

THE OFFICIAL GUIDE FROM

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# METROID®

P R I M E

THE OFFICIAL



PLAYER'S GUIDE



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# METROID<sup>®</sup>

P R I M E

the official nintendo player's guide

An unidentified distress beacon has been  
tracked to a derelict space vessel in orbit  
above Tallon IV . . .





[ CHOZO LORE: HOPE ]

MORE AND MORE, OUR TORMENTED MINDS TURN TO THE NEWBORN. AS THE WORLD CONTINUES TO SHIFT INTO BRUTAL, DISCONNECTED IMAGES, SHE REMAINS INARGUABLY REAL: A FEARLESS FIGURE DELVING DEEPER INTO THIS BLIGHTED WORLD, UNMINDFUL OF THE TERRORS THAT AWAIT HER. WAS SHE THIS WAY BEFORE? WHEN WE CHOZO FOUND HER, A FLEDGLING ORPHAN ON A SAVAGED PLANET, DID A WARRIOR'S PULSE ALREADY BEAT IN HER VEINS, FILLING HER WITH RIGHTEOUS FURY? OUR HOPES LIE WITH HER...



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# samus skills

The Nintendo GameCube Controller is one of the most well-designed gaming devices ever created, and you'll need it to control one of the most deadly bounty hunters ever known. Take a moment to examine the controls below, and refer back to this page if you ever forget how to operate the Power Suit.



## samus controls

**START**  
inventory  
log book  
options

**L BUTTON**  
lock on to enemies  
strafe left & right

**CONTROL STICK**  
walk and turn

**CONTROL PAD**  
quick select visors  
left - scan visor  
up - combat visor  
down - thermal visor  
right - x-ray visor

**C STICK**  
quick select weapons

**R BUTTON**  
free look  
targeting circle

**Z BUTTON**  
access map

**Y BUTTON**  
launch missile  
drop power bomb

**X BUTTON**  
transform to  
morph ball

**A BUTTON**  
fire arm cannon  
drop bomb

**B BUTTON**  
jump  
dodge (when strafing)

## [ MORPH BALL ]

**L BUTTON**  
lock camera forward



**X BUTTON**  
enter/exit morph ball form



**A BUTTON**  
drop bombs



**Y BUTTON**  
drop power  
bombs





# combat display



The Combat Visor is your window on the world, and knowing how to use it is key to surviving the harsh landscape of Tallon IV. Check the list below for a quick description of Combat Visor options.

## ENERGY METER

001

Health is measured by the amount of energy in your Power Suit. If the meter reaches zero, your game is over.

## LOCAL MAP

002

The map will scroll as you move through the game. If you want to view a full map, press the Z Button.

## MISSILE COUNTER

003

Check the number of remaining Missiles you have. Expansions appear throughout the game, for a total of 250 Missiles.

## WEAPON SELECT

004

Samus's Arm Cannon can hold up to four different Beam types. The Beam colors match doors and also some enemies.

## RADAR

005

The Radar shows the locations of nearby enemies. Your foes appear as small, orange dots.

## TARGETING

006

The targeting icon pops up whenever an enemy is in range. If you want to aim manually, press the R Button.

## THREAT METER

007

The Environmental Threat Meter rises whenever you're near a dangerous natural substance, such as lava.

## VISOR SELECT

008

Samus can attain three visors in addition to the Combat Visor. Use the Control Pad to select the one you want.

## LOCK ON

009

When you lock on to an enemy, the visor will display a large targeting reticule. Press L to lock on to a foe.

## [ MAIN MENU ]

### [ INVENTORY / LOG BOOK ]



The Inventory screen gives a brief description of Samus's current armaments. The Log Book holds scanned data in five categories: Pirate Data, Chozo Lore, Creatures, Research and Artifacts.

### [ CHANGING OPTIONS ]



You can set the opacity of your visor, tinker with sound and graphics or reverse the Y-Axis of your Controller.





# visors

## [ SCAN VISOR ]



The Scan Visor is your most useful tool. You can scan items to learn what they do, scan enemies to find weak points or even scan computers to learn valuable plot information. You can also use the Scan Visor to operate elevators, doors, force fields and other electronic devices. The golden rule of Metroid Prime: Scan everything.

automatically equipped

## [ THERMAL VISOR ]



If you need to see in the dark or find a cloaked enemy, the Thermal Visor is your best friend. The visor reveals concentrations of heat, which makes even the best-hidden enemy stand out like a sore thumb. It's also capable of finding Missile Expansions in out-of-the-way places and helping to supply power to non-functioning doors.

phendrana drifts (pg. 68)

## [ X-RAY VISOR ]



The X-Ray Visor allows Samus to see and use invisible platforms, ledges and other objects. It can also spot power-ups that are placed behind solid walls. Some enemies, such as the Chozo Ghost, can be tracked only with the X-Ray Visor.

tallon overworld (pg. 96)





## suits

## [ POWER SUIT ]



Samus's Power Suit is the ultimate in deep-space equipment. You can upgrade it with several powerful weapons, and defensively it allows Samus to breathe underwater, function in space and survive falls from any height. Samus can also use the suit to curl into a tiny ball (the Morph Ball) and roll around. The Power Suit is Samus's default suit.

automatically equipped

## [ VARIA SUIT ]



The Power Suit can take a great deal of punishment, but the crushing heat of raw, molten magma is just too much. The Varia Suit, however, can withstand even the most extreme heat with ease (short of falling into a pool of hot lava or encountering the flaming breath of a Magmoor).

chozo ruins (pg. 46)

## [ GRAVITY SUIT ]



While the Power Suit is a marvel of engineering, it is somewhat heavy—which makes it difficult to function underwater. When Samus finds the Gravity Suit, she will be able to leap and run underwater as if she were in the open air.

phendrana drifts (pg. 84)

## [ PHAZON SUIT ]



The last, and most powerful, suit in Samus's inventory is the Phazon Suit. The stylish black-and-red armor can protect Samus from Phazon and all but the most potent of radioactive wastes. It also reduces the amount of damage that you take by a wide margin. You won't find it until the end of the game.

phazon mines (pg. 108)





# weapons

## [ POWER BEAM ]



The Power Beam is the Arm Cannon's default weapon. It has the fastest rate of fire of any weapon and is great for clearing a room of small enemies. Some enemies, especially in the later levels, are immune to the Power Beam. You can also use it to open blue doors, though any weapon (save a Missile) will open a blue door.

automatically equipped

## [ SUPER MISSILE ]



The Super Missile uses a charged Power Beam to fire five Missiles at once. It's a devastating attack that can destroy most enemies with a single shot. You can destroy some walls and other items with a Super Missile. Press and hold A to charge the Power Beam, then press Y to unleash a Super Missile.



phendrana drifts (pg. 64)

## [ WAVE BEAM ]



Electrical enemies of all stripes fear the Wave Beam—and for good reason. The weapon fires charged bursts of electricity that can short out mechanical devices and cause major damage to energy-dependent foes. The Wave Beam has a slow rate of fire, but its unique three-beam firing pattern is handy for shooting over the top of embankments. It can also open purple doors.

phendrana drifts (pg. 60)

## [ WAVEBUSTER ]



A blast from the Wavebuster will send anyone running. The weapon arcs a charged Wave Beam through the air and continues firing for as long as you hold the Y Button. The attack drains your Missile supply quickly—it costs 15 Missiles to fire the beam and about 10 per second to keep it going.



chozo ruins (pg. 78)



[ ICE BEAM ]



Like an old friend returning after a long absence, the Ice Beam is a welcome sight to Metroid aficionados everywhere. The device fires a beam that freezes many enemies solid—until you shatter the frozen enemy with a Missile strike. The longer you charge the beam, the longer its target will remain frozen. The Ice Beam can open white doors.

chozo ruins (pg. 80)

[ PLASMA BEAM ]



Capable of firing bolts of pure molten energy, the Plasma Beam is perfect for ice-based enemies and flammable substances. It's perhaps the most powerful weapon in your inventory, but you won't pick it up until late in the game. Use the Plasma Beam to open stubborn red doors. (Note that only the outline of the doors are red. If a door has a red lock in the middle, you must break it with a Missile.)

magmoor caverns (pg. 104)

[ ICE SPREADER ]



For a ridiculously powerful attack, try the Ice Spreader. The charged Ice Beam will shoot a huge wall of ice at anything in its path and can entrap multiple enemies at once. It's like having a snow cone machine at your fingertips.



magmoor caverns (pg. 102)

[ FLAMETHROWER ]



You'll encounter many frigid enemies on Tallon IV, and you'll need a way to warm them up. The Flamethrower launches a beam of pure fire at any enemy unfortunate enough to be in the way. Like the Wavebuster, it can drain your Missile supply in a hurry, so use it sparingly.



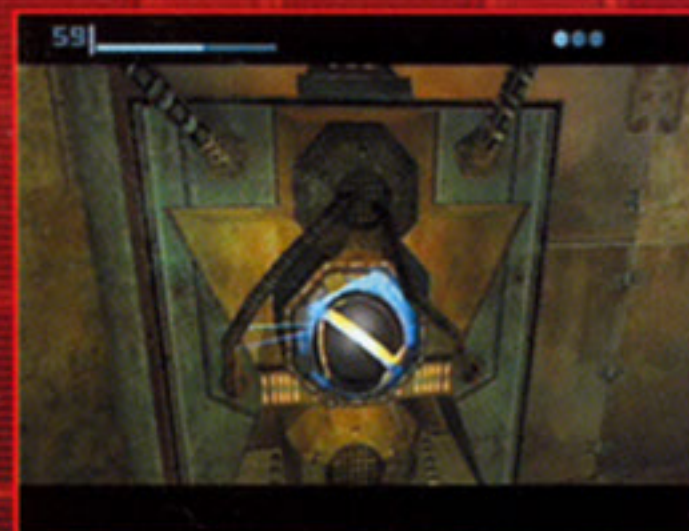
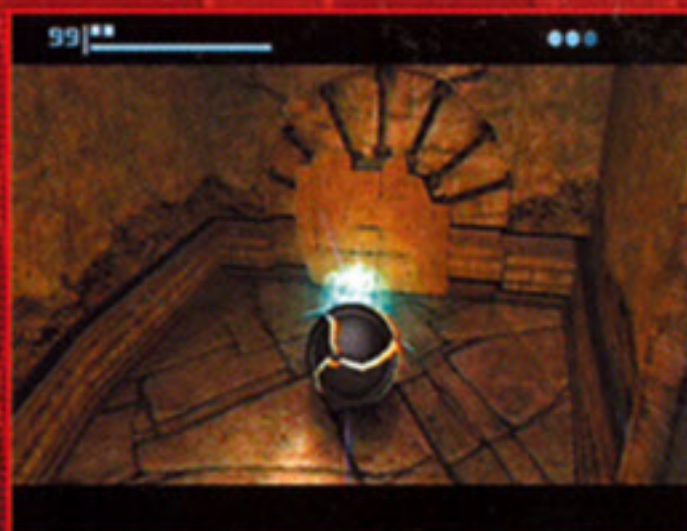
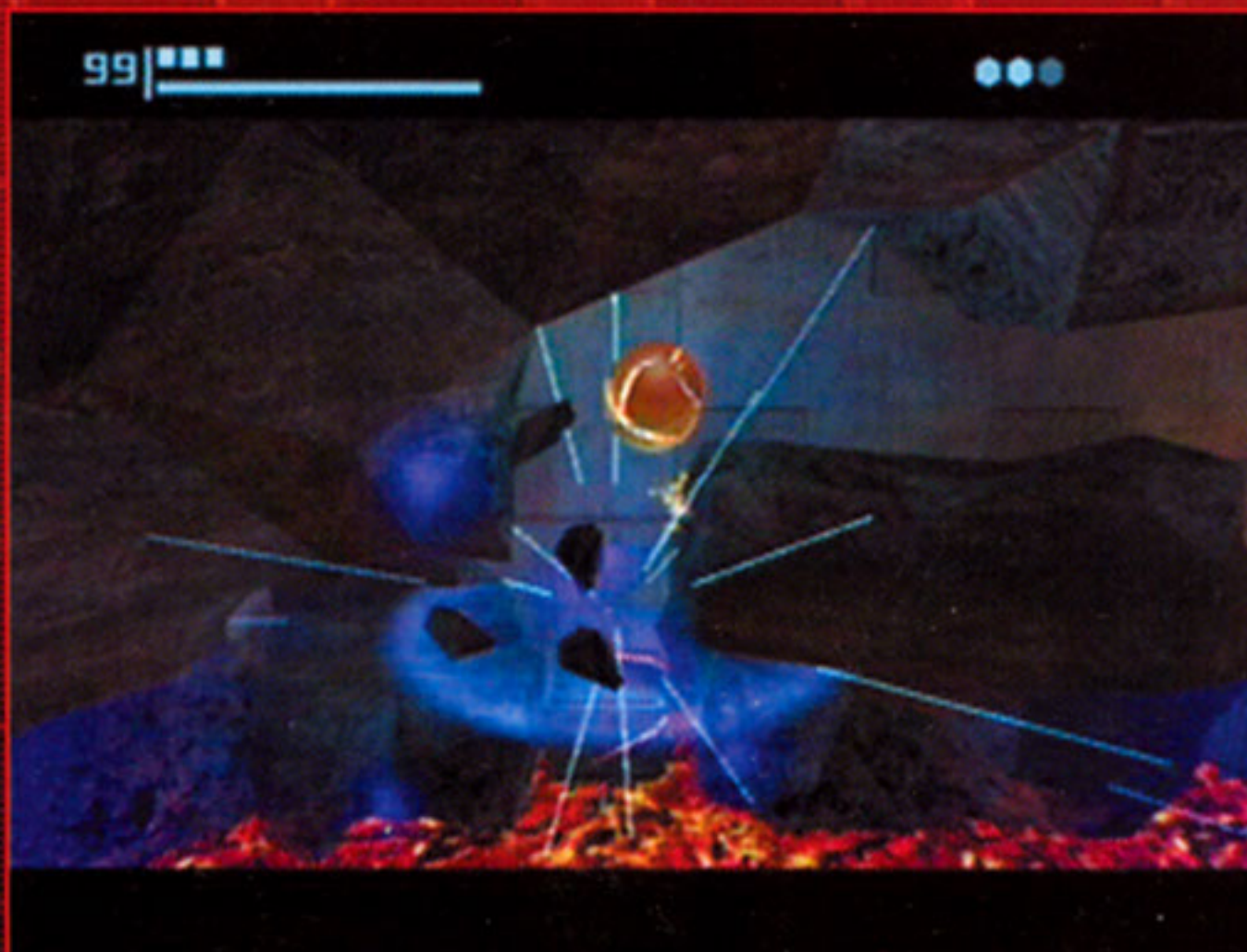
phazon mines (pg. 106)





# morph ball

## [ BOMBS / POWER BOMBS ]



Bombs are a multifaceted weapon. Their main function is to blow holes in walls to reveal secret tunnels or buried upgrades, but they also deal out damage to approaching monsters. You can use Bombs to propel yourself into the air and reach high places. The Power Bombs are an enhanced version of a regular Bomb. They cause much more damage but don't increase your jumping altitude.

chozo ruins (pg. 36) phazon mines (pg. 88)

## [ BOOST BALL ]



Samus's Morph Ball is silky smooth but none too fast. To give yourself some extra speed, grab the Boost Ball. A speedy Boost Ball can rocket up and down a halfpipe to reach otherwise out-of-the-way areas, and can also operate machines called Spinner Devices. You'll encounter the first Spinner Device in Magmoor Caverns.

phendrana drifts (pg. 50)

## [ SPIDER BALL ]



You'll see magnetic strips called Spider Ball Tracks almost as soon as you begin the game, but their use won't become clear until you acquire the Spider Ball. With the Spider Ball, Samus can cling to certain surfaces and roll over obstacles, across walls and even upside-down.

phendrana drifts (pg. 72)





# secondary items

## [ MISSILE LAUNCHER ]



Your very first upgrade is the Missile Launcher, which—as the name suggests—allows you to fire Missiles. Lock on to an enemy with the L Button then fire a Missile with the Y Button. The only way to dispatch certain foes and open certain doors is by using Missiles.

chozo ruins (pg. 30)

## [ SPACE JUMP BOOTS ]



With the Space Jump Boots equipped, Samus can perform a double jump, which adds a second leap onto the end of a first. The boots are great for jumping higher and farther, and they can also be a lifesaver if you misstep in midair and miss your intended platform.

tallon overworld (pg. 56)

## [ GRAPPLE BEAM ]



Samus's Grapple Beam allows her to swing from predetermined positions (known as Grapple Points) and cross large gaps instantly. By pressing, holding and releasing the L Button, Samus can swing from Grapple Point to Grapple Point, traversing even the longest landscape in a hurry.

phazon mines (pg. 94)





prologue:

# above tallon IV

Metroid Prime begins aboard a derelict Space Pirate ship as it orbits Tallon IV. Your initial tour through the ship will act as a tutorial level where you'll learn the basic mechanics of the Power Suit. Though you shouldn't have much trouble, read the walk-through below for extra tips.

## [ SHIELDS DOWN ]



Upon exiting Samus's ship, you will see a blue force field. There are two red lights on either side of the field. Lock on to each light with the L Button, then blast it with a single shot from the Power Beam. By doing so, you will drop the barrier.



## [ THE DOOR IS AJAR ]



The first true door you'll encounter is a blue door. There are four different types of doors in the game—blue, red, white and purple—and to open each, you'll need a different weapon. You can open blue doors by shooting them with a Power Beam. Some doors are locked and must be shot with a Missile first.



## [ SCANNING FOR SWITCHES ]



Walk down the plank and look for a glowing blue square. It's called a Scan Point, and you'll find hundreds of them throughout the game. Red scan points usually activate a device or reveal a needed piece of information. Orange scan points contain random bits of data—they usually are not entered into the Log Book.



## [ A WORLD OF LEARNING ]



You can run down the first hallway and continue on your way, but take a moment to examine the walls with the Scan Visor. You'll glean all kinds of information if you do. If you want to get the most out of Metroid Prime, scan everything you see—most of the key plotline elements are told via Scan Points.



## [ SCAN VISOR TECHNIQUES ]

### [ QUEST FOR THE SCAN POINTS ]



Scan Points don't always appear as obvious colored squares—sometimes they blend in with the surrounding area. Look for Scan Points on computers, doors and wall monitors. You can also scan the environment to find structural weaknesses or natural dangers.



The Scan Visor is invaluable in combat. When you scan an enemy, you'll receive a wealth of information on it—including history, weakness, strengths and more. Once you've scanned a foe, you'll usually have a better idea of how to attack it.

### [ LOG YOUR ENTRIES ]



Each time you scan something important, it will be recorded in your Log Book. You can check the book at any time by pressing the Start Button to access the main menu.



If you fill up 50 percent of the Log Book, you will unlock a collection of awesome concept art straight from the design team at Retro Studios. If you fill every last entry in the book, you'll unlock another great set of art.



[ AIR LOCK AVENUE ]



Once you enter the air lock, you won't be able to leave until it is repressurized. Use the Scan Visor on the blue square (located at the left-hand side of the room) to equalize the pressure. If you're successful, the door at the end of the room will turn blue. Shoot it and continue down the tunnel.

[ PARASITE ]



Parasites are common creatures. They are harmless alone but can be a nuisance in numbers. Once you reach the surface of Tallon IV, you'll discover many different breeds of Parasite—some of which are quite difficult to take down. For the moment, just blast them with the Power Beam.

[ WAR ZONE ]



The ship is filled with Space Pirate remains and unbelievable amounts of wreckage. Scan the bodies to learn about how and why they perished, then scan the surrounding area to learn a bit about what happened to the ship itself.

[ ADVANCED TARGETING AND LOCK-ON TECHNIQUES ]

[ LOCKED ON TARGET ]



The Combat Visor will bring up a reticle any time an enemy is within weapons range. If you want to lock on to that enemy, press and hold the L Button.



The quick lock-on is a vital strategy. Press the L Button to lock on to a foe, then release it and press it again to target the next enemy in line. Use the technique to eliminate threatening enemies before wounded ones.

[ AIM FOR THE STARS ]



Samus's lock-on targeting works very well, but sometimes you may need to aim on the fly. Press the R Button to move the Arm Cannon manually. If you press the L Button gently while holding the R Button, you'll bring up a small targeting reticle.



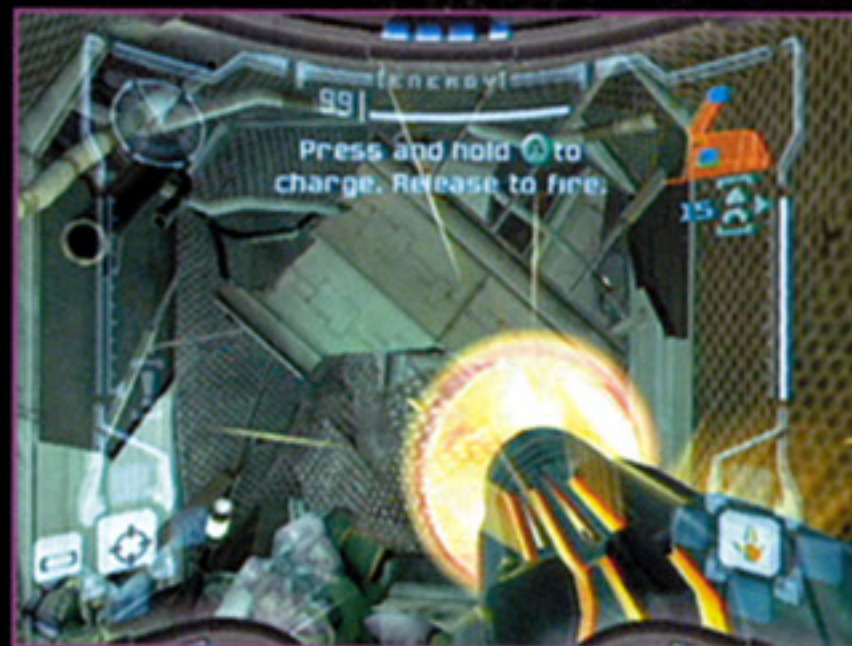
Use the R Button to look around areas and get a sense of the action. It's the only way to look up or down without locking on to an enemy. An important technique to master is the look and lock. Look around with the R Button, then press the L Button and release the R Button as soon as an enemy comes into view.

[ LOCK AND LOAD ]



The first real threat you encounter is a wounded Space Pirate. It's located at the far end of the Emergency Evacuation Area. Lock on to the beast with the L Button then end its suffering with a few Power Beam shots.

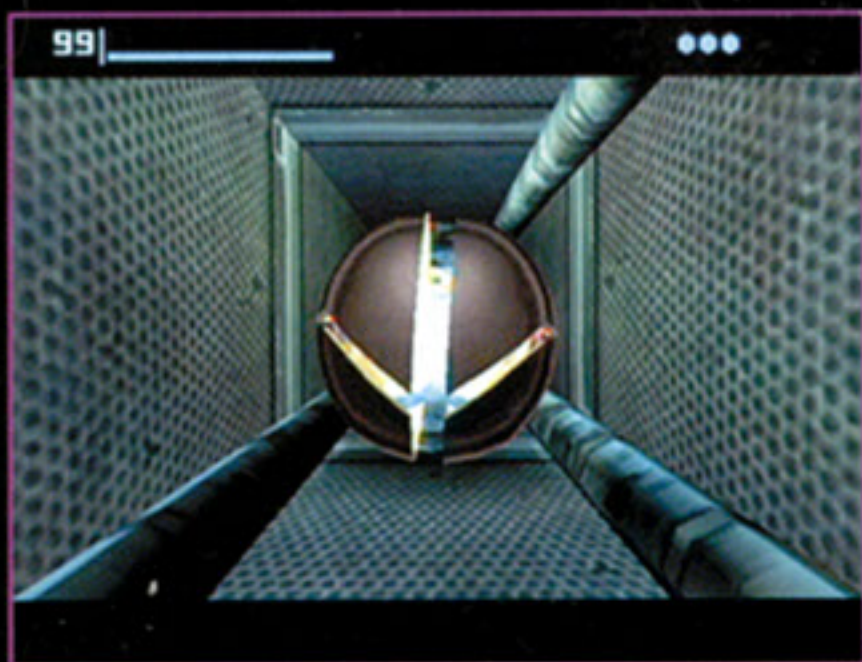
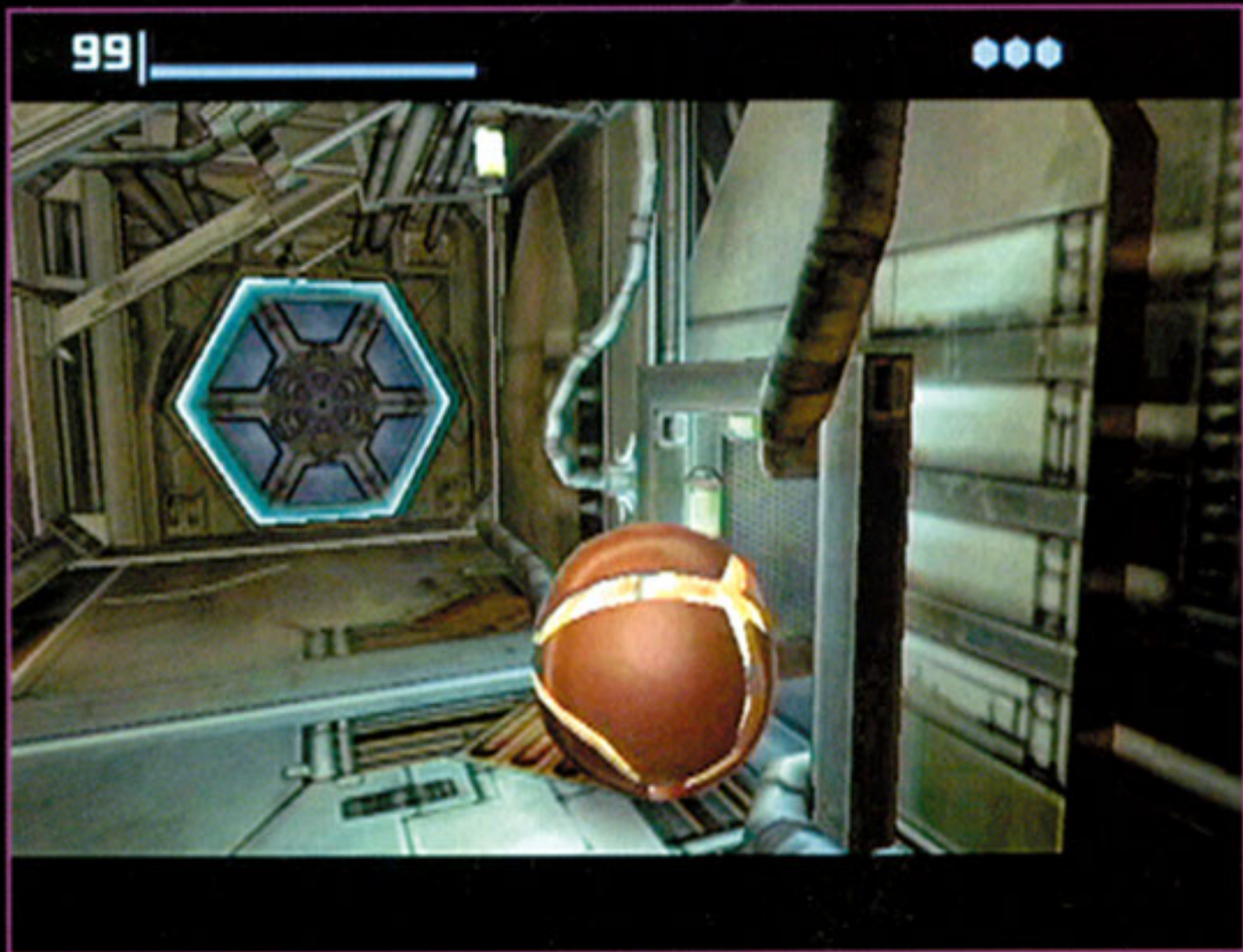
[ CHARGED AND READY ]



The path through the ship is blocked by fallen rubble. Most of the rubble is impenetrable, but you can destroy some of it with the Charge Beam. Press and hold the A Button until you see a ball of light appear at the end of the Arm Cannon. When you release it, a superstrong Power Beam blast will clear away the rubble.



[ MORPH BALL ]



The Morph Ball is your ticket to the small time. Whenever you need to enter a tunnel or roll through a crack in a wall, try the Morph Ball. Press X to assume Morph Ball form. The camera will switch to a third-person perspective in Morph Ball mode, which is a good way to get a different look at a room. Press X again to leave Morph Ball form.

[ MORPH BALL TECHNIQUES ]

[ MORPH BALL BOMBS ]



You aren't totally defenseless in Morph Ball form—you can drop up to three Bombs, which will destroy small foes and damage larger ones. The Morph Ball is built for exploration and escape, however—not combat.

[ ROLLIN' DOWN THE HALLWAY ]



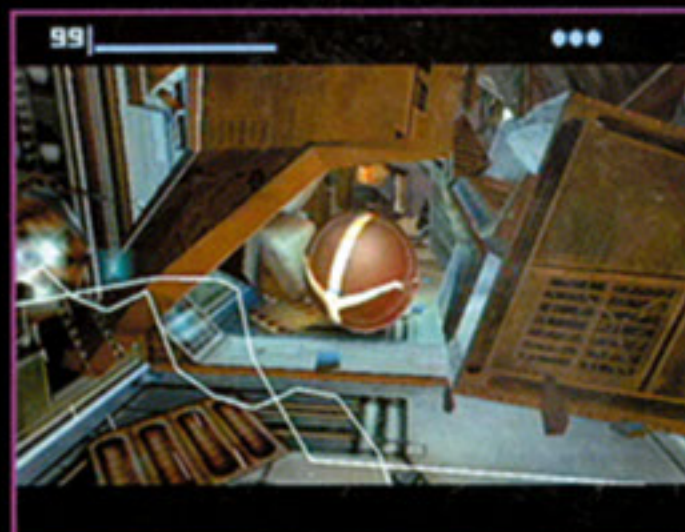
The third-person perspective can be very, very handy if you're trying to get a new view of things. Press L while in Morph Ball form to center the camera behind you. The Morph Ball is also the fastest way to travel.

[ MAP STATION ]



Each area of Tallon IV contains a Map Station where Samus can use her suit to download detailed maps for each world. To activate a Map Station, walk into the hologram in the middle of the room. To reach the Map Station on the Pirate Ship, you must roll down a small tunnel in the hallway before the first elevator.

[ RIDING IN STYLE ]



You must activate elevators before you can use them. Look for a Scan Point to the left or right of an elevator, then scan it to turn the lift on. Once it's powered, step into the hologram and let it take you where you need to go. Upon leaving the lift, use the Morph Ball to avoid electrical bolts.

[ AUTO DEFENSE TURRETS ]



Auto Defense Turrets have unlimited ammunition and will fire on anything that moves. You can lock on to the guns and blast them with Missiles, or you can try to find a Scan Point and deactivate them. Note that you'll have to either destroy or avoid some guns.

[ PIRATE LOG ]



The Chozo aren't the only ones who keep detailed records. You, too, can learn about evil goings-on by downloading Pirate Logs. You'll find most of the logs in Phendrana Drifts and the Phazon Mines, but a couple lurk in other places. Pirate Logs appear as red Scan Points.



[ PRECIOUS PIRATE BOOTY ]



As you move deep into the ship, you'll find Space Pirates that are more energetic. If you're low on health, take them out with Missiles. Otherwise, it's a great chance to practice your strafing techniques.

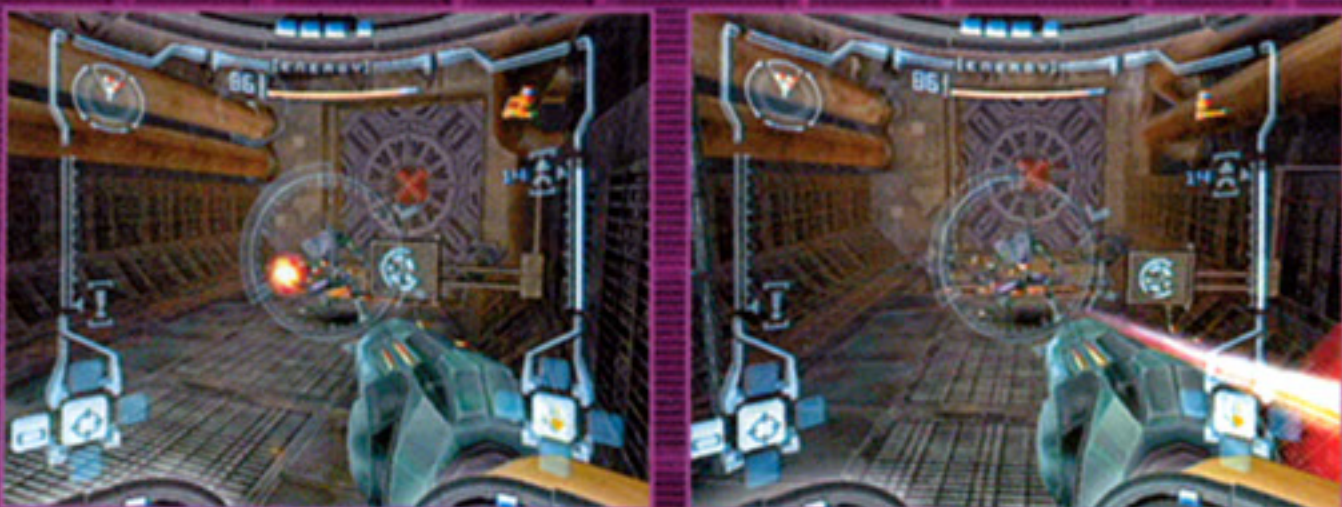
[ STRAFING TECHNIQUES ]

[ STRAFING ]



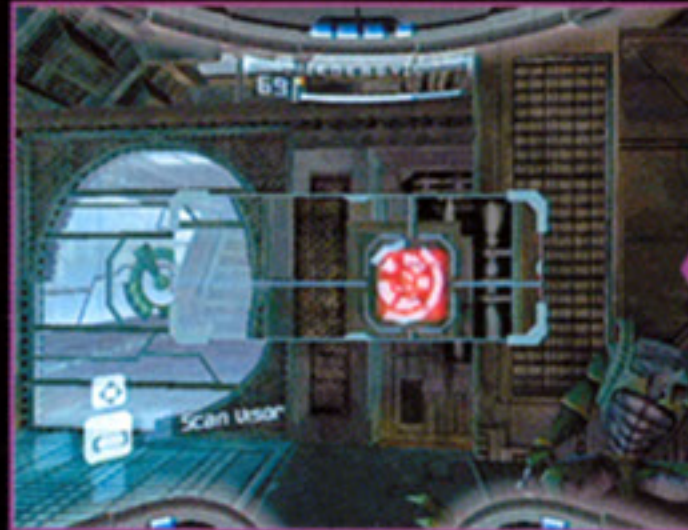
If you're in an open area and want to strafe left or right, hold the L Button down partway (not until it clicks, but with gentle pressure) and move the Control Stick.

[ STRAFE LOCK ]



You can also strafe around an enemy. Target a foe, press and hold the L Button, then move the Control Stick in one direction. As long as you remain locked-on, you'll turn in circles around your target.

[ RIDE, SAMUS, RIDE ]

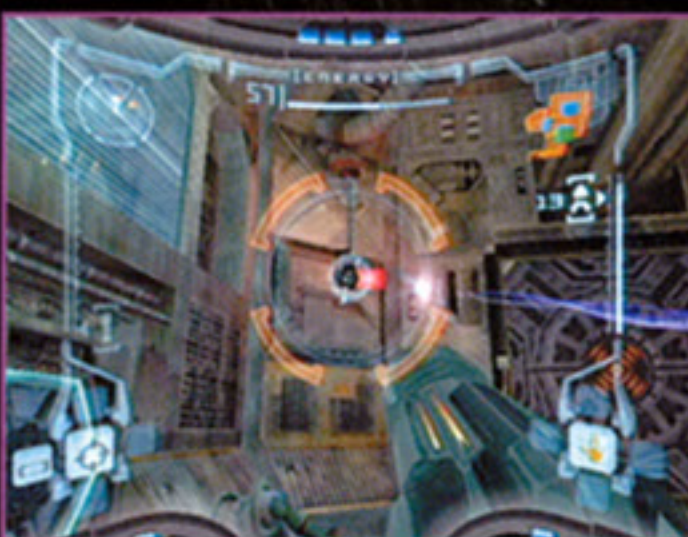


The second elevator you'll encounter works on the same principle as the first. Anytime you ride an elevator, use the R Button to look up or down (when possible) and make sure nothing is going to ambush you.

[ BOWLING FOR DOORS ]



When you reach a room with a round indentation on the floor, look for a Scan Point nearby. Scan it, then roll into Morph Ball form and enter the indentation to open the main door.



[ SAVE STATION ]



The Save Station is a lifesaver, no matter where you are in the game. Each time you encounter one, you'll want to save your game. Even if you haven't made significant progress, the room will restore any energy you might have lost.

[ STATION BREAK ]

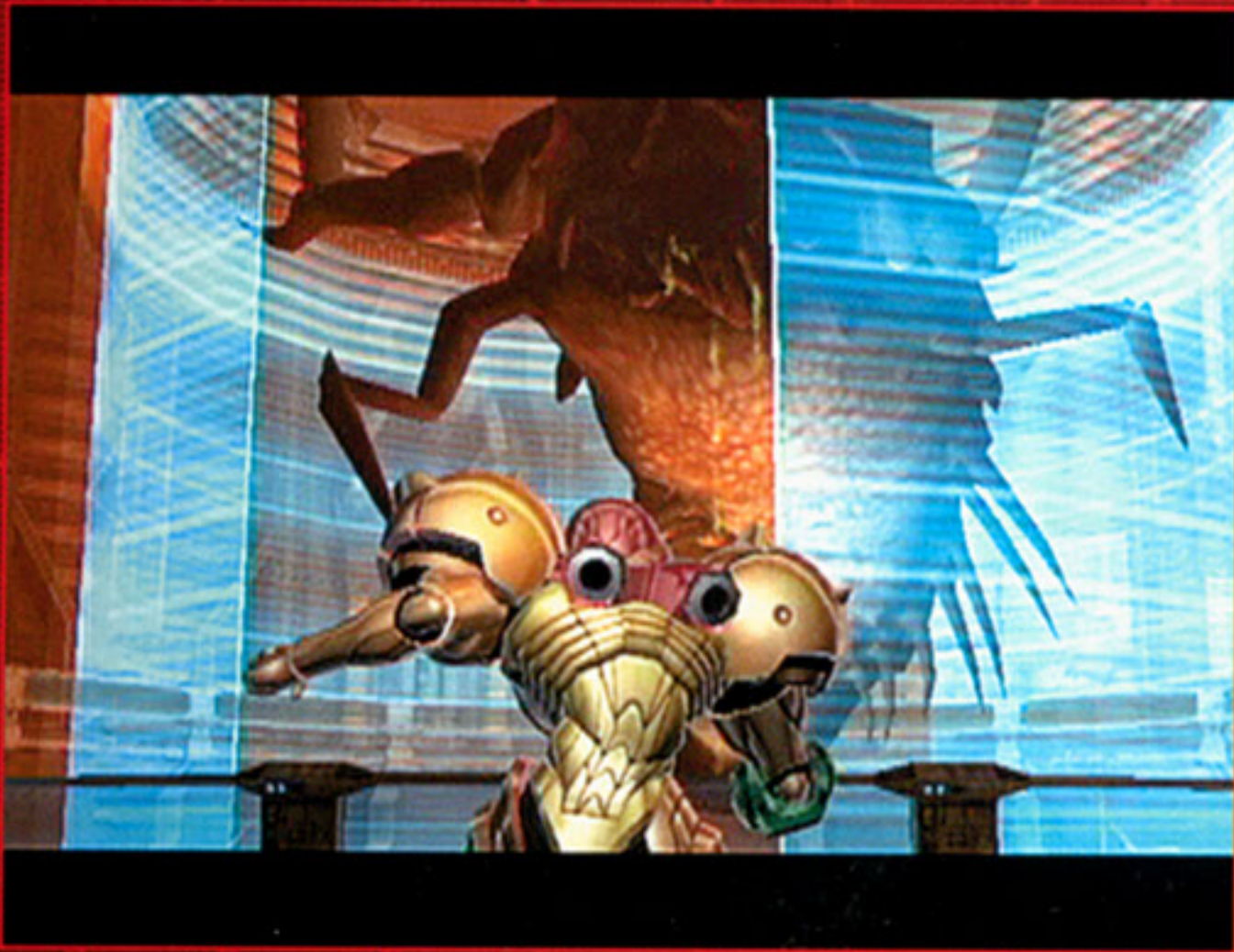
[ CHOOSE A STATION ]



Save Stations, Map Stations and Missile Stations all function in the same manner but do different things. Save Stations restore energy, while Map and Missile Stations give you (what else?) maps and Missiles.



## [ PARASITE QUEEN ]



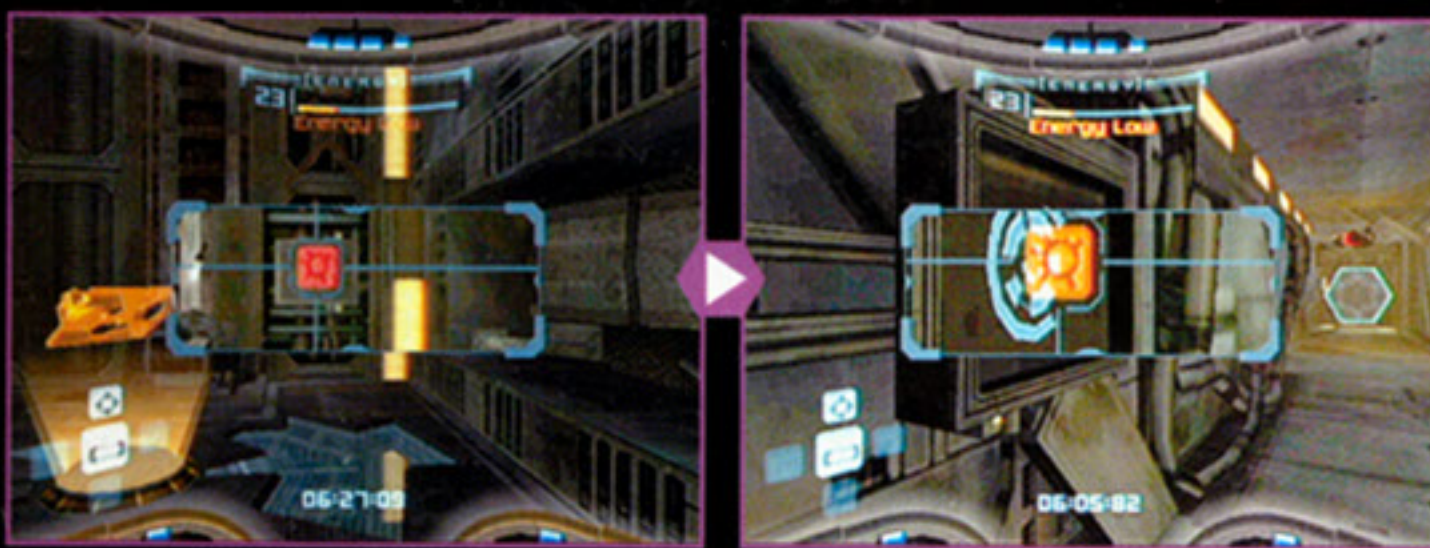
The crazed experimentation that was taking place on the ship obviously spun out of control. And while most creatures perished, there is one that remains. Take out the massive Parasite Queen before she turns you into a tasty snack.

### [ LOCATE THE WEAKNESS ]



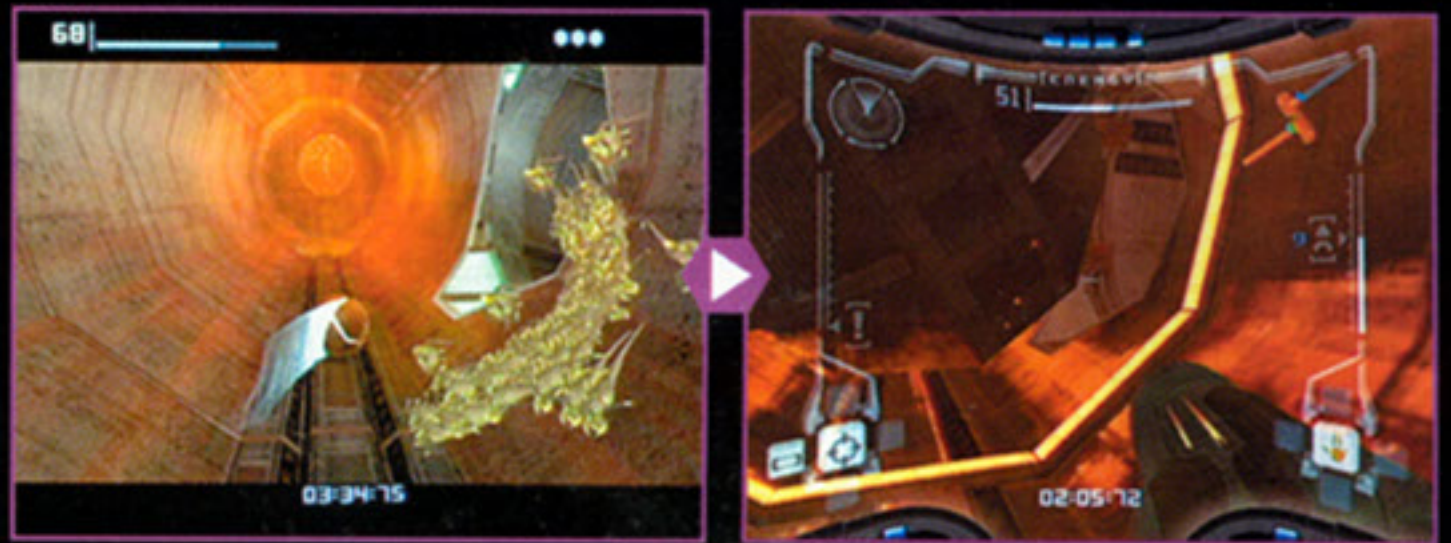
Scan the Parasite Queen to find a weak point (the mouth) then lock on and fire away when you see a gap in the force field. If you don't scan the queen, you'll fire at her belly—you can win that way, but it takes longer.

### [ TIME TO RUN ]



The Parasite Queen's defeat also foretells the beginning of the end for the Space Pirate vessel. Jump into the nearby air duct and start running for the exit. You'll have to deal with Space Pirates and Auto Defense Turrets along the way—use the Scan Visor to disable turrets whenever possible.

## [ SPEED IS KEY ]



Once you enter the tunnels, transform into Morph Ball form and roll. When Parasites attack, simply roll through them. At one point, a large piston will block your way. Follow it as it retracts and look for a tunnel on the right.

## [ META RIDLEY ]



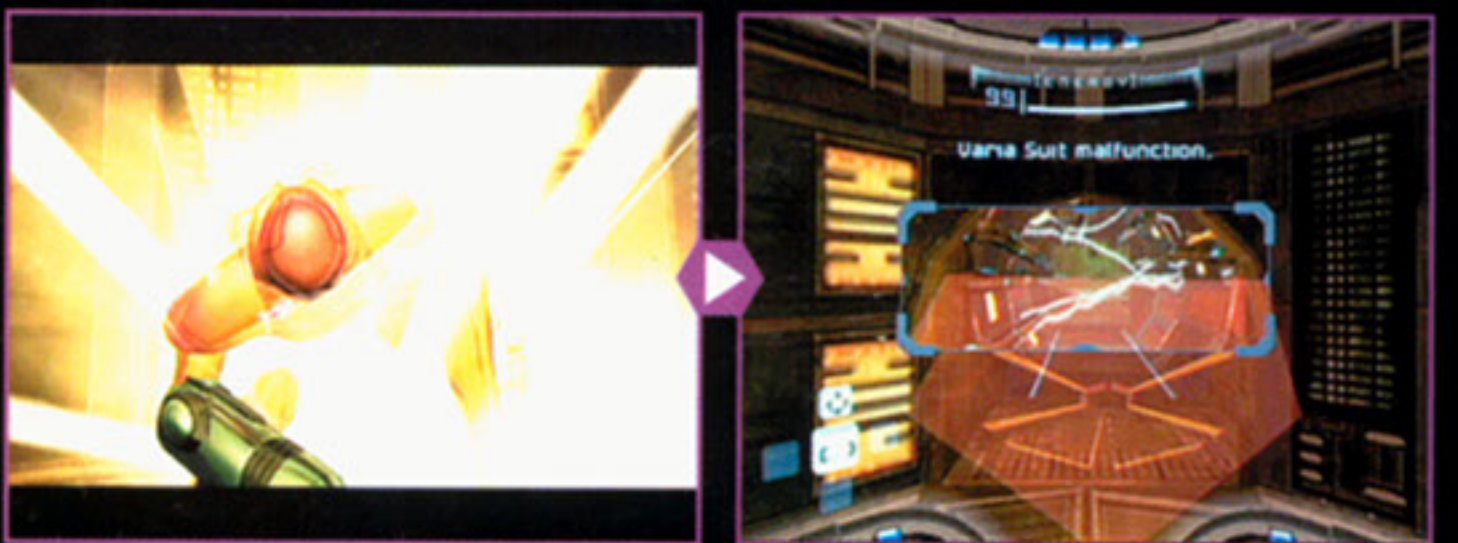
A familiar foe is stowed away on the Pirate Ship. The gigantic beast, Meta Ridley, was thought to have been destroyed on Zebes, but it somehow survived. After he flies away, scan a nearby computer for information on the creature.

## [ SWING AWAY ]



Your final obstacle is a large chasm. Press L to engage the Grapple Beam, then swing to the other side. When you hit the middle of the chasm, release L then quickly hit it again—you'll attach to the second point automatically.

## [ A HORRIBLE MALFUNCTION ]



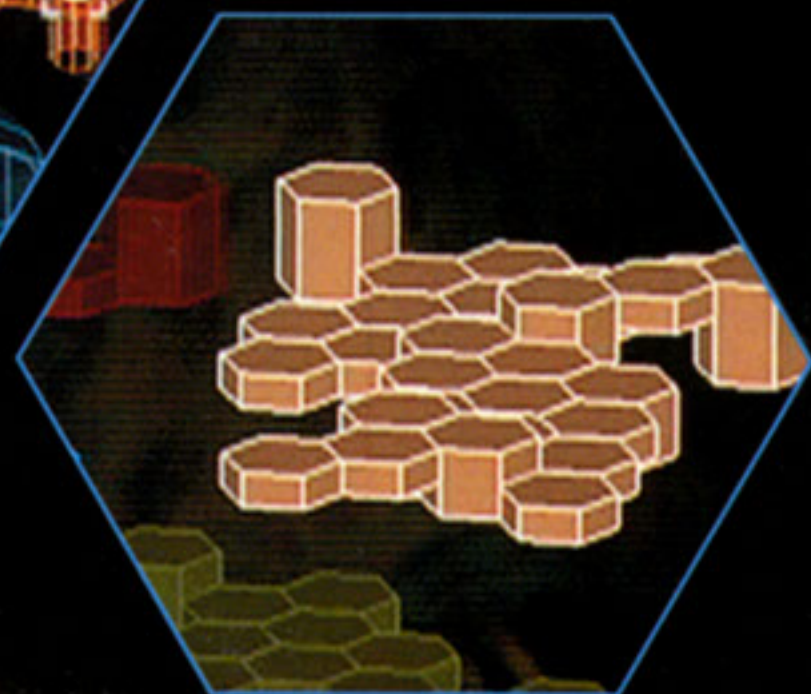
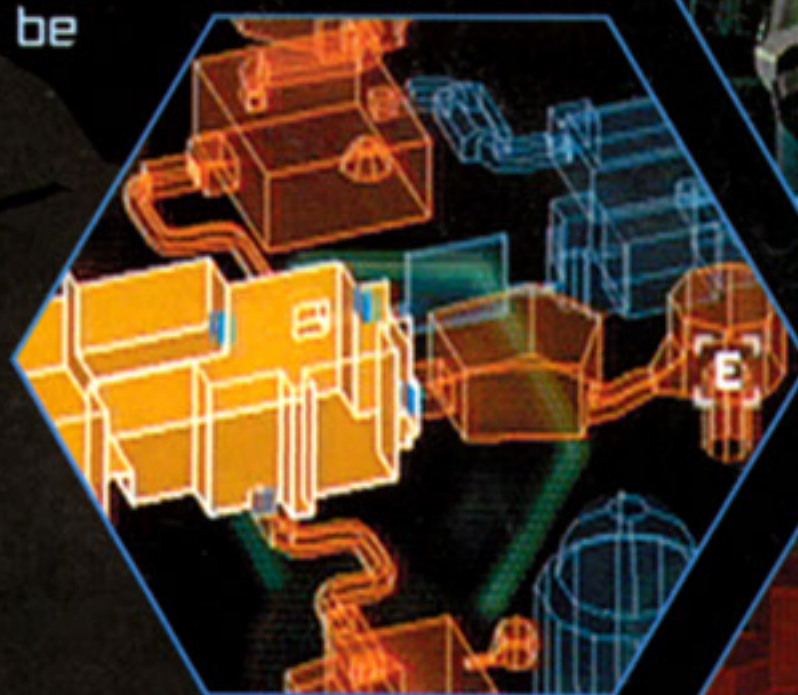
Just as Samus is about to make her escape, a large blast will send her flying. Though she'll survive the blast, it will cause numerous malfunctions in the Power Suit. When you land on Tallon IV, your only defense will be the Power Beam. Run to your ship and get ready for the real adventure to begin!





# tallon IV maps

Tallon IV is a massive place with many areas you won't be able to access from the start. Any time you get lost (or just want to see if an upgrade is nearby), turn back to these pages and consult the map.







# tallon overworld



## UPGRADES IN TALLON OVERWORLD

There are two lists below. The one on the left shows upgrades that you receive in the Tallon Overworld. The one on the right shows the recommended order for collecting every upgrade. Each upgrade is shown on the map with its corresponding room name and page number.

SPACE JUMP BOOTS

X-RAY VISOR

### order of collection:

1. Missile Launcher
2. Morph Ball
3. Charge Beam
4. Morph Ball Bomb
5. Varia Suit
6. Boost Ball
7. Space Jump Boots
8. Wave Beam
9. Super Missile
10. Thermal Visor
11. Spider Ball
12. Wavebuster
13. Ice Beam
14. Gravity Suit
15. Power Bomb
16. Grapple Beam
17. X-Ray Visor
18. Ice Spreader
19. Plasma Beam
20. Flamethrower
21. Phazon Suit

## EXPANSIONS AND ARTIFACTS

If the items below are available, they will appear on the area's map. The walk-through also contains detailed instructions for procuring each item. Refer to the given page number to find the tips.

MISSILE EXPANSION

CHOZO ARTIFACT

ENERGY TANK

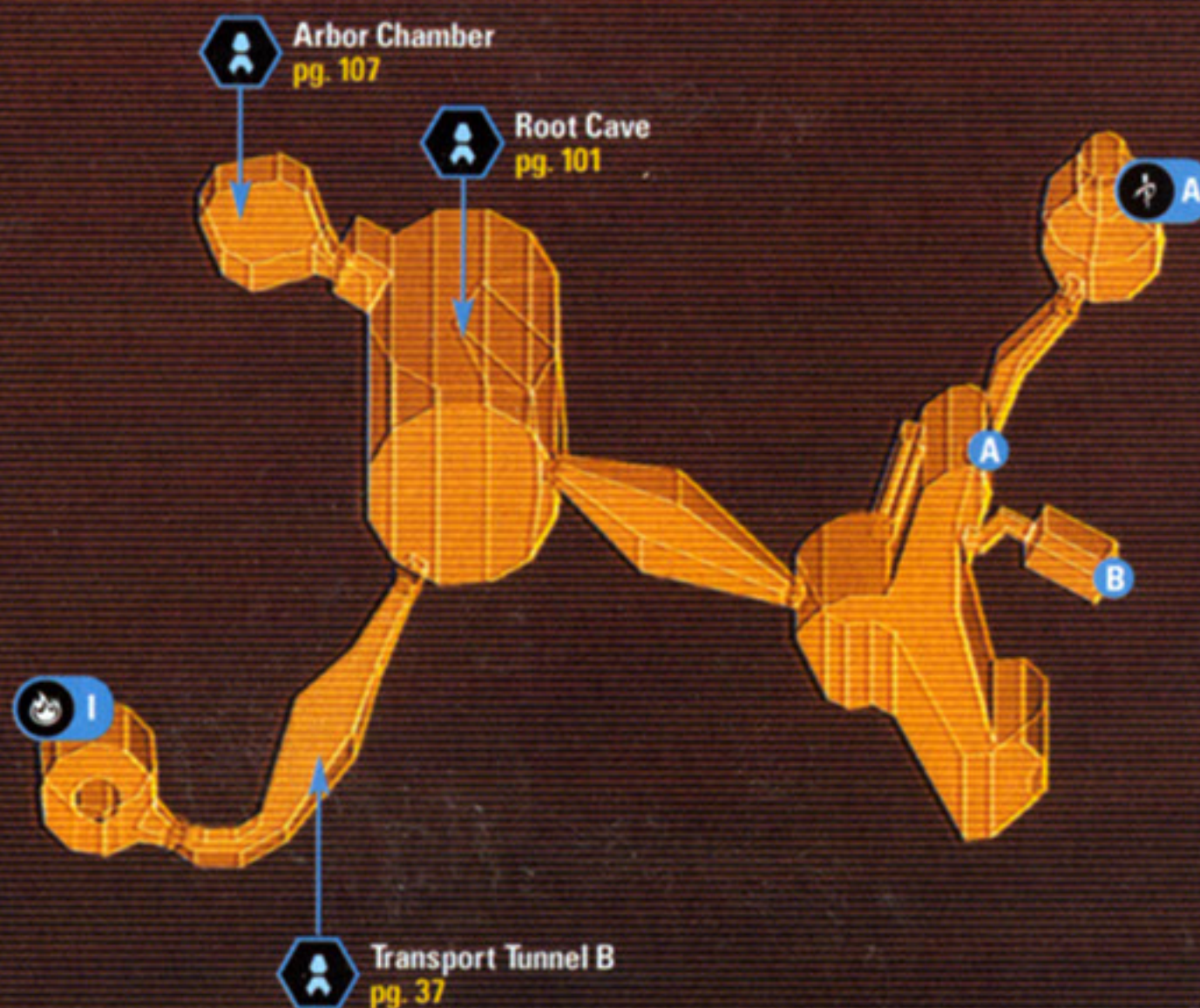
POWER BOMB EXPANSION

## STATIONS

SAVE STATION

MISSILE STATION

MAP STATION

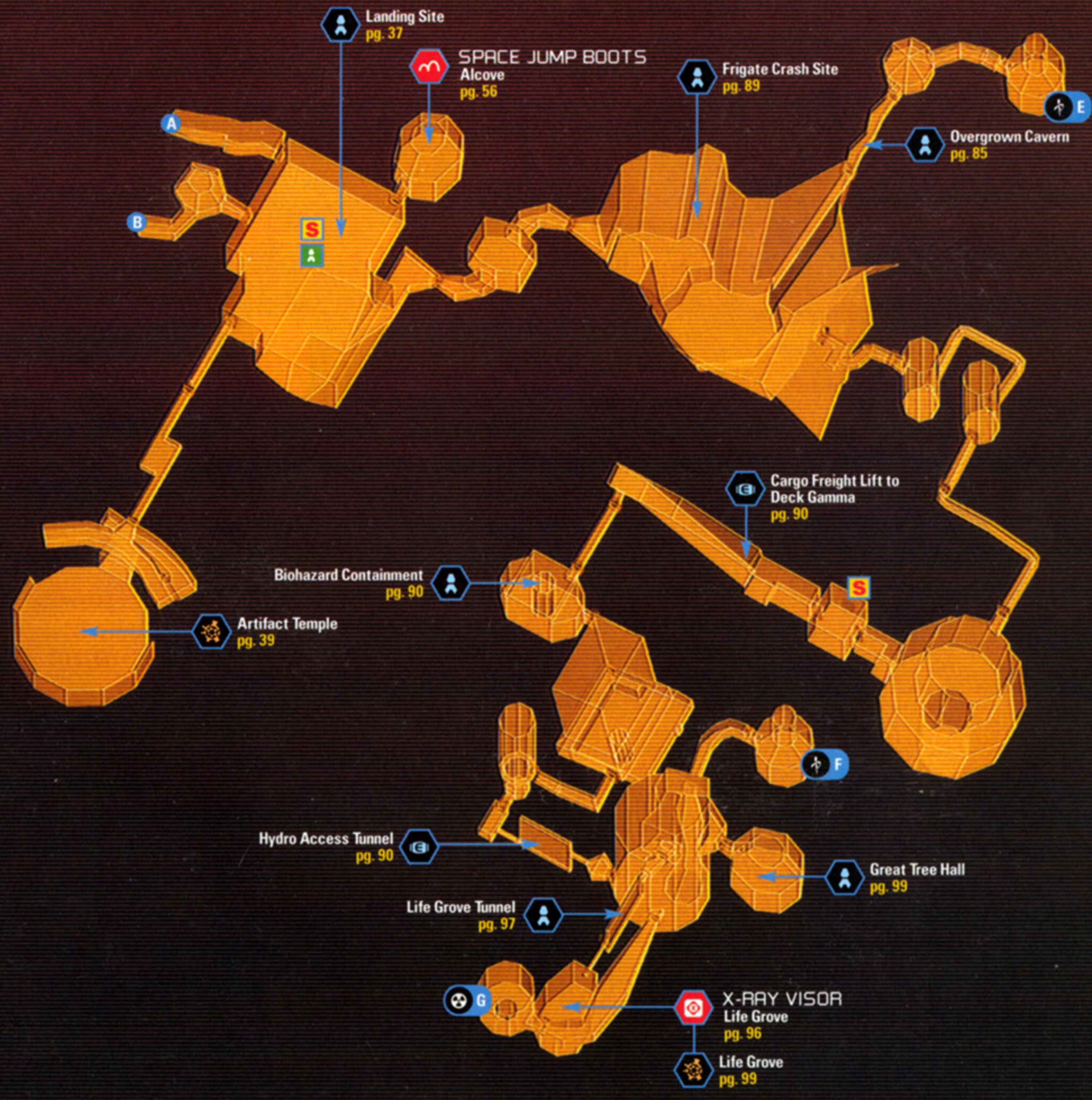


## WORLD MAP PLACEMENT



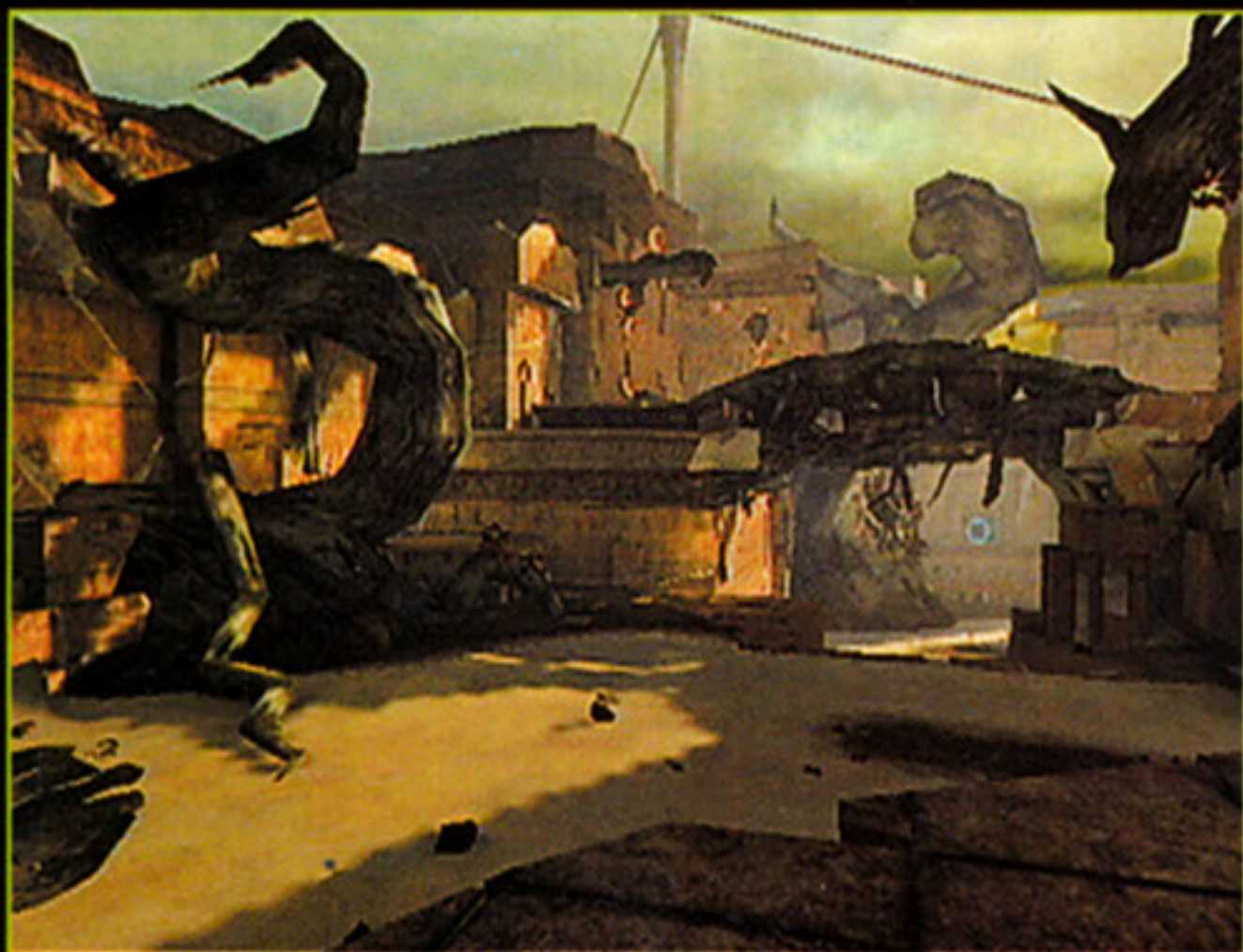


C Elevator to new area (Icon identifies area)  
 Tallon Overworld  
 Chozo Ruins  
 Magmoor Caverns  
 Phendrana Drifts  
 Phazon Mines  
 B connection within the same area












# chozo ruins



## UPGRADES IN CHOZO RUINS

There are two lists below. The one on the left shows upgrades that you receive in the Chozo Ruins. The one on the right shows the recommended order for collecting every upgrade. Each upgrade is shown on the map with its corresponding room name and page number.

-  MISSILE LAUNCHER
-  MORPH BALL
-  CHARGE BEAM
-  MORPH BALL BOMB
-  VARIA SUIT
-  WAVEBUSTER
-  ICE BEAM

### order of collection:

1. Missile Launcher
2. Morph Ball
3. Charge Beam
4. Morph Ball Bomb
5. Varia Suit
6. Boost Ball
7. Space Jump Boots
8. Wave Beam
9. Super Missile
10. Thermal Visor
11. Spider Ball
12. Wavebuster
13. Ice Beam
14. Gravity Suit
15. Power Bomb
16. Grapple Beam
17. X-Ray Visor
18. Ice Spreader
19. Plasma Beam
20. Flamethrower
21. Phazon Suit

## EXPANSIONS AND ARTIFACTS

If the items below are available, they will appear on the area's map. The walk-through also contains detailed instructions for procuring each item. Refer to the given page number to find the tips.

-  MISSILE EXPANSION
-  CHOZO ARTIFACT
-  ENERGY TANK
-  POWER BOMB EXPANSION

## STATIONS

-  SAVE STATION
-  MISSILE STATION
-  MAP STATION



## WORLD MAP PLACEMENT





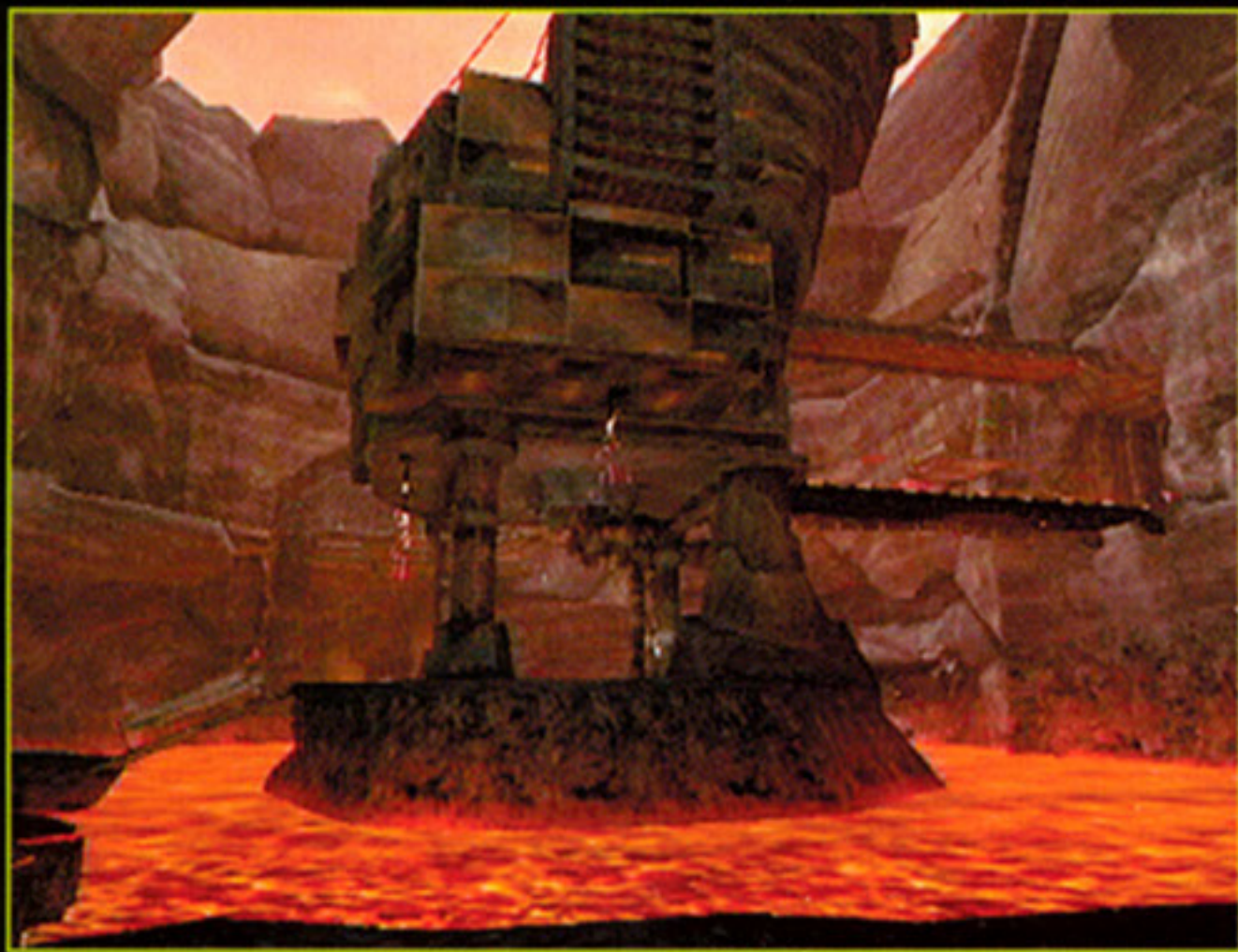


- Elevator to new area (Icon identifies area)
- Tallon Overworld
- Chozo Ruins
- Magmoor Caverns
- Phendrana Drifts
- Phazon Mines
- Connection within same area





# magmoor caverns



## UPGRADES IN MAGMOOR CAVERNS

There are two lists below. The one on the left shows upgrades that you receive in the Magmoor Caverns. The one on the right shows the recommended order for collecting every upgrade. Each upgrade is shown on the map with its corresponding room name and page number.

- ICE SPREADER
- PLASMA BEAM

### order of collection:

1. Missile Launcher
2. Morph Ball
3. Charge Beam
4. Morph Ball Bomb
5. Varia Suit
6. Boost Ball
7. Space Jump Boots
8. Wave Beam
9. Super Missile
10. Thermal Visor
11. Spider Ball
12. Wavebuster
13. Ice Beam
14. Gravity Suit
15. Power Bomb
16. Grapple Beam
17. X-Ray Visor
18. Ice Spreader
19. Plasma Beam
20. Flamethrower
21. Phazon Suit

## EXPANSIONS AND ARTIFACTS

If the items below are available, they will appear on the area's map. The walk-through also contains detailed instructions for procuring each item. Refer to the given page number to find the tips.

