



Introduction

Metroid Prime 3 is the final leg in this trilogy, but that doesn't mean your journey will be easy. No; desolate wastelands, foreign structures, crazy puzzles, and those ugly Space Pirates ensure that only the best of the best will survive this battle.

Thankfully, IGN's got your back. With this field guide at your side, you'll have the knowledge necessary to become the galaxy's most feared bounty hunter. Happy shooting.

In this guide you will discover:

- **Basics:** Boot camp for you n00bs.
- **Walkthrough:** A step-by-step guide through Metroid Prime 3.
- **Upgrades:** Check out how to obtain every upgrade in the game.
- **Credits & Friend Vouchers:** See how to earn all the credits and friend vouchers.

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Metroid Prime Basics

Combat

Samus's arm cannon -- her main weapon -- has an infinite supply of ammo, so don't be afraid to fire relentlessly. In addition, you can charge up a shot by holding the fire button for several seconds -- unleashing this baby can be devastating to most foes.

Hypermode

After the accident on planet Norion, Samus will be equipped with a PED Suit. This enables Samus to enter something called "Hypermode" at will, which more than doubles her attack power for a brief period of time. To activate Hypermode, hold down the + button for several seconds. However, each shot you take while in Hypermode reduces your health by a small amount, so use caution.

Oh, and one more thing? you might become Corrupted. Sounds scary, doesn't it?

Corruption Mode

Shortly after you acquire Hypermode, you'll experience something known as "Corruption." From this point forward, you risk becoming "Corrupted" after 10 seconds of using Hypermode. When corrupted, your health will continually dwindle until you either die, or escape Corruption.

When corrupted, you can't exit Hypermode by holding the + button. Instead, you'll have to reduce the Phazon-overload by firing your gun repeatedly. During corruption, your health meter doubles as a Corruption meter -- the red zone shows how corrupt you are. If the meter fills to the brim with red and starts blinking, that means your status is critical and you only have five seconds to reduce your Phazon-levels - so hammer away on the fire button.

Here's how much time you have, at a glance in hypermode:

Time until Corruption: 10 Seconds

Time until death when fully corrupt: 5 Seconds

Morph Ball

One of Samus's cooler powers is the ability to transform into a ball and roll around. While it may look painful, it's a fast way to move around.

Tip!

New to Metroid Prime 3 is the ability to jump in ball form, without using a bomb. Simply flick the Wii Remote up to do so.

Tip!

Aeromines -- the shielded enemy that comes in groups -- self destruct if you can make it past them. As such, a good tactic when facing them is to convert into the morph ball, then roll between the gaps in the Aeromines, killing them instantly.

Boss Battles

The Metroid series has always been home to some of the biggest and baddest bosses this side of the galaxy. It's usually a good idea to scan them, for an overview of their attacks and weaknesses, then look for the boss's weakpoint -- it's usually glowing, or may be colored differently from the rest of his body.

Tip! Health and Missile Power-Ups!

Maintaining your health in a boss fight can be difficult -- especially when using Hypermode. However, there is always some method to regain lost health, or acquire additional rockets. In fact, it's likely that you've released several power-ups throughout the battle, but haven't even noticed. Because of this, we suggest maintaining a full charge on your gun whenever you can to gather any nearby power-ups.

Metroid Prime 3 Index

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Welcome to the index for Metroid Prime 3. We've written the guide in chronological order, and have broken it up by planets, landing points, and occasionally objectives.

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- ...Firey Airdock
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- ...Thorn Jungle Airdock
- ...Bryyo Seed

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Metroid Prime 3 Walkthrough

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Hunter-Class Gunship

Samus's ship is your personal headquarters. Take a few moments to familiarize yourself with the controls. By moving the pointer around the screen, you can interact with the various ship controls. Furthermore, the further away from the center you point your cursor, the faster you'll begin turning.

So your ship is in currently in Federal Space, but it's facing the wrong way! Point your cursor on the control panel between your legs and press A to whip your ship around. Now that you're facing the Galactic Federation, they will request your authorization. Look up and interaction with the circular radio on the ceiling. The four icons on the screen are your transmission key - all you have to do is retype those four same symbols using the buttons around the screen.



With your identity confirmed, the Federation will permit your ship to land. To activate your thrusters, press the large green button on the left to reveal the thruster controls, then push the Wii Remote toward the screen to activate them. Next stop: Olympus.



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Docking Bay 5

Objective 1: Go to Briefing Room

After docking with Olympus, proceed up to the four circular targets ahead and shoot them one by one (lock on to target them quickly). With the targets out of the way, one of the soldiers will approach and alert you that Admiral Dane is waiting for you in the briefing room. Run up the ramp on the right and go through the blue door, leading to Docking Bay Access (remember, you must shoot most doors to open them).



Target Practice

By stepping on the glowing pad to the right of the guards, you'll activate a target practice minigame. Shoot either one of the Training Drones to begin. The goal is to juggle the drone in the air for as long, without having it touch the ground. Each time you shoot it, you earn one point. At 10 points, you'll be awarded with a Gold Credit, but shoot it 20 times and you'll obtain a Friend Voucher.

Set your controls so that fire is on the A button. Your thumb should be able to tap the button faster than your trigger finger. Now target just one of the Training Drones and shoot it as fast as you - it should fly up to the ceiling. However, it can be difficult to see it when that high, so we suggest briefly stop firing, and quickly drop your cursor near the ground where you think it'll land, then resume firing. If you gauged correctly, the drone will land in your path of fire, rebounding it back up. Continue to shoot it to score 20 points with ease.

Docking Bay Access

Speak to the specialist in the back of the room to learn that the walkway's gears are jammed. Just above him are two glowing, circular panels - fire a charged shot at each to resolve the jam and raise two ramps leading to the floor above. Once on the second floor, continue through the northern door into Docking Bay 4.



Docking Bay 4

The door leading out of the room requires a pass code, which you don't yet have. Thankfully, this ship has one of the worst security systems ever. Scan the Information Terminal on the center pillar, facing the locked door to activate it. Now interact with it and select "Press for Access Code" to discover the pass code for the door: 13576. With your new found knowledge, scan the terminal by the locked door to reveal a keypad. Type in the number you just learned (13576), then press the enter key to open the door and continue to the Security Station.



Security Station

Here you'll have your first glimpse at one of the other bounty hunters, currently in the Containment Area. Once he exits, interact with the door controls on the left, and follow the instructions onscreen (pull the Wii Remote toward you, twist counter-clockwise, then push the controller toward the TV) to open the door and head inside the containment room.



After the troopers do their little DNA testing thing, interact with the Biohazard scanner that lowers to complete their little test. Now exit the room using a second set of door controls and continue through the door ahead to Security Access.



Security Access

Run through the hallway and exit through the door.

Command Lift A

Interact with the Hand Scanner to activate the lift dead-ahead. Step into the hologram that appears on the lift to make it rise to the floor above. Now exit through the door.



Flag Bridge Area

Pass through the room and continue through a door on the right.



Flag Bridge

Climb either one of the ramps on the sides of the room, then continue through the only unlocked door, to the southeast (across from the guard blocking the northeastern one).



Flag Bridge Access

A door on the right is blocked off by a pair of large crates. Blow them away with a charged shot and head inside for a **Save Point**. Now the room on the other end of the hall is locked, so return to the previous room and speak to the guard blocking the northeast door to get by.



Meeting Access

Run through the hall and go through the door into the Ready Room to meet with Admiral Dane.

****Objective Complete: Go to Briefing Room****

Ready Room

Oh no - the ship comes under attack during the meeting! Run back to the Flag Bridge for another quick meeting with the admiral, drop down and go through the door back to Flag Bridge Access.



Flag Bridge Access (2nd)

Oh crap, looks like space pirates are already on board. Two of them will bust through the glass container ahead - shoot them quickly, then exit through the only other door.



Port Observation Deck

Follow the guard ahead to encounter two more foes - try out your lock-on technique by holding Z and continue to fire. Charged shots are also highly effective. When clear, continue through the door at the end.



Xenoresearch Lab

Couple of more enemies here. Take them down, then go through the far door.



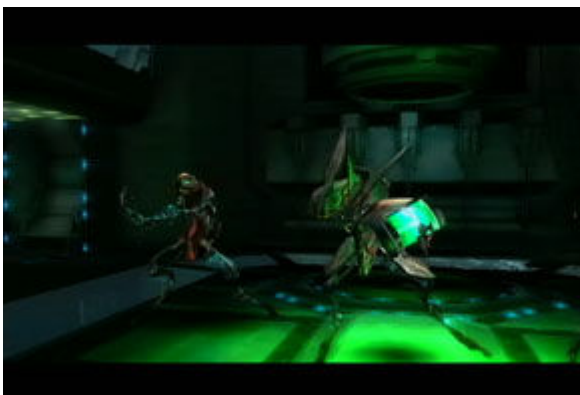
Lab Access

Wave goodbye to the two troopers ahead, as a ship is about to breach the hull. Thankfully, the blast doors shut before Samus can get sucked out, Alien style. There's nothing more that can be done here, so return to the previous room, Xenoresearch Lab.



Xenoresearch Lab (2nd)

Looks like you're just in the nick of time! A trio of unruly space pirates are about to make off with an Energy Tank from the lab, which cuts the power to the room. Chase them around the lab to retrieve it, but don't worry about following them too closely as they don't seem to care about actually exiting the room with their bounty. Now, the Space Pirate holding the canister is a bit wily, so you won't have many opportunities for direct shots. As such, charge your gun whenever you can in preparation of firing it at the pirate. Also, be aware that if you kill the Pirate holding the cell, another may pick it up. After you retrieve the canister, kill any remaining foes to make the Energy Station reemerge, then place the Energy Cell inside.



After restoring power to the room, a horde of Crawmines will swarm around you. Keep them at bay by firing at them until two hatches on either side of the room drop open. Now forget about the Crawmines (they're infinite) and transform into ball mode and roll down either hatch, then continue through the tube, to the north.

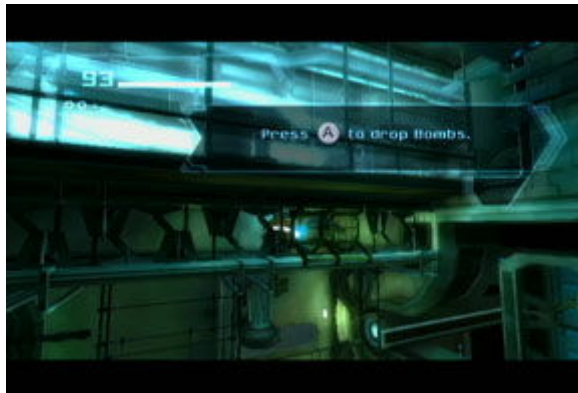


Tip: Friend Vouchers

Every time you score 100 kills (up to 1,000), you'll receive a friend voucher. Since the enemies here are infinite, you can rack up 10 friend vouchers in just a few minutes. And don't worry about taking damage as these guys drop health power-ups all the time.

Ventilation Shaft

As you roll through the shaft, you'll come across a wall or two that prevents you from rolling further. Simply drop a bomb (by pressing A) in front of each one to blow them out of the way.

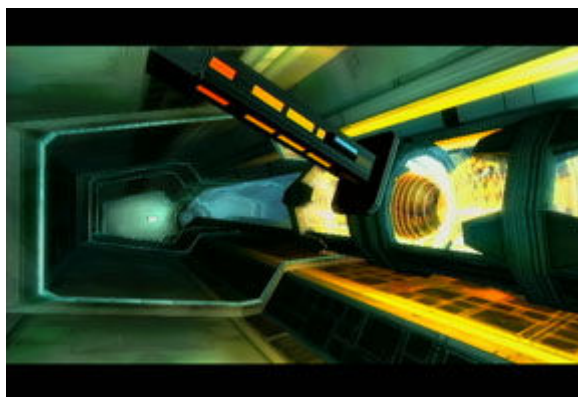


Item: Energy Tank

Okay, so it's actually impossible to miss this one (or, if you do, you must really suck). After destroying the second wall, you'll roll right into the first Energy Tank power-up, which adds 100 health.



Right after the Energy Tank, you'll encounter a ledge you can't quite roll up. So try jumping it instead - just flick the Wii Remote up to have ball Samus leap. Now continue on your merry way.



Disposal Chamber

Once through the shaft, you'll drop into a garbage dump. Transform out of ball form and scan the terminal next to the debris. This will cause a bomb slot to appear on the opposite wall. Revert back to ball form, hop into the slot and plant a bomb. This will open the blast shield, sucking Samus out into space.



Repair Bay A

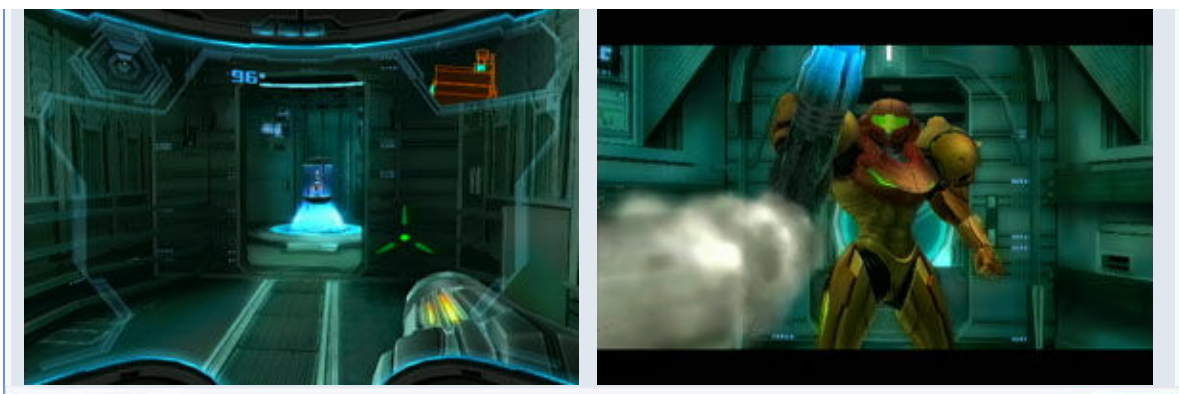
Oh that crafty Samus, she uses the vacuum of space to crawl along the bottom of Olympus and climb into the Repair Bay - clever girl. Anyway, go through the door ahead and get ready to take on a few foes - a charged shot will take them down with one hit each.



The debris in the corner is blocking access to an important terminal, but it can be cleared with a weapon expansion you'll soon acquire. Climb the ramp on the side, then perform a double jump (press jump again while in air) to reach the platform above. Follow it around and perform another down-jump up to another level. Now leap to the ship at the end and cross it to another walkway on the opposite side. Continue to the control room and go through the door into Munitions Storage.



Weapon Upgrade: Missile Launcher See the big glowing power-up ahead? Yeah, grab it. Congrats, you now have the Missile Launcher.



Now that you're equipped with the Missile Launcher, launch a missile at the debris in the corner of Repair Bay A to clear it out of the way. Now interact with the panel to reopen the bay doors.



Repair Bay Shaft

Step out onto the deck and shoot the four red panels along the top wall on the opposite side to reveal a bridge. However, a group of Aeromines will work their way across the newly created bridge. Each of them has a shield which makes them impervious to attack. While they'll drop their shields, one-by-one, making them vulnerable, it's much easier to roll past them while in morph ball mode -- they'll self destruct as you pass by. Once across the bridge, go through the door on the left for a **Save Point**, then activate the control panel on the right to open the blast doors.



Docking Bay 5

Boss: Berserker Lord

The Berserker Lord is Corruption's first boss, and as such, is a complete pushover.

Overview:

- Shoot shoulder pads to force boss to launch purple energy balls
- Fire at the purple energy balls to rebound them at boss's head. After four, his head armor will be destroyed.
- Fire at the glowing red spot on his head to take him down.



There are two parts to this boss fight, and Berserker's attacks will change slightly during each. The ones he uses most often are his laser and plasma spew attacks -- both of these can be avoided with a simple jump. His third attack is a ground pound, which he'll only unleash at close-range, so keep your distance.

Berserker's weakness are his two glowing shoulder pads. Keep your distance and shoot both of them off. The boss will now launch into a few additional attacks, but the only one you really need to concern yourself with are the purple energy balls. Shoot them to rebound them back at Berserker's head, damaging his helmet. Now the shoulder pads may regenerate a few times, so repeat the above procedure until Berserker's head armored is destroyed. After four hits, his helmet will be destroyed, revealing a large glowing spot on his head. Fire relentlessly at that glowing spot to take him down for good.



Berserker's attacks get stronger and faster after his helmet is blown to pieces. Get ready to dodge a few high-speed energy balls and more frequent ground pounds (including a new, one-fisted one).

With the boss down, proceed through the door ahead, which leads back to your ship. Hob aboard and interact with the central control panel and select your next destination: Norion.

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Norion	Olympus (MedLab Delta)
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Docking Hub Alpha

Objective: Get Generator A Back Online

Upon touching down on the planet's surface, you'll be approached by a trooper who will inform you that the three main generators are offline, and it's up to you to fix them. Fire a shot at each of the four panels ahead to open the door.



Weapon: Grapple Lasso

Inside, venture into the small sub-room near the entrance to obtain the **Grapple Lasso**.



Now scan the console to reveal a switch - interact with it to open the door and step on the elevator.



Hub Access

Take down the three enemies in the room ahead, then leap up either ramp to the door. Now this door's blocked by a blast shield, and will require the use of your Grapple Lasso to get past. Lock-on to the door, then flick the nunchuk forward to deploy your grapple - once it grabs hold, yank the nunchuk back to rip it off, exposing the door. Now we didn't have you do that for nothing - head on through!



Cargo Hub

Inside the Cargo Hub, you'll come across two more groups of Aeromines - like before, we suggest rolling past them while in ball form, to make them commit suicide. Continue to the end of the hall, past the two doors (the first requires a weapon you don't yet have; the second is a blast door that will only open once the 1st generator is back online).

When at the end of the hall, you'll find a ton of debris blocking the path. Lock onto the pieces one by one (three total) and use the grapple lasso to toss them aside. Now morph into ball mode and roll on through the exposed tunnel.



After exiting the tunnel, you'll come across the Control Tower Door on the left - this will only open when all three generators are back online. Now exit through the normal door on the opposite side.



Substation East

On the right side of the room is a small tunnel, a few feet off the ground, that you can leap into while in Morph Ball form.

Item: Energy Tank

As you enter the tunnel, you'll pick up an energy tank at the entrance.



Now here's the thing: the walls inside this tunnel jut out every few seconds, which will push Samus into the lava if you're still in the tunnel - you'll need every second you can muster to roll through to the other side. As such, hang back by the entrance and wait for the walls to recede, then roll to the end and continue through the door.



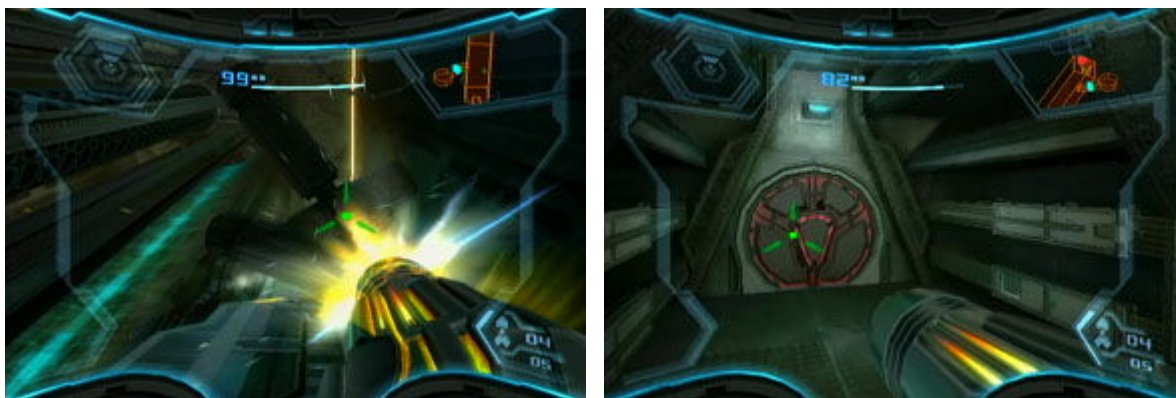
Conduit A

Kill the enemies here, then continue through the hall. Use a missile on the door in the first alcove on the right to bust through the shield, then head on through into the map room.



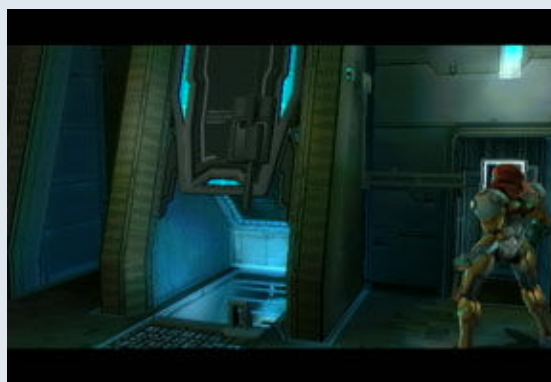
After turning the corner, some debris will fall from the ceiling and block your path. A charged shot will obliterate it. As you

venture a bit deeper, watch out for the proximity mines. Once they activate, back away to avoid being damaged by their lasers and explosions. When at the door, use a missile to destroy the blast shield, then head on through.



Cargo Deck A

Weapon Upgrade: Missile Expansion Just after entering, look for a panel on the right side of the room you can tear off with the grapple lasso to reveal a hand scanner. Interact with it to reveal an opening into a small tunnel, which eventually leads to a Rocket Expansion.



Enter the tunnel as a Morph Ball and follow the left path, blowing up the obstacles as necessary. When you reach the split path (shown below), wait for the jet stream to blow you up, then drop off the far end only when the horizontal jet kicks in as well, which will blow you into the side path. Now keep an eye out for the rocket expansion in an alcove above that you can leap to.



The cargo deck is home to one of the first large-scale battles in the game. Here, a squad of Space Pirates will drop in, many of which are equipped with shields. Use the boxes for cover and peek around them to shoot the enemies. When you come across a shielded pirate, use your grapple lasso to whip it away, making them vulnerable.



Throughout the battle, airships will drop off additional troopers. However, eventually an airship itself will attack. These ships aren't that difficult to tackle - the front grill is their weak point. Just lock on and fire away, while strafing to avoid return fire.



With the platform cleared, it's time to try out your Command Visor (bottom-right on the visor screen). After whipping it out, scan the icon that appears in the center of the platform. This will beckon your ship to your current location, allowing you to save and fly to other destinations. But don't take off yet, we have more work to do!



Make your way through the eastern door (the one without a ramp).

Generator A Access

Work your way through the hall, jumping up ledges when necessary, while battling the enemies. The door at the end is a bit different from the ones you've seen before. To unlock it, you'll have to shoot three yellow lights in succession. Afterward, use the grapple lasso to rip off the shield, then go on through.

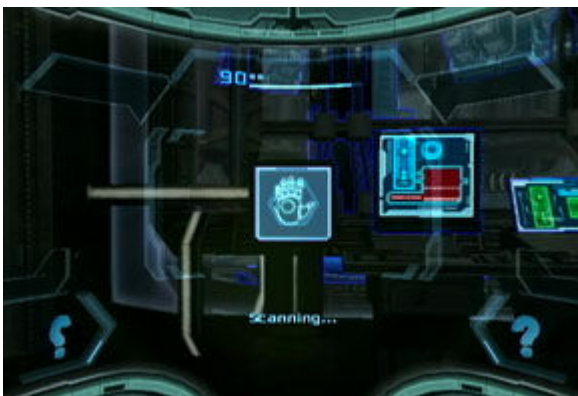


Generator A

Whoa, a whole bunch of crap is going down here. Anyway, as you step foot on the center platform, several droids will attack. They tend to spin around the platform at high-speed, which prevents you from locking-on, after 2 and 1/3 revolutions, they'll slow to a stop to fire a few shots -- use this knowledge to predict where they'll stop. That is when you want to go after them, but make sure to keep on the move to evade their shots.



Once the droids are down, jump off the platform to a small ledge on the opposite side. Use a charged shot to clear the debris out of the way, then interact with the manual override controls to make an Access Panel appear, in the control room near the entrance. Go there and interact with it to activate the generator.



**** Objective Complete: Find the Federation Landing Site ****

Objective: Get Generator B Back Online

The admiral will now radio in with a warning about an inbound meteor, and he needs you to activate the remaining generators to take care of it. Now backtrack to the Cargo Hub (when at the Control Tower Doors, don't forget to use the morph ball to squeeze through the small hole in the ground.)

Cargo Hub

As you work your way through the Cargo Hub, Ghor will bust through a wall and tackle a huge space pirate. After meeting with him, continue to the locked door ahead. Shoot the base of each of the four power cables to detach them, then rip off the blast shield with your grapple lasso and head on through.



Maintenance Station

Kill the enemies and continue past the locked door (this requires the ice beam) and exit out the far side.

Conduit C

Drop off the ledge and continue up the hall, past the horde of Crawlmines. Jump across the gap in the platforms, then transform into a morph ball and enter the small hole on the right. Roll through the small rooms until you drop out the other side and exit through the door.



Cargo Dock C

Look for a small, blocked off morph ball tunnel dead-ahead. Use a bomb to blow it out of the way, then continue through. Jump when you come to a stop, then continue on for your first encounter with Ridley.



Ridley will land on the pipe and dig into it with his talons, blocking you in. His main fire attack is always preceded by a laser, giving away where he's aiming - just roll out of the way. Eventually, he'll peck at you a few times, then will bite down on the pipe - if you successfully avoid the attack, quickly plant a bomb next to his ugly mug to damage him. Repeat this once more when you can to throw him off balance, allowing you to roll past his raised claw. If you're having trouble with the timing, we suggest just dropping bombs at random as you roll around - one of them should connect with Ridley.



Ah crap, it's Ridley again. Take down the Big Bird like before, then exit the tube and proceed through the door.

Generator C Access

As you step through the door, a fellow bounty hunter will report back that he got Generator B back online! Score, just one more to go!

**** Objective Complete: Get Generator B Back Online ****

Objective: Get Generator C Back Online

Continue to the end of the hall for another one of those weird multi-light doors. Shoot the lights as they, err, light, then rip off the cover with your lasso and head on through.



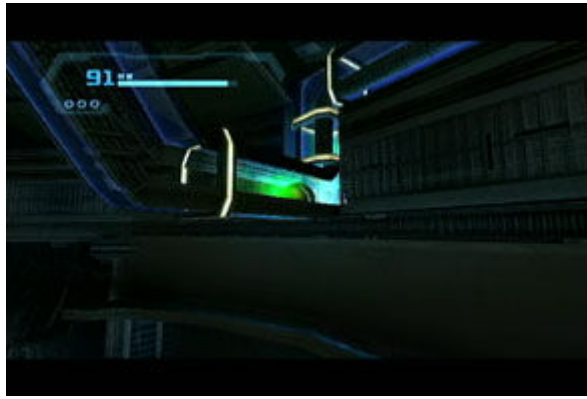
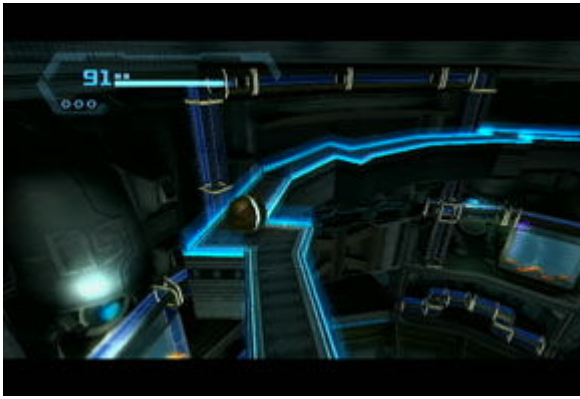
Generator C

This generator's a bit different from the first one. Cross the center platform and leap to the far side and interact with the Manual Override to open the maintenance hatch near the entrance. After entering it as a Morph Ball, you'll have to activate three panels with your bombs to reposition parts of the duct system, allowing you to continue forward.



- **Panel 1:** After entering the tunnel, plant a bomb in the first corner to blast up to another section. About halfway through this section, look for a blue jet stream along the ground. Plant a bomb there to blast up into the first panel. Plant a bomb there to extend the first section of track.
- **Panel 2:** After dropping from the first panel, continue right up to a hole. Wait for the three jet streams to engage, allowing you roll past on a cushion of air. Plant another bomb in the corner to blast up, then drop off the far side of the track. Plant another bomb at the base to leap into a duct on the left, which leads to the second panel. Plant a bomb right below it to activate another jet stream, which will push Samus into it. Once there, plant a bomb to extend a second part of track.
- **Panel 3:** Roll to the right quickly to skip right over the hole, into the next portion of track. After crossing another wide gap, look for the third panel and blast yourself up like the first two and plant one more bomb to complete the track.

With the trio of panels now active, continue along the track, blasting yourself up at the corners. You'll soon reach the portion of track that you extended - while it's theoretically possible to roll off, it takes a ton of work effort, so don't worry about whipping through here at high-speed. Afterward, you'll come across a steep gradient you can't quite roll up yourself. Plant a bomb at the jet stream along the wall to blast yourself uphill and into one final panel. Plant one final bomb to start up the generator, but also piss off Ridley in the process, who'll swoop in to attack.



Boss: Meta Ridley

Overview:

- Ridley has two weak points: His mouth, and his hand (when glowing)
- Move around within the shaft to avoid debris and Ridley's attacks
- Fire at Ridley non-stop with rapid-fire shots and missiles to defeat Ridley before hitting the bottom of the shaft.

Oh great, you're falling like a rock while being attacked by a giant bird thing. What is a girl to do? Kill Ridley, that's what - but make sure to do so before you hit the bottom of the chamber, which is only 16,500ft away (or about 4 and a half minutes). While falling, you can move around in the shaft, which is helpful for avoiding the flying debris, but you'll take damage if you touch the walls.

Ridley has several attacks, such as plasma blasts, among others. Just move around the shaft to avoid these, while blasting at his head - avoid using charged shots, as it can be difficult to target Ridley.



Throughout the battle, Ridley will dive forward and grab you in his talons - this is actually a good thing since you can now target his head at point-blank range. But keep an eye out for his talons - if they start glowing, shoot them quickly to prevent an attack, while dealing damage.



With Ridley defeated, interact with the Activation Panel in the control room on your left to activate the final generator.



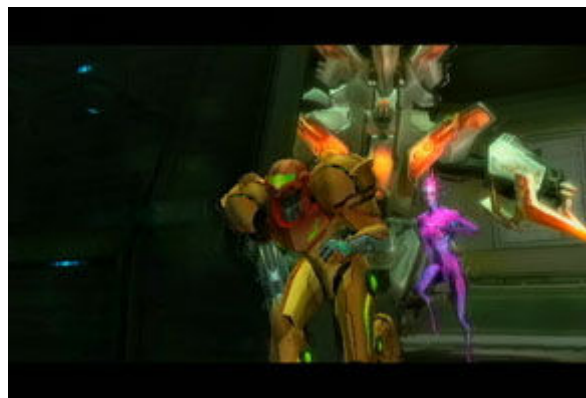
**** Objective Complete: Get Generator C Back Online ****

Objective: Head to the Control Tower

However, it seems the meteor is now just four minutes away from colliding with Norion, which means you need to hightail it to the Control Tower to take it down. Oh, and we're not joking about that time limit - you need to keep moving, otherwise you'll be faced with a Game Over screen. Thankfully, you'll just restart at the beginning of the countdown, so it's not that bad.

The path to the control tower is pretty straight-forward, so make use of your map if you get lost. However, there are a couple of tricky area, listed below:

- **Cargo Dock C:** After the cutscene showing the meteor, transform into a morph ball and roll into a duct along the right wall and follow it to the end (remember to use bombs when necessary to propel yourself along).
- **Conduit C:** If you follow the hall, you'll eventually reach a dead-end. You actually want to turn around just before that to spot a ledge above - double ump to it and continue on.
- **Cargo Hub:** As you enter the Cargo Hub, turn right and to spot some debris with a hole small enough for a morph ball. Roll through it to reach the Control Tower door on your left. Activate the hand scanner to lower the door and continue through the door ahead to meet with your comrades in the control room.



**** Objective Complete: Head to the Control Tower ****

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MedLab Delta

Samus awakens to find some medical chick all up in her grill. Apparently, Samus was knocked out for a month, and the Galactic Federation saw fit to retrofit your spacesuit with brand new PED technology. This enables Samus to enter something called "Hypermode" at will, which more than doubles her attack power for a brief period of time.



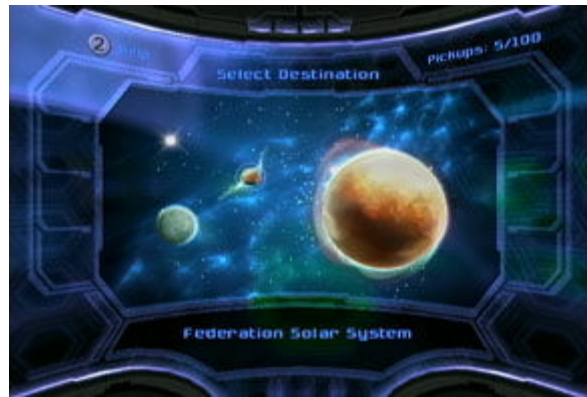
Give it a try on the spinning targets that appear ahead by holding down the + button to initiate Hypermode. After firing off a few blasts, try out your new charged shot - instead of a single blast of energy, a ray of Phazon will spiral out of your gun, destroying anything in sight. Spiffy, eh?



Now that you've learned the basics of Hypermode, exit the room and make your way toward the bridge to meet with the Aurora unit - but don't forget to save at the Save Station along the way (accessible from Lift Access). When at the Flag Bridge, speak to the trooper guarding the center door - he will now let you through. Ride the lift to the top, then wait for another trooper to open a door, permitting access to a platform that, when activated via the hand panel, will carry you over to the Aurora unit.



After the face-to-brain meeting, Samus will board her ship and decide on her next destination. Interact with the center panel, between your legs, to bring up the navigation screen. Two additional planets are now available, unfortunately, you don't have the tools you need to tackle Elysia, so make Bryyo your next destination.



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Cliffside Airdock

Objective: Activate the Satellite Uplink

Welcome to Bryyo, home to what was once an ancient civilization. Their largest contribution to this now barren land are the massive, dormant statues scattered about - these will be invaluable to your progression later on.

Anyway, on to the task at hand! After stepping off the ship, continue down the path, through a door.



