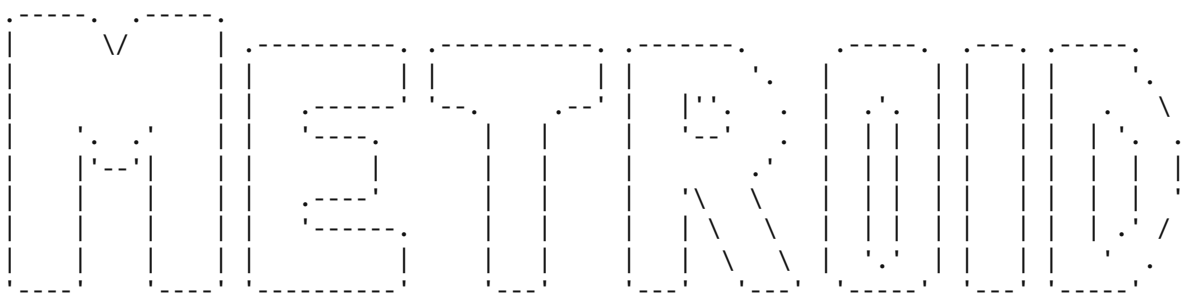




METROID PRIME I
NINTENDO & RETRO 2002

Document Created By Joe Krall,
AKA Tanza, AKA Tanza Games Co.

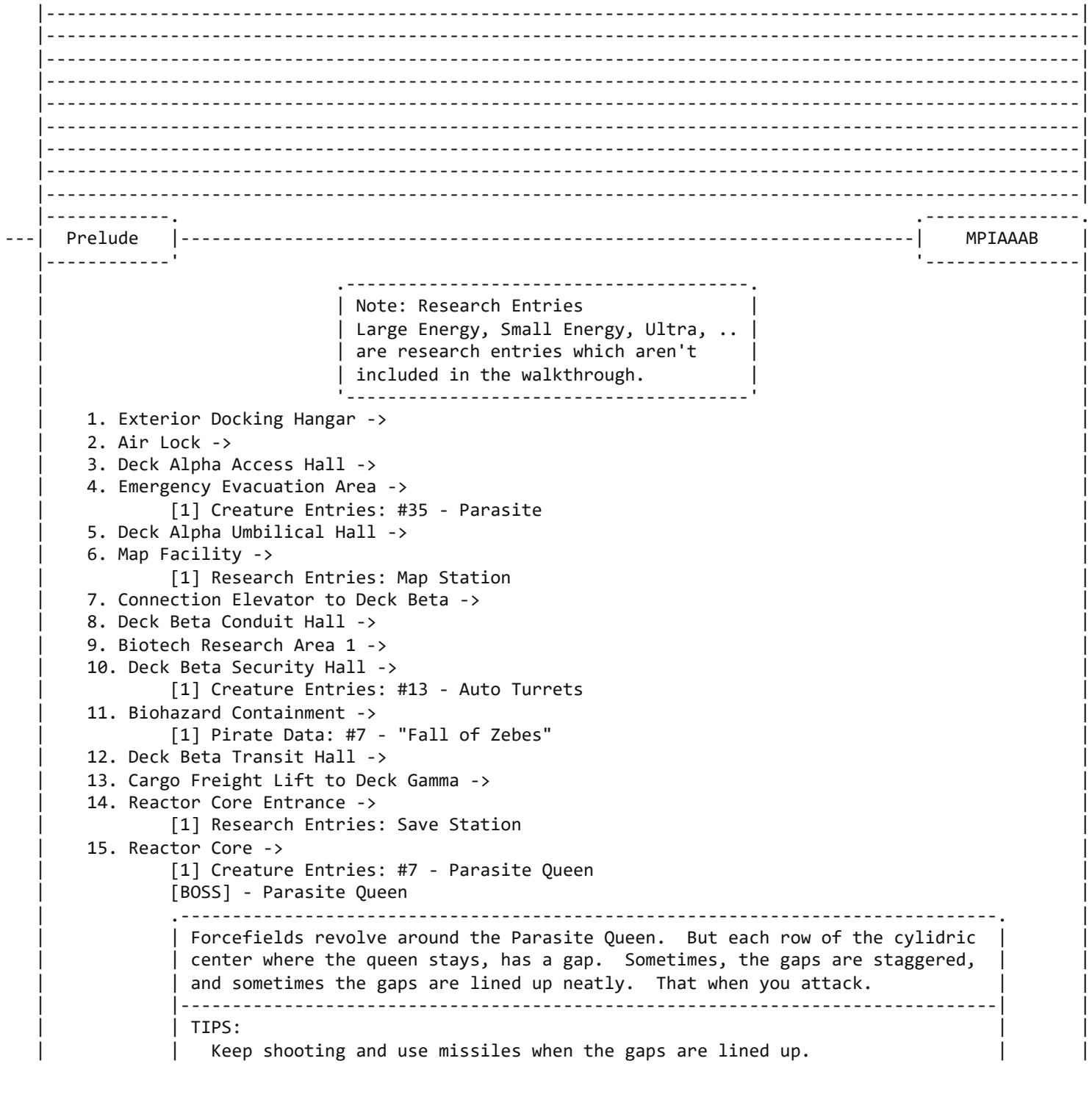
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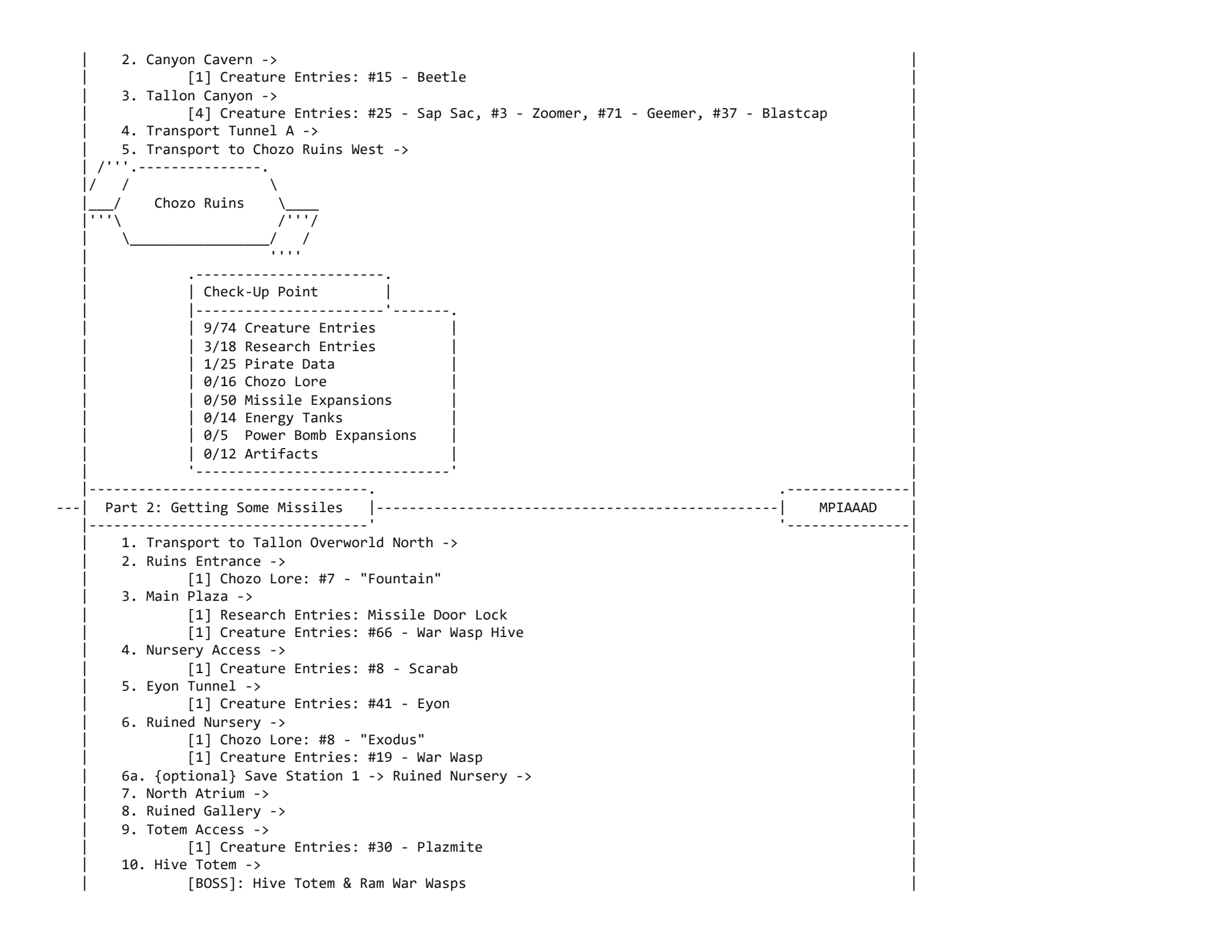
INDEX | MPIAAAA

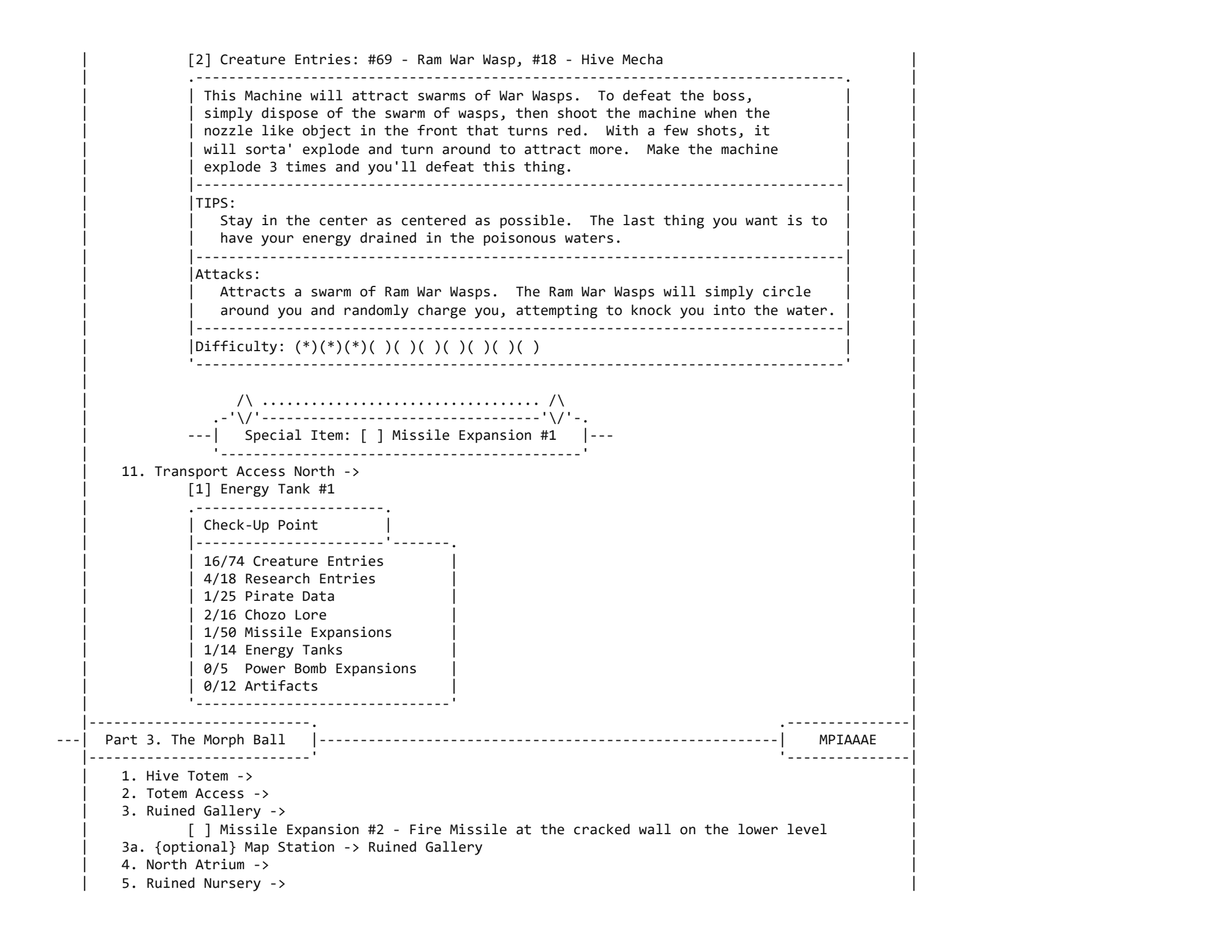
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Prelude
MPIAAAB
Note: Research Entries
Large Energy, Small Energy, Ultra, ..
are research entries which aren't
included in the walkthrough.
1. Exterior Docking Hangar ->
2. Air Lock ->
3. Deck Alpha Access Hall ->
4. Emergency Evacuation Area ->
[1] Creature Entries: #35 - Parasite
5. Deck Alpha Umbilical Hall ->
6. Map Facility ->
[1] Research Entries: Map Station
7. Connection Elevator to Deck Beta ->
8. Deck Beta Conduit Hall ->
9. Biotech Research Area 1 ->
10. Deck Beta Security Hall ->
[1] Creature Entries: #13 - Auto Turrets
11. Biohazard Containment ->
[1] Pirate Data: #7 - "Fall of Zebes"
12. Deck Beta Transit Hall ->
13. Cargo Freight Lift to Deck Gamma ->
14. Reactor Core Entrance ->
[1] Research Entries: Save Station
15. Reactor Core ->
[1] Creature Entries: #7 - Parasite Queen
[BOSS] - Parasite Queen
Forcefields revolve around the Parasite Queen. But each row of the cylidric
center where the queen stays, has a gap. Sometimes, the gaps are staggered,
and sometimes the gaps are lined up neatly. That when you attack.
TIPS:
Keep shooting and use missiles when the gaps are lined up.

```
|            |-------------------------------------------------------------------------|       |
|            | ATTACKS:                                                                |       |
|            |   The queen spews a green beam at you. Just keep moving to easily dodge it.   |       |
|            |-------------------------------------------------------------------------|       |
|            | DIFFICULTY: (*)( )( )( )( )( )( )( )( )                                 |       |
|            '-------------------------------------------------------------------------'       |
|    16. Deck Gamma Monitor Hall ->                                                           |
|    17. Connection Elevator to Deck Beta ->                                                  |
|    18. Biotech Research Area 1 ->                                                           |
|    19. Subventilation Shaft Section A ->                                                    |
|    20. Subventilation Shaft Section B ->                                                    |
|    21. Cargo Freight Lift to Deck Gamma ->                                                  |
|    22. Main Ventilation Shaft Section A ->                                                  |
|    23. Main Ventilation Shaft Section B ->                                                  |
|    23. Main Ventilation Shaft Section C ->                                                  |
|    24. Main ventilation Shaft Section D ->                                                  |
|    25. Main Ventilation Shaft Section E ->                                                  |
|    26. Main Ventilation Shaft Section F ->                                                  |
|    27. Biotech Research Area 2 ->                                                           |
|    28. Connection Elevator to Deck Alpha ->                                                 |
|    29. Deck Alpha Mech Shaft ->                                                             |
|    30. Air Lock ->                                                                          |
|    31. Exterior Docking Hangar ->                                                           |
|            .------------------------.                                                       |
|            | Check-Up Point         |                                                       |
|            |------------------------'-------.                                               |
|            | 3/74 Creature Entries          |                                               |
|            | 2/18 Research Entries          |                                               |
|            | 1/25 Pirate Data               |                                               |
|            | 0/16 Chozo Lore                |                                               |
|            | 0/50 Missile Expansions        |                                               |
|            | 0/14 Energy Tanks              |                                               |
|            | 0/5  Power Bomb Expansions     |                                               |
|            | 0/12 Artifacts                 |                                               |
|            '--------------------------------'                                               |
|-----------------------------------.                                         .---------------|
---|  Part 1: Beginning Your Quest   |---------------------------------------------|    MPIAAAC    |
|-----------------------------------'                                         '---------------|
| /'''.---------------.
|/   /                 \
|___/ Tallon Overworld  \____
|'''\                   /''''/
|    \_________________/   /
|                     ''''
|    1. Landing Site ->
|            [1] Research Entries: #18 - Gunship
|            [1] Creature Entries: #16 - Tangle Weed
```


2. Canyon Cavern ->
[1] Creature Entries: #15 - Beetle
3. Tallon Canyon ->
[4] Creature Entries: #25 - Sap Sac, #3 - Zoomer, #71 - Geemer, #37 - Blastcap
4. Transport Tunnel A ->
5. Transport to Chozo Ruins West ->
Chozo Ruins
Check-Up Point
9/74 Creature Entries
3/18 Research Entries
1/25 Pirate Data
0/16 Chozo Lore
0/50 Missile Expansions
0/14 Energy Tanks
0/5 Power Bomb Expansions
0/12 Artifacts
Part 2: Getting Some Missiles
MPIAAAD
1. Transport to Tallon Overworld North ->
2. Ruins Entrance ->
[1] Chozo Lore: #7 - "Fountain"
3. Main Plaza ->
[1] Research Entries: Missile Door Lock
[1] Creature Entries: #66 - War Wasp Hive
4. Nursery Access ->
[1] Creature Entries: #8 - Scarab
5. Eyon Tunnel ->
[1] Creature Entries: #41 - Eyon
6. Ruined Nursery ->
[1] Chozo Lore: #8 - "Exodus"
[1] Creature Entries: #19 - War Wasp
6a. {optional} Save Station 1 -> Ruined Nursery ->
7. North Atrium ->
8. Ruined Gallery ->
9. Totem Access ->
[1] Creature Entries: #30 - Plazmite
10. Hive Totem ->
[BOSS]: Hive Totem & Ram War Wasps


[2] Creature Entries: #69 - Ram War Wasp, #18 - Hive Mecha
This Machine will attract swarms of War Wasps. To defeat the boss, simply dispose of the swarm of wasps, then shoot the machine when the nozzle like object in the front that turns red. With a few shots, it will sorta' explode and turn around to attract more. Make the machine explode 3 times and you'll defeat this thing.
TIPS:
Stay in the center as centered as possible. The last thing you want is to have your energy drained in the poisonous waters.
Attacks:
Attracts a swarm of Ram War Wasps. The Ram War Wasps will simply circle around you and randomly charge you, attempting to knock you into the water.
Difficulty: (*)(*)(*)( )( )( )( )( )( )
Special Item: [ ] Missile Expansion #1
11. Transport Access North ->
[1] Energy Tank #1
Check-Up Point
16/74 Creature Entries
4/18 Research Entries
1/25 Pirate Data
2/16 Chozo Lore
1/50 Missile Expansions
1/14 Energy Tanks
0/5 Power Bomb Expansions
0/12 Artifacts
Part 3. The Morph Ball
MPIAAAE
1. Hive Totem ->
2. Totem Access ->
3. Ruined Gallery ->
[ ] Missile Expansion #2 - Fire Missile at the cracked wall on the lower level
3a. {optional} Map Station -> Ruined Gallery
4. North Atrium ->
5. Ruined Nursery ->

```
|    6. Eyon Tunnel ->                                                                                                  |
|    7. Nursery Access ->                                                                                               |
|insrt. Main Plaza ->                                                                                                   |
|    8. Ruined Shrine Access ->                                                                                         |
|    9. Ruined Shrine ->                                                                                                |
|           [MINI-BOSS]: Beetles & Plated Beetle                                                                        |
|           .-------------------------------------------------------------------------------.                           |
|           | Close to 20 or so Beetles will come up out of the ground and attack you.      |                           |
|           | And then after you defeat all of them, the Plated Beetle will appear.  To     |                           |
|           | the Plated Beetle, you have to wait till it charges you, evade it, and attack |                           |
|           | the exposed section lit up in red.                                            |                           |
|           |-------------------------------------------------------------------------------|                           |
|           | TIPS:                                                                         |                           |
|           |    Stand on one edge and keep firing, then jump to the other edge.  When the  |                           |
|           |    Plated Beetle comes out, just be ever-cautious and ready.                  |                           |
|           |-------------------------------------------------------------------------------|                           |
|           | ATTACKS:                                                                      |                           |
|           |    Strafe and charge.                                                         |                           |
|           |-------------------------------------------------------------------------------|                           |
|           | DIFFICULTY: (*)( )( )( )( )( )( )( )( )                                       |                           |
|           '-------------------------------------------------------------------------------'                           |
|                                                                                                                       |
|           [1] Creature Entries: #49 - Plated Beetle                                                                   |
|                /\ ..................... /\                                                                        |
|              .-'\/'--------------------'\/'-.                                                                        |
|           ---|   Special Item: Morph Ball   |---                                                                     |
|              '------------------------------'                                                                        |
|           .-----------------------.                                                                                   |
|           | Check-Up Point        |                                                                                   |
|           |-----------------------'-------.                                                                           |
|           | 17/74 Creature Entries        |                                                                           |
|           | 4/18 Research Entries         |                                                                           |
|           | 1/25 Pirate Data              |                                                                           |
|           | 2/16 Chozo Lore               |                                                                           |
|           | 2/50 Missile Expansions       |                                                                           |
|           | 1/14 Energy Tanks             |                                                                           |
|           | 0/5  Power Bomb Expansions    |                                                                           |
|           | 0/12 Artifacts                |                                                                           |
|           '-------------------------------'                                                                           |
|-------------------------------.                                                                 .---------------|
---|  Part 4: Get the Charge Beam   |-------------------------------------------------|    MPIAAAF    |
|-------------------------------'                                                                 '---------------|
|    1. Ruined Shrine Access ->                                                                                         |
|    2. Main Plaza ->                                                                                                   |
|    3. Ruined Fountain Access ->                                                                                       |
|    4. Ruined Fountain ->                                                                                              |
|           [1] Chozo Lore: #10 - "Hatchling"                                                                           |
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|    5. Arboretum Access ->                                                
```

