

TIPSTER
Andrew Mills



KNOW HOW TO...

Fill up your armoury with every expansion in the game...

METROID PRIME 3 CORRUPTION

Time To Complete
We reckon that if you want to hunt out every last expansion and collectable hidden away in the game, then you're looking at around 14 hours on Veteran difficulty or around 11 hours on normal.

Best Bit
Switching on the ridiculously cool Hypermode and annihilating every last living thing without even taking a single point of damage! (Oh, and the new checkpoint system is rather handy too!)

Hardest Bit
Those boss battles have had their difficulty increased somewhat since *Prime 2*, so be prepared to accept death a fair few times (especially on veteran and Hyper difficulty).

WHERE ARE YOU STUCK?

Item Locations
Finding the main weapons are pretty much compulsory in *Prime 3*, so we're going to focus on making those Energy Tanks, Ship Missile Expansions, Energy Cells and Missile Expansions much easier to find and grab. We'll detail which room - and on which planet - you'll find them, along with any specific suit upgrades that you may need to get them... Aren't we good, eh?

Samus Aran's final adventure in the *Prime* trilogy takes her all over the galaxy in an attempt to knock some sense into the Phazon-infused Dark Samus. And in doing so she'll also come across enough ammo and upgrades to arm an entire planet. Of course, knowing that there's a galaxy full of expansions is one thing, but actually finding them all is quite another. Thankfully, this compact guide will show you exactly what you'll need in which room to boost your collection rate up to that lofty 100%...

ENERGY CELLS

- 1 AREA: Bryyo
ROOM: Hangar Bay
ITEM NEEDED: Morphball
- 2 AREA: Elysia
ROOM: Xenoresearch B
ITEM NEEDED: Power Beam



- 3 AREA: Pirate Homeworld
ROOM: Command Courtyard
ITEM NEEDED: Power Beam

- 4 AREA: Pirate Homeworld
ROOM: Metroid Processing
ITEM NEEDED: X-Ray Visor
- 5 AREA: Elysia
ROOM: Ballista Storage
ITEM NEEDED: Grapple Voltage

- 6 AREA: Pirate Homeworld
ROOM: Phazon Quarry
ITEMS NEEDED: X-Ray Visor + Nova Beam



- 7 AREA: Norion
ROOM: Generator B
ITEM NEEDED: Grapple Beam

- 8 AREA: Bryyo
ROOM: Hidden Court
ITEMS NEEDED: Ship Grapple + Boostball

- 9 AREA: Bryyo
ROOM: Hidden Court
ITEMS NEEDED: Ship Grapple + Boostball

ENERGY TANKS

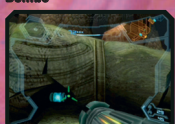
- 1 AREA: GFS Olympus
ROOM: Ventilation Shaft
ITEM NEEDED: Morphball
Bombs

- 2 AREA: Norion
ROOM: Substation East
ITEM NEEDED: Morphball
Bombs

- 3 AREA: Bryyo
ROOM: Reliquary II
ITEMS NEEDED: Grapple Beam + Morphball



- 4 AREA: Bryyo
ROOM: Ruined Shrine
ITEM NEEDED: Morphball
Bombs



- 5 AREA: Bryyo
ROOM: Vault
ITEM NEEDED: Missiles



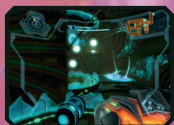
- 6 AREA: Elysia
ROOM: Steambot Barracks
ITEM NEEDED: Power Beam



- 7 AREA: Elysia
ROOM: Arrival Station
ITEM NEEDED: Boostball



- 8 AREA: Elysia
ROOM: Xenoresearch A Lift
ITEM NEEDED: Power Beam



- 9 AREA: Pirate Homeworld
ROOM: Scrapworks
ITEM NEEDED: Power Beam

- 10 AREA: Elysia
ROOM: Zipline Station
ITEMS NEEDED: Screw Attack + Spiderball

- 11 AREA: Pirate Homeworld
ROOM: Metroid Crèche
ITEMS NEEDED: Boostball and Spiderball

