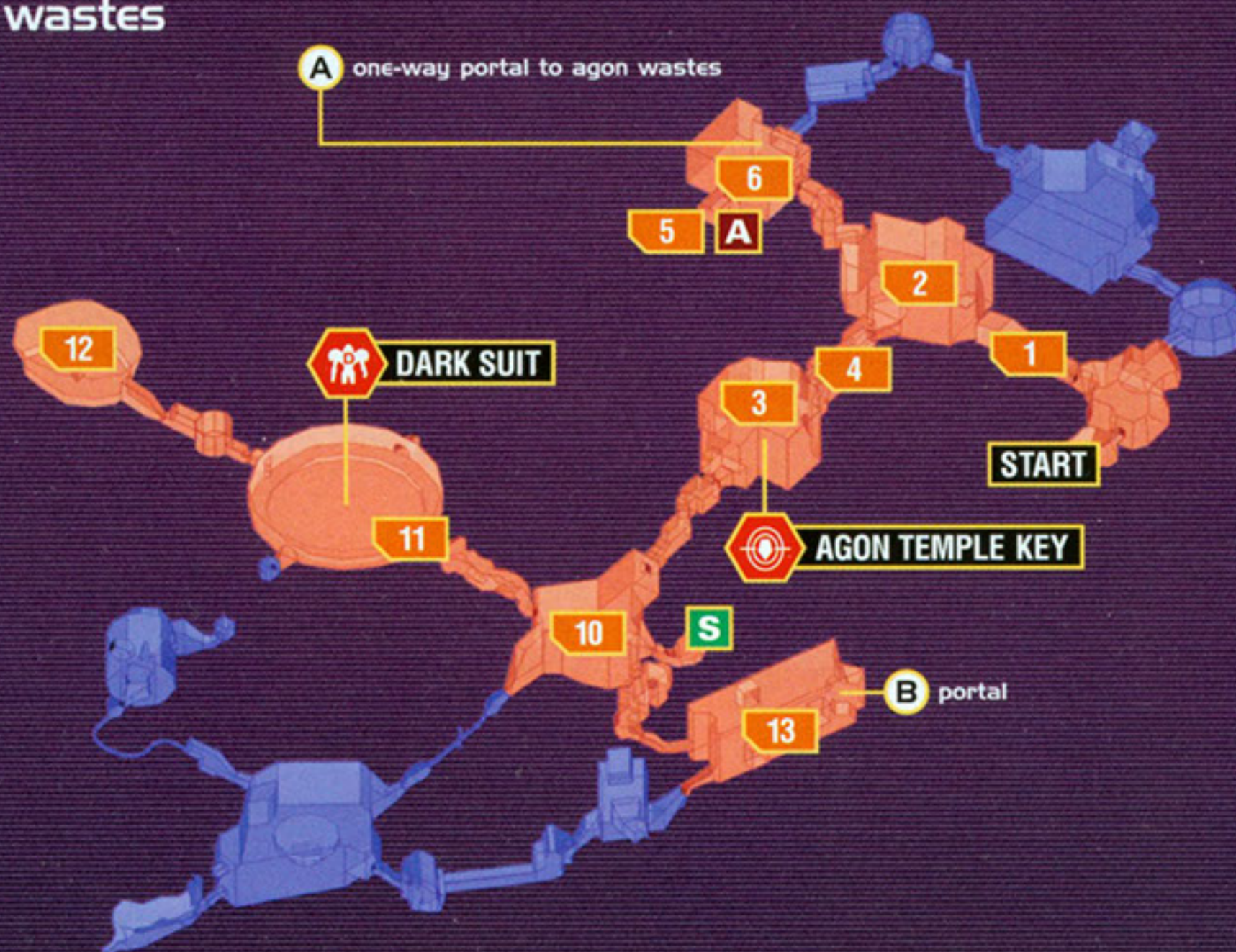
armor

>dark suit

If Samus is to continue her long trek across the wastelands of Aether's Dark World, she's going to need a suit that protects her from the elements. It's time to clear out the Dark Agon Temple and claim your birthright.



dark agon wastes



agon wastes



dark agon wastes

1 feeding pit access

> logbook entry

Research>Biology>Darklings>Webling

2 doomed entry

> THROUGH THE WHITE DOORS



Head back to Doomed Entry and shoot crystals and beacons with the Light Beam to create energized versions, then scan them and add the entries to your logbook. The Energized Crystal will destroy any dark enemy that wanders into its field. If you're low on Light Beam ammo, shoot the BladePods with the Dark Beam to make them cough up the precious stuff. Afterward, head through the dark door to Double Path.

> logbook entries

Research>Luminoth Technology>Light Crystals>Energized Crystal
Research>Luminoth Technology>Light Beacons>Energized Beacon

3 battleground

> IT'S A TRICK



When you enter the Battleground area, you'll see a Dark Temple Key. As soon as you approach, it will disappear and you'll be swarmed by Warrior Ing—your Light Beam will make short work of them. After the fight, you'll get the final Dark Temple Key. You'll need to scan the Ing Webtrap over the door before the fight ends to add it to your logbook.

> logbook entry

Research>Biology>Darklings>Ing Webtrap

4 double path

> TAKE THE LOW ROAD

Take the lower door through Double Path (the upper door is out of reach). Target and shoot the Darkling Tentacles with the Power Beam to make them retract—you can't destroy them. Double-jump over the toxic sludge to reach the distant door.

> logbook entry

Creatures>Dark Aether>Ing>Darkling Tentacle

5 ing cache 3

> REFILL YOUR AMMO

Inc Cache 3 contains an Ammo Station, which will replenish your supply of bombs, missiles and Dark and Light Ammo. Use it if you need it.

6 dark oasis

> THROUGH THE PORTAL DARKLY

Continue through Doomed Entry and Oasis Access until you reach the portal in Dark Oasis. Use the Light Beam to activate the portal, and return to Aether's Light World.

> logbook entry

Research>Aether Studies>Dark Aether>Light Portal

agon wastes

7 biostorage station

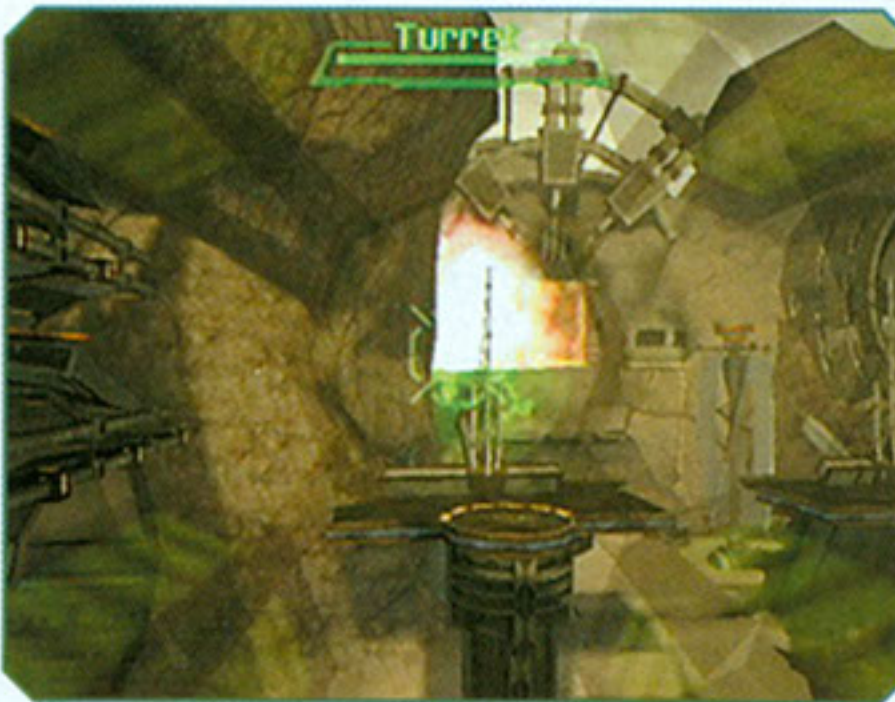
> OH, NO! METROIDS!



Upon returning, hang a left and use nearby Save Station C, then proceed to the bioenergy areas—you'll find a Missile Expansion in Storage B. You'll also find Metroids on the loose. They're easy to defeat with a charged Dark Beam shot followed by a missile. If they happen to land on you, drop a bomb to clear them off.

8 central mining station

> THEIR OWN WEAPONS TURNED AGAINST THEM



When you emerge in the Central Mining Station, you'll be able to access the heavy turrets. You can use them to access a Beam Ammo Expansion—and since you're heading off to battle the boss of Agon Wastes, we highly recommend grabbing the expansion. You'll need to defeat Pirate Troopers, then blast three gray generators, then jump from the fallen Pirate Skiff to access the prize.

> logbook entries

Research>Mechanisms>Vehicles>Pirate Skiff
Lore>Space Pirate Logs>Cycle 7>Log 71599 Two Hunters
Lore>Luminoth Lore>Keybearer Lore>Cadre 1>J-Stl's Testament

9 portal terminal

> BACK TO THE DARK WORLD

On the way to Portal Terminal, you'll fight more Pirate Aerotroopers in Mining Station A. When you reach the portal at the end of the room, scan it to activate it, then head to the Dark World.

> logbook entry

Research>Aether Studies>Aether>Dark Portal

dark agon wastes

10 judgment pit

> LAST CHANCE SALOON



Once you're in the Dark World, head for the Judgment Pit and use the Save Station behind the dark door. If you are short of Light Beam Ammo or missiles, resupply now.

11 dark agon temple

> BLACK IN TOOTH AND CLAW

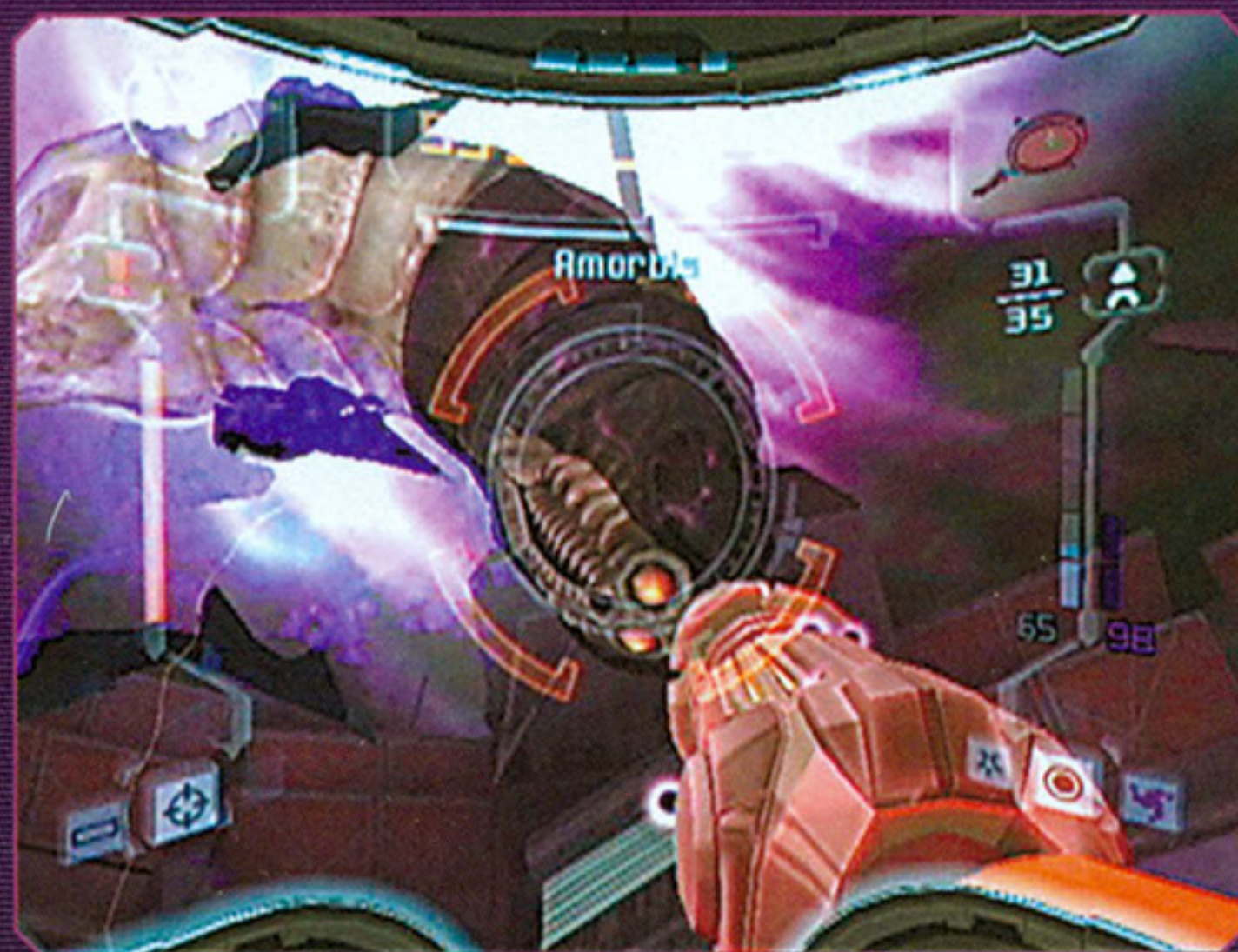


When you reach the Dark Agon Temple, walk into the light to place all three keys and unlock the temple. After the cinema scene, jump down to the surface. The big boss battle is about to begin.

dark agon temple: amorbis

The guardian of Dark Agon Temple is a huge sandworm called Amorbis. The battle is tough, but the fact that the beast spews energy pickups when it's hit will make it easier. Try to stay inside the range of a Light Crystal to avoid being damaged by the atmosphere. If Amorbis covers the crystal with ooze, you'll have to wait several seconds for it to reactivate.

amorbis 1



Amorbis will dive underground when the battle starts. Keep an eye on the radar to see where the beast will pop up next. (If it is going to surface near your position, the Controller will rumble—get out of the way quickly.) As soon as Amorbis leaps into view, start firing away with missiles or the Light Beam. Several hits will get you to the next stage of the battle.

amorbis 2



After you strike Amorbis a few times, it will latch on to the sphere in the middle of the temple and transform. Charge up the Light Beam and hit the worm right in the face to break off part of its shell—it will then try to suck you into its mouth. Roll into Morph Ball form and enter the boss, then plant bombs to damage it. When you do, it will leave the sphere and the battle will begin anew. You'll have to fight two worms in the second round and three in the third, and they all become tougher as the battle progresses. When you're fighting multiple worms, they will sometimes join forces and fire an energy beam at you. Use the Morph Ball to see the beam coming and roll out of the way. You can also double-jump over the beams as they come toward you.

> logbook entries

Creatures>Dark Aether>Guardians>Amorbis>Amorbis 1
Creatures>Dark Aether>Guardians>Amorbis>Amorbis 2

restore power

> agon temple

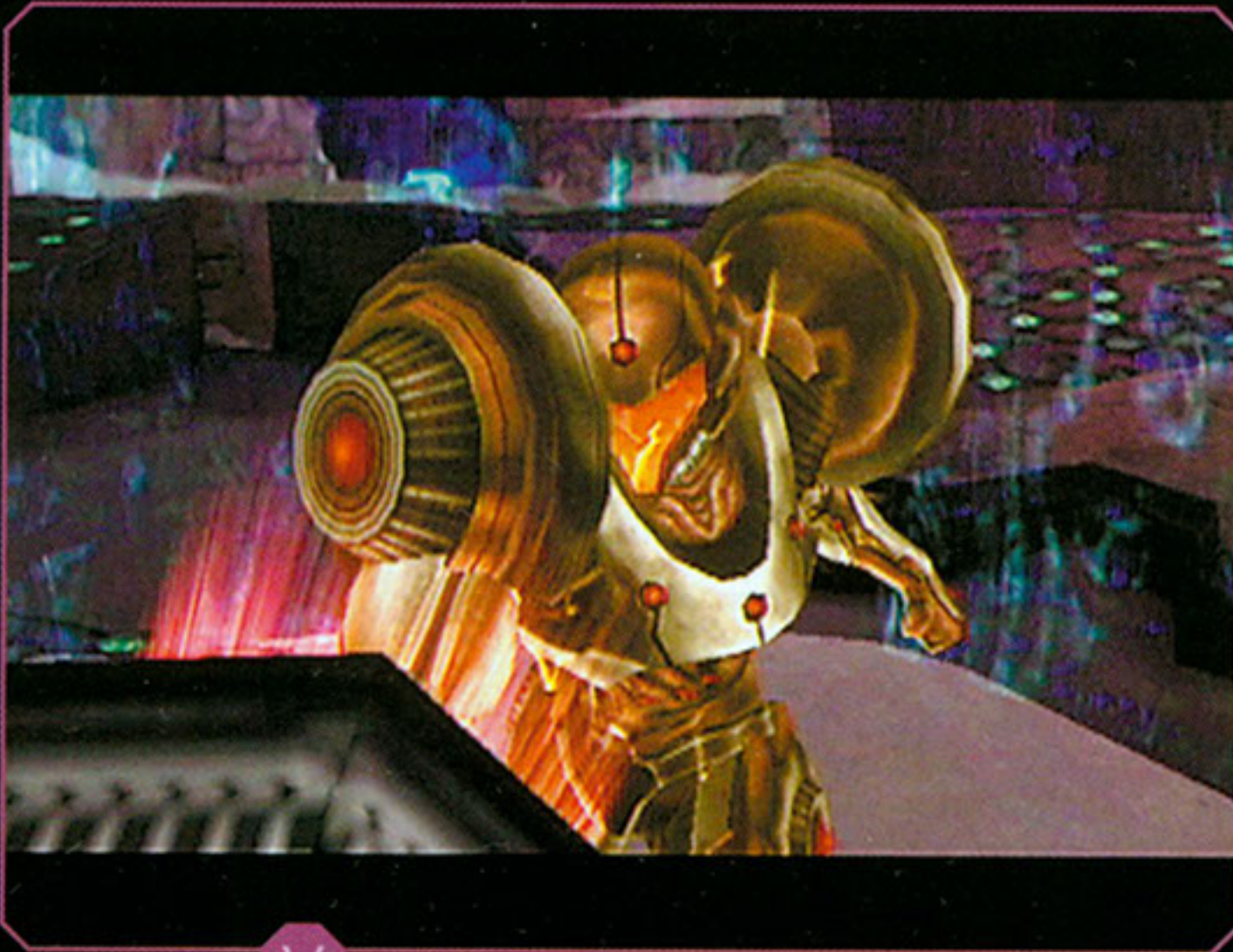
You've stolen the energy from Dark Aether, no doubt infuriating thousands of dirty Ing. But the job isn't done until the energy is safely ensconced in the Agon Energy Controller, so get hopping. The Luminoth can't wait forever!



dark agon wastes

12 dark agon energy controller

> PURE ENERGY



After you defeat Amorbis and acquire the Dark Suit, a platform will rise in front of the door to Dark Agon Generator. Enter the room beyond and use the Bomb Slot to reach the generator, then take the energy. Head back to the Portal Site, but watch out for Warrior Ing in the Dark Agon Temple and Judgment Pit.

13 portal site

> DEFEAT THE PIRATES AND ENTER THE PORTAL

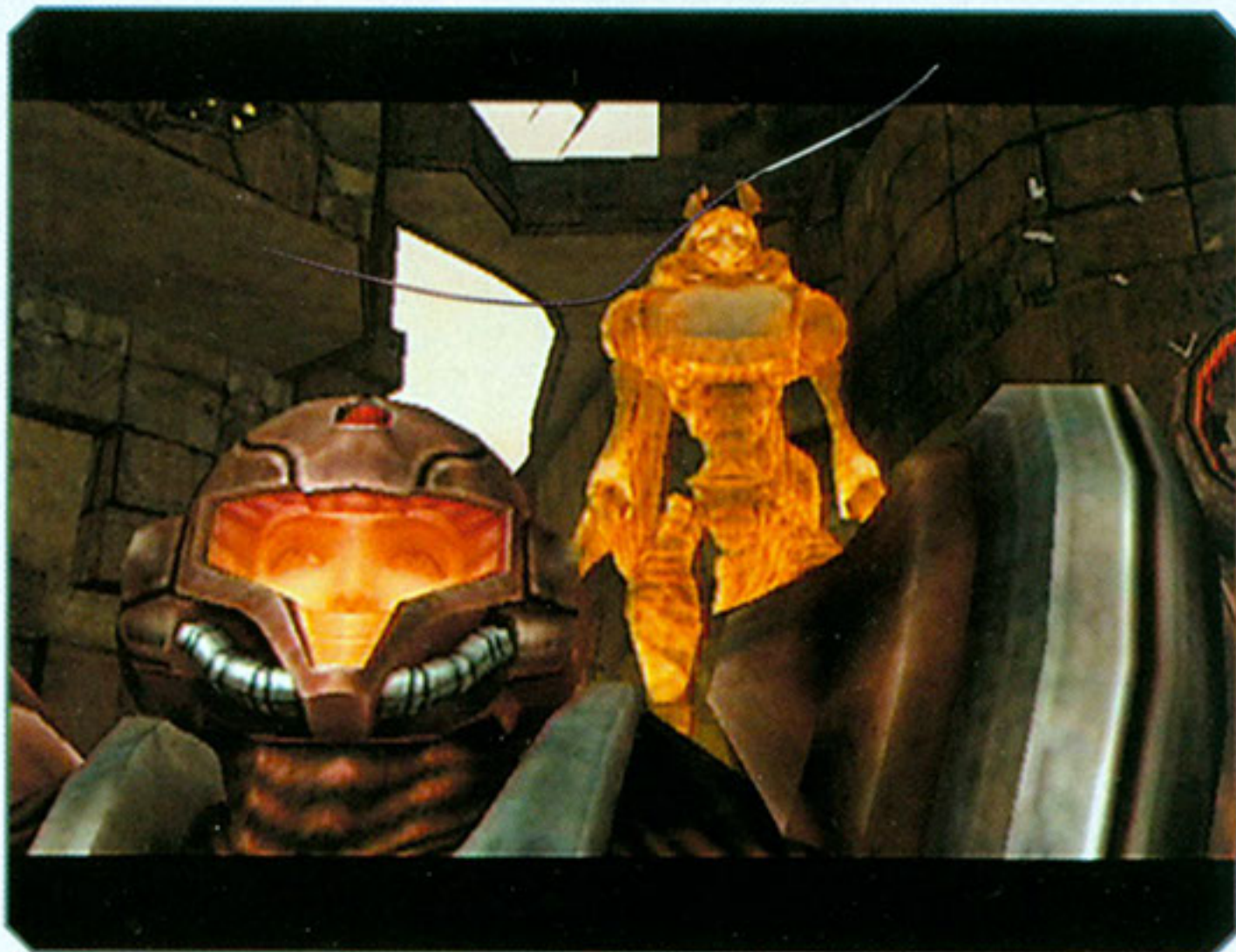
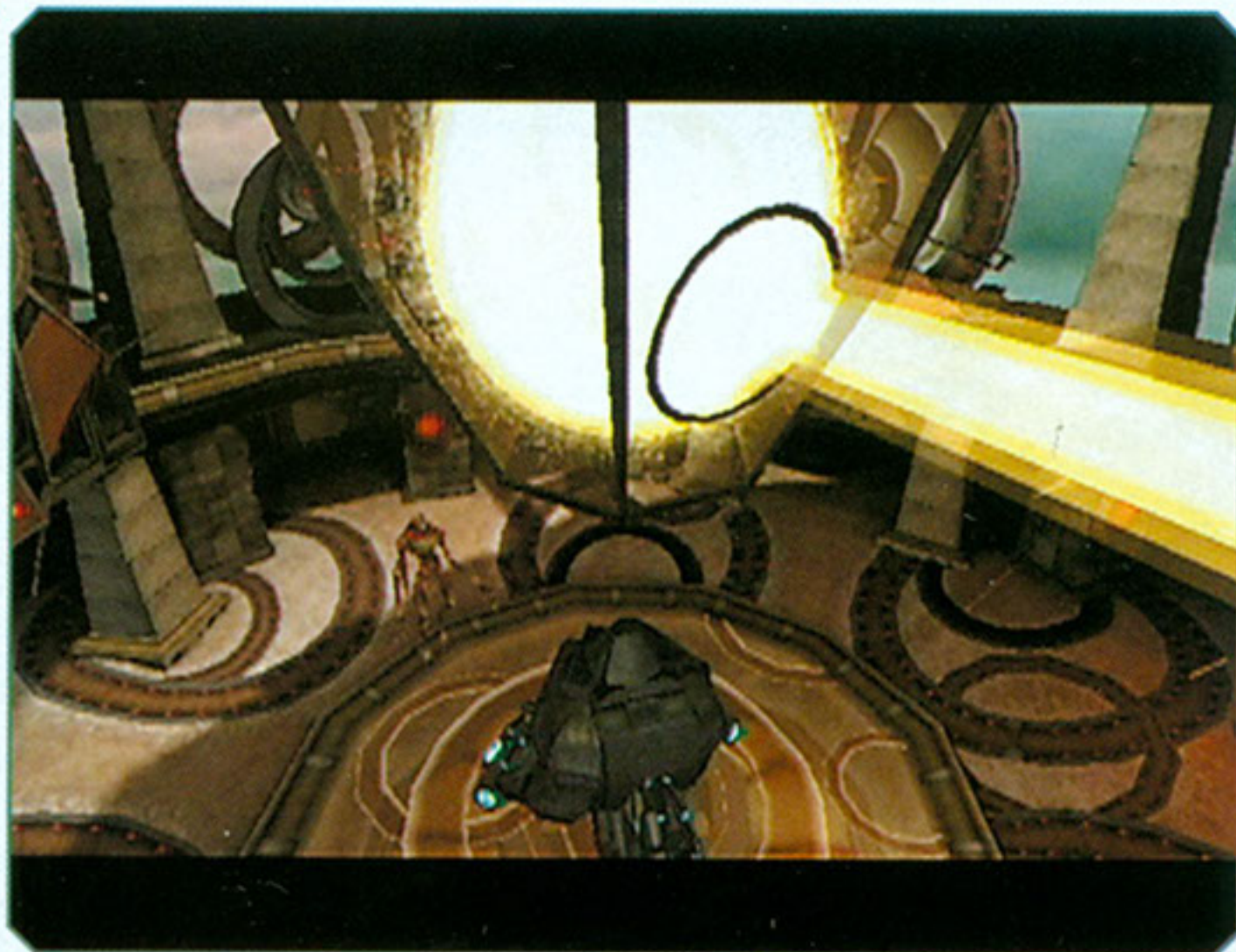


In the Portal Site, you will encounter Dark Pirate Troopers that are stronger than their Light World cousins. If you can, lure them into range of a Light Crystal, then hit it with the Light Beam to disintegrate all three pirates in one blow. When you're ready, head into the portal and return to the Light World.

agon wastes

14 agon energy controller

When you enter Agon Energy Controller, you'll witness a cut scene in which you restore the power and please U-Mos greatly. (At least we think he's pleased—U-Mos holds his emotions pretty close to the vest.) After you perform the good deed, hightail it back to the Main Energy Controller to receive your next mission.



metroid prime 2 echoes

> torvus temple

When you think of a bog, you might imagine friendly alligators cavorting in the sunshine, trading warm hellos with the locals. Well, that's not what bogs are like at all. Load up the Arm Cannon and get ready to blast anything that moves.



weapon systems > charge combos

> super missile

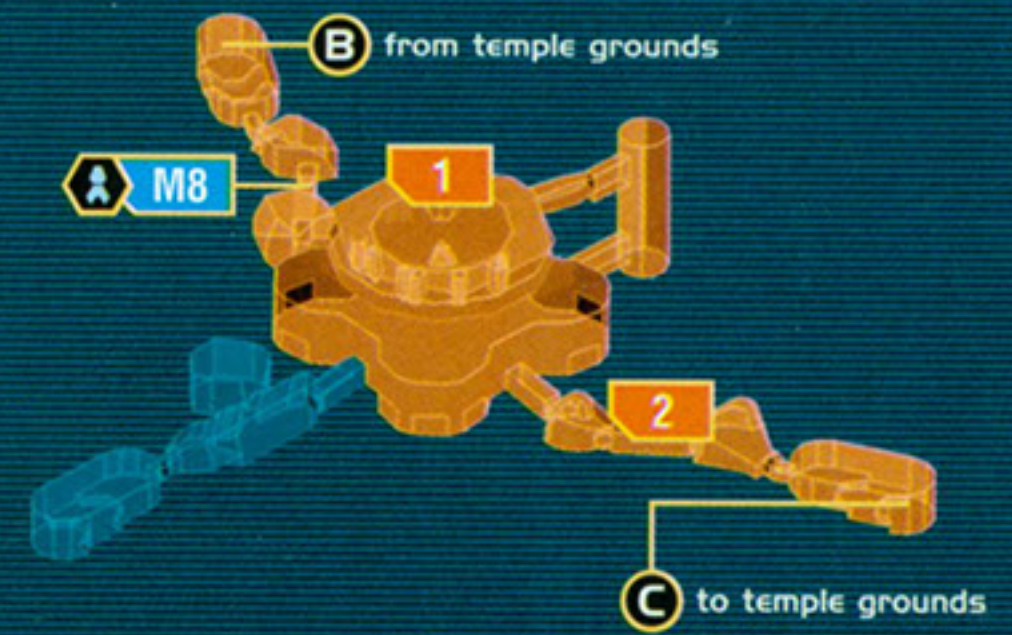
Anything with the word Super in front of it has to be good—especially if the second word is Missile. To get the upgrade, you'll need to trek through a swampy mess of rain, sludge and angry wildlife. Good thing Samus knows no fear.



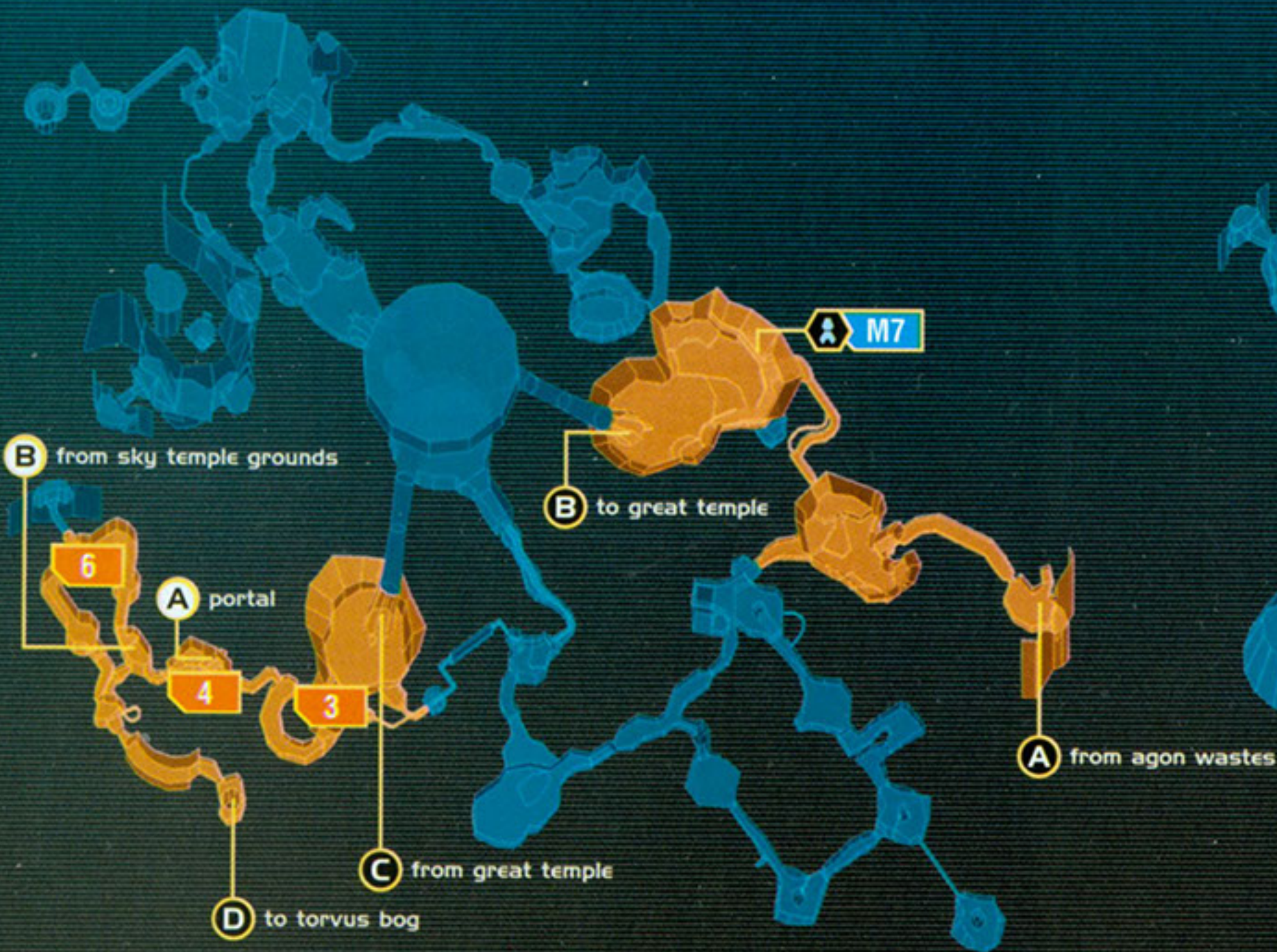
agon wastes



great temple



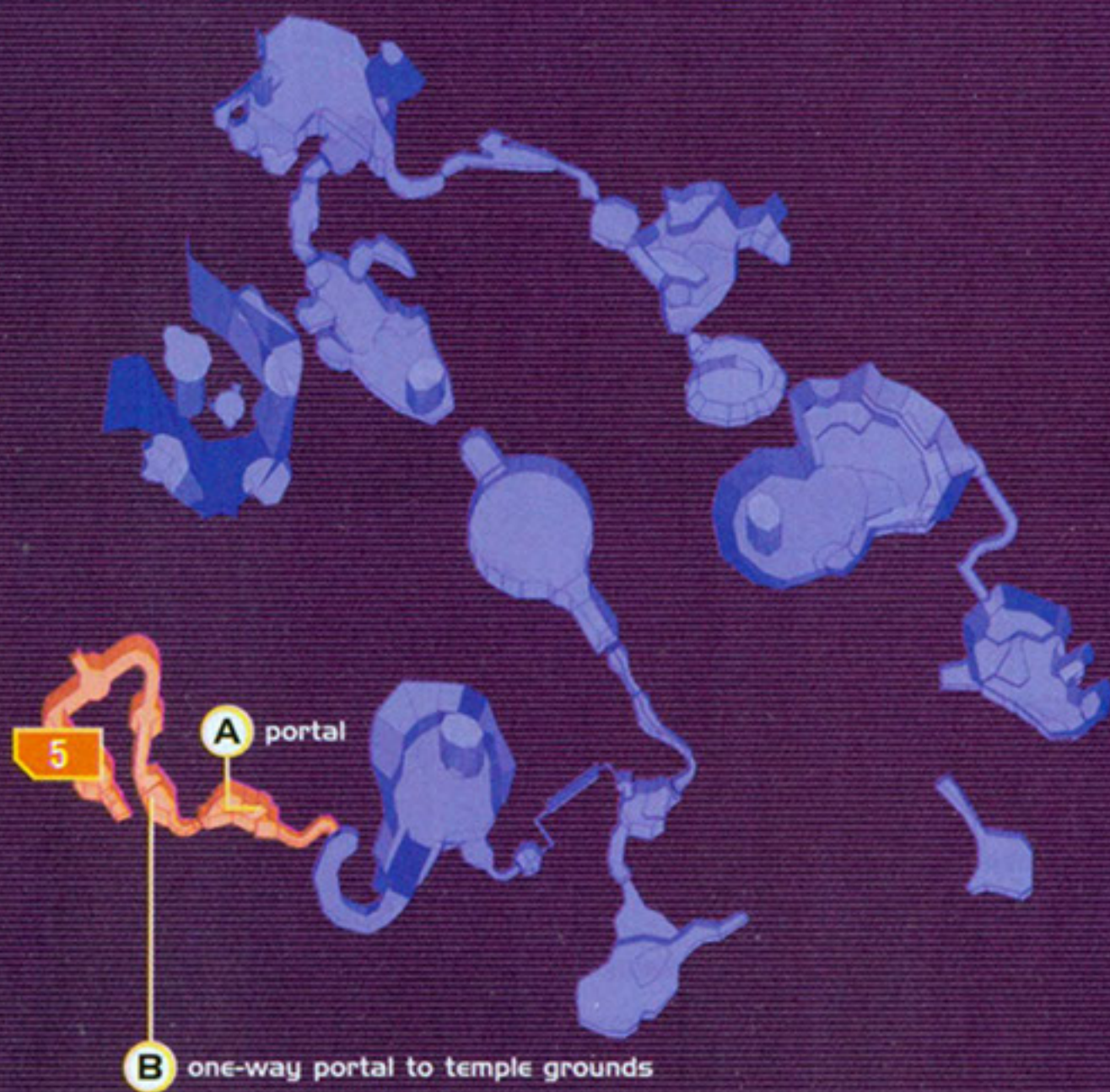
temple grounds



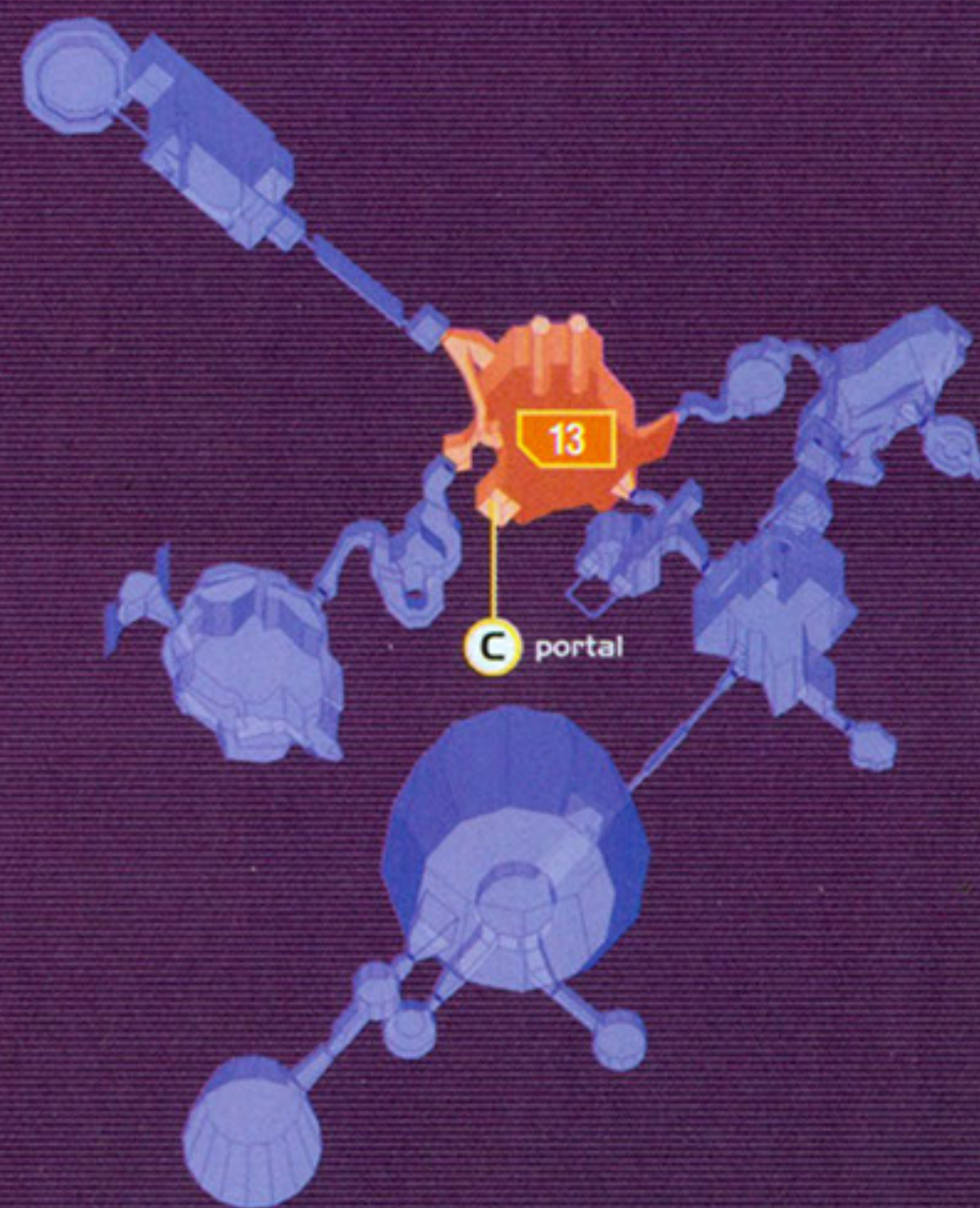
torvus bog



sky temple grounds



dark torvus bog



great temple

1 main energy controller

> ANOTHER MISSION? YOU GOT IT.
Once you've transferred the energy, it's time to visit an old friend. Head back to the Temple Grounds via the elevator in Industrial Site One. There are a couple of Missile Expansions you can grab on the way—see the index for more info.

2 transport C access

> DON'T GET BOGGED DOWN
When you speak to U-Mos, he will tell you about a second temple that exists in the heart of a bog. Go to the Temple Sanctuary and scan the amber door to reach the lift in Temple Transport C. Use the Light Beam on the block that bars your way.

> logbook entry
Creatures>Aether>Mechanoids>Small>Harmony Class Drone

temple grounds

3 meeting grounds

> logbook entry
Lore>Luminoth Lore>History>Dark Age>Age of Anxiety

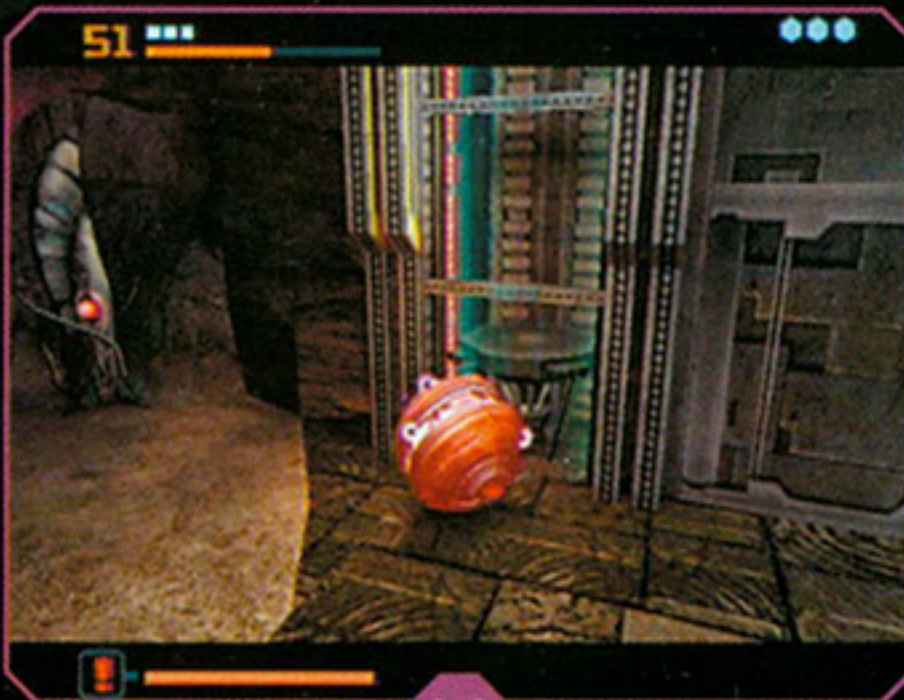
4 hall of eyes

> USE THE DARK PORTAL
In the Hall of Eyes, you'll need to activate a portal with the Dark Beam and take a detour into Aether's unpleasant side. Stock up on Light Beam Ammo before you go.

sky temple grounds

5 abandoned base

> NEED A LIFT?



The Corrupted Sentreys will fire lasers randomly until you shut them down with the Power Beam. When you reach the end of the path, roll into Morph Ball form and ride the piston, then activate the four Bomb Slots. Bomb the first slot on your right as you hop up to the area, then drop to the floor, ride the other piston and roll as far as you can before bombing the three remaining slots.



While you're riding the gondola, the Control Stick will move only your arm—not your body. Use it to take out the swarms of Nightbarbs that dive-bomb you, then leap off the gondola and toward the portal when you reach the end of the line.

> logbook entry
Creatures>Dark Aether>Darklings>Darkling Mechanoids>Corrupted Sentreye

temple grounds

6 path of eyes

> BLOCK AND WALK



Shoot the Light Crystals to move the large blocks. Some will shift out of your way, but others will move to the middle of the gaps, allowing you to progress. One crystal will pull back to reveal a green door—return to it once you have Super Missiles and the Grapple Beam.



> HIDDEN LORE AND MORE



Look for a small hole on the right-hand side of the Path of Eyes exit. Roll through it until you find new Luminoth Lore and a block with a Dark Crystal in it. If you blast the crystal with the Light Beam, the block will move and reveal a shortcut that you can use on subsequent trips through the path. Unlock the amber door and take the lift to Torvus Bog.

> logbook entry

Lore>Luminoth Lore>History>Dark Age>The World Warped

torvus bog

7 transport to temple grounds

> logbook entry

Research>Biology>Plantforms>Torvus Bearerpod

8 temple transport access

> logbook entry

Research>Biology>Plantforms>Torvus Hanging Pod

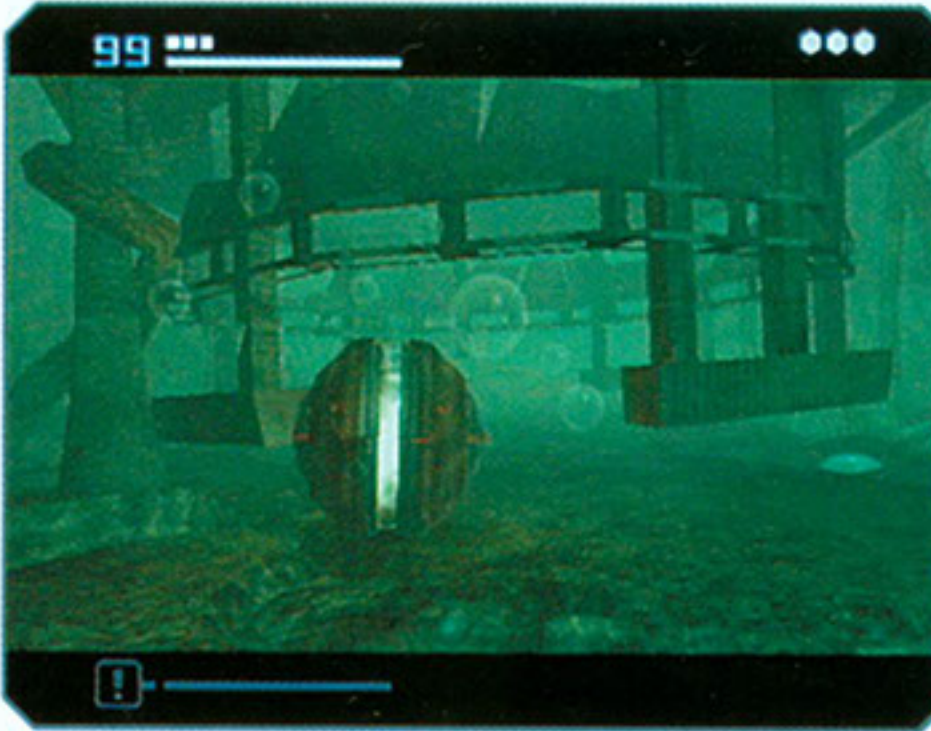
9 torvus lagoon

It's a good thing your new Dark Suit is rustproof, or Torvus Bog would slow you down considerably. Watch out for the local fauna—the lack of sunshine has made them cranky.



Torvus Bog

> SEA HUNT



Missiles are good for Shredders; you can often hit multiple ones with a single projectile. Stop by the Save Station behind the red door, then drop into the water and go through the dark door. In the Path of Roots, use the Morph Ball to roll under the metal structure. When you return here with the Grapple Beam, you can get the Missile Expansion that's on top of the structure.

> logbook entries

Lore>Luminoth Lore>Keybearer Lore>Cadre 1>S-Dly's Testament
Creatures>Aether>Flying>Large Flyers>Shredder
Creatures>Aether>Aquatic>Small Aquatic>Hydlings

10 great bridge

> FREAKY SHRIEKERS



Cloaked Shriekers are nearly impossible to track unless you have the Echo Visor. Until you get it, either wait for the beasts to appear and hit them with a charged Dark Beam shot, or ignore them altogether and head for the red door in the corner of the room.

> logbook entries

Creatures>Aether>Flying>Large Flyers>Shrieker
Research>Luminoth Technology>Utility Crystals>Sentinel Crystal

11 torvus lagoon

> OPEN THE PATH



If you follow the path beyond the Great Bridge's missile door, you'll appear on the other side of a gate in Torvus Lagoon. Scan the nearby panel to lower the gate, then follow the path to a Light Door on the other side.

12 forgotten bridge

> GRENCHLERS THROW DOWN



There are two Grenchlers in Forgotten Bridge. The creatures are invulnerable to attack from nearly all sides, but you can take them down with shots to their soft backs. Lock on to the beasts and dash around them to get a clear shot. It will take multiple missiles to finish them, so charged Dark Beam shots are your best bet. Focus on one animal at a time.

> GET TO THE PORTAL



When the beasties are no more, it's time to climb. Head up to the ledge on the right-hand side of the room and look for a Bomb Slot in flux. Cross the bridge next to the slot, then use the Dark Beam to activate the portal and enter the room's evil twin.

> logbook entries

Creatures>Aether>Ground>Predators>Grenchler
Research>Biology>Plantforms>Bloatsac

dark torvus bog

13 dark forgotten bridge

> A BRIDGE OVER POISONED WATERS



Once you're in the Dark World, cross the bridge again and drop a bomb into the now-active Bomb Slot. Doing so will rotate the bridge in both worlds and let you access a new door. But there's still the matter of getting home... fall to the lower level (watch the purple water!) and wait for the Dark Phlogus to show its mouth. When it does, shoot the monster to flip it over, then use it as a stepping-stone to reach a pair of tall, mushroomlike platforms. Leap up the 'shrooms to reach the portal and return to the Light World.

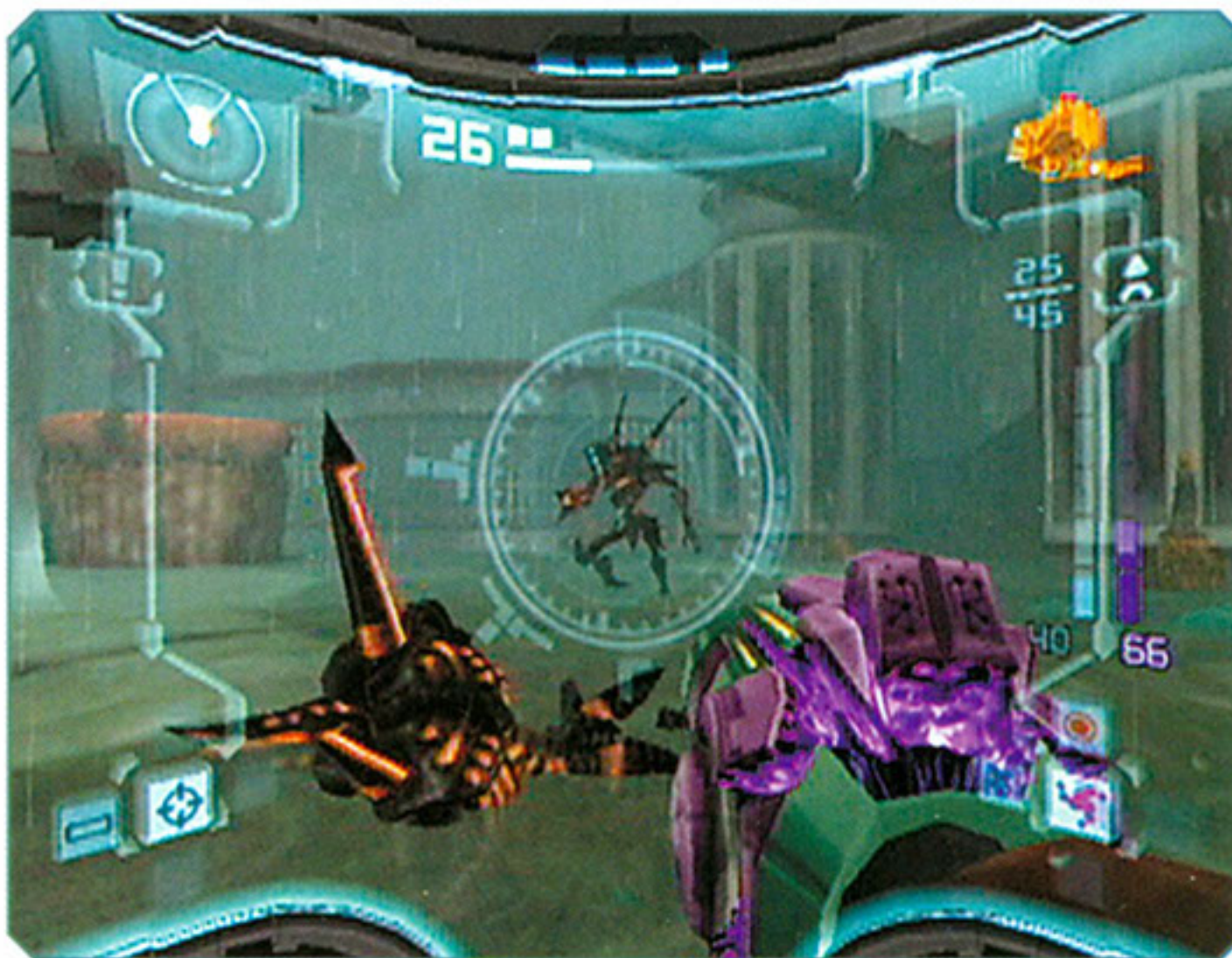
> logbook entries

Research>Biology>Ing Storage>Ingsphere Cache
Creatures>Dark Aether>Darklings>Darkling Aquatic>Dark Phlogus
Research>Luminoth Technology>Utility Crystals>Dark Sentinel Crystal

torvus bog

14 forgotten bridge

> CLOAKED AND READY



When you return to the light side, you'll face two cloaked Dark Pirate Commandos. Either avoid them until they leave on their own, or defeat them—the easiest way to do so is with a charged Dark Beam followed by missiles. When the deadly duo falls, head through the newly accessible door at the end of the rotated bridge.

> logbook entry

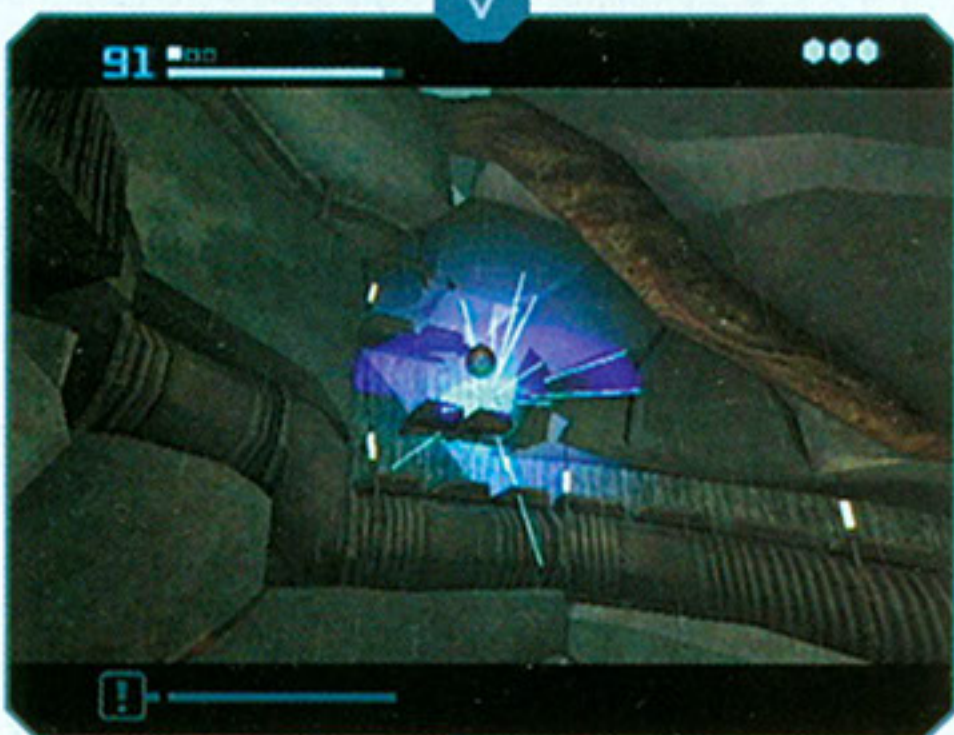
Creatures>Dark Aether>Darklings>Darkling Offworld>Dark Pirate Commando

15 abandoned worksite

> ANGER BOTANISTS THE WORLD OVER



There is a Sporb mounted on the wall in the Abandoned Worksite. It's a plantlike creature with one long tentacle that likes nothing better than grabbing small, round objects. Once it attacks, you can take it out with any weapon you like, but until then, it's invulnerable.



To reach the end of the room, you'll need to use the Bomb Jump. Drop a bomb next to the ledge you wish to reach, then tilt the Control Stick toward the ledge. When the bomb goes off, you'll be propelled to your destination.

> logbook entry

Creatures>Aether>Ground>Predators>Sporb

16 great bridge

> CANNON FODDER



Activate the dormant Kinetic Orb Cannon at the edge of the Great Bridge. Use the cannon to reach the top of the bridge, then cross and enter the door. If you bomb the first round hole you see, you'll find an Energy Tank—but afterward you'll have to backtrack and repeat the cannon trick.



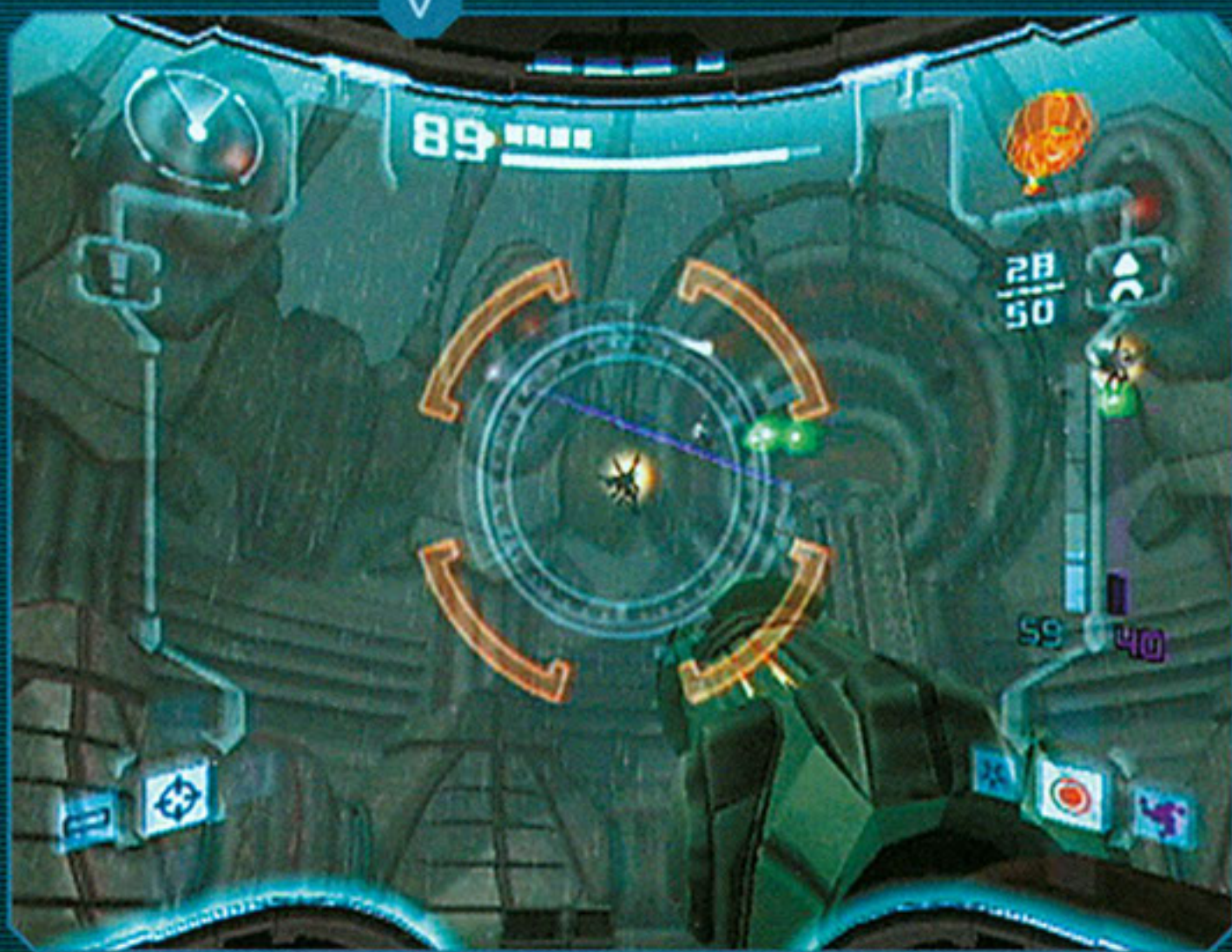
torvus temple: super missile

Oh, the sweet Super Missile. The weapon launches five missiles at the same time, creating a fiery streak of destruction that takes down anything stupid enough to get in the way. Naturally, the Space Pirates want to protect such a powerful weapon. Wipe them out.

first wave



As you run to the Super Missile, Space Pirates will appear on the scene and mess up your happy reunion. The first wave consists of a Trooper and two Aerotroopers. Use a charged Dark Beam on the Trooper, and missiles on the airborne fellows.



second wave



The second wave consists of multiple angry Troopers. The charged Dark Beam is effective, but the charged Light Beam has benefits, too—such as setting your enemies on fire. Once all are dispatched, grab the Super Missile and ride the elevator to the top of the room.

morph ball systems>morph balls
>boost ball

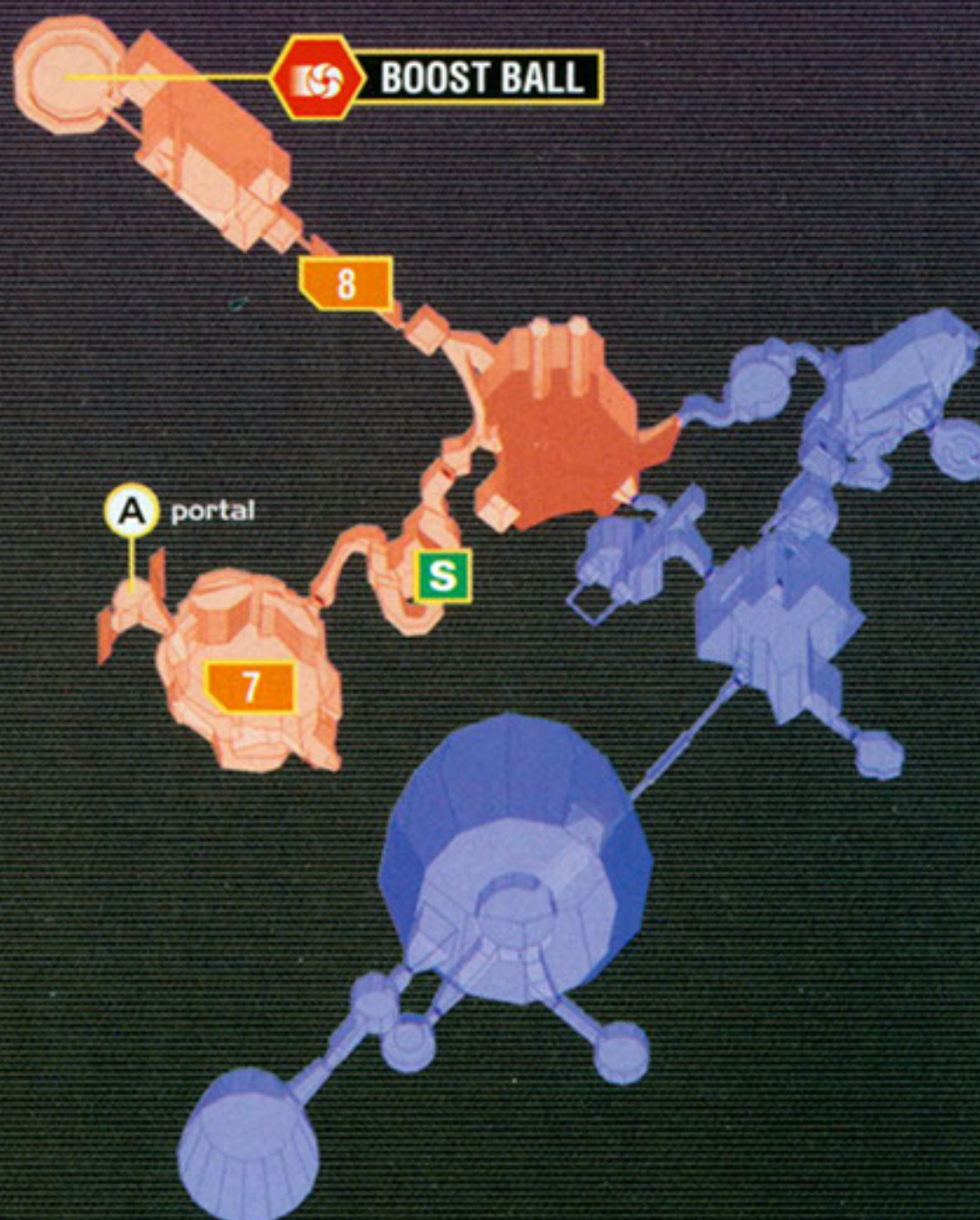


Tired of slowpoking it around Aether? Wish you could travel in speedy style? Well, we've got the solution—a Boost Ball! With the upgrade in place, you'll also be able to take half-pipes like a skater pro.

torvus bog



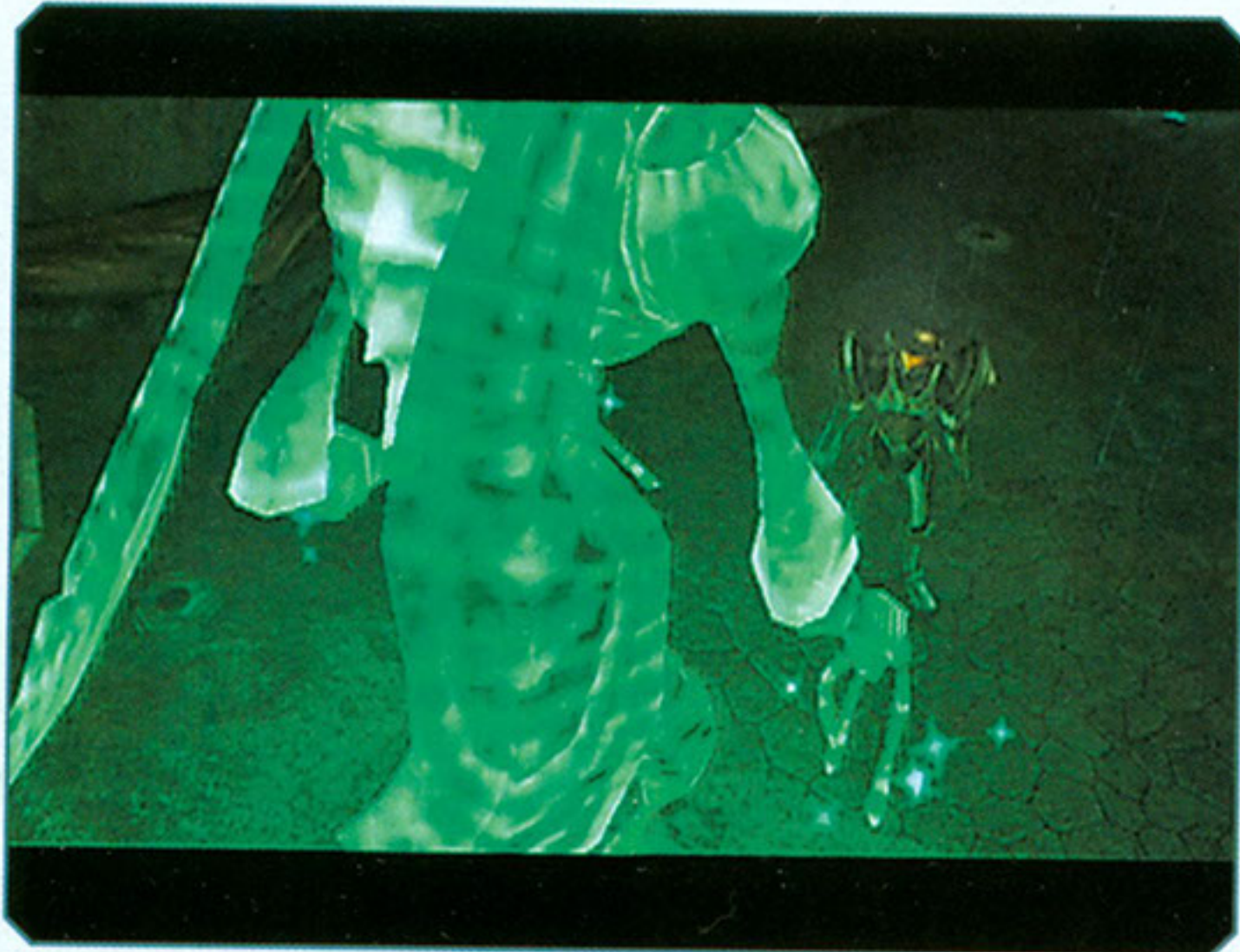
dark torvus bog



torvus bog

1 torvus energy controller

> A MESSAGE FROM BEYOND



After you attain the Super Missile Upgrade, ride the elevator up to the green door that leads to Controller Access, then blow it open with a Super Missile. Use the Bomb Slot inside and enter Torvus Energy Controller. Scan the hologram and listen to A-Voq to earn the power to translate emerald Luminoth doors.