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|    6. Burn Dome Access ->                                                                                  |
|    7. Burn Dome ->                                                                                         |
|            [BOSS] - Incinerator Drone & Barbed War Wasps                                                   |
|            [2] Creature Entries: #40 - Incinerator Drone, #31 - Barbed War Wasp                            |
|            .-------------------------------------------------------------------------------.             |
|            | The drone will stay in one place, but rotating its two flaming arms around    |             |
|            | the center, eventually, the top will shine red, and you can harm it.  When    |             |
|            | you do so with a charged shot, the flaming arms will point upwards and summon |             |
|            | some Barbed War Wasps.  Harm the drone enough to kill it.                     |             |
|            |-------------------------------------------------------------------------------|             |
|            | TIPS:                                                                         |             |
|            |   Kill the Barbed War Wasps for energy.  When they're gone, stay locked on to |             |
|            |   the drone and evade the flaming arms.                                       |             |
|            |-------------------------------------------------------------------------------|             |
|            | ATTACKS:                                                                      |             |
|            |   The Drone will rotate while spewing fire, sometimes with one arm elevated   |             |
|            |   upward - you walk under it, and the other downward - you jump over it.      |             |
|            |   The Barbed War Wasps can attack from a distance.                            |             |
|            |-------------------------------------------------------------------------------|             |
|            | DIFFICULTY: (*)(*)( )( )( )( )( )( )( )                                       |             |
|            '-------------------------------------------------------------------------------'             |
|                 /\ ......................... /\                                                        |
|               .-'\/'-------------------------'\/'-.                                                       |
|            ---|   Special Item: Morph Ball Bomb   |---                                                   |
|               '-----------------------------------'                                                       |
|            [ ] Missile Expansion #4 - Bomb the morph ball tunnel to get to a nook                          |
|            .-----------------------.                                                                      |
|            | Check-Up Point        |                                                                      |
|            |-----------------------'-------.                                                              |
|            | 23/74 Creature Entries        |                                                              |
|            | 6/18 Research Entries         |                                                              |
|            | 1/25 Pirate Data              |                                                              |
|            | 4/16 Chozo Lore               |                                                              |
|            | 4/50 Missile Expansions       |                                                              |
|            | 1/14 Energy Tanks             |                                                              |
|            | 0/5  Power Bomb Expansions    |                                                              |
|            | 0/12 Artifacts                |                                                              |
|            '-------------------------------'                                                              |
|-------------------------------.                                                 .---------------|
---|  Part 6: Purifying the Waters  |-------------------------------------------------|    MPIAAAH    |
|-------------------------------'                                                 '---------------|
|    1. Burn Dome Access ->                                                                                  |
|    2. Energy Core ->                                                                                       |
|            [TIME LIMIT PUZZLE] - You need to work fast, or the effects of the previous                     |
|                                  morph ball slot is reversed.  Listen to the beeping.                      |
|                                  The first slot drains the water, the second raises some                   |
|                                  platforms, and the third raises some more.                                |
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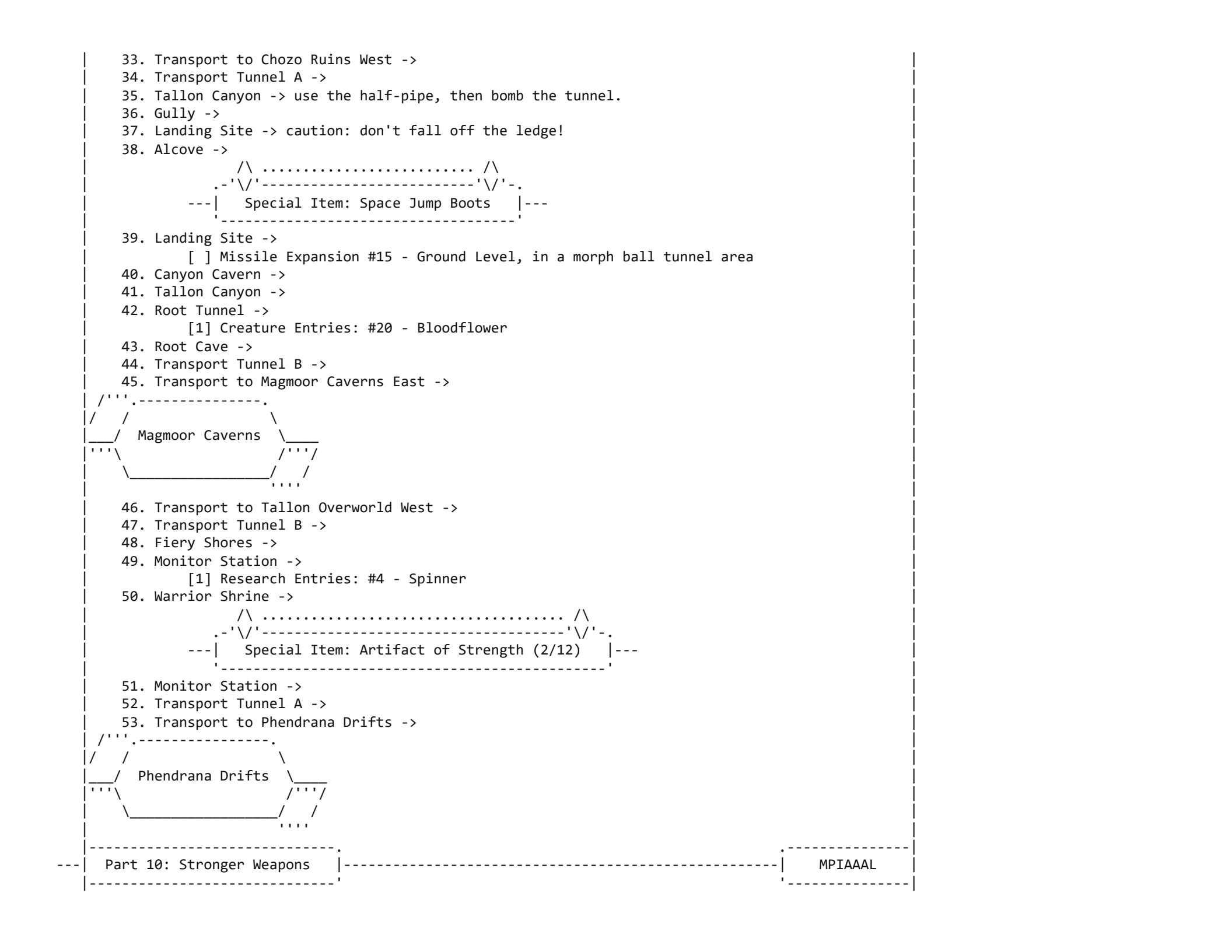
3. West Furnace Access ->
4. Furnace ->
        [1] Energy Tank - #2 - Located at the other far end in a nook
5. Energy Core ->
6. Energy Core Access ->
7. East Atrium ->
8. Gathering Hall ->
9. Watery Hall Access ->
10. Watery Hall Access -> Morph Ball Tunnel Accessible via bombing
11. Dynamo Access ->
12. Dynamo ->
        [ ] Missile Expansion - #5 - Blast the grating to the side
13. Dynamo Access ->
14. Watery Hall ->
15. Watery Hall Access ->
16. Gathering Hall ->
17. Gathering Hall Access ->
18. Arboretum ->
        [PUZZLE] - Activate the 4 Runic Symbols to unlock the barrier.
                1. Located on the tree eye level with the orange - tipped bridge.
                2. Almost directly below the orange - tipped bridge underneath a
                   bunch of red plant.
                3. Travelling up, after passing through the first set of morph
                   ball blockades, and on the wall.
                4. Travelling up, this is found on the far wall at the very top
                   and as far as you can go.
19. Sunchamber Lobby ->
20. Sunchamber Access ->
21. Sunchamber
        [BOSS] - Flaahgra
        [2] Creature Entries: #57 - Flaahgra Tentacle, #32 - Flaahgra
        .---.
        | There are 4 Stages to Flaahgra, each stage with an additional sun reflector. |
        | Your goal in each stage is to stun Flaahgra and then attack the reflectors |
        | and set them into position. Once all of the sun reflectors are set into |
        | position, the Flaahgra Tentacles will be removed so that you can use the |
        | morph ball slot beneath Flaahgra, which is what actually damages and kills |
        | him. You need to act fast too, because he can reset the sun reflectors if |
you don't stun him fast enough.
TIPS:
Keep Flaahgra stunned. If he wakes up in between setting the sun
reflectors, then immediately start attacking him again.
ATTACKS:
Flaahgra has this yellow stuff he shoots at you. Also, the only other
attack he has is to form a vine wall on the outer perimeter. Also, the

```
|            |   Flaahgra Tentacles may whack you if you get to close.                    |      |
|            |----------------------------------------------------------------------------|      |
|            | DIFFICULTY: (*)(*)(*)(*)( )( )( )( )( )                                    |      |
|            '----------------------------------------------------------------------------'      |
|                 /\ ..................... /\                                                   |
|               .-'\/'--------------------'\/'-.                                               |
|            ---|   Special Item: Varia Suit   |---                                            |
|               '------------------------------'                                               |
|    22. Sun Tower Access ->                                                                   |
|            [1] Creature Entries: #5 - Pulse Bombu                                            |
|    23. Sun Tower ->                                                                          |
|            [1] Creature Entries: #43 - Oculus                                                |
|            [1] Chozo Lore: #12 - "Contain"                                                   |
|    24. Transport to Magmoor Caverns North ->                                                 |
|    25. Vault Access ->                                                                       |
|    26. Vault ->                                                                              |
|            [ ] Missile Expansion - #6 - Blast the slots with bombs, then activate them.  On the    |
|                                     third slot, you'll need to execute a bomb double jump.   |
|            [1] Chozo Lore: #4 - "Beginnings"                                                 |
|    27. Plaza Access -> WARNING - Don't fall off in the next area.                            |
|    28. Main Plaza ->                                                                         |
|            [1] Energy Tank #3 - Located at this tiny ledge accessible from the Plaza Access  |
|    29. Plaza Access ->                                                                       |
|    30. Vault ->                                                                              |
|    31. Vault Access ->                                                                       |
|    32. Transport to Magmoor Caverns North ->                                                 |
|                                                                                              |
|  /'''.---------------.                                                                       |
| /   /                 \                                                                      |
|___/  Magmoor Caverns  \____                                                                  |
|'''\                    /''''/                                                                |
|    \__________________/   /                                                                 |
|                       ''''                                                                   |
|            .------------------------.                                                        |
|            | Check-Up Point         |                                                        |
|            |------------------------'-------.                                                |
|            | 27/74 Creature Entries         |                                               |
|            | 6/18 Research Entries          |                                               |
|            | 1/25 Pirate Data               |                                               |
|            | 6/16 Chozo Lore                |                                               |
|            | 6/50 Missile Expansions        |                                               |
|            | 3/14 Energy Tanks              |                                               |
|            | 0/5  Power Bomb Expansions     |                                               |
|            | 0/12 Artifacts                 |                                               |
|            '--------------------------------'                                               |
|  |-------------------------------.                                          .---------------|
|--|  Part 7: Navigating the Flames |----------------------------------------------------|    MPIAAAI    |
```

```
|--------------------------------'                                                '---------------|
|    1. Transport to Chozo Ruins North ->                                                        |
|    2. Burning Trail ->                                                                         |
|            [1] Creature Entries: #2 - Grizby                                                   |
|    2a. {optional} Save Station Magmoor A -> Burning Trail ->                                   |
|    3. Lake Tunnel ->                                                                           |
|            [1] Creature Entries: #29 - Burrower                                                |
|    4. Lava Lake ->                                                                             |
|            [2] Creature Entries: #65 - Magmoor, #11 - PUffer                                   |
|    5. Pit Tunnel ->                                                                            |
|            [1] Creature Entries: #10 - Triclops                                                |
|    6. Triclops Pit ->                                                                          |
|            [ ] Missile Expansion #7 - In the Triclops pit beneath the surface.  Find a nook with a |
|                                  morph ball tunnel and navigate the pit to another tunnel ->   |
|                                  Storage Cavern.                                               |
|    7. Monitor Tunnel ->                                                                        |
|    8. Monitor Station ->                                                                       |
|    9. Shore TUnnel ->                                                                          |
|    10. Fiery Shores ->                                                                         |
|            [ ] Missile Expansion #8 - Near the Platform with a Triclops, use the morph ball    |
|                                     tunnel, and then navigate the catwalks.                    |
|    11. Transport Tunnel B ->                                                                   |
|    12. Transport to Tallon Overworld West ->                                                   |
|                                                                                                |
| /'''.----------------.                                                                         |
|/   /                  \                                                                       |
|___/  Tallon Overworld  \____                                                                   |
|'''\                    /''''/                                                                  |
|    \__________________/   /                                                                    |
|                       ''''                                                                     |
|    13. Transport to Magmoor Caverns East ->                                                    |
|    14. Transport Tunnel B ->                                                                   |
|            [ ] Missile Expansion #9 - Under the Causeway/bridge                                |
|    15. Transport to Magmoor Caverns East ->                                                    |
| /'''.---------------.                                                                          |
|/   /                 \                                                                        |
|___/  Magmoor Caverns  \____                                                                    |
|'''\                   /''''/                                                                   |
|    \_________________/   /                                                                     |
|                      ''''                                                                      |
|    16. Transport to Tallon Overworld West ->                                                   |
|    17. Transport Tunnel B ->                                                                   |
|    18. Fiery Shores ->                                                                         |
|    19. Shore Tunnel ->                                                                         |
|    20. Monitor Station ->                                                                      |
|    21. Transport Tunnel A ->                                                                   |
|            [1] Energy Tank #4 - You need to perform 3 successful double bomb jumps.  Caution   |
```

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|                              is extremely advised with low energy.                                  |
|    22. Transport to Phendrana Drifts North ->                                                       |
| /'''.----------------.                                                                              |
|/   /                  \                                                                            |
|___/  Phendrana Drifts  \____                                                                        |
|'''\                    /''''/                                                                       |
|    \__________________/   /                                                                        |
|                    ''''                                                                             |
|--------------------------------.                                                .---------------|
---|  Part 8: The Boost Ball Trip   |------------------------------------------------|   MPIAAAJ     |
|--------------------------------'                                                '---------------|
|    1. Transport to Magmoor Caverns West ->                                                          |
|    2. Shoreline Entrance ->                                                                         |
|    3. Phendrana Shorelines ->                                                                       |
|            [2] Creature Entries: #26 - Flickerbat, #72 - Crystallite                                |
|    3a. {optional} Save Station B -> Phendrana Shorelines ->                                         |
|    4. Ice Ruins Access ->                                                                           |
|            [1] Creature Entires: #33 - Scatter Bombu                                                |
|    5. Ice Ruins East ->                                                                             |
|            [1] Creature Entries: #47 - Baby Sheegoth                                                |
|    6. Plaza Walkway ->                                                                              |
|            [1] Creature Entries: #56 - Ice Burrower                                                 |
|    7. Phendrana Shorelines ->                                                                       |
|    8. RUins Entryway ->                                                                             |
|    9. Ice Ruins West ->                                                                             |
|            [1] Chozo Lore: #5 - "Cipher"                                                            |
|            [1] Research Entries: #8 - Stalactite                                                    |
|    10. Canyon Entryway ->                                                                           |
|    11. Phendrana Canyon ->                                                                          |
|            [1] Chozo Lore: #13 - "The Turned"                                                       |
|                 /\ ..................... /\                                                        |
|              .-'\/'--------------------'\/'-.                                                       |
|            ---|   Special Item: Boost Ball   |---                                                  |
|               '------------------------------'                                                      |
|                                                                                                     |
|-------------------------------------.                                           .---------------|
---|  Part 9: Return for the Space Boots   |-----------------------------------------------|    MPIAAAK    |
|-------------------------------------'                                           '---------------|
|    1. Canyon Entryway ->                                                                            |
|    2. Ice RUins West ->                                                                             |
|    3. Ruins Entryway ->                                                                             |
|    4. Phendrana Shorelines ->                                                                       |
|    5. Shoreline Entrance ->                                                                         |
|    6. Transport to Magmoor Caverns West ->                                                          |
| /'''.---------------.                                                                               |
|/   /                 \                                                                             |
|___/  Magmoor Caverns  \____                                                                         |
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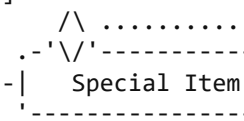

7. Transport to Phendrana Drifts North ->
8. Transport Tunnel A ->
9. Monitor Station ->
10. Monitor Tunnel ->
11. Triclops Pit ->
12. Pit Tunnel ->
13. Lava Lake ->
14. Lake Tunnel ->
15. Burning Trail ->
16. Transport to Chozo Ruins North ->
Chozo Ruins
17. Transport to Magmoor Caverns North ->
18. Transport Access North ->
19. Hive Totem ->
20. Totem Access ->
21. Ruined Gallery ->
[ ] Missile Expansion #10 - Morph Ball Tunnel on the Ground Level accesible via bomb jump
22. North Atrium ->
23. Ruined Nursery ->
[ ] Missile Expansion #11 - Morph Ball bomb the catwalk barriers, then collect
24. Eyon Tunnel ->
25. Nursery Access ->
26. Main Plaza ->
[ ] Missile Expansion #12 - Use the Half-Pipe to get it
27. Ruined Shrine Access ->
28. Ruined Shrine ->
[ ] Missile Expansion #13 - Morph Ball Bomb a Tunnel on the ground level for access
[ ] Missile Expansion #14 - Use the Half-Pipe, then go through the morph ball tunnel
29. Ruined Shrine Access ->
30. Main Plaza ->
31. Ruins Entrance ->
32. Transport to Tallon Overworld North ->
Tallon Overworld


33. Transport to Chozo Ruins West ->
34. Transport Tunnel A ->
35. Tallon Canyon -> use the half-pipe, then bomb the tunnel.
36. Gully ->
37. Landing Site -> caution: don't fall off the ledge!
38. Alcove ->
Special Item: Space Jump Boots
39. Landing Site ->
[ ] Missile Expansion #15 - Ground Level, in a morph ball tunnel area
40. Canyon Cavern ->
41. Tallon Canyon ->
42. Root Tunnel ->
[1] Creature Entries: #20 - Bloodflower
43. Root Cave ->
44. Transport Tunnel B ->
45. Transport to Magmoor Caverns East ->
Magmoor Caverns
46. Transport to Tallon Overworld West ->
47. Transport Tunnel B ->
48. Fiery Shores ->
49. Monitor Station ->
[1] Research Entries: #4 - Spinner
50. Warrior Shrine ->
Special Item: Artifact of Strength (2/12)
51. Monitor Station ->
52. Transport Tunnel A ->
53. Transport to Phendrana Drifts ->
Phendrana Drifts
Part 10: Stronger Weapons
MPIAAAL

1. (START HERE) Transport to Magmoor Caverns West ->
2. Shoreline Entrance ->
3. Phendrana Shorelines ->
4. Temple Entryway ->
5. Chozo Ice Temple ->
        [1] Creature Entries: #70 - Ice Parasite
6. Chapel Tunnel ->
7. Chapel of the Elders ->
        [MINI-BOSS] - Baby Sheegoth & Sheegoth

You'll battle 4 Baby Sheegoths, then you'll have to deal with the much larger Sheegoth afterwards. What to do; shoot the glittering area on its back.
TIPS: I personally found it much easier to kill using morph ball bombs. Also, if you need the help, there are packs of crates lying around.
ATTACKS: The family has the same types of attacks. They can charge you, or spew ice at you. That's pretty much it.
DIFFICULTY: (*)(*)(*)(*)(*)( )( )( )( )