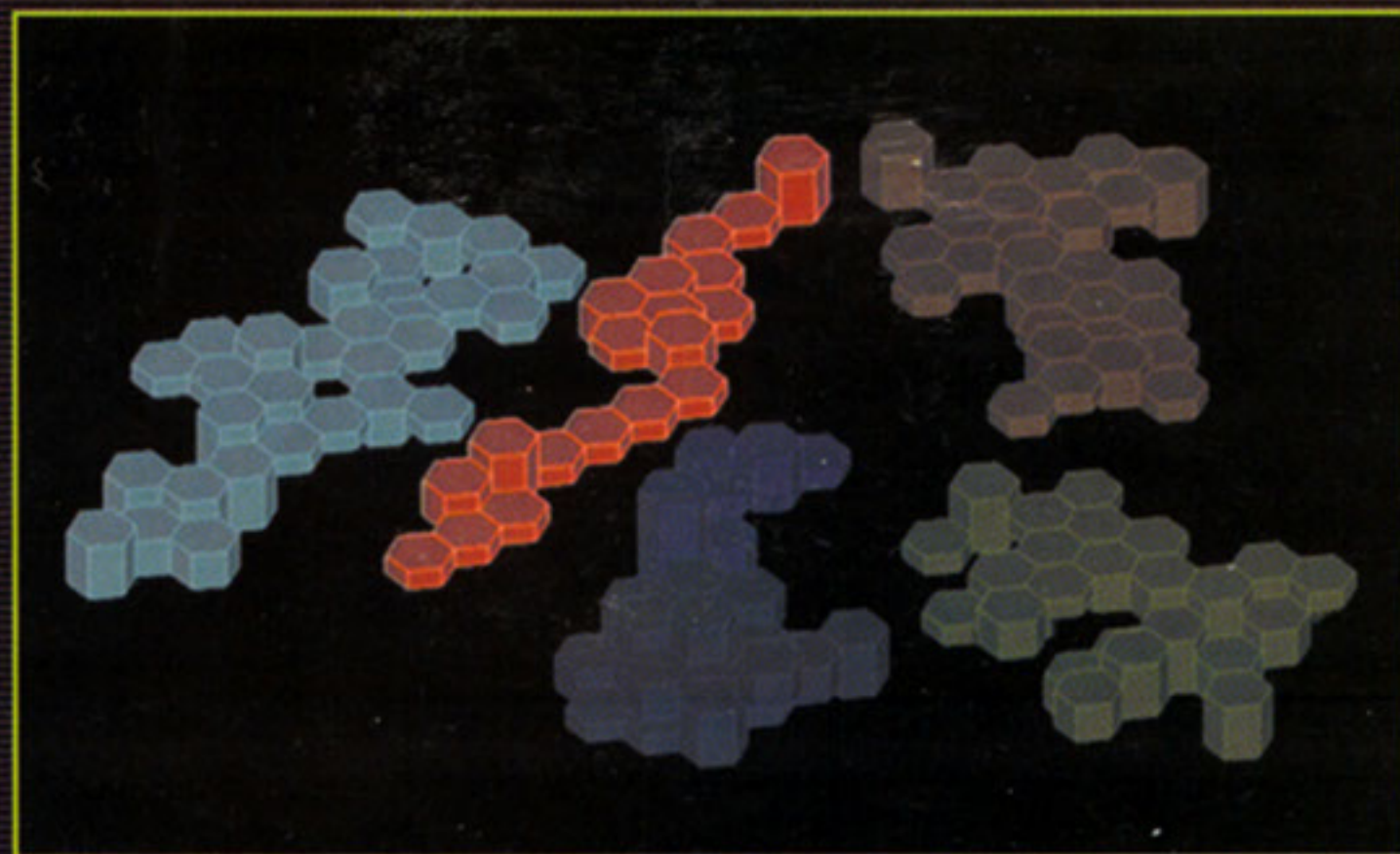
- MISSILE EXPANSION
- CHOZO ARTIFACT
- ENERGY TANK
- POWER BOMB EXPANSION

## STATIONS

- SAVE STATION
- MISSILE STATION
- MAP STATION

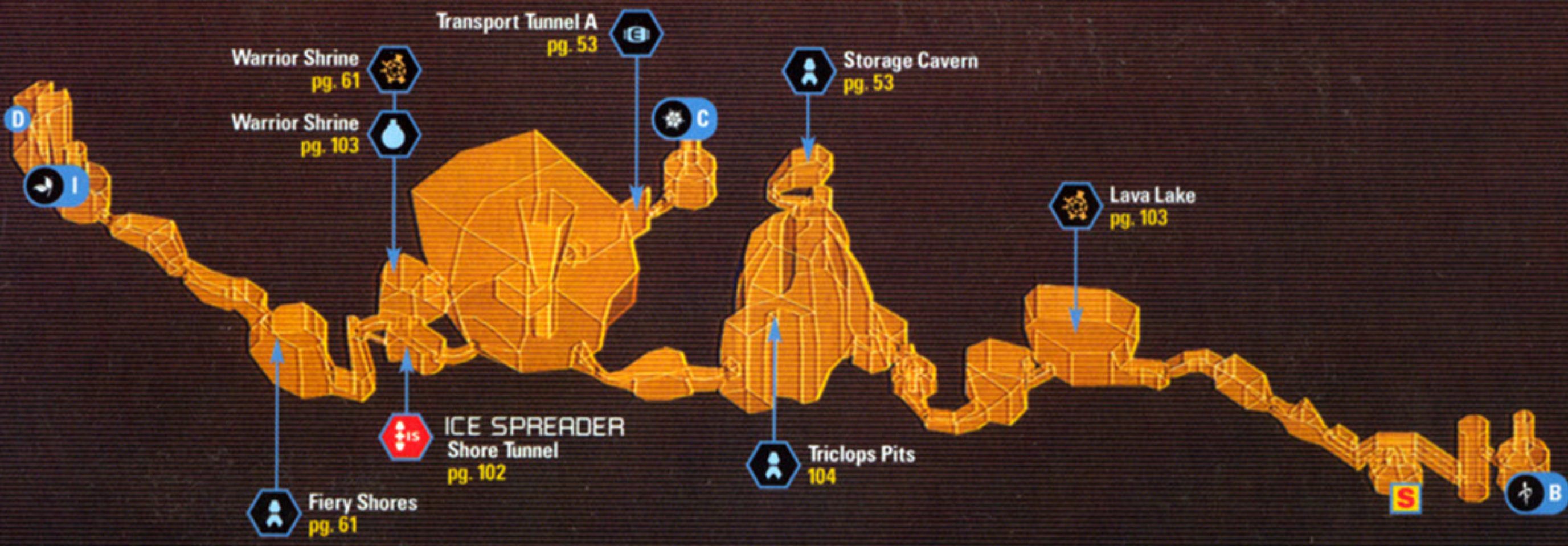


## WORLD MAP PLACEMENT





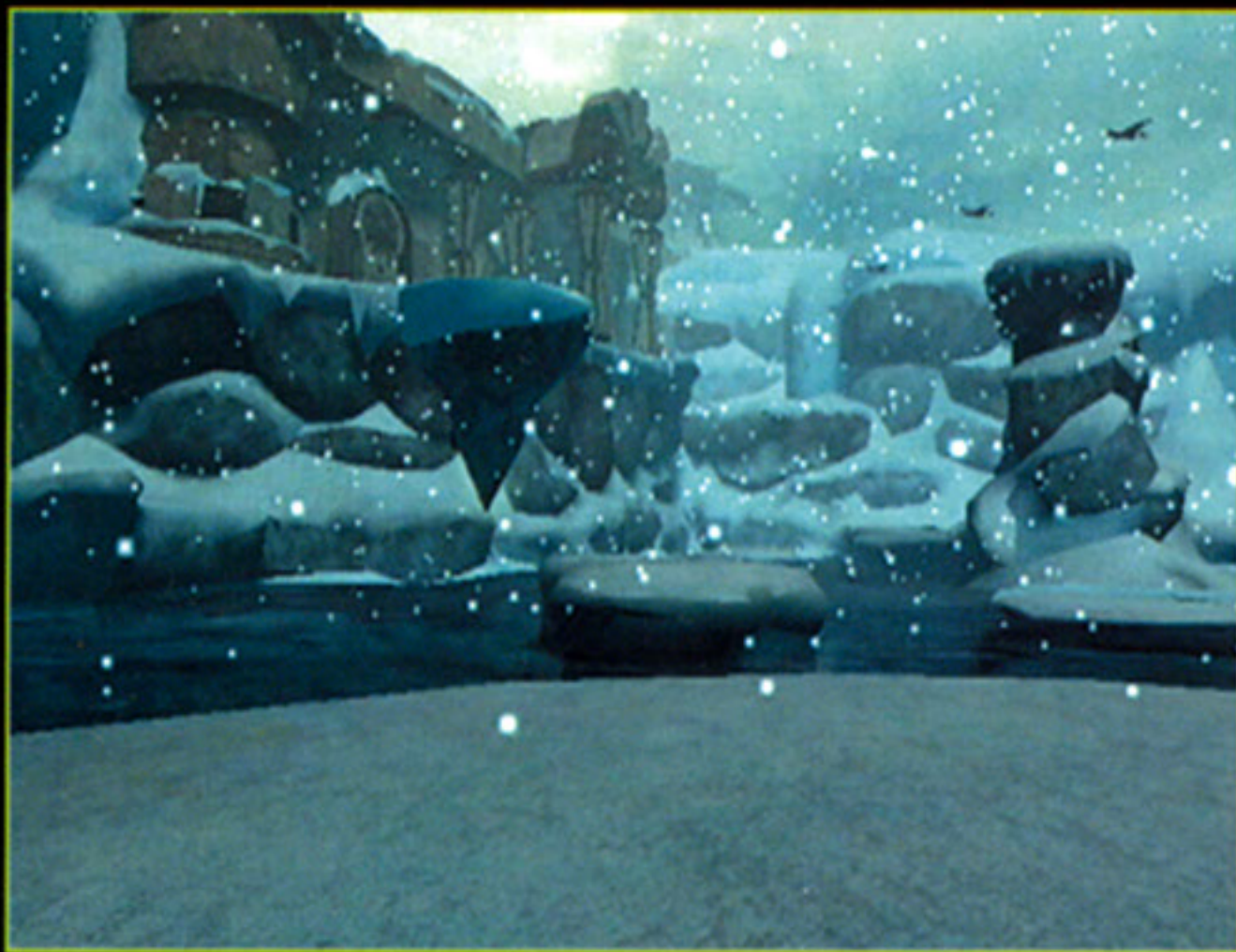
- C Elevator to new area (Icon identifies area)
- Tallon Overworld
- Chozo Ruins
- Magmoor Caverns
- Phendrana Drifts
- Phazon Mines
- B Connection within same area



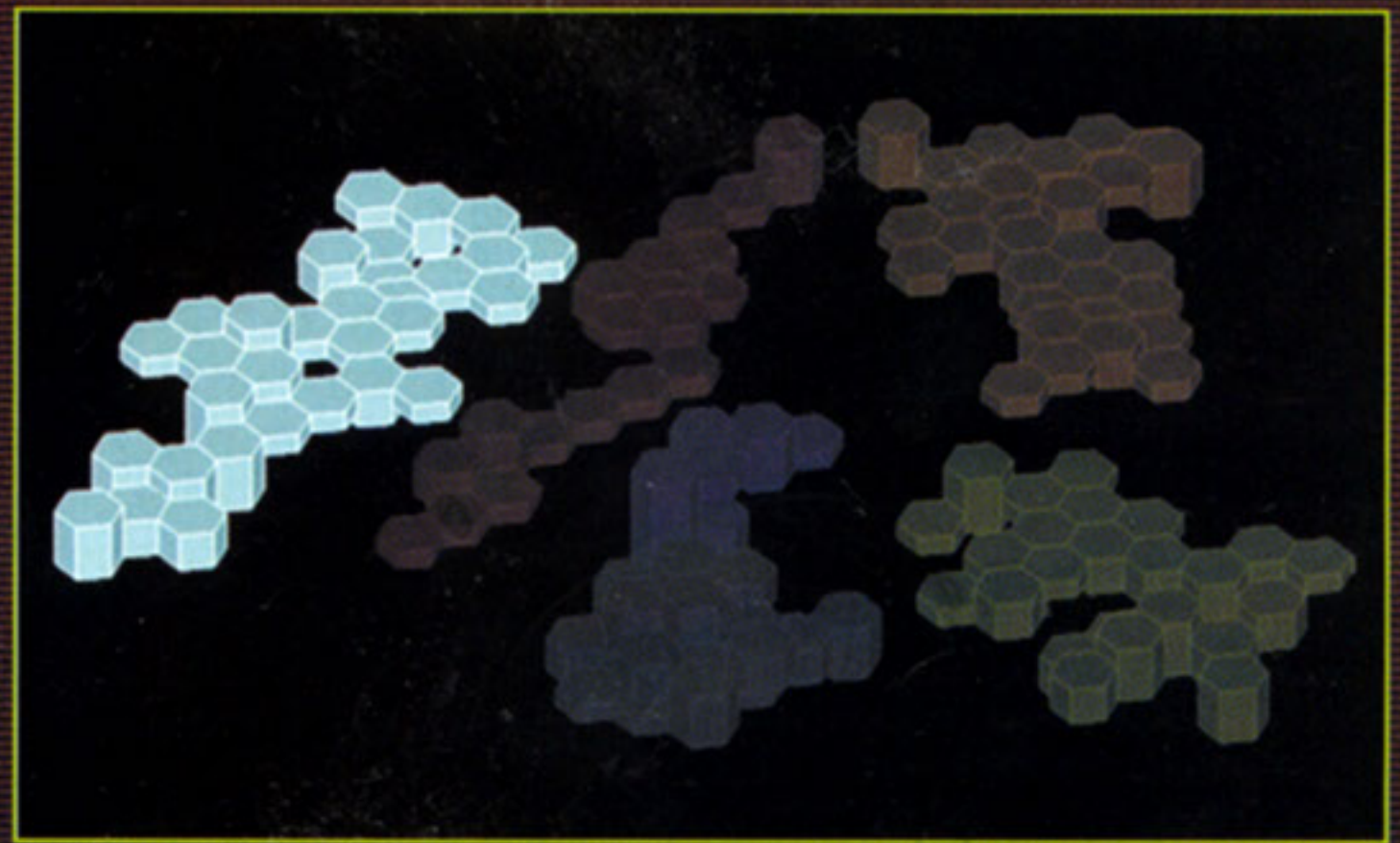




# phendrana drifts



## WORLD MAP PLACEMENT



## UPGRADES IN PHENDRANA DRIFTS

There are two lists below. The one on the left shows upgrades that you receive in the Phendrana Drifts. The one on the right shows the recommended order for collecting every upgrade. Each upgrade is shown on the map with its corresponding room name and page number.

- BOOST BALL
- WAVE BEAM
- SUPER MISSILE
- THERMAL VISOR
- SPIDER BALL
- GRAVITY SUIT

### order of collection:

1. Missile Launcher
2. Morph Ball
3. Charge Beam
4. Morph Ball Bomb
5. Varia Suit
6. Boost Ball
7. Space Jump Boots
8. Wave Beam
9. Super Missile
10. Thermal Visor
11. Spider Ball
12. Wavebuster
13. Ice Beam
14. Gravity Suit
15. Power Bomb
16. Grapple Beam
17. X-Ray Visor
18. Ice Spreader
19. Plasma Beam
20. Flamethrower
21. Phazon Suit

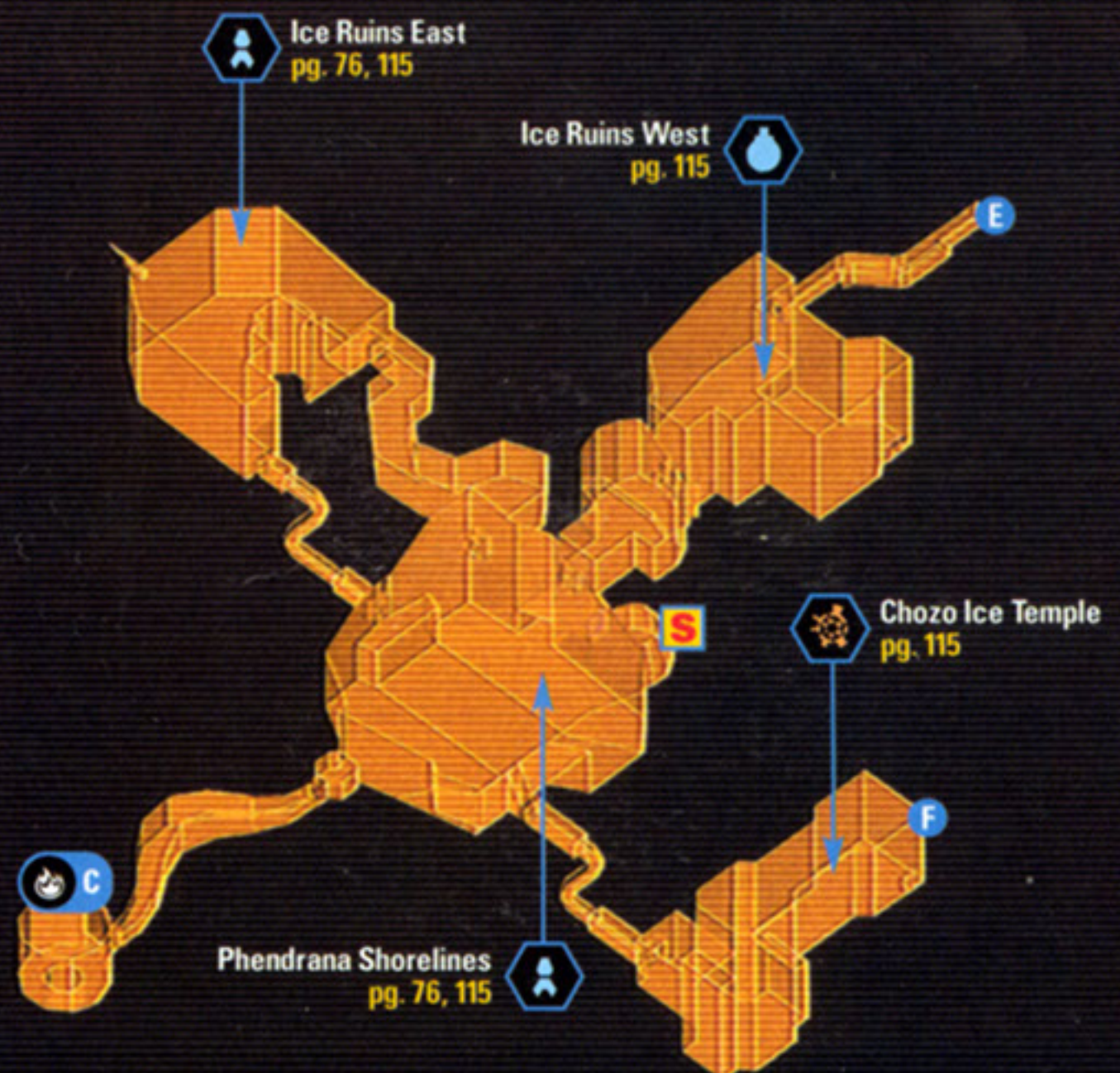
## EXPANSIONS AND ARTIFACTS

If the items below are available, they will appear on the area's map. The walk-through also contains detailed instructions for procuring each item. Refer to the given page number to find the tips.

- MISSILE EXPANSION
- CHOZO ARTIFACT
- ENERGY TANK
- POWER BOMB EXPANSION

## STATIONS

- SAVE STATION
- MISSILE STATION
- MAP STATION







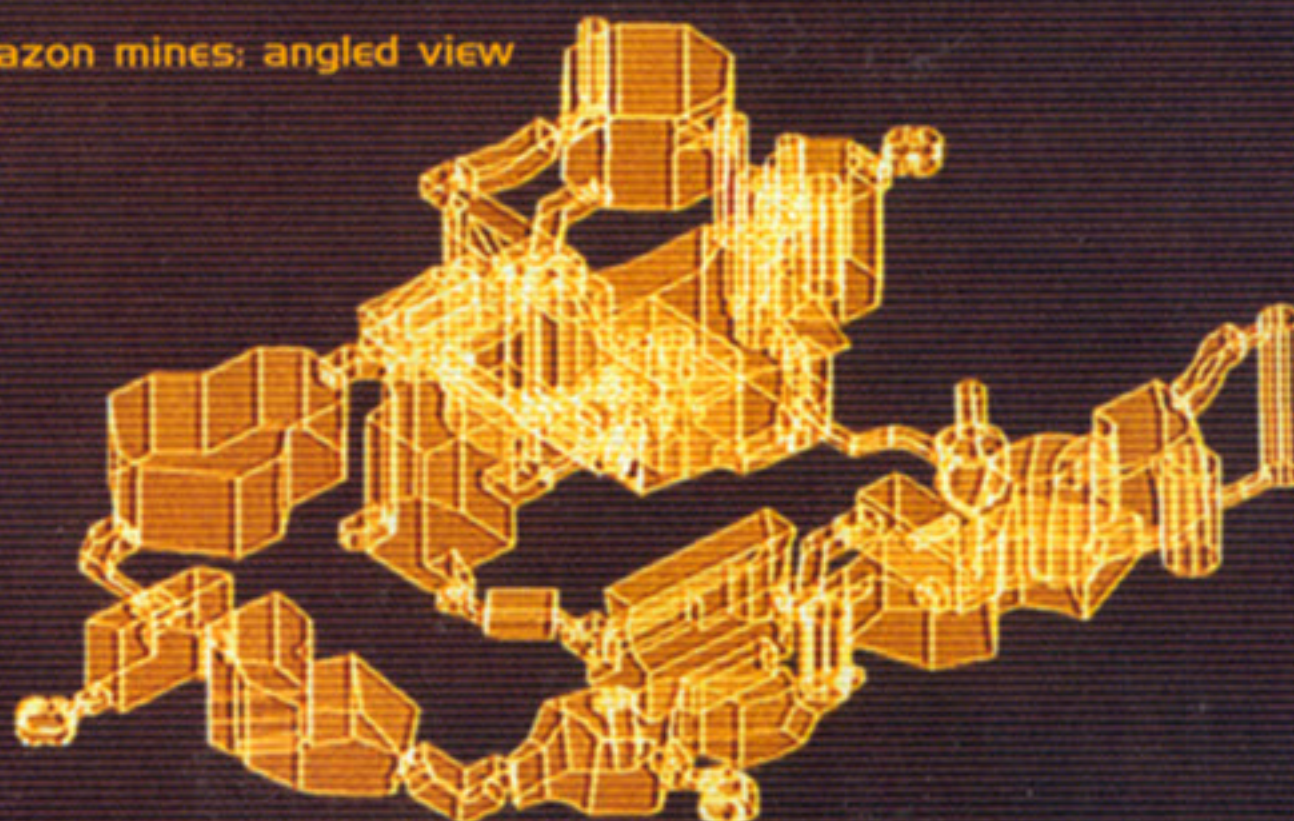





# phazon mines



phazon mines; angled view



## UPGRADES IN PHAZON MINES

There are two lists below. The one on the left shows upgrades that you receive in the Phazon Mines. The one on the right shows the recommended order for collecting every upgrade. Each upgrade is shown on the map with its corresponding room name and page number.

- POWER BOMB
- GRAPPLE BEAM
- FLAMETHROWER
- PHAZON SUIT

### order of collection:

1. Missile Launcher
2. Morph Ball
3. Charge Beam
4. Morph Ball Bomb
5. Varia Suit
6. Boost Ball
7. Space Jump Boots
8. Wave Beam
9. Super Missile
10. Thermal Visor
11. Spider Ball
12. Wavebuster
13. Ice Beam
14. Gravity Suit
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17. X-Ray Visor
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## EXPANSIONS AND ARTIFACTS

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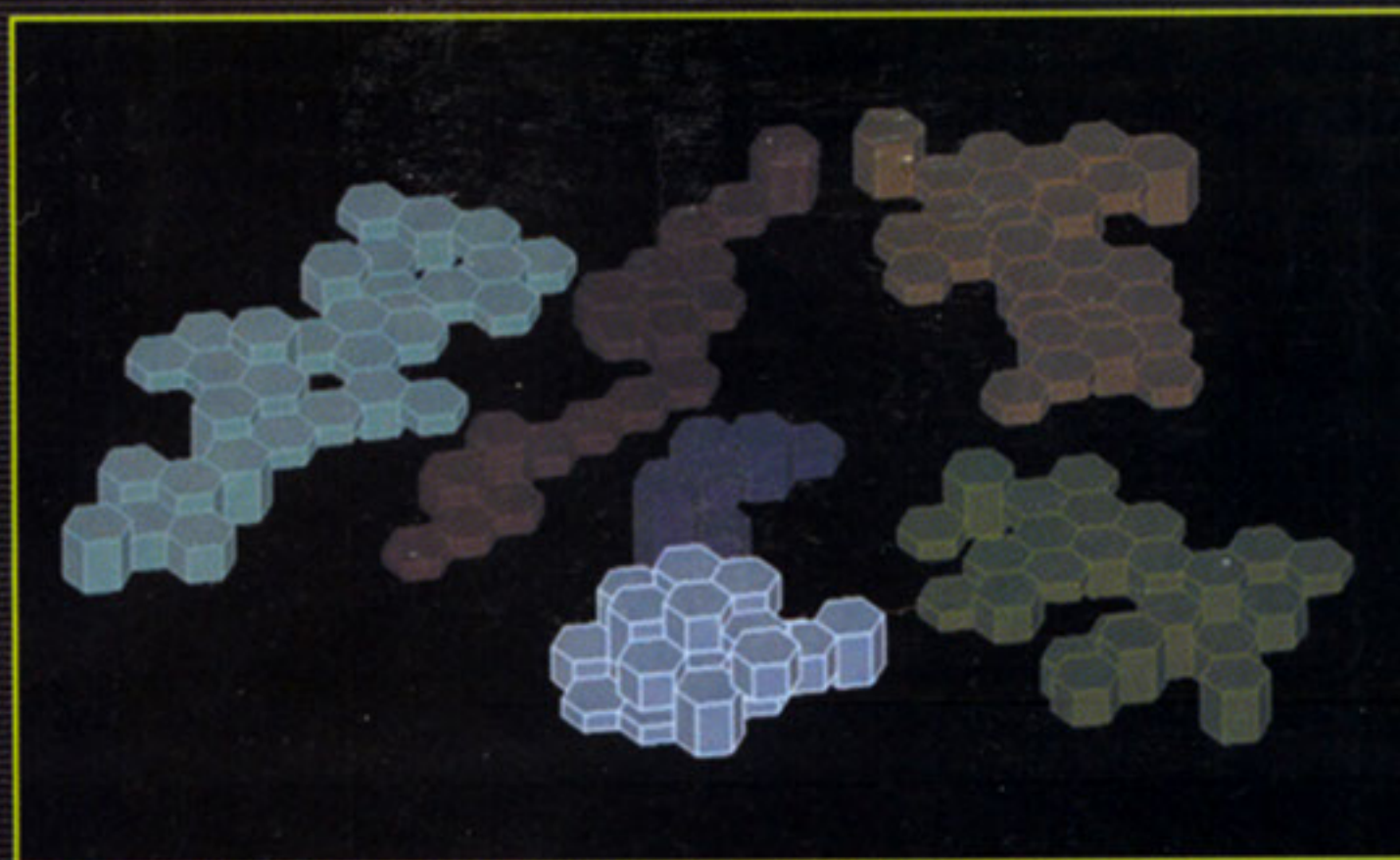
- MISSILE EXPANSION
- CHOZO ARTIFACT
- ENERGY TANK
- POWER BOMB EXPANSION

## STATIONS

- SAVE STATION
- MISSILE STATION
- MAP STATION

- Elevator to new area (Icon identifies area)
- Tallon Overworld
- Chozo Ruins
- Magmoor Caverns
- Phendrana Drifts
- Phazon Mines
- Connection within same area

## WORLD MAP PLACEMENT









# using the guide

Metroid Prime is a very nonlinear game (which means you can explore almost anywhere you want), but there is a recommended way to do things. The bulk of this guide is a walk-through that lists tips in a recommended order. If you want to find a specific item, check the index on page 136.

## READING THE MAPS

001

Each map consists of a series of highlighted rooms through which you must travel to reach the next upgrade. The map's starting point is your last location, and the end point is the room that contains the next upgrade. Stations, upgrades, expansions and Artifacts appear on the map.

## NUMBERED STRATEGY TIPS

002

Any time you need to perform a specific action, the event is numbered and explained. The number also appears in the corresponding room on the map. Note that only significant events are explained—you're smart enough to shoot enemies without a reminder from us every time.

## STRATEGY TIPS WITH ITEMS

003

Some strategy tips have accompanying item icons. The icon means one of two things: either that the tip leads to an upgrade (such as an Energy Tank) or that you need to undertake a specific action (such as scanning) to complete the tip.

## ENEMY AND CHOZO ARTIFACT TIPS

004

When you encounter a creature for the first time, it will be introduced in a blue box. Orange boxes cover Chozo Artifact encounters.

## BOSSES AND UPGRADES

005

Boss battles are shown in red strategy boxes. If you collect a Power Suit upgrade, its icon will also appear in the box.

## EXPANSION MAPS

006

Blue maps show the locations of Missile, Energy Tank and Power Bomb Expansions. Since you can collect them whenever time (and upgrades) permits, there is no highlighted path on the maps. The order in which they appear in this guide is both logical and pleasing to the eye.





# prime walk-through

So you've landed on Tallon IV and can't guess where to go next? Not to fear. The prime walk-through will guide you from the first room to the final boss.







secondary item:

# missile launcher



Samus has found herself on a strange planet with only the Arm Cannon for defense. If she is to survive the harsh conditions and unlock the secrets of Tallon IV, she will need to upgrade her arsenal. First on the list is an item perfect for long-distance strikes: the Missile Launcher.

## PATH TO THE MISSILE LAUNCHER



## tallon overworld

### LANDING SITE

001

[ A BRAVE NEW WORLD ]



You will land in an open field on Tallon IV. Though there is much to explore, you can reach only two doors at first. Save the game by entering Samus's spaceship, then set out for the door directly in front of you. Samus's ship is the only save point that restores energy, Missiles and Bombs—once you've acquired them.

### CANYON CAVERN

002

[ BEETLE ]



The first enemy you'll encounter is a Beetle, a burrowing creature that attacks by charging at its prey. You can destroy an oncoming Beetle with a few shots from your Arm Cannon. If multiple critters attack you, target them by pressing and releasing the L Button. As soon as one is destroyed, move on to the next.



## 003 TRANSPORT TUNNEL A

[ ZOOMER ]



Zoomers are spiky creatures that have the ability to cling to, and climb, walls, ceilings and other sheer surfaces. They are relatively weak creatures, and can be dispatched with a couple of Power Beam blasts. Avoid touching the creatures' sharp spikes.

[ SAP SAC ]



One of the more unusual forms of life on Tallon IV is the Sap Sac. The strange, orange-colored blob is content to cling to a wall or ceiling and live a quiet life. Sap Sacs are harmless creatures, so you can walk underneath them without fear.



If you fire a few blasts at a Sap Sac, it will explode. The ensuing detonation is usually powerful enough to destroy any enemies in the area. It can also harm you, so don't stand too close if you decide to take one out.

## chozo ruins

### 004 RUINS ENTRANCE

[ CHOZO LORE ]



The former inhabitants of Tallon IV were a race of beings known as the Chozo. Before they evacuated, they scattered nodes of information—known as Chozo Lore—across the face of the planet. Once you scan a piece of Chozo Lore, you can read it in the Log Book. Look for the nodes behind shimmering wall panels.

### 005 MAIN PLAZA

The Main Plaza in the Chozo Ruins is a large, open area filled with dying plant life. It is also the main hub of the Chozo Ruins, with doorways leading in multiple directions. You will return to the area often.



CHOZO RUINS



## 006 NURSERY ACCESS

006

[ SCARAB ]



Scarabs are tiny creatures that live in large packs called swarms. When Scarabs sense danger, they burrow into the floors and ceiling. If you get too close to a swarm, it will explode and cause serious damage. Wait for the swarm to stop moving before you attack, then destroy the entire mess with your Power Beam. It's a very good way to restore lost energy—swarms tend to leave energy behind when eliminated.

## 007 EYON TUNNEL

007

[ EYON ]



A solid mass of optical tissue, Eyons are a bizarre sight for even the most hardened of explorers. Eyons fire deadly green lasers from their single eye, but you can make them shut their lids with the Power Beam. Once you've earned the Charge Beam, you can use it to destroy Eyons.

## 008 RUINED NURSERY

008

[ WAR WASP ]



War Wasps are beelike creatures that attack in numbers. They will circle your position for a moment, and then swoop in with stingers at the ready. Try to take them out before they get close enough to hurt you. A few blasts from the Arm Cannon will be sufficient.

[ WAR WASP HIVE ]



The large, orange, honeycomb-shaped objects that reside on walls and ceilings are War Wasp Hives. You can destroy a hive once you earn the Missile Launcher. If you blow one up, it will regenerate shortly thereafter—so it may be best to save your precious Missile ammunition.

[ SAVE STATION ]



Save Stations are located in various places around Tallon IV. To use a Save Station, simply walk into the hologram in the middle of the room. You will save the game and also refill your energy. If you need an energy refill but don't want to save, you can do that also.



## 009 TOTEM ACCESS

[ PLAZMITE ]



Perhaps the most beautiful life-form on Tallon IV is the Plazmite. The small creature emits a radiant glow wherever it goes. They like to avoid trouble and are mostly harmless unless encountered in an enclosed space. If you're in a dark area, avoid shooting Plazmites—they provide much-needed illumination.

[ TANGLE WEED ]

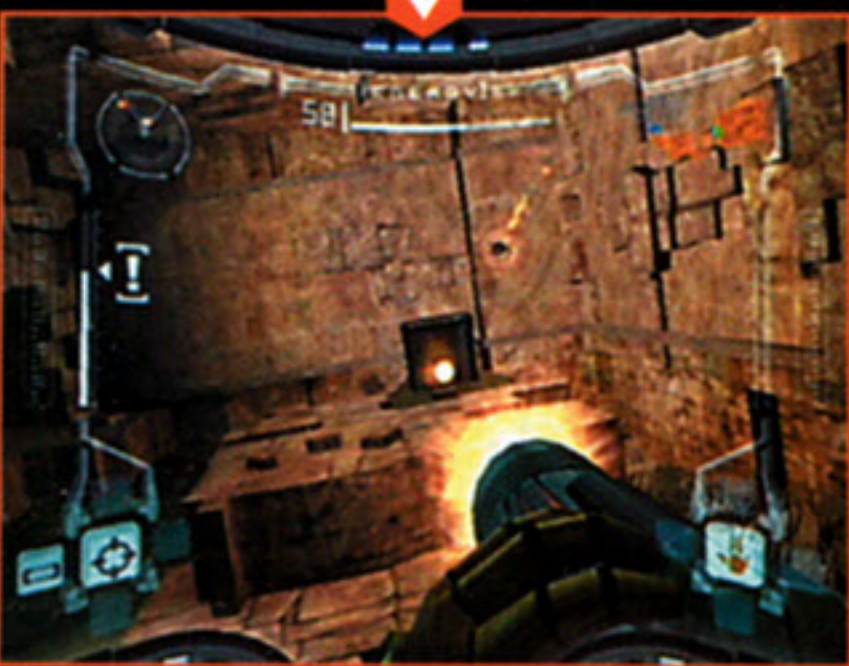


Tangle Weed is an indigenous life-form that grows all over Tallon IV. The weeds slowly wave back and forth in the air, even in the stillest of breezes. If you shoot at a patch of Tangle Weed, it will retract into the ground. Unlike most of the planet's flora, Tangle Weed is completely harmless, but it slows you down.

[ WATERBORNE ILLNESS ]



The waters of Tallon IV are filled with a deadly poison that will quickly drain Samus's energy. Use the Environmental Threat Meter at the left-hand side of the screen to see if you are close to the murky depths.



Some rooms contain crates that you can destroy with the Power Beam. If you blast a crate, you may receive energy or some Missiles for your trouble. The blast is harmless, so stand as close as you like.

## 010 HIVE TOTEM

[ HIVE MECHA ]



The Missile Launcher upgrade is guarded by a strange device called a Hive Mecha. When you enter the Ruined Pool, jump to the middle of the room and prepare for a fight.



The device will open up and release a swarm of Ram War Wasps. As they circle you, take them out—listen for a high-pitched squeal that signals when one is about to strike. Once the last War Wasp is gone, shoot the red opening in the device itself, then repeat the process two more times.



In addition to causing heavy damage to your enemies, the Missile Launcher can open certain doors. Once you've blown the lock off a door, you can open it with the proper Arm Cannon setting.





# morph ball

With her Missile Launcher at the ready, Samus is prepared to take on larger, more dangerous enemies. The new tool will also grant her access to previously forbidden areas, including a room that hides a small, round secret.

## PATH TO THE MORPH BALL

-  MORPH BALL
-  MISSILE EXPANSION
-  ENERGY TANK
-  SAVE STATION
-  MAP STATION



## chozo ruins

### 011 TRANSPORT ACCESS NORTH

[ ENERGY TANK ]



Samus can add to her maximum energy storage capacity by picking up Energy Tanks. The first such tank is in Transport Access North. To reach it, send a Missile into the door behind the ruined Hive Mecha, then walk through. You can pick up the Energy Tank simply by walking over it.

### 012 RUINED GALLERY

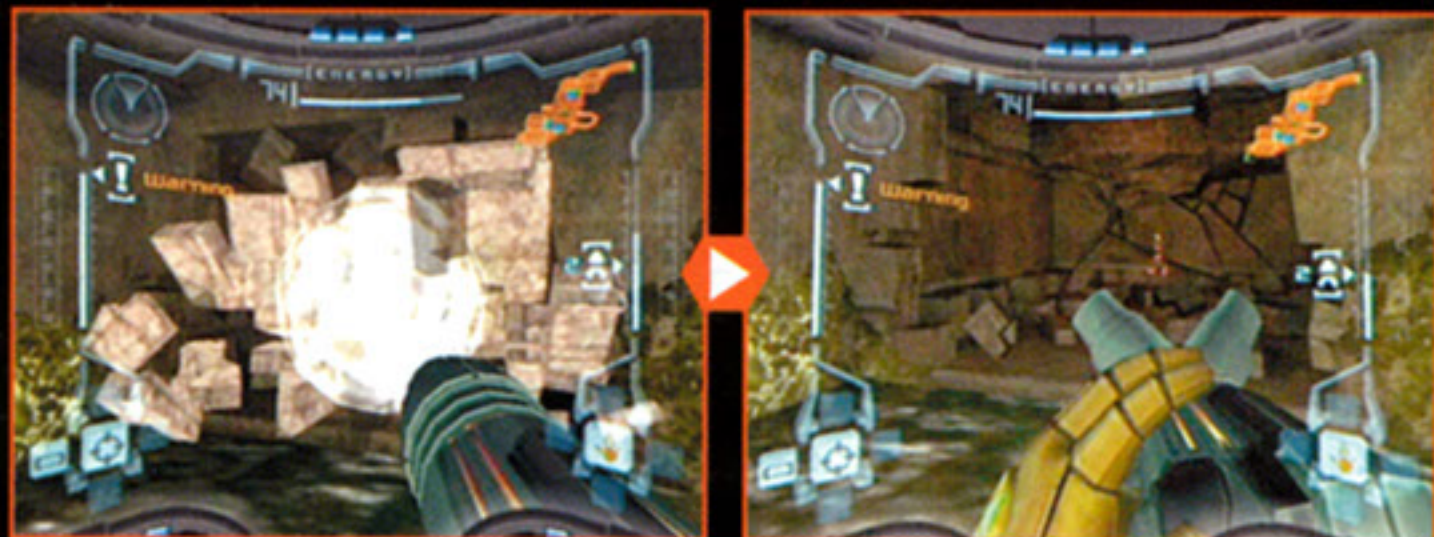
[ BLASTCAP ]



The mushroom-shaped Blastcap will quiver and explode when approached. You'll often find them growing near pools of stagnant water. Keep your distance unless you want a nasty surprise.



[ MISSILE EXPANSION ]



After you re-enter the Ruined Gallery, drop to the lower level and use the Scan Visor to find a weak section of wall. Blast the wall with a Missile to find a Missile Expansion. If you had the X-Ray Visor, you could see the expansion.

013 MAP STATION

[ MAPPING A PLAN OF ATTACK ]



Walk to the door at the far end of the Ruined Gallery (underneath a rock overhang) and blast the lock with a Missile. The room beyond is a Map Station. By entering the hologram, you will download a map of the Chozo Ruins to Samus's Power Suit. Press the Z Button to bring up the map screen.

014 MAIN PLAZA

[ MEET THE BEETLES ]



When you return to the main plaza, you will have to dispatch a larger group of Beetles. Don't waste your Missiles. Instead, lure the Beetles out of hiding, then jump to a higher level and blast them from above.

[ RED DOOR IN THE MORNING ]



Once you've cleared the area of enemies, walk to the locked door near the point where you first entered the Main Plaza. Use a Missile to destroy the lock, then open the door with a shot from the Arm Cannon.

015 RUINED SHRINE

[ BEETLE BAILING ]

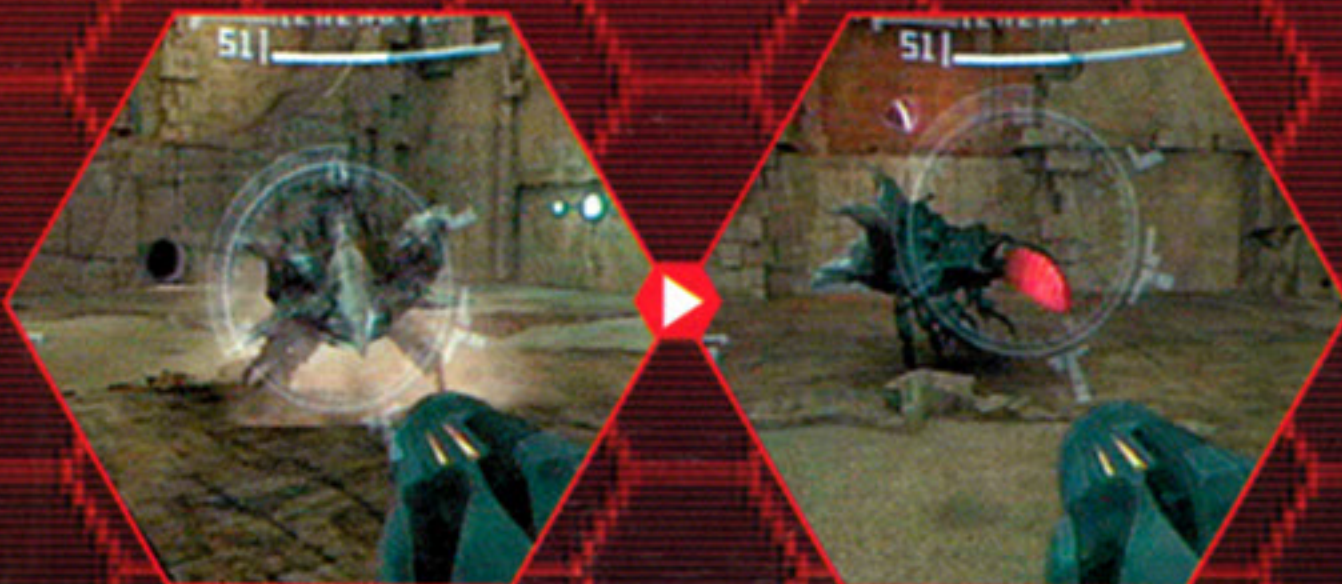


Upon entering the Ruined Shrine, you'll be attacked by a dozen or so angry Beetles. Target them one at a time with the L Button, and keep strafing in circles. Don't worry if you take damage—defeated Beetles drop energy with some frequency. Once you destroy one Beetle, quickly release the L Button and press it again so you can target the next in line.

[ PLATED BEETLE ]



Before you can claim the Morph Ball, you must defeat a large Plated Beetle. The surly fellow is invincible from the front, so you'll need to find a way to attack it from behind.



Lock onto the Plated Beetle and stay somewhat close while the creature jinks back and forth. When you see the two feelers on the side of its head twitch, quickly jump to the side. It will charge past you, giving you an open shot at its exposed abdomen. Two Missile blasts will end the battle.



Your prize for offing the Plated Beetle is a Morph Ball Upgrade. Press the X Button to enter Morph Ball form and roll around. Once you get a good feel for the Morph Ball mechanics, leave the room and head back to the Main Plaza.





# collect power-ups

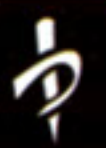


Now that you have the Missile Launcher and Morph Ball, you can backtrack and pick up a few essential power-ups. Don't seek out the Charge Beam until you collect the items below.

## POWER-UP LOCATIONS

 MISSILE EXPANSION

 ENERGY TANK

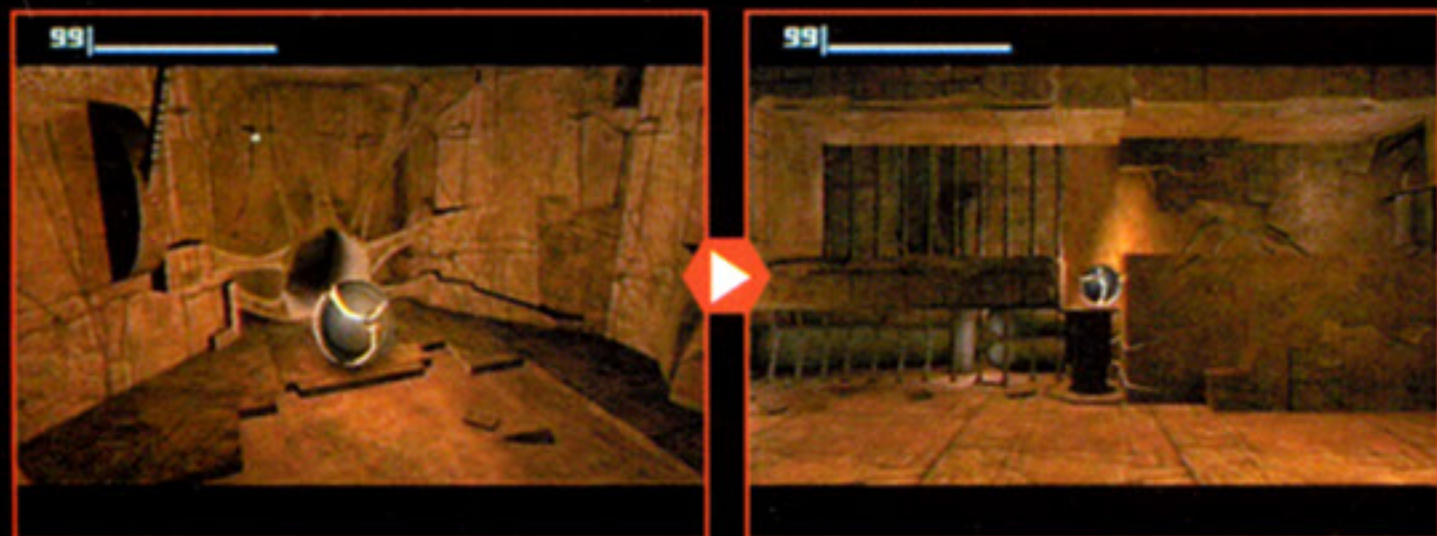


## chozo ruins

### TRANSPORT ACCESS NORTH

016

[ KEEP ON ROLLIN' ]

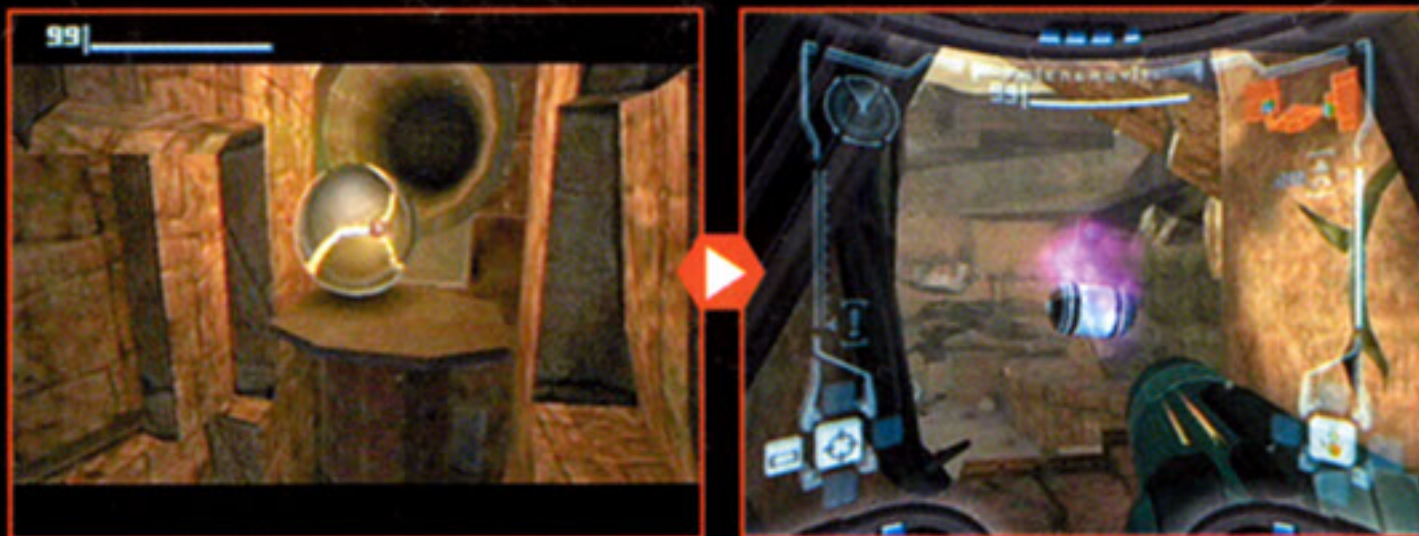


Transport Access North lies behind the door at the far end of the Hive Totem (where you received the Missile Launcher). Once you enter Transport Access North, you'll see a small hole that's just Morph Ball size. Roll through the hole, then make your way across a series of moving pistons that push you ever upward.

### MAIN PLAZA

017

[ ENERGY TANK ]



Upon exiting Transport Access North, you'll enter a room with an elevator. Hang a right and walk through a blue door—you'll find another piston there. Curl into Morph Ball form and ride the piston, then walk through three more blue doors until you reach another Energy Tank.





# tallon overworld

## LANDING SITE

018

[ MISSILE EXPANSION ]



When you return to the Landing Site, save your game at the ship, then look for a small crack in the wall. It's located directly behind the Hunter Ship.



The crack is full of Tangle Weed, which is more annoying than anything. Shoot the weed, then quickly turn into Morph Ball form and roll into the crack to find a Missile Expansion. Once you get it, roll out before the weed regrows.

## TALLON CANYON

019

[ GEEMER ]



Geemers are evolutionary offshoots of the Zoomer family, but much tougher. Once you have the Ice Beam you can freeze the crawlers in their tracks, but just ignore them for now. To reach the next area, the Root Cave, look for a series of rocks on the left-hand side of Tallon Canyon (near the waterfall). Jump up and around the edge of the room until you reach a blue door on the overhead floor.

## ROOT TUNNEL

020

[ BLOODFLOWER ]



There is a door at the top of the Tallon Canyon waterfall that leads to the Root Tunnel. Inside, you'll find a Bloodflower. The large plant fires toxic spores that you can destroy with the Arm Cannon. To take out the Bloodflower, fire a Missile or shoot the Sap Sac growing overhead.

## ROOT CAVE

021

[ PLATFORM PRATFALLS ]



A twisting series of platforms will lead you to the bottom of the Root Cave. You can take the slow and steady route—jumping from ledge to ledge, eliminating enemies as you go—or try a more direct method. If you're the impatient type, just fall to the bottom of the shaft.

## TRANSPORT TUNNEL B

022

[ MISSILE EXPANSION ]



The blue door at the base of the Root Cave leads to Transport Tunnel B. Walk until you see a bridge enshrouded in steam, then walk off the edge of the bridge to find a Missile Expansion. The door at the far end of the hall leads to Magmoor Caverns, but you can't spend time there without the Varia Suit. Leave the tunnel and head for the Landing Site.



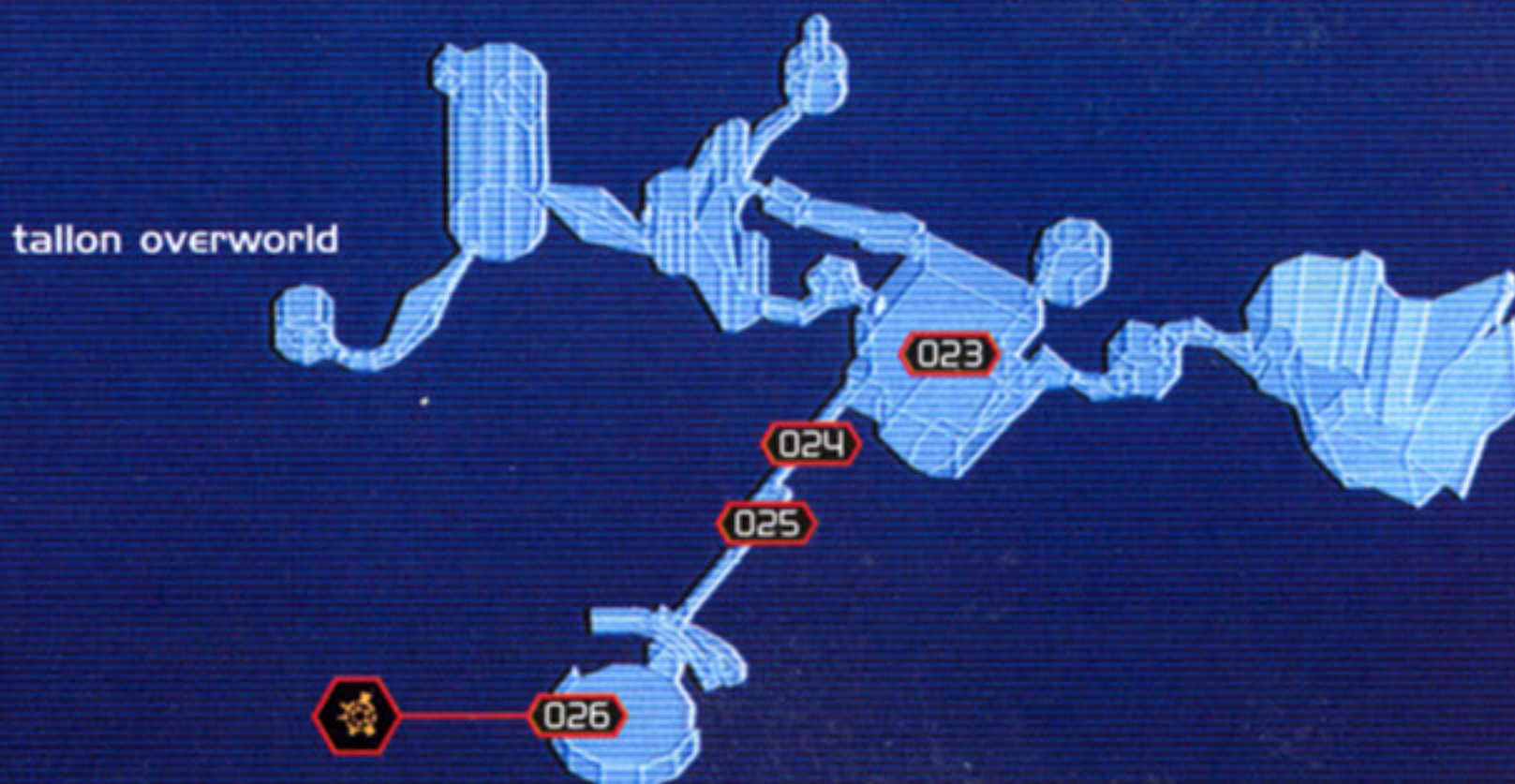
# collecting artifacts



Before you can enter the final area of Tallon IV, you must collect 12 artifacts that the indigenous Chozo left behind. You'll have only a few mysterious clues to help you out.

## ARTIFACT TEMPLE

CHOZO ARTIFACT



tallon overworld



## tallon overworld

### LANDING SITE

023

[ A SECRET DOOR ]



Head to the waterfall in Tallon Overworld (near Samus's ship) and look to the left for a grassy ledge. Leap up to the ledge and walk forward (you'll travel behind the waterfall) until you find a blue door.

### TEMPLE HALL

024

[ SEEDLING ]



Seedlings are similar to Zoomers, with one important exception: They can shoot spikes at intruders. The Seedlings will fire at you as soon as they detect your presence, so wipe them out with the Arm Cannon setting of your choice.

### TEMPLE SECURITY STATION

025

[ PIRATE LOG ]

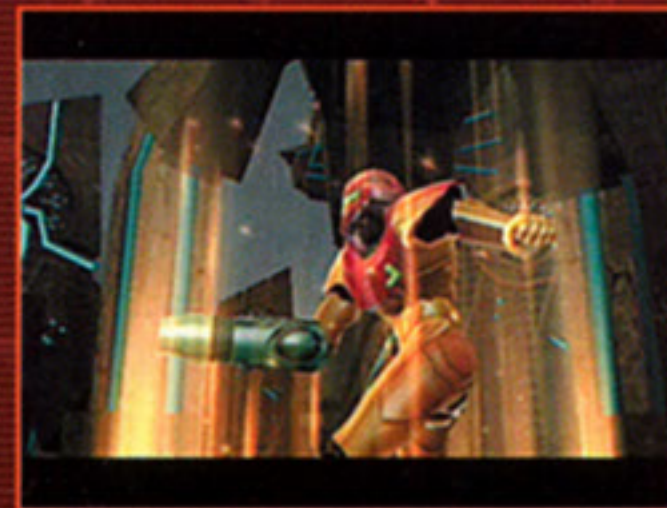


The Space Pirates located the Artifact Temple when they first came to Tallon IV, but subsequent research on the site has proved fruitless. Scan a hologram in the Temple Security Station to learn about their efforts.



026 ARTIFACT TEMPLE

[ PILLARS OF THE COMMUNITY ]



The Artifact Temple has slots for 12 Chozo Artifacts. You can scan the pillars for clues about Artifact locations, but only a few will be active at any given time. Below, we've listed the clues for each Artifact. If you want exact directions to an Artifact, check the index on page 136. We'll give you one right now—the Artifact of Truth will automatically be yours when you enter the center pillar.

[ ARTIFACT OF TRUTH ]

Truth's Artifact awaits those who truly seek it.

[ ARTIFACT OF CHOZO ]

In one of Tallon's far corners, a Grove of life lies. Reveal the pillar beneath the waves to find the Artifact of Chozo.

[ ARTIFACT OF STRENGTH ]

The heat of Magmoor was a test for many warriors. A Shrine in their honor holds the Artifact of Strength.

[ ARTIFACT OF NATURE ]

A molten Lake lies within the tunnels of Magmoor. Shatter the column at the lake's center to reveal the Artifact of Nature.

[ ARTIFACT OF ELDER ]

Invaders have claimed Phendrana as their own. A tower sits atop their fortress. Collapse it to reveal the chamber where the Artifact of Elder is held.

[ ARTIFACT OF SUN ]

Near Phendrana's shores, a Temple stands. Thaw the frozen waters flowing from the Elder to find the Artifact of Sun.

[ ARTIFACT OF WILD ]

A Sunchamber high atop our ruined home became the nest of a great beast and a source of corruption. Many Chozo spirits have been drawn to the tainted place. Release their bond to the world to claim the Artifact of Wild.

[ ARTIFACT OF WORLD ]

Within the ruins of our home, we honor our fallen Elders in a great Hall. A chamber beneath the statue holds the Artifact of World.

[ ARTIFACT OF LIFEGIVER ]

There is a tower within the Ruins where light always shines. Move through the waters there to find the Artifact of Lifegiver.

[ ARTIFACT OF SPIRIT ]

A tall cave stands at Phendrana's Edge. Seek the unseen entrance at its top to find the Artifact of Spirit.

[ ARTIFACT OF WARRIOR ]

A room of Research lies within the mines. A corrupted invader is trapped there. Defeat the creature to claim the Artifact of Warrior.

[ ARTIFACT OF NEWBORN ]

Invaders mine the depths in their greed. Forge a path through a Tunnel of the Great Poison to claim the Artifact of Newborn.





arm cannon upgrade:

# charge beam



The next weapon on Samus's checklist is the Charge Beam. If you didn't take the time to grab Missile Expansions and the Energy Tank after receiving the Morph Ball, go back to pages 36 and 37 and track down the supplies—they will make it much easier to secure the Charge Beam.

## PATH TO THE CHARGE BEAM

- CHARGE BEAM
- MISSILE EXPANSION
- SAVE STATION



## chozo ruins

### RUINED FOUNTAIN

027

[ GLOWS WE KNOWS ]



To reach the Ruined Fountain, head to the Main Plaza, then jump up and go through the door to the side of the second floor War Wasp Hives. When you reach the Ruined Fountain, you'll have to leap over poisonous water. Use the glow emitted from the Plazmites to find your way across the room.

### ARBORETUM ACCESS

028

[ SHRIEKBAT ]



The denizens of Tallon IV weren't kidding around when they named one of the local creatures "Shriekbat." The animal attaches itself to ceilings, then dive-bombs any would-be attacker while emitting a horrible, high-pitched squeal. If you can't blast a Shriekbat, back up so it doesn't slam into you on its kamikaze run.



## 029 ARBORETUM

[ REAPER VINE ]



Reaper Vines can't get up and move around, but that doesn't mean they aren't deadly. Each vine has a single eye and a razor-sharp claw on its tip, and it will swing the claw at any enemy that enters its field of vision. Lock onto the eye and fire a few blasts to scare the Reaper Vine back into its hole. It won't stay down for long, so move quickly.

[ JUMPING AROUND THE OLD OAK TREE ]



The Arboretum is home to a massive tree that stands in the middle of the room. Don't work your way up the tree just yet—use the platforms around the base of the tree to jump to a bridge, then walk across it and descend a long ramp. Once you're there, blast the lock and go to the Gathering Hall.

## 030 GATHERING HALL

[ RECORDING A SAVE ]



There is a Save Station down the corridor to your right when you first enter the Gathering Hall. Use it to save your game and replenish any energy that was lost to Reaper Vines or stagnant water.

## 031 WATERY HALL ACCESS

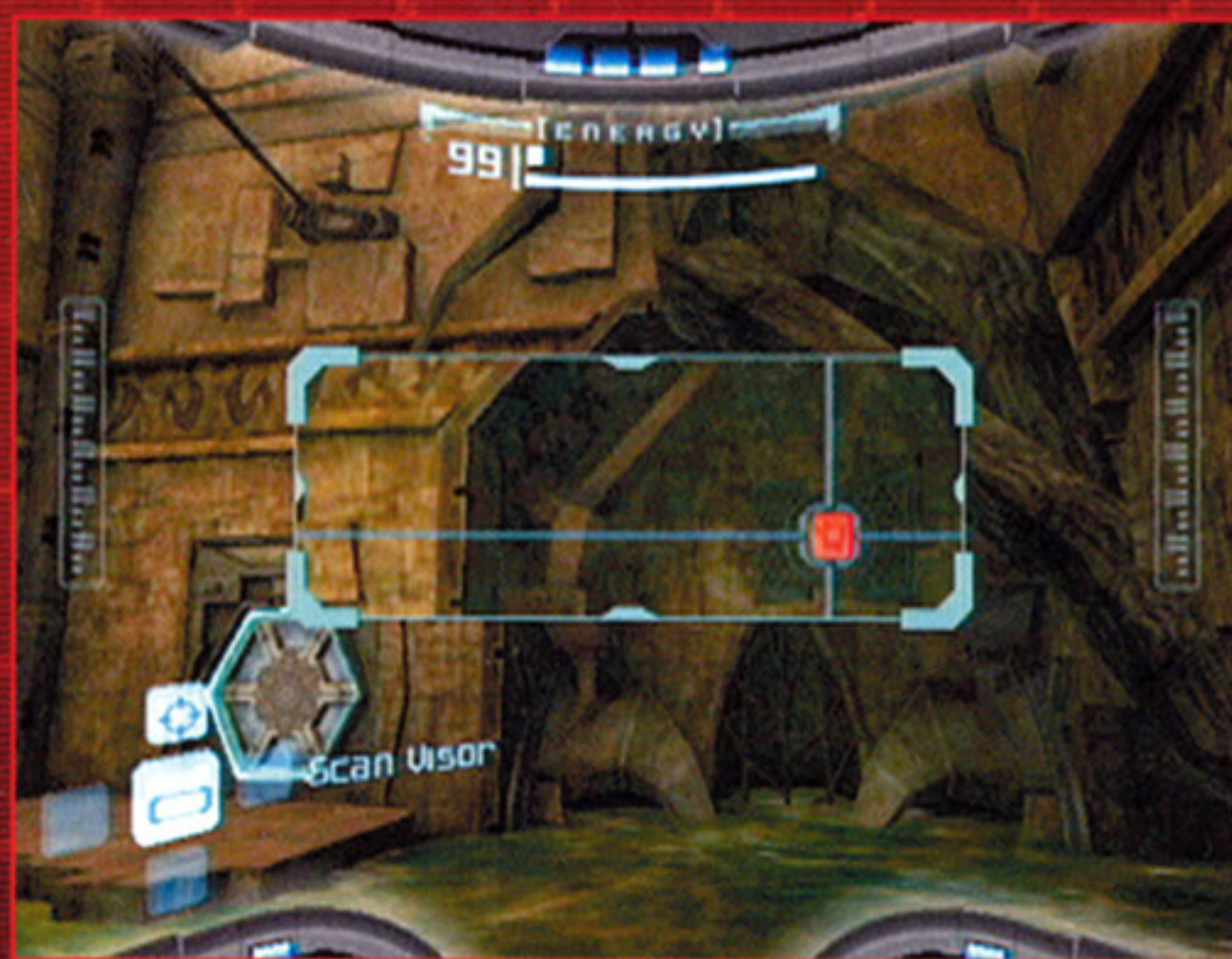
[ MISSILE EXPANSION ]



Go to the door at the far end of the Gathering Hall, then walk to Watery Hall Access. One section of the hall has a ramp that descends to a pool of water. Jump to the rocks in the middle of the water (watch for Blastcaps), then shoot the cracked wall on the left-hand side for a Missile Expansion. When you get it, move forward to the Watery Hall.

## 032 WATERY HALL

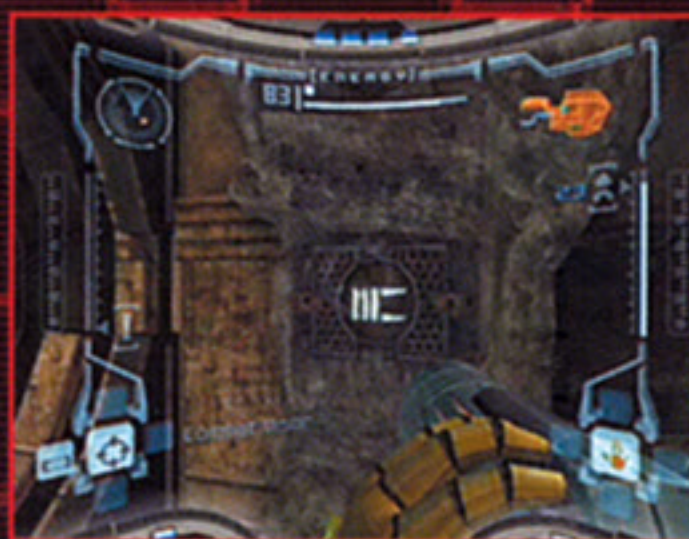
[ SYMBOLICALLY ]



There is a gate at the top of the Watery Hall that will open only when you scan four symbols. The first symbol is located in an alcove next to the door you used to enter the hall.



The second symbol is hiding under a clump of Blastcaps—you'll need to destroy the plants to scan it. To locate the third symbol, jump across the rocks until you see a small platform with a crate.



The fourth symbol is located at the very top of the room. Use the platforms to jump up, then scan the grey area to the right of the door. Once all four symbols have been activated, scan the middle of the gate and watch it drop down. Don't forget to scan the Chozo Lore located behind the gate.



The Charge Beam Upgrade is yours. In addition to causing more damage than the Power Beam, the Charge Beam can function as a kind of vacuum. If a power-up is located out of reach, charge your beam—it will come to you.





morph ball upgrade:


# morph ball bomb

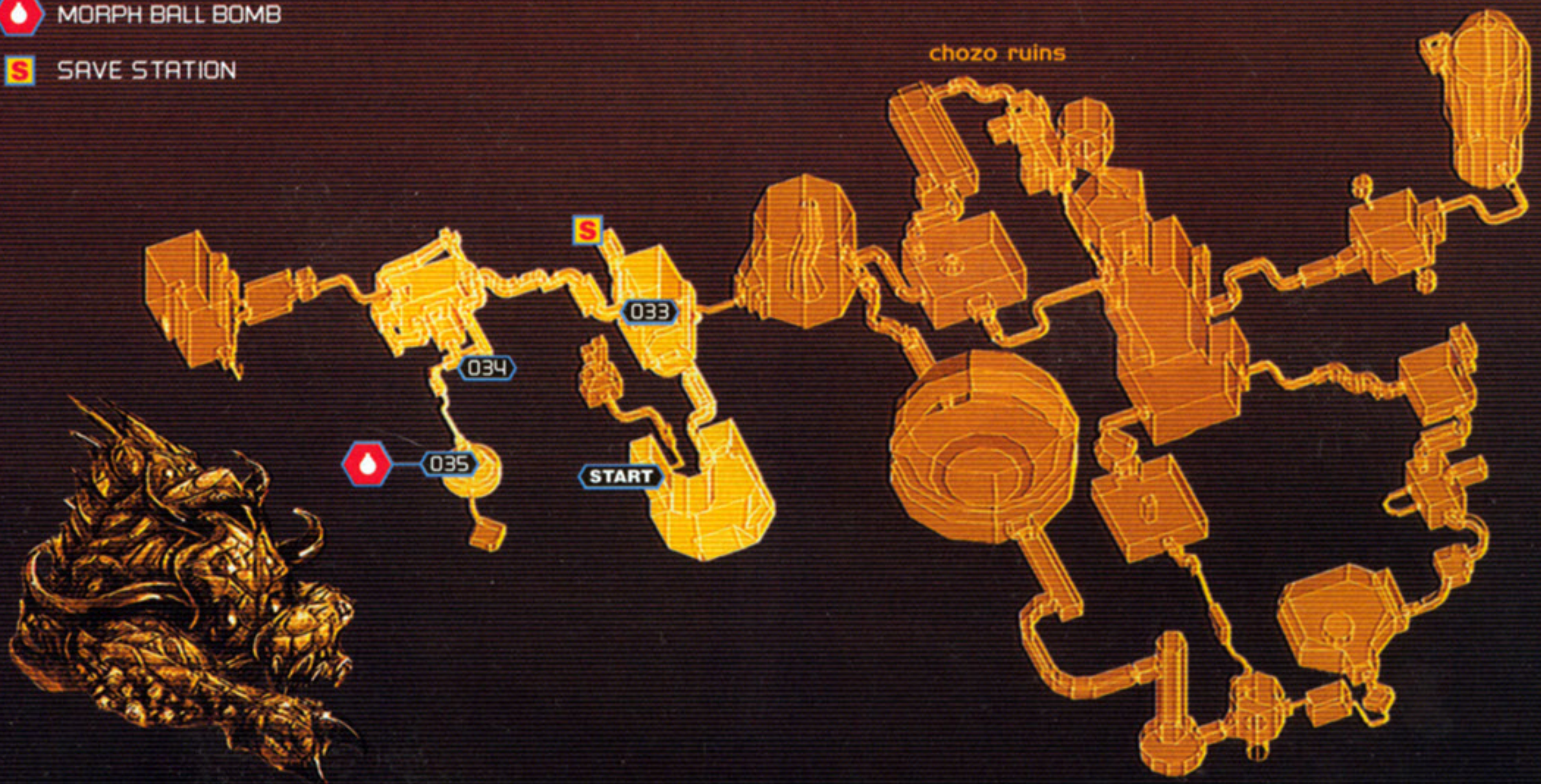


If you think upgrades are the bomb, you need to get your hands on the latest and greatest. The Morph Ball Bomb lets you drop explosive charges while in Morph Ball form—perfect for blasting open small cracks and enemies alike.

## PATH TO THE MORPH BALL BOMB

 MORPH BALL BOMB

 SAVE STATION



## chozo ruins

### 033 GATHERING HALL

033

[ PUT A CAP IN THEM ]



Return to the Gathering Hall and jump up and around the room, shooting Blastcaps as need be. When you reach the top of the room, use the Morph Ball to roll through a tunnel, then leap to another blue door.

### 034 ENERGY CORE

034

[ MIGHT MAKES RIGHT ]



As soon as you enter the Energy Core, hang a right and walk down the hallway. Shriekbats are waiting, so tread lightly. At the end of the hall, roll down a tunnel and continue walking forward.



035 BURN DOME

[ INCINERATOR DRONE ]



As soon as you enter the Burn Dome, the door will lock behind you. You must then take out an Incinerator Drone gone haywire. Lock on to the drone and strafe around it in a circle, staying in between the two flames. If the flames are about to hit you, tap the B Button to dash.



After a bit, a small red light will emerge from the top of the device. Shoot it until the flames point upward and fry the War Wasp Hive on the ceiling. Barbed War Wasps will then emerge from the hive and attack. Try to take them out before the flames start up again. Once the device starts to spin again, lock onto it and strafe in a circle, taking out Barbed War Wasps as necessary.



If you hold the Charge Beam while you strafe, you'll suck up any energy that the Barbed War Wasps leave behind. After you strike the red light on top of the device four times, it will malfunction completely and explode. Look for the Morph Ball Bomb in the wreckage. Once you have Bombs, you can also perform a Bomb Jump—lay a Bomb, then hold still until it explodes and tosses you into the air.

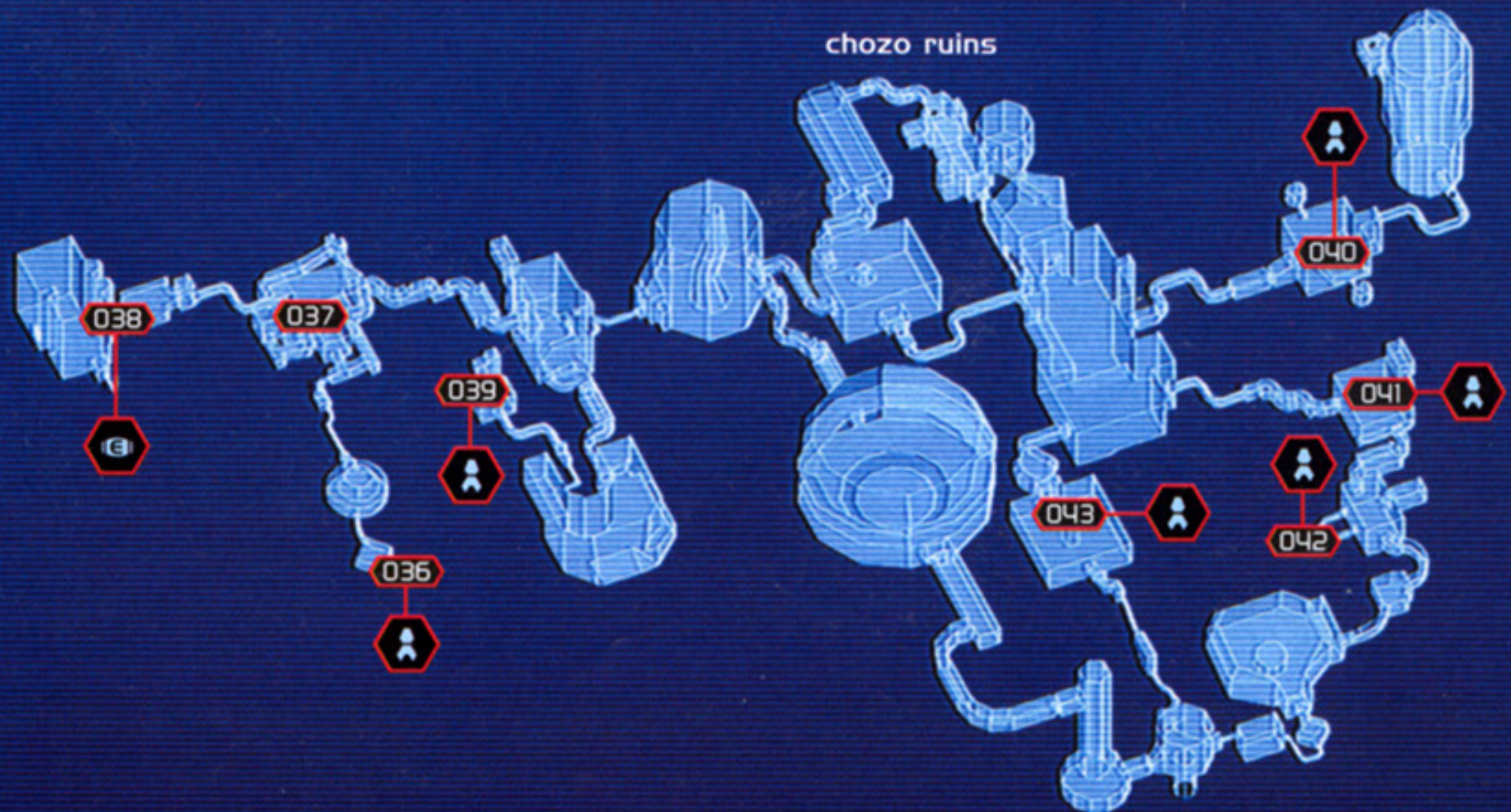
# collect power-ups



The Morph Ball Bomb opens up a world of opportunity for the canny bounty hunter. Grab all the power-ups you can before getting the Varia Suit—a fierce boss battle is just around the corner.

## POWER-UP LOCATIONS

- MISSILE EXPANSION
- ENERGY TANK





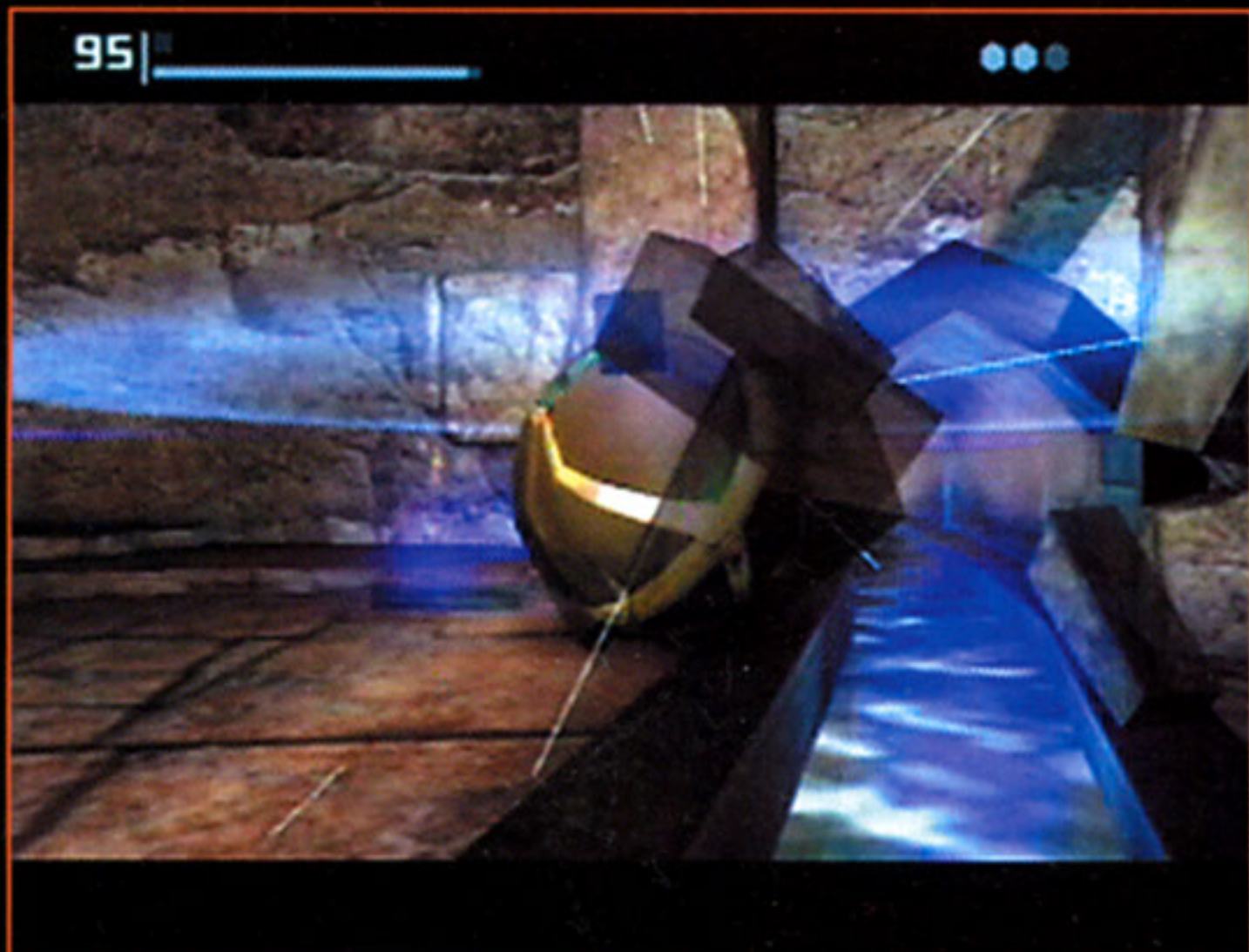


# chozo ruins

## BURN DOME

036

[ MISSILE EXPANSION ]



There is a small section of weakened wall inside the Burn Dome. Get into Morph Ball form and roll around the room until you see a discolored patch of wall the same size as your Morph Ball. Drop a Bomb there to destroy the wall, then roll through the new tunnel to a Missile Expansion.

## ENERGY CORE

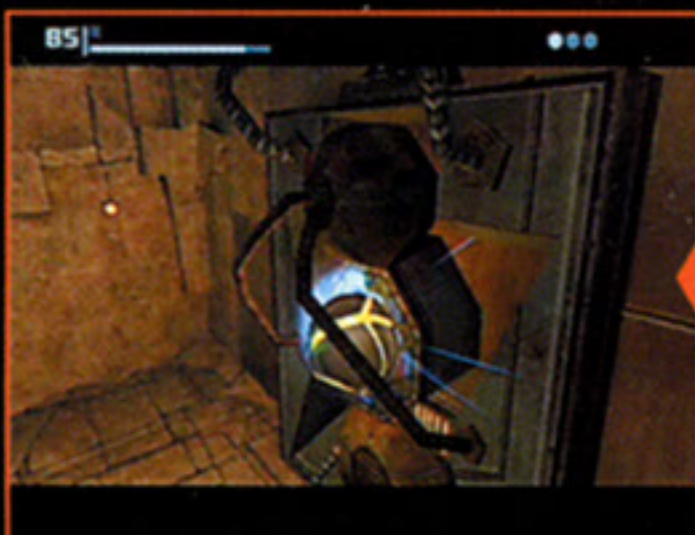
037

[ STONE TOAD ]



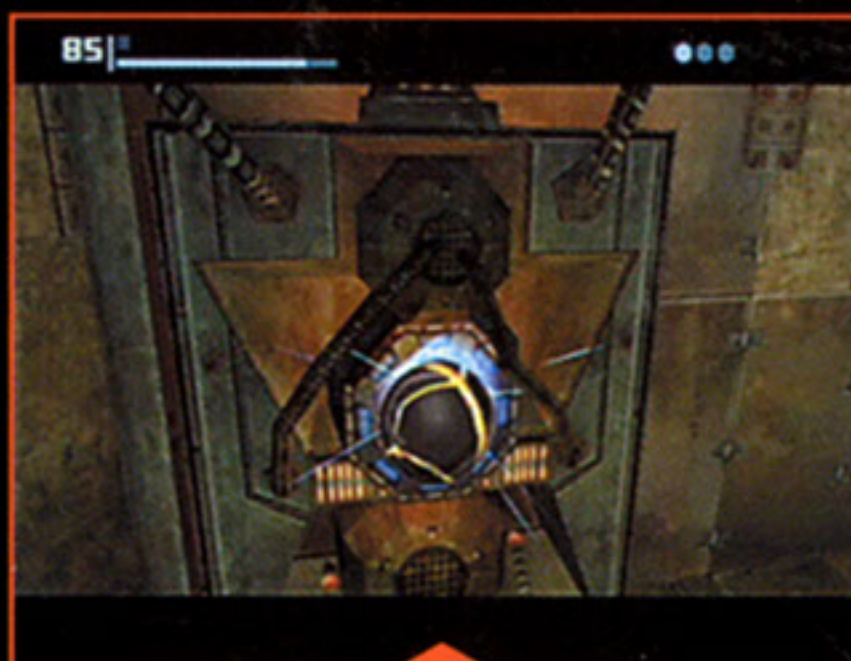
The entrance to the Energy Core is blocked by a creature called the Stone Toad. The toad will normally ignore you, but if you approach in Morph Ball form it'll mistake you for a tasty snack. Once it swallows Samus, drop a few bombs to give it a nasty case of indigestion.