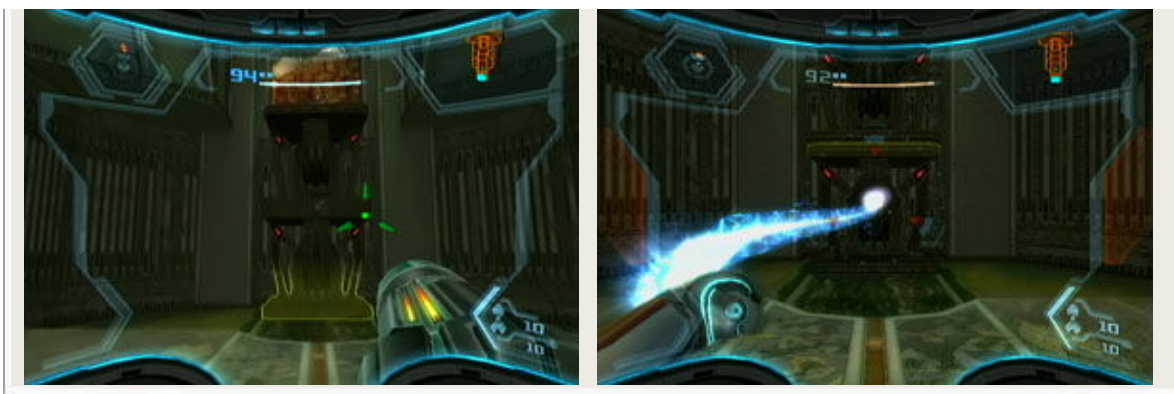
Gateway Hall

Continue through the hall, across the bridge, through another door at the end.



Note:

Before exiting the room, turn around to spot two statues, stacked on top of one another. Use your grapple lasso and pull on the bottom statue to cause the stacked one to drop. You'll be able to climb these later when you have to backtrack to leave the area.



Gateway

So here's the deal: the door you must continue through is locked by two iconic tumblers. In order to unlock the tumblers, you'll have to energize them by activating a pair of panels on the center column of this room, in morph ball form. Let's get started, shall we?



Orange Tumbler:

From the entrance, leap to the ledge on your left, then to another ahead. Pass by the orange symbol on the ground and climb the ramp up to the locked door. Now leap to another ledge on the right, then one more attached to the center column to find a morph ball tunnel.



Enter the tunnel and follow it around to the other side to enter a bomb slot. Plant a bomb in it to energize an orange symbol on the ground, which will cause the orange tumbler on the door to unlock - as well as a pair of platforms to drop. One down, one more to go.



Green Tumbler:

Now go back up the ramp (move quickly, as the ramp will collapse), to the locked door, and turn around. Look for a Grapple Lasso point on a busted wall on the right - latch on and pull it down to create a platform you can leap to. From there, it's a simple matter of climbing the ledges, up to the green platforms, and leaping to another morph ball tunnel near the top of the central columns. Roll through it to another slot, and trigger it with a bomb, to finally unlock the door.



Now go through the opening that the door was blocking (to get there, use the platforms on the right) to find a morph ball tunnel entrenched in the wall. The entrance is in the very center of the main wall, and as you can see, the path splits in two -- the right of which is blocked by a metal orb. Thankfully, you can pull it out of the tunnel by latching onto it with your grapple beam and pulling it back - after three attempts, it will shatter to pieces. Transform into a ball and enter the tunnel.

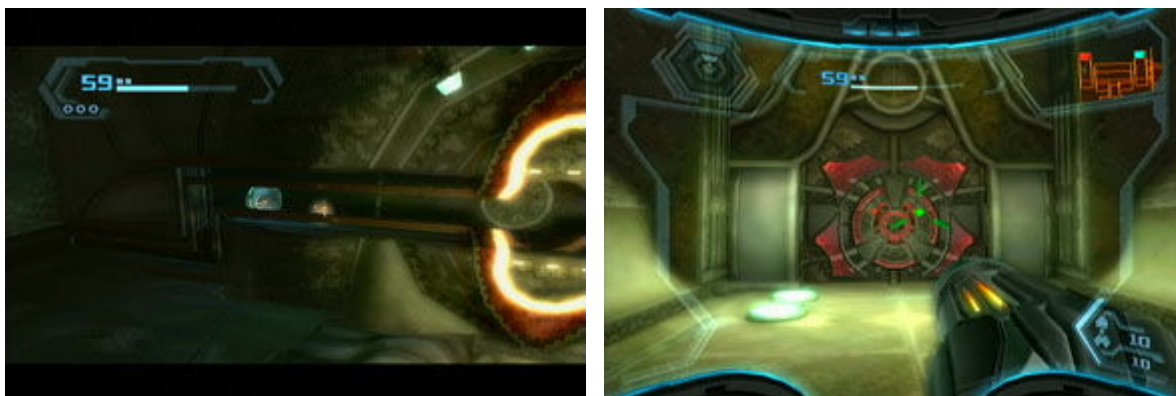


Item: Energy Tank

If you removed the metal orb (mentioned above) roll right and enter the door to find an Energy Tank.

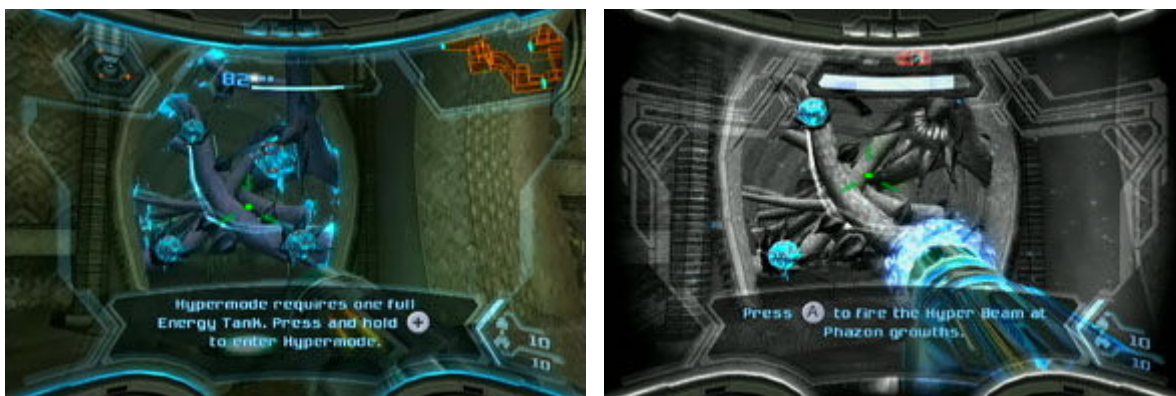


Roll left through the tunnel to find a shielded door - blow it away with a rocket, then head through.



Grand Court Path

At the end of the hall, you'll come across an ivy-laced tunnel which prevents you from proceeding. Flip into Hypermode and shoot all of the glowing bulbs to destroy the ivy (it's fastest to use a charged attack). Once clear, go on through and exit through the door.



Grand Court

As you drop into the center area, you'll be blocked in, and two Reptilicus Hunters will attack. They're tougher than they look - just keep your distance to avoid their whip attack, and pummel them with blasts. Once both are down, the stone structure to the west will recede, revealing a tunnel. Exit through the door inside.



Hillside Vista

While it may appear there's nothing to do in this room, a well-hidden rock hides a secret. After dropping down a couple of ledges, turn around to find a small, black rock with red cracks. Morph into a ball and plant a bomb to destroy it, revealing a tunnel.



After the tunnel, you'll drop into a pit containing some small, glowing creatures - don't worry, they mean no harm - well, not directly at least. Roll toward the creatures and let them latch on - once enough attach, Samus will actually begin to float upward. Steer yourself to the top-left corner, to a tunnel (while avoiding the creature attached to the ceiling). Now follow the path to the right, jumping when necessary, to exit the trenches.



Missile Expansion

It's near impossible to miss this, but just in case - after the creatures drop you off in the top-left corner, roll to an alcove on the right for a missile expansion.



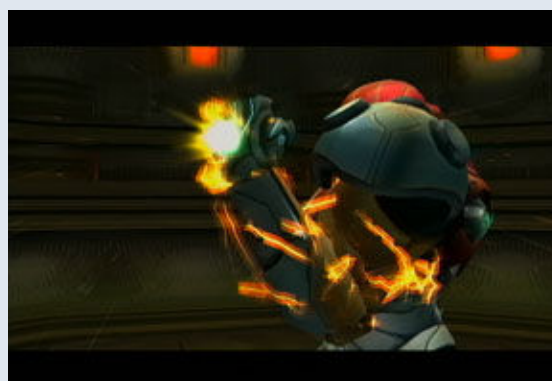
Once outside, flip back to Samus's bipedal form and scan the panel to reveal a grapple point. Rip it loose with your lasso, then fire a **charged shot** at the exposed yellow portion to blow the statue away, uncovering a door.



Reliquary I

Armorsuit Upgrade: Grapple Swing

Inside Reliquary 1, you'll find the Grapple Swing - this allows you to swing from hanging objects to cross long gaps. Exit the room to try it out.



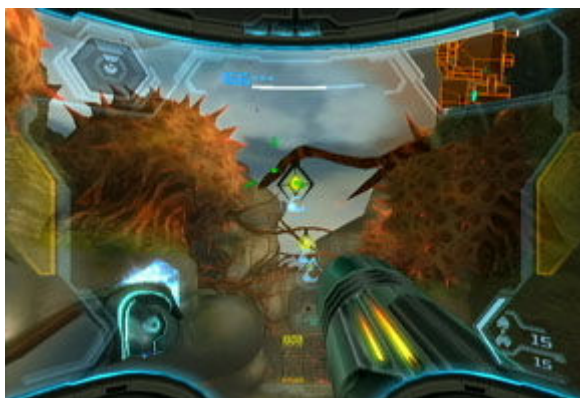
Hillside Vista (2x)

Try out your new grapping power on the metallic structure, halfway across the gap. After latching on, swing forward and release the grapple button to land on the other side - sweet! Now climb back up the ledges and backtrack to Grand Court.



Grand Court (2x)

Upon re-entering Grand Court, take the tunnel to climb up to this area's highest platform. Now look up to spot a long line of grapple points that you can use to cross the room - just make sure to kill the aerial enemies first, as they may interfere with your ability to swing across.



After dropping on the far side, you'll find eight panels covering up a morph ball tunnel. Rip them all off with your lasso, then climb through the tunnel and continue through the door at the end. Now just follow the path back to Gateway.



Gateway (2x)

Go through the southeastern doorway (by the orange symbol on the ground) and climb the platform on the left up to a walkway, then proceed through the door.



Crash Site

When you reach the chasm, grapple to the point overhead and swing across. The door ahead can't be opened, but there's a small crack along the wall that you can blow open with a Morph Ball bomb, revealing a tunnel. Roll through the tunnel and continue into the first room on the left.



Weapon Upgrade: Missile Expansion

Skip the left path for now, and instead continue to work your way up the tube. When you reach the top-left portion, you'll find the shaft is too high to jump up conventionally. Instead, you're going to have to make use of a double-jump. First, leap in the air, then plant a bomb at the peak of your jump. Now quickly leap a second time into the bomb just as it explodes - the force will propel you high enough to reach the ledge. Now continue through the tunnel to emerge back outside and find your precious missile expansion.



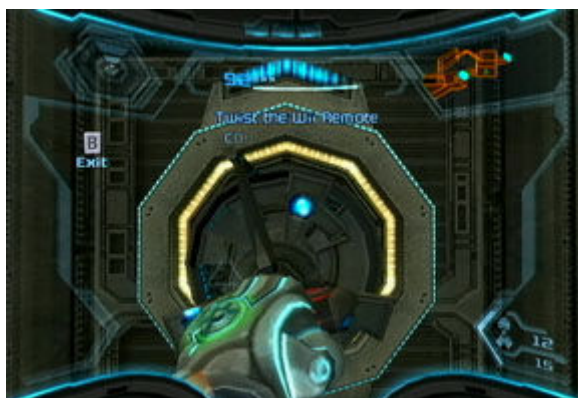
As you drop in, you'll spot a strange creature known as Atomic. The only way to damage them is with charged shots, but coincidentally, they're sucked toward you, just like a power-up, so back away while charging, then unleash your shot.

With the room clear, look for a large protective panel covering the wall. It's held in place by two clamps - fire a rocket at the center of each to release the panel, exposing six power-rods - grab onto the four unpowered ones with your grapple lasso

to pull them into place.



Completing the circuit will cause a Satellite Interface to rise from the ground. Interact with the hand controls to obtain map data, and two additional landing points for this planet.



**** Objective Complete: Activate the Satellite Uplink ****

The Aurora unit will then bring to your attention that she has located two energy signatures, one to the east, the other to the west, which provides power to the Seed's protective shield. Well, there's nothing more to do here for now, so backtrack to your ship in Cliffside Airdock.

Gateway Hall

Note:

If you haven't done so already, you'll come across two statues stacked on top of one another. Use your grapple lasso and pull on the bottom statue to cause the stacked one to drop. You can now climb these to leave the area.



As you cross the bridge in Gateway Hall, you'll become trapped as a few Alpha Hoppers attack. Well, don't sweat it - just flip into Hypermode and tear them to pieces. With them down, continue back to your ship.



Cliffside Airdock

Board your ship and select your next destination: Fiery Airdock.



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Fiery Airdock

After touching down, head through the door ahead. And no, the rest of the rooms won't be this easy.

Imperial Hall

Inside this hall, you'll find two large, stone wheels blocking the path. At the base of each one is a nozzle, releasing a stream of fuel. Charge up a shot and fire it at that steam - the fuel will ignite, which will propel the wheel to spin into the wall, allowing you to pass by. Keep this in mind, as there are many puzzles coming up involving fuel. Exit through the door at the end of the hall.



Gel Refinery Site

There's a door on a high ledge in the south east corner - but it's too far for a simple jump. Thankfully, there's a platform just right of it that you can lower by igniting the two fuel streams with charged shots - leap from it, to the platform and head through the door.



Main Lift

Transform into a Morph Ball and roll through the tunnel ahead, into a small cavern. There, you'll find two paths along the left wall, but you'll have to use the glowing creatures to reach them. Simply sit still and let them attach to you, then float up to the top path for the item mentioned below, then drop to the lower path to continue on.



Weapon: Missile Expansion Let the little buggers carry you to the top hole - follow the path within to reach a Missile Expansion.



After exiting the lower path, transform back to your normal self, then continue onto the lift. Activate it by grappling the nearby level with your lasso, then enjoy the ride to the bottom. Once there, blast the cover off the door with a rocket and head on through.



Corrupted Pool

You'll soon come across more vines blocking the path - like before, flip into Hypermode and show those glowing bulbs what you've got. But wait - something's not right? Samus will become overloaded with Phazon-energy (also known as "corrupted") while doing this, which is a potentially life-threatening ailment. Quickly tap the fire button to dispel the overload, otherwise you may perish.



About Corruption:

From this point forward, you risk becoming "Corrupted" after 10 seconds of using Hypermode. When corrupted, your health will continually dwindle until you either die, or escape Corruption.

When corrupted, you can't exit Hypermode by holding the + button. Instead, you'll have to reduce the Phazon-overload by firing your gun repeatedly. During corruption, your health meter doubles as a Corruption meter -- the red zone shows how corrupt you are. If the meter fills to the brim with red and starts blinking, that means your status is critical and you only have five seconds to reduce your Phazon-levels - so hammer away on the fire button.

Here's how much time you have, at a glance in hypermode:

Time until Corruption: 10 Seconds

Time until death when fully corrupt: 5 Seconds

With the vines cleared, grapple onto the attack point above and swing across the Phazon filled chasm to the ledge on the other side, then exit through the door.



Phazon Pool (Free Energy)

The blue Phazon Pool won't hurt you - in fact, your suit can absorb this energy to refill your health! Keep this in mind whenever you're running low.

Gel Processing Site

This spacious room is home to a series of puzzles that will make heavy use of fuel ignition and your morph ball. To get things started, approach the statue on the ledge ahead. As you near, a gate will block off the statue, and three Warp Hounds will appear. This annoying foe is capable of teleporting short distance, which can make them difficult to track. But they're no match for Hypermode, which is our suggested method of taking them down.



Step 1

Once the hounds are dead, the gate blocking the statue will lower. Fire a charged shot at both fuel streams to cause a bomb slot on its backside to appear. You guessed it - hop in there as a morph ball and plant a bomb to cause a platform to rise in the center.



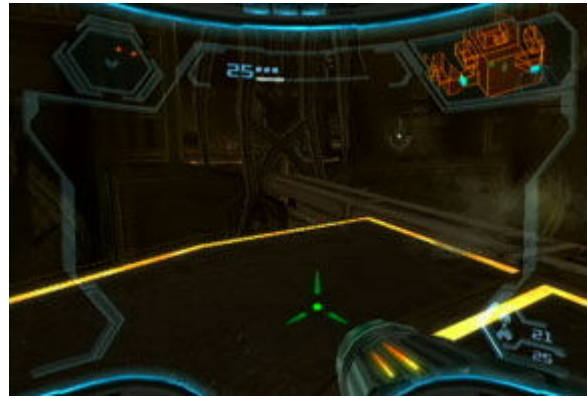
Step 2

After jumping onto the central platform, you'll have to move two portions of Morph Ball track into place:

- **Portion #1:** Scan a small, squarish object on the west wall to reveal a grappling point. Latch on with your lasso and pull it out - look, you just completed part of the morph ball track!



- **Portion #2:** The final track piece is resting vertically against the eastern wall. Scan it first, to reveal a grappling point, then pull it down to complete the track.



Now leap toward a platform (right by the track piece you just lowered) along the eastern wall to find an alcove containing a pump terminal. Interact with it and pump the station by moving the Wii Remote forward and back. This will cause to fuel streams to flow on either side - fire a charged shot at them via the holes in the grate to expose a Morph Ball tunnel.



Roll through the tunnel to emerge in an alcove on the opposite end of the room. There you'll find another statue with two fuel streams. Ignite both, hop in the slot that appears, and plant a bomb to raise the platform to its second level.



Step 2

Exit this alcove via the way you entered and jump onto the central platform again. Scan a fuel cap along the southern wall to reveal a grapple point - latch on and pull it off to release a stream of fuel. As you likely guess, ignite it with a charged shot, which will cause a second stream to pour a few feet to the right. Ignite that as well to blow that entire wall to pieces, exposing a morph ball track.



Jump over to that area and hop into the track. Watch out for the fire steams, and the electric creatures. About halfway through, you'll reach a roadblock - drop a bomb to drop the block down a level. However, this also has the unfortunate effect of releasing a stream of fire. Roll back around and head to the lower-right corner and use the block as a stepping stone to reach another part of the track.



After exiting the tunnel, you'll find another statue. In case you've somehow forgotten what to do with it - ignite both fuel streams, then plant a bomb in the slot on the back to raise the platform to its third and final level.



Step 3

Leap to the central column again, then look at the western wall. See that green strip? That actually indicates a ledge that Samus can pull herself up to - simply jump toward it, and Samus will take care of the rest. After she pulls herself up, head through the door.



Gel Hall

See the pool Fuel Gel ahead? Yeah, that's bad. Try to avoid landing in it, as it'll quickly whittle down your health. So how do you cross the room? We're glad you asked.

That spinning Golum head attached to the ceiling isn't there just for decoration. Wait for it to rotate near the hanging vine, then ignite the fuel pouring from its mouth to destroy the vine, dropping a platform into the fuel that you can (and should) use as a stepping stone to cross to the door on the opposite side.



Weapon: Missile Expansion Not only can you use the platform to cross the fuel, but there's a missile expansion power-up floating right above it - yay!



Save Station A

Save at the Save Point and exit out the other side. From here, just run through a few rooms to reach the **Temple of Bryyo**.



Cavern Entry

Nothin' to do here but battle a few enemies, and continue through another door.



Gel Cavern

Yup, this is another one of those 'simply exit through the other door' rooms, but the falling fuel streams can prove challenging. Thankfully, with the exception of one blocking a path on the right side, they will all stop spilling fuel just long enough for you to get by.



Temple Access

You guessed it - just dash through to the Temple of Bryyo.

Temple of Bryyo

Entering the temple will yield a surprise attack from a ton of Space Pirates and a couple of battle ships. Switch to Hypermode for a quick victory - you should also be able to gather enough health power-ups to maintain full power. Once the enemies are down, the boss of the area will make an appearance.

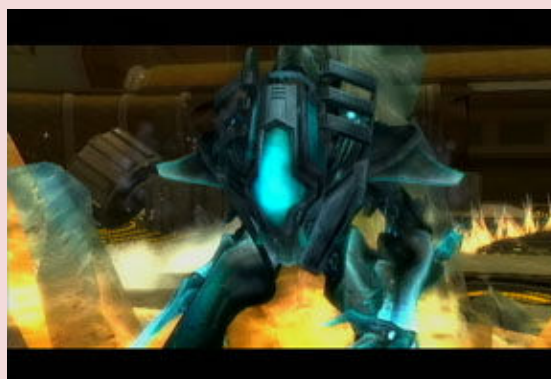


Boss: Rundas

Rundas is a wily one. As his sudden appearance might indicate, he doesn't like to sit still, which can make targeting him problematic.

Overview:

- Fire repeatedly to stun Rundas (Hypermode is highly effective).
- When stunned, grapple Rundas's neck with your lasso and rip off his armor, making him vulnerable.
- Pummel away before he regrows his ice armor (Hypermode is highly effective).



Rundas's ice talent has leant him some extraordinary powers, including the ability to generate an ice-shield around his neck, which protects his weak point. You must first destroy this in order to actually deal any damage to Rundas.

Rundas is quite fond of riding around of a self-made ice-sheet, which can be difficult to track. Try to get some distance, so you can keep him in focus and target him more effectively, but prepare to mostly sink into him as soon as he comes to a stop.



When Rundas comes to a rest (either on the ground, or atop an ice pillar) is also when you should attack. Lock on and hammer away at his neck - regular shots should be enough, but missiles can be effective too. After enough damage, Rundas will slump forward, stunned - quickly lock-on to his upper body and use your grapple lasso to rip off his ice shield, exposing his weak point.



Now that his weak point is exposed, lay into Rundas like there's no tomorrow, with whatever weaponry you have on hand. Hypermode is highly effective against him, but make sure to keep a careful eye on your health.

Speaking of which, you can acquire additional health and missile power-ups by shooting the ice boulders that Rundas chucks at you from atop his icy perch - don't forget to charge your gun to nab them.

Rundas will restore his ice armor as soon as get gets a chance to, so just repeat the steps above to take him down for good.

Armorsuit Upgrade: Ice Missile In his wake, Rundas leaves behind an Ice Missile upgrade - maybe he wasn't so bad after all? This baby allows you to freeze some enemies, as well as many liquids, such as those annoying fuel falls.



Note: Ship Upgrade Needed

The elevator that appears after Rundas's defeat leads to the Energy Signature; however, Samus's ship doesn't yet have the weaponry necessary to complete the objectives there. As such, while you can head there now to check it out, we actually suggest skipping it for now and instead backtrack to your ship at the Fiery Airdock and set sail for the Cliffside Airdock, where you'll find the upgrade you need. If you plan on checking out the Energy Signature anyway, please continue reading this page, otherwise continue to the next one.

If you want to check out the energy signature, despite not having the Ship Upgrade, take the elevator down and continue through the door.

Temple Reservoir

Great - a river made of fuel. Thankfully, your newly-found ice missiles can actually freeze the fuel upon impact, creating a platform you can leap to - but be quick, as they only stick around for a few seconds. Continue through the door on the other side of the room.



Temple Hall

Interact with the pump on the right wall to open up three valves, each releasing a stream of fuel. Fire an ice missile at the opening to freeze the streams, creating platforms you can use to cross the room, then exit through the door.



Eastern Energy Signature

Interact with the hand terminal ahead to find out the shield generator is online. Now scan the large the large window with your Command Visor to order your ship to attack - except your ship doesn't yet have the firepower necessary (hey, we tried to tell you so!). Now backtrack to the Fiery Airdock and make haste back to the Cliffside Airdock.



Gel Cavern

With your ice missiles in tow, you can now freeze the falling fuel streams by shooting the opening in the ceiling. With this, you can also take a nifty shortcut! After crossing the second fuel pit, you'll find a never-ending flow of fuel on your left. Freeze its opening to stop the flow, and leap across to find a serpent head. Switch into your Morph ball form and hop inside for a one-way shortcut back to Imperial Hall - now just exit the room to find your ship - next stop: Cliffside Airdock.



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Cliffside Airdock

Objective: Travel to the Federation Landing Site

Now that you have the Ice Missiles, you can finally proceed through the room: Falls of Fire. To get there, head left from the Gateway and continue past G.F.S. Theseus (where you found the Satellite Uplink).

Falls of Fire

Use your ice missiles to freeze both fuel streams, then jump across to find an inactive Golem statue. Flip into ball mode and jump into the slot on his front and set off a bomb. This will activate the statue, who'll act as a rather unorthodox elevator. Feel free to use him whenever you want to traverse this shaft.



After disembarking, fire a missile at the door to destroy the protective panel, then head on through.

Hidden Court

Don't let the giant War Golem draw your attention for too long - first you have to battle a couple of Warp Hounds. Once they're killed, a bomb slot will appear in front of the War Golem - roll inside and plant a bomb. The War Golem will spring to life, but he's being constrained by the four vines holding him in place!



Vine #1 (Right Leg)

Thankfully, the War Golem's first attempt to move loosens a panel on his right leg, revealing the vine's base, and some fuel cells. Fire a charged shot inside to cause an explosion, destroying the vine, thus freeing his leg.



Vine #2 (Right Arm)

Follow the vine attached to the Golem's right arm up to the wall it's attached to (near the tunnel you entered from). Fire a missile there to blow away the rock cover. Hop inside and fire a missile at the fuel cells to sever the second vine.



Vine #3 (Left Arm)

Follow the vine from Golem's left arm up to the circular object with a fuel stream pouring out - ignite that fuel stream with a charged shot to sever the third vine.



Vine #4 (Left Leg)

The vine on Golem's left leg leads into a Morph Ball tunnel, but part of the tunnel is blocked by a stream of fuel. Freeze it with an ice missile, then roll inside (via the entrance just right of the fuel). Roll to the to-left and enter the hole, then plant a bomb by the fuel cells at the end to sever the final vine, thus freeing the Golem.



Now that the Golem's liberated, roll back into the slot just in front of him and ignite a bomb. The Golem will relocate the concrete slab you're on, revealing a tunnel. Head on down and through the door.



Ruined Shrine

Weapon Upgrade: Energy Tank

Drop to the bottom of the shaft and plant a bomb along a small crack in the stone arm to reveal an energy tank if you have trouble finding the crack, using the Scan Visor to highlight it.



To climb this shaft, you'll have to destroy various objects to lower grapple points, allowing you to swing back and forth across the chamber.

To get things started, fire a charged shot at the fuel cell located on the Golem to your right - this will cause a pillar to drop containing a grapple point. Latch on and swing across. Now climb the nearby platform up to a walkway across the shaft, and jump up a couple more platforms.



Now it's time to lower a second grappling point. The pipe on your left is held in place by two cables. Fire a charged shot at the crystallized fuel cell on the tank to your left to destroy the first one, then fire another at a second deposit on the right side of the archway across the shaft to destroy the second cable. This will cause the pipe to drop, which lowers another anchor point - swing across now.



Continue up the hallway, to find some debris at the end of a walkway. Use a charged shot to destroy it, then continue through a door.



Federation Landing Site

**** Objective Complete: Travel to the Federation Landing Site ****

Look, a landing pad! But your ship can't land here until its clear of obstacles, so make your way to the terminal on the left, which can raise and lower the obstructions.

Except as you approach the terminal, not only will it lower into the ground, but the bay doors will close, and a horde of enemies will attack. Take the foes down (Hypermode will get the job done quickly) to make the terminal return above ground.



Now that the terminal's back above ground, interact with it to raise the central structure once again. However, the bay doors are still shut, which prevents your ship from entering the landing zone - so it's time to make your way to the control room, but first, take a slight detour to grab the Energy Cell mentioned below.

Energy Cell

Interact with the hand terminal in the northeast corner to activate the lift, then ride it up to find two covered air ducts. Use a charged shot to blow off both panels, then roll into the air duct on the right to emerge in a small control room.



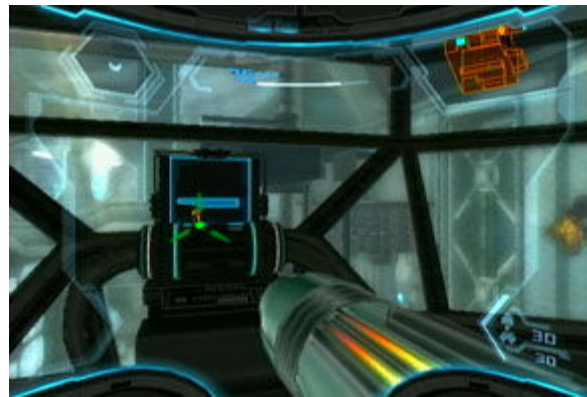
Just left of the air duct is an energy cell (looks like a switch) - interact with it to remove it and add it to your inventory. Since it's no longer supplying power to the room, an energy shield in the southeast corner will become deactivated, allowing access to the door beyond - but ignore it for now, as you lack the necessary beam. Exit this small room by destroying the panel covering the left air duct, and ride it down.



From the ledge containing the pair of ducts, jump to the central platform (you did raise it, right?), then up to the green Grab Ledge. From there, scan a platform to the east to discover a grapple point - latch on with your lasso and pull on it to extend a platform.



From there, leap to another nearby ledge, then up to the highest ledge of the central platform (it may look far, but a double-jump will get you there). Now jump one more time to another ledge in the opposite corner and enter the morph ball tunnel. You'll emerge in the control room - interact with the panel to open the bay doors, then exit the control room.



Your ship still can't land, since the central platform is obstructing the pad, so head back to the terminal on the ground floor to lower the structure. Now turn on your Command Visor and have your ship touch ground on the landing pad. Interact with the terminal once more to begin the installation of your new toy:



Gunship Upgrade: Ship Missiles The final interaction with the terminal installs a sweet missile kit on your gunship (but if it's a gunship, shouldn't it already have missiles?). With these, you can use the Command Visor to have your ship bomb designated structures - pretty sweet.



Now that your ship is the hottest ride in the galaxy, go ahead and strap yourself in and set forth for your next destination: Fiery Airlock.



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Objective: Destroy Western Energy Signature

After touching down on Fiery Airdock, make your way back to the Eastern Energy Signature (as marked on your map). You can now use Samus's tricked out ship to complete the objective there. But there are some treasures along the way that you may want to collect as well, noted below:

Gel Hall

Weapon Upgrade: Missile Expansion

Now that you have Ice Missiles, you can venture down a path you couldn't before. Step on the platform floating on the fuel, then venture down the south hall, using your ice missiles to freeze the fuel. You'll find a missile expansion on a platform at the end.



Weapon Upgrade: Missile Expansion

Afterward, return to the floating platform, but this time use your ice missiles to reach a door on a northern ledge. Blow off the cover with an Ice Missile, then head inside to the Gel Purification Site. To cross the chasm, you'll have to lower three grapple points, by shooting the red lights on the three hanging structures. Except, the red lights can only be activated when you're within range, so you'll have to target the lights while grappling from one point to the next. Continue through the door at the end.

You're now on a ledge within the Gel Refinery Site - use your grapple lasso on the panel to the right to tear it away, which will cause a pipe to drop - you can now use that pipe to quickly climb back up to this ledge from the Gel Refinery Site's ground floor. But more importantly, you can now access a missile expansion just beyond.



Temple of Bryyo

As you re-enter the Temple of Bryyo, some unruly space pirates will drop a heavy cover over the elevator, preventing you from reaching the Eastern Energy Signature. But it's no match for your ship's recent missile upgrade - unfortunately, the two nearby signal jammers are.

Since the Space Pirates continually respond, we suggest ignoring them, and instead focus on both jammers, on either side of the covered elevator. Use your lasso to pull down a switch on each one, deactivating them briefly - but move quick, otherwise they'll kick back into gear. With both jammers disabled, activate your commander visor and quickly scan the elevator cover to have your ship bomb it open. Now take the elevator down and follow the path to the Eastern Energy Signature.



Temple Reservoir

Use your ice missiles to create platforms in the fuel and continue through the door on the other side of the room.



Temple Hall

Interact with the pump on the right wall to open up three valves, each releasing a stream of fuel. Fire an ice missile at the opening to freeze the streams, creating platforms you can use to cross the room, then exit through the door.



Eastern Energy Signature

After taking down the pair of Space Pirates, interact with the hand scanner if you haven't already, then walk up to the window and use your Command Visor to issue another bombing run, only this time, on the Shield Generator.



**** Objective Complete: Destroy Western Energy Signature ****

With the generator destroyed, return to your ship (remember to use the shortcut mentioned below) and take off for Thorn Jungle Airdock.

Shortcut! (Gel Cavern)

With your ice missiles in tow, you can now freeze the falling fuel streams by shooting the opening in the ceiling. With this, you can also take a nifty shortcut! After crossing the second fuel pit, you'll find a never-ending flow of fuel on your left. Freeze its opening to stop the flow, and leap across to find a serpent head. Switch into your Morph ball form and hop inside for a one-way shortcut back to Imperial Hall - now just exit the room to find your ship - next stop: Thorn Jungle Airdock.



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<<	Thorn Jungle Airdock	Bryyo Seed	>>
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Thorn Jungle Airdock

After docking at Thorn Jungle, head through the door ahead.



Overgrown Ruins

As you enter the room, a cutscene shows something strange happening to the Space Pirates - why, it seems they can enter Hypermode too! These powered up pirates are stronger than before, but they're still no match for Hypermode of your own.

Suit Upgrade: Energy Tank

As you traverse the hall, look for a large patch of crystallized fuel gel along the right wall (next to the light pouring in from the ceiling). Ignite it with a charged shot to reveal a hall. Follow it to a door, blast off the cover with a missile, then head inside to find an Energy Tank.



With the room cleared, you'll find an energy shield that is obstructing the rest of the hall, so you'll have to find some way to deactivate it. Look for some crystallized fuel gel up high on the left wall (just across from the Energy Tank, mentioned above). Blow it away with a charged shot to reveal an alcove; leap to it from the box in the hallway, then enter the Morph Ball tunnel.



You'll emerge in a small control room. Interact with the switch on the wall (near the tunnel) to deactivate the shield. Now roll back through the hall and continue through the door that the shield was obstructing.



Ancient Courtyard

The Space Pirates here are your usual grunts, so there's no need to use Hypermode on them. Subsequently, you'll find a closed gate that's preventing further progress, but your ship's missiles are more than up to the task. But first, you'll have to deactivate the nearby jammer, so you can communicate with your ship. Use your grapple lasso to pull down the lever on the jammer, temporarily disabling it, then quickly scan the gate with your Command Visor to perform a bombing run.



With the gate blown away, several Space Pirates will attack, including a Berserker. He's very similar to the Berserker Lord you fought back on Olympus - wait for him to launch his purple ball attack, then shoot them to rebound them back at the office, revealing the weak point on his head.

Once the pirates are downed, proceed through the gate opening and continue through a far door.

Note:

Revisit this room after you've obtained the **Boost Ball** from SkyTown, to use the giant U-Shaped structure (where the gate used to be) as a half pipe and reach a secret area.

Enlightened Walkway

Exit through the door at the end of the hall - easy, right?



Jousting Field

Take down a pair of Space Pirate rocketeers to cause the boss to make his grand appearance.



Boss: Korakk Beast

Battling Korakk is a multi-stage process, but once you get the hang of, victory should come easily.

Overview:

- Kill the pirate riding Korakk first to put an end to his attacks.
- Fire at Korakk's mouth when it's glowing to stun him.
- While stunned, roll under him as a ball and plant three bombs to knock him down.
- Run behind him while he's down and grapple his tail to knock him back, exposing his weak point.
- Fire away at his glowing belly while he's stumbling round to deal damage - use Hypermode for a quick victory.