        [1] Creature Entries: # - Sheegoth



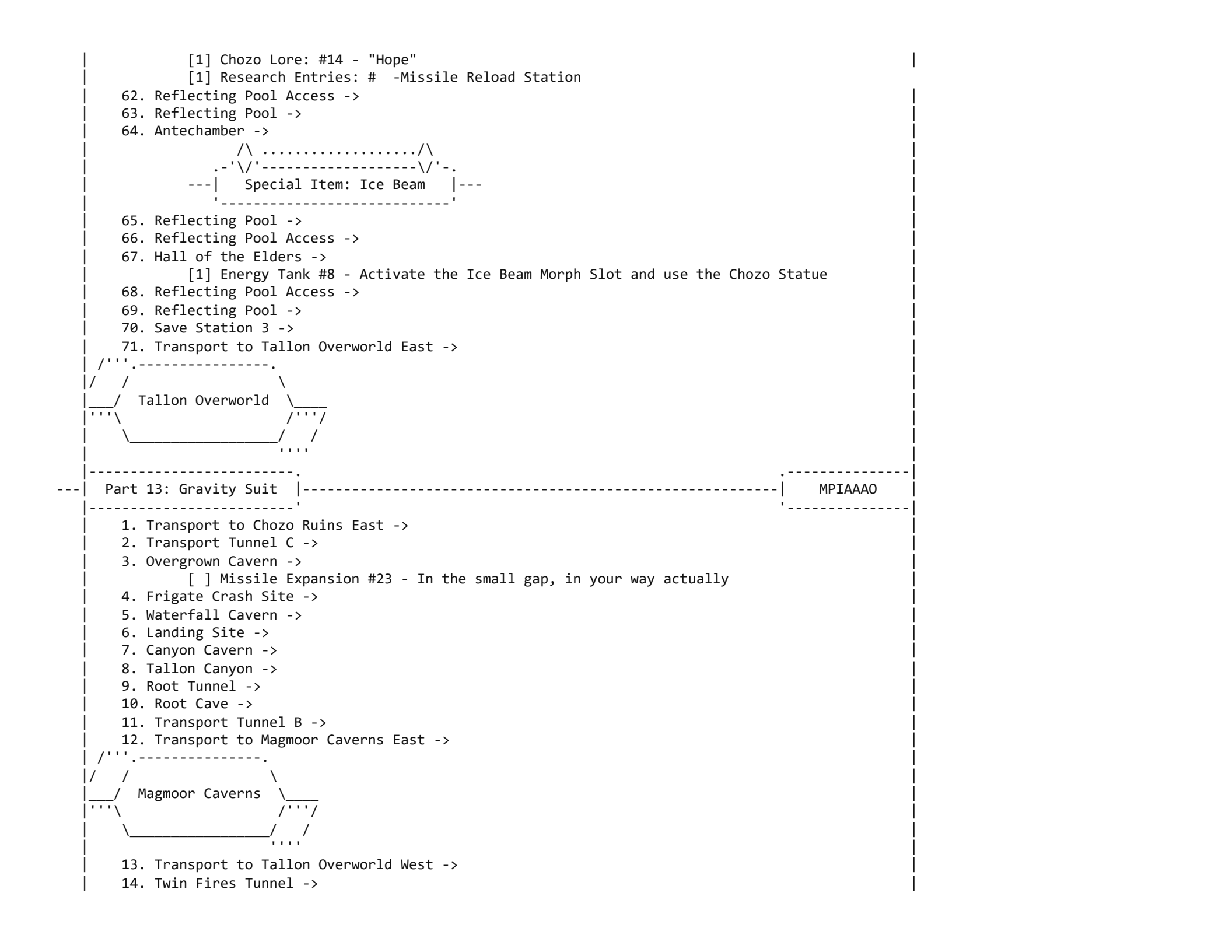
8. Chapel Tunnle ->
9. Chozo Ice Temple ->
10. Temple Entryway ->
11. Phendrana Shorelines ->
12. Ruins Entryway ->
13. Ice Ruins West -> caution: be quick and ready to scan the Ice Shriekbats! This is the only time you'll be able to get them in your data banks!
        [1] Creature Entries: #6 - Ice Shriekbat
14. Courtyard Entryway ->
        [1] Creature Entries: #??? - Ice Scarab (Not listed in the log book)
15. Ruined Courtyard ->
        [1] Energy Tank #5 - On the top side, there is a morph ball tunnel to go down in
15a. {optional} Save Station A -> RUined Courtyard ->
16. Speciman Storage ->
        [1] Creature Entries: #68 - Shadow Pirate
17. Research Entrance ->
        [1] Creature Entries: #34 - Space Pirate

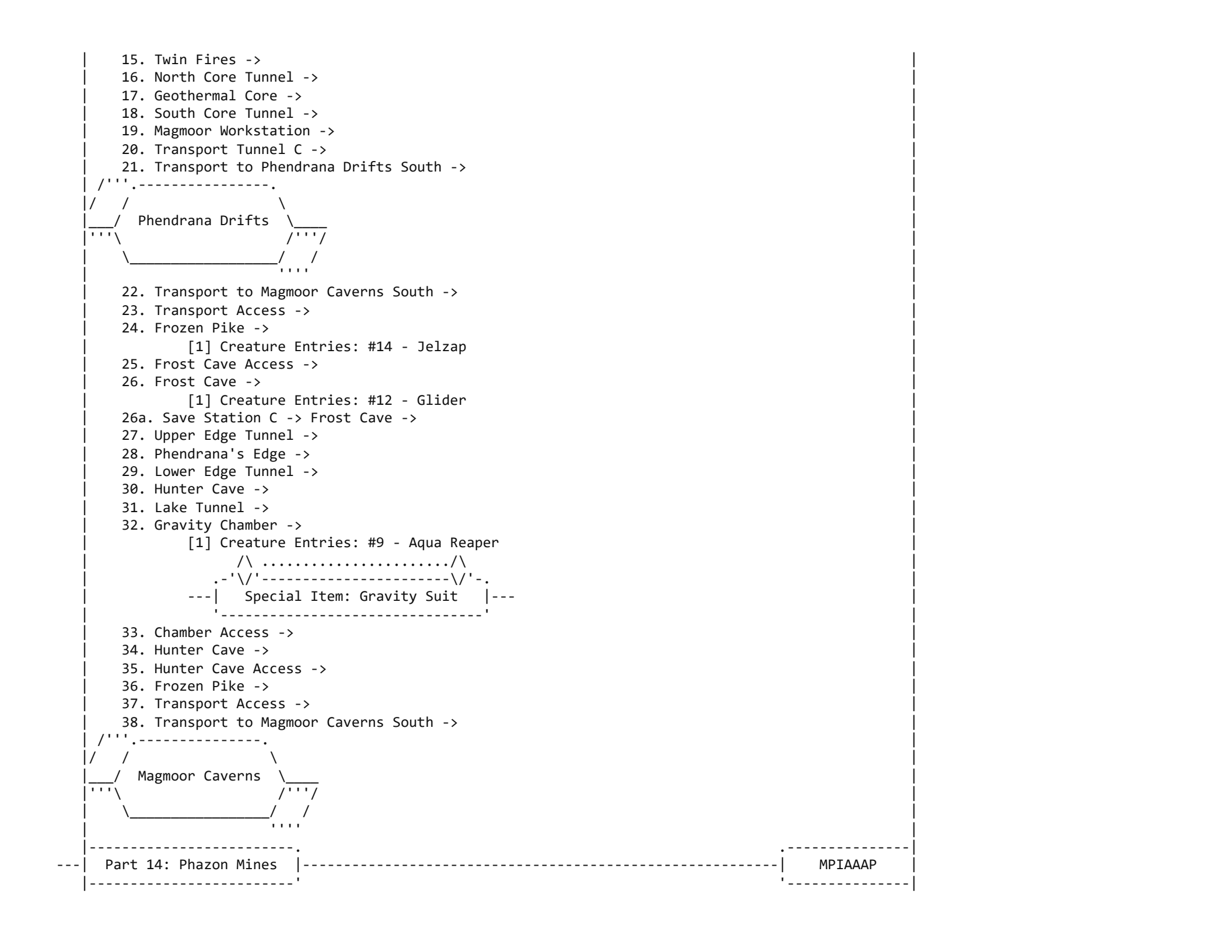
```
    |    17a. {optional} Map Station -> Research Entrance ->                                                  |
    |    18. Hydra Lab Entryway ->                                                                            |
    |    19. Research Lab Hydra ->                                                                            |
    |            [5] Pirate Data: #10 - "Phazon Analysis", #2 - "Mining Status",                              |
    |                             #9 - "Security Breaches", #24 - "Glacial Wastes",                           |
    |                             #15 - "Parasite Larva"                                                      |
    |    20. Observatory Access ->                                                                            |
    |    21. Observatory ->                                                                                   |
    |            [2] Pirate Data: #12 - "Contact", #17 - "Phazon Program"                                     |
    |            [2] Research Entries: #13 - Zebes, #16 - Tallon IV                                           |
    |                  /\ ..................... /\                                                           |
    |               .-'\/'-----------------------'\/'-.                                                       |
    |            ---|   Special Item: Super Missile   |---                                                   |
    |               '---------------------------------'                                                       |
    |    21a. {Optional} Save Station D -> Observatory ->                                                     |
    |                                                                                                         |
    |-----------------------------------.                                                 .---------------|
---|  Part 11: Operation Infiltration   |-------------------------------------------------|    MPIAAAM    |
    |-----------------------------------'                                                 '---------------|
    |    1. West Tower Entrance ->                                                                            |
    |    2. West Tower ->                                                                                     |
    |    3. Control Tower ->                                                                                  |
    |            [1] Creature Entries: #17 - Flying Pirate                                                    |
    |    4. East Tower ->                                                                                     |
    |    5. Aether Lab Entryway ->                                                                            |
    |    6. Research Lab Aether ->                                                                            |
    |            [1] Creature Entries: #52 - Metroid                                                          |
    |            [5] Pirate Data: #21 - "Metroid Studies", #16 - "Meta Ridley", #20 - "Phazon Infusion"       |
    |                             #18 - "Metroid Morphology", #5 - "Metroid Forces"                           |
    |            [1] Energy Tank #6 - Inside a containment Tank                                               |
    |            [1] Missile Expansion #16 - On a narrow railing at the ceiling on level 2                    |
    |    7. Research Core Access ->                                                                           |
    |            [1] Creature Entries: #21 - Ice Beetle                                                       |
    |    8. Research Core ->                                                                                  |
    |                  /\ ..................... /\                                                           |
    |               .-'\/'-----------------------'\/'-.                                                       |
    |            ---|   Special Item: Thermal Visor   |---                                                   |
    |               '---------------------------------'                                                       |
    |    9. Research Core Access ->                                                                           |
    |            [1] Creature Entries: #28 - Sentry Drone                                                     |
    |    10. Research Lab Aether ->                                                                           |
    |    11. Aether Lab Entryway ->                                                                           |
    |    12. East Tower ->                                                                                    |
    |    13. Control Tower ->                                                                                 |
    |    14. West Tower ->                                                                                    |
    |    15. West Tower Entrance ->                                                                           |
    |    16. Observatory ->                                                                                   |
```

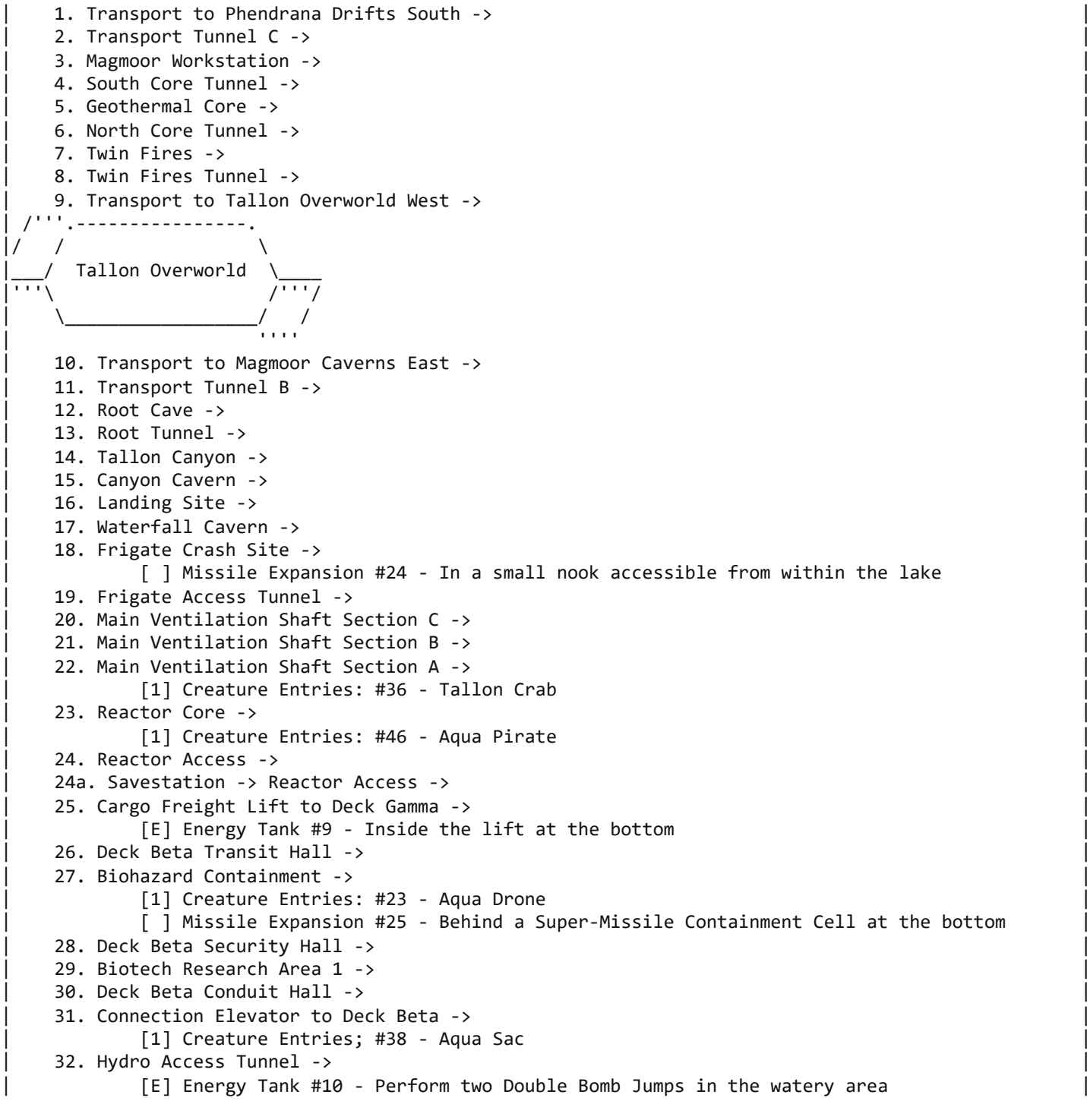
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|    17. Observatory Access ->                                                                  |
|    18. Research Lab Hydra ->                                                                  |
|            [1] Missile Expansion #17 - Super Missile blast the Cordite Pillar on the top level |
|    19. Hydra Lab Entryway ->                                                                  |
|    20. Research Entrance ->                                                                   |
|    21. Speciman Storage ->                                                                    |
|    22. Ruined Courtyard ->                                                                    |
|    23. Quarantine Access ->                                                                   |
|    24. North Quarantine Tunnel ->                                                             |
|    25. Quarantine Cave ->                                                                     |
|            [BOSS] - Thardus                                                                   |
|            [1] Creature Entries: #62 - Thardus                                                |
|            .-------------------------------------------------------------------------.      |
|            | Thardus consists of several joints located on his body.  To defeat him, you  |      |
|            | you must destroy those joints.  At first, where to hit him can only be seen  |      |
|            | with the thermal visor.  But after a while, he'll scream, your thermal visor |      |
|            | will overload and you must switch back to normal visor where you will be able |      |
|            | to see the proper joint.  Destroy it, change back to the visor and work on    |      |
|            | the next joint.  After destroying the third joint, he'll summon a snowstorm   |      |
|            | which will limit your vision in the normal visor.  After destroying 6 joints, |      |
|            | the snowstorm will vanish and his attacks will intensify.  Destroy the 7th to |      |
|            | kill Thardus.                                                                 |      |
|            |-------------------------------------------------------------------------|      |
|            | ATTACKS:                                                                |      |
|            |       Sends out a line of ice which can freeze you.  He can also roll into    |      |
|            |       a ball and ram you.  Thirdly, he can sends boulders hurling at you.     |      |
|            |       when you destroy a boulder, you can get some items and it also          |      |
|            |       overloads your thermal visor.                                          |      |
|            |-------------------------------------------------------------------------|      |
|            | TIPS:                                                                   |      |
|            |       When he turns into a ball, you should do so as well to avoid him. Also, |      |
|            |       you can acquire items from destroying the boulders he hurls at you.     |      |
|            |-------------------------------------------------------------------------|      |
|            |Difficulty: (*)(*)(*)(*)(*)(*)( )( )( )( )                               |      |
|            '-------------------------------------------------------------------------'      |
|                 /\ ..................... /\                                               |
|               .-'\/'---------------------'\/'-.                                            |
|            ---|   Special Item: Spider Ball   |---                                         |
|               '------------------------------'                                            |
|            [1] Research Entries: #11 - Spider Ball Track                                  |
|    26. South Quarantine Tunnel ->                                                             |
|    27. Transport to Magmoor Caverns South ->                                                  |
| /'''.---------------.                                                                         |
|/   /                 \                                                                       |
|___/  Magmoor Caverns  \____                                                                  |
|'''\                    /'''/                                                                 |
|    \__________________/   /                                                                  |
```

```
   |----------------------.                                                  .---------------|
---|  Part 12: Ice Beam   |----------------------------------------------------------|    MPIAAAN    |
   |----------------------'                                                  '---------------|
   |    1. Transport to Phendrana Drifts South ->                                            |
   |    1a. {optional} Save Station Magmoor B -> Transport to Phendrana Drifts South ->      |
   |    2. Transport Tunnel C ->                                                             |
   |    3. Magmoor Workstation ->                                                            |
   |           [1] Energy Tank #7 - Activate a series of lava coolers and gates accessible underground |
   |    4. South Core Tunnel ->                                                              |
   |           [1] Creature Entries: #60 - Puddle Spore                                      |
   |    5. Geothermal Core ->                                                                |
   |    6. North Core Tunnel ->                                                              |
   |    7. Twin Fires ->                                                                     |
   |    8. Twin Fire Tunnel ->                                                               |
   |    9. Transport to Tallon Overworld West ->                                             |
   |    10. Transport Tunnel B ->                                                            |
   |    11. Fiery Shores ->                                                                  |
   |    12. Shore Tunnel ->                                                                  |
   |    13. Monitor Station ->                                                               |
   |    14. Monitor Tunnel ->                                                                |
   |    15. Triclops Pit ->                                                                  |
   |    16. Pit Tunnel ->                                                                    |
   |    17. Lava Lake ->                                                                     |
   |                 /\ ................................. /\                                  |
   |              .-'\/'-----------------------------------'\/'-.                            |
   |            ---|   Special Item: Artifact of Nature (8/12)   |---                       |
   |               |   Super Missile a Pillar                    |                          |
   |               '---------------------------------------------'                          |
   |    18. Lake Tunnel ->                                                                   |
   |    19. Burning Trail ->                                                                 |
   |    20. Transport to Chozo Ruins North ->                                                |
   | /'''.---------------.                                                                   |
   |/   /                 \                                                                  |
   |___/    Chozo Ruins    \____                                                             |
   |'''\                    /''''/                                                           |
   |    \__________________/   /                                                            |
   |                     ''''                                                                |
   |    21. Transport to Magmoor Caverns North ->                                            |
   |    22. Transport Access North ->                                                        |
   |    23. Hive Totem ->                                                                    |
   |    24. Totem Access ->                                                                  |
   |    25. Ruined Gallery ->                                                                |
   |    26. North Atrium ->                                                                  |
   |    27. Ruined Nursery ->                                                                |
   |    28. Eyon Tunnel ->                                                                   |
   |    29. Nursery Access ->                                                                |
   |    30. Main Plaza ->                                                                    |
```

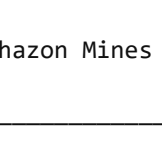
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|           [1] Missile Expansion #18 - From the upper level, shoot a super missile just below the  |
|                                       the hole and then jump into it                              |
|    31. Ruined Shrine Access ->                                                                    |
|    32. Ruined Shrine ->                                                                           |
|    33. Tower of Light Access ->                                                                   |
|    34. Tower of Light ->                                                                          |
|           [1] Creature Entries: #73 - Plated Puffer                                               |
|                 /\ ..................... /\                                                       |
|              .-'\/'--------------------'\/'-.                                                     |
|           ---|   Special Item: Wavebuster   |---                                                 |
|              '------------------------------'                                                     |
|    35. Tower of Light Access ->                                                                   |
|    36. Ruined Shrine ->                                                                           |
|    37. Ruined Shrine Access ->                                                                    |
|    38. Main Plaza ->                                                                              |
|    39. Ruined Fountain Access ->                                                                  |
|    40. Ruined Fountain ->                                                                         |
|           [1] Missile Expansion #19 - Use the fountain to get shot up to the magnetic rail        |
|    41. Arboretum Access ->                                                                        |
|    42. Arboretum ->                                                                               |
|    43. Gathering Hall Access ->                                                                   |
|    44. Gathering Hall ->                                                                          |
|           [1] Missile Expansion #20 - Up at the top side, jump on the red cylinder, then up again |
|    45. Watery Hall Access ->                                                                      |
|    46. Watery Hall ->                                                                             |
|    47. Dynamo Access ->                                                                           |
|    48. Dynamo ->                                                                                  |
|           [1] Missile Expansion #21 - Use the magnetic rail to go up top-side                     |
|    49. Dynamo Access ->                                                                           |
|    50. Watery Hall ->                                                                             |
|    51. Watery Hall Access ->                                                                      |
|    52. Gathering Hall ->                                                                          |
|    53. East Atrium ->                                                                             |
|    54. Energy Core Access ->                                                                      |
|    55. Energy Core ->                                                                             |
|    56. West Furnace Access ->                                                                     |
|    57. Furnace ->                                                                                 |
|           [1] Chozo Lore: #3 - "Cradle"                                                           |
|           [1] Creature Entries: #4 - Plated Parasite                                              |
|    58. Crossway Access West ->                                                                    |
|    59. Crossway ->                                                                                |
|           [3] Chozo Lore: #9 - "Hatchling's Shell", #6 - "Worm", #1 - "Infestation"               |
|           [1] Missile Expansion #22 - Super Missile the metal cover, then use the half-pipe to    |
|                                       reach the morph ball slots in succession                    |
|    60. Elder Hall Access ->                                                                       |
|    61. Hall of the Elders ->                                                                      |
|           [1] Creature Entries: #61 - Chozo Ghost                                                 |
```