[ BOMB KEYS ]



Once you blast the Stone Toad, you can begin activating the machinery inside the Energy Core. Use a Bomb Jump to propel yourself into the round, blue hole, then drop a second Bomb there to lower the water level. Move fast! You have only 20 seconds or so before the water will rise again.

[ SECOND KEY SET ]



Roll out the window of the first room, then face the door you used to enter the Energy Core and turn left. Run down the hallway until you reach a second room with a round, blue hole. Bomb Jump into the hole and drop another Bomb. Doing so will raise a series of platforms and grant you access to a third room. Again, move quickly. The clock is ticking.

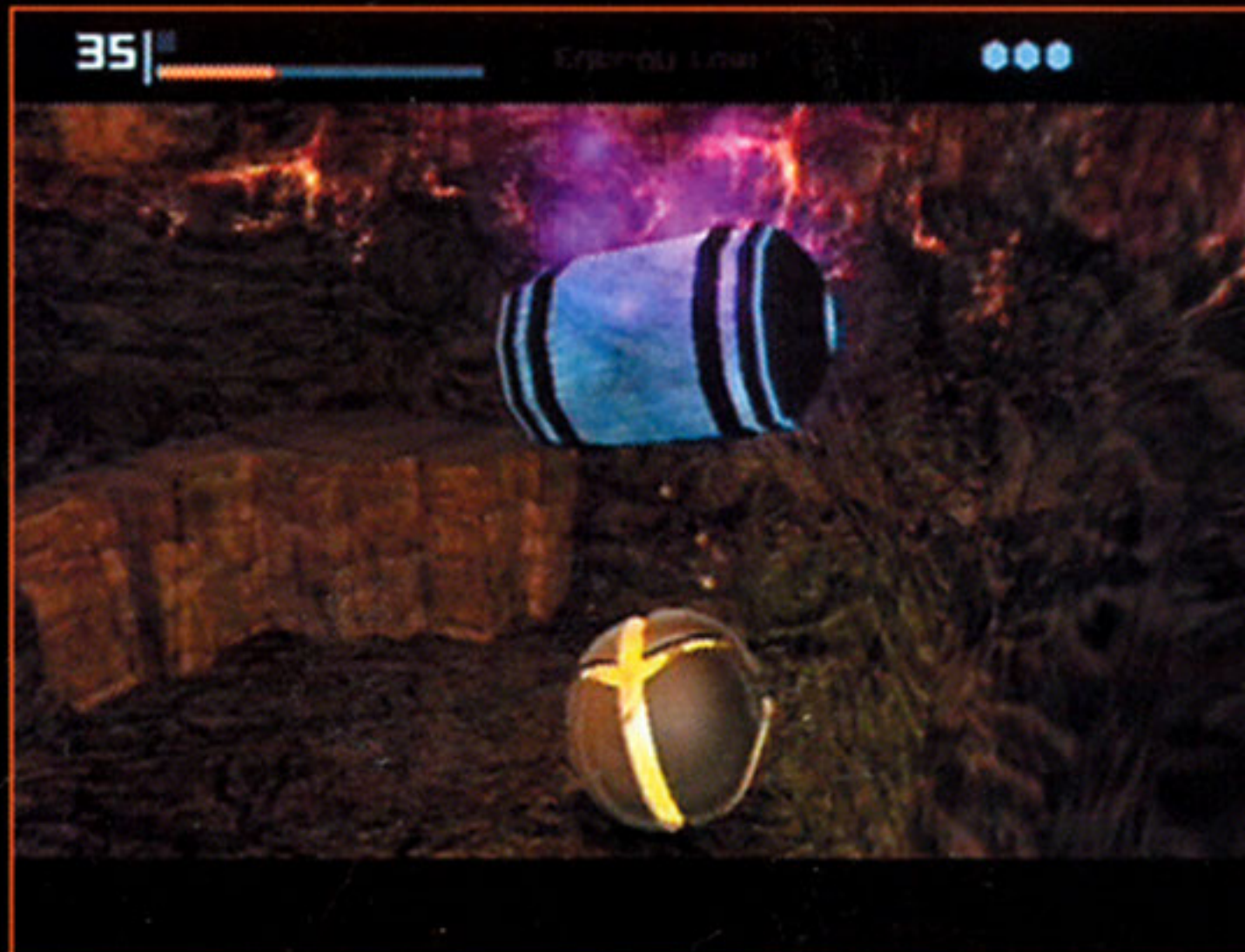


Drop back to the main area of the Energy Core, then leap across the new platforms and run down the hallway. At the end you'll find a room with another blue hole. Bomb Jump into the hole and lay a final Bomb. If you're successful, more platforms will rise. Once you complete the third room, the water will drain out of the Energy Core for good.

## FURNACE

038

[ ENERGY TANK UPGRADE ]



Use the new set of platforms and jump to a new area—the Furnace—where you'll find another Energy Tank. Use Bomb Jumps to exit the Furnace, then head back for a room called Dynamo.



## 039 DYNAMO

039

[ MISSILE EXPANSION ]



To reach the room called Dynamo, go back to the Watery Hall and jump to the gate that previously guarded the Charge Beam. Blast the Eyons, then look for a small section of unstable wall. Bomb the wall and roll through to Dynamo. Once you're there, fire a Missile at the metal grating on the wall.

## 040 RUINED SHRINE

040

[ MISSILE EXPANSION ]



Return to the Ruined Shrine (the area where you gained the Morph Ball Upgrade) and look for a small discolored area along the right-hand wall. Drop a Bomb there and roll through the tunnel to gain five more Missiles.

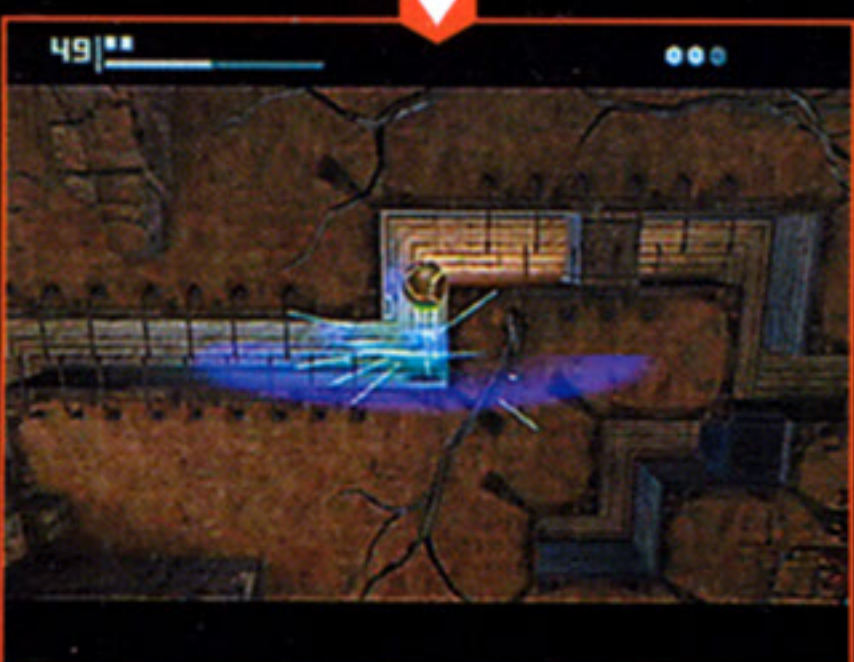
## 041 RUINED NURSERY

041

[ MISSILE EXPANSION ]



The Ruined Nursery contains a track in the wall that happens to be Morph Ball-sized. Take out the War Wasps, then look for a section of track that extends near the floor. Bomb-Jump into the track from the point, then drop a Bomb next to a tan-colored block. It will explode and let a black block fall—you can't destroy the black blocks.



Next, leave the track and jump to the second floor of the room. Enter the track at that point and roll along, bombing and Bomb-Jumping as necessary. You'll need to clear a couple of tan blocks from your path. At the end of your long journey, you'll be rewarded with a Missile Expansion. Don't bother rolling back along the track—just drop down as soon as you get the expansion.

## 042 RUINED GALLERY

042

[ MISSILE EXPANSION ]



The Ruined Gallery contains a second Missile Expansion. Bomb-Jump into the arched hole on the right-hand side of the room to receive the precious prize.

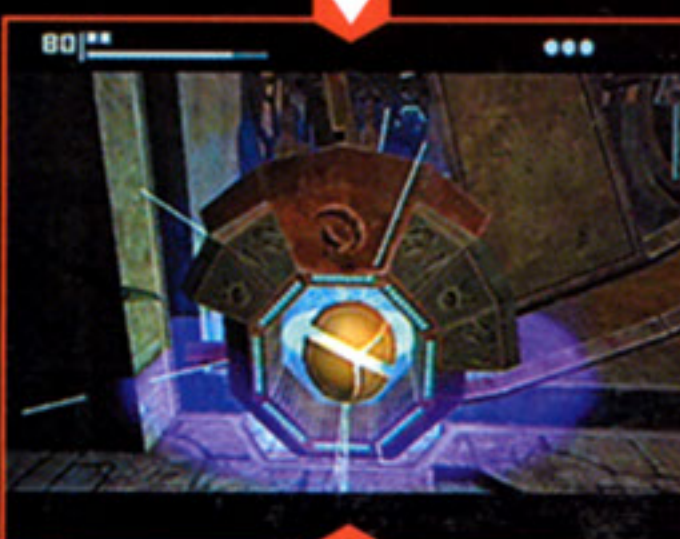
## 043 VAULT

043

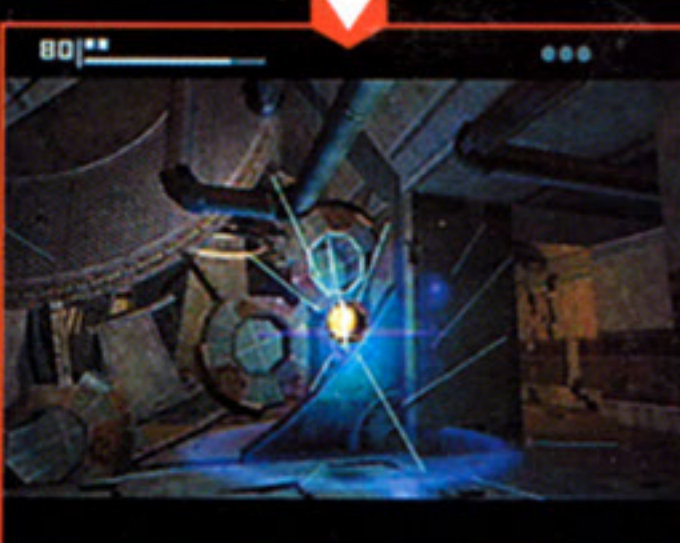
[ MISSILE EXPANSION ]



Run back to the Vault and look for a cage-like object in the middle of the room. There is a Missile Expansion in the cage, but you must first break open three locking devices. Drop into Morph Ball mode and roll against the lower blue hole, then drop a Bomb to give yourself access to the lock.



Roll inside the hole and drop a Bomb to open the first lock, then repeat the process with the second hole. To reach the third hole, you'll need to pull off a tricky Double Bomb Jump.



To perform a Double Bomb Jump, drop a Bomb then wait. Just before the Bomb explodes, drop a second Bomb. When the first Bomb goes off and shoots you into the air, drop the third Bomb. If you time it right, the second Bomb will then go off and pop you up to the third Bomb—which will then explode and shoot you even further into the air. Once you open the third lock, you'll get a Missile Expansion.





suit upgrade:

# varia suit

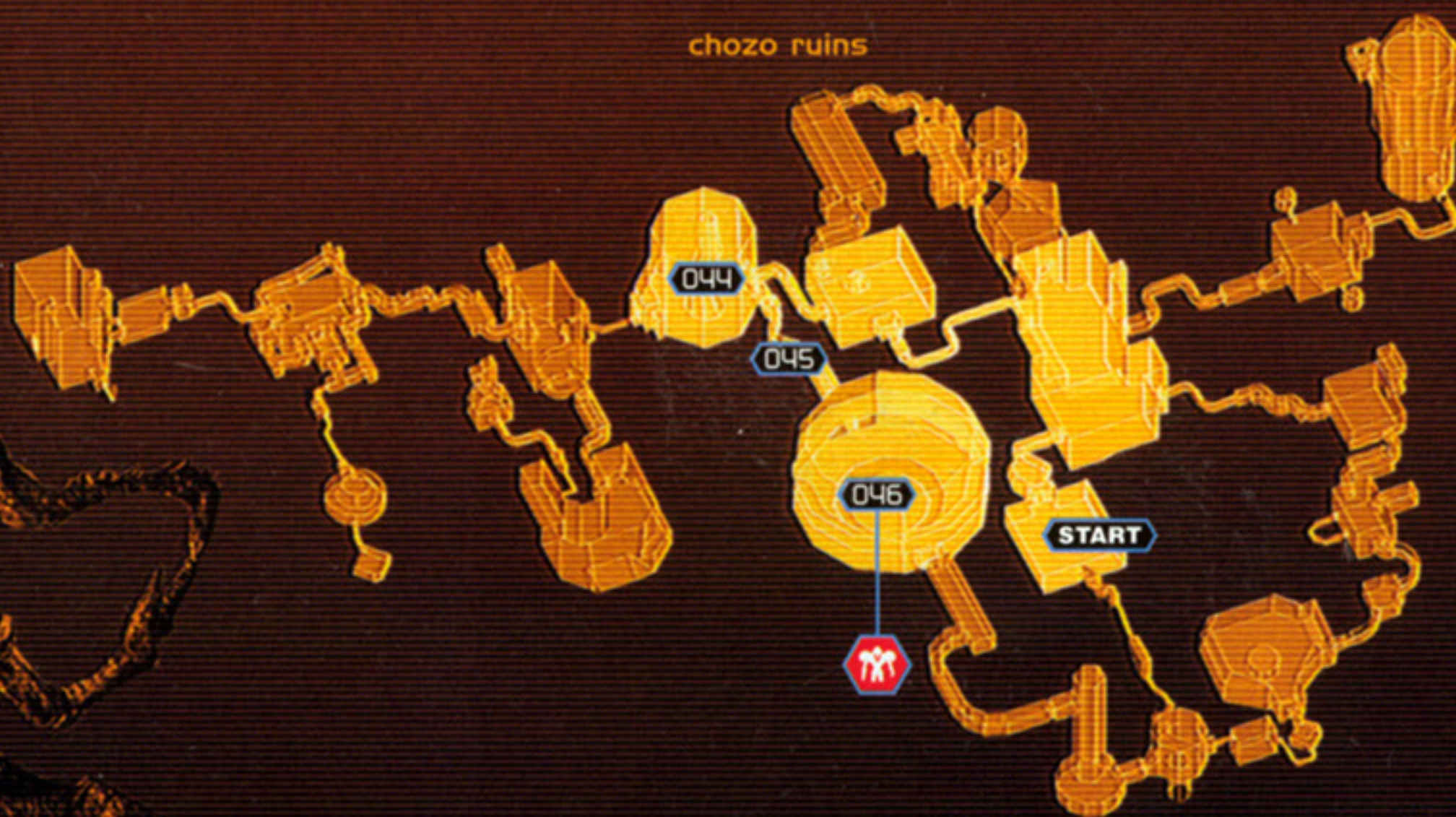


Once you have three Energy Tanks and a boatload of Missiles, you should be ready to claim the Varia Suit. It won't be easy, however—the heat-resistant suit is guarded by a gargantuan creature that is the source of Tallon IV's poisoned waterways.

## PATH TO THE VARIA SUIT

 VARIA SUIT

chozo ruins



## chozo ruins

 ARBORETUM

[ FEAR THE REAPER ]



Return to the Arboretum and hang a right. Take out the two Reaper Vines and begin the slow process of climbing to the top of the ancient tree in the middle of the room.

[ A BRIDGE—NOT FAR ]



Walk up the ramp until you reach the place where two red-and-white bridges meet. You need to scan and activate four more symbols in the Arboretum before you can proceed.



[ SCAN THE FIRST SYMBOL ]



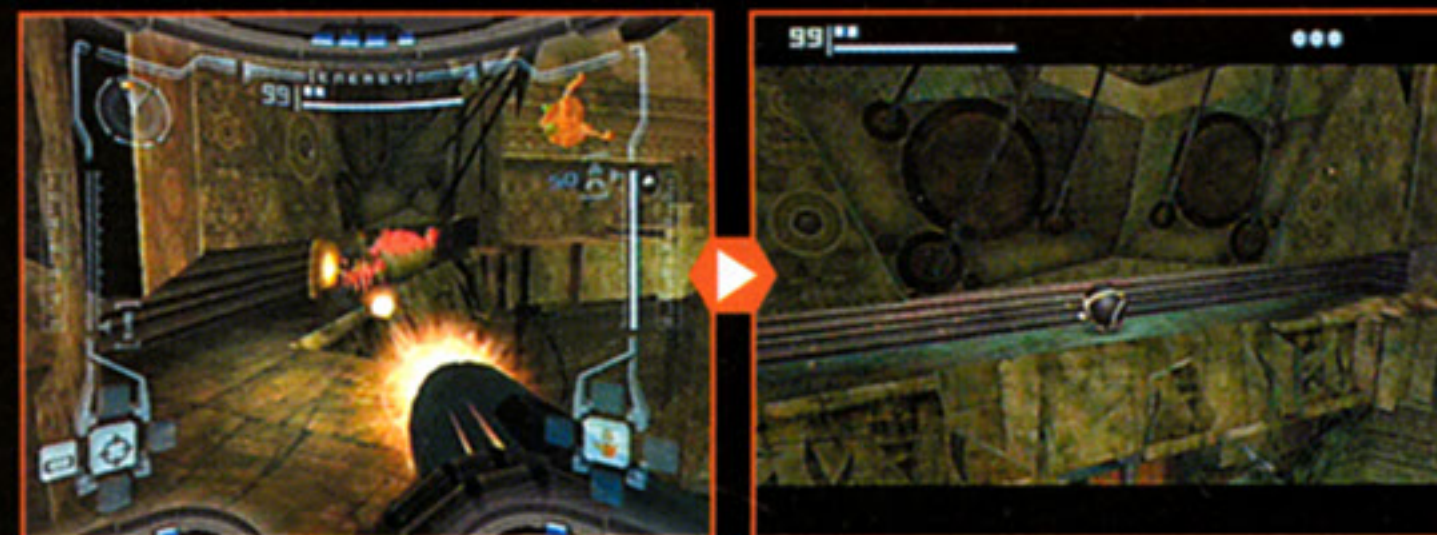
The first symbol is on the ancient tree itself, and easy to find. Stand at the place where the bridges meet and examine the tree until you see the symbol. Once it is activated, turn right and continue your journey up the side of the wall.

[ VENOM WEED ]



Venom Weed is similar to Tangle Weed, except you'll lose energy if you touch it. Walk up to the symbol on the tree, then turn left and jump to the round platform with white, glowing symbols around its edge. Once you're there, look down and right for a patch of Venom Weed. Shoot the weeds, then quickly scan the symbol that appears before the weeds return.

[ WEED WHACKER ]



As you make your way up the cliff, you'll encounter two narrow cracks that require the Morph Ball. Unfortunately, the first contains blocks and the second holds Venom Weed. Use Bombs to take out the blocks and the Power Beam to eliminate the weed. Take it slow—you can fall out of the cracks and into deadly water.

[ SCAN THE THIRD SYMBOL ]



You'll find another symbol in between the two cracks. Look for a dark pattern on the wall to your left (the main wall of the Arboretum), then scan it and keep going. Watch out for the War Wasps that like to attack when your back is turned.

[ SCAN THE FOURTH SYMBOL ]



The fourth symbol is at the top of the room. When you reach the door at the apex of the Arboretum, turn around and scan the tree until you find the fourth symbol. As soon as you activate it, the door will swing open. Bomb the wall behind the door to move on. You may want to save afterward.

045 SUNCHAMBER LOBBY

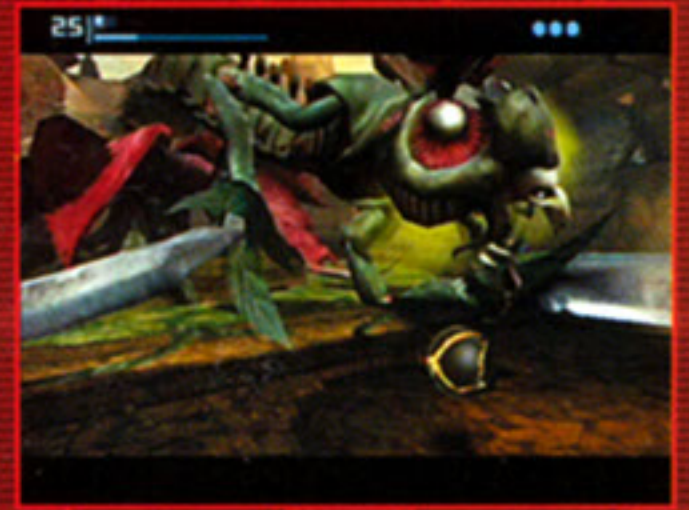
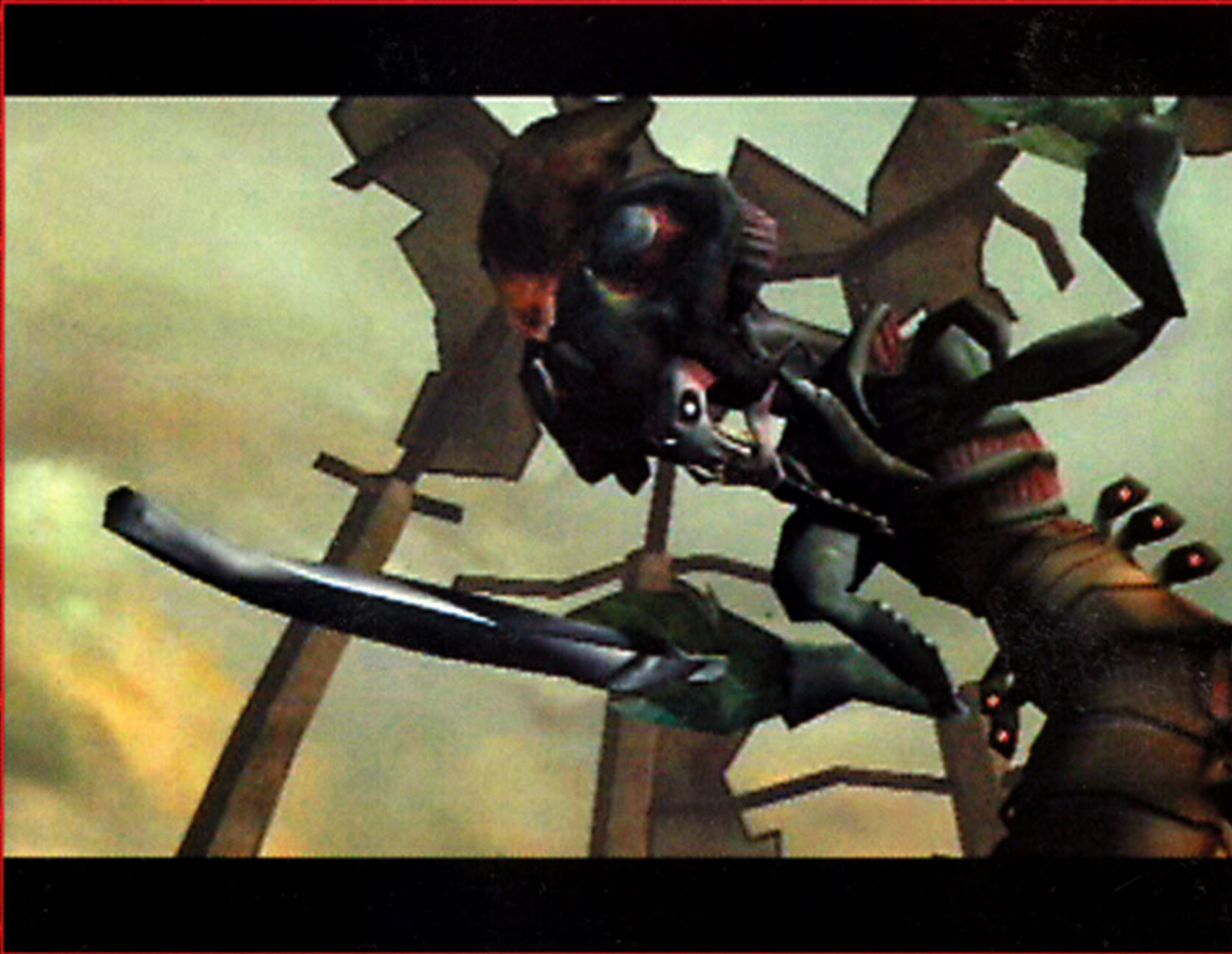
[ REAPERS CREEPERS! ]



The Sunchamber Lobby contains a nasty combination of Venom Weed and Reaper Vines. Shoot the first patch of Venom Weed, then blast the Reaper Vine and run through. Repeat the process until you clear the hallway.



[ FLAAHGRA ]



[ FLIP THE RADAR DISH ]



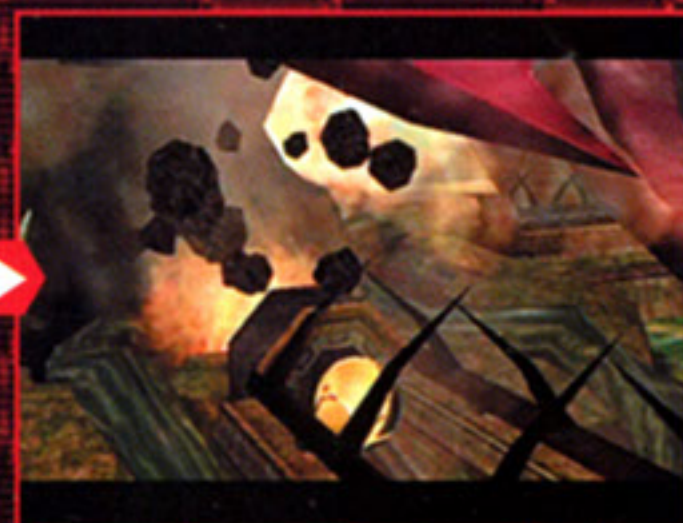
The massive creature guarding the Varia Suit is called Flaahgra. It gains strength from sunlight, and happens to live in a room surrounded by four radar dishes. Lock onto Flaahgra and strafe in a circle until you reach a radar dish with a red spot exposed. Shoot Flaahgra until it's stunned, then hit the dish with a Charge Beam or Missile to lock it into place.

[ LOCK ON AND ALTERNATE YOUR FIRE ]



When you flip a dish, Flaahgra will immediately turn its attention to it. You can use the opportunity to move to the next dish or attack the beast while it's distracted. Use the dash maneuver (Control Stick plus B) to move quickly and stay locked on.

[ ROLL INTO THE CHANNELS AND DROP A BOMB ]



After you flip the dish, a channel will open at Flaahgra's base. Use the Morph Ball to enter the channel and drop a Bomb. The blast will kick you out, at which point you must repeat the entire process with more dishes.

[ SPEEDY MORPH BALL ]



If you stay locked on to Flaahgra and keep circling, you can attack the boss and fire Missiles at the radar dishes at the same time. Just shoot at Flaahgra, blast the dishes when you run past them and keep firing. The Morph Ball is generally faster than walking, so use it every time Flaahgra falls to the ground and you need to reach a channel. Once you defeat Flaahgra, you'll get the Varia Suit.

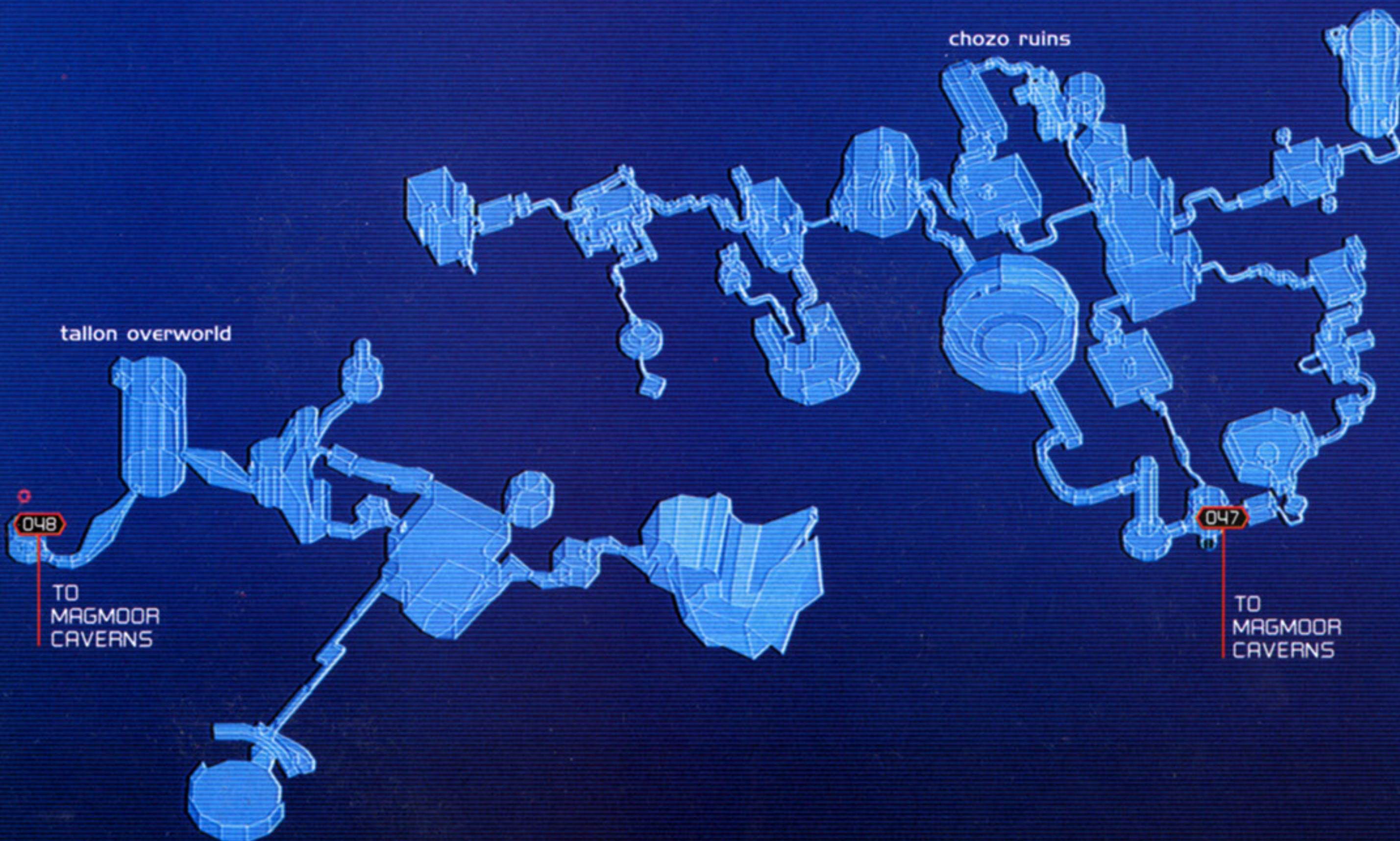


# connecting levels



There's more than one way to enter a level. There are two elevators leading to Magmoor Caverns, and once you have the Varia Suit you can make use of either one.

## ACCESSIBLE ELEVATOR LOCATIONS TO MAGMOOR CAVERNS



### 047 CHOZO ELEVATOR



The Chozo Elevator, located at the far end of the Chozo Ruins, will drop you off at one end of the Magmoor Caverns. It's usually the better way to go, because there is a Save Station a couple of rooms past the elevator.

### 048 OVERWORLD ELEVATOR



The Overworld Elevator drops you off in the middle of Magmoor Caverns. To reach the lift, go back to the Tallon Canyon via the Chozo Ruins's Main Plaza and look for a door at the top of the waterfall. Save before you take this route—there isn't a Save Station nearby once you reach the bottom.





morph ball upgrade:

# boost ball

To reach the Boost Ball, Samus must descend deep into the bowels of Tallon IV—down to a dangerous area known as Magmoor Caverns. Once she gains the Boost Ball, Samus can make like a skateboard pro and ride a halfpipe to victory.

## PATH TO THE BOOST BALL

-  BOOST BALL
-  ENERGY TANK
-  MISSILE EXPANSION
-  SAVE STATION





# chozo ruins

## TRANSPORT TO MAGMOOR CAVERNS NORTH

049

[ GOING DOWN? ]



Leave the Sunchamber via the door behind the Varia Suit Upgrade, and walk forward until you find an elevator. Ride the lift to Magmoor Caverns—don't bother running all the way back to the overworld. Once you reach the entrance to the caverns, go through a blue door, fall down the long shaft and then walk forward until you find a Save Station on your left.

[ PULSE BOMBU ]



The Pulse Bombu is an energy-based creature that floats gracefully through the air. It will drop explosive charges as it moves, so you must take it out from a distance—use the Wave Beam to send it to the graveyard. Since you don't have the Wave Beam yet, take the coward's way out and run.

# magmoor caverns

## BURNING TRAIL

050

[ GRIZBY ]



The Grizby is a slow, stupid creature that poses little threat to a warrior such as Samus. It moves in a predictable pattern across rock outcroppings, and in many cases can be avoided altogether. If you need to eliminate one, use a Missile—no other weapon can penetrate the creature's hard shell.

## LAVA LAKE

052

Magmoor Caverns is a flaming inferno, filled with molten rock and dangerous wildlife. Hone your jumping skills and practice your aim, or you might end your adventure as a crispy critter.



## LAKE TUNNEL

051

[ BURROWER ]



For small, insignificant creatures, Burrowers can be a real pain. They hide underground until they sense a seismic disturbance, then leap into the air and attack by spitting at their enemies. They can be hard to hit, so you may consider just running past them.



[ MAGMOOR ]



The namesake of the caverns is a massive lava-based serpent that breathes fire. You can make quick work of one with the Ice Beam, but until you have such a weapon, stick to Missiles and the Charge Beam for all your Magmoor-elimination needs.

[ LAVALICIOUS ]



You'll jump many lava pits in Magmoor Caverns. Take time to position yourself before moving from one rock to the next. Samus can usually take two or three steps past the point where the rock she is standing on drops out of sight.

[ PUFFER ]



Puffers are similar to other lower life-forms on Tallon IV in that they leave a cloud of deadly poison behind when they are destroyed. A good strategy against Puffers is to clear them from the room, then stand in one place until the green haze vanishes.

[ SINK, BUT DON'T SWIM ]



Keep an eye out for platforms shaped like wine goblets. They may look stable, but the slightest pressure will cause them to sink into the lava below. Be especially careful when Puffers are around—you don't want to choose between a sinking platform and a cloud of noxious fumes.

[ BOMB BLASTS ]



Once you reach the far side of Lava Lake, use the Power Beam to take out three crates. The wall behind the crates is unstable—roll into Morph Ball form and drop a bomb to blast a hole in the wall, then continue on your way.

053 PIT TUNNEL

[ UNDER THE FLOOR ]



The only way to make it through the Pit Tunnel is by going under the floor. Transform into Morph Ball form and go for a roll under the steel grating, but don't let a Triclops or two spoil the ride.



[ TRICLOPS ]



The Triclops is a creature with powerful jaws that will pick up any item that comes near—including the Morph Ball. To avoid the embarrassing fate of being carried around by a small critter, plant a Bomb. The Triclops will pick it up instead of you.

054 TRICLOPS PIT

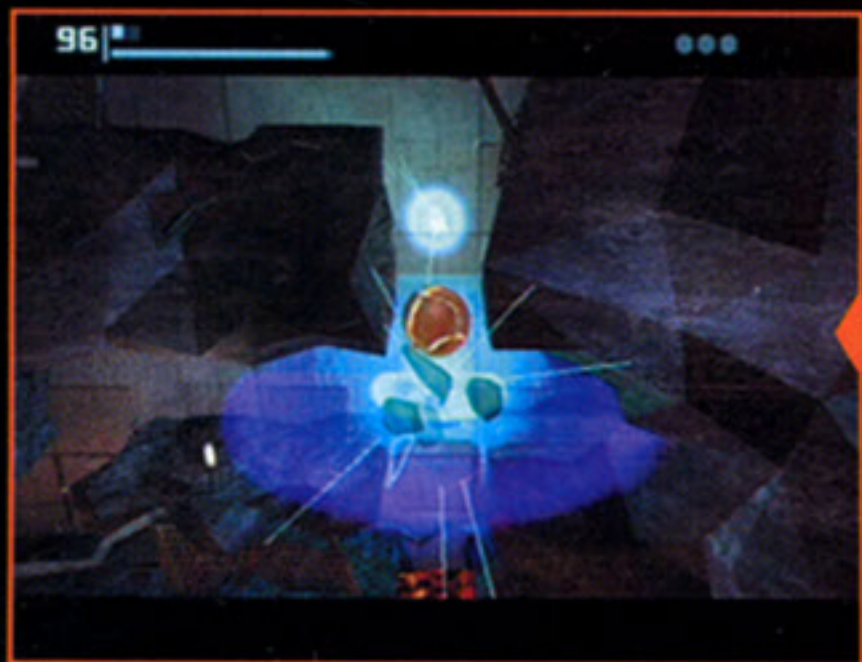
[ FLOORED ]



As soon as you enter the Triclops Pit, drop down one level and find a cave full of steam and red lights. Look for a small hole in the cave, then use the Morph Ball to enter the hole and roll under the floor. Make your way under the floor—taking out Triclops as you go—until you find a small hole on the far end of the cavern.

057 TRANSPORT TUNNEL A

[ ENERGY TANK ]



There is an Energy Tank hidden in Transport Tunnel A, but your Double Bomb Jump skills must be finely honed if you hope to reach it. Look for a cliff above you when you roll onto a metallic-looking block. Double-Bomb-Jump up to the cliff, then roll along the passageway until you see another cliff. Keep doing it until you can go no farther (three stories up), then use Bombs to propel yourself into the air and claim the Energy Tank. As mentioned in the Vault Missile Expansion section, the Double Bomb Jump is tricky. You want to place one bomb then double-tap the A Button a split-second before it explodes. It will take some practice to get it right—but there's hot lava below, so you might want to practice in a safer area! If you fall into the lava, use a Bomb to get out. When you're done, head left to the Phendrana Drifts.

055 STORAGE CAVERN

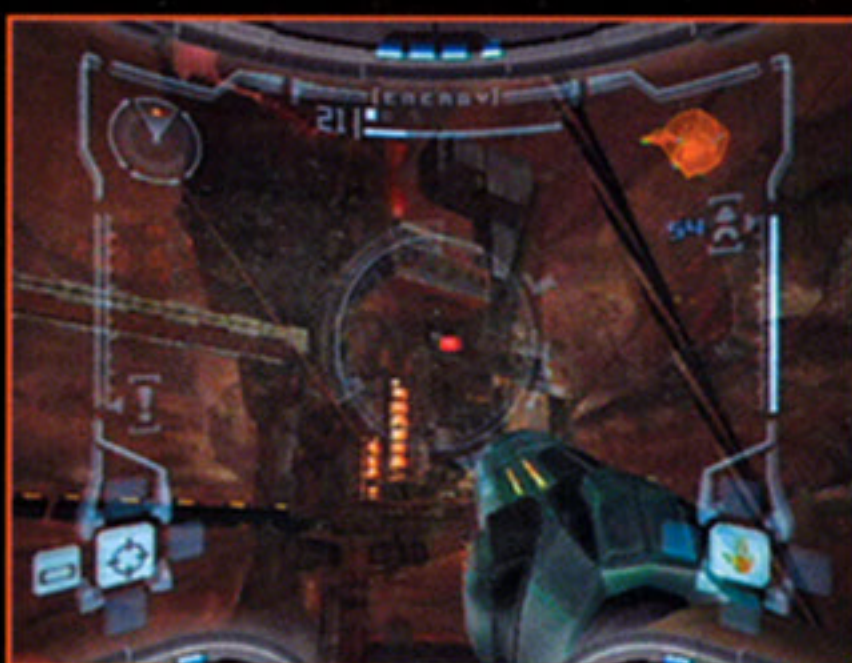
[ MISSILE EXPANSION ]



Once you make it to the Storage Cavern, leave the Morph Ball and jump from platform to platform (you can travel in only one direction). There is a Missile Expansion at the far end of the steel grating. Grab it and head back to the Triclops Pit, then jump to the second floor and use the floating platforms to reach the Monitor Station.

056 MONITOR STATION

[ TAKE OUT THE TURRETS ]



There are four Auto Defense Turrets mounted on the Monitor Station's central rigging. They won't lock on to you until you get within range or begin attacking. Stand in the doorway and take out the first two guns, then jump to the first rock outcropping and destroy the third. Missiles are the easiest and fastest way.

[ JUMP AROUND! ]



You need to reach the second floor of the rigging to continue on your journey. Jump to the rig, then leap to the side wall and climb up—the path is marked with miniature white lights if you lose your way. You'll be in range of a fourth Auto Defense Turret when you're about halfway up. Take it out, then jump to a small, transparent bridge and head for the blue door.





# phendrana drifts

## PLAZA ENTRANCE

058

[ CHARGE BLAST THE ICE ]

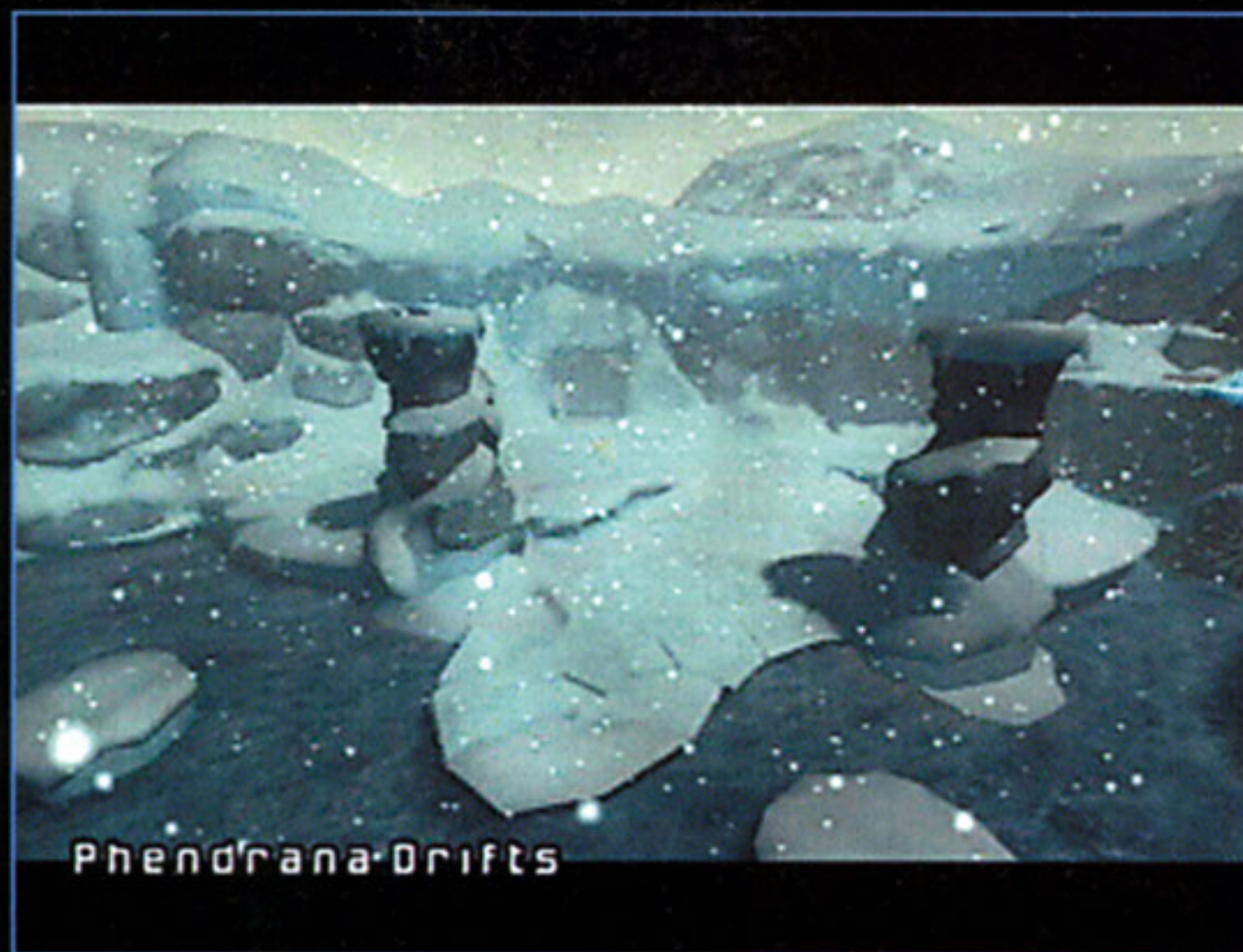


The Plaza Entrance is blocked by a solid sheet of ice, but it's nothing Samus can't handle. Use the Charge Beam to blow the ice wall into a million pieces and clear a path.

## PHENDRANA SHORELINES

059

The Phendrana Shorelines are much like the Main Plaza of the Chozo Ruins—a hub where multiple branching pathways finally come together. Don't be fooled by the beautiful stillness—it's a deadly place.



[ FLICKERBAT ]



Flickerbats use a form of camouflage to render themselves all but invisible to the naked eye. You can track them with ease once you possess the X-Ray Visor, but for now you can safely ignore them. The Flickerbats are much more interested in catching small insects than taking on a well-armed bounty hunter.

[ SAVE STATION ]



There is a Save Station in the Phendrana Shorelines. It is located almost directly across the way from the door you used to enter the area. Make sure that you save your game before progressing any further.

[ A GATE? BLAST! ]



After saving your game, walk to the gate to the right of the Save Station. Use a Missile to blow the gate wide open, then transform into the Morph Ball and roll up the snowbank. Once you clear the snow, scan the area to unlock a door directly above your current position.



[ CRYSTALLITE ]



If you want to reach the door you just unlocked, you'll have to climb a series of icy platforms. Some of the platforms contain Crystallites—small creatures that are invulnerable to all but Missile attacks. Take out Crystallites as you encounter them, then climb the platforms and go through the door at the top of the mountain.



## ICE RUINS ACCESS

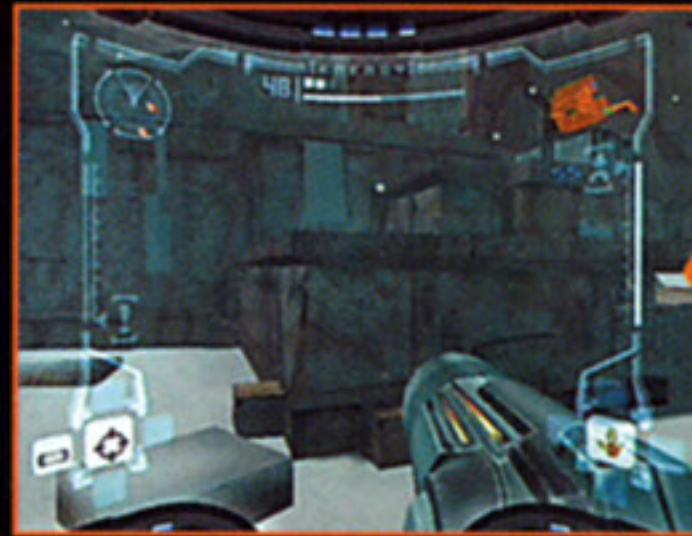
060

[ SCATTER BOMBU ]



Scatter Bombus won't drop ordnance on you from above, but they will extend a three-pronged spoke of electricity around their body. Only the Wave Beam can destroy them. Until you gain the new item, roll into Morph Ball form and duck between the electrical bolts.

[ UP AND AROUND ]



The path to Phendrana Canyon is long and winding. Look for ledges along the walls in both the Ice Ruins East and Ice Ruins West. If you get confused, consult your map with the Z Button.

## PLAZA WALKWAY

062

[ ICE BURROWER ]



There isn't a more annoying creature in the Phendrana Drifts than an Ice Burrower. The tiny creatures dig underground, then leap up and attack by spitting at their prey. Burrowers are fast and difficult to hit—unless you need some target practice, just run by them.

## ICE RUINS EAST

061

[ BABY SHEEGOTH ]



Don't take the Baby Sheegoth lightly because it's young—the creature is one of the strongest and most dangerous in all of Tallon IV. In addition to sharp claws and a massive pair of jaws, the Baby Sheegoth can breathe a stream of cold air that freezes its prey solid.



The Baby Sheegoth is vulnerable, but only from behind. If one charges you, lock on to it and quickly strafe around it with the B Button. Once you're behind the beast, blast the shell off its back with a Charge Beam. When the shell is gone, fire a Missile into the creature's unprotected backside and end the battle.

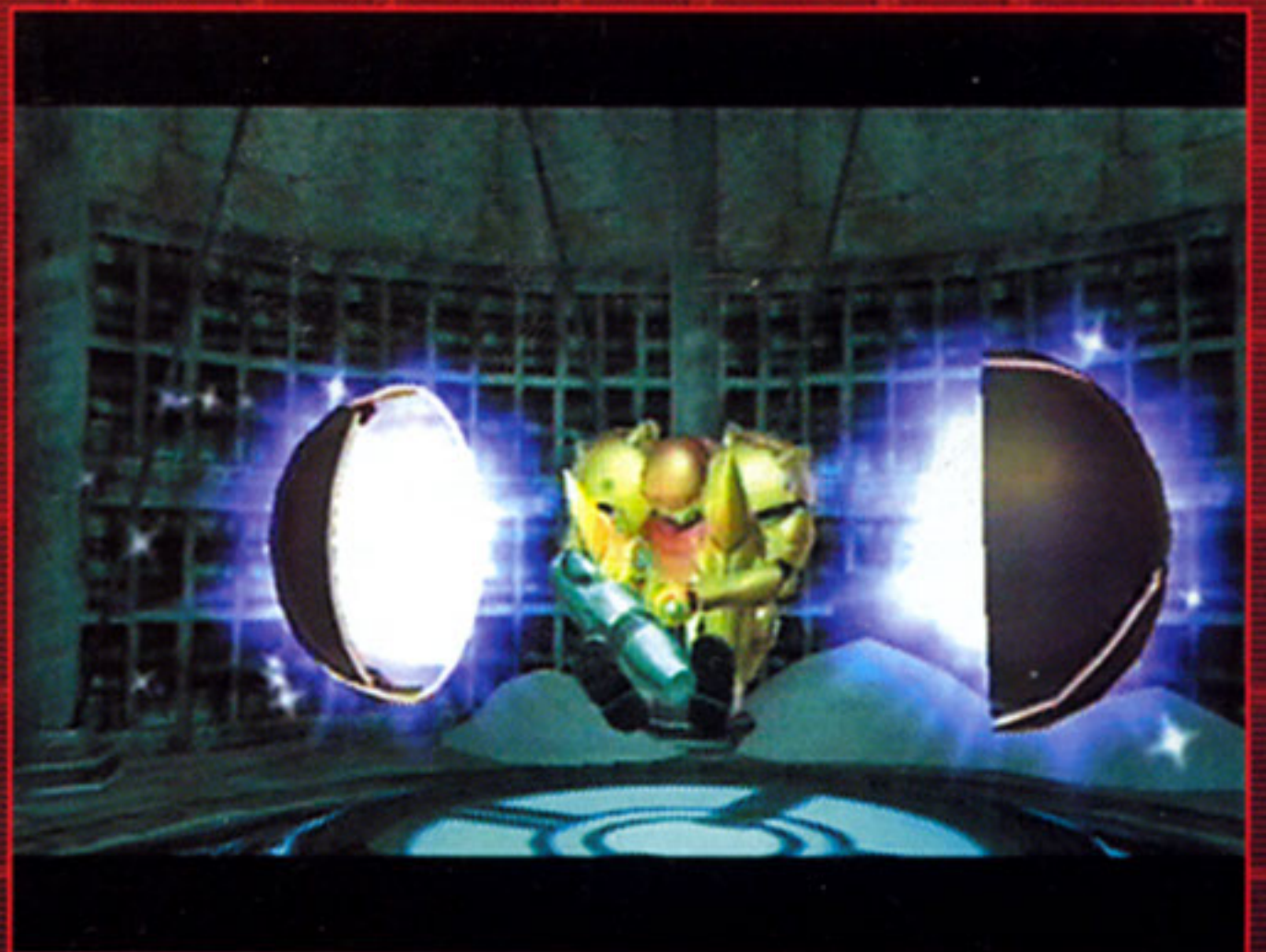
## PHENDRANA CANYON

063

[ BOOST BALL ]



You must activate floating platforms to reach the Boost Ball. Find and scan a blue square on the right-hand side of the canyon to lock the platforms in place. Once they're ready, jump across and claim the Boost Ball—which lets you speed up the Morph Ball by holding and releasing the B Button.









secondary item:


# space jump boots

Samus already possesses superhuman leaping abilities, but they are nothing compared to the agility and grace a pair of Space Jump Boots bring. Once you get used to the fancy footwear, you'll wonder how you ever managed without them.

## PATH TO THE SPACE JUMP BOOTS

 SPACE JUMP BOOTS

 SAVE STATION

 MISSILE STATION

tallon overworld

phendrana drifts



magmoor caverns

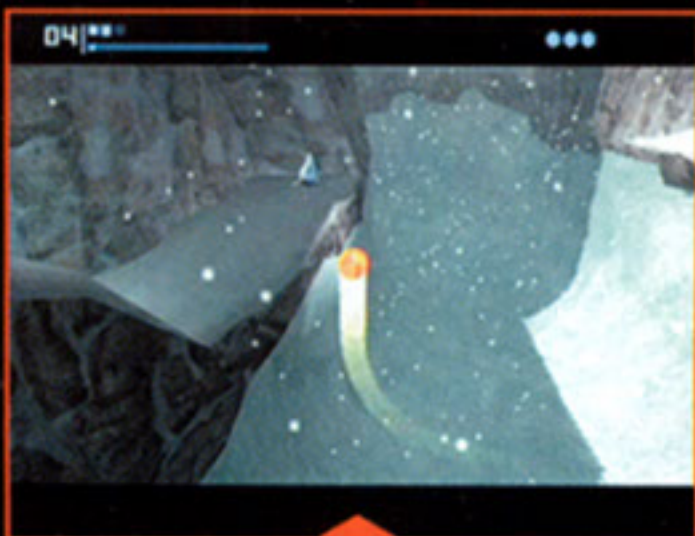
START



# phendrana drifts

## PHENDRANA CANYON

[ SHREDDING ]

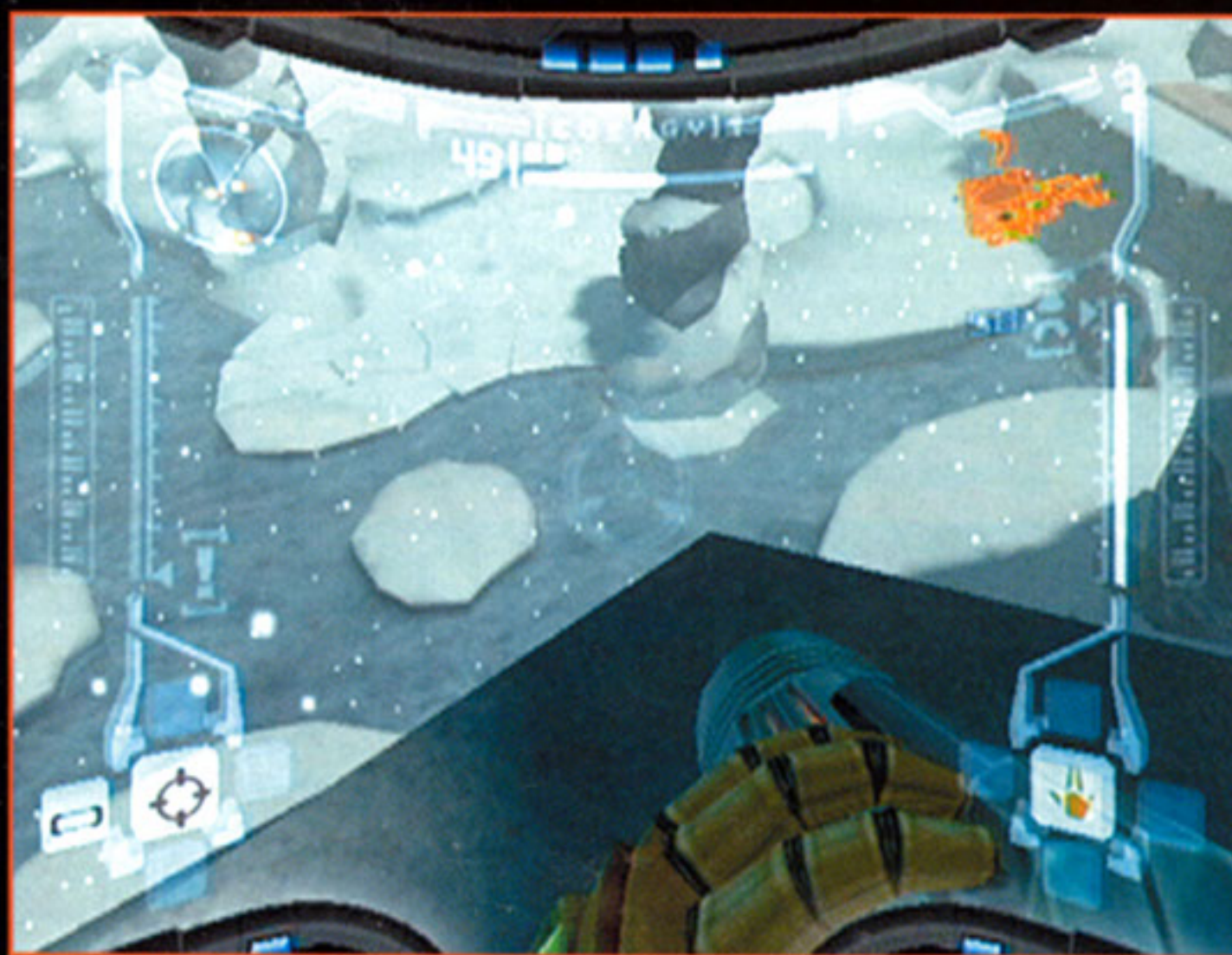


You'll need to use the Boost Ball to escape from Phendrana Canyon. Power up the Boost Ball by pressing and holding the B Button, then release it when you want extra speed. To use a halfpipe, power up the ball as you're traveling down the slope, then release the button when you begin to ascend. As you fly up and down the pipe, look for a ledge on the side of the pipe. Wait until you're above the ledge, then press Left or Right on the Control Stick (depending on which way the camera is facing) to drop onto the ledge.



## PHENDRANA SHORELINES

[ A LONG WAY DOWN ]



Samus's armor is a miraculous piece of engineering—don't forget that it can survive a fall from any height. When you return to the Phendrana Shorelines, simply drop off the ledge and head for the door to Magmoor Caverns.

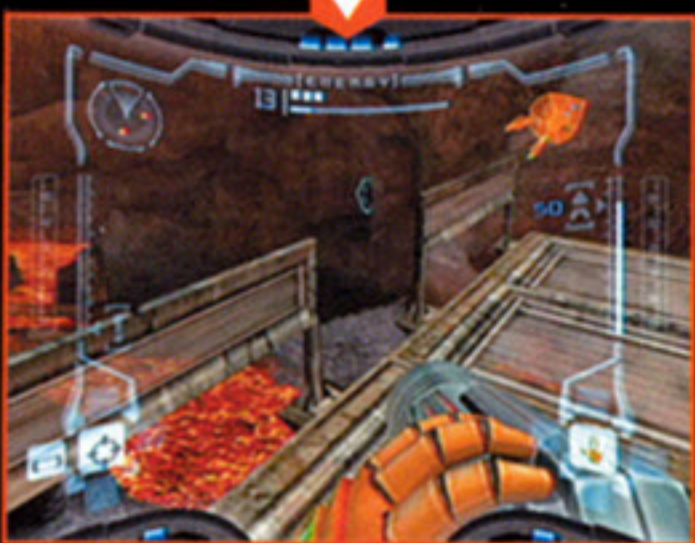
# magmoor caverns

## MONITOR STATION

[ THE WAY TO GO ]



Once you reach Monitor Station, work your way back down to the ground floor (don't forget to take out the Auto Defense Turrets). When you reach the bottom, hop over to a piece of rock with crates piled in one corner. Blast the crates and take the spoils, then turn around and look for a blue door.



The blue door leads to a different section of Magmoor Caverns and eventually dumps you out at an elevator. The elevator will then take you to the Tallon Overworld. It's a more direct route, but some of the jumps are difficult without the Space Jump Boots. If you want to play it safe, backtrack all the way back to the Chozo Ruins and reach the Tallon Overworld that way.

## FIERY SHORES

[ TRI AS YOU MIGHT ]



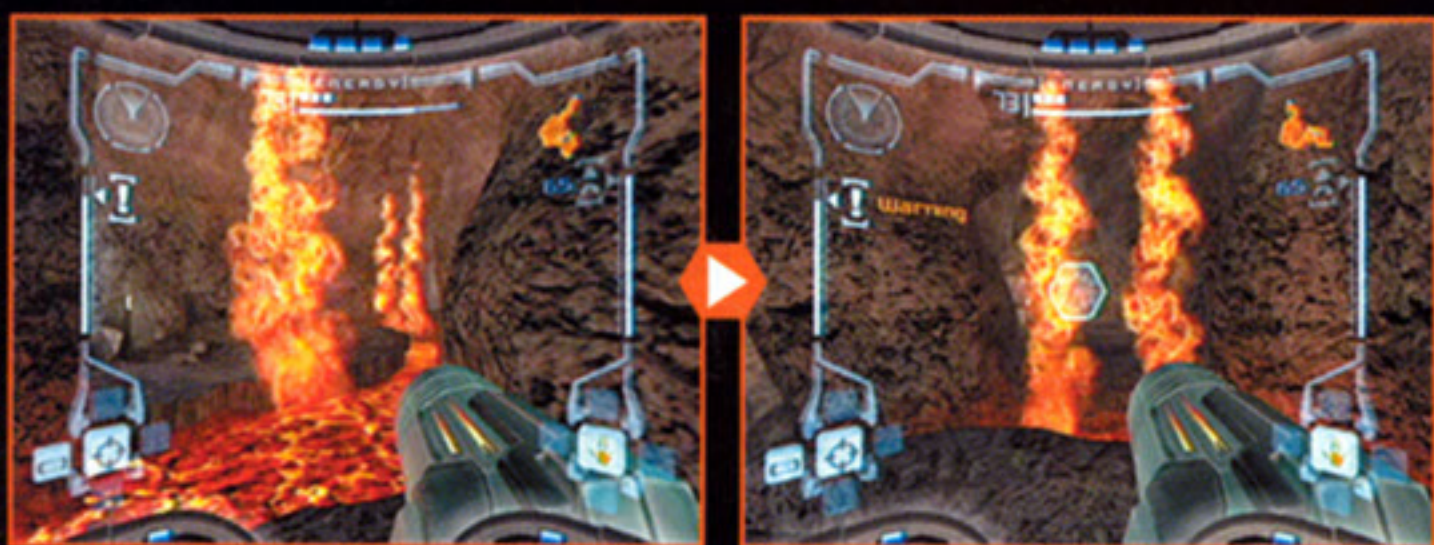
If you decide to take the tricky route, your first order of business will be avoiding both lava and the occasional Triclops. Once you leap to a rock with a Triclops, wait for it to walk away then quickly drop into Morph Ball form and lay a Bomb.



You'll need to roll through a small tunnel to cross the lava. Make sure that there are no Triclops around when you attempt to enter the hole—they will drop you in the lava if they catch you in their jaws.

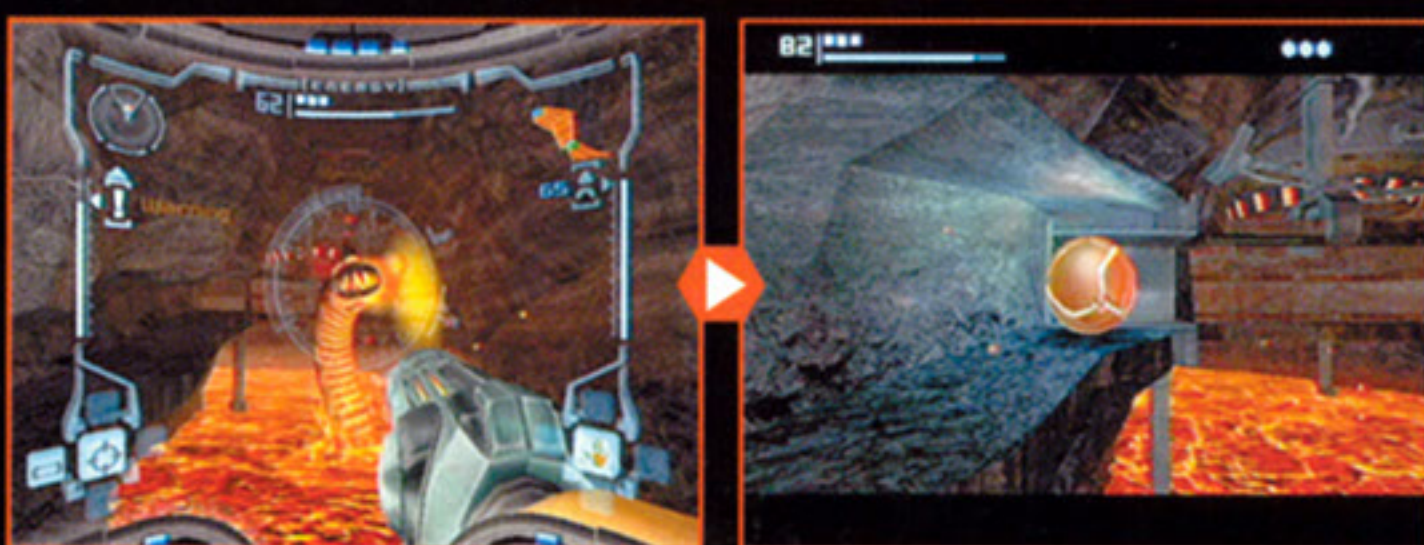


[ SPIN TO WIN ]



When you emerge from the tunnel, you will be facing the direction from which you came. Turn around and look for rock islands that you can use to hop to safety. When you reach a blue door, go through it and destroy the Magmoor that lurks in the next room. Wait for flames to subside before jumping.

[ RIDING THE RAILS ]



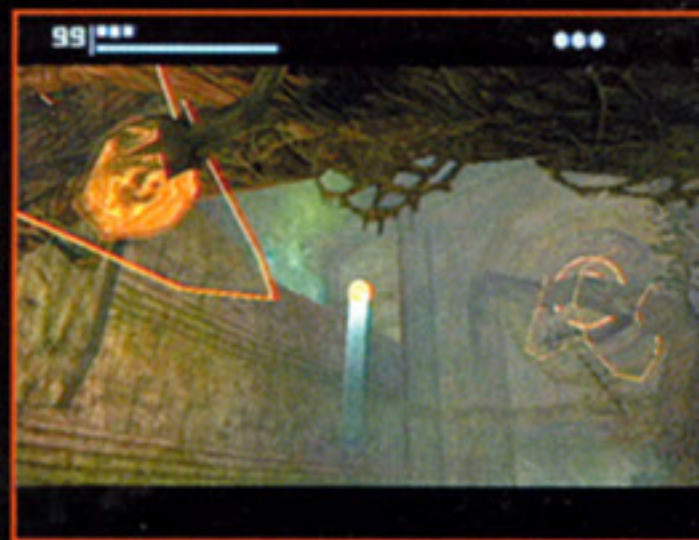
Your final challenge is rolling in Morph Ball form across a pair of narrow rails. It's easier than it looks—once you're on the rails you won't be able to fall off. Move as quickly as you can to the other side, then go through another blue door and take the new elevator to the Tallon Overworld.

# tallon overworld

## TALLON CANYON

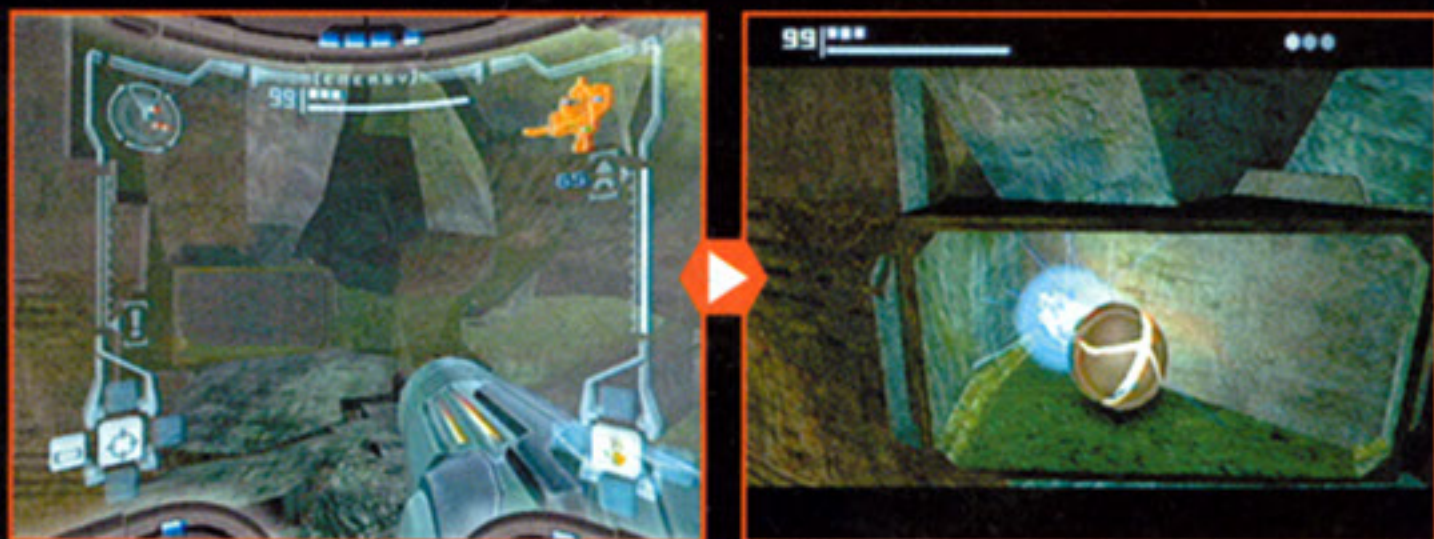
068

[ BOOSTED ]



The halfpipe you need to reach the Space Jump Boots is waiting for you as soon as you enter Tallon Canyon. If you come from Transport Tunnel A, your initial camera angle will make it difficult to navigate. Walk forward a little ways, then turn around and roll up the pipe. The path to the boots begins on the left-hand side of the pipe (assuming you followed the instructions above and turned around).

[ SAND BLASTING ]



Walk or roll across the small bridge at the top of the halfpipe, then scan the wall until you find a section of weakened sandstone. Drop a Bomb in front of the sandstone to blow a hole in the wall, then move on to the next area.

## LANDING SITE

069

[ BIG LEAP ]



There's one final obstacle standing between you and the new pair of kicks—a very long jump. Once you get the boots you'll wonder why you worried about gaps like the one to the left, but until that time, you'll have to make a leap of faith. Run as far toward the edge as you can before leaping. If you miss the jump, you'll have to backtrack and start over.

## ALCOVE

070

[ SPACE JUMP BOOTS ]



Jump for joy! You have the Space Jump Boots! The footwear allows Samus to make a second leap after jumping once. The longer you wait to make the second jump, the farther you will go. Space Jump Boots are useful for reaching places higher up as well as far away. Experiment with the new gear in the safety of the Landing Area so you get a good idea of their capabilities.



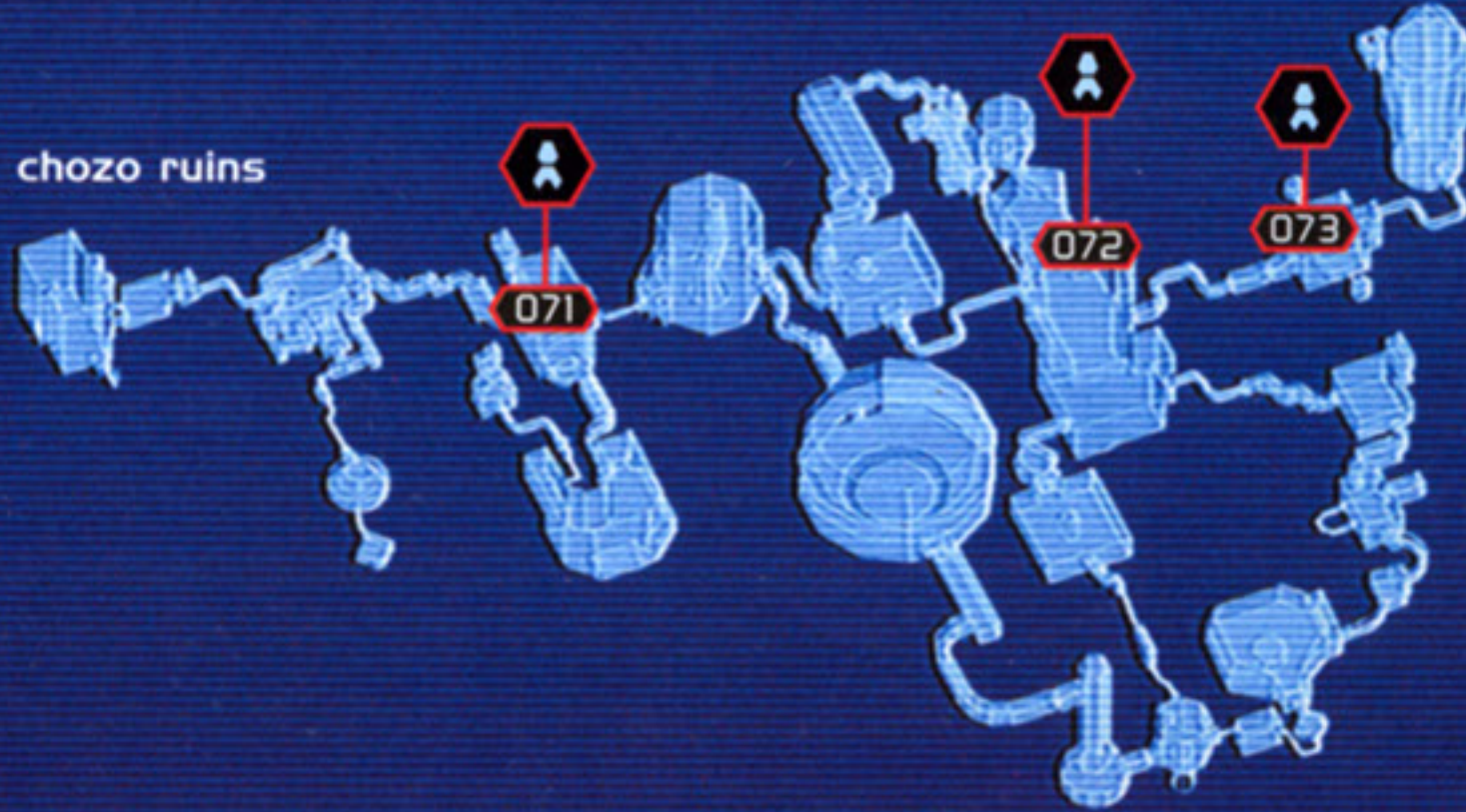
# collect power-ups



The Space Jump Boots and Boost Ball open up a whole new world of upgrades and secret areas. Grab the Missile Expansions in the area before returning to the Phendrana Drifts.

## POWER-UP LOCATIONS

MISSILE EXPANSION



## chozo ruins

### GATHERING HALL

071

[ MISSILE EXPANSION ]



Go to the Gathering Hall and jump up until you see a blue door with red lights on either side (the door leads to the Energy Core). Jump onto the platform in front of the door, then hop on top of the red light. Jump from the light to the platform above, then plant a bomb to destroy a gate and reveal a Missile Expansion.

### MAIN PLAZA

072

[ MISSILE EXPANSION ]



There's a halfpipe in the Main Plaza, just before the series of steps. Roll up and down the pipe until you get enough speed, then launch yourself into a small crack at the top of the pipe.

### RUINED SHRINE

073

[ MISSILE EXPANSION ]



A Missile Expansion awaits in the Ruined Shrine—where you fought the Plated Beetle. Look for stone honed to an unusual smoothness, then roll up and down the ramp until you can jump to the right-hand ledge. Roll through a crack in the wall to get the new goodie.





arm cannon upgrade:

# wave beam



Your next task is securing the Wave Beam, which means you must travel back to Phendrana Drifts. If you didn't take the second Magmoor Caverns elevator last time (the one that leaves from the Tallon Overworld), do so now. You'll get a Missile Expansion and a Chozo Artifact for your trouble.

## PATH TO THE WAVE BEAM



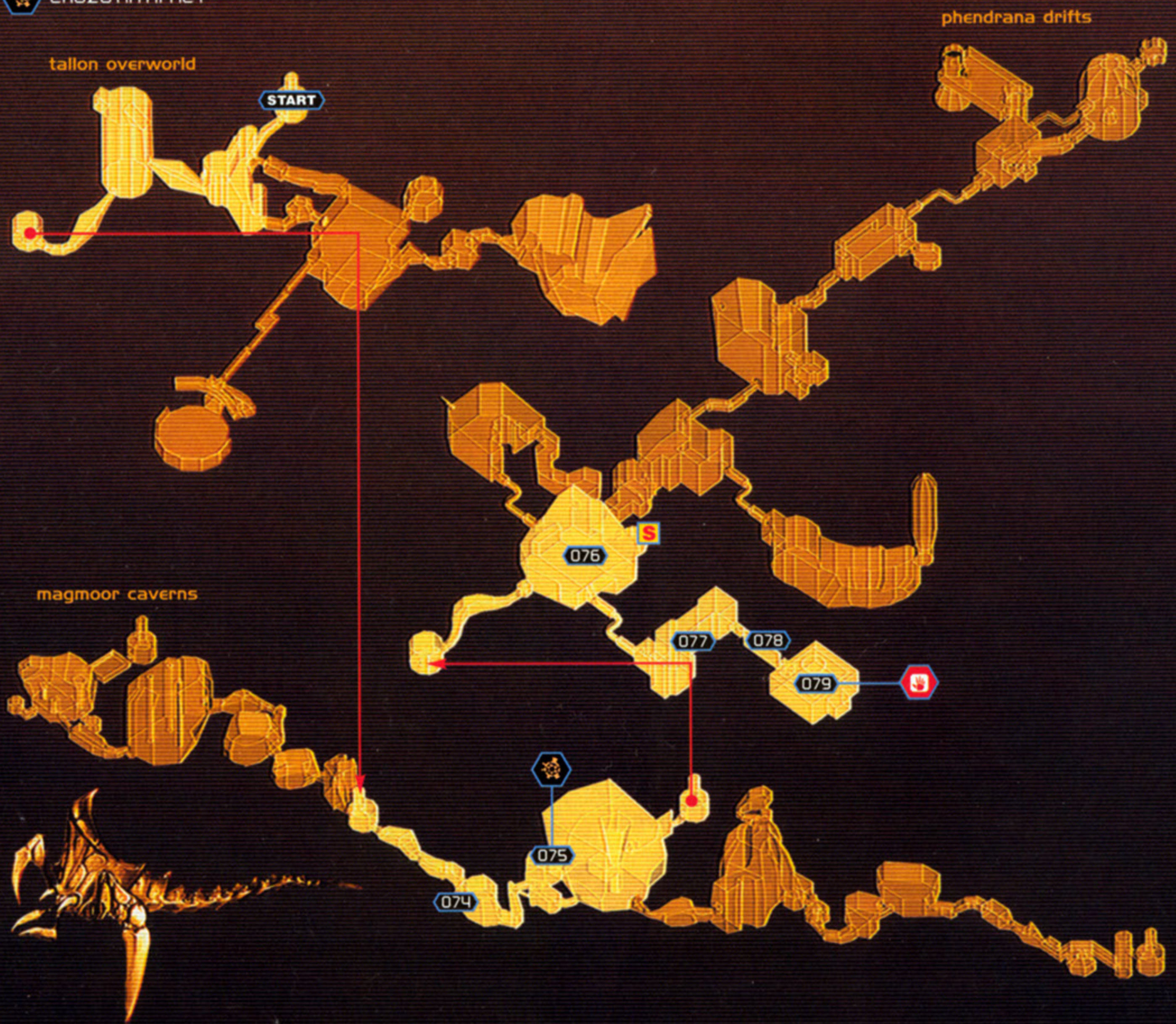
WAVE BEAM



SAVE STATION



CHOZO ARTIFACT



tallon overworld

START

phendrana drifts

magmoor caverns

076

077

078

079

075

074





# MAGMOOR CAVERNS

## FIERY SHORES

074



[ MISSILE EXPANSION ]



When you enter the Fiery Shores, look for a ramp on the left-hand side of the screen. (The ramp looks like it's made of rib bones.) Roll into Morph Ball form and start making your way up the ramp.