> logbook entry

Lore>Luminoth Lore>Conflict>First Phase>Dark Aether

2 great bridge

> PLAN YOUR NEXT MOVE



Before you take much time exploring new territory, head back to the Great Bridge and scan the emerald door on the ledge. Behind the door is the Map Station for Torvus Bog, which should prove quite handy.

3 torvus temple

> DOWN AND THROUGH



Head back to Torvus Temple and scan the hologram in the middle of the room to unlock an elevator. Ride it down, then scan the emerald door and follow the path to the next area.

4 underground tunnel

> UNDERGROUND FALLS



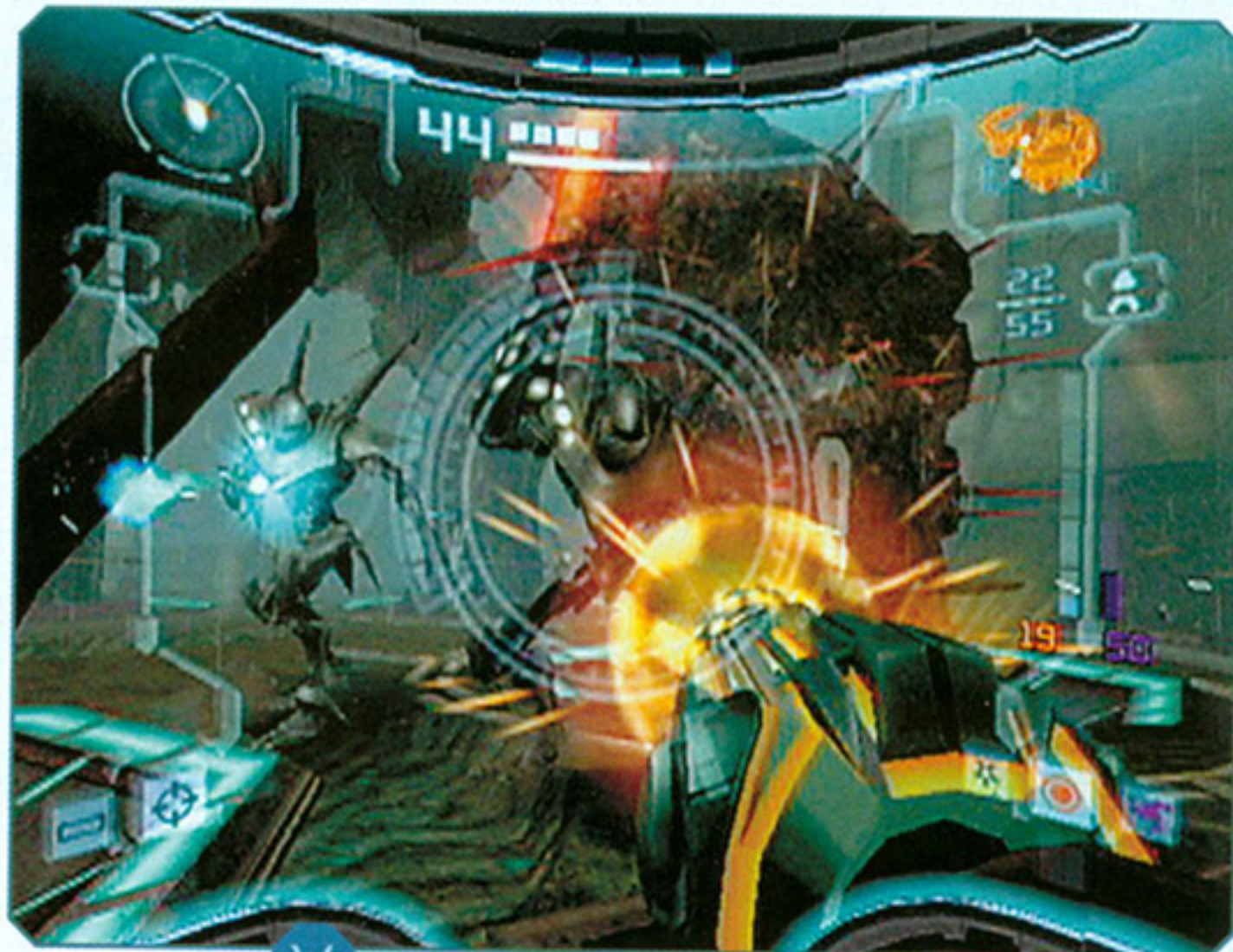
Grab the Missile Expansion under the grate at the entrance to the Underground Tunnel, then follow the path, offing enemies as you go. When you reach a small opening, you'll need to roll under it with the Morph Ball.

> logbook entry

Lore>Luminoth Lore>Conflict>First Phase>Our War Begins

5 torvus grove

> SAMUS VS. COMMANDOS



Pirate Commandos exist for one purpose—to hunt down Samus Aran. The bad boys are invulnerable while their orange shields are deployed. Two Super Missiles will take down a Commando; a charged Dark Beam is also quite effective. You can also blast the barrels in the center of the room to cause a helpful explosion. When the Commandos are destroyed, the laser barrier will drop—move on.

> logbook entry

Creatures> Offworld> Pirates> Pirate Commando

6 meditation vista

> INTO THE DARK

Scan the portal at the edge of Meditation Vista, then step into the Dark World. When you get the Screw Attack, return to the vista to claim an Energy Tank.

dark torvus bog

7 polluted mire

> NIGHT OF THE HUNTERS



There are Hunter Ing in the Polluted Mire. The creatures phase in and out of existence and are hard to hit. Your best bet is to lure them close to a crystal or beacon, then shoot that with the Light Beam.

> THE GREAT PLATFORM TREE



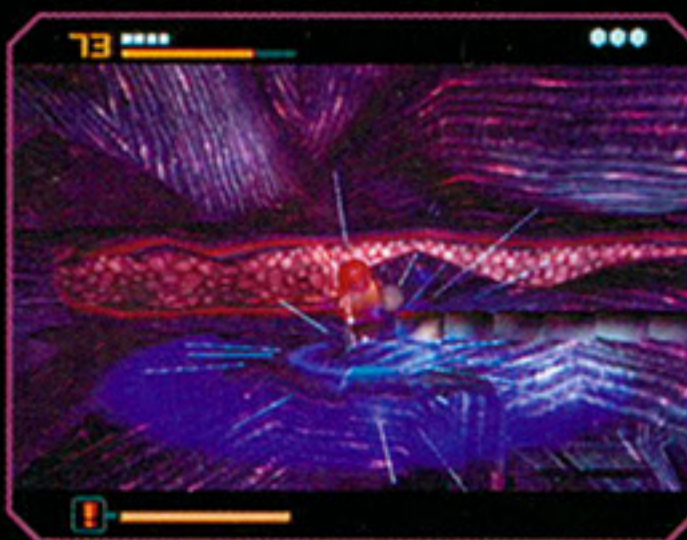
Head to the top of the vista by leaping from one tree-based platform to the next. Your goal is the dark door at the top of the room.

> logbook entry

Creatures>Dark Aether>Ing>Hunter Ing

8 dark arena tunnel

> A FLOOR NO MORE



Follow the path through Dark Forgotten Bridge (where you'll see a Spinner that's halfway phased out of existence) to the Dark Arena Tunnel. When you roll through the tunnel, the blocks underneath you will disappear. You'll have to Bomb-Jump up at the end of the line to continue.

dark torvus arena: boost guardian

Reclaiming the Boost Ball will necessitate a fight against the speediest guardian of them all. It's a pretty difficult fight, so go into it with full energy. You'll want at least four extra Energy Tanks—the more the merrier.



boost-ball battle



The guardian looks and acts much like a Warrior Ing in the initial stages of the fight. When it takes form, hit it with either a charged Light Beam or a Super Missile. If you use the beam, get as close as you can before firing to ensure that the entire spread hits the boss. There are no crystals or beacons, so you'll need to rely on Inglets for energy.

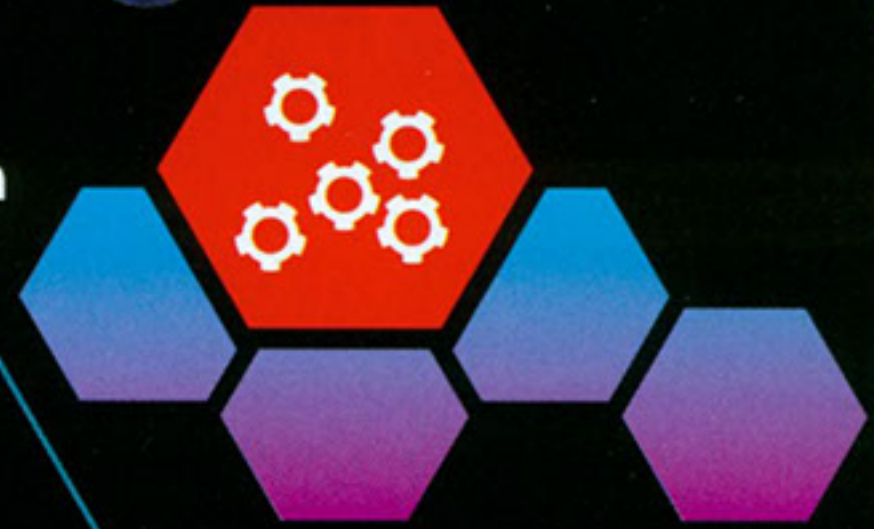


When the guardian starts zipping around the room, double-jump or enter Morph Ball form to avoid its attacks. After a bit, it will turn into a puddle—drop bombs on the puddle to make the boss revert to its original form. If the monster rams one of the four pillars, an Ultra Energy Unit will spill out. There are four in all, and they'll prove invaluable.

> logbook entry

Creatures>Dark Aether>Guardians>Sub Guardians>Boost Guardian

> seeker missile launcher

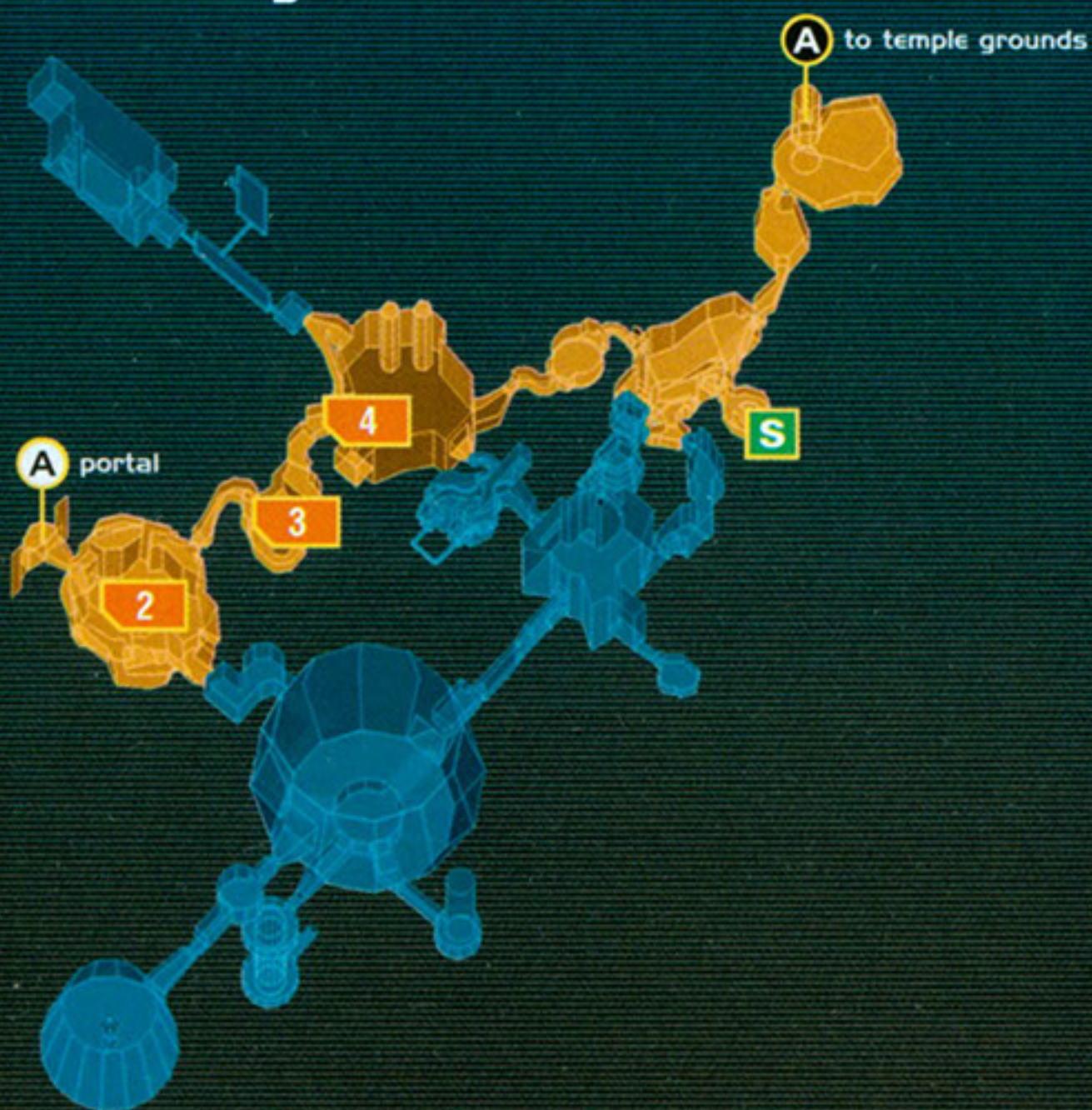


You've probably been wondering what's behind all the purple doors you've seen in your travels around Aether. Soon, you'll wonder no more—the Seeker Missile Launcher has all the answers.

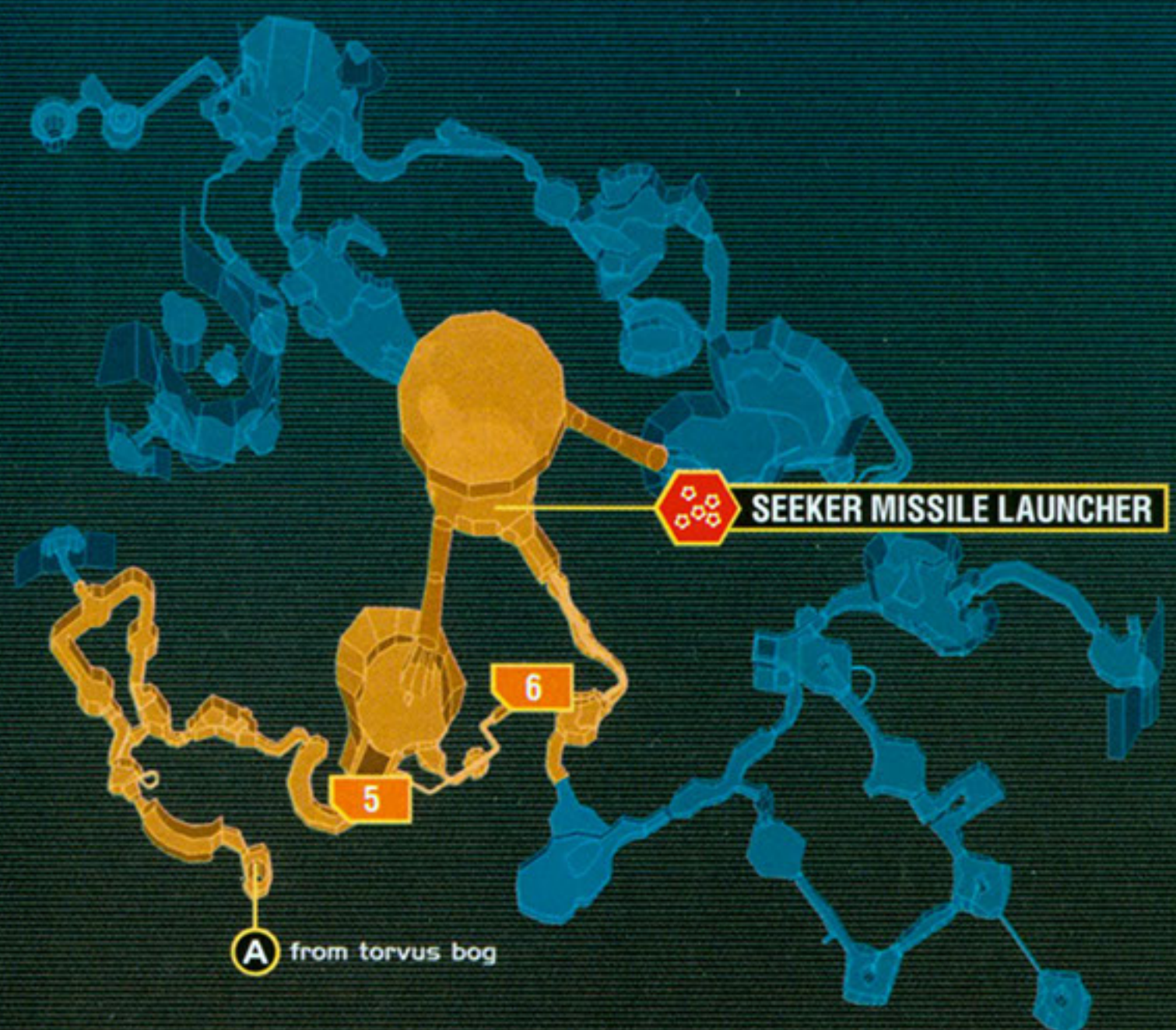
dark torvus bog



torvus bog



temple grounds



dark torvus bog

1 dark torvus arena

> SK8 OR DIE



On the way back from the Boost Guardian battle, pick up the first Dark Temple Key, at the top of the half-pipe at the end of Dark Torvus Arena. To reach it, hold B to build up speed, then release B while pressing toward one side of the pipe. As you roll up the pipe, press and hold B to build speed, then release it on your way down. After a couple of trips, you'll reach the top of the pipe and the key. Use the pipe again to escape the room.

4 forgotten bridge

> ROUND AND ROUND SHE GOES



When you find a Spinner sitting by its lonesome, use it to drop the gate in both the Light World and the Dark World. To operate the Spinner, roll into it, then press and hold B. You'll need to do so a couple of times to lower the barrier completely. When the deed is done, drop to the ground and head out of the bog and toward the Meeting Grounds in Temple Grounds Light World—it's time to leave the world of water and sludge behind for now.

> logbook entry

Research>Mechanisms>Systems>Spinner

torvus bog

2 torvus grove

> WHEEEEE!



Back in the Light World, go to the door at the end of Torvus Grove and look for the half-pipe there. (Not the one in the middle of the room—that's a red herring.) Use the pipe to skate to the top of the room, then follow the path around to a dark door.

temple grounds

5 meeting grounds

> HALF-PIPE FRENZY



When you first enter Path of Eyes, roll through the hole to the right of the entrance to skip to the exit and bypass all the enemies. Use a Super Missile on the door at end of Path of Eyes to unlock the path forward. Go to the far end of the Meeting Grounds (near the entrance to the elevator) and look for another half-pipe. Boost to reach the top, then roll down the small hole. Move slowly—there's a big drop coming.

6 service access

> SPEED CAREFULLY

As soon as you switch to a side view, stop moving. Charge your boost and roll slowly to the edge of the white blocks, then release B and boost across the disappearing floor. If you miss, you'll have to loop back around.

3 grove access

> logbook entry

Creatures>Aether>Ground>Surface Prowlers>Krocuss

hall of honored dead: seeker missile launcher

The Seeker Missile Launcher allows you to fire five separate missiles at five separate targets—or hit the same target five times, if you prefer. The Luminoth have kept the powerful weapon in lockdown for a long while, but it's time for you to release it and take it home. To use the launcher, press and hold the Y Button, then move your Arm Cannon around until you start locking on to targets. To hit the same target multiple times, move the cursor over it repeatedly.

unlock the launcher



You'll need to rotate the locks so they turn beige, and you want to work from the outside in. Use the Spinners in the following order: purple, blue, yellow, red. Sometimes the inner ring will change colors before the outer one. When that happens, keep spinning until the outermost ring changes. When you've turned all the locks beige, you can walk into the middle of the room and take the Seeker Missile Launcher.

> gravity boost

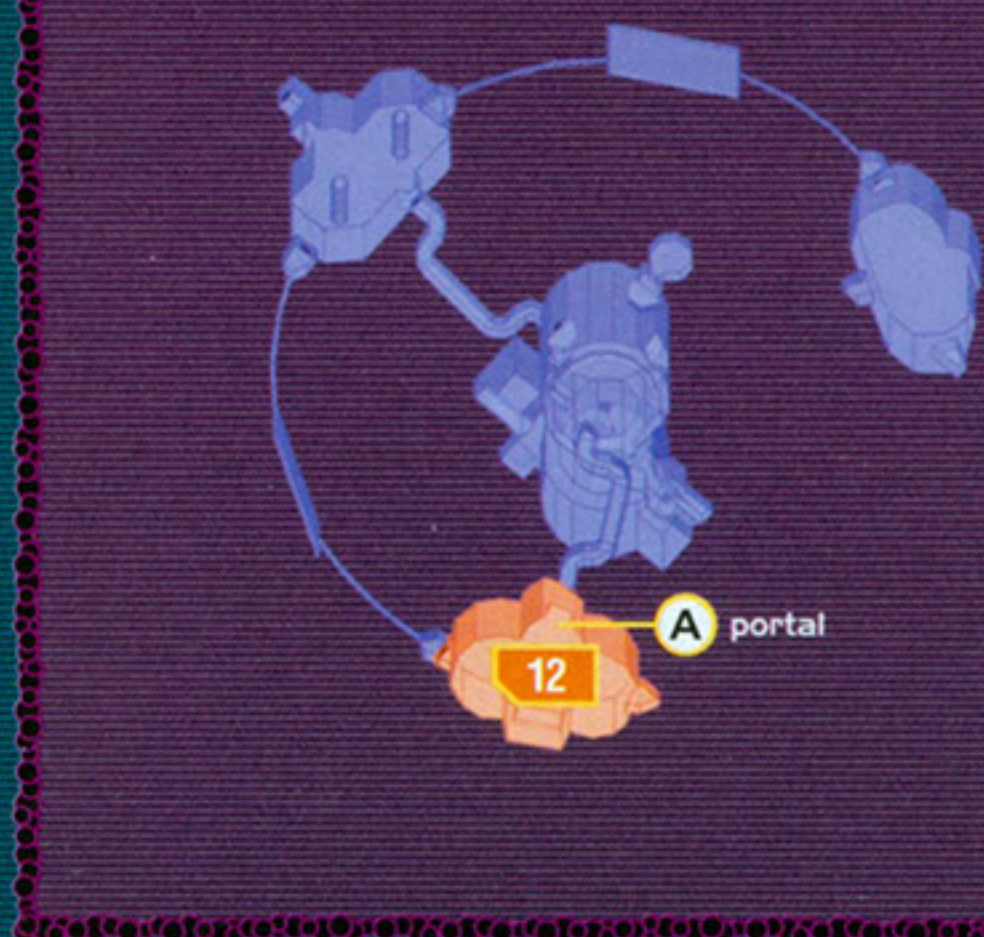
Isaac Newton discovered gravity while sitting under an apple tree. You'll discover it deep in the bowels of a water-filled tank guarded by a many-toothed monster. Seems like Newton got the better end of the deal.



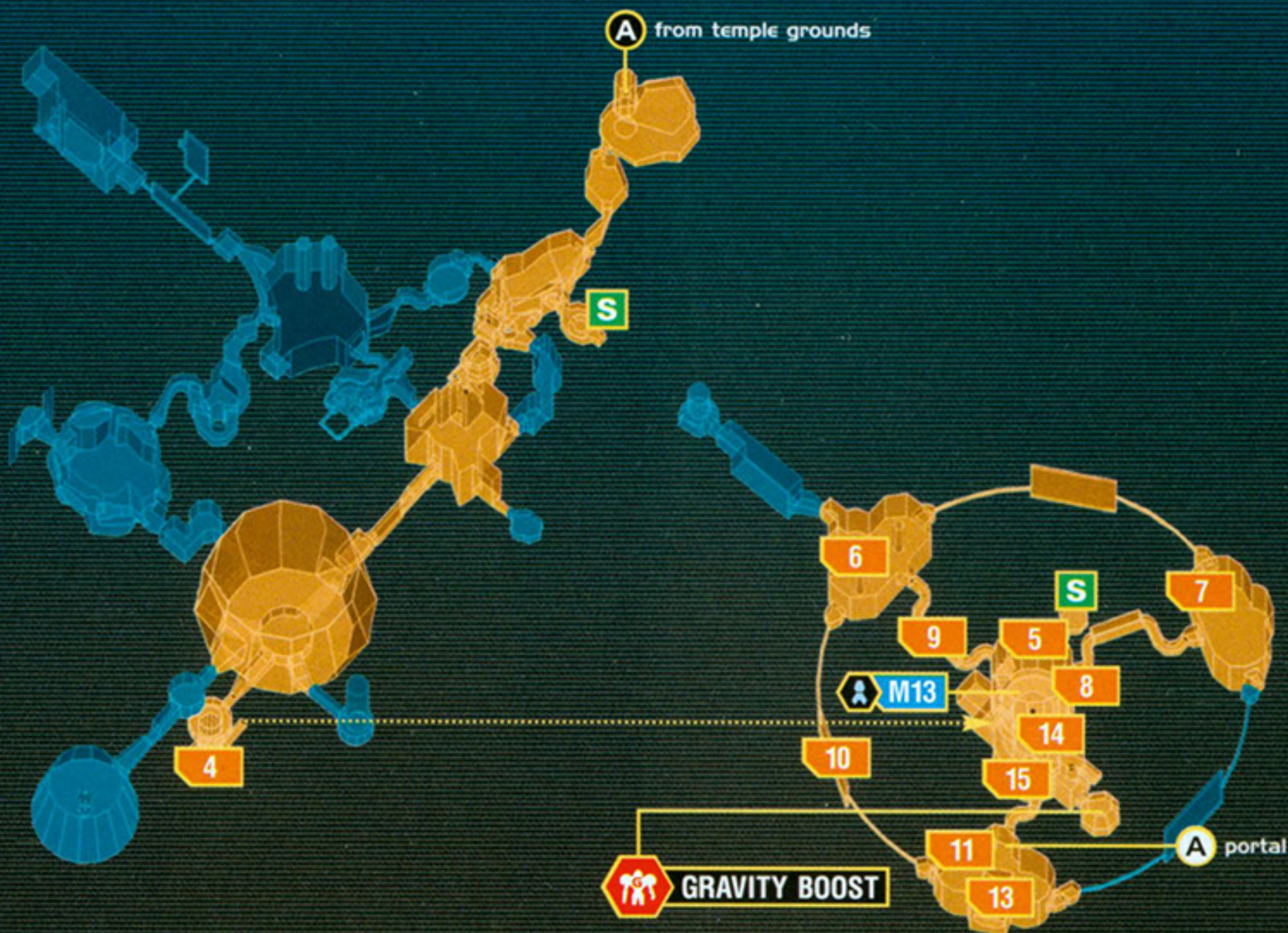
temple grounds



dark torvus bog



torvus bog



temple grounds

1 hall of honored dead

> SEEK THE EXIT



To leave the hall, use the Seeker Missile Launcher to target the five purple circles around the door, then let fly with missiles. If you don't hit all five circles, wait a moment for them to respawn, then try again. Once you're free, make your way to your ship.

2 landing site

> FREE REFILLS

Detour to the Landing Site, then scan a fallen Luminoth and refill your weapons and energy. Fire the Light Beam at the statue's Dark Crystal to move it out—it makes a great step back up.

> logbook entry
 Lore>Luminoth Lore>Keybearer Lore>Cadre 2>M-Dhe's Testament

3 hive chamber A

> THE DARK MISSILE TROOPER

Before heading back to Torvus, detour into the first area you visited for a couple of Missile Expansions. The first is gained by defeating the Dark Missile Trooper—use the Light Beam or Super Missiles, and be sure to scan him! The second is behind a sealed tunnel in Hive Chamber B. When you have both, return to the bog.

> logbook entry
 Creatures>Dark Aether>Darklings>Darkling Offworld>Dark Missile Trooper

torvus bog

4 underground transport

> FINDING THE LIFT

To start your trek back to the bog, use the ball-sized tunnel in service access (next to the Landing Site). Go back to the Torvus Temple and take the elevator down, then look for a Morph Ball tunnel near a red patch of wall. Drop into the tunnel and use the Super Missile to blast the door open—you'll end up in an elevator that takes you to the Hydrodynamo Station.

5 hydrodynamo station

> IN THE DEPTHS

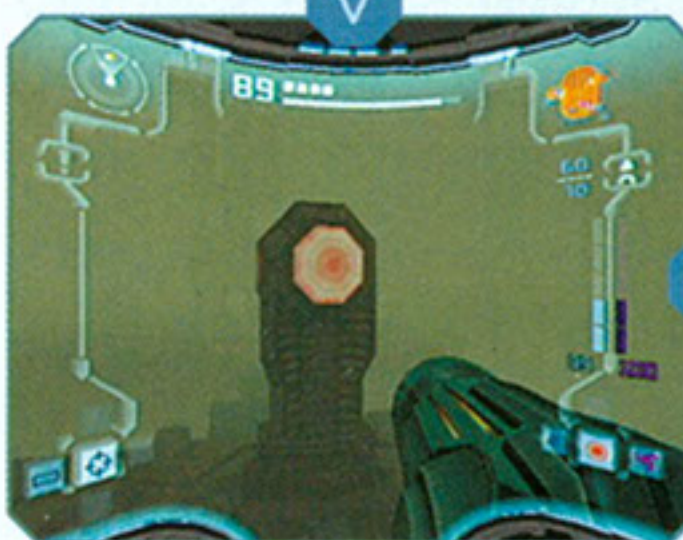


You can save your game at the top level of the station. To stop further Preeds from entering the station, blast the small circles on the wall with missiles. When you're ready, drop to the bottom of the room. Watch out for the Bloggs—they're tough customers.

> UNLOCK THE FIRST LOCK



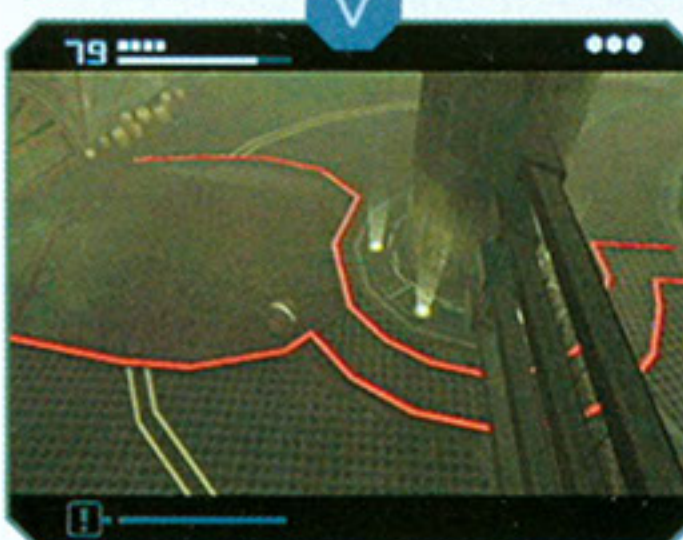
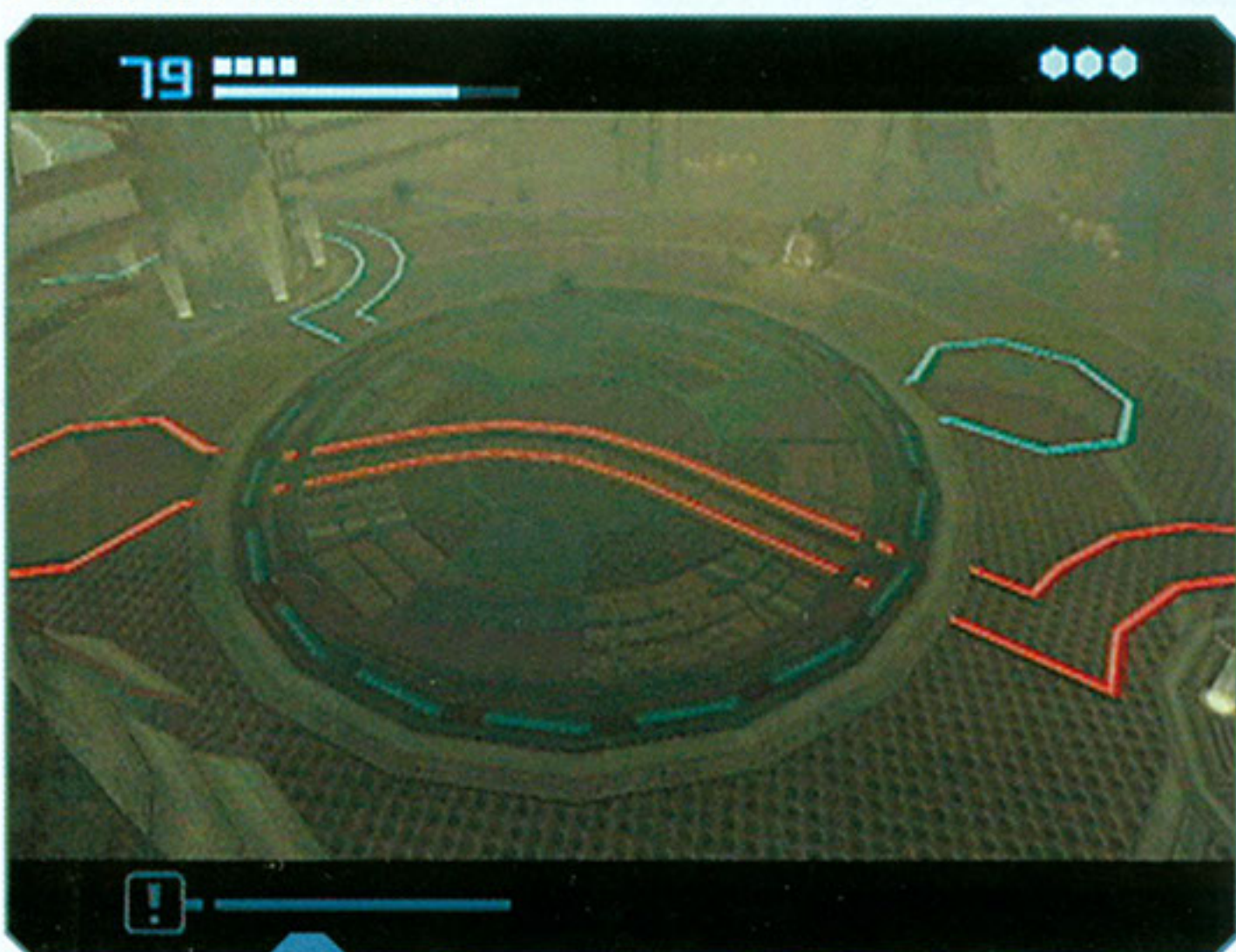
Look for a depression in the side wall, then roll into it and drift up to a platform. Jump to the main platform, then look for a small bridge that leads to a scannable panel. Scan it to extend a platform above you and unbolt the first of three locks. Then enter the tube in the middle of the room—it will take you back to the top, from where you'll need to descend to the purple door on the other side of the new platform and grab the nearby Missile Expansion.



> logbook entries
 Creatures>Offworld>Pirates>Preed
 Creatures>Aether>Aquatic>Large Aquatic>Blogg

6 training chamber

> ROTATE THE FLOOR



So you thought you whopped Dark Samus already? Well, the evil one has a surprise for you—she's back and angrier than ever. You won't have to fight her just yet, however, so drop into the water and take out the Bloggs. Wait for one of the monsters to come at you, then hit it in the mouth with a missile just before it strikes. When both Bloggs are gone, roll into the Spinner, align the red sections of floor and roll to the dark door through the resulting tunnel.

> logbook entry
 Lore>Luminoth Lore>Conflict>First Phase>Recovering Energy

7 catacombs

> GET TO THE OTHER SIDE



Use the Morph Ball to get through Transit Tunnel East and into the Catacombs area. Drop into the water and walk across the bottom until you find a group of platforms that you can use to jump to land. Once there, head for the dark door on the right-hand side of the room. The path will lead you back to the Hydrodynamo Station.

> logbook entries

Lore>Luminoth Lore>Keybearer Lore>Cadre 1>G-Sch's Testament
Lore>Luminoth Lore>Conflict>First Phase>The New Terror

8 hydrodynamo station

> UNLOCK THE SECOND LOCK



When you appear in the station, you'll be facing a panel. Scan it to unbolt another lock, then head back to the Training Chamber. (Use Training Access so you can scan the Seedbursters for the logbook.) Once you're there, use the Spinner to line up the blue parts of the floor, then roll to the light door and head through.

> logbook entry

Creatures>Aether>Aquatic>Small Aquatic>Bloggling

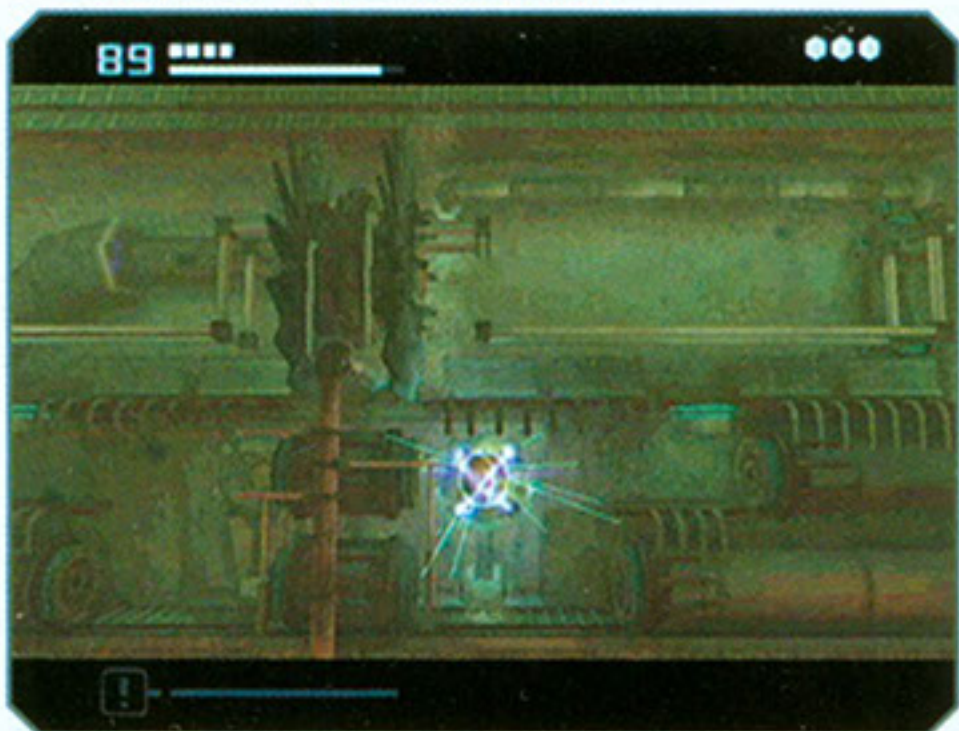
9 training access

> logbook entry

Creatures>Aether>Ground>Surface Prowlers>Seedburster

10 transit tunnel west

> CHANGE THE CURRENT



Transit Tunnel West uses a series of currents to move objects through it, but the currents are going in the wrong direction. Drop a bomb on the blue panel to access the Bomb Slot below, then plant a bomb in the slot to change the currents' flow.

11 gathering hall

> LIGHT UP THE PORTAL



Drop into the water and shoot the spiky platforms from below with the Dark Beam to flip them over, then return to land and leap to the Bomb Slot on the far side of the room. If you drop a bomb in it (and hey, why wouldn't you?), it will open a gate that blocks a portal. Head for the portal and shoot it with the Dark Beam to switch worlds.



> logbook entry

Lore>Luminoth Lore>Conflict>First Phase>New Weapons

dark torvus bog

12 crypt

> LASER LIGHT SHOW



Take out the two Dark Pirate Commandos with either Super Missiles or a charged Light Beam. When the coast is clear, jump to the platform and use the Spinner to move the laser, then head back to the Light World.

torvus bog

13 gathering hall

> LAUNCHER POWER



Your Spinner fun in the Dark World will activate a Kinetic Orb Cannon in the Light World. Use it to reach the light door at the room's highest point, then pass through the door to access the Hydrodynamo Station one last time.

14 hydrodynamo station

> THE DOOR AT THE BOTTOM



Scan the final panel in the chamber (it will be in front of you when you emerge from the tunnel) to raise the main platform off the floor. Drop to the bottom and open the door to reach a new area.

15 hydrodynamo shaft

> HEAD DOWN

Keep descending until you reach the bottom of the shaft. If you're low on energy or ammo, blast a few Hydlings to refill.

> logbook entry

Creatures>Aether>Aquatic>Large Aquatic>Alpha Blogg

main hydrochamber: alpha blogg

You've heard of a blog, but the Alpha Blogg is much less user-friendly. It's most certainly not here to help you share your thoughts with strangers the world over. The big fella is the first real test of your new Gravity Boost's mobility—as soon as you leave the room where it's stored, you'll fight him.

get the gravity boost



The Gravity Boost is in a small room at the very bottom of the Hydrodynamo area. The new device will let you move effortlessly in water and float for a time after a double jump—simply press and hold B (as long as you're in water).

the alpha blogg battle



The Alpha Blogg fight becomes easy with practice, but it can be pretty tricky the first time around. Like regular Bloggs, the Alpha is vulnerable only in its mouth. Stay as far from it as you can and charge your Power Beam. When it thrashes a couple of times and then bolts toward you, unleash a Super Missile and sidestep simultaneously. Sometimes it will fire sonic blasts—avoid them, or you won't be able to see or fire your weapon for a moment. If you're having trouble hitting the boss with the Super Missile (which can be a chore because of the slight delay in firing), switch to a charged Dark Beam.

> grapple beam

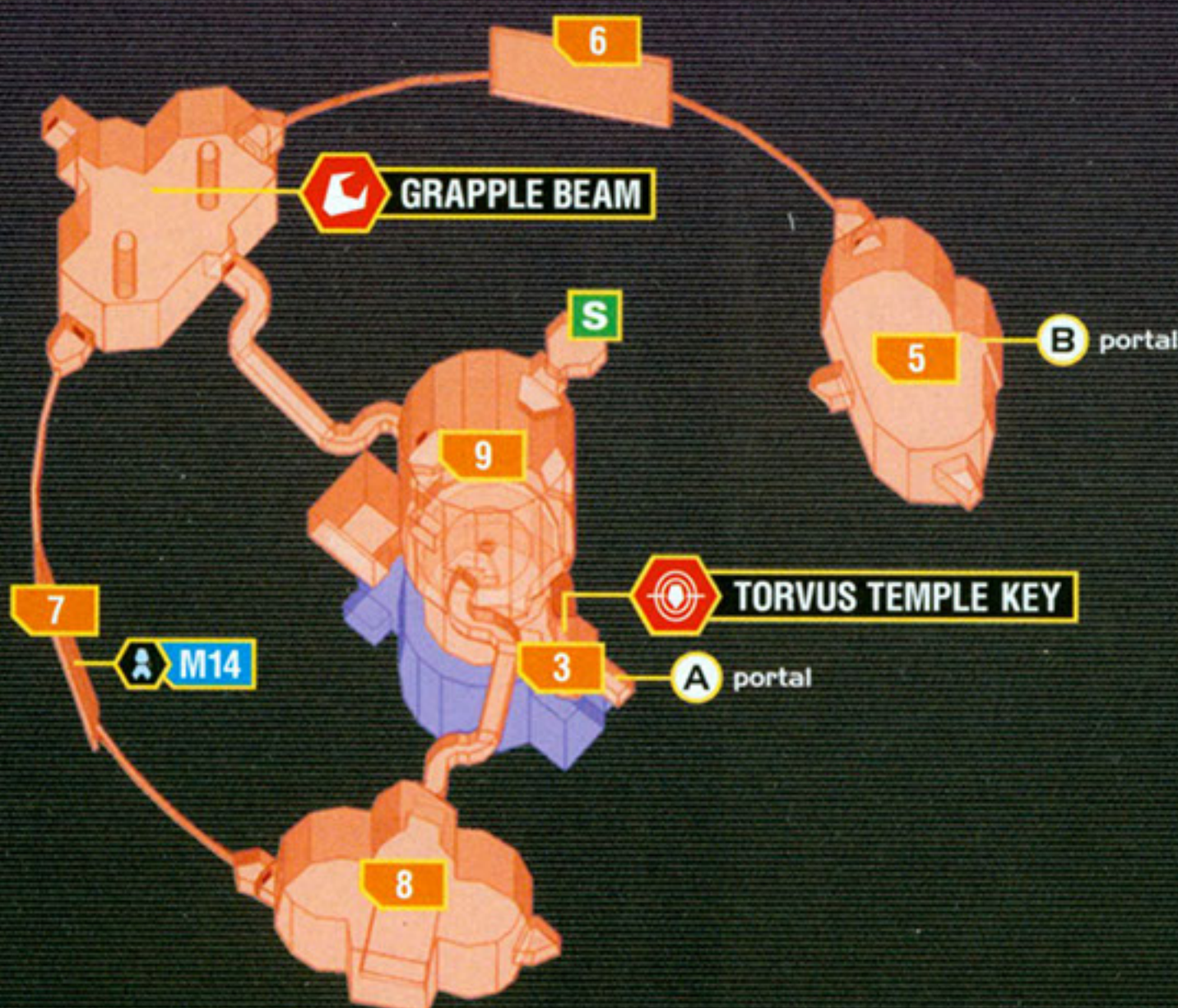
Make like Tarzan and swing from point to point with the Grapple Beam, a nifty attachment that makes you airborne. Once you're swinging free, you can even turn around by moving the Control Stick—now that's handy.



torvus bog



dark torvus bog



torvus bog

1 main hydrochamber

> BACK TO THE TOP



Jump into the small nook that contains a fan, then leap from there to a small platform on the side of the room. Use the double jump followed by the Gravity Boost to float to the last platform and the blue door that leads to the exit.



2 hydrodynamo shaft

> BOOST TO THE PORTAL



There's a portal waiting for you on top of the half-cylinder at one end of the shaft. You'll need to use the new Gravity Boost to reach it, and the Light Beam to make it active.

dark torvus bog

3 undertemple access

> DARK TEMPLE KEY



Once you're in the Dark World, grab the Dark Temple Key, then turn around and go back to the Light World. It really is that simple—there's nothing else to see here.

torvus bog

4 catacombs

> TRAVELING LIGHT



Travel back to the Catacombs and head for the underwater Bomb Slot on the far side of the room. When you drop a bomb there, it will lower a gate in front of another portal. You're headed back to Dark Aether. Get going, Samus.

dark torvus bog

5 dungeon

> GRUMPY GRENCHLERS



Dark Grenchlers move and act like their Light World cousins, but they're a bit harder to take down. You can even the odds by using charged Light Beam attacks on their vulnerable backsides. Once you blast the chumps, make for Undertransit Two.

> logbook entry
Creatures>Dark Aether>Darklings>Darkling Ground>Dark Grenchler

6 undertransit two

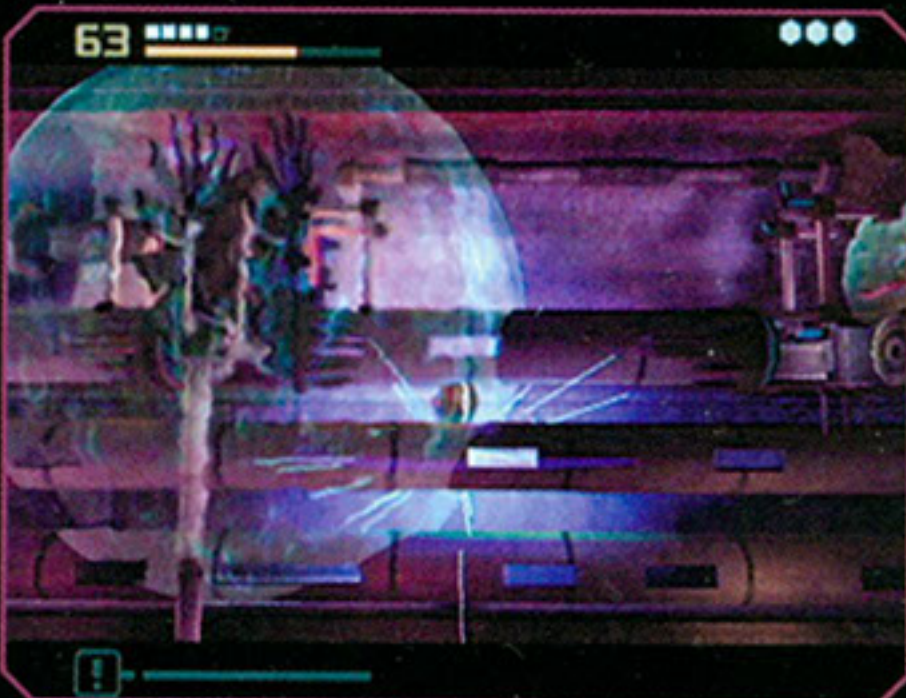
> SMASHY SMASHY



The tube is filled with moving pistons that can smash the energy right out of you. Wait for them to clear out of the way before you advance. If you're feeling brave, try to clear them all with one swift Boost Ball run.

7 undertransit one

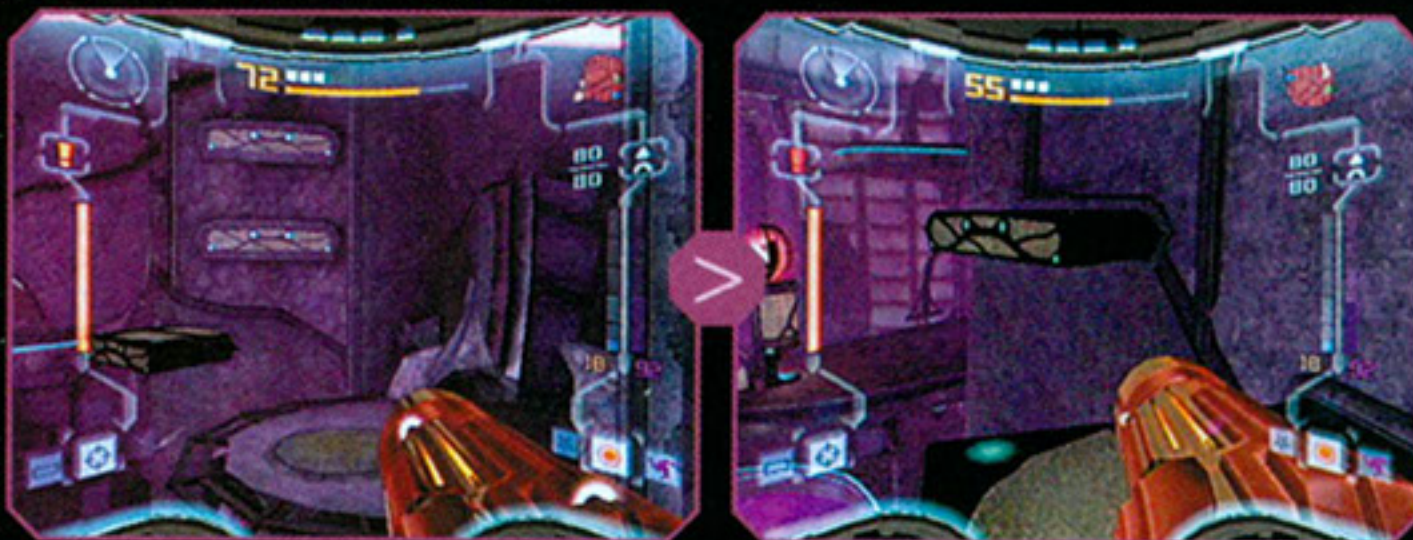
> PIPE CLEANER



You'll need to use Bomb Jumps to make it through Undertransit One. Go down to the bottom pipe and head left, then use the jumps to get back to the top pipe and to get out. There is a Missile Expansion hidden in the top pipe. It's at the farthest-left edge of the protective barrier formed by the crystal.

8 crypt

> FORCE-FIELD FOLLIES



You'll appear behind a force field in the Crypt. Open it with the Dark Beam and blast the Dark Pirate Troopers, then jump around the room (start by leaping to your right) until you reach the highest platform on the left-hand side. The platforms retract, so time your jumps carefully.

9 undertemple shaft

> TWIST AND SHOUT

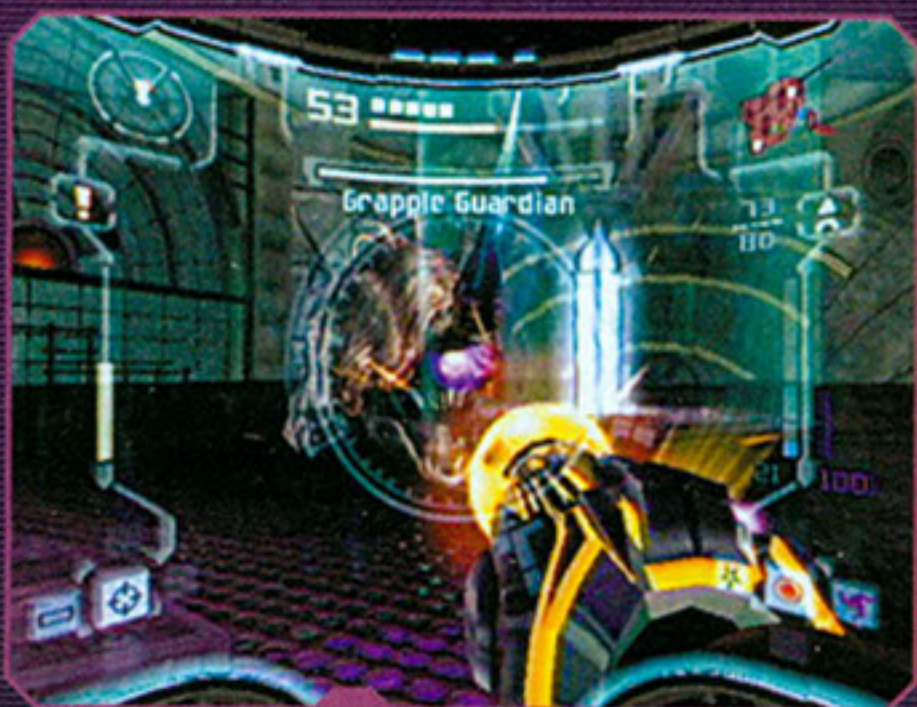


Drop to the bottom of the room and defeat the Hunter Ing—lure them into an energized Light Crystal if possible. After that, use the Kinetic Orb Cannon to launch yourself back to the top of the room. Drop down one level so you're standing on top of a metal cage, then enter the cage and use the Bomb Slot to rotate it. When it stops moving, go through the accessible door and head for another boss battle.

sacrificial chamber: grapple guardian

Poor Grapple Guardian. All it wants to do is steal your Grapple Beam and smash you into jelly, and you have to go and shoot it in the back. Man, some hero you are.

first phase



Scan the Grapple Guardian to expose one of its weaknesses: its eye. Once the eye is purple (scanned), you can unload ammo into it to stun it for a moment. When that happens, dash around and fire a Super Missile at its rear end. After three or four hits, the entire tail will crack off. You have to be very quick to make this strategy work—the method outlined below is easier, but more time-consuming.



During the fight, the boss will attempt to trample you. When you make it angry by shooting its eye, it will respond by firing its Grapple Beam. When it does, stand behind one of the two blue pillars—the beam will usually attach to one of them and trap the boss, at which point you can get behind it and launch a Super Missile.

second phase



Once the tail falls off, the guardian will have a few moments of invulnerability. When the boss comes after you again, you can't use the pillar-tether trick. Shoot its eye and shift around to whittle health off of its tail.

> logbook entry

Creatures>Dark Aether>Guardians>Sub Guardians>Grapple Guardian

weapon systems > charge combos

>darkburst

Enough of this messing around with small guardians and wee monsters—it's time to take down the king of Torvus Bog. Before you rush off to battle, however, return to Agon Wastes and retrieve a great prize—the Darkburst.



dark torvus bog



dark agon wastes



torvus bog



agon wastes



dark torvus bog

1 sacrificial chamber

> HEAD FOR THE HILL



After you strap on the Grapple Beam, climb the pile of rubble at the back of the room and leap from it, over the gap and toward the blue door. To use the beam, jump toward a grapple point and press the L Button. When you swing toward another point, release L, then hit it again once you're in range.



> logbook entry

Research>Mechanisms>Systems>Grapple Point

2 undertemple shaft

> RETURN TO THE CRYPT



When you exit the tunnel, turn to the right and look for a grapple point. Use it to swing to the nearby platform, then go through the door and head back to the Crypt.

3 crypt

> BACK TO THE LIGHT WORLD

The portal back to the Light World is at the bottom of the room, and you can use it at your leisure. If you encounter Space Pirates there, kill 'em dead.

torvus bog

4 hydrodynamo station

> TO THE TEMPLE!



Return to the Hydrodynamo Station and use the Save Station at the top if you're so inclined. If not, retrace your steps and go all the way back to the bottom level of Torvus Temple.

5 torvus temple

> SEEKER AND YE SHALL FIND



Go to the purple door that's hidden behind some brambly roots—you'll need the Morph Ball to reach it. Blast the door open and ride the elevator that lies beyond; it'll take you to Agon Wastes.

agon wastes

6 agon temple

> GOING BACK TO WHERE IT ALL BEGAN



Once you're back in Agon Wastes, make your way to the dark door in Agon Temple. You can take a couple of different paths, and new enemies will be waiting in some of them—stock up on energy and ammo if you're running low.



7 mine shaft

> ROLL OUT

Roll as far left as you can in the Mine Shaft to reach a purple door. There's an Energy Tank in the shaft if you didn't get it already—see page 114 for info.

8 mining station B

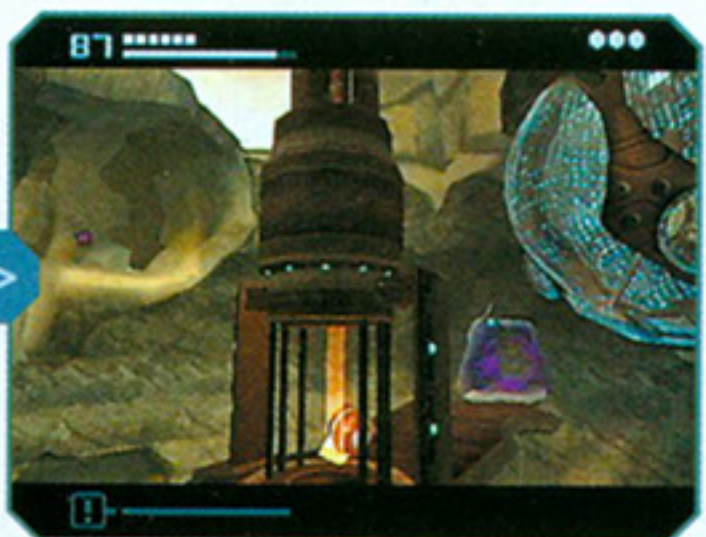
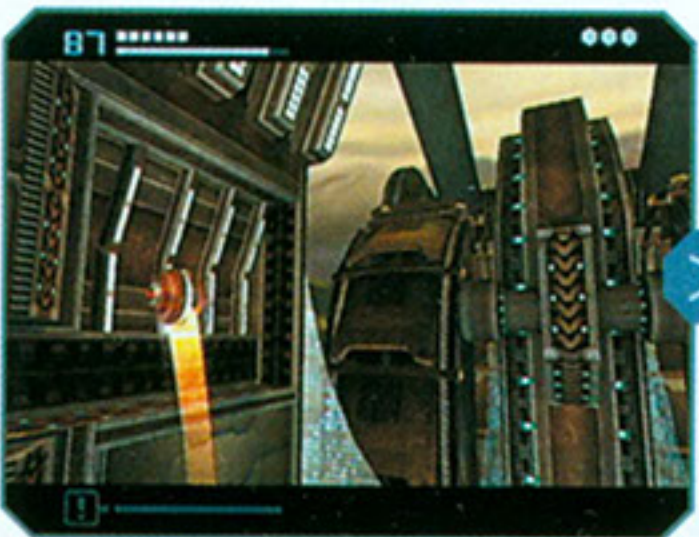
> MR. DRILLER



When you enter Mining Station B, drop to the ground and ignore the first scan panel. Walk to the back of the room and scan the panel next to the half-pipe. After that, return to the Bomb Slot next to the fallen Luminoth and use it to start the drill spinning. Run back to the panel you scanned, and use the cannon to reach a second Bomb Slot. Dropping a bomb there will raise the drill before the timer runs out.



> RACE TO THE PORTAL



Head back to the half-pipe and use it to reach a ledge. Follow the ledge up and around until it drops you on the fan-blade-like drill bit. There's a portal on the far side—you know what to do.

> logbook entries

Lore>Luminoth Lore>History>Golden Age>The Stellar Object Creatures>Aether>Ground>Surface Prowlers>Kralee

dark agon wastes

9 trial grounds

> LIKE BREADCRUMBS. BUT DIFFERENT.



Wait for the Nightbarbs to clear out, then go through the crack in the wall next to another deceased Luminoth. Jump up to the ledge and follow the trail of beacons by leaping from ledge to ledge.

10 dark transit station

> BOOST AWAY



Use the Boost Ball when you enter the open tunnel—Nightbarbs and other flying creatures will damage you otherwise. When you reach the end of the line, fire up the portal and step back into the Light World.

agon wastes

11 transit station

> REBOOSTING

Go back across the same path you traversed in the Dark World. As before, make sure that you fire up the Boost Ball when crossing the exposed section of tunnel. No sense taking damage if you can avoid it.

mining station B: darkburst

The Darkburst Charge Combo is your reward for all the trouble. The weapon allows you to fire a charged Dark Beam shot that causes massive destruction. It takes five missiles and 30 units of Dark Ammo each time you use it, but it's well worth the price.



visors

> dark visor

Enough detours—it's time to clear out Torvus Bog once and for all. The Dark Visor will help you on the rest of your journey, but you'll have to claim it from a boss—and it won't surrender the item without a fight.