[1] Chozo Lore: #14 - "Hope"
[1] Research Entries: # -Missile Reload Station
62. Reflecting Pool Access ->
63. Reflecting Pool ->
64. Antechamber ->
Special Item: Ice Beam
65. Reflecting Pool ->
66. Reflecting Pool Access ->
67. Hall of the Elders ->
[1] Energy Tank #8 - Activate the Ice Beam Morph Slot and use the Chozo Statue
68. Reflecting Pool Access ->
69. Reflecting Pool ->
70. Save Station 3 ->
71. Transport to Tallon Overworld East ->
Tallon Overworld
Part 13: Gravity Suit
MPIAAAO
1. Transport to Chozo Ruins East ->
2. Transport Tunnel C ->
3. Overgrown Cavern ->
[ ] Missile Expansion #23 - In the small gap, in your way actually
4. Frigate Crash Site ->
5. Waterfall Cavern ->
6. Landing Site ->
7. Canyon Cavern ->
8. Tallon Canyon ->
9. Root Tunnel ->
10. Root Cave ->
11. Transport Tunnel B ->
12. Transport to Magmoor Caverns East ->
Magmoor Caverns
13. Transport to Tallon Overworld West ->
14. Twin Fires Tunnel ->


15. Twin Fires ->
16. North Core Tunnel ->
17. Geothermal Core ->
18. South Core Tunnel ->
19. Magmoor Workstation ->
20. Transport Tunnel C ->
21. Transport to Phendrana Drifts South ->
Phendrana Drifts
22. Transport to Magmoor Caverns South ->
23. Transport Access ->
24. Frozen Pike ->
[1] Creature Entries: #14 - Jelzap
25. Frost Cave Access ->
26. Frost Cave ->
[1] Creature Entries: #12 - Glider
26a. Save Station C -> Frost Cave ->
27. Upper Edge Tunnel ->
28. Phendrana's Edge ->
29. Lower Edge Tunnel ->
30. Hunter Cave ->
31. Lake Tunnel ->
32. Gravity Chamber ->
[1] Creature Entries: #9 - Aqua Reaper
Special Item: Gravity Suit
33. Chamber Access ->
34. Hunter Cave ->
35. Hunter Cave Access ->
36. Frozen Pike ->
37. Transport Access ->
38. Transport to Magmoor Caverns South ->
Magmoor Caverns
Part 14: Phazon Mines
MPIAAAP


1. Transport to Phendrana Drifts South ->
2. Transport Tunnel C ->
3. Magmoor Workstation ->
4. South Core Tunnel ->
5. Geothermal Core ->
6. North Core Tunnel ->
7. Twin Fires ->
8. Twin Fires Tunnel ->
9. Transport to Tallon Overworld West ->
Tallon Overworld
10. Transport to Magmoor Caverns East ->
11. Transport Tunnel B ->
12. Root Cave ->
13. Root Tunnel ->
14. Tallon Canyon ->
15. Canyon Cavern ->
16. Landing Site ->
17. Waterfall Cavern ->
18. Frigate Crash Site ->
[ ] Missile Expansion #24 - In a small nook accessible from within the lake
19. Frigate Access Tunnel ->
20. Main Ventilation Shaft Section C ->
21. Main Ventilation Shaft Section B ->
22. Main Ventilation Shaft Section A ->
[1] Creature Entries: #36 - Tallon Crab
23. Reactor Core ->
[1] Creature Entries: #46 - Aqua Pirate
24. Reactor Access ->
24a. Savestation -> Reactor Access ->
25. Cargo Freight Lift to Deck Gamma ->
[E] Energy Tank #9 - Inside the lift at the bottom
26. Deck Beta Transit Hall ->
27. Biohazard Containment ->
[1] Creature Entries: #23 - Aqua Drone
[ ] Missile Expansion #25 - Behind a Super-Missile Containment Cell at the bottom
28. Deck Beta Security Hall ->
29. Biotech Research Area 1 ->
30. Deck Beta Conduit Hall ->
31. Connection Elevator to Deck Beta ->
[1] Creature Entries; #38 - Aqua Sac
32. Hydro Access Tunnel ->
[E] Energy Tank #10 - Perform two Double Bomb Jumps in the watery area

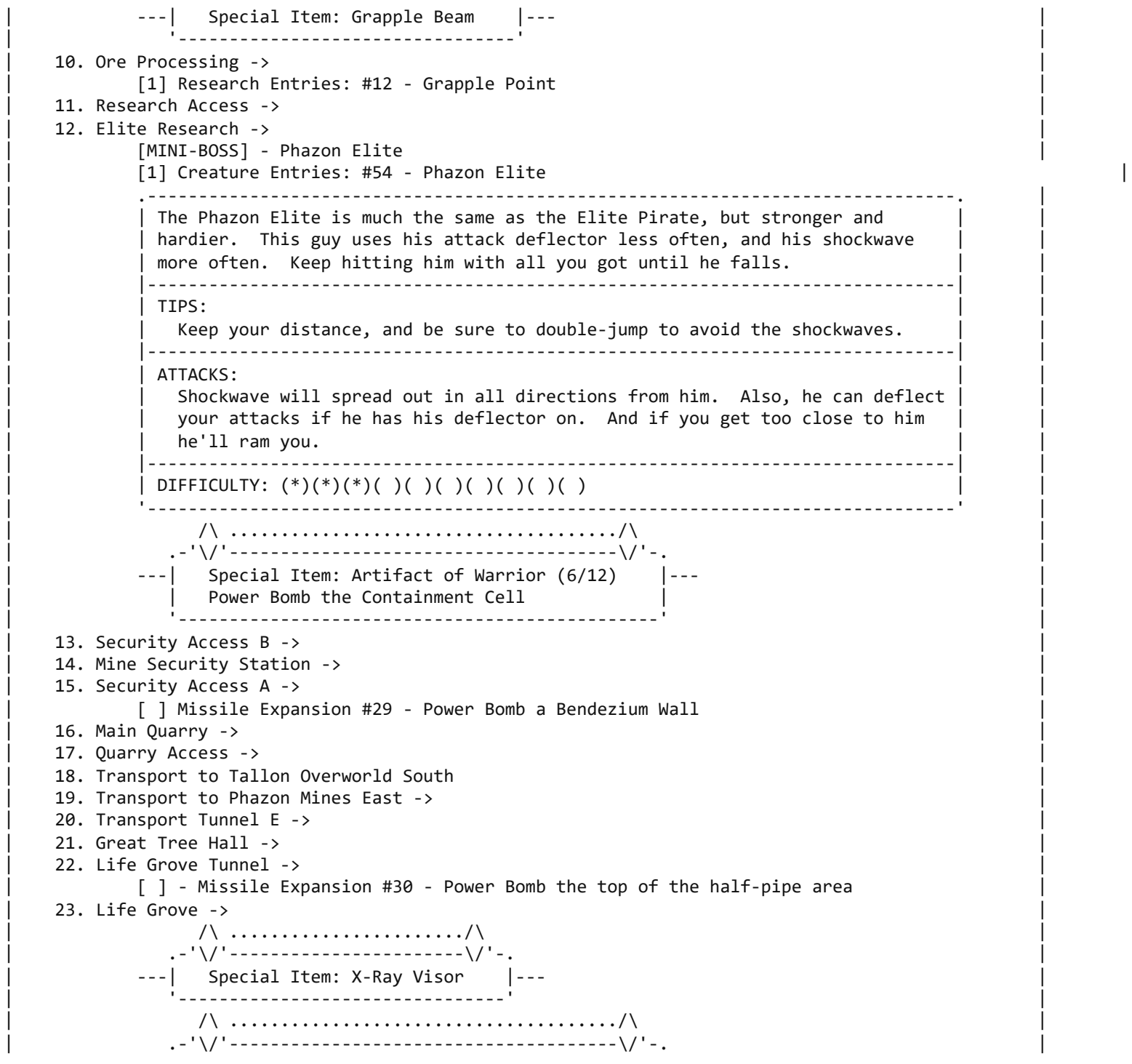
33. Great Tree Hall ->
[1] Creature Entries: #48 - Seedling
34. Transport Tunnel E ->
35. Transport to Phazon Mines East ->

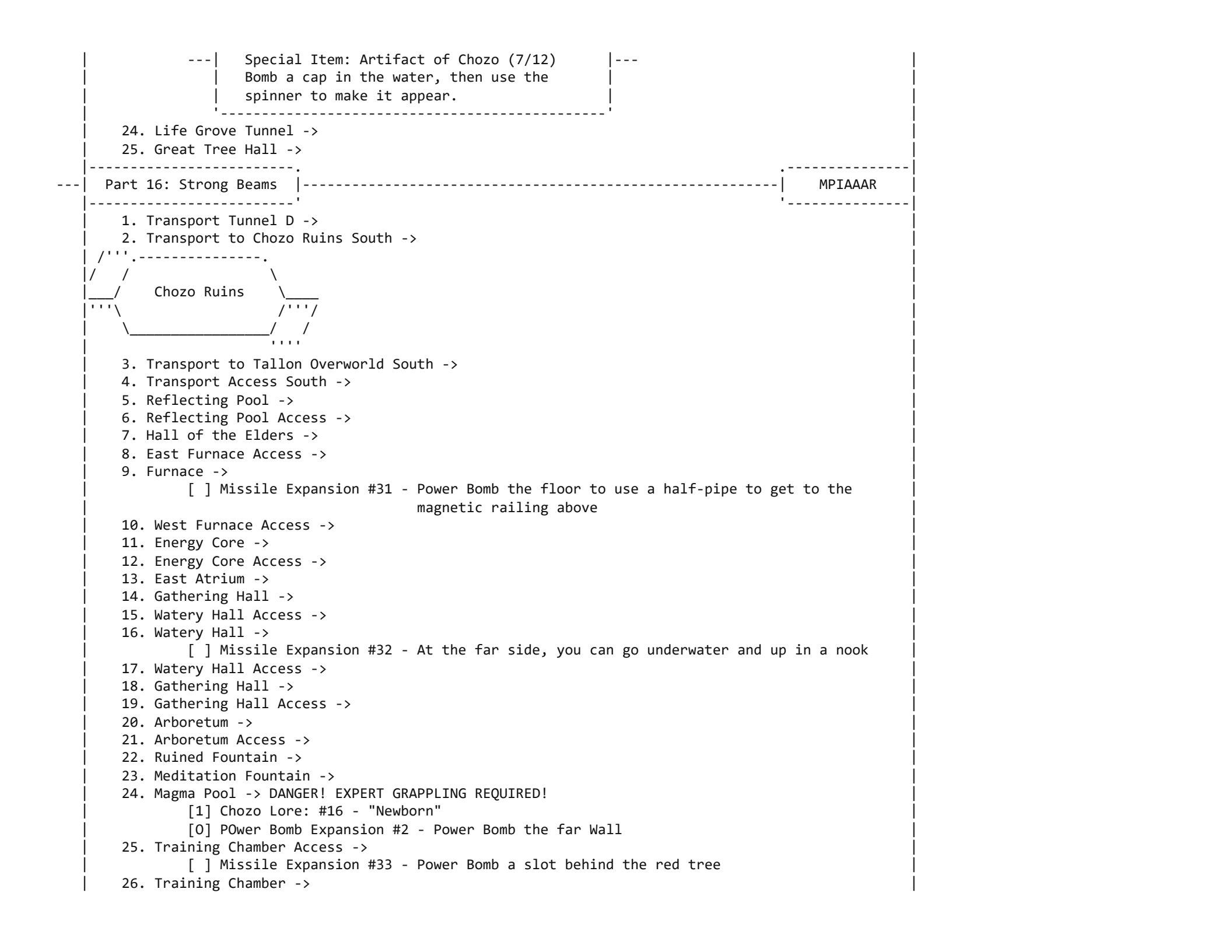


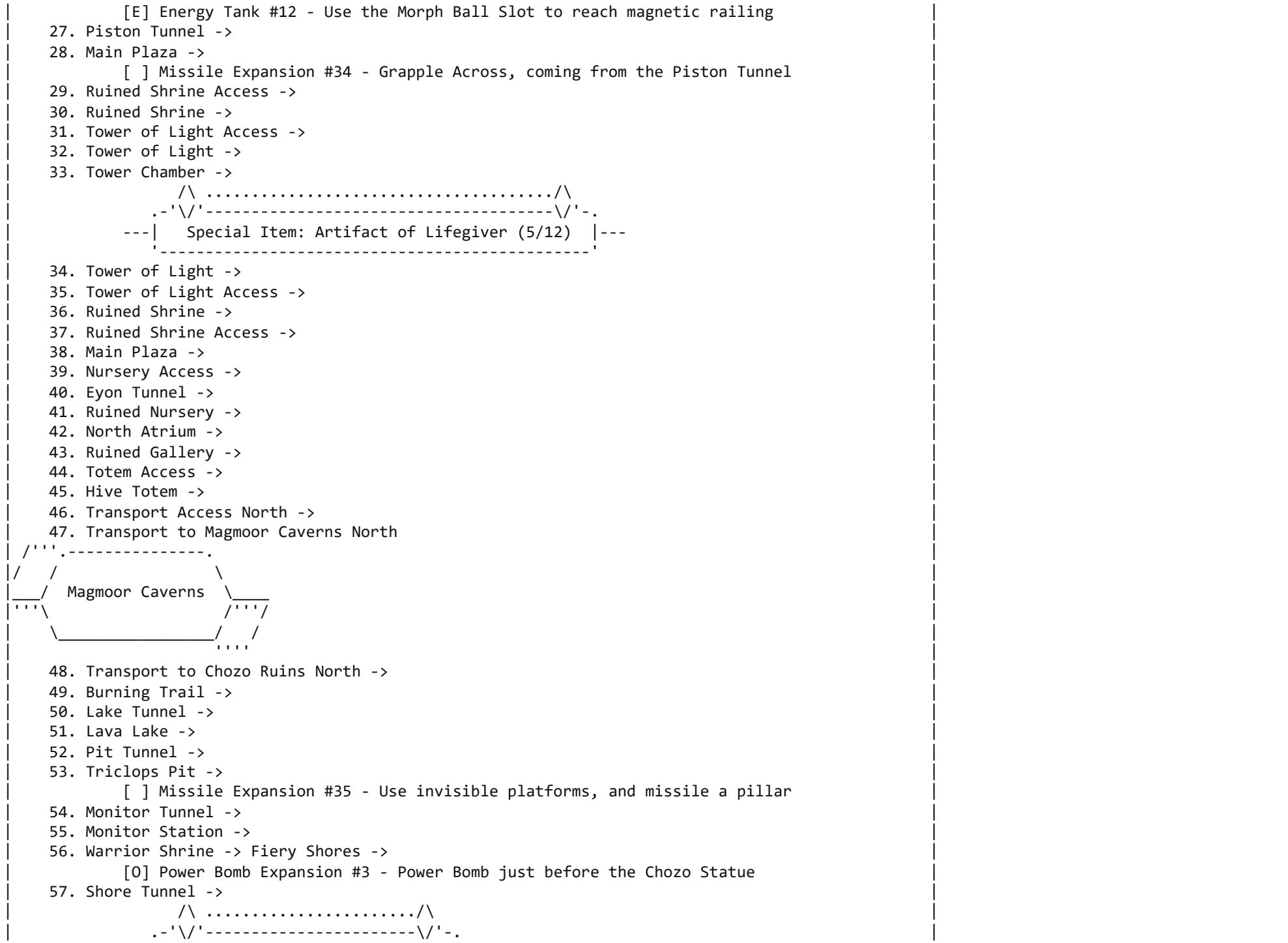
36. Transport to Tallon Overworld South ->
37. Quarry Access ->
38. Main Quarry ->
[1] Creature Entries: #1 - Mega Turret
[ ] Missile Expansion #26 - Activate the Crane from within the shanty, then use the magnetic railing to reach the expansion
38a. Save Station Mines A -> Main Quarry ->
39. Security Access A ->
40. Mine Security Station ->
[1] Creature Entries: #27 - Wave Trooper
41. Security Access B ->
42. Elite Research ->
[1] Pirate Data: #23 - "Elite Pirates"
[1] Creature Entries: #74 - Power Trooper
[ ] Missile Expansion #27 - Use the Plasma Cannon to destroy the wall to the left
43. Research Access ->
44. Ore Processing ->
45. Elevator Access A ->
46. Elevator A ->
47. Elite Control Access ->
[ ] Missile Expansion #28 - Destroy the crate on the area above to open an area
48. Elite Control ->
[MINI-BOSS] - Elite Pirate