A small Space Pirate is catching a ride on a creature known as Korakk. He's capable of launching an orange laser beam from his staff, which can be jumped over. We suggest circling Korakk from a distance (to avoid his attacks) and targeting the rider first.

With the rider down, it's time to focus on Korakk. His most frequent attack, a tongue lunge, is also his first weakness. Circle around and watch for his mouth to start glowing - shoot that spot quickly to stun him (if you miss, you should be far enough away to avoid being hit by his tongue - if not, shake the Wii Remote quickly to escape his

grasp).



When he's stunned, light rays will emit from his underbody. Transform into a morph ball and plant three bombs underneath him - if all three connect, it'll knock Korakk to the floor.



Now that he's fallen, run behind him and grapple his tail and pull it hard - this will send the boss reeling on his two rear legs, exposing his main weak point. Blast away at it (Hypermode is highly effective) to finally inflict some major ownage. Repeat this above steps as necessary to take him down for good.



With the boss defeated, the energy shields will lower allowing you to leave the room. Take down a pair of Space Pirates that emerge, then exit through the southern door.

Field Access

After entering Field Access, head right and fire an Ice Missile at the door to blow off the cover, then head inside for a Save Point.



After returning to the room, head to another door on the opposite end of the hall.

Western Energy Signature

This room looks familiar, doesn't it? Through the window, you should see the western shield generator, but a pair of anti-aircraft turrets prevent your ship from bombing it like the one before. So it's time to set forth to destroy both turrets - but how do you get there - there seem to be no doors. Try and leave the room to find your answer.

As you walk toward the exit, the main door will lock, and two wall panels will slide away, revealing a door on either side of the room and a pair of Space Pirates. Use your ice missiles to destroy their armor, then take them down with standard non-Hypermode blasts (you'll need all the health you can muster coming up).



When clear, exit through the southern door leading to Generator Hall South.

Generator Hall South

Fire a charged shot at the two tanks underneath the bridge to clear it out of the way, allowing access to a Grab Ledge on the right. Leap to it, then jump the gap to the other side and follow the path through a door.



South Jungle Court

As you step out of the hall, you'll find the first anti-aircraft cannon dead-ahead. Your objective is to disarm it, but an endless supply of Space Pirates won't make it easy. Since they continually respawn, don't even bother fighting them, but stay on the move to avoid being hit.



Disarming the cannon is a multi-stage process. First, navigate to its underside and target the valve just above. Pull it down with your grapple lasso to temporarily expose the first set of Fuel Gel Tanks, on the turret's exterior. Quickly back away so you can spot the fuel gel and fire a charged shot to destroy it. Now this sets off an electrical disturbance beneath the turret, so avoid returning for several seconds. Now repeat the steps above to destroy two more tank pairs to render the turret inoperable.



Once the turret is destroyed, the energy field blocking the eastern exit will vanish, allowing you to go through the door.



South Jungle Hall

Follow the hall through another door.



Auxiliary Dynamo

Use the morph ball to roll underneath the obstructions (or collect the upgrade below), then exit the room.

Gunship Upgrade: Ship Missile Expansion There's a morph ball tunnel near the room's entrance, but a stuck piston prevents you from getting too far. Hop over the first pipe to find the piston on the central structure. Latch onto it with the grapple lasso and pull it down. Now enter the morph ball tunnel (again, near where you entered) and follow the track to find a Ship Missile Expansion.



North Jungle Hall

Not much to do here but follow the hall to the next room. But watch out for two groups of Aeromines, and make sure to

blast a couple of proximity mines from a distance before they catch you off guard.



North Jungle Court

Look, the second turret! Similar to the first one, you'll have to destroy several sets of fuel tanks to take it out, but the method of exposing them is slightly different. The ammunition valve beneath the turret is protected by three clamps - each linked to a lever along the perimeter of the court. After lowering all three clamps, the ammunition valve will drop, exposing all of the fuel cells, allowing you to destroy them. However, lowering the clamps isn't quite as easy as it sounds (unless you follow our awesome strategy below). Also, there is an endless supply of Space Pirates, so ignore them for now.

The three levers are each on an alcove lining the perimeter of the room. To reach them you first have to leap to a ledge just below them, then onto the turret's central ledge, then to one of the three alcoves along the outside wall containing a lever. We strongly recommend starting with one of the outside turrets, with the closest one being left of the entrance - this provides the shortest travel time.

Once by the lever, latch onto it with your grapple and pull it down, releasing a clamp. Now here's the thing: the endless supply of jet-packing Space Pirates will actively try to reverse what you've done, and restore the lever (and thereby the clamp) to its former position - not good. However, the Space Pirates only come in pairs of two, and there's a significant delay before they respawn, so use this to your advantage. Immediately after lowering a lever, activate Hypermode and take down both Space Pirates. Now quickly make your way to the next alcove, repeating this strategy (lower lever, kill both Space Pirates in Hypermode, etc.)



If the Space Pirates do happen to restore a lever, we strongly suggest starting back over at the first lever and going from there - as chasing the pirates around as they re-raise the levers is futile.

Once all the levers are dropped, the three fuel tanks will be exposed on the turret's exterior. Fire a charged shot at each to take down the turret, and lower the energy shields blocking the exits. Now take the elevator in the western hall.



Friend Voucher: Perfect Execution

Lower all three levers without having the Space Pirates resetting any of them to earn this friend voucher. Use our method mentioned above to accomplish this with ease.

Generator Hall North

Drop into the gap and exit via the door on your left, back into the Western Energy Signature room.

Weapon Upgrade: Missile Expansion

Before dropping into the chasm, note the drawn bridge on the opposite end. It's held in place by a pair of clamps, which are too strong to be destroyed with conventional weapons. Instead, wait for some fuel cells to pass by on the track above, then fire a charged shot at them as they pass over the bridge, thus destroying the clamps and lowering the bridge. Now cross it to the other side and interact with the hand pump to rotate a morph ball track piece, allowing access to the upgrade. Now enter the morph ball tunnel via the entrance to the right and collect your prize.



Western Energy Signature

With both turrets destroyed, use the command visor by the window to issue a bombing run on the shield generator. Now that both shields are offline, you can access Bryyo's seed. As such, return to your ship at the Air Dock and head to Thorn Jungle.



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Landing Site Delta

Objective: Destroy the Leviathan Seed

After landing, leap across the platforms ahead, up to a door.



Core Access

There are several weird structures blocking the path - fire two charged shots at their blue centers to clear them out of the way and continue to the room ahead to find the boss.



Bryyo Leviathan Core

Boss: Mogenar

This giant War Golem is the most difficult enemy you'll fight yet.

Overview:

- There are four red orbs on Mogenar's body: 3 on the front and 1 on the back.
- Destroy the three red orbs on his front first, until they explode and emit a bright white light - focus on one at a time.
- Prevent Mogenar from absorbing energy by destroying the orbs he'll pull toward him from the arena's exterior.
- Circle around to his backside to destroy his final orb - use Hypermode to take it down easily.

- After the four orbs are destroyed, flip into Hypermode and pummel the four empty sockets, one at a time, to destroy them.
- Once a socket is destroyed, Mogenar will encase his feet in Phazon crystal, which protects the remaining sockets. Transform into morph ball and dodge his charge attack, then plant three bombs by each foot to destroy the ice.



Mogenar opens the battle just a thundering jump, which emits a shockwave of energy - perform a double jump to dodge it. He will use this attack often, so watch out for it throughout the battle.

The three red orbs on Mogenar's front side are his initial weak point. Since the orbs regain their strength overtime, focus your fire on one at a time until it's completely destroyed, emitting a bright white light. However, Mogenar can swap the three orbs around at will, so be ready to adjust your aim depending on how they're repositioned (you can actually track the orbs as they're being repositioned by watching the green light streaks).



After at least one of Mogenar's orbs are destroyed, Mogenar will often return to the middle of the arena and outstretch both arms, pulling an orb to him from either side. Quickly target both orbs (charged shots are effective, but requires good aim) to prevent him from restoring his embedded orbs.



With the three front orbs destroyed, use the dash-strafe to circle around to his backside to find one more orb. This one can be difficult to target, so you may want to deploy Hypermode to destroy it quickly.

With all four orbs destroyed, you must use Hypermode to destroy the four sockets. Target one at a time, like before. However, each time a socket is destroyed, Mogenar will encase his feet in crystallized Phazon, which protects the remaining sockets. Transform into a morph ball, and quickly get out of the way to dodge his charge attack. After he misses, quickly roll toward his feet while he's turning himself around and plant three bombs by each one to destroy the Phazon, making the sockets vulnerable once again.



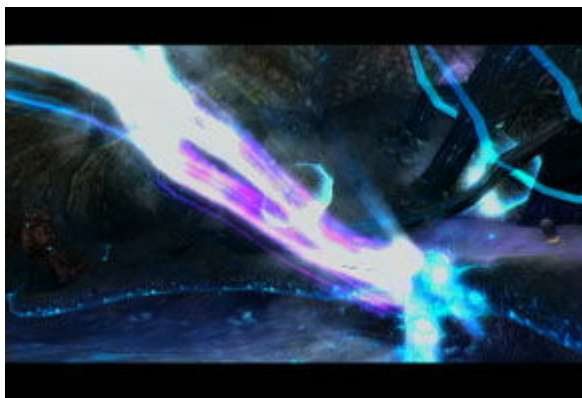
Once all four sockets are destroyed, Mogenar will go down for good.

Suit Upgrade: Hyper Ball

Mogenar leaves behind a sweet power-up in the arena's center. Collect it to gain Hyper Ball -- a cool power that you can deploy to kill any nearby enemies, while in ball form.



Well, what are you waiting for? Try out your new power! Transform into a ball and hold "A" to emit an electrical field. Roll around to destroy the growths on the ground. Once clear, the seed will reveal itself - press "A" when prompted to discharge your Phazon Overload directly into the seed, destroying it.



With the seed destroyed, Samus will depart Bryyo in preparation of her next destination: Elysia.



**** Objective Complete: Destroy the Leviathan Seed ****

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<<	Main Docking Bay	Bryyo (Revisted)	Landing Site A	Skytram East	>>
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Main Docking Bay

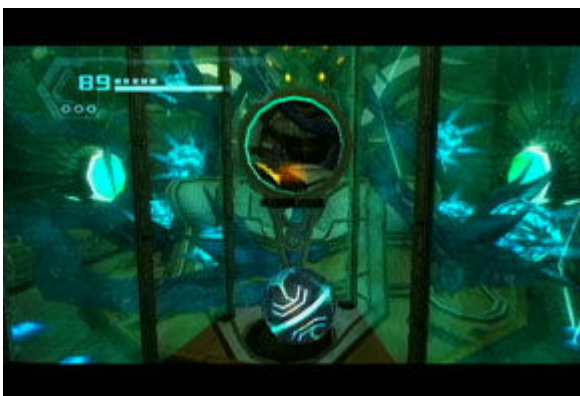
Objective: Get Aurora Unit Back Online

Upon landing, proceed into the building ahead, head upstairs and go through the door.



Main Docking Access

A Chozo statue behind the glass pane is blocking the path. Transform into a ball and hop through the small hole, into the statue's extended hand. Now activate Hypermode and use your Hyper Ball ability (hold "A") to destroy the Phazon deposits, which will lower the statue.



Before using the grapple points to swing across the chasm to the door, fire a charged shot to destroy each of the glass panes obstructing the path.



Zipline Station Alpha

Beautiful, isn't it? Well, let's not waste time admiring the sights. Latch onto the zipline overhead with your grapple lasso and hang on for the ride of your life. But for some reason, the track is littered with door-like locking mechanisms - shoot these before being forced through them to prevent taking (minor) damage.



Arrival Station

You'll be introduced to Tinbots in this hall - a minimally equipped droid. A few shots will take care of them.



When outside, ignore the Grab Ledge, and turn left. Kill the Tinbots and continue down the path into a hall, and through a door.



Transit Hub

Enter Morph Ball mode and roll into the slot ahead. Look, it's actually a cannon! It will blast you to another structure a few hundred feet away. After landing, roll into the morph ball tunnel by the wall.



Weapon Upgrade: Missile Expansion A few feet into the tunnel, you'll find a missile expansion power-up floating near the top of a shaft. Position yourself just below it and use a bomb jump to reach it (jump in the air, plant a bomb, then jump back into the bomb just as it explodes for extra height).



After exiting the tunnel, just across a short gap to a platform and grab hold of another zipline. But this time, several small droids are in the way, and will knock you down if hit. Keep your crosshair centered dead-ahead and fire relentlessly to take them down easily. At the end of the line, head through the door.



Barracks Access

Use the morph ball to roll beneath the laser grid, and continue through the door.



Weapon Upgrade: Missile Expansion Turn around inside the laser pit to find a small alcove containing a Rocket Expansion - use the morph ball to get it.



Steambot Barracks

Interact with the hand panel to activate the lift, and ride it down. Once on the bottom floor, you'll find that a set of gears are blocking the path. To get by, enter the morph ball tunnel near the elevator and follow it to the end. Just watch out for the moving pistons and use your bombs to destroy the obstructions.



After exiting the shaft, head for the far door. As you approach, a gate will seal it off and the Steamlord and his minions will attack. Now the Steamlord doesn't care much for making himself visible, instead preferring to remain cloaked. However, since his job is to repair fallen Steambots, you can force him to make himself visible by taking down at least one steambot. The Steamlord will then appear and attempt to revive the bot - use this opportunity to take him down with a combination of missiles and charged shots.



We suggest taking down as many Steambots as you can in a single instance, which will keep the Steamlord occupied, allowing you to continually pummel him. After he's defeated, the Steambots will cease to be.

Weapon Upgrade: Energy Tank With the Steamlord's defeat, he'll leave behind an Energy Tank - don't forget to grab it.



After collecting the energy tank, use your grapple lasso to latch onto each of the three steam pipes and break them, releasing the gate blocking the door.



Barracks Lifts

Follow the hall and interact with a hand panel to activate the lift just before it. Ride it to the floor above and head out the door.



Zipline Station Bravo

Grapple onto the zipline above, shoot the hovering droids along the way, then exit through the door upon reaching the other side.



Zipline Aurora Lift

Use an ice missile on the far door to blow off the cover, then head inside for a Save Point. Now backtrack to this room, interact with the hand panel to activate the nearby elevator, and ride it down a floor and continue through the door.



Aurora Unit

Access to the Aurora Unit is blocked by a kinetic strip, which you'll need a suit upgrade to bypass. So skip it for now and continue through the door on the opposite end.



Maintenance Shaft A

Jump up the ledges and leap the gulf and continue through the door.



Spire Dock

Back outside, transform into a morph ball and hop into the cannon to reach the central Spire Dock, where you'll find Ghor's discarded suit. From here, there's a zipline on either side of the platform - take the right one first (to the west) leading to Junction.



Junction

While exploring Junction, your favorite Aurora unit will chime in with the coordinates for some interesting Chozo Technology she located. To get there, head to the opposite side of Junction (if you go left, use the morph ball to roll beneath the rubble), where you'll find a door with an ice shield. Blow it away with an Ice Missile, then proceed through.



Skybridge Hera

Use your grapple lasso to rip the gates loose, and continue your trek across the bridge. After crossing a loose portion, it'll fall apart, preventing you from backtracking across it. Continue on, past another gate and through a door.



Weapon Upgrade: Missile Expansion Turn around after passing the first column (near the beginning of the bridge) to find a hole on its backside. Hop inside as a morph ball and jump to find a missile expansion.



Maintenance Shaft GP

Jump across the platforms to a door on the other side.



Construction Bay

Jump across the circular platforms up to the large, oval one. Now do you see the grapple points hanging underneath the structure ahead? Before you can swing from them, you'll have to open up the large metal panes positioned between them, by destroying clamps inside the structure.



Fire a charged shot at the left side of the structure to drop a platform containing a Grab Ledge. Leap to it, then roll inside the Morph Ball tunnel.



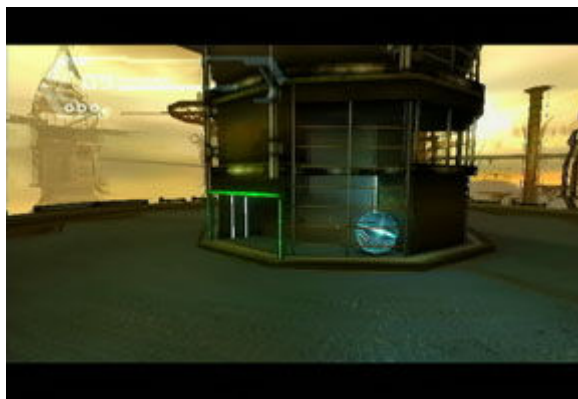
Inside you'll find three alcoves, each containing a bomb slot. Hop into each one and plant a bomb to drop their respective metal panes on the track below. Once all three are dropped, exit the tunnel and return to the oval platform.



You can now use the grapple points to swing along the underside of the structure, to another platform. However, when you reach the third grapple point, quickly shoot the floating droids ahead, otherwise they'll knock you down.



Once at the platform, transform into a ball and roll across the small bridge ahead. Now circle the center structure to find a morph ball tunnel entrance on its backside. Work your way through it, and use the air jets to blow you up.

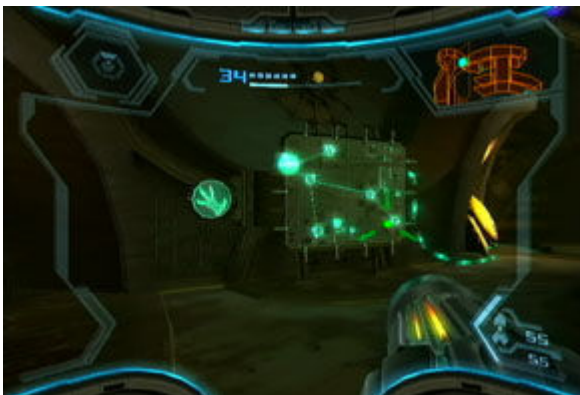


After exiting the tunnel, you'll spot another bridge, only this one leads into the abyss. Interact with the nearby hand scanner to rotate the bridge into its proper position, then roll across it in ball form and jump over to a door (don't take the morph ball tunnel on the right just yet - it merely leads back to the entrance of this room).



Ballista Lift

Interact with the hand scanner and ride the elevator it activates down a level. Now just continue through a door ahead.



Ballista Storage (Investigate Chozo Technology)

Why, what's that? A crucial power-up just within reach? Well, not so fast. As soon as Samus nears the Boost Ball upgrade, a cage will encase Samus and drop her down a level where she'll have to battle a boss.



Boss: Defense Drone

Despite its name, the defense drone really isn't anything to fear.

Overview:

- Shoot the three antennas on drone's head to stun him.
- When stunned, grapple onto his head and pull to expose his weak spot.
- Fire relentlessly at that spot as much as you can.

Lock-on to the drone and circle strafe him while targeting his three antennas. During this period, he'll jump around like a rabbit -keep your distance to avoid being landed on.



Once the antenna trio is destroyed, the Defense Drone will become stunned. Quickly latch onto his upper-body with your grapple lasso and pull to expose the weak point on his head (if you can't do it in time, the antennas will regenerate).

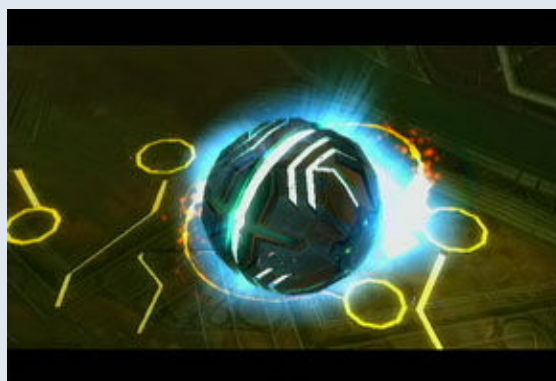


Now that his weak point is exposed, pummel away at it like there's no tomorrow. As the battle progresses, the

arena may fill with fog. Try not to let it distract you - just keep your eye on the enemy. Also, the drone will launch energy balls at you while in his exposed state, which can be shot down.



Armorsuit Upgrade: Boost Ball With the Defense Drone down, the Boost Ball power-up will reappear in the room's center. Collect it to learn how to perform a boost dash, while in ball form. This will enable you to undo many kinetic locks.

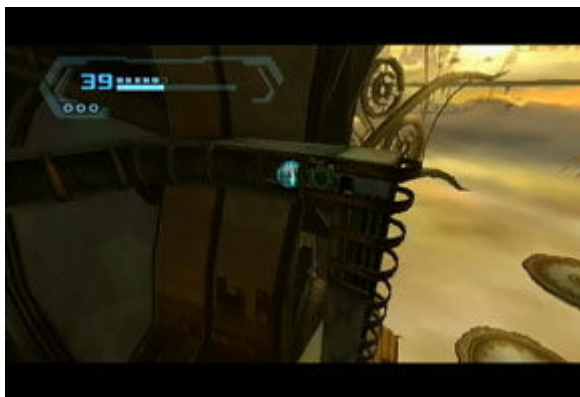


With your new found ability, hop into the bomb slot that appears and perform the Boost Ball move (by holding, then releasing B). The slot will recede into a circular structure below - now use the Boost Ball maneuver repeatedly to spin around the structure, which will energize the platform, allowing you to ride it back up to the door. Now that you have the Boost Ball, backtrack to the Aurora Unit.



Construction Bay

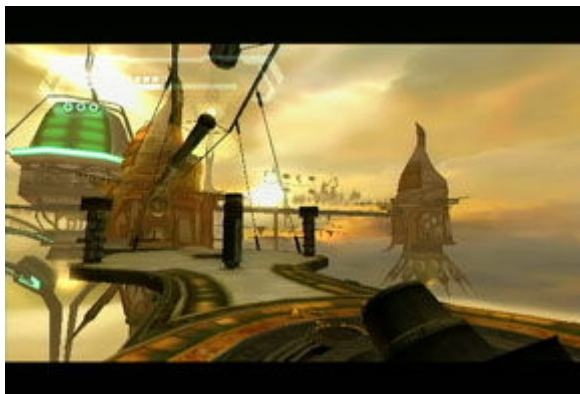
After re-entering Construction Bay, use the nearby morph ball tunnel (instead of leaping across the platforms) to quickly return to the original entrance



Tip! Or you can just jump down to it instead. Just look down to first find the platform, then make a running jump to make it.

Skybridge Hera

Even though the bridge is out, you can still get across. Look for the holographic morph ball on the ground and hop in. Now energize this structure like the one before to energize the cannon. Now hop in to be blown to the other side and continue through the door.



Get Aurora Unit Back Online

Once back at the Aurora unit, hop into the large circular kinetic lock and use the Boost Ball move to spin around and energize it, opening the door. Now walk onto the Aurora platform and interact with the hand terminal. Since the Aurora unit is corrupted, a small maintenance bay hatch will open left of the platform. Flip into morph ball and roll inside.

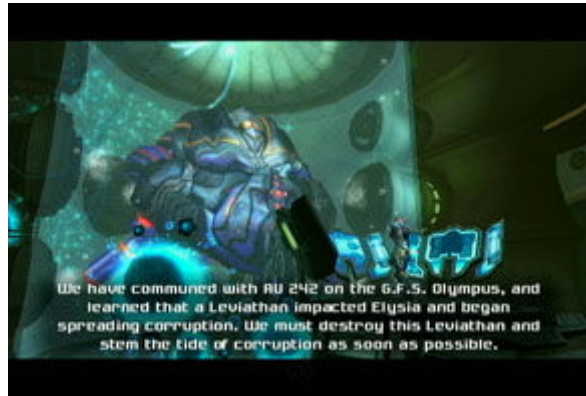


After entering the maintenance bay, several Tinbots will attack. Take them down to lower the energy shields blocking off the alcoves. Interact with the slot inside the center one to upload the vaccine, curing the Aurora unit.



****Objective Complete: Get Aurora Unit Back Online****

Now return to the Aurora unit's platform, via the morph ball tunnel (there's a small lift that will carry you up), then interact with the hand panel. The Aurora unit will inform you that Ghor severed its connection to the network, but these can be repaired by obtaining Ghor's plasma cannon.



Objective 1: Hunt Down Ghor

You'll find Ghor back at Landing Site A, trying to destroy your ship. Use your map to find your way back, but you'll run into a few troublesome spots, in the rooms below.

Steambot Barracks

Here, you'll find another circular kinetic structure. Enter it as a morph ball and roll around it rapidly with the Boost Ball move to energize the room, causing a half pipe to form. Hop onto it and use the Boost Ball maneuver to roll back and forth, gaining momentum with each pass, to reach a high ledge on the right (timing the boost ball can be difficult - release the charge at the center of the half pipe on each pass, then recharge it immediately after).



Once on the ledge, you'll find a new kind of terminal. With this, you'll have to rotate Samus's hand cannon (aka the Wii Remote) to complete three circular outlines. After lining up the broken section with the rest of the circle, press "A" to complete it. Once all three are completed, the gears will move aside, allowing you to pass through. Take the elevator there up a floor and continue on.

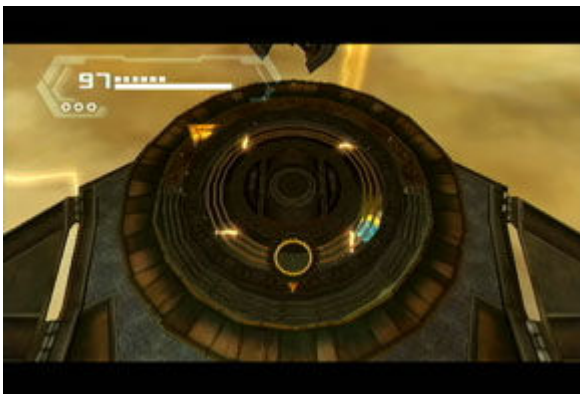


Note:

The morph ball tunnel just past the elevator leads to a Rocket Expansion, but you'll need the Spider Ball upgrade to get to it. So come back later once you have it.

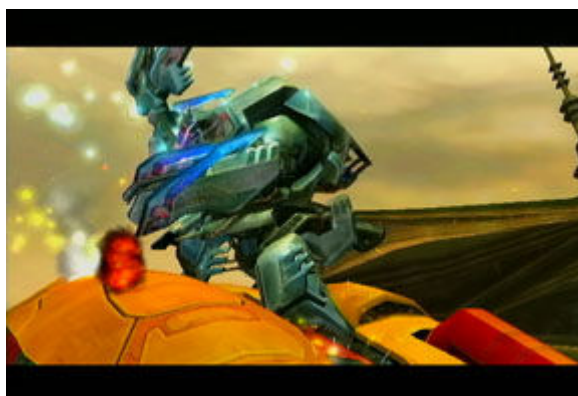
Transit Hub

Energize the kinetic machine and use the cannon to blast across the span.



Main Docking Bay

Back at the dock you'll find that Ghor is beating the ship out of your ride. As you approach, he'll engage you in battle.



Boss: Ghor

Although Ghor's attacks deal a lot of damage, most can be easily avoided.

Overview:

- Attack the generator on Ghor's back to remove his shield and stun him.
- While stunned, focus your fire on the target on Ghor's forehead.
- After enough damage, a target will appear below Ghor. Plant a bomb near the target while in Morph Ball form to stun him.
- While stunned, focus your fire on the target on Ghor's forehead. After Ghor enters stage 3, continue to focus on his forehead.

Phase 1:

Initially, Ghor's front is protected by a large shield, which is powered by a generator on his back. During this stage, Ghor will attempt to charge at you - perform a dash-strafe to get out of the way. After a successful dodge, quickly lay into the generator on Ghor's backside while he tries to turn himself around. After enough damage, his shield will short-circuit, exposing a highlighted weak point on his head (missiles and Hypermode are quite effective). Continue this technique until Ghor enters phase 2.



Phase 2:

After inflicting about 1/4 damage, Ghor will change forms and a target will extend below his crotch - this is his new weak point. Ghor will now deploy a new spinning laser attack - since he's stationary during this move, use the opportunity to target his weak point. Flip into a morph ball and plant a bomb beneath him to stun him. Now lay into his forehead like before until he enters Phase 3.



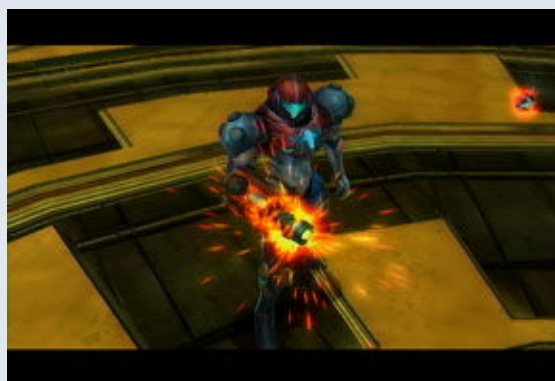
Phase 3:

As Ghor nears death, he'll enter Phase 3. In this, he'll unleash even faster and more powerful attacks, such as charging at you while spinning. Most of these are easy to evade, so long as you keep your distance. Just continue to focus on his forehead until he goes down for the count - Hypermode will get the job done quickly.

Tip! Since Ghor's attacks are so devastating, it's actually preferential to jump off the ledge if you can't otherwise dodge an attack. You'll only lose two points of health, as opposed to dozens.



Weapon Upgrade: Plasma Beam With Ghor out of the picture, collect the Plasma Beam he leaves behind. This sweet weapon will allow you to melt certain metals, as well as solder electronic connections.



****Objective Complete: Hunt Down Ghor****

After the battle, your ship will return to the landing dock, still damaged and inoperable. It's not a big deal though, as you still have work to do here on Elysia. The planet's Aurora unit will soon inform you that you can use your plasma beam to restore its connection to the network, so begin your trek back to the Aurora unit.

Objective: Repair Severed Cables

However, your journey back will come to a premature end when you find the exit is blocked by some metallic rubble, but a quick scan indicates it will melt at high temperatures - good thing you got that Plasma Beam, eh? Fire a few charged shots at the metallic structures to melt them, then continue on toward the Aurora unit.



Weapon Upgrade: Missile Expansion After climbing the ramp to the top floor, look for a patch of medal along the right wall. Melt it with a charged plasma shot, then hop inside as a Morph Ball to gather the power-up.



Arrival Station

Weapon Upgrade: Energy Tank On your way back through the arrival station, you'll spot a Grab Ledge a few feet from the structure. Leap toward it and energize the kinetic structure with your Boost Ball to reveal a cannon. Use it to fire over to the satellite, where you'll find the Energy Tank.



Transit Hub

After blasting over to the Transit Hub, look for some more metallic sheets by the second zipline. Blast away at them to reveal a cannon you can take to quickly reach the building containing the Aurora unit.



Aurora Chamber

Once back at the Aurora unit, head back into the maintenance bay, via the morph ball tunnel to the left. There you'll find three destroyed circuits: two along the outer wall, and one on the central pillar. Interact with all three and use your plasma gun to complete the circuits. Simply hold down the fire button and trace the outline from one end to the other to fix it. Once

all three are back in action, return to the Aurora's platform and interact with the hand panel.



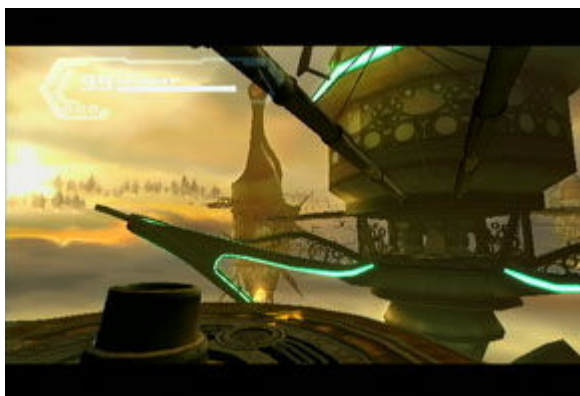
****Objective Complete: Repair Severed Cables****

The aurora unit will inform that this planet's seed, like Bryyo's, is protected by a shield. However, Elysia's dense clouds prevent easy access, but a thermonuclear explosion using parts found in SkyTown should take care of the job, but you'll first have to upgrade your ship in order to gather the parts. After the Aurora unit downloads SkyTown's map to your suit, make way for Landing Site A, to the east..



Objective: Find the Federation Landing Site

Exit the room via the opposite door and use the cannon to reach the Spire Dock. Now ride the eastern zipline (on your left) and enter the Security Station.



Security Station

After entering the Security Station, shoot the door ahead with your Plasma Beam and head through to discover two green

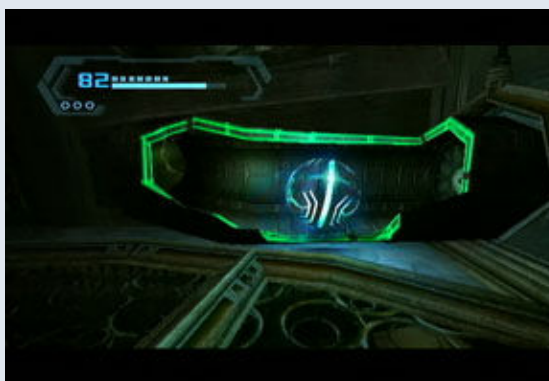
wall panes - the Aurora unit will mention that the suit upgrade you need to use these can be found on another planet. Well, don't worry about it for now, go back through the door into Security Station.



At the drop-off, leap to the ledge on your left, then ride a lift up to a Morph Ball tunnel. Once through the tunnel, drop into the area below (on your left) and go through the door into Landing Site A.



Gunship Upgrade: Missile Expansion After exiting the morph ball tunnel, drop into the lower section on your left and use your plasma beam to melt the metal in the northwest corner, revealing a busted pipe. Hop inside as a morph ball and follow it to a missile expansion for your gunship.



Landing Site A

Ride the elevator down a level then continue through the door onto the dock. As you approach, Aurora will disable the security locks, causing a bomb slot to rise from the ground. Hop inside as a morph ball and plant a bomb to lower the cover, making the dock useable, then summon your ship via the Command Visor.



Now that your ship is repaired, set course back to Bryyo's Fiery Airdock, where you'll find the upgrade you need to make further progress on Elysia.



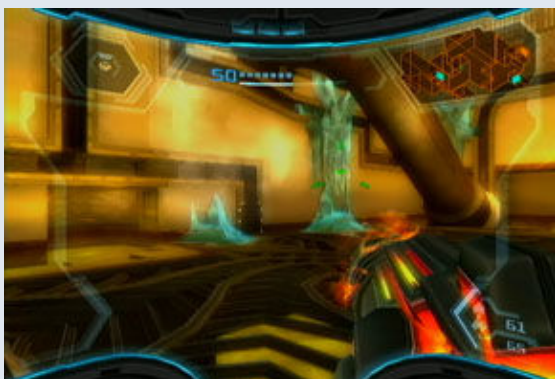
Index	Olympus	Norion	Bryyo	Elysia	Homeworld	Valhalla	Assault	Phaaze
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<<	Main Docking Bay	Bryyo (Revisted)	Landing Site A	Skytram East	>>
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Fiery Airdock

Thought you were done with this planet, did ya? Well, you're getting there. Work your way back to the Main Lift room, where you'll find a door that only the plasma beam can open.