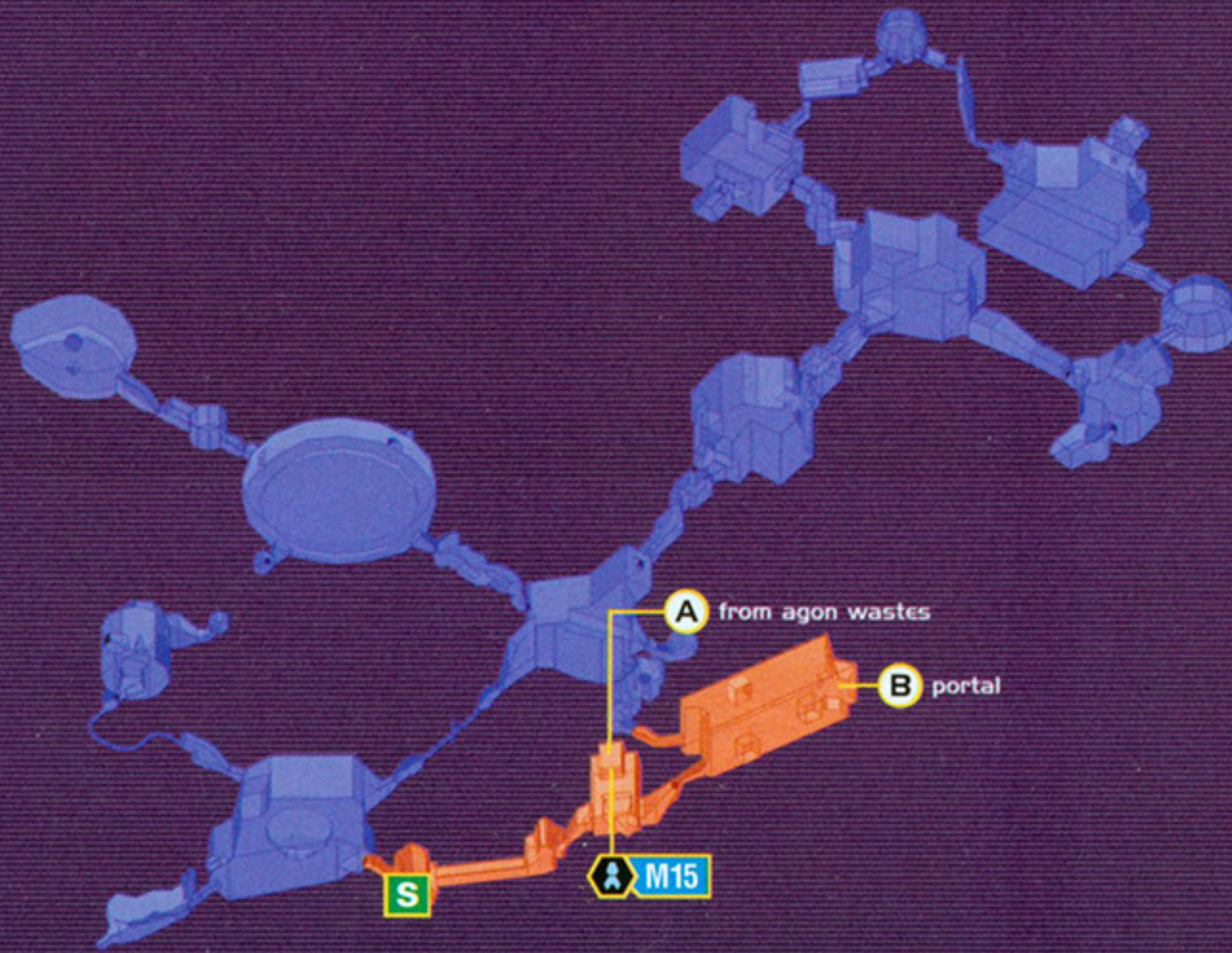
agon wastes



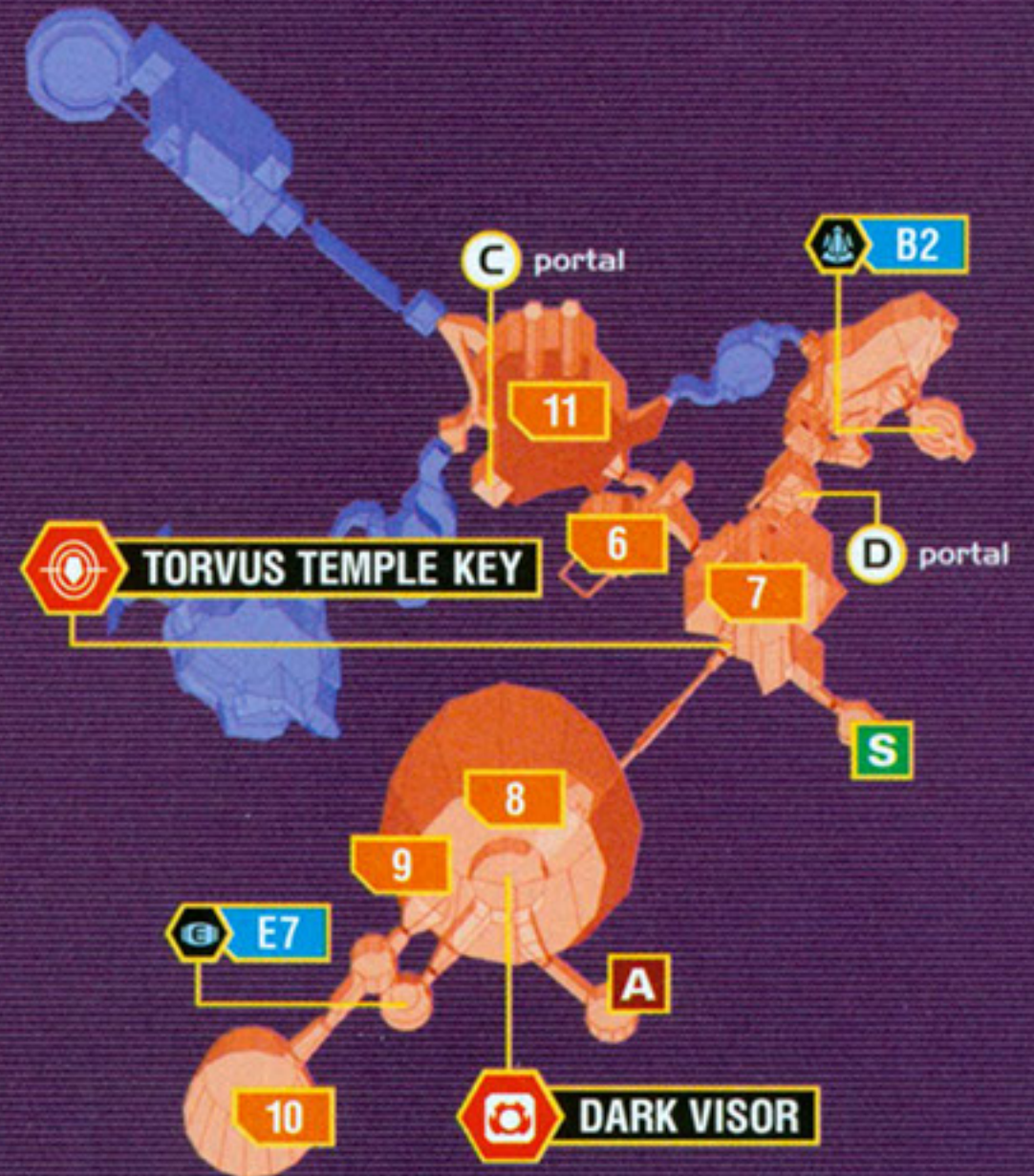
torvus bog



dark agon wastes



dark torvus bog



agon wastes

1 mining station B

> HUMAN CANNONBALL



Fire up the Kinetic Orb Cannon near the entrance, and use it to get out of Mining Station B. Roll back through the Mining Shaft and toward the dark door. It's a bit of a maze, but if you keep heading right, you'll find your way out.

2 transport center

> BACK TO THE BOG



Head back to Torvus Bog via the same elevator you use to get to Agon Wastes. On your way, use the Boost Ball to get to the top of the half-pipe in the Transport Center, then fire up the portal there and step through to grab a Missile Expansion.

torvus bog

3 great bridge

> YOU LIGHT UP MY DOOR



You can take a couple of different paths to Great Bridge (you know them by now), and neither one has an advantage over the other. Once you're back in the room, head for the light door at the edge—not the one directly underneath the bridge. The door may remain locked until you defeat the Pirate Commandos.

4 abandoned worksite

> SWINGING FOR EXPANSIONS



Use the Grapple Beam to fly over the Abandoned Worksite. Before you enter the Morph Ball tunnel, turn around and grapple to the other side to get a Missile Expansion. When you have it, head back and take the tunnel, then move to Forgotten Bridge.

5 forgotten bridge

> BRIDGE JUMPER

Walk out to the middle of the bridge and jump to the ledge under the Spinner. From there, leap right to the portal and use it to enter the Dark World.

dark torvus bog

6 brooding ground

> RISE FROM YOUR GRAVE



Go through the green door at the end of the bridge, then enter the Brooding Ground and fire the Light Beam at the Liftvine Crystal in the water. Doing so will cause it to rise out of the muck and provide a handy platform for your travels.

> logbook entry

Research>Luminoth Technology>Lift Crystals>Liftvine Crystal

7 venomous pond

> ONE FINAL KEY



Roll into the tunnel to your left, then use the Grapple Beam to grab the final Dark Temple Key. Drop, and take a detour through the dark door to grab a Missile Expansion in Portal Chamber and a Beam Ammo Expansion in Cache A—off the Poisoned Bog. After that, head for the Dark Temple, stopping only to use the Save Station behind the red door.

8 dark torvus temple

> REFILLS ARE ON THE HOUSE



When you enter the bottom of the Dark Torvus Temple, avoid the red glowing area in the middle at all costs. Enter the two doors on the outer edges—one holds an Ammo Station that will replenish your supplies, and the other contains an Energy Tank. After stocking up, enter the red area and proceed to the boss battle.

dark torvus temple: chykka

The Chykka is a multipart boss battle that will require all of your skill and cunning. There's also a number of things to scan, so if you're trying to fill the logbook, be sure to get everything. To begin the fight, you must free the boss from its prison. Target the four spots that hold the cocoon in place, and give each one a few shots with the Power Beam. Then it's time to play exterminator.



chykka larva



The Chykka Larva will circle the platform, surfacing every once in a while. Track it with the Light Beam (you'll need to aim manually) and fire a few shots whenever it pokes out of the water. When the water starts to churn and the Controller rumbles, the larva is about to perform a full-body leap. When it jumps, lock on (the radar helps to locate it) and hit it with a charged Light Beam, then jump over the wave of poison water. After taking some damage, the larva will occasionally leap onto the platform and try to catch you with its tongue—dodge and hit it in the face with multiple Light Beam attacks. Don't worry much about the Dark Shredders; one missile each will take them down. If you run low on Light Beam ammo, hit the Shredders with the Dark Beam instead.

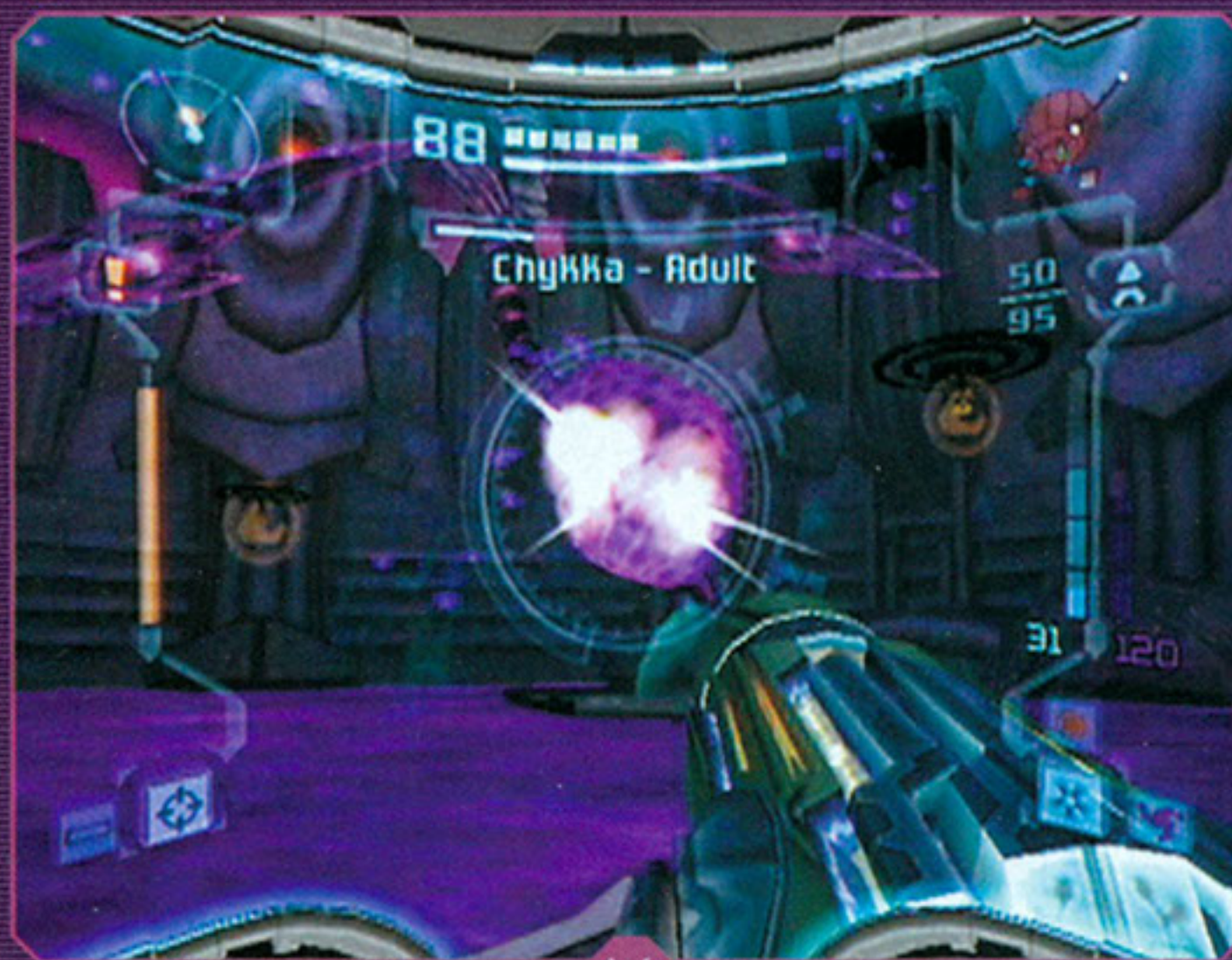


chykka adult



You'll need to stun the adult Chykka before you can damage it. The creature is very agile, so the Light Beam won't work very well. Lock on and blast away with the Power Beam. Once the boss is stunned, use the Grapple Beam to hop from island to island and get behind the Chykka. You usually have to hop only one space in either direction.

dark chykka



The Dark Chykka's weak point is the abdomen. The beast sways around a lot, so from a distance, you'll need to hit it with the Power Beam. If you get very close, however, you can switch to the charged Light Beam, which will devastate the creature. When it's releasing Chyplings, take them out with the Darkburst—you'll blast them all, and get Light Beam ammo in the process.

blast the wings



Once you're behind the Chykka, target one of the four weak spots on the wings and hit it with a Super Missile. You won't have time to charge the missile after you land, so start charging the Power Beam as you're grappling into position. The front and back of the Chykka look similar—if you keep locking on to the body instead of the wings, you're aiming at the front. To help alleviate the problem, watch which way the bug turns when you stun it, then grapple in the opposite direction. Once you've blasted all four weak points, you can move on to the Dark Chykka portion of the fight. If you don't eliminate the Dark Chykka on the first go-around (and you probably won't), you'll have to shoot the wings again.

> logbook entries

- Creatures>Dark Aether>Guardians>Chykka>Chykka Larva
- Creatures>Dark Aether>Darklings>Darkling Flyers>Dark Shredder
- Creatures>Dark Aether>Guardians>Chykka>Chykka
- Creatures>Dark Aether>Guardians>Chykka>Dark Chykka
- Creatures>Dark Aether>Guardians>Chykka>Chyplings

restore power

> torvus temple

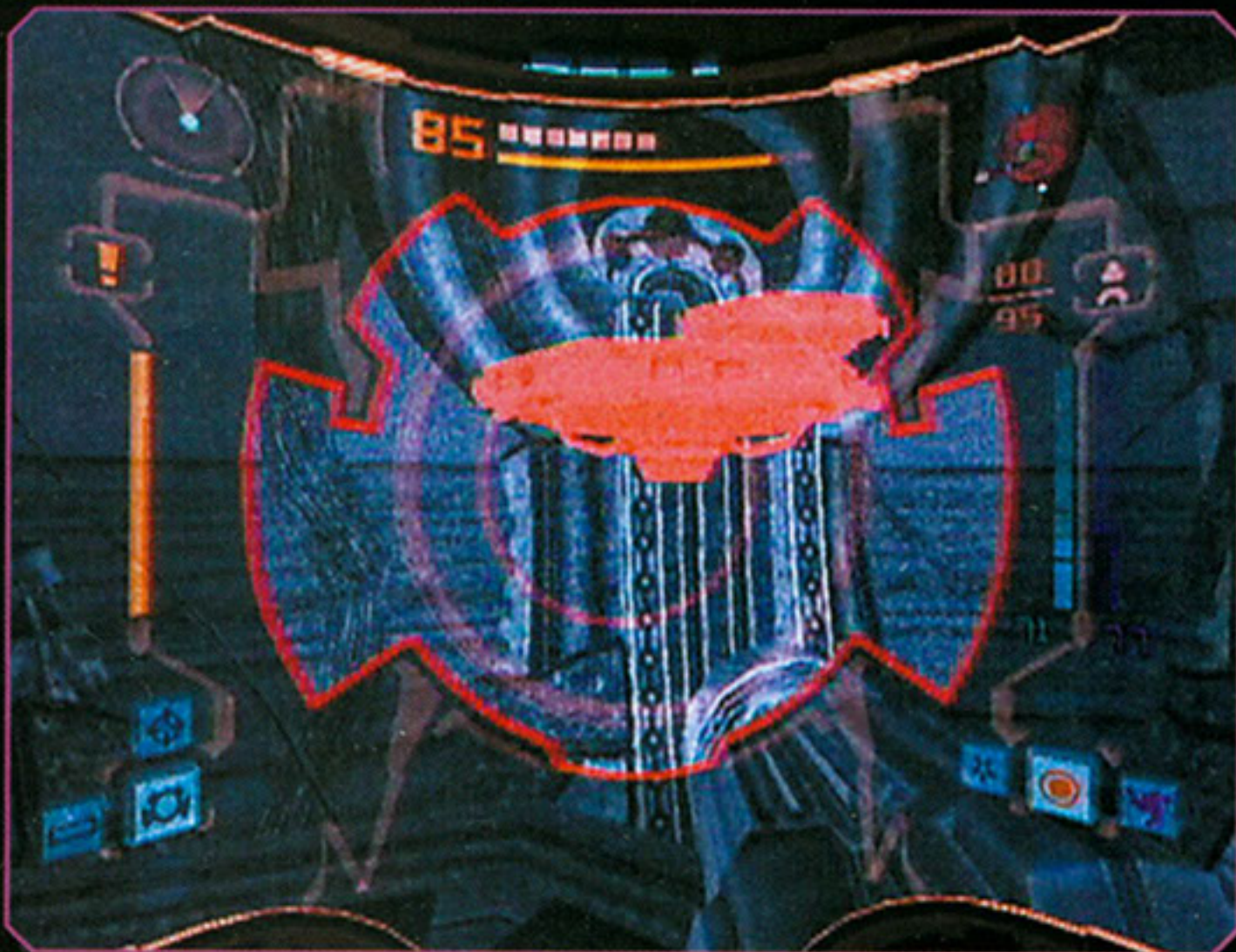
With the Chykka's reign of terror at an end, you can restore the energy from Torvus Bog to the Light World Energy Controller. (Actually, it wasn't much of a reign of terror. The thing was sleeping in a cocoon, after all!)



dark torvus bog

9 dark torvus temple

> THE DARK IS BLINDING



Pick up your newest toy, the Dark Visor, and use it to find a series of invisible floating platforms. Leap up them to reach the top of the room, and enter the Dark Torvus Energy Controller.

10 dark torvus energy controller

> STEAL THE ENERGY



Step into the Energy Controller and steal the energy from Dark Aether. Once it's safely inside your suit, head back to Dark Forgotten Bridge, disposing of foes along the way. The new visor will even let you see those annoying Hunter Ing and Dark Pirate Commandos. It's payback time!

11 dark forgotten bridge

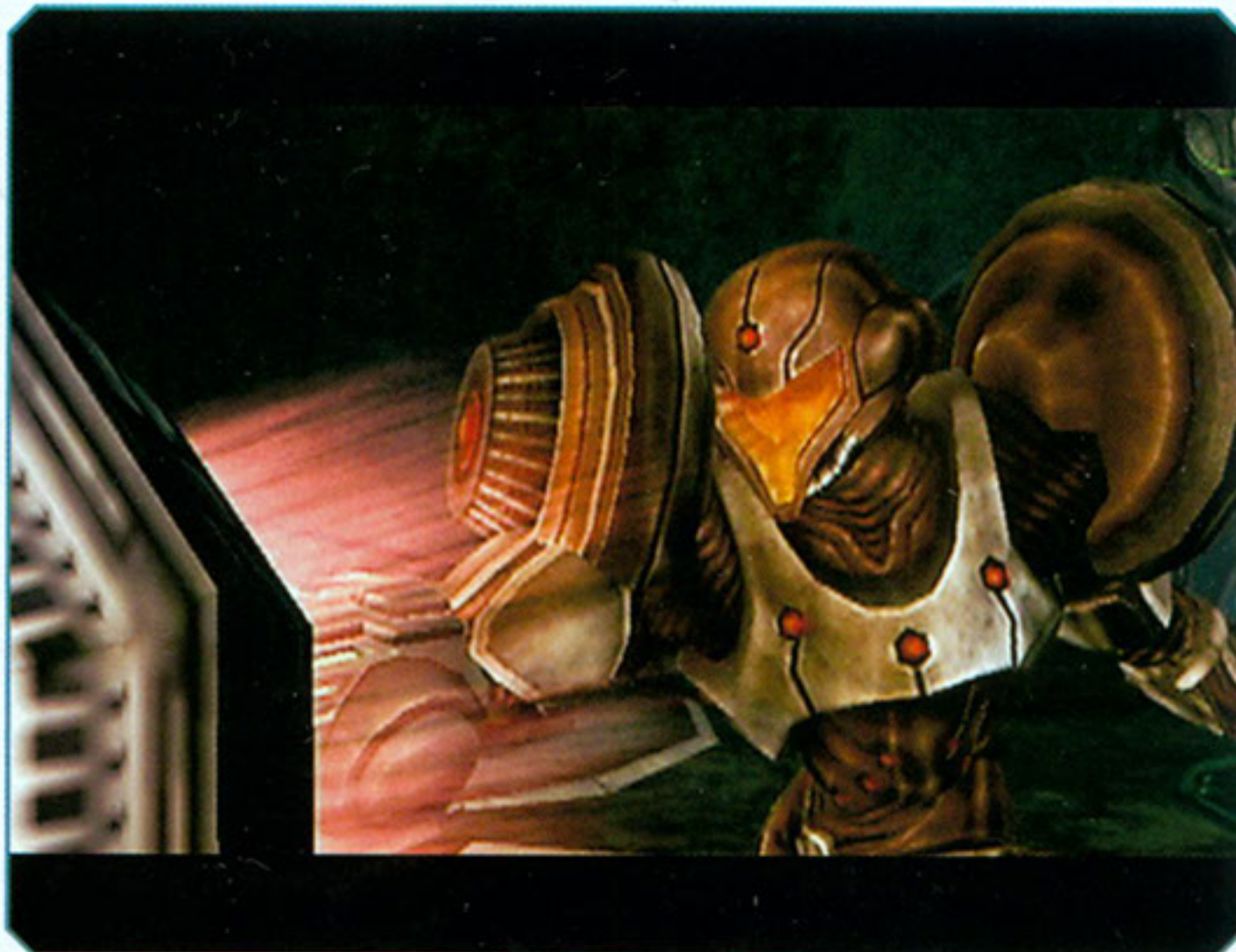
> SUNSHINE ON YOUR DARK SUIT

Use the portal in Dark Forgotten Bridge to access the Light World, then high-tail it to the Torvus Energy Controller. Luminoth everywhere will applaud you for your efforts, but unfortunately, they ran out of ticker tape.

torvus bog

12 torvus energy controller

When you step into the Energy Controller, you'll see a cinema scene in which the power is restored and sunshine breaks through the dense clouds that covered Torvus Bog. With the weather cleared, return to U-Mos for your next assignment. Step lightly, bounty hunter. You're about to enter a world unlike any you've ever seen.



metroid prime 2 echoes

> sanctuary temple

It might be called Sanctuary Temple, but don't expect a peaceful welcome. The temple is home to an army of crazed robots who long ago turned against their Luminoth masters. Grant them no mercy, for none will be granted to you.



> spider ball

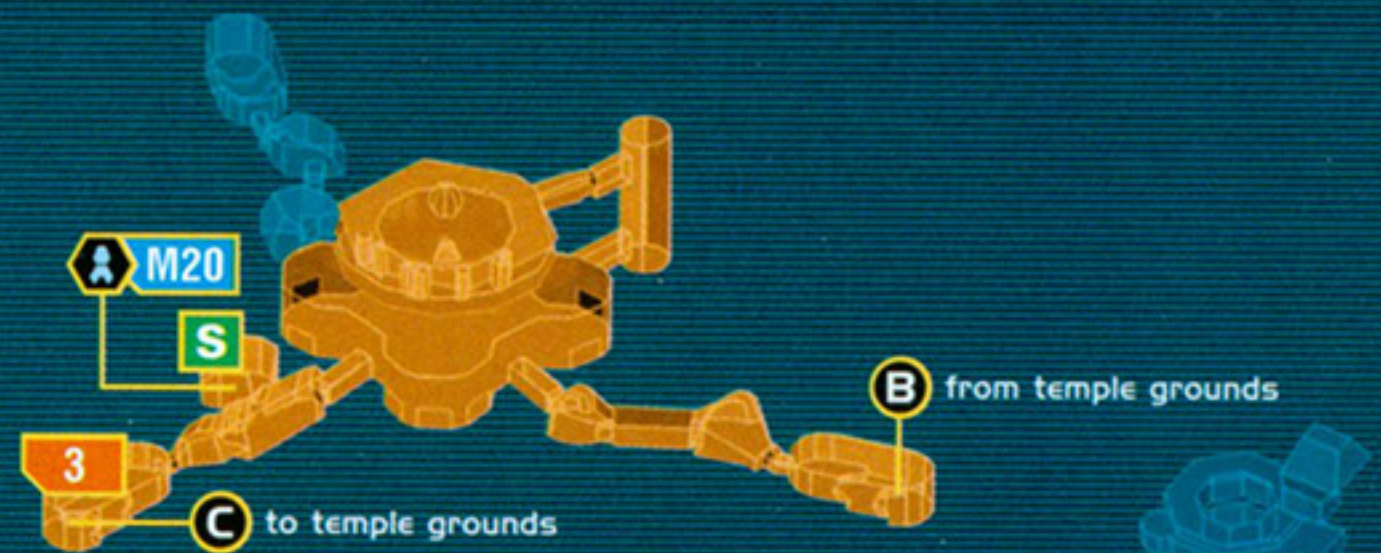
From the Gravity Boost to the Spider Ball, Samus Aran knows a thing or two about breaking the laws of physics. To claim the ball, however, she'll have to defeat a foe that demands precision timing, lots of smarts and a little bit of luck.



torvus bog



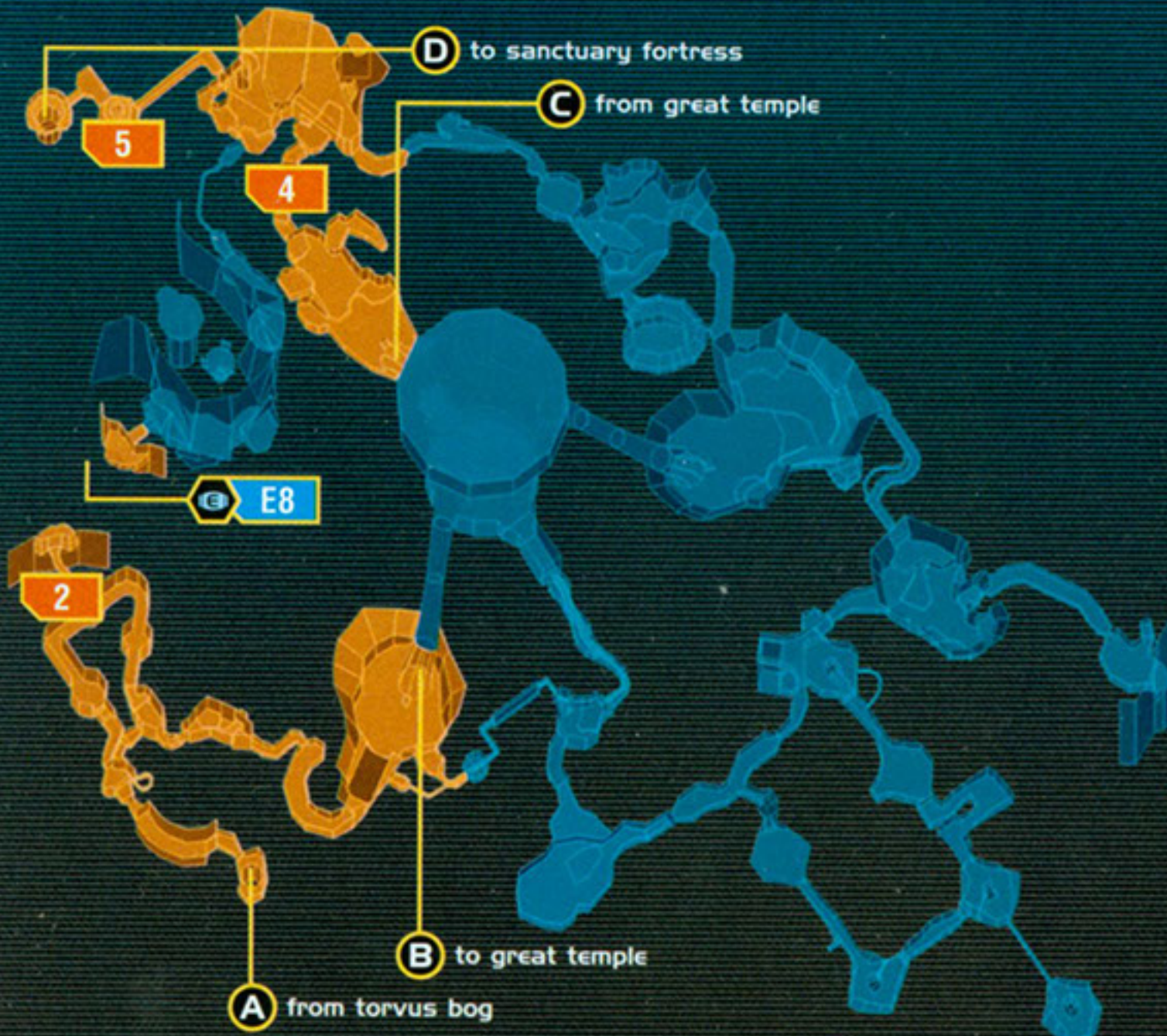
great temple



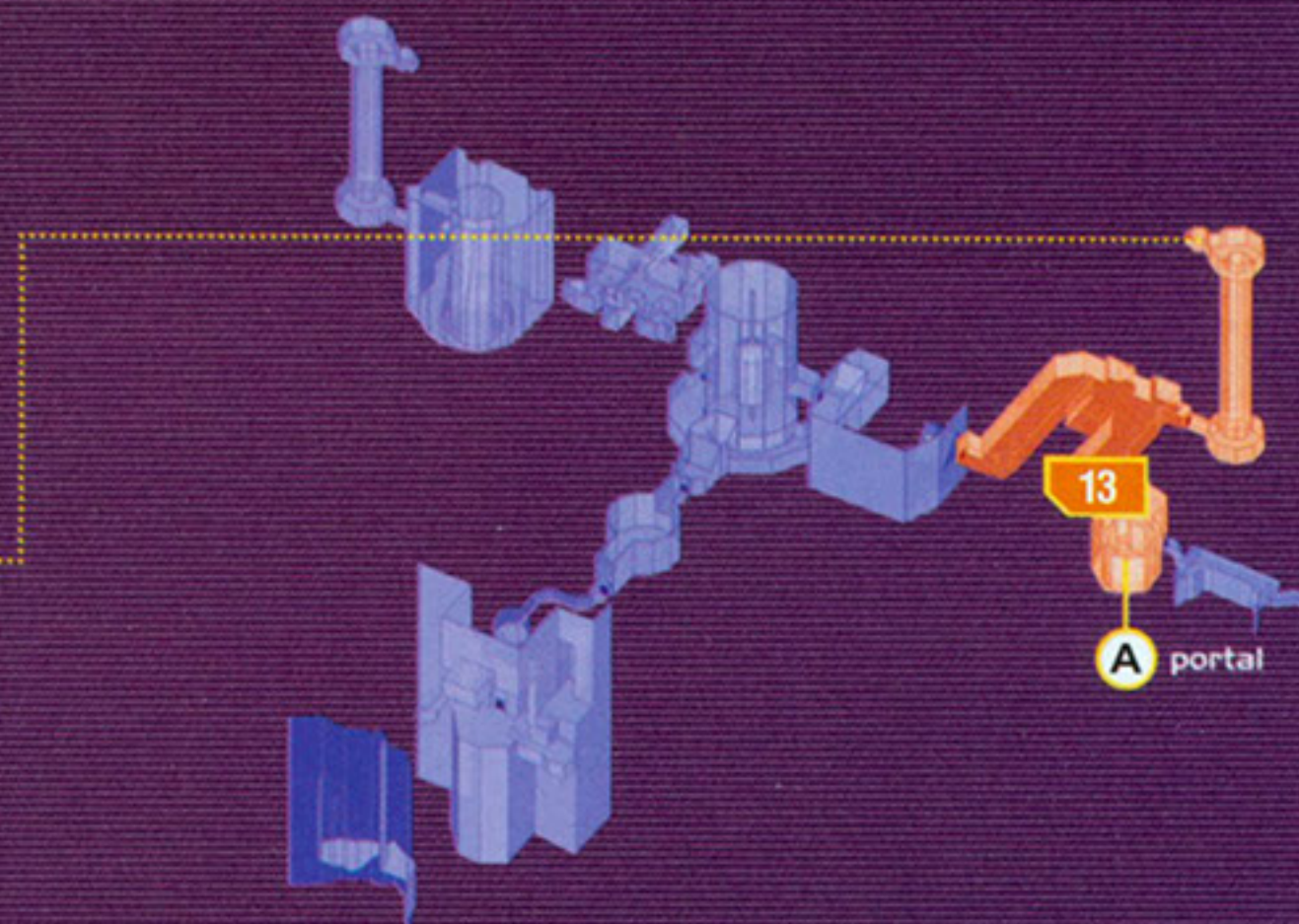
sanctuary fortress



temple grounds



ing hive



torvus bog

1 path of roots

> GRAPPLING FOR MISSILES

Scan the Luminoth Lore, then use the Grapple Beam in Path of Roots to snag a Missile Expansion. There's another one underwater in Torvus Lagoon. Once you have them both, take the elevator back to the Temple Grounds.

> logbook entry
 Lore>Luminoth Lore>History>Dark Age>The Ing Attack

temple grounds

2 path of eyes

> TANKS A LOT

Head through the Path of Eyes and take the elevator back to the Great Temple. On the way, open the green door and use the Kinetic Orb Cannon and the Grapple Beam to secure an Energy Tank. The door is behind a block with a Dark Crystal, near the middle of the path.

great temple

3 temple transport A

> TALK TO U-MOS AND HEAD DOWN AGAIN

U-Mos is waiting in his usual spot. He'll spin horror stories about the creatures you'll soon face, then send you on your way. Open the last door and use a Morph Ball Bomb to grab the Missile Expansion behind the Save Station before continuing on to your presumed demise.

temple grounds

4 sacred bridge

> SACRED BRIDGE IS FALLING DOWN



When you reach the end of the line in Sacred Bridge, use the Dark Visor to locate five red dots that surround the circular design. Target each with the Seeker Missile, then unleash your arsenal. If you strike all five at once, the design will fall and form a bridge that lets you reach the GFMC Compound.

5 fortress transport access

> ANOTHER PATH TO VICTORY

Take out the pirates near the ship in the GFMC Compound, then lower the gate that has an emerald hologram on it, and go through. Follow the path to the end, fragging turrets as you go. The turrets are a new brand, and they require three missiles hits.

> logbook entries
 Creatures>Aether>Mechanoids>Stationary>Luminoth Turret
 Lore>Luminoth Lore>Conflict>Second Phase>The Sky Temple

sanctuary fortress

6 temple transport access

> ALL SHALL PASS



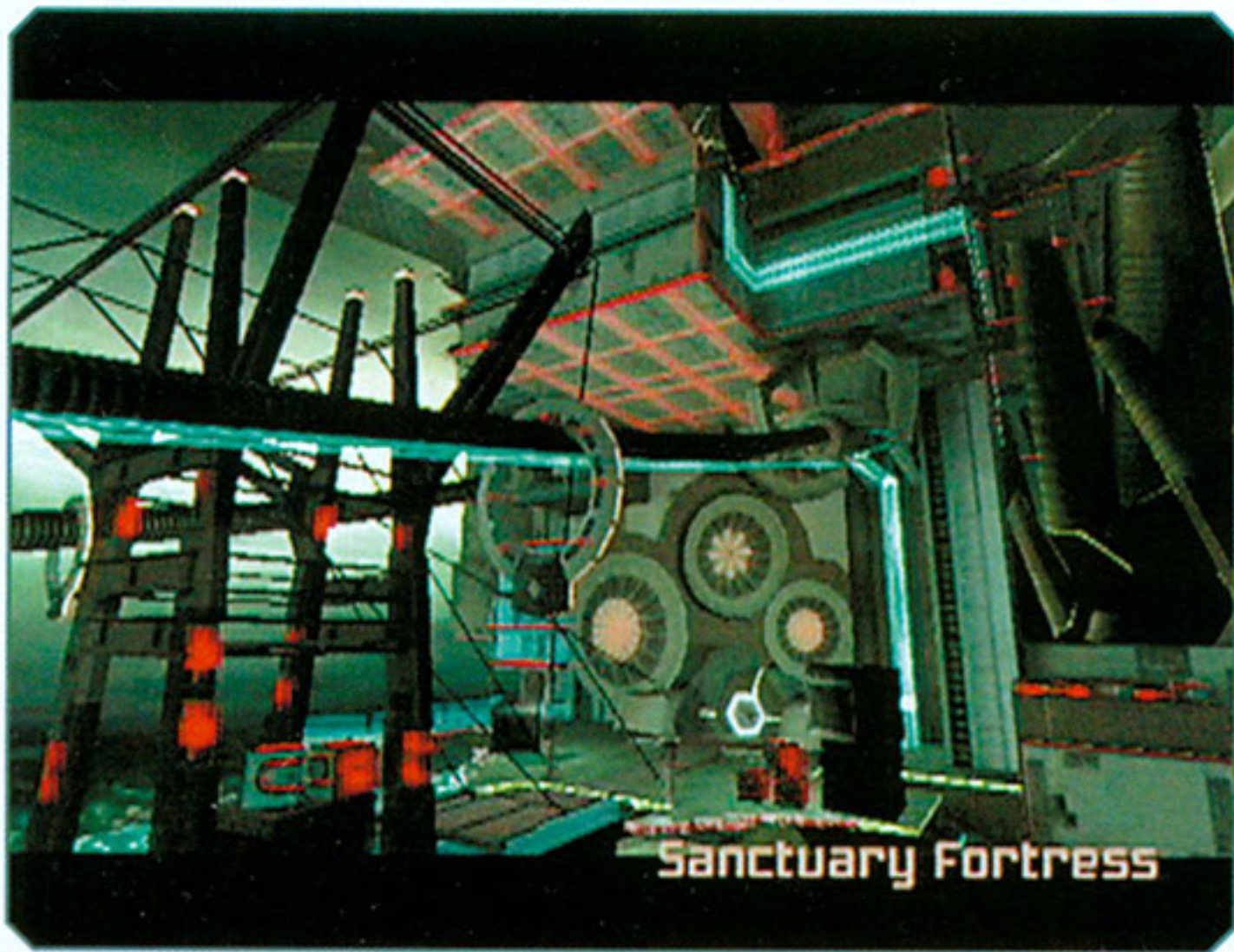
When you reach Sanctuary Fortress, you'll have to drop two security barriers. Blast the two turrets in your way, then scan a panel to lower the first one. The second is activated with a Spinner.

> logbook entry

Creatures>Aether>Mechanoids>Small>Serenity Class Drone

7 sanctuary entrance

Sanctuary Fortress is an imposing sight for even the most seasoned space adventurer. From the multiple Spider Ball Tracks to the bizarre futuristic architecture, everything about it speaks of danger and mystery. Too bad you don't have any time to gawk—the pirates are coming.



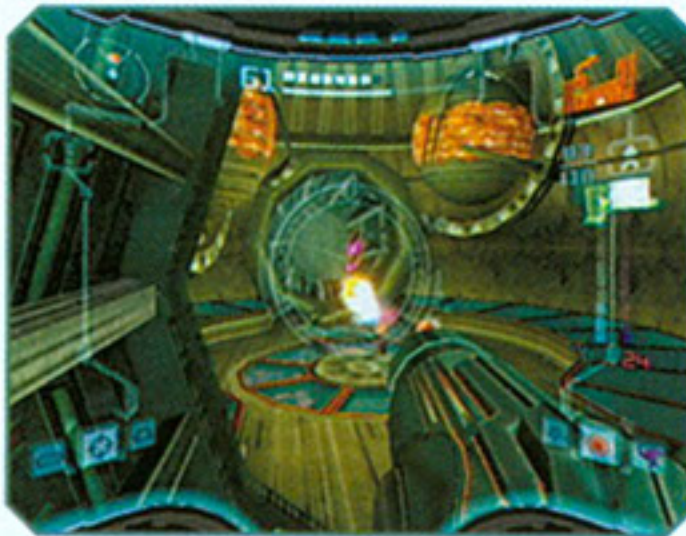
> LEAVE NONE ALIVE



You'll face a squad of Pirate Commandos when you try to cross the long blue bridge. Use the large boxes for cover and pull ammo and energy from the smaller ones if need be. The Darkburst can wipe out a Commando in one shot, but wait for it to drop the shield before you fire. Shooting the barrels of Phazon is also an effective strategy.

8 power junction

> WATCH OUT FOR THE OCTOPEDES



The walls of the Power Junction are crawling with Octopedes. The critters aren't particularly dangerous if left alone, but once you shoot them, they'll self-destruct. Shoot from a distance and stay there until they blow up. If you want to avoid their self-destructive ways, blast them with the Dark Beam instead of the Power Beam.

> logbook entry

Creatures>Aether>Mechanoids>Small>Octopede

9 reactor access

> LOCATE THE FIVE POINTS



Turn on the Dark Visor, then examine the area around the circular decoration to find five red circles. Blast all five with the Seeker Missile Launcher to open a new path. When you do, a Rezbit will appear. The creature is quite dangerous and can be tough to eliminate. Charge up the Dark Beam and wait for the Rezbit to drop the blue shield, then fire.

> logbook entry

Creatures>Aether>Mechanoids>Small>Rezbit

10 reactor core

> FIGHT HEADFIRST



A Quad patrols the hallways of Sanctuary Fortress. The best way to attack one is to shoot off the head with a Super Missile, then take out the bottom with the Boost Ball. When you see a red light emerge between the legs, hit the boost and run into it. You can force the light to appear by boosting into the Quad while it's spinning.

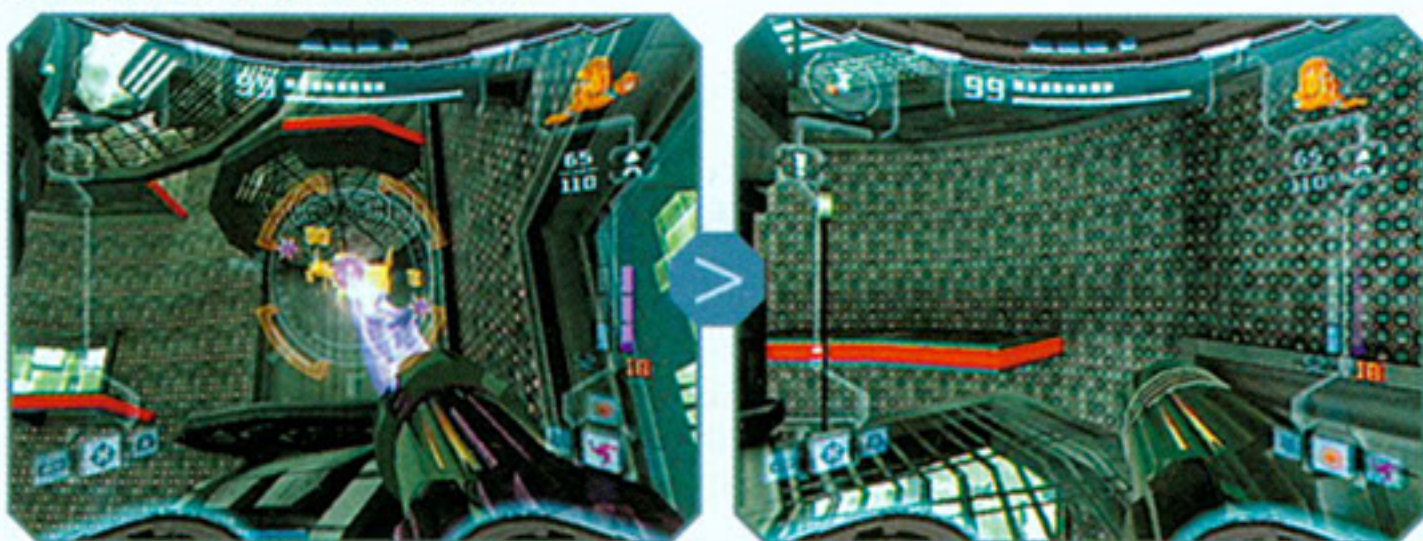


> PLAN B



If you destroy the body before taking out the head, the top portion will detach and begin flying around. Note the color of the shield around the head, then attack with the opposite-colored beam (Dark Beam for white and Light Beam for purple). The head is quick and can be a bit of a pain—again, try to eliminate it before the body.

> CLIMB THE LADDER



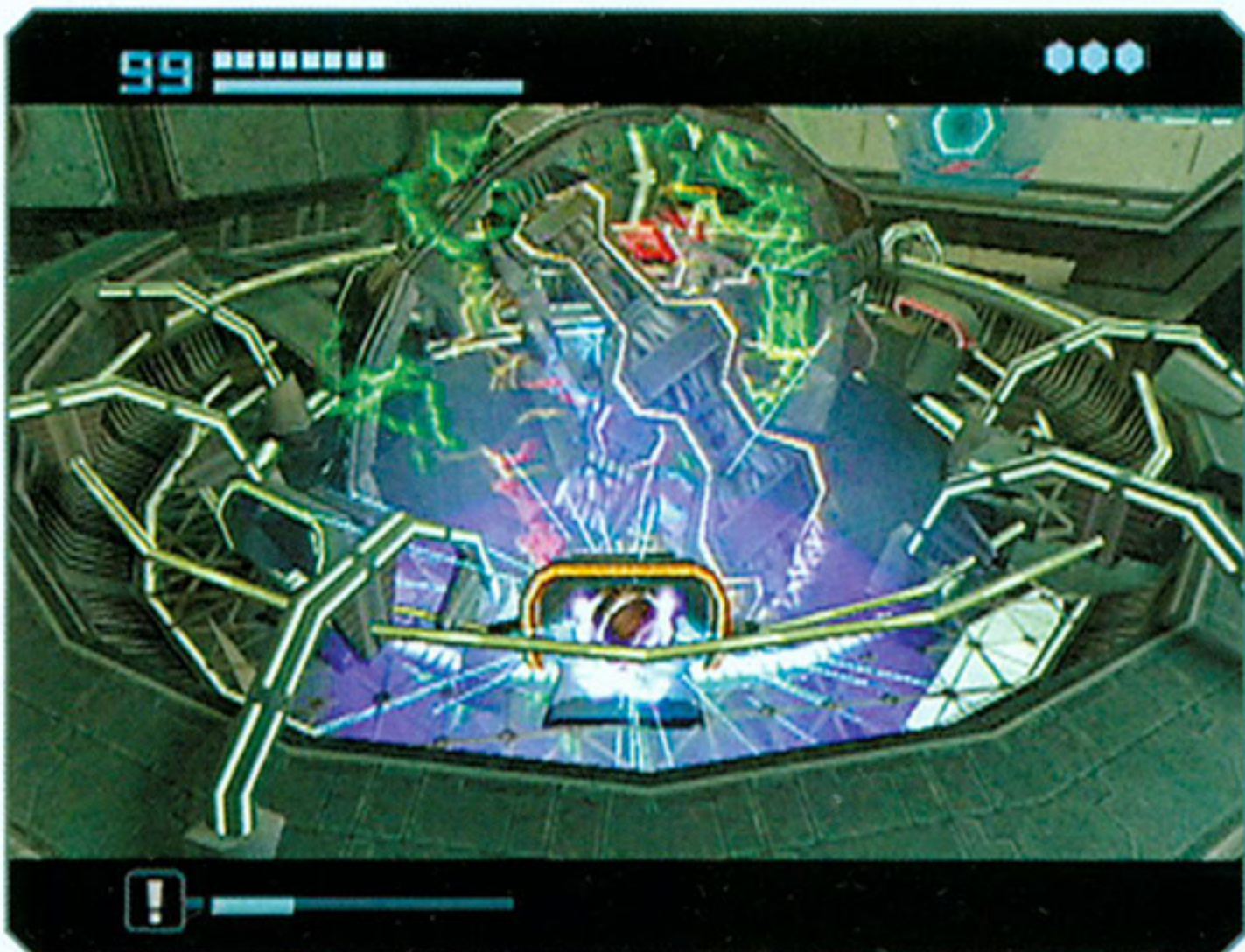
Use the platforms scattered around the reactor to climb to the top. A few Rezbits are waiting for you—use the charged Dark Beam to blast them into oblivion. When you reach the top, go through the blue door.

> logbook entries

Creatures>Aether>Mechanoids>Large>Quad MB
Creatures>Aether>Mechanoids>Large>Quad CM

11 minigyro chamber

> AN ORDERLY PROGRESSION



The Minigyro's rockings and rollings will prevent you from passing until you shut it down. Roll into the ring that surrounds the gyro, and bomb the slots in the following order: orange, blue, red, green.

12 hall of combat mastery

> A HEAD WITH WINGS



The Hall of Combat Mastery is filled with broken-down Quad bodies, along with two functioning units. When you fight the working ones, take out the heads. If you don't, the heads of the disabled bodies will fly off and attach to another set of legs. When the Quad is downed, head for Ing Hive.



ing hive

13 culling chamber

> MOVING ALONG



After you use the portal in the Hall of Combat Mastery, find the elevator in Central Hive East Transport and ride it to the top floor. You'll battle some Warrior Ing along the way. Take them down with your weapon of choice.

> logbook entry

Research>Biology>Ing Storage>Ingworm Cache

14 hive dynamo works

> SOARING THROUGH THE AIR

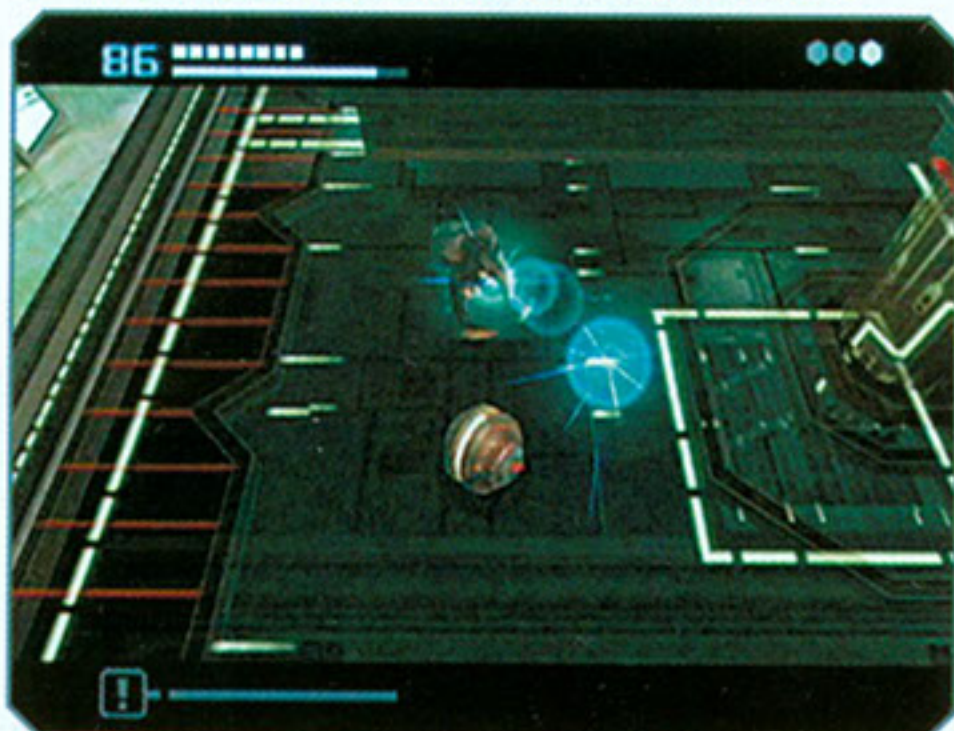


You'll have a tough time grappling across the gap until you eliminate the Nightbarbs. You can blast them all with the Power Beam, but if you want to earn some style points, try the Seeker Missile. Once you get across the gap, turn around and use the Echo Visor to find five red circles, then blast them with the Seeker Missile to drop the barrier to the portal, which you should use.

sanctuary fortress

15 dynamo access

> THE PERSON UNDER THE FLOOR



Use the Dark Beam to blast the drones, then roll under the floor and drop bombs to disable the Mechlops. The creature will suck the bombs into its mouth, causing a spectacular light show that it won't be around to remember. If the Mechlops catches you, it will carry you back to the entrance and spit you out—a real annoyance.

> logbook entries

Creatures>Aether>Mechanoids>Small>Diligence Class Drone
Creatures>Aether>Mechanoids>Small>Mechlops

16 main gyro chamber

> LOCATE A PATH IN THE WALL



Use the Morph Ball to roll through the right-hand wall, then do so again to find a Bomb Slot. Activate the slot, and solve the puzzle that appears by lining up the colored dots—red on top, green in the middle and blue on the bottom. You can rotate the dots by shooting the spots in the middle of the clusters. Afterward, use the Bomb Slot, then walk on the gyro and use the Spinner to drop part of a wall, then ride on an elevator to reach Temple Access.



17 temple access

> PREVIOUS GUARANTEES DO NOT APPLY



You'll face another Quad in Temple Access. Despite all the warnings to the contrary, you'll want to defeat this one legs-first. If you take out the head and then the legs, more heads will appear. And no one wants that.

18 sanctuary temple

> DARK QUADS



Dark Quads are tougher than their Light World cousins, but they're nothing that a Super Missile and some fancy Boost Ball action can't take care of. Once you dispose of the mechanical menaces, climb to the top of the scaffolding and use the Grapple Beam to reach the blue door.

> logbook entries

Creatures>Dark Aether>Darklings>Darkling Mechanoids>Dark Quad MB
Creatures>Dark Aether>Darklings>Darkling Mechanoids>Dark Quad CM

19 sanctuary energy controller

> YAK, YAK, YAK

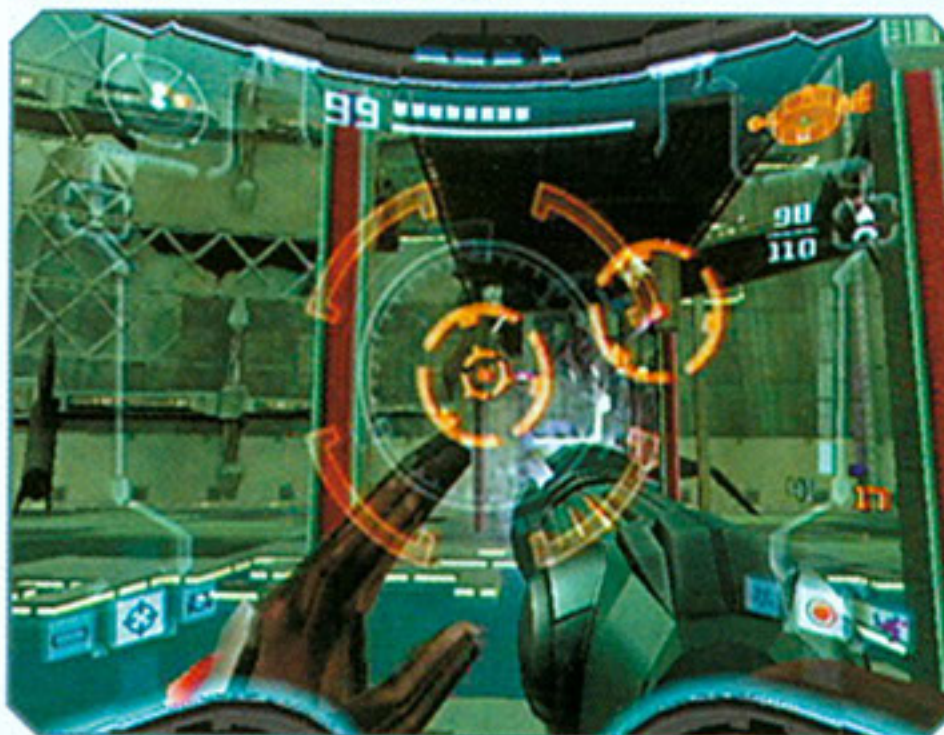
Another fallen Luminoth will wax poetic about his tail of grief from beyond the grave. If you listen politely, he'll give you the ability to scan cobalt holograms and open new doors. Go back the way you came when you're through listening.

> logbook entry

Lore>Luminoth Lore>Conflict>Second Phase>Agon Falls

20 sanctuary temple

> DON'T LOOK DOWN



As soon as you enter the temple, grapple to the main platform, turn right and head for the cobalt hologram door. If you move quickly, you can make it to the door without fighting anyone. If you are too slow or if you fall, you'll be in for a pretty tough fight. Use a Seeker Missile to target both of the Mekenobite legs and drop them from the platform, then run—they self-destruct.

> logbook entry

Creatures>Aether>Mechanoids>Large>Mekenobite

21 worker's path

> LAUNCH TIME



Jump to the platform farthest from you, then turn around and scan the red section to activate a Kinetic Orb Cannon. Take a ride across the gap, then head through the door. The cannon on the far side is activated in the same manner (just in case you make a return trip).

dynamo works: spider guardian

Scan the Spider Guardian before you enter the tunnel at the beginning of Dynamo Works—if you don't, you'll never get another chance. The battle is more like a puzzle than a fight, and parts of it are very tricky. If you don't have full energy and plenty of patience, come back after you've refilled both.

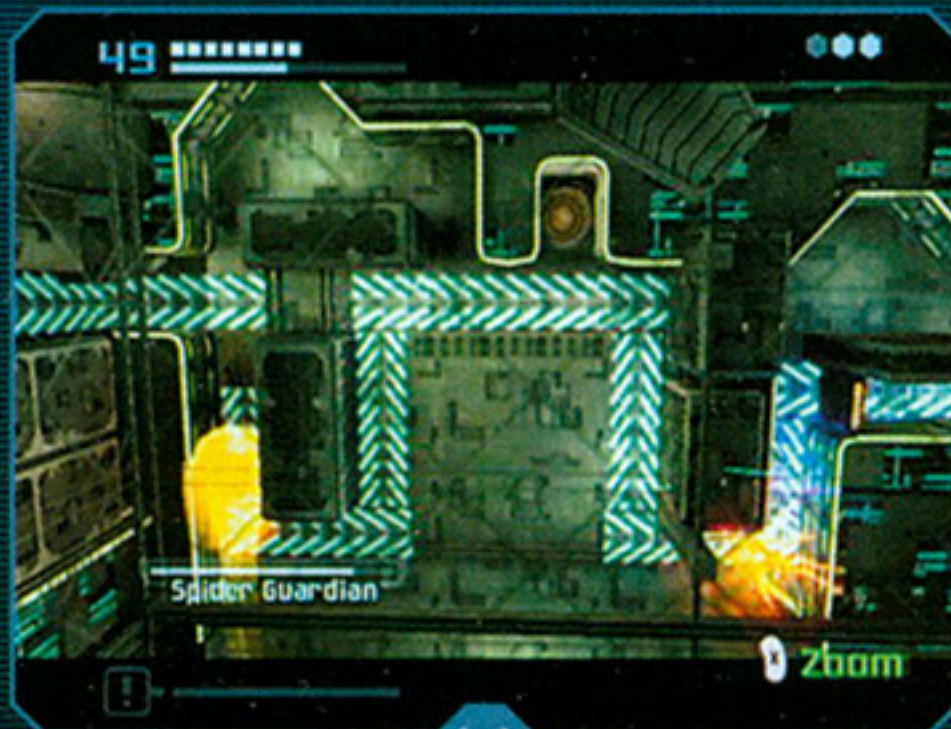
stage one



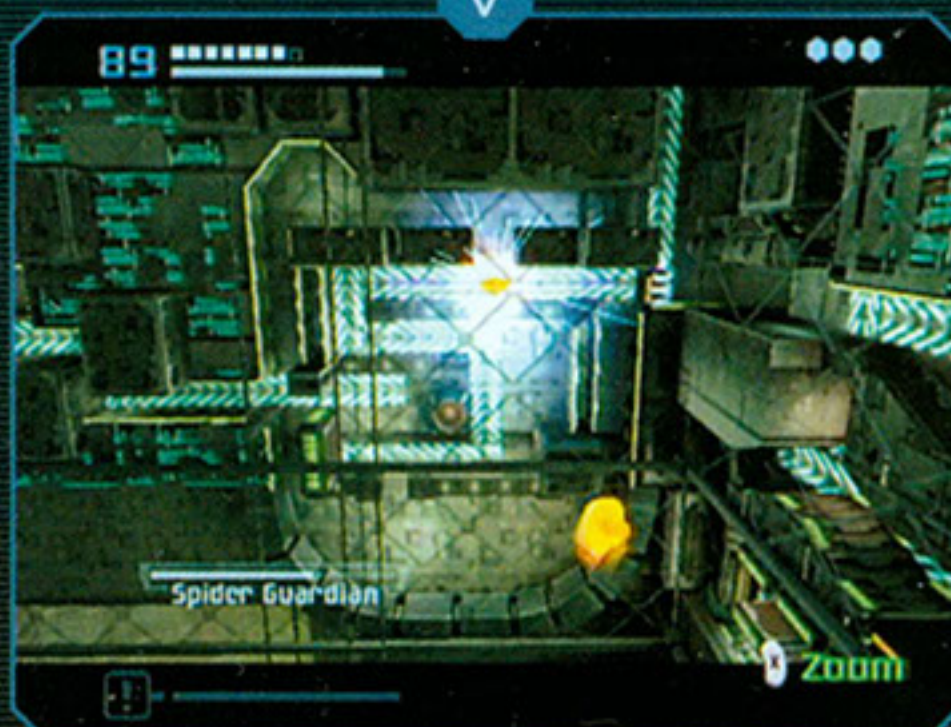
The only way to damage the Spider Guardian is to make it run into electrical pylons. To do so, you'll need to drop bombs next to the boss until it turns green, then hurry to the nearby Bomb Slot. (The Spider Guardian has three different colors—red, orange and green—and the slot will be active only when it is green.) When you drop a bomb in the slot, it will open a striped panel

that will allow the boss to run into the pylons. The real trick is timing your bombs so they explode next to the boss, but giving yourself enough time to escape the electrical field it generates. In the first stage, try dropping bombs on the left-hand side of the lower gap. If the boss hits a bomb, roll left and use the Bomb Jump to climb up the left-hand platforms and escape the electrical field. Drop only two bombs next to the boss—if you drop three, you'll have to wait to generate another bomb for the jump, during which time the boss can attack. You can use the X Button to zoom in and out of the puzzle. This isn't very important in stage one, but it's invaluable during the later stages. Also note that each stage has a couple of decent places to wait and drop bombs—experiment if you're having a tough time.

stages two and three

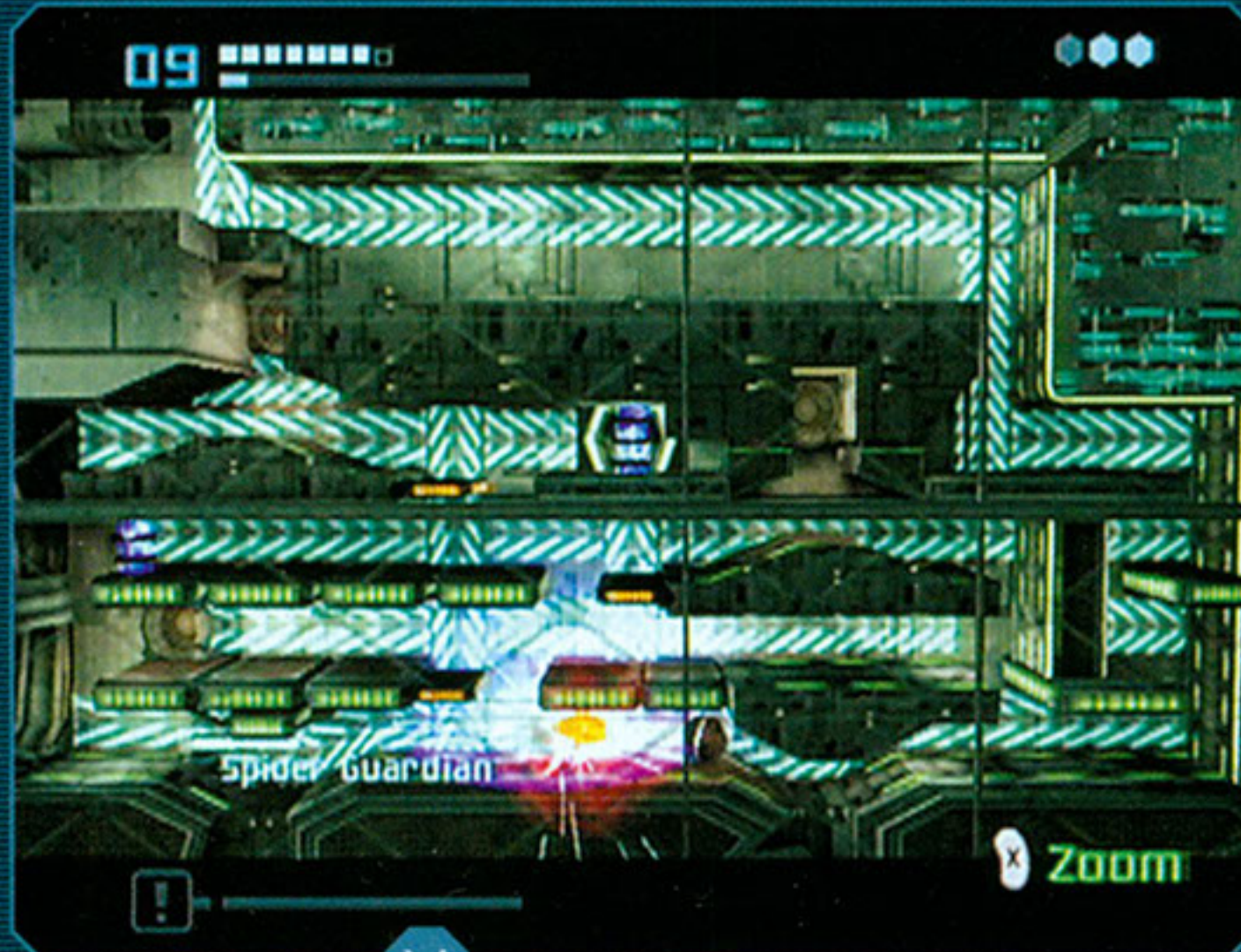


In stage two, use the Boost Ball to get onto the right-hand platform, then fall off your perch and lay bombs as the boss is approaching. After you hit the Spider Guardian, use the brief pause to build up speed on the half-pipe and reach the upper-left platform. If the boss turns green, roll to the Bomb Slot. If not, repeat the process.