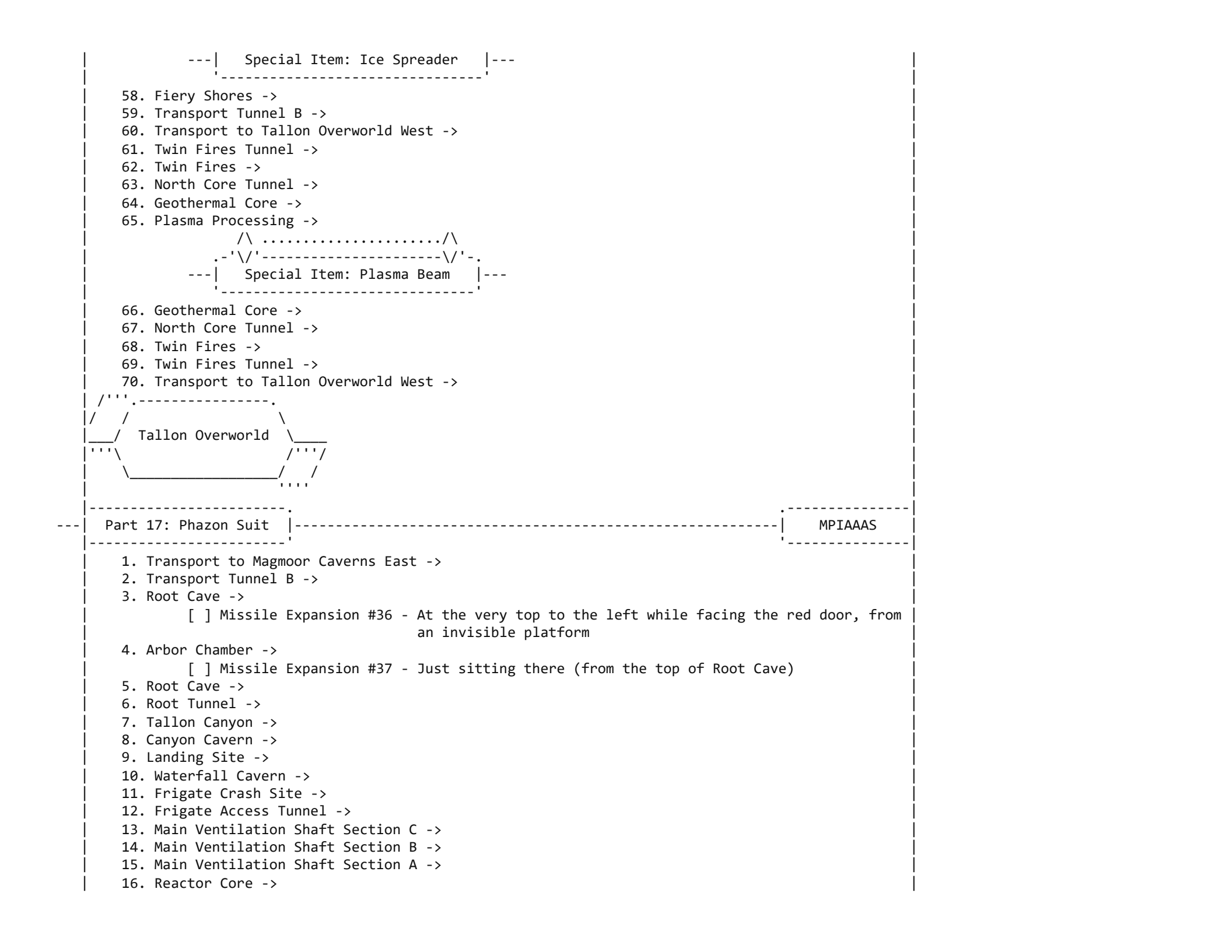
The Elite Pirate is one tough creature. He tends to keep his deflector on at all times. When he prepares for and does launch a shockwave, he is vulnerable. Keep hitting him at those times, while avoiding the shockwave
TIPS: Be sure to avoid those shockwaves. Two or three super missiles can dispose of him real easily.
ATTACKS: Shockwave will spread out in all directions from him. Also, he can deflect your attacks if he has his deflector on. And if you get too close to him he'll ram you.

```
|           | DIFFICULTY: (*)(*)( )( )( )( )( )( )( )                                  |       |
|           '--------------------------------------------------------------------------'       |
|           [8] Pirate Data: #22 - "The Hunter", #1 - "Metroid Prime", #25 - "Hunter Weapons"  |
|                            #14 - "Prime Breach", #13 - "Chozo Ghosts", #6 - "Chozo Studies" |
|                            #19 - "Chozo Artifacts", #8 - "Prime Mutations"                  |
|           [2] Creature Entries: #58 - Elite Pirate, #24 - Ice Trooper                       |
|    49. Ventilation Shaft ->                                                                 |
|    50. Omega Research ->                                                                    |
|           [1] Pirate Data: #11 - "Omega Pirate"                                             |
|    51. Dynamo Access ->                                                                     |
|    52. Central Dynamo ->                                                                    |
|           [MINI-BOSS] - Cloaked Sentry Drone                                                |
|           .--------------------------------------------------------------------------.      |
|           | This Drone is invisible to any of your visors.  It acts much the same way as  |      |
|           | any other Drone, but is much tougher.  Just point and fire...or use the       |      |
|           | Wavebuster which auto-homes on the Drone.                                     |      |
|           |-------------------------------------------------------------------------|      |
|           | TIPS:                                                                         |      |
|           |   Use the Wavebuster and just keep it applied until it dies.                  |      |
|           |-------------------------------------------------------------------------|      |
|           | ATTACKS:                                                                      |      |
|           |   Fires at you and scrambles your visor.                                      |      |
|           |-------------------------------------------------------------------------|      |
|           | DIFFICULTY: (*)(*)( )( )( )( )( )( )( )                                  |      |
|           '--------------------------------------------------------------------------'      |
|                /\ ....................../\                                                |
|              .-'\/'----------------------\/'-.                                              |
|           ---|   Special Item: Power Bomb    |---                                          |
|              '------------------------------'                                              |
|    52a. Save Station Mines B -> Central Dynamo ->                                           |
|-------------------------.                                                 .---------------|
---|  Part 15: X-Ray Vision  |-----------------------------------------------------------|    MPIAAAQ    |
   |-------------------------'                                                 '---------------|
   |    1. Dynamo Access ->                                                                  |
   |    2. Omega Research ->                                                                 |
   |    2a. Map Station Mines -> Omega Research ->                                           |
   |    3. Ventilation Shaft ->                                                              |
   |           [E] Energy Tank #11 - Power Bomb through the one fan, then follow the path to clear the |
   |                                 poison, and then get the tank                           |
   |    4. Elite Control ->                                                                  |
   |    5. Elite Control Access ->                                                           |
   |    6. Elevator A ->                                                                     |
   |    7. Elevator Access A ->                                                              |
   |    8. Ore Processing ->                                                                 |
   |    9. Storage Deposit B ->                                                              |
   |                  /\ ......................../\                                          |
   |               .-'\/'------------------------\/'-.                                       |
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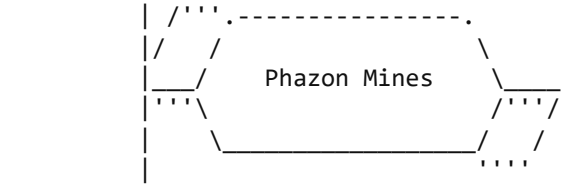

---| Special Item: Grapple Beam |---
10. Ore Processing ->
[1] Research Entries: #12 - Grapple Point
11. Research Access ->
12. Elite Research ->
[MINI-BOSS] - Phazon Elite
[1] Creature Entries: #54 - Phazon Elite
The Phazon Elite is much the same as the Elite Pirate, but stronger and hardier. This guy uses his attack deflector less often, and his shockwave more often. Keep hitting him with all you got until he falls.
TIPS:
Keep your distance, and be sure to double-jump to avoid the shockwaves.
ATTACKS:
Shockwave will spread out in all directions from him. Also, he can deflect your attacks if he has his deflector on. And if you get too close to him he'll ram you.
DIFFICULTY: (*)(*)(*)( )( )( )( )( )( )
---| Special Item: Artifact of Warrior (6/12) |---
Power Bomb the Containment Cell
13. Security Access B ->
14. Mine Security Station ->
15. Security Access A ->
[ ] Missile Expansion #29 - Power Bomb a Bendezium Wall
16. Main Quarry ->
17. Quarry Access ->
18. Transport to Tallon Overworld South
19. Transport to Phazon Mines East ->
20. Transport Tunnel E ->
21. Great Tree Hall ->
22. Life Grove Tunnel ->
[ ] - Missile Expansion #30 - Power Bomb the top of the half-pipe area
23. Life Grove ->
---| Special Item: X-Ray Visor |---


Special Item: Artifact of Chozo (7/12)
Bomb a cap in the water, then use the
spinner to make it appear.
24. Life Grove Tunnel ->
25. Great Tree Hall ->
Part 16: Strong Beams
MPIAAAR
1. Transport Tunnel D ->
2. Transport to Chozo Ruins South ->
Chozo Ruins
3. Transport to Tallon Overworld South ->
4. Transport Access South ->
5. Reflecting Pool ->
6. Reflecting Pool Access ->
7. Hall of the Elders ->
8. East Furnace Access ->
9. Furnace ->
[ ] Missile Expansion #31 - Power Bomb the floor to use a half-pipe to get to the magnetic railing above
10. West Furnace Access ->
11. Energy Core ->
12. Energy Core Access ->
13. East Atrium ->
14. Gathering Hall ->
15. Watery Hall Access ->
16. Watery Hall ->
[ ] Missile Expansion #32 - At the far side, you can go underwater and up in a nook
17. Watery Hall Access ->
18. Gathering Hall ->
19. Gathering Hall Access ->
20. Arboretum ->
21. Arboretum Access ->
22. Ruined Fountain ->
23. Meditation Fountain ->
24. Magma Pool -> DANGER! EXPERT GRAPPLING REQUIRED!
[1] Chozo Lore: #16 - "Newborn"
[O] POwer Bomb Expansion #2 - Power Bomb the far Wall
25. Training Chamber Access ->
[ ] Missile Expansion #33 - Power Bomb a slot behind the red tree
26. Training Chamber ->

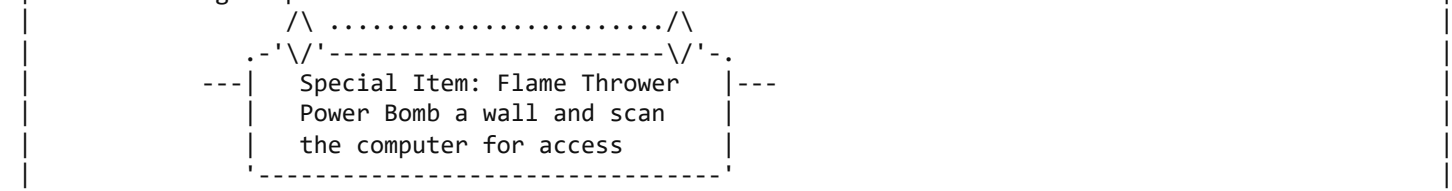

[E] Energy Tank #12 - Use the Morph Ball Slot to reach magnetic railing
27. Piston Tunnel ->
28. Main Plaza ->
[ ] Missile Expansion #34 - Grapple Across, coming from the Piston Tunnel
29. Ruined Shrine Access ->
30. Ruined Shrine ->
31. Tower of Light Access ->
32. Tower of Light ->
33. Tower Chamber ->
Special Item: Artifact of Lifegiver (5/12)
34. Tower of Light ->
35. Tower of Light Access ->
36. Ruined Shrine ->
37. Ruined Shrine Access ->
38. Main Plaza ->
39. Nursery Access ->
40. Eyon Tunnel ->
41. Ruined Nursery ->
42. North Atrium ->
43. Ruined Gallery ->
44. Totem Access ->
45. Hive Totem ->
46. Transport Access North ->
47. Transport to Magmoor Caverns North
Magmoor Caverns
48. Transport to Chozo Ruins North ->
49. Burning Trail ->
50. Lake Tunnel ->
51. Lava Lake ->
52. Pit Tunnel ->
53. Triclops Pit ->
[ ] Missile Expansion #35 - Use invisible platforms, and missile a pillar
54. Monitor Tunnel ->
55. Monitor Station ->
56. Warrior Shrine -> Fiery Shores ->
[O] Power Bomb Expansion #3 - Power Bomb just before the Chozo Statue
57. Shore Tunnel ->


Special Item: Ice Spreader
58. Fiery Shores ->
59. Transport Tunnel B ->
60. Transport to Tallon Overworld West ->
61. Twin Fires Tunnel ->
62. Twin Fires ->
63. North Core Tunnel ->
64. Geothermal Core ->
65. Plasma Processing ->
Special Item: Plasma Beam
66. Geothermal Core ->
67. North Core Tunnel ->
68. Twin Fires ->
69. Twin Fires Tunnel ->
70. Transport to Tallon Overworld West ->
Tallon Overworld
Part 17: Phazon Suit
MPIAAAS
1. Transport to Magmoor Caverns East ->
2. Transport Tunnel B ->
3. Root Cave ->
[ ] Missile Expansion #36 - At the very top to the left while facing the red door, from an invisible platform
4. Arbor Chamber ->
[ ] Missile Expansion #37 - Just sitting there (from the top of Root Cave)
5. Root Cave ->
6. Root Tunnel ->
7. Tallon Canyon ->
8. Canyon Cavern ->
9. Landing Site ->
10. Waterfall Cavern ->
11. Frigate Crash Site ->
12. Frigate Access Tunnel ->
13. Main Ventilation Shaft Section C ->
14. Main Ventilation Shaft Section B ->
15. Main Ventilation Shaft Section A ->
16. Reactor Core ->

17. Reactor Access ->
18. Cargo Freight Lift to Deck Gamma ->
19. Deck Beta Transit Hall ->
20. Biohazard Containment ->
21. Deck Beta Security Hall ->
22. Biotech Research Area 1 ->
23. Deck Beta Conduit Hall ->
24. Connection Elevator to Deck Beta ->
25. Hydro Access Tunnel ->
26. Great Tree Hall -> Great Tree Chamber ->
    [ ] Missile Expansion #38 - Invisible Platform leads up to another room (from the top of the Great Tree Hall)
27. Great Tree Hall ->
28. Transport Tunnel E ->
29. Transport to Phazon Mines East ->



30. Transport to Tallon Overworld South ->
31. Quarry Access ->
32. Main Quarry ->
33. Security Access A ->
34. Mine Security Center ->
35. Storage Depot A ->



36. Mine Security Center ->
37. Security Access B ->
38. Elite Research ->
39. Research Access ->
40. Ore Processing ->
41. Elevator Access A ->
42. Elevator A ->
43. Elite Control Access ->
44. Elite Control ->
45. Ventilation Shaft ->
46. Omega Research ->
47. Dynamo Access ->
48. Central Dynamo ->
49. Quarantine Access A ->

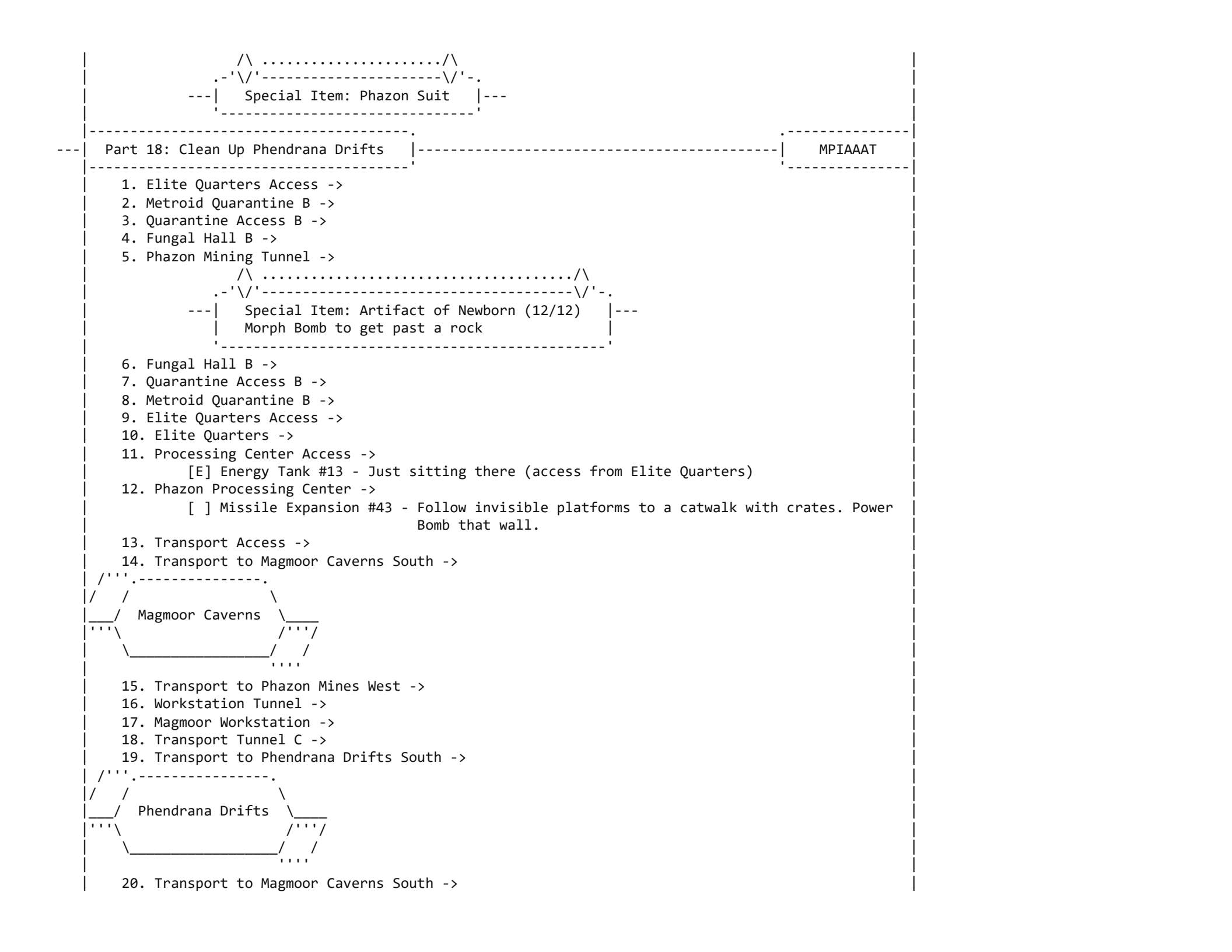
50. Metroid Quarantine A ->
[ ] Missile Expansion #39 - Just before the magnetic railing, power bomb the wall to get to another magnetic railing and invisible platform
51. Elevator Access B ->
52. Elevator B ->
53. Fungal Hall Access ->
[ ] Missile Expansion #40 - At the very bottom, under a mushroom
54. Fungal Hall A ->
[1] Creature Entries: #64 - Hunter Metroid
55. Phazon Mining Tunnel ->
56. Fungal Hall B ->
[ ] Missile Expansion #41 - Bottom level, far side, use the x-ray to see the floor
56a. Missile Station Mines -> Fungal Hall B ->
57. Quarantine Access B ->
58. Metroid Quarantine B ->
[1] Creature Entries: #45 - Plasma Trooper
[1] Pirate Data: #4 - "Special Forces"
[ ] Missile Expansion #42 - Inside a Super Missile Containment Tank
59. Elite Quarters Access ->
60. Elite Quarters ->
[BOSS] - Omega Pirate
[1] Creature Entries: #59 - Omega Pirate

Omega Pirate has two phases. In one, you just weaken him so that you can hurt him in his regeneration phase. To start with, you must destroy the four joints on him. He'll turn on his deflector and walk towards you, randomly unleashing shockwaves. After the joints are destroyed, he'll enter his regeneration phase and turn invisible. During so, he'll only be visible to your x-ray visor, and in one of the phazon pools. But also, to distract you, several color coded pirates will attack you. After damaging Omega Pirate enough, he'll die and fall on you, infecting your Power Suit and turning it into the Phazon Suit.

TIPS:
Don't let his ram you, double-jump over the shockwaves. What beam to use? You can either use charged plasma shots, or Super Missiles. Also, you can choose to ignore the pirates, as Omega Pirate's shockwaves do kill them. But eventually, the pirates will cling to the walls. Shoot them down. Killing the pirates will reward you with items.

ATTACKS:
Omega Pirate has his deflector, walks towards you to ram you, and wreaks havoc with his shockwaves. If you're too far away, he'll fire rockets at you, which rarely miss.

DIFFICULTY: (*)(*)(*)(*)(*)(*)(*)( )( )( )


Special Item: Phazon Suit
Part 18: Clean Up Phendrana Drifts
MPIAAAT
1. Elite Quarters Access ->
2. Metroid Quarantine B ->
3. Quarantine Access B ->
4. Fungal Hall B ->
5. Phazon Mining Tunnel ->
Special Item: Artifact of Newborn (12/12)
Morph Bomb to get past a rock
6. Fungal Hall B ->
7. Quarantine Access B ->
8. Metroid Quarantine B ->
9. Elite Quarters Access ->
10. Elite Quarters ->
11. Processing Center Access ->
[E] Energy Tank #13 - Just sitting there (access from Elite Quarters)
12. Phazon Processing Center ->
[ ] Missile Expansion #43 - Follow invisible platforms to a catwalk with crates. Power Bomb that wall.
13. Transport Access ->
14. Transport to Magmoor Caverns South ->
Magmoor Caverns
15. Transport to Phazon Mines West ->
16. Workstation Tunnel ->
17. Magmoor Workstation ->
18. Transport Tunnel C ->
19. Transport to Phendrana Drifts South ->
Phendrana Drifts
20. Transport to Magmoor Caverns South ->

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|    21. South Quarantine Tunnel ->                                                                  |
|    22. Quarantine Cave ->                                                                          |
|            [ ] Missile Expansion #44 - Grapple across to a morph ball tunnel                       |
|    23. South Quarantine Tunnel ->                                                                  |
|    24. Transport to Magmoor Caverns South ->                                                       |
|    25. Transport Access ->                                                                         |
|            [E] Energy Tank #14 - Melt the Ice with the Plasma Beam                                 |
|    26. Frozen Pike ->                                                                              |
|    27. Hunter Cave Access ->                                                                       |
|    28. Hunter Cave ->                                                                              |
|insert. Chamber Access -> or Lake Tunnel ->                                                         |
|    29. Gravity Chamber ->                                                                          |
|            [ ] Missile Expansion #45 - Melt the Stalactite, then grapple across                    |
|    30. Lake Tunnel ->                                                                              |
|    31. Hunter Cave ->                                                                              |
|    32. Lower Edge Tunnel ->                                                                        |
|    33. Phendrana's Edge ->                                                                         |
|                  /\ ...................................../\                                         |
|               .-'\/'-------------------------------------\/'-.                                     |
|            ---|   Special Item: Artifact of Spirit (11/12)   |---                                  |
|               |   Power Bomb the wall by a shelf with ice,   |                                     |
|               |   located up past the grapple points.        |                                     |
|               '----------------------------------------------'                                     |
|            [O] Power Bomb Expansion #4 - At the very, very top, through a morph ball tunnel        |
|    34. Upper Edge Tunnel ->                                                                        |
|    35. Frost Cave ->                                                                               |
|            [ ] Missile Expansion #46 - Use the Glider to reach an area with crates, then knock     |
|                                        the stalactite down to break the ice below                  |
|    36. Frost Cave Access ->                                                                        |
|    37. Frozen Pike ->                                                                              |
|    38. Pike Access ->                                                                              |
|    39. Research Core ->                                                                            |
|    40. Research Core Access ->                                                                     |
|    41. Research Lab Aether ->                                                                      |
|    42. Aether Lab Entryway ->                                                                      |
|    43. East Tower ->                                                                               |
|    44. Control Tower ->                                                                            |
|                  /\ ...................................../\                                         |
|               .-'\/'-------------------------------------\/'-.                                     |
|            ---|   Special Item: Artifact of Elder (3/12)     |---                                 |
|               |   Melt the ice covering the window in the    |                                     |
|               |   tower with crates.  Then fire a missile at |                                     |
|               |   the red things on the tower through the    |                                     |
|               |   window to knock it down and open a hole    |                                     |
|               '----------------------------------------------'                                     |
|    45. West Tower ->                                                                               |
|    46. West Tower Entrance ->                                                                      |
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|    47. Observatory ->                                                                                                |
|    48. Observatory Access ->                                                                                         |
|    49. Hydra Lab Entryway ->                                                                                         |
|    50. Research Lab Hydra ->                                                                                         |
|    51. Research Entrance ->                                                                                          |
|    52. Speciman Storage ->                                                                                           |
|    53. Ruined Courtyard ->                                                                                           |
|    54. Courtyard Entryway ->                                                                                         |
|    55. Ice Ruins West ->                                                                                             |
|            [O] Power Bomb Expansion #5 - Melt the Ice on top of a structure                                          |
|    56. Ruins Entryway ->                                                                                             |
|    57. Phendrana Shorelines ->                                                                                       |
|    58. Plaza Walkway -> or Ice Ruins Access ->                                                                       |
|    59. Ice Ruins East ->                                                                                             |
|            [ ] Missile Expansion #47 - Under the door to the Plaza Walkway, melt the ice                             |
|            [ ] Missile Expansion #48 - On top of a structure is some magnetic railing                                |
|    60. Ice Ruins Access -> or Plaza Walkway ->                                                                       |
|    61. Phendrana Shorelines ->                                                                                       |
|            [ ] Missile Expansion #49 - Melt the ice on a pillar near the save station door                           |
|            [ ] Missile Expansion $50 - Near the Chozo Ice Ruins Door, Super Missile the metal cap                    |
|                                        and use the magnetic railing nearby                                           |
|    62. Temple Entryway ->                                                                                            |
|    63. Chozo Ice Temple ->                                                                                           |
|                  /\ ...................................../\                                                         |
|               .-'\/'-------------------------------------\/'-.                                                      |
|            ---|   Special Item: Artifact of Sun (9/12)       |---                                                   |
|               |   Melt the ice covering Chozo Statue and     |                                                      |
|               |   use its morph ball-hand-slot               |                                                      |
|               '----------------------------------------------'                                                      |
|    64. Temple Entryway ->                                                                                            |
|    65. Phendrana Shorelines ->                                                                                       |
|    66. Shoreline Entrance ->                                                                                         |
|    67. Transport to Magmoor Caverns West ->                                                                          |
| /'''.---------------.                                                                                                |
|/   /                 \                                                                                              |
|___/  Magmoor Caverns  \____                                                                                          |
|'''\                   /''''/                                                                                         |
|    \_________________/   /                                                                                         |
|                   ''''                                                                                               |
|---------------------------------.                                                  .---------------|
---|  Part 19: Finishing Artifacts   |--------------------------------------------------|    MPIAAAU    |
   |---------------------------------'                                                  '---------------|
   |    1. Transport to Phendrana Drifts North ->                                                                     |
   |    2. Transport Tunnel A ->                                                                                      |
   |    3. Monitor Station ->                                                                                         |
   |    4. Monitor Tunnel ->                                                                                          |
   |    5. Triclops Pit ->                                                                                            |
```