Weapon Upgrade: Missile Expansion Make a pit stop at the Gel Refinery site to make utilize your plasma beam to nab an upgrade. Once there, look for a morph ball tunnel embedded in the wall, with several ice obstructions preventing access. Melt them with your beam, then roll inside. Use bombs to propel yourself via the jets, and watch out for the occasional flame.



When you reach the pipe blocking the path, drop a bomb to knock it down. Now roll back to the jet just before and use it to fire across the newly created gap, to an ice-covered door. Fire a few shots to melt the ice, then head on through.



Follow the hall until you reach the Imperial Hall. Enter another nearby morph ball tunnel to a ledge. From there, grapple onto the two nearby panels and pull them down, creating a platform. Now use the screw attack to reach an alcove on the far side containing the missile expansion.



Main Lift

After exiting the main lifts Morph Ball tunnel, you'll find a frozen serpent statue to your right. Melt the ice around the statue's mouth with the plasma beam to reveal a morph ball tunnel. Roll through it and continue past a door.



Warp Site Alpha

You'll have to solve a small puzzle in order to break out of this sealed room. First, fire charged plasma shots at the ice on the ceiling to melt it, revealing a suspended stone column. Now activate the Golem, who will grab hold of the stone column and use it as a battering ram to try and bust open the wall - only a giant gong is obstructing the path. Thankfully, a spinner will now pop-out of the ground - roll inside and use the Boost Ball to spin the cage surrounding the room until one of the openings locks into place in front of the cracked wall. Now activate the Golem once more to destroy the unobstructed wall.



Head through the newly opened wall to find a teleporter; but where does it lead? Only one way to find out!



Warp Site Bravo

Use charged plasma shots to melt the ice obstructing the hall and continue through a door at the end.



Imperial Caverns

Hey, it's another one of those green sheets that you can't yet use, but you will soon. Now destroy the three layers of cracked ice floor with some plasma shots to drop to the bottom of this cavern and access a door (don't worry, it won't hurt).



Imperial Crypt

The door on the other side can't be opened, so melt the floor with a plasma blast to drop down another level. Here, you'll find another door, in addition to a spinner - ignore it for now and continue through the door.



Hall of Remembrance

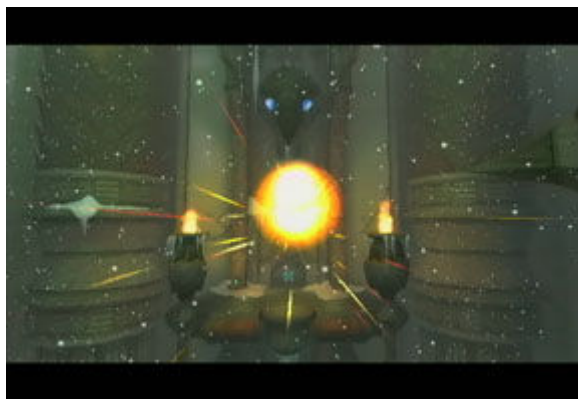
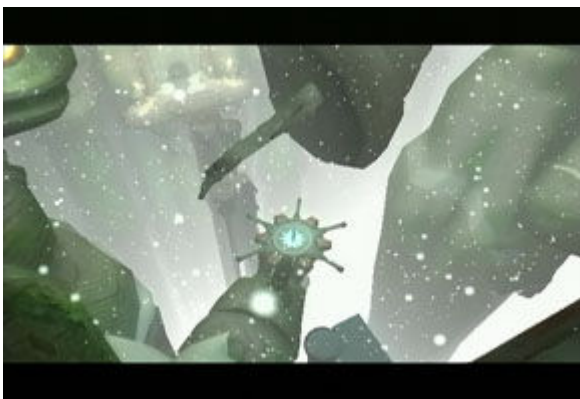
Just across the platforms to find the Screw Attack power-up in the Golem's outstretched hand,



Armorsuit Upgrade: Screw Attack Collect the screw attack power-up from the furthest platform. By pressing jump repeatedly in midair, you can leap huge spans. In addition, you can now leap up those green sheets you've seen a time or two before.



After grabbing the upgrade, the platforms to either side will drop away. Good thing you got that screw attack, eh? Jump toward the eastern door and use your Screw Attack move to cross the chasm (tap jump repeatedly in air).



Tower

The green pane ahead is actually a wall jump surface - jump toward it and use the Screw Attack to bounce between the two walls, all the way to the top, and go through the door.



Hall of Remembrance

The Golem's hand ahead is your ticket to crossing this chasm. Fire a charged shot at the blue bulb in his palm to temporarily rotate it into a flat position. Now use the Screw Attack to jump to the hand, then from there to the far door.



Gunship Upgrade: Missile Expansion After landing on the outstretched hand, leap to a small ledge on the left to find this upgrade.



Imperial Crypt

Use the Screw Attack to cross yet another chasm to the door on the other side (if you fall, energize the cannon at the base to launch yourself back up).



Imperial Caverns

Face north to spot another pair of screw attack surfaces. Leap to it and use them to properly yourself up to a ledge - leap from there to another set of screwing surfaces up to a door. Head on through, and take the teleporter back to Bryyo. Now that you're properly equipped to handle the remainder of SkyTown, journey back to your ship and set sail for Elysia's Landing Site A. But along the way, the Aurora unit will report that the missing ship, Vanhalla, has finally been located. Although she wants you to visit it now, we strongly suggest returning to SkyTown first, and saving Valhalla for later.



Index	Olympus	Norion	Bryyo	Elysia	Homeworld	Valhalla	Assault	Phaaze
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<<	Main Docking Bay	Bryyo (Revisted)	Landing Site A	Skytram East	>>
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Landing Site A

Upon touching down back on Elysia, re-enter the Security Station ahead and proceed back to the plasma beam door (just across from the Spire Dock door), where you found the two screw attack surfaces before.



Shortcut:

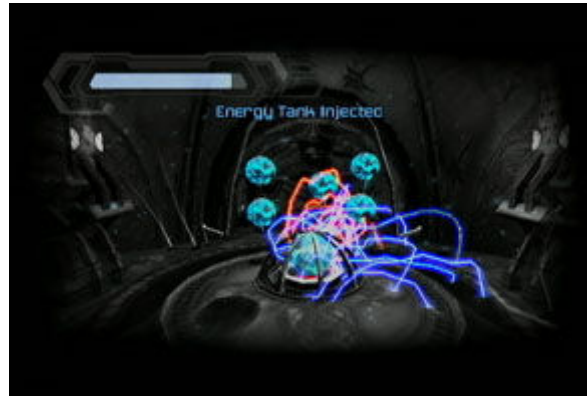
If you haven't already activated it, there's a gear you can reposition to reveal a slight shortcut. After you ride the elevator down into the security station, look for a lock just right of the gear. Interact with it and solve the mini-puzzle (complete the lines) to roll back the gear, allowing you easy access to the plasma beam door.

After passing through the plasma door, use the Screw Attack to climb the surfaces in this room up to a door.



Security Tube

The Phazon vines are blocking access to a morph ball tunnel just beyond, but even worse, they're encased in a glass enclosure, preventing you from using Hypermode to destroy them. However, there's a slot on the floor you can roll into in morph ball form that will cause the glass enclosure to open, allowing access to the vines. However, the glass enclosure only stays open so long as you remain in the slot, so switch into Hypermode and use your Hyperball ability (hold "A") to destroy the vines from within the slot. Once they're destroyed, the glass enclosure will shatter, allowing you to enter the morph ball tunnel beyond. Roll through it to a door.



Skytram West

Roll into the kinetic structure ahead and use your Boost Ball maneuver to energize the platform, activating the Skytram. Once it's online, step into the holographic image to ride the Skytram to the east side.



Index	Olympus	Norion	Bryyo	Elysia	Homeworld	Valhalla	Assault	Phaaze
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<<	Main Docking Bay	Bryyo (Revisted)	Landing Site A	Skytram East	>>
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Skytram East

After being dropped off by the Skytram, several Space Pirate ships will open fire as they fly by. Ignore them and enter the building ahead.



Concourse Access A

Roll under the low wall as a morph ball and continue through another door.



Concourse

As you enter the main Concourse, you'll spot an inactive lift in the central structure. Ignore it for now and continue into to the far hallway. There, you'll see a Space Pirate run away, with several walls closing behind him - use a charged shot on each one to destroy them, then ride the lift at the end up a level.

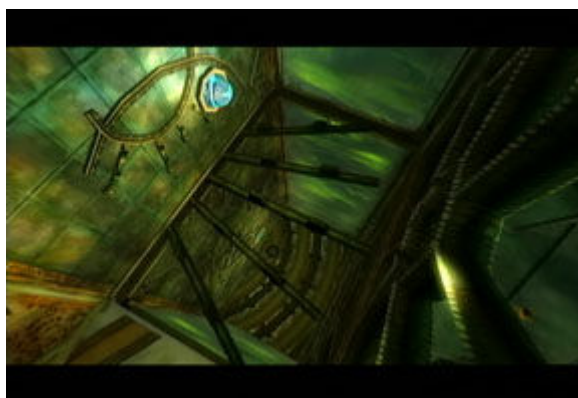


Blast your way through another wall, then continue across a walkway, past the electrical beam (which is actually the second bomb component you'll come back for later), taking down any Space Pirates along the way (many of them may be in Hypermode, so counterattack in kind). Follow the hall through another blast-away wall, then go through the door.



Concourse Ventilation

Look for a bomb slot near the back on the left wall. Hop inside and plant a bomb to cause the floor beneath you to recede, dropping you down a level. Repeat the same thing here to drop to the bottom floor. Now step outside and follow the balcony up to a door.



Maintenance Shaft 08

Latch onto the grapple point overhead and swing across to a door.



Chozo Observatory

After taking down the flying Space Pirates with either ice missiles or Hypermode, you'll find a projector in the center of the room. Don't worry about that for now - instead, drop into the lower area, left of the entrance, and interact with the hand terminal to activate the lift - ride it down to a lower level.



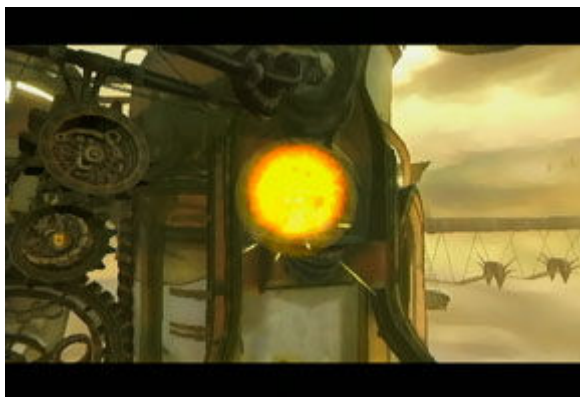
Observatory Lift

The lift in this room is currently inactive due to a damaged circuit board. Interact with the circuit board and use your plasma cannon to repair the connection (like the ones before) to reactivate the elevator, and ride it up to a door.



Gearworks

Use your Screw Attack to cross the long gap to the suspended platform ahead, then to another door on the opposite end.



Broken Lift

Flip into a morph ball and roll underneath the Aeromines and continue through the door.



Turbine Chamber

At the end of the hall, a circular sheet of glass blocks the way - fire a charged shot to shatter it and continue into the shaft. The large transport module in the room's center is held in place by two hefty arms - fire a charged shot where the power cables attach to the wall (the bright glowing orange points). Once both cables are destroyed, the transport module will open, allowing you to Screw Jump across. Once there, blast through another glass pane and continue through a door.



Maintenance Shaft TA

Yup, use your Screw Jump to cross yet another long chasm - except this time, destroy the floating bots first so they don't interfere with your travel.



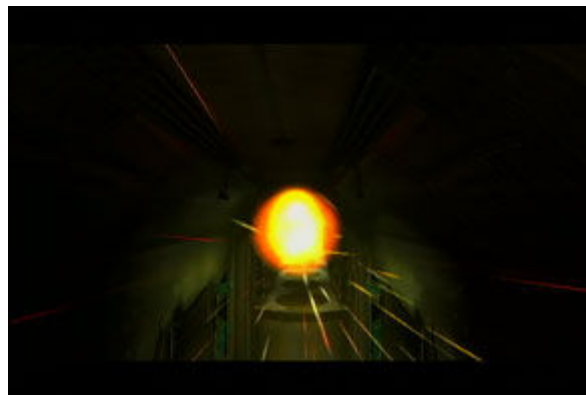
Skybridge Athene

Melt the bots with some plasma blasts and cross the long, long, bridge to another door.



Landing Access

Fire charged shot at each of the hanging glass panes to take them down, then screw jump across the gap to a door.



SkyTown Federation Landing Site

**** Objective Complete: Find the Federation Landing Site ****

Ride the lift down and head outside. Hooray, another landing site! But this isn't just a landing site; it's also an upgrade platform! As you approach the Aurora unit will disable the security, raising a column containing a bomb slot. Hop inside and plant a bomb to make the landing site useable, then activate your Command Visor and land your ship here. Once it's docked, interact with the upgrade terminal on a split path, just off the walkway.



Gunship Upgrade: Ship Grapple

After interacting with the upgrade terminal, your ship will be equipped with the Ship Grapple - a device that allows it to carry heavy objects (such as bombs) to and fro - most excellent.

After your ship's pimped out, SkyTown's Aurora Unit will note that you can use it to collect the three bomb components necessary to destroy the shield on this planet - he'll mark all three locations on your map.

Index	Olympus	Norion	Bryyo	Elysia	Homeworld	Valhalla	Assault	Phaaze
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<<	1st Bomb Component	2nd Bomb Component	3rd Bomb Component	>>
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Objective: Collect First Bomb Component

The first bomb component is located in the upper floor of the Turbine Chamber, where you shot the power cables. However, you can't reach the upper floor quite yet, so instead head back all the way back to the Chozo Observatory.

Weapon Upgrade: Missile Expansion After re-entering Gearworks, a Space Pirate ATC will destroy the gears, exposing a missile expansion upgrade. Line yourself up, then use the Screw Jump to leap into it.



Chozo Observatory

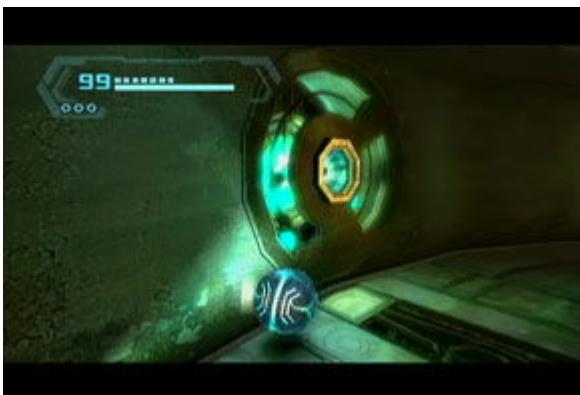
Return to the projector in the observatory's center to make use of your gunship's new grapple beam. Target it with the Command Visor to summon your ship, which will latch on and raise the projector several meters, exposing a busted power supply below.



Circle the power supply's base to find a disconnected circuit board - like before, use the plasma cannon to solder the connection, restoring power. Now scan it once more with the command visor to have your ship lower the projector to its original position.



With everything in place, hop into the bomb slot on the lower level's wall to activate the projector, which will cause it to rise from the ground.



Now jump between the platforms along the perimeter of the room, and those attached to the projector to climb to its top. Once there, jump to the northern hallway and follow it to a door.



Botanical

You can find a Save Point through a door down the left hallway. After saving, return to this room and take a close look at the wall, just below the high ledge. The glowing emblem is actually a container that can be pulled from the wall with your grapple lasso - after doing so, jump from it to the ledge. Do the same at the next ledge, then fire an ice missile to blow the cover off the door and head through.



Broken Lift

Follow the hall through the door at the end.



Turbine Chamber (collect first bomb component)

Look, the first bomb component is just ahead! But a Berserker Lord is about to crash this party.



Boss: Berserker Lord

Yup, this guy's the same as the one you fought way back on Olympus. In case you've forgotten, here's how to beat him:

Overview:

- Shoot shoulder pads to force boss to launch purple energy balls
- Fire at the purple energy balls to rebound them at boss's head. After four, his head armor will be destroyed.
- Fire at the glowing red spot on his head to take him down.



Berserker's weakness are his two glowing shoulder pads. Keep your distance and shoot both of them off. The boss will now launch into a few additional attacks, but the only one you really need to concern yourself with are the purple energy balls. Shoot them to rebound them back at Berserker's head, damaging his helmet. Now the shoulder pads may regenerate a few times, so repeat the above procedure until Berserker's head armor is destroyed. After enough hits, his helmet will be destroyed, revealing a large glowing spot on his head. Fire relentlessly at that glowing spot to take him down for good.



With the Berserker Lord out of the picture, you can now focus on collecting the first bomb part. First, you have to unlock four clamps - each one is attached to a slot on the ground, so hop inside as a morph ball and perform the boost ball maneuver to raise them.



Once all four are raised, interact with the switch that is now active and complete each set of lines to release the clamps holding the bomb piece in place. Now activate the Command Visor and scan the bomb component to have your ship collect it.



**** Objective Complete: Collect First Bomb Component ****

Caution!

Resist summoning your gunship to a landing point while it's carrying an item with its grapple beam - if you do, it'll return the object to its original location, forcing you to track it down a second time.

Now exit the area via the morph ball hole where the switch was, and continue through the door.



Index	Olympus	Norion	Bryyo	Elysia	Homeworld	Valhalla	Assault	Phaaze
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<<	1st Bomb Component	2nd Bomb Component	3rd Bomb Component	>>
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Turbine Access

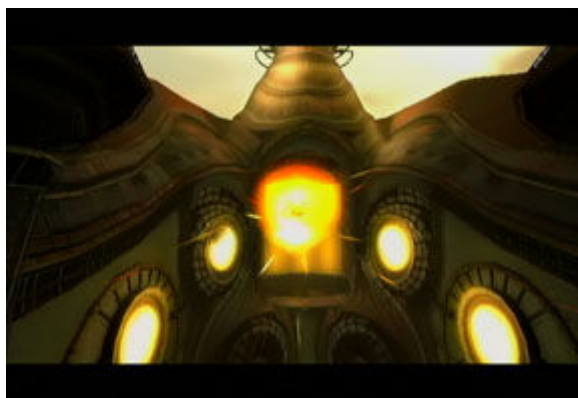
Objective: Collect Second Bomb Component

Follow the hall to another door.



Piston Hall

Across the chasm, a malfunctioning hatch is spinning out of control. Time your Screw Jump so that you fit through the hatch when its open side is facing you. Now head left down the hall, to a door.



(collect second bomb component)

Fuse the broken circuit on the left with your plasma cannon, then continue through the plasma door ahead.



Note:

There's actually a second broken circuit by the exit (face away from the door to find it) - fix it now if you like, but don't bother taking the elevator it activates quite yet. It simply returns you to the upper floor of this level, which while containing the second bomb piece, you don't yet have the equipment necessary to grab it.

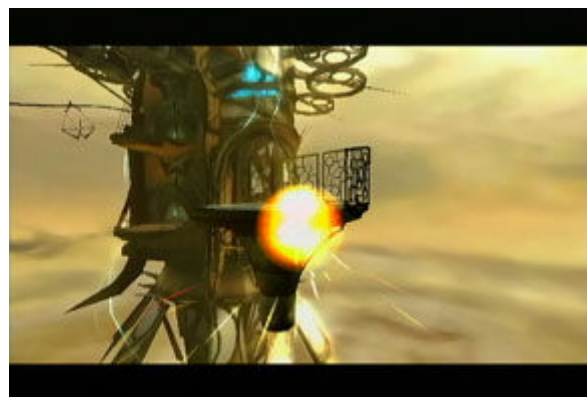
Maintenance Shaft CC

You can actually screw jump across this chasm, but the debris can make it difficult. Instead, look for a Grab Ledge along the ceiling - jump to it and roll along the track to a door on the opposite side.



Zipline Station Delta

The three floating platforms are key to crossing this chasm to the far door. Jump from one to the next using your screw attack, timing your jump so the open portion of the spinning gates facing toward you upon landing. Also, make sure to space out the time between screw attacks, otherwise you won't be able to jump far enough. The third gate is a bit tricky - jump toward it as the gate's opening is facing toward you, as it'll do a full 360 by the time you arrive. Once on the other side, continue through the door.



Transit Tube A

Despite the many corpses, you have nothing to fear in this hall. Look for a save point at the end of the right hall (with the plasma door), then continue through another door,



Research Pod Lift

Ignore the yellow-lighted door and continue through another on the right wall.



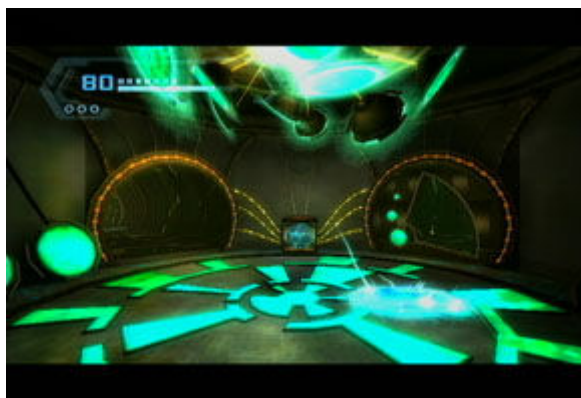
Xenoresearch A Lift

Interact with the hand panel and ride the lift that it activates up a floor. Bypass the shielded Energy Tank and continue through the door ahead.



Xenoresearch A

Wrap around the hall until you come across a strange-looking door. Roll into the nearby spinner as a morph ball and use the ball boost to lower the door, at the expense of the one you just entered through. Now go straight down the hall - ignoring the first adjacent one - and head to another door in the back (northern western corner).



Xenoresearch B Lift

Interact with another hand scanner to activate yet another lift - ride it up to yet another door.



Xenoresearch B

Various parts of Xenoresearch B are sealed off, so you'll have to find a few creative ways to get by. First, enter the morph ball tunnel between the first two containment units. You'll emerge in a small, circular room - roll around to the gold emblem on the wall. Plant a bomb there to knock out a floor panel, dropping you down a level.



Turn right at the end of the hall and look for a damaged cover blocking a morph ball tunnel. Blow it up with a bomb, then roll through and destroy another to exit.



Follow the hall up to another containment chamber - but this one contains a vital power-up. In order to grab it, you'll have to cut the power to the room - check the box below to see how.



Energy Cell

Latch onto a cover along the left wall and pull it off with the grapple lasso to reveal an energy cell. Interact with the revealed energy cell and add it to your collection. You should now have two of these babies.



After grabbing the energy cell, the shield around the containment unit will fail. Now fire a charged shot at the glass to destroy it, allowing access to the Seeker Missile upgrade.



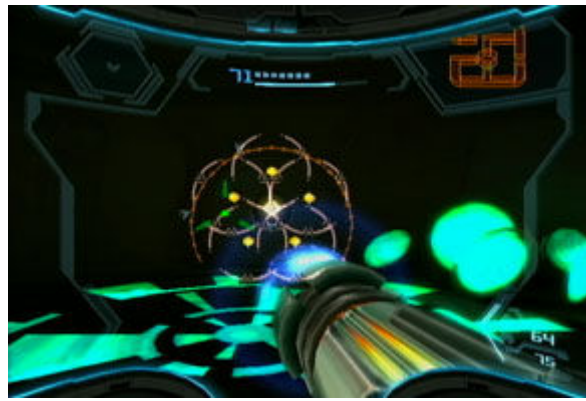
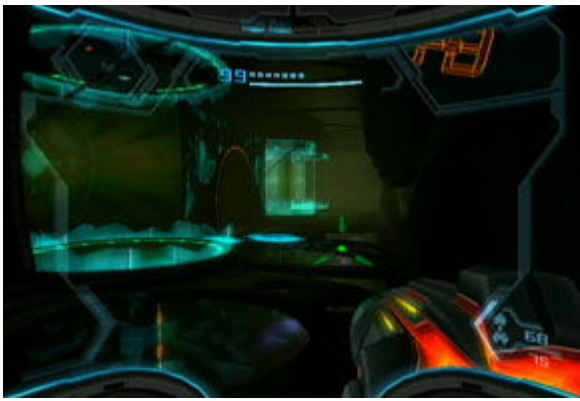
Weapon Upgrade: Seeker Missile After blowing away the container, nab the exposed Seeker Missile power up. With this upgrade, you can launch up to 5 missiles at once (by holding down the d-pad and highlighting the targets). This will allow you to plaster enemies like never before, and will also allow access to open multi-target doors leading to new areas.



It appears that cutting the power also caused the only exit to close. Try out your new weapon on the door - hold down on the d-pad and highlight all five of yellow lights on the door, then release. If each light is successfully hit by a missile at the same time, the door will open.



It seems the power outage has allowed all those contained metroids to escape their containment pods - uh-oh. Anyway backtrack through the lab until you come across another one of those multi-lock doors - and a **Phazon Metroid**.



About Phazon Metroids:

These phazon-infused foes can be a pain. They're quite fond of latching onto faces and sucking the life out of them -- if this happens, quickly transform into a morph ball and plant a bomb to blow them off. As for killing them, we suggest firing an ice missile to freeze them, then follow-up with a charged shot. Of course, hypermode is also highly effective, particularly when they're in groups.

Use your Seeker Missiles on the multi-lock door and follow the hall up to another door (and a second Metroid).



Xenoresearch B Lift

Ride the elevator back down and continue through the door.



Xenoresearch A

Follow the hall up to another multi-locked door (to get there from the lift, turn right, left, left, right). Open it up with your Seeker Missiles and continue on - just watch out for the three Metroids that soon attack, and continue through the door at

the end.

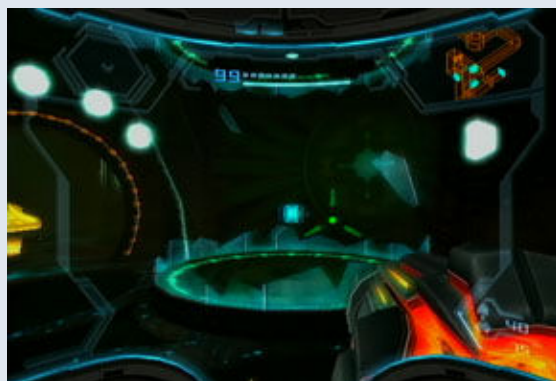


Xenoresearch A Lift

Ride the lift down and exit through the door.



Suit Upgrade: Energy Tank Look for a glass container just before the lift that you can now bust open with a charged shot.



Research Pod Lift

After exiting the lift, turn right to find one of those crazy multi-lock doors. Fire a missile at each yellow light using your Seeker Missiles, then ride the lift inside up to a door.



Transit Tube B

Watch out for a Space Pirate, then exit through the opposite door.



Zipline Station Delta

Grapple onto the zipline overhead and ride it to the door on the far side.



Concourse B Access

Continue through the hall and use an ice missile on the far door to blow off the cover, then head inside.



Concourse (collect second bomb component)

The second bomb component is located in the center of this room, but it's held in place by three large clamps, each powered by four cables. You'll have to use your seeker missiles to destroy all three sets.

First, look for a morph ball tunnel along the left (from where you entered the room). Follow it to find an upgrade, as well as a window overlooking the first clamp - use the seeker missiles to lock-on all four at once, then fire to destroy it. One down, two to go.



Weapon Upgrade: Missile Expansion There's also a not-very-well-hidden missile expansion in this room



Roll back up the morph ball tunnel to find another multi-lock on the wall - blow it away with seekers to reveal a lift that will take you down a floor. When you reach the walkway leading to the bomb component, look up for the second clamp - take it down, like the one before, then follow the walkway to the other side and turn around to find the final clamp and destroy it.



With all three clamps taken care of, the hanger door will open, granting your ship access to the room. Whip out your Command Visor and scan the 2nd bomb component to have your ship collect it. Only one bomb piece left! It's located in the Transit Hub, on the west side of SkyTown. Check the box below for the fastest way to get there.



Note:

The fastest way to the west side is to exit the room via the bottom floor door and follow the hall back to the Skytram - ride it to the western side and follow the path. After exiting the room with the Screw Attack surfaces, head outside to Spire Dock via the opposite door. Now use the cannon on the right side of the platform to blast over to Aurora Chamber - work your way through the complex until you're back outside, at Zipline Station Bravo. Once there, don't take the zipline - instead, there's a cannon to the right that you can unlock by using your seeker missiles on the four targets. Once free, use it to cross to the Transit Hub.

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<<	1st Bomb Component	2nd Bomb Component	3rd Bomb Component	>>
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Transit Hub (collect third bomb component)

Objective: Collect Third Bomb Component

Once at the Transit Hub, jump to the center platform to find a strange structure emitting bolts of energy. There are five locks on its face; you know what to do. Blast them away with seeker missiles to reveal the third bomb component.



Now it's just a simple matter of collecting it. Activate your Command Visor and scan the area just below it (where the electric bolts were) to have your ship add it to its collection.



****Objective Complete: Collect Third Bomb Component****

With the bomb complete, the Aurora unit will chime in that you must now deliver the bomb to the Spire Pod.

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<<	Place Bomb in Spire Pod	Elysia Seed	>>
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Objective: Place Completed Bomb in Spire Pod

The quickest way back to the Spire Dock (where the Spire Pod is) is to simply backtrack the route you just took to the Transit Hub - take the cannon back to the Aurora chamber, wind through its halls, then take another cannon to the Spire Dock.

Spire Dock

After landing on the Spire Dock, flip to your Command Visor and scan the very center of the platform to instruct your ship to drop off the bomb here.



****Objective Complete: Place Completed Bomb in Spire Pod****

Now that the bomb's in place, return to the Aurora unit's chamber (via the cannon you just took) to learn your next objective.

Aurora Chamber

Interact with the hand plane on Aurora's platform to discuss what's next on your to-do list. The Aurora unit will begin relocating SkyTown to just above the shield protecting the seed, but the actual deployment of the job must be done manually?great.



Objective: Drop Spire onto Seed Shield

After your meeting, backtrack to the Spire Dock (via the cannon, once again) to carry-on.

Spire

After landing on Spire, it will detach from the rest of SkyTown and begin making its way to the seed - but your journey won't be a pleasant one. The platform will fall under attack during your journey - you'll have to protect it from taking too much damage (as indicated by the meter at the top of the screen), otherwise both you and the bomb will perish, resulting in game over.



While a variety of enemies will attack during this portion, your primary focus should be on taking down the Pirate Assault Ships flying around, as they'll inflict the most damage upon Spire. Like the ATCs, their front grill is vulnerable to plasma blasts, so fire away! If the Spire's health drops to near-critical levels, we strongly suggest using Hypermode to take down the ships with ease.



Tip!

Because the platform is so large, it can be difficult to spot the attacking ships. Keep a close eye on the Spire's health bar - if you see it taking heavy damage within a short instance, that means there's a nearby ship attacking. Circle the platform until you find it!

After you take down three ships, the battle will be over, but you must still activate the bomb. Interact with the nearby hand terminal and tap the three green circles to initiate a five-minute countdown sequence until the bomb explodes. An escape pod will also appear - jump inside and interact with the hand terminal in the back to escape.



Samus, we have a problem. The escape pod refuses to launch, but thankfully a hatch leading to the maintenance chamber opens on the opposite side of the pod's base. Exit the pod and roll inside the tunnel as a morph ball.



Podworks

After the lift drops you into the maintenance bay, melt the metal slabs with your plasma beam, then locate the three circuit boards you'll have to solder together. The first can be found to your left. The remaining two are both (one located on the opposite wall, the other on the backside of the central pillar) blocked by a hatch - latch onto them with your grapple lasso and rip them loose, exposing the panels. Once all three are completed, ride the lift back up and re-board the escape-pod.



Spire

Once inside the escape pod, interact with the hand panel one more time to reveal thruster controls - push the Wii Remote toward the screen to activate them, which will simultaneously release the bomb, and propel your escape pod the hell out of there - well done!

**** Objective Complete: Drop Spire onto Seed Shield ****



Escape Pod Bay

After landing in the escape bay, go down a level, via the lift through the door, then board your ship at Landing Site A and make haste toward the planet's exposed Seed.



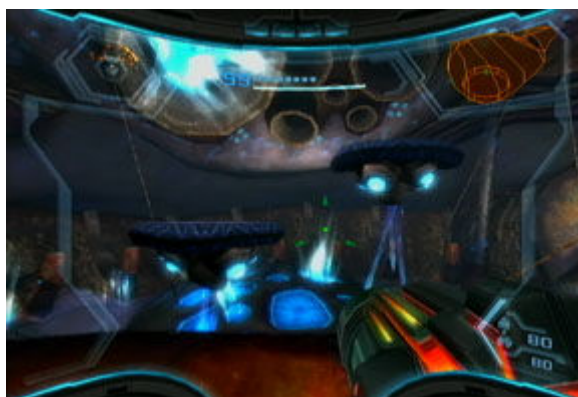
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<<	Place Bomb in Spire Pod	Elysia Seed	>>
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Landing Site C

Objective: Destroy the Leviathan Seed

After landing, leap across the platforms ahead, up to the door.



Core Access

There are several weird structures blocking the path - use your seeker missiles to destroy their boney covers first (make sure to lock-on to all five points), then fire two charged shots at their blue cores to clear them out of the way. Now continue to the room ahead to find the boss.



Elysian Leviathan Core

Boss: Helios

Helios can be a tricky boss to battle, because of the Swarmbots that surround him constantly.

Overview:

- When the five orange robots surround Helios, use your seeker missiles to destroy all of them simultaneously, which will dissipate Helios' shield.
- With his shield down, pummel Helios with plasma blasts - Hypermode is highly effective. With enough damage, he'll shed his armor, exposing his weak point, but it's only vulnerable to Hypermode attacks, so hammer away.

- After enough damage, Helios will become humanoid. Attack the glowing red leg joints to knock Helios down. Again, shoot him to reveal his weak point, then lay into him while in Hypermode.
- If Helios becomes a tornado, plant bombs at his base while in morph ball form to reveal his weak point.



Helios is initially protected by a swarm of tiny bots. He'll use them to form a large ball and roll around the arena, in an attempt to trample you. Avoid this attack by locking onto him and using your boost-dash to evade his path of travel. Or, you can Screw Attack into his shield - Samus will bounce off it harmlessly.

Afterward, Helios will hover high in the air inside a giant spinning ring - roll around as a morph ball to avoid these attacks. However, keep a close on Helios, as he will soon be surrounded by five orange robots - use your seeker missiles to lock onto all five and destroy them simultaneously, which will cause his shield to vanish. Now flip to Hypermode and shoot him as fast as you can - you'll knock his armor loose after enough damage, revealing his true weak point for several seconds. Now, his weak-point is only vulnerable to Hypermode attacks, so switch up and hammer away. Repeat these steps until Helios assumes his humanoid form.



When Helios grows a pair of arms and legs, he'll launch several new attacks. Jump before he stomps his feet to avoid an energy wave, and watch out for the energy balls he launches during this phase. Attack the red joints in either of his legs to knock him down to the ground, enabling you to blast Helios directly. After enough shots, his weak point will again be exposed - remember to use Hypermode to deal damage.



Helios will occasionally transform into a tornado and whirl around. Counterattack by transforming into a morph ball

and laying bombs at his base. After a few explosions, he'll reveal his weak-point again - use Hypermode as usual.