In stage three, get on the top platform and wait on the left-hand side of the gap. When the boss approaches, drop straight down and lay bombs, then start building speed on the half-pipe and return to the top platform. If the boss turns green, roll down to the Bomb Slot. While on the top platform, roll to the far-left edge to escape the boss's electrical field.

stage four



There are three Bomb Slots in stage four. Go to the bottom and wait to the right of the gap between the middle set of platforms, then drop bombs for the boss and jump back to the left-hand platform directly above you. (If you stay in the middle of the platform, the energy field won't hurt you.) From that position, you can keep dropping down to the lower platform and laying bombs.

When the boss turns green, rush to the lower Bomb Slot and plant a bomb—wait until the Spider Guardian is on the right-hand side of the screen! If it's on the left, it will hit the panel and you'll have to start over. Use the same strategy for the second and third pylons, dropping bombs in slots from the top down. Don't wait to see if the boss turns green before you start moving toward the upper slots. You don't have a lot of time to reach each one, and the extra few seconds you'll gain from a head start outweigh the inconvenience of having to drop down a level and try again. The Boost Ball is very effective in this part of the fight—you can use it to boost through the boss while it's stunned, and it will also let you fly across small gaps and save precious seconds. In many ways, the Spider Guardian is the toughest boss in the game, so don't worry if it takes you a couple of tries to get the hang of the battle. If you keep failing on the last stage, an extra Energy Tank might help. Be sure to collect all the tanks you can before the fight begins, even if it means backtracking out of the fortress.

> logbook entry

Creatures>Dark Aether>Guardians>Sub Guardians>Spider Guardian

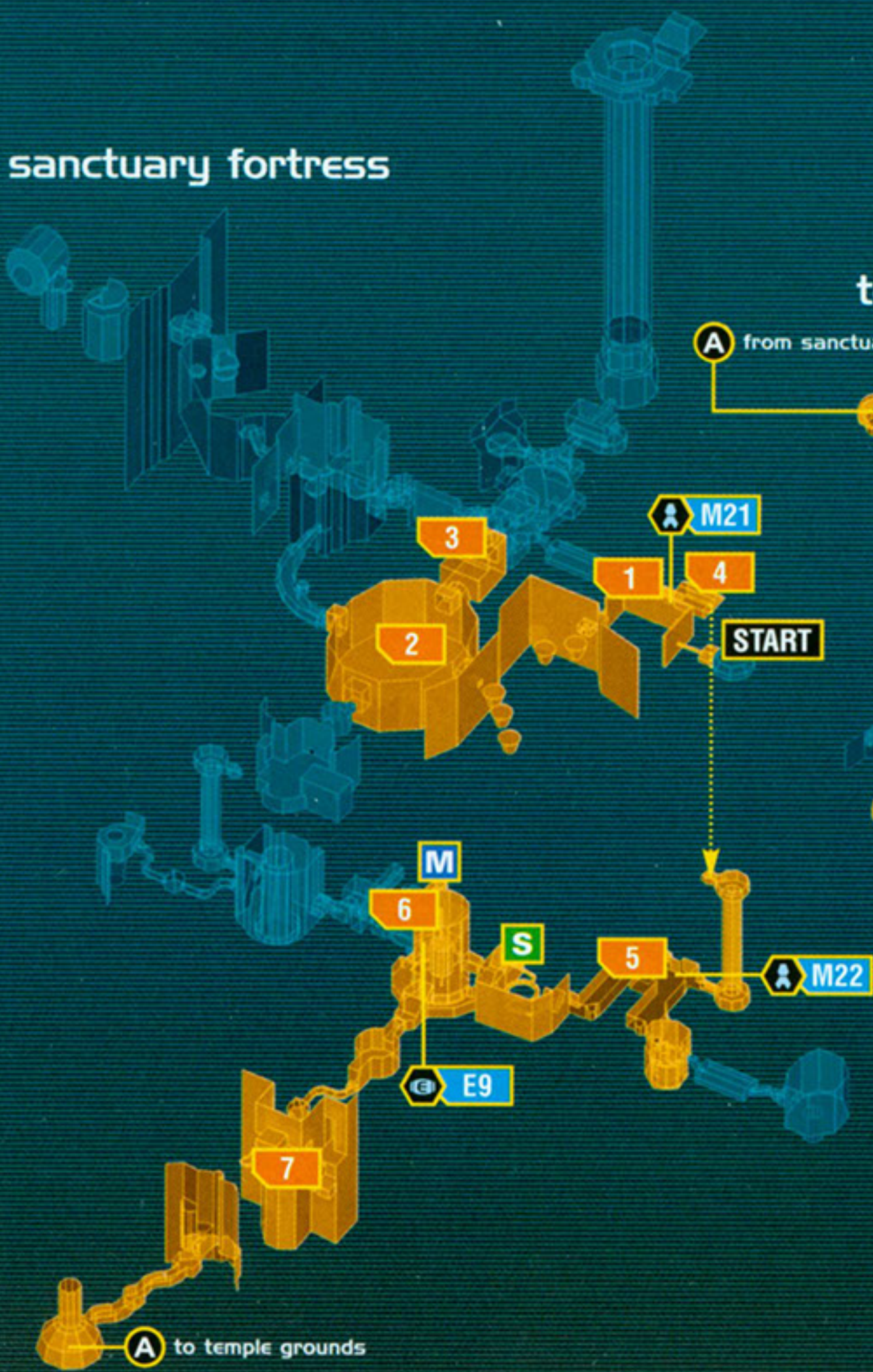
morph ball systems > bomb systems

> power bomb

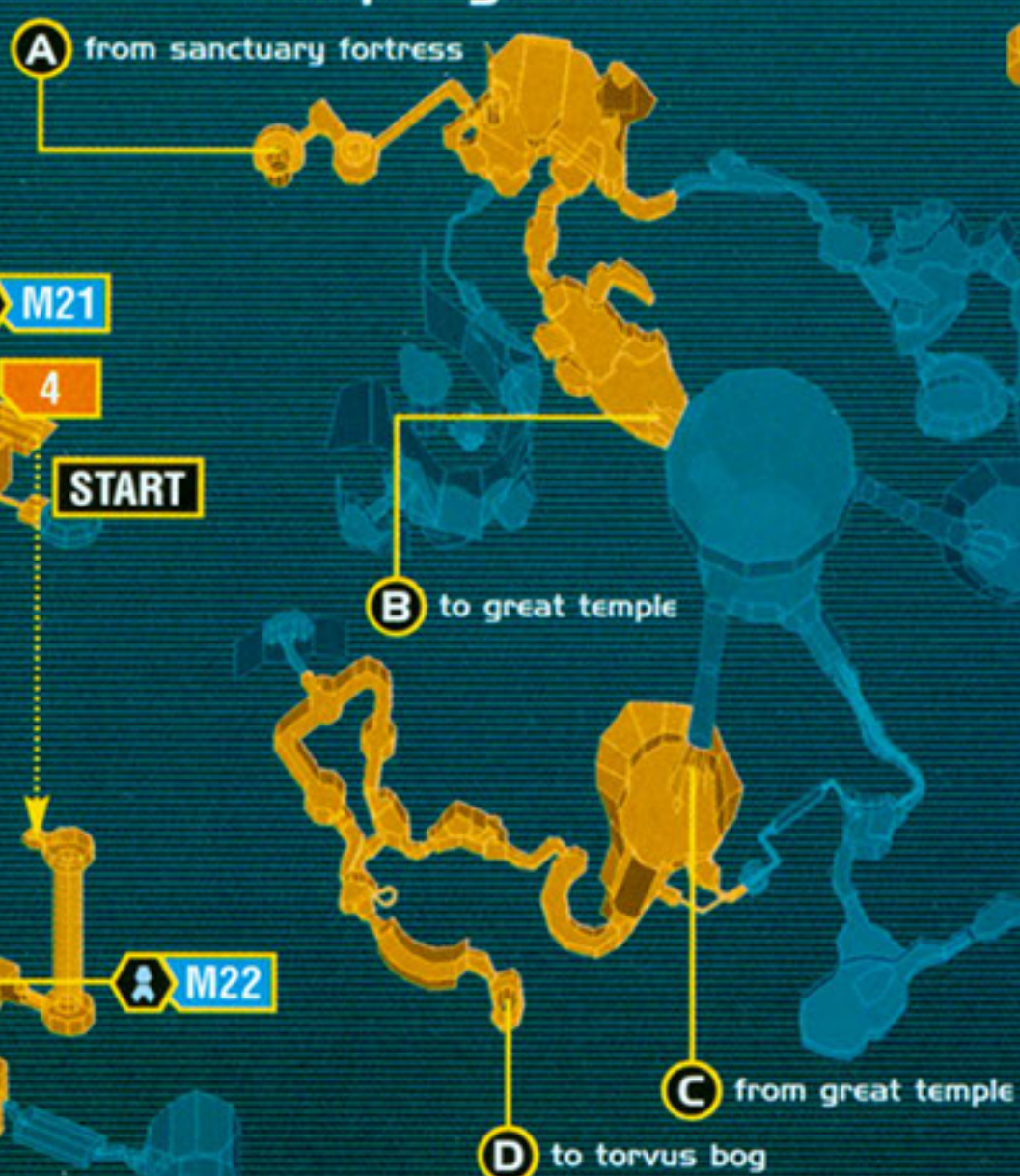
Now you're playing with power! The Power Bomb is the biggest, baddest bomb in your arsenal. It's capable of decimating security gates, rock piles and large enemies in a single, blinding flash.



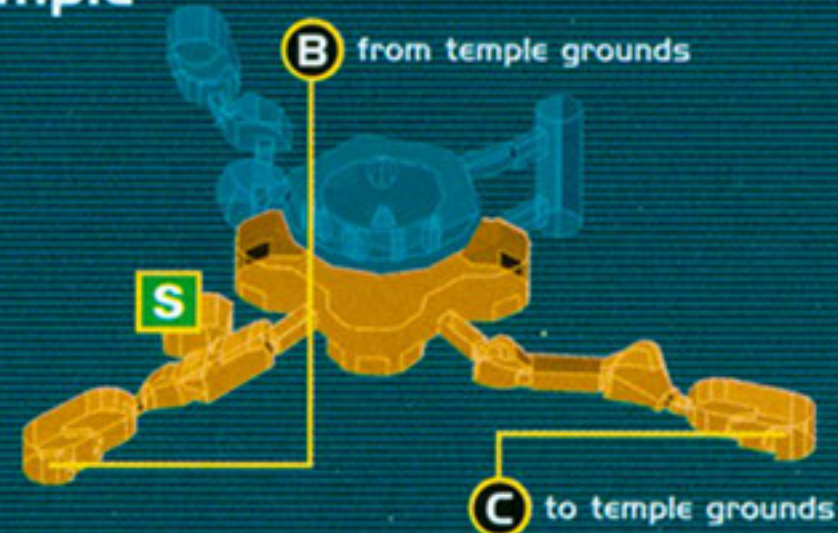
sanctuary fortress



temple grounds



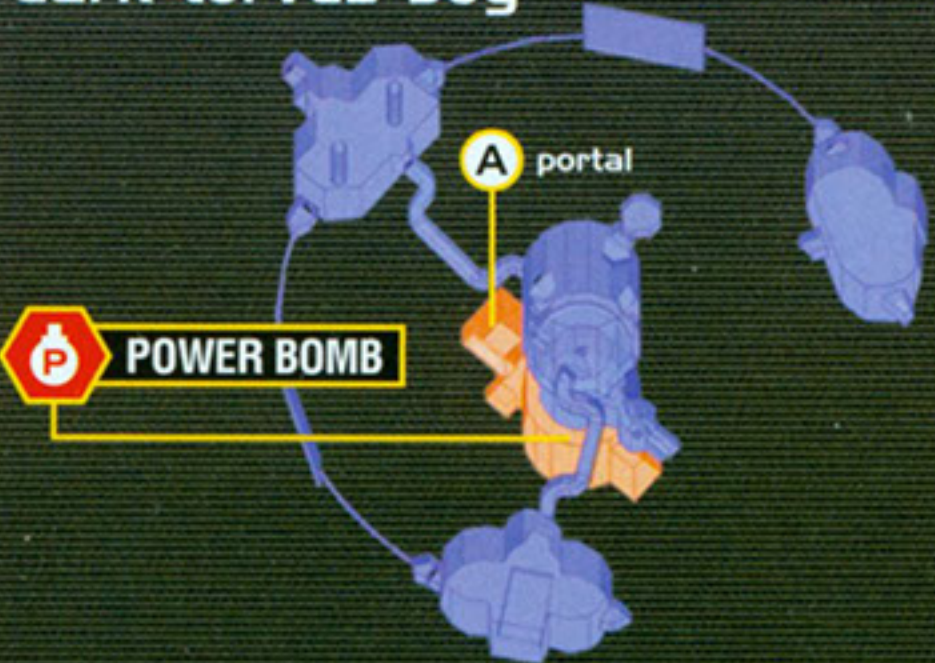
great temple



torvus bog



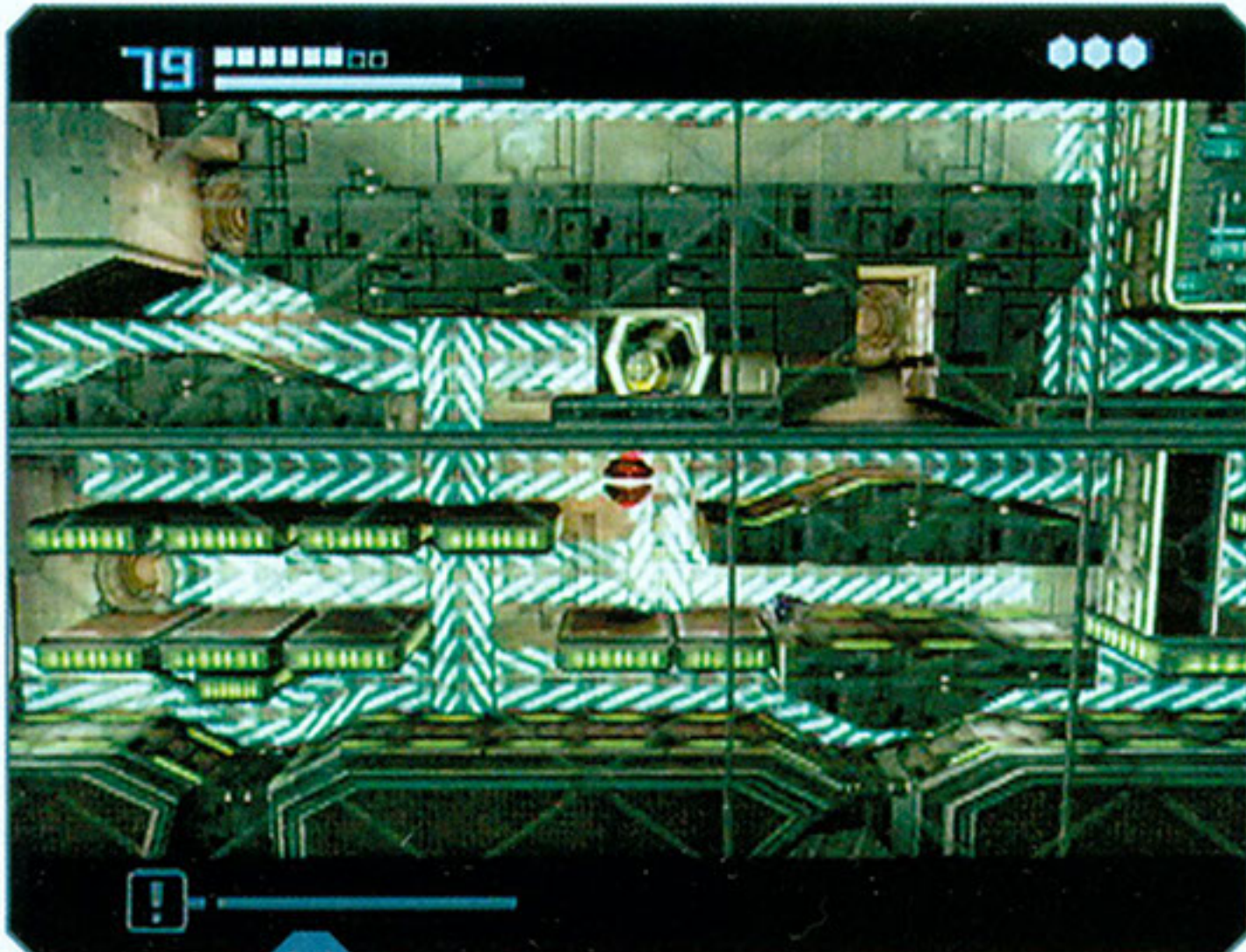
dark torvus bog



sanctuary fortress

1 dynamo works

> FLEE THE LAIR



The Spider Ball will let you cling to Spider Ball Tracks, which appear in a herringbone pattern and are usually red, blue or bronze. By pressing and holding the R Button, you can roll along the tracks and defy the laws of gravity. You can also drop bombs to reach tracks above you, or quickly release and press R to attach to tracks below.



Use the Spider Ball to get up and out of the guardian's lair. You can take a shortcut by jumping to a ledge where the third and fourth rooms meet, or you can head out the same way you came. The shortcut will earn you a handy Missile Expansion.

2 sanctuary temple

> SAMUS THE SPIDER



If you took the shortcut, skip ahead to Dynamo Works (tip 4). If you didn't take the shortcut, use the Kinetic Orb Cannons to get back to Sanctuary Temple. Drop to the ground and locate the Spider Ball Track near the wall. Roll up it, then use the Boost Ball to leap to the track across from you.

3 temple access

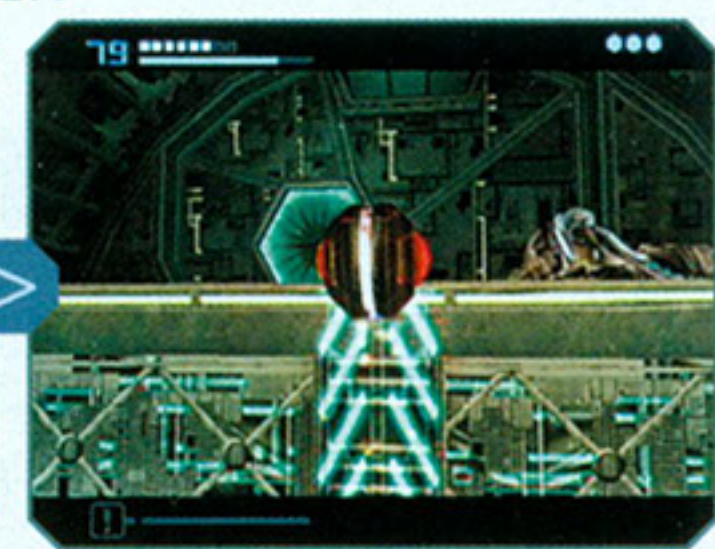
> CIRCULAR LOGIC



After defeating the Rezbit, use the dark Visor to locate the four red points with orange targeting circles around them. Blast them with the Seeker Missile Launcher, then use the Kinetic Orb Cannon to clear the wall.

4 dynamo access

> MAKE TRACKS TO THE DOOR



Roll through Dynamo Access and climb the wall via the Spider Ball to avoid inconvenient enemies. Go to the Spider Ball Track that leads to a door, and scan the Luminoth body. Then go through the door and take Central Area Transport East down to the first floor.

> logbook entries

Research>Mechanisms>Systems>Spider Ball Track
 Lore>Luminoth Lore>Keybearer Lore>Cadre 2>C-Rch's Testament

5 hall of combat mastery

> SPIDER BALL TRACKS AS SHORTCUTS



Use the blue Spider Ball Track to get out of the glass room that surrounds the elevator—don't forget to scan the Luminoth Lore first. Pick up a Missile Expansion in the hall, then head to the Reactor Core. (Boost through Minigyro Chamber to avoid damage.) Grab the Energy Tank in the Reactor Core, then head for the cobalt door down the hall.

> logbook entry

Lore>Luminoth Lore>Conflict>Second Phase>The Final Crusade

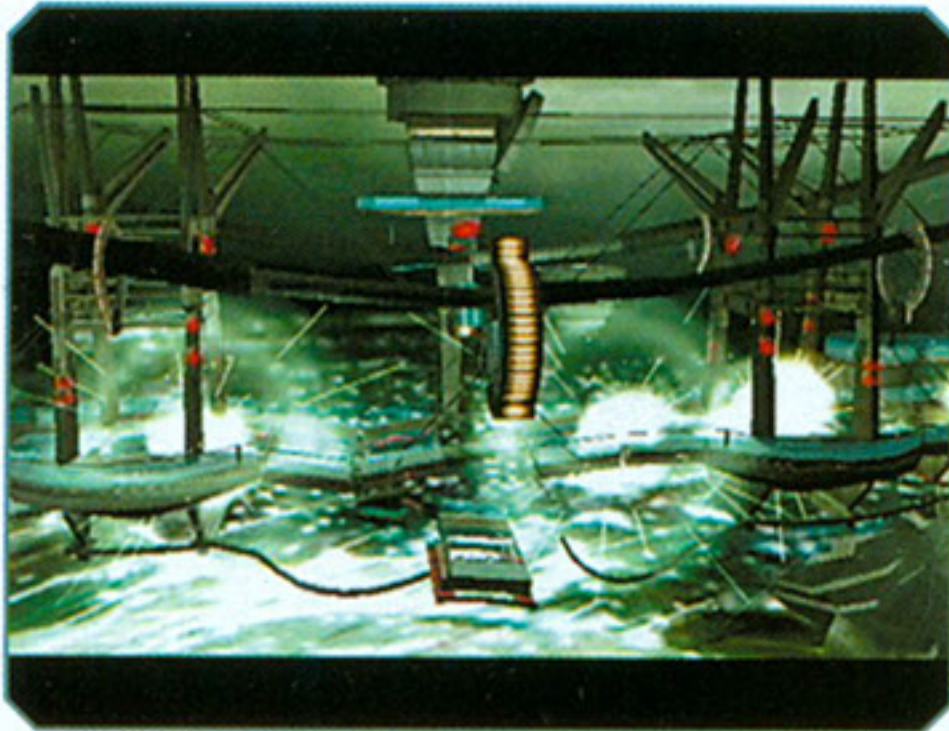
6 sanctuary map station

> I'M THE MAPI! I'M THE MAPI! I'M THE MAPI!

The cobalt door protects a Map Station that gives you schematics for Sanctuary Fortress. Once you get the goods, it's time to leave the world of the future behind for a moment and return to Torvus Bog.

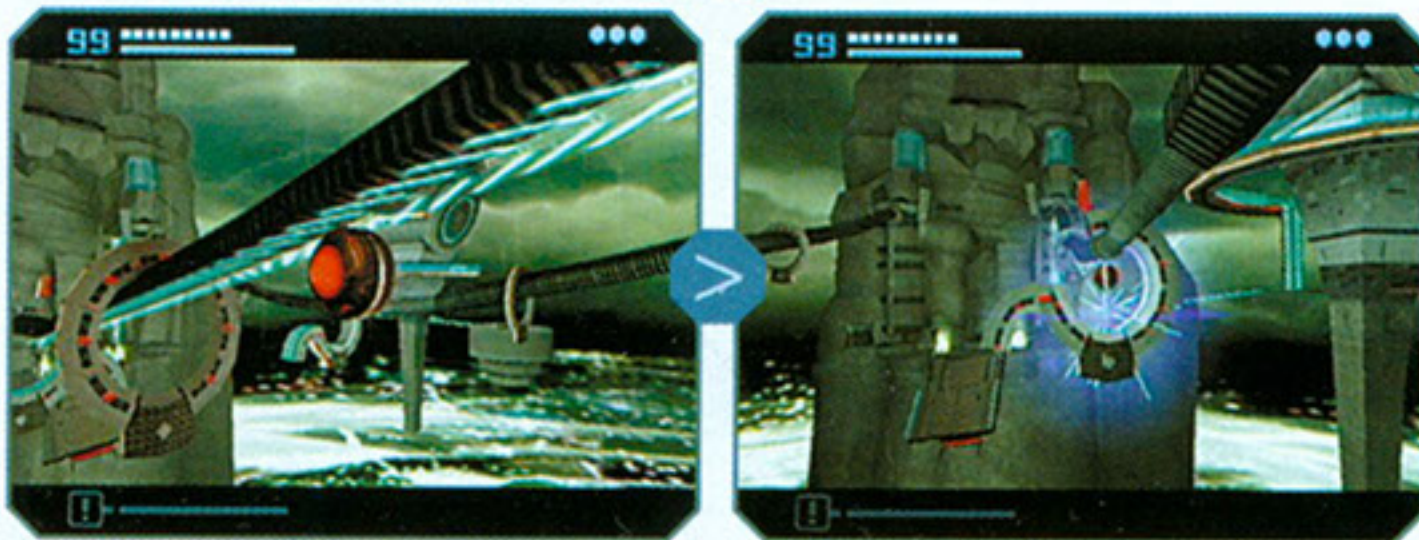
7 sanctuary entrance

> DARK SAMUS RIDES AGAIN



As you try to leave the high-tech world for the murk of the swamp, Dark Samus will reappear and destroy the bridge. The public works sector of Aether is going to be really upset when it hears about this one.

> CROSSING THE GAP IN STYLE



Look for a Spider Ball Track on the wall behind you, then use it to cross the abyss left by the bridge's demise. When you reach the end of the track, charge the Boost Ball and release—you'll leap to a track on the other side. Wheeee!

torvus bog

8 hydrodynamo station

> IT'S A LONG WAY TO HYDRODYNAMO STATION



Go all the way back to Torvus Bog via the elevator in the Great Temple. When you enter the swamp, head down to the Hydrodynamo Station. It's a long trip, but you can use the time to scan anything you missed, or to pick up some new items.

9 main hydrochamber

> POTENT PORTABLES



When you reach the Main Hydrochamber, drop to the bottom and locate a Spider Ball Track. Ride the track as far as you can, then drop off it and shoot the portal with the Dark Beam.

undertemple: power bomb guardian

To get your Power Bombs back, you'll need to take down a big plant at the top of a column. You won't be able to damage this boss by direct means (just like the Spider Guardian)—you'll need to call upon the power of poor construction to assist in the deed.



To destroy the boss, you must activate four Bomb Slots. To start, zoom along the Spider Ball Track that leads up the wall. The rest of the tracks are in pieces. Use bombs to reach tracks above you, and quickly release the R Button then press it again to reach the track below you. This quick sequence will let you drop off the track and attach to another one.

save the easiest for last



The boss begins firing more Power Bombs as the end of the battle nears, so start with the slots to the far-left and far-right sides, and work your way in. The Inglets will cause problems for you as well, but they're vulnerable to the boss's attacks. If you run low on energy, shoot or boost through the Inglets on the ground for pickups. Once the boss is defeated, head back up the Spider Ball Track and look for a piece that leads to the very top of the room. Follow that and drop onto the ledge to get the Power Bombs, then use them on the yellow blast shield at the end of the line to clear the exit.

> logbook entry

Creatures>Dark Aether>Guardians>Sub Guardians>Power Bomb Guardian

weapon systems > charge combos

>sunburst

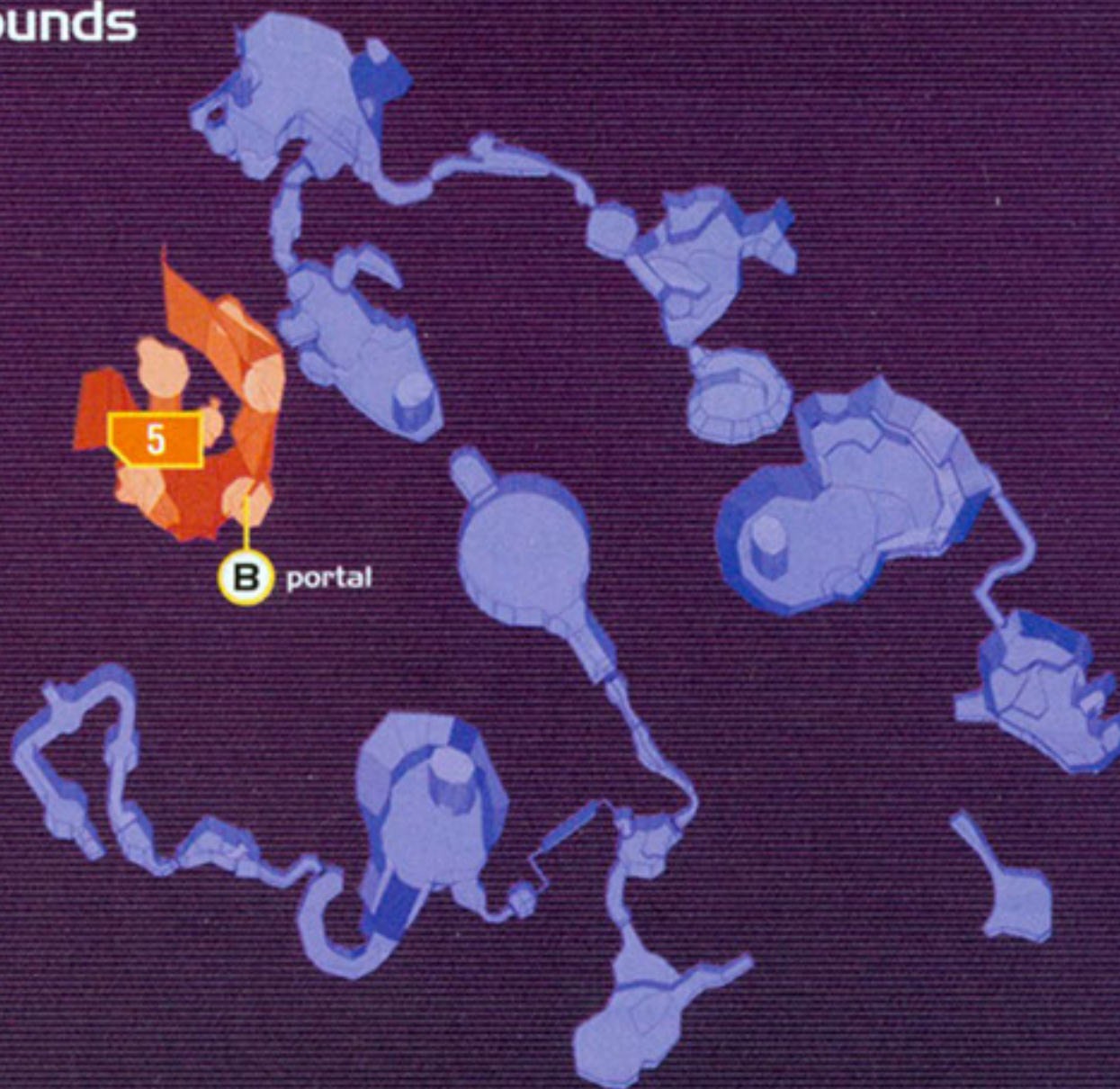
The Sunburst Charge Combo is an incredibly powerful weapon that could eliminate scores of people and even small towns if it were to fall into the wrong hands. Good thing Samus gets it.



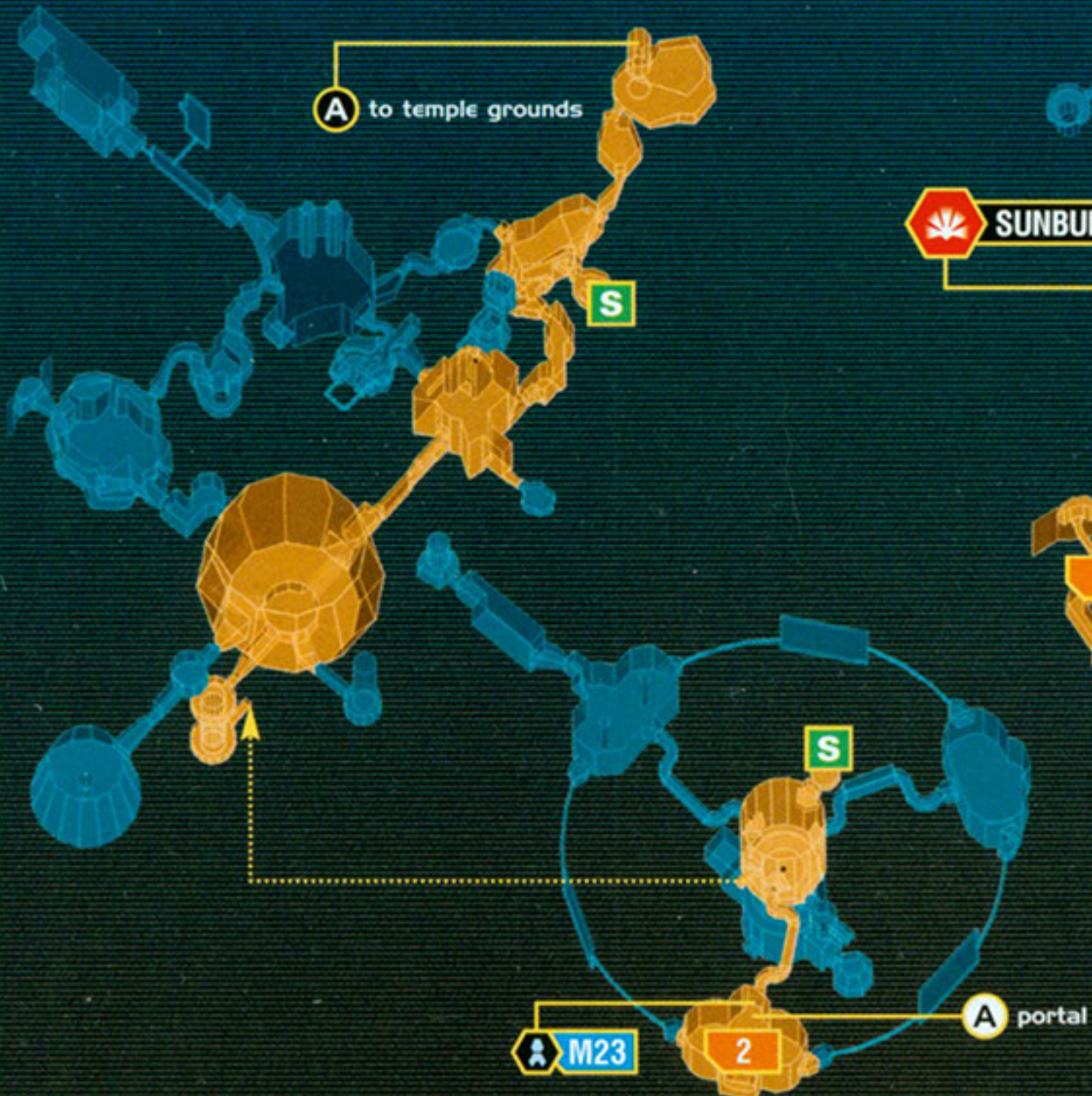
dark torvus bog



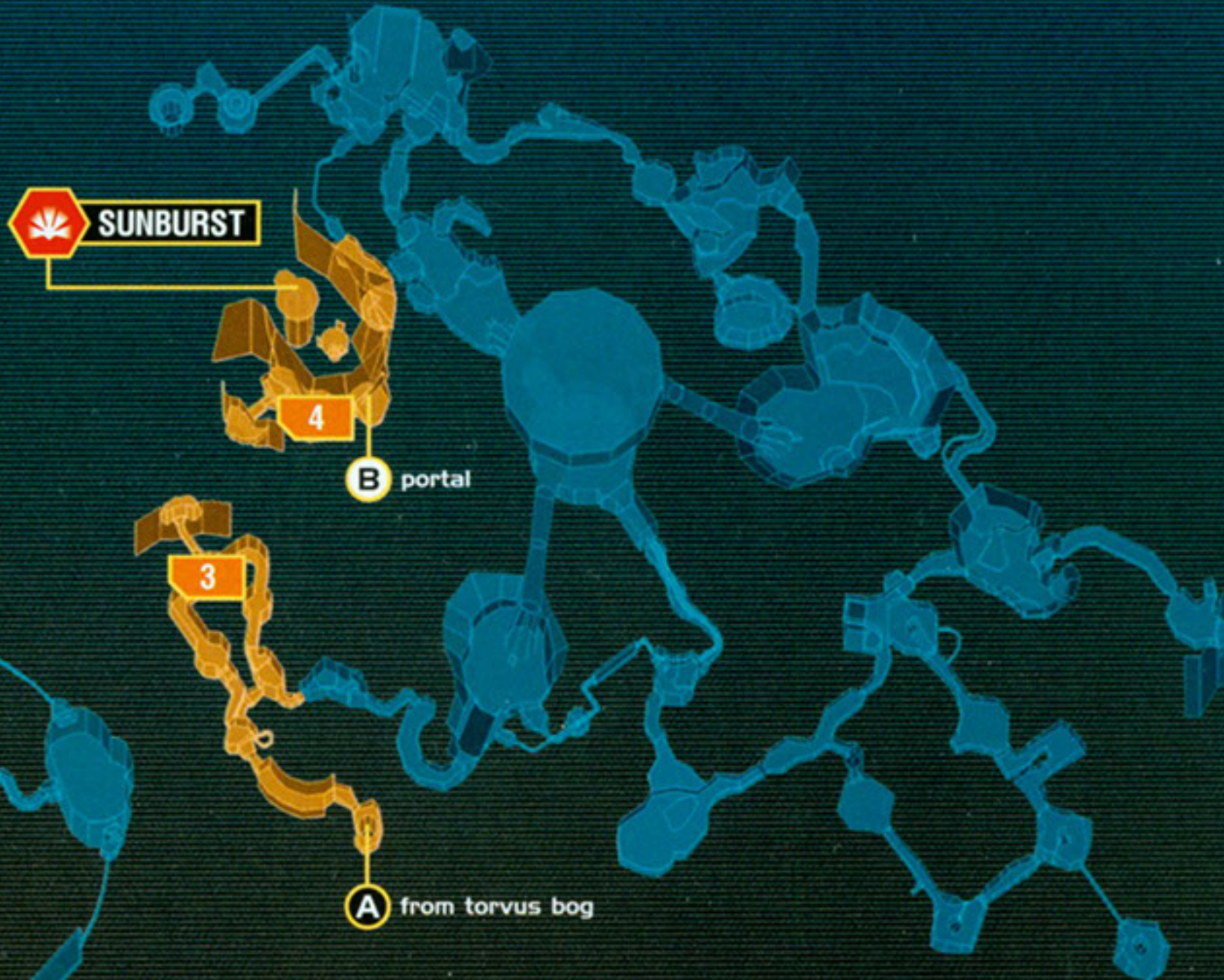
sky temple grounds



torvus bog



temple grounds



dark torvus bog

1 crypt

> THE LONG WAY



Head back to Undertemple Shaft and save your game, then head to the Crypt and use the portal there to enter the Light World. There's a closer portal, but the farther one will give you an extra Missile Expansion. Now that's worth going out of your way for!

torvus bog

2 gathering hall

> FLEE THE UNDERGROUND

Use a pair of Power Bombs to drain the pool in the Gathering Hall, then use the half-pipe and the Spider Ball to grab the Missile Expansion. When you're done, go through the light door at the top of the room, leave the underground area and return to Torvus Temple. Continue to Transport to Temple Grounds and leave Torvus Bog behind.

temple grounds

3 path of eyes

> GREEN IS KEEN

There is a green door smack-dab in the middle of Path of Eyes (if you swung by earlier to get the Energy Tank, the door will be blue). To reach it, you'll need to shoot a Dark Crystal on a block. The block is in a nook on the left-hand side of the room, past the small pool of water.

grand windchamber: sunburst

The Sunburst might have a pleasant-sounding name, but don't be fooled—this baby is not all sunshine and lollipops. It consumes 30 Light Beam ammo units and five missiles, and the resulting fire will decimate anything standing in the way. It's a fairly slow weapon, so use it on an enemy that's going to stay in one place for a little bit. And, above all, have fun with it.



Once you've blasted both sets, return to the Light World and grapple to the outside platform. Use the cannon to reach the middle of the room.

4 grand windchamber

> USE THE ORB CANNON

Use the Kinetic Orb Cannon to cross the gap, then open the door on the other side with a Power Bomb. (If you didn't grab it earlier, snag the Energy Tank, naturally.) When you enter the Grand Windchamber, find the portal and warp to the Dark World.

sky temple grounds

5 ing windchamber

> TWICE THE LOCKS EQUALS TWICE THE FUN



The contraption in the middle of Ing Windchamber contains four locks, each with two color settings. Use the corresponding Spinners to rotate the pieces so that they're all highlighted the same color. (You can travel from one Spinner to the next via the Kinetic Orb Cannons.)



Once all four locks are lined up, shoot them with the Seeker Missile Launcher. Repeat the process, highlighting the color you didn't use the first time, then use your Seeker Missile Launcher again. When the locks drop off, you'll have access to four new grapple points in the Light World.

visors

>echo visor

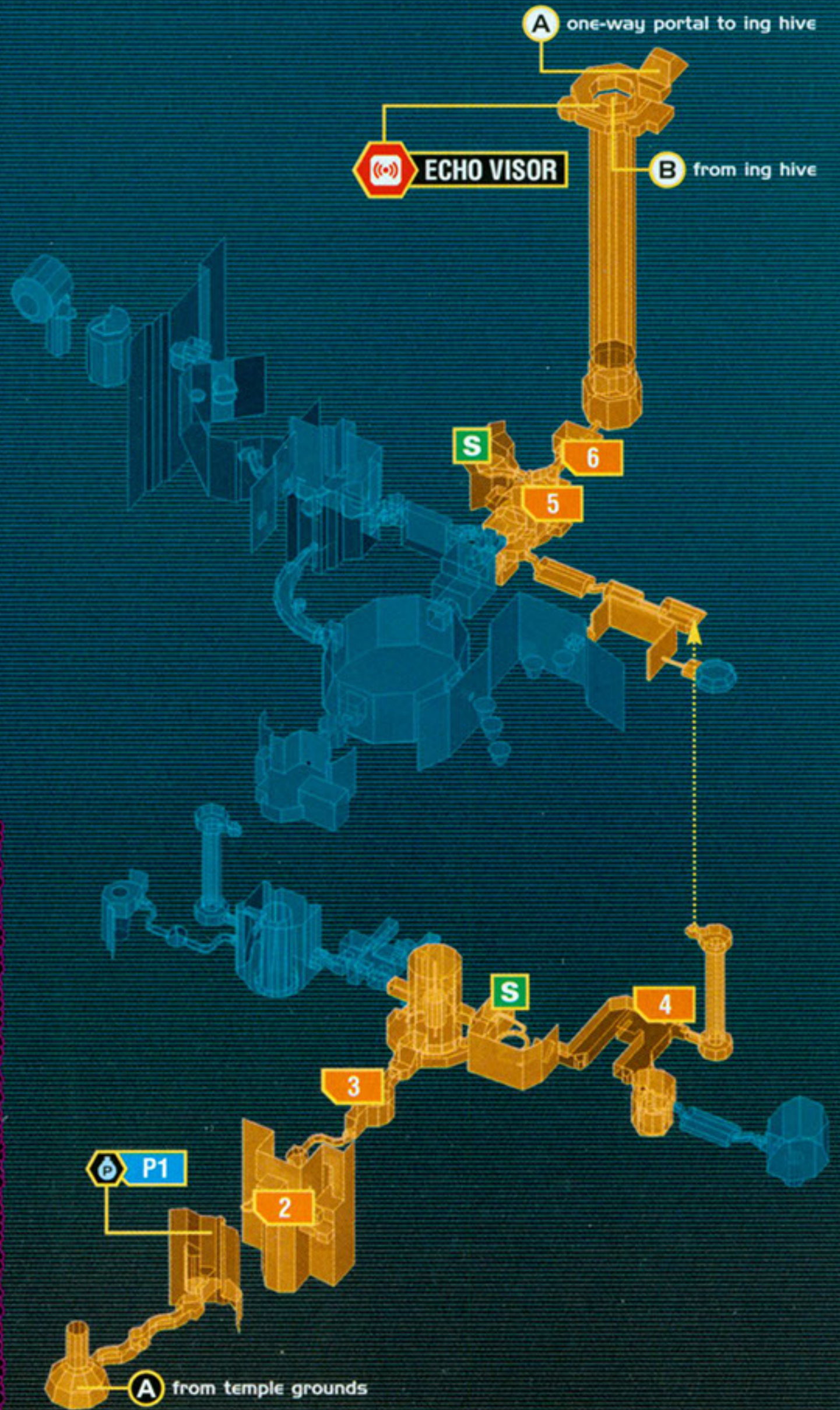
You'll enter a new sound spectacular with the Echo Visor—a face shield that allows you to see the world through a bat's eyes. The only hitch is a grumpy gal named Dark Samus . . . but you can handle her. Can't you?



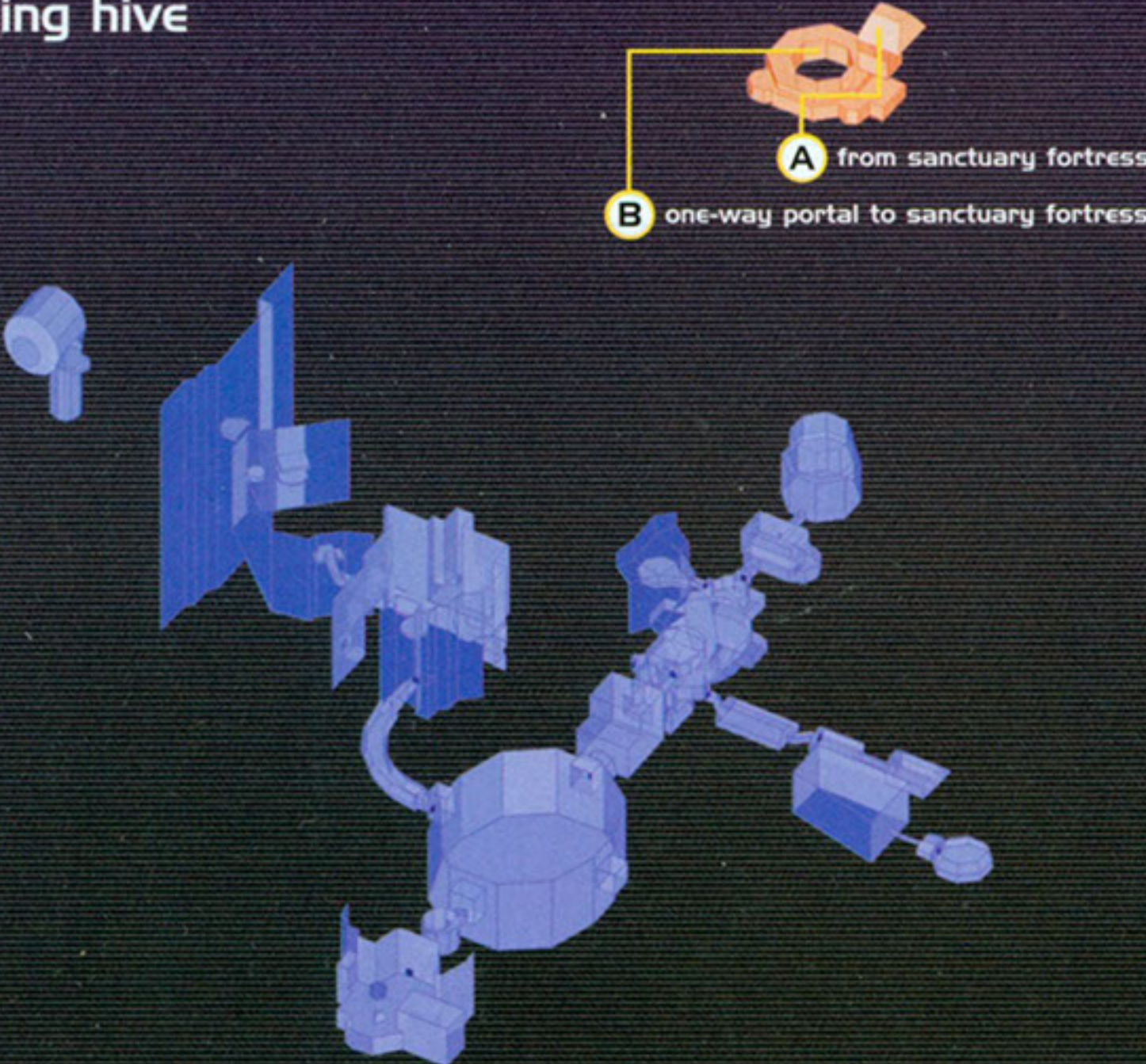
temple grounds



sanctuary fortress



ing hive



temple grounds

1 gfmc compound

> WHAT AN ODD PLACE FOR A MISSILE

Power-Bomb the door and return to Sanctuary Fortress. You can grab the expansion on top of the ship with some effort, but it's easier with the Screw Attack.

sanctuary fortress

2 sanctuary entrance

> CROSS THE RUINED BRIDGE

Hop to the Spider Ball Track on the right-hand side of the door, then use it to roll across the gap where the bridge used to be. Get the Power Bomb Expansion there if you're feeling frisky—check the Expansions section for more info.

> logbook entries

Lore>Luminoth Lore>Conflict>Final Phase>Twilight
Lore>Luminoth Lore>Keybearer Lore>Cadre 2>S-Jrs's Testament

3 reactor access

> SMASHING THE SMASHER



The dormant creatures in Reactor Access will spring to life when you enter. They are Ingsmashers, and they're some of the strongest enemies you'll meet. They can attack with a ground pound that sends shockwaves across the room, or fire off a barrage of high-powered missiles. And if that fails, they'll just bash you in the helmet with their giant orbs.



As soon as an Ingsmasher comes to life, hit it with a Super Missile. When it brings up a colored shield, hit the creature with the opposite-colored beam to disrupt it. If you use a charged beam weapon, you can stun it for a few seconds, then follow up with a Power Bomb—the ensuing explosion will vaporize the creature.

> logbook entry

Creatures>Aether>Mechanoids>Large>Ingsmasher

4 hall of combat mastery

> BECOME A WOMAN OF PEACE



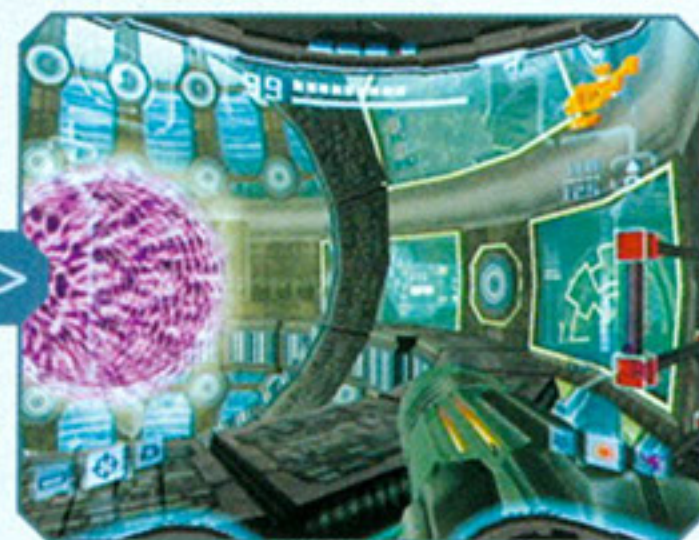
You need to move through the hall to reach Central Area Transport East, but it's infested with Ingsmashers. If you don't feel like fighting, boost through the area and use the Spider Ball Tracks to skip most of the room. When you reach the lift, take it to the top floor.

5 main gyro chamber

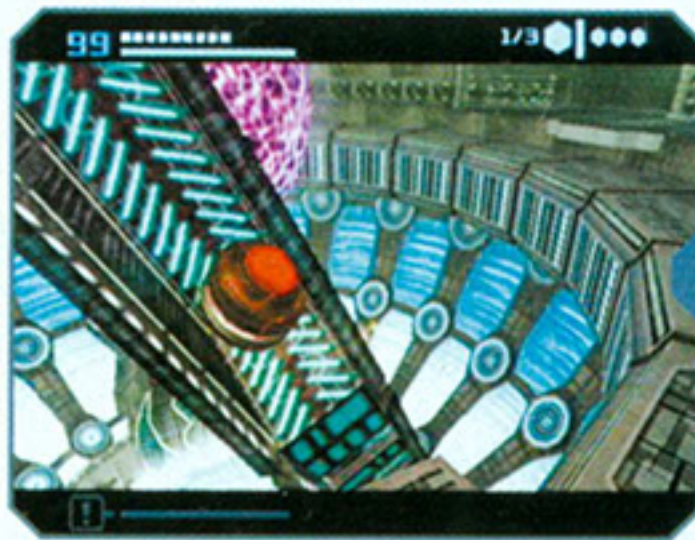
> RING-A-DING-DING



Take the elevator to the top floor of the Main Gyro Chamber and drop a Power Bomb next to the canisters to reveal a Bomb Slot. Activate the slot and line up the colored dots that appear to reveal a second Bomb Slot. Activate it to make the second ring of the gyro freeze in place.



> BREAK THE GLASS



Go down to the gyro and walk along the outer ring, then look for a Spider Ball Track that isn't barred over on the inner ring. Crawl up the track and boost off the edge to send yourself flying through a cracked pane of glass.

6 checkpoint station

> WOW. THAT'S NOT GOOD.

Inside the Checkpoint Station, you'll see Dark Samus destroy a platoon of Dark Pirate Troopers like they were tissue paper. Stock up on supplies from the boxes and get ready to fight your nemesis anew.

aerie: dark samus

Dark Samus has a few new tricks, and she's just as speedy as ever, making it very difficult for you to use either the Power Bombs or the Sunburst. Stick with more-traditional, faster weapons to get the drop on her. Keep moving at all times—a target in motion is harder to hit.

new attack types



When Dark Samus turns into a Morph Ball and rockets around the room, you can hit her with a charged Light Beam or just jump and stay off the ground. When she ditches her Morph Ball form, lock on and hit her with another charged Light Beam or a Super Missile. The best time to strike is just before or after she initiates an attack.



use the dark visor



When she turns invisible, track her down with the Dark Visor. After a couple of hits, you'll need to switch back to the Combat Visor. Don't waste ammo while she's creating a blue shield—it makes her invulnerable.

> logbook entry

Creatures>Offworld>Dark Samus>Dark Samus 2

tracking down your prize



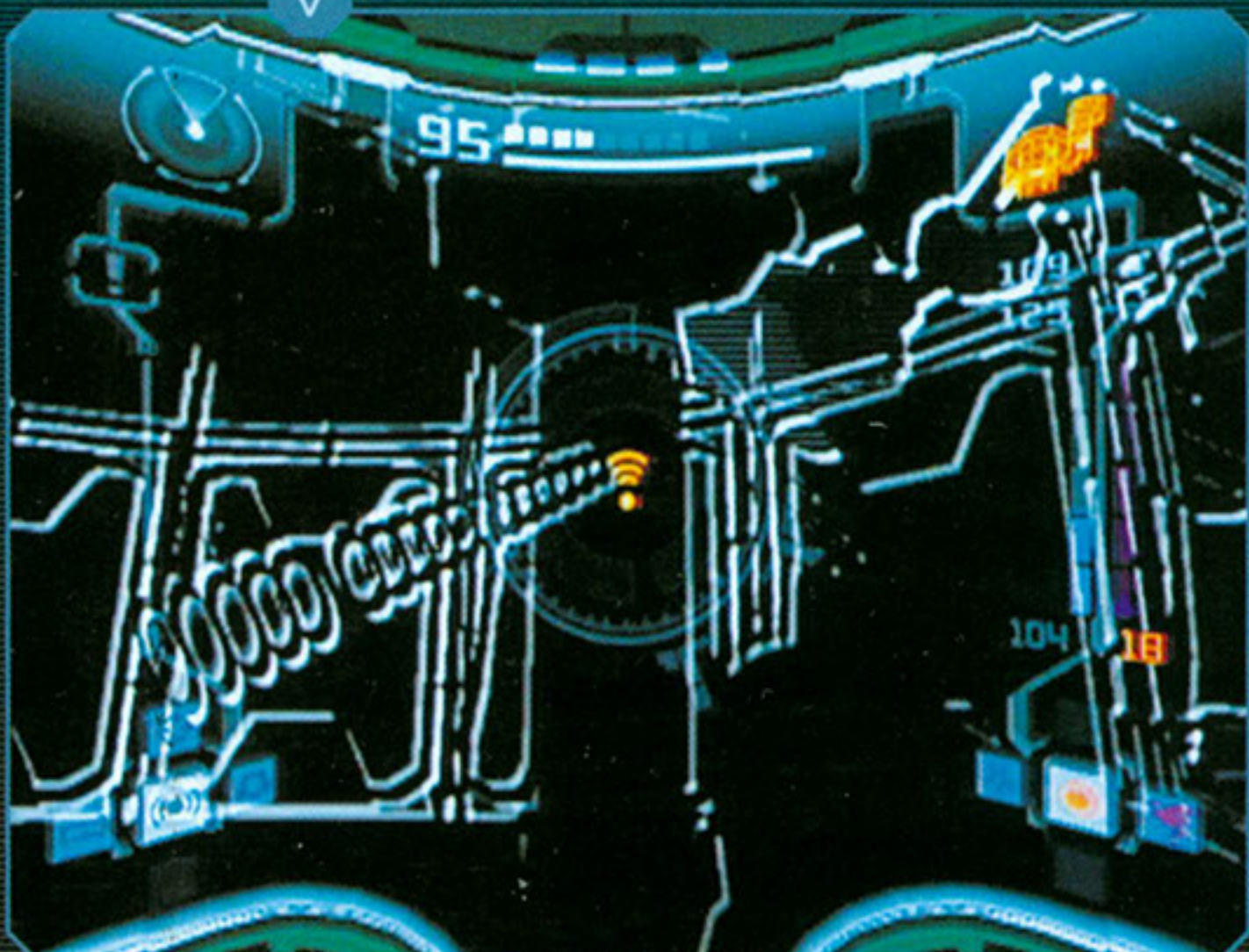
When the fight is done, go through the broken window and walk along the edge until you find a portal. Hop through it and look for a Spider Ball Track, then roll to the top floor. Use the Spinner to rotate the middle track, then crawl up it and boost off to the far platform. Finally, jump to the middle room and use the second portal.



grabbing the visor



The Echo Visor is waiting for you back in the Light World. The device allows you to see things in terms of sound, and comes in very handy when trying to track down unseen bugaboos. Switch it on and use it to identify the devices that are blocking your exit. Shoot each one with the Power Beam to turn the elevator on, then exit.



> screw attack

From time to time, the life of a bounty hunter takes an unexpectedly enjoyable turn. We proudly introduce you to the Screw Attack—the move that’s just as much fun as the name implies.

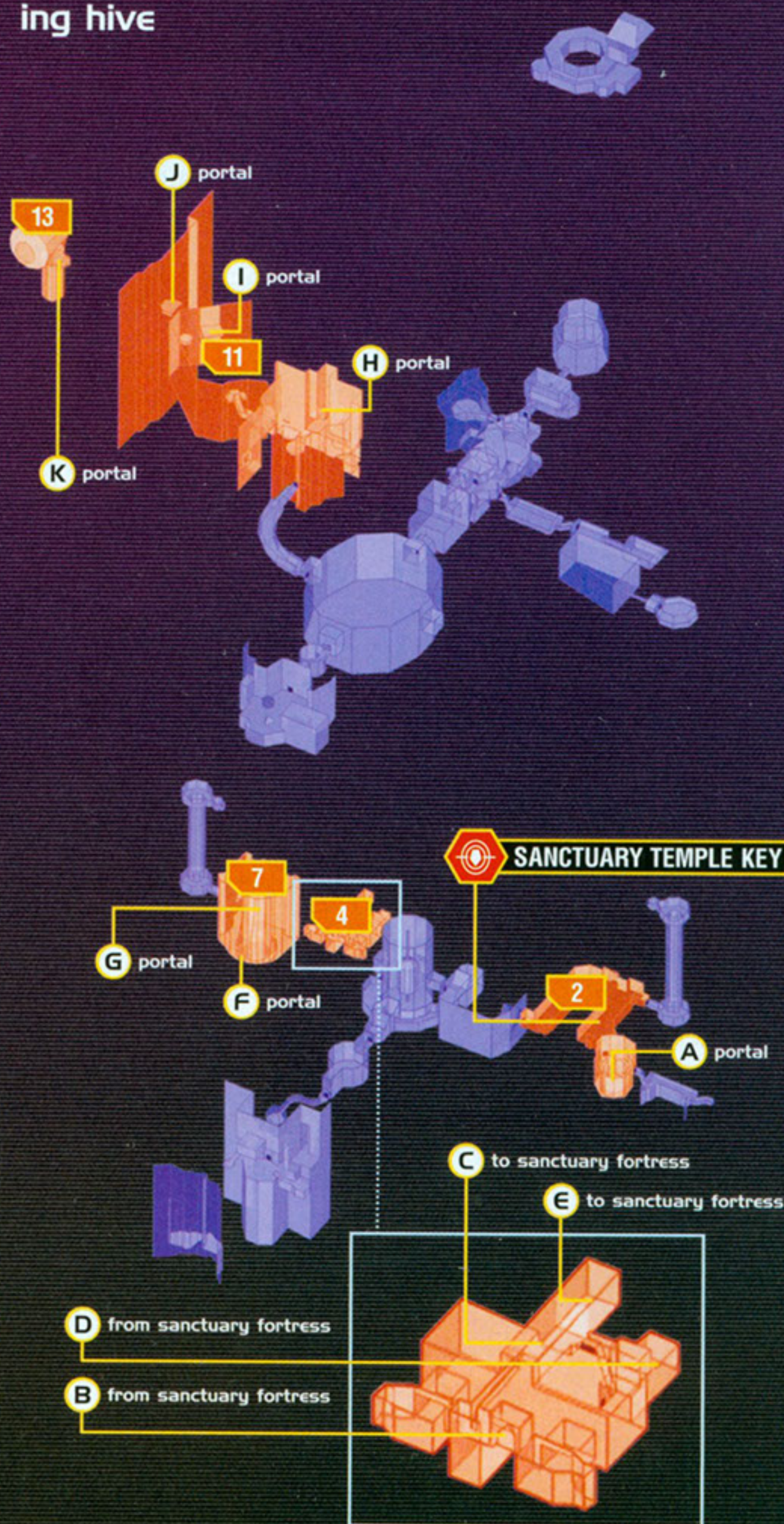


sanctuary fortress



The Transit Station has a group of one-way portals that connect the Light and Dark Worlds. Start with callout B and work your way through.

ing hive



sanctuary fortress

1 checkpoint station

> LOCATE ANOTHER SIGNAL



The Checkpoint Station is locked up tight; use the Echo Visor to destroy the invisible device that is keeping it shut. Afterward, head back to Dynamo Works and through to Central Area Transport East. Take the elevator down, then activate and use the portal in the Hall of Combat Mastery.

ing hive

4 hive portal chamber

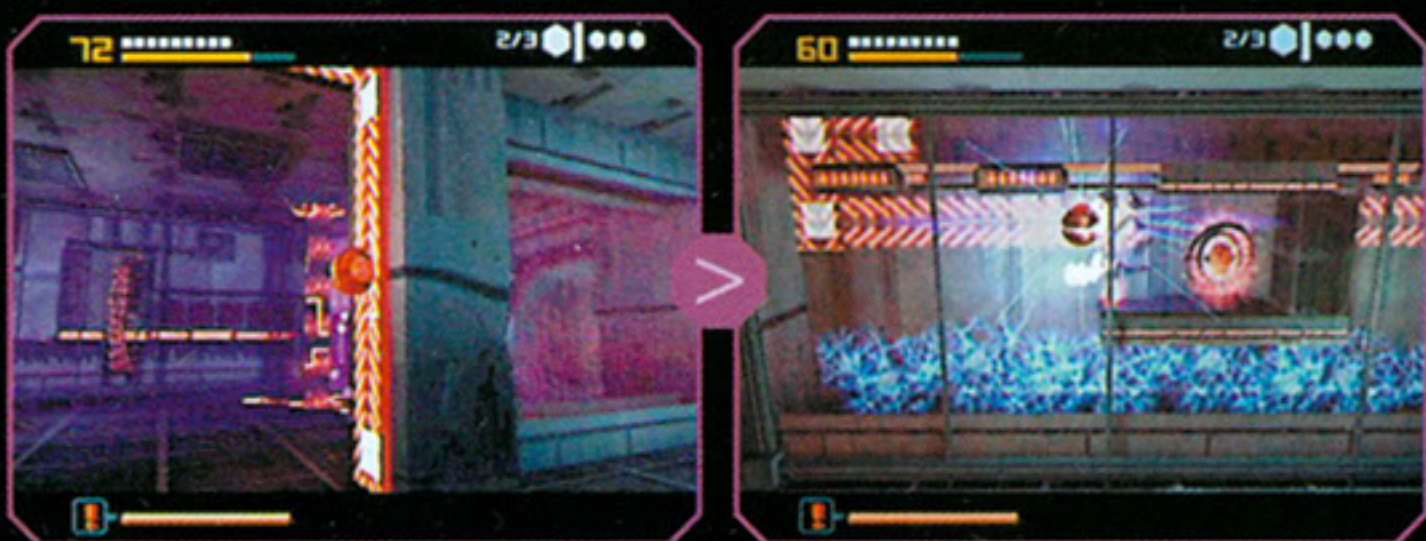
> BATTLE THE DARK INGSMASHER



ing hive

2 culling chamber

> ONE KEY DOWN, TWO TO GO



Look for a red Spider Ball Track in Culling Chamber, then use it to roll into the glass-enclosed area, which holds a Dark Temple Key. Drop a bomb on the obstruction, then roll through and get the key. When you emerge, head back to the Light World.