- 12 AREA: Bryyo
ROOM: Machineworks
ITEMS NEEDED: Boostball and Screw Attack

- 13 AREA: Bryyo
ROOM: Tower
ITEM NEEDED: Spiderball

- 14 AREA: GFS Valhalla
ROOM: Munitions Locker
ITEMS NEEDED: Energy Cells



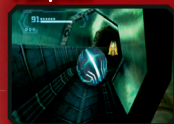
SHIP MISSILE EXPANSIONS

- 1 AREA: Bryyo
ROOM: Hangar Bay
ITEM NEEDED: Grapple Lasso

- 2 AREA: Bryyo
ROOM: Auxiliary Dynamo
ITEM NEEDED: Grapple Beam



- 3 AREA: Elysia
ROOM: Security Station
ITEMS NEEDED: Plasma Beam + Morphball



- 4 AREA: Bryyo
ROOM: Hall of Remembrance
ITEM NEEDED: Screw Attack



- 5 AREA: Elysia
ROOM: Hoverplant Docking Site
ITEMS NEEDED: Screw Attack + Spiderball

- 6 AREA: Bryyo
ROOM: Colossus Vista
ITEMS NEEDED: Plasma Beam + Ship Grapple

- 7 AREA: GFS Valhalla
ROOM: Xenoresearch Lab
ITEMS NEEDED: Two energy Cells



- 8 AREA: Pirate Homeworld
ROOM: Scrapworks
ITEMS NEEDED: Boostball and Spiderball

- 9 AREA: Pirate Homeworld
ROOM: Processing Access
ITEMS NEEDED: Nova Beam, X-Ray Visor and Screw Attack

MISSILE EXPANSIONS

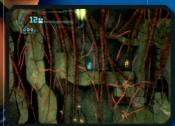
1 AREA: GFS Olympus
ROOM: Munitions Storage
ITEM NEEDED: Power Beam

2 AREA: Norion
ROOM: Cargo Hub
ITEMS NEEDED: Grapple Beam + Morphball

3 AREA: Bryyo
ROOM: Grand Court Path
ITEMS NEEDED: Space Jump Power Beam



4 AREA: Bryyo
ROOM: Hillside Vista
ITEMS NEEDED: Morphball + Bombs



5 AREA: Bryyo
ROOM: Main Lift
ITEMS NEEDED: Morphball + Bombs



6 AREA: Bryyo
ROOM: Gel Hall
ITEM NEEDED: Power Beam



7 AREA: Bryyo
ROOM: Gel Hall
ITEMS NEEDED: Ice Missiles + Space Jump



8 AREA: Bryyo
ROOM: Gel Refinery Site
ITEM NEEDED: Grapple Beam



9 AREA: Bryyo
ROOM: Crash Site
ITEMS NEEDED: Morphball + Grapple Swing



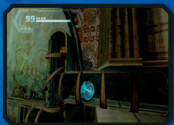
10 AREA: Bryyo
ROOM: Jungle Generator
ITEM NEEDED: Power Beam



11 AREA: Bryyo
ROOM: Generator Hall North
ITEMS NEEDED: Power Beam + Morphball



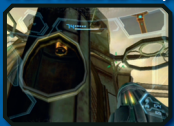
12 AREA: Elysia
ROOM: Transit Hub
ITEMS NEEDED: Morphball + Bombs