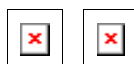


Armorsuit Upgrade: Hyper Missile

Helios leaves behind a Hyper Missile upgrade. You can now launch uber-powerful missiles while in Hypermode.

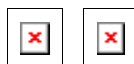


After collecting the Hyper Missile upgrade, four Phazon growths will appear on the arena's walls. Fire a Hyper Missile at each one to destroy them, revealing the core. Now just press "A" when instructed to unload your Phazon directly into the core, thereby destroying it.



**** Objective Complete: Destroy the Leviathan Seed ****

With the core destroyed, Samus will return to space and learn of a message received from Gandrayda from the Pirate Home World, which is your next destination.



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Landing Site Bravo

After touching down, head through the door dead-ahead.



Lift Hub Access

Wind through the hall to another door. But you'll face some light resistance from several hypermode-enabled Crawl tanks -- they can take quite a beating, so take them down in Hypermode.



Lift Hub

As you enter the room, a turret will lower and open fire. This thing's pretty damn resilient, so Hypermode use is highly recommended.

This room contains three points of interest: The lift dead-ahead, a locked door to the left, and another on the right. Both doors require upgrades you don't yet have, so hop aboard the lift and interact with the terminal to select the top floor.



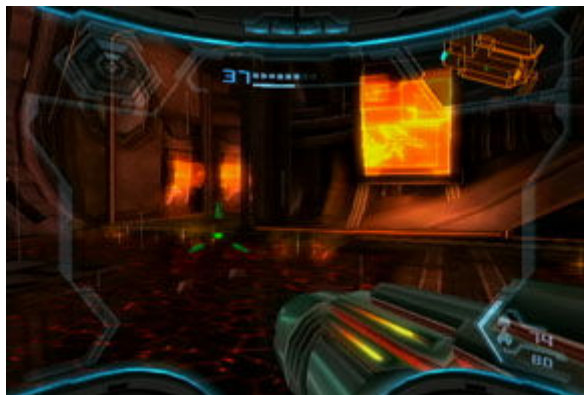
After stepping off the lift, continue down the hall (past the first room on the right) and head through the door, leading into the Command Courtyard.



Command Courtyard

The open-air Command Courtyard is currently being assaulted by a monsoon of Acidic Rain. This greatly restricts your movement in this area, as the acid rain will ravage your suit within seconds, so avoid it as much as possible.

There's an alcove to the northeast containing a tunnel you can use to access other area of this facility. To get there, follow the walkway (which is protected from the rain by an overhead tube) to get there safely.

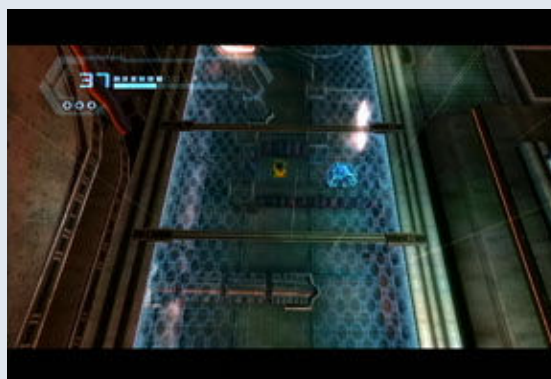
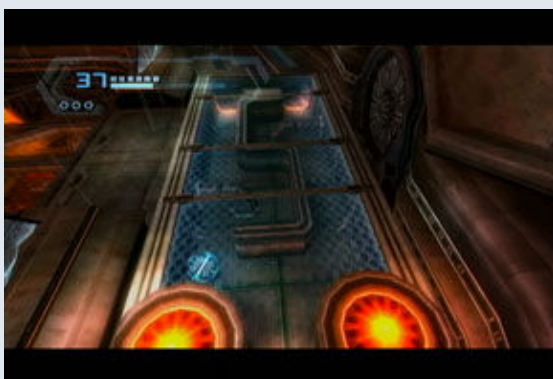


Once there, you'll spot several fans blocking the entrance to an air duct, so you'll have to find some way to cut the power. Leap to the grab ledge high up on the wall, just right of the fans to enter an auxiliary morph ball tunnel - once inside, make a small hop to the right to enter the tube and follow it to where the path splits in two.

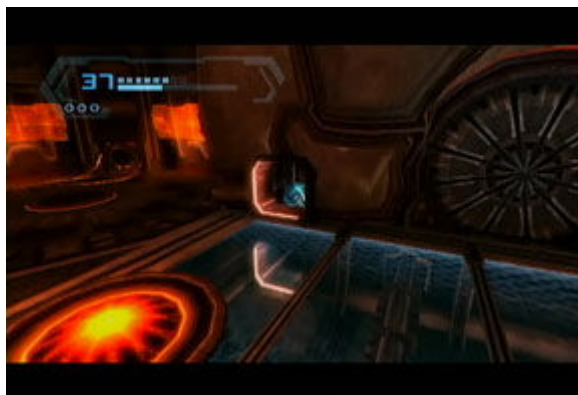


Weapon Upgrade: Missile Expansion

When you reach the split path, follow the left route to grab the Missile Expansion you passed just moments earlier.

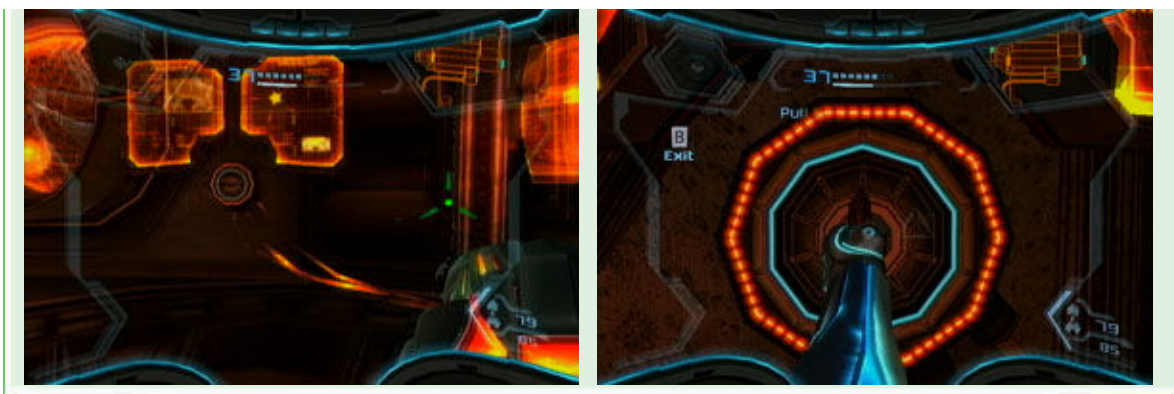


At the split path, follow the right route until you reach an opening on the right side. Head inside and jump to escape the tunnel and emerge on a walkway.

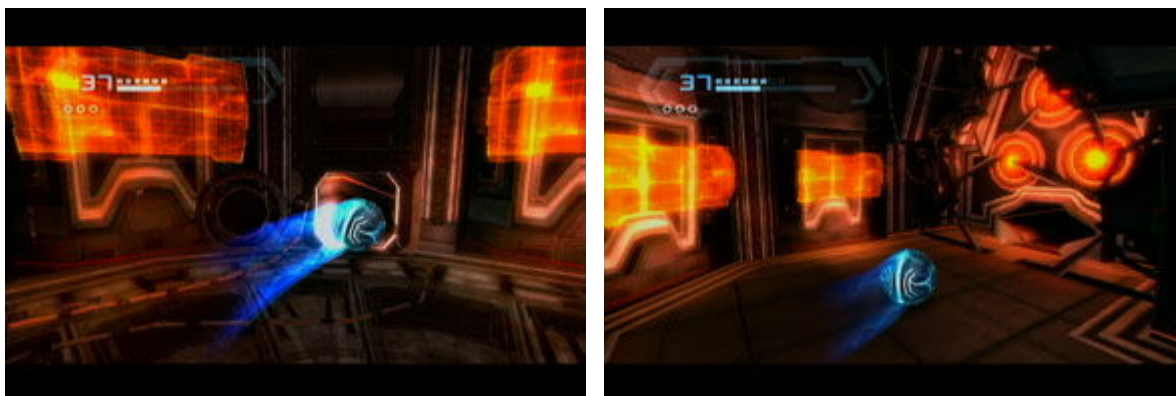


Energy Cell

Once on the walkway, grab the Energy Cell from the nearby wall to power down the fans from earlier. Oh, and now you another Energy Cell too! That should make three total.

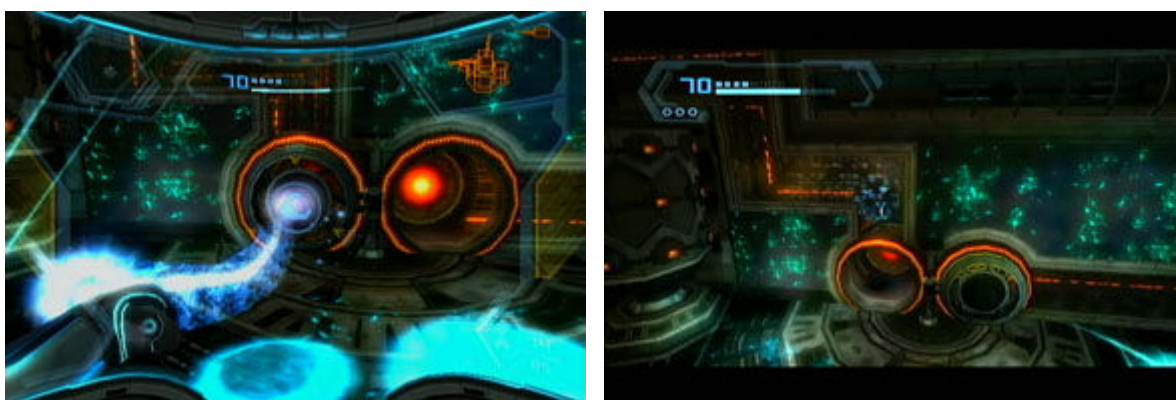


After grabbing the energy cell, roll down the morph ball tunnel that opens to drop back into the fan room. Since you cut the power, you can now safely roll into the air duct just beyond.



Flux Control

Drop into the hole at the end of the hall and continue on to an apparent dead-end. Here you'll find two morph ball tunnel entrances, one of which is blocked by a hatch. The right tunnel leads to an area requiring an upgrade, so skip it for now. Instead, use your grapple lasso to flip open the hatch, allowing access to the left tunnel. Now roll inside and follow the path.



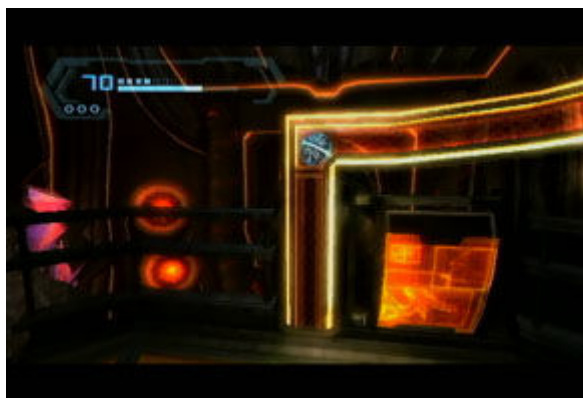
Command Station

Weapon Upgrade: Missile Expansion

After dropping from the shaft into this room, follow the right path to a small alcove containing an expansion you can reach with a short jump.



After you drop down the shaft, you'll emerge underneath a floor, where you'll spy Space Pirates working above. Roll left along the path, ride the lift up, and continue along the tube.



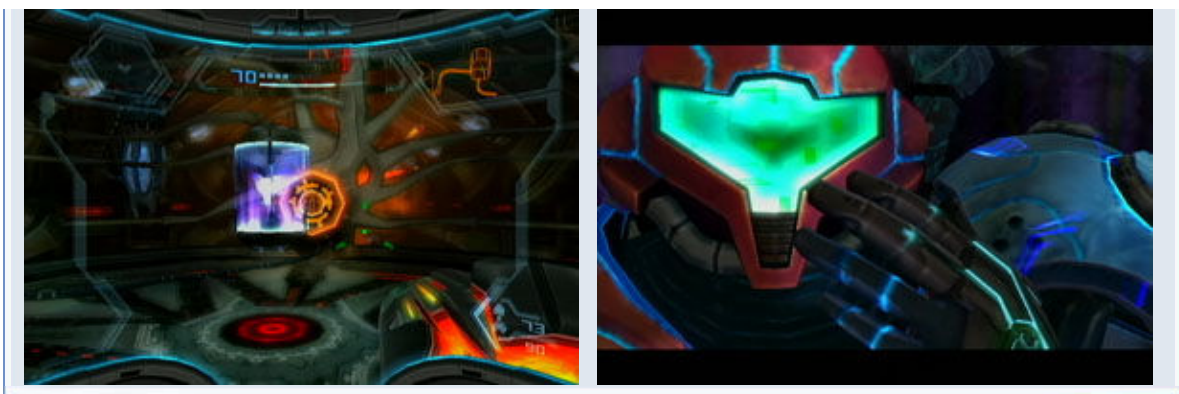
Command Vault

You'll pop out in the Command Vault. Here you'll find a morph ball tunnel covered by a hatch, and a terminal you can't yet interact with - just swell. Thankfully, there's an upgrade suspended from the ceiling that will enable you to use that terminal, among many others. To reach it, back up against the wall (by the covered morph ball tunnel) and look up - you'll find another of those multi-lock things. Fire a seeker missile at each one to drop the suspended upgrade to the floor.



Armorsuit Upgrade: X-Ray Visor

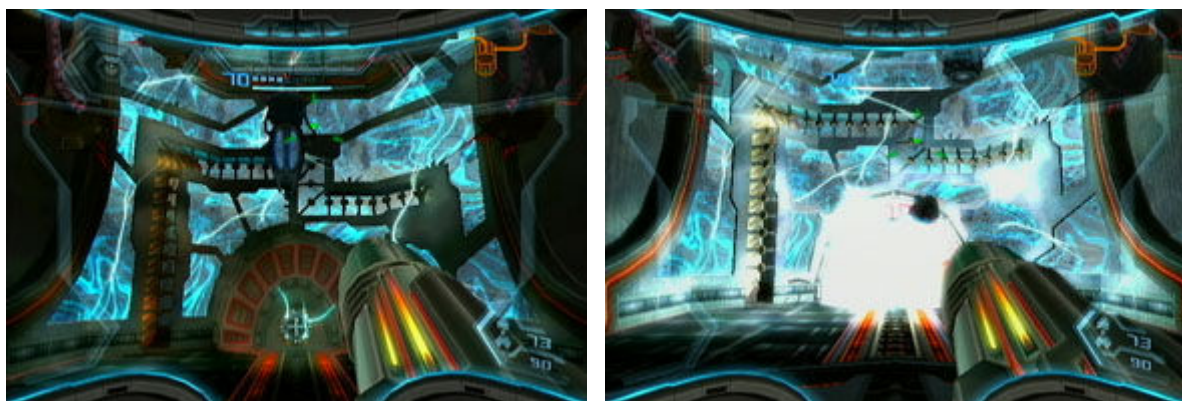
Collect the upgrade to acquire the X-Ray visor. This sweet power-up will allow you to interact with various terminals, as well see through some walls, and find certain enemy weak-points. Awesome!



Now that you have the X-Ray visor, put it on by holding the "-" button and selecting the bottom-left visor. This will allow you to see the buttons on the terminal by the window. Simply press the buttons surrounding the screen in the same order as they appear in the central of the display (just like your ship's radio).



After successfully entering the unlock code, a conveyor belt carrying explosive containers will activate along the ceiling. Shoot one just as it passes over the obstructed morph ball tunnel to destroy the obstruction, allowing you to continue through.



Defense Access

After entering, a large Phazon-covered gate will close, blocking one of the exit. No worries, you'll be able to open it soon enough. Exit through the blue door at the end of the hall.



Security Air Lock

Weapon Upgrade: Missile Expansion

Just walk up to the Missile Expansion in the center of the gate to grab it.

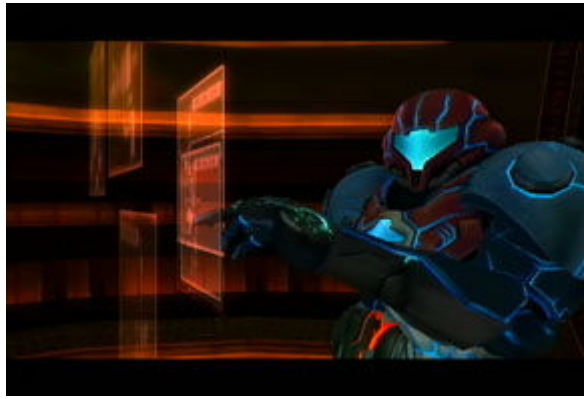


To unlock the large gate, activate your X-Ray visor to see a circular emblem that moves around - fire a shot at each of the five positions it moves to. Once it's unlocked, hop into the ball slot on the floor to ride the platform around to the other side. Now exit through the door to the lift.



Lift Hub

Ride the lift back down to the first floor. Since you now have the X-Ray visor, you can finally open the door left of the lift. Interact with the terminal (while wearing said visor) and input the code shown to open the door to the map room. Head inside to acquire the map for this world.



Immediately after, a captured federation trooper will radio in that he has knowledge of how to get past the acid rain, but you'll have to track him down first - he'll download his coordinates to your map. Now return to your ship at Landing Site Bravo and set course for the Research Facility.



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Landing Site Alpha

Objective: Meet Up with Captured GF Trooper

Follow the path through the door ahead.



Scrapvault Lift

Activate the lift via the hand panel, and ride it up a floor. Once there, you'll find a large security hatch blocking the path, so you'll have to find some way to activate the access panel on the other side.



Fire a missile at a small access hatch along the left wall, revealing a morph ball tunnel. Roll inside, hop into a tube on the right, and follow it to a small room. Walk up to the window to spy the access panel - fire a few plasma blasts to activate it, thus opening the door. Now backtrack through the morph ball tunnel and continue past the open hatch to the door.



Scrapvault

Climb the platforms bordering the room until you reach a dead-end. Look up to spot a grab ledge leading into a morph ball tunnel - leap to it and roll through the tunnel.



Weapon Upgrade: Missile Expansion

Actually, don't jump to the grab ledge just yet - there's a missile expansion nearby. From the platform just prior to the grab ledge, use the screw attack to reach a far ledge to the right (along the same wall as the grab ledge). Once there, face toward the room's center to spy another grab ledge leading to a missile expansion.



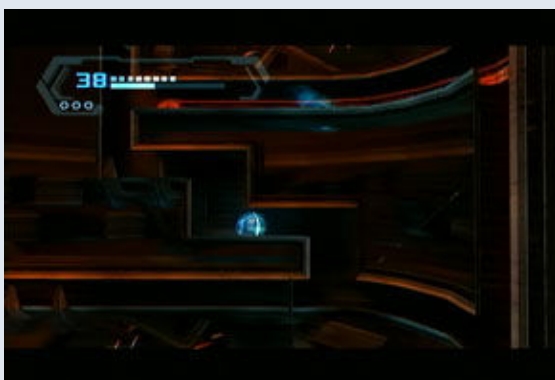
Scrapworks

Plant a bomb in the slot at the end of the tunnel to raise a blockade and continue on up to a pair of moving platforms. Wait for the one on the left to lower, then jump aboard and ride it to the top, then follow the tube up to the first obstruction. Once there, either take the route above to nab an Energy Tank (shown below) or blow up the obstruction with a bomb to roll down a ramp.

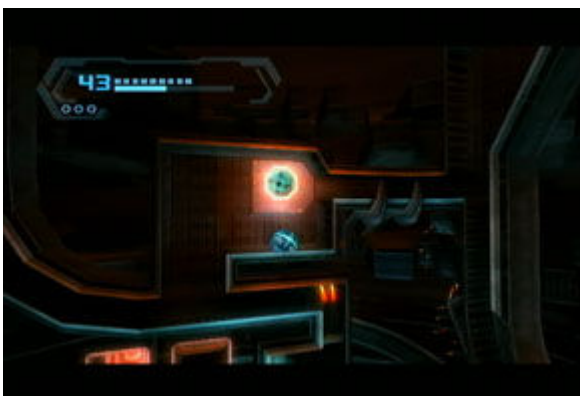


Weapon Upgrade: Energy Tank

Just before the first destructible barrier, you'll spot another path above that you can leap to. Jump up the ledges to find an Energy Tank at the top of a tall shaft. Use a bomb jump to reach it.



Hop into a second slot and plant another bomb to lower a piston just below, allowing you to roll through. Jump into another tube at the end and follow it back into the Scrapvault.



Scrapvault

Use your plasma beam to solder the left circuit board, restoring power to the central terminal. Now don your X-Ray vision, interact with the terminal and complete the sequence to open a nearby door back in Scrapevault's main room.



Now re-enter the morph ball tunnel and continue past the bomb slot you recently activated to enter a large half-pipe. Use the boost ball to gain momentum and launch yourself to the top-right corner. Now drop down the first gap on the right to find another slot - plant a bomb there to reveal a tunnel opening near the base of the half-pipe. Roll back there and follow it to reemerge back in the vault's main room.

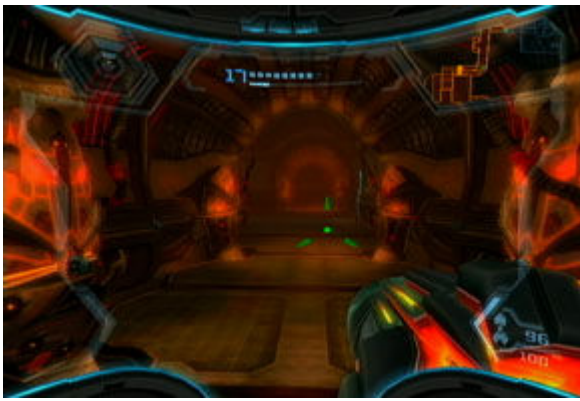


After popping out of the tunnel, a security droid will sense Samus's presence and call for reinforcement. Two commando pirates will drop in - use Hypermode to deal with them quickly. Now exit the room by climbing the ledges to the ease, where the gate used to be, and continue through the door.



Processing Access

Just cross the room to a door on the other side. But be aware of two sets of lasers that flank the two hallways -- use your X-Ray visor to spot them. Use the morph ball to roll beneath them, but if you trigger one accidentally, you'll merely have to combat a single commando pirate who shows up.



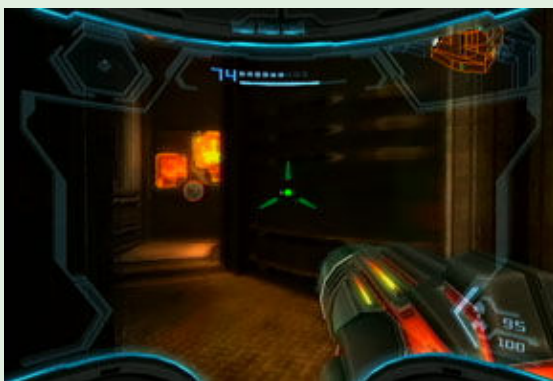
Metroid Processing

Upon entering, three Space Pirates will ambush you. After destroying all three, a terminal along the southern wall will activate. Interact with it while wearing the X-Ray visor and complete the lines to reveal a lift nearby - take it down a floor up to two branching paths.



Energy Cell

Travel down the left path first and collect the energy cell from the wall. You should now have four total.

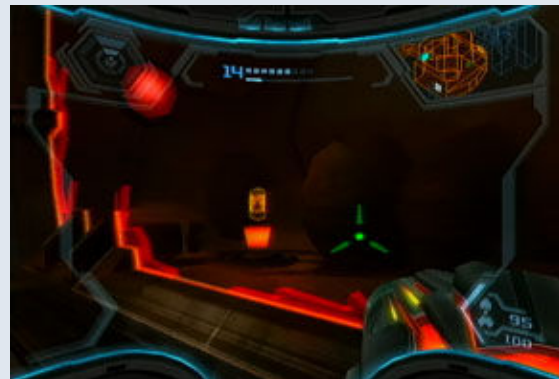


After collecting the energy cell, the room's power will be cut, releasing the trapped Metroids above. Oh well - now check out the opposite path to find a busted circuit board. Solder it together to activate a morph ball lift in the central column of the main room. Now take the elevator back upstairs.



Weapon Upgrade: Missile Expansion

Check out the eastern containment unit that one of the Metroids broke out of for a Missile Expansion.



Back in the main room, three escaped Metroids will attack. Take them down (Hypermode suggested), then look for the morph ball lift on the north side of the central column (you may have to wait several seconds for it to arrive). Ride it up a floor to a walkway that provides access to two new rooms. Take the right route (through the ice door) for a Missile Expansion, shown below, then head through the opposite door (the orange one) to continue your journey.



Weapon Upgrade: Missile Expansion

Take the right route first, through the ice door, to find a small panel on the floor that can be destroyed with a bomb, revealing a morph ball tunnel. Roll inside until you reach a spinner - use the Boost Ball move to rotate the platform, connecting it to a secondary track. Now jump up a couple ledges to the expansion.



Airshaft

The Screw Attack surface ahead isn't of much use by itself, so look up instead to spot four yellow lights. Fire a seeker missile at each to reveal a second Screw Attack surface. Use the two surfaces to climb the shaft, but keep tapping jump afterward to reach the target ledge (if you drop early, you'll simply land on a nearby ledge -- turn around and jump up a couple platforms to get to your destination.) Now follow the path to a door.



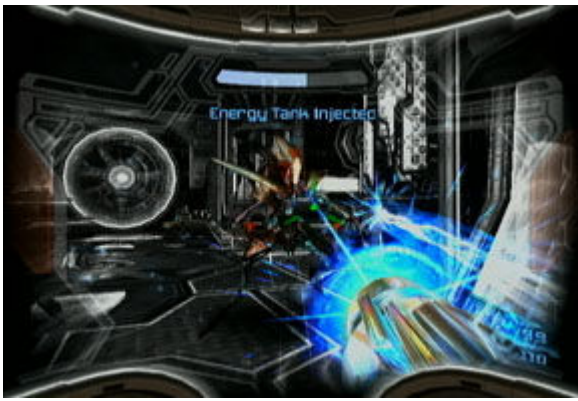
Craneyard

Upon entering, a cutscene will reveal an upgrade inside a giant test tube - this baby will be your's soon enough. For now, exit via the opposite door.



Proving Grounds Lift (meet with captured GF Trooper)

Well, you've found the GF Trooper, but he's under assault from three Space Pirates. Use Hypermode to clear them out quickly, then walk up to the trooper to learn about a suit upgrade that is imperious to acidic rain.



**** Objective Complete: Meet Up With Captured GF Trooper ****

Thankfully, he knows of a quick route there, but he needs your help. Walk up to the switch opposite of him and perform the "pull, twist, push" motions as he calls them out to activate a lift that you can ride to the roof.



Proving Grounds(meet with captured GF Trooper)

Why the GF Trooper isn't a trooper at all; he's actually a she. A she named Gandrayda. It seems the Phazon has corrupted her beyond help, which means you'll have to put her to sleep like the other two bounty hunters.

Boss: Gandrayda

Gandrayda's unique shape-shifting powers makes for a pretty unique boss fight. She will also adopt new forms and attacks as you deal more damage.

Overview:

- Gandrayda, while in her main female form, is consistently vulnerable to attack - particularly to Hypermode blasts.
- When she adopts any of her five forms, she has the exact same strengths and weaknesses as the original organism. Exploit those weaknesses to continually deal damage.



Gandrayda will begin the battle in her standard, female form. She is always vulnerable to attack while in her main form, but she can be damn tricky to target - keep your distance so you improve your ability to lock-on, then pummel her with Plasma Blasts. During this phase, she will leap around sporadically, emitting energy waves/projectiles around her, which you should jump over. She will also lunge at you on occasion - if she grabs hold, shake the nun chuck and Wii Remote vigorously to loosen her grip.

For now, she'll transform into one of three enemies:

- **Aerotrooper:** Use Ice Missiles
- **Berserker-G:** Shoot the purple energy balls she emits to expose the weak point on his head - target this in Hypermode for massive damage.
- **Swarmbots-G:** Target any part of this giant swarm to inflict some pain. Also, you can destroy the individual bots to gather some health items.



After you deal a quarter damage to Gandrayda, she'll lower the arena's walls, exposing the acid rain outside. Just be careful not to step foot outside the arena, otherwise you'll begin taking heavy damage.

At this time, she will also add a couple new forms to her repertoire:

- **Ghor:** When he performs his laser attack while standing in place, roll beneath him and plant a bomb in his crotch to stun him. Now lay into his forehead from Hypermode.
- **Rundas:** Fire missiles to stun him, then rip his armor loose with your grapple lasso, exposing his weak point. Target this in Hypermode for major ownage.



Once you deplete her health down to about half, she will alternate between her usual self and only one additional form:

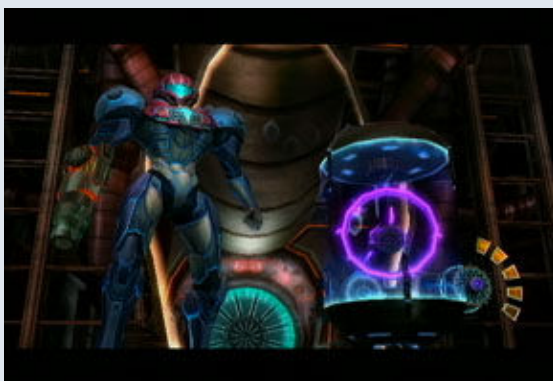
- **Samus-G:** It's like battling a mirror image! Samus-G is always vulnerable to attack, but she has several powerful attacks of her own. She'll frequently launch a high-powered laser beam and roll around rapidly as a morph ball - use jumps to avoid both of these. However, while Hypermode may be effective, it can be difficult to target Samus. If you avoid her laser attack, counter-attack in Hypermode to take advantage of her stationary position, otherwise stick to plasma blasts.



Once Gandrayda's health dwindles to a quarter, she'll enter her final phase: herself. That's right, she won't change forms now at all, however, she will jump around wildly, launching her energy attacks at every available opportunity. If you have health to spare, target her in Hypermode (ideally while she's coming toward you, for easy aiming), otherwise stick to your standard weapons.

Armorsuit Upgrade: Grapple Voltage

Gandrayda's demise reveals a new suit upgrade. Every cloud has a silver lining, eh? This puppy allows you to latch onto certain objects and either supply it with energy, or take it away.



You can use your newly acquired Grapple Voltage ability to unlock doors, such as the one ahead - good timing, eh? Latch

onto the nearby terminal with your grapple, then press up on the control stick to provide power to the unit (the amount of power required is indicated by the lights). Once it's fully charged, the shield will vanish, allowing access to the door beyond.



The Aurora unit will soon chime in that she's found some Chozo artifacts in SkyTown that will be of use in accessing the remaining area of the Pirate Base. So return to your ship (via the route below) and make haves back to SkyTown.

Transit Station 1-B

Follow the hall to the transit station. Interact with the hand panel on the wall to summon the train. Hop aboard and interact with the train console (by tilting the Wii Remote back, then forward) to ride it to Transit Station 1-A.



Transit Station 1-A

After getting off the train, continue through the door at the end of the hall.



Landing Site Alpha

Latch onto the terminal and siphon its energy (by holding down on the control stick) to open the way. Now board your ship and head to Landing Site A, in SkyTown.



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<<	Command Center	Research Facility	Elysia (Revisited)	>>
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Landing Site A

Objective: Investigate Artifacts on SkyTown

After touching down, check your map to spot a few western you haven't yet explored - that's where the Chozo Artifact is. To get there quickly, enter the Security Station ahead, exit via the western door and use the cannon to reach Junction. Once inside, continue through the first door on your left (to the south) to reach Zipline Station Alpha.

Zipline Station Alpha

The zipline is blocked by a gate - energize it with your grapple lasso by holding up on the control stick to make it go away. Now grab hold of the zipline and ride it for all its worth - which apparently isn't far. The track will collapse near the end, dropping Samus onto a platform. Leap to the one ahead, then use the Screw Attack to cross the chasm to the door.



Powerworks Access

The green energy shield is covering a morph ball tunnel - why this won't do at all! Latch onto the nearby terminal and siphon its power to drop the shield - now roll through the tunnel to a door.



Powerworks

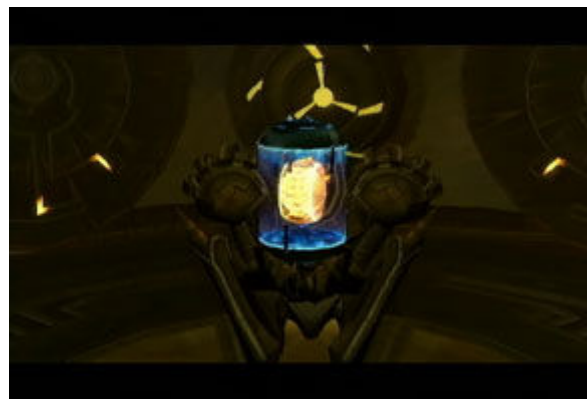
Fire a seeker missile at the four lights ahead to energize a circuit, revealing a morph ball tunnel.



After rolling through, you'll spot a fallen gear in the center of the floor. It seems this cog was a crucial part of the room's machinery, but you'll have to get some leverage first in order to put it back. Jump up onto the nearby ledge, then latch onto the gear and pull to fling it into the air - now quickly fire a charged shot at it as it hovers in place to knock the cog back onto the machine.



With the machinery complete, the Spider Ball upgrade will be revealed.



Armorsuit Upgrade: Spider Ball

The Spider Ball ability allows Samus to magnetically latch onto morph ball tracks scattered about the worlds - in fact, you'll have to make use of one to escape this room!



Note:

Now that you've acquired the Chozo Technology you came, what's next? While you can technically head back to the Pirate's Homeland now, we strongly suggest grabbing another Energy Cell now available to you on this planet in Ballista Storage. Keep reading to obtain it.

**** Objective Complete: Investigate Artifacts on SkyTown ****

After grabbing the upgrade, the platform will move aside exposing a hole. Drop down and enter the morph ball tunnel. Hold Z to latch onto the spider ball tracks within and continue on.



There are a couple of things to keep in mind when traversing these tracks:

- When you reach a gap between section of track while heading down, briefly release the Z-button to let go, then immediately repress it to latch onto the track below - just time your release to avoid the fire.
- When you reach a gap when heading up, plant a bomb (while still holding Z) to bomb-jump to it.

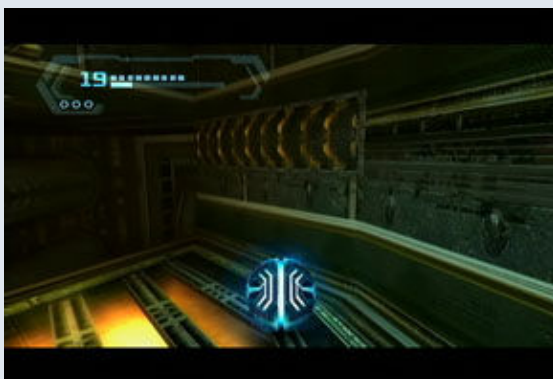


After dropping onto the platform, climb another morph ball track dead-ahead and follow it to a door.