There are two reasons to enter the Dark World at this point. The first is to add the Dark Ingsasher to your logbook, and the second is to find a Power Bomb Expansion. Dispose of the creature, then use multiple portals, tunnels and Spider Ball Tracks to make your way to the far end of the puzzle.

> logbook entry
Creatures>Dark Aether>Darklings>Darkling Mechanoids>Dark Ingsasher

sanctuary fortress

3 transit station

> BOMBS AWAY



Return to the Minigyro Chamber and boost past the drones, then head for the yellow door on the far side of the Reactor Core. On your way through the Transit Station, drop a Power Bomb in front of the cracked glass and get ready for some good old-fashioned portal-hopping.

sanctuary fortress

5 transit station

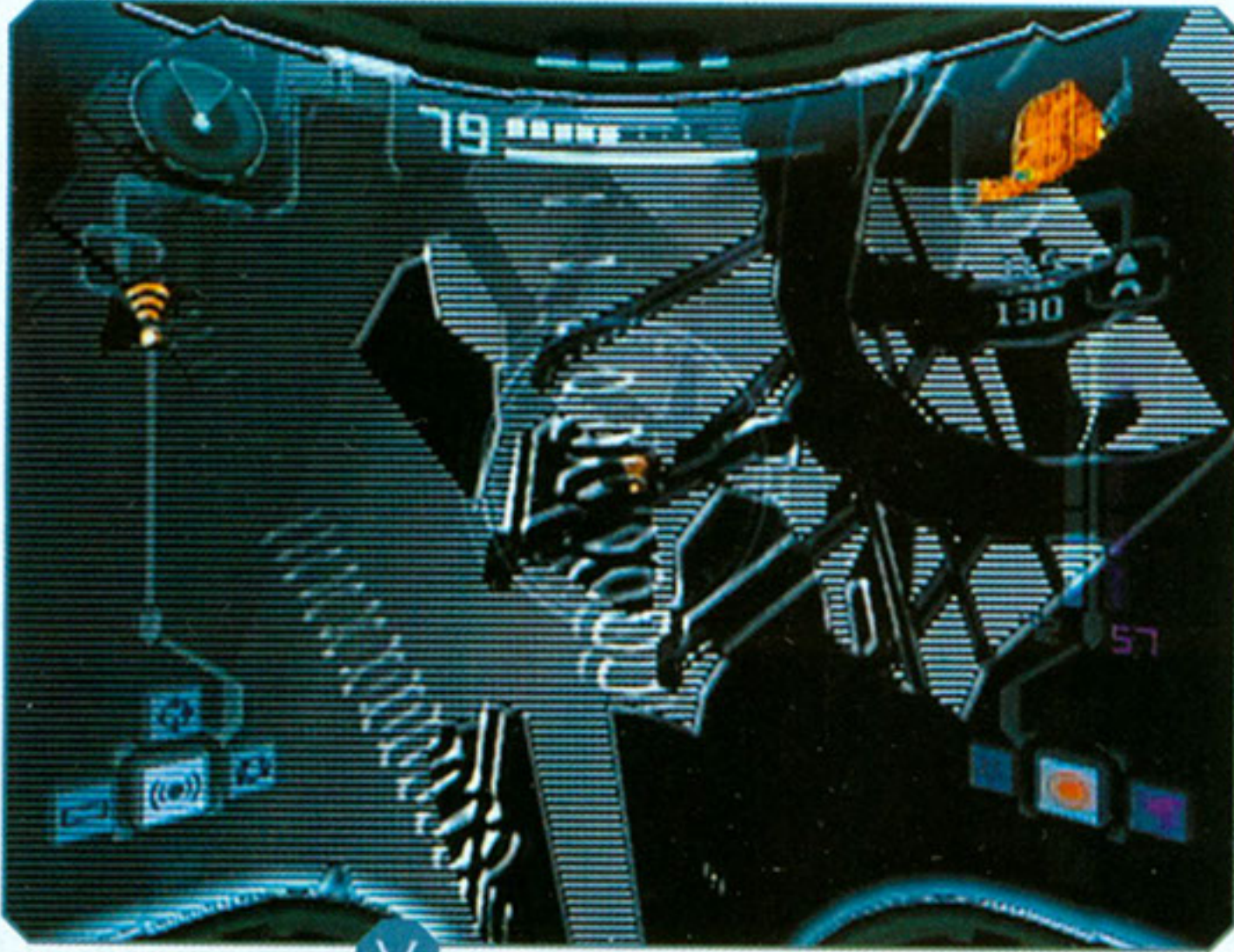
> DROP INTO THE MIDDLE



The expansion is in the Light World, across a long stretch of Spider Ball Track. Once you get the prize, head for the door and make your way to Main Research. There's not much research being done at the moment, but try to cut the Luminoth some slack—there's a war on, after all.

6 main research

> HELLO-O-O? ECHO-O-O!



Get the Missile Expansion on the wall, then use the Echo Visor to open the door and access the portal. Before you step through, scan the Caretaker Class Drone, which is located at the top of the glass-enclosed cylinder in the middle of the room. You won't have a chance to get it later.

> logbook entries

Creatures>Aether>Mechanoids>Stationary>Caretaker Class Drone
Lore>Luminoth Lore>Conflict>Second Phase>Torvus Falls

ing hive

7 staging area

> RAISE THE FLOOR



Take down the Hunter Ing, then use the Echo Visor to disable the beacons around the room. When all are down, a door will lower to reveal a panel. Scan the panel, then jump to the bottom of the room and enter the portal there.

sanctuary fortress

8 main research

> DEFEAT THE CARETAKER CLASS DRONE



Use the Spider Ball Track and bomb yourself upward at the end. When you do, robot arms will appear and start circling the track. Avoid them and wait for a red bar to drop, then boost across and hit the red bar to smash it. Strike two more bars in the same manner, then hit the large cylinder that drops in the middle of the room. You'll need to repeat the steps two more times with successively smaller sections of track.



9 central area transport west

> STOPI! WHAT'S THAT SOUND?

Use the Echo Visor to locate a troublesome audio menace, then eliminate it to free up the Kinetic Orb Cannon. Shoot up to the top and head for the Watch Station.

10 watch station

> WHAT A TRIP



Jump onto the platform and head for the other side of the room, then find the Spider Ball Track and use it to reach the Kinetic Orb Cannon. While you're on the moving track, drop a bomb as soon as you come to a red set of bars. At the far end of the track, you can either drop to the Bomb Slot (press Up as you fall) or get a Beam Ammo Expansion.



> logbook entry

Lore>Luminoth Lore>Conflict>Final Phase>Sanctuary Falls

ing hive

11 judgment drop

> SWING, SWING, SWING

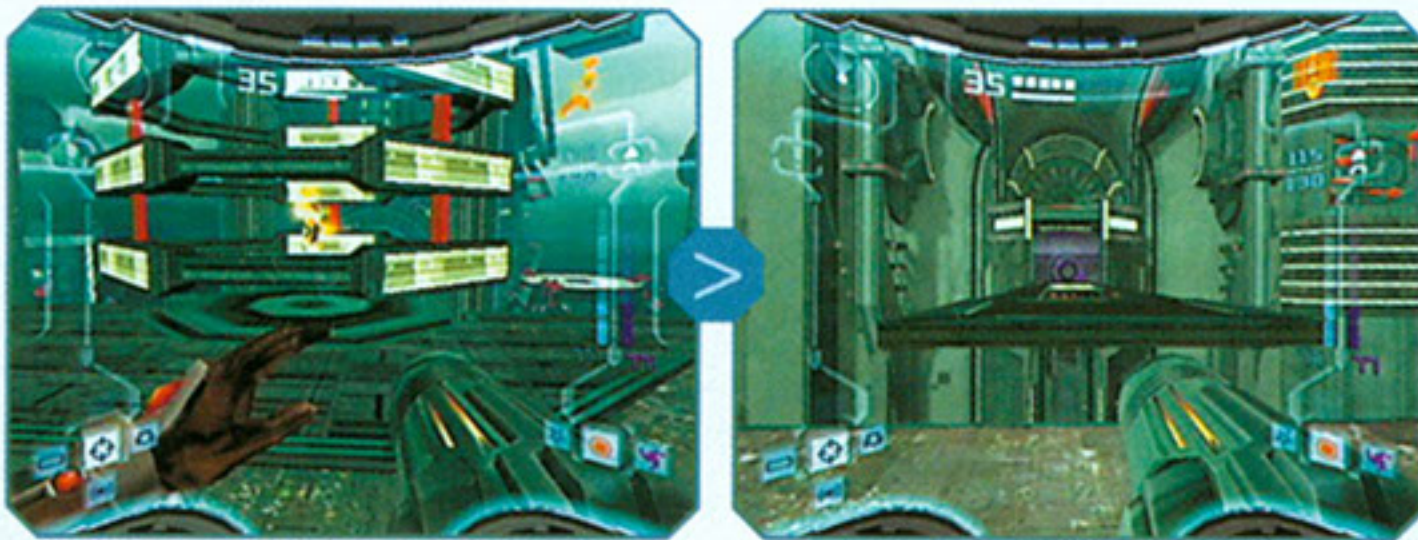


Bombing the slot in the Watch Station will let you access a portal. Go through it and enter Aerial Training Site, then take out the Dark Pirate Commandos and head through the nearby blue door. Blast all the Dark Preeds before you attempt to grapple across the gap, then swing away and use the portal on the other side.

sanctuary fortress

12 vault

> VAULT PORTAL



Go through the blue door above the portal in the Grand Abyss. When you enter the Vault area, walk to the center of the large cage and descend one level. Scan a panel, then cross the bridge and enter the portal.

ing hive

13 vault attack portal

> GRAPPLE ACROSS



Swing all the way across the gap, then turn around and scan the Dark War Wasp. It's a rare creature, and this is by far the easiest place to locate it. After the logbook entry is made, go through the portal and back to the friendlier confines of the Vault.

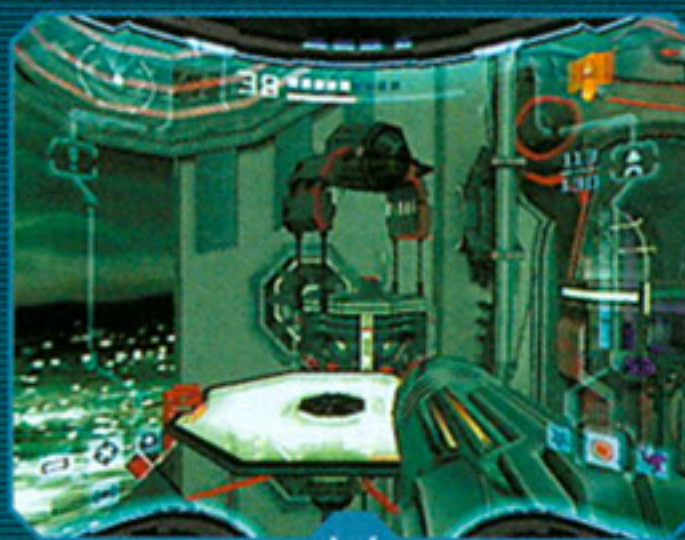
> Logbook Entry

Creatures>Dark Aether>Darklings>Darkling Flyers>Dark War Wasp

vault: screw attack

There's no boss guarding the Screw Attack—just five Rezbits. Keep your Dark Beam charged at all times; one hit from it, followed by a missile, will eliminate the pesky enemies.

round and round



There are platforms at the four corners of the Vault, and each one holds a Spinner. Leap from platform to platform, using the Spinners to lock four lasers in place. (They should all point at the center of the room if you do it correctly.) With that done, head back to the portal and go through it. Are you tired of portals yet? Of course not. Portals are fun.



back and forth

Grapple back across the gap and enter the other portal. If you ignored our sage advice last time, scan the Dark War Wasps before you go.

the screw attack



Return to the middle of the room and activate the Bomb Slot on the bottom portion of the cage to gain access to the Screw Attack. By double-jumping then pressing the B Button a third time, you can activate the attack and leap as many as five more times.

weapon systems > beam weapons

> annihilator beam

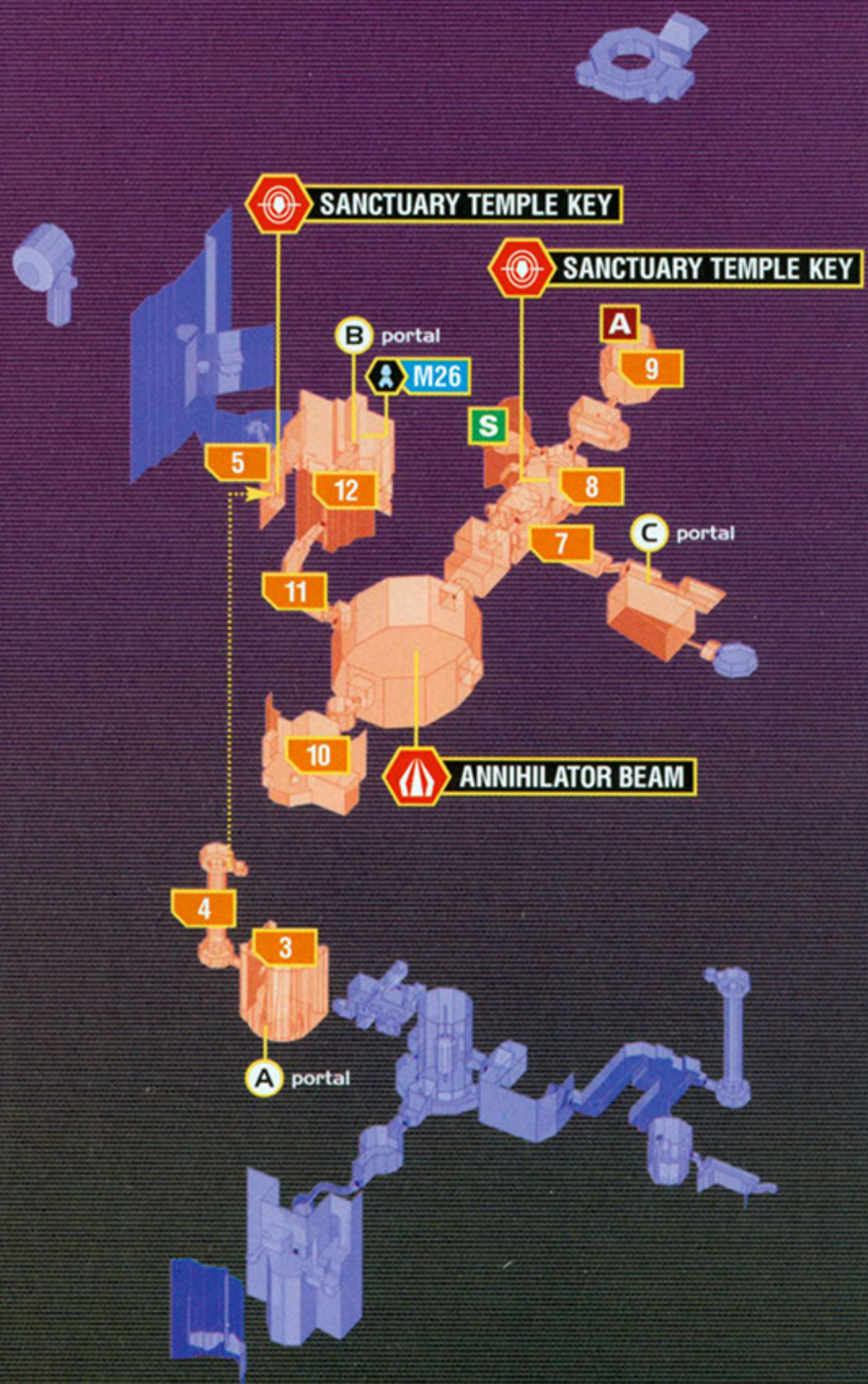
Feel like annihilating things? Then we have the beam weapon for you! The last and greatest beam uses both Light and Dark Ammo, can track foes across a room, and causes Ing to rush to their own deaths. Who knew annihilation was so entertaining?



sanctuary fortress



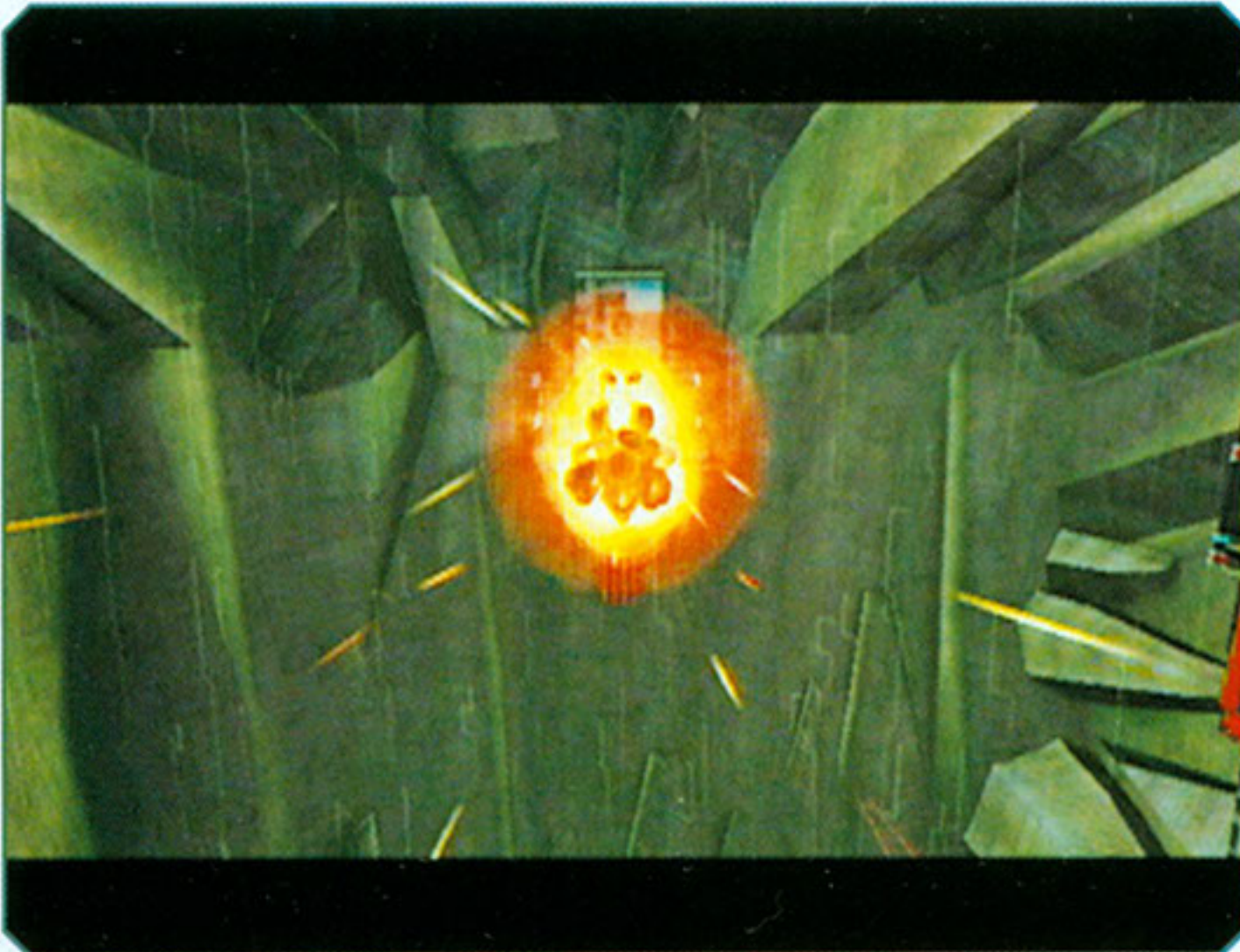
ing hive



sanctuary fortress

1 grand abyss

> SCREW-ATTACK ACROSS



Use your new Screw Attack to cross the gaps in the Vault and Grand Abyss, then head for the Watch Station. Grand Abyss is a great place to practice your Screw Attack leaping technique.

2 central area transport west

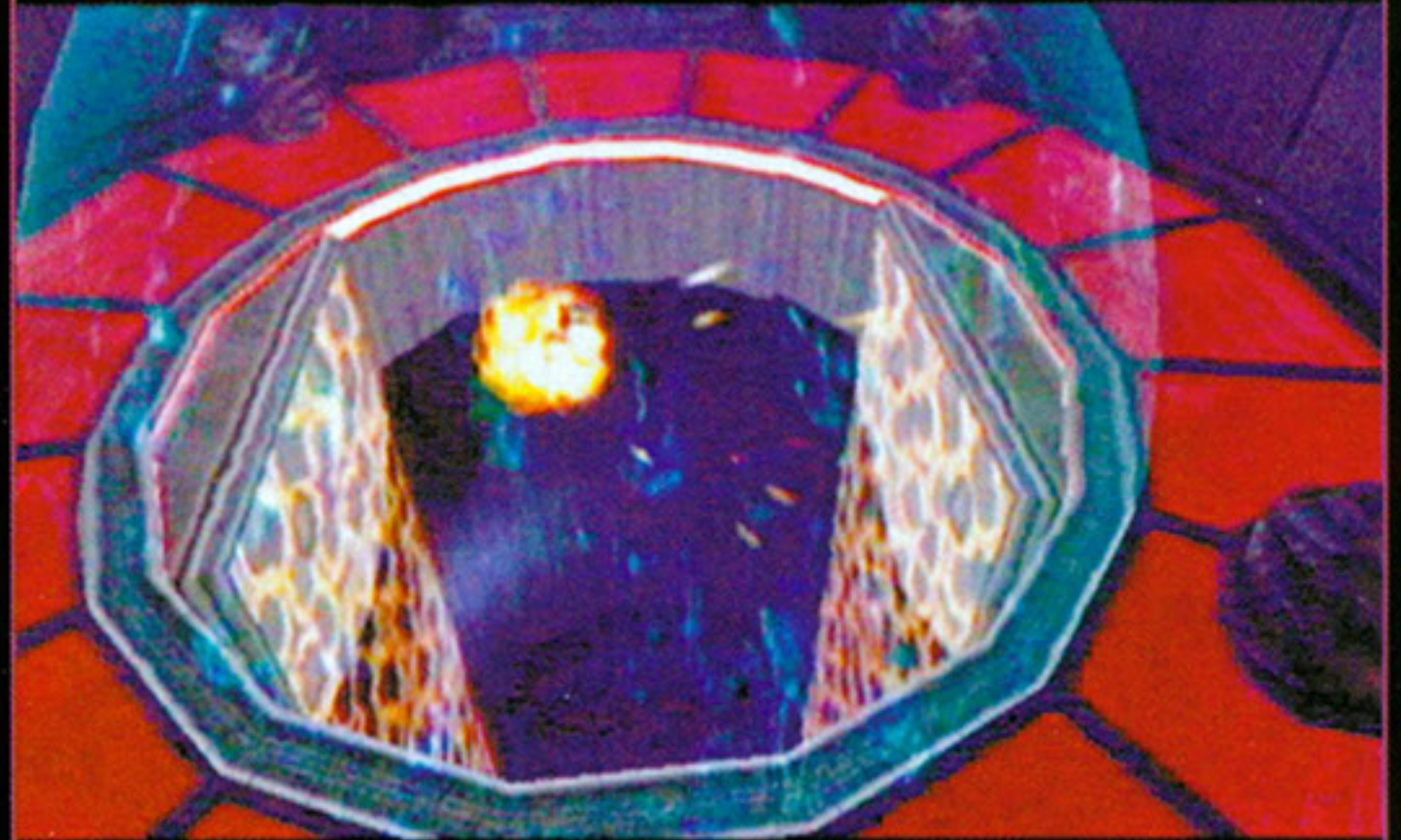
> PACHINKO, ANYONE?



Defeat the pirates in the Watch Station, then use the Screw Attack to reach the far door on the same side of the room as the entrance to Grand Abyss. Fall down the elevator shaft and grab the Missile Expansion, then enter Main Research and go through the portal.

4 central hive west transport

> WALL-JUMP TO THE TOP



Use the Screw Attack to Wall-Jump up the transport. Wall-Jumping is a little tricky at first. Double-jump at the wall, then press B to leap to the other side. Wait until you are touching the surface to press B.

> logbook entry

Research>Mechanisms>Systems>Wall Jump Surface

5 aerial training site

> YOU ARE THE KEYMASTER



Grab the Dark Temple Key, then scan the panel and lower the shield. Get over to the portal and Wall-Jump up to find a Missile Expansion, then charge the portal and return to Aether's Light World.

ing hive

3 staging area

> FINDING YOUR WAY



Jump onto the raised platform that rings the center cylinder, and leap to a platform on the wall. Turn left and jump to another platform, then head through the blue door.

sanctuary fortress

6 watch station access

> GRAPPLE ACROSS



Enter Watch Station Access and grab the Energy Tank if you didn't do so already. You'll then have two choices: scan the panel to lower grapple points, or Screw-Attack across the chasm. Either way is sure to impress anyone watching.

ing hive

7 hive dynamo access

> THE ING HITS THE FAN



Use the portal in Dynamo Works to enter Hive Dynamo Works, then go through the light door. Defeat the Warrior Ing waiting on the other side and open the Echo Door.

8 hive gyro chamber

> ORBITAL



Jump to the large orb in the middle of Hive Gyro Chamber, and assume your Spider Ball form to reach the top. At the end of the track, boost up to another track, then boost across the circle to snag the last Dark Temple Key.

> ATHLETIC BOOSTER



If you fall off the orb, you'll need to Spider-Ball back up. There are many rooms around the chamber (including a Save Station), but the Darkling Tentacles make them tough to reach. Don't bother with the platforms—instead, line yourself up with the room of choice and boost your way into it.

9 hive ammo station

> PRIMED FOR BATTLE



The top door in Hive Gyro Chamber will lead you to an Ammo Station. Use it to restock, then go back to the chamber and boost to the red door and a Save Station. Once the game is saved and you're ready for battle, go through the door that has red beams of light on either side. Don't touch the light—it will damage you.

hive temple: quadraxis

Hoo, boy. Quadraxis is hundreds of feet tall and armed to the teeth with missiles, lasers and all kinds of diabolical tricks. It's also incredibly well-armored and able to sustain unbelievable amounts of damage. If that sounds like an unfair fight, just remember—you're Samus Aran. With the Super Missiles in one hand and the Boost Ball in the other, you stand a fighting chance. The key word, however, is "fighting."

go for the knees



Look for the kneecap that is glowing blue. Blast it with a pair of Super Missiles to collapse the leg and begin another round of battle against the red spheres. Quadraxis will launch a variety of weapons, including missiles, beams and a ground quake, but you can boost away from most of them. The robot will speed up as you blow off each knee joint, making the last one fairly hard to hit. To simplify things early on, fire one Super Missile at each of the four knees before destroying a single one—that way you'll need to hit each of the final three only once. Also look for red balls on the feet. If you're low on energy or ammo, use the Boost Ball to roll under the feet and strike them—two hits will disable a ball and spew pickups all over the place.

locking on and spinning out

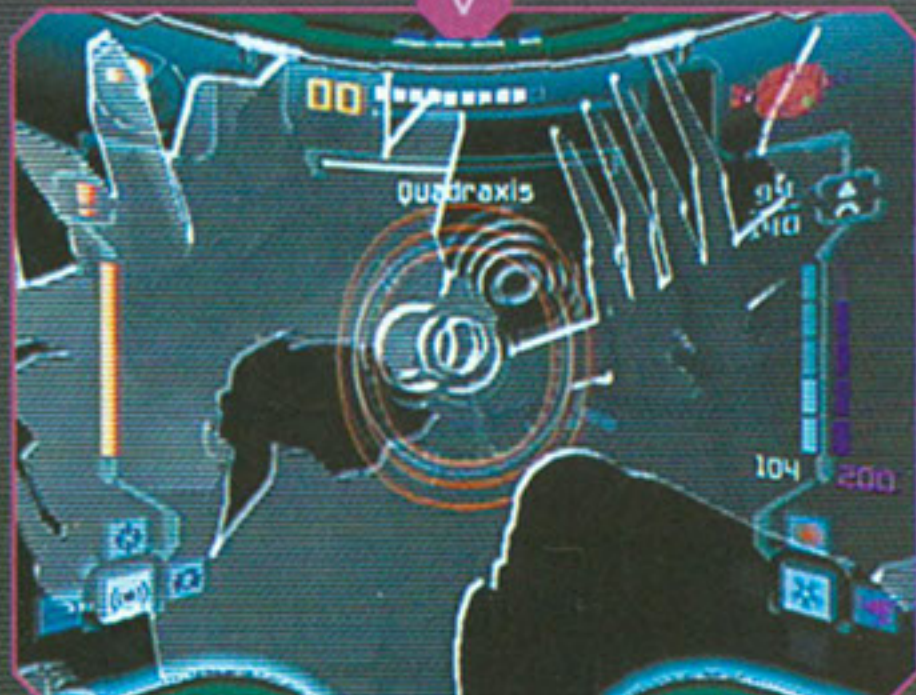


Quadraxis has a laser targeting system that does a lot of damage. If it locks on to you, three rings will appear around you. When that happens, use the Boost Ball to break the lock.



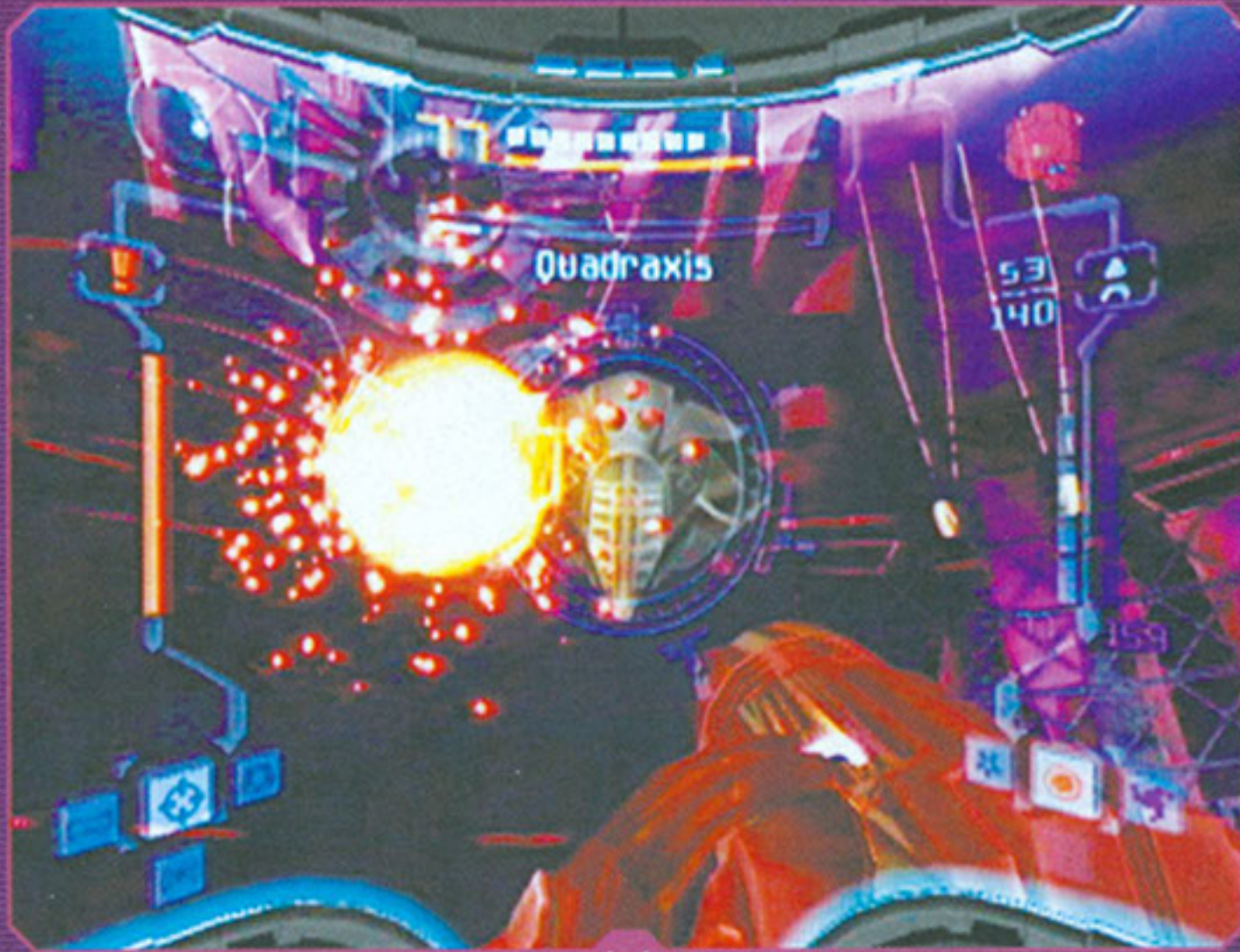
Quadraxis also has a spin attack. There's no surefire way to avoid it unless you are at the edge of the arena, in which case you can fire at the red spot that appears between its legs. If you're drawn toward the spin, try to boost around it—the force of the pull plus the boost can slingshot you around the boss and out of danger.

attack the antenna



Once the head separates, use the Echo Visor to find the antenna that emerges from the body, then destroy it with the Screw Attack or a charged Light Beam to stun the head. While the head is stunned, use the same visor to find antennae on it, and destroy them with the Sunburst. Scan three things during the fight—the body, the head and the stunned head.

destroy the final head



In the boss's final form, stun the head with Super Missiles or the Sunburst, then watch for a moment to see which way it drifts. Boost to the next leg it will pass, then Spider-Ball to the top of the leg and boost off when the head floats by. Attach to the head (keep pressing R), roll into one of the two holes and drop a bomb. Perform the move twice for victory.

> logbook entries

- Creatures>Dark Aether>Guardians>Quadraxis>Quadraxis
- Creatures>Dark Aether>Guardians>Quadraxis>Damaged Quadraxis
- Creatures>Dark Aether>Guardians>Quadraxis>Shielded Head Module
- Creatures>Dark Aether>Guardians>Quadraxis>Stunned Head Module
- Creatures>Dark Aether>Guardians>Quadraxis>Final Head Module

restore power

> sanctuary temple

With the power of the Ing Hive in hand, it's time to return to the Sanctuary Energy Controller. But before you do, you must complete one final task. It will be a little while yet before your mission is truly accomplished.



ing hive

10 hive energy controller

> CLAIM WHAT'S YOURS

Use the Spider Ball to climb to the top of the platform, then jump over to the door that's surrounded by small red squares. Enter the room beyond and perform a familiar ritual—take the power from the Dark Aether Energy Controller.

11 temple security access

> GET BACK TO WHERE YOU ONCE BELONGED

Return to the middle of Hive Temple and pass through the only door other than the one you came through. Scan then boost through the Ingstorm and leave as quickly as possible—it can cause tremendous amounts of damage. Follow the path until you reach the Aerial Training Site.

> logbook entry

Creatures>Dark Aether>Ing>Ingstorm

12 aerial training site

> SUPER CRYSTALS AND SUPER BEACONS

Shoot your Annihilator Beam at a Light Crystal to make a Super Crystal, and at a Light Beacon to make a Super Beacon. (You'll need to stand close to your targets when you shoot to avoid tracking other enemies within range instead.) You can scan both of your creations for your logbook, and use them in the future to lure Ing to their deadly energy fields.

> logbook entries

Research>Luminoth Technology>Light Crystals>Super Crystal
Research>Luminoth Technology>Light Beacons>Super Beacon

sanctuary fortress

13 sentinel's path

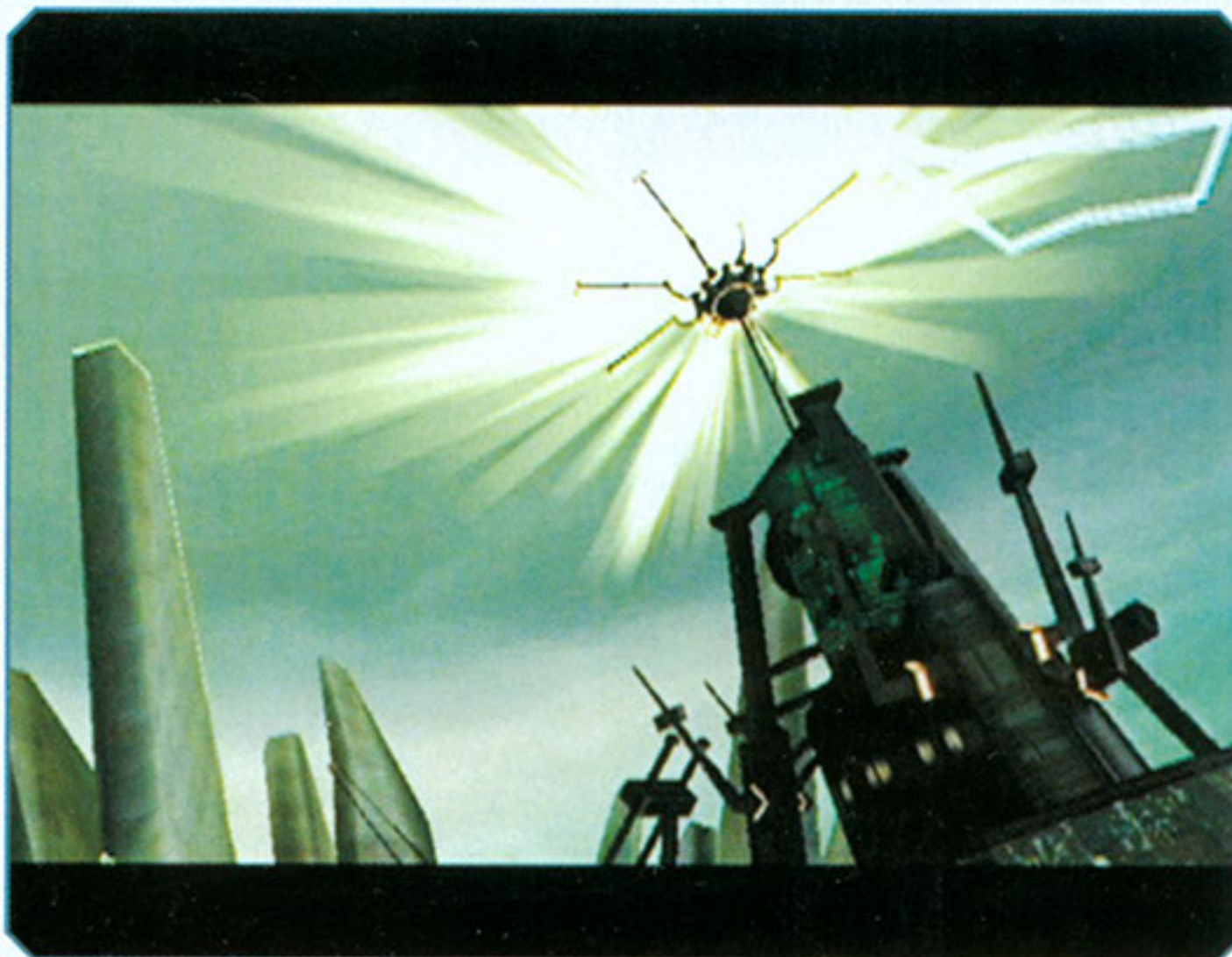
> A NEW ECHO DOOR



Some Echo Doors are sealed with a system of sonic locks. Put on the Echo Visor, then shoot the yellow symbol in the middle of the door with the Annihilator Beam. Listen to the pattern of sounds, and shoot the Echo Key Beams in the corresponding order to open the door. Since you don't know what sounds the keys make, it will take a bit of trial and error to open the door.

14 sanctuary energy controller

The energy from all three temples has been returned! The forces of good have triumphed, and it's time to fly away in your ship. But wait—not so fast, adventurer. Though the Luminoth are pleased with your progress, they want you to visit the Sky Temple and finish the job.



metroid prime 2 echoes

> sky temple

Those crafty Ing. Not content with oozing around the ground like overgrown mud puddles, they've taken residence inside a flying fortress. The Ing leaders have nowhere to run—smoke 'em out of their holes!



weapon systems > charge combos

> sonic boom

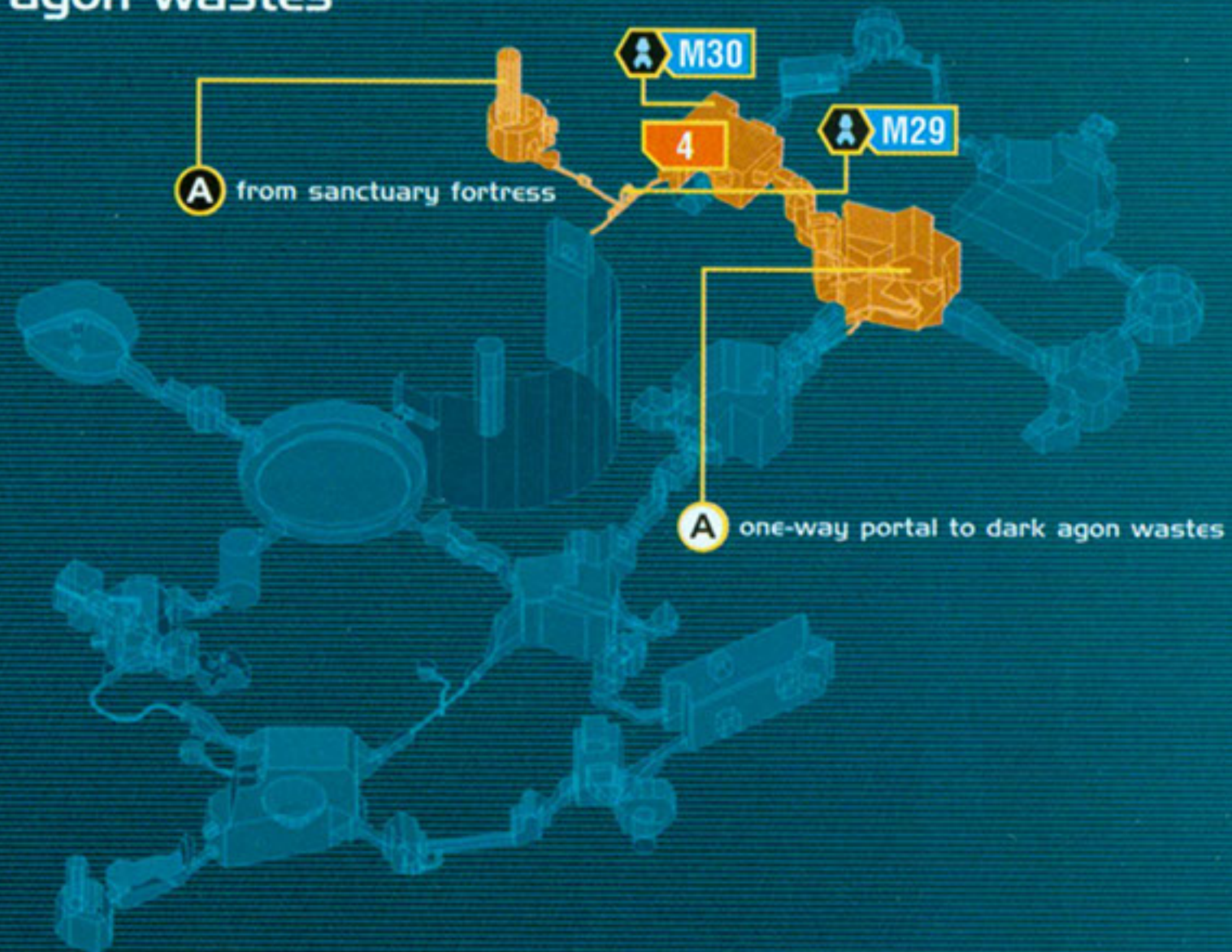
Yes, we know that you're itching to return to U-Mos and get a new assignment, but roll with us—you'll be glad you did. After all, it's not every day that you can improve on something as mean-sounding as the Annihilator Beam.



sanctuary fortress



agon wastes



dark agon wastes



sanctuary fortress

1 temple access

> FORTUNE FAVORS THE SWIFT



If you took the shortcut out of the Spider Guardian area, turn on the Dark Visor and locate four red circles on the wall. Use the Seeker Missile to hit them and activate a cannon, then blast yourself over the barrier. When you land, use the Echo Visor to disable an audio signal, then run to the cannon and shoot yourself over the barrier again to earn a Missile Expansion.

2 main gyro chamber

> THE EXPANSION LORE

Enter the Main Gyro Chamber and take the elevators to the bottom floor. Scan the Luminoth Lore on the wall, then open the Echo Door to reveal a Kinetic Orb Cannon. If you use it, you'll be blasted to a Power Bomb Expansion.

> logbook entry
Lore>Luminoth Lore>Conflict>Second Phase>Shattered Hope

3 hall of combat mastery

> GLASS BUSTERS



Go through Dynamo Access and Dynamo Works to Central Area Transport East, and take the elevator. Head toward the portal in the Hall of Combat Mastery, then drop a Power Bomb while you're inside the glass-enclosed walkway to clear a path to a door. Go through the door to reach an elevator, then ride the lift to Agon Wastes.

agon wastes

4 main reactor

> GRAB THE GOODS AND ROLL ON

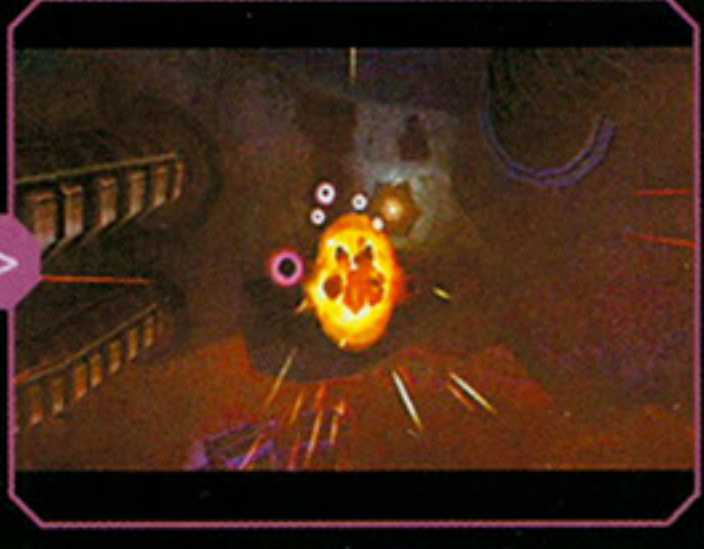
Use a Power Bomb to get through the door and enter Ventilation Area A. Roll right, stopping only to get the Missile Expansion, until you come to a light door. Blast the door and scan the Luminoth body, grab the Missile Expansion, then make for the portal in the Command Center. In the Dark World, you'll want to move with purpose until you reach the Phazon Site.

> logbook entry
Lore>Luminoth Lore>Keybearer Lore>Cadre 1>B-Stl's Testament

dark agon wastes

5 phazon site

> SCREW-ATTACK YOUR WAY TO VICTORY



When you reach the Phazon Site, you'll find a swarm of Dark Tallon Metroids. Hit them with a charged Light Beam shot followed by a missile. If they land on you, drop a Power Bomb to blast the buggers into nothingness. When the coast is clear, hop to the middle platform, then jump to the far door by using the Screw Attack.

> logbook entry
Creatures>Dark Aether>Darklings>Darkling Offworld>Dark Tallon Metroid

ing cache 2: sonic boom

Sonic booms are earth-shattering sounds capable of breaking glass and leaving entire towns staring at the sky in wonder. Sounds fun, doesn't it?



The Sonic Boom demands 30 units of Light Ammo and Dark Ammo, plus five missiles. Yeah, it's pricey, but the ensuing explosion is powerful enough to wipe out nearly anything. Try not to use it around small children.

armor

> light suit

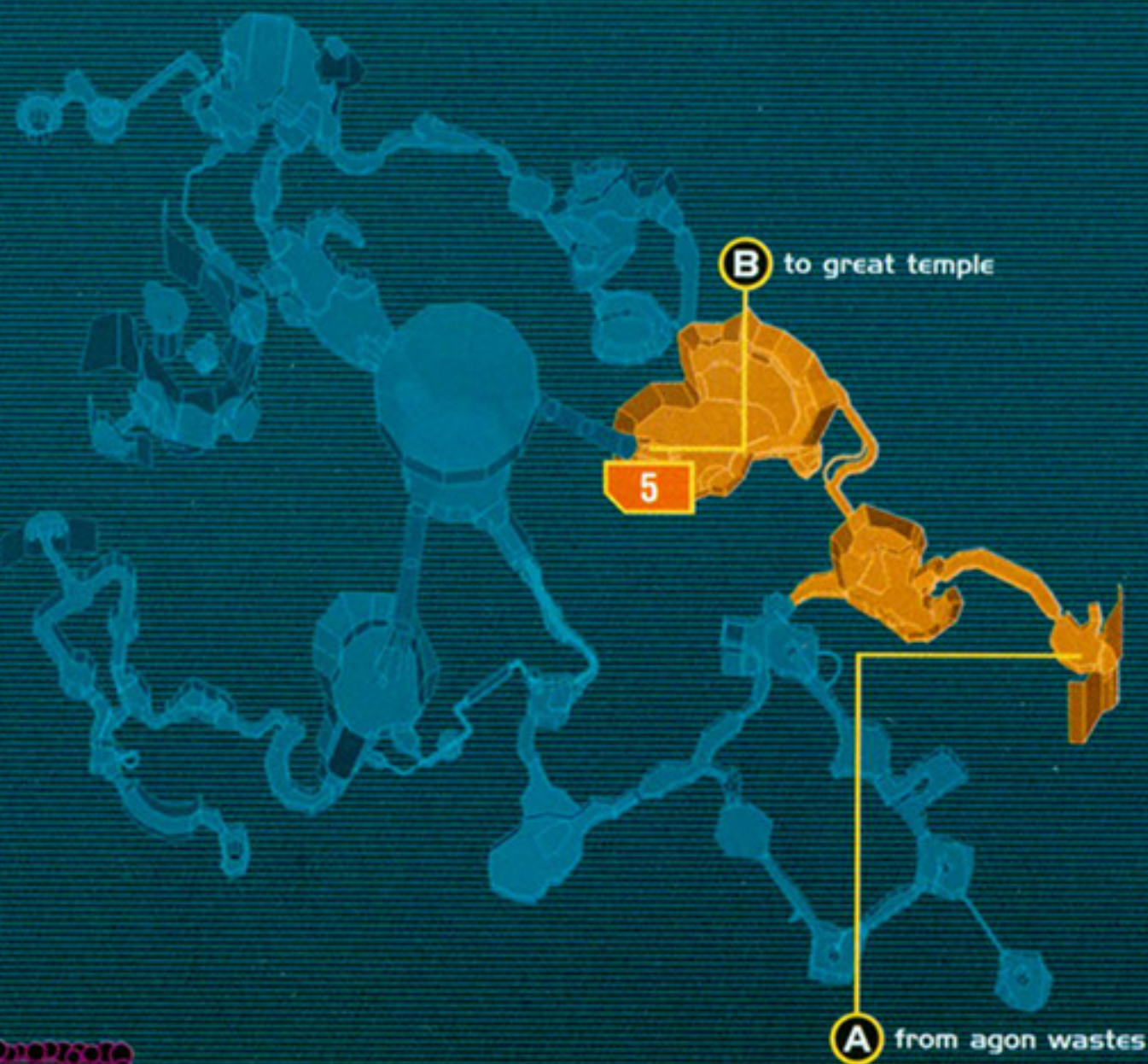
Light up your life with a brand-new suit. The sharp threads will let you move through even the most dangerous atmosphere without the slightest care, and give you the ability to warp between the four main temples.



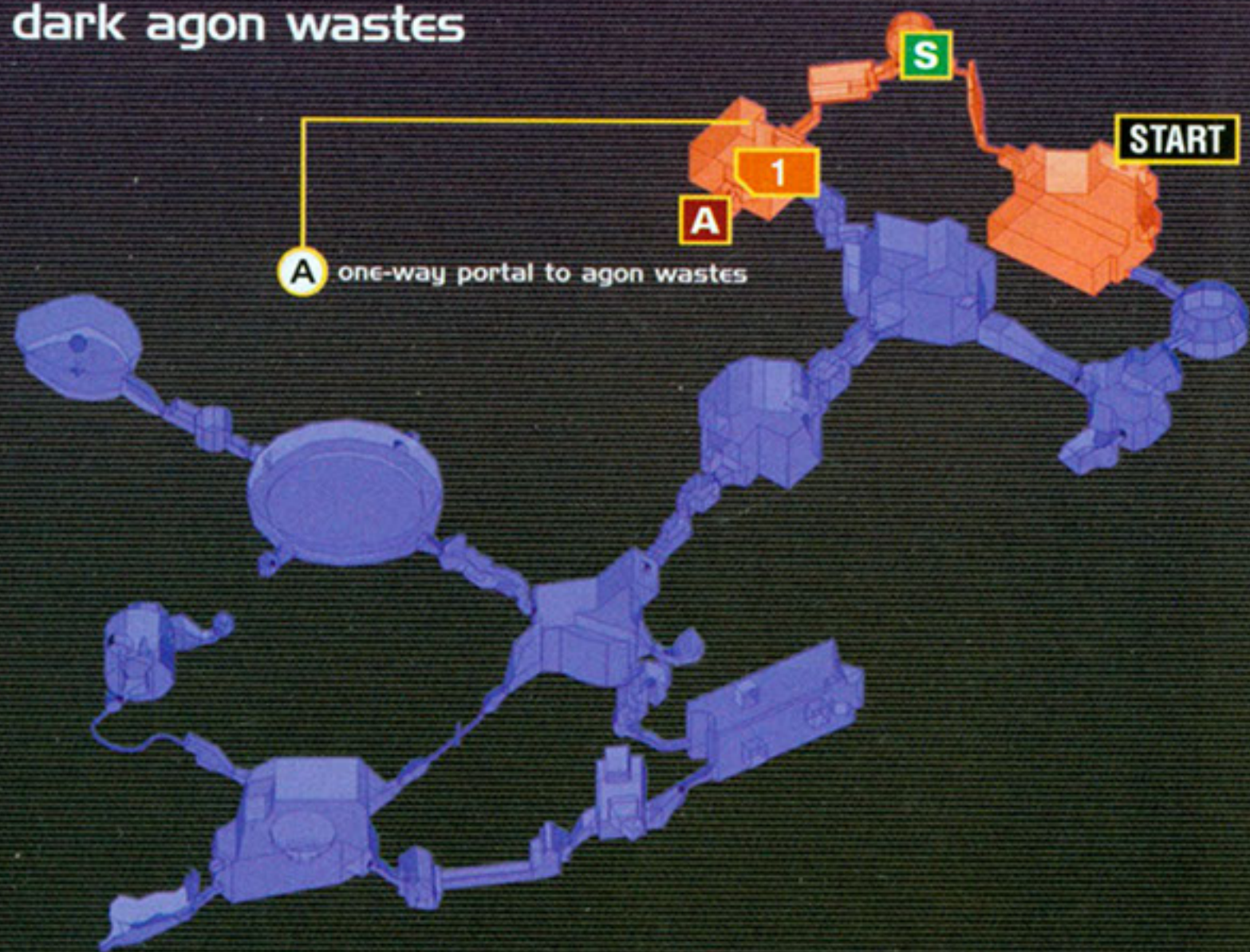
agon wastes



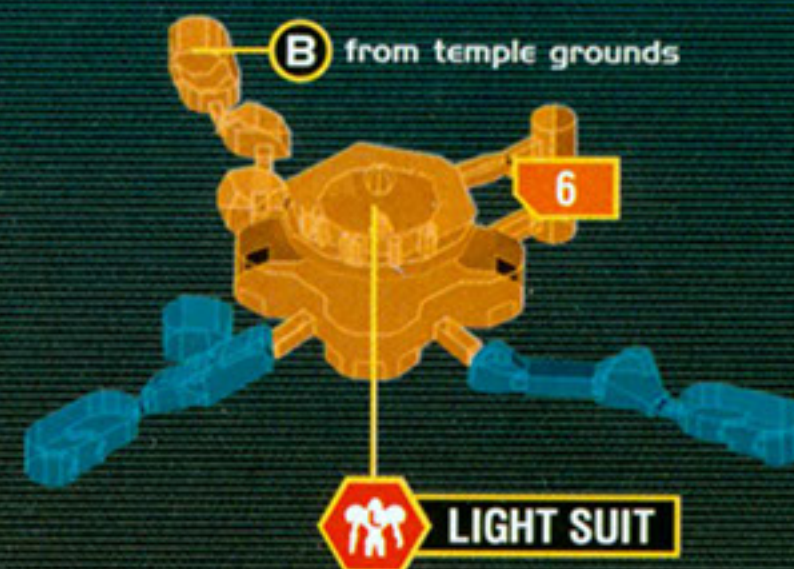
temple grounds



dark agon wastes



great temple



dark agon wastes

1 dark oasis

> BACK TO BASICS

After you add the Sonic Boom to your collection, head back to Dark Oasis and enter the portal that whisks you to the Light World.

agon wastes

2 bioenergy production

> SAMUS AND MISSILES AND METROIDS, OH MY

Go through Sand Processing and use the Boost Ball and bombs to get a Missile Expansion. Continue to Bioenergy Production and activate the platforms, then use the Spider Ball to access another expansion. Continue toward Security Station A, where you'll use a Bomb Slot to open the passage.

3 biostorage station

> ITSY-BITSY METROIDS



Main Research is infested with Infant Tallon Metroids. Scan their cocoons, then lure them out with a few rounds—or just run into the middle of the room.

> TO CLEAR OR NOT TO CLEAR



Scads of cocoons are hanging in the room. If you want to play exterminator and clear out everything, you'll need to blast all the cocoons and then the remaining life-forms. If you prefer to scan then leave, however, we promise not to tell anyone.

> Logbook Entries

Research>Biology>Cocoons>Metroid Cocoon
Creatures>Offworld>Metroids>Infant Tallon Metroid

4 transport to temple grounds

> GO WEST, YOUNG LASS

Leave the Command Center through Command Center Access, then make a bee-line across Agon Wastes, collecting expansions as you go. At the end of the line, take the elevator in Transport to Temple Grounds.

temple grounds

5 temple transport B

> THROUGH THE INDUSTRIAL SITE

Head through Industrial Site and into the Collapsed Tunnel area, then move on to Temple Assembly Site. Make for the lift and go to the Great Temple.

great temple

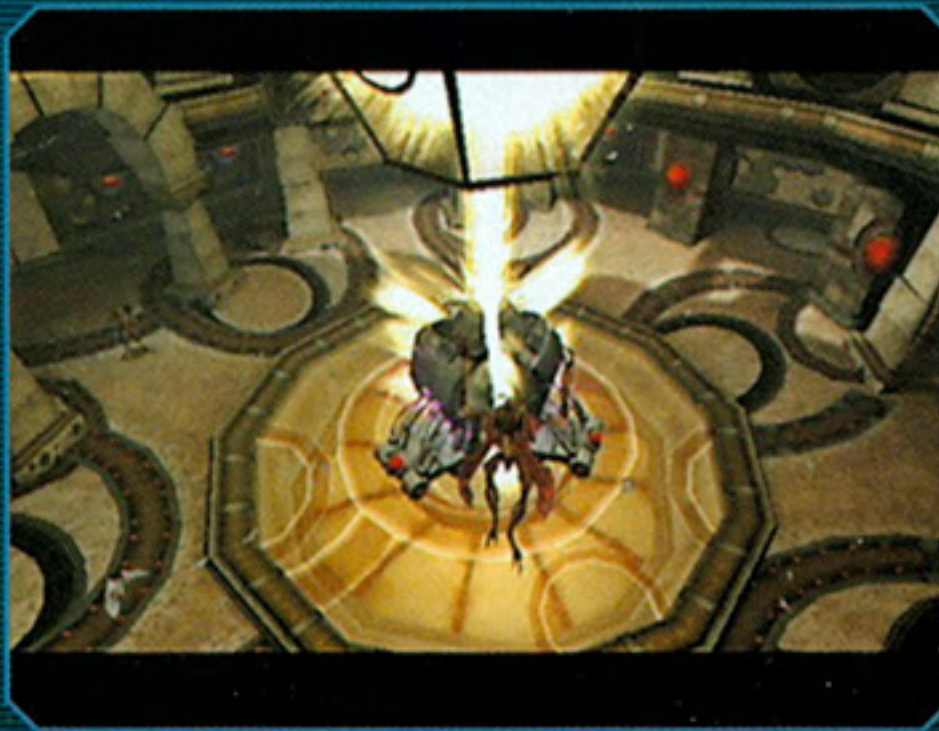
6 controller transport

> TAKE THE LIFT UP TO SEE U-MOS

Continue to the top of the temple and pay a visit to your main man, U-Mos. As in previous chats, he'll remind you of how much the Ing really, really want to see you dead.

main energy controller: light suit

The Light Suit is the product of years of research. It's the perfect marriage of Chozo and Luminoth technology. The suit allows you to enter poison water in the Dark World, as well as resist the rusting affects of the Ingstorm. And let's not forget the fact that it's a blinding metallic color and just looks really freaking cool. Now that you have it, it's time to take everything you've ever wanted from Aether.



sky temple keys

> temple grounds

U-Mos has bestowed you with a mighty gift, but like all good things, it comes at a price—in this case, you must promise to rid the world of Ing once and for all. Of course, you could take the gift and book, but that wouldn't be very sporting.

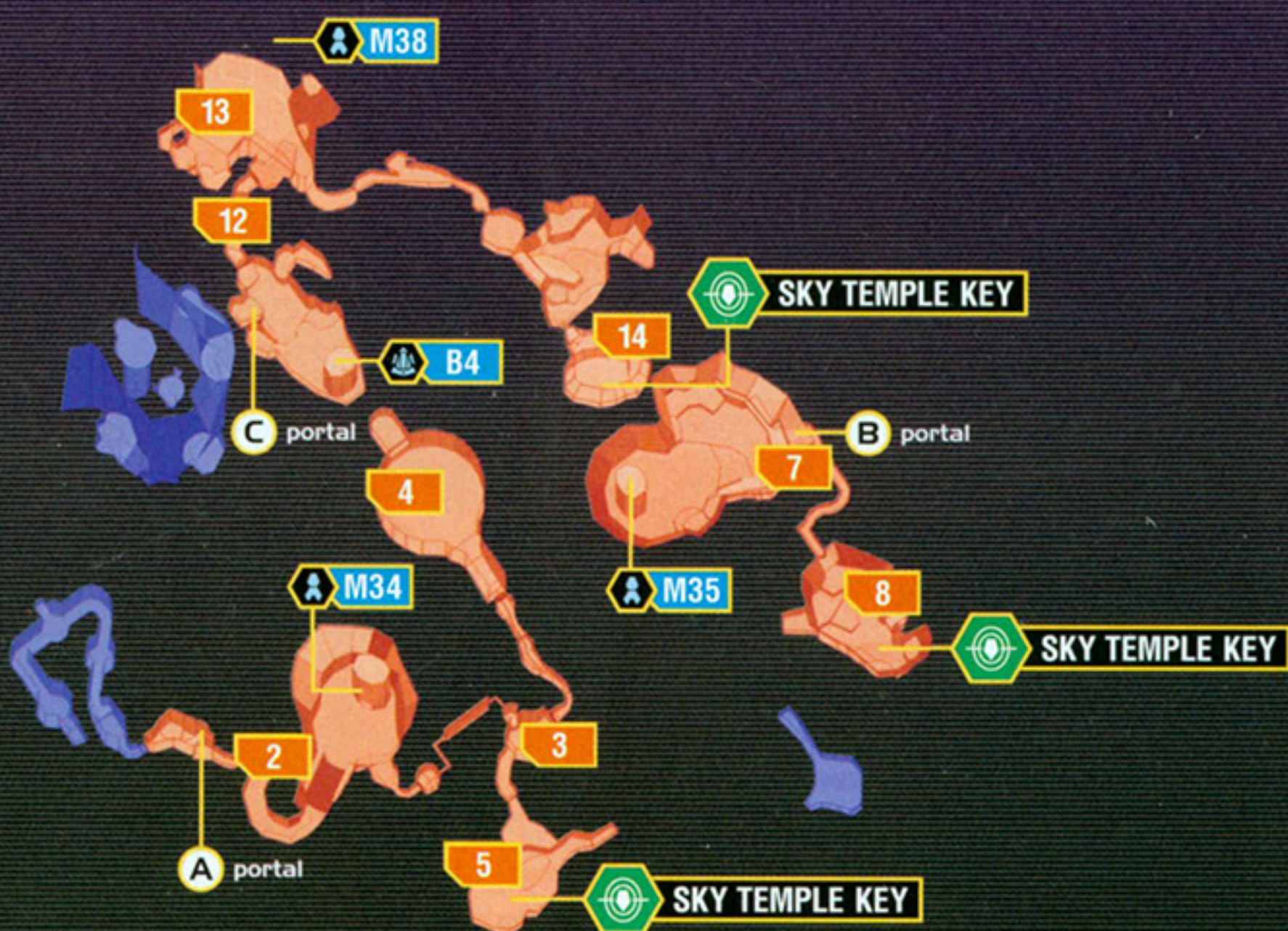


temple grounds

great temple



sky temple grounds



temple grounds

1 hall of eyes

> GOODBYE U-MOS!

From U-Mos's swank pad, take Temple Transport C back down to Temple Grounds. Go through the half-pipe in Meeting Grounds and into Hall of Eyes, then jump up and use the portal.

sky temple grounds

2 base access

> MORE MISSILES

Drop off the ledge and blast open the green door, then walk until you find a large structure with a door in it. Use the Dark Visor and the Seeker Missile to open the door and get a Missile Expansion, then head for Shrine Access.

3 shrine access

> LASER NO MORE

Roll through the tunnel, using the Bomb Jump as necessary to clear obstacles. On the other end, blast the Corrupted Sentreyes with the Power Beam to stun them, then go through the purple door.