About halfway up, the ramp will turn from stone to metal. When you hit the metal part of the ramp, move very slowly. You can fall off either side of the ramp and into the lava below if you aren't slow and sure with your movements. You'll find the Missile Expansion at the end of the ramp.

[ LEAPING LAVA! ]



After grabbing the expansion, fall down and immediately drop three Bombs to distract the waiting Triclops. Afterward, get out of Morph Ball form and continue through the Fiery Shores.



Jump from the rock platform where you land to an outcropping across the way that also contains a Triclops. From there, turn left and jump to the rock with crates on it, then leap for the last remaining section of rock and go through the blue door.

## WARRIOR SHRINE

075



[ CHOZO ARTIFACT ]



As soon as you enter the Monitor Station, take out the Auto Defense Turrets. Walk around the edge of the room until you reach a bridge, then leap to it and walk to the structure in the center of the room. Move to the door that leads to Phendrana Drifts, then look to your left until you see a bridge. Jump to the bridge, then jump back across and re-enter the structure.



Get to the highest portion of the structure and scan the machinery until you find a Spinner Device. Roll into Morph Ball form and enter the Spinner Device, then press, hold and release the B Button three times. By doing so, you will raise a bridge (located to your left) that will grant you access to a Chozo Artifact. When you get it, continue on to the drifts.







# phendrana drifts

## PHENDRANA SHORELINES

076

[ MOVIN' ON UP ]



When you arrive in Phendrana Shorelines, go to the Save Station and save your game, then exit and turn left. Leap onto the first icy stair that you see, then walk forward until you hit a patch of water. Walk through the water and leap up onto another step, then turn right and jump onto a floating platform. Use the platform to leap to another ledge with a large, decorative doorway. If you're having trouble locating the new route, you can just head up (as though you were going to the Ice Ruins East) and turn around when you reach the top level. From there, you can also jump to the floating platforms.

## CHOZO ICE TEMPLE

077

[ ICE PARASITE ]



Ice Parasites are tiny creatures that like to crawl over and around large, snow-covered blocks. The critters are mostly harmless but can get in your way when you're jumping. Take them out with a few blasts from the Arm Cannon.

[ ENEMY AT THE GATE ]

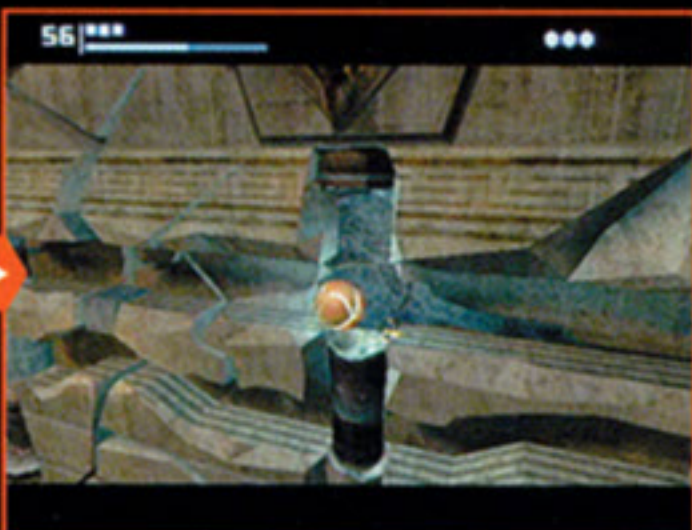


You must leap to the top of the Chozo Ice Temple to find the next area. Once you're up there, scan the statues of Chozo heroes located on the walls. One of the statues depicts a Chozo Shaman. Blast it with a Missile to reveal a Morph Ball Slot. Use a Bomb to enter the Morph Ball Slot, then drop another Bomb inside the slot. The explosion will activate a gate and open a new pathway for you to explore. Take it.

## CHAPEL TUNNEL

078

[ BOMB THE BLOCKS ]



You can use Bombs to blow up gray blocks and cracked blocks, but not black ones. You'll need to drop down a level and destroy a couple of cracked blocks to move the black stones out of the way. When they drop, bomb your way back up to the top level.



079 CHAPEL OF THE ELDERS

[ BABY SHEEGOTH ]

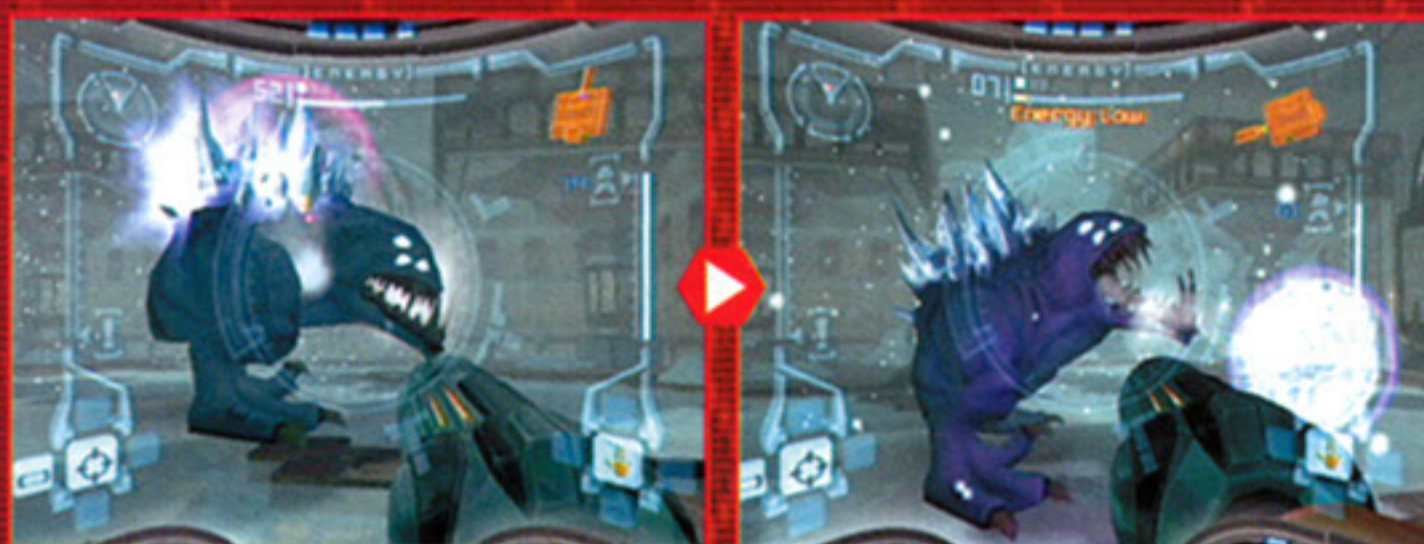


There are four Baby Sheegoths lying in wait inside the Chapel of the Elders. They will attack you two at a time until you dispatch them all. If you can, try to take them out with the Charge Beam—you'll need all your missiles for the gargantuan beast that's about to make an appearance.

[ SHEEGOTH ]



[ DO THE SIDE-STEP SHUFFLE ]



A full-sized Sheegoth is a terrifying sight. Your first priority will be survival, not attack. If you're about to get bitten or frozen, hold the Control Stick left or right and tap the B Button to dodge quickly out of the way.

[ MISSILES ALL THE WAY ]



The Sheegoth can absorb energy attacks by using the spikes on its back. The spikes are so powerful, they can even cause your Power Beam shots to fly off in weird directions. Stick to Missiles when taking on the beast.

[ MANUAL TARGETING ]



The Sheegoth is tough, but not invulnerable. After it expels a long stream of freezing breath, you can damage it by launching Missiles at its head. It's tough to get a good shot with the L Button, so aim with the R Button and fire away.

[ GET THE WAVE BEAM ]



After defeating the Sheegoth, the Wave Beam will be yours. You can use the new weapon to blast creatures like Bombus and also give power to otherwise non-functioning mechanical items (such as doors).









arm cannon upgrade:

# super missile

As Samus journeys ever deeper into the depths of Tallon IV, she will encounter enemies that are faster, meaner and tougher than her previous foes. But Samus has little to worry about—there's nothing like an uber-powerful Super Missile to even the odds.

## PATH TO THE SUPER MISSILE

-  SUPER MISSILE
-  ENERGY TANK
-  SAVE STATION
-  MAP STATION



## phendrana drifts

### 080 CHAPEL OF THE ELDER'S

[ BEHIND THE PURPLE DOOR ]



After defeating the Sheegoth, you'll need to exit the Chapel of the Elders via a purple door. The only way to open purple doors is by using the Wave Beam. Click Right on the C Stick to change your Arm Cannon from the Power Beam to the Wave Beam.

### 081 TEMPLE ENTRYWAY

[ WAVE GOOD-BYE TO YOUR ENEMIES ]



The Wave Beam is great for eliminating electrical foes, especially Bombus. Just like with the Power Beam, you can charge up a Wave Beam to unleash a powerful concussion. The charged Wave Beam will also pull in power-ups defeated enemies have left behind.



## 082 ICE RUINS WEST

### [ SLAM THE STALACTITE ]



Make your way back to Ice Ruins West. Once you're in the ruins, immediately turn left and jump up a pair of ledges. When you reach the top, turn around and jump to that ledge (it has a pair of crates on it). Keep facing the same direction, then turn right and leap up one more level.



If you followed the instructions above, you should be facing a massive stalactite. Charge up your Power Beam and blast the formation at its base. It will fall down and create a bridge to the next area.

### [ SPRING TIME FOR SAMUS ]



Jump onto the fallen stalactite, then turn left and spring onto the crumbling roof of a nearby building. Cross the roof and jump to a nearby rock outcropping, then turn right. You should see a purple door waiting for you.



Jump across the wide gap that separates you from the purple door, then open it with a blast from the Wave Beam. If you're low on supplies, there are lots of crates scattered around the room—break them open before you continue.

### [ ICE SHRIEKBAT ]



You won't have much time to scan the Ice Shriekbat. It lives only in the Ice Ruins West, and will vanish entirely by the time you claim the Spider Ball. When you leap from the stalactite to the roof, look toward the far wall to find four Ice Shriekbats. They live only in Ice Ruins West, but you can also scan them in the Pirate Ship at the beginning of the game.

## 083 RUINED COURTYARD

### [ SPIN THE BLACK CIRCLE ]



There's a lot to do in the Ruined Courtyard, and time is of the essence. Look for two platforms with Spinner Devices at their base. Roll into Morph Ball form and activate each one by holding and releasing the B Button three times.

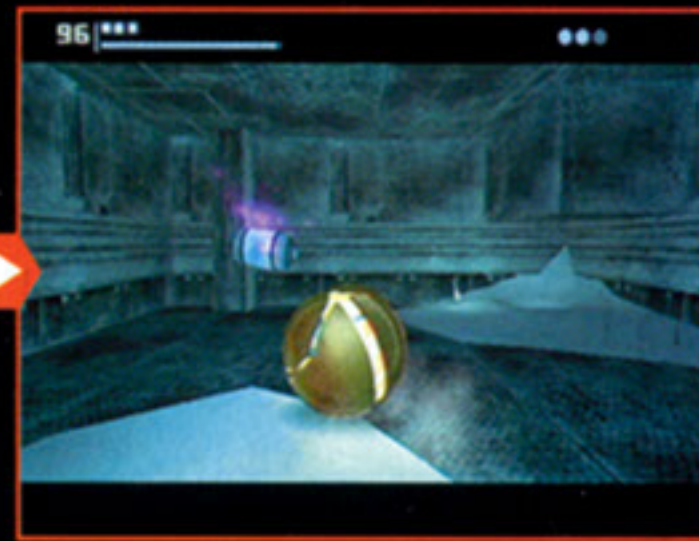
### [ BOMB AND RUN ]



Jump above the second Spinner Device (at the far end of the room) and drop a Bomb in the Morph Ball Slot. The water level will rise and give you access to higher platforms. The water won't stay up for long, so jump quickly. If you fall into the water, just wait for it to recede and try again. If possible, try to eliminate the Flickerbats so they don't attack while you're leaping.



### [ ENERGY TANK ]



After raising the water—but before leaping to the main platform in the center of the room—look for a small tunnel above the first Spinner Device. Jump to the tunnel, then roll up and speed down the tunnel to earn another Energy Tank.



[ SAVE STATION ]



When you reach the Ruined Courtyard's uppermost platform, look for a blue door. Jump across the gap to the door, then blast the lock and save your game. After you update, jump back to the main platform and look for a purple door. There's a huge brawl waiting for you on the other side, so make sure your Missiles and Energy Tanks are filled.

[ MAP STATION ]



The door at the far end of the room leads to a Map Station for Phendrana Drifts. While maps might be the last thing on your mind after a tough brawl, it's always a good idea to update the atlas whenever you can.

RESEARCH ENTRANCE

084

[ SPACE PIRATES! ]



There are four Space Pirates and one Auto Defense Turret waiting for you in the Research Entrance, but you have to defeat only the pirates to open the door. Charge your Wave Beam and lock on to a pirate, then let him have it with a charged blast. While the pirate is still reeling, unleash a Missile—then turn your attention to the next foe in line. You can use a pair of Missiles to eliminate them, but the charged beam will also suck up power-ups as you run around the room.

RESEARCH LAB HYDRA

085

[ STAIRWAY TO PIRATES ]



Research Lab Hydra contains a handful of Space Pirates and one Auto Defense Turret. Most pirates hide at the top of ramps, which makes them difficult to spot. Charge your Wave Beam, then hold the L Button to strafe sideways across the landings and get a look at who's at the top of the next ramp.

[ THINGS ARE LOOKING UP ]



It seems like Research Lab Hydra is a dead end, but all you need is a little creative thinking. Look at the ceiling until you spot a purple door. Blast the door with the Wave Beam, then jump up through the opening. The door will automatically shut behind you.

OBSERVATORY ACCESS

086

[ RUN AND GUN ]



Your next obstacle is a room with three Auto Defense Turrets. Lock on to one of them, then fire a Missile and take cover behind the crates. Move out from behind the crates and fire a second Missile, then take cover again. Repeat the pattern until every gun is a smoking wreck.



# 087 OBSERVATORY

## [ AARR, ME HEARTIES! ]



Once you reach the Observatory, you must dispatch five Space Pirates—including one piece of bad news that drops down from the ceiling. Stay in the hallway and blast the visible pirates, then get a lock, fire a Missile and retreat. If you happen to fall down, keep strafing and take them out with Missiles only—you won't have time to charge the Power Beam.

## [ START THE HOLOGRAM ]



Walk to the front of the Observatory and scan the red node there, which will activate two Morph Ball Slots. Jump to the slots and plant a Bomb in each one to power the machine in the center of the room.

## [ THE SPIN ZONE ]



Once you've laid the two Bombs, drop to the floor and roll into Morph Ball form. Activate the four Spinner Devices to turn on the Observatory's holographic projector. Once it springs to life, you'll be able to scan the planets to learn important plot information and more general news about the solar system's layout.



## [ SAVE STATION ]



After you grab the Super Missile Upgrade, turn around and look for a blue door. Blast the door to find another Save Station. Remember the location, because you may need to come back once or twice—Space Pirates are a nasty business.

## [ SUPER MISSILE ]



The Super Missile Upgrade will appear after you turn on the projector. Jump on the panels that line the room and work your way up to the top of the area. Once you're there, look for the upgrade on the floating platform in the middle of the room.





visor upgrade:

# thermal visor



The Thermal Visor is one of the coolest upgrades in the entire game. It senses heat patterns and returns an image composed of red, yellow and purple colors. It's perfect for finding hidden energy ducts or cloaked enemies—but you'll have to get past a band of Space Pirates before you'll get it.

## PATH TO THE THERMAL VISOR

-  THERMAL VISOR
-  MISSILE EXPANSION
-  ENERGY TANK
-  SAVE STATION





# phendrana drifts

## CONTROL TOWER

### [ SPACE PIRATES ]



There are three Space Pirates hiding behind the stacks of crates in the Control Tower. Stick with the same strategy you used in the Research Entrance—hit them with a Charge Beam, then unleash a Missile and lock on to the next one in line.

### [ FLYING PIRATE ]



### [ CRASH LANDING ]



When you destroy a Flying Pirate, he will go careening out of control and crash to the ground. That's bad if you happen to be standing near the crash site, but even worse if he runs into a stack of exploding crates. Stay away from the crates as best you can while fighting the airborne foes.

### [ MAKE THEM WALK THE PLANK ]



Missiles are your best bet when dealing with Flying Pirates—they are so fast and agile it's nearly impossible to hit them with anything else. If you cause enough damage, they will sometimes bombard you in a suicide run, so take them out one at a time and as fast as possible.

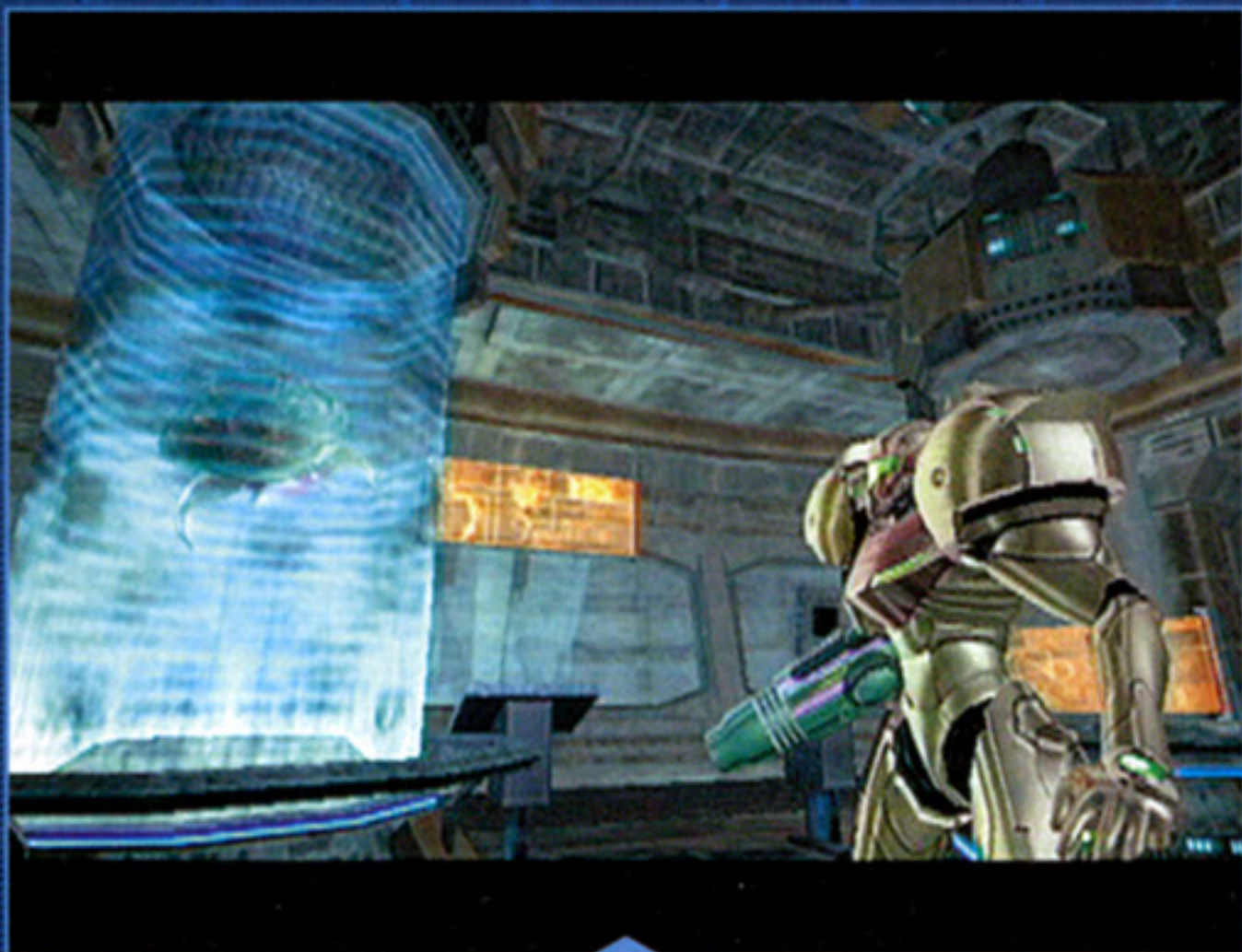


As if land-based pirates weren't enough, five of them have strapped on jet packs and taken to the skies. The Flying Pirates have many attacks, and the most devastating is a huge barrage of Missiles. They can be hard to locate, so hold R and look around if you can't track them down.



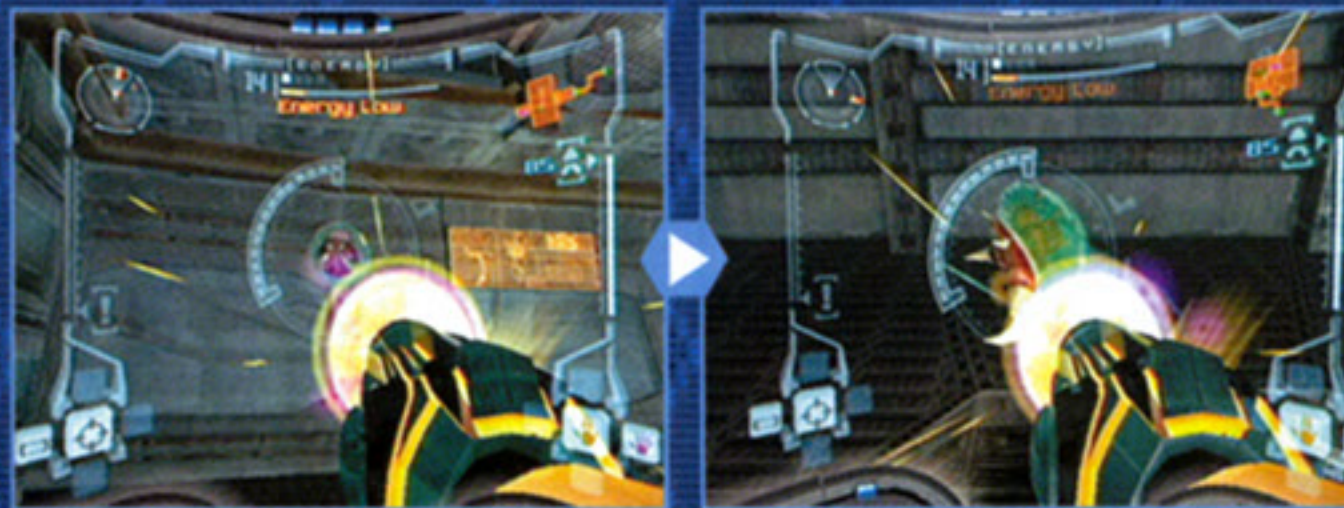
You can destroy a Flying Pirate in one hit with a Super Missile. As an added bonus, it will cause them to explode in midair and prevent a crash landing. If you use a Missile on two pirates that are hovering close together, the injured party will sometimes crash into his partner.





Samus thought she had eliminated the Metroid scourge from the galaxy, but they live still. The Metroid is a fierce, aggressive parasite that latches on to its victims and sucks out their life energy—growing larger and more powerful in the process. They are tenacious creatures and very difficult to take down. Their only weakness is an aversion to cold, which means the Ice Beam is your weapon of choice.

[ SHUCK AND JIVE ]



The Metroid will break free of its container and attack as soon as you get too close. Keep a lock on it, but be ready to dash out of the way. As soon as you see the creature back up and shake, it's about to charge. Dodge to one side or the other to avoid the strike.

[ CHARGE BEAM, AWAY! ]



Until you get the Ice Beam, you'll have to use the Charge Beam to eliminate Metroids. Wait for it to attack and miss, then quickly lock on and unleash a Charge Beam blast. The Metroid is vulnerable for only a moment, so you may have to try a few times before you're successful. The Super Missile is also very effective.

[ METROIDS SUCK ]



Sometimes you won't be able to avoid a Metroid attack. The only way to stop a Metroid that has latched onto you is to roll into Morph Ball form and drop a Bomb. The creature will be vulnerable for the first few seconds after the Bomb explodes, so try to charge your Power Beam and take it out before it recovers.

[ THROUGH THE WINDOW ]



After you take care of the Metroid, a Space Pirate will leap at you from the window at the far end of the room. Take him out, then jump through the window and eliminate his pals on the bottom floor.

[ MISSILE EXPANSION ]



To reach another Missile Expansion, go to the landing between floors and look up. A conduit runs from one side of the room to the other, and the expansion is at one end. Jump up to the conduit, then get into Morph Ball form and roll. Move slowly—it's easy to fall off.





[ EXPERIMENT TERMINATED ]



Some of the research tanks contain living, breathing Metroids. You can break the tanks with Missiles and release the critters, but it's a double-edged sword strategy—the Metroids will attack pirates, but you have to deal with them once the pirates are no more.

[ ENERGY TANK ]



One of the tanks contains not a Metroid or a grotesque experiment, but an Energy Tank. You can find the item on the far wall of the bottom floor. Blast the containment tank with a Missile, then leap inside and claim the Energy Tank. You'll need it for the long journey back to the closest Save Station.

[ HIDDEN SURPRISES ]



The door to the next area is hidden behind a large stack of crates. Destroy the crates, then look for a purple door in the floor. Open it with the Wave Beam and drop through.

[ ICE BEETLE ]

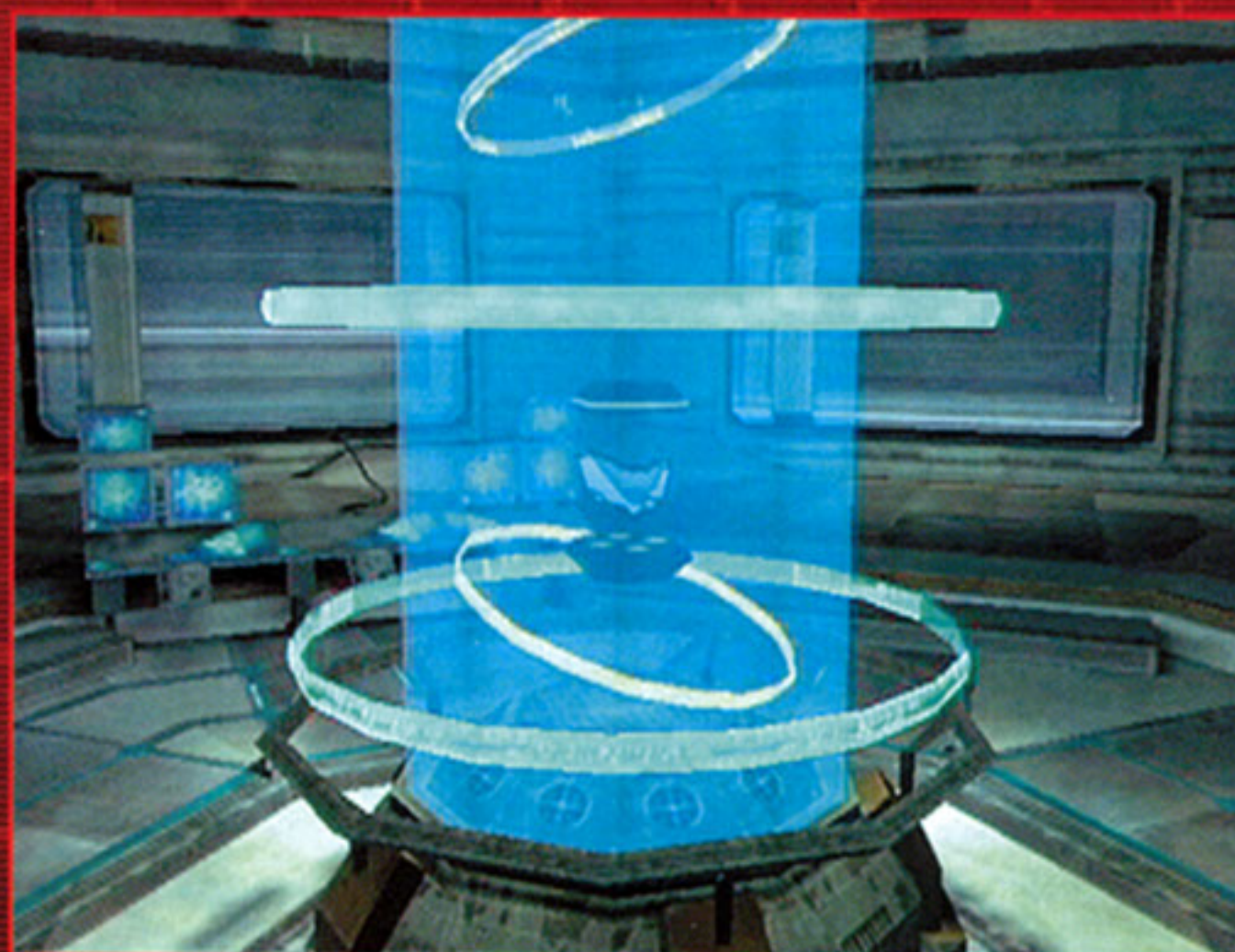


Ice Beetles are nearly identical to the regular Beetles, but they can withstand extremely cold temperatures and are a little tougher to destroy. If you don't want to mess around, take them out with a Missile. Otherwise, the speedy Ice Beetles might burrow underground and surprise you from behind.

RESEARCH CORE

090

[ THERMAL VISOR ]



The Thermal Visor is in the middle of the Brig, but it's protected by a series of impenetrable force fields. You'll need to cut power to the shields before you'll be able to claim the visor as your own.



There are three control panels for the force field—one each on the first, third and fourth levels of the brig. Look for computers with blue-tinted screens, then use the Scan Visor to deactivate each one. Watch for Flying Pirates.



As soon as you pick up the visor, the Research Core will go dark and Shadow Pirates will swarm you. It's time for a trial by fire—you won't be able to see them without the new visor, so click it into place and start firing away.





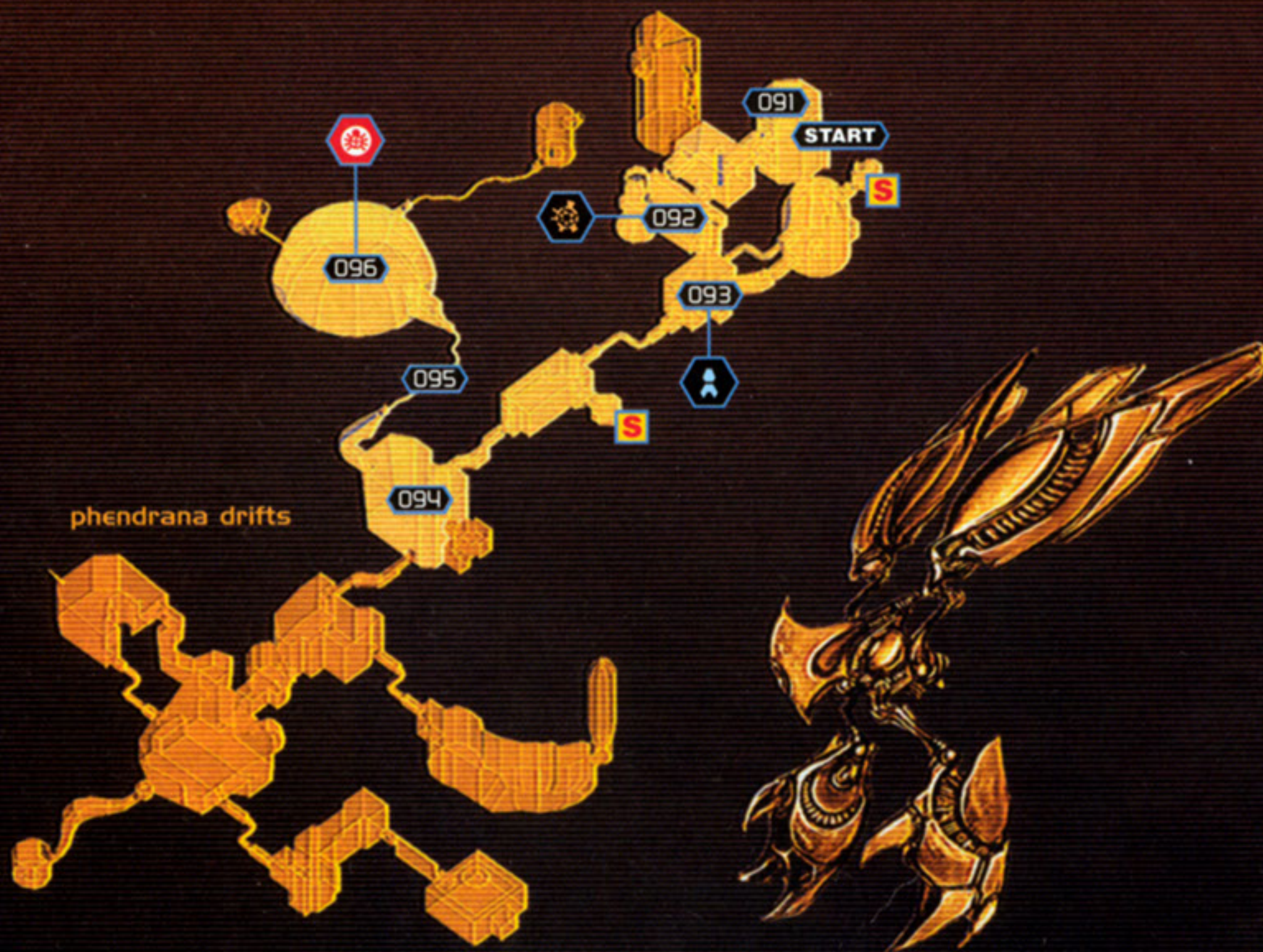
morph ball upgrade:

# spider ball

Samus worked her way into the heart of the Space Pirate laboratories to get the Thermal Visor, and now she has to fight her way out. There's no Save Station in sight for miles, so keep an eye on your health. If you can tread lightly and survive the next few hours, you'll be rewarded with a wall-climbing Spider Ball.

## PATH TO THE SPIDER BALL

-  SPIDER BALL
-  MISSILE EXPANSION
-  CHOZO ARTIFACT
-  SAVE STATION



## phendrana drifts

### RESEARCH CORE

091

[ SHADOW PIRATE ]



Once you grab the Thermal Visor and knock out the lights in the Brig, enemies will descend like locusts. Switch to the Thermal Visor, stay on the ground floor and take out every Space Pirate in sight. You can track the cloaked Shadow Pirates easily if you use the new visor.



[ TIME TO FLEE ]



Someone had the bright idea of sticking Metroids in the Research Core, but the cells aren't strong enough to hold them. It's difficult to fight Metroids in the dark—even with the Thermal Visor—so forget about destroying them all and just make for the exit. If you need to clear a path, use a Super Missile.



[ POWER ON ]



The door at the top of the Brig has lost power. Use the Thermal Visor to find a round decoration beside the door, then shoot it with the Wave Beam. Doing so will give power to the door and let you beat a hasty retreat.

[ SENTRY DRONE ]



Sentry Drones are flying robots that are both well-armed and well-armored. If you can surprise them with a charged Wave Beam attack, you can usually win the battle easily. If one spots you, however, it will lock down the area and attack. Use Missiles to take it out quickly.

092 CONTROL TOWER

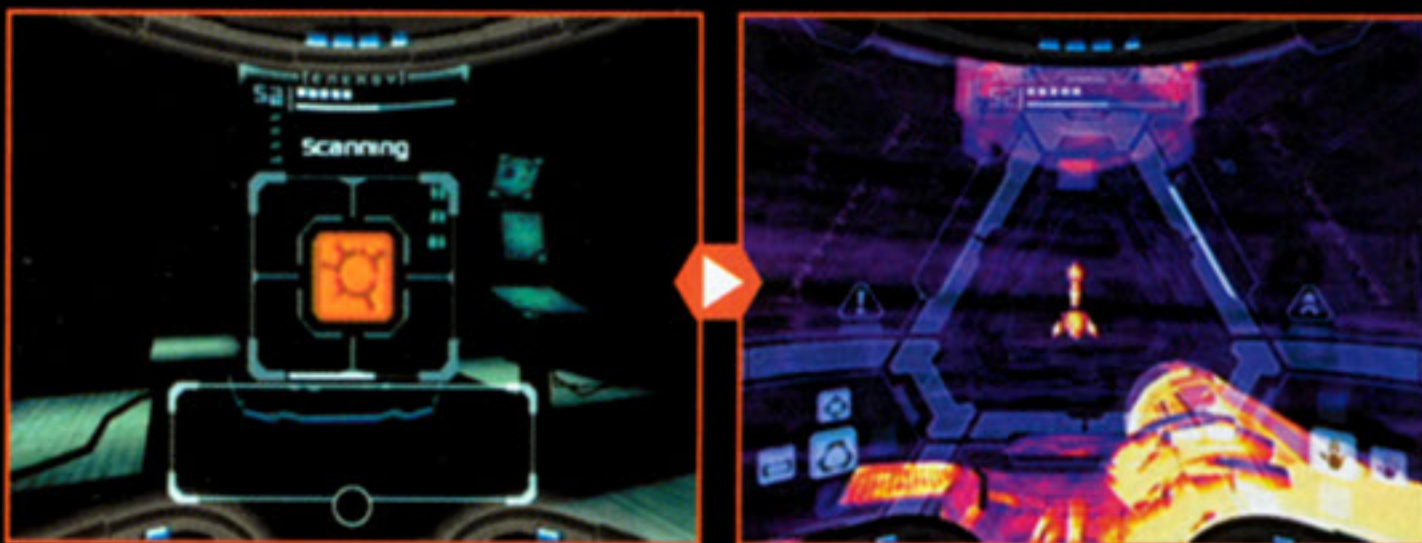
[ CHOZO ARTIFACT ]



When you return to the Control Tower, jump into the room above the door that leads to the East Tower. Look out the window and scan the large silo until you find a cluster of red fuel tanks. Shoot the tanks with a Missile to bring down the silo. Go to the fallen silo, roll into Morph Ball form and slip under the wreckage to get the Artifact. It's possible that the cold Phendrana snow will cause a sheet of ice to form over the window. If so, you'll have to come back and melt the ice once you have the Plasma Beam.

093 RESEARCH LAB HYDRA

[ MISSILE EXPANSION ]



One of the tanks in Research Lab Hydra (on the top floor, just after you enter) contains a Missile Expansion, but it's blocked off by a layer of thick shielding. Try as you might, you won't be able to make it drop. If subtlety doesn't work, use force. Stand back from the stubborn tank and hit it with a Super Missile. The resulting explosion will destroy the tank and give you access to another five Missiles.

094 RUINED COURTYARD

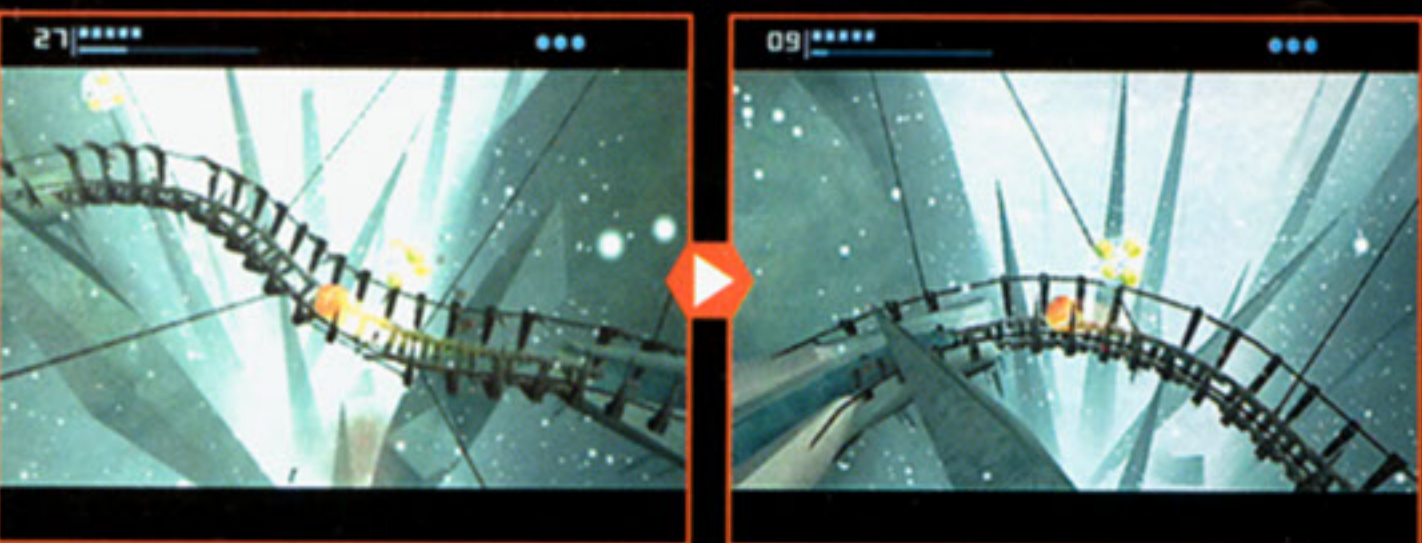
[ UNLOCK THE DOOR TO THE BOSS ]



When you return to the Ruined Courtyard, look for an inverted v-shaped structure above a door. Blast the top of the structure with a Super Missile, then examine it with the Thermal Visor to find a power slot for the door. Shoot the slot with the Wave Beam to open the door.

095 NORTH QUARANTINE TUNNEL

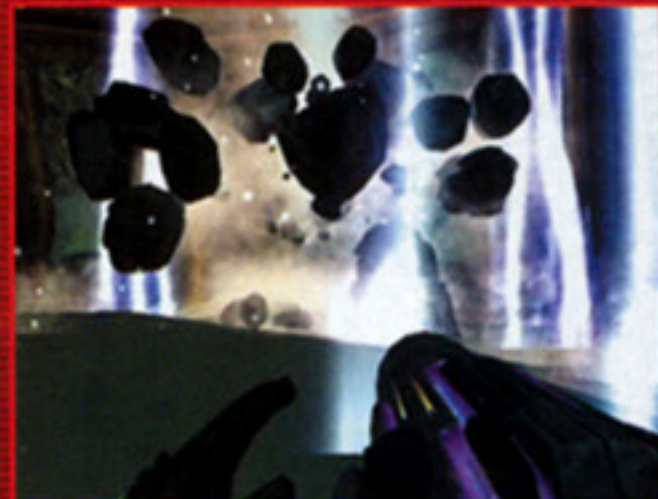
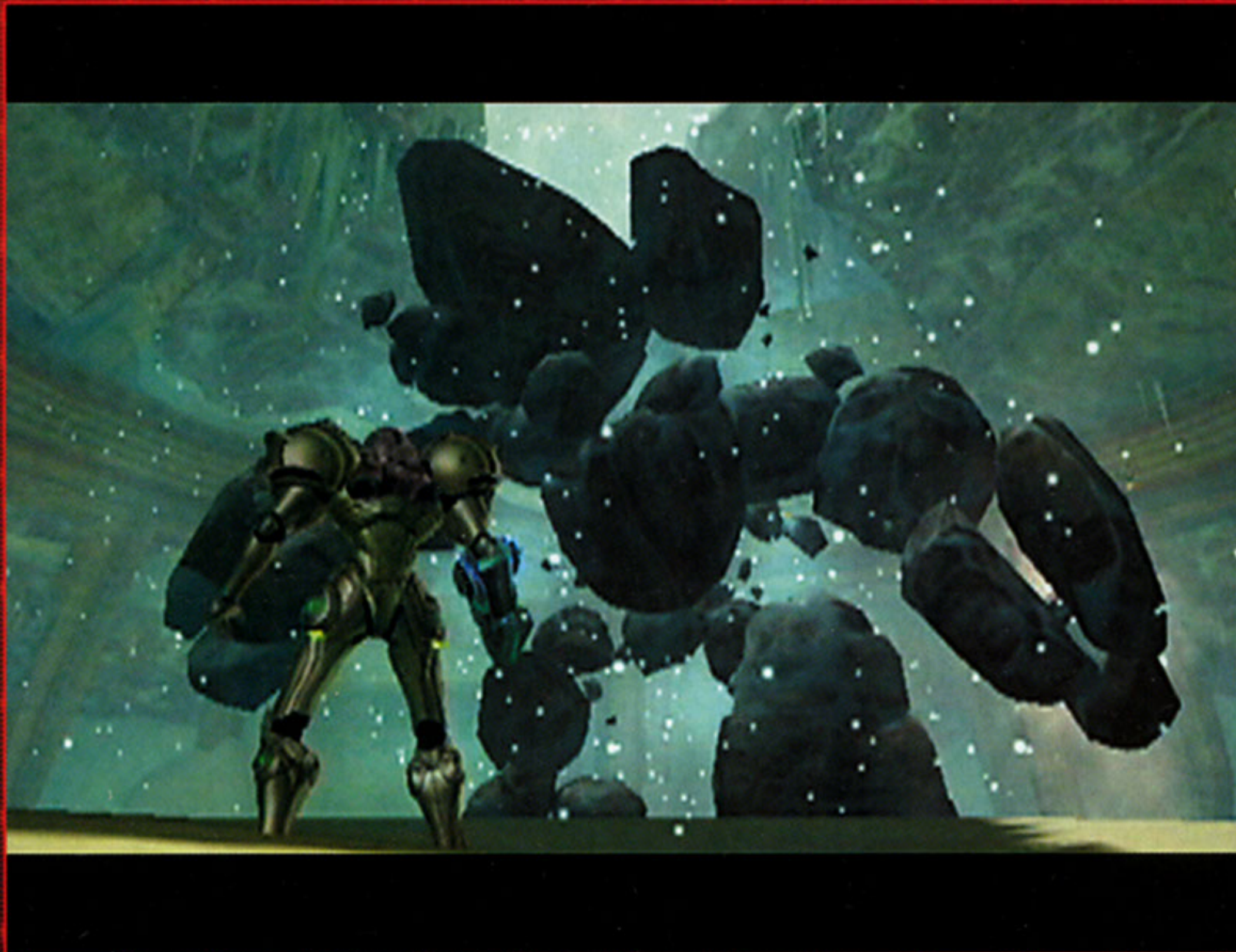
[ USE THE BOOST BALL ]



Quarantine Access A is essentially a long tunnel. As you roll through it, Pulse Bombus will drop explosive charges on your head. Use the Boost Ball (and good timing) to zoom through the tunnel without taking any damage.



[ THARDUS ]



[ THE THERMAL VISOR REVEALS ALL ]



Thardus is massive and very tough, but don't get discouraged. Scan the rock creature with your Thermal Visor to find its weak point—which will appear as an orange glow. Shoot the weak point until your visor malfunctions, then switch back to the Combat Visor. The Wave Beam is a good weapon to choose in this situation.

[ FEELING BLUE? ]



After you switch to the Combat Visor, the weak spot will show up as a dull blue glow. Shoot the blue area until Thardus explodes outward and reforms, then switch back to the Thermal Visor and repeat the process six more times.

[ ROCK AND ROLL ]



After a bit, Thardus will start chucking rocks in your directions. Lock onto the closest rock with the L Button, shoot it, then switch to the next rock in line. You can also keep shooting Thardus and avoid the rocks.

[ DODGEBALL ]



When the boss rolls into a ball and starts careening around the arena, you won't be able to do much but get out of the way. Use the Space Jump Boots to avoid the attack. You can't jump over the rock, but you can spring to the side. Keep at it until you earn the Spider Ball.



# collect power-ups



After the monster battle with Thardus, you may want to take it easy for a spell. Use your new tools to explore and gain some well-earned power-ups.

## POWER-UP LOCATIONS

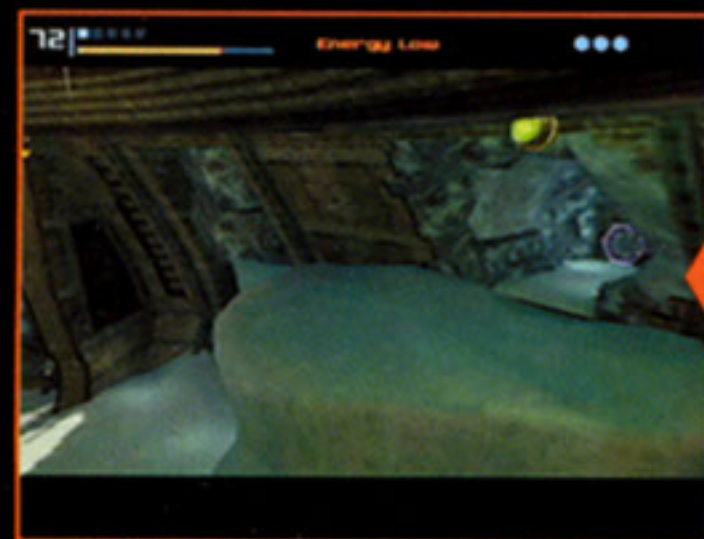
- MISSILE EXPANSION
- ENERGY TANK
- CHOZO ARTIFACT



## magmoor caverns

### 097 TRANSPORT TO PHENDRANA DRIFTS

[ SAVE BEFORE THE WAVE ]



There are two exits from Thardus's lair: One leads back to Phendrana Drifts, but the other takes you to a third Magmoor Caverns elevator. There is a Save Station at the bottom of the elevator, so it is the better route after you defeat the rock boss.



## MAGMOOR WORKSTATION

098

[ FLY, MY PRETTIES! ]



After saving, go into the Magmoor Workstation and fight off a gang of Flying Pirates. If your Missile supply is running low, you'll have to take them out with the Arm Cannon. Hit them with a Charge Beam when they fly low, and keep moving.

[ ENERGY TANK ]



There are three power slots surrounding the station. Use the Thermal Visor to find the slots, then shoot them with the Wave Beam to dry up the lava in one channel. Roll down the channel and scan the node at the end to open another channel. Repeat the process twice more to gain an Energy Tank.

## SOUTH CORE TUNNEL

099

[ PUDDLE SPORE ]



Puddle Spores are massive creatures, but they're not interested in you. When you approach the creature, it will open its mouth wide. Shoot it in the mouth to make it slam shut, then use the spore as a stepping-stone to the next area. Watch out for energy globules that fly from its mouth.

## NORTH CORE TUNNEL

100

[ STEPPING-STONE ]



There are a number of unstable pillars in Magmoor. If you shoot them with Missiles, they will fall and create bridges to the next area. Traverse the lava in that manner until you reach a Spider Ball Track. Take the track, then head for the Phendrana Drifts.

# phendrana drifts

## PHENDRANA SHORELINES

101

[ MISSILE EXPANSION ]

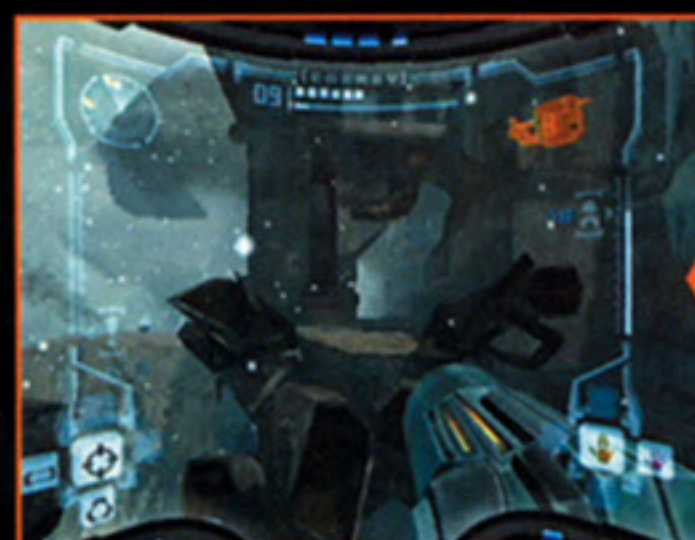


Jump to the ledge with the door that leads to the Chapel of the Elders, then use a Super Missile on the wall hanging. (The hanging is located to the left of the door.) When you blast the wall hanging, you'll reveal a Scan Point. Scan it to open up a Spider Ball Track, then roll up the track and secure another Missile Expansion.

## ICE RUINS EAST

102

[ MISSILE EXPANSION ]



The Ice Ruins East Missile Expansion is hard to find. Walk about and around the side of the room until you find a broken bridge. Cross the bridge, then walk to the far edge of the platform and turn around. Roll up the Spider Ball Track to get the goodie. There's a full-grown Sheegoth in the room, so that could make your life difficult. Try attacking it with the Thermal Visor to get a better view of the side vents.



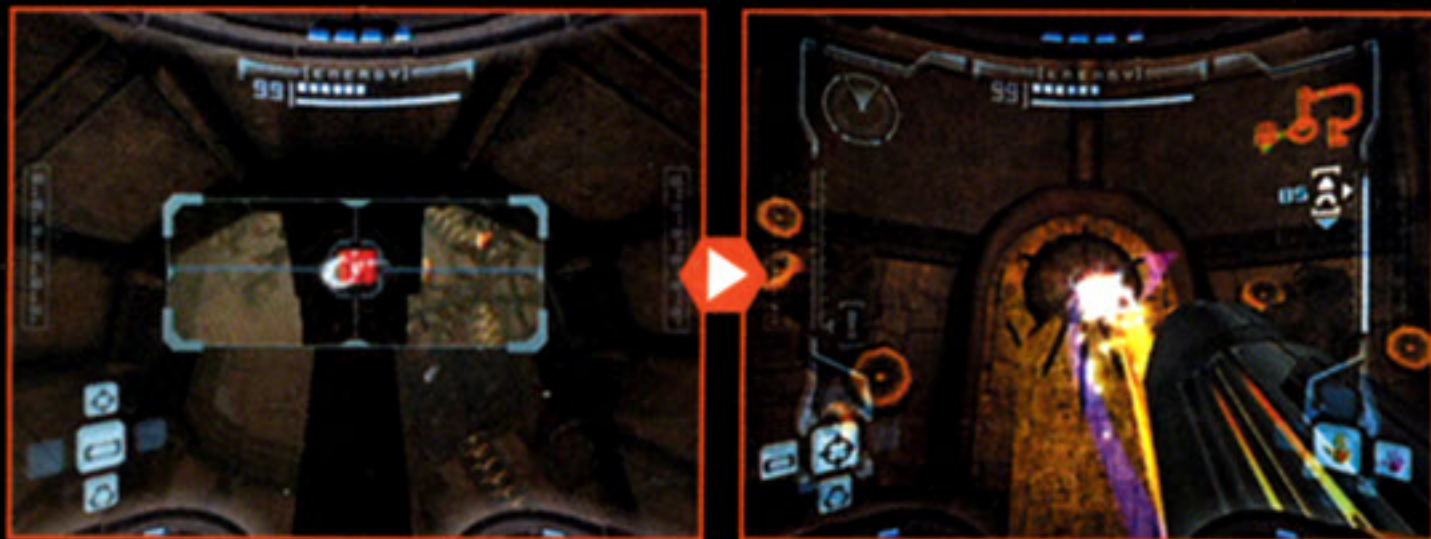


# chozo ruins

## SUN TOWER

103

[ SYMBOL SCANNING ]



There are four symbols in the Sun Tower that you must scan. The first two are at the base of the tower: Use Super Missiles to blow up the cordite wall hangings, then scan the symbols underneath. The last two symbols are on the backside of two columns. Once you scan them both, the gate blocking the Spider Ball Track will open.

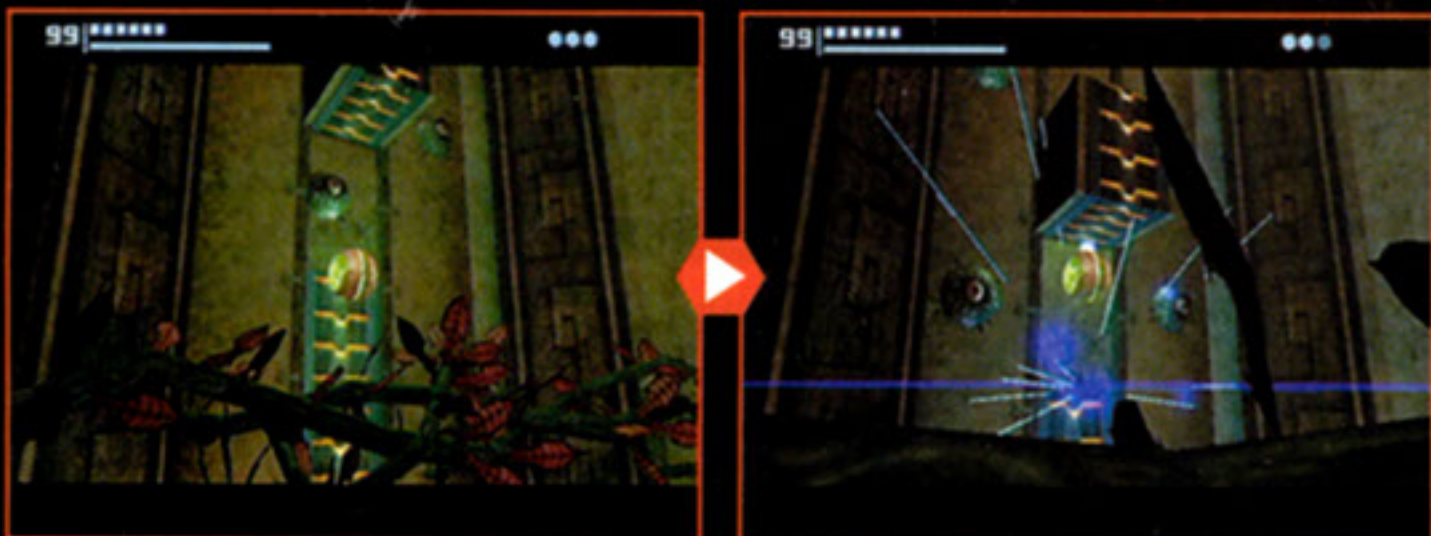


[ OCULUS ]



Numerous Oculus will try to block your progress as you ascend the Spider Ball Track. Bombs are useless, so just wait for them to get out of the way. The critters move in a slow, predictable pattern—you shouldn't have much trouble.

[ IT'S A SPIDER MAN ]



The Spider Ball Track is broken in places, so you must use Bombs to clear the gaps. Roll as far as you can, then plant a Bomb and let the explosion carry you to the next level. Keep holding down the R Button or you'll fall and be forced to start anew.

## SUNCHAMBER

104

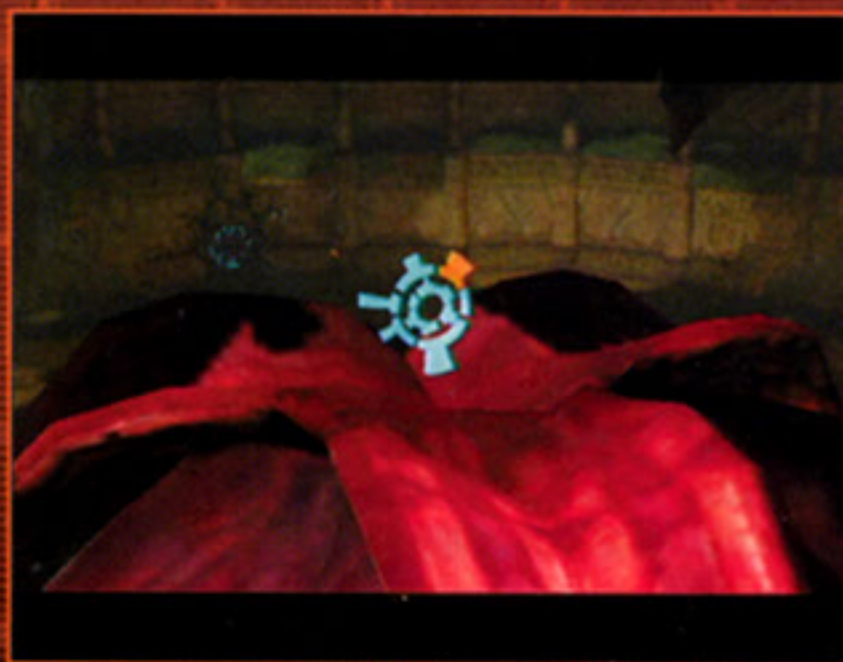
[ CHOZO GHOST ]



The Chozo Ghosts are fast, tough and very difficult to spot. The only way to bring them down is with a Power Beam, and the only way to track them accurately is with x-ray vision. Keep moving until you see a ghost, then blast it with a charged Power Beam shot and follow with rapid-fire blasts. Don't stand still for too long, or they'll swarm you.



[ CHOZO ARTIFACT ]



After you enter the Sunchamber and defeat three Chozo Ghosts, the former home of Flaahgra will reveal the fourth Chozo Artifact. When you claim the Artifact, the vines that used to block the way to the room will disappear.








arm cannon combo:

# wavebuster



The Wave Beam is a handy weapon, but you can give it a massive upgrade with the Wavebuster. The new attachment will turn your Wave Beam into a one-gun wrecking crew.

## PATH TO THE WAVEBUSTER

-  WAVEBUSTER
-  MISSILE EXPANSION
-  SAVE STATION



## chozo ruins

### DYNAMO

105 [ MISSILE EXPANSION ]



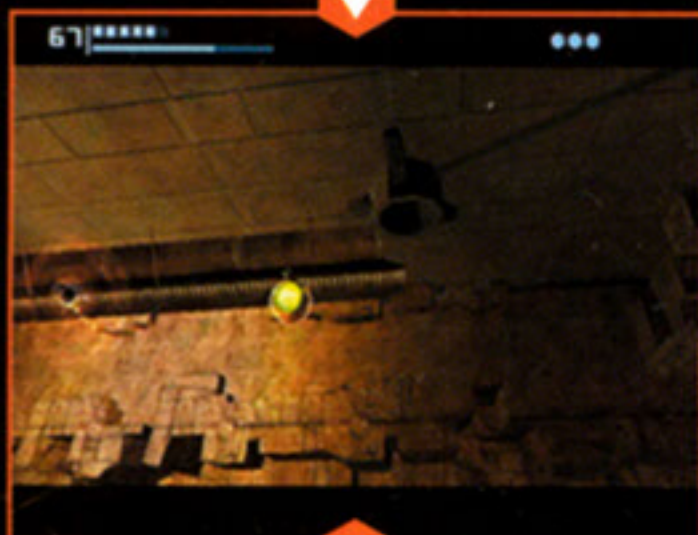
More Spider Ball Track means more toys for Samus. The next time you're near Dynamo, pop inside and jump onto the ledge to the left of the entrance. Roll up the Spider Ball Track and add five more Missiles to your inventory. It's a bit of a detour, but you'll need the Missiles to bring down the Tower of Light.



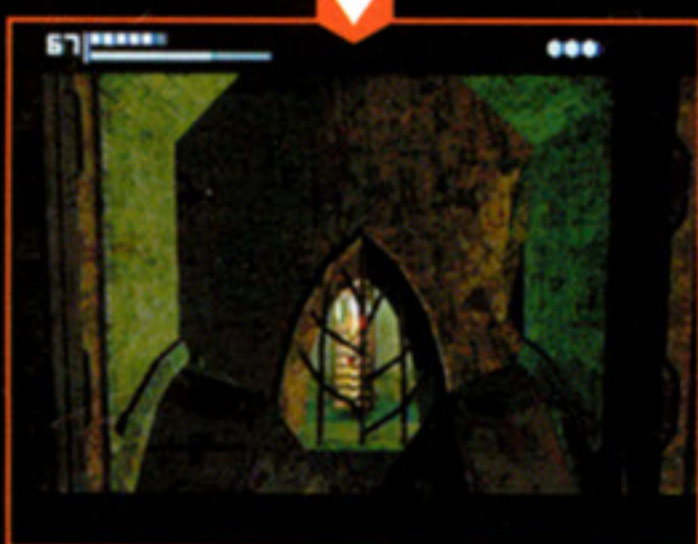
## 106 RUINED FOUNTAIN

106

[ MISSILE EXPANSION ]



Go to the Ruined Fountain and jump to the large stone protrusion at the far end of the room. Roll into Morph Ball form, then Bomb-Jump into the round hole in the middle of the platform. A geyser will erupt and propel you into the air. If you hold the R Button as you fly, you'll latch on to an overhead Spider Ball Track.



Roll along the track and into a small cavern with the Missile Expansion. It can be difficult to latch on to the Spider Ball Track at first. Once you Bomb Jump in to the hole, don't move. Stay in one place until the geyser erupts, then press the R Button.

## 107 MAIN PLAZA

107

[ MISSILE EXPANSION ]



Head for the Main Plaza and blast the large tree by the entrance to reveal a Missile Expansion. Get on the second level and leap from there to the tree. It may take you a couple of tries to succeed.

## 108 TOWER OF LIGHT

108

[ DROP THE RINGS ]



Go to the Tower of Light via the Spider Ball Track in the Ruined Shrine. (You'll need the halfpipe to reach it.) Once you're in the tower, jump to the middle platform and shoot the weakened areas on all four sides. When the tower drops, jump up one level and repeat. Keep bringing down the tower until you can reach the Wavebuster. Each weak section takes three Missiles. If you're still low on Missiles, restock at the Landing Site.

[ PLATED PUFFER ]



Plated Puffers are similar to regular Puffers, but only Missiles can destroy them. There are tons of them in the Tower of Light, and they will try to knock you off the platform you worked so hard to reach. The best strategy is to stay one step ahead. If you're on a higher level, the Plated Puffers can't reach you.

[ WAVEBUSTER ]



Finally, the Wavebuster is yours! The new tool works like a Super Missile but instead fires a continuous beam of high-powered energy. Press and hold A to charge the Wave Beam, then press Y to unleash the buster. It will fire for as long as you hold down the Y Button but drains your Missile supply in the process.





arm cannon upgrade:

# ice beam

The pieces of the puzzle are starting to form a consistent pattern, and Samus is beginning to learn exactly what type of "science" the Space Pirates were practicing on Tallon IV. But before she can shut down their operation for good, she'll need some assistance from an old friend—one that should give her the cold shoulder.

## PATH TO THE ICE BEAM

-  ICE BEAM
-  MISSILE EXPANSION
-  SAVE STATION
-  MISSILE STATION



## chozo ruins

### ARBORETUM

109 [ A WATERY GRAVE ]



It's natural to want to leap from platform to platform in the Arboretum, but it's no longer necessary. The water on Tallon IV becomes harmless after you've defeated Flaahgra. Run through the waist-deep wet to the Furnace.

### FURNACE

110 [ BOOM BOX ]



Roll up the Spider Ball Track at the Furnace entrance and cross a row of boxes. They will disappear almost as soon as you touch them. Roll to the end box and immediately drop a Bomb, then Bomb-Jump to the next level.



## CROSSWAY

111

### [ BREAK THE ART ]

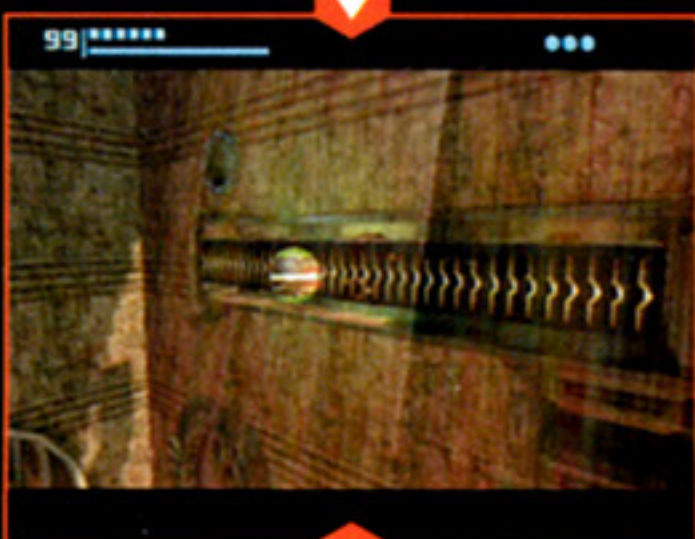


Roll to the far end of the Crossway halfpipe, then use the Boost Ball to roll up and out of the pipe. Look for a weak decorative piece on the wall, then blast it with a Super Missile to reveal a Scan Point. Scan the new item to open a Spider Ball Track far overhead. There's a bunch of Chozo Lore in the room—don't miss it.

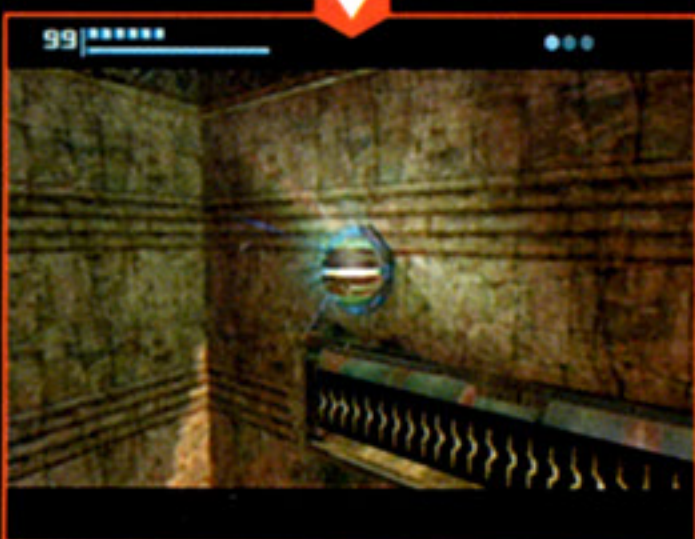
### [ FREE THE TRACKS ]



Line up with the black streak on the wall, then use the Boost Ball to pick up speed by rolling up and down the halfpipe. For best results, hold down B and press the Control Stick in the direction you want to go, then release B just before you reach the middle of the pipe. When you hit your apex, press B again and repeat until you get enough air to reach the Spider Ball Track.



If you have difficulty reaching the track, try approaching the halfpipe from the other direction—the camera angle will shift depending on where you enter the pipe. Once you gain enough altitude to touch the Spider Ball Track, simply hold down the R Button to cling to it automatically.



Roll to the end of the Spider Ball Track and drop a Bomb—but keep holding the R Button! The Bomb will propel you into a Morph Ball Slot, where you should drop a second Bomb. By doing so, you'll open a Spider Ball Track on the other side of the room.

### [ HALFPIPE THE HARD WAY ]



You know what the second track means—it's time for more halfpipe action. Leap up to the second track with the same strategy that landed you the first, then make your way to the Morph Ball Slot and plant another Bomb.

### [ PISTON PICKUP ]



The second Morph Ball Slot will activate a piston near the door you used to enter the Crossway. Ride the piston to the top of the room, then roll left to claim one of the best-hidden Missile Expansions in the game. Take a moment to catch your breath, then move on to the Hall of the Elders.

## HALL OF THE ELDERS

112

### [ GHOSTS IN THE MACHINE ]



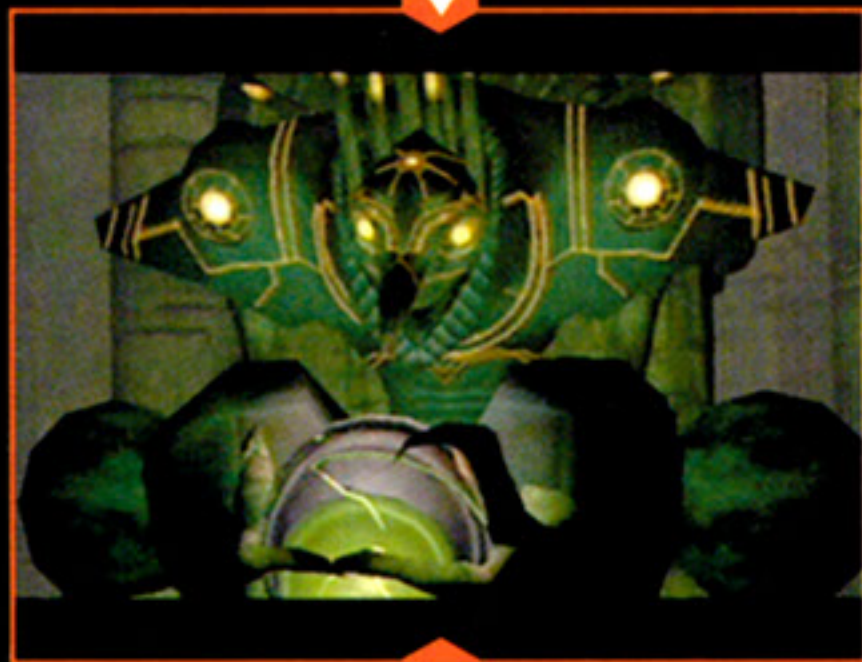
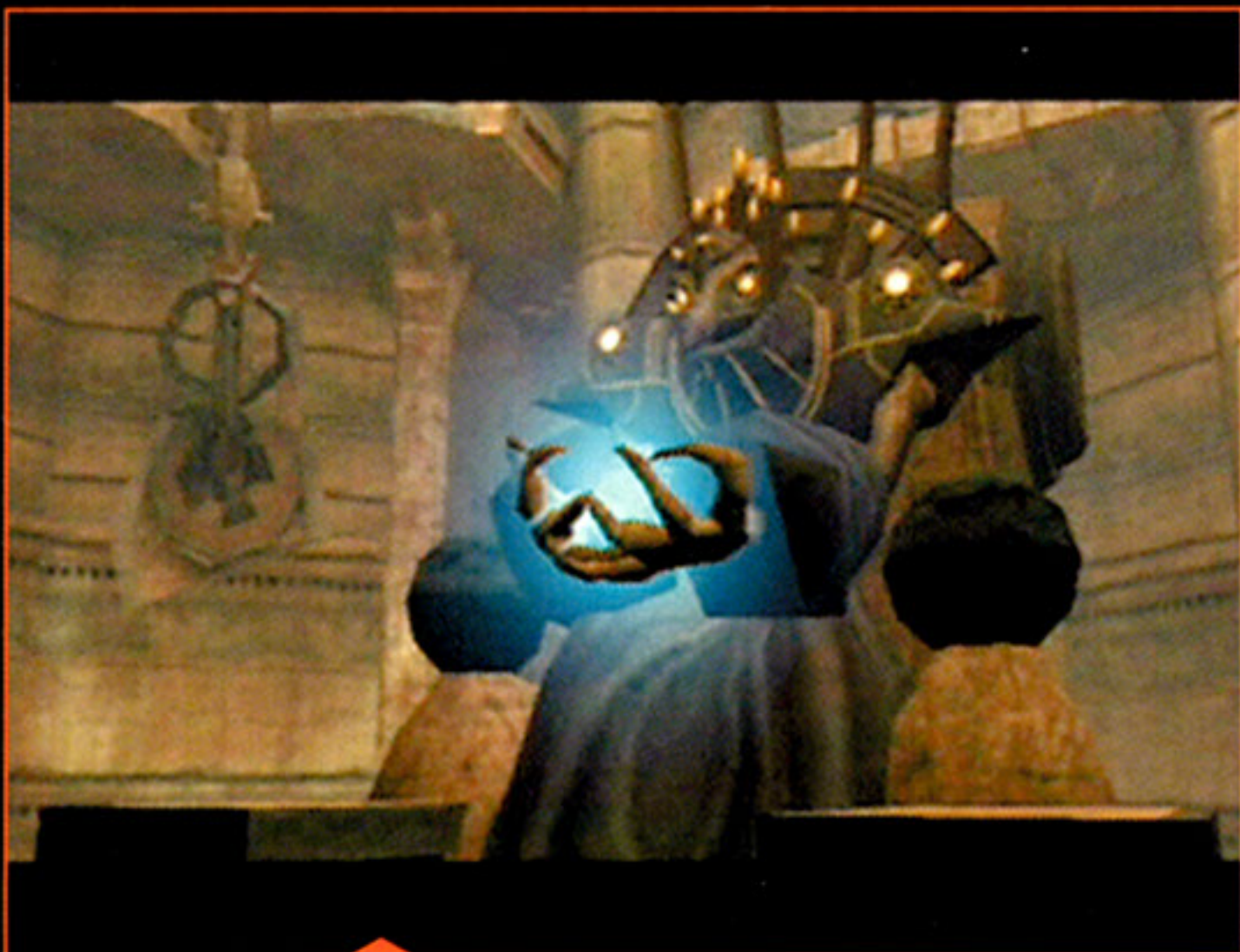
There's another Chozo Ghost waiting for you in the Hall of the Elders. Hide behind a pillar and charge your Power Beam, then lock on to the ghost and fire. As soon as the shot is away, duck behind the pillar and repeat. You can also stay in the open and attack when you can. If you keep moving, you can avoid taking serious damage.