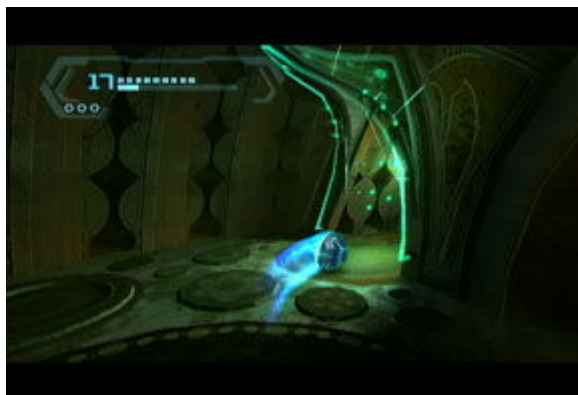
Weapon Upgrade: Missile Expansion

After you drop off the morph ball track onto the platform, there's another easy-to-miss track on the exact opposite wall. After latching on, you'll come across two sections that are separated by a large span - to cross these, use the Boost Ball move to shoot from one track to the next. A missile expansion awaits those who make it to the end. Also, for a quick way back to the platform, just drop into the abyss to start back there (though you will lose 2 health, big whoop).



Powerworks Access

Roll through the tunnel and exit via the far door, back to Zipline Station Charlie.



Zipline Station Charlie

Oh right, the zipline is still out, but thankfully, your Spider Ball power will save the day. Screw jump over to the far platforms and use the Spider Ball to climb the vertical rail. You'll come across several sections that are separated by a large span - to cross these, use the Boost Ball move to shoot from one track to the next.

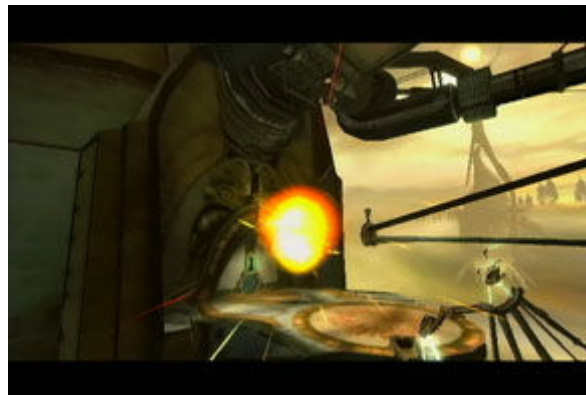


Weapon Upgrade: Energy Tank

When you reach the second platform, bomb-jump up the vertical shaft to latch onto a circular rail above. Climb it to the top and drop down the center for an Energy Tank.



The rail eventually leads to a platform almost identical to the one you started from. Screw jump to the door.



Junction

Head through the western door, first on the left.



Skybridge Hera

Roll into the ball slot and use the Boost Ball to energize the cannon - use it to cross the gulf to a door.



Maintenance Shaft GP

Continue through the door at the hall's end.



Construction Bay

Turn right to find another Energy Switch - latch on and provide it with power to activate a nearby morph ball lift; ride this up to the door.



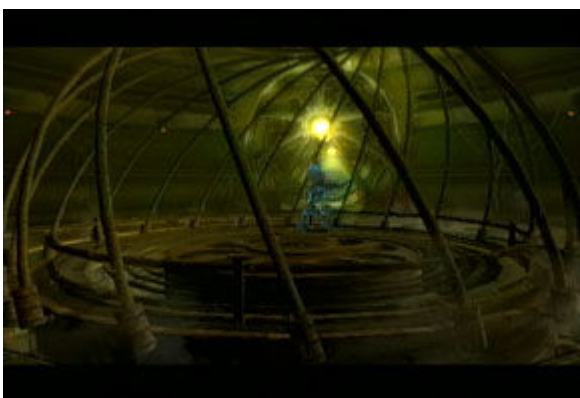
Ballista Lift

Take the lift downstairs to a door.



Ballista Lift

Ride the lift to the basement to encounter another Steamlord and his army of bots. Take him down like the one before, but also employ your X-Ray visor to track him when he cloaks.



With the room clear, you'll find a locked sealed gate on the western side of the room, between two turbines. Latch onto both turbines and supply them with energy to overload their circuits, causing the gate to open



Energy Cell

Head inside the opening and grab the energy cell. This should bring your total to five.



After grabbing the energy cell, you're all set to return to the Pirate's Homeworld (use your map to backtrack to landing dock A). However, there are several power-ups you can now access with all of your recently acquired upgrades; peep them below.

Hoverplat Docking Site

Gunship Upgrade: Missile Expansion

Return to Hoverplat Docking site via the northern door in Junction. Now screw jump the chasm to the floating platforms to find a snaking morph ball track - latch on and use the boost job at the very end of the various sections to leap from one track section to the next. You'll find a gunship missile expansion near the end.



Steambot Barracks

Armorsuit Upgrade: Missile Expansion

Use the half pipe to reach the upper area, and enter the morph ball tunnel just beyond the elevator. Blow up the obstructions and continue up to the jet stream. As you enter it, hold down "Z" to latch onto an upcoming magnetic track and follow it to a missile expansion. (Note: If you miss the magnetic track, a simple bomb jump can get you back there).



Now that you've collected everything this planet has to offer, return to the Pirate's Homeworld Research Facility.



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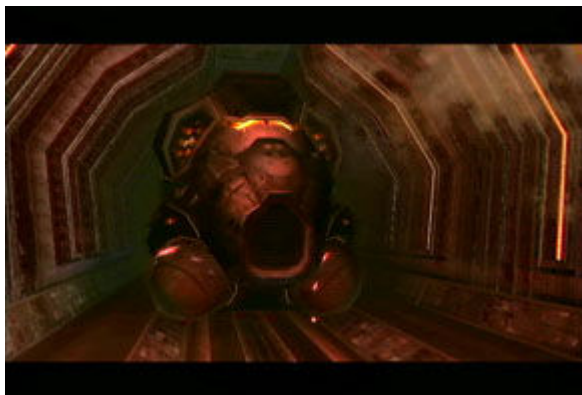
<<	Research Facility (revisited)	Command Center (revisited)	Mining Site	>>
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Landing Site Alpha

Objective: Find the Acid Shield Unit

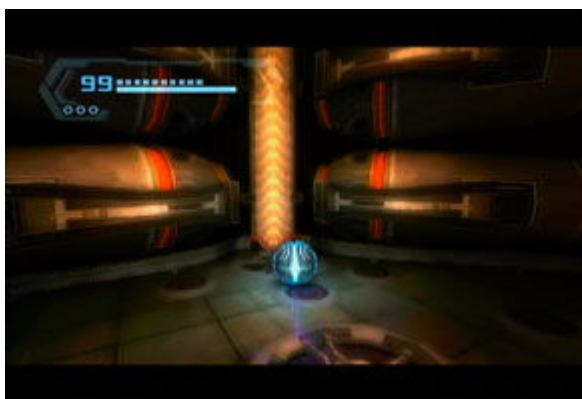
It's good to be home...well, the Space Pirates home at least. As you land, the commander will report that an energy barrier is protecting the pirate's base, preventing the armada from attacking.

For now, make your way to the Craneyard (it'll be marked on your map as "Find the Acid Shield Unit"). To get there, board the train at Station 1-A (via the path behind you ship) to arrive at Station 1-B. Exit the room into the proving grounds, where you battled Gandrayda. Ride the lift down and continue through the hall to a door, leading to the Craneyard.



Craneyard (find the acid shield unit)

Look for a Spider Ball track along the left wall and follow it to drop into a small room. You can see the Hazard Shield through the window, but can't reach it quite yet. Instead, hop into another morph ball tunnel along the wall.



You'll emerge at the foot of a tower, with two ball-slots at the base. The left one rotates the bottom portion, the right the top portion. By rotating both portions using the Boost Ball, you can adjust where the track leads to.



Weapon Upgrade: Missile Expansion

Before continuing, rotate the tower into the position shown in the image below to create a track that leads to a missile expansion.

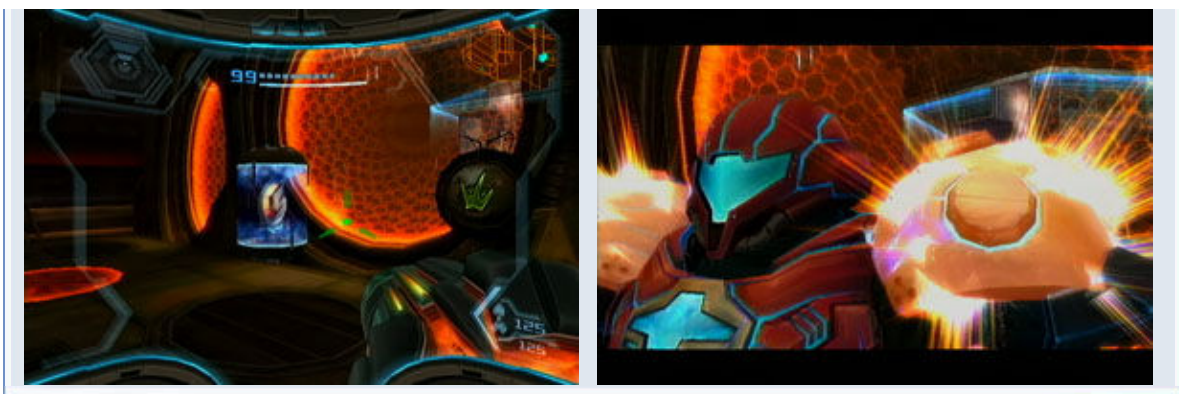


Reposition the tower so the track matches the images below, then use the spider ball to climb the track into a control room. Once there, interact with the hand panel to have the hazard Shield brought to you.



Armorsuit Upgrade: Hazard Suit

Grab the power-up to equip the Hazard Shield. You can now cross through acid rain and fuel gel without incident.



**** Objective Complete: Find the Acid Shield unit ****

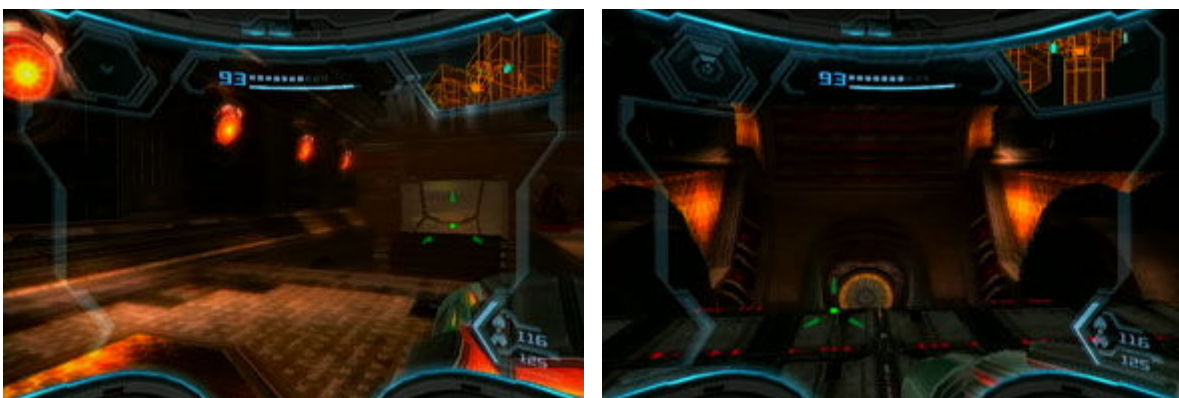
Objective: Get Past the Acid Rain

Immediately after collecting the Hazard Suit, a pair of Space Pirates will blow open the windows and attack. Take them down to reveal another hand panel on the southern side of the central structure below. Hop down and interact with it to open a glass obstruction, leading to a high ledge. However, a horde of Space Pirates will also attack. We suggest ignoring them, and quickly climbing the platforms up to the exposed ledge, and continue through the door ahead, leading into Airlock.



Airlock

Use the platforms (just before the green surfaces) to drop to the lower door, leading into Metroid Processing.



Metroid Processing

Cross the room to the door on the opposite side, leading to Creche Transit.



Creche Transit

Walk through the acid rain (thank god for that suit, eh?) and leap to the Grab Ledge above. On your left, you'll find some crystallized Phazon - enter Hypermode and fire a Hyper Missile to destroy it, revealing a door.



Metroid Creche

Skip past the first circular ground structure up to the second, with the ball hologram. Hop inside in morph ball form and raise it from the ground using the Boost Ball attack - at its peak, it'll launch you into a slot on the ceiling - plant a bomb there to activate the circular platform you passed moments before. Roll there now, raise it using the Boost Ball again, then plant another bomb when it launches you to the ceiling. This will cause a boss to appear.



Boss: Metroid Hatcher

The Metroid Hatcher is a ridiculously easy boss to battle. You can practically stand in place the entire battle and not worry about taking heavy damage.

Overview:

- Target the bulb at the end of the Hatcher's tentacles, until all four retract.
- When all four tentacles are retracted, shoot his mouth when it begins glowing to stun him.
- While stunned, latch onto one of his tentacles and pull to rip it loose. Repeat this pattern for the remaining three to defeat the boss.



The Metroid Hatcher will alternate between two basic attacks; one where he spins around at high speed with his tentacles extended, the other is where he'll simply charge at you.

First, focus on targeting the bulb at the base of each of the four tentacles until he retracts all into his body. Now wait for his mouth to glow purple - this is his Metroid Summon attack - shoot his mouth quickly to stun him (if you don't, a Metroid will appear, which is arguably more dangerous than the boss himself).

With the boss stunned, run up and latch onto one of his tentacles and pull to permanently disable it. Just repeat this three more times, once for each tentacle, to defeat the boss.



With the boss defeated, the final circular platform becomes activate. Roll inside and raise it with the Boost Ball to launch into a Morph Ball tunnel along the ceiling.



Weapon Upgrade: Energy Tank

About halfway through the tunnel, you'll find an opening in the ceiling with a Spider Ball track above. Leap up to it and follow the track to find an Energy Tank at the end. Note that you will have to use the Boost Ball move several times to launch from one portion to the next.

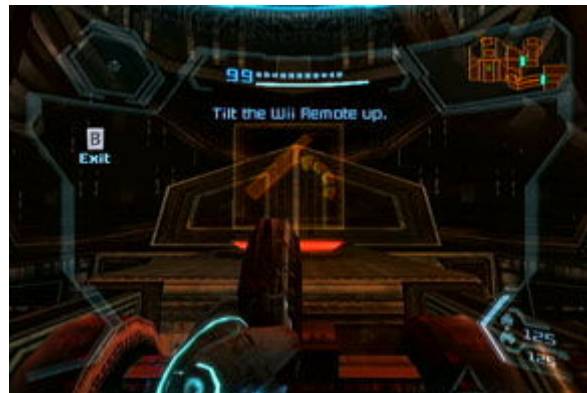


Follow it to the end and plant a bomb in the bomb slot to reveal a pair of Screw Attack surfaces you can use to climb the room. Bounce between them up to a door.



Transit Station 3-A

Save at the Save Station in a room on the right, then interact with the hand panel in the Transit Station to summon the train (remember to energize it first by scanning the component left of it). Hop aboard and interact with the controls to catch a ride to Transit Station 3-B.



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<<	Research Facility (revisited)	Command Center (revisited)	Mining Site	>>
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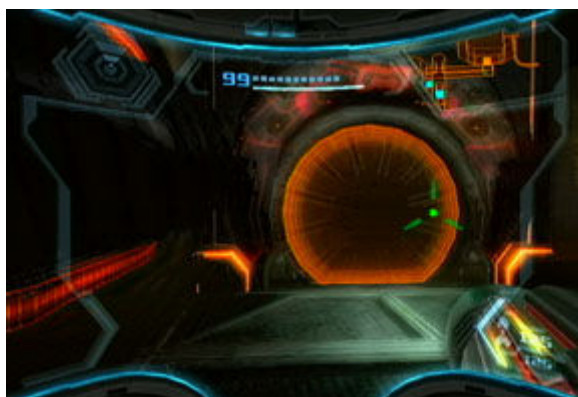
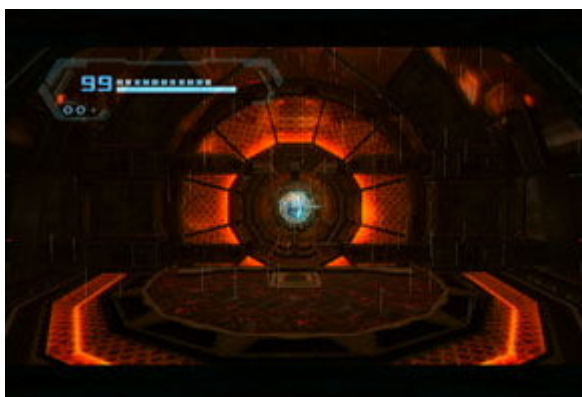
Transit Station 3-B

After arriving at the transit station, exit via the only door.



Lift Hub

Now that you're protected from the acid rain, plant a bomb in the morph ball slot on the turntable ahead to spin to the other side of the room. Now continue past the lift, to the door leading into Command Courtyard.



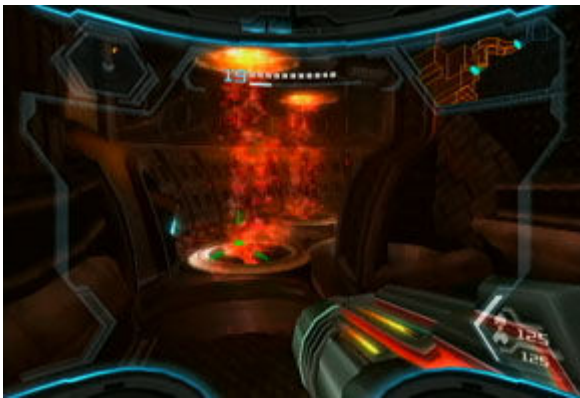
Command Courtyard

Battle the pirates away in whilst in Hypermode, then proceed through the rain to the terminal in the rear of the Command Courtyard. Latch onto it with your grapple lasso and siphon its energy to lower the energy shield, allowing access to the Courtyard Passage.



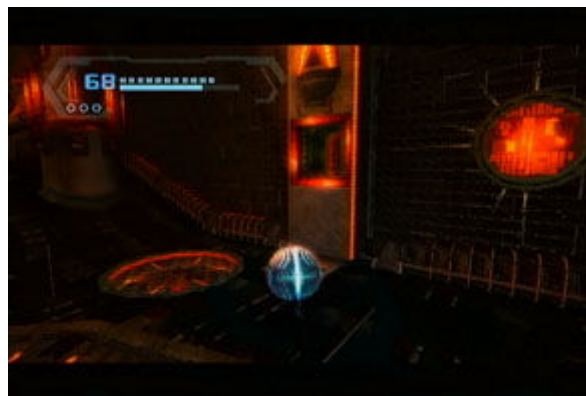
Courtyard Passage

Don't worry about the acidic falls - your suit is invulnerable to them too. Just make way through the door at the end.



Skyway Access

Oh crap; Samus will accidentally trip an alarm system as she enters the room, summoning several enemies. First a trio of Commando Pirates, then some Crawl tanks - one of which emerges from a morph ball tunnel along the right wall. Use Hypermode to take them all down, then roll through the morph ball tunnel as soon as its exposed.



Defense Access

After dropping from the morph ball tunnel, roll up the nearby spider-ball track (using bomb jumps to cross the split portions) to reach a door.



Transit Station 4-A

Activate the hand terminal by scanning the console connected to it, then interact with it to summon the train. Hop aboard and interact with the controls to catch a ride to Mining Site's Transit Station 4-B.

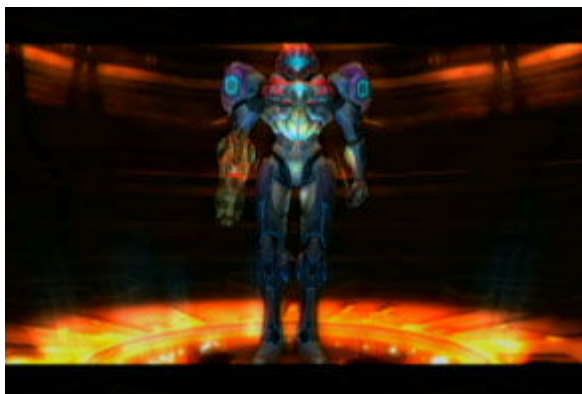


Index	Olympus	Norion	Bryyo	Elysia	Homeworld	Valhalla	Assault	Phaaze
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<<	Research Facility (revisited)	Command Center (revisited)	Mining Site	>>
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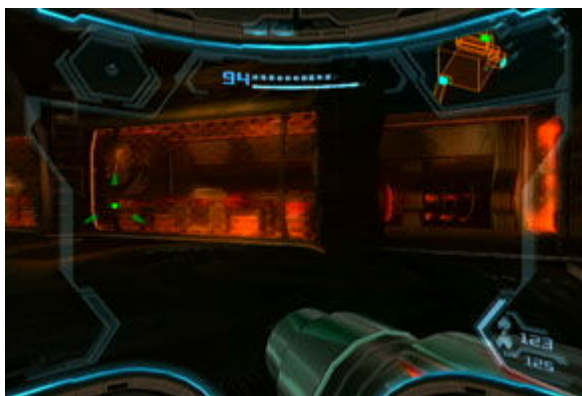
Phazon Quarry

Save at the Save Point through the door ahead, then exit through the door leading into Phazon Quarry, at the end of the hall.



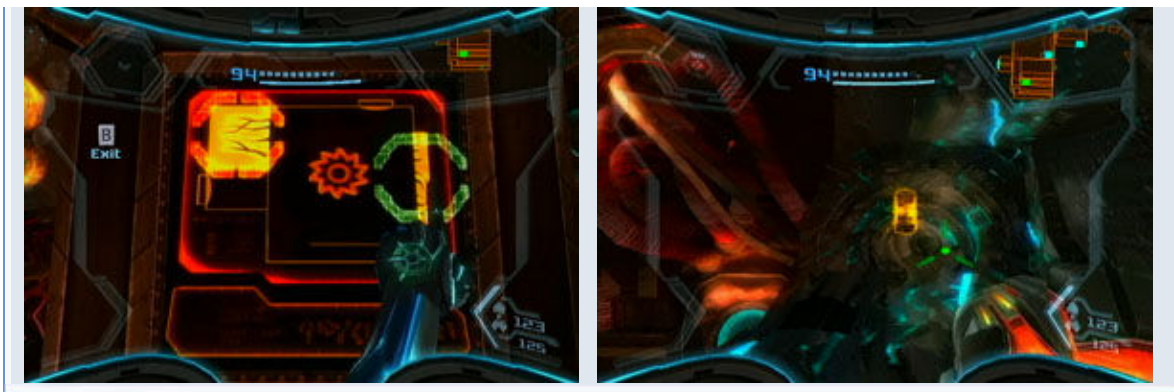
Phazon Quarry

Initiate Hypermode to take down the Pirates, then navigate to the small control room on the eastern side and interact with the terminal. Tap on the drill's picture to activate the machinery, then tap on the left green circle to drill a hole, revealing a half-pipe.

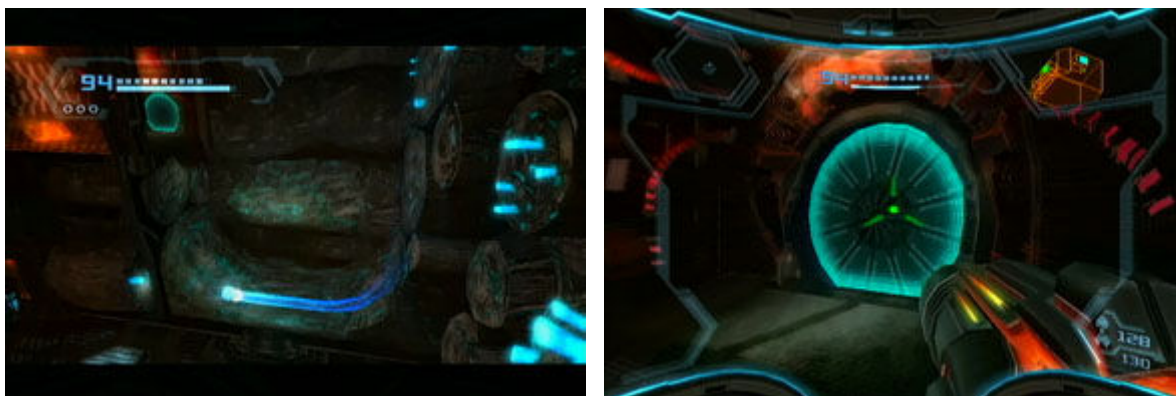


Weapon Upgrade: Missile Expansion

Tap on the second green circle to drill along another wall, revealing a path to a Missile Expansion. Look for a low ledge you can jump to along the northern wall, then jump to the catwalk and follow it to the upgrade.



Exit the control room and navigate to the half pipe on the southern side of the room. Gain momentum by using the boost ball to reach a door on the left ledge.



Mine Lift

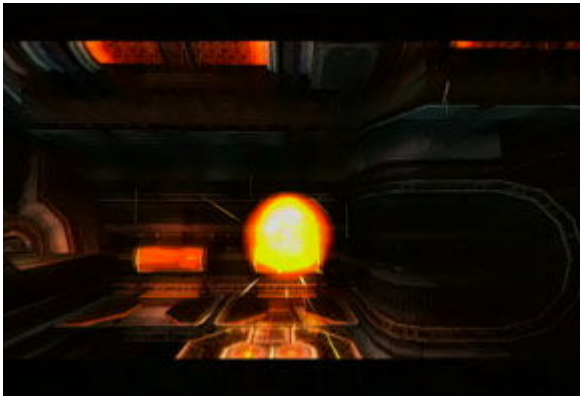
Rip the gate ahead off its hinge with your grapple lasso, then climb the morph ball track beyond with your spider ball. Bomb jump at the peak to grab onto another rail above, then follow it either right or left to drop into a shaft, with a spinner at the base. Once there, use the Boost Ball maneuver to destroy one of the elevator's support. When done, roll back up the spider ball track and head toward the shaft on the opposite side of the room. Use the boost ball again to destroy the second support, causing the elevator to drop, allowing you to exit through the door at the base.



Phazon Harvesting

Dead-ahead is a Phazon Harvester. These burly ships can't be destroyed, but you can shoot their weak point underneath to temporarily stun them - however, we suggest ignoring them completely and just hauling ass through this portion.

Use the screw jump to jump across the gap the harvester destroys, then follow the winding walkway to a door at the top.



Drill Shaft 1

You can't traverse through the green mining beams, so wait for them to dissipate first, then get going. Start off by leaping to the grab ledge ahead, then to another off the ledge's other side, to reach a door.

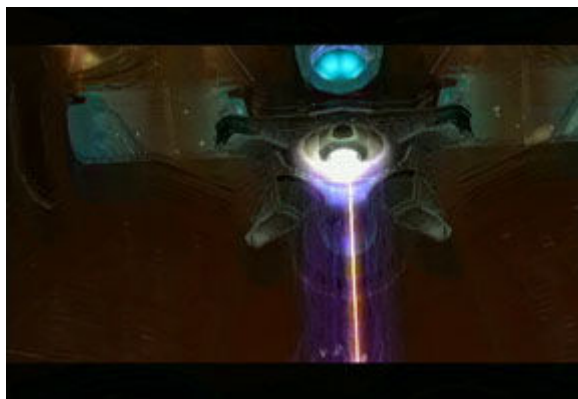


Main Cavern

Don't worry, the upgrade visible through the window will be yours soon enough. For now, activate the lift at the hall's end via the hand panel, then right it down a floor.



As soon as you step off, the doors will lock and a horde of Space Pirates will attack. Even worse, a giant mining cannon in the middle cycles between cutting and sucking - you'll want to avoid being anywhere near it, regardless of what cycle it's in. However, the Space Pirates will continually respawn unless you take the cannon offline - and ironically, the only way to do that is by feeding it Space Pirates.



Wait for the cannon enter its "suck" cycle. When it does, hold back on the control stick to avoid being sucked in, and make damn sure not to jump. At this time, the Space Pirates will cling for dear life to one of several handrails that rise from the ground. They're defenseless while hanging on, so lay into them with your Ice Missiles (your plasma beam works too, but it may take too long) to knock them off their perch and into the cannon. This will briefly short-circuit the cannon, revealing four orange projections along the ceiling - these are its weak points. Plasma blasts are ample to take them down, but you can only destroy one at a time, so repeat this process until all four are destroyed.



Tips:

Because you need the Space Pirates to damage the cannon, make sure you don't kill all of them, otherwise you'll have to wait a cycle for more to appear. Instead, we suggest taking down all but one, and shoot the last one lightly to weaken him up, allowing you to more easily knock him off the hand railing during the suck cycle.

Avoid using Hypermode - this can be a tough battle, and you'll need all the health you can muster. Also, keep in mind you need to keep at least one enemy alive to damage the cannon. We strongly suggest strafing around the room and using the pillars for cover, instead of directly attacking the enemies.

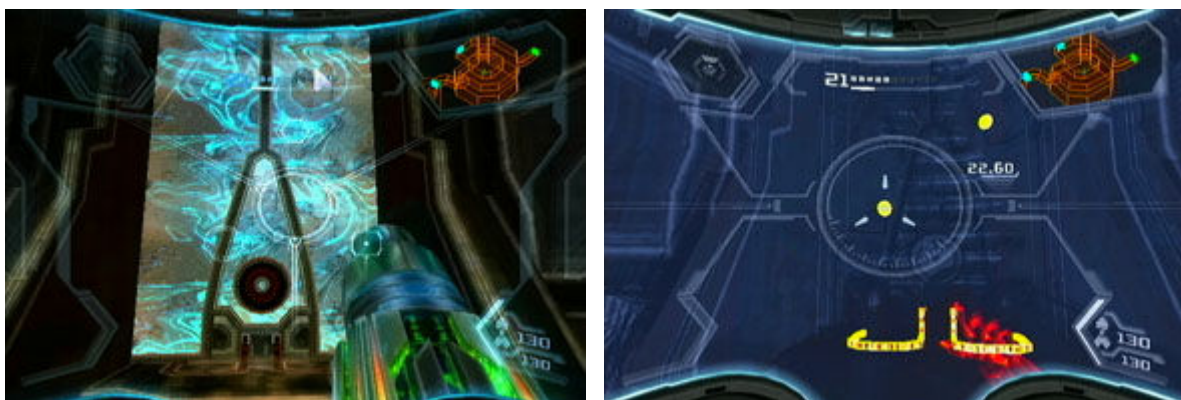
Once all four projections are destroyed, the cannon will drop, revealing the upgrade you passed before.

Weapon Upgrade: Nova Beam

Grab the Nova Beam upgrade from the fallen cannon to add it to your repertoire. This beam will allow you to shoot through Phazon walls, which will come in handy for opening several gates coming up.



You'll have to use your new beam to open the Phazon-covered door, blocking reentry to the lift. Activate your X-Ray visor to spot two yellow power points just beyond - fire a beam at each to energize the terminal in front of the door. Keep your X-Ray visor equipped and interact with the terminal - complete the lines like before to open the door. Now ride the lift back upstairs.



Energy Cell

Continue to the Phazon-shield dead-ahead and use your X-Ray visor to spot a single power point beyond. Fire a blast at it to energize the nearby terminal, then interact with it while wearing your X-Ray visor again to clear the Phazon shield out of the way, allowing access to the door beyond.



The mining drill ahead is stuck, thanks to a jam on its interior. Don your X-Ray vision to spot the jam (an orange orb) - fire a few blasts at it to free the drill, exposing a hole below. Drop in and follow the tunnel through a door.



Inside the Phazon Quarry, turn right and grab the energy cell from the wall ahead. You should now have six total.



After collecting the energy cell, backtrack to the Main Cavern, by using the Grab Ledge inside the pit where the drill was.

Drill Shaft 2

Once back at the main cavern, you can use your recently acquired Nova Beam to open a green door to the northeast.

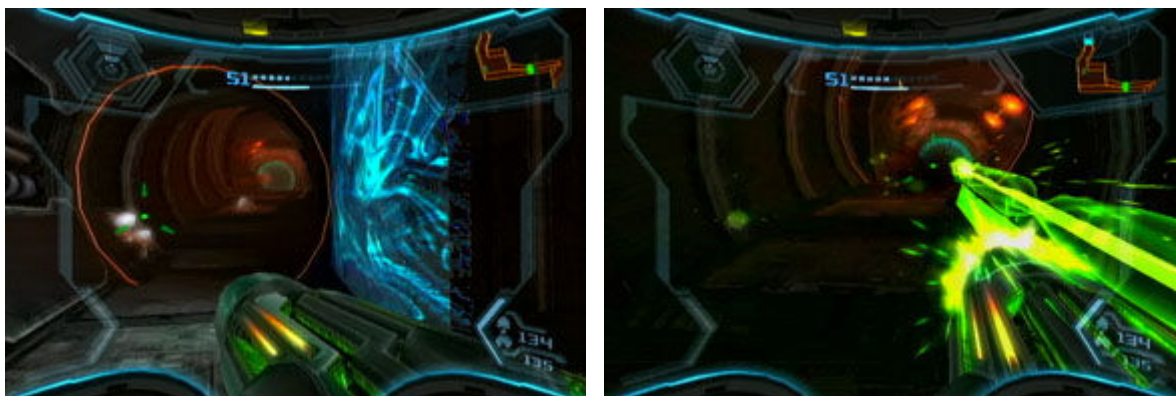


Weapon Upgrade: Missile Expansion

After entering, look for another Phazon-covered wall panel on the right. Use your X-Ray vision to spy the lock releases beyond. Shoot all four to dispose of the panel, allowing access to the missile expansion beyond.



Follow the hall through a door, leading to a new landing site.



Landing Site Charlie

Fire charged shots at all of the metallic obstructions to melt them, clearing a path for your ship to land. Once cleared, use your Command Visor to summon your ship and hop aboard. As for your destination, well, you have a couple options.



If you want to get rolling on finishing this game, make your way to G.F.S. Valhalla. You should have, at the bare minimum, five energy cells - if you play your cards correctly, this is just enough to complete your objective there. But if you misplace one, you're going to have to abandon the Valhalla and find additional energy cells elsewhere.

However, if you would like to collect the remaining energy cells (which enable you to access upgrades on Valhalla) and obtain additional power-ups from the other three planets, continue to the next page of our walkthrough for more information.

Index	Olympus	Norion	Bryyo	Elysia	Homeworld	Valhalla	Assault	Phaaze
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<<	Note	Cell #7 (Norion)	Cell #8 (Bryyo)	GFS Valhalla	>>
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The ship, Valhalla, contains something known as the "Leviathan Code" in its onboard database. You will need this code in order to lower the defense shield preventing the federation's armada from attacking the Pirate's Homeworld.

However, it's not as if you can just stroll onto the Valhalla and ask the ship nicely for the code. Oh no, this desolate craft has long since been overtaken by enemy forces, and even worse, it lacks power in many vital sections. This has caused the ship to enter lockdown mode, causing doors to block off the path to the Leviathan Code. This is where those energy cells you've been gathering come into play. By placing them in energy sockets, you can restore power to portions of the ship, allowing you to wind deeper into its bowels.