4 sky temple gateway

> HOUSE OF HEROES



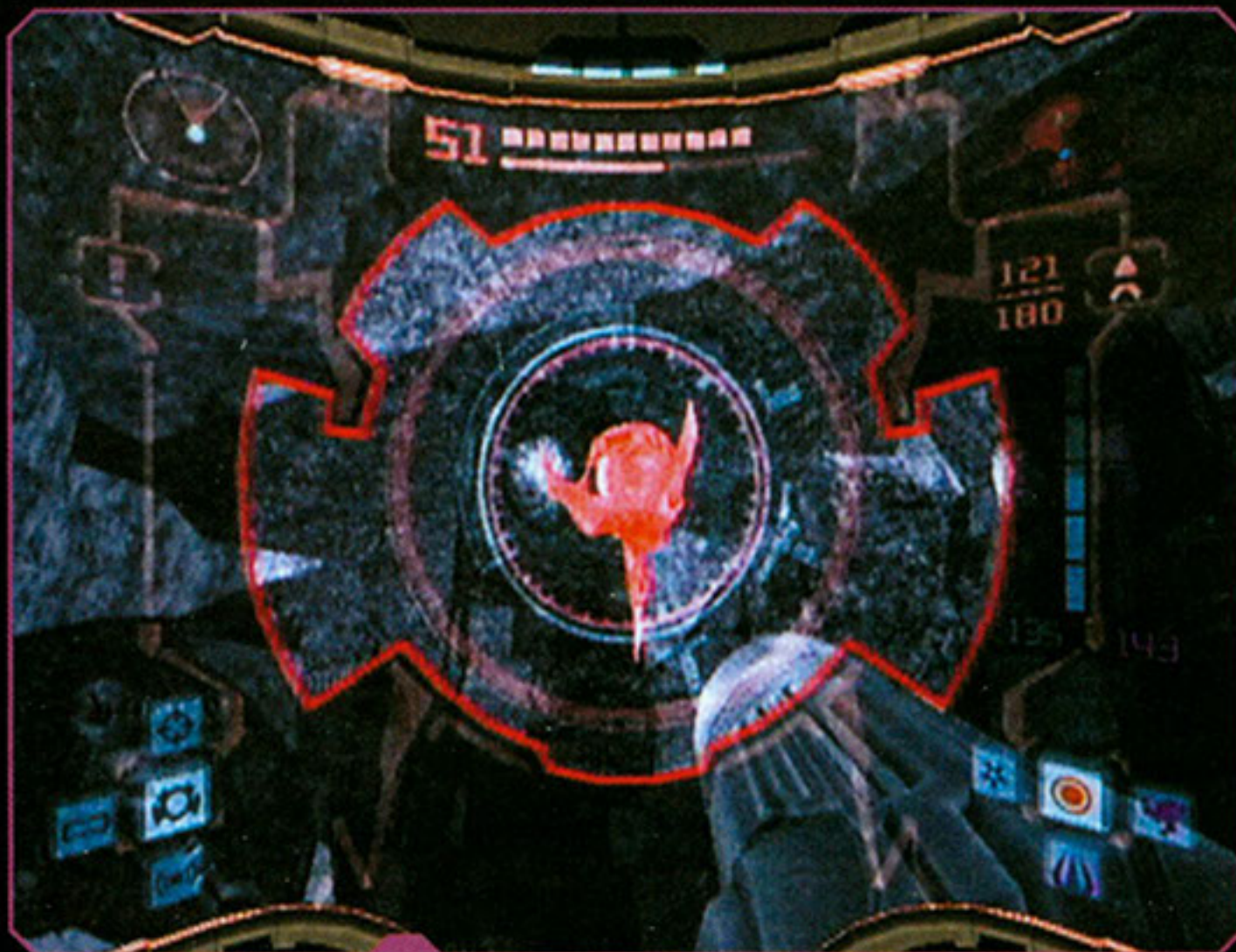
Sky Temple Gateway is your portal to the stars. To use it, you must find nine Sky Temple Keys that have been scattered all over Aether's Dark World. (Couldn't just leave them all in one place, now could they?) Scan everything in sight—there's quite a list—then leave the room with new clues in hand.

> logbook entries

Lore>Luminoth Lore>Keybearer Lore>Cadre 1>A-Kul's Testament
Lore>Luminoth Lore>A-Kul's Clues>Cadre 1 Clues>J-Stl's Key
Lore>Luminoth Lore>A-Kul's Clues>Cadre 1 Clues>B-Stl's Key
Lore>Luminoth Lore>A-Kul's Clues>Cadre 1 Clues>S-Dly's Key
Lore>Luminoth Lore>A-Kul's Clues>Cadre 1 Clues>G-Sch's Key
Lore>Luminoth Lore>A-Kul's Clues>Cadre 1 Clues>S-Jrs's Key
Lore>Luminoth Lore>A-Kul's Clues>Cadre 2 Clues>C-Rch's Key
Lore>Luminoth Lore>A-Kul's Clues>Cadre 2 Clues>D-Isr's Key
Lore>Luminoth Lore>A-Kul's Clues>Cadre 2 Clues>M-Dhe's Key
Lore>Luminoth Lore>A-Kul's Clues>Cadre 2 Clues>J-Fme's Key

5 defiled shrine

> GET THE FIRST OF NINE SKY TEMPLE KEYS



Head out of Sky Temple Gateway and keep walking until you hit a green door. Pass through it, then use the Dark Visor to find a Flying Ing Cache. Shoot it once, then switch back to the Combat Visor and blast it out of existence. It will leave a key behind—the first of the nine. (To scan it, you'll need to shoot it once with the Dark Visor active.)

> logbook entry

Research>Biology>Ing Storage>Flying Ing Cache

temple grounds

6 temple assembly site

> THE SAVVY TRAVELER



Cut through the Landing Site (refill your ammo and energy at your ship if you feel the urge), then head for the Temple Assembly Site. When you arrive, look for a block with a Dark Crystal on it, then shoot the crystal with the Light Beam to expose a portal.

sky temple grounds

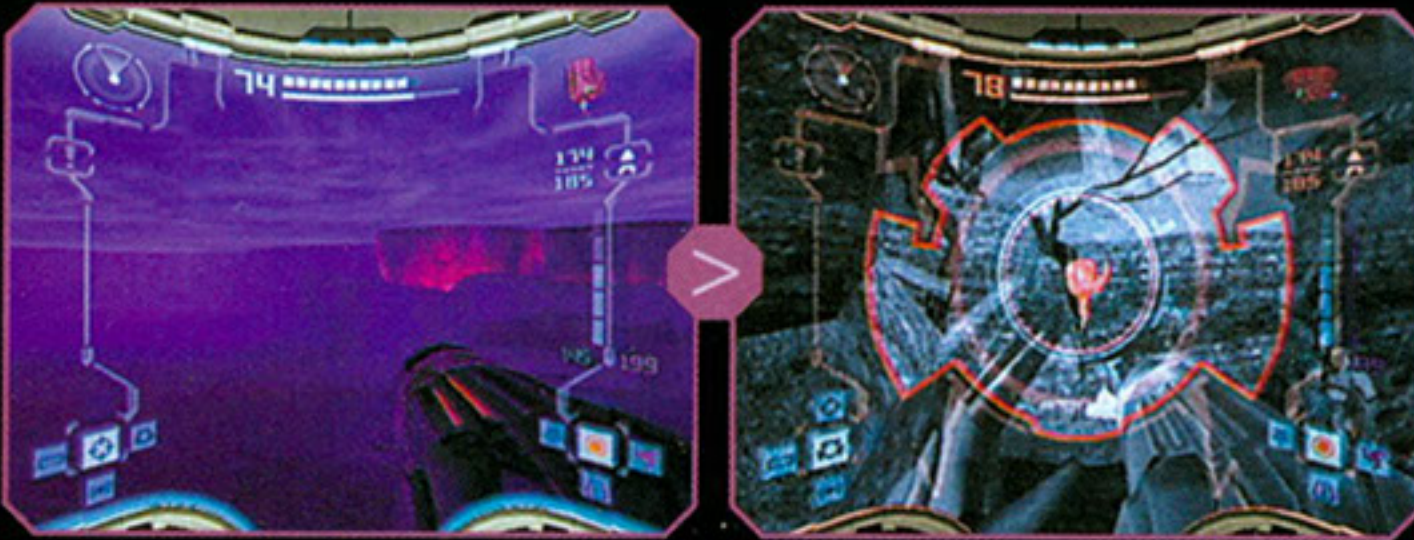
7 plain of dark worship

> GET AN EXPANSION AND GO THROUGH THE DOOR

Use the portal and grab the Missile Expansion that's sitting all by its lonesome, then turn around and go through the purple door. Shoot the Venom Weed to avoid damage.

8 accursed lake

> GET THE SKY TEMPLE KEY



Now that you have the Light Suit, you can dive into the purple water without fear. While you're splashing about and enjoying your newfound freedom, take out the Hunter Ing that want to ruin the party. The Flying Ing Cache is in the far corner of the room. Blast it once with the Dark Visor, then wait for it to drift to a position where you can grab the key before finishing it off. If the key is in a tough spot, you might need the Screw Attack to reach it.

> logbook entry

Research>Biology>Darklings>Dormant Ingclaw

temple grounds

9 dynamo chamber

> BREAK THE SECURITY GATES

Use a Power Bomb to blast through the security gate in Dynamo Chamber, then drop another of the big bombs next to the cracked section of wall to find a Power Bomb Expansion. Leave the chamber and head for Storage Cavern A, just to the side of the Communication Area.

10 storage cavern A

> FALLEN LUMINOOTH



Jump to the ledge on the left-hand side of Communication Area and use a bomb to break the round glass structure for a Missile Expansion. Use the square statue to reach the other side, then walk over the bridge to reach Storage Cavern A. Once there, scan the fallen Luminoth and head toward Sacred Path.

> logbook entry

Lore>Luminoth Lore>Keybearer Lore>Cadre 2>D-IsI's Testament

11 sacred path

> NEW TOYS AND A PORTAL

Power-Bomb the gate in the Trooper Security Station to reach GFMC Compound. Get a Missile Expansion on the ship using the Screw Attack from the ledge where PFC I. Crany's body is lying, then take a quick detour to Fortress Transport Access for an Energy Tank. Return to the compound and work your way to Sacred Path, where you should use the Dark Beam to activate a portal.

sky temple grounds

12 phazon pit

> THE METROID SHUFFLE

Use the Echo Visor to open the door in Profane Path and get a Beam Ammo Expansion. When you enter Phazon Pit, a Dark Tallon Metroid will appear and cause you grief. Take it down with a charged Light or Dark Beam followed by missiles.

13 phazon grounds

> SCREW OR JUMP?



To get the Missile Expansion, you can either use the Dark Visor to find floating platforms, or be like the cool kids and leap to it with the Screw Attack (which has the added bonus of killing Metroids in a single hit). Either way, head through the purple door when you're done.

14 ing reliquary

> ADD TO THE GROWING COLLECTION



Jump up to the top of Reliquary Grounds and make for the blue door at the end of the room. You can either dispatch the Warrior Ing or ignore them. Inside Ing Reliquary, use the Dark Visor to find another Sky Temple Key. After that, it's off to Agon Wastes. You've collected all the Sky Temple Keys in Temple Grounds, so return to the Main Energy Controller to test out your suit's new moves.

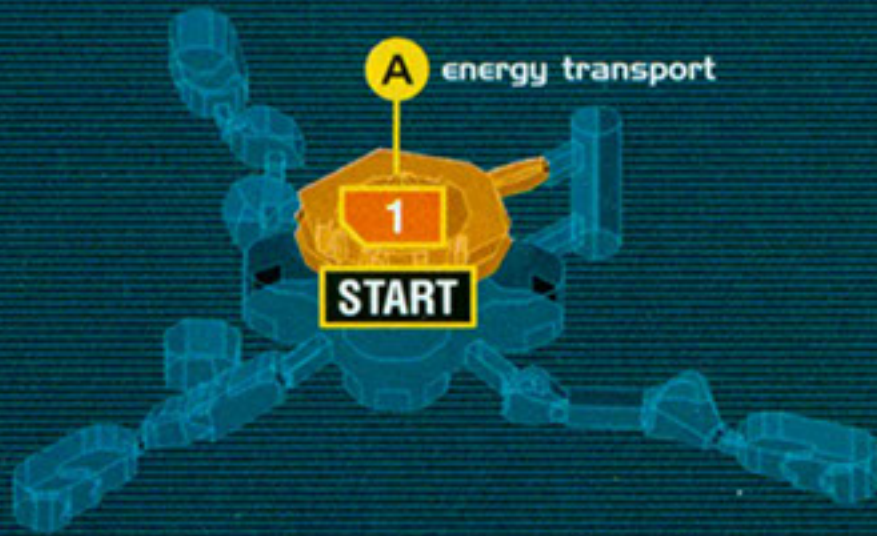
sky temple keys

>agon wastes

The return trip to Agon Wastes will take you to a couple of new places, as well as some familiar haunts in the Dark World. With the Annihilator Beam in your hand and plenty of experience in your head, the battles should be mere formalities.



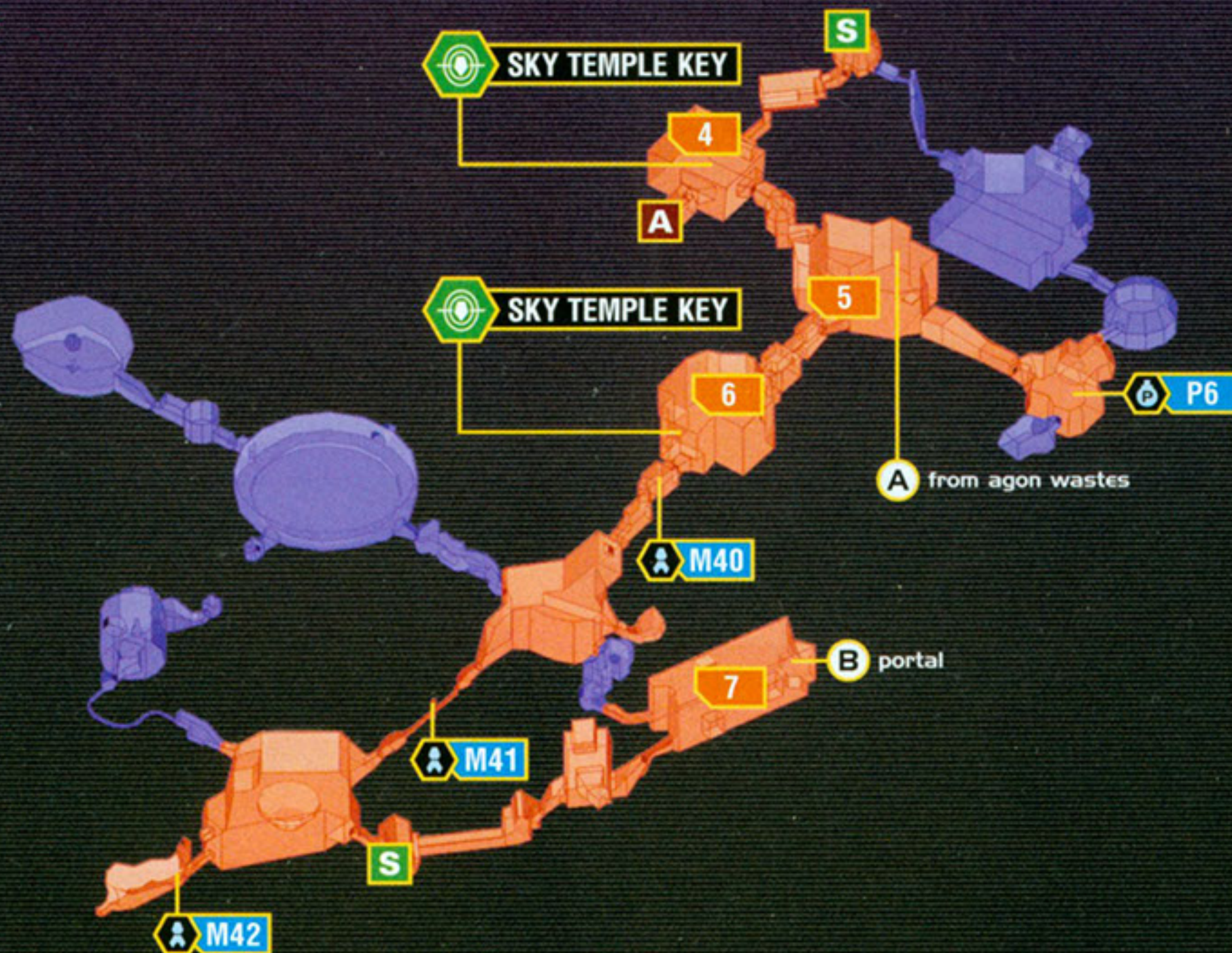
great temple



agon wastes



dark agon wastes



great temple

1 main energy controller

> WARP SPEED

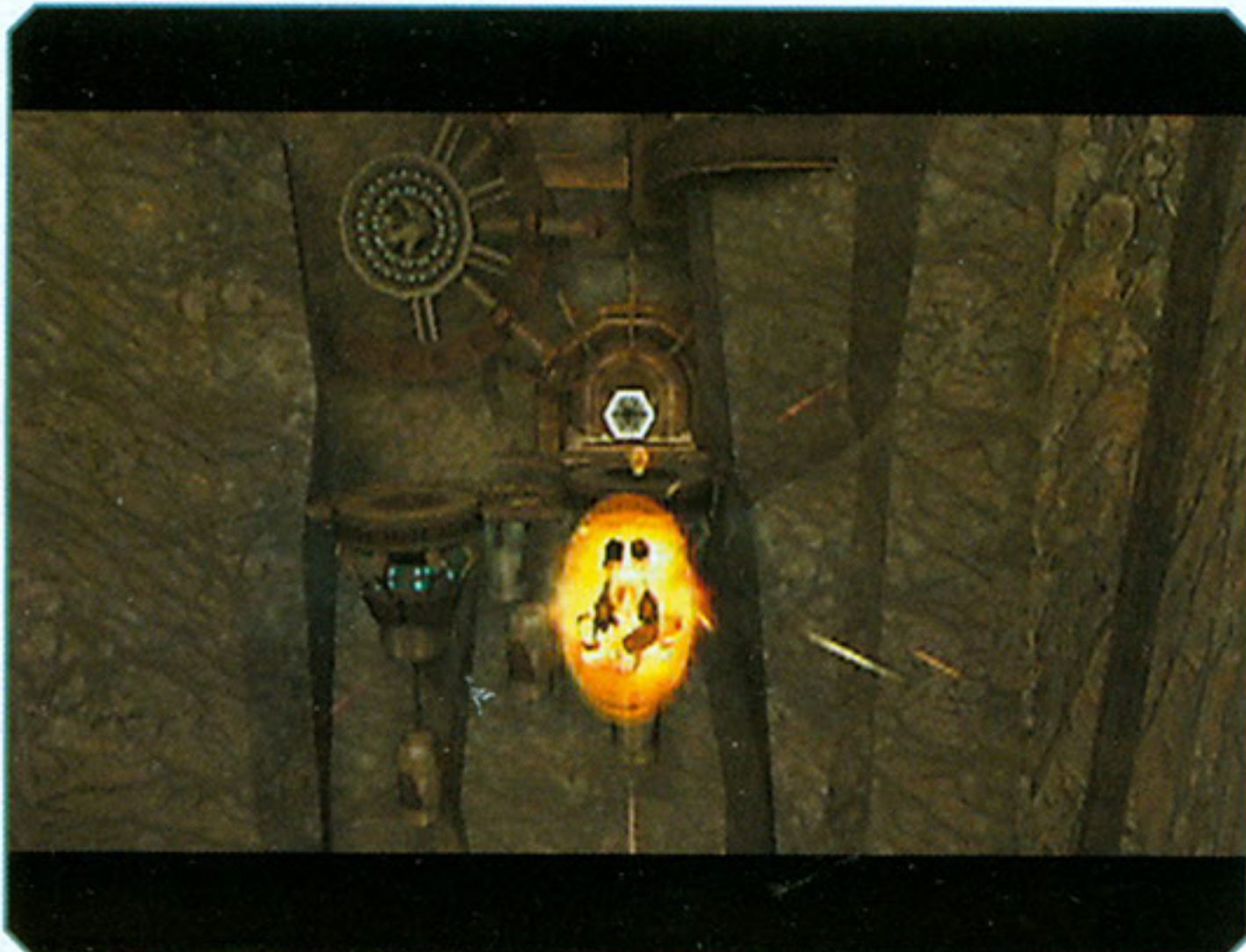


Step into the portal in the center of the Main Energy Controller area to activate the energy transport system. Move your cursor so Agon Wastes is the highlighted map, then press the A Button to be sent on your way.

agon wastes

2 sandcanyon

> IT WAS BAD ART ANYWAY



Make a quick stop in Mining Station B and blast the cracked wall with a Power Bomb to access a Missile Expansion. Then head back to Sandcanyon and use the Screw Attack to reach the sculpture in the middle of the room. Drop a Power Bomb to break off part of the sculpture and get a Power Bomb Expansion.

3 command center

> TO DARK AETHER

Blast the Pirate Grenadiers in the Command Center and take the portal to the Dark World.

dark agon wastes

4 dark oasis

> AN OASIS IN THE WASTES



Take the dark door and move through Oasis Access. When you reach Dark Oasis, use the Scan Visor to find a weakened wall, then lay a Power Bomb to blow it up. Fall into the water beyond and use the Dark Visor to find the Flying Ing Cache and another Sky Temple Key.

5 doomed entry

> FEED ME!

Go back through to Doomed Entry and grab the Power Bomb Expansion hidden in the Feeding Pit area. Then swing back around and take the top section of Double Path to Battleground.

6 battleground

> GET THE SKY TEMPLE KEY



Take out the Warrior Ing, then use the Dark Visor to find the moving platforms. Leap to the other side of the room and blast the Flying Ing Cache, then head for Warrior's Walk. Don't fall off the top level of the room, or you'll have to go back through Double Path and try again.

7 portal site

> ONWARD TO TORVUS BOG

In Warrior's Walk, bomb the floor and grab the Missile Expansion, then continue to Junction Site, where you can rotate the room to retrieve yet another expansion. One more is waiting for you in Ing Cache 4. Once you've cleaned up, head back to the Light World via Portal Site.

agon wastes

8 transport center

> LIFTS AND LEDGES

Back in the Light World, return to the Transport Center and use the half-pipe to boost up to the ledge. A door there leads to an elevator that will deposit you in Torvus Bog.

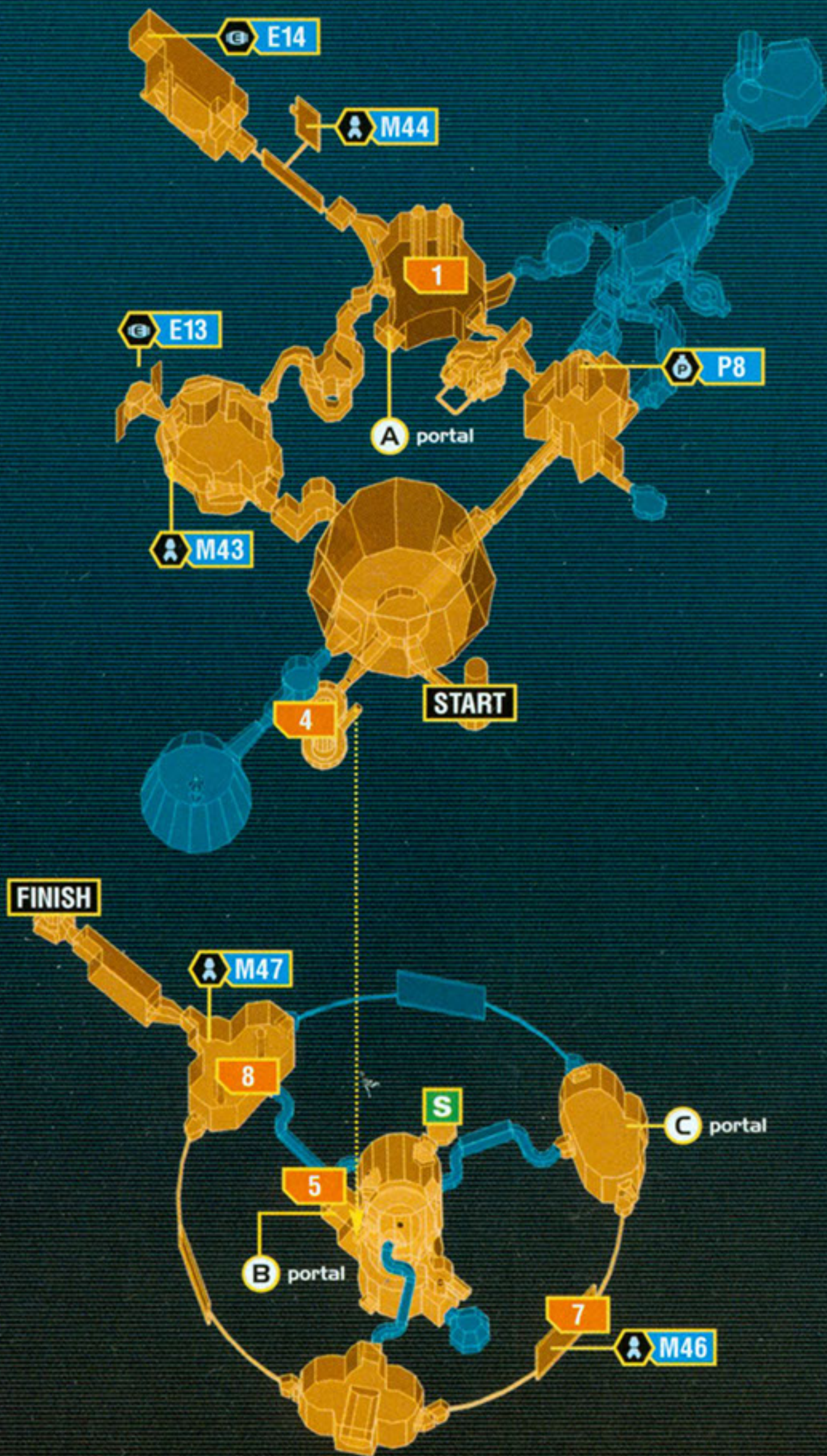
sky temple keys

>torvus bog

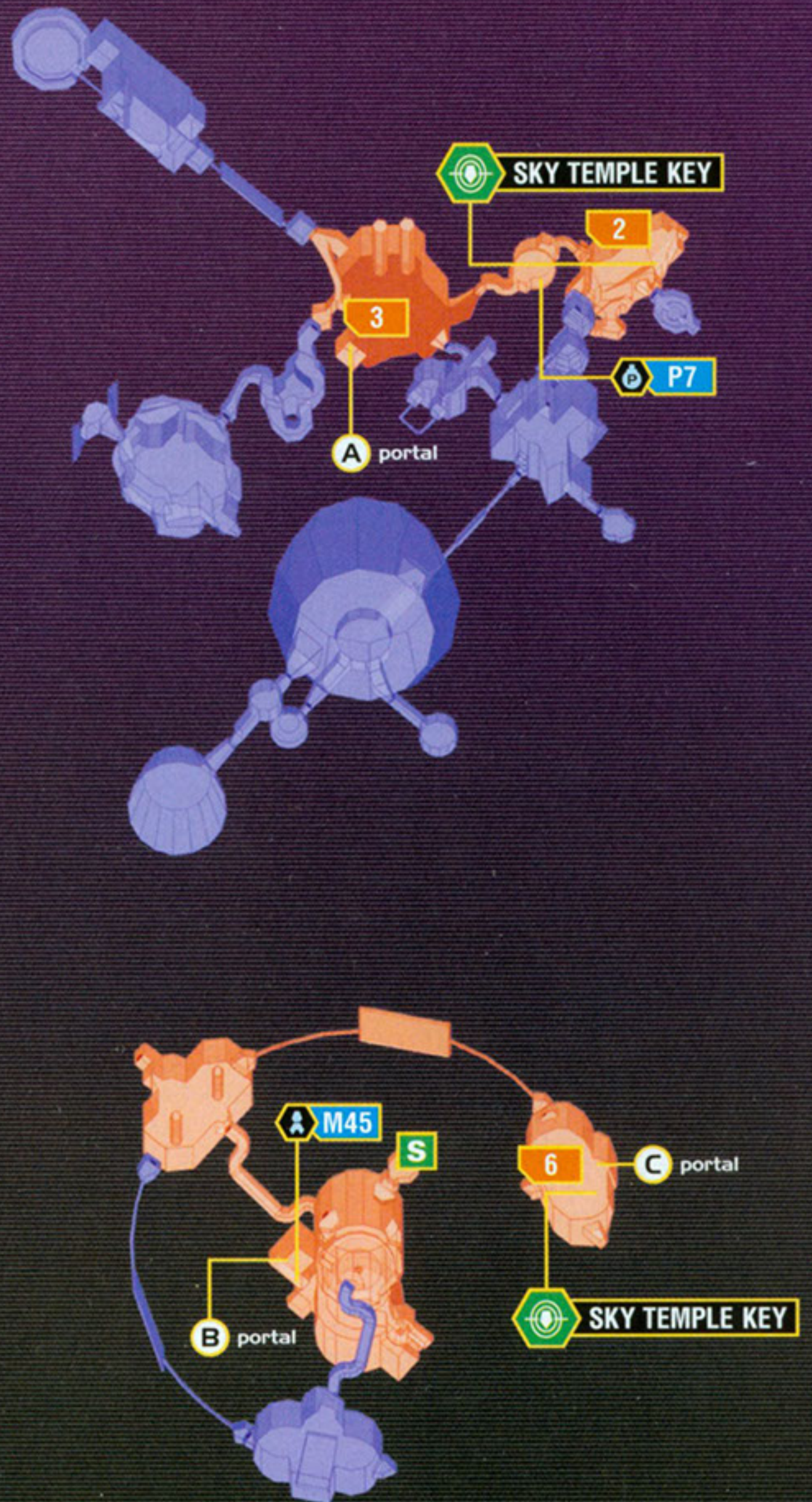
You might be feeling a little wistful as you continue the long march through Aether, clearing out the goodies and leaving the region behind one last time. Or you might bid it good riddance with a sneer. Either way, it's time to drain the bog.



torvus bog



dark torvus bog



torvus bog

1 forgotten bridge

> A CLEAN SWEEP

Take the Underground Tunnel through to Meditation Vista and use the Screw Attack to get an Energy Tank. On your way out, bomb the tree in Torvus Grove for a Missile Expansion. Finally, use the half-pipe in the grove to loop around to Forgotten Bridge, then go through the portal there.

dark torvus bog

2 poisoned bog

> THE WATERY GRAVE



Drop and take the yellow door that leads to Putrid Alcove, then grab the Power Bomb Expansion there. Continue on to Poisoned Bog, then drop underwater and find the Flying Ing Cache. Once you get the key from its corpse, head back the way you came.

3 dark forgotten bridge

> OVER AND BACK

Leap up the side of Dark Forgotten Bridge and hop in the portal to go back to the Light World. We bet you're pretty good at this by now.

torvus bog

4 underground transport

> THREE MORE TREATS, THEN BACK TO WORK



Go to the top level of Forgotten Bridge and head through the red door at the end of the hall. Rotate the mechanisms to get a Missile Expansion in Plaza Access, then complete a Spider Ball puzzle for an Energy Tank. When you're done, head back toward Great Bridge and into the lower section of Torvus Temple. You can grab a Power Bomb Expansion in Great Bridge by bombing the rocks blocking the red tunnel.

5 main hydrochamber

> DARK WORLD, HO!

Drop to the bottom of Hydrodynamo Station and keep heading down to reach Hydrochamber. Use the Spider Ball track along the far wall to reach a portal. In the Dark World, use the Wall Jump to get a Missile Expansion, then continue on to Sacrificial Chamber.

sky temple grounds

6 dungeon

> SKY TEMPLE KEY



Use a pair of Power Bombs to break the barricades over the doors in Sacrificial Chamber, then roll through Undertransit Two to Dungeon. When you arrive in the Dungeon area, drop into the purple water and walk until you find a creature called a Watchdrone. Shoot the beacon above it with the Light Beam to make the beast move, then roll through the tunnel and do the same thing with a second Watchdrone. You'll find a Flying Ing Cache in the room beyond. Defeat it, then surface and go back to the Light World.

> logbook entry

Creatures>Aether>Mechanoids>Large>Watchdrone

torvus bog

7 transit tunnel south

> TUNNEL TROUBLE

Fire the Annihilator Beam at the striped door to access Transit Tunnel South. As you pass through it, use the Bomb Slots to change the current, and grab a Missile Expansion. Make your way to the Training Chamber from there.

8 training chamber

> BEHIND THE STATUE



Defeat the Dark Bloggs with a charged Light Beam and latch on to the Spider Ball Track near the statue. Boost across and head up, then drop onto the front part of the statue and use the Bomb Slot to expose a Missile Expansion and a yellow door. Go through the door and leap across the moving platforms, then take the elevator into Sanctuary Fortress.

> logbook entry

Creatures>Dark Aether>Darklings>Darkling Aquatic>Dark Blogg

sky temple keys

>sanctuary fortress

The world of robots and Las Vegas-style neon will be but a distant memory once you've grabbed the last two Sky Temple Keys. Take a whirlwind tour so you can say goodbye to the world of the future ... today!



sanctuary fortress



ing hive



sanctuary fortress

1 hall of combat mastery

> AS I WAS GOING TO DARK AETHER

Head down to Sanctuary Map Station and stand in the light to get a Missile Expansion, then continue to the Hall of Combat Mastery and access the portal at the far end.

ing hive

2 hazing cliff

> SCAN THE DRONES

Hang a right from the portal and go into Hazing Cliff. Battle the Dark Tallon Metroid and Dark Diligence Drone, using charged Light Beams on both. Grab the Missile Expansion behind the drones and go to the Hive Reactor.

> logbook entry

Creatures>Dark Aether>Darklings>Darkling Mechanoids>Dark Diligence Drone

3 hive reactor

> DEFEAT THE DARKNESS



Go over the Spider Ball Track shortcut in Culling Chamber, then use either the Screw Attack or the Dark Visor to cross the gap in Unseen Way. Drop to the bottom of the Hive Reactor (watch out for the Dark Ingsmasher), then go through the yellow door at the front of the room.

4 entrance defense hall

> DARKLING SWARM

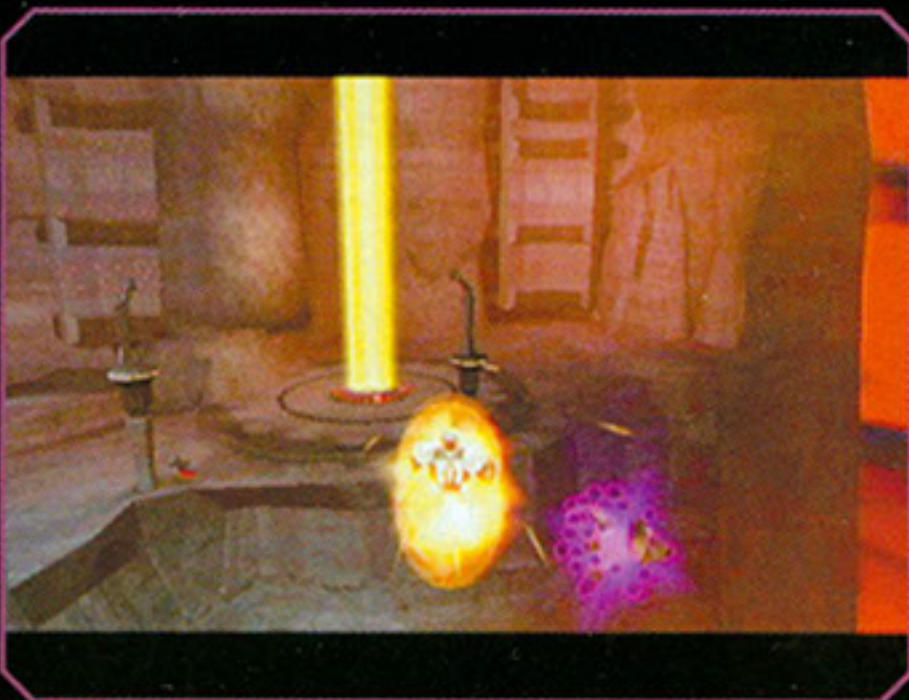
On your way to the entrance to Ing Hive, you'll find a swarm of Nightbarbs. Shoot the beacon to clear them out, then go down the tunnel. Move backward to scan the Ing Larva Swarm.

> logbook entry

Creatures>Dark Aether>Ing>Ing Larva Swarm

5 hive entrance

> SKY TEMPLE KEY

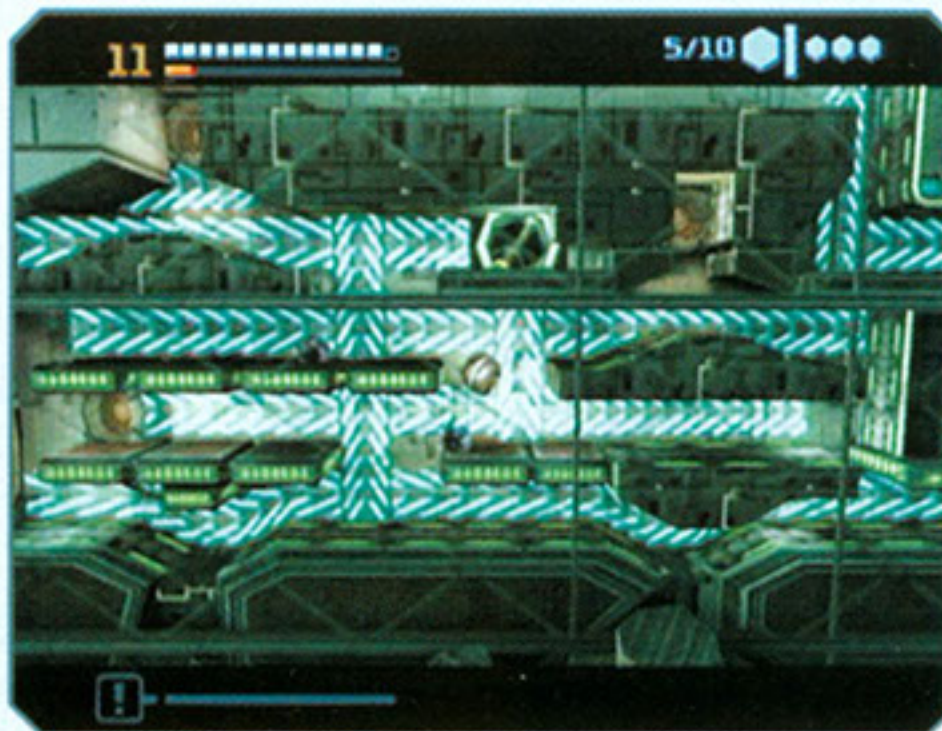


Use the Screw Attack to get across the gap and to smash the Dark Preed into dust. Then ride the beam of light to the top of the mountain and use the Screw Attack to jump back to the other side. Blast the Flying Ing Cache, take the key and head back into the Light World via the portal in Culling Chamber.

sanctuary fortress

6 dynamo works

> BACK TO THE SCENE OF THE CRIME

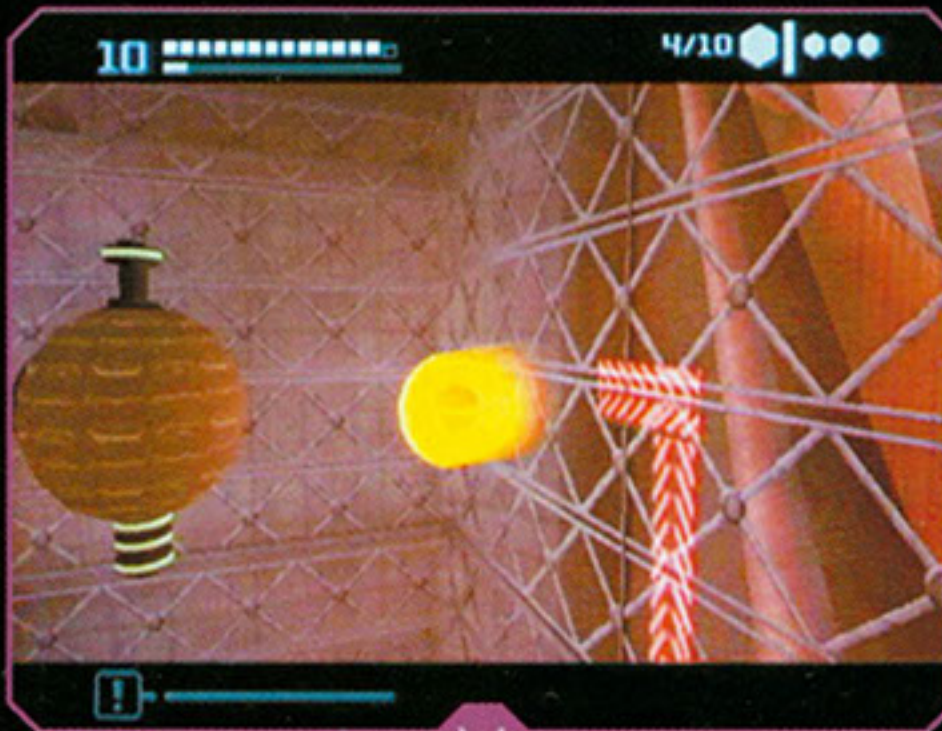


When you enter the Light World, head upstairs via Central Area Transport East, then go to Dynamo Works. From there, loop around to the other side of the room by using the Kinetic Orb Cannons in Worker's Path. When you reach the place where you fought the Spider Guardian, follow the track to the room at the far end, and go through the yellow door.

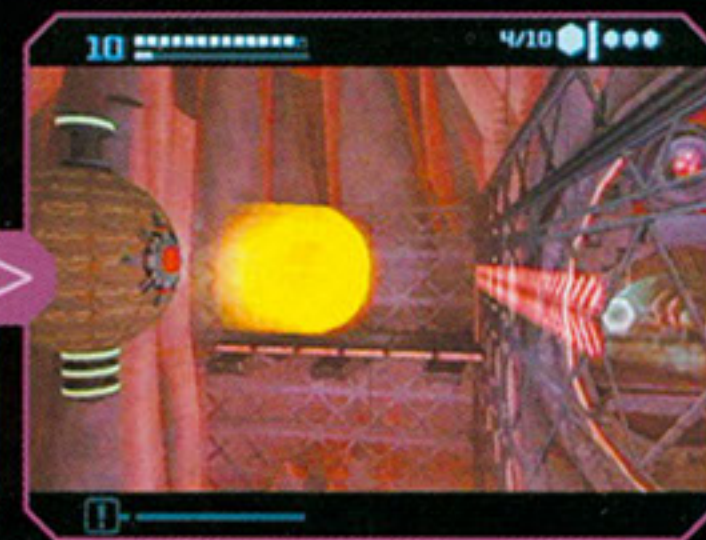
ing hive

7 hive dynamo works

> GET THE LAST SKY TEMPLE KEY



Use the Spider Ball Track and boost to the moving sphere. Roll onto the red dot and wait until your sphere is higher than the other one—then boost to the second sphere. Boost to the Spider Ball Track along the wall and use the Dark Visor to locate the Sky Temple Key. After you claim it, it's time to get down to business—the final battle awaits you.



sanctuary fortress

8 sanctuary energy controller

> TO THE FINAL BATTLE!

Take the Spider Ball Track back to Worker's Path and use the Kinetic Orb Cannon to get across. Head into Sanctuary Temple and Sanctuary Energy Controller, then warp back to Great Temple.

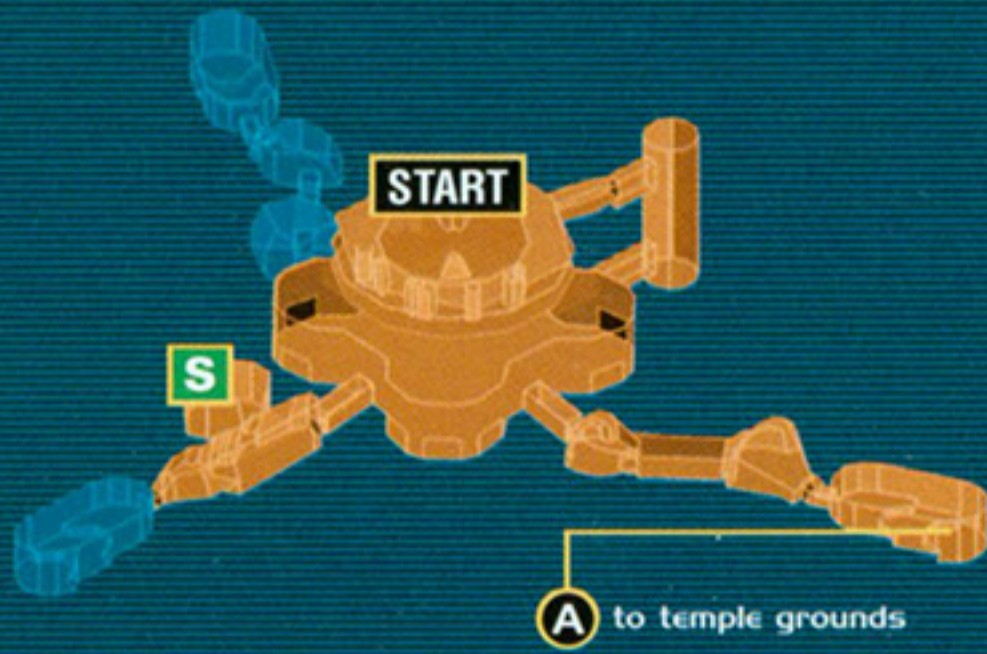
sky temple

>final battle

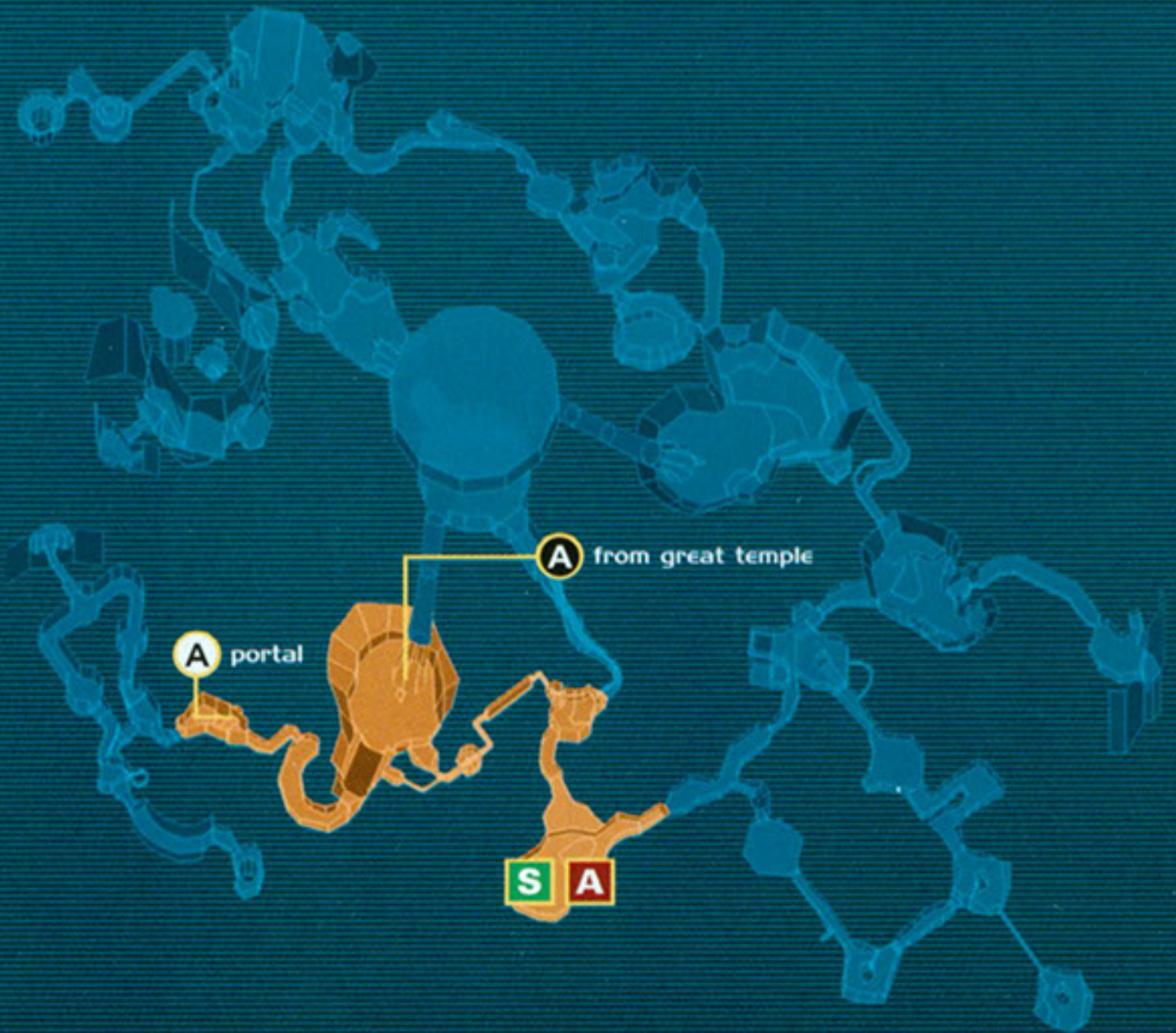
Keys? Check. Energy Tanks? Check. Missiles? Check. Courage? Well . . . if you don't have that, it's a wonder you've made it this far. Fortunately, Samus has guts galore. She'll need to be at her best to make it out of Aether.



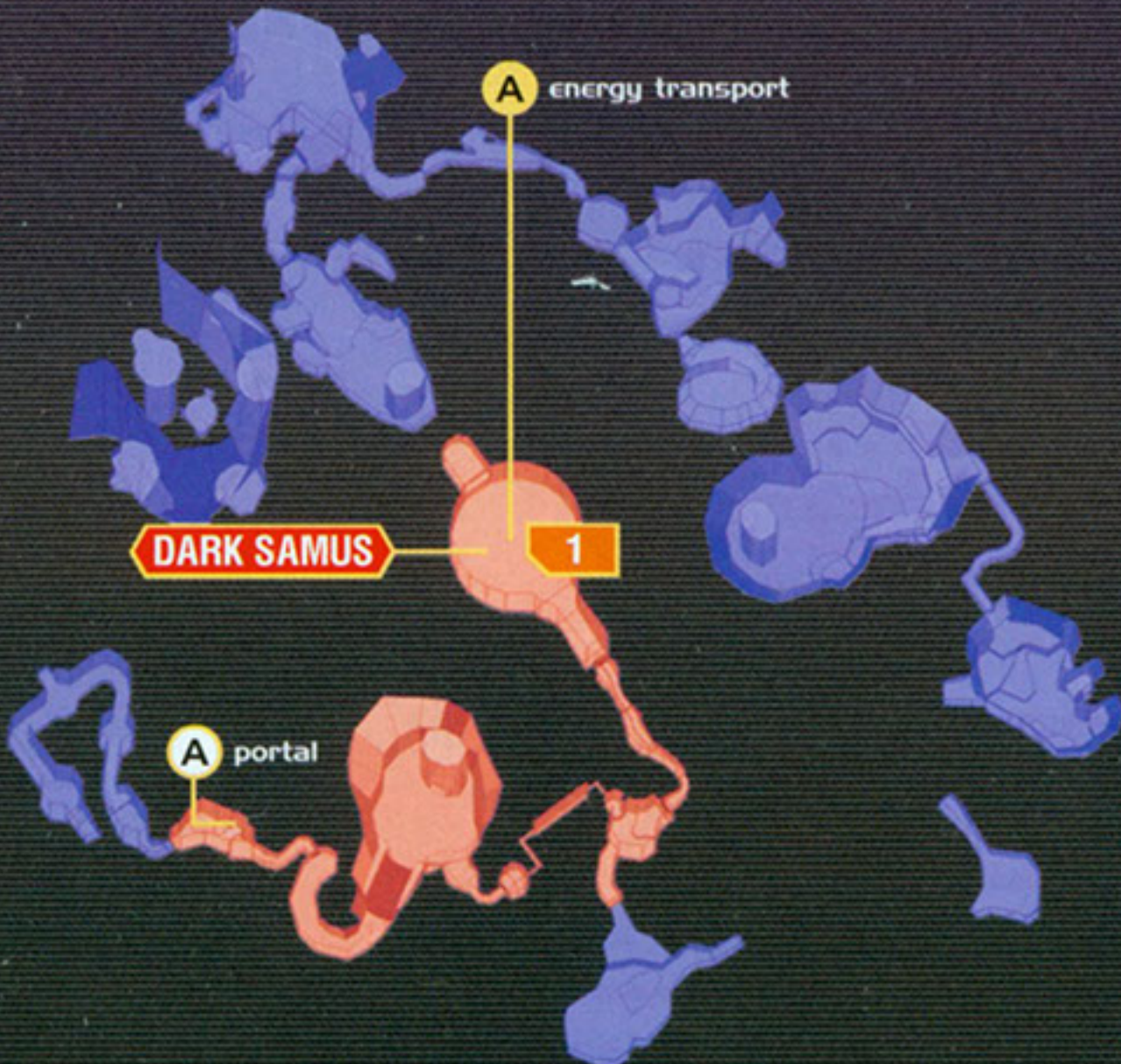
great temple



temple grounds



sky temple grounds



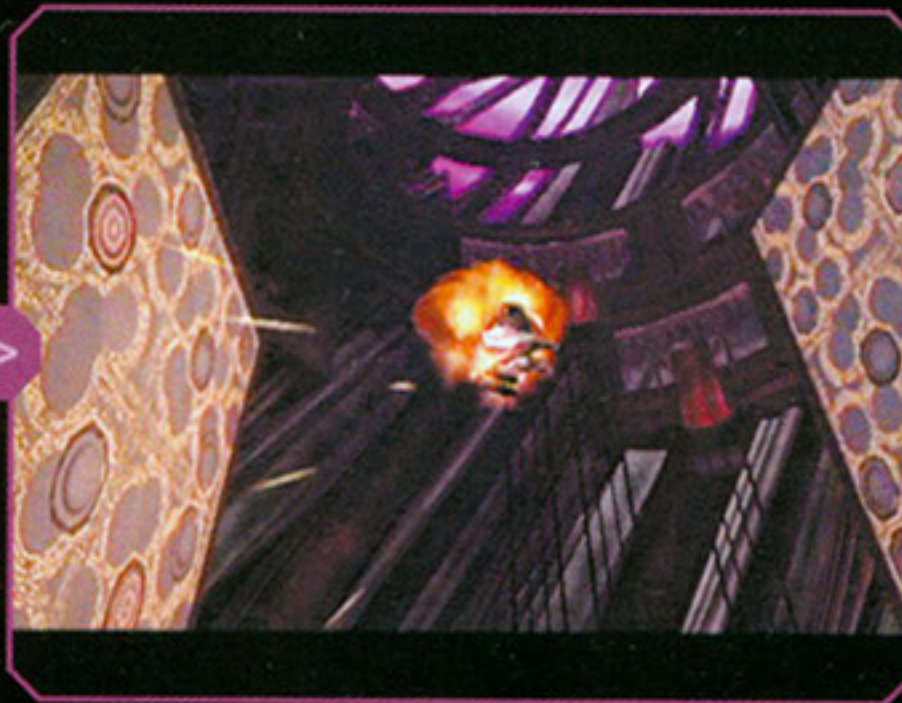
sky temple



sky temple grounds

1 sky temple gateway

> FOREWARNED AND FOREARMED



Once you have all nine Sky Temple Keys, you can end the Ing's reign of terror once and for all. Head back to Sky Temple Gateway via the portal in Hall of Eyes, and step into the red light. (There's no Ammo Station nearby, so restock at your ship before you start the long journey.) When the keys are in place, they will unlock an energy transport to the Sky Temple. Step into the yellow light, then save your game once you enter the temple. Go through the blue door, and Wall-Jump up the side of the tube until you reach another blue door—the final boss is just on the other side.

sanctum: emperor ing

The Emperor Ing has three stages and can be scanned five different times. The Annihilator Beam (especially the Sonic Boom Charge Combo) is the best weapon for the first stage, but it will burn through your ammo. If you didn't grab all four Beam Ammo Expansions, you could be in for a long fight.



stage one: the eye



stage one: tentacle strike



The Emperor Ing uses tentacles to whip you into the Phazon pools. Blast the arms with the Annihilator Beam—the shots will home in on the tentacles, so use only a few shots for each one, and save your ammo. When the Ing swings the tentacles around, double-jump to avoid them. It can also warp them through portals—watch for that.



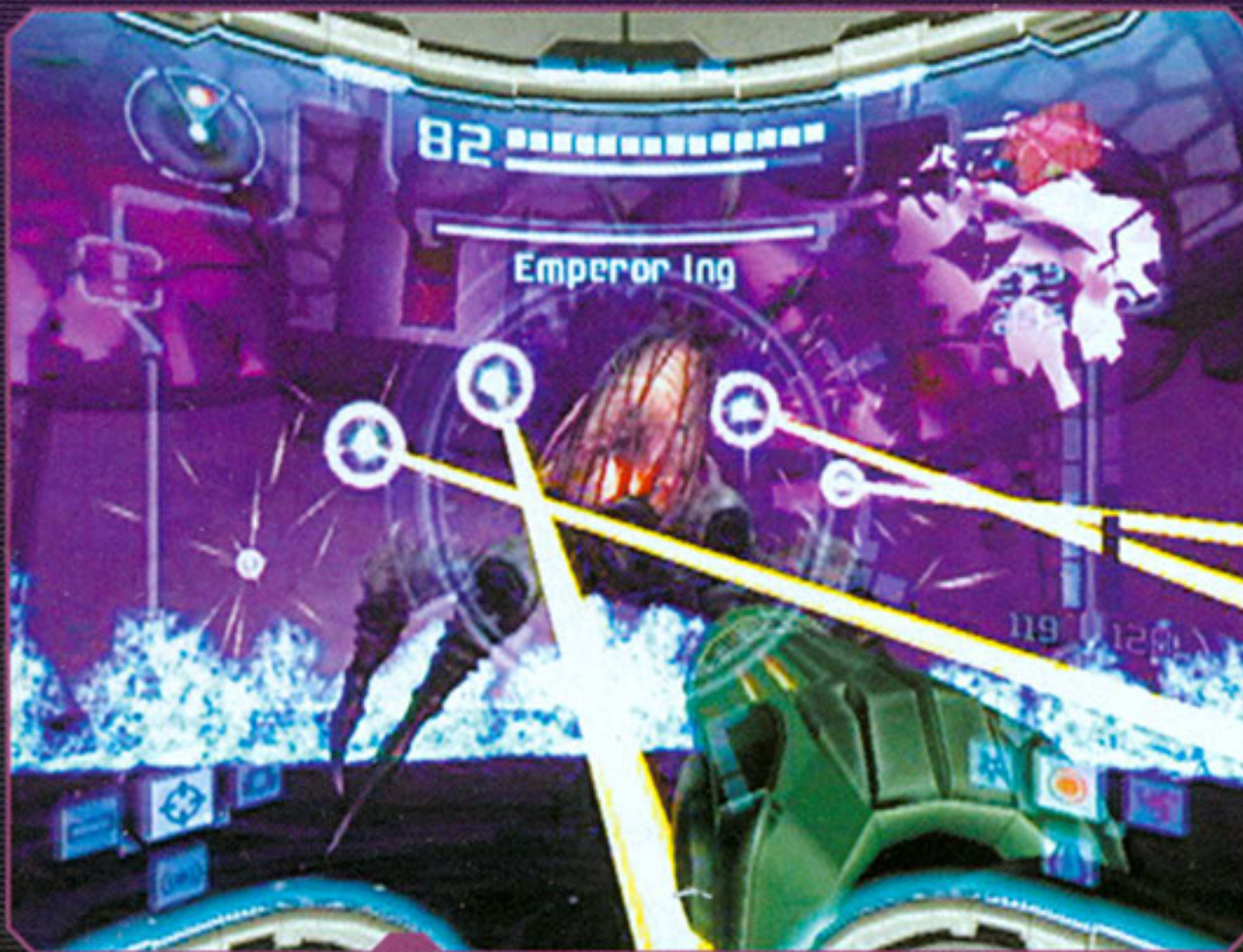
Once all the tentacles retract, the Emperor Ing will transform into a large eye. The only weak point is a narrow slit between two half-spheres, and you must target it manually. The Sonic Boom will take off a ton of the Ing's energy in a single hit, so use it if you can. Otherwise, launch Super Missiles. Dash to the side to avoid the red laser that the eye shoots out.

stage two: chrysalis



In the second phase, the emperor will form a hard shell. Spider-Ball along the surface and drop bombs on the tentacles that emerge from holes. Wait next to a hole until you see purple bubbles, then drop three bombs and scoot away. Hit the lower holes first, because poison gas will rise from the floor later in the battle. Also note the Inglets roaming the surface—they come in unlimited numbers, so bomb them for all the energy and ammo pickups you want.

stage three: the emperor



The third form is a massive creature. Keep moving at all times to minimize the effectiveness of its attacks. The beast's attacks include a charge that you can avoid with a quick dash or the Morph Ball, an earthquake that must be double-jumped, and a multitude of laser and beam attacks—dashing works well for those.

stage-three strategy



Pay attention to the color of the Ing's mouth, and counter with the appropriate beam weapon. The Annihilator Beam is effective against all three colors, but using it for everything will burn through your ammo. As an alternative, use Super Missiles for orange, the Light Beam for purple and the Dark Beam for white. If you run low on ammo, shoot the Nightbarbs and clouds of white squiggly things that occasionally appear around the boss—these often appear when you are low on ammo. Finally, look for a small hole on the back of the emperor's head. If the beast charges at you and misses, you can unload your weapon into the hole and cause damage.

escape!

After you defeat the Emperor Ing, a countdown will start. Don't get caught up in your flashbacks to the NES Metroid—just jump on top of the middle platform and Screw-Attack over to the door.

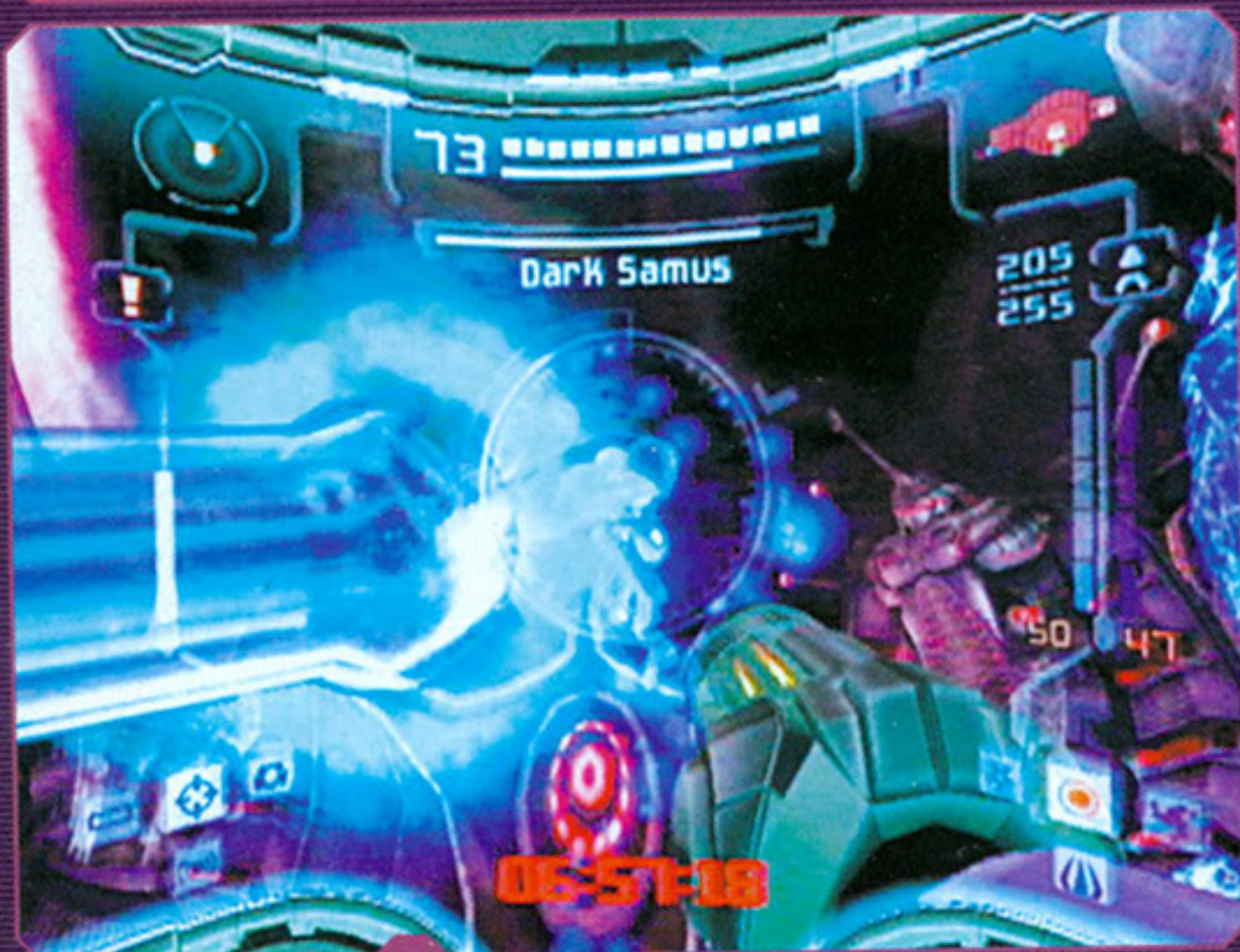
> logbook entries

- Creatures>Dark Aether>Emperor Ing>Emperor Ing Body
- Creatures>Dark Aether>Emperor Ing>Emperor Ing Head
- Creatures>Dark Aether>Emperor Ing>Emperor Ing Eye
- Creatures>Dark Aether>Emperor Ing>Emperor Ing Chrysalis
- Creatures>Dark Aether>Emperor Ing>Mutated Emperor Ing

sky temple gateway: dark samus

Thought it was over, did you? The Emperor Ing was just a warmup for the true boss of bosses: Dark Samus. You'll have to use whatever energy and ammo you have left over from the Emperor Ing, as there's no stop in between. And as if you needed another challenge, you've got it—a timer ticks down throughout the entire fight. Work fast, hunter.

stage one



Dark Samus begins by rising into the air and unloading a massive beam of pure Phazon. You can't damage her at this point, so sidestep the beam and wait for her to land on the ground. When she does, hit her with a Super Missile. Do it quickly, or she'll disappear and force you to track her with the Echo Visor. If that happens, shoot while she's zooming toward you.

stage two



After you blast away some of Dark Samus's health, she will assume a different form. Lock on to her while she floats in the air, and move side to side to avoid the projectiles. Keep your Charge Beam going at all times—your evil twin will occasionally fire Phazon bullets that you can absorb and shoot back at her. Repeat the process until she goes down.

> logbook entries

Creatures>Offworld>Dark Samus>Dark Samus 3
Creatures>Offworld>Dark Samus>Dark Samus 4

the world rejoices

The task is done, the mission accomplished. Dark Aether has fallen, and the Luminoth are once again free to pursue their lives of intellectual curiosity and peaceful self-enlightenment. Though statues are sure to be erected in her honor all over the planet, Samus isn't one to stay and gloat. Wave goodbye to your new friends and head back to the stars.



metroid prime 2 echoes

> REFERENCE

If you need a better look at the world, this is the section for you. All of the maps for all of Aether's lands are here—including both the Dark and Light Worlds. It also contains detailed instructions on finding every expansion, and a list of all the logbook entries.