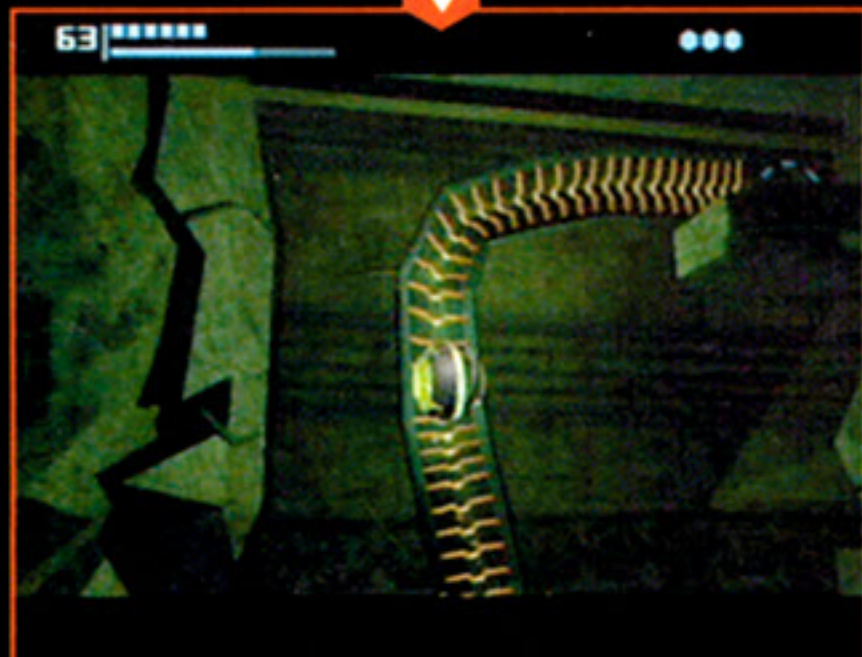
It will take a few shots to eliminate the ghost. It's more important to think defensively against the spectral creature—if it hits you, the attack will short out your visor and leave you momentarily vulnerable.



[ TAKE THE CHOZO BOWLING ]



After you take out the Chozo Ghost, the statue in the middle of the room will begin to glow. Jump into the statue's outstretched hands, then transform into Morph Ball form. You may find it easier to use the Morph Ball on the ground and bomb yourself up to the statue.



As soon as the Morph Ball enters the statue's hands, the carving will come to life and roll you across the room. Hold down the R Button as soon as you start to move—you'll latch on to a Spider Ball Track.

[ BOMBS AWAY ]



Move to the end of the track and drop to the the platform below. Roll underneath the Morph Ball Slot, then bomb yourself up. Drop a Bomb into the slot to activate a series of slots at the other side of the room.

[ MISSILE STATION ]

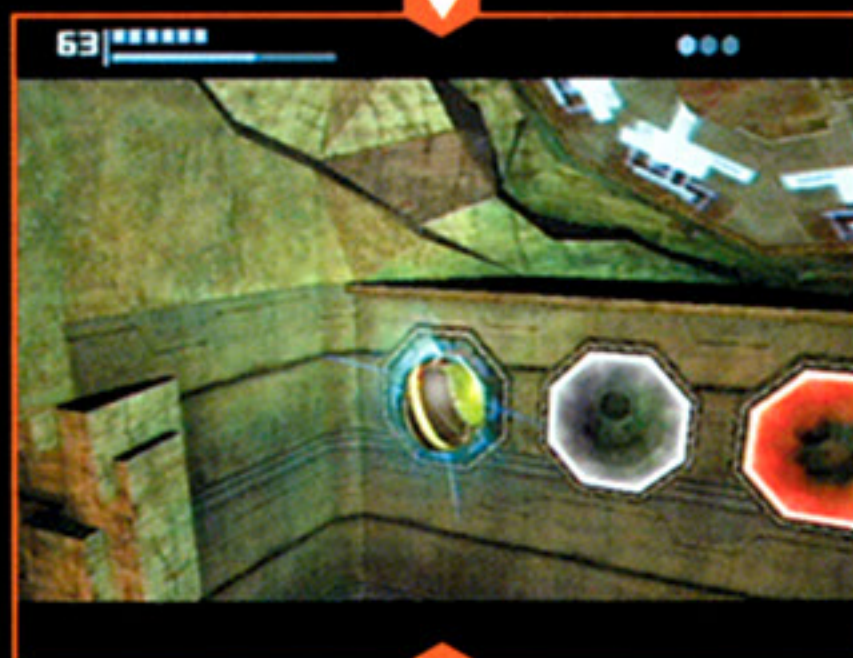


You'll need to work your way up and around to the second floor. Save time by leaping up to the second floor via the stair at the front of the room. When you enter the hall, turn around and roll into the tunnel to enter a Missile Station. The new device will replenish your entire supply of Missiles.

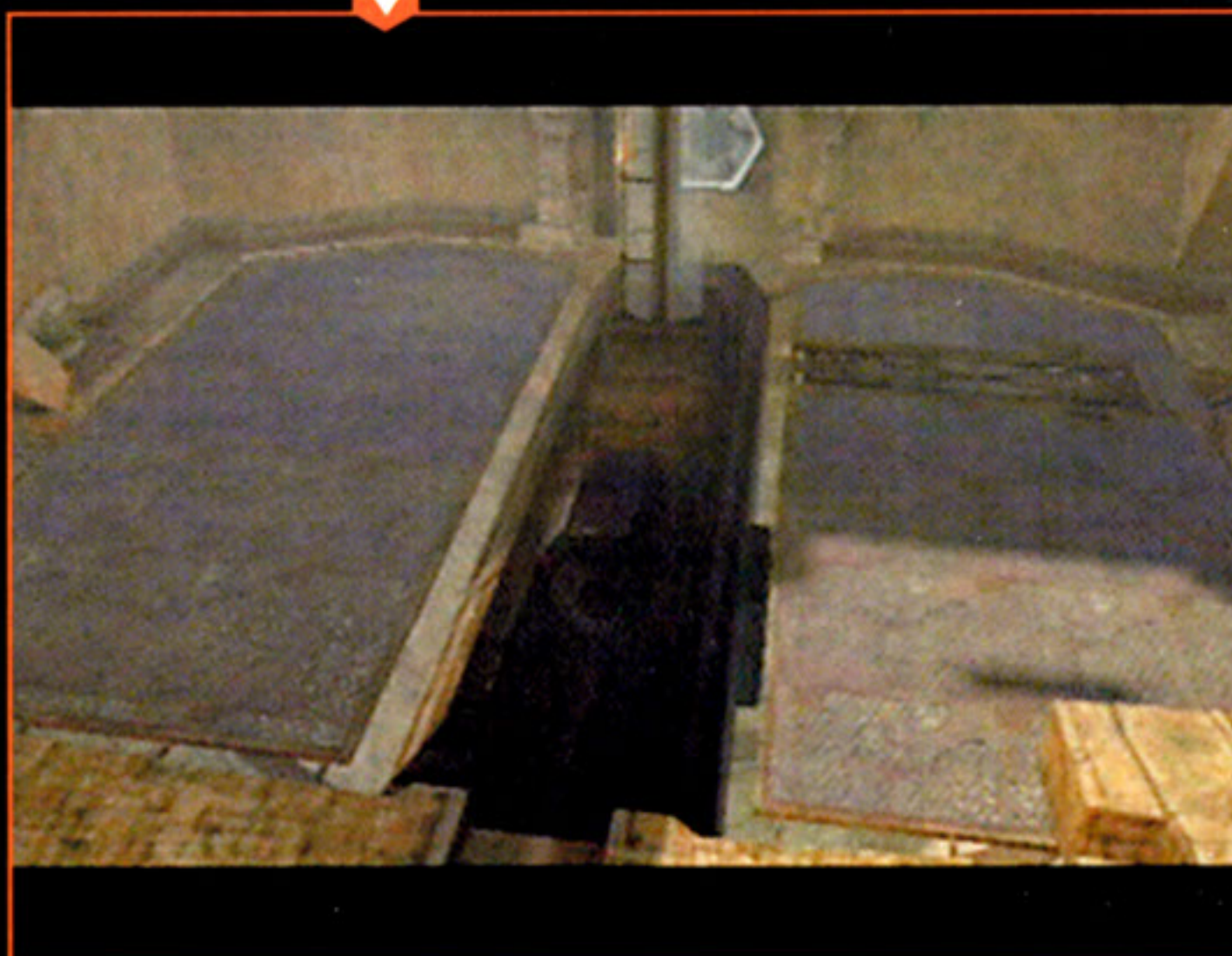
[ WAVE BEAM UNLOCK ]



Roll out of the tunnel that leads to the Missile Station and turn left. Use the Space Jump Boots to leap past the twisted metal outcropping and jump onto a stone ledge above. Walk down the ledge until you find three slots. Use a Wave Beam attack to power the first slot.



The Wave Beam will open a Morph Ball Slot. If you drop a Bomb there, it will cause the floor to turn upside-down and reveal a hidden contraption that is perfectly Morph Ball-sized.





[ SAMUS'S BOWL-A-RAMA ]

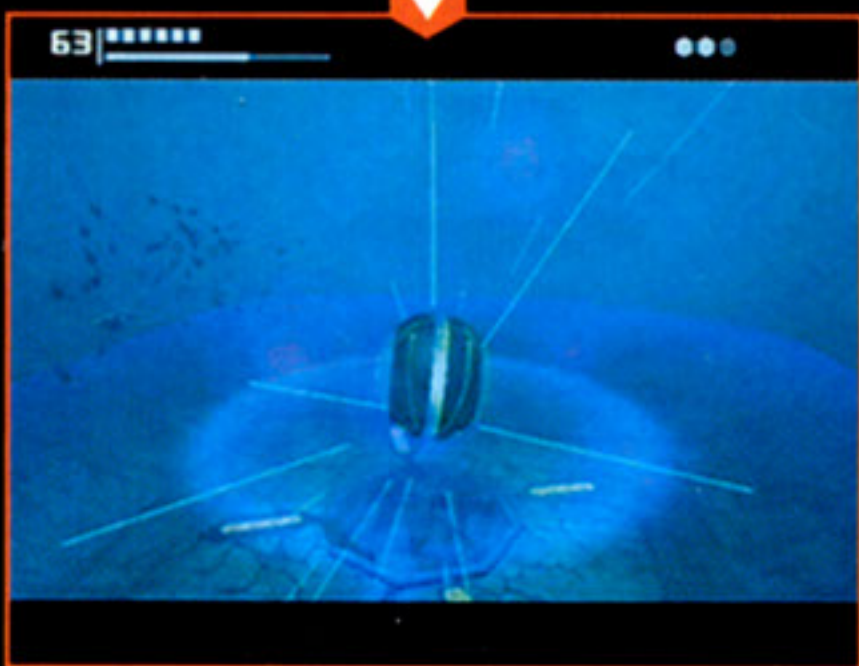


Once you reveal the floor's inner workings, jump back down and let the statue bowl you again. You'll go up the new ramp and end up near the Hall of Elders ceiling. After you've been bowled, roll right and head for the Reflecting Pool.

REFLECTING POOL

113

[ EVERYONE OUT OF THE POOL ]



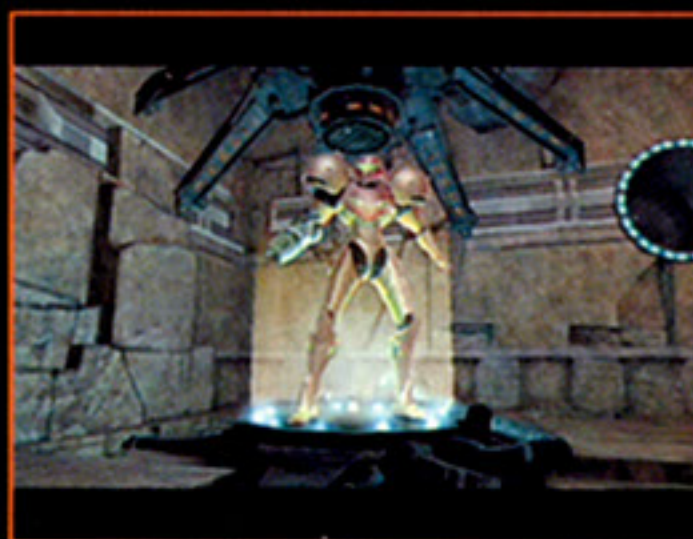
Upon entering the Reflecting Pool, run around the edge of the water and take out the Stone Toads. Next, drop to the bottom of the pool and locate the drain cover. Bomb the weakened cover and let the water empty.

[ ZIPPY ]



By now, you know what to do with a halfpipe. If you roll up and to the right (assuming you have your back to the Reflecting Pool entrance), you'll find a Save Station. If you roll up and to the left, you'll discover the next Arm Cannon Upgrade. You can also leap from one side of the room to the other.

[ SAVE STATION ]



Take advantage of the Save Station so you don't have to go through all the halfpipe fun again if something unfortunate happens. Don't forget to notice the tunnel in the back of the room—it takes you to an new elevator that emerges in the Tallon Overworld.

ANTECHAMBER

114

[ ICE BEAM ]



Even the odds with the beasts of Magmoor cavern by grabbing the Ice Beam Upgrade. Your new weapon is capable of opening white doors and also freezing some enemies solid. It's also invaluable for fighting off attacking Metroids.







suit upgrade:

# gravity suit

Samus's Power Suit allows her to stay beneath the waves for an indefinite period of time, but its heft makes underwater areas tough to navigate. Give Samus a physics-defying boost with the Gravity Suit—a Power Suit upgrade that lets you speed through water like it wasn't even there.

## PATH TO THE GRAVITY SUIT

-  GRAVITY SUIT
-  MISSILE EXPANSION
-  SAVE STATION
-  MISSILE STATION

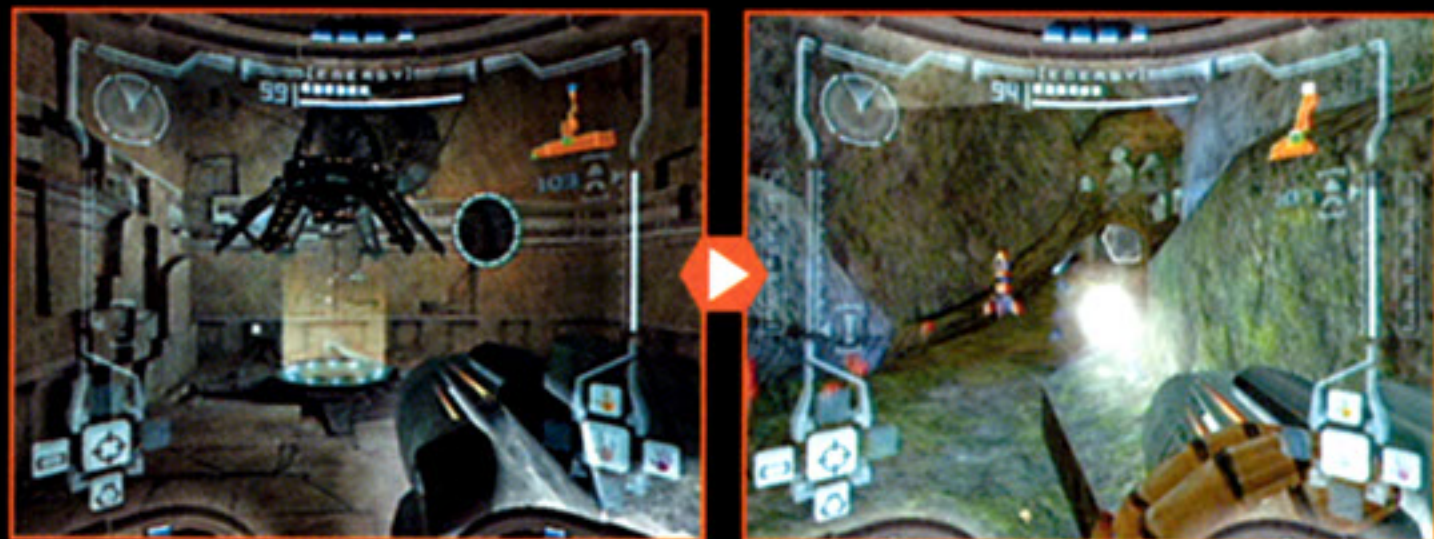




# tallon overworld

## 115 OVERGROWN CAVERN

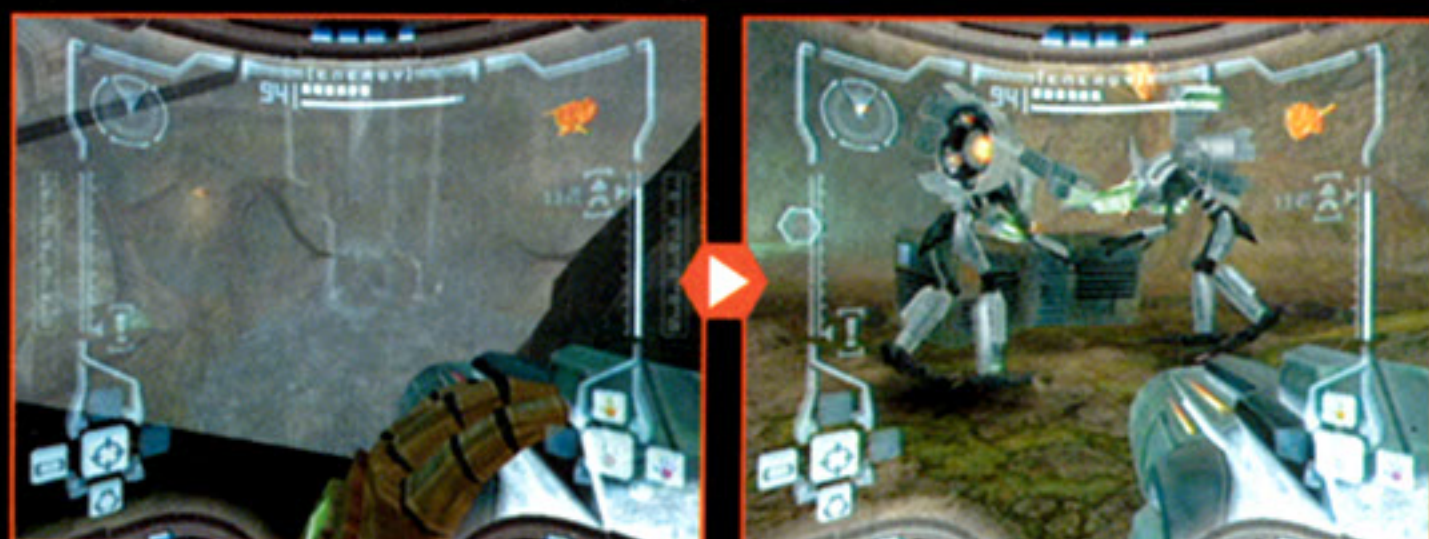
[ MISSILE EXPANSION ]



Take the tunnel from the Save Station to the elevator, then ride the lift to the Tallon Overworld. You'll find a Missile Expansion among a patch of Venom Weed.

## 116 FRIGATE CRASH SITE

[ IT'S A PIRATE PARTY! ]

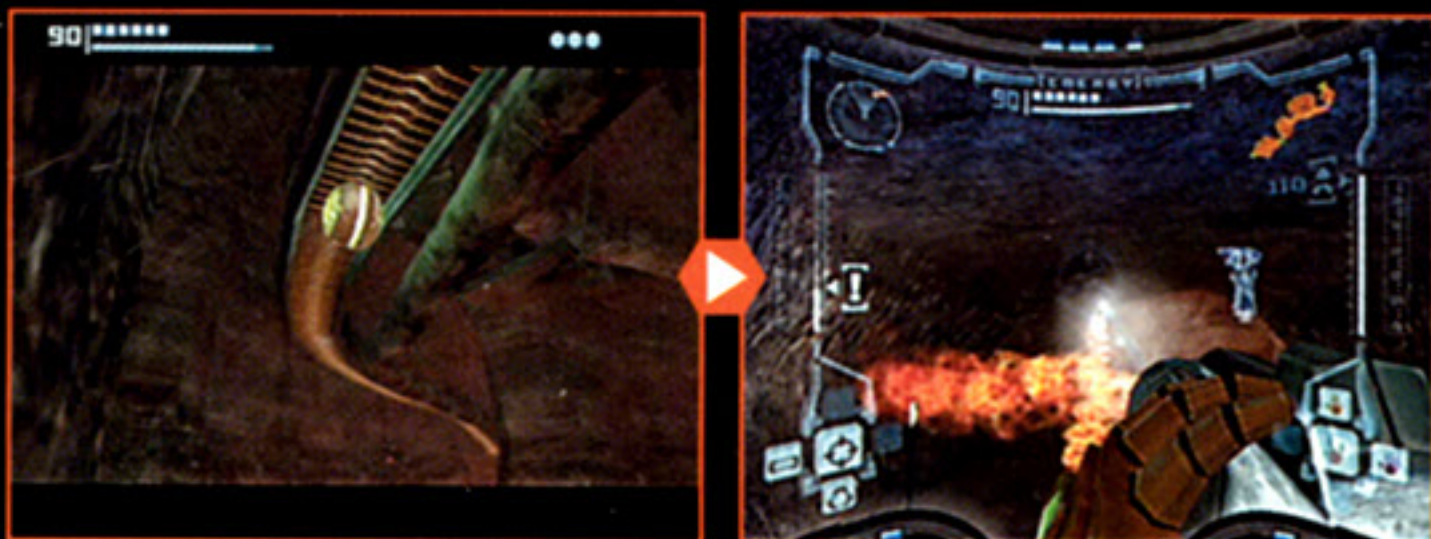


When you enter the overworld, head for Tallon Canyon, then take the Transport to Magmoor Caverns East. Watch out for Flying Pirates at the Frigate Crash Site, including two on the shore that seem to be having a pretty good time.

# magmoor caverns

## 117 TWIN FIRES TUNNEL

[ SPIDER BALL AND FREEZING FIRE ]



When you emerge from the elevator, go to Twin Fires Tunnel and look to the left for a Spider Ball Track. You don't have to worry about flame bursts anymore—if you shoot the fire with the Ice Beam, it will freeze in place.

## 118 MAGMOOR WORKSTATION

[ SHATTERED ]

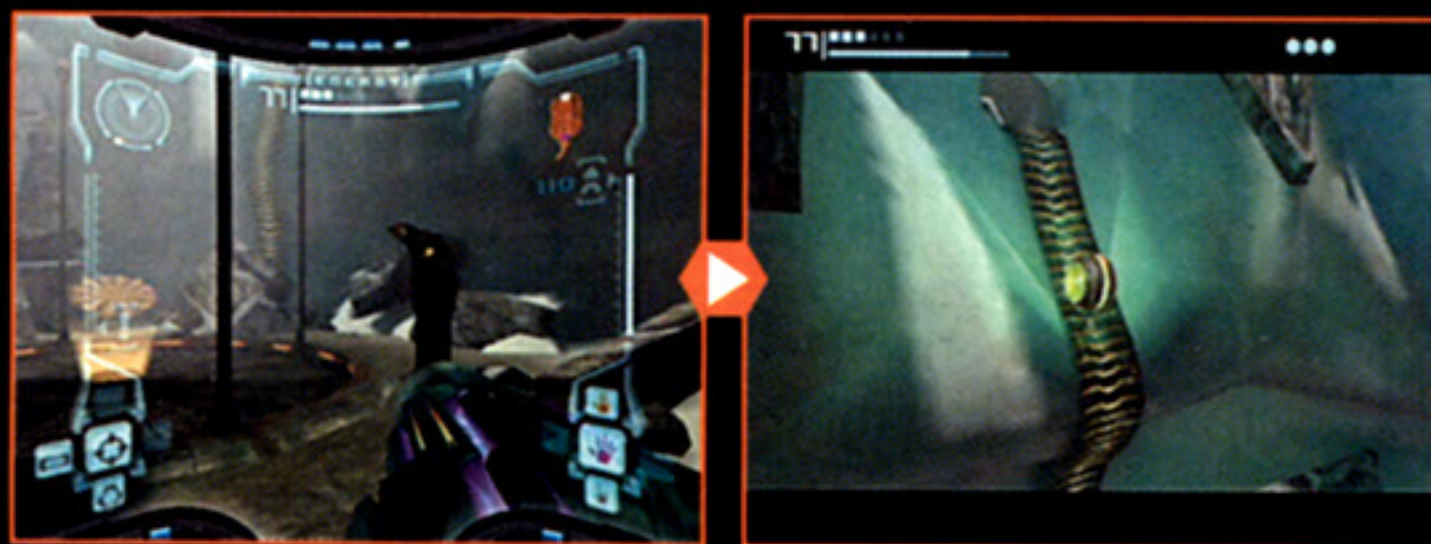


Remember how the Flying Pirates used to cause trouble? Give them what for with the Ice Beam! One blast of icy goodness will freeze Flying Pirate in place—you can then shatter them with a single Missile or a charged Arm Cannon shot. Once you do, head for the Magmoor Caverns South Elevator, located near Quarantine Cave.

# phendrana drifts

## 119 TO MAGMOOR CAVERNS SOUTH

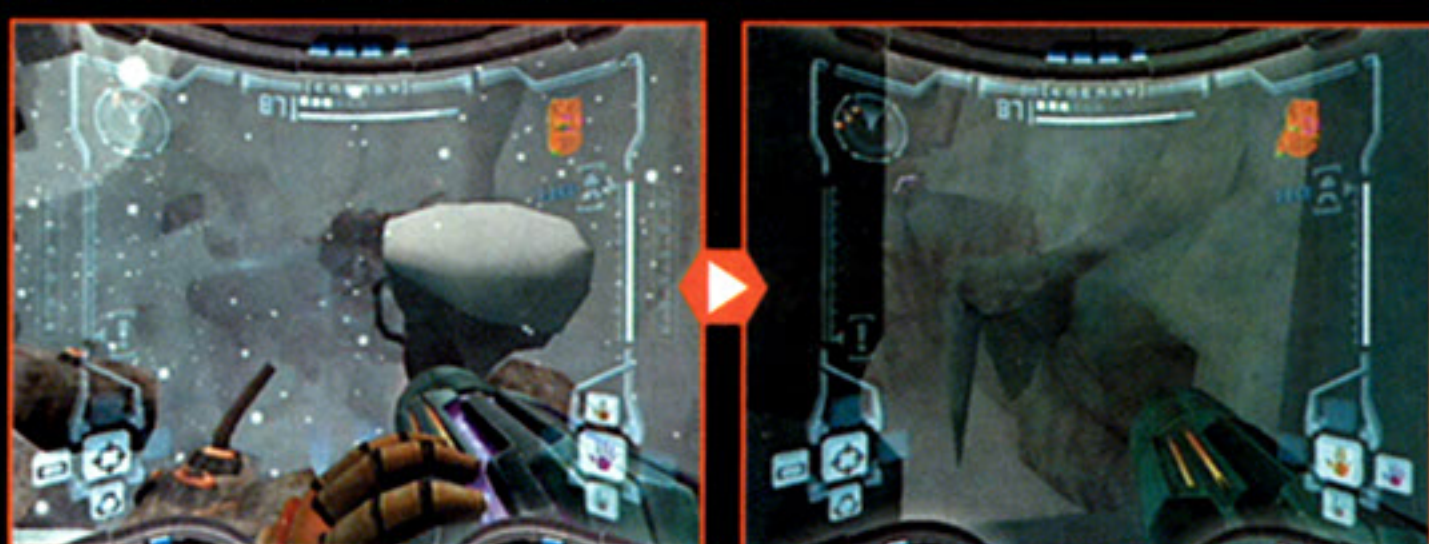
[ AN EASY PATH ]



You'll emerge in the room behind Quarantine Cave, located in Phendrana Drifts. Roll up the Spider Ball Track at the back of the room, then use the Ice Beam to enter the next door.

## 120 FROZEN PIKE

[ DOWN, DOWN, DOWN ]



When you reach Frozen Pike, jump off the ledge and fall into the water. There's a door there, but you can't use it yet. Climb out of the water and follow the path around to a purple door. Look for glowing crystals that show the way if you become lost underwater.



[ JELZAP ]



Jelzaps are water-based creatures with a ferocious appetite. Their top and bottom halves are connected only by electrical pulses. When the halves are together, the creature is invulnerable. Wait for the two parts to separate before attacking with a Wave or Ice Beam.

121 FROST CAVE

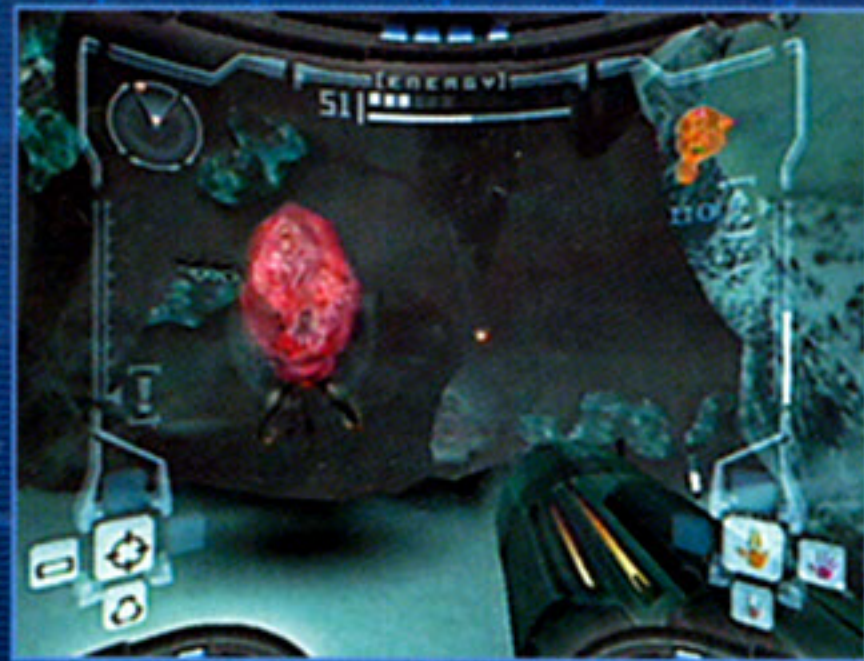
121

[ FALLING DOWN ]



There are two stalactites that can be felled in Frost Cave. The right-hand stalactite leads to a Save Station, while the left-hand one forms a bridge to the next room. To drop the cave growths, lock on to them and fire a Missile.

[ HUNTER METROID ]

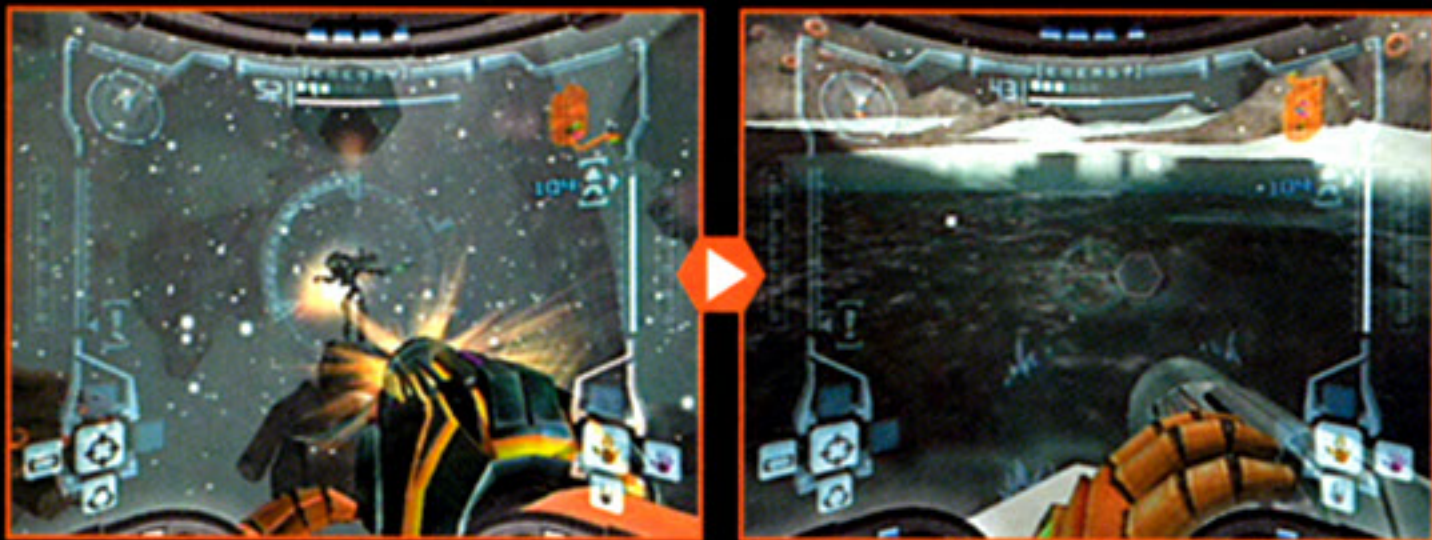


Metroids are dangerous, and Hunter Metroids are even more so. The adolescent Metroids attack by ramming their foes, but they also have a large tentacle that can suck energy from a distance. Freeze the critters with an Ice Beam shot, then destroy the frozen Hunter Metroids with a Missile.

122 PHENDRANA'S EDGE

122

[ FIND THE UNDERWATER DOOR ]



Two Flying Pirates will ambush you when you enter Phendrana's Edge. Ice them down and shatter the bodies, then jump off the ledge and fall into the water. Look for a door below the waves, then shoot it with a Wave Beam to continue your journey.

123 HUNTER CAVE

123

[ DROP THE STALACTITES ]



There are three more fragile stalactites in Hunter Cave. Shoot the first two as soon as you enter the room, then leap to the second fallen stalactite and blast the third. Use the fallen items as bridges to reach the purple door at the far end of the room.

124 GRAVITY CHAMBER

124

[ AQUA REAPER ]



The Aqua Reaper is a massive creature that extends tentacles in search of food. Like its cousin—the Reaper Vine—an Aqua Reaper cannot be destroyed. A couple of shots from the Arm Cannon will stun the tentacles momentarily. Note that the term "Aqua Reaper" refers to the tentacles, not the unseen creature that controls them.

[ GRAVITY SUIT ]



Walk forward underneath the Gravity Chamber (taking out Aqua Reapers as you go) until you find the Gravity Suit Upgrade. The new suit allows you to move underwater as if you were in open air and also clears your cloudy vision beneath the waves. If you're having trouble locating the upgrade, try looking with the Thermal Visor.





[ SET ADRIFT ]



It's time to take your leave from Phendrana Drifts (at least for the moment) and head back to Chozo Ruins. Now that you have the Gravity Suit, you can leap out of the water and find a door that was previously inaccessible. Go through the door, then work your way back to Chozo Ruins. When you enter Frozen Pike, climb as high as you can through normal means, then use the Morph Ball to roll along the edge of the room. When you hit a seemingly invisible obstacle, use Bombs to leap up and over the stubborn roadblock. It leads to an easy path out of Phendrana Drifts.

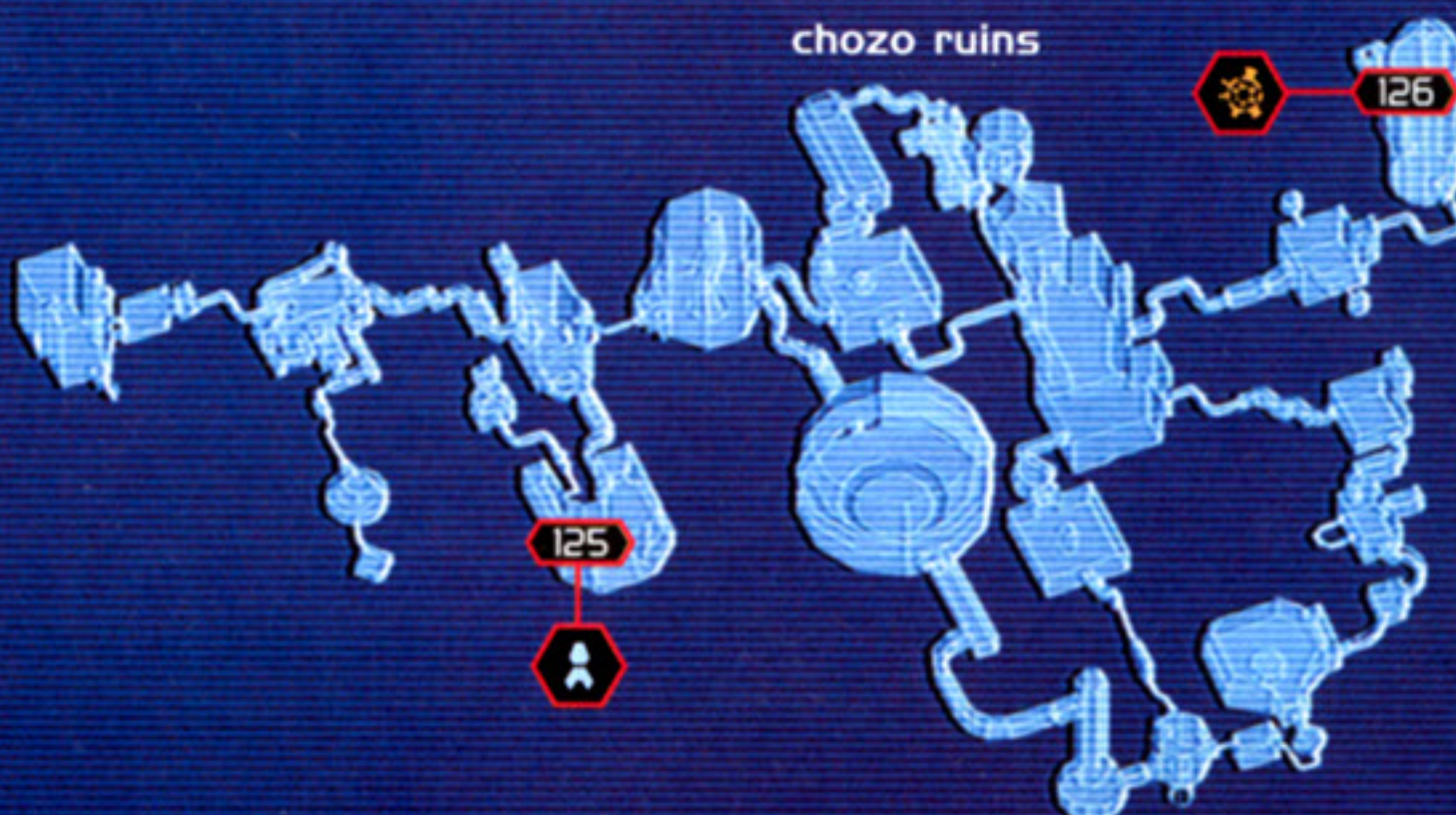
# collect power-ups

Take a break from the helter-skelter life of a Bounty Hunter to collect a few power-ups. You can also use your new suit to find the another Chozo Artifact.



## POWER-UP LOCATIONS

- MISSILE EXPANSION
- CHOZO ARTIFACT



## chozo ruins

### WATERY HALL

125



[ MISSILE EXPANSION ]



You can never have enough Missiles. If that's your strategy, make for the Watery Hall and walk through the water until you sink. Look for a hole underneath a large, twisted tree root, then walk through the hole and claim another Missile Expansion.

### TOWER CHAMBER

126



[ CHOZO ARTIFACT ]



Return to the Tower of Light and leap into the water. Walk forward until you reach a wall, then jump up and look for a purple door overhead. Go through the door and pick up another Chozo Artifact to add to the pile.










morph ball upgrade:

# POWER BOMB

Bombs are all well and good, but Power Bombs are the way to go if you need to clear large amounts of rubble or teach Space Pirates some manners. The path to the Power Bombs is long and perilous, so make sure that you have as many Energy Tanks as possible.

## PATH TO THE POWER BOMB

-  POWER BOMB
-  MISSILE EXPANSION
-  ENERGY TANK
-  SAVE STATION
-  MISSILE STATION





# tallon overworld

## LANDING SITE

[ SET ADRIFT ]



After you grab the Artifact in the Tower of Light, head to the Tallon Overworld and walk to your ship. Once you save your game, make your way to the Frigate Crash Site by rolling through a small tunnel located behind your ship.

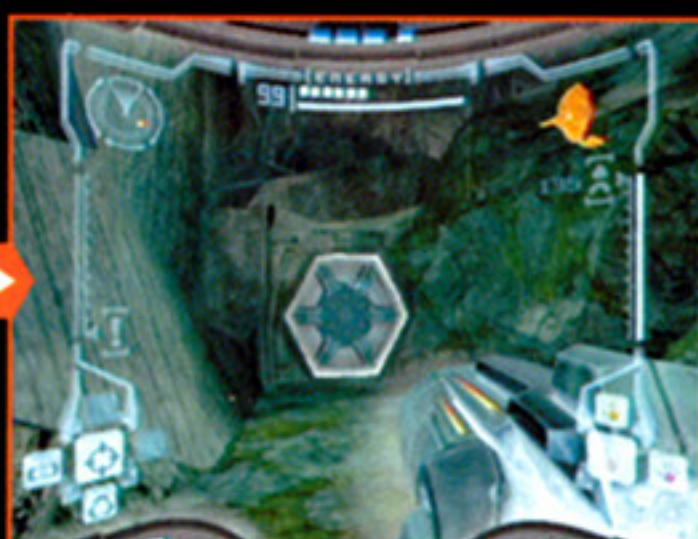
## FRIGATE CRASH SITE

[ MISSILE EXPANSION ]



You can find a lonely Missile Expansion in the waters of the Frigate Crash Site. The expansion is located on the right-hand side, assuming you're facing away from the door you used to enter the crash site. You'll find it quickly if you equip the Thermal Visor once you're underwater.

[ ENTER THE SHIP ]



To enter the downed Pirate Ship, walk as far forward as you can and look for a series of ledges covered with glowing lichen. Follow the lichen until you find a small hole, then roll through it and take the white door on the other side.

## MAIN VENTILATION SHAFT SEC. B

[ TOWER OF POWER ]



You must use the ship's ventilation shafts to progress into its heart. When you reach Section B of the main shaft, you'll find two Auto Defense Turrets and a stuck door. Get the guns, then use the Wave Beam to power the door.

## MAIN VENTILATION SHAFT SEC. A

[ TALLON CRAB ]



One Tallon Crab is harmless, but an entire swarm can give you trouble. Unlike Scarabs, groups of Tallon Crabs will keep moving until the perceived threat is vanquished. You can't overcome their numbers, so the best strategy is to enter Morph Ball form and simply roll through them, dropping a couple of Bombs as you go.

## REACTOR CORE

[ AQUA PIRATE ]



Aqua Pirates are built for under-sea combat. A combination gravity suit and modified jet pack makes them agile, and the murky water makes them tough to spot. Use the Thermal Visor and Super Missiles to eliminate the water-borne threat.

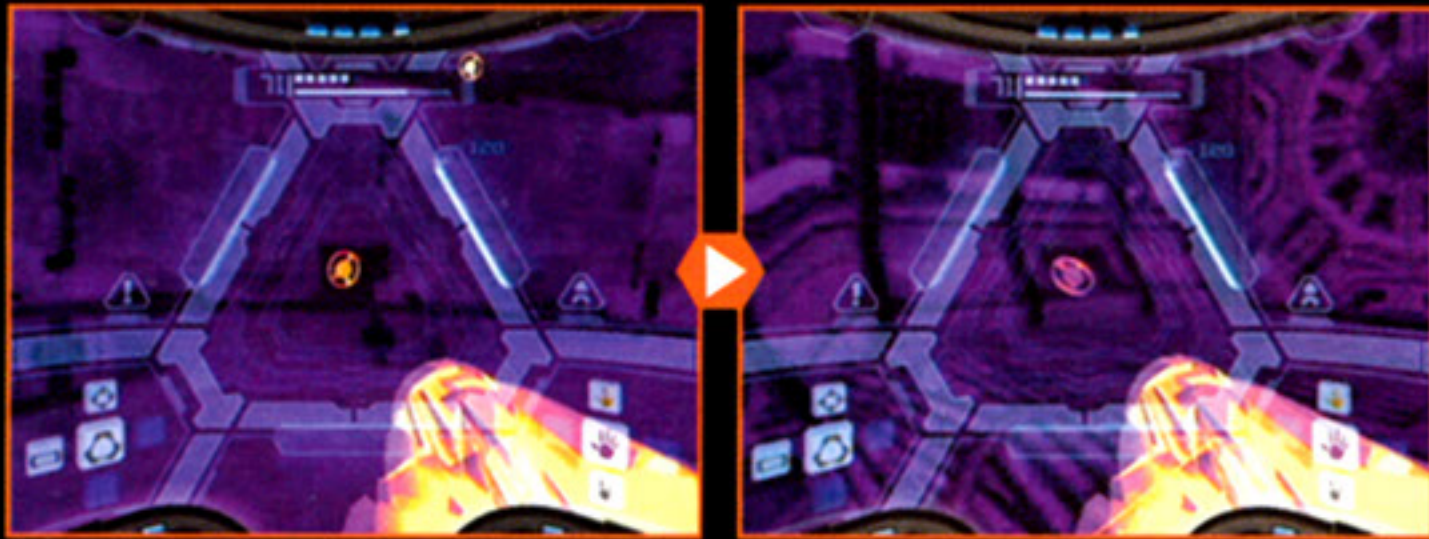
[ SUNKEN DOORWAYS ]



The door at the bottom of the Reactor Core needs power. It won't be an easy task, however—there are four slots that you must hit with the Wave Beam to make the door operational. Use the Thermal Visor to find the slots quickly and easily.



■ [ PHANTOM POWER ]



One of the slots is at the very bottom of the Reactor Core. Two more are on the platform closest to the bottom of the core (it encircles the entire room). The final slot is located right next to the door, on the left-hand side. Power them all and move through the new passageway.

■■■■ REACTOR ACCESS

132

■ [ LIGHT IT UP ]



A familiar situation presents itself in the very next room—there's a door with no power! Use the Thermal Visor to locate the hidden slots, then power them up with a burst of your Wave Beam. There's also a Save Station in the adjacent room.

■■■■ CARGO FREIGHT LIFT TO DECK GAMMA

133

■ [ ENERGY TANK ]



There's an Energy Tank located behind a crashed elevator door in the Cargo Freight Lift. Use a charged Power Shot to blast the door wide open and add another Energy Tank to your already impressive total.

■ [ UP THE TUNNEL ]



Jump up the tunnel and power up three slots with the Wave Beam. Alternate between the Combat and Thermal Visors for best results. Aqua Reapers will try to slow your progress. (One of the nodes is at the bottom of the shaft, next to the Energy Tank.)

■■■■ BIOHAZARD CONTAINMENT

134

■ [ AQUA DRONE ]



Like most of the enemies in the area, the Aqua Drone is a former land-based item that the Space Pirates modified for underwater use. They are vulnerable to Wave Beam fire, but you may find it easier to take them out with a pair of Missiles.

■ [ MISSILE EXPANSION ]



When the Pirate Ship was still functional, the tanks along the wall contained all manner of creatures—but now one of them holds something more valuable. Scan the closed tanks until you find a weakened door, then blast it with a Super Missile. You'll find a Missile Expansion behind the door.

■■■■ CONNECTION ELEVATOR TO DECK BETA

135

■ [ AQUA SAC ]

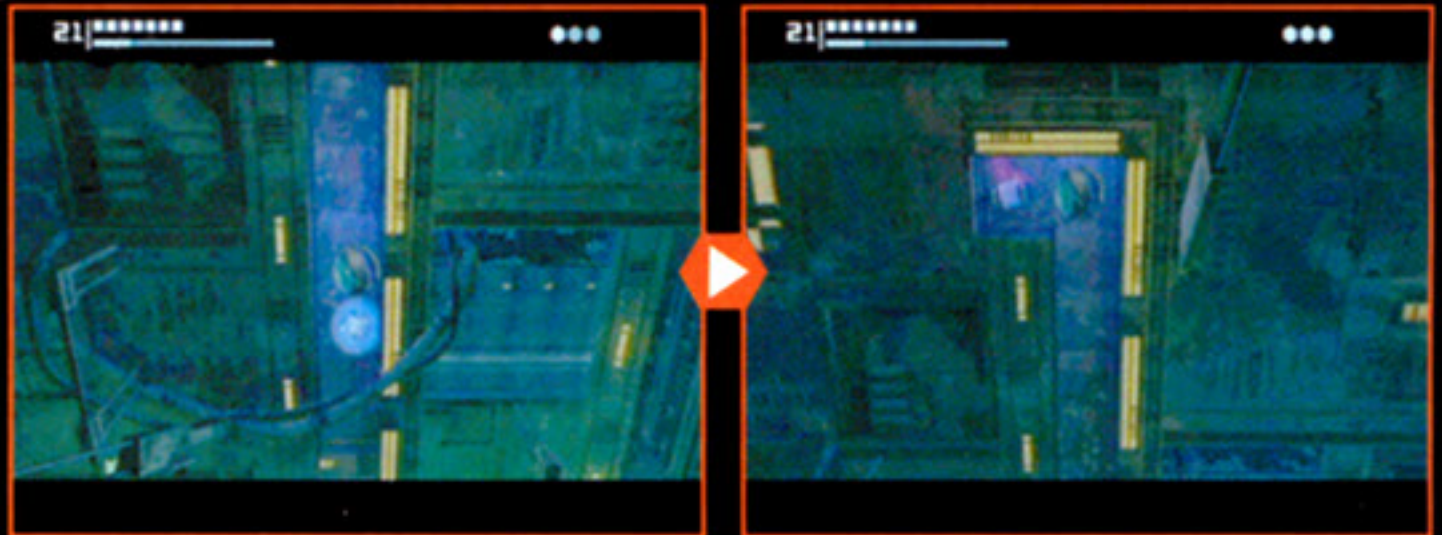


Aqua Sacs are near relatives to the Sap Sac. The tasty treats have learned to survive in the depths of the ocean, giving them an advantage over other Tallon IV life-forms. If you shoot one underwater, it will dissolve into blobules—a far better fate than its exploding cousin on terra firma.

■■■■ HYDRO ACCESS TUNNEL

136

■ [ ENERGY TANK ]



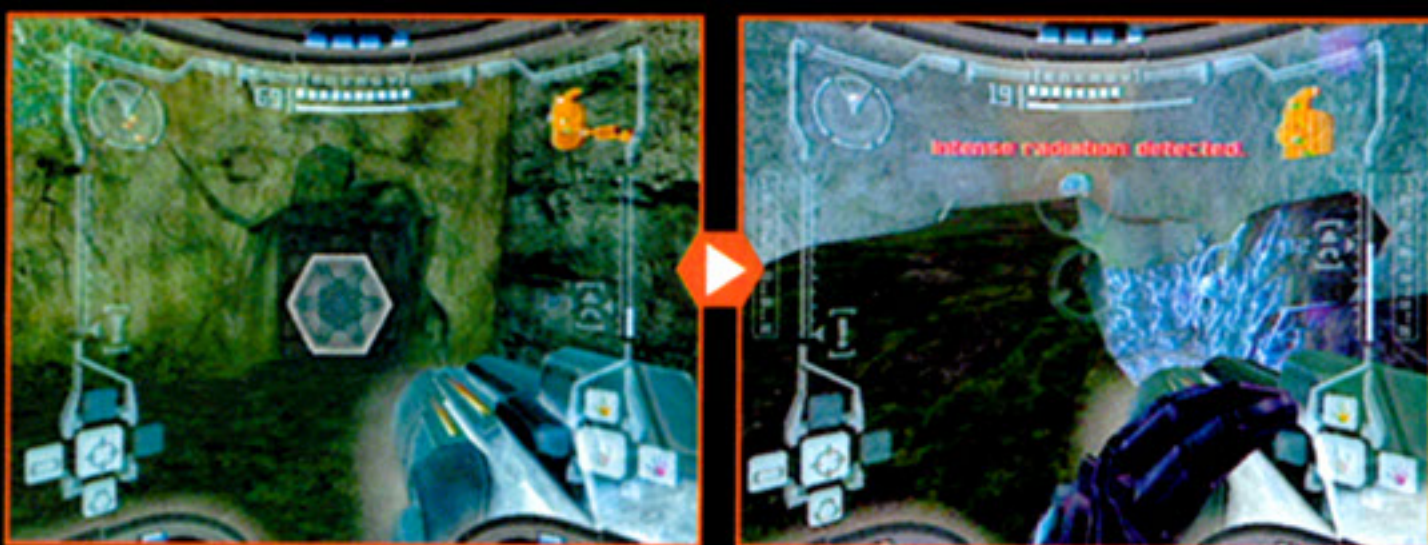
There is an Energy Tank at the top of a long shaft in the Hydro Access Tunnel. To reach it, you'll need to do some creative bombing. Drop a Bomb, then let it explode and carry you up. Just before you reach the apex, drop another Bomb and let it blow you even higher. Repeat three times and aim to the left.



## GREAT TREE HALL

137

[ DARK DOORWAYS ]



You'll emerge from the Hydro Access Tunnel into a room called the Great Tree Hall. Climb out of the water and look for a white door that leads to the Phazon Mines. Watch out for needle-shooting Seedlings and Sap Sacs. When you walk through the next hallway, a glowing, blue Phazon will confront you. Though it looks pretty and nice, don't touch it. The radioactive ooze will drain your life in no time flat.

## phazon mines

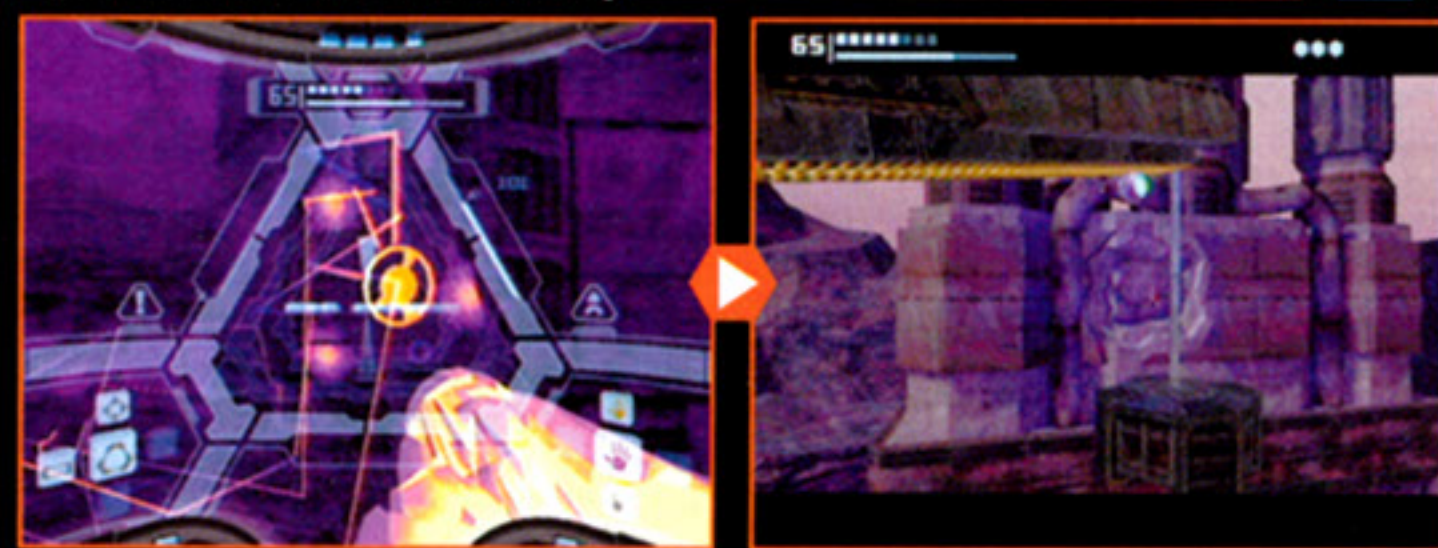
### MAIN QUARRY

138

The Main Quarry functions as the hub of the Phazon Mines. The Space Pirates have been busy, and this is where their operations are centered. The beginning of the end happens right here.



[ MISSILE EXPANSION ]



Go up to the top platform in the quarry and look for a blue-windowed room. Use the Thermal Visor to find a nearby power slot, then hit it with the Wave Beam. Next, go into the blue room and scan the control panel to move the crane. Travel along the crane with the Spider Ball to gain five more Missiles.

### MINE SECURITY STATION

139

[ WAVE TROOPER ]



A new enemy will approach you in the Mine Security Station: a Wave Trooper. The enemies use reverse-engineered Wave Beam technology to let you know what it feels like to be on the business end of Samus's Arm Cannon. Hit back with some Wave Beam action of your own.

There are two other specialized trooper types in the area: the Power Trooper and the Ice Trooper. Eliminate them with the appropriate weapons.

[ MEGA TURRET ]



The Space Pirates didn't trust Auto Defense Turrets to guard their most precious secrets, so they developed a Mega Turret. Guarded by energy shielding and firing high-powered ammunition, the Mega Turrets are a force to be reckoned with. Take them out with three Missile shots or a Combo Beam.



## ELITE RESEARCH

140

[ RAISE PLATFORMS AND BLAST THE WALL ]



Scan the computer near the pirate in the tank to lower three platforms. Jump up to the middle of the room, then scan another computer to lower more scaffolding. At the top of the room, scan a computer to activate a large pulse cannon. Use the Spinner Device to point the cannon at the center wall, then scan the computer to fire the gun and blast your way to a new area.



[ MISSILE EXPANSION ]



If you're feeling trigger happy, you can have the pulse cannon blast every wall in the area. One of the walls is hiding a surprise: a Missile Expansion. To find it, look at the middle wall and then count two panels to the left. Move the gun to that spot, then open fire.

## ORE PROCESSING

141

[ SHIFTING SPIDERS ]



The large device in the middle of Ore Processing has three separate parts: bottom, middle and top. You can rotate the sections to line up Spider Ball Tracks. Rotate the bottom part until the blue track lines up. Use the blue track to reach level two, then line up the red track. For more assistance, bomb in this order: one on the bottom, two in the middle then three on the bottom.

## ELITE CONTROL ACCESS

142

[ MISSILE EXPANSION ]

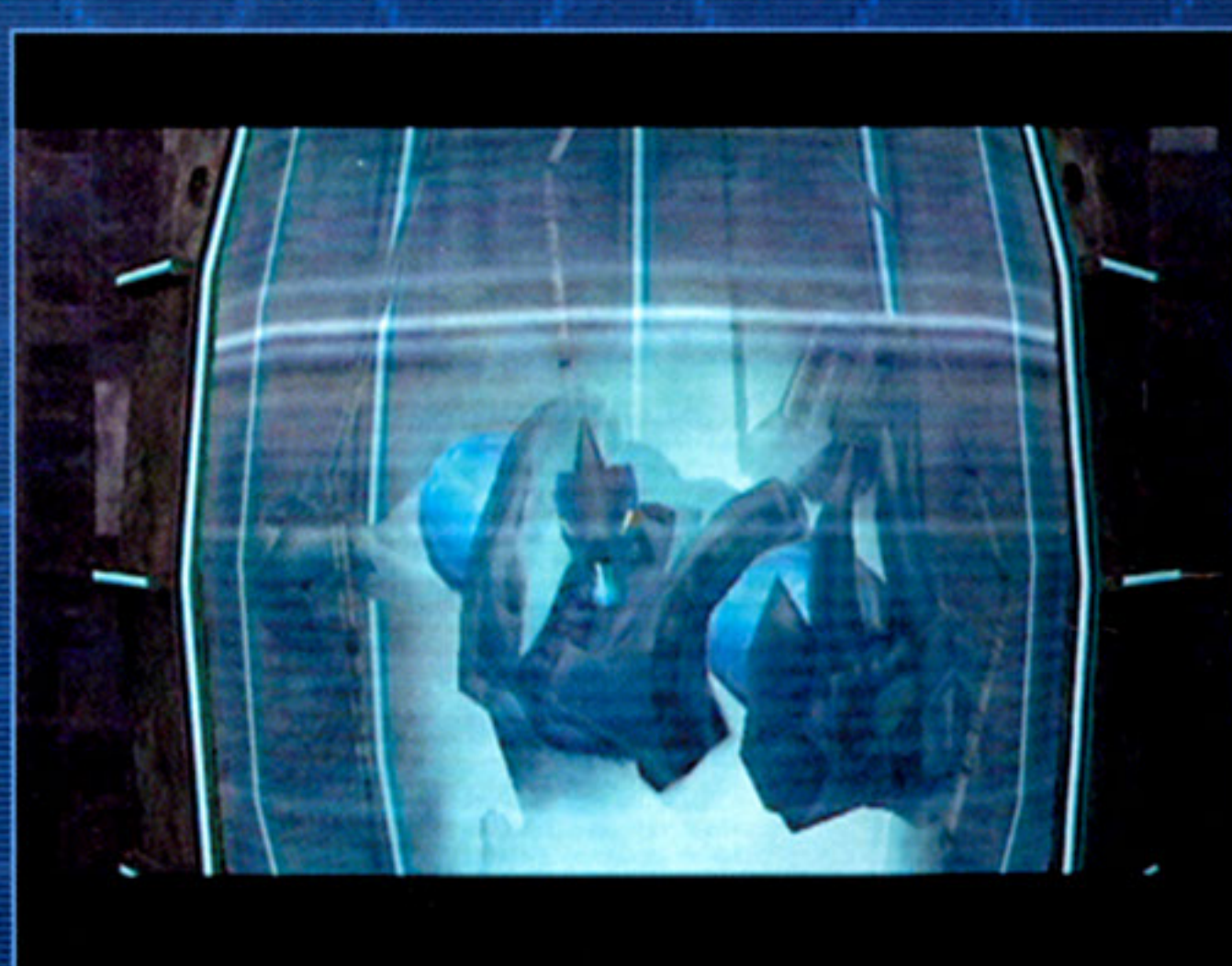


Take the elevator, then look for a crate when you first enter Elite Control Access. Shoot the crate to create an explosion and reveal a Missile Expansion. Jump to the ledge, then use the Morph Ball to claim your prize.

## ELITE CONTROL

143

[ ELITE PIRATE ]



The Elite Pirate is a by-product of Phazon experimentation run amok. As soon as the beast breaks out of its tank, scan both it and the Plasma Cannon on its back. Next, switch to the Thermal Visor and hit the cannon with Super Missiles. That should be enough to blow the cannon to pieces.

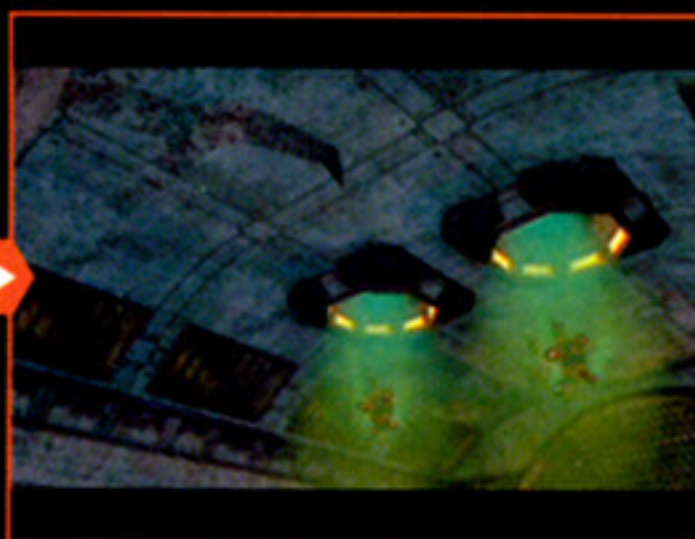


After the cannon is eliminated, target the Elite Pirate and let fly with a pair of Super Missiles. If you hit it in the head, the battle will be over in no time. If the monster traps you in a corner, use the Morph Ball to escape.



## 144 VENTILATION SHAFT

( A BAD PLACE TO STAND )



You can deactivate the barrier in Elite Control by scanning a nearby control panel. Once you enter the Ventilation Shaft, huge amounts of poisonous gas will flood the area. Run forward until you find a white door, then head through with a burst from the Ice Beam. If you stand in the hallway next to the white door, you can plug Puffers all day. It's a good (though very slow) way to collect power-ups if you're hurting.

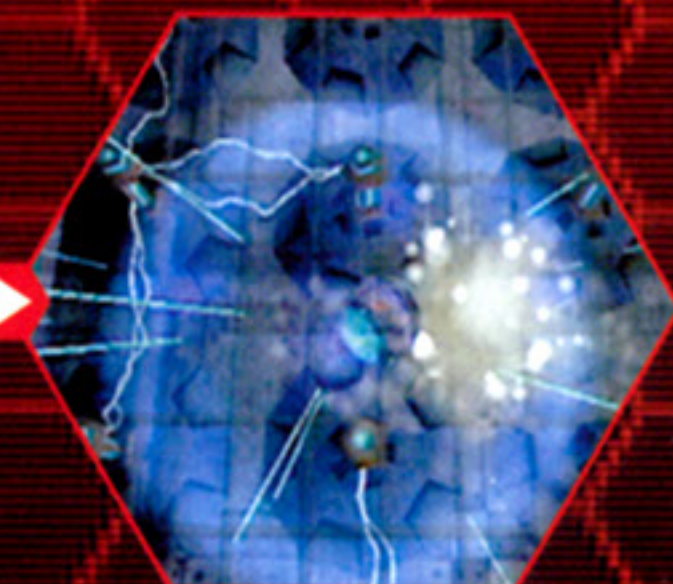
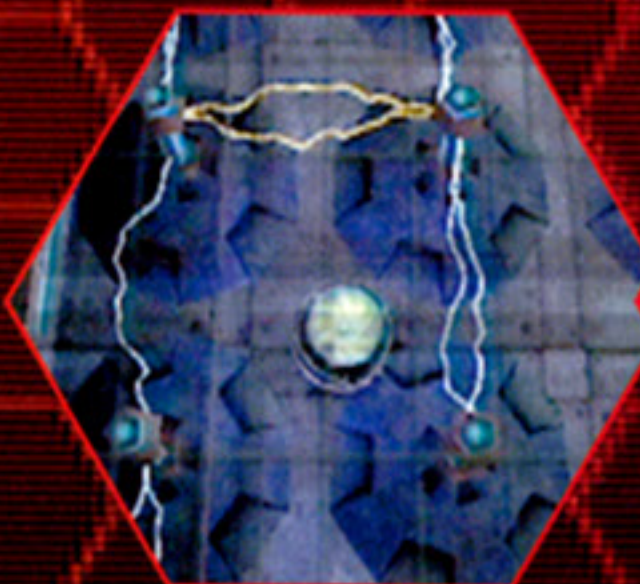
## 145 CENTRAL DYNAMO

( CLOAKED DRONE )

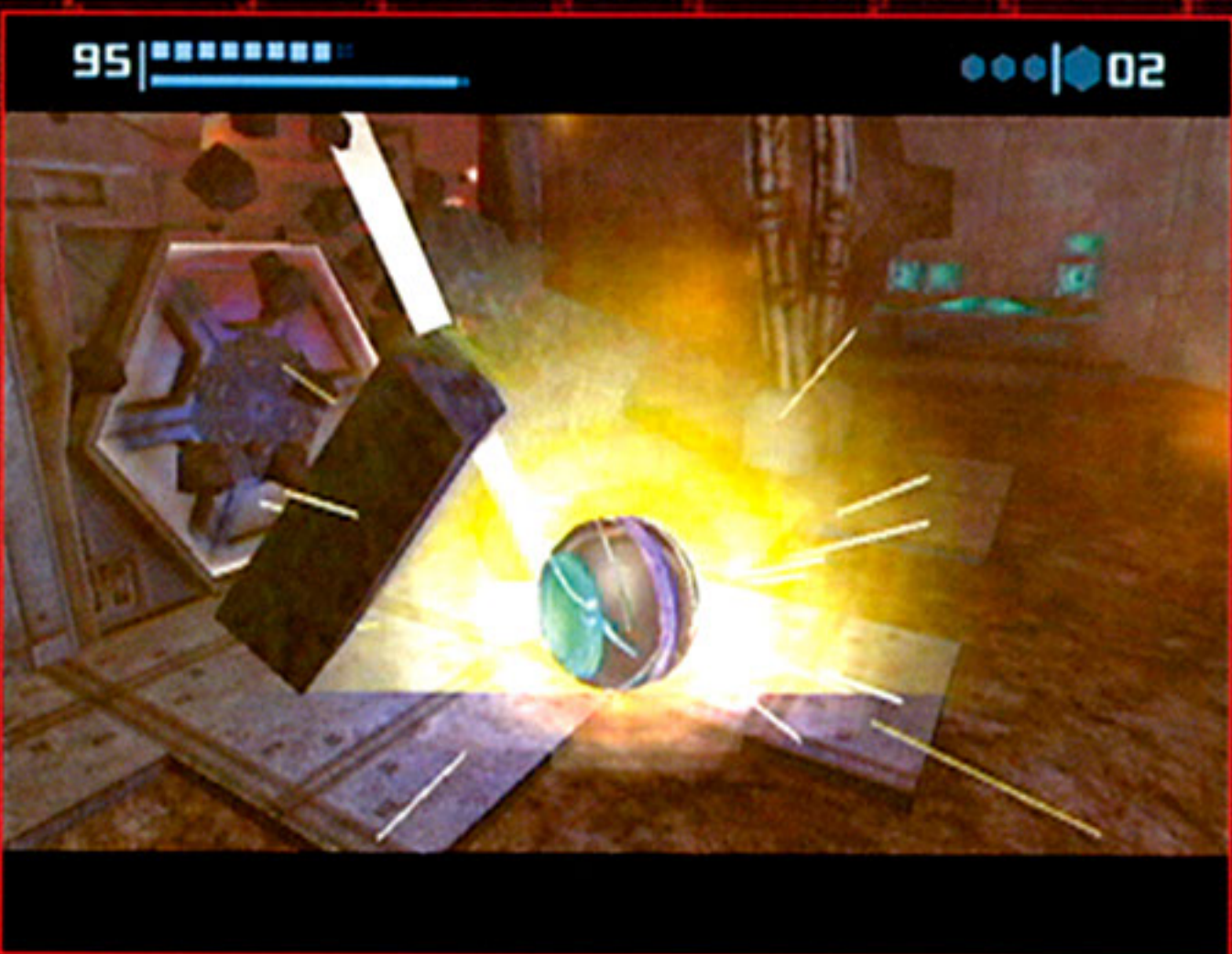


The Space Pirates made significant strides in their weapon research, including the creation of Cloaked Drones. The flying robots are easy to take down with the Wavebuster, but you must find them first. Use the Thermal Visor to reveal the cloaked foes' locations. Note that Cloaked Drones cannot be scanned.

## [ POWER BOMB ]



After you destroy the Cloaked Drone, a small hole will open in the floor. Get into Morph Ball form and enter the hole, then roll through a maze of electrical currents. If you reach a dead end, look for a metallic, diamond-shaped pattern in the floor, then set a Bomb there.



At the end of the maze, you'll find the Power Bomb Upgrade. The bombs let you destroy new and different kinds of material and also cause more damage to enemies. Press Y to drop a Power Bomb.





secondary item:

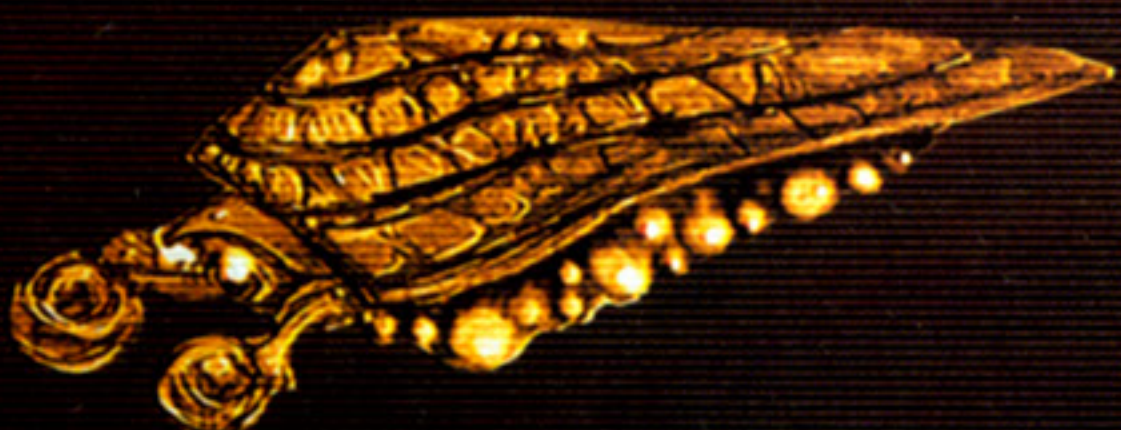
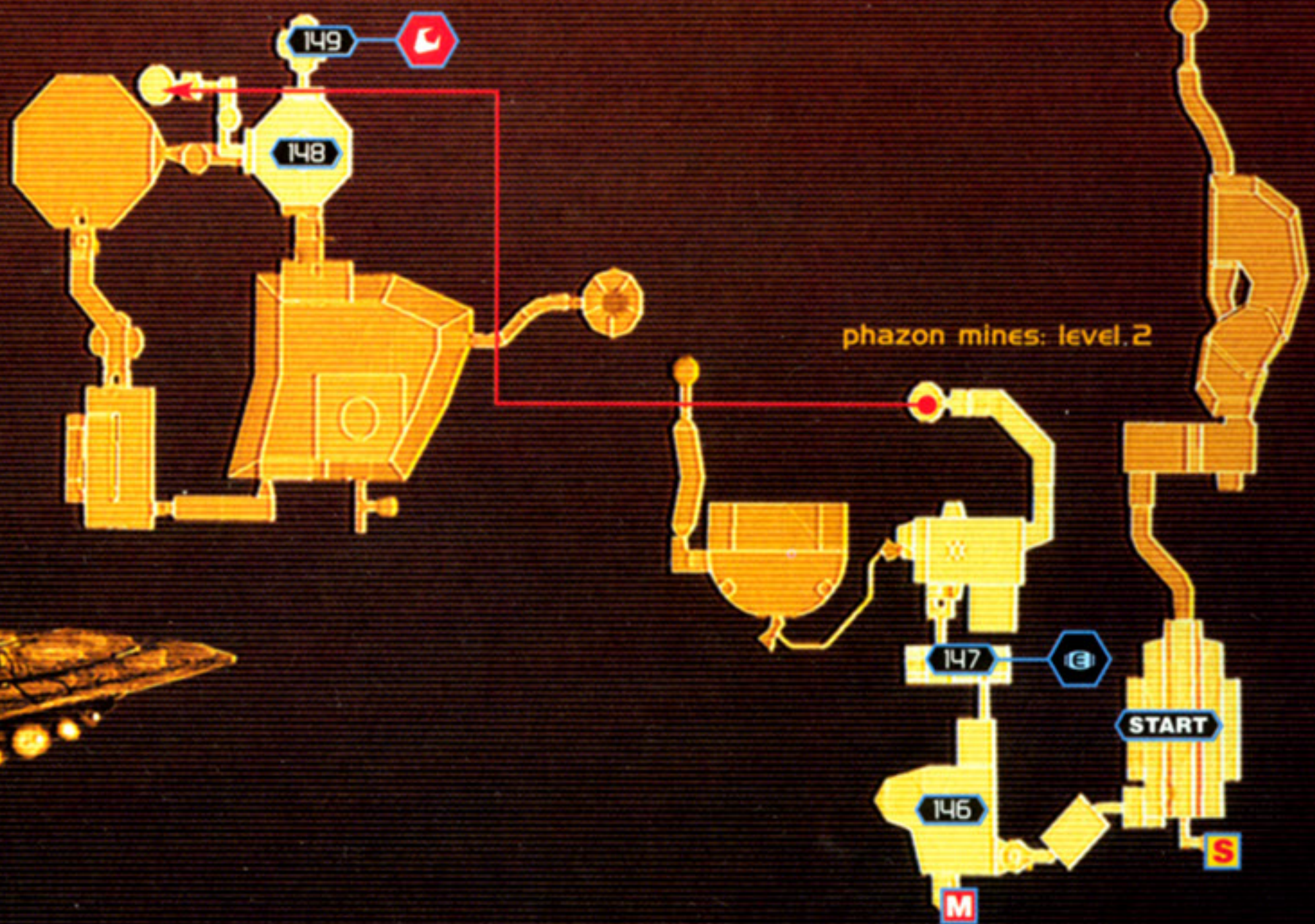
# grapple beam

Whether you need to cross large pools of lava, or just want to swing around like a bungee jumper, the Grapple Beam is your tool of choice. It's almost absurdly easy to get once you know how, so head for the Ore Processing area posthaste.

## PATH TO THE GRAPPLE BEAM

-  GRAPPLE BEAM
-  ENERGY TANK
-  SAVE STATION
-  MAP STATION

phazon mines: level 1



## phazon mines

### OMEGA RESEARCH

146

( DEFEAT THE ELITE )



Use Power Bombs at either end of the Central Dynamo, then enter the room on the far side and save your game. Backtrack to Omega Research, which contains another Elite Pirate. Use the same strategy as your first encounter—engage the Thermal Visor and fire Super Missiles at the Plasma Cannon on its back, then switch to the Combat Visor. Wait for it to raise its arms before you fire at its head.



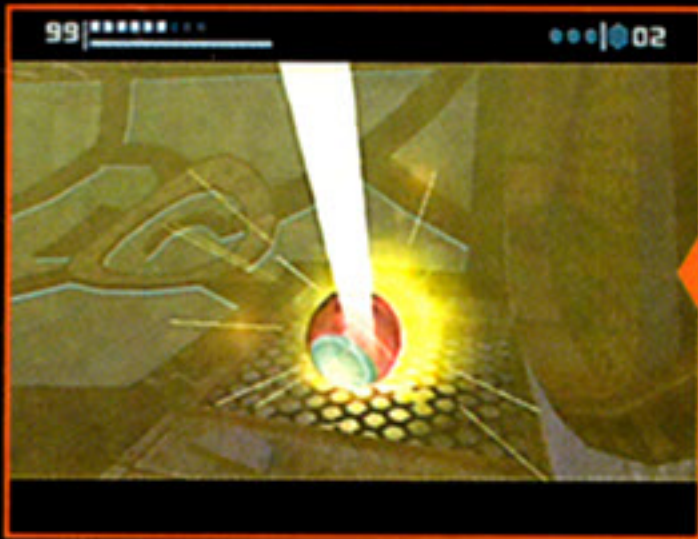
[ MAP STATION ]



Go to the top of the room, then leap across the floating platforms until you land on an outcropping with a large pile of rubble. Use a Power Bomb to remove the rubble and clear a path to the Map Station. Naturally, you'll want to enter the Map Station and get a layout for the Phazon Mines.

147 VENTILATION SHAFT

[ LOCATE THE VENTILATION CONTROL ]



As you backtrack, scan the floor of the Ventilation Shaft for a weakened area. Drop a Power Bomb on the unstable flooring, then roll through to find the ventilation control room. Turn on the fans to clear the area of poison gas.

[ ENERGY TANK ]



As soon as you roll back out of the Control Room, you'll find an Energy Tank waiting for you. Once you take the prize, use the Boost Ball to roll out of the shaft and make for the Ore Processing room.