13 AREA: Elysia
ROOM: Barracks Access
ITEM NEEDED: Morphball



14 AREA: Elysia
ROOM: Skybridge Hera
ITEM NEEDED: Morphball



15 AREA: Elysia
ROOM: Main Docking Bay
ITEM NEEDED: Plasma Beam



16 AREA: Bryyo
ROOM: Imperial Hall
ITEMS NEEDED: Plasma Beam + Grapple Beam



17 AREA: Elysia
ROOM: Gearworks
ITEM NEEDED: Screw Attack



18 AREA: Elysia
ROOM: Botanica
ITEM NEEDED: Screw Attack



19 AREA: Elysia
ROOM: Concourse
ITEM NEEDED: Seeker Missiles



20 AREA: Pirate Homeworld
ROOM: Command Courtyard
ITEM NEEDED: Power Beam



21 AREA: Pirate Homeworld
ROOM: Command Station
ITEM NEEDED: Power Beam



22 AREA: Pirate Homeworld
ROOM: Security Air Lock
ITEM NEEDED: Power Beam

23 AREA: Pirate Homeworld
ROOM: Scrapvault
ITEM NEEDED: Screw Attack

24 AREA: Pirate Homeworld
ROOM: Metroid Processing
ITEM NEEDED: Power Beam

25 AREA: Pirate Homeworld
ROOM: Crèche Transit
ITEMS NEEDED: Ice Missiles + Boostball

26 AREA: Elysia
ROOM: Powerworks
ITEMS NEEDED: Boostball + Spiderball

27 AREA: Elysia
ROOM: Construction Bay
ITEM NEEDED: Screw Attack



28 AREA: Elysia
ROOM: Steambot Barracks
ITEMS NEEDED: Boostball + Spiderball



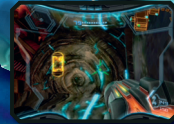
29 AREA: Elysia
ROOM: Concourse Ventilation
ITEM NEEDED: Spiderball



30 AREA: Pirate Homeworld
ROOM: Craneyard
ITEMS NEEDED: Spiderball + Boostball



31 AREA: Pirate Homeworld
ROOM: Phazon Quarry
ITEM NEEDED: Power Beam



32 AREA: Pirate Homeworld
ROOM: Phazon Mine Entry
ITEMS NEEDED: X-Ray Visor + Nova Beam



33 AREA: Norion
ROOM: Cargo Dock A
ITEM NEEDED: Spiderball

34 AREA: Norion
ROOM: Maintenance Station
ITEM NEEDED: Ice Missiles



35 AREA: Norion
ROOM: Substation West
ITEM NEEDED: Power Beam



36 AREA: Norion
ROOM: Docking Hub Alpha
ITEM NEEDED: Grapple Swing or Screw Attack

37 AREA: Bryyo
ROOM: Hall of Golems
ITEMS NEEDED: Ice Missiles + Spiderball

38 AREA: Bryyo
ROOM: Burrow
ITEM NEEDED: Power Beam

39 AREA: Bryyo
ROOM: Fuel Gel Pool
ITEM NEEDED: Ice Missiles



40 AREA: Bryyo
ROOM: Fuel Gel Pool
ITEMS NEEDED: Ice Missiles or Ship Grapple + Hazard Suit

41 AREA: Bryyo
ROOM: Ancient Courtyard
ITEM NEEDED: Boostball

42 AREA: Bryyo
ROOM: Hidden Court
ITEM NEEDED: Boostball



43 AREA: Bryyo
ROOM: Temple of Bryyo
ITEMS NEEDED: Nova Beam + X-ray Visor + Hazard Shield

44 AREA: Bryyo
ROOM: Falls of Fire
ITEM NEEDED: Screw Attack

45 AREA: Bryyo
ROOM: Reliquary III
ITEMS NEEDED: Grapple Swing + Ice Missiles



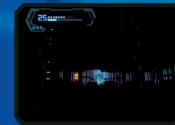
46 AREA: Bryyo
ROOM: Gateway
ITEMS NEEDED: Plasma Beam + Morphball



47 AREA: GFS Valhalla
ROOM: Weapons Cache
ITEM NEEDED: Two Energy Cells



48 AREA: GFS Valhalla
ROOM: Auxiliary Lift
ITEM NEEDED: Energy Cells



49 AREA: GFS Valhalla
ROOM: Medlab Alpha
ITEMS NEEDED: Two Energy Cells

50 AREA: Pirate Homeworld
ROOM: Lift Hub
ITEM NEEDED: Grapple Voltage



51 AREA: Pirate Homeworld
ROOM: Flux Control
ITEMS NEEDED: Grapple Lasso + Spiderball