There are 9 energy sockets, and you likely only have 5 -- maybe 6 -- energy cells thus far. Thankfully, you don't have to power all nine sockets - instead, if you play your cards right, you can skate by with a mere four - which means you now have enough to complete the game. But you'll miss out on several power-ups onboard Valhalla. If you don't care about them, and just want to get the game over with, please [click here](#).

However, if you are a completionist and would like to gather the remaining Energy Cells (or if you've messed up the placement of the ones you've already gathered), continue to follow our walkthrough as usual, and make your next destination Norion.

Index	Olympus	Norion	Bryyo	Elysia	Homeworld	Valhalla	Assault	Phaaze
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<<	Note	Cell #7 (Norion)	Cell #8 (Bryyo)	GFS Valhalla	>>
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After touching down on Norion, make your way to the Cargo Hub (the central room that connects the three generator halls).

Cargo Hub

Once at the Cargo Hub, look for a door covered by a blast-shield, near a trooper. Solder the busted circuit board just left of the door to remove the blast-shield, allowing you to continue on.

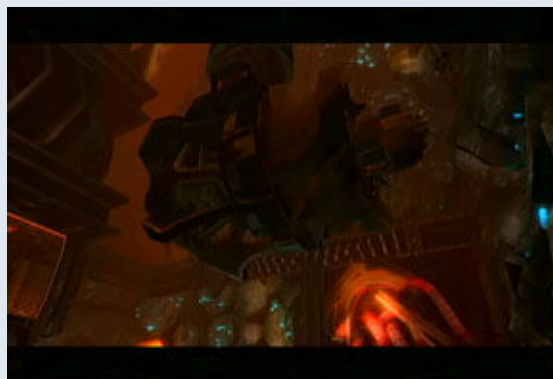


Substation West

Exit through the door on the other side of the hall. Doesn't get much easier than this.

Weapon Upgrade: Missile Expansion

Hop into a morph ball tunnel on the left, just after entering and follow the tube up to an expansion. But watch out for the moving wall panels - if they start glowing, that means they're about to jut out. So take your time and hang back until the panels ahead recede.



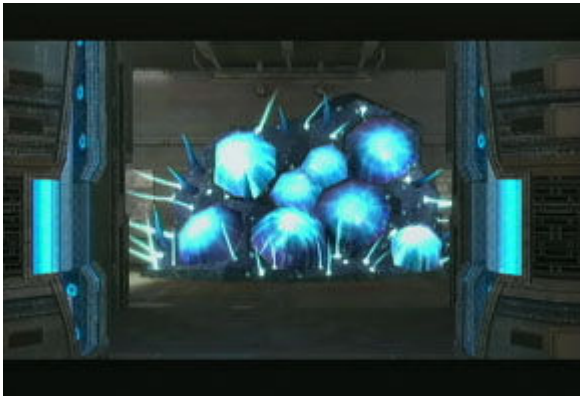
Conduit B

Follow the long hall to another door at the end, leading to Cargo Dock B.

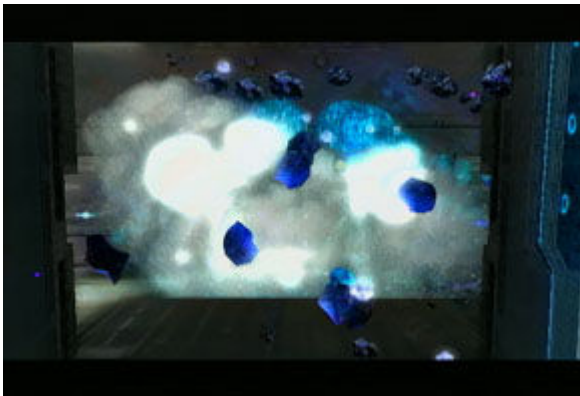


Cargo Dock B

The door you entered through will seal shut, trapping you here with a bunch of Hopping Metroids. Even worse, a big pile of Phazon blocks your exit; what's a girl to do?



Thankfully, it seems the Hopping Metroids draw their energy from the Phazon pile, meaning if you take them all down, the Phazon pile will shrivel up and go away, revealing a multi-lock door. Target the five lights with seeker missiles to unlock it, and head through.



Generator B Access

A gate on the right blocks the way, so hop into the morph ball tunnel on the left instead, and follow it to a door.



Generator B

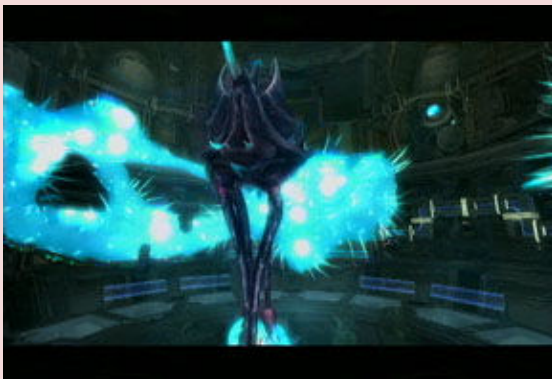
As soon as you enter. Another Metroid Hatcher will attack. Battling him is no different from before, but in case you've forgotten, here are our tips, in all of their copy & pasted glory.

Boss: Metroid Hatcher

The Metroid Hatcher is a ridiculously easy boss to battle. You can practically stand in place the entire battle and not worry about taking heavy damage. However, we do suggest battling him from the central platform to give yourself more room to move about.

Overview:

- Target the bulb at the end of the Hatcher's tentacles, until all four retract.
- When all four tentacles are retracted, shoot his mouth when it begins glowing to stun him.
- While stunned, latch onto one of his tentacles and pull to rip it loose. Repeat this pattern for the remaining three to defeat the boss.



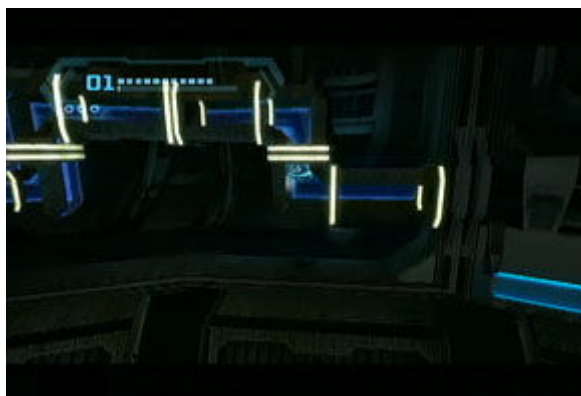
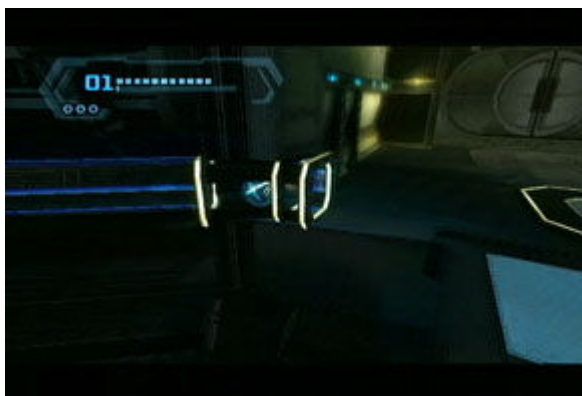
The Metroid Hatcher will alternate between two basic attacks; one where he spins around at high speed with his tentacles extended, the other is where he'll simply charge at you.

First, focus on targeting the bulb at the base of each of the four tentacles until he retracts all into his body. Now wait for his mouth to glow purple - this is his Metroid Summon attack - shoot his mouth quickly to stun him (if you don't, a Metroid will appear, which is arguably more dangerous than the boss himself).

With the boss stunned, run up and latch onto one of his tentacles and pull to permanently disable it. Just repeat this three more times, once for each tentacle, to defeat the boss.



With the Hatcher defeated, the Phazon growths will explode, revealing a morph ball tunnel embedded in the wall. Enter it via the opening near the door and follow it to a small room.



Energy Cell

After entering the small room, grab the Energy Shell from its slot on the wall. You should now have 7.



With the 7th Energy Cell collected, you may want to collect the upgrades mentioned below. Otherwise, backtrack to Cargo Dock C to catch a ride on your ship to Bryyo's Federation Airdock, where the final Cell awaits.

Landing Dock A

Weapon Upgrade: Missile Expansion

Look for a spider-ball track on the side of western building. Leap to it and follow it through a tube. At the end, latch onto another spider ball track to reach a missile expansion.



Maintenance Station

Weapon Upgrade: Missile Expansion

Use your ice missiles to blow the cover off of the central door, then head inside for a missile expansion.



Docking Hub Alpha

Weapon Upgrade: Missile Expansion

Look for an extended section of platform behind the main docking platform. From there, grapple from a hook overhead to a missile expansion.



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<<	Note	Cell #7 (Norion)	Cell #8 (Bryyo)	GFS Valhalla	>>
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Hangar Bay

After landing at the Hangar Bay, you can now use your plasma beam to open the red door that you revealed long ago - look for it on a ledge to the southeast. Continue through a second door just inside.



Hangar Bay Hall

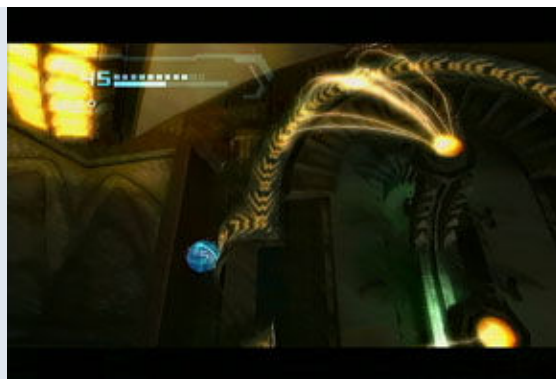
Run through the hall to another door.



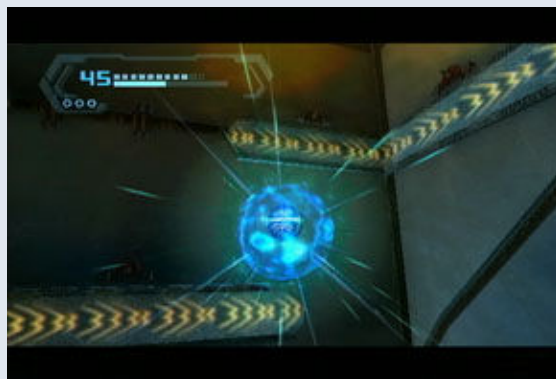
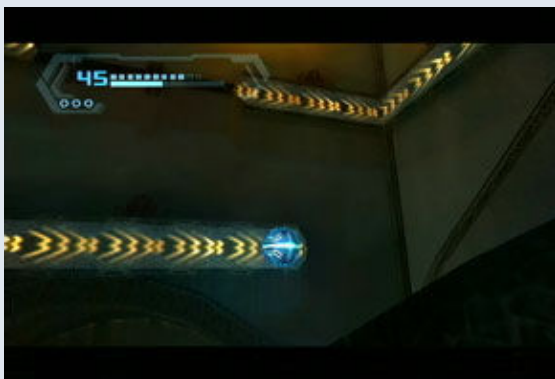
Hall of the Golems

Weapon Upgrade: Missile Expansion

Latch onto the nearby Golem immediately after entering and provide him with power. Once energized, plant a bomb in the slot that appears on his chest, to power a nearby spider-ball rail. Roll aboard, use the bombs to hop the gaps and use the boost ball to cross one long span.



Eventually, you'll reach an odd section of track (shown below) that requires you to perform a double bomb-jump, which is damn tough to time correctly. Position yourself on the far right side of the track, then drop two bombs, about one second apart. The first one will launch you into the air - plant another bomb at the peak. Now if you timed the second bomb correctly, you'll land on it just as it explodes, blasting you into the third bomb you planted mid-air, which will launch you to the track above. Now just follow it the distance to the upgrade.



Leap over the platform to a Golem statue. Fire a charged plasma blast at his chest to reveal a bomb slot - plant a bomb there to cause the Golem to melt an obstacle blocking the path to Colossus Vista. Save that for later though.



For now, use the platforms above the fuel gel to leap to a high ledge, where you'll find a third Golem statue. Fire an ice missile at his chest to reveal another ball slot - plant a bomb there to cause the Golem to freeze the fuel falls.



Now screw jump over to the frozen falls and jump to a door at the top.



Burrow

Enter the morph ball tunnel ahead and use your bombs to destroy the crystallized fuel gel to reach a second path in the bottom-right corner. Follow it through a door.



Weapon Upgrade: Missile Expansion

When at the bottom of the shaft, use your bombs to destroy a path on the left. Now just jump up the platforms, and use a bomb-jump to reach a high missile expansion.



Hidden Court

Shoot the two targets high up on the gate to lower it. Now use it as a platform and grapple to the point above to cross the span. Climb this hill to a door at the top, on your right.



Note: This room contains the final energy cell you're looking for, however, you have to solve a few more puzzle first, so disregard it for now.

Hidden Court Hall

Follow the hall, through a morph ball track, and exit through the opposite door.



Fuel Gel Pool

A giant war golem headpiece sits before you; but where is the rest of its body? For now, scan it with your Command Visor to have your ship collect it. Now backtrack to the Hall of Golems.



Weapon Upgrade: Missile Expansion

With the headpiece gone, you can now reach a Missile Expansion high up in this room. Freeze the fuel fall on your left with a missile and jump aboard. Now freeze the next closest one and jump to it as well. From there, cross the nearby ledge and freeze the final fall, allowing you to climb up the ledge above to find the expansion.



Hall of Golems

Once back at the Hall of Golem's, continue through the door at the end of the southeast path, that the second Golem revealed earlier.



Colossus Vista

Look up to spy an enormous Golem statue in the background - only he's missing a head. Good thing you located it earlier. Equip your Command Visor and scan the missing head section to have your ship drop it in place, brining the statue to life. It will now smash several barriers in front of you, revealing an upgrade, and a door leading to Machineworks Bridge.



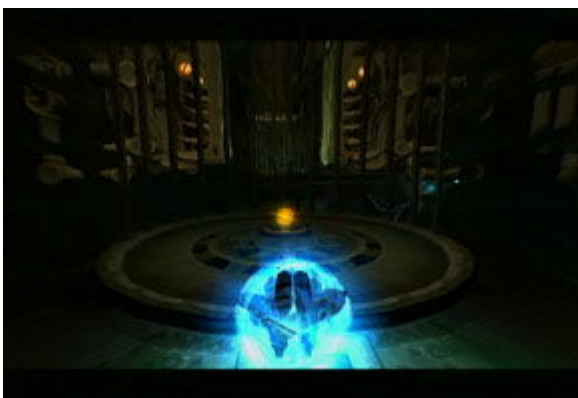
Gunship Upgrade: Gun Missile Upgrade

Grab the very obvious gunship Missile Upgrade from the platform ahead, where the cage used to be.



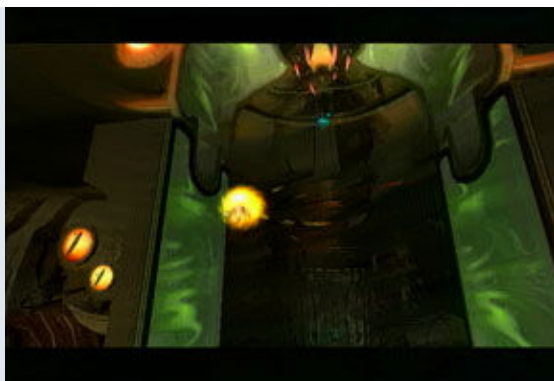
Machineworks Bridge

Hop inside the spinner and use the Boost Ball to rotate the platform and extend a portion of the bridge - the other half of which can only be extended from the Thorn Jungle side, creating a convenient pathway linking these two sections of Bryyo.

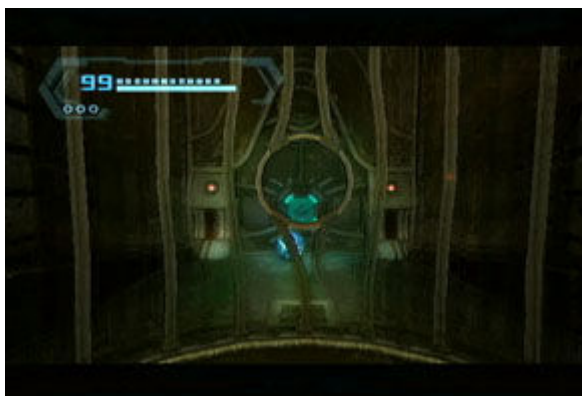


Armorsuit Upgrade: Energy Tank

The machinery on either side of the walkway draws close, then pulls away repeatedly. Wait for the two Screw Attack surfaces to get close, then Screw Jump between them to reach an energy tank at the top.



Once done, hop back through the small morph ball hole in the platform you just rotated and backtrack to your Gunship at the Hangar Bay and set course for Thorn Jungle Airdock.



Thorn Jungle Airdock

Back at the Thorn Jungle, make your way to the **North Jungle Court**. The fastest way there is to make a left inside the Jungle Generator, then perform a double jump inside the morph ball tunnel within Generator Hall North, then follow the path back.

Armorsuit Upgrade: Missile Expansion

Make a pit stop in Ancient Courtyard and boost ball up the left side of the half pipe to find a missile expansion.



Generator Hall North

A large Energy Generator awaits in the northeastern corner. Scan it with your command visor to have your ship collect it, revealing a morph ball tunnel underneath.



Leap to the morph ball tunnel via the nearby platforms and roll through it to a door.



Machineworks Bridge

Hey, it's Machineworks again, except now you're on the opposite side. Roll into the spinner ahead and use the morph ball to extend the second half of the bridge. You may now use this path to easily cross between the Cliffside and Thorn Jungle regions.



Cross the bridge and return to the Hidden Court. To get there, climb the frozen fuel falls in the Hall of the Golems and enter the morphball tunnel in the room beyond. Then follow the path in the bottom-right through a door.

Hidden Court

As you step into the room, equip your Command Visor and scan the large tower (actually a Fuel Pumping Crane) on your right - your ship will drop the Energy Generator it's carrying, thereby providing power to the crane, allowing you to access its energy cell. To get there, use the grapple to swing across the gap, then climb the hill to the half-pipe.



Weapon Upgrade: Missile Expansion

Use the boost-ball to roll up the right side of the half-pipe to a small alcove containing the Missile Expansion.



Roll up the left side of the half-pipe by using your Boost Ball then follow the path.



Energy Cell

Jump the short gap in the path to find the 8th Energy Cell embedded in the wall ahead.



Now that you have all but one of the Energy Cells, return to your ship at the Docking Bay and set course for Valhalla, where both the final Energy Cell and the Leviathan Code await.

Index	Olympus	Norion	Bryyo	Elysia	Homeworld	Valhalla	Assault	Phaaze
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<<	Note:	Cell #7 (Norion)	Cell #8 (Bryyo)	Valhalla	>>
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Docking Bay 5

Welcome to Valhalla, a ship that long ago fell victim to war. On this craft you'll have to use the energy cells you've gathered to work your way to the Leviathan Code. At a bare minimum, you'll need five energy cells, but you can use the others to access hidden upgrades. If you only have five energy cells, make sure to avoid grabbing any of the upgrades mentioned in the blue boxes below, otherwise you'll have to leave Valhalla to search for more cells.

Energy Cell

After crossing the bridge, the final energy cell can be found in a downed craft on the right.



After collecting the energy cell mentioned above, insert one into the empty socket, left of the large door. This will activate a nearby hand scanner - interact with it to open the door, allowing access to Hangar A Access.



Hangar A Access

Latch onto the point overhead to swing across the span, then shoot the corpse blocking access to the hand panel. Interact with it afterward to open the door.



Repair Bay

Weapon Upgrade: Missile Expansion

Head through the ground level door to the northwest leading into stairwell. There are two Energy Cell sockets along the eastern wall, but they're obstructed by metallic slabs. Fire a charged plasma shot at each to melt them, then insert an Energy Cell into both sockets to raise the ramps, allowing access to the upper floor. From there, screw attack to the door, where you'll find a Missile Expansion inside.

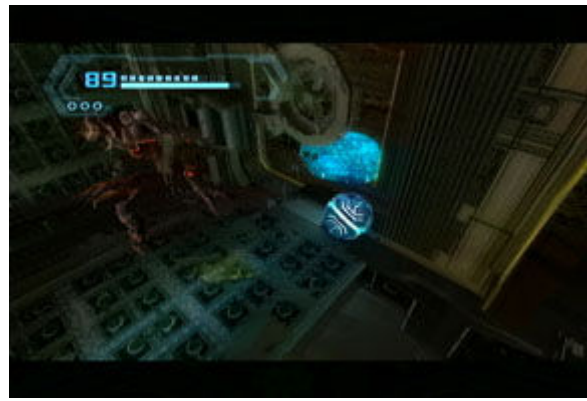


Climb the ramp on the left side of the room, and follow the walkways up to a high door. Just watch out for the occasional electric spark.



Security Station

Fire a charged shot at the cracked glass on the right to destroy it. Jump through, then fire another charged shot at the bottom-right corner of the cracked door to reveal a small opening. Roll through and continue through the door.



Security Access

Weapon Upgrade: Missile Expansion

Turn right and head through the door into MedLab Alpha. The debris ahead is blocking access to the rest of the room - fire three missiles to clear it all out of the way. Now you should spot a small panel on the left, preventing access to a morph ball tunnel - rip it off with your grapple lasso, then roll inside to find a missile expansion at the end.

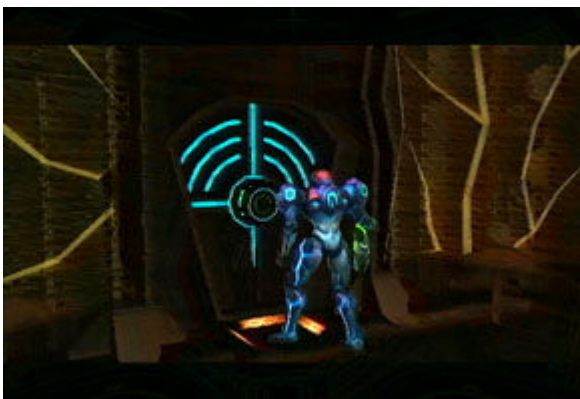


Turn left and head through the door, into the Auxiliary Lift.



Auxiliary Lift

The lift ahead is currently without power, but it's not something a single Energy Cell can't solve. Grapple onto the loose paneling along the back wall and rip it loose to expose an energy cell socket. Place one to power the lift. Now interact with the terminal and ride it up a floor, to a door.



Port Observation Deck

Use the morph ball to squeeze through a small hole, left of the debris, and continue through a door.



Gunship Upgrade: Ship Missile Expansion

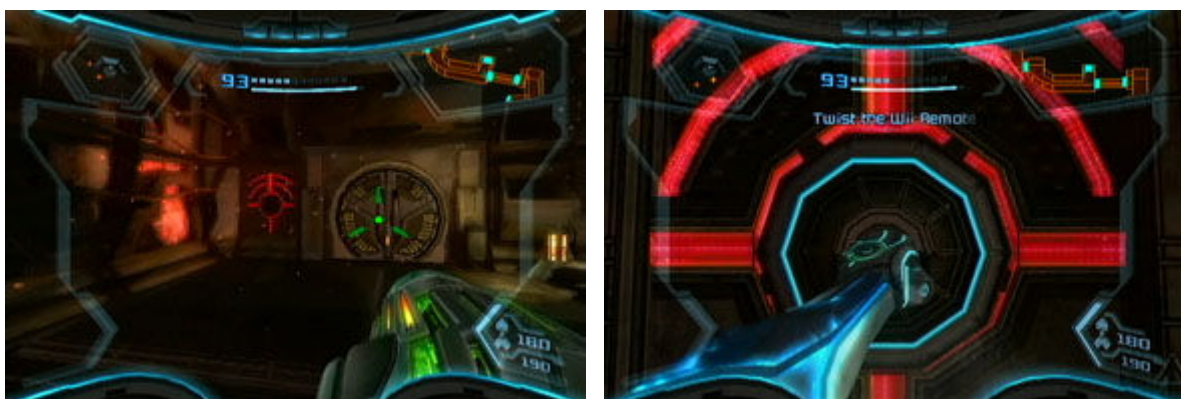
Now head straight down the corridor, past the windows, to find four yellow lights. Fire a seeker missile at each to open the blast shield, and continue through a door beyond, leading to Xenoresearch Lab.



Follow the hall up to a busted door - fire a missile at it to open the way, and drop into the lab. Now locate the energy generator closest to where you dropped in - rip off two loose panels on its side to reveal an equal amount of Energy Cell sockets. Place a cell in each to lower a hatch, exposing a morph ball tunnel. Roll inside to find a ship missile expansion. Now escape the tunnel by planting bombs to destroy any obstructions blocking the way. You'll emerge in Security Access - now head back to the Port Observation Deck.



The door to your right is currently lacking power, so place an Energy Cell in the socket right next to it to supply power, then head through.



Junction A

Armorsuit Upgrade: Energy Tank

Head through the blue door on the right to find an energy tank. Wow, that was almost too easy.

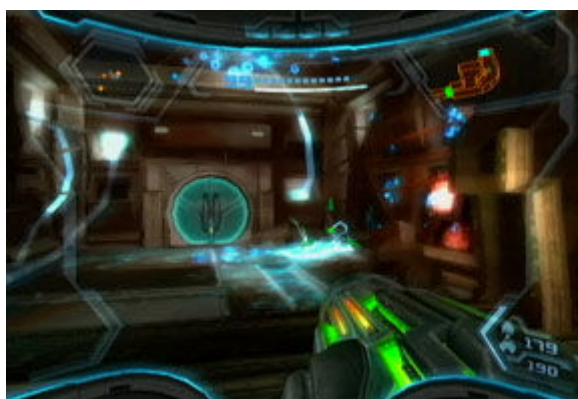


Head through the green door on the opposite side of the room.



Aurora Access

Wind through the hall to a door on the opposite side.



Aurora Chamber

The two energy cell sockets ahead are blocked by a malfunctioning security hatch. So head up the nearby ramp and turn to face the wall containing the energy cell sockets - you should see a spinning control mechanism through a opening. Fire a missile at it to "fix" the problem, allowing you access to the sockets. Place an energy cell in each to lower three bridges, leading to a lift. However, at this time another Metroid Hatcher also attacks!



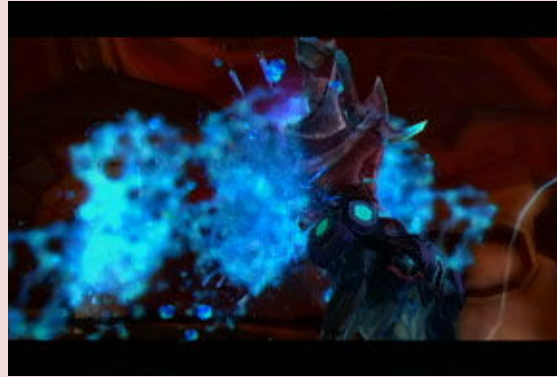
Boss: Metroid Hatcher

The Metroid Hatcher is a ridiculously easy boss to battle. You can practically stand in place the entire battle and not worry about taking heavy damage.

Overview:

- Equip X-Ray visor and fire at the highlighted point for an instant kill.
- Win.

Since you have both the X-Ray vision and the Nova Beam, you can take down the Metroid Hatcher with a single shot! Simply equip the X-Ray visor to discover his weak point and fire a beam right at it. BOOM! Hatcher's dead. If only every boss could be this easy.



With the Hatcher taken care of, work your way up the ramp to a lift, then leap to a door.

Control Room Access

Work your way through the door at the end.

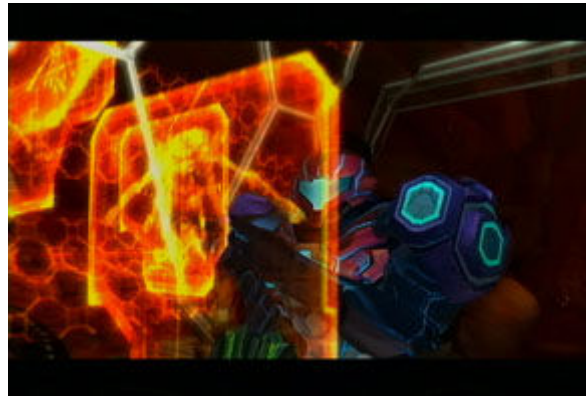


Control Room

Friend Voucher:

Interact with the panel ahead and input the code "78356" (normally found from a nearby corpse's PDA) to discover a secret message from the ship's Aurora Unit, and obtain a friend voucher.

Turn right and latch onto the station at the end and provide it with power. Once energized, a terminal will drop before you - don your X-Ray visor and input the code shown to obtain the Leviathan Code. Although Olympus's Aurora unit will state that its purpose is currently unknown, you'll need it shortly to lower the defense shield on the Pirates' Homeland.



Now return to your ship at Docking Bay 5 and set course for the Command Center to begin the assault on the Pirate's homeland.



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<<	Command Center (revisited p.1)	Homeland Seed	Command Center (revisited p.2)	>>
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Landing Site Bravo

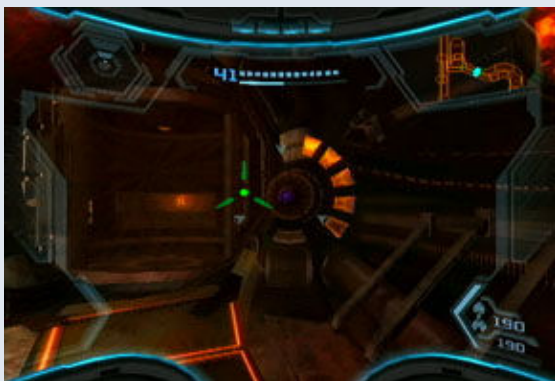
Objective: Disable the Defense System

Upon landing, make your way to Defense Access. To get there, take the lift to the second floor, use the bomb slot to spin around, then head through the door.



Weapon Upgrade: Missile Expansion

Inside the Lift Hub, latch onto the power unit, right of the lift, and provide it with power. When energized, the door will open revealing an elevator in a state of disrepair. Step aboard to make it drop a few feet. Now get off and fire a charged shot at the suspension cable above it to drop the elevator, allowing you to jump to the missile expansion beyond.



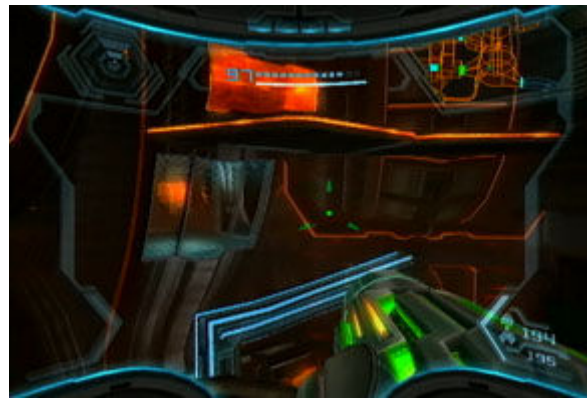
Defense Access

The Phazite panel along the back wall blocks access to the door leading into the Control Room. Don your X-Ray vision and fire at the four visible weak points to get it out of the way. Now head through the door.



Command Station (Disable the Defense System)

Take down the Space Pirates, then ignore everything else on the bottom floor for now. Instead, climb onto the central structure, then use the platforms lining the room to climb to the top of the shaft.



Interact with the terminal at the top of the shaft while wearing your X-Ray visor and input the sequence shown. This will cause three Phazite-panels to appear along the core's shaft - you'll have to destroy these by using your X-Ray Visor to spot a trio of bouncing weak points within.



Before proceeding, take down any nearby Commando Pirates (remember to use your X-Ray visor for one hit kills). Now drop down three levels to find the first Phazite panel on the northeast side of the shaft. Activate your X-Ray visor and fire at the three bouncing points within to destroy it. Drop down a few more levels to find the second one on the southwest side, then locate the third from ground level, on the west side.



With all three destroyed, a bomb slot will appear at the top of the shaft, near the terminal you just interacted with. Work your way back up and plant a bomb there to drop the shield protecting the planet.



**** Objective Complete: Disable the Defense System ****

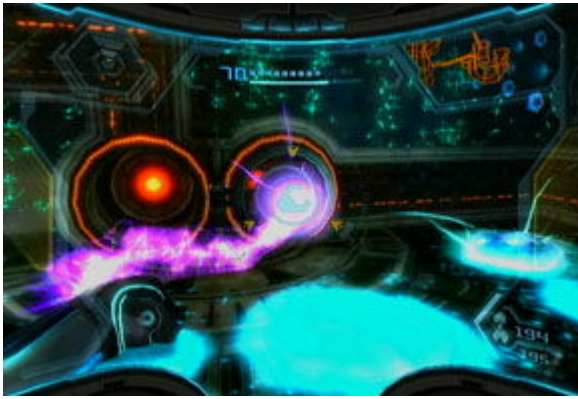
Objective: Meet Up with Admiral Dane

Admiral Dane is quite pleased with your work, but now wants to meet with you at Skyway Access. Drop to the bottom of the shaft and latch onto the power station and siphon its energy - this will lower a shield, allowing access to the nearby morph ball tunnel. Roll inside and catch a ride on the lift inside the blue shaft, then continue on.

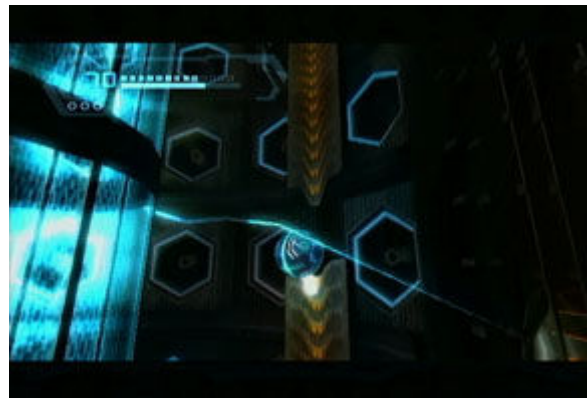
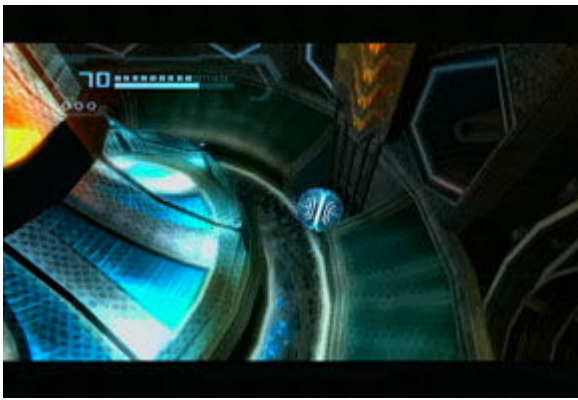


Flux Control Passage

You'll emerge in a small room. Turn around to find a hatch covering a second morph ball tunnel - grapple on and pull it to flip the hatch open. Now roll inside.