148 ORE PROCESSING

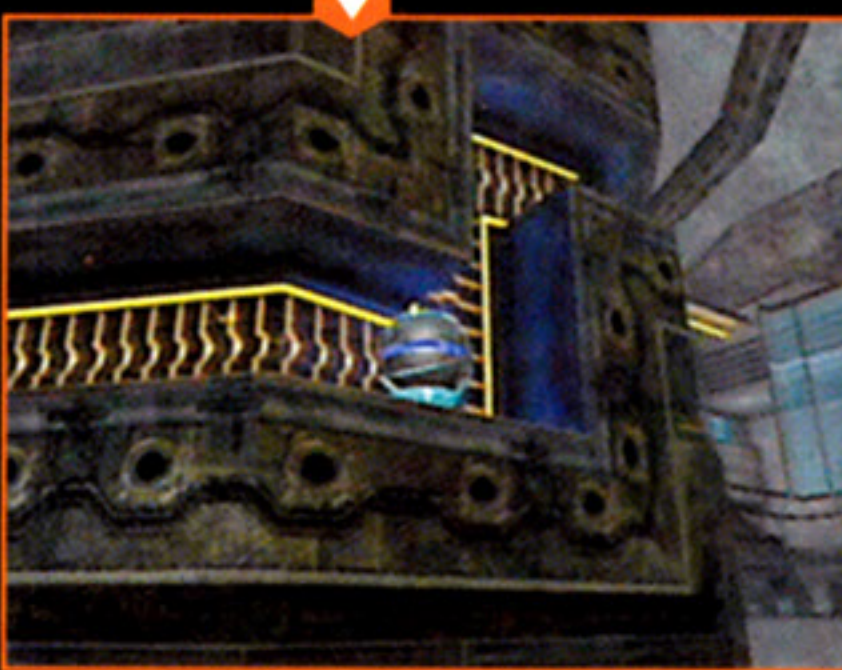
[ RUBBLE ROUSING ]



As soon as you enter the Ore Processing room, turn to your right and leap over a gap in the floor. Drop a Power Bomb next to the pile of rubble, then drop two Bombs inside the Morph Ball Slot to spin the top of the Spider Ball Track.



Drop down one level and drop three Bombs in the Morph Ball Slot. The middle portion of the Spider Ball Track will rotate into position. When you're finished, drop to the bottom level and drop one more Bomb in the Morph Ball Slot you find there.



Once all three sections of the yellow Spider Ball Track are aligned, use the technology to scurry up the tracks and enter the room at the top of the area. If you have trouble aligning the device, check the holographic images located next to each Morph Ball Slot. (Your only concern is the yellow line—you can ignore the other two.)

149 STORAGE DEPOT B

[ GRAPPLE BEAM ]



No bosses, no traps, no muss, no fuss. The Grapple Beam is just sitting in a storage room, waiting for a brave adventurer to claim it as her own. To use the Grapple Beam, press and hold L when near a Grapple Point.





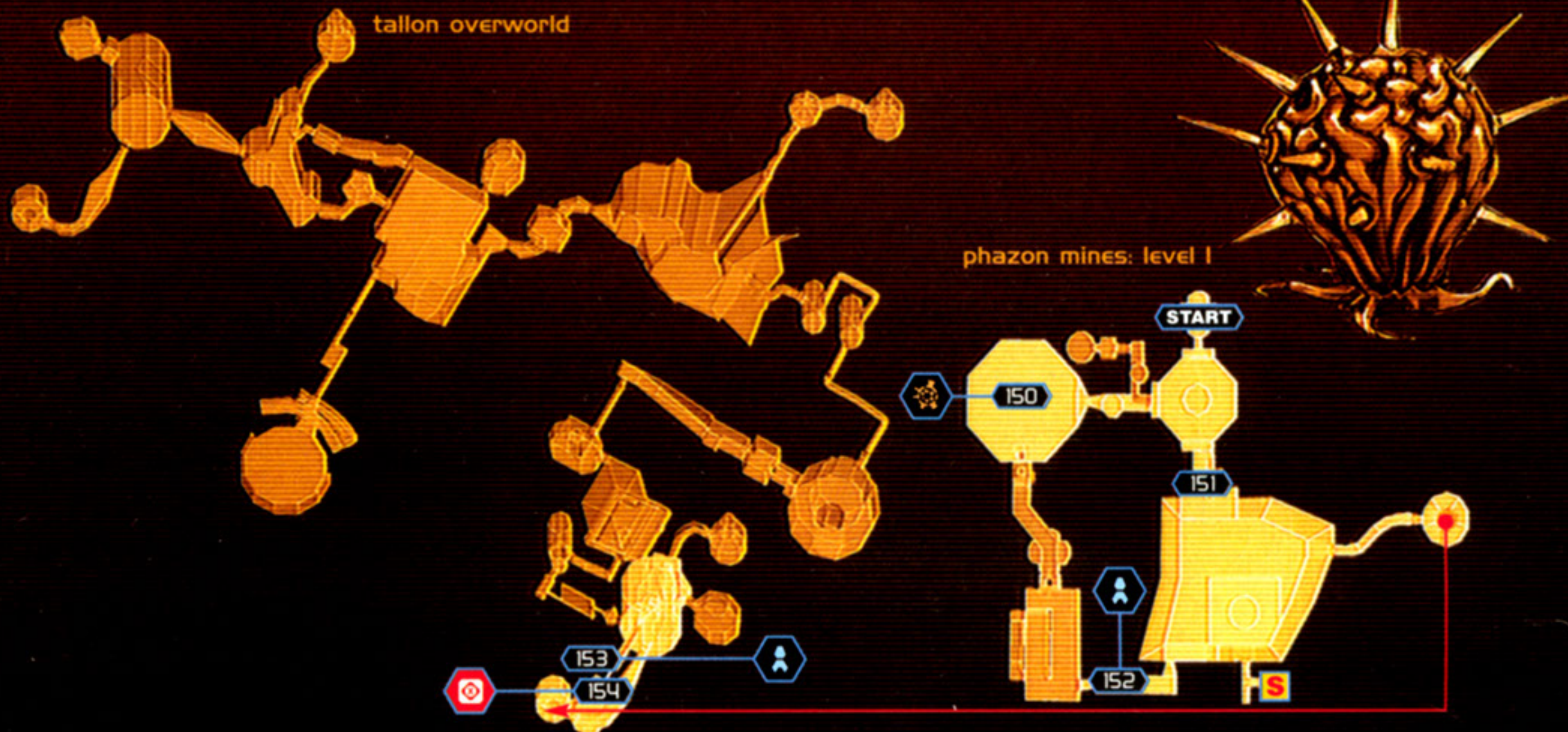
visor upgrade:

# X-ray visor

The X-Ray Visor is cheaper than a full-fledged machine and much more effective than those silly glasses. Once you claim the upgrade, you'll be able to see a whole world that you never knew existed. It's also useful for brawling with enemies who like to vanish mid-battle.

## PATH TO THE X-RAY VISOR

X-RAY VISOR   MISSILE EXPANSION   CHOZO ARTIFACT   S SAVE STATION

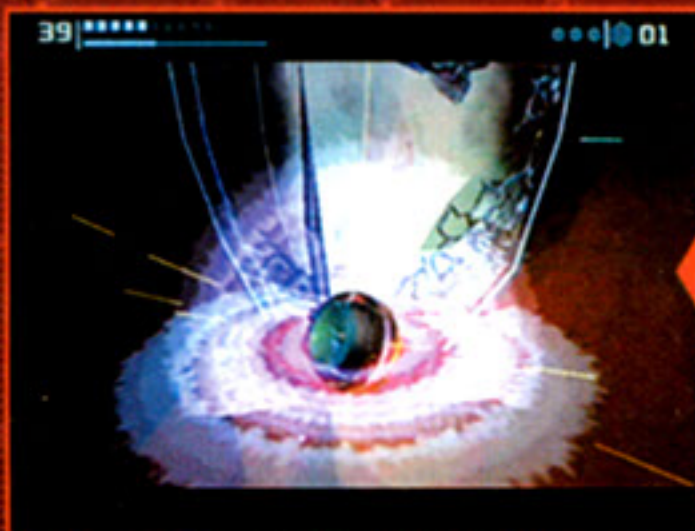


## phazon mines

### ELITE RESEARCH

150

[ PHAZON ELITE ]

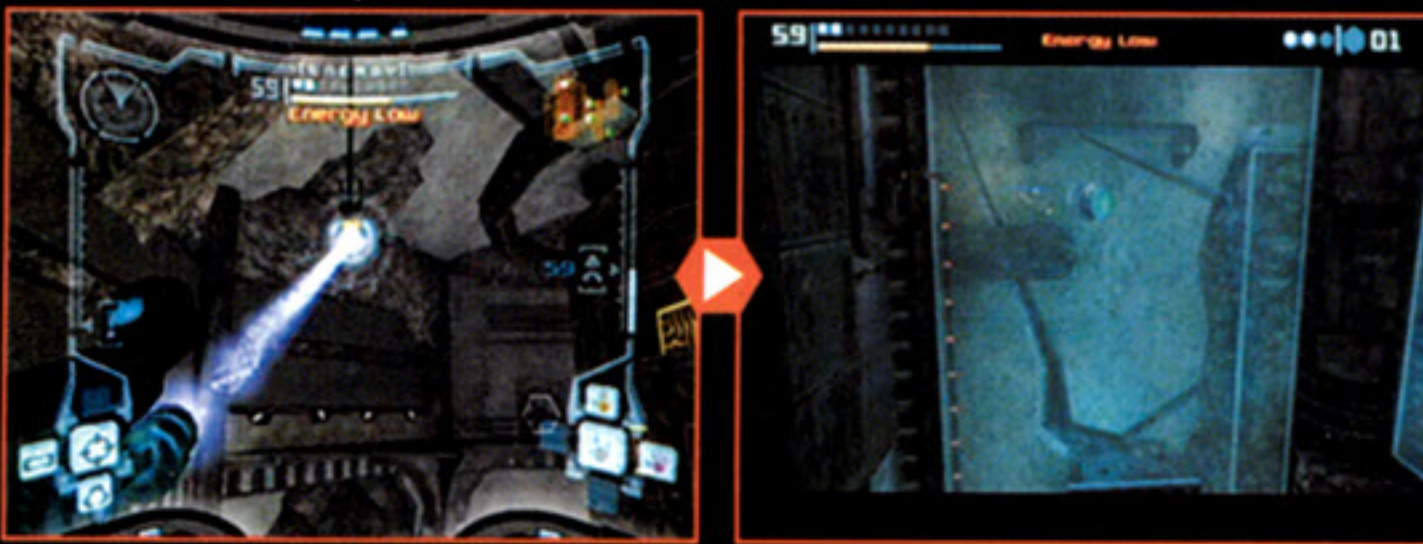


There's a Phazon Elite Pirate inside a tank, so why would you set it free?! To get the Chozo Artifact, of course. Use a Power Bomb to free the pirate, then get ready for a fight. The creature can block your shots with an oversized hand, so wait for it to raise its arms above its head before you attack. Super Missiles are the most effective weapon. After it's gone, go back to the Ore Processing station.



## 151 WASTE DISPOSAL

[ GRAPPLE AND ROLL ]



Go to the top level of the Ore Processing room and look for a Grapple Point. Swing over to the blue door, then go inside and roll down the tunnel you'll find there. When you exit the tunnel, turn to the right and use the Scan Point to move the crane and give yourself a new Grapple Point.

## 152 SECURITY ACCESS A

[ MISSILE EXPANSION ]



Before you head for the Tallon Overworld, run back inside Security Access A and turn around (take out the Shadow Pirates first). Drop a Power Bomb by the weakened gate to reveal another Missile Expansion.

# tallon overworld

## 153 LIFE GROVE TUNNEL

[ GET TO THE DOOR AND USE A POWER BOMB ]



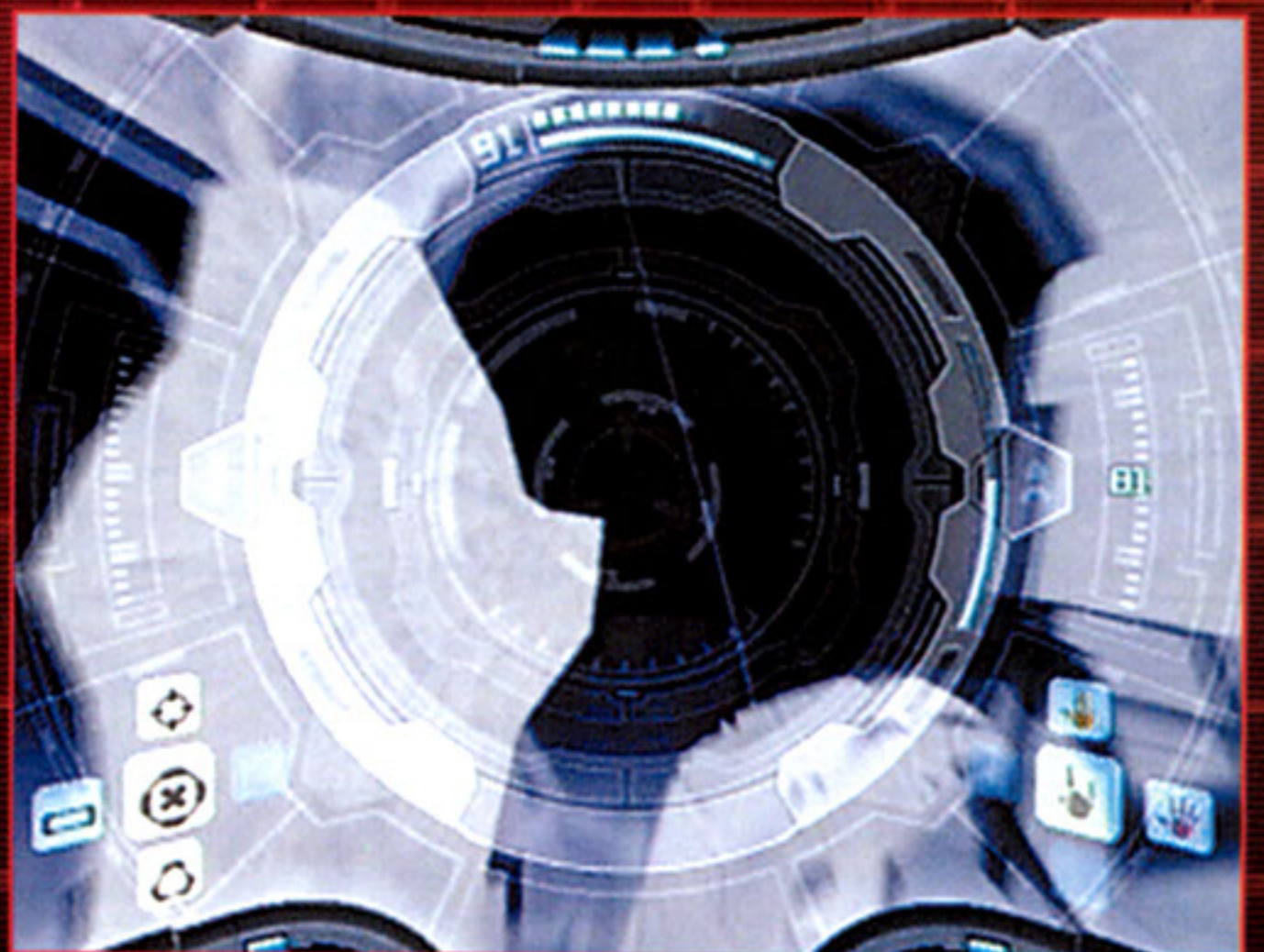
Take the elevator from the Phazon Mines to the Great Tree Hall. Jump up until you find the Spider Ball Track, then roll as high as you can. (You'll need to drop yourself to another track at one point.) When you see a ledge below you, drop down and go through the door. After you enter the Life Grove Tunnel, drop a Power Bomb to continue.

## 154 LIFE GROVE

[ X-RAY VISOR ]



The X-Ray Visor is as easy to claim as the Grapple Beam. Simply drop into the Life Grove and walk over to the upgrade. If you are short on Power Bombs, shoot a couple of the critters in the area, then drop a Power Bomb near the weakened wall.



The X-Ray Visor allows you to see through certain walls and also locate hidden items and platforms. It can be pretty disorienting to walk and use the visor at the same time, so save it for times when you think something might be placed in a room (or when attacking certain enemies).

[ MISSILE EXPANSION ]



When you reach the Life Grove Tunnel, you'll have to use the Boost Ball to roll out of a halfpipe. If you gain enough speed, you can flip yourself to the top of the halfpipe. Drop a Bomb there to find a Missile Expansion.



# collect power-ups



It's time for everyone's favorite recreational activity: collecting power-ups! The next pages will lead you to an Artifact, an Energy Tank, Missile Expansions and a Power Bomb Upgrade.

## POWER-UP LOCATIONS

- MISSILE EXPANSION
- ENERGY TANK
- POWER BOMB UPGRADE
- CHOZO ARTIFACT





# tallon overworld

## LIFE GROVE

[ WALLED IN ]



One of the walls in the Life Grove has been weakened from years of disrepair. Locate the wall with your Scan Visor, then drop a Power Bomb to bring it crumbling down.

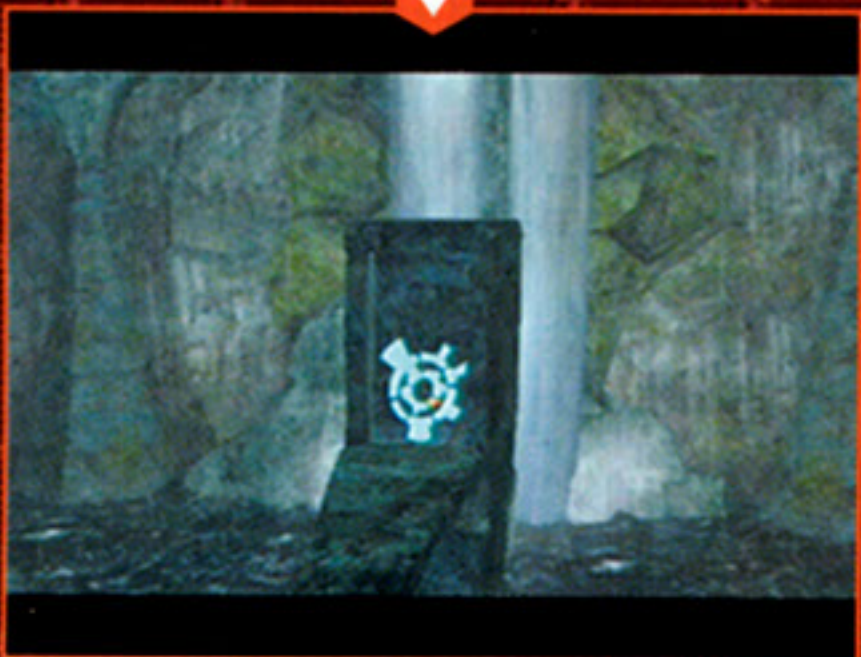
[ CHOZO ARTIFACT ]



To find the Artifact, roll into Morph Ball form and enter the water. Roll around until you find a round, black section of ground. Drop a Bomb there to raise a pillar.



The pillar has a Spinner Device at its base. Roll into the device and use the Boost Ball to move a portion of flooring. When it's facing the waterfall, it will rise out of the water and create a ramp.

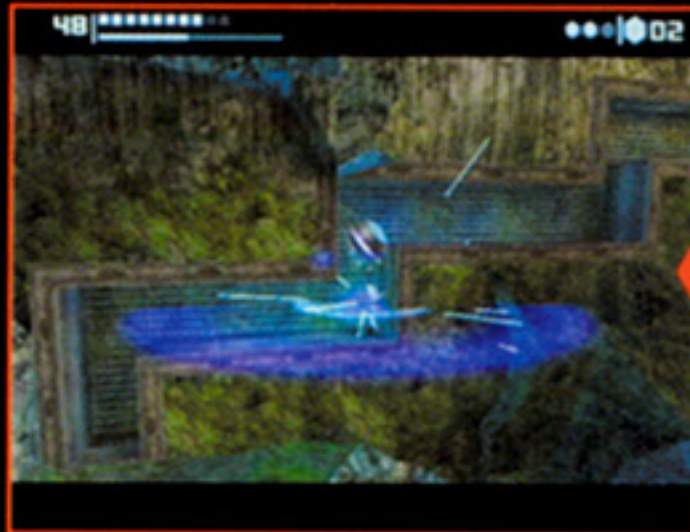


Leave the water, then jump onto the pillar and walk across the ramp. The Chozo Artifact will be waiting for you on the other side.

[ GHOST HUNTER ]



Three Chozo Ghosts will appear out of the gloom and attack after you get the Chozo Artifact. Switch to the X-Ray Visor to track the spooky specters—even when they vanish from plain sight.



After beating the ghosts, find a long slot in the wall. Use the Morph Ball to travel through the slot, bombing as necessary. Follow the path to end up in the Great Tree Hall. (Look for a tunnel after you drop down a level.)

## GREAT TREE CHAMBER

[ MISSILE EXPANSION ]



The X-Ray Visor can spot invisible platforms. Enter Great Tree Hall and jump down to the small cave where a Bloodflower has rooted. If you look to the left with the X-Ray Visor, you'll see a platform. Jump to it, then switch to the Combat Visor and look for a blue door. The expansion is there.





# chozo ruins

## HALL OF THE ELDERS

157



[ ENERGY TANK ]



If you need another Energy Tank (and who doesn't?), return to the Hall of the Elders. Jump to the second level, then blast the middle of the three symbols with the Ice Beam. Jump down to the statue and let it bowl you again. You'll end up with 100 additional energy points.

## FURNACE

158

[ USE A POWER BOMB TO EXPOSE THE HALFPIPE ]



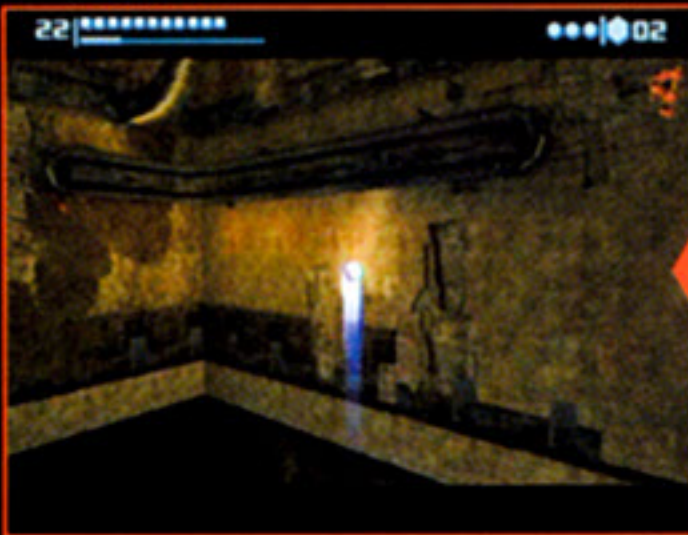
Roll over to a section of cracked floor and drop a Power Bomb. The floor will collapse and reveal a hidden halfpipe. Use the Boost Ball to ride the pipe and jump to a Spider Ball Track high overhead.

[ PLATED PARASITE ]



Tallon IV's parasite community has adapted to survive in any condition. The Plated Parasites are built for high-heat areas, and as such have an almost impenetrable outer shell. You'll have to use Bombs to destroy the annoying creatures. If they get too close, they will knock you off the Spider Ball Track.

[ MISSILE EXPANSION ]



When you reach the Spider Ball Track, roll up and around the room until you come to the Missile Expansion. You'll have to drop from the track and roll across a pair of pipes. If you go slowly across the narrow pathway, you won't have any trouble.

## MAGMA POOL

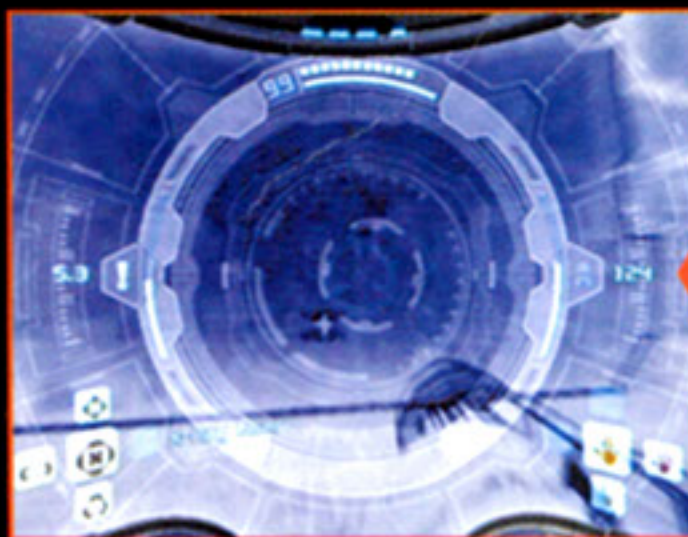
159



[ POWER BOMB EXPANSION ]



The Magma Pool is a huge expanse of molten lava, but you can cross it without fear by using the Grapple Beam. You'll need to attach it at two separate points to clear the lava. If you happen to fall in, the only way out is a series of steps near the door you used to enter the room.



When you reach the other side, click the X-Ray Visor into place and look at the back wall—you'll see a Power Bomb Expansion waiting for you. Drop a Power Bomb by the wall to earn the extra ammo.

## TRAINING CHAMBER ACCESS

160



[ MISSILE EXPANSION ]



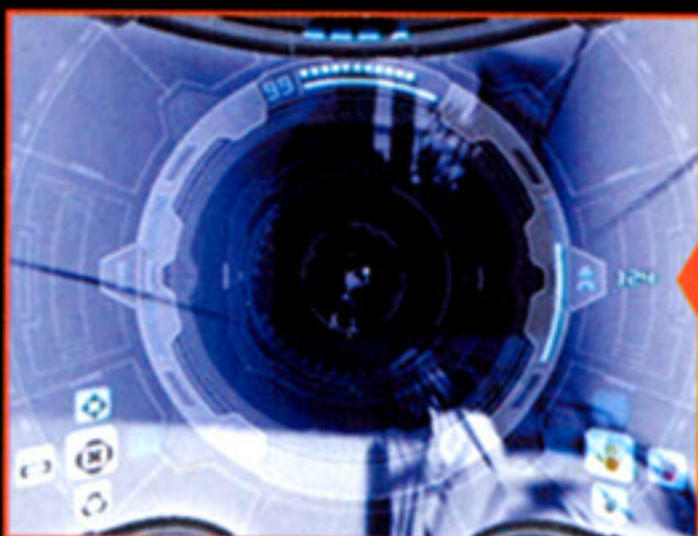
After getting the Power Bomb Expansion, leave the Magma Pool via the purple door to your right. The next room is called Training Chamber Access. Walk almost to the end of the hall and look for a patch of red leaves. Curl into Morph Ball form and roll through the leaves to earn another Missile Expansion.



## TRAINING CHAMBER

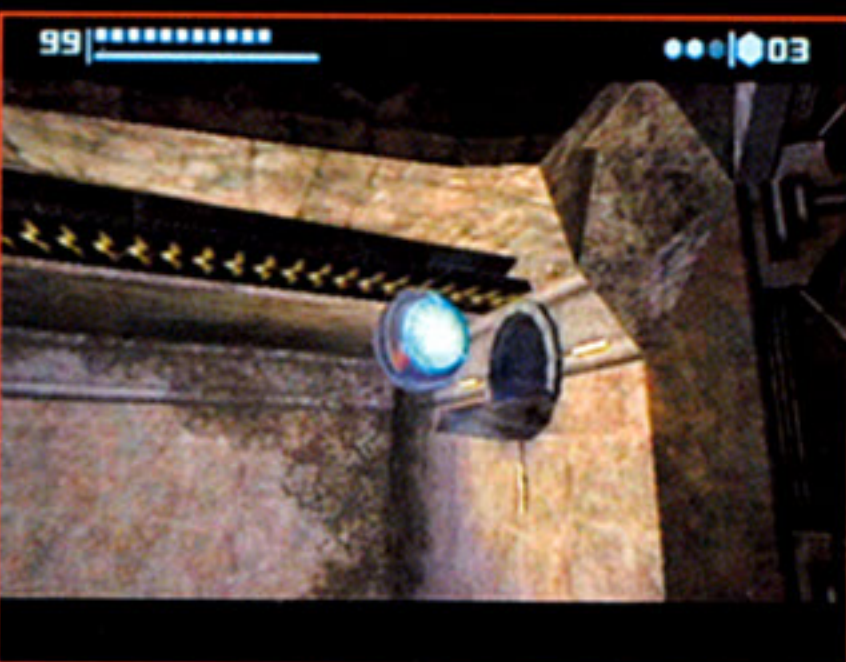
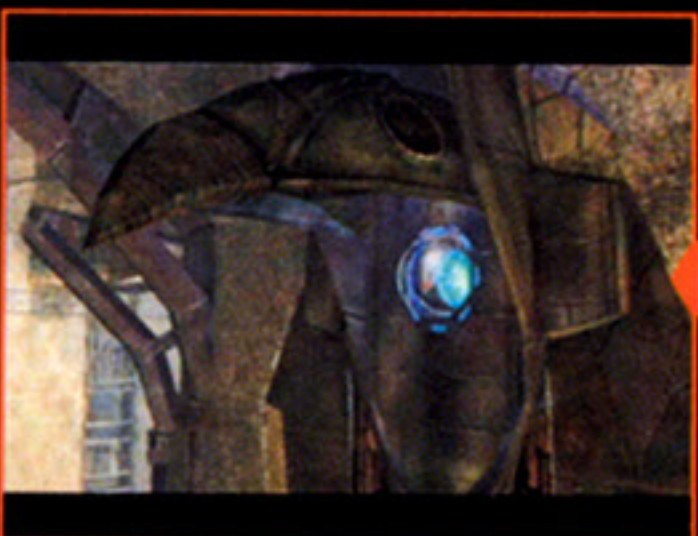
161

### [ DEFEAT THE GHOST ]



When you enter the Training Chamber, the room will go into lockdown mode. Defeat two Chozo Ghosts to open the doors, then get ready for some high-intensity Morph Ball action.

### [ ENERGY TANK ]



Go to the exact middle of the halfpipe and use the Boost Ball to roll up to the Morph Ball Slots on either side of the room. Drop a Bomb in the right-hand slot to unlock a Spider Ball Track, then roll along the track until you enter a small room with an Energy Tank.

### [ TRAINING IS OVER ]



When you drop a Bomb in the left-hand Morph Ball Slot, you'll open a tunnel that leads to the Main Plaza. The tunnel is located under the mouth of the Chozo Statue at the end of the room.



The tunnel leads you back to the Main Plaza of the Chozo Ruins. Don't get crushed by the giant pistons!

## MAIN PLAZA

162

### [ MISSILE EXPANSION ]



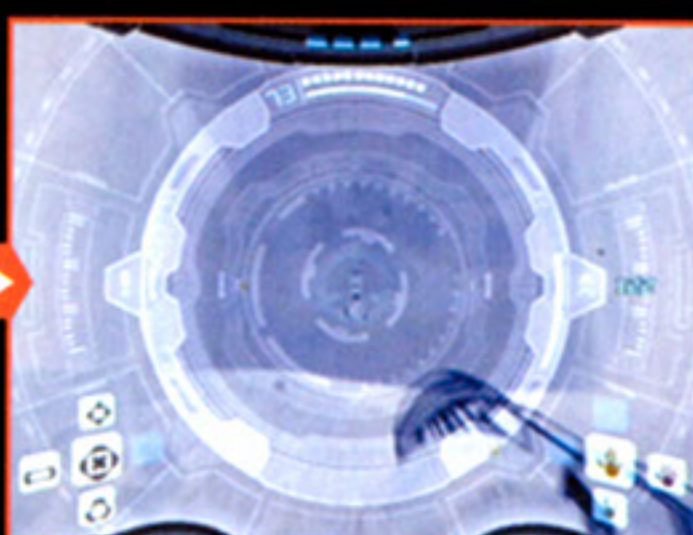
When you emerge in the Main Plaza, look straight ahead until you find a Grapple Point. Walk forward until you can lock on to the point, then press the L Button and swing to the Missile Expansion on the other side. (You may need to jump forward to reach the Grapple Point.)

# talton overworld

## ROOT CAVE

163

### [ MISSILE EXPANSION ]



Enter the Root Cave from the Arbor Cavern, then latch on to a Grapple Point and swing to a landing on the other side of the room. (You'll need to turn to the right while grappling.) Once you're there, turn on the X-Ray Visor and leap across hidden platforms until you land on a ledge at the top of the room. The Missile Expansion is behind a clump of plants across from the ledge.






arm cannon combo:

# ice spreader



Great for both dispatching enemies and providing cool party refreshments, the Ice Spreader is the next item on your to-do list. Once you have the item, you can unleash deadly waves of cold fury—remember that it takes Missile ammunition to do so.

## PATH TO THE ICE SPREADER

-  ICE SPREADER
-  SAVE STATION
-  MISSILE STATION





# magmoor caverns

## SHORE TUNNEL

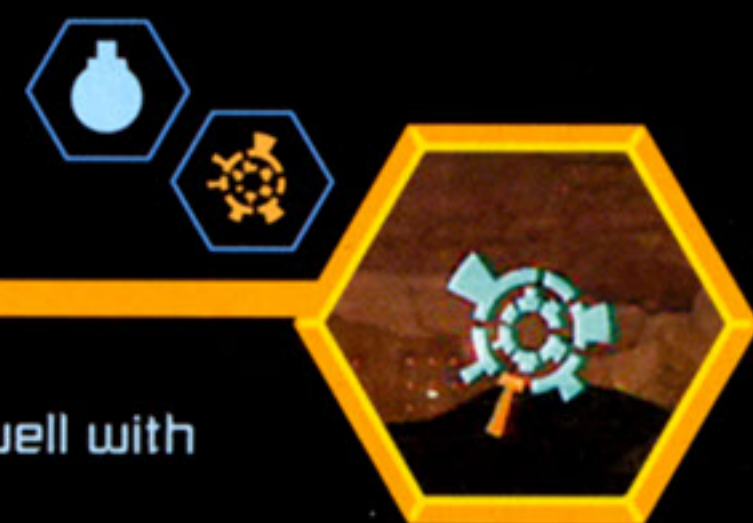
[ ICE SPREADER ]



When you finally reach the Shore Tunnel, scan the enclosed bridge for a weakened section and drop a Power Bomb there. When the smoke clears, drop underneath the bridge and boost the Ice Spreader. Don't fall in the lava on your way back out.

# collect power-ups

While you're in the area, stop by and pick up a couple of power-ups. They'll match well with your snazzy new Ice Spreader.



## POWER-UP LOCATIONS

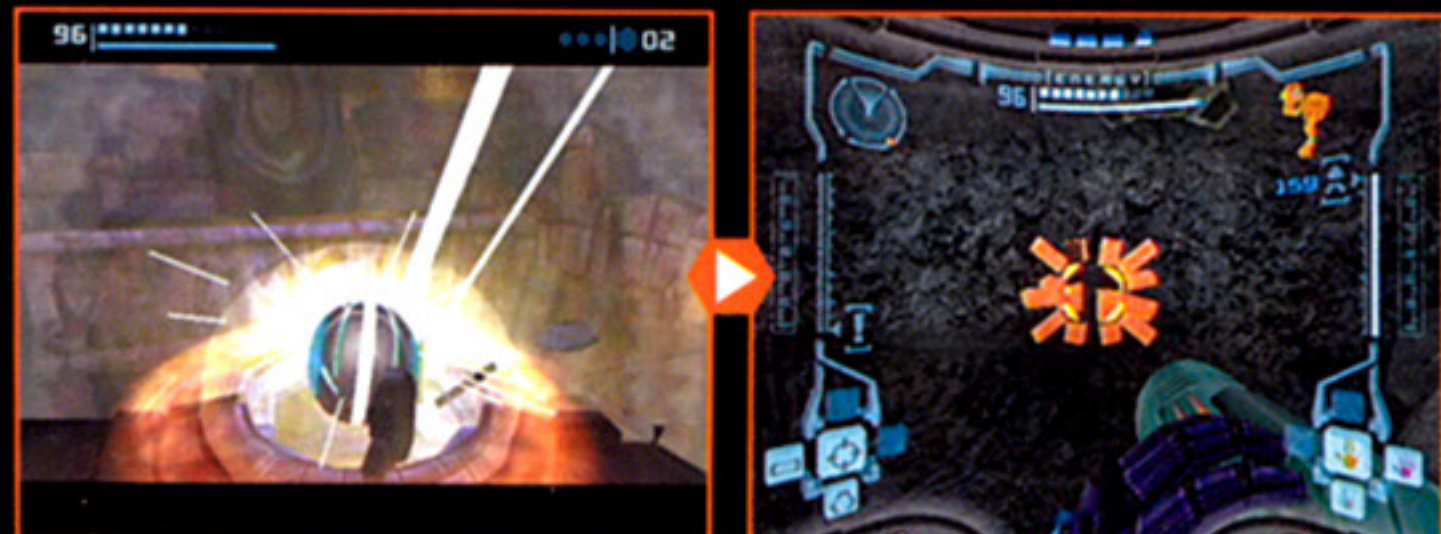
- POWER BOMB EXPANSION
- CHOZO ARTIFACT



# magmoor caverns

## WARRIOR SHRINE

[ POWER BOMB EXPANSION ]



Enter the Warrior Shrine and jump in front of the large Chozo Statue. Drop a Power Bomb there to reveal a hole, then roll into the hole and through to a small chamber. A Power Bomb Expansion is waiting for you.

## LAVA LAKE

[ CHOZO ARTIFACT ]



Lava Lake is divided into two sections—go to the part that is farthest from the Monitor Station and use the X-Ray Visor. The rock in the middle of the room will show a weakness. Blast it with a Super Missile to open a gap in its middle, then jump to the rock and pick up the Artifact.





arm cannon upgrade:

# plasma beam

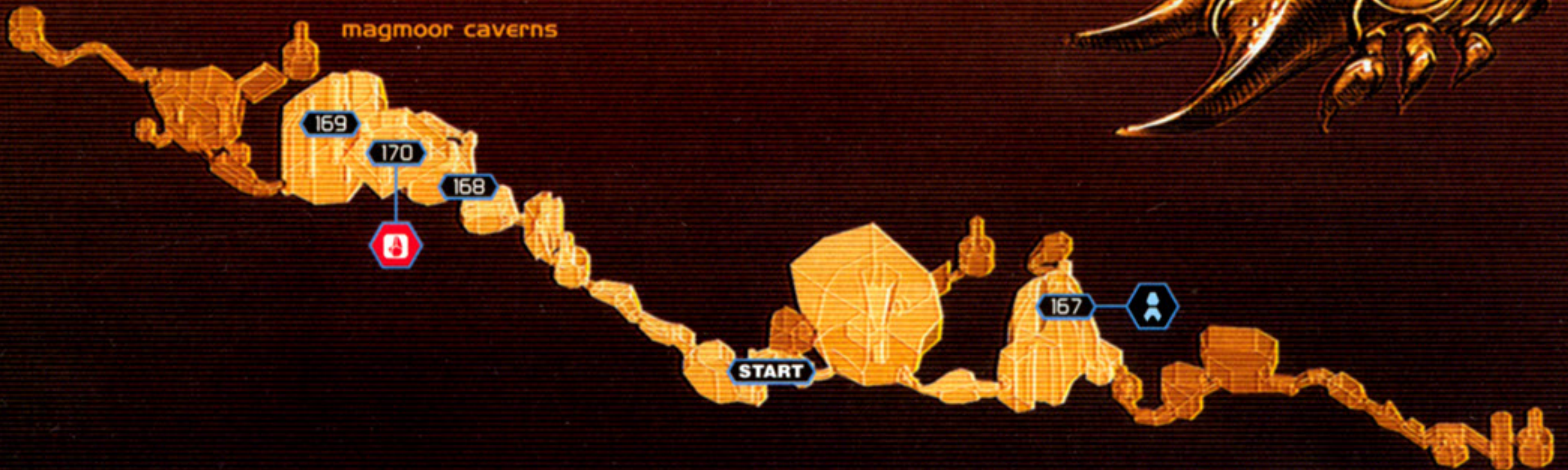


If you've been thinking about getting revenge against the Sheegoths that gave you so much trouble earlier, look no further. The Plasma Beam fires molten streams of energy that can melt ice—and ice-based creatures—with ease.

## PATH TO THE PLASMA BEAM

PLASMA BEAM

MISSILE EXPANSION

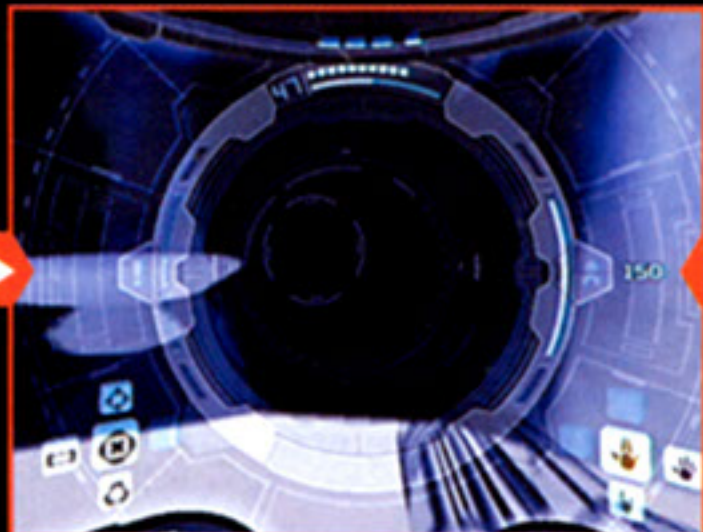
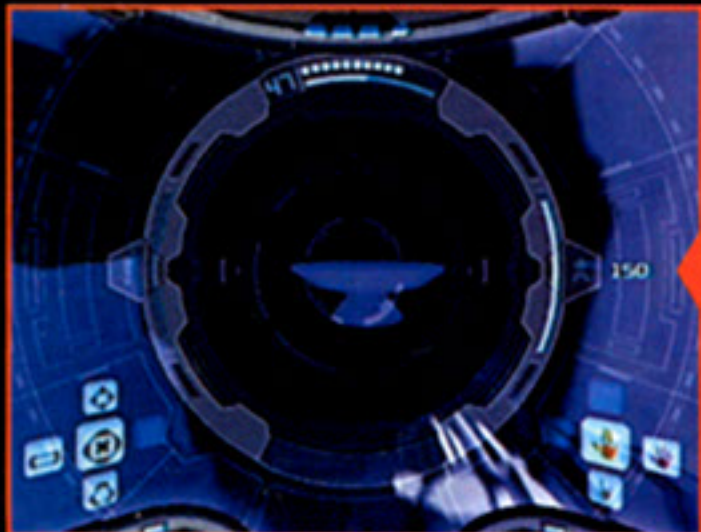


## magmoor caverns

TRICLOPS PIT

167

[ MISSILE EXPANSION ]



Enter the Triclops Pit from the Lava Lake side. Walk forward until you come to a small drop-off, then look to the right with the X-Ray Visor. You'll see a floating platform. Leap to it, then jump to two more floaters and look around until you see a Missile Expansion. Use a Super Missile to destroy the rock encasing the expansion, then hop over and pick it up.



## TWIN FIRES

168

### [ SWING, SWING, SWING ]



Once you have the Grapple Beam, you can careen through Magmoor Caverns with little concern about your own safety. Use the new tool (and strategically placed Grapple Points) to swing over lava pits with the greatest of ease.

## GEO THERMAL CORE

169

### [ GRAPPLE AND RAISE THE PLATFORMS ]



Jump to the other side of the Geothermal Core, then look for platforms on the right-hand side of the wall (assuming you're facing away from the Twin Fires area). Jump to the top, then use the Grapple Beam to swing to the pillar in the middle of the room.



Roll into the Spinner Device and twirl with the Boost Ball until you raise the platform. Jump to the other two platforms and repeat the process.

### [ RAISE THE ROOF ]



Look for a Spider Ball Track on the third pillar. Roll up the track, then drop down. Jump to the highest pillar in sight and plant a Bomb in the Morph Ball Slot... then stand back! You're about to add some space to the area by extending the ceiling.

### [ CLIMBING UP THE WALLS ]



Bomb up to the new stretch of Spider Track and get ready for a long journey. Roll along the track, bombing yourself to different levels when necessary. If you have to drop to a lower level, release the R Button, then press it again. Go slowly on the ramp—drop a Bomb at the bottom to jump to the next track.



Just roll with the track and hold on. When you encounter an enemy, drop a couple of Bombs and back out of the way. It's better to destroy the enemies than avoid them—otherwise they may surprise you from behind and make you start all over again.

## PLASMA PROCESSING

170

### [ PLASMA BEAM ]



You'll find a Plasma Beam Upgrade waiting in the middle of the Plasma Processing room. The new weapon can open red doors and eliminate many enemies in a single hit. It's very effective against frost- and cold-based creatures.





arm cannon combo:

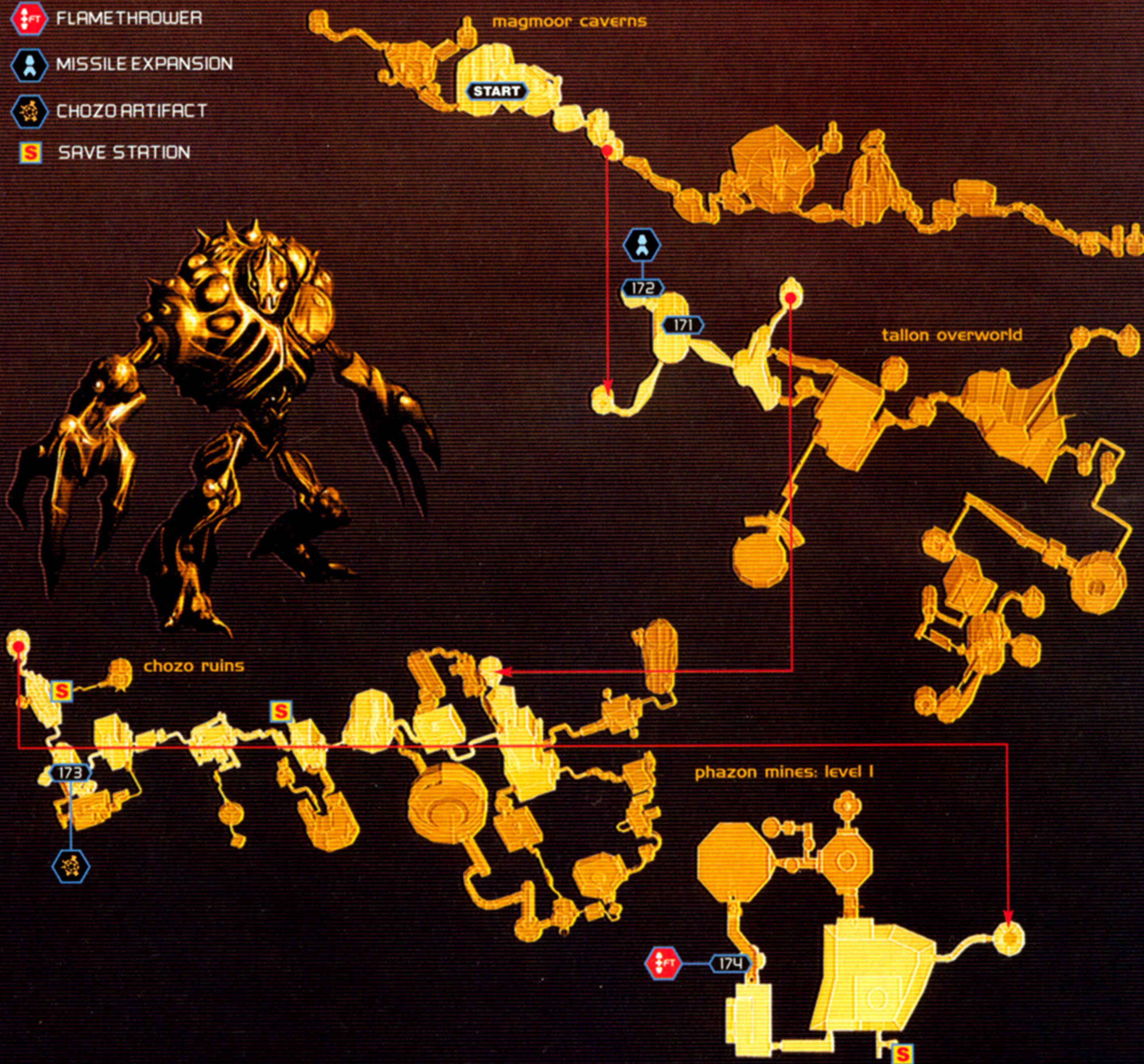
# flamethrower



The Plasma Beam's combo attack is a powerful Flamethrower. If you were wondering how to unfreeze the power-ups in Phendrana Drifts, that should give you a good idea. Make for the mines, stopping to pick up a Missile Expansion and an Artifact along the way.

## PATH TO THE FLAMETHROWER

-  FLAMETHROWER
-  MISSILE EXPANSION
-  CHOZO ARTIFACT
-  SAVE STATION

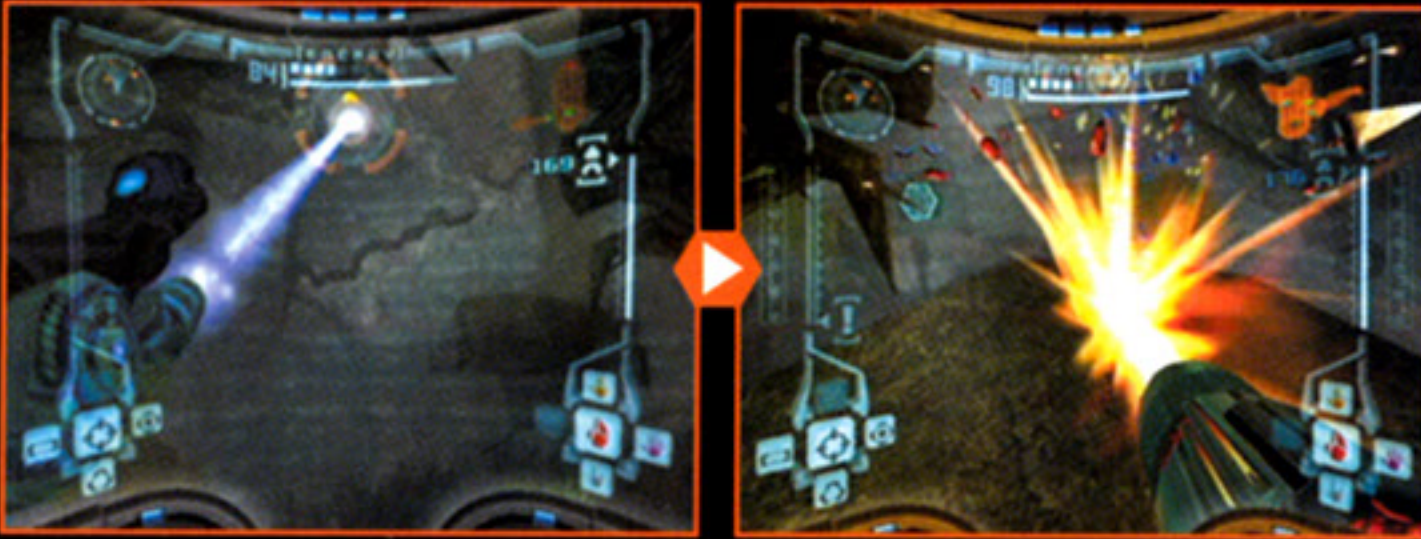




## tallon overworld

### 171 ROOT CAVE

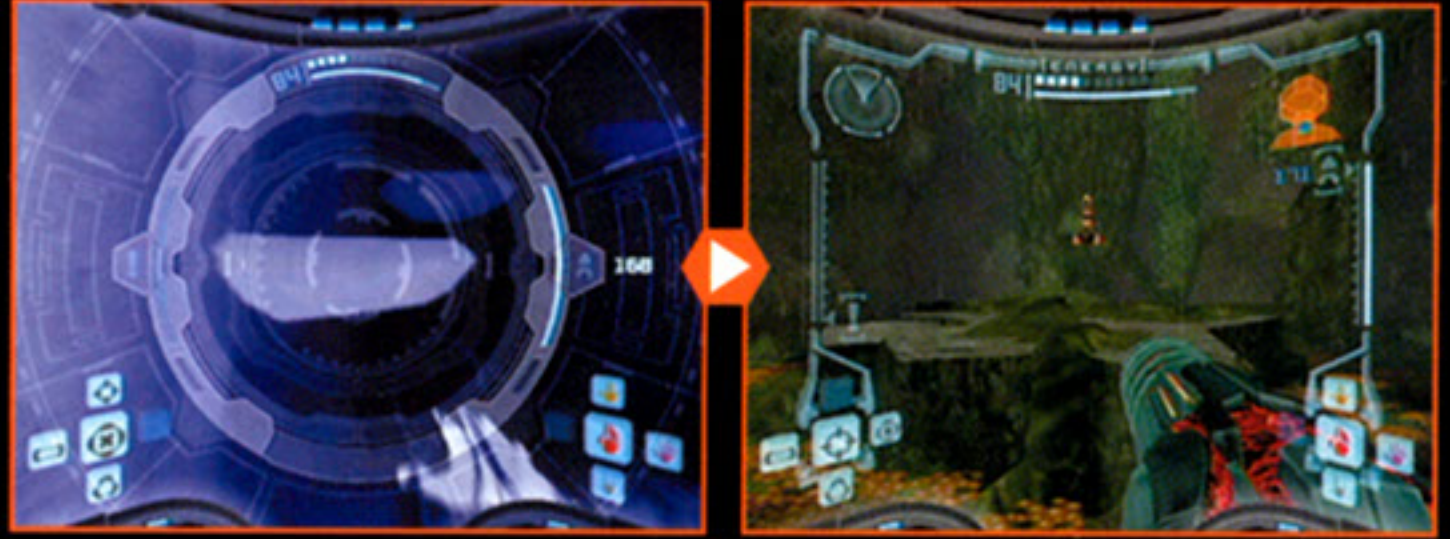
[ THE ROOT OF THE ISSUE ]



Use the Grapple Beam and the X-Ray Visor to make your way to the top of the Root Cave. You'll need to swing once, then jump to a series of invisible platforms. Look for a red door at the top of the room.

### 172 ARBOR CHAMBER

[ MISSILE EXPANSION ]



Use the Plasma Beam to open the red door and enter the Arbor Chamber. A Missile Expansion is inside, waiting patiently for a resourceful bounty hunter to come along and give it a good home.

## chozo ruins

### 173 ELDER CHAMBER

[ CHOZO ARTIFACT ]



On your way to the Phazon Mines, stop by the Hall of the Elders and jump to the top level of the room. Blast the small red circle with the Plasma Beam, then enter the Morph Ball Slot and drop a Bomb to reveal a white door. Go through the white door to receive another long-lost Chozo Artifact.

## phazon mines

### 174 MINE SECURITY STATION

[ FLAMETHROWER ]



Go to the second level of the Mine Security Station and look for a fractured blast gate with a green glow behind it. Use a Power Bomb to destroy the gate, then scan the computer within. Go back down to the first level and open a red door—the Flamethrower is behind it. Like the Wavebuster, the Flamethrower uses Missiles for as long as it's active.





suit upgrade:

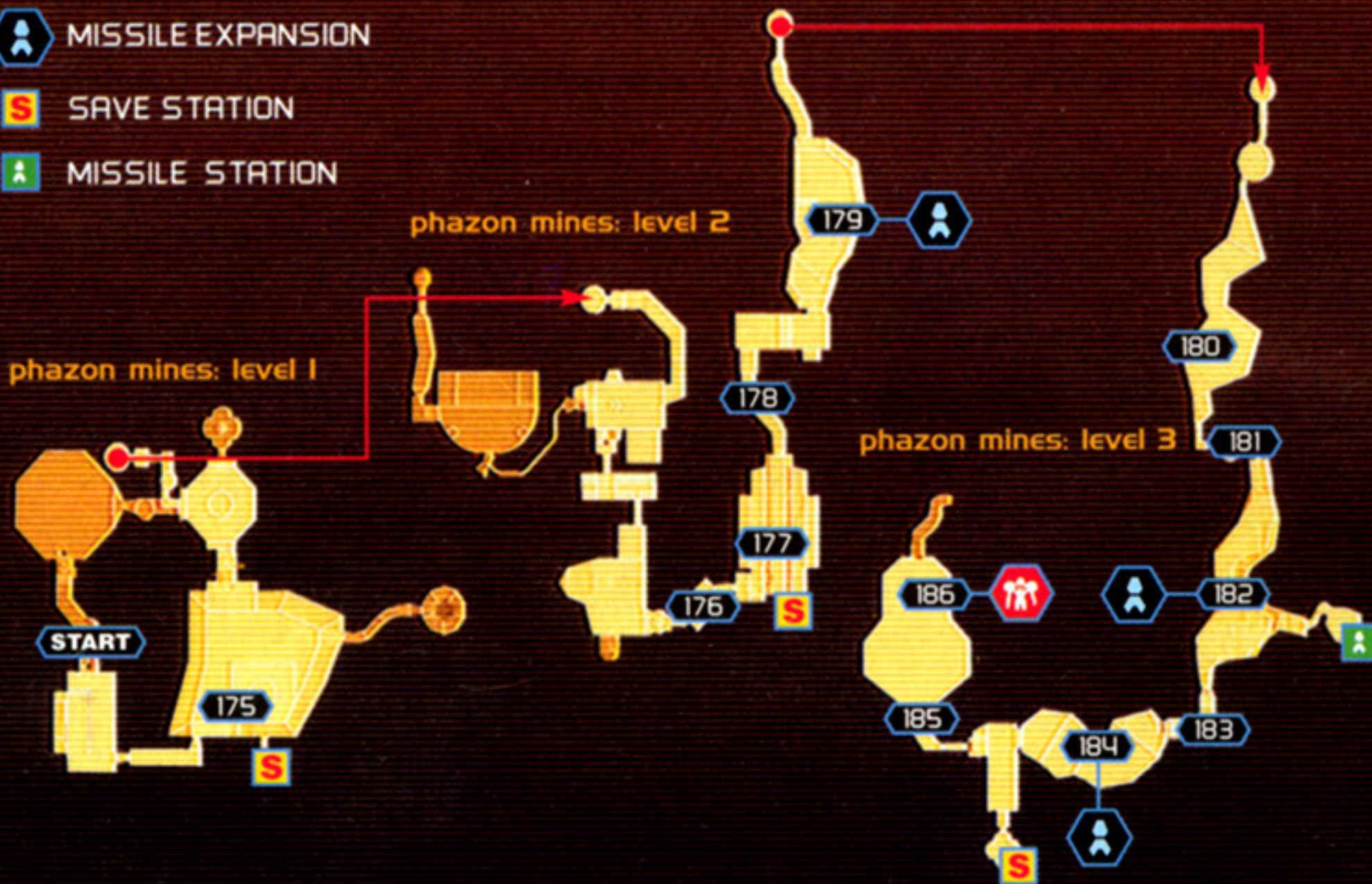
# phazon suit



You can withstand heat and function underwater, but radiation is still a danger. If you want to protect yourself from the blue Phazon that litters Tallon IV, you'll need to collect the Phazon Suit. Be warned, however—the suit is guarded by the fiercest Space Pirate of them all: The Omega Pirate.

## PATH TO THE PHAZON SUIT

- PHAZON SUIT
- MISSILE EXPANSION
- SAVE STATION
- MISSILE STATION



## phazon mines

### 175 MAIN QUARRY

[ SWING AWAY, SAMUS ]



When you enter the Phazon Mines, use the crane that you moved when you last left the area to swing over to the Morph Ball tunnel. Once you swing, enter the door and bomb your way through Waste Disposal.

### 176 DYNAMO ACCESS

[ AN ELITE CHALLENGE ]



Another Elite Pirate will burst out of its holding tank and attack inside Dynamo Access. Wait for it to attack with a ground quake, then leap over the quake and fire a few shots from the Plasma Cannon. If you double jump, you can clear the attack without taking damage.



## CENTRAL DYNAMO

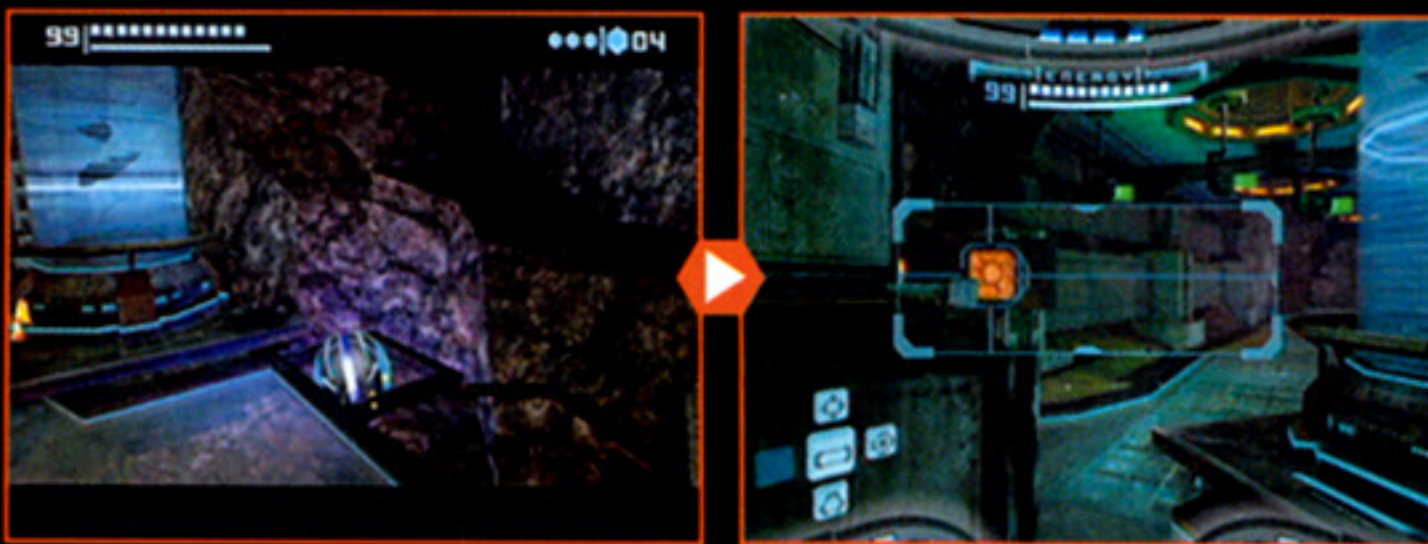
177 [ SPREAD THE LOVE ]



Four Ice Troopers are resting on the ceiling of Central Dynamo. If you blast them with the Ice Spreader as soon as you enter the room, you can usually take two or three out right away. Use the Ice Beam to clean up any stragglers, then head for Quarantine Access A.

## QUARANTINE ACCESS A

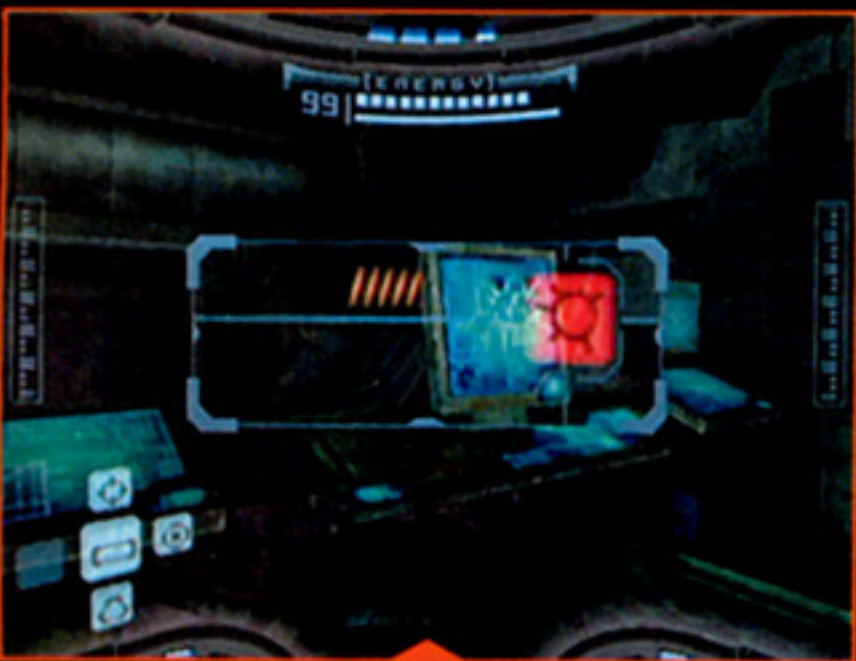
178 [ A LOSS OF POWER ]



Look for a small hole on the left-hand side of Quarantine Access A. If you roll into it, you can slip under the floor and avoid the Mega Turret fire. When you pop out on the other side, use a Scan Point to deactivate the turrets.

## METROID QUARANTINE A

179 [ FREEDOM FOR MY METROIDS ]

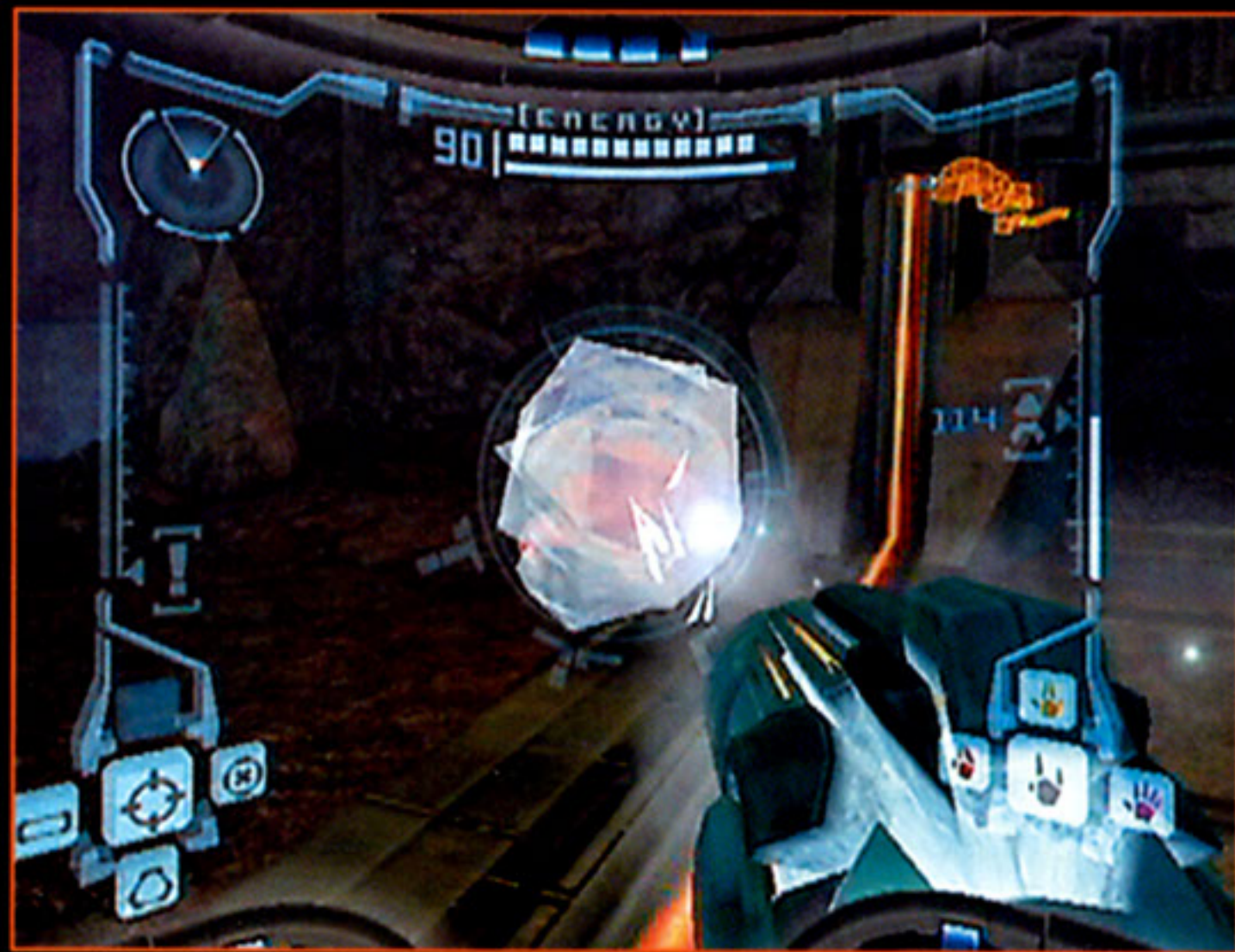


There is a computer station with a Scan Point on the second floor of Metroid Quarantine A. If you scan it, it will drop the force field that keeps a number of Metroids in check.



Let the Metroids do your dirty work! If you drop the shield as soon as you enter the room, the creatures will stream out and attack their Space Pirate captors. The pirates might even eliminate a Metroid or two for you—but it's doubtful.

[ AN ICY TREAT ]



Once the pirates are no more, the Metroids will turn their attention to you. Freeze them in place with the Ice Beam, then use a single Missile to shatter the ice block. If you stay on the second floor, you should have little trouble.

[ EVERYONE LIKES A FUNGI ]



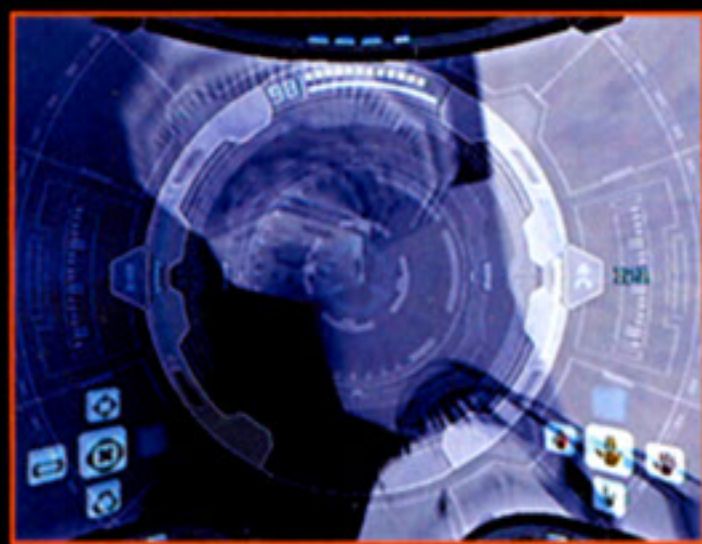
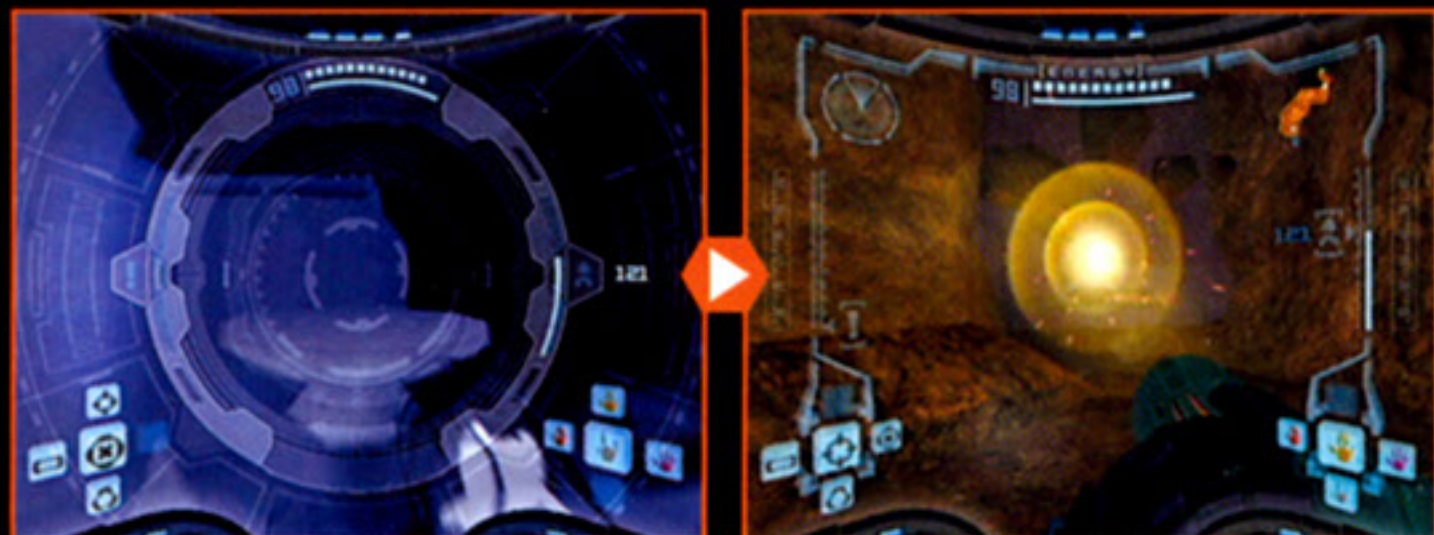
Phazon radiation isn't just for creating horrible supersoldiers. It can also create mushrooms the size of small houses. Use the large fungi as stepping-stones until you are as close to the Phazon pool as possible.



Use the X-Ray Visor to look over the pool and find a pair of floating platforms. The platforms move back and forth, so time your jump carefully. If you fall into the Phazon below, you'll take a lot of damage.

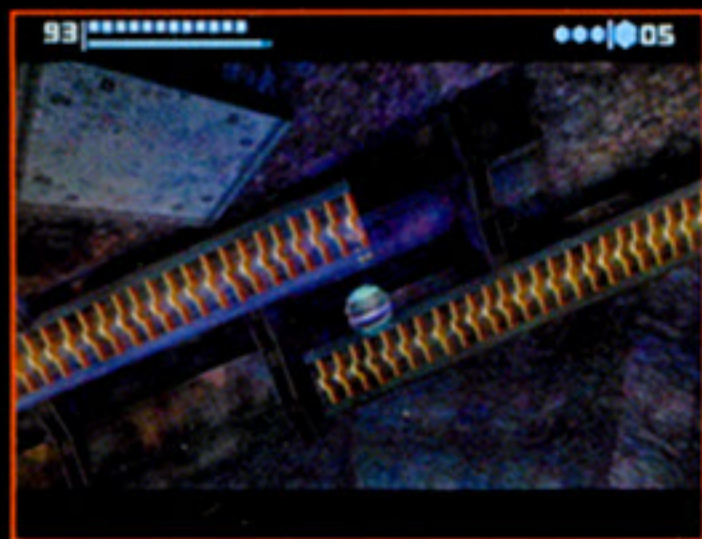


[ MISSILE EXPANSION ]



When you reach the other side of the pool, look for another invisible platform. Leap to it, then jump to a rock formation next to a Spider Ball Track. Turn left and look for another Spider Ball Track behind a section of wall. Blast two weakened walls with Power Bombs, then roll across the track, jump on another platform and ride it to the expansion. Use the X-Ray Visor to see the platforms.

[ TRACKING YOUR PROGRESS ]



Go back to the rock formation next to the Spider Ball Track, the roll along the track and up to the next level. Drop off the track and go through the first door you see. You have to drop from one track to the next—just release and quickly press the R Button to make it so.

180 FUNGAL HALL A

[ SHROOM SLIDING ]



Giant, radioactive mushrooms don't make good eatin', but they make fine platforms. Use them to leap across the toxic floor of Fungal Hall A. Use the Glider to cross the last large gap, then walk through the next door.

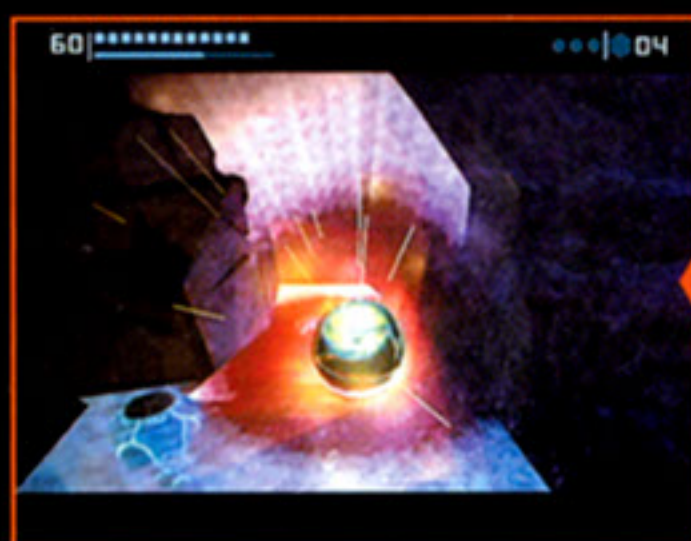
[ GLIDER ]



Gliders are the Whale Sharks of Tallon IV—they're large and imposing but not at all dangerous. You can use the blue critters as moving Grapple Points. Look up at the Gliders, then press and hold the L Button. If you're within range, you'll latch on automatically. As soon as you grab the Glider, it will stop moving.

181 PHAZON MINING TUNNEL

[ SPEEDY MANEUVERS ]



Drop a Power Bomb to break the rock at the end of the Phazon Mining Tunnel, then enter the tunnel in Morph Ball form. The floor will disappear under you, so use the Boost Ball and roll quickly.

182 FUNGAL HALL B

[ JUMPING IN THE DARK ]



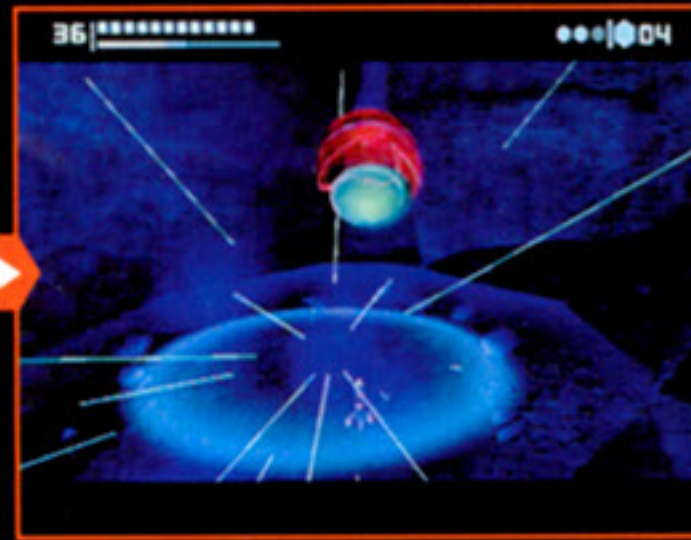
Fungal Hall B is illuminated only by the glow of Phazon-stuffed mushrooms. Use your Thermal Visor and find a clear path for leaping to the other side.

[ MISSILE STATION ]



There is a red door on the left-hand side of the hall. Use a Glider to grapple to the door, then blast it with the Plasma Beam. There is a Missile Station on the other side of the door.