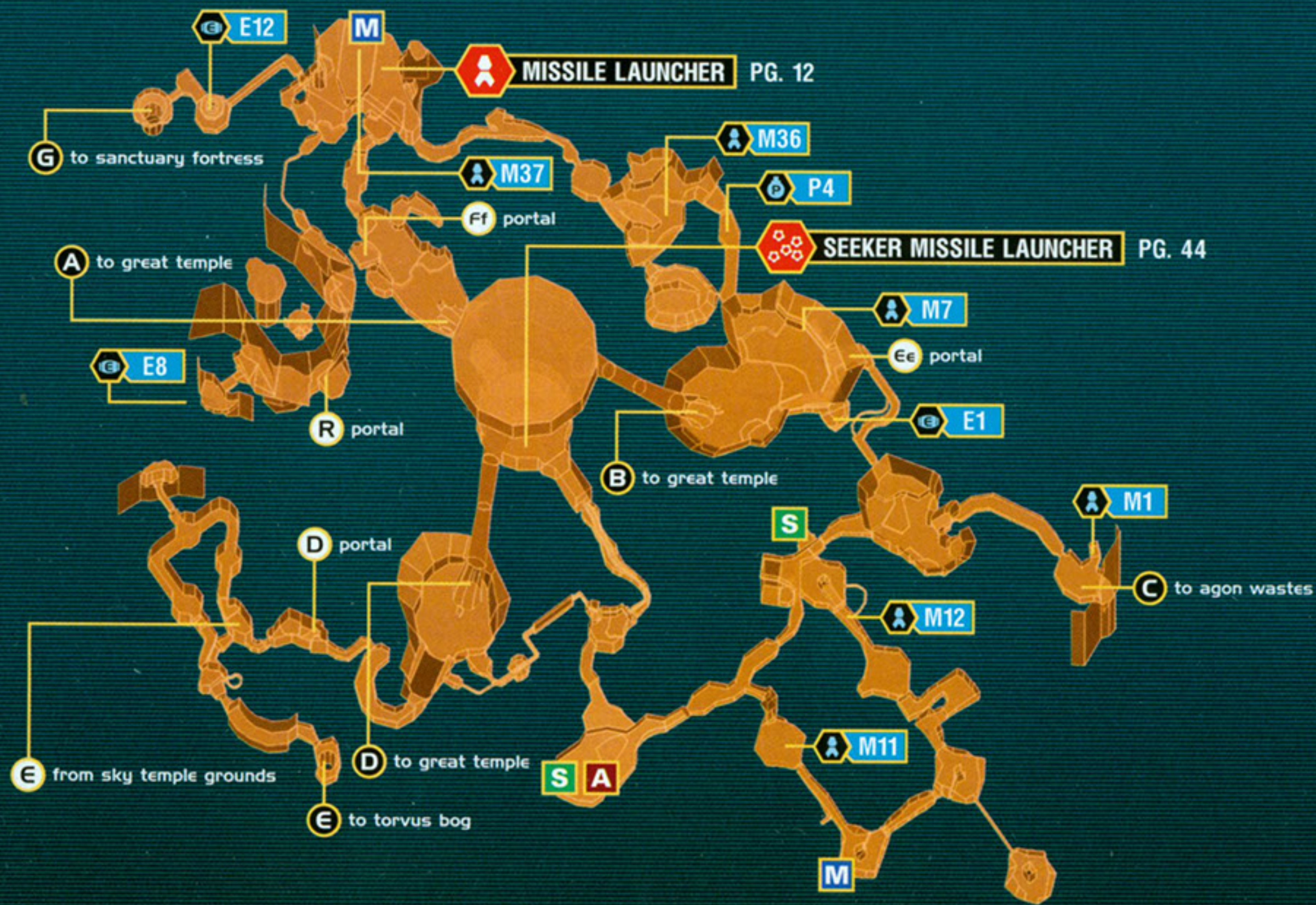


> maps

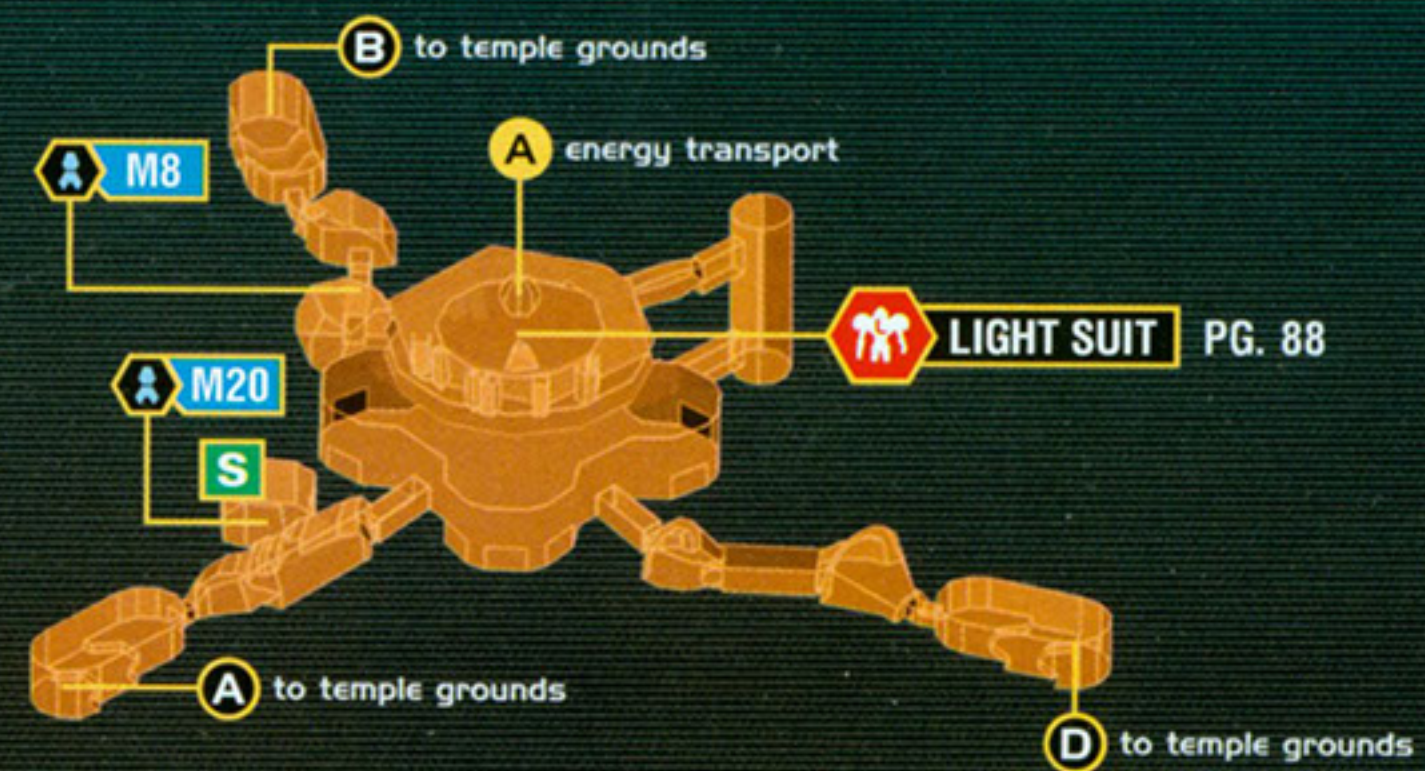
Your trek through Aether will span many areas in both the Light World and the Dark World. Use the following pages to maintain your bearings: You'll see how all of the maps connect and where to find every expansion, power-up and helpful station.



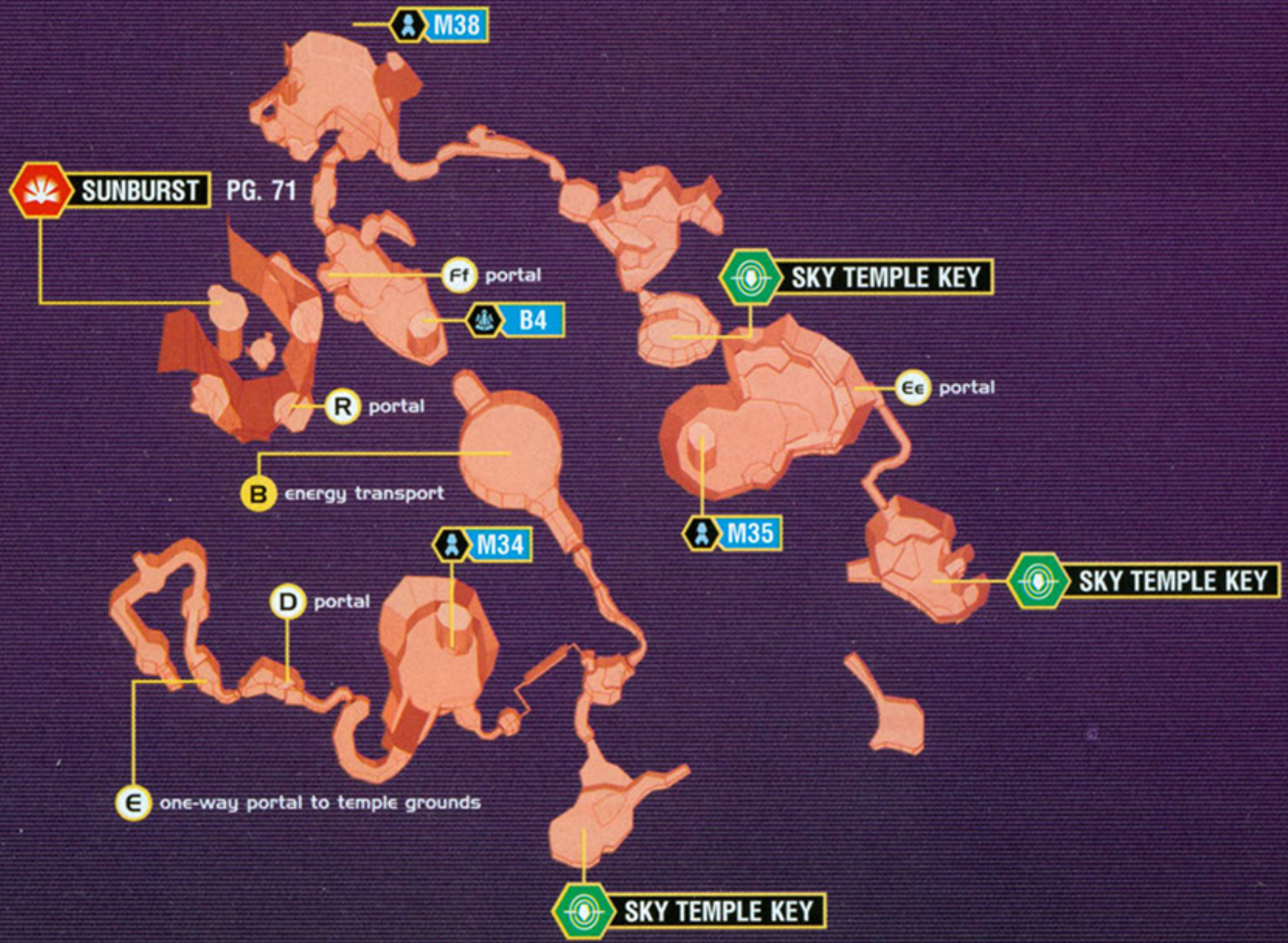
temple grounds



great temple

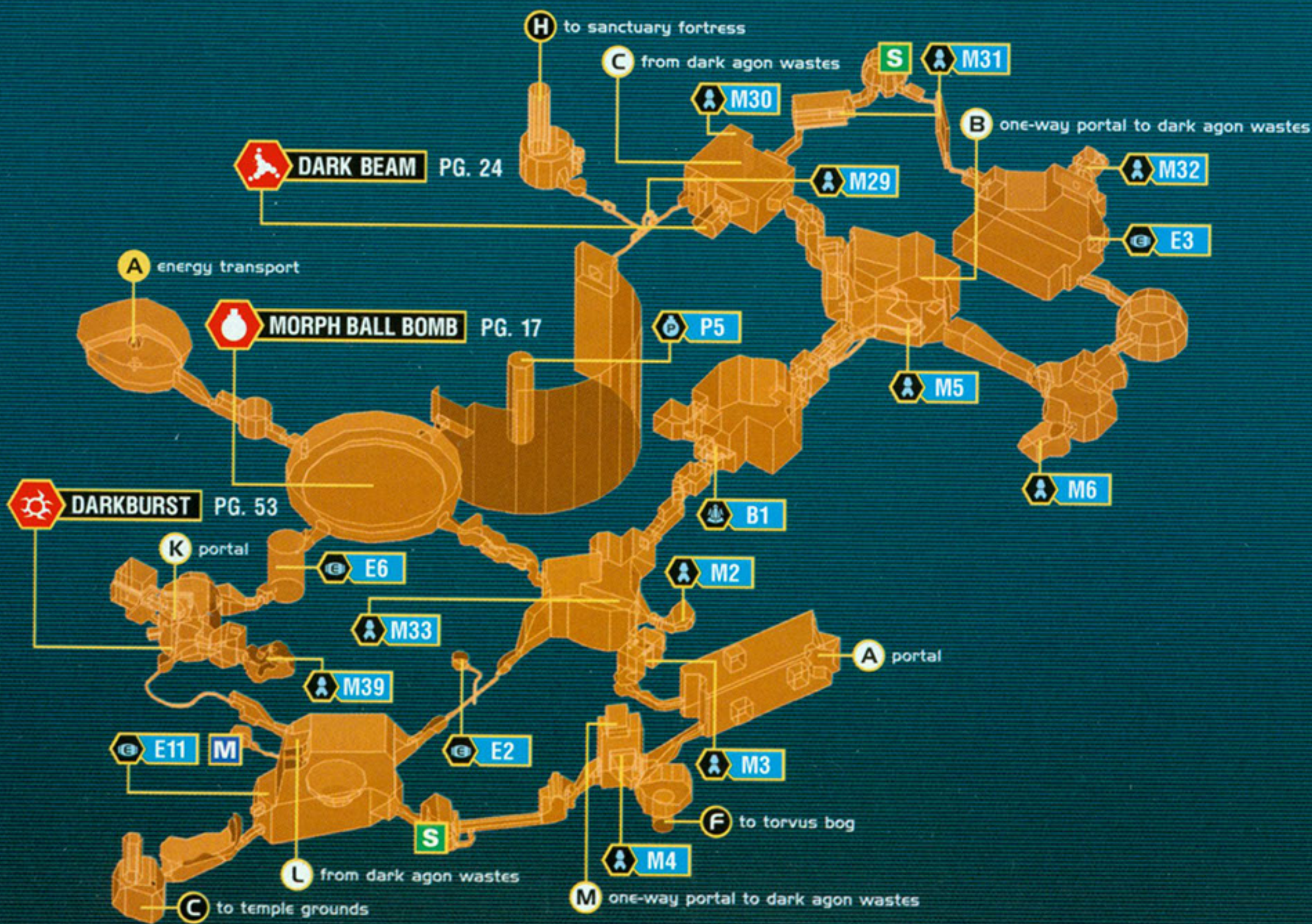


sky temple grounds

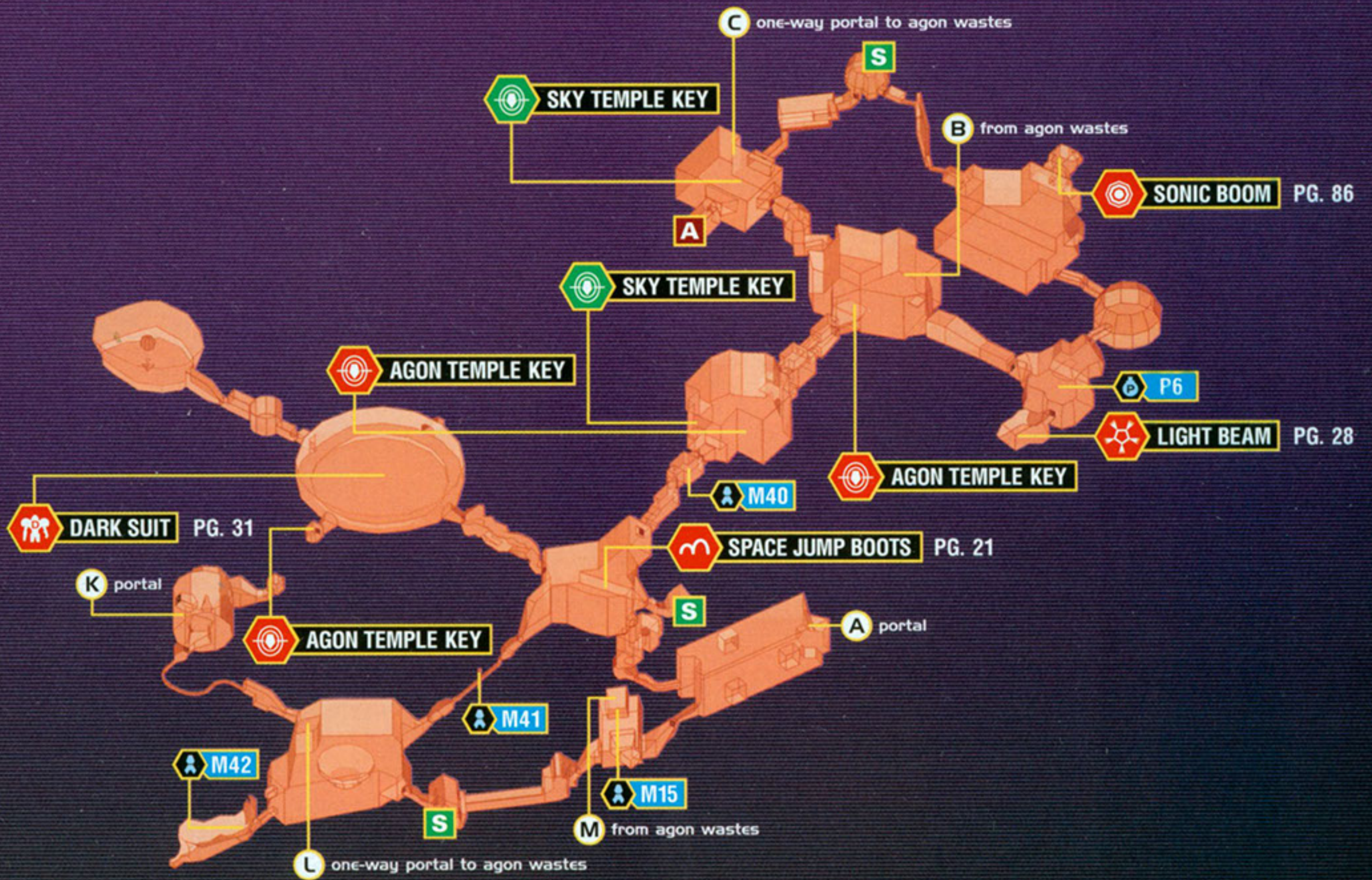


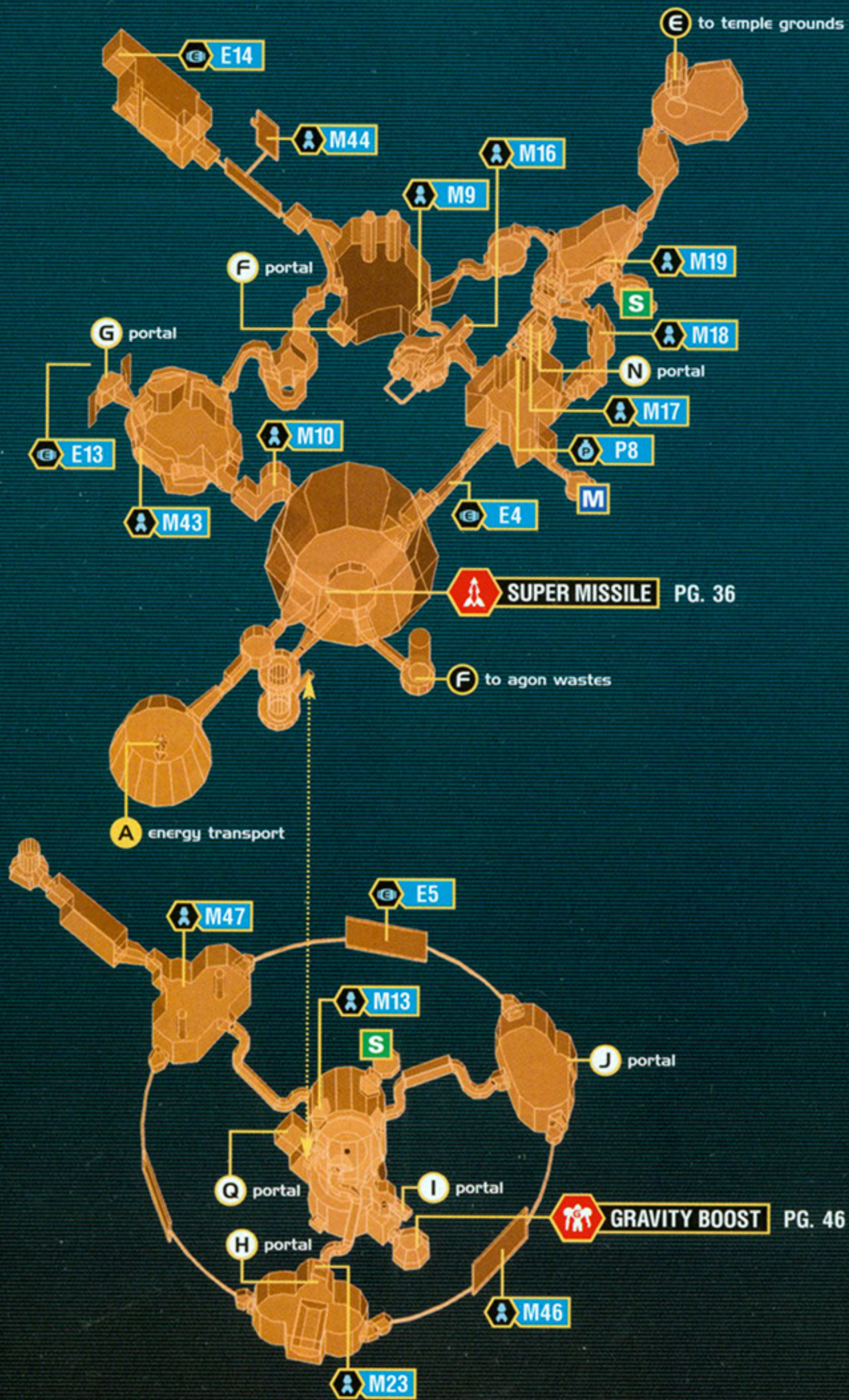
sky temple



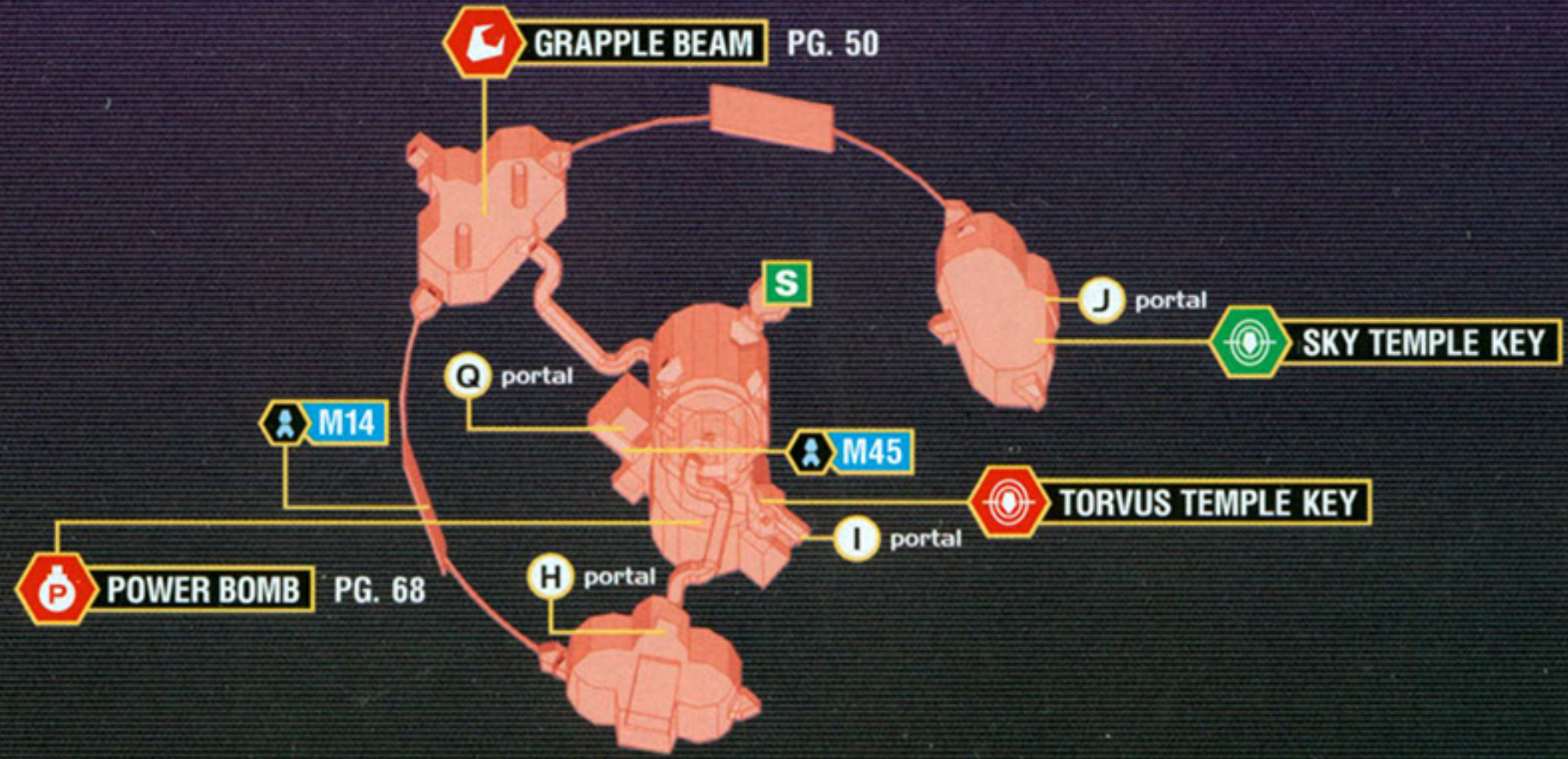
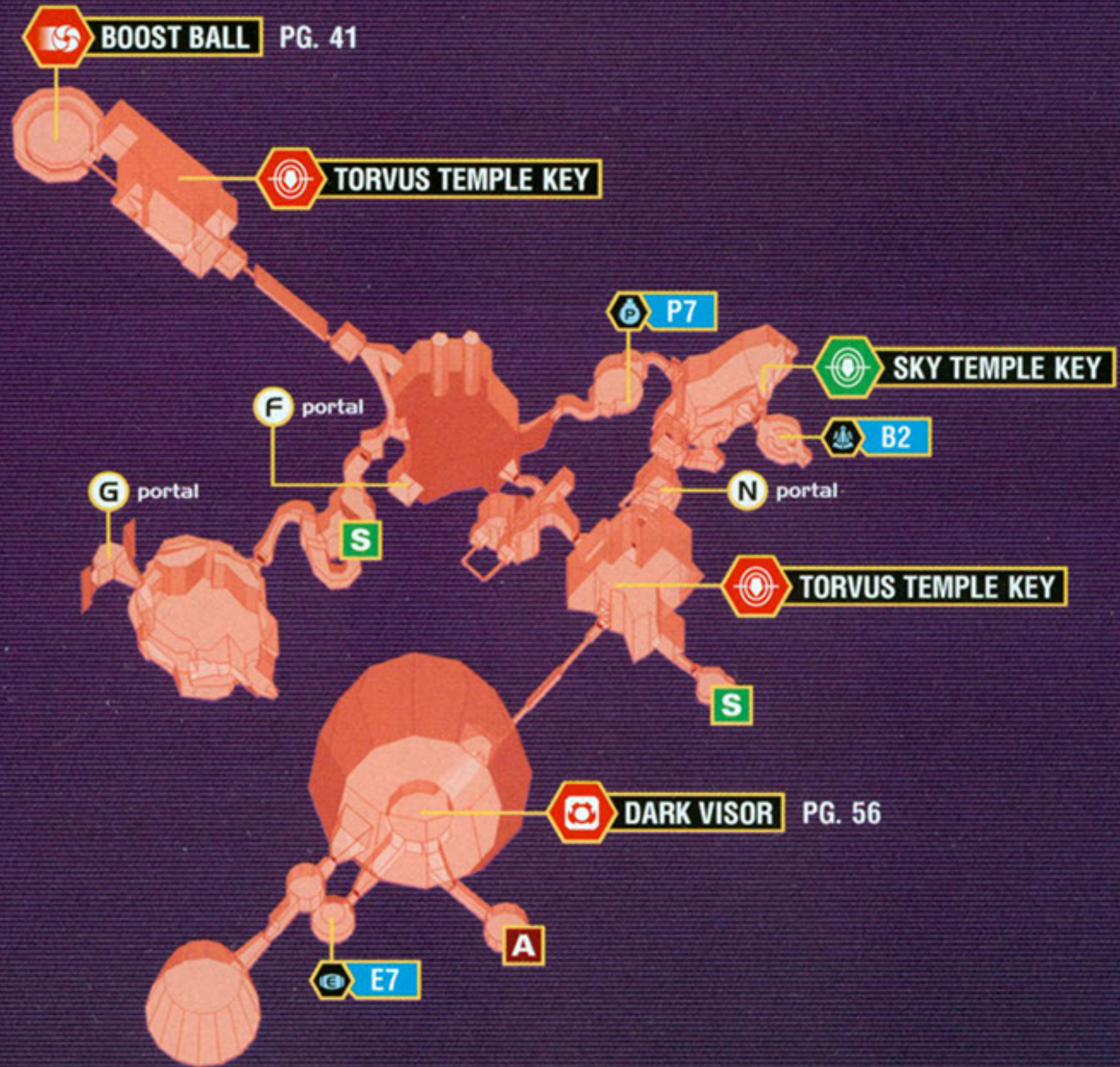


dark agon wastes



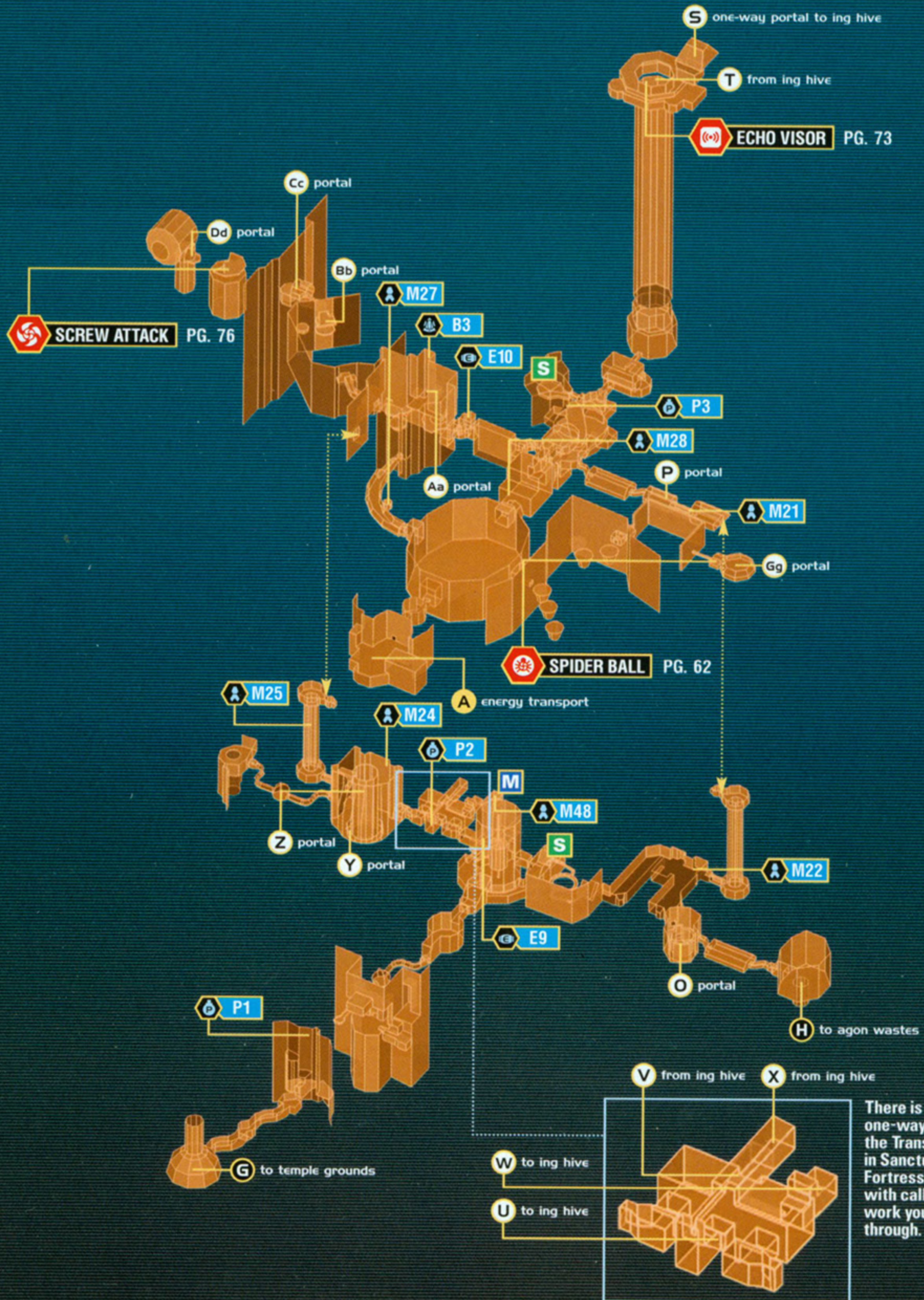


dark torvus bog



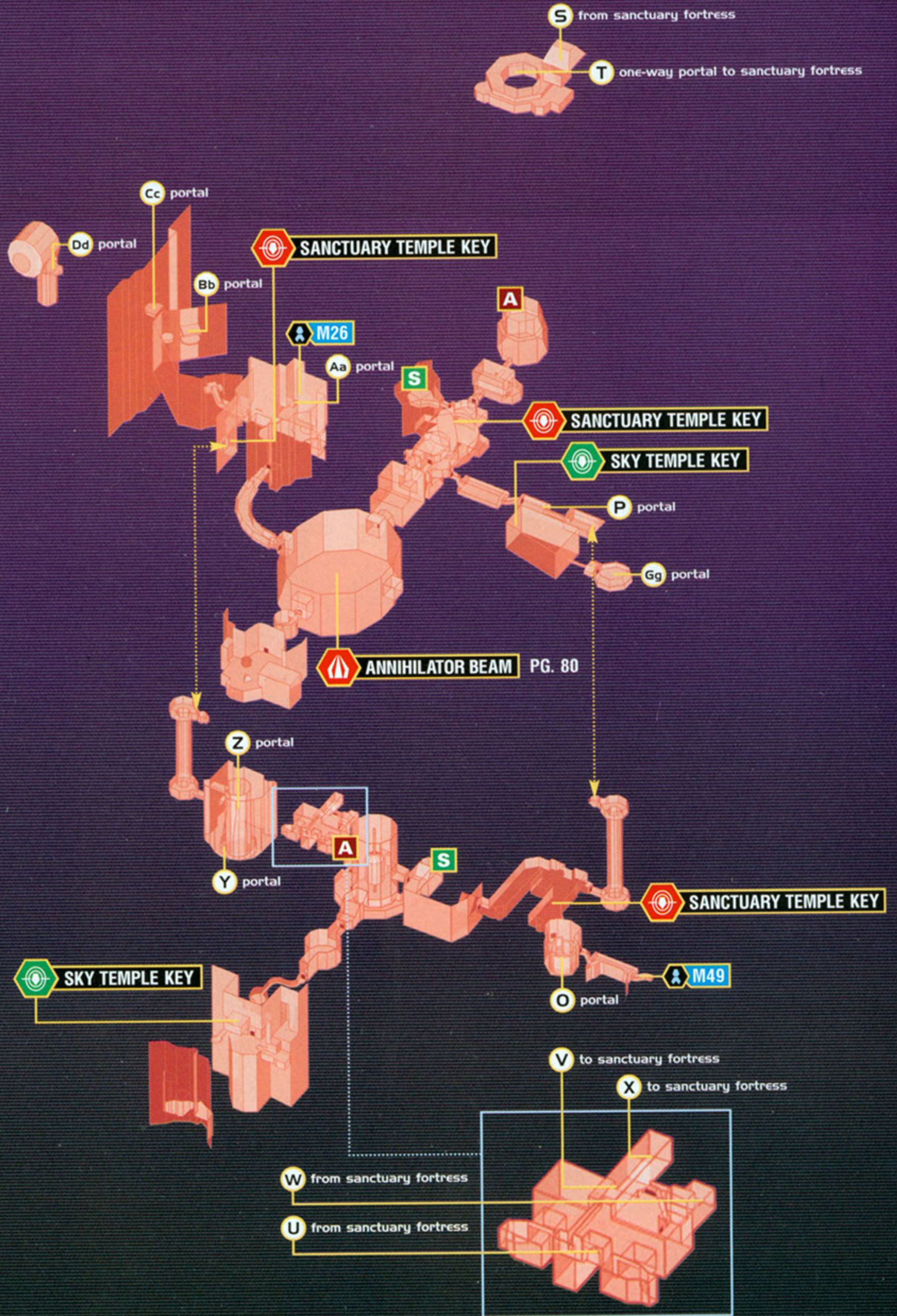


sanctuary fortress



There is a group of one-way portals in the Transit Station in Sanctuary Fortress. Start with callout U and work your way through.

ing hive



> expansions

The game's 14 Energy Tanks and 49 Missile, four Beam Ammo and eight Power Bomb Expansions are listed in the order you'll find them if you follow the walk-through. Note that the Missile Launcher and Seeker Missile Launcher each give you five missiles.



missile launcher

E1 storage cavern B

> TEMPLE GROUNDS

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

M1 transport to agon wastes

> TEMPLE GROUNDS

When you enter Transport to Agon Wastes, turn to the left and look for a bunch of webbing. Shoot the green circle in the middle to find the expansion.

morph ball bomb

M2 sand cache

> AGON WASTES

After you visit the Agon Energy Controller, you'll gain the ability to open amber doors. Go to the top level of Mining Station A and scan the amber door there. When it drops, go through the blue door and grab the expansion.

E2 mining station access

> AGON WASTES

Enter Mining Station Access and drop a bomb on the block in the middle of the tunnel. Doing so will drop you into a Kinetic Orb Cannon, which will then launch you through an open tunnel and into a nook that contains the Energy Tank.

M3 portal access A

> AGON WASTES



After using the Kinetic Orb Cannons to reach the far side of Portal Access A, roll off the top level and onto the Missile Expansion. It is located behind the body of the deceased Luminoth.

space jump boots

M4 transport center

> AGON WASTES

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

M5 command center

> AGON WASTES

When you first enter the Command Center, you'll do so in Morph Ball form by rolling under the floor. Roll through the first two electrical barriers, then hang right and go to the end of the path for a Missile Expansion.

E3 bioenergy production

> AGON WASTES



Use the controls on the far side of the room to raise and lower a series of platforms. (You must first turn the controls on by scanning the single panel on the other side of the room.) While standing at the controls and looking out at the platforms, lower one platform on the left, two in the middle and three on the right, then double-jump between them to reach an Energy Tank.

dark beam / light beam

M6 storage B

> AGON WASTES

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

B1 central mining station

> AGON WASTES



Use the light door on the top floor of Command Center to reach Central Mining Station, then use the left-hand turret to blast three gray generators—one below you, one on the right-hand wall and one on the far wall in front of you. Leave the gun and jump onto the skiff, then jump on platforms to reach the hole left by the second generator. Follow the path and roll behind the force field for the expansion.



dark suit

M7 temple assembly site

> TEMPLE GROUNDS



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

M8 transport B access

> GREAT TEMPLE



Put your back to the elevator in Transport B Access and look for a slot in the wall about halfway down the hallway. Roll into it with the Morph Ball, then use Bomb Jumps to climb the steps and roll to an expansion.

M9 forgotten bridge

> TORVUS BOG

After you activate the Bomb Slot in Dark Forgotten Bridge, go back to the Light World and walk across the bridge. The Missile Expansion is sitting on a ledge in plain sight. No tricks here—just pick it up.

E4 temple access

> TORVUS BOG



Go through the dark door in Great Bridge to enter Temple Access. Look for two round circles on the floor, then drop a Morph Ball Bomb on the first one to shatter it. Fall down the hole to secure an Energy Tank.

super missile

M10 underground tunnel

> TORVUS BOG

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

boost ball / seeker missile launcher

M11 hive chamber A

> TEMPLE GROUNDS



The second time you enter Hive Chamber A (after speaking to U-Mos for the first time), you'll meet a new foe: the Dark Missile Trooper. When you eliminate the threat, you'll be rewarded with a Missile Expansion.

M12 hive chamber B

> TEMPLE GROUNDS



Locate the cracked, glowing cover that sits next to the tunnel you used at the beginning of the game. Drop a bomb next to it to blast the cover off, then roll down the tunnel and claim the expansion as your own.

M13 hydrodynamo station

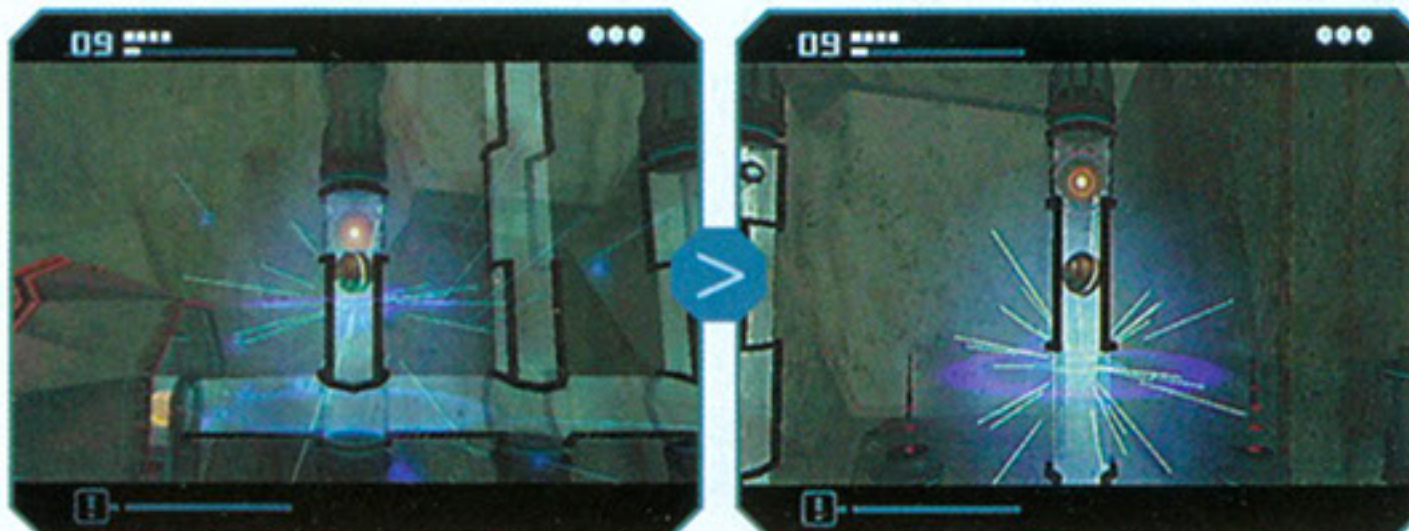
> TORVUS BOG

After unsealing the first lock in Hydrodynamo Station, you'll be able to reach a platform in front of a purple door. That's where Missile Expansion is waiting.

gravity boost

E5 transit tunnel east

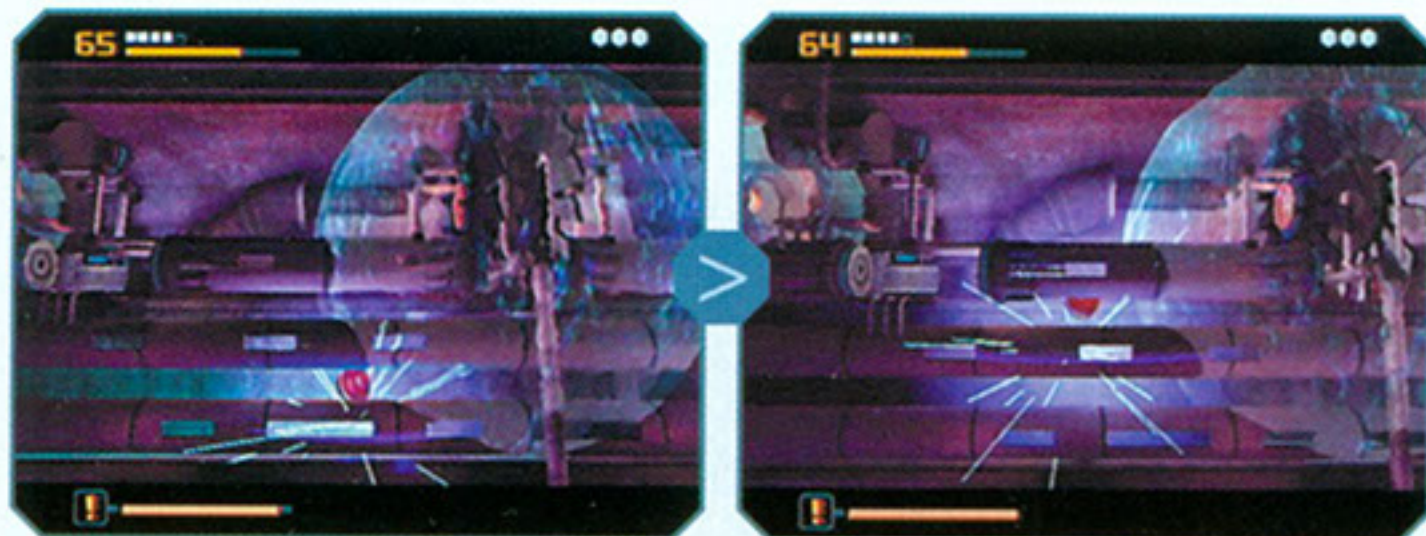
> TORVUS BOG



Go to the Bomb Slot in the tube at the left-hand end of Transit Tunnel East and use a Bomb Jump to activate it. Roll three tubes to the right and bomb your way to another slot—drop another bomb just before the top of your ascent. After that, roll two tubes to the left and bomb your way to an Energy Tank. It's timed, so work fast or you'll have to start over from the second part of the task.

M14 undertransit one

> DARK TORVUS BOG

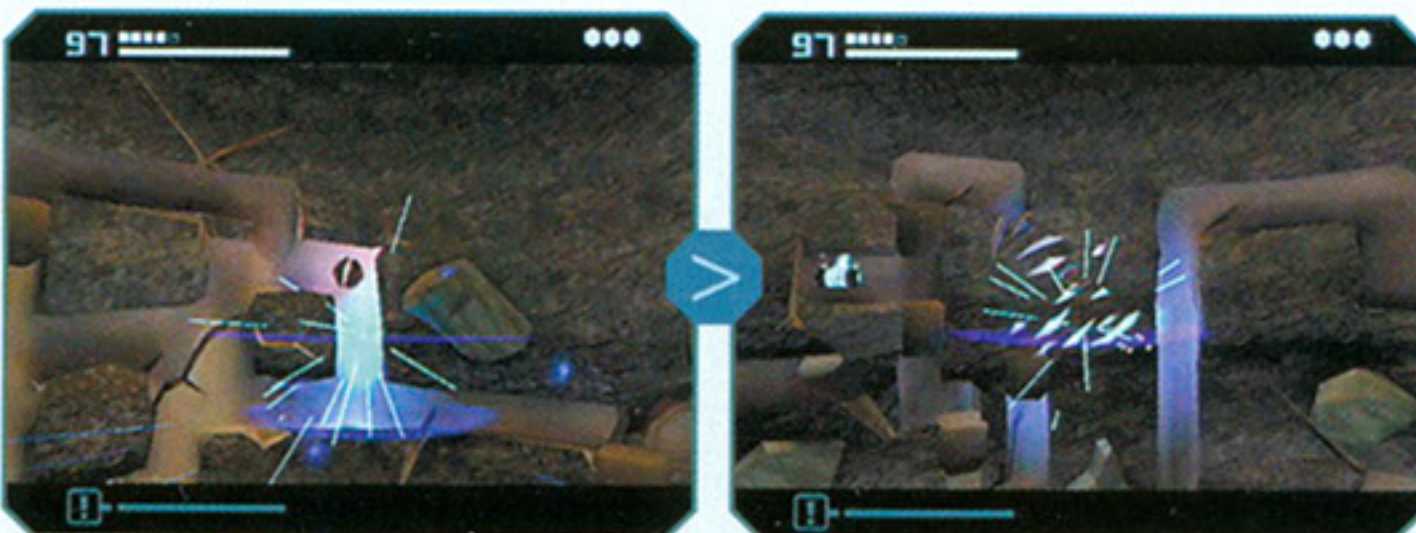


Drop to the bottom tube and roll as far left as you can, then Bomb-Jump to the top tube and go through the gear at the top. On the other side, drop to the bottom tube and roll as far right as you can, then Bomb-Jump up and left (so you're in the middle tube). From there, Bomb-Jump up and right to get the Missile Expansion.

grapple beam

E6 mine shaft

> AGON WASTES



Boost left until you see a square stone with a crack. Bomb-Jump on top of it, then jump left to another ledge. Boost as far left as you can, then keep pressing Left while the brown blocks vanish so you roll onto a ledge. Boost and hold Left until you hit a ledge, then jump on top of it. Roll to another set of blocks and keep pressing Left so you enter the cracked wall. Stay in the middle of the wall (don't roll onto the brown block) and Bomb-Jump up and left to land on a ledge. Jump up one more time, then keep pressing Left until you fall onto the Energy Tank.

darkburst

M15 crossroads

> DARK AGON WASTES



Use the Boost Ball to reach the top of the half-pipe in Transport Center. When you land on the ledge, you'll find a one-way portal. Head into the Dark World and grab the Missile Expansion that is staring you in the face.

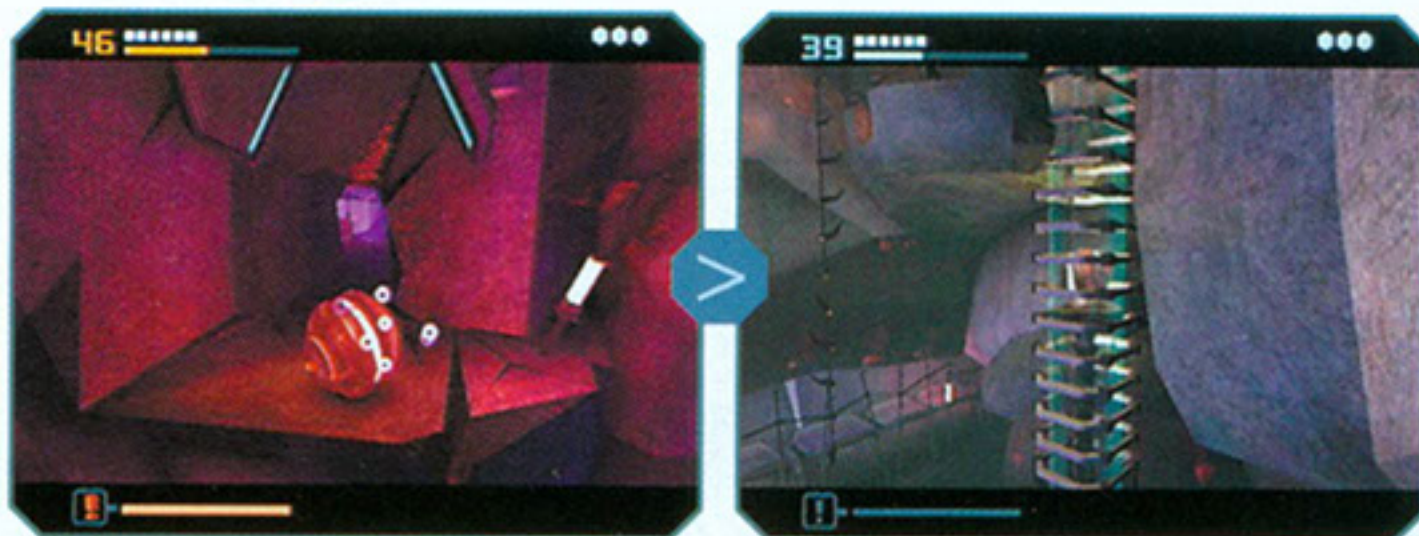
M16 abandoned worksite

> TORVUS BOG

Use the Grapple Beam to fly through the air and land on the far ledge where a Missile Expansion waits. If you enter from the Great Bridge side, you'll need to grapple over and then turn around and grapple back.

M17 portal chamber

> TORVUS BOG



Get to the Dark World and enter Portal Chamber. Go to the side closest to Poisoned Bog, then double-jump up to the hole in the rock and roll through. Ride the piston down and use the portal to enter the Light World, then snag the expansion.

B2 cache A

> DARK TORVUS BOG

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

E7 cache B

> DARK TORVUS BOG

Roll down the red tunnel at the end of Dark Torvus Temple and open the green door to get an Energy Tank. If you have all three Dark Temple Keys, avoid walking into the red light before snagging it or you'll have to wait until after the Torvus Bog boss battle.

dark visor

M18 path of roots

> TORVUS BOG



Use the Grapple Beam to swing across the water and grab a Missile Expansion floating on top of a wrecked metal cage. You must enter from the Great Bridge side of the room to find the grapple point.

M19 torvus lagoon

> TORVUS BOG



Jump into the water at the front of the room and look for the Missile Expansion in a small alcove on a high ledge. Use the Gravity Boost to leap over the Venom Weed and float to the prize.

E8 windchamber gateway

> TEMPLE GROUNDS

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

M20 transport A access

> GREAT TEMPLE

Roll into the hole where the Save Station is, then drop a bomb next to the pile of Talloric Alloy-infused rocks. Roll down the new path to an expansion.

spider ball

M21 dynamo works

> SANCTUARY FORTRESS



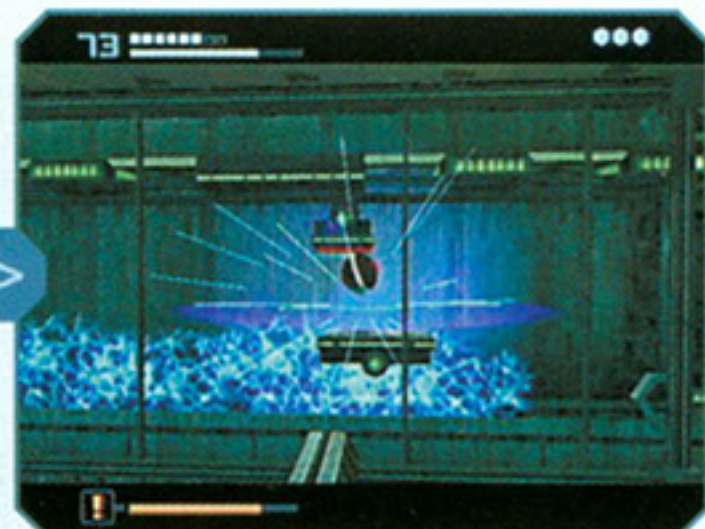
After you defeat the Spider Guardian, follow the Spider Ball Tracks right then up. Just before you leave the last section of the boss's lair for the third-to-last section (after a long stretch of track that leads straight up), you'll see a small ledge. Bomb-Jump to the ledge, then roll to a Missile Expansion. (Check the screen to the left if you're unsure about which ledge to use.)

M22 hall of combat mastery

> SANCTUARY FORTRESS

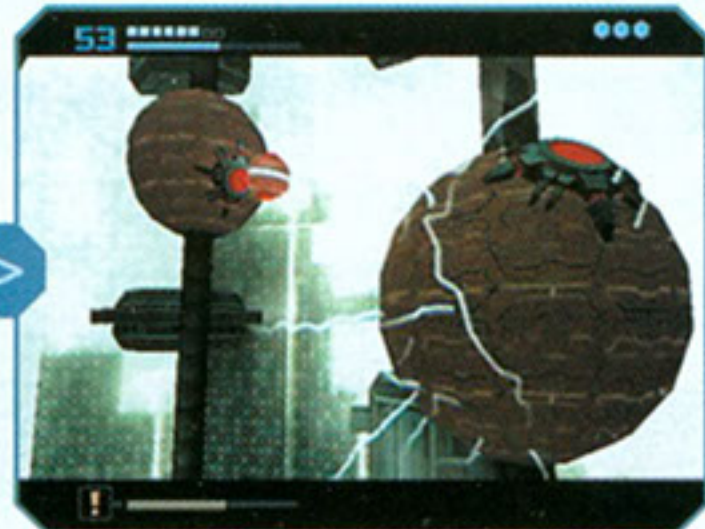
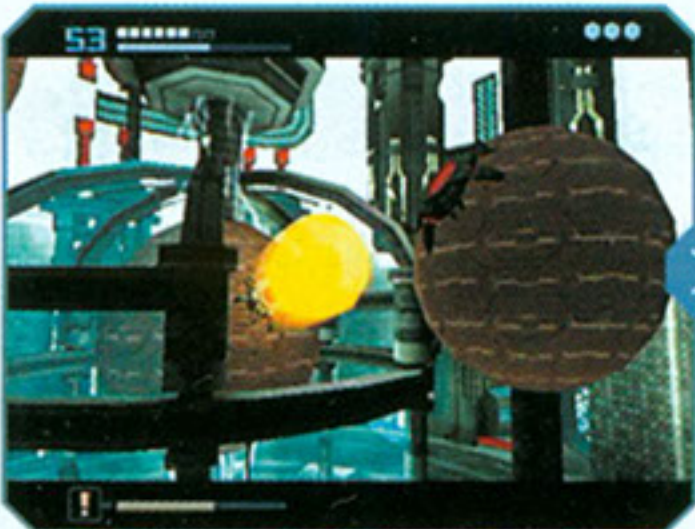


Find the blue Spider Ball track that leads into a wall, then follow it and use a Bomb Slot. Boost through the flames, then Bomb-Jump to the third level. Move left until you reach the far side of the wall, then jump to the highest moving platform. Roll left until you see Phazon, then jump to a platform and use the Spider Ball to grab a moving piece of track. Jump and roll right, then keep going until you find the expansion.



E9 reactor core

> SANCTUARY FORTRESS



Use the Kinetic Orb Cannon to boost to the large orb, and stick to it with the Spider Ball. Roll up to a second orb and sit on the red dot, then boost to another orb. Roll to the red dot and wait for the electricity on the next orb to disappear, then boost to it. If you're fast, you can roll from dot to dot and boost it all the way to the end. If you're hit by electricity, you'll fall and have to start over.

power bomb

M23 gathering hall

> TORVUS BOG

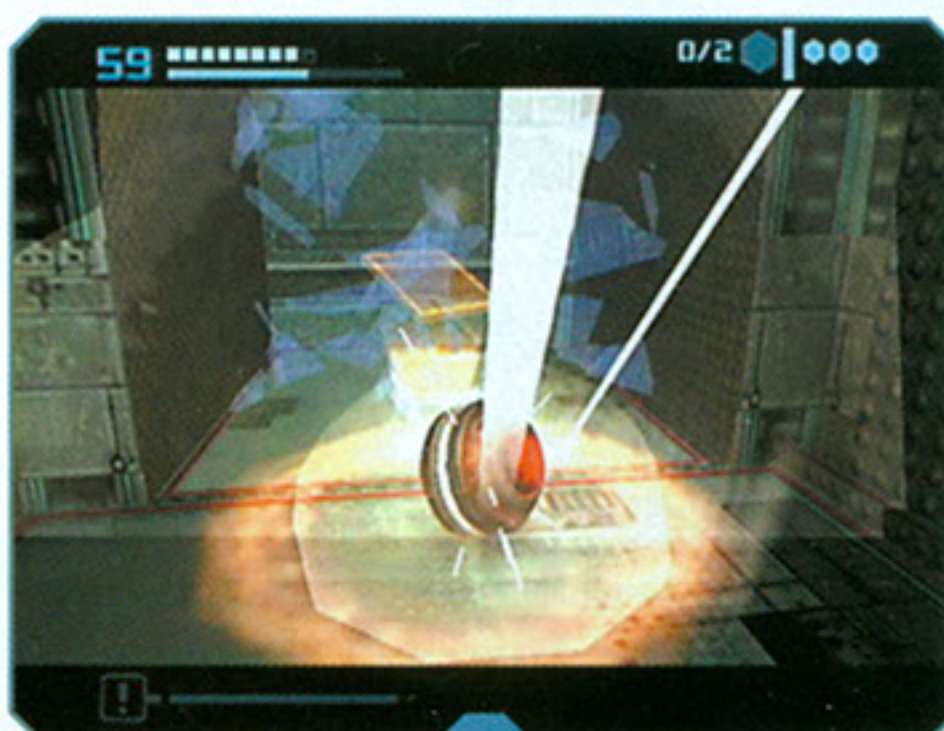


Use a pair of Power Bombs to break the glass and seal under the pool and drain it, revealing a half-pipe. Boost up the pipe and grab the Spider Ball Track on either side, then use a combination of Bomb-Jumping and boosting to reach the Bomb Slot. Activate the slot, then repeat the process on the opposite side. Use the Grapple Beam to reach a new platform halfway up the wall, then jump to the expansion.

sunburst

P1 sanctuary entrance

> SANCTUARY FORTRESS



Use a Power Bomb to shatter the cracked glass on the side of the Sanctuary Fortress entrance. Ride up the elevator and scan a panel to activate the Kinetic Orb Cannon, then use to the cannon to reach a Spider Ball Track. Roll up the track and hop into the Heavy Turret.



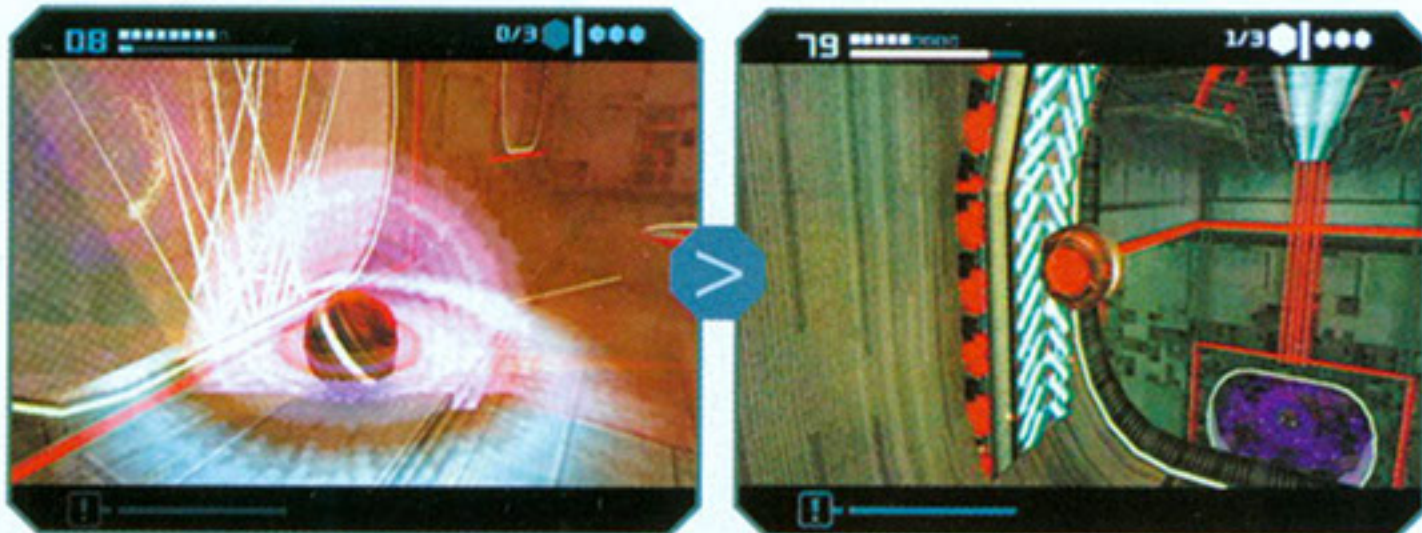
Use the turret to blast three things: the wall on the far mountainside, the cracked facade on the temple and a spiky protrusion to the right of the facade. Leave the turret and find the Spider Ball Track to the side of the door to Sanctuary Fortress, then follow it to the new hole. Hop into the cannon and let it blast you to an expansion on the other side.



echo visor

P2 transit station

> SANCTUARY FORTRESS



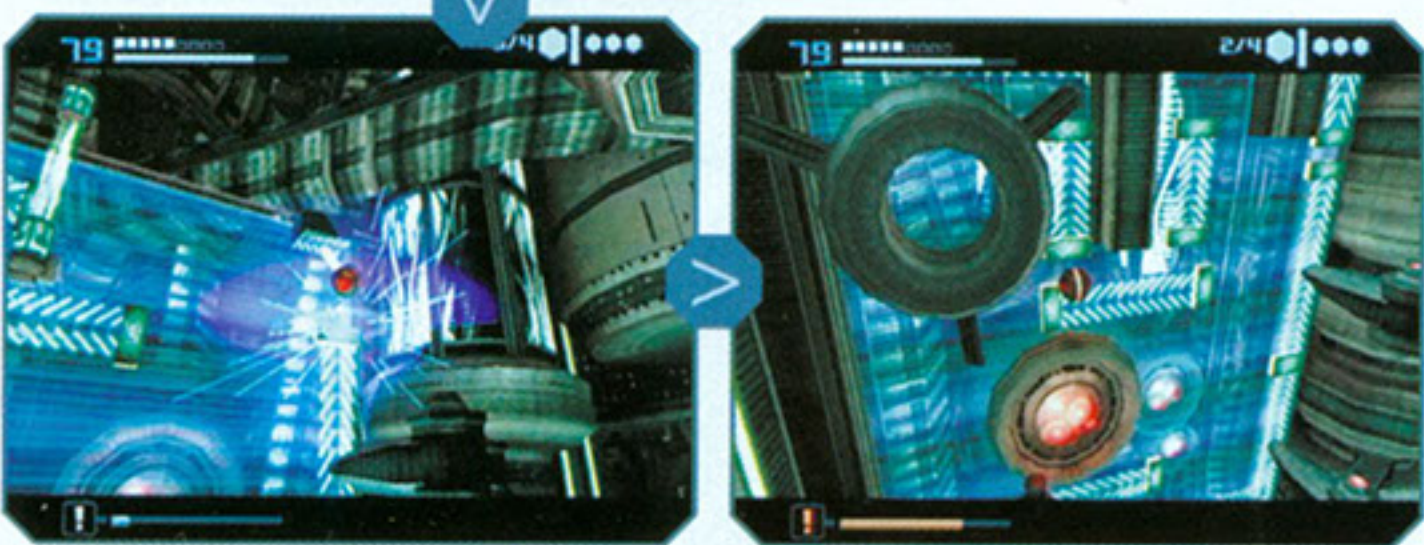
Use a Power Bomb to break the cracked glass, and enter the portal behind it. Defeat the Dark Ingsmaasher and use the portal behind the spot where it was standing, then roll through the tunnel and take another portal. Use the Spider Ball Track to access another portal, then use another track to cross the room and get a Power Bomb Expansion.