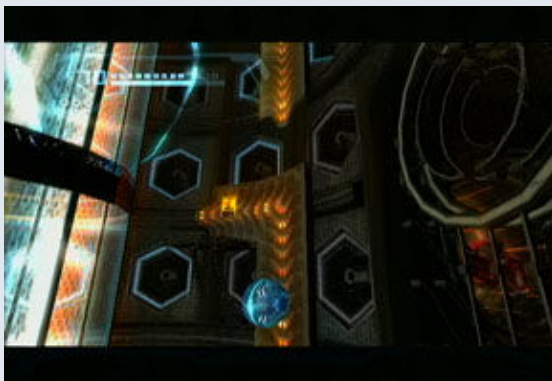


You'll pop out into a small circular room, surrounding a blue structure. Roll to the back of the room and jump onto the spider-track, using bomb-jumps to cross the gaps.

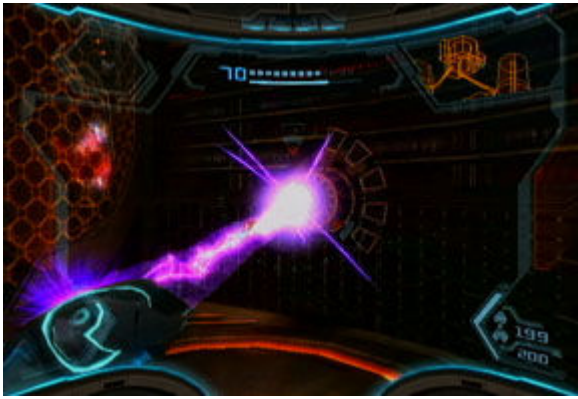


Weapon Upgrade: Missile Expansion

After the first gap, grab the very obvious Missile Expansion on the left.



Continue to follow the track until you drop into a small room containing a power station. Latch on and provide it with energy to lower the energy shield. Now avoid the lift and turn left to find another morph ball tunnel, leading to the Command Courtyard.



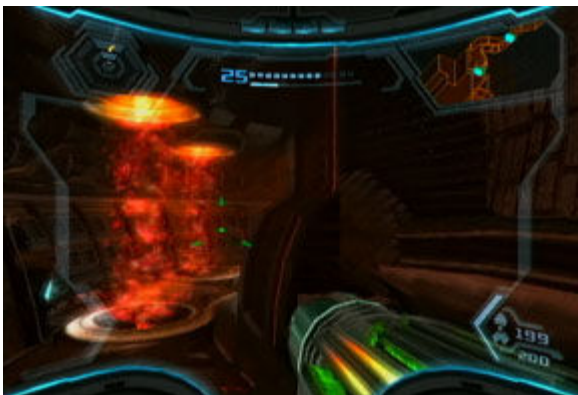
Command Courtyard

Exit through the door on the right, leading to Courtyard Passage.



Courtyard Passage

Just run through the hall and exit through the opposite door.



Skyway Access

**** Objective Complete: Meet Up with Admiral Dane ****

As you enter the room, Admiral Dane will descend from the heavens (or a federation ship, but we prefer heavens) bringing with him a group of 12 Demolition Troopers. You'll have to escort these guys to a large security door, and at least four must survive in order for them to destroy it. Unfortunately, the demolition troopers possess weak armor, and light offensive capabilities, so it's up to you to keep them alive.



Objective: Protect Demolition Troopers

Tips:

Try to draw fire away from the troopers by engaging them in battle. In general, you'll want to kill the enemies as quickly as possible - meaning you'll want to make use of Hypermode whenever there are multiple foes nearby. Also, ensure you open the containers along the way to regain health.

Speak with the soldier blocking the door, then head on through.



Transit Station 1104

Latch onto the power station ahead and provide it with energy to open the way. Hop onto the ledge ahead and turn right. Battle a Space Pirate that appears, then leap up to the door.



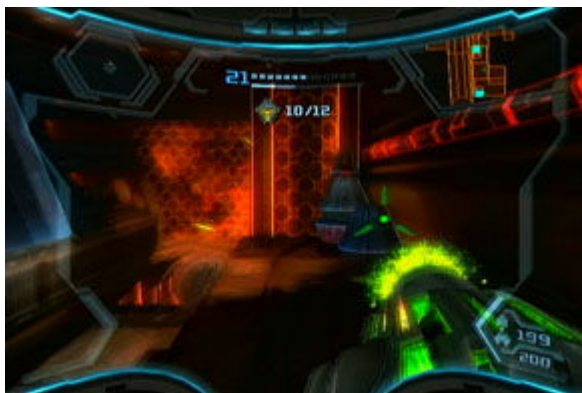
Transit Station 0203

Immediately upon entering, open fire on the Space Pirates stationed a platform overhead. After the train passes on the left, hop over and tackle a couple more foes on another platform. Soon, some racketeering pirates will fly in - take them down using a combination of charged shots and missiles. As soon as they're dead, another train will race by, allowing you to follow the tracks up to another section. Engage Hypermode and battle the enemies on the left. Now follow your troopers up a ramp on the opposite side of the room, to a door.



Transit Tunnel P68

There aren't any troopers to protect here, but you will have to battle a few more enemies. Take the time to open the containers along the way to restore health, then continue through a door.



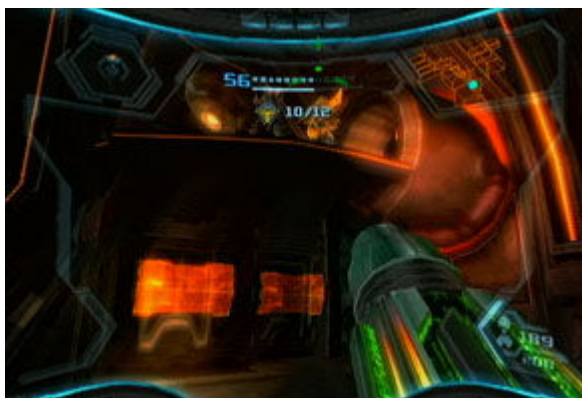
Transit Station 0204

After the troopers run past, follow them, but quickly open three containers along the way. When you enter the next main room, quickly turn the corner to engage a pair of pirates and use missiles to take them down. Afterward, prepare for one more to emerge from the tram - except he has a shield.



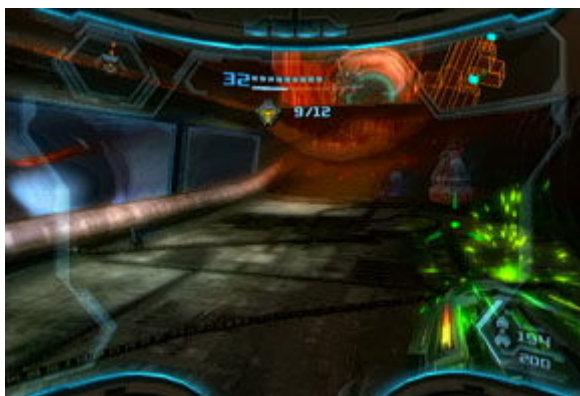
Once through the tram, use Hypermode to battle a couple more on a high ledge, then prepare for a door to open below,

revealing an ass-ton of pirates. Use Hypermode again to take them down before they can hurt your troopers. Once clear, continue through the door.



Transit Tunnel P69

Open the crates, watch out for a pair of mines, then use missiles and your nova beam to deal with two Space Pirates. Once clear, leap up to a door.



Transit Station 0205

As soon as you enter, activate Hypermode and target the two pirates across the tracks. Once they're down, a berserker will burst through a wall. Use your X-Ray visor to expose a weak point, and fire a shot for a one hit kill. Now quickly follow the tracks to battle a few more pirates (again, Hypermode is suggested). Once the room is clear, three more will appear at the opposite end of the room - as usual, use Hypermode to kill them before they can deal damage.



Once the room's cleared out, the troopers will blow up the blast door, allowing you to travel through. Interact with the hand panel right of it to open the way.



Transit Tunnel P70

Drop into the Phazon pool below to regain health, then interact with the hand panel along a rim on the right to open the giant door.



Transit Station Leviathan

Climb up one of the side ramps, then leap to the central platform. From there, jump to the grab ledge and pull yourself up...but as you do, the Pirate Commander will appear and push you back down - the jerk! Time to teach him a lesson.



The Pirate Commander doesn't attack alone - no, he brought four Commando Pirates with him. However, because the Commander is by far the biggest danger, we strongly suggest targeting him first, especially since his mere presence disrupts the operation of your X-Ray visor.



Keep on the move and target the commander while in Hypermode. He'll teleport often, generally to the opposite side of the room, so be on the look out. Once he's down, you'll be able to use your X-Ray visor - equip it to target the remaining Commando Pirate's weak points and kill them with ease.



Once the room is clear, jump back up to the Grab Ledge and interact with the switch dead-ahead to retract the roof. Now drop down via the nearby hole and summon your ship with the command visor to blow open a nearby wall, revealing a tunnel. Once your ship lands, hop aboard and set course for your next target: The Seed.



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<<	Command Center (revisited p.1)	Homeland Seed	Command Center (revisited p.2)	>>
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Landing Site Delta

Come on, do you really need help with this room? Like with the previous seeds, jump across the platforms to the door.



Core Access

Use the X-Ray visor to discover the obstructing tentacles weak points, then shoot it to clear them out of the way, and continue through a door.



Pirate Homeworld Leviathan Core

As you drop into the room, your good friend Ridley will attack, only now he's powered by Phazon.

Boss: Omega Ridley

Ridley has been rejuvenated by the powers of Phazon, and while he may be tough to target, his low-powered attacks don't post much of a threat.

Overview:

- Fire at Ridley's open mouth to stun him.
- While stunned, latch onto his chest-plate and rip it open with your lasso, exposing his weak point..
- Flip to Hypermode and hammer away at his chest with Nova Beam shots and hyper missiles.
- After taking 1/4 damage, Ridley will upgrade his chests' armor, which can't be ripped off. Instead, stun Ridley by destroying his two energy balls (or firing at his mouth at usual) and equip your X-Ray vision to

- discover two weak points - destroy both to remove his armor.
- Continue to target Ridley's mouth to stun him, then use Hypermode once again on his chest.



Ridley's initial weak point is his mouth's interior, however, he only opens it when attacking. Watch out for his fire attacks (you can shoot down the fireballs), then open fire on his mouth. After enough hits, he'll become stunned.



Once Ridley's stunned, run up and grapple onto his chest plate and rip it off, exposing his Phazon weak point. Quickly flip to Hypermode and hammer away at that point with Nova blasts and hyper missiles. After Ridley's had enough, he'll lunge forward - perform a dash to escape his path of travel.



After you inflict 1/4 damage, Ridley will equip stronger chest armor, preventing you from ripping it off. During this time, Ridley will also deploy a new spinning attack - watch out for his fiery breath and his tail swing. First, wait for Ridley's new attack, where he creates two energy balls - quickly destroy both with your nova beam to stun him. Now equip your X-Ray vision to spot two weak points on either side of his chest armor - fire at both to eventually destroy the chest plate, exposing his weak point once again.

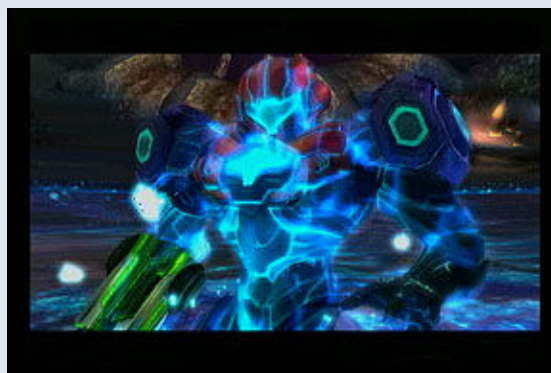


Once his chest plate is detached, Ridley will take to the air and fly in and out of the room. Keep an eye on your radar to track his movement. Watch out for the bombs he drops, but continue to open fire on his mouth to stun him. When he becomes dazed and stands on his hind legs - engage Hypermode and blast away at his chest region. After a few shots, he'll go down for the count.



Armorsuit Upgrade: Hyper Grapple

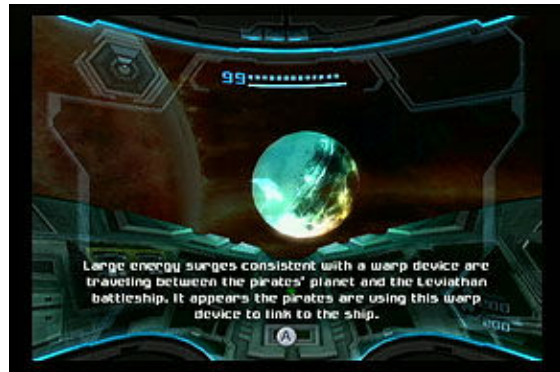
In Ridley's wake rests a Hyper Grapple power-up. This addition will allow you to destroy certain Phazon-based structures by overpowering them with energies.



After grabbing the Hyper Grapple, two tentacle like things will drop from the ceiling. Grapple on and provide them with energy to destroy them, exposing the seed's core. Press A when instructed to release Phazon directly into the core, destroying it.



With the final seed destroyed, Samus will now return to space, where the Aurora unit will inform her that the source of dark Samus' power has been discovered. However, you'll have to find a teleportation device first to get there. Return to the Command Center on the Pirate's homeland to find it.



Index	Olympus	Norion	Bryyo	Elysia	Homeworld	Valhalla	Assault	Phaaze
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<<	Command Center (revisited p.1)	Homeland Seed	Command Center (revisited p.2)	>>
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Landing Site Bravo

Objective: Board the Leviathan Battleship

The teleportation device you're looking for is located in a far off room, accessible only by train. Thankfully, your recently acquired power can open a route in the Command Station leading to Transit Station 2-A. To return to the Command Station, ride the lift in Lift Hub to the second floor, then keep heading straight.

Command Station

Circle the room to find an organic mass in the rear. Latch onto it with your Hyper Grapple (while in Hypermode) and overload it with energy to clear it out of the way, then head through the door beyond.



Transit Station 2-A

Summon the train by scanning the panel on the wall to activate the hand scanner, then interact with it. Board the train and interact with the controls to set course for Station 2-B.



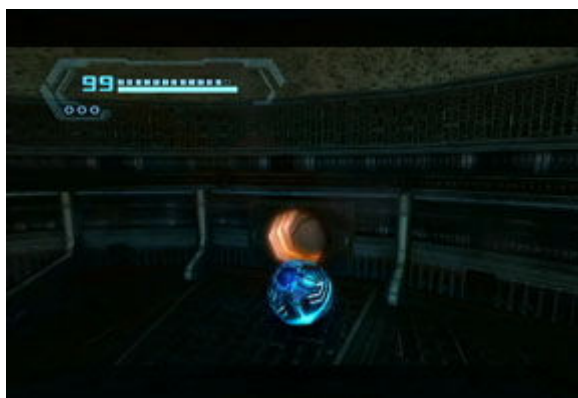
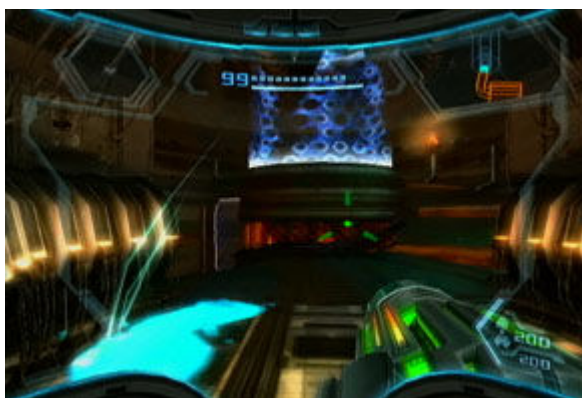
Transit Station 2-B

Exit the train and head through the door.



Transit Station 2-B

An energy shield prevents access to the portal, so climb the ramp to spot a damaged panel, covering a morph ball tunnel. Destroy it with a bomb and roll through it to emerge in a small, quartered off section.



Latch onto the energy station and siphon its energy to lower the shields, allowing access to the portal.



**** Objective Complete: Board the Leviathan Battleship ****

Leviathan Battleship

Once onboard the leviathan battleship, interact with the terminal ahead to upload the Leviathan code. (If you don't yet have the Leviathan Code, please read our "Valhalla" section to obtain it). Admiral Dean will now report back that they have opened the wormhole. Return to your ship and set course for Phaaze.



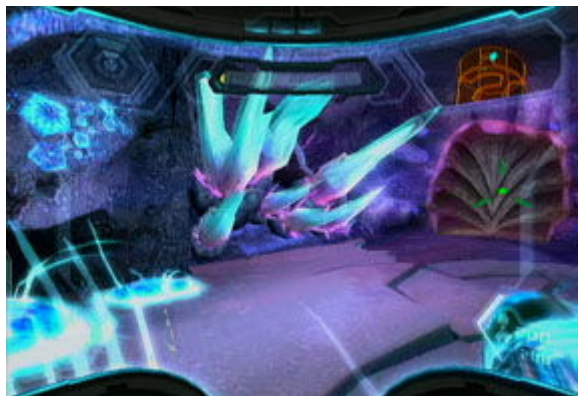
Note:

It's a one-way trip to Phaaze, meaning you won't be coming back. So if you want to find additional upgrades (to unlock the special endings), we suggest holding off on visiting Phaaze for now, and instead check out our Upgrades section to find all of the power-ups.

Index	Olympus	Norion	Bryyo	Elysia	Homeworld	Valhalla	Assault	Phaaze
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Landing Site

After stepping off the ship, Samus will be overpowered by the amount of Phazon - press "A" when prompted to vent your suit. Samus will now find herself in permanent Hypermode.



Note:

Now that you're stuck in Hypermode, a yellow meter will replace your health bar at the top of the screen. This represents your current Phazon level - if it fills completely, you will die. Not only does it constantly increase at a constant rate, but any damage you take will add to the meter. The only way to reduce the yellow meter is by collecting health power-ups, or by providing energy to Phazon structures, so keep an eye out.

Now follow the path up to a door.

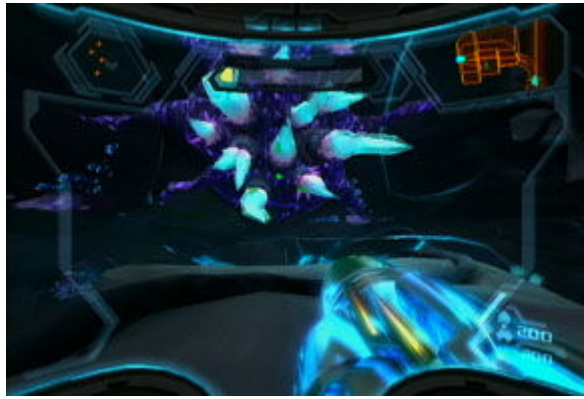
Entry Canyon

Drop into the area below and latch onto the organic mass blocking the path and overload it with energy to clear it out of the way. Jump down the revealed hole and continue through a door.



Cavern Alpha

The plant-looking Phazon tendrils prevent Samus from walking through, so use the morph ball to roll past them instead and hop up a couple ledges to find a large crystal cluster blocking further progress. Fire a hyper missile to blow it away, then jump across and follow the platforms to a door.



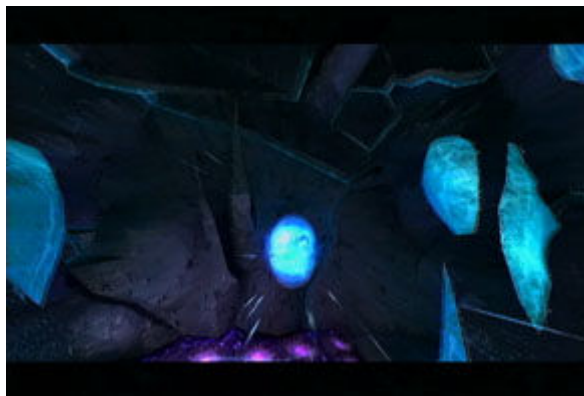
Cavern Beta Access

Enter the morph ball tunnel along the left wall to enter a small cavern. You'll find a couple of large obstructions blocking the path - use your Hyper Ball attack (hold "A") to destroy all of the nearby growths, which will destroy the obstructions. After exiting the tunnel, continue through a door.



Cavern Beta

Jump down the platforms up to another crystal cluster - blow it away with a Hyper Missile, then screw jump across the cavern. Drop down a few more ledges, blow away another crystal cluster and proceed through the door.



Drop Shaft

Use the morph ball to pass through the small hole ahead, then use the Hyper Ball attack to destroy all of the growths, causing the mass in the middle to explode, revealing a hole you can jump through. Repeat this two more times with the lower floors to enter a drop shaft, landing in a creature's mouth. Use the Hyper Ball attack to kill him as well, and continue through a door.



Metroid Cavern

Drop into the area below, and continue to an odd-looking door. It's closed for now, but open fire on the eyes that peek out from the sockets bordering it. After enough damage, the creature will be stunned - shoot the door and head on through.



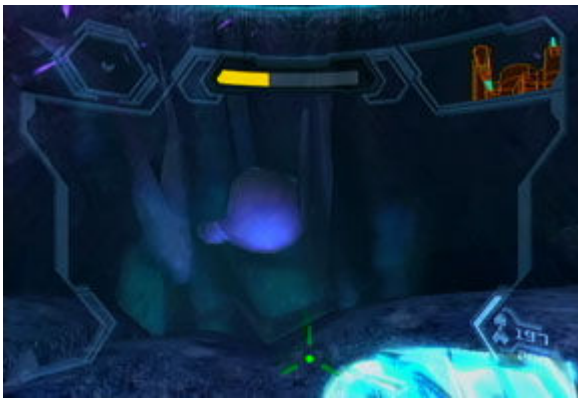
Metroid Cavern

A mass of Phazon is blocking the path, but like the ones before, it's tied directly to the nearby Phazon Hoppers - stand back and take down all of the foes to destroy the mass, revealing a door.



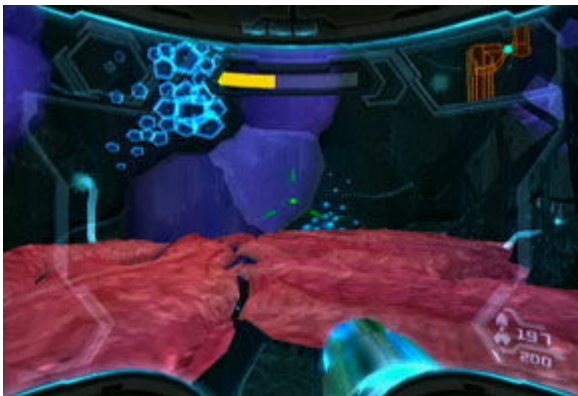
Hatcher Shaft

After dropping into the shaft, one ugly son-of-a-gun will grab hold and try to eat your face - quickly shoot his mouth to make him let go, then continue through the door.



Hatcher Tunnel

Fire a missile at the red floor to make it retract, then drop to another door.



Genesis Chamber

The large organic mass in the center is actually a giant womb, which is home to a small Leviathan infant. Use your grapple lasso to tear off two loose portions on either side, then don your X-Ray vision to spot the infant, then pummel it with Nova blasts. It can take quite a beating, and likes to switch sides, so make sure to target it through both of the portions you ripped off. Once it's destroyed, approach the large hole it reveals to engage Dark Samus.



Boss: Dark Samus

Overview:

- Shoot Dark Samus constantly.

- When Samus takes to the air and a bubble appears around her, that mean's she's recharging her health - fire Hyper Missiles at her to minimize the amount she gains.
- Use X-Ray visor to spot the real Dark Samus amongst her clones.



Immediately open fire on Dark Samus with your standard weapon to deal major damage. Try to keep your distance, as she'll expel a shockwave of Phazon energy if you get too close. After taking enough damage, she will attempt to regain health by placing an energy bubble around her - fire missiles at her repeatedly to minimize the amount she gains.



Eventually, Dark Samus will summon one, then two clones of herself. While you can attack (and destroy) them, it won't deal any damage to Dark Samus herself. Instead, equip your X-Ray visor to spot the real one - she'll appear as orange on your HUD. There isn't a whole lot to this battle - just keep shooting her until she admits defeat.



Unfortunately, after Dark Samus is defeated, she'll lend her remaining power to a corrupted Aurora unit.

Boss: Aurora Unit 313

Overview:

- Shoot the ends of any of its four antennas to force them to retract,
- As soon as an antenna retracts, its socket will glow yellow - shoot this quickly. After enough socket damage, Aurora will become stunned.
- When stunned, latch onto the hatch on Aurora's lowered head and rip it open, exposing his weak point. Fire shots and missiles quickly. Repeat this process until his head becomes severed.



Begin by targeting the bulb that caps each of the Aurora's antennas. It will retract into its socket, which will then glow yellow for a scant few seconds - shoot this socket while its glowing to inflict damage. Repeat this for all four antennas. Just watch out for Aurora's laser attack, which can be jumped over.



After you inflict enough damage in the sockets, the head will slump to the ground, stunned. Quickly run up and rip open the hatch on his head with your grapple lasso to expose his weak point. It only stays open for a few seconds, so fire at it as quickly as you can.



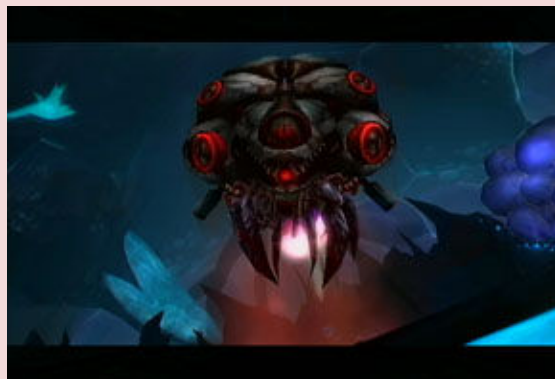
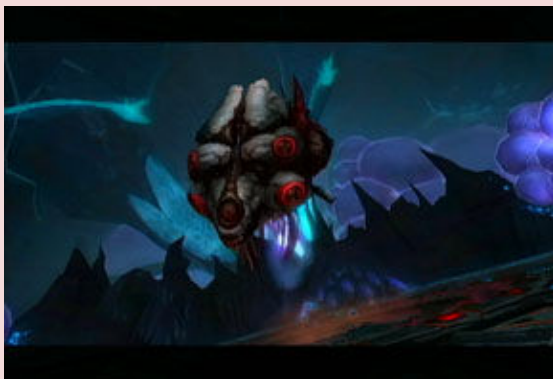
Most of Aurora's attacks are pretty basic, but he will summon three Samus clones on occasion. Take these girls down fast, as they can wreck havoc on your health.



Boss: Aurora Head

Overview:

- Circle strafe around the head to target the blue panel on its under-backside.
- When the head spins around on the ground, stun it by shooting the cylinder underneath it.

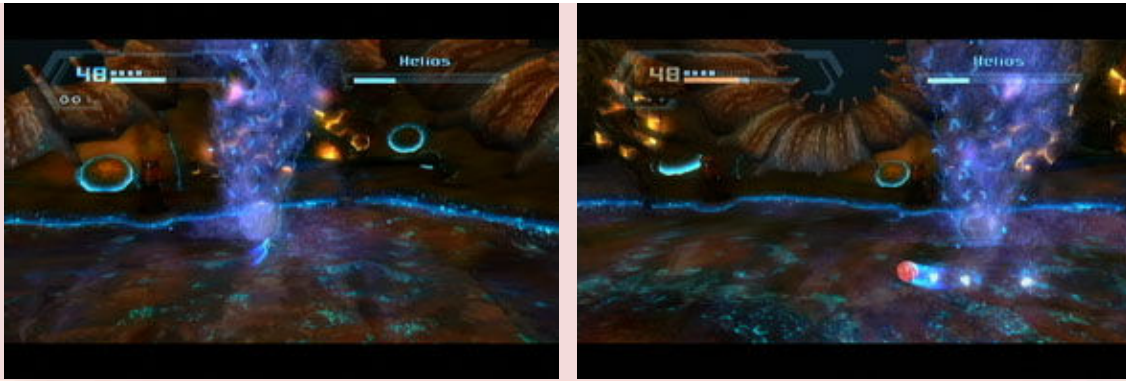


Even though the head's more mobile, it's actually even easier to target now. Look for a blue portion on the bottom portion of his head, on the backside. Lock-on to him and use your dash maneuver to stay behind him and target that spot exclusively.



On occasion, the head will drop to the ground and dash across the arena while spinning at high speed. While the portion on its backside is still vulnerable, you can actually stun him by opening fire on the cylinder underneath the head. Once stunned, you'll have ample opportunity to target his weak point.

Just repeat the above to take the head down for good.








Congrats! It's been a long, but rewarding journey. Enjoy the ending - and don't forget that you'll unlock special endings by collecting 75% and 100% of the upgrades respectively.

Credits & Friend Vouchers

Info	Olympus	Norion	Bryyo	Elysia	Valhalla	Homeworld	Phaaze
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Metroid Prime 3 features a reward system, similar to Xbox 360's achievements. By scanning objects, defeating bosses, and performing various feats, you'll earn credits and friend tokens. These credits can be used to purchase cool extras, such as artwork and music, from the in-game store.

There are four types of credits:

-  : Kill bosses and complete objectives to obtain these.
-  : Earn by scanning Lore and saving saving troopers on Olympus.
-  : Scan different creature types to collect these (one per creature).
-  : You receive these by having a friend send you their friend voucher.
-  : You receive these by having a friend send you their friend voucher.

Credits & Friend Vouchers

Info	Olympus	Norion	Bryyo	Elysia	Valhalla	Homeworld	Phaaze
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GFS Olympus

**Docking Bay 5**

Shoot training drone 10 times without dropping.

**Docking Bay 5**

Shoot training drone 20 times without dropping.

**Xenoresearch**

Save both troopers from being killed.

**Port Observatio Deck**

Save the trooper from being killed.

**Lab Access**

Save trooper by shooting the button controlling the blast door.

**Repair Bay Shaft**

Save the trooper from being killed.

**Docking Bay 5**

Kill the Berserker Lord.

**Docking Bay 5**

Kill the Berserker Lord while playing on Veteran difficulty.

Credits & Friend Vouchers

Info	Olympus	Norion	Bryyo	Elysia	Valhalla	Homeworld	Phaaze
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Norion



Cargo Dock C

Avoid taking damage while avoiding Meta Ridley in the morphball tunnel.



Generator Shaft

Kill Meta Ridley.



Generator Shaft

Kill Meta Ridley while playing on Veteran difficulty.



Generator Shaft B

Kill Metroid Hatcher.



Generator Shaft B

Kill Metroid Hatcher while on Veteran difficulty.

Credits & Friend Vouchers

Info	Olympus	Norion	Bryyo	Elysia	Valhalla	Homeworld	Phaaze
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Bryyo: Cliffside

**Grand Court**

Destroy Red Phaazoid (only appears after Seed is destroyed).

Bryyo: Fiery



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Have Reptilicus destroy himself (after he deploys his boomerang, freeze him w/ice missile.)

**Temple of Bryyo**

Kill Rundas.

**Temple of Bryyo**

Kill Rundas while playing on Veteran difficulty.

**Temple Generator**

Destroy eastern energy signature.

**Gel Cavern**

Use the serpent statue shortcut.

**Gel Processing Site**

Destroy Red Phaazoid (only appears after Seed is destroyed).

Bryyo: Thorn Jungle

**Jousting Field**

Kill Korakk Beast.

**Jousting Field**

Kill Korakk Beast while on Veteran difficulty.

**North Jungle Court**

Lower the three levers without the Space Pirates resetting any of them.

**Jungle Generator**

Destroy western energy signature.

Bryyo: Seed

**Leviathan Core**

Kill Mogenar.

**Leviathan Core**

Kill Mogenar on Veteran difficulty.

Bryyo: Hidden Area (Ice World)

**Warp Site Bravo**

Token earned for discovering this area.

**Jousting Field**

Destroy Red Phaazoid (only appears after Seed is destroyed).

Credits & Friend Vouchers

Info	Olympus	Norion	Bryyo	Elysia	Valhalla	Homeworld	Phaaze
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Elysia: Anywhere



--

Use the boost ball to defeat three Steambots.



--

Use the grapple lasso to tear off an Aerotrooper's jetpack.

Elysia: SkyTown West



Steambot Barracks

Kill Steamlord.



Steambot Barracks

Kill Steamlord on Veteran difficulty.



Skybridge Hera

Destroy the bridge before destroying the Steambots on it.



Ballista Storage

Kill Defense Drone.



Ballista Storage

Kill Defense Drone on Veteran difficulty.



Main Docking Bay

Kill Ghor.



Main Docking Bay

Kill Ghor on Veteran difficulty.



Construction Bay

Destroy Red Phaazoid (only appears after Seed is destroyed).



Hoverplat Docking Site

Destroy Red Phaazoid (only appears after Seed is destroyed).

Elysia: SkyTown East



Skytram East

Take tram to discover new area.



Turbine Chamber

Kill Berserker Lord.



Turbine Chamber

Kill Berserker Lord while on Veteran difficulty.

**Escape Pod Bay**

Obtained after dropping bomb on seed's shield.

Elysia: Seed

**Leviathan Core**

Kill Helios.

**Leviathan Core**

Kill Helios while on Veteran difficulty.

**Concourse Ventilation**

Destroy Red Phaazoid (only appears after Seed is destroyed).

Credits & Friend Vouchers

Info	Olympus	Norion	Bryyo	Elysia	Valhalla	Homeworld	Phaaze
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GFS Valhalla



Aurora Chamber
Kill Metroid Hatcher.



Aurora Chamber
Kill Metroid Hatcher on Veteran difficulty.



Control Room
Obtain secret message from Aurora 313 via keypad terminal.

Credits & Friend Vouchers

Info	Olympus	Norion	Bryyo	Elysia	Valhalla	Homeworld	Phaaze
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Pirate Homeworld: Command Center



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Kill 20 Commando Pirates.



Command Station
Disable Defense Station.



Transit Tunnel p70
Escort all 12 demolition troopers to the end, without any dying.



Transit Station Leviathan
Kill Pirate Commander.



Transit Station Leviathan
Kill Pirate Commander while on Veteran.



Transit Station 0204
Destroy Red Phaazoid (only appears after Seed is destroyed).



Leviathan Battleship
Shoot the eye above the terminal relentlessly.

Pirate Homeworld: Research Facility



Proving Grounds
Kill Gandrayda.



Proving Grounds
Kill Gandrayda while on Veteran difficulty.



Metroid Creche
Kill Metroid Hatcher.



Metroid Creche
Kill Metroid Hatcher on Veteran difficulty.



Proving Grounds
Destroy Red Phaazoid (only appears after Seed is destroyed).

Pirate Homeworld: Mining Site



Phazon Harvesting
Kill Phazon Harvester drone.



Phazon Harvesting
Kill Phazon Harvester drone on Veteran difficulty.

**Phazon Harvesting**

Destroy Red Phaazoid (only appears after Seed is destroyed).

Pirate Homeworld: Seed

**Landing Site**

Destroy all enemies.

**Leviathan Core**

Kill Omega Ridley.

**Leviathan Core**

Kill Omega Ridley while on Veteran difficulty.

Credits & Friend Vouchers

Info	Olympus	Norion	Bryyo	Elysia	Valhalla	Homeworld	Phaaze
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Phaaze



Sanctum
Kill Dark Samus.



Sanctum
Kill Dark Samus while on Veteran difficulty.



Sanctum
Kill Aurora Unit 313.



Sanctum
Kill Aurora Unit 313 while on Veteran difficulty.