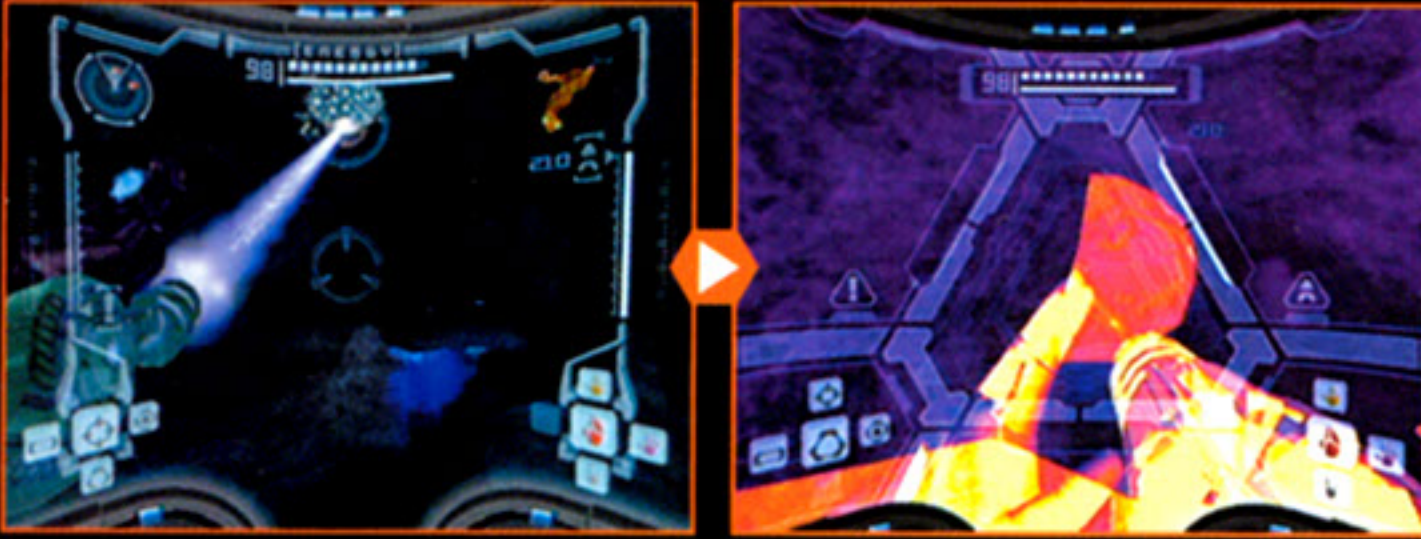
[ MISSILE EXPANSION ]



Drop to the ground and use the Thermal Visor to spot a Missile Expansion in a ring of small mushrooms. Drop a Bomb in the middle of the ring to clear a path to the expansion.

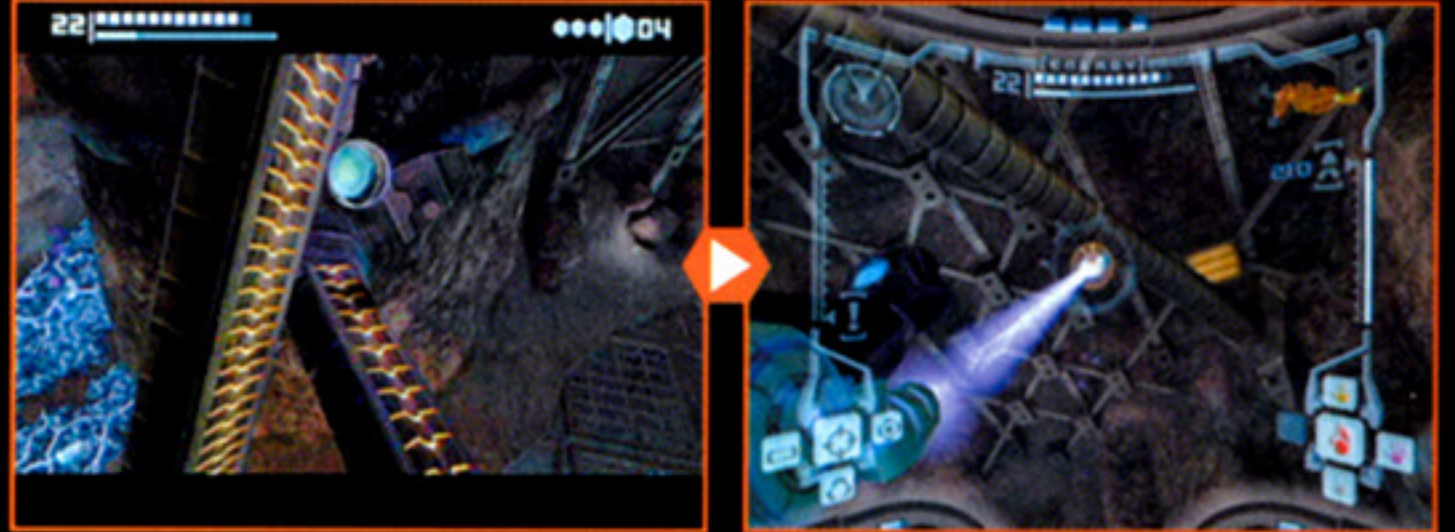


[ GRAPPLE GROPE ]



Walk back toward the entrance and jump up as soon as you can. Leap back the other way until you can go no farther, then attach a Grapple Beam to the Glider and sail across the gap to Quarantine Access B.

[ HAVE A BALL ]

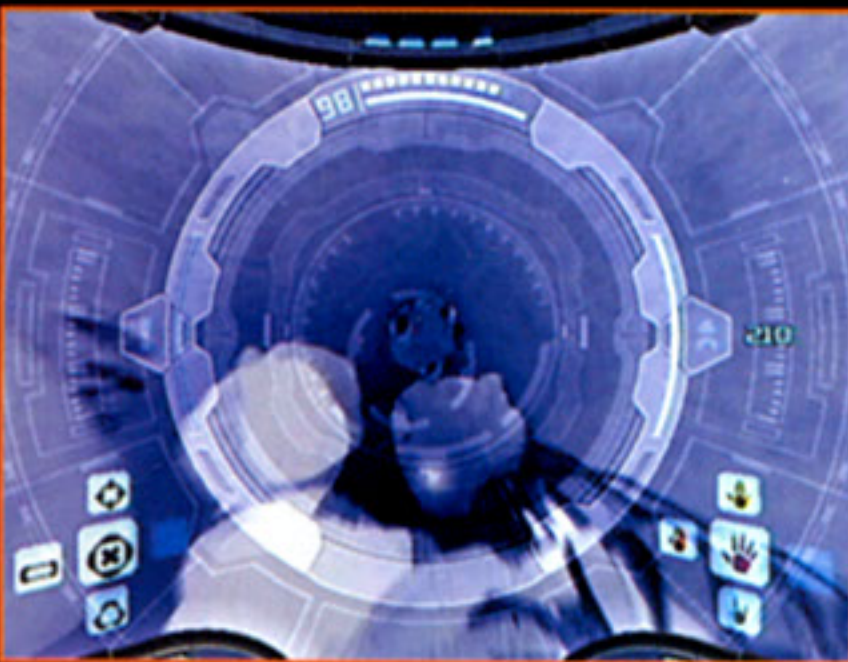


Bomb up to the Spider Ball Track, then roll across it until you land on metal scaffolding. Jump to a second metal platform, then use the Grapple Beam to cross the Phazon pit. You'll have to jump to reach the Grapple Point.

183 QUARANTINE ACCESS B

183

[ INVISIBLE BOMBU ]



Quarantine Access B contains an invisible Bombu. Use the X-Ray Visor to find the elusive critter, then blast it with the Wave Beam. If you're having trouble, just shoot the Wave Beam into the air a few times—you'll hit the Bombu eventually.

[ MISSILE EXPANSION ]



Look for a sealed tank on the bottom floor of the room. Blast the tank with a Super Missile to break it open and reveal the sweet, sweet Missile Expansion within. The tank is next to a bank of computers on the near side of the room.

184 METROID QUARANTINE B

184

[ PLASMA TROOPER ]



You've met three specialized Trooper types (Beam, Ice and Power) and now you can add a fourth to the list. The red-hued Plasma Trooper is fast and dangerous, and only the Phazon Beam can destroy it. Give the newcomer a few blasts from the cannon to teach it who's boss.

[ TROUBLE BREWING ]

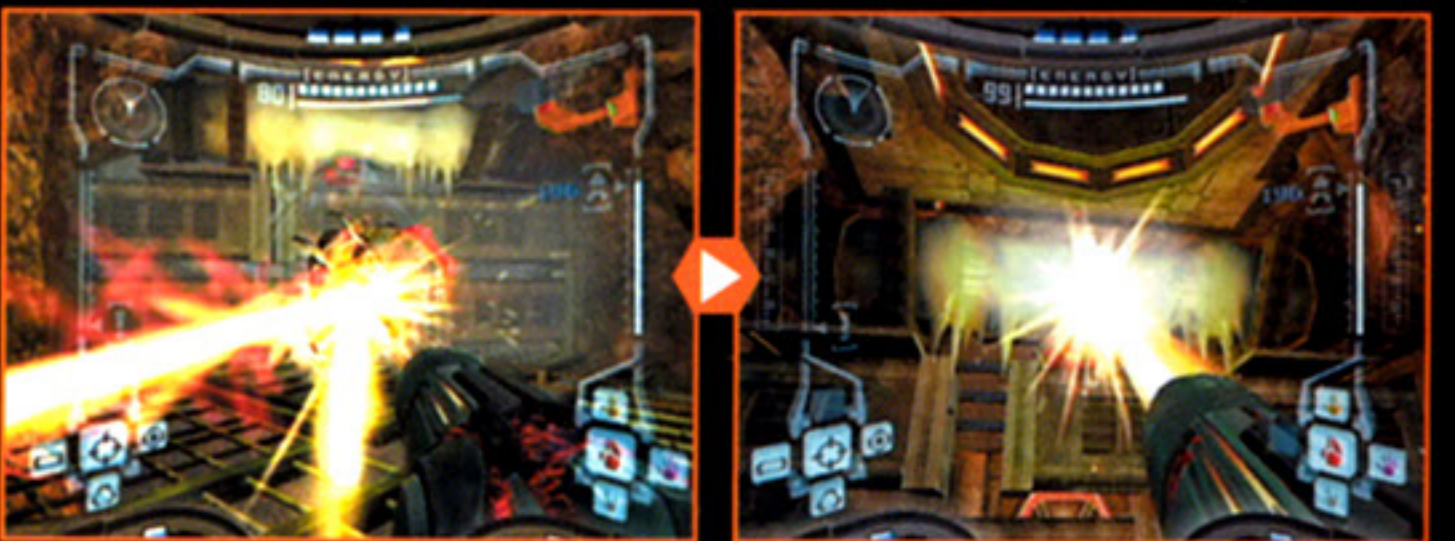


Before you head through the door, take a detour to the Save Station on the bottom floor. You'll need all the energy you can get to survive the fierce battle ahead.

185 ELITE QUARTERS ACCESS

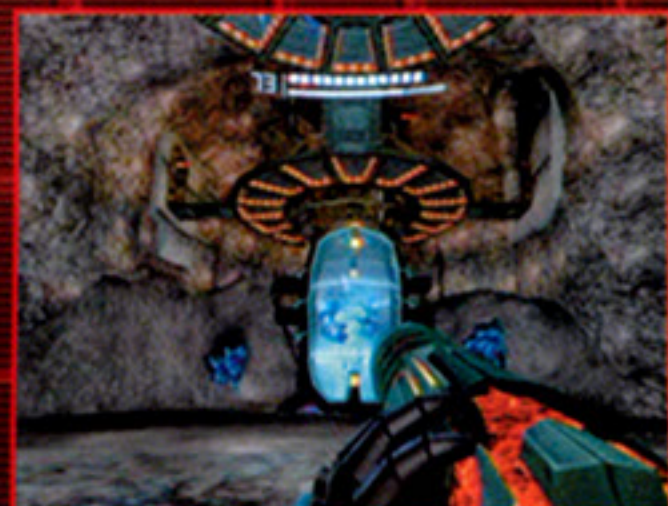
185

[ ABOVE THE DOOR ]



Once you eliminate the Phazon Trooper in the Elite Quarantine Access, you'll have to melt some ice. Use the Plasma Beam to blast the frozen stuff above the red door, then head on through.





[ A CHINK IN THE ARMOR ]



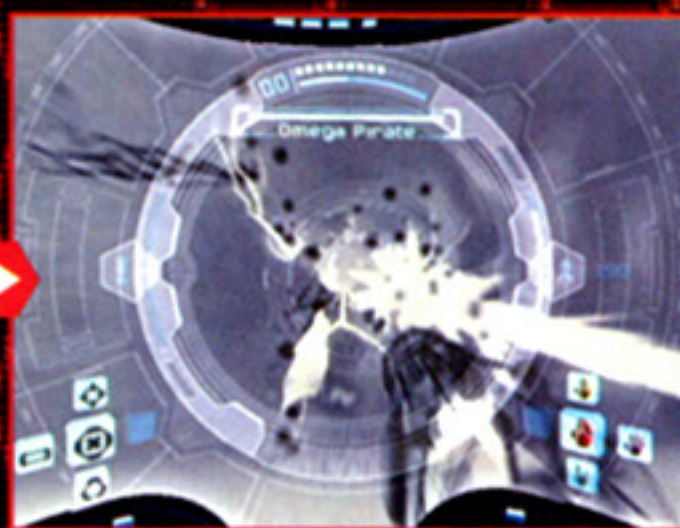
The Omega Pirate has Phazon Armor on its knees and shoulders. Use the Plasma Beam or Super Missiles to blast the armor until it disappears. When the pirate sends out a ground quake, double jump over it and fire away. If it pulls its arm back, jump away or it will swipe you with a large claw.

[ PIRATE POSSE ]



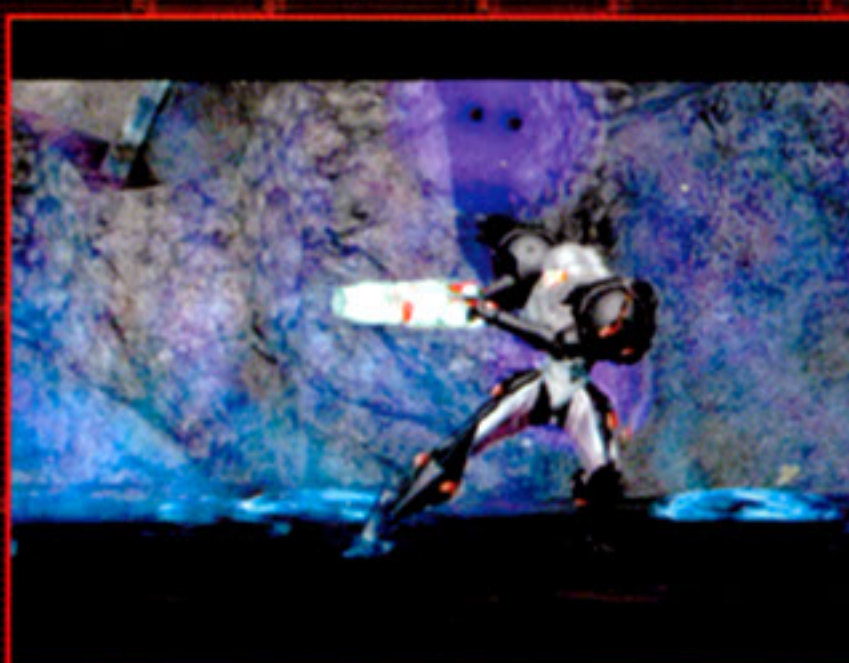
The Omega Pirate will send Troopers after you while its cloaked. If you have a lot of energy left, ignore the small fry and concentrate on Omega.

[ THE HEART OF THE MATTER ]



After you destroy the Phazon Armor, the Omega Pirate will vanish. Use the X-Ray Scanner to locate the cloaked beast, then blast it in the heart with Super Missiles or the Plasma Beam.

[ A NEW SUIT ]



After three or four shots to the heart, the Omega Pirate will be no more. Your reward for defeating the monster is the Phazon Suit—an awesome-looking outfit that protects you from radiation damage. If you're low on energy, use the elevator to head upstairs and get an Energy Tank before tracking down the Artifact in the Phazon Mining Tunnel.



# collect power-ups

You're almost ready to descend into the heart of Tallon IV. Before you do, pick up the remaining power-ups and the final Chozo Artifacts.



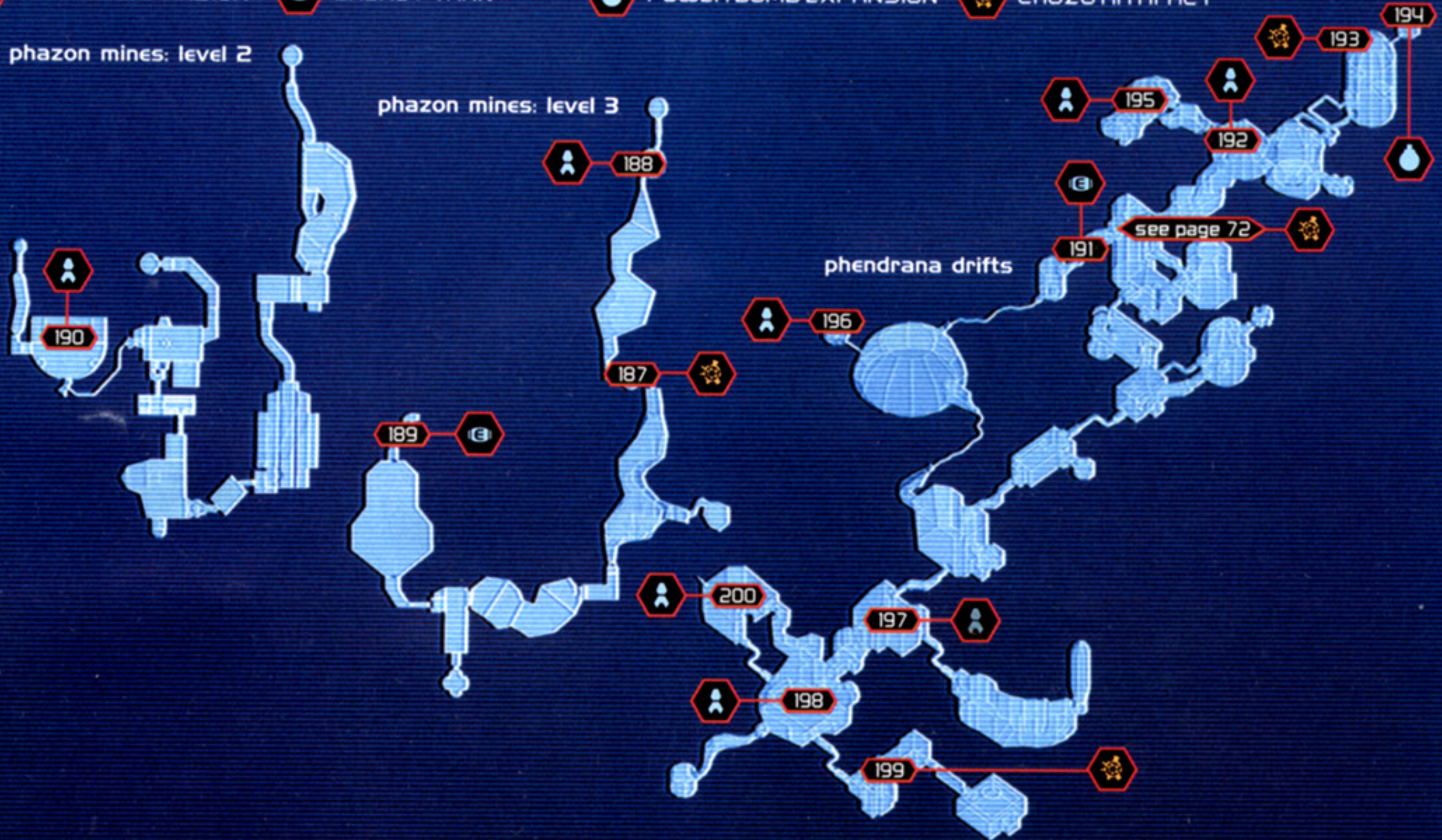
## POWER-UP LOCATIONS

- MISSILE EXPANSION
- ENERGY TANK
- POWER BOMB EXPANSION
- CHOZO ARTIFACT

phazon mines: level 2

phazon mines: level 3

phendrana drifts



## phazon mines

### PHAZON MINING TUNNEL

187

[ CHOZO ARTIFACT ]



Head back to the Phazon Mining Tunnel and look for a rock that blocks your way. Bomb the rock, then roll on and blast rocks as necessary. There is a Chozo Artifact at the end of the path.

### FUNGAL ACCESS

188

[ MISSILE EXPANSION ]



Another Missile Expansion is waiting for you inside Fungal Access. Head into the now-harmless Phazon pool, drop to the bottom of the room and roll and around until you find the prize. If you can't spot it, try looking with the Thermal Visor.



## PROCESSING CENTER ACCESS

189

[ ENERGY TANK ]



Go to the top floor of the room where you fought the Omega Pirate—an Energy Tank Upgrade will be waiting for you. If you're weak after the Omega Pirate battle, you may want to grab the upgrade right off the bat. Doing so will restore all of your Missing energy.

## PHAZON PROCESSING CENTER

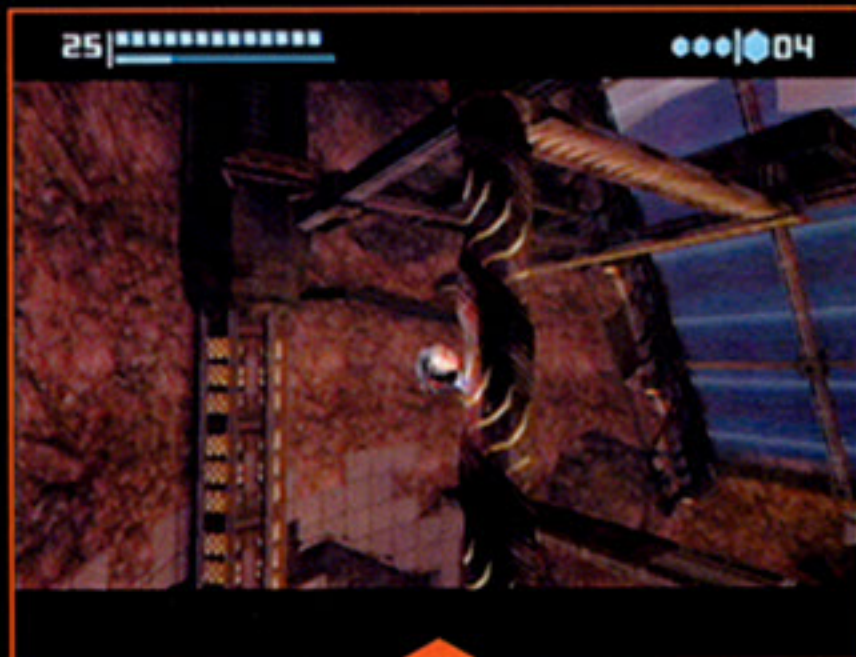
190

[ MISSILE EXPANSION ]



Jump and roll up to the top platform, then walk right until you see a small platform with a couple of crates just below you. Drop down and plant a Power Bomb to destroy the wall and earn another Missile Expansion.

[ DANGER FROM ABOVE ]



Go to the two twisted Spider Ball Tracks in the middle of the room (they are on a pair of pillars) and use the left-hand track (assuming you have your back to the door) to roll up to a higher platform. A Power Trooper will shoot at you as you roll. As soon as you drop down, blast the bottom of the upper platform with a Super Missile.



Use platforms and scaffolding to jump around the perimeter of the room, climbing higher as you do. When you reach the top, leap on to a moving platform and let it take you as far to the left as possible. Leap off the platform, then head out of the Phazon Processing Center. When you're free, make your way to Phendrana Drifts via the Magmoor Caverns South elevator.

# phendrana drifts

## TRANSPORT ACCESS

191

[ ENERGY TANK ]

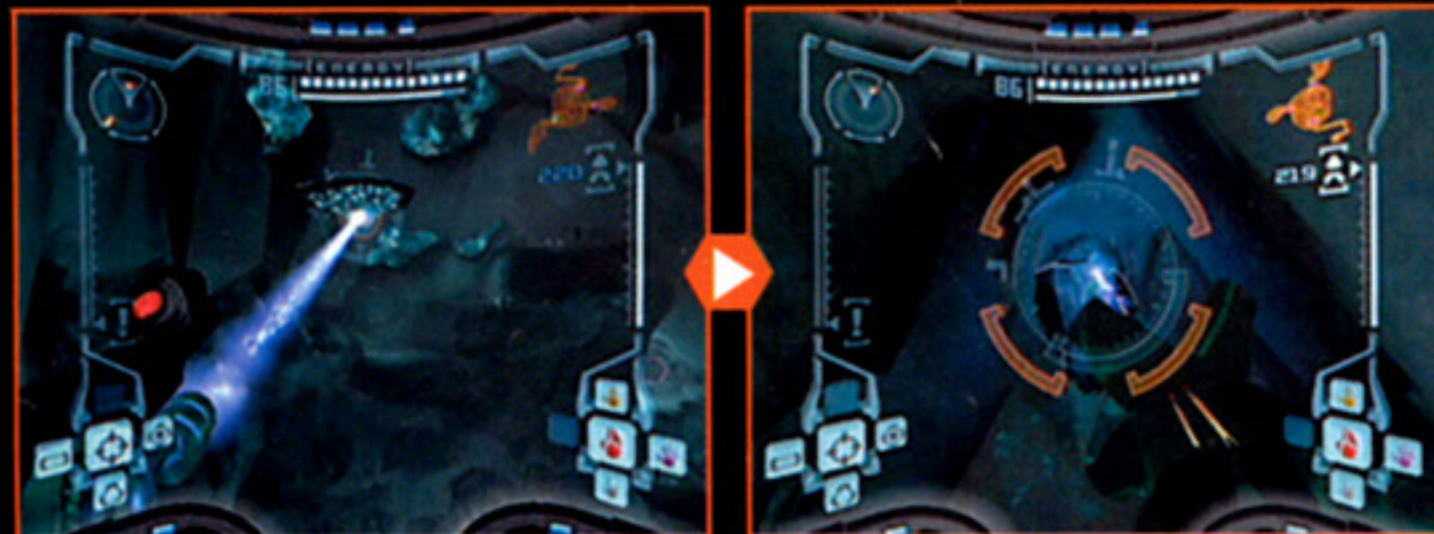


After exiting the elevator, head for the Transport Access and look for an Energy Tank frozen in the ice. Shoot the ice with the Plasma Beam until it shatters, then jump inside the cave and claim the power-up for Samus.

## FROST CAVE

192

[ MISSILE EXPANSION ]

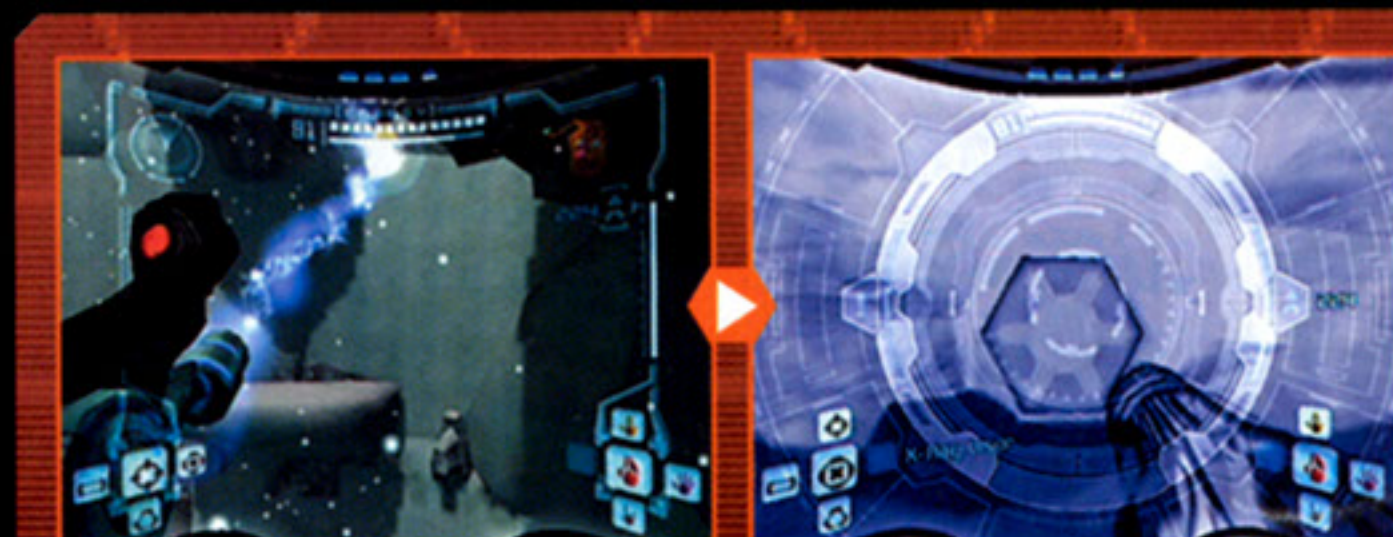


You'll find another Missile Expansion in the Frost Cave. Walk through the door, then latch on to the Glider and jump to the other side. Look up and use a Missile to dislodge a stalactite, which will crash through the ice. Go underwater through the new hole to find a Missile Expansion.

## STORAGE CAVE

193

[ CHOZO ARTIFACT ]

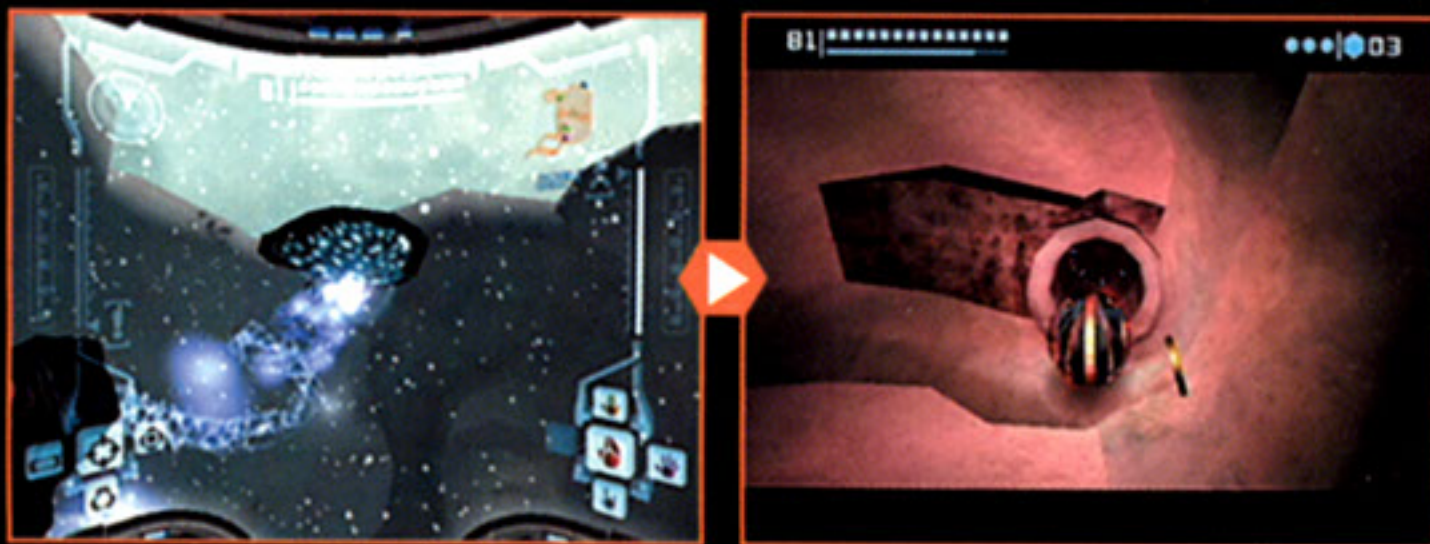


Jump and grapple your way to the top of Phendrana's Edge, then turn on the X-Ray Visor and look for a door hidden behind a rock slide. Once you find it, use a Power Bomb to blast the door and get the Artifact within. The door is on a small, unremarkable ledge.



## 194 SECURITY CAVE

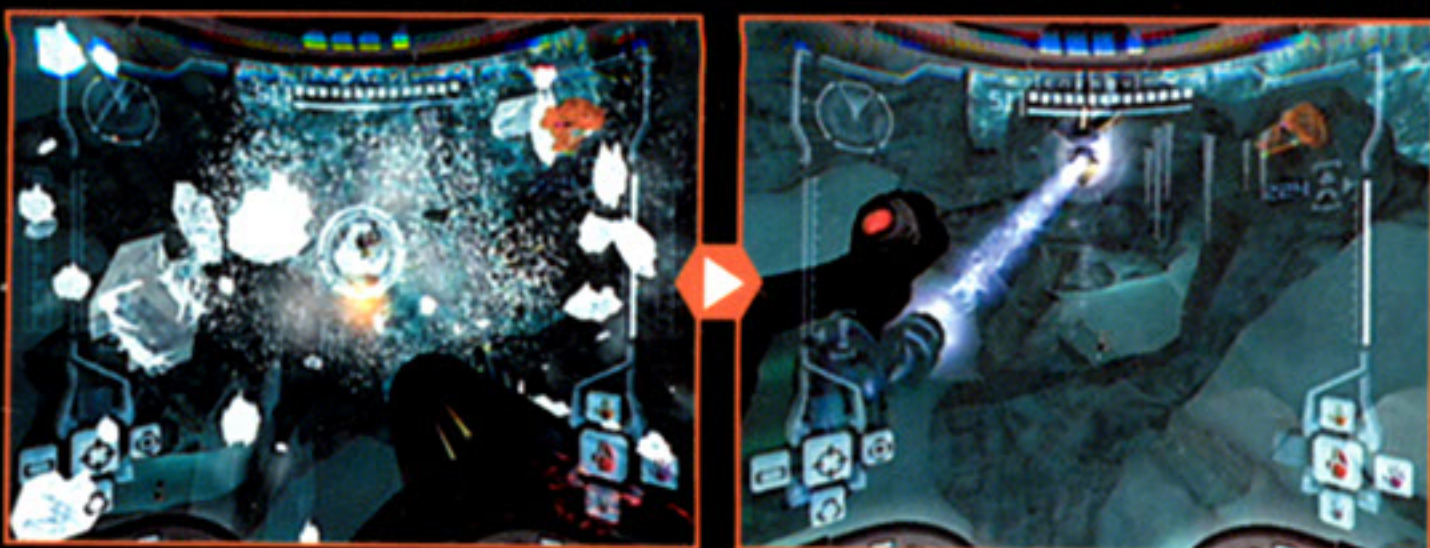
[ POWER BOMB EXPANSION ]



There is a Glider circling around the very top of Phendrana's Edge. Use it to swing to the other side, then roll into the tunnel there. You'll emerge in the Security Cave, where a Power Bomb Expansion awaits.

## 195 GRAVITY CHAMBER

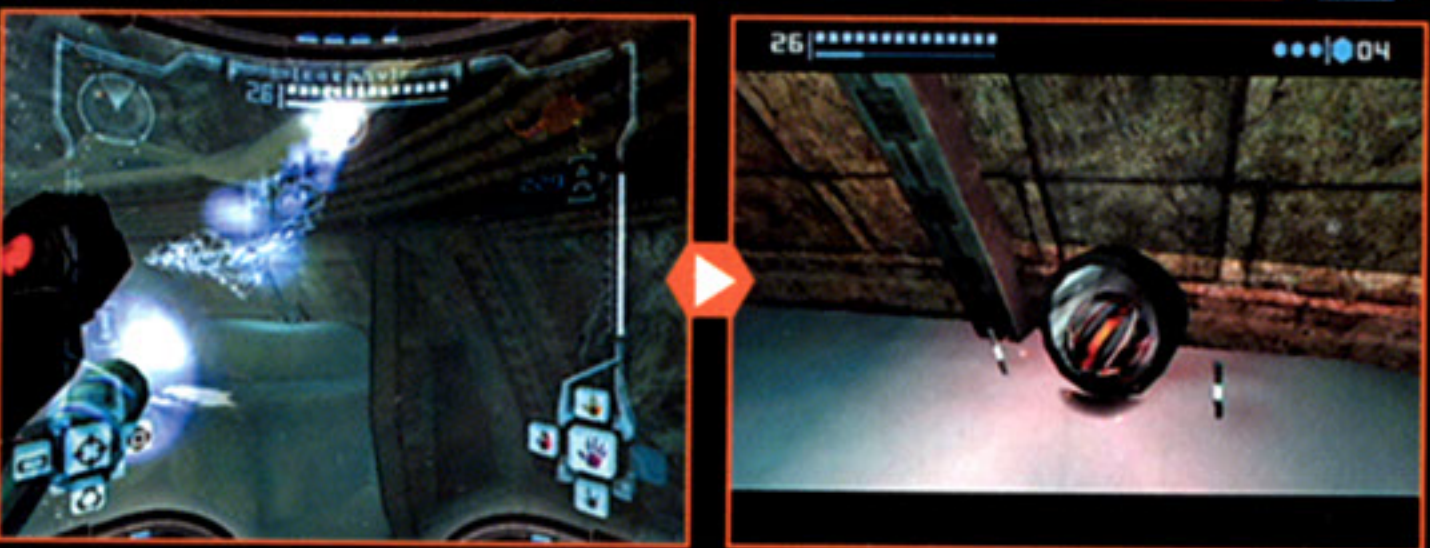
[ MISSILE EXPANSION ]



Enter the Gravity Chamber and look for a blue stalactite in the middle of the room. Blast it with the Plasma Beam, then use the exposed Grapple Point to swing over and grab the Missile Expansion.

## 196 QUARANTINE MONITOR

[ MISSILE EXPANSION ]



When you enter the Quarantine Cave (where you earned the Spider Ball), roll up the Spider Ball Track and drop down on a ledge. Use the Grapple Beam to swing to the next ledge over, then go grab a Missile Expansion.

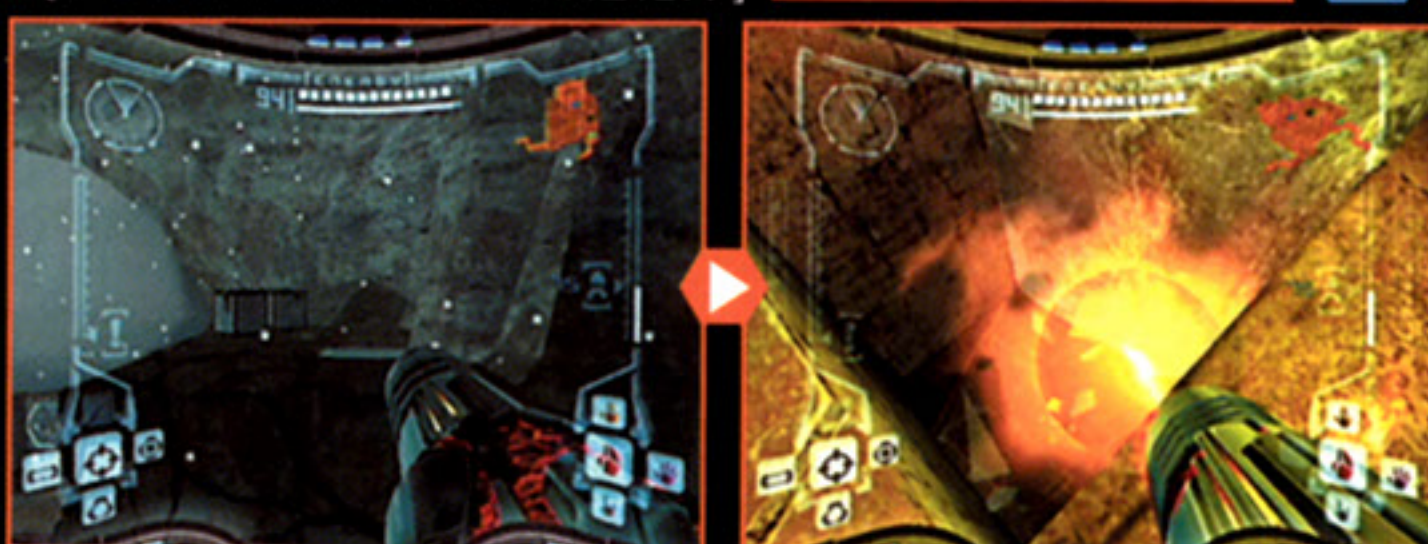
[ GET SHEEGOTHIC ]



The Sheegoths were monster battles before, but now you have a Plasma Beam to even the odds. Lock on to the creatures and fire away—they'll be crispy critters before they know what hit them.

## 197 ICE RUINS WEST

[ POWER BOMB EXPANSION ]



Return to Ice Ruins West and leap across until you are on a ledge with gaps on either side. The platform to one side will contain a few crates. Leap over there and blast a section of clear ice to find a Power Bomb Expansion.

## 198 PHENDRANA SHORELINES

[ MISSILE EXPANSION ]



One Missile Expansion was left inside a small cave, but it's covered with overgrown icicles. Use the Plasma Beam to heat them up and clear a path to the new expansion. The cave is on the backside of a large rock formation, near the Save Station door.

## 199 CHOZO ICE TEMPLE

[ CHOZO ARTIFACT ]



Enter the Chozo Ice Temple and jump to the top of the room. Walk forward until you see a large Chozo Statue with frozen water in its hands. Use the Plasma Beam to melt the ice, then leap into the statue's hands in Morph Ball form. It will bowl you to an underground cavern where you'll find the last Chozo Artifact.

## 200 ICE RUINS EAST

[ MISSILE EXPANSION ]



Enter Ice Ruins East and hang a right, then walk forward until you bump into a large stone ledge and make another right. Follow the ledge as far as you can, then angle right again and look for a clear blue sheet of ice. Blast the ice with the Plasma Beam to reveal a Missile Expansion.





all artifacts collected:

# meta ridley

The Chozo Artifacts are collected (save one that's waiting for you), and you have all the Power Suit and Arm Cannon upgrades possible. It's time to head for the core of Tallon IV and end the nightmare forever. An old nemesis, however, may have a few different ideas up its wing . . .

## PATH TO THE ARTIFACT CHAMBER

**S** SAVE STATION

**M** MISSILE STATION



## tallon overworld

### ARTIFACT TEMPLE

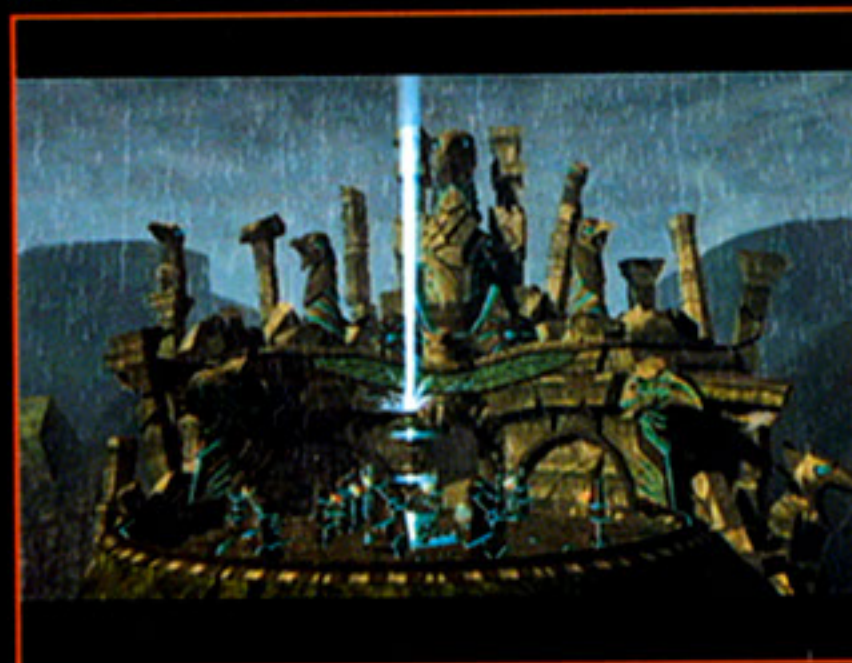
201

[ TAKE BACK THE ARTIFACT ]



Make sure that you have every Artifact before you head for the Artifact Temple. If you've never visited before, there is one Artifact waiting for you there. You can also find two pieces of Chozo Lore and one piece of Pirate Data.

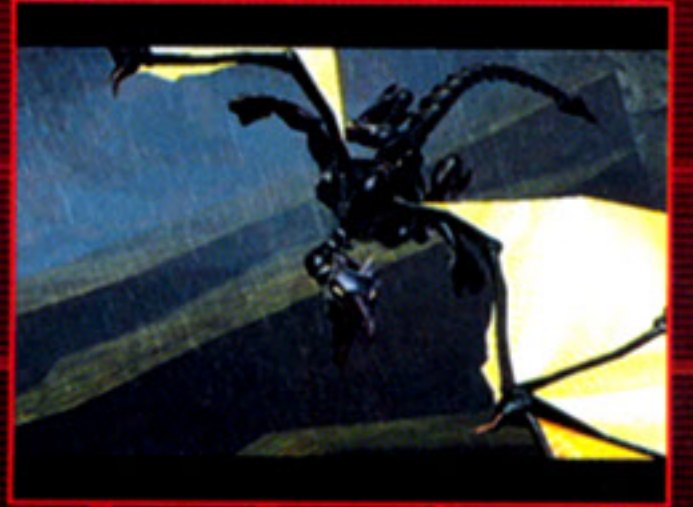
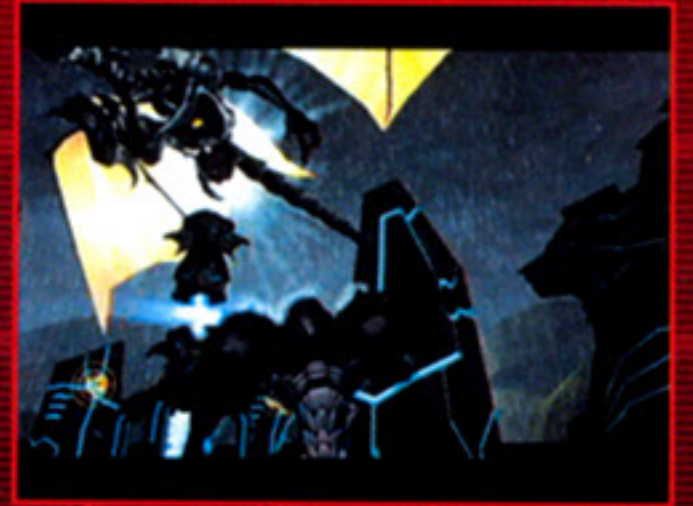
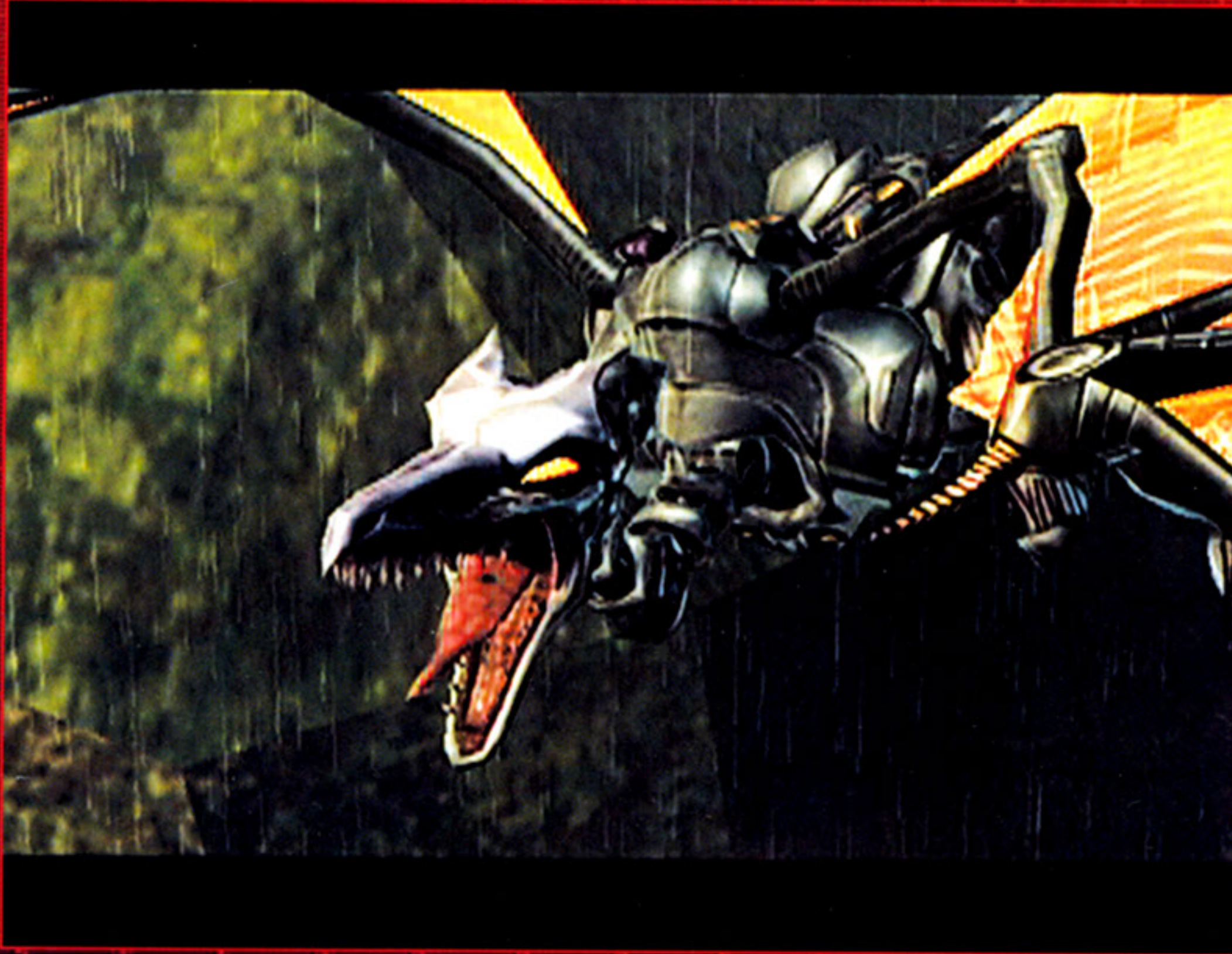
[ A GATEWAY TO ANOTHER WORLD ]



Was the Chozo Temple built to keep something out . . . or in? Regardless, walk to the device in the middle of the statues to activate the Chozo Temple and open a passageway to the Impact Crater. If you are missing any Artifacts, the gate will not open. Check the index on page 136 to see where the wayward Artifacts can be found.



[ META RIDLEY ]



[ FLY-BY-NIGHT ]



Meta Ridley will swoop down and attack once the last Artifact is in place. Lock on to your old foe and blast it with the Plasma Beam or Super Missiles as it circles you. It's vulnerable when it launches an attack.

[ ALL THINGS SERVE THE BEAM ]



Sometimes Meta Ridley will fly overhead and fire a beam of energy. Use the dash move to leap out of the way. If you can keep a lock on the beast, fire a few shots as it swoops away and comes around for another go.

[ GROUND-TO-GROUND COMBAT ]



Soon Meta Ridley's wings will crumble. It will then land and attack you from ground level. When Ridley rears back and moves its head, dash out of the way—it's about to charge. Turn around by holding the R Button while you move backward on the Control Stick, then lock on to the menace again.

[ IS THIS THE END OF META RIDLEY? ]



When flames appear in Meta Ridley's mouth, fire a Super Missile or Plasma Beam. Once you hurt it, it will expose its vulnerable chest—you can then hit it in the chest with a charged shot. When it's almost gone, finish the battle by attacking with the Wavebuster.







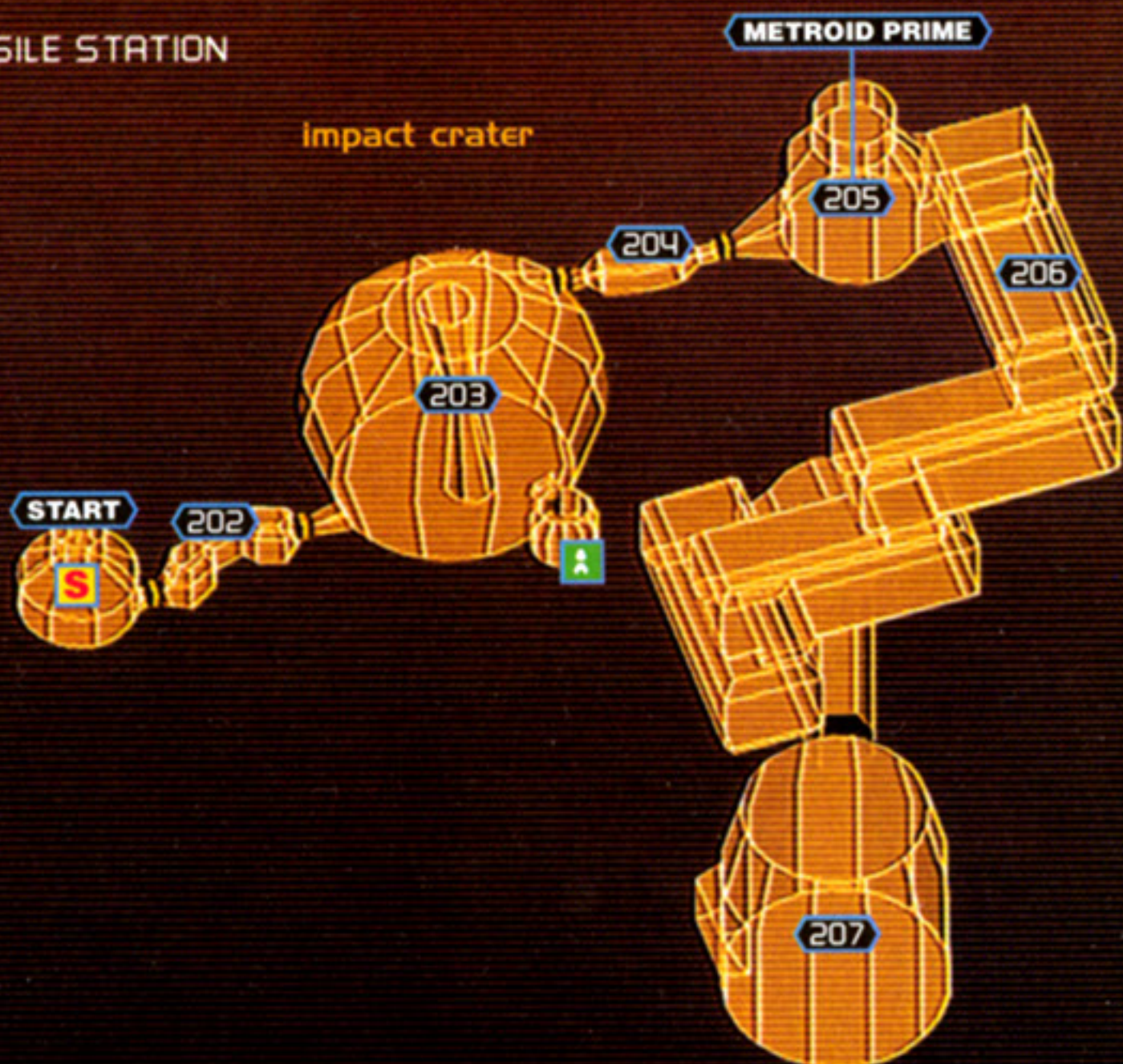
final battle:

# impact crater

The path to the Impact Crater is deceptively simple. After defeating Meta Ridley, stand in the middle of the Artifact Chamber to be transported to the Impact Crater. Use the Save Station behind you as soon as you arrive—it may take you a number of tries to eliminate the game's final boss.

## PATH TO METROID PRIME

-  SAVE STATION
-  MISSILE STATION



## impact crater

### CRATER TUNNEL A

202

[ NUCLEAR POISON ]



The radioactive sludge inside the Impact Crater is so toxic, it will eat through even the Phazon Suit. Keep yourself in the air as much as possible by using double jumps, and try to land on safe surfaces only. A good rule of thumb—if it's glowing, stay away. (That's good advice at any time.)



[ LUMIGEK ]



Lumigeck swarms are fast and deadly. You can either blast them from a safe distance or use the Space Jump Boots to leap over the entire swarm. Be sure to scan them and add the entry to the Log Book—it's your only chance to capture the creatures.



## 203 PHAZON CORE

[ FISSION METROID ]



If Metroids are tough and Hunter Metroids are hard, the Fission Metroids are downright nasty. The creatures are invulnerable to all but one kind of weaponry, and when you attack one, it will split into two parts. Examine their inner workings to see what color they are, then attack with the matching Arm Cannon weapon.



Your charged attacks are invaluable against Fission Metroids, but Missiles are a precious commodity. Wait until you have a clear shot to use the attacks. If you use the door trick, you can save all your Missiles.



If a Fission Metroid lands on you, activate the Morph Ball and plant a Bomb to shake it off. If you plant a Power Bomb, you will destroy the creature. Be careful—other Fission Metroids will try to roll you into the radioactive ooze while you're in Morph Ball form.

[ DOORWAYS ARE YOUR FRIEND ]



Here's the best kind of tip—a cheap one. Walk into the Phazon Core and get a couple of Fission Metroids to follow you, then run back to the door and enter Crater Tunnel A. When you open the door again, the Fission Metroids will be waiting for you. They can't fit through the door, however, so you can stand back and just blast them at your leisure. Use the trick until most of the creatures are eliminated.

[ HIGHER AND HIGHER ]



After you deal with the Fission Metroids (or at least a couple of them) run into the Phazon Core and start leaping up the platforms. Once you jump on three floaters, turn to the right and use small white outcroppings (they look eerily like teeth) to climb higher.



Another series of platforms awaits after the white outcroppings. Jump up the floaters, then head for the Missile Station at the end of a long bridge. It's almost impossible to get up there with Fission Metroids on your tail, so try to eliminate as many as possible beforehand by using the door trick.

## 204 CRATER TUNNEL B

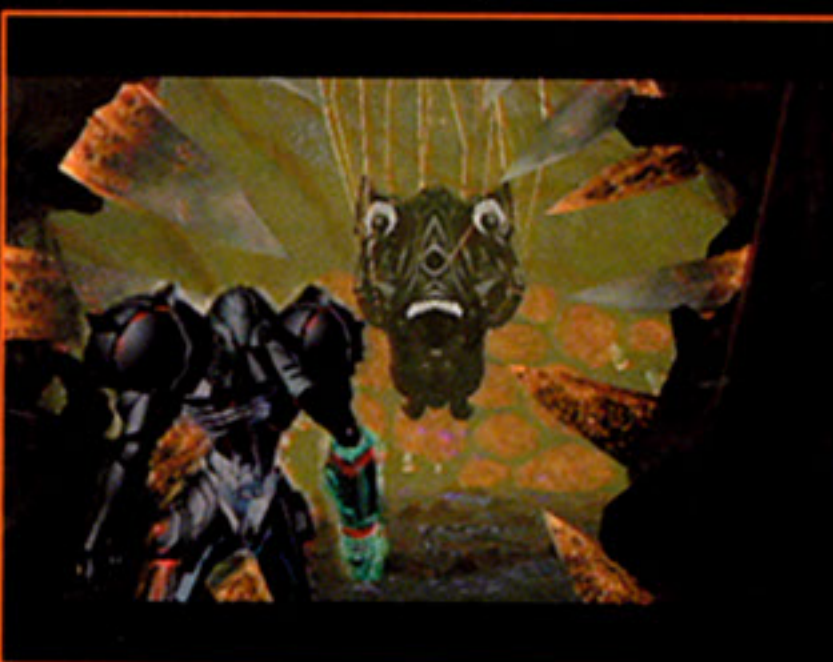
[ OVER THE PHAZON ]



There's a Spider Ball Track inside Crater Tunnel B. You can bomb yourself up to the track and roll to the other side, but it's a convoluted path. If you can spare about 10 energy points, just use a double jump and leap to the other side. You'll touch the ground, but if you're quick it won't hurt much.

## 205 PHAZON INFUSION CHAMBER

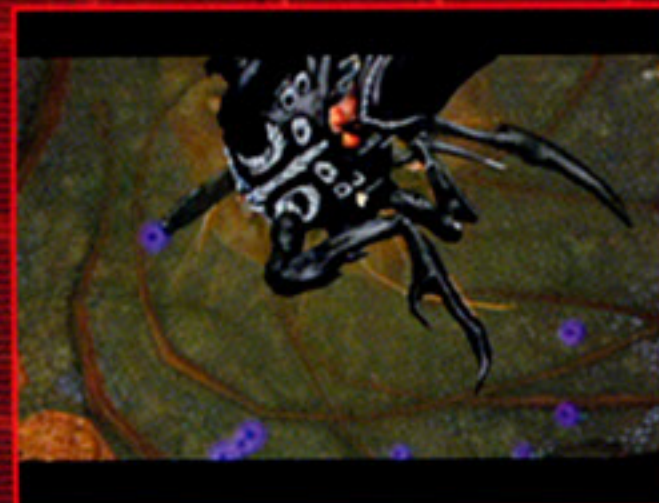
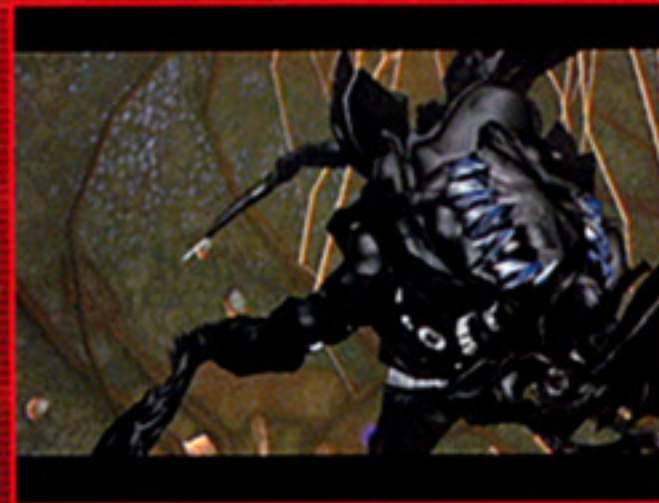
[ METROID PRIME ]



Say hello to Metroid Prime—possibly the biggest, baddest boss Samus has ever had to face. The epic battle takes place in two stages, and it will take all of the skills and cunning you've acquired on the long journey to this point. Dry your palms, crack your knuckles and get ready to throw down.



[ METROID PRIME ]



[ GIVE CHASE TO THE BEAST ]



As soon as Metroid Prime spots you, the massive creature will turn tail and run—digging a tunnel to the lower level of the Phazon Infusion Chamber. You've come too far to turn back now, so jump into the tunnel and give chase.

[ PILLARS AND GROOVES ]



Metroid Prime will attack you with all manner of ranged weapons. Use the pillars at the end of the room for cover. They will be destroyed in a matter of seconds, but every little bit of cover helps.



Sometimes Metroid Prime will charge forward and attempt to pin you against the wall. When it does, curl into Morph Ball form and roll into the grooves underneath the creature. Zip to the other end of the groove, then stand up, turn around and keep fighting.



[ ATTACKING WITH EXTREME PREJUDICE ]



Like the Fission Metroids, Metroid Prime takes damage from only certain weapons at certain times. When it turns yellow, attack it with Super Missiles. If the Super Missile is taking too long to charge, switch to single Power Beam shots.



Your most effective attack is the Wave Buster. When the boss turns purple, charge the Wave Beam and let fly with the buster. It will drain Missiles very quickly, but it's the easiest and fastest way to damage the monster.



When the creature turns white, it's time to break out the Ice Beam. The Ice Spreader is an effective weapon—it covers Metroid Prime's entire head and prevents it from moving momentarily. The big drawback to the Ice Beam is the slow reload time. You may want to fire single shots instead of charging it.



You know what to do when you see red—arm the Plasma Cannon. The Flamethrower is next to useless, so stick with single shots and aim for the middle of Metroid Prime's head. The red eyes in the middle of its head are the only weak spot—use the L Button to lock on automatically.

[ METROID PRIME'S PROJECTILE ATTACKS ]



The boss will attack with a variety of projectiles. When it fires Missiles, move forward a little and continue firing. When it sweeps a beam across the room, double jump over it.



[ KEEP FOLLOWING IT ]



After you deal some pain to Metroid Prime, it will flee to a deeper level of the chamber. You have it on the run now, so jump down after it and keep the pressure on.

[ METROID PRIME'S ADDITIONAL ATTACKS ]



Metroid Prime has more surprises in store. If it launches an Ice Beam across the floor, dash to the side by tapping the B Button. It will also pull you closer with a green tractor beam. Keep shooting until you're right up against it—it's a good opportunity to inflict a lot of damage.



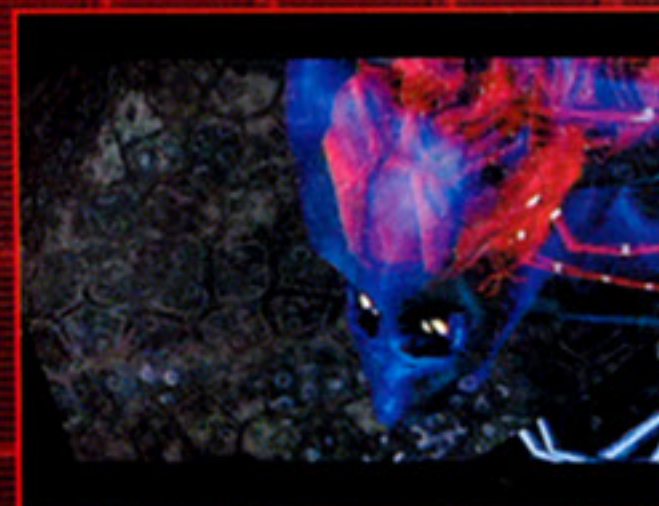
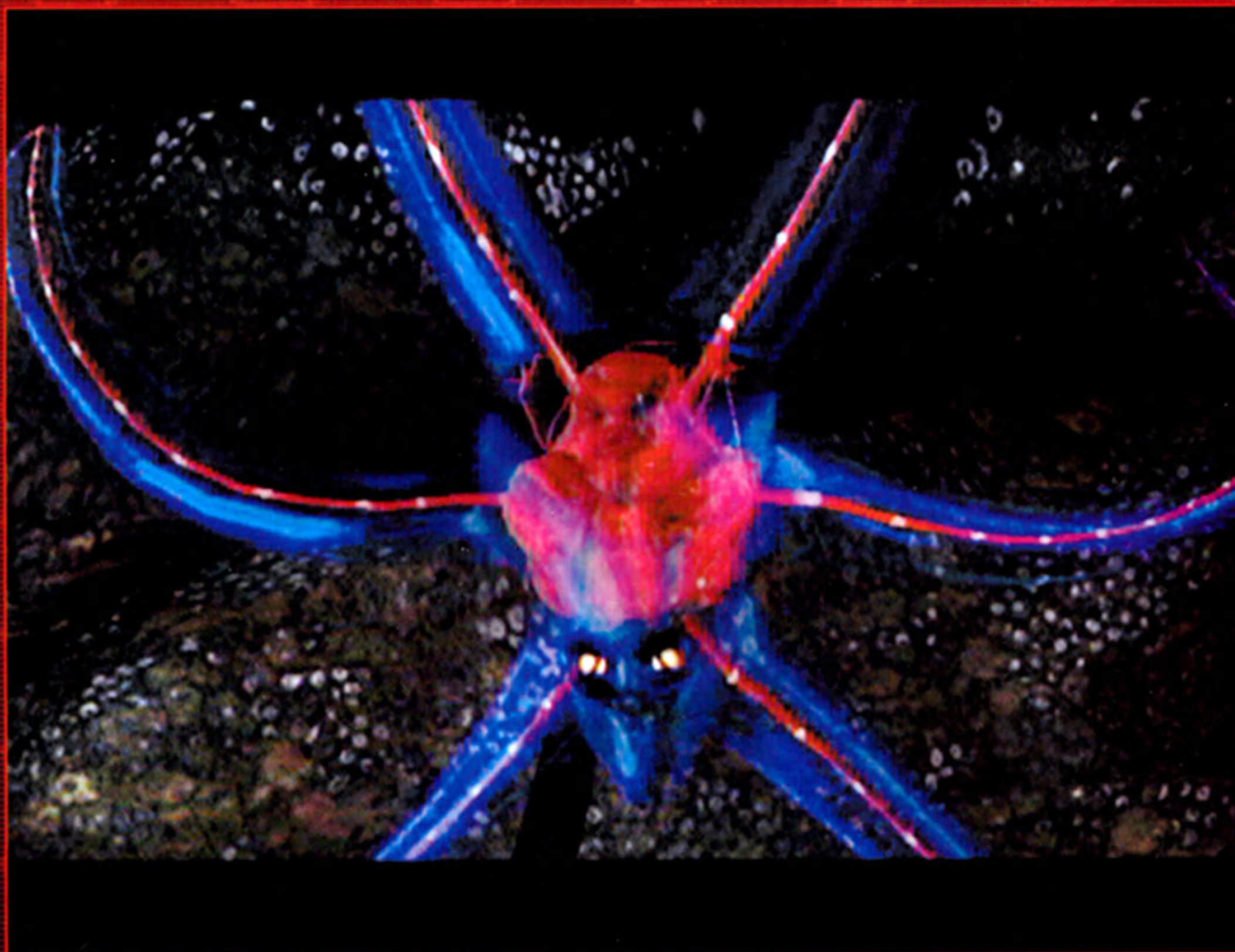
[ STAGE TWO ]



When you finally destroy Metroid Prime, the second stage of the battle will begin. You'll know it's about to start when the monster tunnels sideways instead of straight down. Follow it to the next area and load up for an even tougher encounter.



[ METROID PRIME ]



[ DEADLY GROUND QUAKES ]



Metroid Prime was just a housing for the true boss: a many-armed creature with a bad attitude. The new Metroid Prime's main attack is a devastating ground quake. Jump over it, or you'll lose almost half an Energy Tank. Listen for a loud, squealing rumble just before the attack is unleashed.

[ EVERYONE INTO THE POOL ]



Metroid Prime draws its power from Phazon, and it will try to create pools and regenerate itself. Luckily, you can use the glowing blue liquid to your advantage by creating an uber-powerful Arm Cannon attack—the Phazon Beam.

Step into the pool of Phazon to charge your Arm Cannon. While you're inside the liquid, your weapon will fire streams of pure Phazon—no matter which weapon you have selected at the time. The Phazon Beam can rip through both Prime and Metroids with ease.



[ CALLING IN REINFORCEMENTS ]

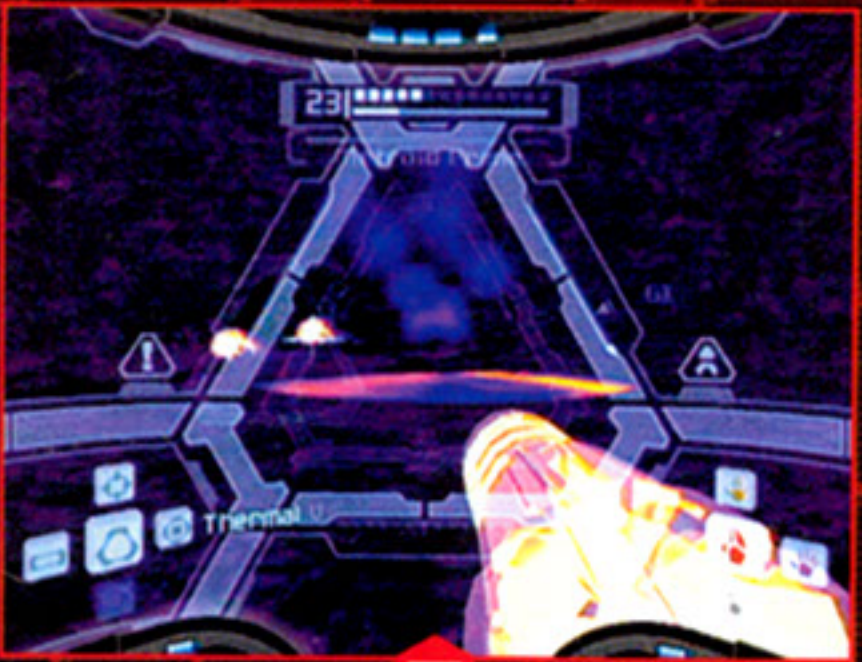


As soon as Metroid Prime creates the first Phazon pool, it will spawn Metroids. You don't have time to switch from beam to beam, so your only hope of taking out the creatures lies in making it to the Phazon pool. After it spawns the pool, Metroid Prime will cloak itself and attack from afar.



Run to the pool, then fire at the Metroids. You can destroy them in one shot, but Metroid Prime will cloak while you do so. If a Metroid happens to land on your head, shake it off with a Power Bomb.

[ CLOAKED AND DAGGER ]

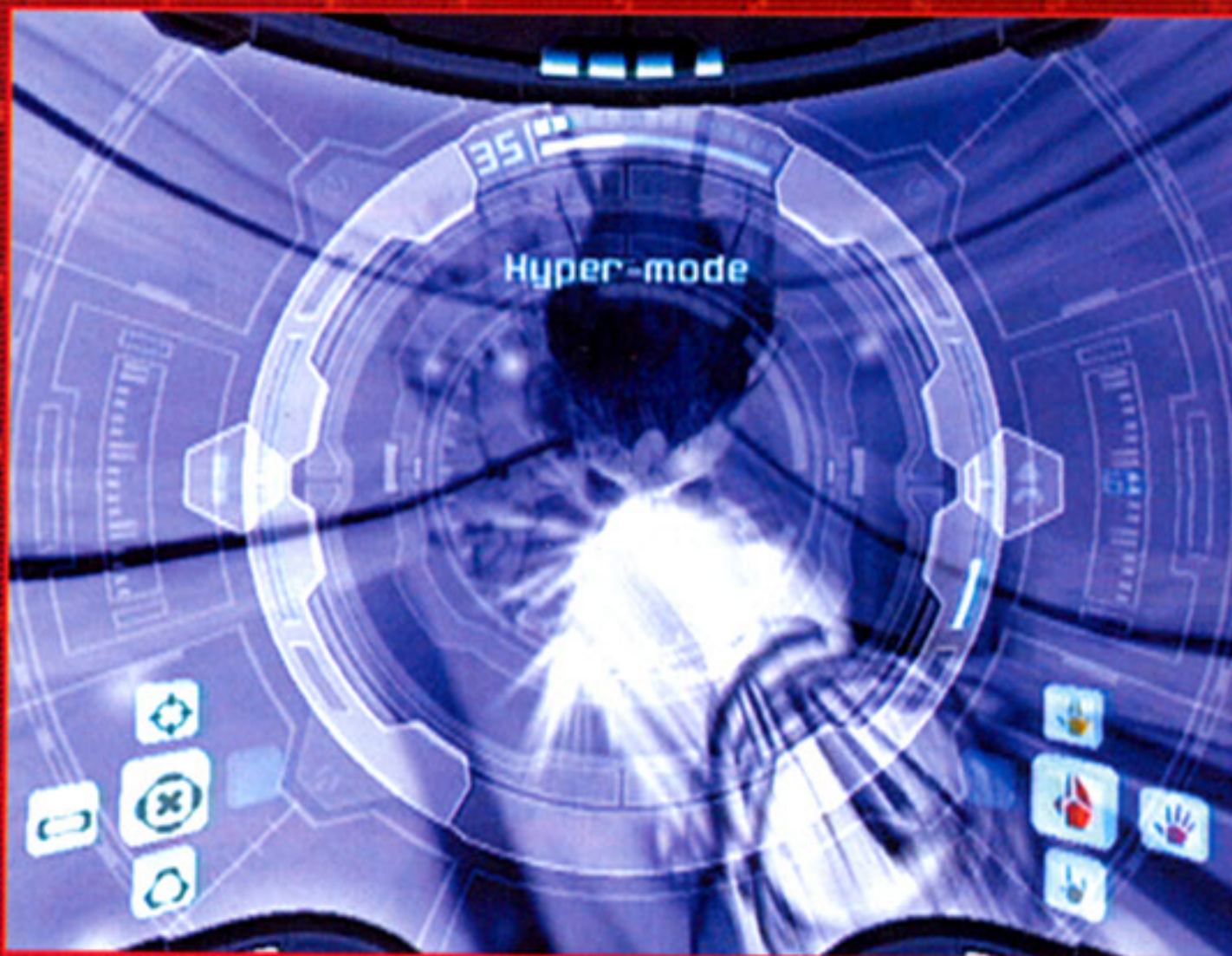


The best way to find a cloaked Metroid Prime is by using the Thermal Visor. It can be hard to see—especially with Metroids flying helter-skelter—so look for the waving tentacles. Metroid Prime likes to hide over Phazon pools, and it might be over your head.



Once you track down the creature, let fly with the Phazon Beam. The attack will drain Phazon from the pool in much the same way charged attacks take Missiles. When the pool is dry, the beam will cease to function—so it's time to move to the next pool.

[ VISORS AND BEAMS ]



You'll have to multitask to defeat the boss. Use the Combat Visor to locate Phazon pools and Metroids, then switch to the Thermal Visor to find Metroid Prime. If you can't track it down, try to locate it with the X-Ray Visor. Metroid Prime's ground quakes will often knock you out of the Phazon pools, so you'll have to be quick on the draw with your visor finger. Keep at it—the boss is no joke, but it can be defeated with patience and a little luck.

[ SUCCESS! ]



The day is won and victory is yours! You've cleaned the evil stench from Tallon IV and restored peace to its ghostly Chozo overseers. Your ending unlockables will depend in a number of ways, so flip to the next page and see what you've won.



# secrets & rewards

There are a couple of different ways to finish Metroid Prime, and you'll receive different rewards based on how thorough you were while playing.

## A COUPLE OF TIPS

### [ LOAD SCREEN LORE ]

When you go to the Load Game screen, you'll see a percentage next to the save file. It tells you how many expansions and upgrades you have collected.



### [ EXPAND YOUR MIND ]

Make sure that you collect all the expansions in the game. Check the index on page 136 to figure out what page you must read to learn the location of the power-ups.



### [ FILL YOUR LOG BOOK ]



#### Research Log Book:

1. Save Station
2. Missile Door Lock
3. Map Station
4. Spinner
5. Missile Ammo
6. Large Energy
7. Small Energy
8. Stalactite
9. Missile Station
10. Spider Ball Track
11. Power Bomb Ammo
12. Grapple Point
13. Zebes
14. Ultra Energy
15. Morph Ball Slot
16. Tallon IV
17. Locked Door
18. Gunship

You should also concentrate on filling the Log Book. Chozo Lore and Pirate Data appear on walls and blue computer terminals throughout the game. Creatures and Artifacts can be found in the index. Research entries are listed to the right.

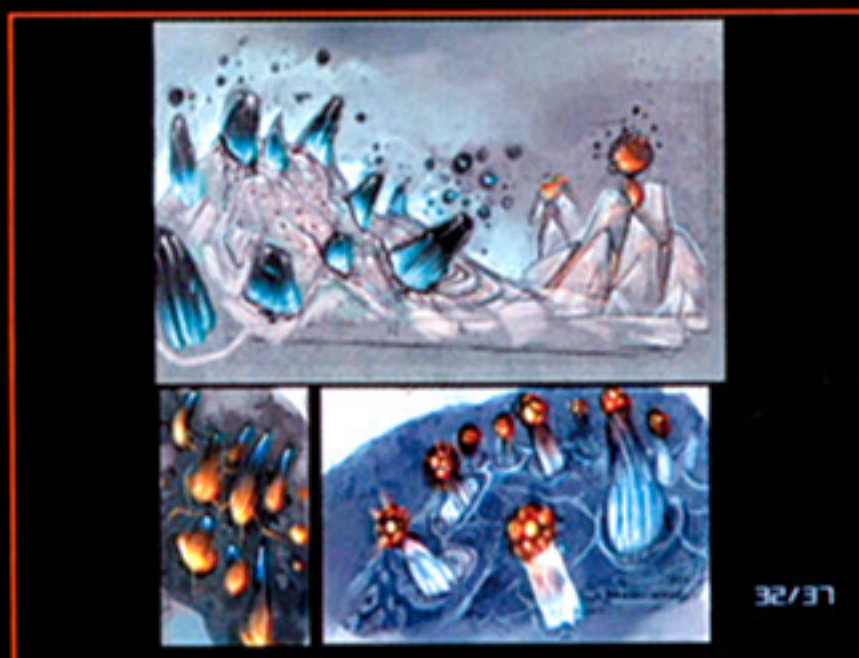
## BONUSES

### [ A REWARD? HARDLY. ]



If you complete the game, you'll unlock Hard Mode. (We know what you're saying... the game gets harder?) If you can defeat Metroid Prime in Hard Mode, consider yourself a world-class bounty hunter.