6. Pit Tunnel ->
7. Lava Lake ->
8. Lake Tunnel ->
9. Burning Trail ->
10. Transport to Chozo Ruins North ->
Chozo Ruins
11. Transport to Magmoor Caverns North ->
12. Sun Tower ->
13. Sun Tower Access ->
14. Sunchamber ->
Special Item: Artifact of Wild (4/12)
Defeat the Chozo Ghosts
15. Sunchamber Access ->
16. Sunchamber Lobby ->
17. Arboretum ->
18. Gathering Hall Access ->
19. Gathering Hall ->
20. East Atrium ->
21. Energy Core Access ->
22. Energy Core ->
23. West Furnace Access ->
24. Furnace ->
25. East Furnace Access ->
26. Hall of the Elders ->
Special Item: Artifact of World (10/12)
Activate the Red Morph Ball Slot
27. Reflecting Pool Access ->
28. Reflecting Pool ->
29. Save Station 3 ->
30. Transport to Tallon OVerworld East ->
Tallon Overworld

Part 20: The Final Confrontation

MPIAAAV

1. Transport to Chozo Ruins East
2. Transport Tunnel C ->
3. Overgrown Cavern ->
4. Frigate Crash Site ->
5. Waterfall Cavern ->
6. Landing Site ->
7. Temple Hall ->
8. Temple Security Station ->
   [1] Pirate Data: #3 - "Artifact Site"
9. Temple Lobby ->
10. Artifact Temple ->
   [2] Chozo Lore: #2 - "Binding", #15 - "Statuary"

Special Item: Artifact of Truth (1/12)

[BOSS] - Meta Ridley

[1] Creature Entries: #44 - Meta Ridley

Meta-Ridley has two phases. The first is by far, easier. He'll fly around you, not very oftenly exposing his torso. When he does, by spewing fire or or launching missiles, attack him. When you take about 75% of his energy down, he'll land, his wings will burn and the second phase begins. During this part, he'll only charge, and sometimes swing his tail at you. Most importantly, when he stops or prepares to charge and opens his mouth, launch a missile in it to stun him, then launch several more at his torso. Then when he has about 5% of his energy left, his charges will intensify.

TIPS:

During phase one, you may not even take a hit. Don't underestimate this, because in the second phase, he'll probably take down all of life. Also, it is imperitive to learn to avoid his charges in the second phase. When he pokes his head around like he's looking for you, double-jump to avoid his tail. In the first phase, Ridley may land - if so, be on the close -to-Ridley side of the platform and then quickly dart backwards to avoid.

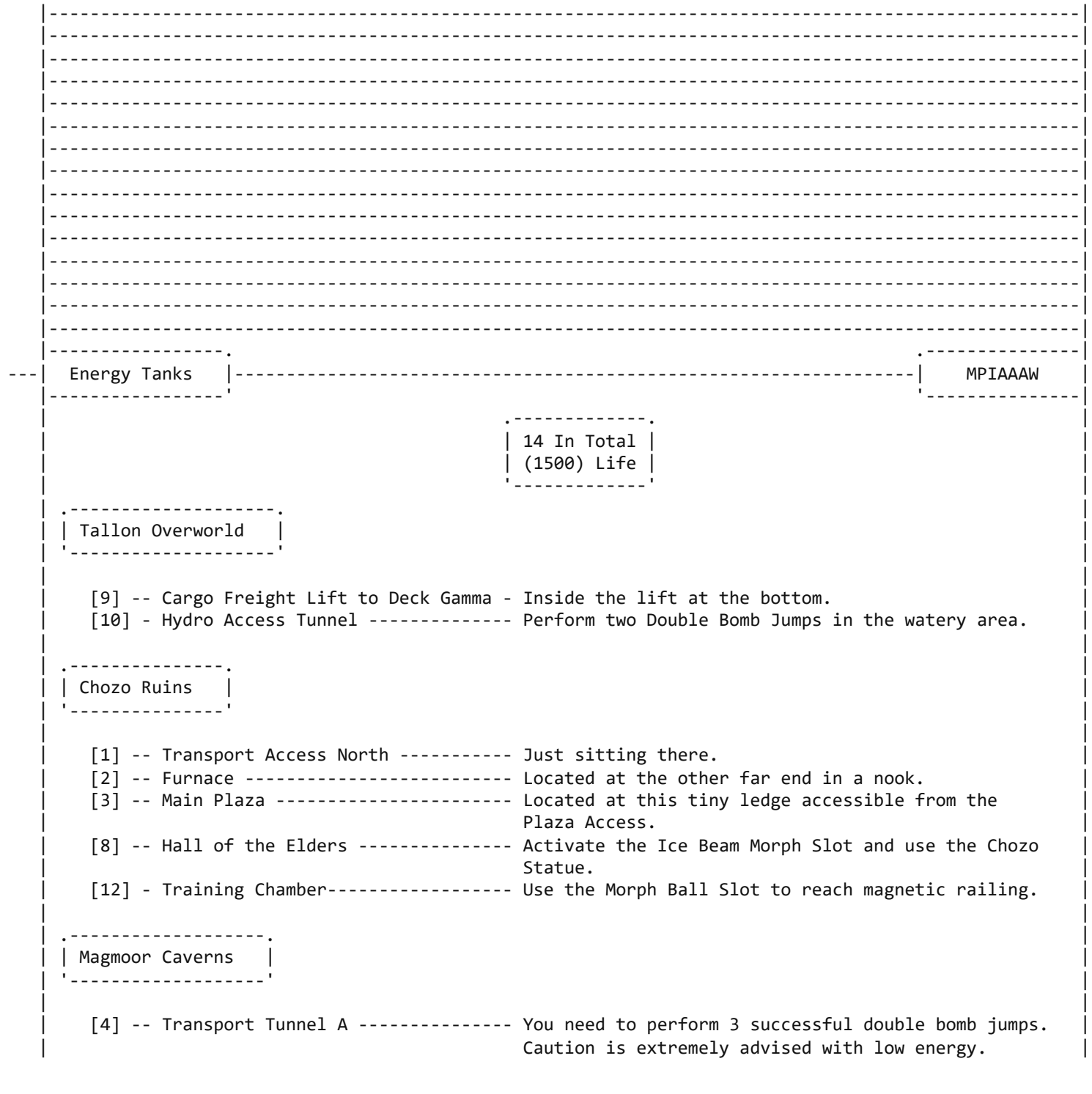
ATTACKS:

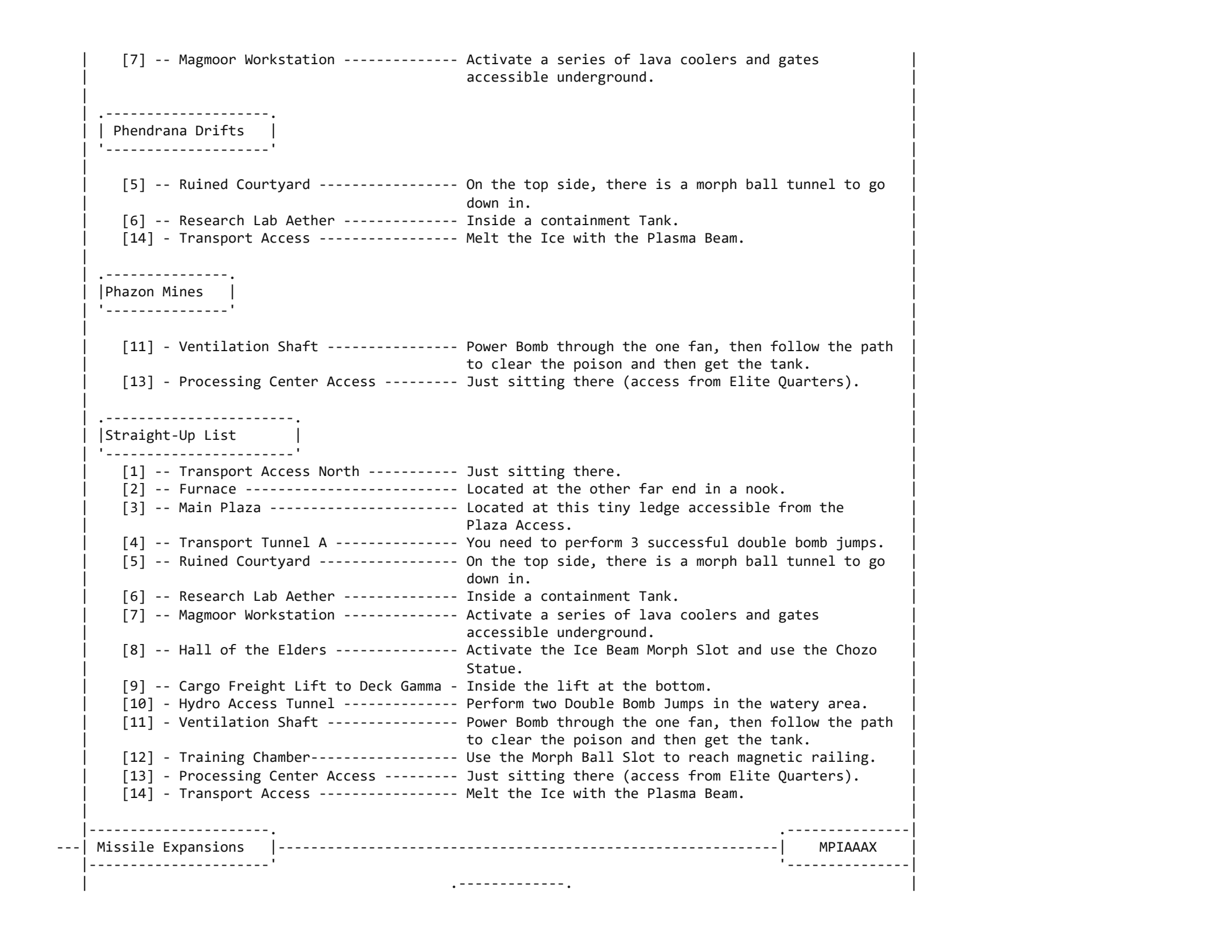
During phase one, he can swoop down, spewing fire sometimes, followed by randomly aimed bombs. When he stops in mid-air, he can spew fire or fire several poorly aimed missiles. He can also land on the ground and take a swing at you too. In round two, all he really does is charge you, or swing his tail at you. Sometimes, he'll spew fire too.

DIFFICULTY: (*)(*)(*)(*)(*)(*)(*)(*)(*)(*)

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|           '-------------------------------------------------------------------------------'       |
|                                                                                                   |
| /'''.----------------.                                                                            |
|/   /                  \                                                                           |
|___/   Impact Crater    \____                                                                      |
|'''\                     /''''/                                                                    |
|    \___________________/   /                                                                      |
|                        ''''                                                                       |
|    11. Crater Entry Point ->                                                                      |
|    12. Crater Tunnel A ->                                                                         |
|            [1] Creature Entries: #39 - Lumigek                                                    |
|    13. Phazon Core ->                                                                             |
|            [1] Creature Entries: #42 - Fission Metroid                                            |
|    13a. Crater Missile Station -> Phazon Core ->                                                  |
|    14. Crater Tunnel B ->                                                                         |
|    15. Phazon Infusion Chamber ->                                                                 |
|    16. Subchamber 1 -> Subchamber 2 -> Subchamber 3 -> Subchamber 4 ->                            |
|            [BOSS] - Metroid Prime Part 1                                                          |
|            .-------------------------------------------------------------------------------.      |
|            | Metroid Prime's first form is harder, but its important to have enough energy |      |
|            | left for the second form.  Metroid Prime in his first form can be damaged     |      |
|            | only at his eyes.  But you must pay attention to the color lacing around his  |      |
|            | body.  It corresponds to your beams.  It is also imperitive to destroy those  |      |
|            | energy balls that slowly home in on you, as they do grant items.  When you    |      |
|            | hurt Metroid Prime enough to make him howl, then the beast will charge to the |      |
|            | other side.  As you harm him more, the color changing becomes more erratic.   |      |
|            | Also of note, you'll chase Metroid Prime through 4 subchambers.  He'll step   |      |
|            | back and roar every 5% of energy lost, and he'll move to Subchamber 2 after   |      |
|            | you shoot down 10% of his energy.  After he loses 33% of his energy, he'll    |      |
|            | run back to the Subchamber 3, where he'll use his snare beam real quick. Roll |      |
|            | a morph ball and speed ball away.  Chop off another 33% of his energy and     |      |
|            | you'll be in the first forms final chamber.  After that, in the fift chamber  |      |
|            | you'll face the True Metroid Prime.                                           |      |
|            |-------------------------------------------------------------------------------|      |
|            | TIPS:                                                                         |      |
|            |   When the Metroid Prime roars as if you've killed it, roll into a ball and   |      |
|            |   try to stay away from his rapidly oncoming legs.  Also kill the energy      |      |
|            |   balls for items.  Lastly, Combo items work extremely well, but the Plasma   |      |
|            |   beam - flamethrower is too short ranged, and the Wave Beam - Wavebuster is  |      |
|            |   too costly.                                                                 |      |
|            |-------------------------------------------------------------------------------|      |
|            | ATTACKS:                                                                      |      |
|            |   Each Color Phase has the same general attacks, only different effect.       |      |
|            |   Metroid Prime can shoot out a ray of beam attack, it'll stand on its hind   |      |
|            |   legs and you'll see the charges.  Other mentions are its snare beam which   |      |
|            |   can drag you into its carapace, and it can also launch poison missiles.     |      |
|            |   It can also fire multi-missiles, or cause a fissure like the Sheegoth.      |      |
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|            |   Lastly, it can launch some energy balls which slowly home in on you,        |       |
|            |   rewarding items when defeated.                                              |       |
|            |-------------------------------------------------------------------------------|       |
|            | DIFFICULTY: (*)(*)(*)(*)(*)(*)(*)(*)( )( )                                    |       |
|            '-------------------------------------------------------------------------------'       |
|            [1] Creature Entries: # - Metroid Prime                                                |
|                                                                                                   |
|    17. Metroid Prime Lair -> SCAN HIM AGAIN!                                                      |
|                                                                                                   |
|            [BOSS] - Metroid Prime Part Two                                                        |
|            .-------------------------------------------------------------------------------.      |
|            | The second of two parts, and the easier one, Metroid Prime's Core Essence.    |       |
|            | The only way to damage him in this round is to hit him with Phazon Shots.     |       |
|            | Eventually, Metroid Prime will dump a pool of Phazon, and then switch         |       |
|            | visibility spectrum.  That means, switch to another visor where you can see   |       |
|            | him, then run to the phazon pool and shoot him.  Eventually the Phazon Pool   |       |
|            | will run out, and you'll have to wait for another one.  Also, Metroid Prime   |       |
|            | can summon other metroids of all kinds.  The Phazon Beam can annihilate them. |       |
|            | Phazon Shoot him enough and you'll beat the game.                             |       |
|            |-------------------------------------------------------------------------------|       |
|            | TIPS:                                                                         |       |
|            |   Look for the items after Metroid Prime's first shockwave, which come from   |       |
|            |   the small pillars that get smashed.  Metroids are summoned two at a time,   |       |
|            |   and in this order, Metroid, Metroid, Hunter, Hunter, Fission, Fission...    |       |
|            |   They should be your first priority.  The easier two sets, the Metroids and  |       |
|            |   Hunter Metroids can be defeat easily by first shooting a single ice beam,   |       |
|            |   or a combo ice spreader to get both of them, and then shoot a missile to    |       |
|            |   destroy them.  For the Fission Metroids, be sure to have Power Bombs and    |       |
|            |   them near the Fission Metroids.  Then wait for Metroid Prime to move out of |       |
|            |   the way from the Phazon pool, lock on to him, and find the Phazon to shoot  |       |
|            |   Metroid Prime with.                                                         |       |
|            |-------------------------------------------------------------------------------|       |
|            | ATTACKS:                                                                      |       |
|            |   Creates shockwaves you can double-jump over.  It's really easy to evade.    |       |
|            |   Also, it can summon other metroids.                                         |       |
|            |-------------------------------------------------------------------------------|       |
|            | DIFFICULTY: (*)(*)(*)(*)(*)(*)(*)( )( )( )                                    |       |
|            '-------------------------------------------------------------------------------'       |
|            [1] Creature Entries: # - Metroid Prime                                                |
|                                                                                                   |
|    18. THE END                                                                                    |
|                                                                                                   |
|---------------------------------------------------------------------------------------------------|
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Energy Tanks
MPIAAAW
14 In Total
(1500) Life
Tallon Overworld
[9] -- Cargo Freight Lift to Deck Gamma - Inside the lift at the bottom.
[10] - Hydro Access Tunnel -------------- Perform two Double Bomb Jumps in the watery area.
Chozo Ruins
[1] -- Transport Access North ----------- Just sitting there.
[2] -- Furnace ------------------------- Located at the other far end in a nook.
[3] -- Main Plaza ---------------------- Located at this tiny ledge accessible from the Plaza Access.
[8] -- Hall of the Elders --------------- Activate the Ice Beam Morph Slot and use the Chozo Statue.
[12] - Training Chamber----------------- Use the Morph Ball Slot to reach magnetic railing.
Magmoor Caverns
[4] -- Transport Tunnel A --------------- You need to perform 3 successful double bomb jumps. Caution is extremely advised with low energy.