M24 main research

> SANCTUARY FORTRESS



Hop onto the Spider Ball Track and follow it around to the Missile Expansion. You'll have to avoid the moving machine parts and occasionally Bomb-Jump up to a different section of track.

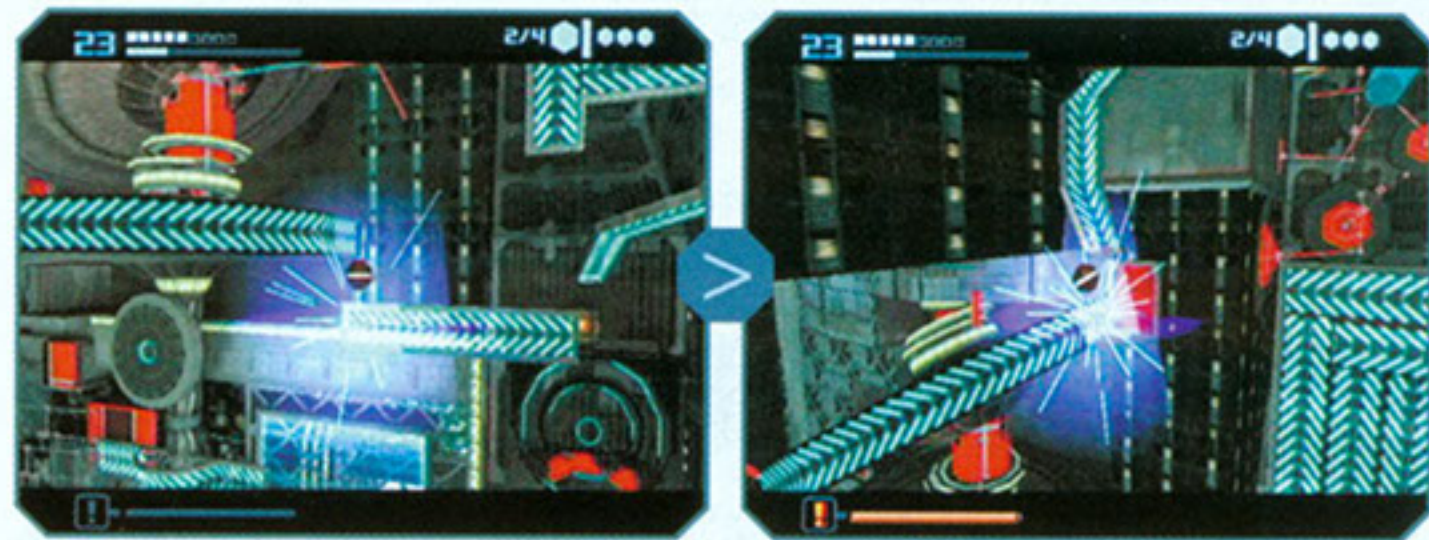


B3 watch station

> SANCTUARY FORTRESS



Locate the Spider Ball Track on the side of the room and take it to the Kinetic Orb Cannon in the center of the room. Use the cannon to shoot yourself at another track on the far wall, then head right until you get on a moving track. Hold still and drop a bomb as soon as you pass a set of red bars to move from one rotating track to the next.

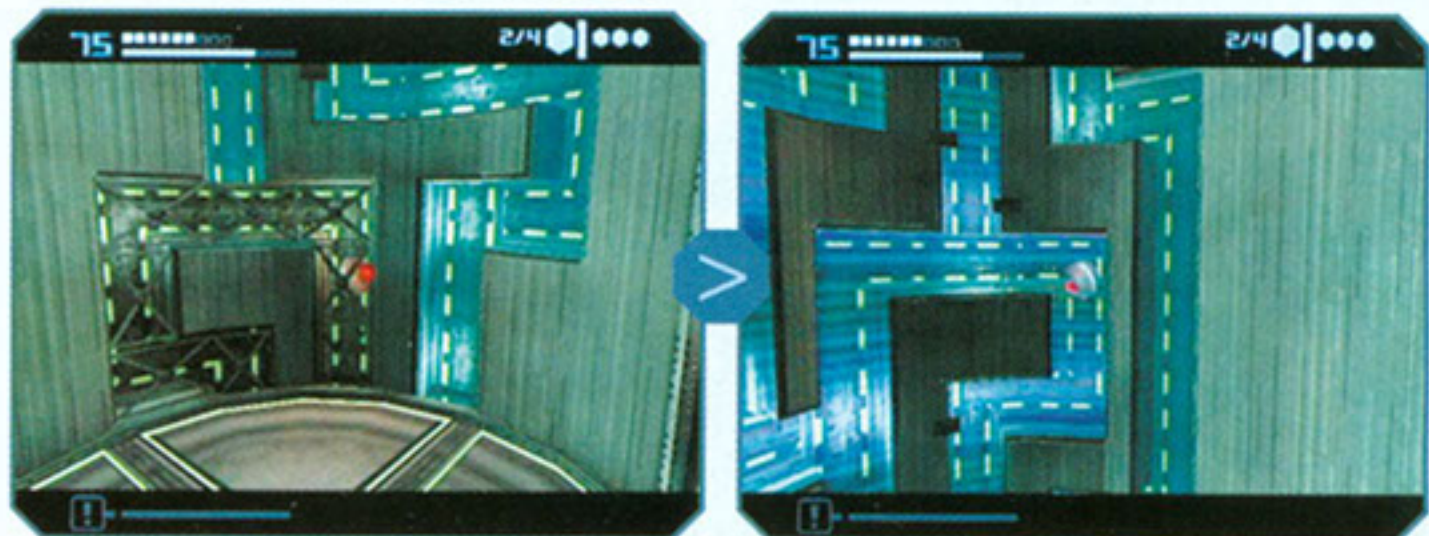


When you reach a large mass of Spider Ball Tracks, roll to the far-left edge and drop to another track. Bomb-Jump from there to another pair of moving tracks, and use the red-bar trick to get from there to another, higher point. Roll into the tunnel and go right until you see yourself through a pane of glass, then roll away from the camera to find the expansion.

screw attack

M25 central area transport west

> SANCTUARY FORTRESS



Go to the top of the room and drop down one level. Look for three holes in the floor, then fall down the far left-hand one. Take two more right-hand paths to land on top of the Missile Expansion.

M26 aerial training site

> ING HIVE



Look for the Wall Jump Surface near the portal, then use it to leap to an expansion. Wall-Jumping is a pretty tricky maneuver, so it might take you a few tries to reach the expansion. Be patient, and take out the Space Pirates before you work on securing the missiles.

E10 watch station access

> SANCTUARY FORTRESS

Enter Watch Station Access via the door in Watch Station and grab the Energy Tank sitting on a ledge.

annihilator beam

M27 sentinel's path

> SANCTUARY FORTRESS

Put on the Echo Visor and fire the Annihilator Beam at the Echo Door to hear the patterns, then shoot the Echo Key Beam Emitters in the correct order.

M28 temple access

> SANCTUARY FORTRESS



Drop to the main floor and use the Dark Visor and Seeker Missile to find a Kinetic Orb Cannon. Use it, then use the Echo Visor to find an invisible sonic device. Blast it, then run back to the cannon and use it again. Whirl in a Spinner to escape.

P3 main gyro chamber

> SANCTUARY FORTRESS

Drop to the bottom floor of Main Gyro Chamber and use the Echo Visor and Annihilator Beam to open the door. Hop into the cannon there to be blasted into space and reveal a Power Bomb Expansion.

M29 ventilation area A

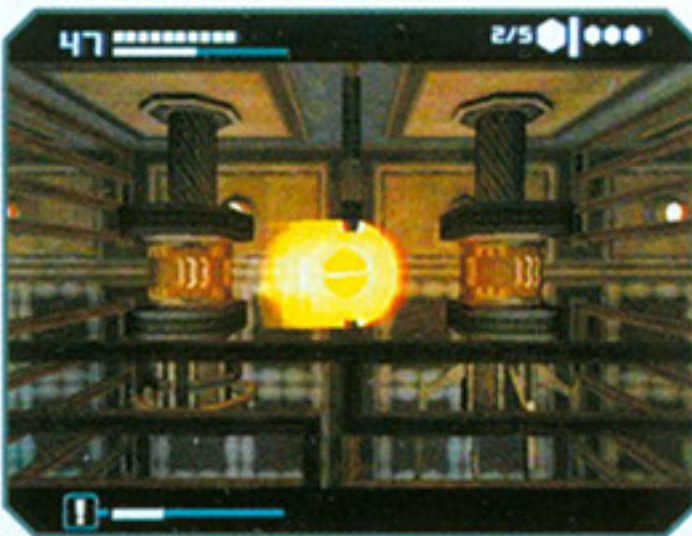
> AGON WASTES



Roll to the right-hand block and take out the Pillbug, then use a Bomb Jump to hop on top of the block. Jump again to the level above you, then roll to the left to pick up an expansion.

M30 main reactor

> AGON WASTES



Go to the bottom floor and locate a Spider Ball track near the elevator. (Not the one that leads to a dead Luminoth—the one to the right of that.) Take the track up and use the Boost Ball to reach the next track, timing your leaps so you fly through the gaps in the metal. At the end of the line, drop a bomb on the glass circle for the expansion.

sonic boom

M31 sand processing

> AGON WASTES



Use the half-pipe to reach a small tunnel that leads into a small control room. Scan the panel and use a Bomb Slot to drain the sand from the other section of Sand Processing, then roll back out and collect the Missile Expansion.

M32 storage C

> AGON WASTES



Raise the platforms in the middle of Bioenergy Production, then look for a Spider Ball Track behind the control panels. Roll up it and keep going. Eventually you'll hit a series of tracks that you must boost to. When you reach the middle of the room, boost out to the middle platform, then roll around to the other side and boost to the ledge with a green door. Blast it with a Super Missile to find the expansion.



M33 mining station A

> AGON WASTES



Use a Power Bomb to shatter the cracked wall, then crawl along the Spider Ball Track for the expansion. The first Bomb Jump is a little tricky—you'll have to release R just as the bomb explodes, then press it again to grab the upper track.

E11 mining plaza

> AGON WASTES



Turn on the Echo Visor to locate the three invisible audio devices, then shoot all three to line up solar panels and open a small hole in the cliff face. Use the Screw Attack to fly through the air and secure the Energy Tank inside.

light suit

M34 war ritual grounds

> SKY TEMPLE GROUNDS

Use the Dark Visor to find five circles surrounding a round door, then blast them with the Seeker Missile. Voila! An expansion for you.

M35 plain of dark worship

> SKY TEMPLE GROUNDS

Walk into the base of the Ingworm mass and grab the expansion. It's that kind of complex strategy that makes this guide so valuable.

P4 dynamo chamber

> TEMPLE GROUNDS

Use a Power Bomb to destroy the security gate, then drop another Power Bomb near the weakened wall to reveal a Power Bomb Expansion.

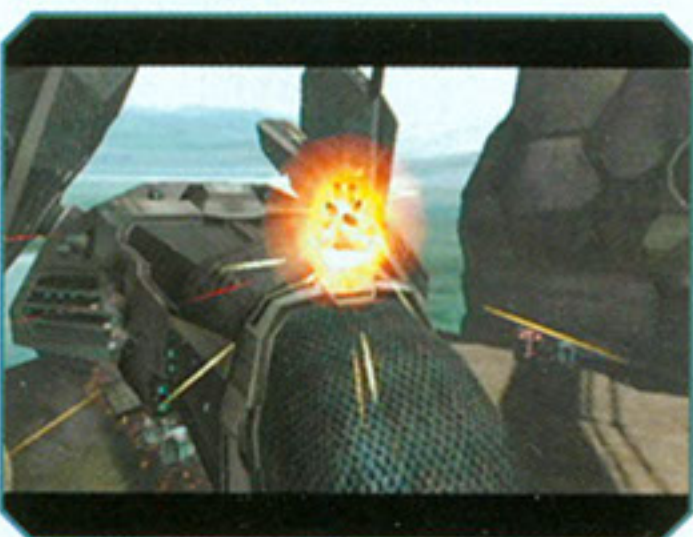
M36 communication area

> TEMPLE GROUNDS

Double-jump up to the ledge near the entrance and look for a round pane of glass. Drop a Morph Ball Bomb on the glass to shatter it, then enter the hole left behind to find the Missile Expansion.

M37 GFMC compound

> TEMPLE GROUNDS



Jump up to the ledge across from the ship, then use the Screw Attack to leap on top of the vessel. Walk all the way to the rear of the ship to find the Missile Expansion. Look carefully—it's behind a lip on the very edge of the craft.

E12 fortress transport access

> TEMPLE GROUNDS

Step into the bright yellow light, which will warp you into a room with an Energy Tank. Note that in real life standing in a bright beam of light is usually a bad idea, as it could easily be a train's headlamp.

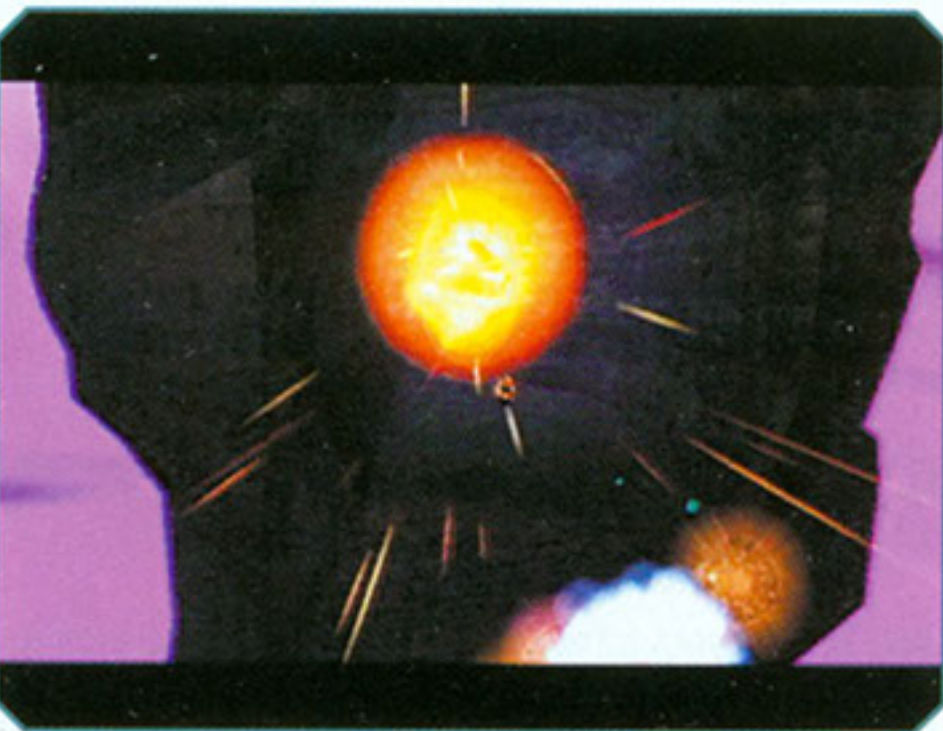
B4 profane path

> SKY TEMPLE GROUNDS

Use the Echo Visor to decode the locks on the door on the ledge to access the Beam Ammo Expansion.

M38 phazon grounds

> SKY TEMPLE GROUNDS



Use the Screw Attack to fly through the air and reach a Missile Expansion in the far-off cliff. You can also use the Dark Visor and hop on invisible platforms, but the Screw Attack will destroy Dark Tallon Metroids if they touch you—a useful bonus.

M39 storage A

> AGON WASTES

Use a Power Bomb on the cracked wall in Mining Station B, then open the light door and grab the tasty expansion within.

P5 sandcanyon

> AGON WASTES



Jump to the middle platform by using the Screw Attack, then drop a Power Bomb next to the base of the statue. It will crack and fall away, leaving behind a Power Bomb Expansion.

P6 feeding pit

> DARK AGON WASTES

Drop into the purple water and walk to the rear of the pond, where you'll find a small nook. The Power Bomb Expansion is inside.

M40 warrior's walk

> DARK AGON WASTES



Look for a weak section of flooring, then drop a bomb and fall in. Roll to the far end of the Phazon-filled chasm to get a Missile Expansion. Even the Light Suit won't protect you from the harmful effects of the Phazon, so move quickly.

M41 junction site

> DARK AGON WASTES

Bomb-Jump up to the Spider Ball Track, then roll up and activate the Bomb Slot to rotate the entire room and reveal the Missile Expansion.

M42 ing cache 4

> DARK AGON WASTES

Go through the dark door at the base of Duelling Range, walk forward and turn around. The Missile Expansion is inside a small tunnel that can be accessed by the Morph Ball.

M43 torvus grove

> TORVUS BOG



Scan the tree to find two weakened legs. Drop Power Bombs next to each one to fell the tree and break a hole in the wall. The Missile Expansion is inside the hole, so leap up and grab it. What are you waiting for?

E13 meditation vista

> TORVUS BOG



Look for the moving platform in the distance. You'll need to time a Screw Attack jump so you land on the platform, which will then take you to the Energy Tank. There isn't much strategy for this one—it's mostly a combination of timing and luck.

P7 putrid alcove

> DARK TORVUS BOG

Go from Dark Forgotten Bridge to Putrid Alcove and shoot the Dark Phlogus. Once it is stunned, leap into the water and drop a Power Bomb next to the cracked wall. It will explode and spit out a Power Bomb Expansion.

M44 plaza access

> TORVUS BOG



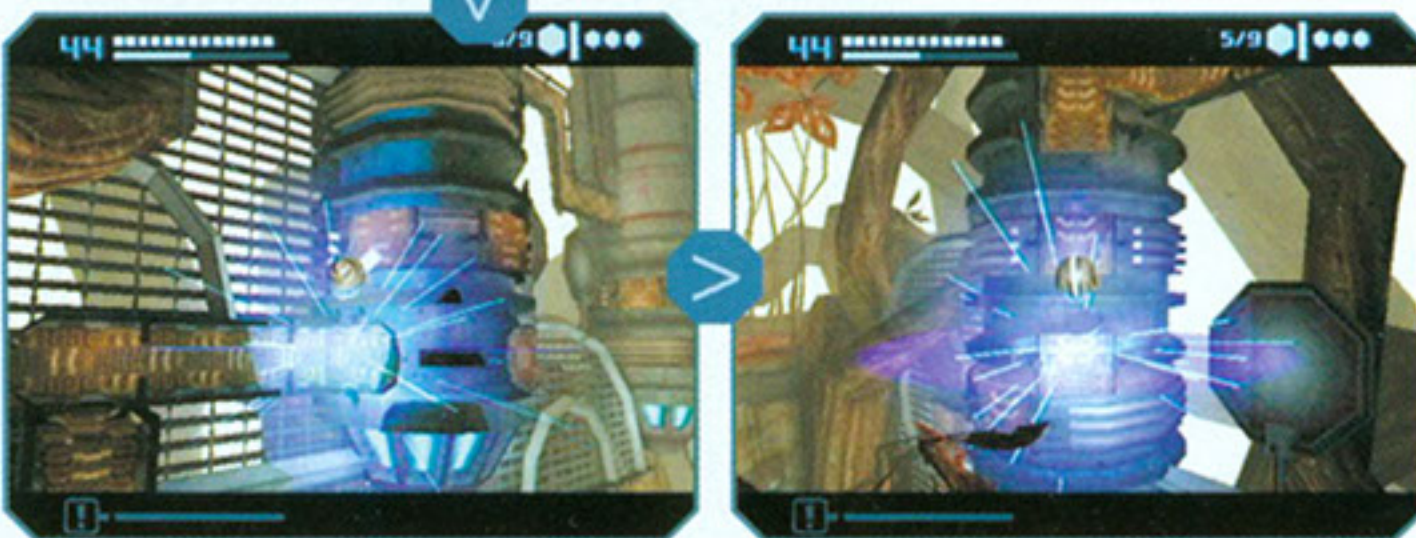
Use Bomb Jumps to move up and around the red tunnel. You'll need to access and use two Bomb Slots—each one will turn the blue flooring so you can pass through the tunnel. Once that's done, use a Bomb Jump to reach the tunnel on top of the second piece of flooring. Roll down the tunnel and boost for the expansion.

E14 torvus plaza

> TORVUS BOG



Use the half-pipe to reach a Spider Ball Track, then follow it to a log. Roll down the log and grab another track, then follow it to a second log. Grab more tracks (watch out for the Sporb) until you hit a third log. Keep following the track until you reach a cannon that will shoot you to the Energy Tank. The track is a little twitchy—be patient.



P8 great bridge

> TORVUS BOG

Look for a pile of rocks in front of a red tunnel on one of the ledges. Drop a Power Bomb to clear the rocks, then roll down the tunnel and grab the expansion.

M45 undertemple

> DARK TORVUS BOG



Drop to the Main Hydrochamber in the Light World and take the portal to the Dark World—you'll have to use a Spider Ball Track behind a bunch of steel mesh. In Undertemple, use the Screw Attack to Wall-Jump up to an expansion. As an homage to the Super NES classic Super Metroid, it's still hard as heck to perform a Wall Jump. Keep with it—you'll get it eventually.

M46 transit tunnel south

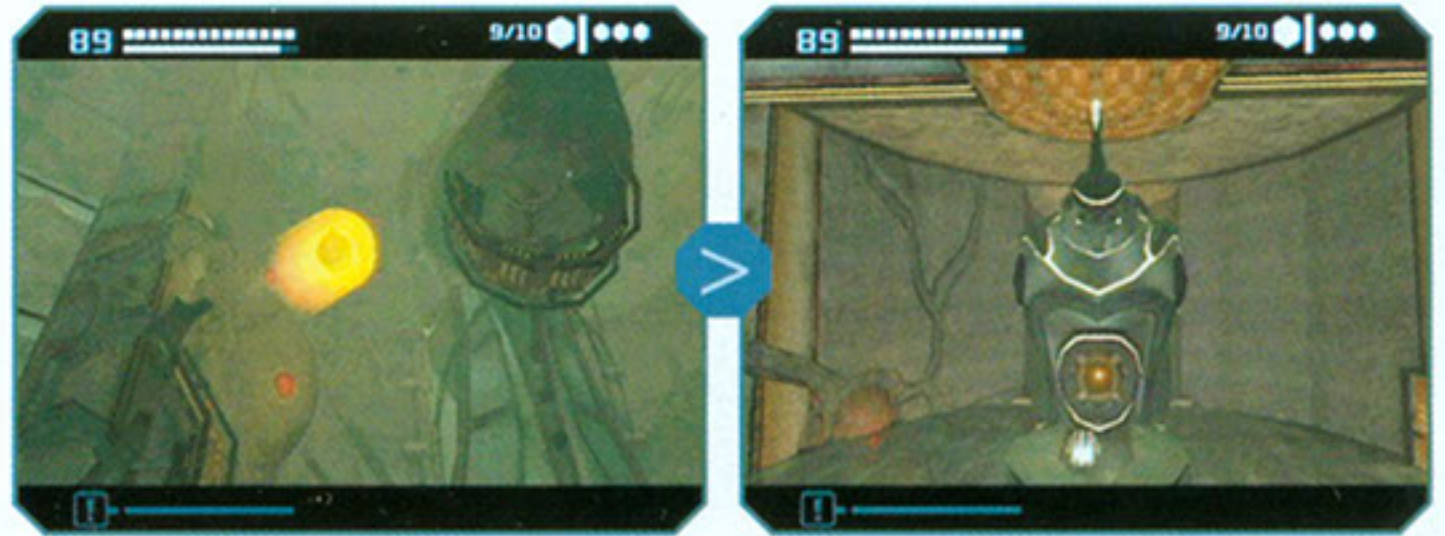
> TORVUS BOG



Activate the bottom Bomb Slot, then jump up so you're over a yellow dot. Double-Bomb-Jump up and right, then go to the other Bomb Slot and use it. Make your way to the upper path and head right until you see the last Bomb Slot. Use Bomb Jumps and the current to reach the Missile Expansion.

M47 training chamber

> TORVUS BOG



Defeat the dark Bloggs and locate the Spider Ball Track in the water. Roll up it and boost to another, then roll along that until you reach a whole mess of tracks. Fall from there to the statue and activate the Bomb Slot to find some missiles.

M48 sanctuary map station

> SANCTUARY FORTRESS

Step into the beam of yellow light to be transported to a magical wonderworld! Actually it's just a small room. But it does have a Missile Expansion.

M49 hazing cliff

> ING HIVE

Enter Hazing Cliff via the door in Culling Chamber. Blast the Dark Diligence Drones with a charged Light Beam and grab the expansion.

logbook entries

Here is a list of all of the logbook entries needed to get 100% in your logbook (organized alphabetically.) The page number tells you where in the walk-through you will have the first opportunity to add the entry to your logbook. Also, if you're looking for strategy for a tough enemy, find the enemy on the list and turn to that page in the walk-through.

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metroid prime 2 echoes

> multiplayer

The Metroid Prime 2 Echoes experience goes far beyond purging Ing from Aether. You can unlock many features by pushing Samus in the single-player mission, while your own limits will be tested in multiplayer sessions. Gear up and head out with our tips.



> multiplayer

Samus vs. Samus vs. Samus vs. Samus... that's a recipe for destruction! Get your friends together and start blasting away in one of the most creative multiplayer experiences to date.

Echoes contains two different multiplayer modes—Deathmatch and Bounty. In Deathmatch, you and your mates slug it out to see who can record the most kills in the time allotted. In Bounty, you slay your enemies to collect coins, and she who finishes with the most coins wins.

> DEATHMATCH



> BOUNTY



default upgrades

You can find different weapons in multiplayer, but everyone starts with the same basic upgrades. This section shows you what you'll have (and what you'll be up against) when you take up arms against your friends.

> GRAPPLE BEAM

Your Grapple Beam is a good defensive weapon. You can swing and fire at the same time, which makes it possible to unleash pain on enemies from above. Furthermore, players swinging on a grapple point are difficult to hit. Multiple players can swing from one grapple point!



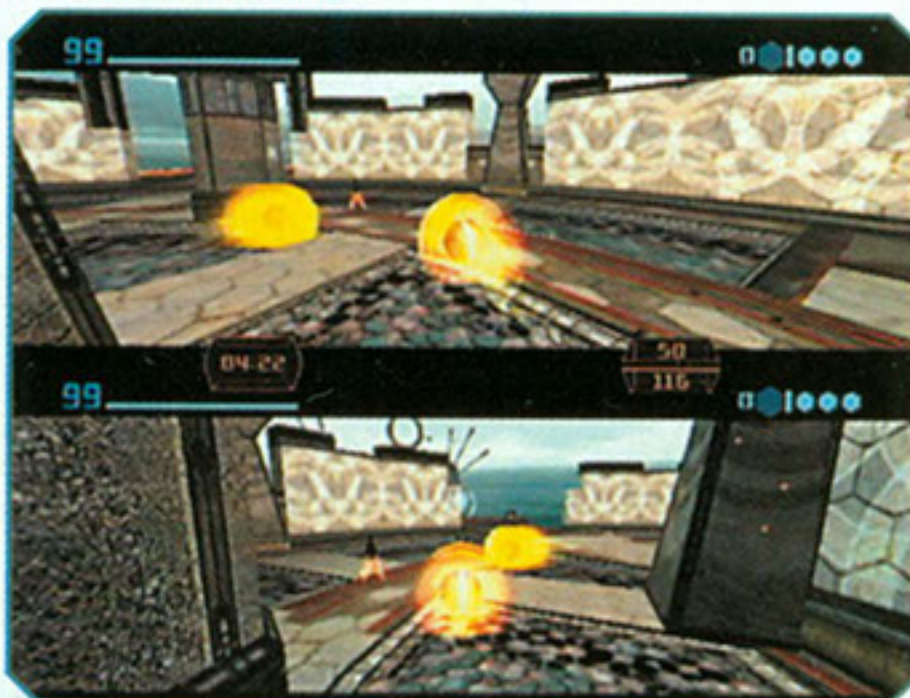
> DARK VISOR

Everyone gets a Dark Visor in addition to the Combat Visor. There aren't any invisible platforms in multiplayer, but you can use the device to see opponents through walls or to spot an invisible enemy.

> SPACE JUMP BOOTS

Double-jumping is often your key to survival, as it's hard to stay locked on to someone who's spinning through the air. Also use the boots to reach high ledges and out-of-the-way power-ups.

> BOOST BALL



The Boost Ball is both an offensive and defensive juggernaut, and perhaps the upgrade you'll use more than any other in Multiplayer mode. Offensively, you can use it to ram opponents and cause a small amount of damage. If you're on the other end of an opponent's lock, you can fire up the Boost Ball and escape from danger.

> MORPH BALL BOMB



Morph Ball Bombs behave a little differently in multiplayer games. If you drop a bomb away from a crowd, it will detonate with the normal delay—but if you drop it on an opponent, it will explode immediately. Combining bombs with the Boost Ball is an effective strategy; ram into someone, then drop a bomb or two while you're at it. The poor victim won't know what hit her.

additional upgrades

In addition to the default abilities, you can grab a host of other items on the battlefield. Most of the following are random in terms of where and when they appear, but they all behave the same as they do in single-player mode.

upgrades out of the box



The black-and-yellow boxes hold either a Light Beam, a Dark Beam, an Annihilator Beam or a Power Bomb. If you already have a certain beam and it appears again, you can pick it up to replenish your ammo (each pickup, except Power Bombs', contains 50 units of ammunition).

> LIGHT BEAM

The Light Beam isn't the most powerful weapon around, but it is one of the fastest. The charged beam also fires a spread shot that's good for hitting enemies in a crowd. It will sometimes light a foe on fire, causing her to leak energy.

> DARK BEAM



The Dark Beam is slow. Really slow. If you're using it, try to get close to your enemies—they can usually avoid the shot at any range. A charged Dark Beam shot (which freezes your enemy in sludge) followed by missiles is a great way to drain a foe's energy. If you're on the receiving end of a shot of sludge, tap B to break free. If you're in Morph Ball form, drop a couple of bombs.

> ANNIHILATOR BEAM

The best beam weapon in single-player games is also your best friend in multiplayer combat. The charged shots are powerful, but not as useful as the single shots—which follow your target around the arena.

> POWER BOMB

The Power Bomb can drain the life from your pals in a single hit. As long as they're standing in the blast radius, they'll lose energy at a tremendous rate. You can sometimes grab Power Bombs from the corpses of defeated enemies.

stand-alone upgrades



> MISSILES

Missiles are scattered around the arena, and each one gives you five units of ammo. They do 20 points of damage and track the other players for long distances, making them very useful.



> ENERGY

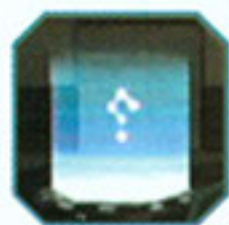
Energy is scattered all over the place, and comes in different amounts. If you want to be mean (and we know you do), collect it while you're at full health so your opponents can't recharge.



> SUPER MISSILES

Super Missiles are rare, and for good reason. They do much more damage than regular missiles (two will finish off all foes in no time) and are easy to fire. There's no need to charge a Super Missile; simply aim and fire with the Y Button. They are also timed, so don't waste precious moments. Note that you can't use regular missiles until the Super Missile wears off.

hologram powers



Each level contains a pair of question-mark-shaped holograms. When you run through one, you will earn one of the temporary powers listed below. After a player uses the hologram, it will disappear for a short amount of time.

> UNLIMITED BEAM AMMO

This power gives you unlimited ammo for any beam weapon. If you don't have a beam weapon, it will apply to any you pick up while the power is active.

> UNLIMITED MISSILE AMMO

Missiles fire at a pretty slow clip, so if you get this power-up, shoot fast. You can usually get off about 15 missiles before it goes away.

> INVULNERABILITY

Invulnerability does just what it promises—it prevents you from being damaged. Get close to your opponents and fire away while you can.

> INVISIBILITY



Opponents using the Combat Visor won't be able to see you while you're invisible, but those using the Dark Visor will. When you're invisible, however, your Arm Cannon will appear in faded blue on your portion of the screen—a hint to foes who sneak peeks. Switch to the Dark Visor with its gray-toned screen—your arm will be far harder to see.

> MASSIVE DAMAGE

You can take down enemies in just a few seconds with the Massive Damage power. Hit 'em with everything you've got.

> DEATH BALL



The Death Ball is a double-edged sword. While you have the power, anyone that you touch will take major damage. On the other hand, you'll be stuck in Morph Ball form until the power wears off and you'll be unable to use the Boost Ball. Remember that you're not invincible while rolling around in the Death Ball.

> HACKER MODE



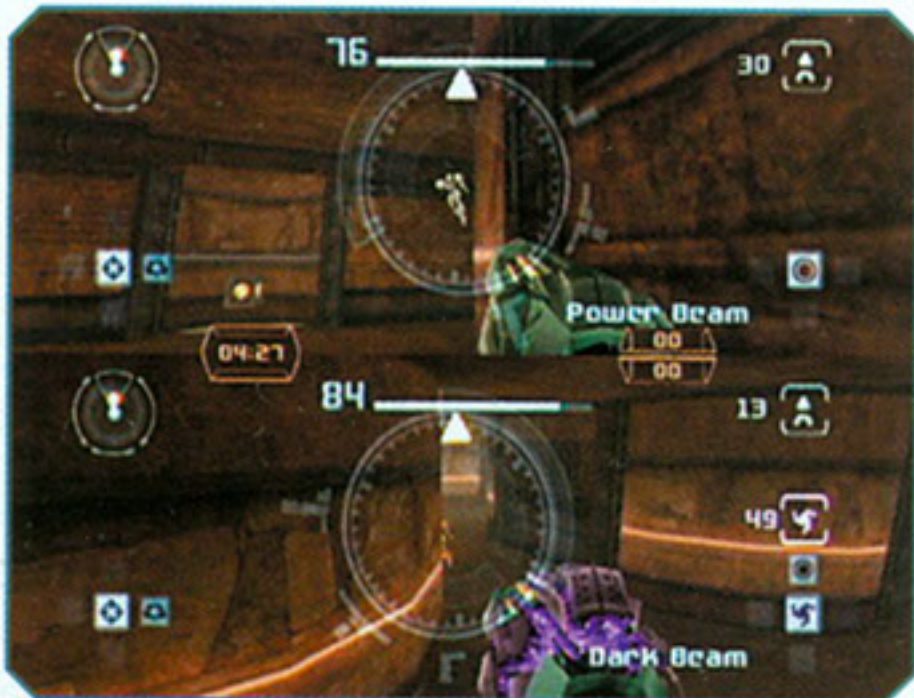
While in Hacker mode, you can scan opponents and cause their energy to start draining away. It also makes it tough for your enemy to see what's going on, since static interference will fill her visor view. Until you hack an opponent, you won't be able to use the Morph Ball or any of your weapons.



advanced multiplayer strategies

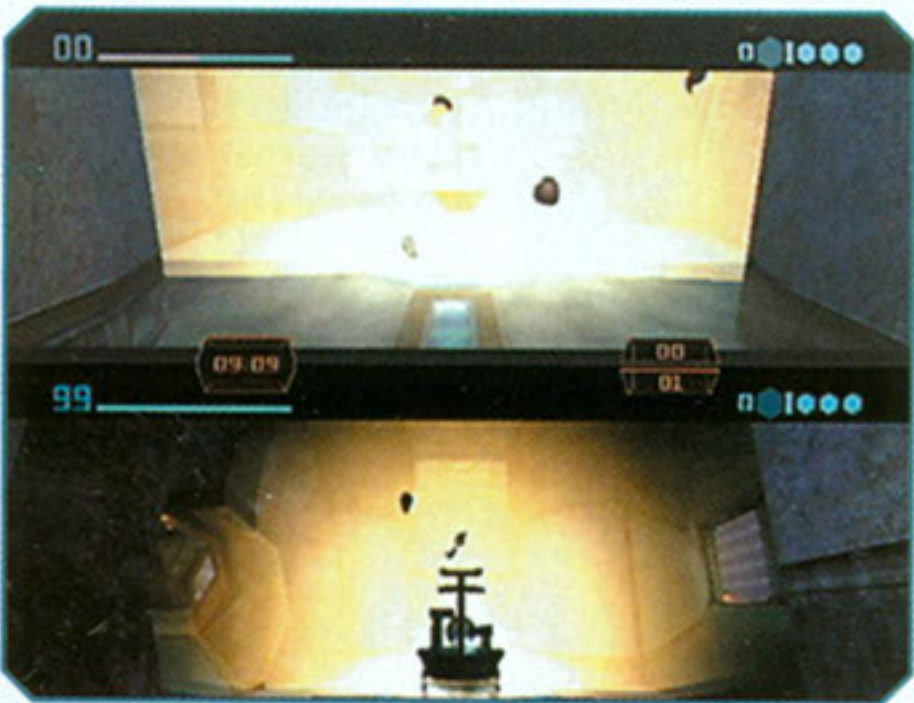
We'll give you specific tips for each multiplayer arena in a moment, but first you should learn a few strategies that will help you in any arena. The following tactics apply anyplace, anytime, anywhere. Yeehaw!

> LOCK ON



Lock on to an opponent, and don't let go. You can keep a lock through walls and while running, letting you trail your opponents through many different scenarios. If someone is locked on to you, you can break the lock by employing the Boost Ball.

> BEWARE OF KINETIC ORB CANNONS



Be careful with those cannons! If you are near a cannon while it's firing another player—or if that player hits you—you'll be destroyed in a single hit. It's also possible to get fired out of a cannon, and run into a player who's being fired from another cannon. It doesn't happen very often and it's hard to avoid when it does, so we suggest laughing at your mutual idiocy and moving on.

> DEALING WITH DEATH



Keep an eye out for opponents who are near death. When they expire, they will often drop ammo or upgrades (and coins aplenty if you're playing in Bounty mode). If you're the unfortunate victim, you'll have a couple of seconds of invulnerability when you reappear—a good way to foil spawn-point campers.

> USE THE RADAR

Don't just look for your opponents through the visors—keep an eye on your radar, too. (Note that you have no radar while in Morph Ball form.) Also look for orange on-screen arrows that point in the direction of nearby foes.

> CONSERVE AMMO

If you are charging a shot with the Dark, Light or Annihilator Beam and you lose the chance to attack, don't fire off the beam and waste the ammo. Instead, switch to another weapon with the C Stick.



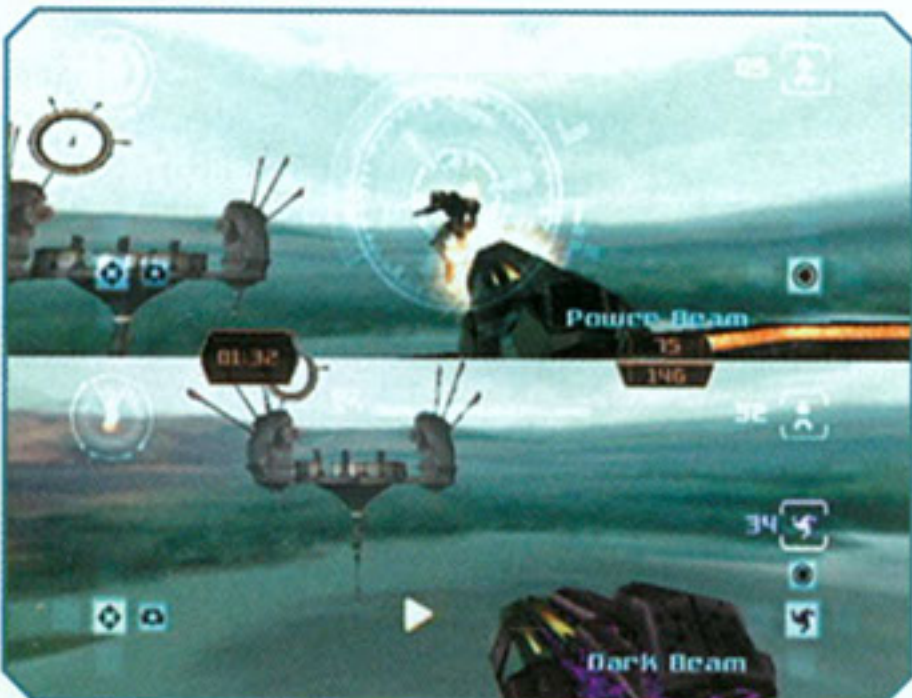
bounty mode strategies

Bounty mode has a few tricks of its own. Since your score is determined by coins instead of kills, the lead will change many times and the last few seconds will always be a nail-biting affair.

> GO FOR THE BIG HITS

The stronger your attack, the more coins you'll get from your opponents. Don't hit them with a few shots from the Power Beam; instead, use a charged version of the weapon or switch to a more powerful beam.

> STASH COINS



If you've collected a large number of coins and time is running out, find a hiding place and try to avoid conflict. (Yes, it's cowardly, but what of it?) To protect your interest when you're near death, keep an eye out for areas where you can fall to your doom. If a foe is closing in, leap off the edge and go out on your own terms. You won't get the coins back, but at least no one else will pick them up.

> CHARGE BEAM? CHA-CHING!



The Charge Beam can suck up coins like a vacuum. The suction isn't nearly as effective as in single-player mode, so you'll need to get close to pick up the loot. You can also grab coins by simply running over them.

setting up a multiplayer match

Before you start a battle, you must decide on the terms. Though it's good, theoretically, for all participants to agree, in reality Player One makes most of the choices. The others can like it or lump it. Try to play nice.



> LIMITS AND CONTROLS

In Deathmatch mode, you can choose to end a match after a certain number of kills, a certain amount of time or a combination of the two. In Bounty mode, you can establish your win condition as coins, time or both. Before you choose a mode, however, each player should customize his controls—turning Y-axis invasion and rumble function on or off—by pushing the Y Button at the multi-player start-up screen.



> MUSIC

Turn on the tunes and go to town! You can choose only one piece of music at the beginning, but you'll unlock more as you advance through the single-player version of the game. Consult page 128 for all the info on unlocking music, as well as additional multiplayer arenas.

sidehopper station

Sidehopper is an outer-space amalgamation of Spider Ball Tracks, Morph Ball tunnels and Kinetic Orb Cannons. Oh, and did we mention that you can plummet off the side and fall to your doom?

> SPIDER BALL TRACKS



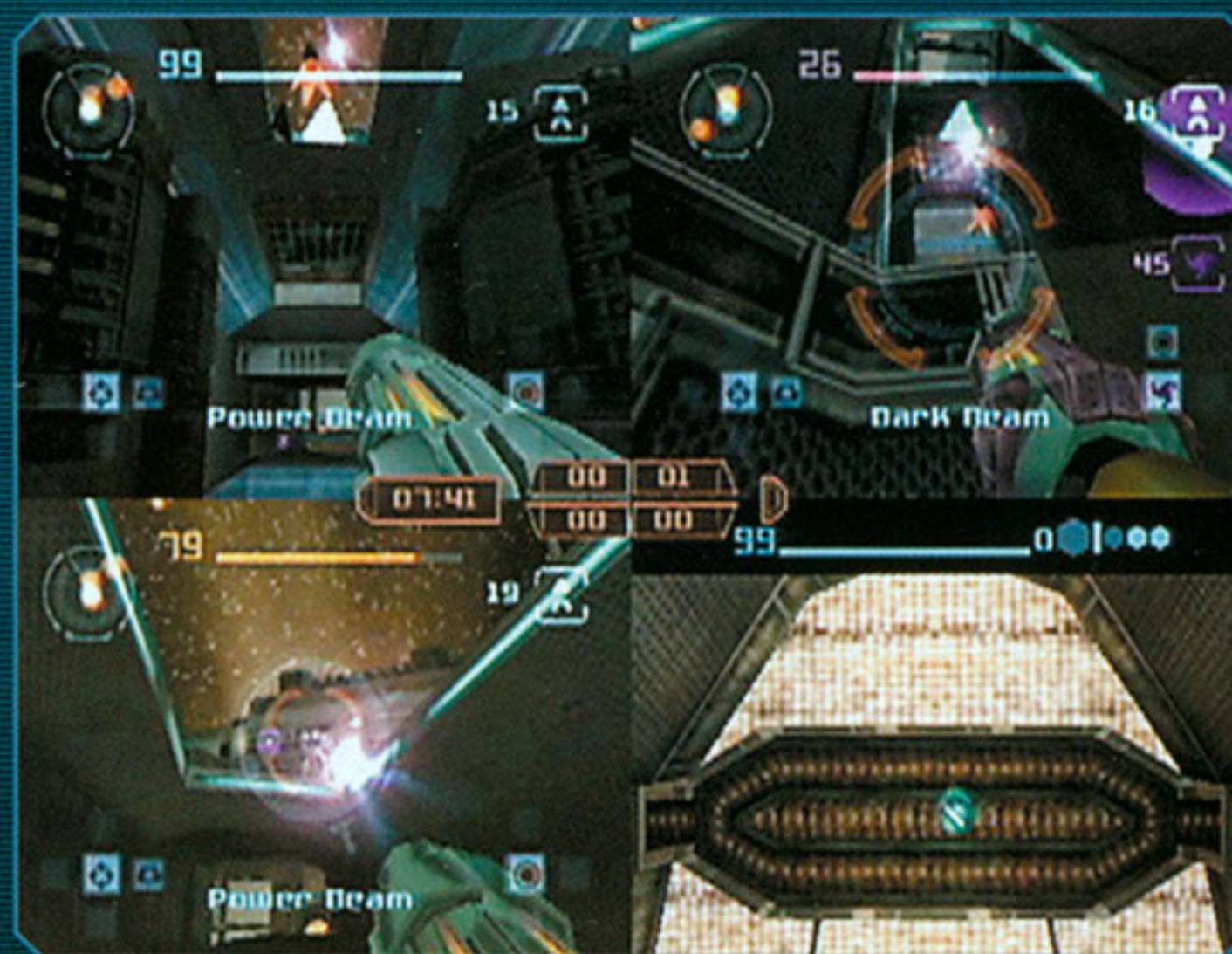
On the second floor of the room with the grapple point, you'll find two tunnels that lead to a Spider Ball Track where you can find missiles or just hang out. The passages will be closed in Bounty mode.

> ON THE VERGE



The two cannons on the outside decks will shoot you from one side of the station to the other. While you're running around out there, be aware of the edge. If you get too close, you might fall off and plummet through space and time until you run out of air or burn up in a star. Actually, you'll just respawn in a couple of seconds, but it's still no fun.

> TUNNEL VISION



The two inner cannons will launch you into tunnels in the upper part of the station. The floor is destructible, so watch out for attackers from below. If you jump up through the hole in the ceiling, you'll have a nice perch from which to see all the action or just fire each time someone runs by.

> UP ON THE ROOFTOPS



If you get into the upper tunnels and jump through the hole in the ceiling to an even-higher walkway, you can make your way to a small black platform that usually contains nifty power-ups. Most players don't visit the platform often—it's pretty out of the way—so it's a good spot to take a quick breather.



spider complex

The action in this arena centers around the giant bronze orb in the middle of the complex. Although the Spider Ball is fun, it makes you an easy target—use it carefully.

> THE MASSIVE ORB



All of the Kinetic Orb Cannons will launch you onto the orb in the middle of the arena. If you press and hold R as you fly out of a cannon, you'll attach to the orb and be able to roll around like crazy.

> FLY THE FRIENDLY SKIES



While you're on the orb, press and hold the B Button to build up your boost, then release it to go flying. You can land in nooks scattered around the orb, and they all contain helpful power-ups. You can also roll to the hologram on top of the orb to gain one of the random powers—they're temporary, but they can tip the balance in your favor.

> LEAP AND ROLL



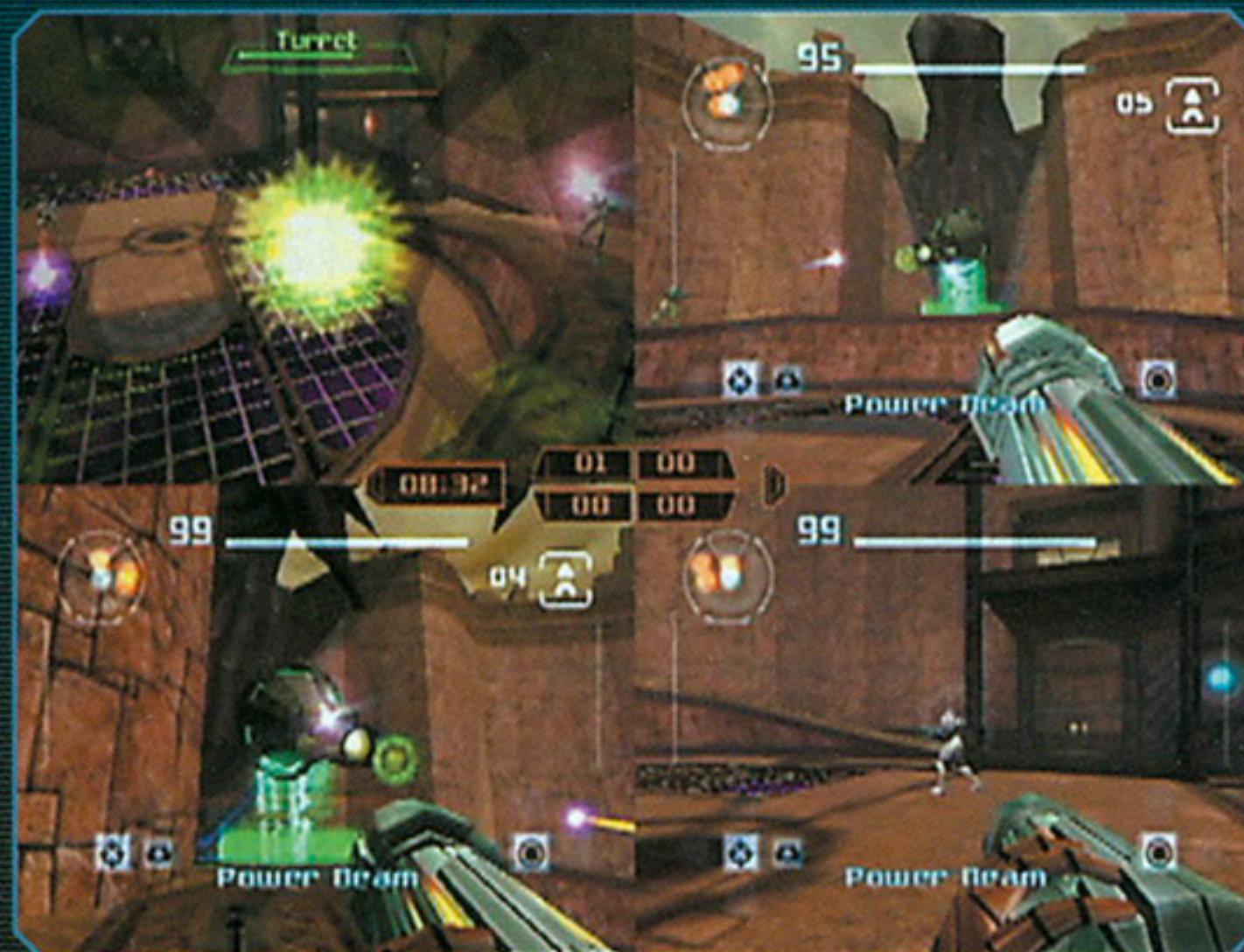
To get back on the orb from a nook, leap off the ledge then press X as soon as you touch the orb. When you start to enter Morph Ball form, press and hold the R Button. If you time it right, you'll go from the air to the orb and be able to roll away without a care in the world... except that other Samus right behind you.



shooting gallery

If you long for a King of the Hill mode, you can make your own in Shooting Gallery—it usually becomes a matter of one player taking the turret and everyone else trying to dislodge her. Shooting Gallery is perfectly suited to four-player fun.

> WE LOVE THE TURRET!



Once you're in the turret, you can pretty much rule the roost. It has a slow rate of fire, but the shots do a ton of damage and their range is great. Your foes can swarm up the side ramps to reach you, so pick 'em off as they come.

> WE HATE THE TURRET!



So somebody's in the turret blasting you to smithereens? You have a couple of options: You can try boosting up the ramps and activating the Bomb Slot behind the turret—which will cause it to explode—or you can hit and run from below. If you take the latter course of action, the Annihilator Beam and Super Missile are your best bets.

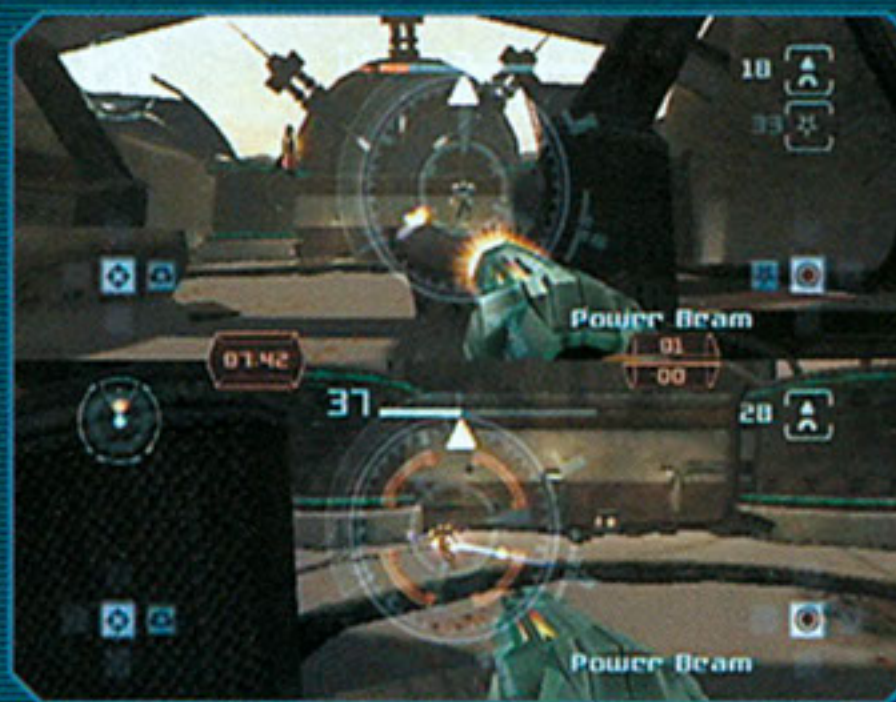
> GRATE STRATEGY



The room with the turret also contains poison water that's covered by a metal grating. The grating can be destroyed easily, so watch your step while running amok. If you're in the turret, blast the grating to send a friend into the water, which will sap energy at a rapid pace.

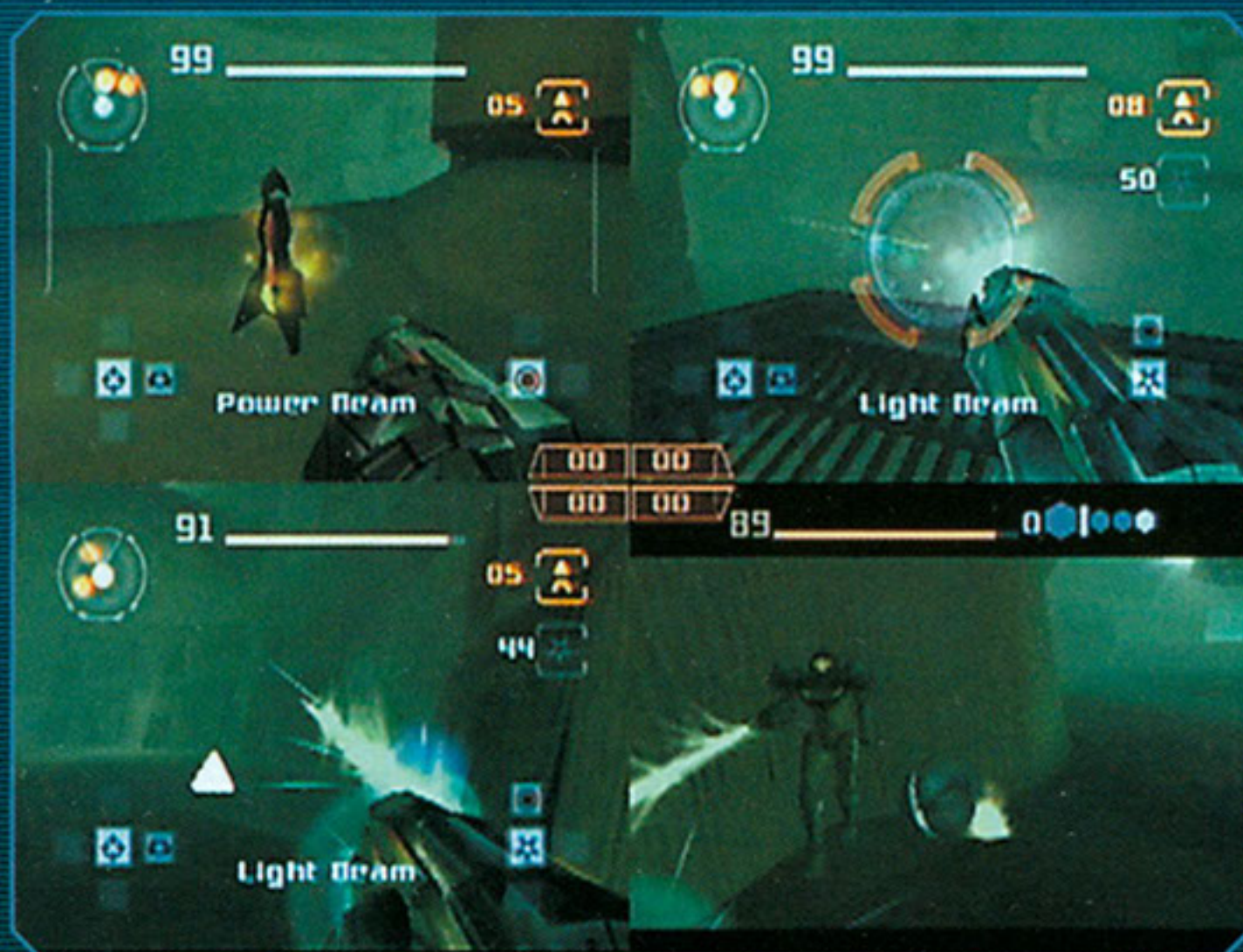
crossfire chaos

If you're looking for some wide-open spaces to reduce to rubble, Crossfire Chaos is for you. No muzz, no fuss, no turrets or tracks or grapple points to contend with—just Super Missiles and a whole lot of fraggin'. Plus, you can destroy some walls to reach hologram points, which is both a fun and distracting pastime.



pipeline

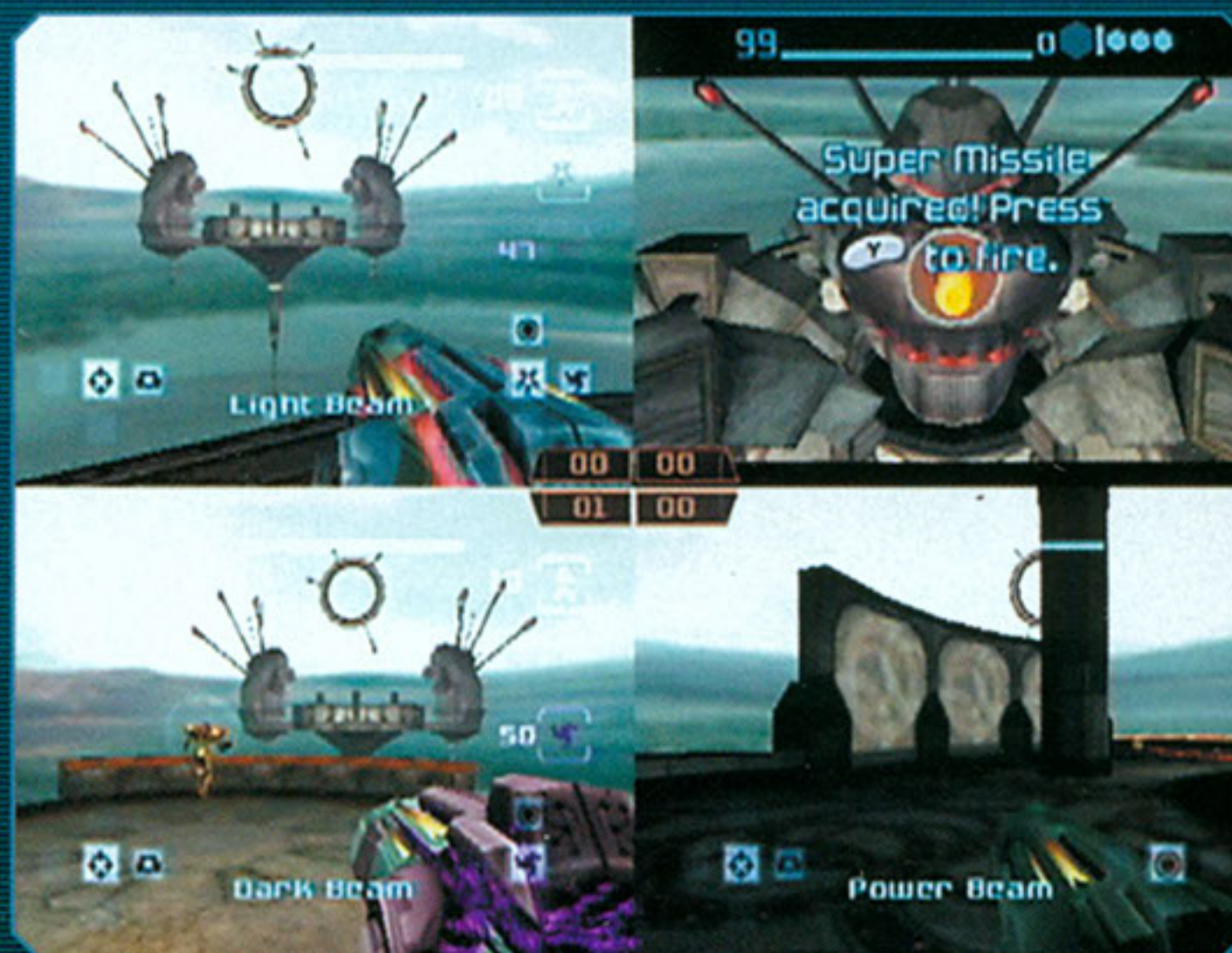
Not to be confused with the beach-party song of the same name, the Pipeline arena is a watery environment that is made all the more fun if you boost through the narrow tunnels. See page 128 for details on unlocking Pipeline.



You'll find a Super Missile hidden on a high ledge—fight your way to it. You can also use the Gravity Boost to skim across the ceiling. If someone gets the Death Ball, jump out of reach in the tall underwater platform.

spires

The Spires arena consists of two separate platforms that are connected by a series of Kinetic Orb Cannons. Since you're floating in the sky, it's possible to fall off the edge—be careful.



Wait for the Super Missile to appear between the rings before you go flying through. Other fun activities include blasting your friends with the Kinetic Orb Cannon and firing missiles at them from the opposite platform.

end-of-battle stats

After a match concludes, both sides must lay down their arms and count up the cost of battle. Your total kills will be listed, as well as the number of times you perished. In Bounty mode, you'll also see how many coins you collected. The winner should immediately start ridiculing the other players' pathetic gameplay skills (and perhaps throw in a comment or two about their questionable parentage), while the losers should mutter quietly about the winner's unsportsmanlike camping practices.

> DEATHMATCH

 RANK 2 KILLS 3 DEATHS 4	 RANK 3 KILLS 0 DEATHS 4
 RANK 1 KILLS 10 DEATHS 3	 RANK 2 KILLS 3 DEATHS 4

> BOUNTY

 RANK 2 POINTS 79 DEATHS 2	
PLAYER 2 WINS	
 RANK 1 POINTS 149 DEATHS 1	

> unlockables

As if reading all of the fantastically witty musings in this guide weren't reward enough, you can also unlock a bevy of goodies by completing tasks in the single-player game. We'll leave it up to you to decide which is more fun.



art galleries



The art galleries feature some really wicked concept art. You can unlock most of it by completing different portions of the logbook, but you'll have to beat the game in Hard mode to open the Storyboard Gallery.

> unlockable galleries

- Promotional Gallery > 40% of logbook scans
- Character Gallery > 60% of logbook scans
- Creature Gallery > 80% of logbook scans
- Boss Gallery > 100% of logbook scans
- Rough Sketch Gallery > Complete the game in Normal mode
- Storyboard Gallery > Complete the game in Hard mode

cinemas

If you track down and collect 75% of the items in the game, you'll get to see Samus outside of her suit after you beat the final boss. (And no, we won't show you what she looks like in the screenshot—that would ruin the whole thing!) If you get 100% of the items, you'll unlock a special ending that features none other than Dark Samus.

> unlockable cinemas

- Samus Body Suit Cinema > 75% of items found
- Dark Samus Ending > 100% of items found

hard mode

If you beat the game once, you'll unlock Hard mode. As the name implies, it's hard. Quite hard. No doubt, this is the mode that will push an elite legion of Metroid fans to the forefront of their game—good luck with that.

multiplayer action



In-game events trigger multiplayer unlockables, but you'll be so busy in the world of Aether that you might not even notice. At any rate, you can earn arenas and bumpin' soundtracks simply by saving the Luminoth. Don't say they never gave you anything.

> unlockable multiplayer bonuses

- Luminoth Soundtrack > Talk to U-Mos for the first time
- Pirate Fear Soundtrack > Restore energy to Agon Temple and talk to U-Mos
- Torvus Bog Soundtrack > Restore energy to Torvus Temple and talk to U-Mos
- Sanctuary Soundtrack > Restore energy to Sanctuary Temple and talk to U-Mos
- Darkness Soundtrack > Complete the game
- Dark Echoes Soundtrack > Complete the game
- Pipeline Arena > Restore energy to Torvus Temple and talk to U-Mos
- Spire Arena > Restore energy to Sanctuary Temple and talk to U-Mos

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*** Not actually guaranteed. Dark Earth does not exist.

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