### [ ART SHOW ]



If you fill 50% of the Log Book, you'll open a gallery of concept art. If you fill 100% of the Log Book, you'll open a second gallery. You can access both from the main menu.

### [ CINEMA METROIDISO ]



If you can collect every Missile Expansion, Power Bomb Expansion and Energy Tank in the game, you'll unlock a secret end-of-game cinema sequence. There may be other surprises in store as well...



# metroid links

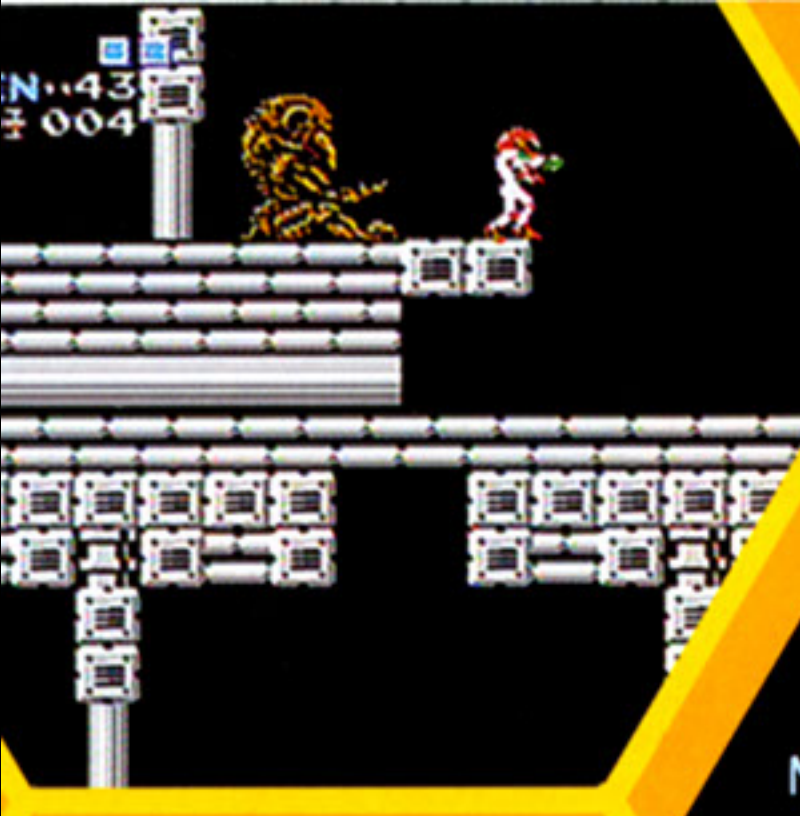
if you have copies of Metroid Prime, Metroid Fusion (for the Game Boy Advance), a Game Boy Advance and the proper cables, you can connect the games and unlock a couple of awesome secrets. You'll even get a chance to play the game that started it all—Metroid for the NES!



Data link complete. Please turn off your Game Boy Advance.  
Select







game boy advance:

# metroid links

When you link Metroid Prime with Metroid Fusion, by way of a Nintendo GameCube Game Boy Advance Cable, you can take advantage of two hidden Metroid Prime features. One feature gives you a new suit; the other lets you play the game that started it all—Metroid for the original Nintendo Entertainment System!



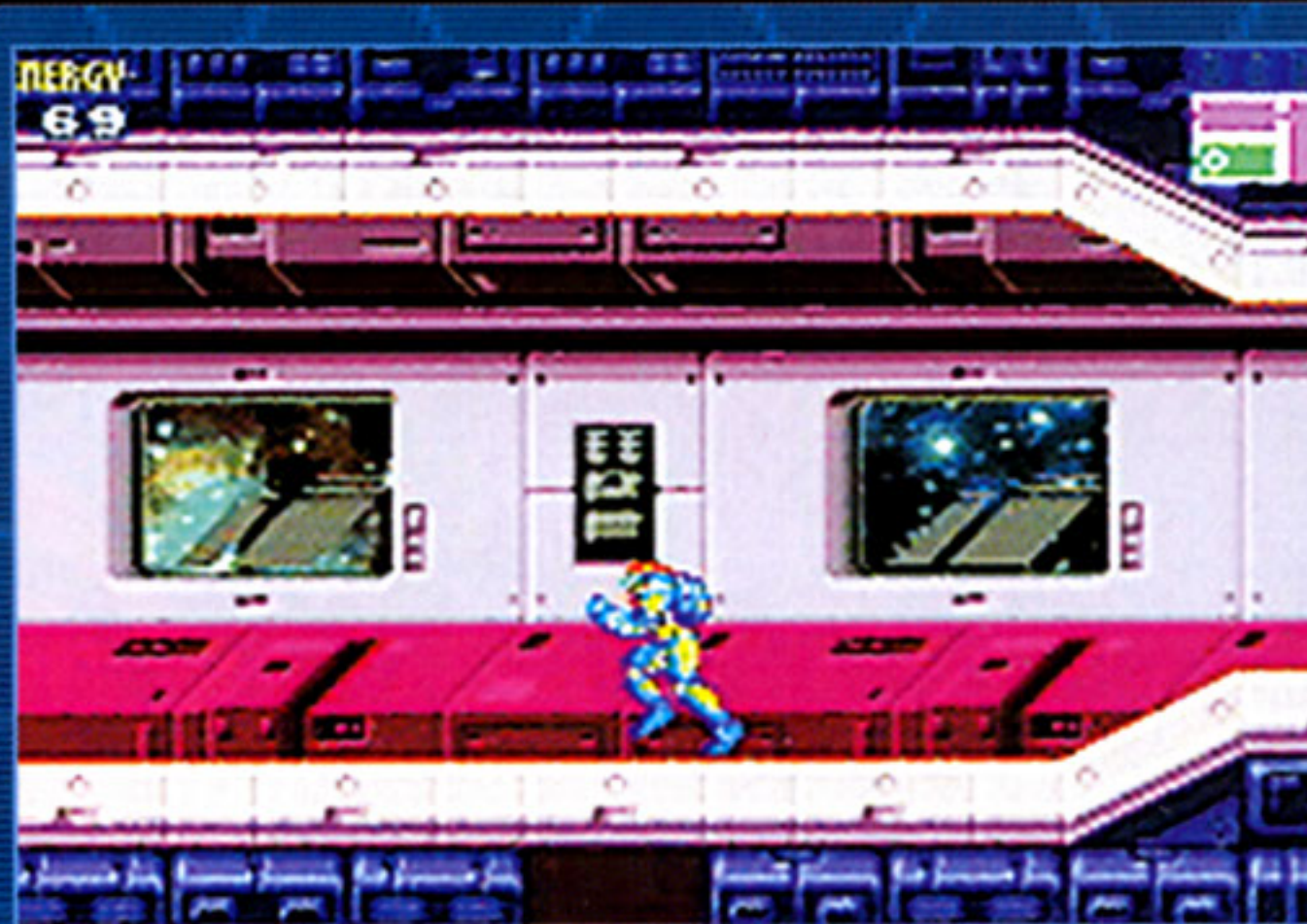
## connection bonuses

### [ PREPARE TO LINK ]



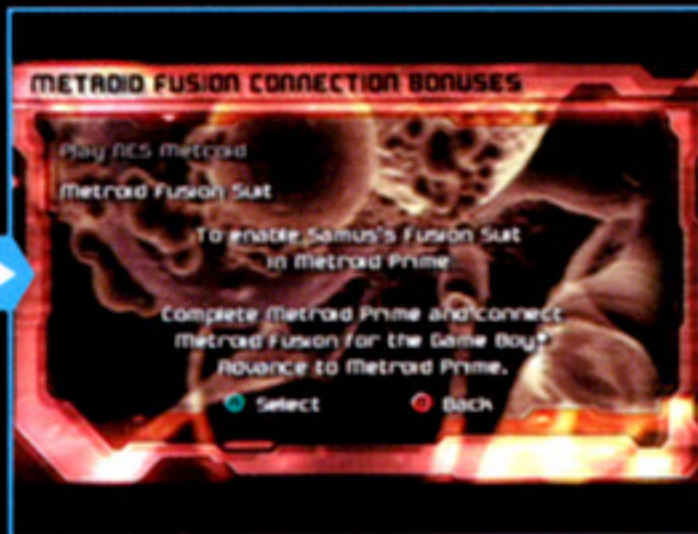
Plug one end of a Nintendo GameCube Game Boy Advance Cable into Controller Slot 2, 3 or 4 of your Nintendo GameCube, and the other end into your Game Boy Advance, and make sure that both systems are equipped with their respective Metroid games. Use a GCN Controller to select the Metroid Fusion Connection Bonuses option, then follow the data link instructions.

### [ FUSION SUIT ]



If you complete Metroid Prime, you will earn the opportunity to play the game while wearing the Fusion Suit—the same suit that aided Samus during her Metroid Fusion adventures. Samus's Fusion Suit does not add any new abilities to her standard Power Suit, but it does possess a snazzy greenish hue.

### [ METROID ]



If you have completed your Metroid Fusion adventure, your data link will unlock the NES classic, Metroid, on your Nintendo GameCube.

# metroid strategies



As you play the original Metroid, you'll recognize some of Samus's Power Suit upgrades and the overall game play style that is evident in both Metroid Fusion and Metroid Prime. The emphasis is on exploration. Find upgrades, build up your bounty hunter powers, overcome obstacles and conquer the Metroid menace.





# power suit upgrades

## [ ENERGY TANKS ]



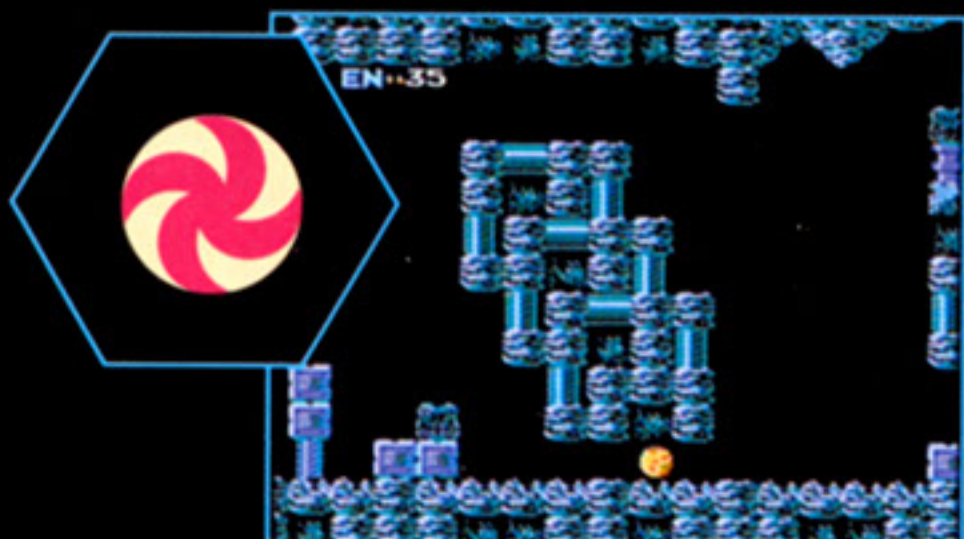
At the beginning of the game, you can hold a maximum of 99 units of energy. Every Energy Tank that you collect increases your holding capacity by 100 units. You can carry a maximum of six Energy Tanks.

## [ MISSILES ]



The only expendable weapons in your arsenal are Missiles. You'll need them to power past big enemies and open fortified hatches. After you collect your first Missile Tank, use the Z Button to switch to Missiles.

## [ ROUND BALL ]



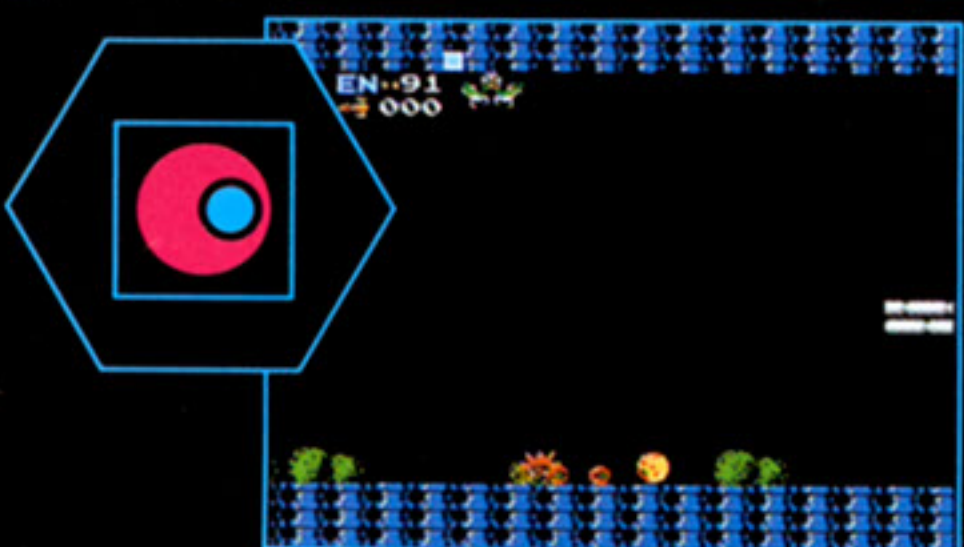
Over the evolution of the Metroid series, the Round Ball upgrade (also called the Maru Mari) has become the Morph Ball, but it has the same function. Use it to roll up and into tight tunnels and pipes.

## [ LONG BEAM ]



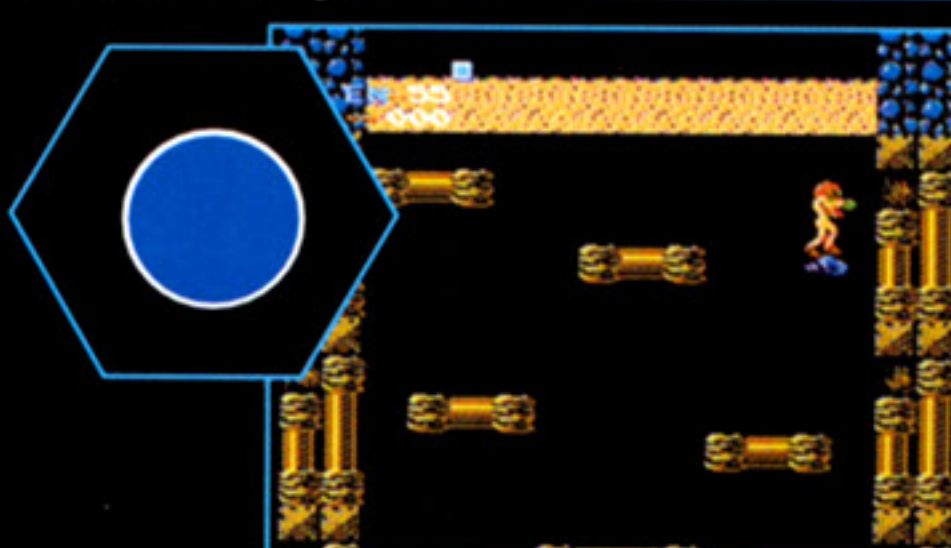
Your default Beam is a short-range weapon. Once you collect the Long Beam, you'll be able to target enemies over the width of the screen, making it easy to defeat creatures without taking damage.

## [ BOMBS ]



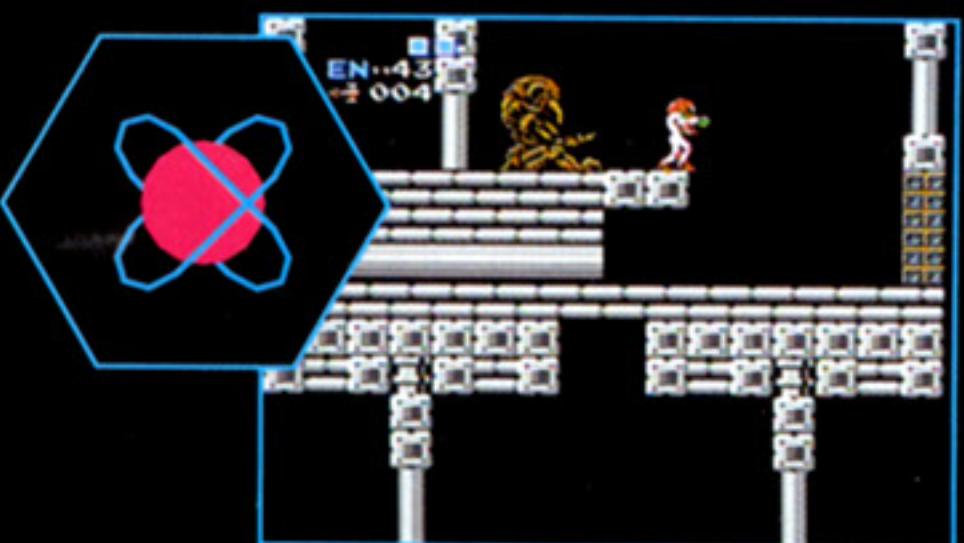
Samus's Round Ball weapons are small but powerful devices. With them, you can break through weak blocks in floors and walls. You can also use them to propel your Round Ball form into the air.

## [ ICE BEAM ]



Hit an enemy with one Ice Beam shot to freeze it and another to thaw it out. You can use frozen enemies as platforms to reach high places and items, such as an Energy Tank hidden in the ceiling.

## [ VARIA SUIT ]



Sometimes referred to as armor—sometimes as a suit—the Varia offers protection for your battles with baddies. It absorbs half of the damage enemies cause, making it essential equipment for the final fight.

## [ HIGH JUMP ]



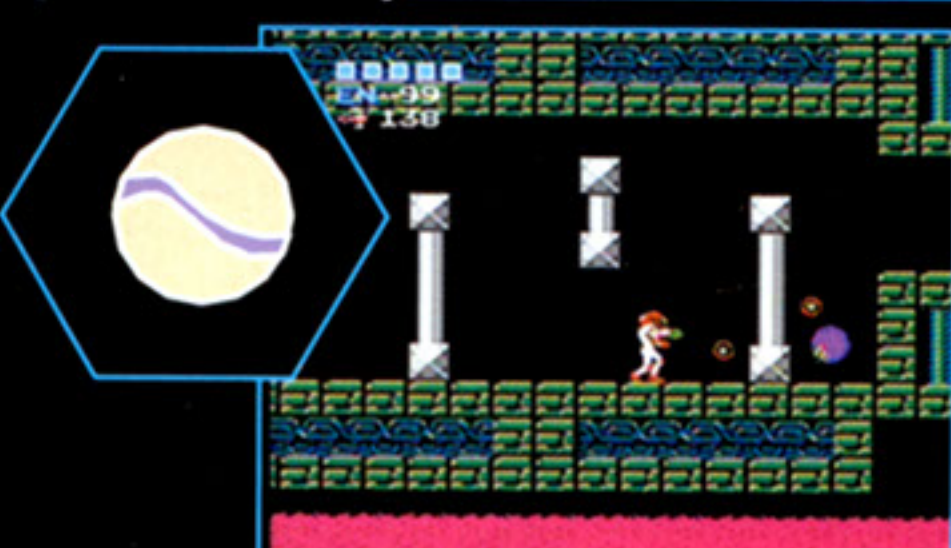
The winged boots that you'll collect in Norfair dramatically increase the height of your jumps. They are must-have items in many locations, where the platforms are few and far between.

## [ SCREW ATTACK ]



The somersaulting space explorer can buzz-saw through enemies in midair once she is equipped with the Screw Attack upgrade. The item makes navigation through enemy-packed tunnels quick and easy.

## [ WAVE BEAM ]



The Wave Beam is more powerful than the Ice Beam and it covers a wider area, but it doesn't freeze enemies. You can switch from one Beam type to the next at designated Chozo Statues.





# brinstar: rocky zone

## 001 PUT THE BALL INTO PLAY



If you try to progress to the right from the start point, you'll soon realize that you're too big to fit into the planet's small spaces. Run to the left of the starting area, hop over a huge, natural rock formation and grab the Round Ball upgrade on the other side. With it, you can roll into a small ball by pressing Down on the Control Stick. Roll under the rock formation and continue.

## 002 FIGHT FOR FIREPOWER



After a long climb in an enemy-infested, vertical passage and a journey through an equally dangerous tunnel, you'll be ready for more firepower. Hop over damaging liquid onto a platform that holds the first Missile Tank.

## 003 BACKTRACK FOR A BLAST



Your initial Beam can travel only about a third of the width of the screen—not at all useful for taking out enemies from a safe distance. Return to the blue-tinted, vertical passage and climb up to another horizontal hall. Your path will be blocked by a red hatch. Hit it with five Missiles to break it open. On the other side, you'll find a Chozo Statue holding the Long Beam upgrade.

## 004 TANKS FOR THE ENERGY

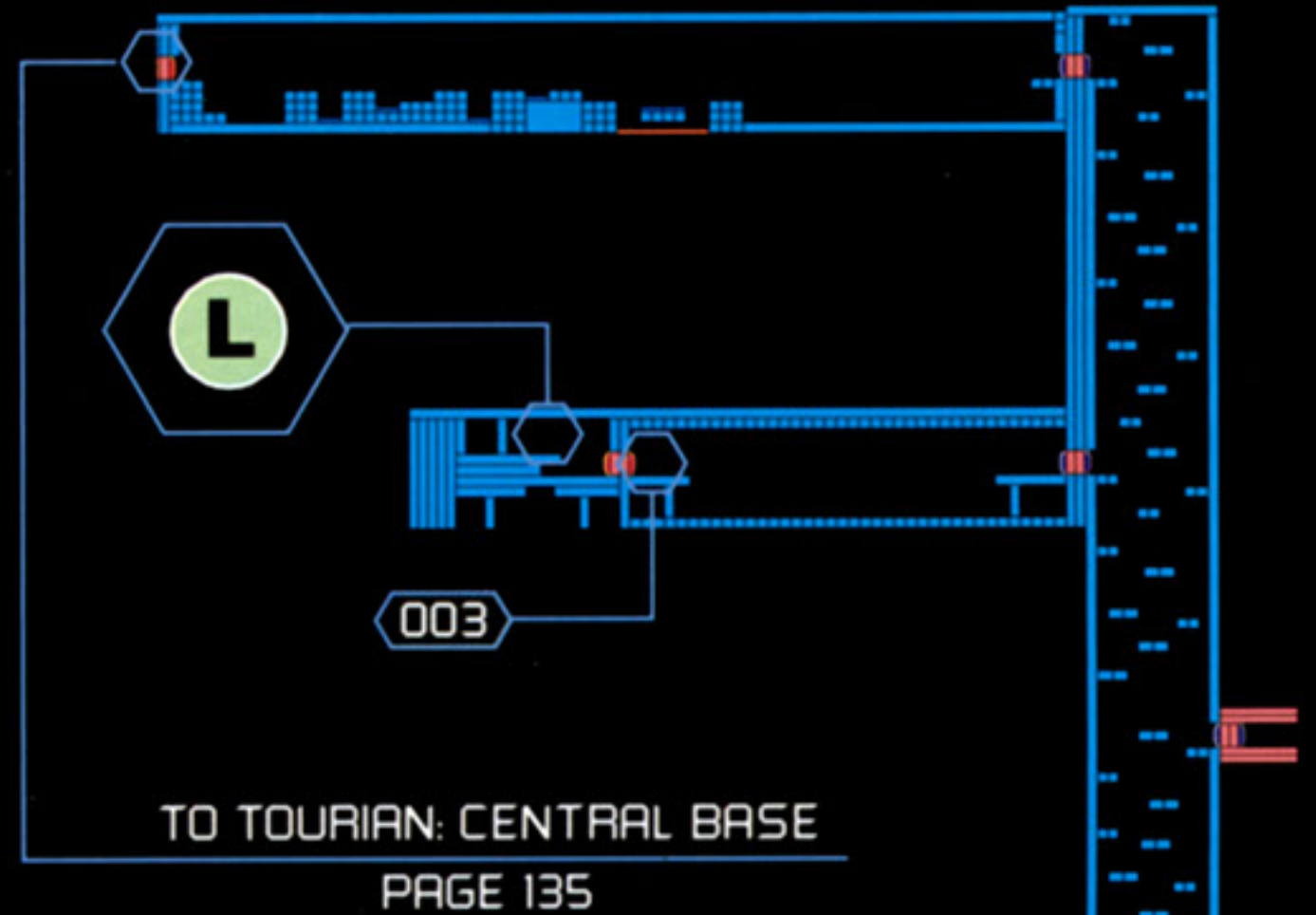


Your battles with the flying creatures can be brutal, even when you are equipped with Missiles and the Long Beam. You need a larger energy-holding capacity. Cross the gold-tinted shaft and hop through another long hall, being sure not to drop into the dangerous liquid below. After a long haul, you'll collect an Energy Tank and double your energy.

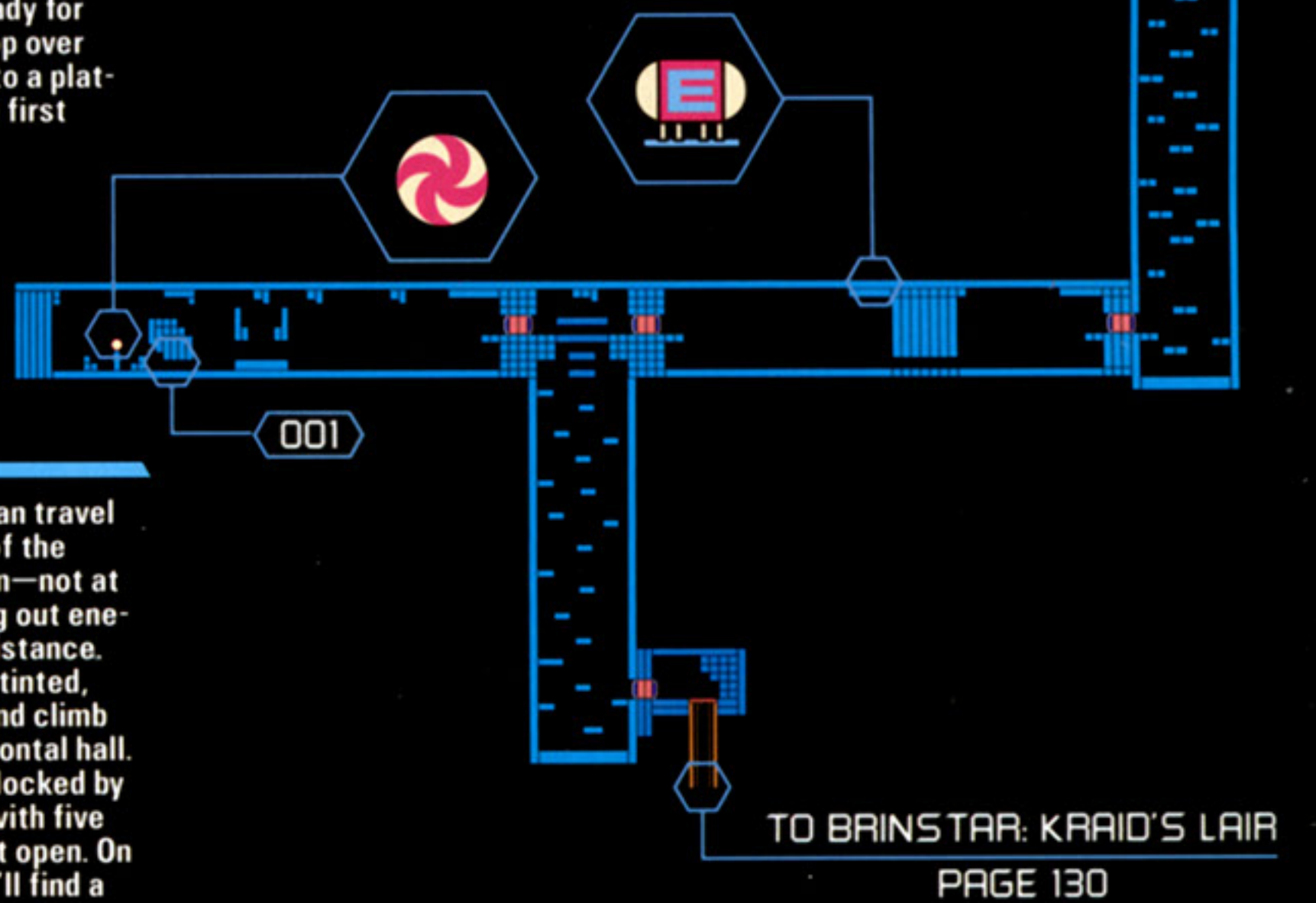
## 005 BATTLE FOR BOMBS



After you climb the vertical passage on the right side of Brinstar and journey left into an enemy-packed tunnel, you may be compelled to fight off the flying creatures with Missiles, but you'll need all five Missiles that you can carry to open the red hatch at the end. Hit the creatures with your Beam and collect Missiles if your supply is short. Then enter the next room and grab the Bombs.



TO TOURIAN: CENTRAL BASE  
PAGE 135



TO BRINSTAR: KRAID'S LAIR  
PAGE 130



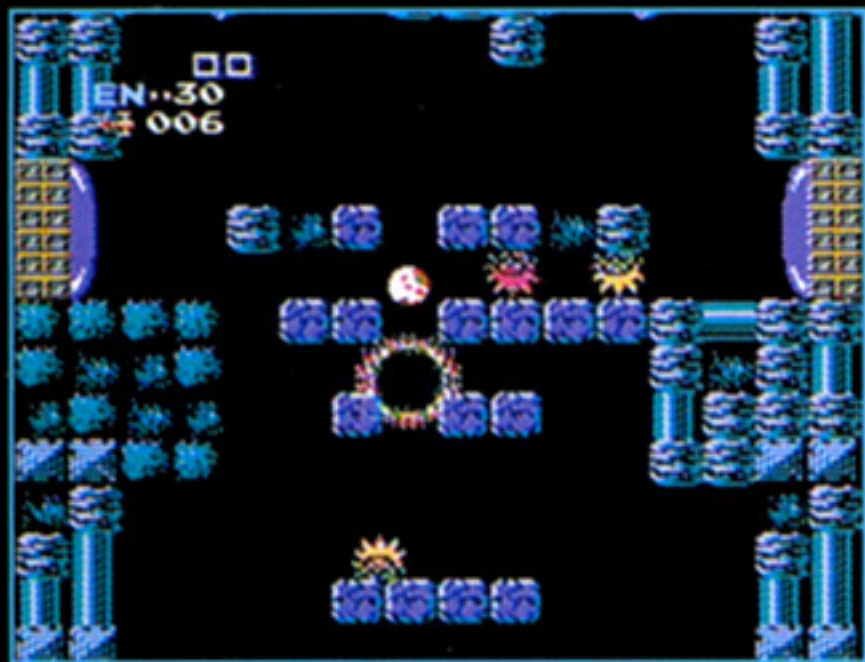






# brinstar: kraid's lair

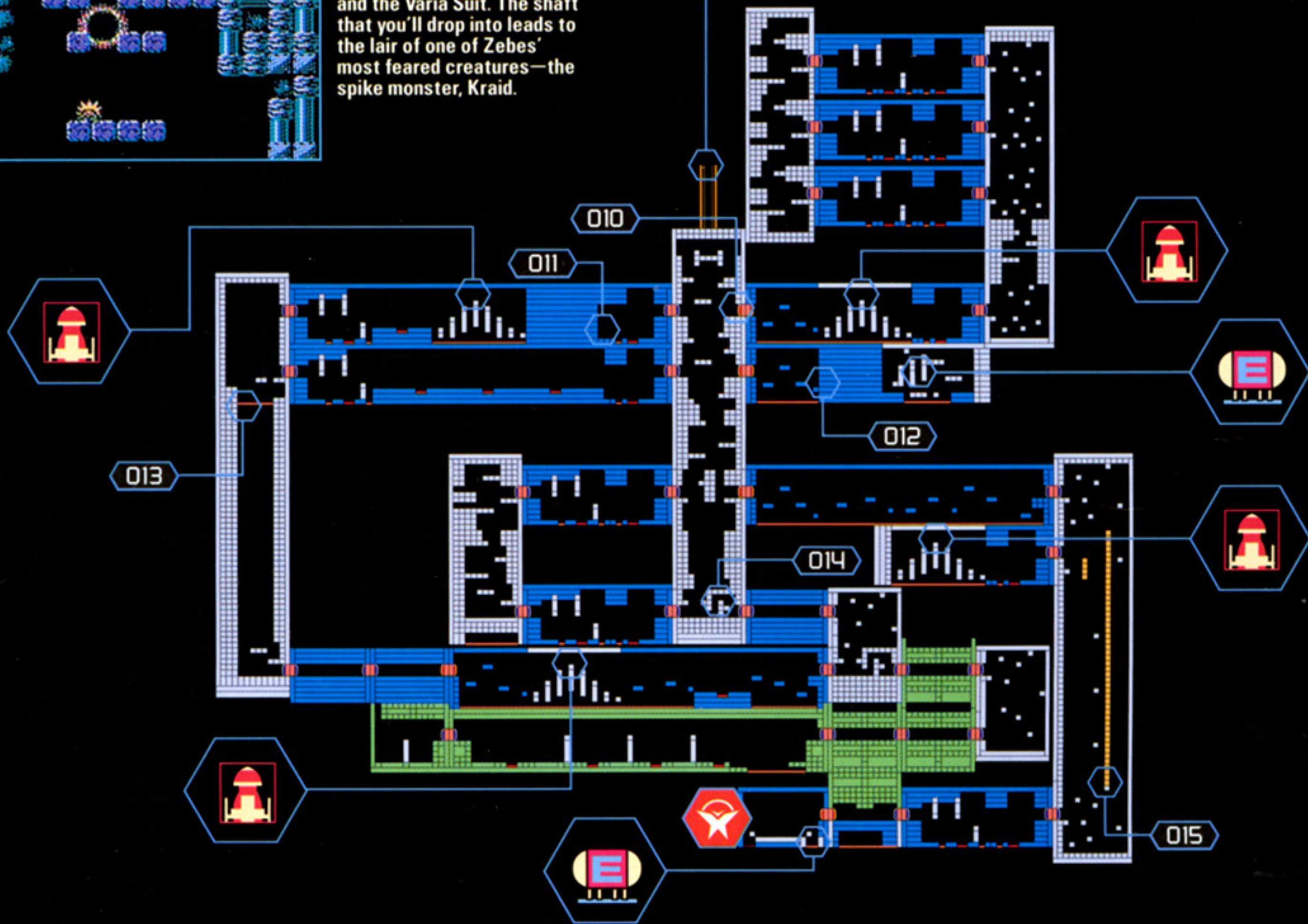
## [ BOMB AND DROP ]



You may be tempted to blast through the blocks near the starting point as soon as you collect the Bomb upgrade, but you should wait until you have a few Energy Tanks, a good collection of Missiles and the Varia Suit. The shaft that you'll drop into leads to the lair of one of Zebes' most feared creatures—the spike monster, Kraid.

FROM BRINSTAR: ROCKY ZONE

PAGE 128



## IMMEDIATE MISSILES



As soon as you land in Kraid's lair, drop down to two hatches and use Missiles to open the hatch on the right. Enter, run to the right, hop across a series of narrow platforms and collect a Missile Tank. You'll need all of the fire-power you can muster when you challenge the boss of Brinstar.

## NO BOUNDARIES



There's no such thing as a dead end to Samus Aran. When you reach the wall on your way to the left side of the hideout, plant Bombs and blast through the barrier one block from the ground. You'll uncover a hidden path to a Missile Tank.



## 012 BIG WALL, SMALL PASSAGE



The second corridor on the right ends abruptly with a thick, blue wall. When you stand on the ledge that extends from the wall and fire your Wave Beam to the right, you'll break a series of blocks and expose a tight passage that runs through the wall. Roll up and use a Bomb to blast yourself up to the height of the passage. Then roll to the right and collect an Energy Tank.

## 014 FREEZE AND HOP



If you're equipped with the Ice Beam, you can climb up the shaft in the middle of the hideout. Freeze the invincible Rippers that fly to the left and right, and use them as platforms. Timing is crucial—if you wait too long to jump, your platform will thaw and you'll tumble to the ground.

## 013 FALSE FLOOR



When you reach the left side of the lair, you'll see what appears to be a shallow pool of hazardous liquid. You'll discover that it isn't shallow or hazardous when you drop into the shaft and continue to drop long after you've passed the area in question.

## 015 COLUMN CLIMB



In the tall shaft on the right side of the hideout, you'll find a column of breakable blocks. After your battle with Kraid, you can climb the shaft with a boost from the blocks. Blast them with your Beam, then jump up and let them re-form under your feet. If you fall, try to land on the solid blocks that float close to the column.

## [ BOSS BATTLE ]



The beast in the belly of the underground lair fires missilelike spikes from its body and lobs claws into the air. As you face off with Kraid, try to jump over the monster's projectiles, then counter with Beam blasts or Missiles. The Wave Beam cuts through Kraid's fire.



Kraid is a thick-skinned beast. Any method that you can use to register damage is one worth exploring. By rolling up close to the creature and detonating Bombs, you cause damage and avoid most of Kraid's projectiles. After you place a Bomb next to Kraid, roll out of the way so the Bomb's blast doesn't pick you up and throw you into the fray.



The armor on Kraid's back will prevent you from hurting the creature from behind with Missiles, but Bombs will still work. In fact, you may find a safe spot directly behind Kraid, where you can hit the beast with Bombs and it can't harm you.



By firing at the lower-right wall of Kraid's room, you'll uncover a hidden tank. Once you've exposed the tank, jump up to the right ledge, close to the hatch, roll to the left and press Right on the Control Stick as you fall. You can collect the tank after your battle or attempt to collect it during battle if you're low on energy.





# norfair: fire zone

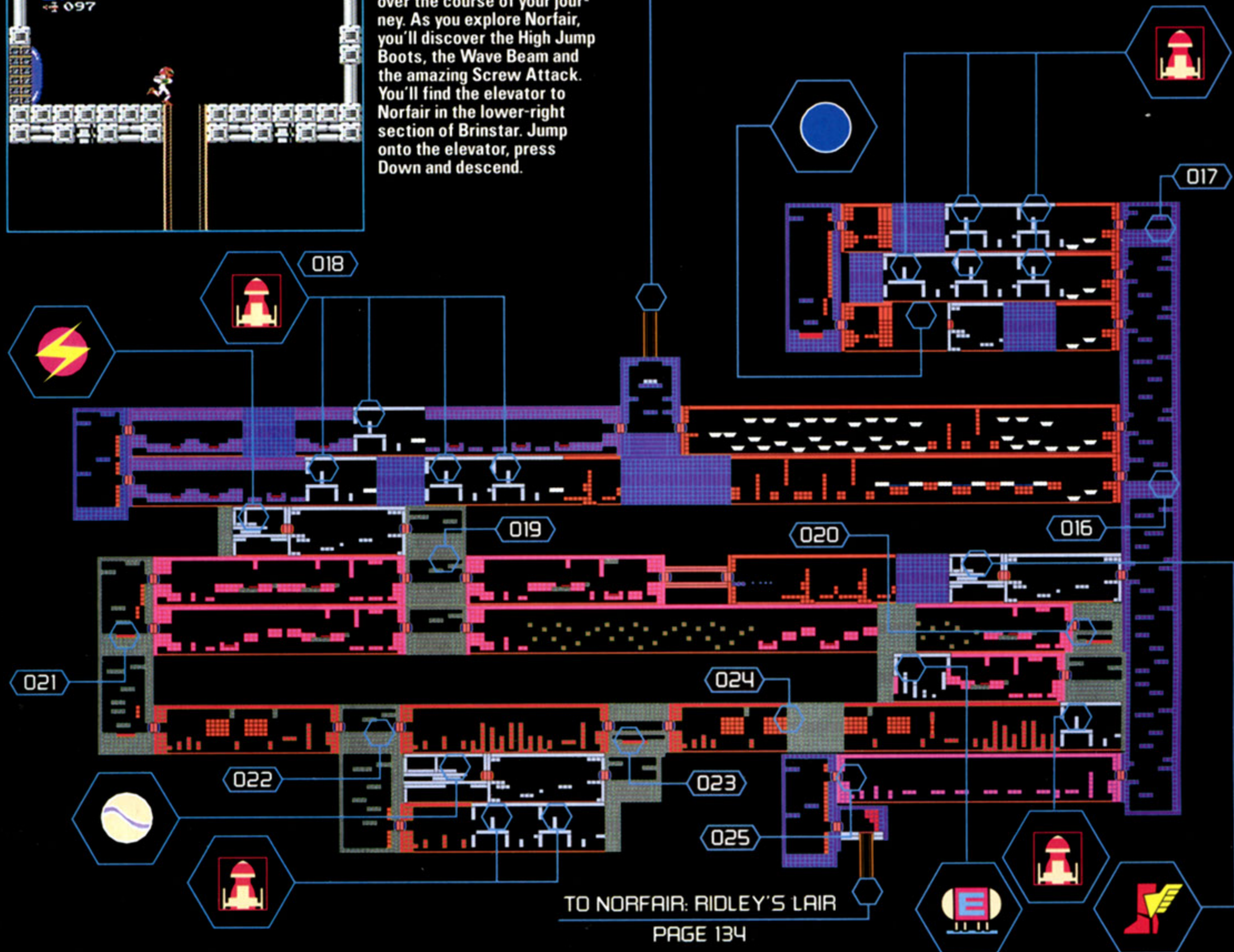
## [ NORFAIR EXPRESS ]



You can reach the land of bubbling lava at any time over the course of your journey. As you explore Norfair, you'll discover the High Jump Boots, the Wave Beam and the amazing Screw Attack. You'll find the elevator to Norfair in the lower-right section of Brinstar. Jump onto the elevator, press Down and descend.

FROM BRINSTAR: ROCKY ZONE

PAGE 129



TO NORFAIR: RIDLEY'S LAIR

PAGE 134

## 016 BOMB DOWN, JUMP HIGH



After you descend into Norfair, run to the right, through a lava-flooded corridor, and drop to the floor of a blue-bubble shaft. Plant Bomb Bombs on the ground to blast through to a deeper shaft. Drop to a hatch on the left side, enter another dangerous corridor and continue on to the High Jump Boots.

## 017 MISSILE MANEUVERS

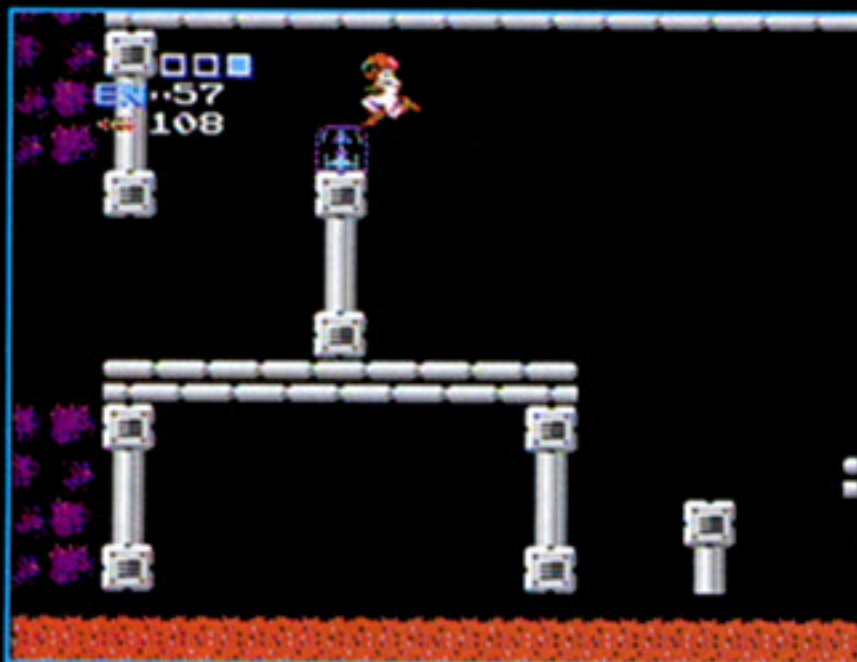


You'll discover a load of Missile Tanks in the upper-right section of Norfair. When you reach the top of the blue shaft, jump up to the ledge on the right side and fire straight up. You'll break through a line of blocks and discover an area above the ceiling. Jump up, open the next hatch and search for more Missiles.



## ROCKET POWER

018



The area to the left of the Norfair elevator is full of Missile Tanks. Explore the upper corridor first. After you collect a Missile Tank, continue on to the left end of the corridor and use Bombs to blast through the wall. Drop to the lower corridor and move to the right, to another Missile Tank.

## GROUND WORK

022



It always pays to plant Bombs on the ground. You'll often find places where you can break open paths to new areas. As you work your way to the right in the lower-left section of Norfair, you'll uncover a path to an area that contains two Missile Tanks. Grab them and go.

## POWER-UP BREAK THROUGH

019



By using Bombs in the room where you collected the High Jump Boots, you can uncover a path to one of the corridors that runs through the middle of Norfair. Run left through the corridor and stop at the room that has green bubble bricks on the walls and ceiling. Blast through the ceiling from the upper-right ledge and continue on to the Screw Attack upgrade.

## WAVE RUN

023



When you get to the single-block-wide bridge over lava, blast the block closest to the left hatch with a Bomb. After you drop, roll to the right and drop through a layer of false lava to a lower level. Make your way to the left from there and uncover the strong but unpredictable Wave Beam.

## LAVA DIP

020



After you collect the Screw Attack, return to the green room and bomb through the floor to a lower corridor. Hop to the room at the right end of the hall and blast the block closest to the hatch. Drop into a shallow pool of false lava, roll to the right and drop to a path that leads to an Energy Tank.

## PATH OF DESTRUCTION

024



As you continue to the right, through the green-bubble corridor in the lower section of Norfair, you'll encounter a large collection of dangerous enemies and many opportunities to drop into lava. When you reach a collection of red blocks near a green wall, fire your Wave Beam through the top blocks. You'll break one of the blocks in the wall and expose a path to a tank.

## NOT HOT

021



When you drop into the green shaft on the left side of Norfair, you'll find a false lava pool. Roll into the pool and plant Bombs on the left side to create a path to the lower shaft.

## JOURNEY TO RIDLEY'S LAIR

025



Norfair is the realm of Ridley, a dangerous, winged beast. Once you have the Wave Beam, a good number of Missiles and three or four Energy Tanks, you'll be ready to go after the fiend. Make your way to Norfair's lower-right corner, then move to the left, drop down a shaft and move right to the elevator.



# norfair: ridley's lair

## 026 UNDER, NOT OVER

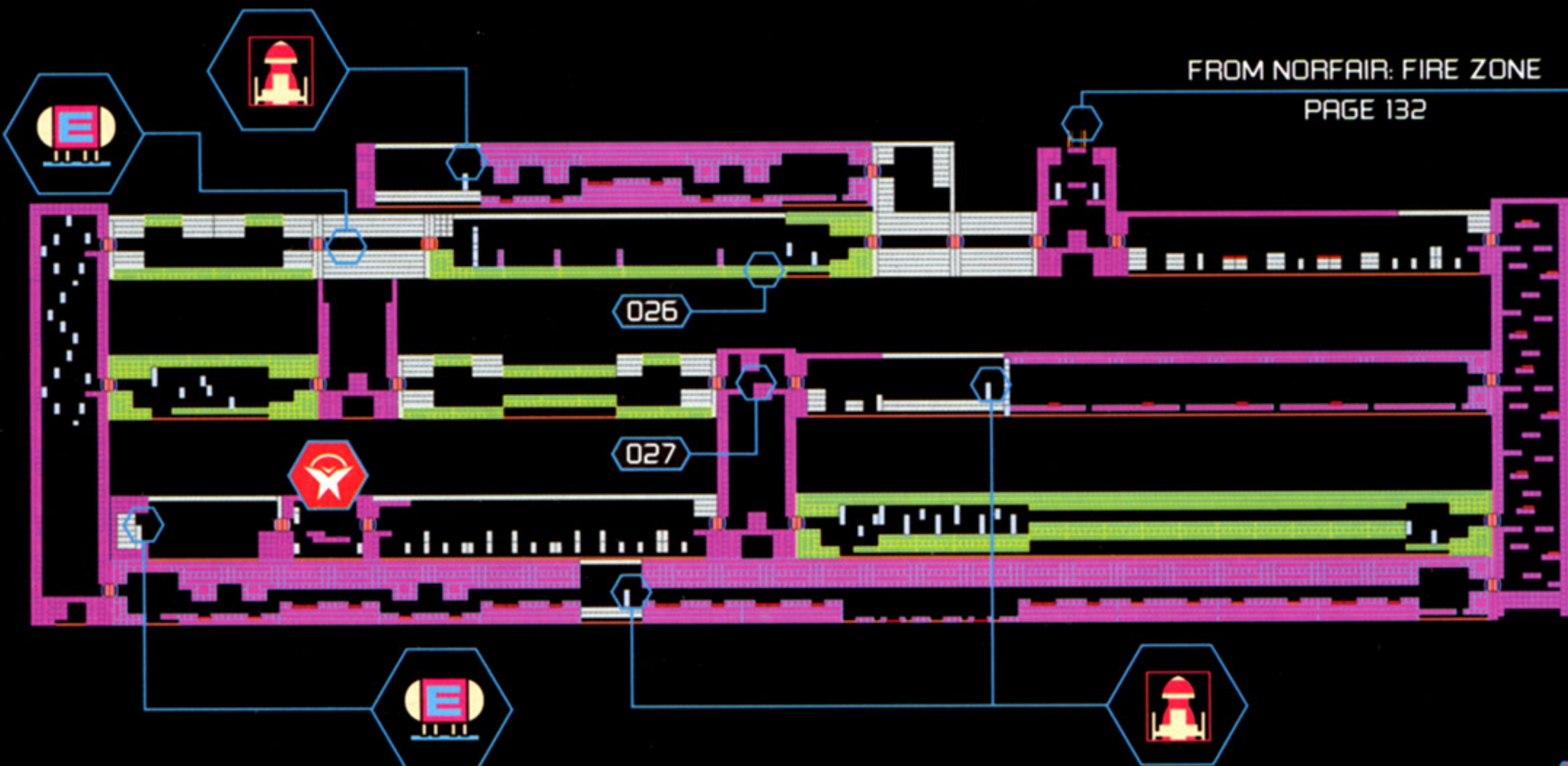


On your way to the left side of the hideout, you'll find a long hall that ends with a tall pole. Instead of trying to jump over the pole, find a place near the right end of the hall where you can blast your way into a hidden passage that runs parallel to the floor. You'll roll right under the pole and find an Energy Tank in the next room. Jump over false blocks as you approach the tank.

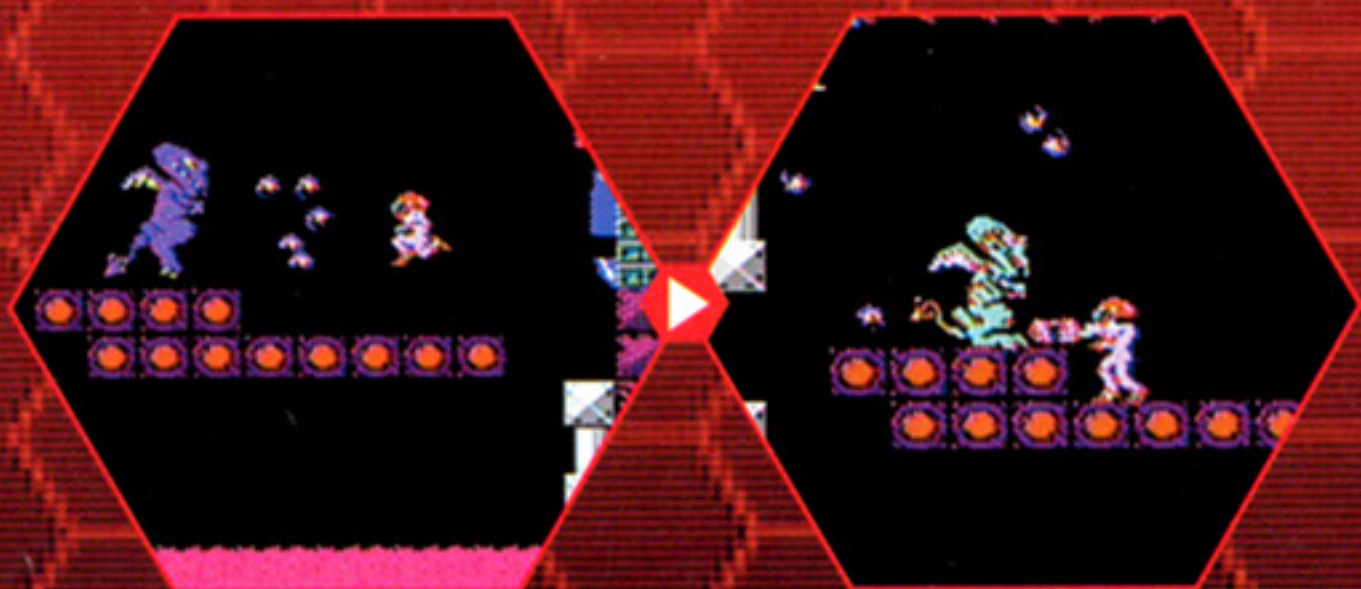
## 027 BLAST BALLISTICS



In the middle of the hideout, you'll find yourself on the left side of a gap that has a narrow opening on its right. If you attempt to jump over the gap, you'll miss the ledge. Roll into a ball and plant Bombs that send you into the air. The right combination of Bomb blast and rightward movement will put you onto the ledge.



## [ BOSS BATTLE ]



The boss of Norfair protects itself with a cloud of fiery embers. If you fire from a distance, your shots will stop at the embers. You can do some damage from below, in the lava pit, by firing your Wave Beam through the platform, but the best tactic is to get close and pummel Ridley with Missiles.



During your battle with Ridley, be sure to save 10 Missiles. You'll need them to open the hatch on the other side of the beast. Once you've ridded the world of Ridley, go left, through the hatch and over a lava pool. You'll discover an Energy Tank.



# ct tourian: central base

## 028 BUILD A BRIDGE



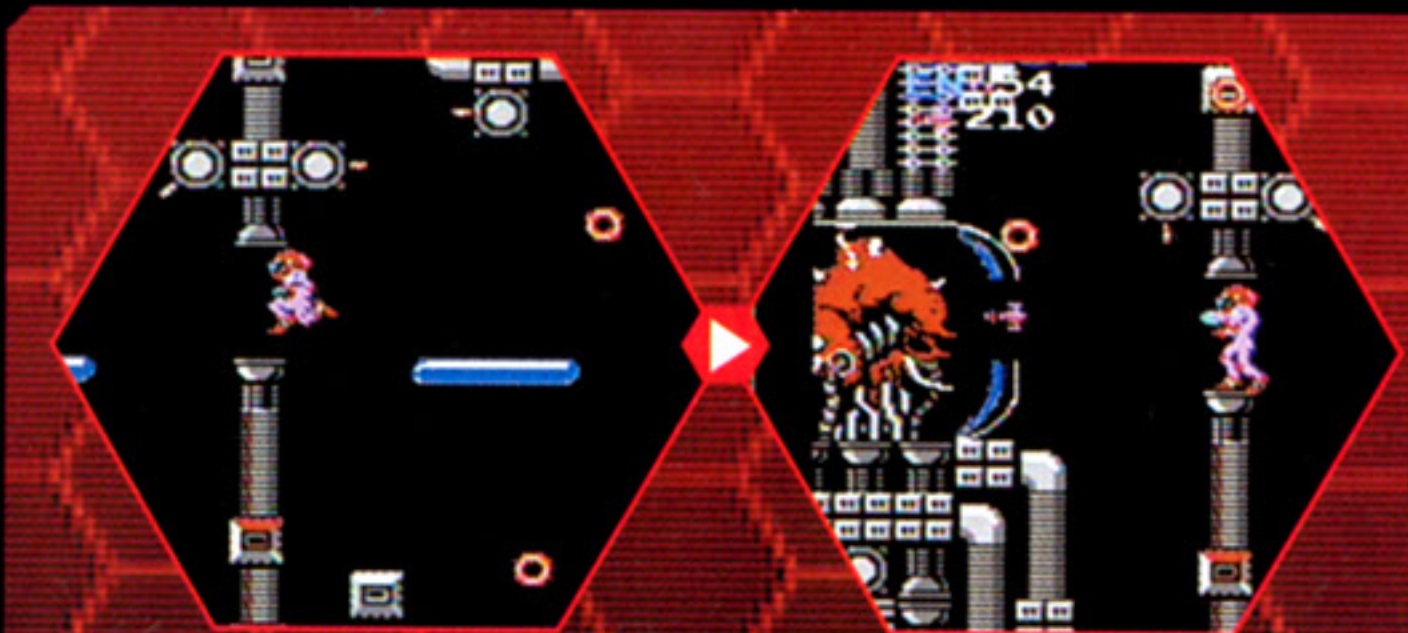
The entrance to Tourian is at the top of Brinstar. Statues of Kraid and Ridley rule over a wide gap. If you have defeated the beasts, the statues will be flashing. Hit them with Beam blasts to make them rise and produce a bridge that spans the gap.

## 029 FROZEN POP



Collect the Ice Beam before you descend into Tourian. When you encounter the energy-sapping Metroids, you'll discover that the only way to defeat them is to freeze them with the Beam then hit them with five Missiles. Metroids leave behind power-ups that fill 30 energy units or 30 Missiles.

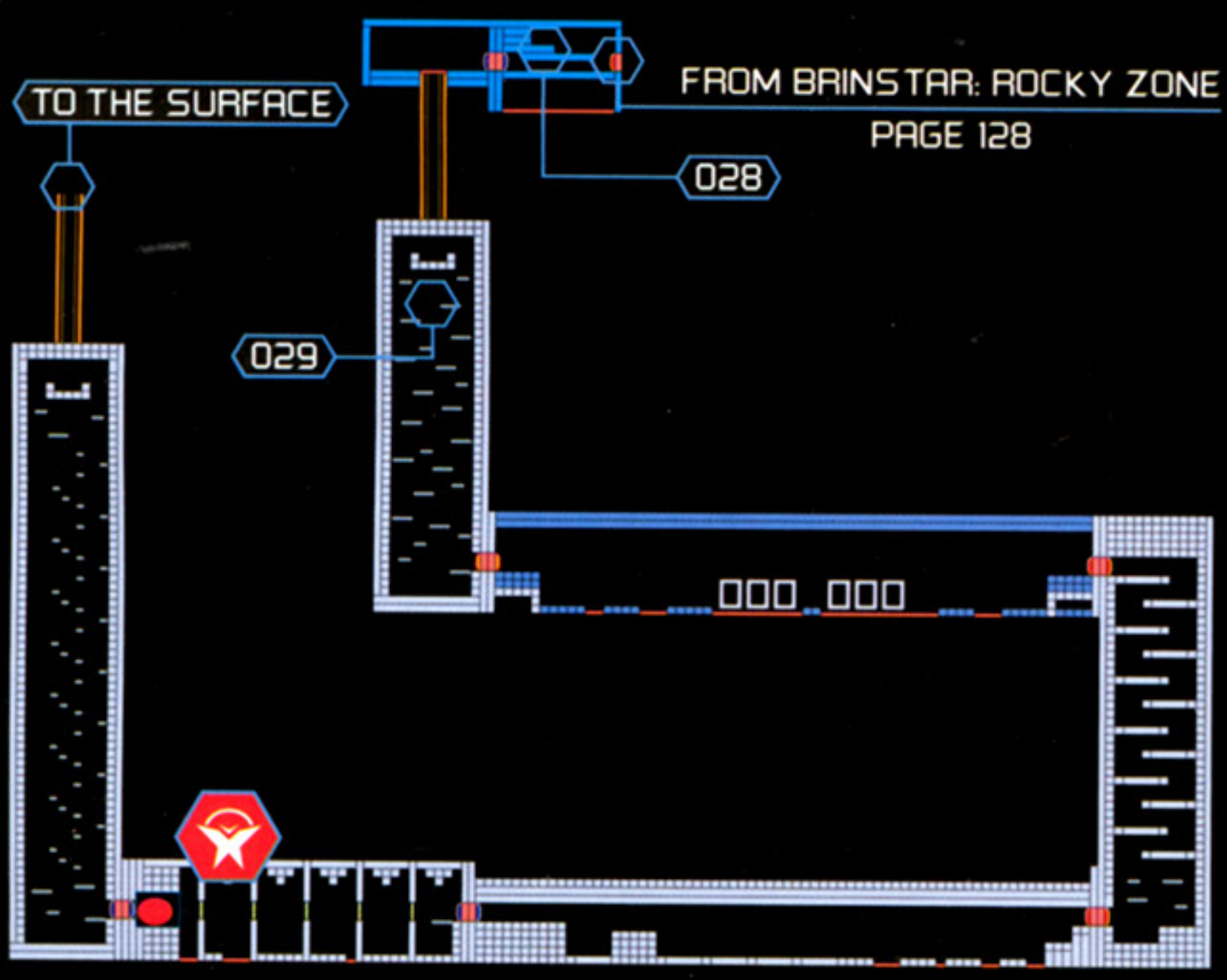
## [ BOSS BATTLE ]



The leader of the Metroids is the monstrous Mother Brain. On your way to the brain, you'll break through regenerating Zebetites. After you destroy the last Zebetite, stand where it was and target the brain with a steady stream of Missiles. Step to the right if the shots are about to hit you.



Immediately following your victory over the Mother Brain, an emergency evacuation will commence. You'll have 999 ticks of a very fast clock to make your way out of the brain's lair. The exit is a tall shaft with very small platforms. When you get to the top and take an elevator to the surface, you'll receive congratulations for a job well done.



## INTERESTING ENDINGS ]



In 1987, when Metroid was originally released for the Nintendo System (NES), it was not a well-known fact that Samus Aran was a woman. The game has four different endings. The best endings reveal Samus's identity, showing her without a helmet or body armor. The ending that you earn is determined by how long it took for you to finish the game. Once you're done, you can start over with all of the items that you accumulated, except for Energy Tanks or Missile Tanks.



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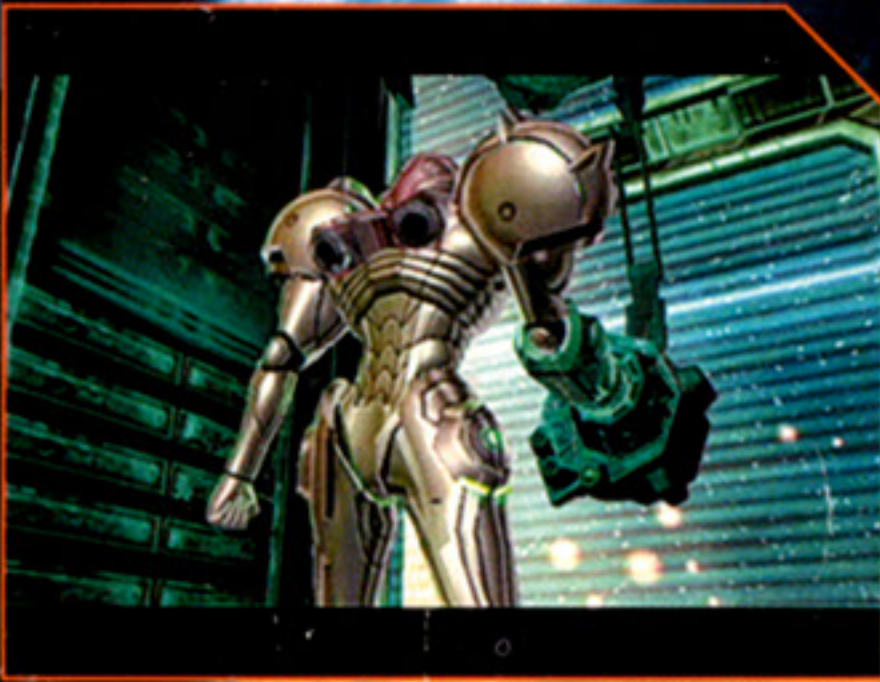
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# Before Evil Is Destroyed... It Must Be Found

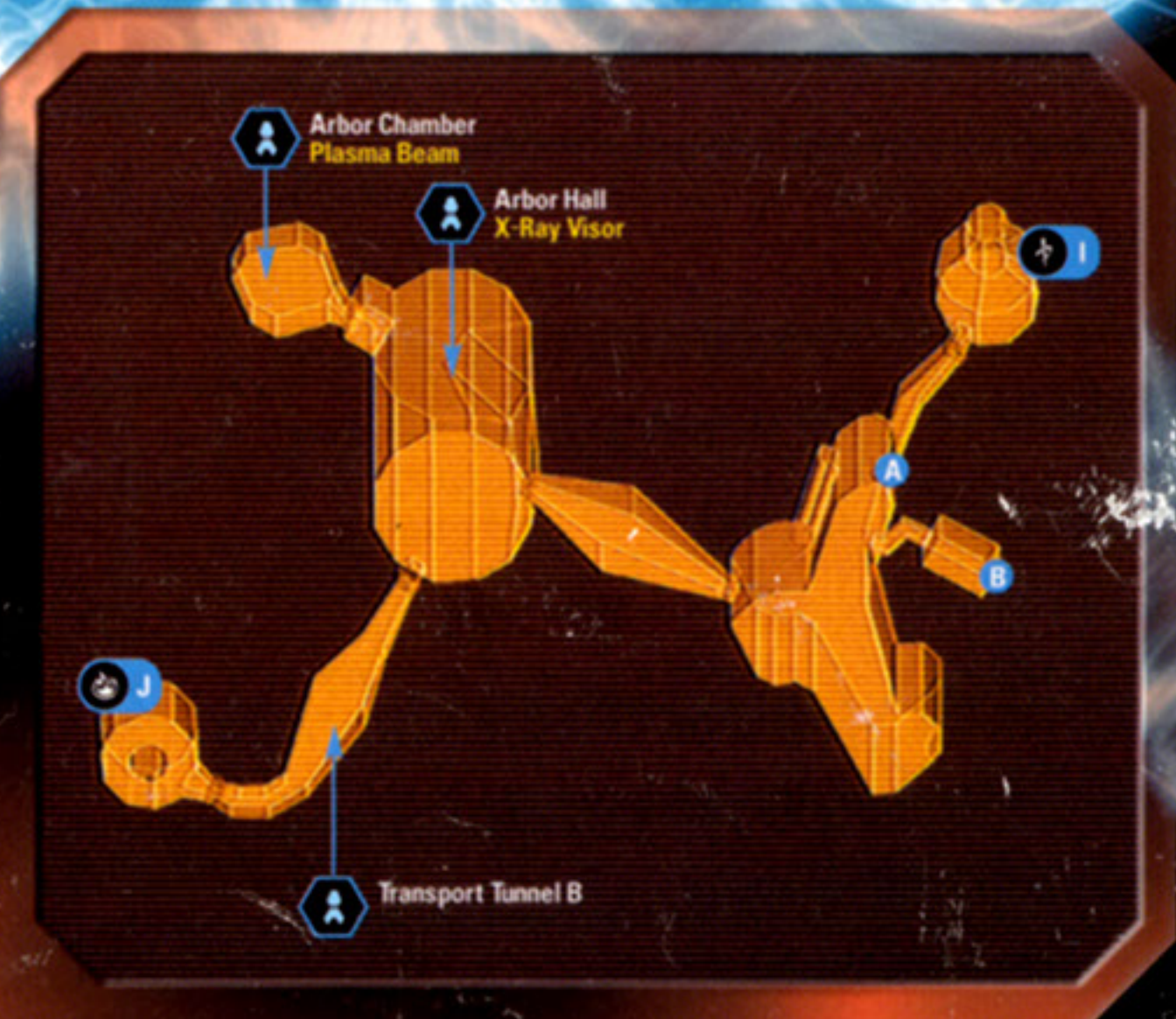
There is a great evil lurking just beneath the lush surface of Tallon IV, and only Samus Aran has the tools and the talent to send it packing. Help the bounty hunter eliminate her greatest threat yet with the official NINTENDO POWER Player's Guide.

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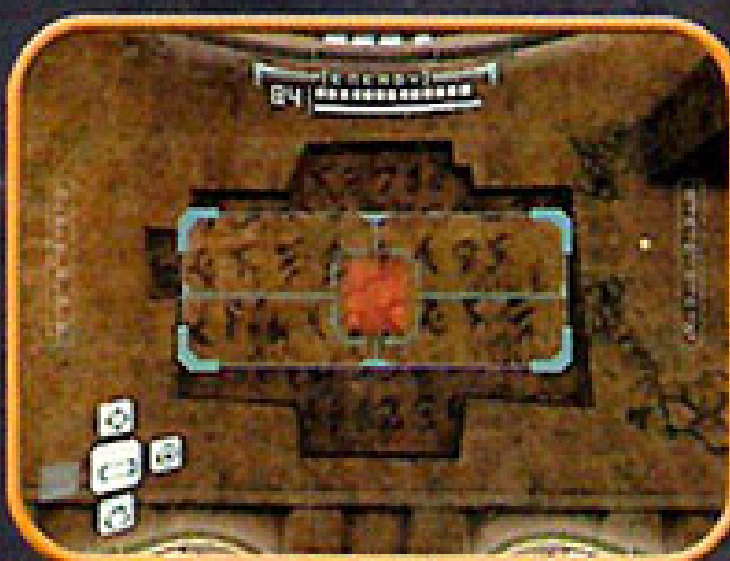
## MAP KEY



To get a 100% rating, you must find all the items and fill all five Log Books (Pirate Data, Chozo Lore, Research Information, Creatures and Artifacts). Pay special attention to the third Pirate Data entry—it can be scanned only during the prologue.

SAVE STATION	CHARGE BEAM	PLASMA BEAM
MAP STATION	FLAMETHROWER	POWER BOMB
MISSILE STATION	GRAPPLE BEAM	SPACE JUMP BOOTS
POWER BOMB EXPANSION	GRAVITY SUIT	SPIDER BALL
MISSILE EXPANSION	ICE BEAM	SUPER MISSILE
ENERGY TANK	ICE SPREADER	THERMAL VISOR
CHOZO ARTIFACT	MISSILE LAUNCHER	VARIA SUIT
CHOZO LORE	MORPH BALL	WAVE BEAM
PIRATE DATA	MORPH BALL BOMB	WAVEBUSTER
BOOST BALL	PHAZON SUIT	X-RAY VISOR

## RESEARCH INFORMATION



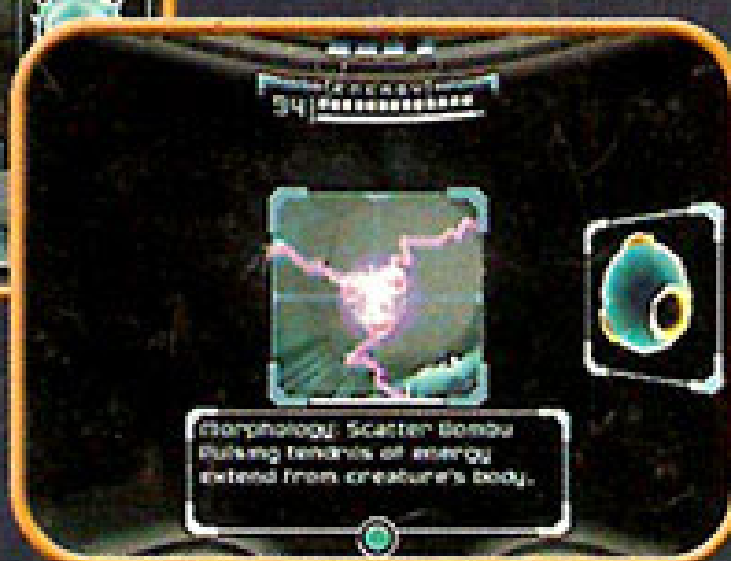
Most of the items in the Research Log Book (such as the Missile Ammo and Morph Ball Slot) appear in multiple locations. Only three items have unique locations: the Gunship is at the Landing Site; Zebes and Tallon IV are at the Observatory.

### Research Log Book

1. Save Station
2. Missile Door Lock
3. Map Station
4. Spinner
5. Missile Ammo
6. Large Energy
7. Small Energy
8. Stalactite
9. Missile Station
10. Spider Ball Track
11. Power Bomb Ammo
12. Grapple Point
13. Zebes
14. Ultra Energy
15. Morph Ball Slot
16. Tallon IV
17. Locked Door
18. Gunship

## CREATURE INFORMATION

Most creatures are indigenous to multiple locations, and they usually respawn if you return to a room you've visited. The exceptions are the bosses (such as Flaahgra and the Flaahgra Tentacle) and certain rare creatures like the Ram War Wasp and Ice Shriekbat. Keep your Scan Visor on in new areas so you don't miss anything.

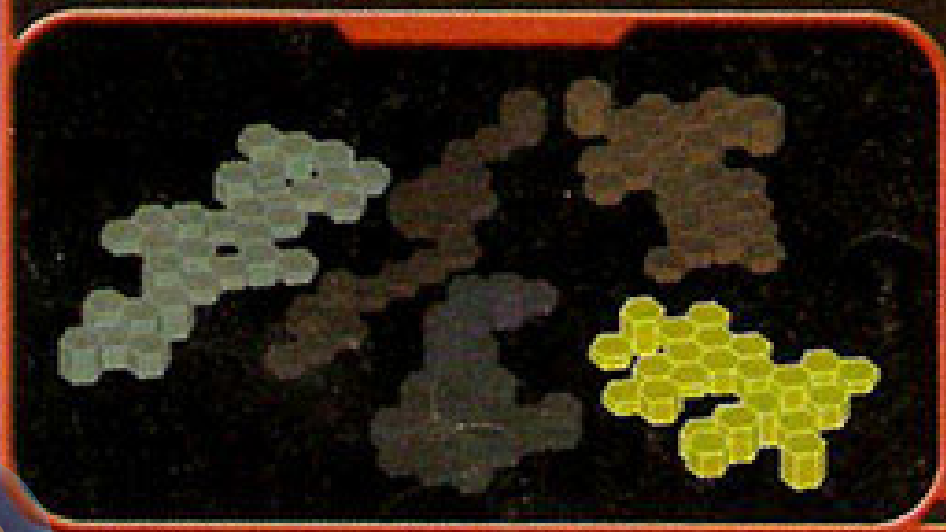


### Creature Log Book

Aqua Drone	Incinerator Drone	Shadow Pirate
Aqua Pirate	Jelzap	Sheegoth
Aqua Reaper	Lumigek	Shriekbat
Aqua Sac	Magmoor	Space Pirate
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Ice Shriekbat	Seedling	
Ice Trooper	Sentry Drone	



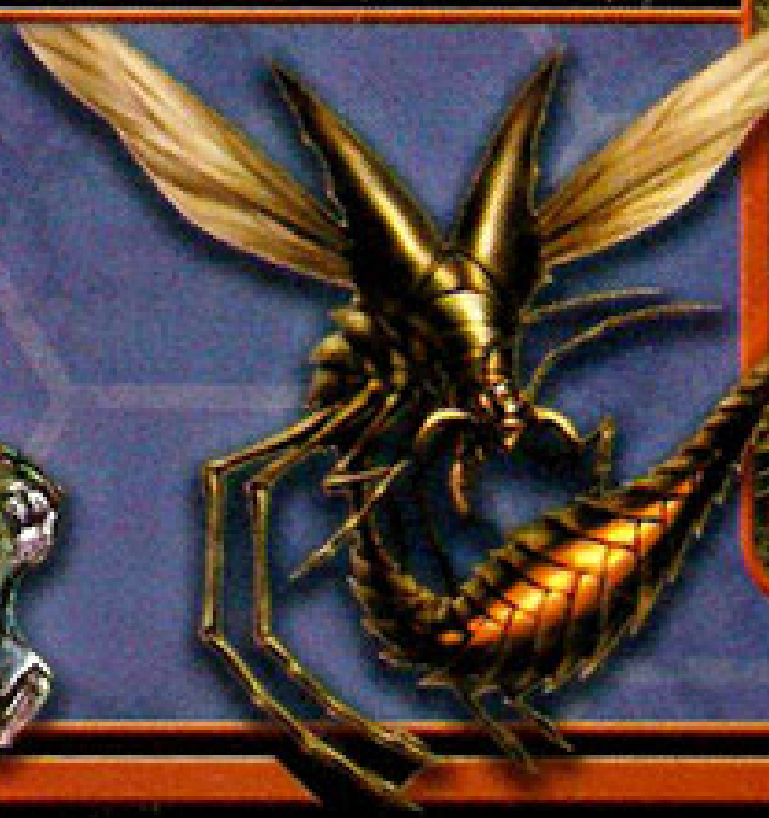
# TALLON OVERWORLD



\*THE PIRATE DATA LOCATED IN THE BIOHAZARD CONTAINMENT ROOM MUST BE SCANNED DURING THE PROLOGUE (WHILE THE PIRATE SHIP IS STILL IN ORBIT).

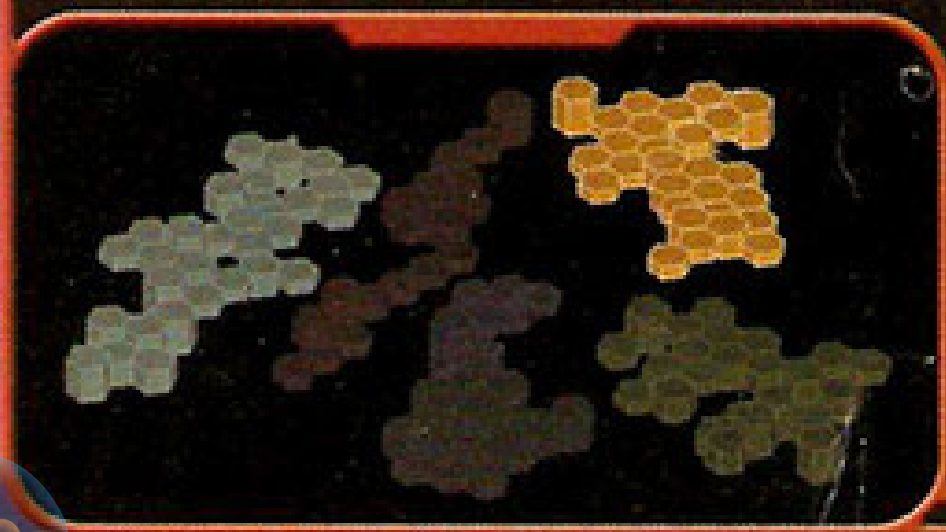


# CHOZO RUINS



F TALLON OVERWORLD

E TALLON OVERWORLD





# MAGMOOR CAVERNS