[7] -- Magmoor Workstation ---------- Activate a series of lava coolers and gates accessible underground.
Phendrana Drifts
[5] -- Ruined Courtyard ---------- On the top side, there is a morph ball tunnel to go down in.
[6] -- Research Lab Aether ---------- Inside a containment Tank.
[14] - Transport Access ---------- Melt the Ice with the Plasma Beam.
Phazon Mines
[11] - Ventilation Shaft ---------- Power Bomb through the one fan, then follow the path to clear the poison and then get the tank.
[13] - Processing Center Access --------- Just sitting there (access from Elite Quarters).
Straight-Up List
[1] -- Transport Access North ---------- Just sitting there.
[2] -- Furnace ---------- Located at the other far end in a nook.
[3] -- Main Plaza ---------- Located at this tiny ledge accessible from the Plaza Access.
[4] -- Transport Tunnel A ---------- You need to perform 3 successful double bomb jumps.
[5] -- Ruined Courtyard ---------- On the top side, there is a morph ball tunnel to go down in.
[6] -- Research Lab Aether ---------- Inside a containment Tank.
[7] -- Magmoor Workstation ---------- Activate a series of lava coolers and gates accessible underground.
[8] -- Hall of the Elders ---------- Activate the Ice Beam Morph Slot and use the Chozo Statue.
[9] -- Cargo Freight Lift to Deck Gamma - Inside the lift at the bottom.
[10] - Hydro Access Tunnel ---------- Perform two Double Bomb Jumps in the watery area.
[11] - Ventilation Shaft ---------- Power Bomb through the one fan, then follow the path to clear the poison and then get the tank.
[12] - Training Chamber---------- Use the Morph Ball Slot to reach magnetic railing.
[13] - Processing Center Access --------- Just sitting there (access from Elite Quarters).
[14] - Transport Access ---------- Melt the Ice with the Plasma Beam.
Missile Expansions
MPIAAAX

| 50 In Total |
| (250) M |

Tallon Overworld

[9]	Transport Tunnel B	Under the Causeway/bridge.
[15]	Landing Site	Ground Level, in a morph ball tunnel area.
[23]	Overgrown Cavern	In the small gap, in your way actually.
[24]	Frigate Crash Site	In a small nook accessible from within the lake.
[25]	Biohazard Containment	Behind a Super-Missile Containment Cell at the bottom
[30]	Life Grove Tunnel	Power Bomb the top of the half-pipe area.
[36]	Root Cave	At the very top to the left while facing the red door, from an invisible platform.
[37]	Arbor Chamber	Just sitting there (from the top of Root Cave).
[38]	Great Tree Chamber	Invisible Platform leads up to another room (from the top of the Great Tree Hall).

Chozo Ruins

[1]	Hive Totem	Defeat the Boss.
[2]	Ruined Gallery	Fire Missile at the cracked wall on the lower level.
[3]	Watery Hall Access	Fire Missile at the cracked wall.
[4]	Burn Dome	Bomb the morph ball tunnel to get to a nook.
[5]	Dynamo	Blast the grating to the side.
[6]	Vault	Blast the slots with bombs, then activate them. On the third slot, you'll need to execute a bomb double jump.
[10]	Ruined Gallery	Morph Ball Tunnel on the Ground Level accesible via bomb jump.
[11]	Ruined Nursery	Morph Ball bomb the catwalk barriers, then collect.
[12]	Main Plaza	Use the Half-Pipe to get it.
[13]	Ruined Shrine	Morph Ball Bomb a Tunnel on the ground level for access.
[14]	Ruined Shrine	Use the Half-Pipe, then go through the morph ball tunnel.
[18]	Main Plaza	From the upper level, shoot a super missile just below the hole and then jump into it.
[19]	Ruined Fountain	Use the fountain to get shot up to the magnetic rail.
[20]	Gathering Hall	Up at the top side, jump on the red cylinder, then up again.
[21]	Dynamo	Use the magnetic rail to go up top-side.
[22]	Crossway	Super Missile the metal cover, then use the half-pipe to reach the morph ball slots in succession.
[31]	Furnace	Power Bomb the floor to use a half-pipe to get to the half-pipe to get to the magnetic railing above.
[32]	Watery Hall	At the far side, you can go underwater and up in a nook.
[33]	Training Chamber Access	Power Bomb a slot behind the red tree.

[34] - Main Plaza --------------- Grapple Across, coming from the Piston Tunnel.

Magmoor Caverns

[7] -- Triclops Pit ------------- In the Triclops pit beneath the surface. Find a nook with a morph ball tunnel and navigate the pit to another tunnel -> Storage Cavern.
[8] -- Fiery Shores ------------- Near the Platform with a Triclops, use the morph ball tunnel, and then navigate the catwalks.
[35] - Triclops Pit ------------- Use invisible platforms, and missile a pillar.

Phendrana Drifts

[16] - Research Lab Aether ------ On a narrow railing at the ceiling on level 2.
[17] - Research Lab Hydra ------- Super Missile blast the Cordite Pillar on the top level.
[44] - Quarantine Cave ---------- Grapple across to a morph ball tunnel.
[45] - Gravity Chamber ---------- Melt the Stalactite, then grapple across.
[46] - Frost Cave --------------- Use the Glider to reach an area with crates, then knock down the stalactite down to break the ice below.
[47] - Ice Ruins East ----------- Under the door to the Plaza Walkway, melt the ice.
[48] - Ice Ruins East ----------- On top of a structure is some magnetic railing.
[49] - Phendrana Shorelines ----- Melt the ice on a pillar near the save station door
[50] - Phendrana Shorelines ----- Near the Chozo Ice Ruins Door, Super Missile the metal cap use the magnetic railing nearby.

Phazon Mines

[26] - Main Quarry -------------- Activate the Crane from within the shanty, then use the magnetic railing to reach the expansion.
[27] - Elite Research ---------- Use the Plasma Cannon to destroy the wall to the left.
[28] - Elite Control Access ----- Destroy the crate on the area above to open an area.
[29] - Security Access A -------- Power Bomb a Bendezium Wall.
[39] - Metroid Quarantine A ----- Just before the magnetic railing, power bomb the wall to get to another magnetic railing and invisible platform.
[40] - Fungal Hall Access ------- At the very bottom, under a mushroom.
[41] - Fungal Hall B ------------ Bottom level, far side, use the x-ray to see the floor.
[42] - Metroid Quarantine B ----- Inside a Super Missile Containment Tank.
[43] - Phazon Processing Center - Follow invisible platforms to a catwalk with crates. Power Bomb that wall.

Straight-Up List

[1] -- Hive Totem	Defeat the Boss.
[2] -- Ruined Gallery	Fire Missile at the cracked wall on the lower level.
[3] -- Watery Hall Access	Fire Missile at the cracked wall.
[4] -- Burn Dome	Bomb the morph ball tunnel to get to a nook.
[5] -- Dynamo	Blast the grating to the side.
[6] -- Vault	Blast the slots with bombs, then activate them. On the third slot, you'll need to execute a bomb double jump.
[7] -- Triclops Pit	In the Triclops pit beneath the surface. Find a nook with a morph ball tunnel and navigate the pit to another tunnel -> Storage Cavern.
[8] -- Fiery Shores	Near the Platform with a Triclops, use the morph ball tunnel, and then navigate the catwalks.
[9] -- Transport Tunnel B	Under the Causeway/bridge.
[10] - Ruined Gallery	Morph Ball Tunnel on the Ground Level accesible via bomb jump.
[11] - Ruined Nursery	Morph Ball bomb the catwalk barriers, then collect.
[12] - Main Plaza	Use the Half-Pipe to get it.
[13] - Ruined Shrine	Morph Ball Bomb a Tunnel on the ground level for access.
[14] - Ruined Shrine	Use the Half-Pipe, then go through the morph ball tunnel.
[15] - Landing Site	Ground Level, in a morph ball tunnel area.
[16] - Research Lab Aether	On a narrow railing at the ceiling on level 2.
[17] - Research Lab Hydra	Super Missile blast the Cordite Pillar on the top level.
[18] - Main Plaza	From the upper level, shoot a super missile just below the hole and then jump into it.
[19] - Ruined Fountain	Use the fountain to get shot up to the magnetic rail.
[20] - Gathering Hall	Up at the top side, jump on the red cylinder, then up again.
[21] - Dynamo	Use the magnetic rail to go up top-side.
[22] - Crossway	Super Missile the metal cover, then use the half-pipe to reach the morph ball slots in succession.
[23] - Overgrown Cavern	In the small gap, in your way actually.
[24] - Frigate Crash Site	In a small nook accessible from within the lake.
[25] - Biohazard Containment	Behind a Super-Missile Containment Cell at the bottom
[26] - Main Quarry	Activate the Crane from within the shanty, then use the magnetic railing to reach the expansion.
[27] - Elite Research	Use the Plasma Cannon to destroy the wall to the left.
[28] - Elite Control Access	Destroy the crate on the area above to open an area.
[29] - Security Access A	Power Bomb a Bendezium Wall.
[30] - Life Grove Tunnel	Power Bomb the top of the half-pipe area.
[31] - Furnace	Power Bomb the floor to use a half-pipe to get to the half-pipe to get to the magnetic railing above.
[32] - Watery Hall	At the far side, you can go underwater and up in a nook.
[33] - Training Chamber Access	Power Bomb a slot behind the red tree.
[34] - Main Plaza	Grapple Across, coming from the Piston Tunnel.
[35] - Triclops Pit	Use invisible platforms, and missile a pillar.

[36] - Root Cave ---------- At the very top to the left while facing the red door, from an invisible platform.

[37] - Arbor Chamber ---------- Just sitting there (from the top of Root Cave).

[38] - Great Tree Chamber ------- Invisible Platform leads up to another room (from the top of the Great Tree Hall).

[39] - Metroid Quarantine A ----- Just before the magnetic railing, power bomb the wall to get to another magnetic railing and invisible platform.

[40] - Fungal Hall Access ------- At the very bottom, under a mushroom.

[41] - Fungal Hall B ---------- Bottom level, far side, use the x-ray to see the floor.

[42] - Metroid Quarantine B ----- Inside a Super Missile Containment Tank.

[43] - Phazon Processing Center - Follow invisible platforms to a catwalk with crates. Power Bomb that wall.

[45] - Gravity Chamber ---------- Melt the Stalactite, then grapple across.

[46] - Frost Cave ---------- Use the Glider to reach an area with crates, then knock down the stalactite down to break the ice below.

[47] - Ice Ruins East ---------- Under the door to the Plaza Walkway, melt the ice.

[48] - Ice Ruins East ---------- On top of a structure is some magnetic railing.

[49] - Phendrana Shorelines ----- Melt the ice on a pillar near the save station door

[50] - Phendrana Shorelines ----- Near the Chozo Ice Ruins Door, Super Missile the metal cap use the magnetic railing nearby.

Power Bomb Expansions

MPIAAAY

5 In Total
(8) P-B

Tallon Overworld

[NONE]

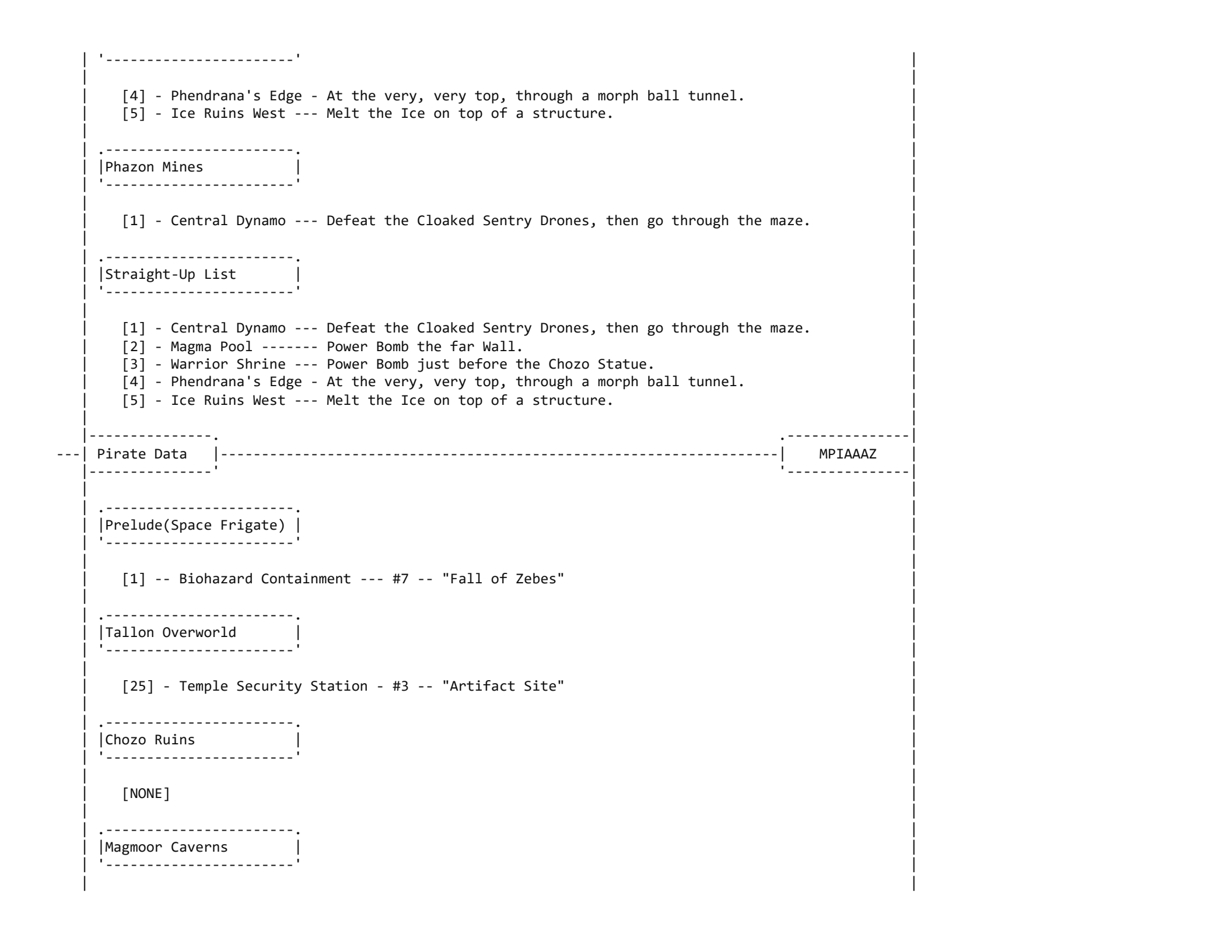
Chozo Ruins

[2] - Magma Pool ------- Power Bomb the far Wall.

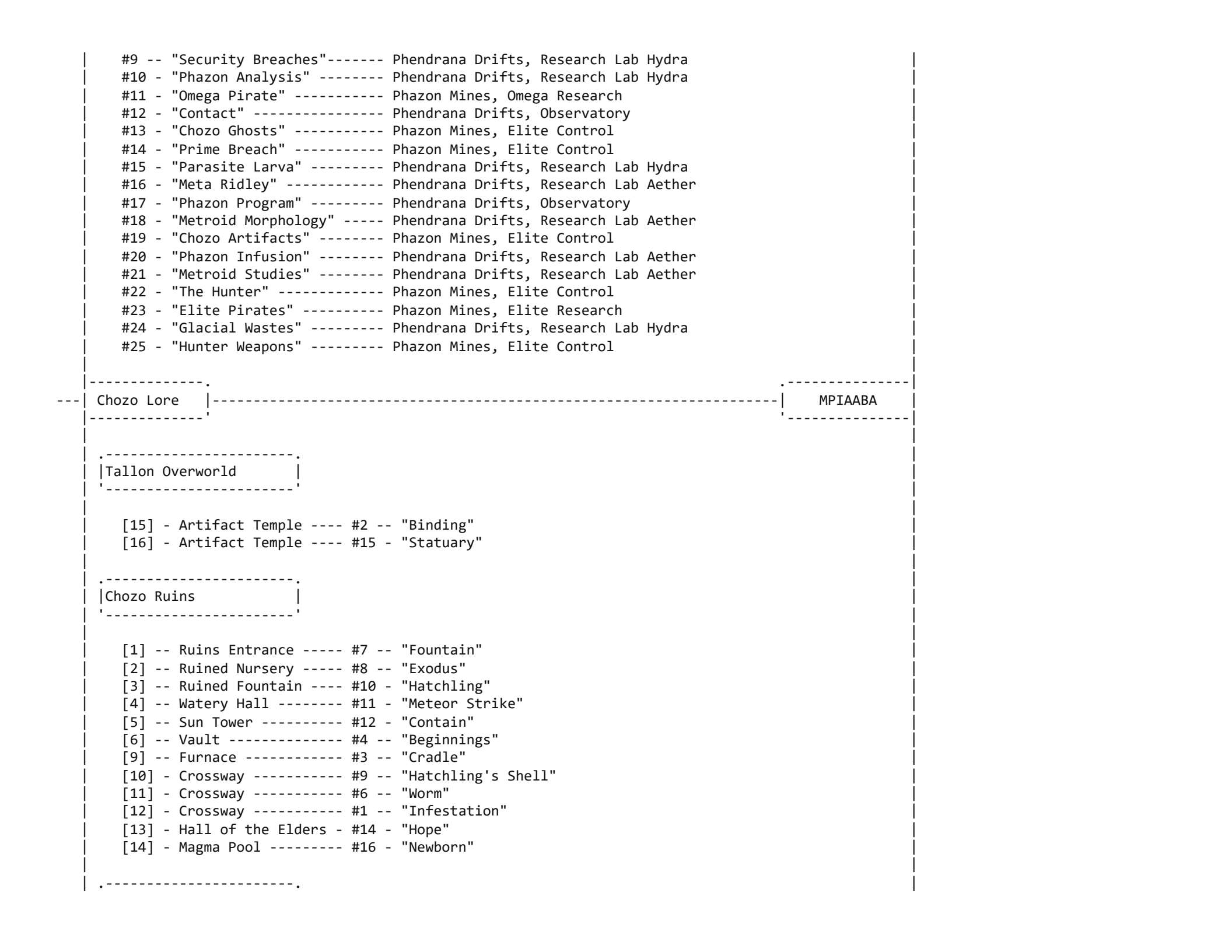
Magmoor Caverns

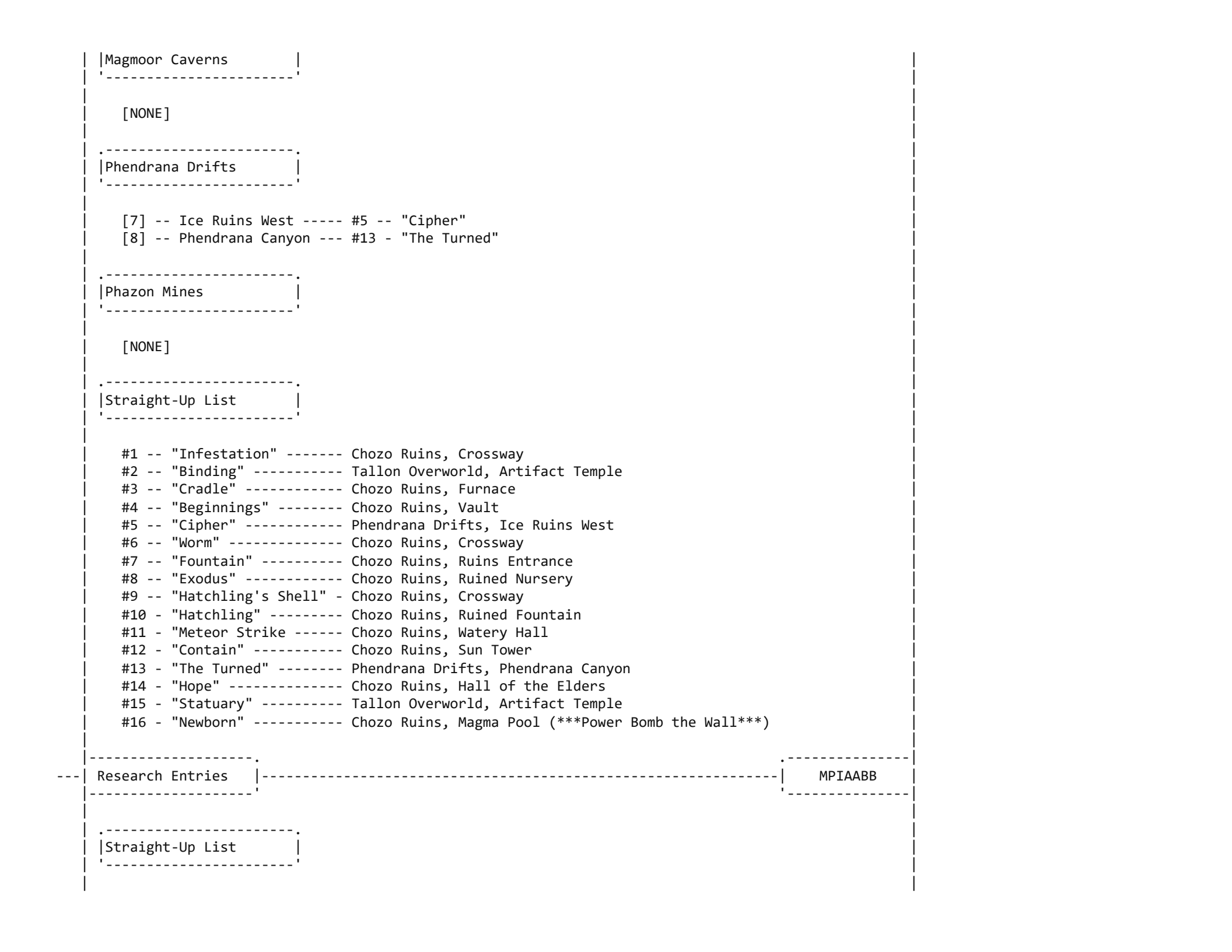
[3] - Warrior Shrine --- Power Bomb just before the Chozo Statue.

Phendrana Drifts


[4] - Phendrana's Edge - At the very, very top, through a morph ball tunnel.
[5] - Ice Ruins West --- Melt the Ice on top of a structure.
Phazon Mines
[1] - Central Dynamo --- Defeat the Cloaked Sentry Drones, then go through the maze.
Straight-Up List
[1] - Central Dynamo --- Defeat the Cloaked Sentry Drones, then go through the maze.
[2] - Magma Pool ------- Power Bomb the far Wall.
[3] - Warrior Shrine --- Power Bomb just before the Chozo Statue.
[4] - Phendrana's Edge - At the very, very top, through a morph ball tunnel.
[5] - Ice Ruins West --- Melt the Ice on top of a structure.
Pirate Data
MPIAAAZ
Prelude(Space Frigate)
[1] -- Biohazard Containment --- #7 -- "Fall of Zebes"
Tallon Overworld
[25] - Temple Security Station - #3 -- "Artifact Site"
Chozo Ruins
[NONE]
Magmoor Caverns

```
|    [NONE]                                                
```


#9 -- "Security Breaches"------- Phendrana Drifts, Research Lab Hydra
#10 - "Phazon Analysis" -------- Phendrana Drifts, Research Lab Hydra
#11 - "Omega Pirate" ----------- Phazon Mines, Omega Research
#12 - "Contact" ---------------- Phendrana Drifts, Observatory
#13 - "Chozo Ghosts" ----------- Phazon Mines, Elite Control
#14 - "Prime Breach" ----------- Phazon Mines, Elite Control
#15 - "Parasite Larva" --------- Phendrana Drifts, Research Lab Hydra
#16 - "Meta Ridley" ------------ Phendrana Drifts, Research Lab Aether
#17 - "Phazon Program" --------- Phendrana Drifts, Observatory
#18 - "Metroid Morphology" ----- Phendrana Drifts, Research Lab Aether
#19 - "Chozo Artifacts" -------- Phazon Mines, Elite Control
#20 - "Phazon Infusion" -------- Phendrana Drifts, Research Lab Aether
#21 - "Metroid Studies" -------- Phendrana Drifts, Research Lab Aether
#22 - "The Hunter" ------------- Phazon Mines, Elite Control
#23 - "Elite Pirates" ---------- Phazon Mines, Elite Research
#24 - "Glacial Wastes" --------- Phendrana Drifts, Research Lab Hydra
#25 - "Hunter Weapons" --------- Phazon Mines, Elite Control
Chozo Lore
MPIAABA
Tallon Overworld
[15] - Artifact Temple ---- #2 -- "Binding"
[16] - Artifact Temple ---- #15 - "Statuary"
Chozo Ruins
[1] -- Ruins Entrance ----- #7 -- "Fountain"
[2] -- Ruined Nursery ----- #8 -- "Exodus"
[3] -- Ruined Fountain ---- #10 - "Hatchling"
[4] -- Watery Hall -------- #11 - "Meteor Strike"
[5] -- Sun Tower ---------- #12 - "Contain"
[6] -- Vault -------------- #4 -- "Beginnings"
[9] -- Furnace ------------ #3 -- "Cradle"
[10] - Crossway ----------- #9 -- "Hatchling's Shell"
[11] - Crossway ----------- #6 -- "Worm"
[12] - Crossway ----------- #1 -- "Infestation"
[13] - Hall of the Elders - #14 - "Hope"
[14] - Magma Pool --------- #16 - "Newborn"


Magmoor Caverns
[NONE]
Phendrana Drifts
[7] -- Ice Ruins West ----- #5 -- "Cipher"
[8] -- Phendrana Canyon --- #13 - "The Turned"
Phazon Mines
[NONE]
Straight-Up List
#1 -- "Infestation" ------- Chozo Ruins, Crossway
#2 -- "Binding" ----------- Tallon Overworld, Artifact Temple
#3 -- "Cradle" ------------ Chozo Ruins, Furnace
#4 -- "Beginnings" -------- Chozo Ruins, Vault
#5 -- "Cipher" ------------ Phendrana Drifts, Ice Ruins West
#6 -- "Worm" -------------- Chozo Ruins, Crossway
#7 -- "Fountain" ---------- Chozo Ruins, Ruins Entrance
#8 -- "Exodus" ------------ Chozo Ruins, Ruined Nursery
#9 -- "Hatchling's Shell" - Chozo Ruins, Crossway
#10 - "Hatchling" --------- Chozo Ruins, Ruined Fountain
#11 - "Meteor Strike ------ Chozo Ruins, Watery Hall
#12 - "Contain" ----------- Chozo Ruins, Sun Tower
#13 - "The Turned" -------- Phendrana Drifts, Phendrana Canyon
#14 - "Hope" -------------- Chozo Ruins, Hall of the Elders
#15 - "Statuary" ---------- Tallon Overworld, Artifact Temple
#16 - "Newborn" ----------- Chozo Ruins, Magma Pool (***Power Bomb the Wall***)
Research Entries
MPIAABB
Straight-Up List

#1 -- Save Station ------ Various Locations
#2 -- Missile Door Lock - Various Locations (Must scan before destroying the lock)
#3 -- Map Station ------- Various Locations (Must scan before acquiring that map)
#4 -- Spinner ----------- Various Locations
#5 -- Missile Ammo ------ Various Locations
#6 -- Large Energy ------ Various Locations
#7 -- Small Energy ------ Various Locations
#8 -- Stalactite -------- Various Locations
#9 -- Missile Station --- Various Locations
#10 - Spider Ball Track - Various Locations
#11 - Power Ball Ammo --- Various Locations
#12 - Grapple Point ----- Various Locations
#13 - Zebes ------------- Phendrana Drifts, Observatory
#14 - Ultra Energy ------ Various Locations
#15 - Morph Ball Slot --- Various Locations
#16 - Tallon IV --------- Phendrana Drifts, Observatory
#17 - Locked Door ------- Various Locations
#18 - Gunship ----------- Tallon Overworld, Landing Site

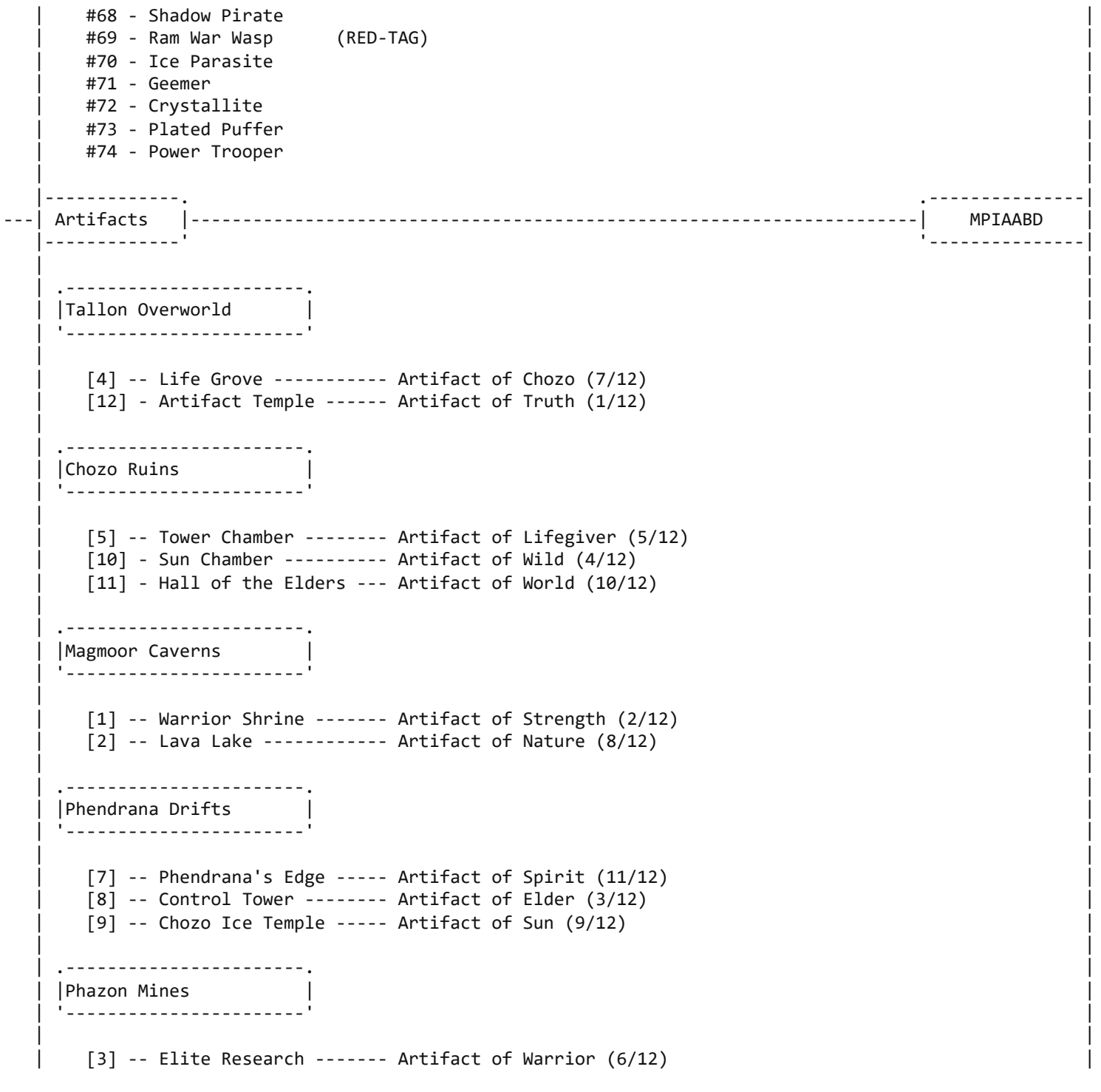
Creature Entries — MPIAABC

Straight-Up List

(RED-TAG) = Only one chance to scan (usually bosses)

#1 -- Mega Turret
#2 -- Grizby
#3 -- Zoomer
#4 -- Plated Parasite
#5 -- Pulse Bombu
#6 -- Ice Shriekbat (MEGA RED-TAG) (get them before they suicide bomb you!!)
#7 -- Parasite Queen (RED-TAG)
#8 -- Scarab
#9 -- Aqua Reaper
#10 - Triclops
#11 - Puffer
#12 - Glider
#13 - Auto Turrets
#14 - Jelzap
#15 - Beetle
#16 - Tangle Weed
#17 - Flying Pirate
#18 - Hive Mecha (RED-TAG)
#19 - War Wasp
#20 - Bloodflower

#21 - Ice Beetle
#22 - Reaper Vine
#23 - Aqua Drone
#24 - Ice Trooper
#25 - Sap Sac
#26 - Flickerbat
#27 - Wave Trooper
#28 - Sentry Drone
#29 - Burrower
#30 - Plazmite
#31 - Barbed War Wasp (RED-TAG)
#32 - Flaahgra (RED-TAG)
#33 - Scatter Bombu
#34 - Space Pirate
#35 - Parasite
#36 - Tallon Crab
#37 - Blastcap
#38 - Aqua Sac
#39 - Lumigek
#40 - Incinerator Drone (RED-TAG)
#41 - Eyon
#42 - Fission Metroid
#43 - Oculus
#44 - Meta Ridley (RED-TAG)
#45 - Plasma Trooper
#46 - Aqua Piratee
#47 - Baby Sheegoth
#48 - Seedling
#49 - Plated Beetle
#50 - Sheegoth
#51 - Stone Toad
#52 - Metroid
#53 - Venom Weed
#54 - Phazon Elite (RED TAG)
#55 - Metroid Prime (RED-TAG)
#56 - Ice Burrower
#57 - Flaahgra Tentacle (RED-TAG)
#58 - Elite Pirate (RED TAG)
#59 - Omega Pirate (RED-TAG)
#60 - Puddle Spore
#61 - Chozo Ghost
#62 - Thardus (RED-TAG)
#63 - Shriekbat
#64 - Hunter Metroid
#65 - Magmoor
#66 - Hive
#67 - Metroid Prime (RED-TAG)


#68 - Shadow Pirate
#69 - Ram War Wasp (RED-TAG)
#70 - Ice Parasite
#71 - Geemer
#72 - Crystallite
#73 - Plated Puffer
#74 - Power Trooper
Artifacts
MPIAABD
Tallon Overworld
[4] -- Life Grove ----------- Artifact of Chozo (7/12)
[12] - Artifact Temple ------ Artifact of Truth (1/12)
Chozo Ruins
[5] -- Tower Chamber -------- Artifact of Lifegiver (5/12)
[10] - Sun Chamber ---------- Artifact of Wild (4/12)
[11] - Hall of the Elders --- Artifact of World (10/12)
Magmoor Caverns
[1] -- Warrior Shrine ------- Artifact of Strength (2/12)
[2] -- Lava Lake ------------ Artifact of Nature (8/12)
Phendrana Drifts
[7] -- Phendrana's Edge ----- Artifact of Spirit (11/12)
[8] -- Control Tower -------- Artifact of Elder (3/12)
[9] -- Chozo Ice Temple ----- Artifact of Sun (9/12)
Phazon Mines
[3] -- Elite Research ------- Artifact of Warrior (6/12)

```
|    [6] -- Phazon Mining Tunnel - Artifact of Newborn (12/12)                                  |
|                                                                                               |
| .-----------------------.                                                                     |
| |Straight-Up List       |                                                                     |
| '-----------------------'                                                                     |
|                                                                                               |
|    #1 -- Artifact of Truth ----- Tallon Overworld, Artifact Temple                            |
|    #2 -- Artifact of Strength -- Magmoor Caverns, Warrior Shrine                              |
|    #3 -- Artifact of Elder ----- Phendrana Drifts, Control Tower                              |
|    #4 -- Artifact of Wild ------ Chozo Ruins, Sun Chamber                                     |
|    #5 -- Artifact of Lifegiver - Chozo Ruins, Tower Chamber                                   |
|    #6 -- Artifact of Warrior --- Phazon Mines, Elite Research                                 |
|    #7 -- Artifact of Chozo ----- Tallon Overworld, Life Grove                                 |
|    #8 -- Artifact of Nature ---- Magmoor Caverns, Lava Lake                                   |
|    #9 -- Artifact of Sun ------- Phendrana Drifts, Chozo Ice Temple                           |
|    #10 - Artifact of World ----- Chozo Ruins, Hall of the Elders                              |
|    #11 - Artifact of Spirt ----- Phendrana Drifts, Phendrana's Edge                           |
|    #12 - Artifact of Newborn --- Phazon Mines, Phazon Mining Tunnel                           |
|                                                                                               |
|-----------.                                                                   .---------------|
---| Pickups   |-------------------------------------------------------------------|    MPIAABE    |
|-----------'                                                                   '---------------|
|                                                                                               |
| .-----------------------.                                                                     |
| |Tallon Overworld       |                                                                     |
| '-----------------------'                                                                     |
|                                                                                               |
|    [7] -- Alcove --------------- Space Jump Boots ----- Go from the Half-Pipe in Tallon Canyon |
|    [17] - Life Grove ----------- X.Ray Visor ---------- Laying right there                    |
|                                                                                               |
| .-----------------------.                                                                     |
| |Chozo Ruins            |                                                                     |
| '-----------------------'                                                                     |
|                                                                                               |
|    [1] -- Hive Totem ----------- Missile Expansion #1 - Defeat the Hive Mecha                 |
|    [2] -- Ruined Shrine -------- Morph Ball ----------- Defeat the Swarm of Beetles           |
|    [3] -- Watery Hall ---------- Charge Beam ---------- Solve a Runic Puzzle                  |
|    [4] -- Burn Dome ------------ Morph Ball Bomb ------ Defeat the Incinerator Drone          |
|    [5] -- Sunchamber ----------- Varia Suit ----------- Defeat Flaahgra                       |
|    [12] - Tower of Light ------- Wavebuster ----------- Collapse the tower as you climb up    |
|    [13] - Antechamber ---------- Ice Beam ------------- A room on the top of Reflecting Pool  |
|                                                                                               |
| .-----------------------.                                                                     |
| |Magmoor Caverns        |                                                                     |
| '-----------------------'                                                                     |
|                                                                                               |
|    [18] - Shore Tunnel --------- Ice Spreader --------- Power bomb the Bendezium made tunnel  |
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|    [19] - Plasma Processing ---- Plasma Beam ---------- Atop the Geothermal Core                  |
|                                                                                                   |
| .-----------------------.                                                                         |
| |Phendrana Drifts       |                                                                         |
| '-----------------------'                                                                         |
|                                                                                                   |
|    [6] -- Phendrana Canyon ----- Boost Ball ----------- Resting at the far end of the Canyon       |
|    [8] -- Chapel of the Elders - Wave Beam ------------ Defeat the Sheegoths                      |
|    [9] -- Observatory ---------- Super Missile -------- on top of the holographic machine         |
|    [10] - Research Core -------- Thermal Visor -------- Deactivate the security layers around it  |
|    [11] - Quarantine Cave ------ Spider Ball ---------- Defeat Thardus                            |
|    [14] - Gravity Chamber ------ Gravity Suit --------- Take a dive and find it underwater        |
|                                                                                                   |
| .-----------------------.                                                                         |
| |Phazon Mines           |                                                                         |
| '-----------------------'                                                                         |
|                                                                                                   |
|    [15] - Central Dynamo ------- Power Bomb ----------- Defeat the Cloaked Sentry Drones...maze   |
|    [16] - Storage Deposit B ---- Grapple Beam --------- Go from Ore Processing                    |
|    [20] - Storage Depot A ------ Flamethrower --------- Power Bomb a wall..deactivate force field |
|    [21] - Elite Quarters ------- Phazon Suit ---------- Defeat Omega Pirate                       |
|                                                                                                   |
| .-----------------------.                                                                         |
| |Straight-Up List       |                                                                         |
| '-----------------------'                                                                         |
|                                                                                                   |
|    [1] -- Missile Expansion #1 - Chozo Ruins, Hive Totem                                          |
|    [2] -- Morph Ball ----------- Chozo Ruins, Ruined Shrine                                       |
|    [3] -- Charge Beam ---------- Chozo Ruins, Watery Hall                                         |
|    [4] -- Morph Ball Bomb ------ Chozo Ruins, Burn Dome                                           |
|    [5] -- Varia Suit ----------- Chozo Ruins, Sunchamber                                          |
|    [6] -- Boost Ball ----------- Phendrana Drifts, Phendrana Canyon                               |
|    [7] -- Space Jump Boots ----- Tallon Overworld, Alcove                                         |
|    [8] -- Wave Beam ------------ Phendrana Drifts, Chapel of the Elders                           |
|    [9] -- Super Missile -------- Phendrana Drifts, Observatory                                    |
|    [10] - Thermal Visor -------- Phendrana Drifts, Research Core                                  |
|    [11] - Spider Ball ---------- Phendrana Drifts, Quarantine Cave                                |
|    [12] - Wavebuster ----------- Chozo Ruins, Tower of Light                                      |
|    [13] - Ice Beam ------------- Chozo Ruins, Antechamber                                         |
|    [14] - Gravity Suit --------- Phendrana Drifts, Gravity Chamber                                |
|    [15] - Power Bomb ----------- Phazon Mines, Central Dynamo                                     |
|    [16] - Grapple Beam --------- Phazon Mines, Storage Deposit B                                  |
|    [17] - X.Ray Visors --------- Tallon OVerworld, Life Grove                                     |
|    [18] - Ice Spreader --------- Magmoor Caverns, Shore Tunnel                                    |
|    [19] - Plasma Beam ---------- Magmoor Caverns, Plasma Processing                               |
|    [20] - Flamethrower --------- Phazon Mines, Storage Depot A                                    |
|    [21] - Phazon Suit ---------- Phazon Mines, Elite Quarters                                     |
```

Bonuses — MPIAABF

[1] --- Image Galleries
 [1a] - Image Gallery 1 ------- Download 50% of all of the Log Book Scans
 [1b] - Image Gallery 2 ------- Download 100% of all of the Log Book Scans
 [1c] - Image Gallery 3 ------- Complete the Game on Hard Mode
 [1d] - Image Gallery 4 ------- Acquire all pickups, including 14 Energy Tanks, 12 Artifacts, 50 Missile Expansions, 5 Power Bomb Expansions, and all of the beams, suits, visors, and other augmentations.
[2] --- Play Hard Mode -------- Complete the Game on Normal Mode
[3] --- GBA Unlockables
 [3a] - Play Original Metroid - Complete Metroid Fusion (GBA) on Normal Mode
 [3b] - Fusion Suit ----------- Complete Metroid Prime (GC) on Normal Mode

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