

Metroid Prime: Federation Force Community

Discussions



Christian TheCalzoneZone
04/03/2017 2:08 AM

👉 Looking for Teammate

Closed

Metroid Prime Impressions II

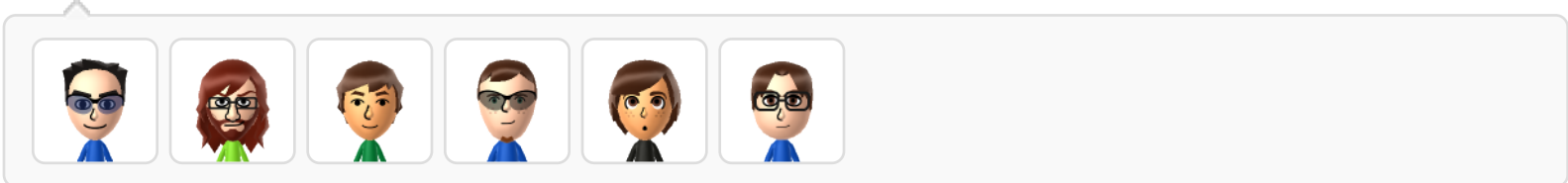
I TV I
IY7FVI

On this episode of Metroid Prime. Samus becomes one with her inner spider. But with Space Pirates lurking around every corner, she's far from off the hook yet. With her new found heat-sensing abilities, will she able to discover the secrets of the Antechamber? All this and more, coming up.

This is part 2 of a log. Care to join?

👍+ Yeah!

👤 6 🗨️ 100



Advertisement

Share this Post



Embed

Comment



Nintendoer 04/03/2017 6:17 AM

Notifications!

Thardus is my least favorite boss in the game. I discovered a new trick on my last playthrough to cut the time it takes to defeat him in half, but it's still too long and drawn out for the premise IMO (on harder difficulties, anyway). I agree with everything else you've said; excellent observations!

Yeah!

3



Jayse 04/03/2017 8:36 AM

Notifications!

Yeah!

0



Duke Haman 04/03/2017 11:02 AM

About the music, I completely agree. I love the music in these games, and MP1 definitely has a classic soundtrack to me.

This also reminds me. I had a wisdom tooth removed recently, and they said it would be a good idea to listen to music while it was going on, so was listening to the Metroid Prime soundtrack. I just hope I don't associate my memories of that experience the next time I play

Yeah!

2



Duke Haman 04/03/2017 11:02 AM

that game, hearing the music!

Yeah!

2



Christian 04/03/2017 3:07 PM

@ND Thankee. The Parasite Queen was a less interesting fight in my opinion, but on the front of being drawn out I agree. I didn't mention it, but I think it would have been better if Thardus needed half as many hits. What is your trick? Charge Combos?

@Duke Sweet! And I sure hope not!

 Yeah!

 1



Nintendoer 04/03/2017 3:40 PM ·Spoilers

Well, Super Missiles are great, of course. I was referring to using bombs on the weak spots after they're visible without the Thermal Visor. He usually starts rolling around immediately after a Thermal Visor phase, and that's the perfect opportunity to bomb him and instantly destroy the spot.

 Yeah!

 0 



Stagger 04/03/2017 7:28 PM

Notify me captain. Phendra Drifts has my favorite music from the first Prime. Just thought I'd throw that out there ... I guess Flaagra is my favorite boss fight excepting the final one, but Echoes is just such a show stealer for a couple of boss fights it's hard for me to get too engaged about it heh.


 Yeah!

 2



Christian 04/03/2017 9:23 PM

Bomb diggity. Can't wait for Echoes then. Flaahgra was your favorite? He was definitely involved, I liked him a lot.

 Yeah!

 1



Stagger 04/03/2017 9:35 PM

Phendrana even ... thanks for correcting my other fail there.

 Yeah♥


 0



Christian 04/04/2017 1:38 AM

I mean, I think given that it's all fiction, it's perfectly acceptable to misspell/misremember video game place names or characters. Agreed?

Dongorongodangojango.

 Yeah♥

 2

Nintendoer 04/04/2017 4:22 AM



Once again, I agree with Stagger. =P Echoes does such a better job in the boss department, even going so far as to have my favorite in the entire series.

Yeah!

0



Stagger 04/04/2017 10:41 AM

I dunno Christian, I pride myself in obsessing over certain fictions. Like I know the names of sentient species homeworlds in Mass Effect better than the moons of actual planets in my solar system ... fair shakes though. Thanks for being my apologist. Now crank out some more log data for us!

Yeah!

1



Christian 04/04/2017 1:13 PM

No, honestly, I agree. I like being correct and well-versed in my favorite games, too. I think most of the ZNG *is*, and that the kinds of discussions we have, or at least at the level of depth we're able to talk about certain things, the wouldn't be possible were we not that way.

You don't think I want to!? I really do, and I'm really enjoying Prime! School hasn't been allowing for it, sadly,

Yeah!

1



Christian 04/04/2017 1:18 PM

but I'm working towards finishing what I need to do in order to make playing more frequent. In other words, it's the same problem it's always been. Heh heh heh.

Yeah!

1



Christian 04/04/2017 8:00 PM

Aaaand... I've found an opportunity. After I explore the Antechamber, I'll try my hand at those Ghost Chozo once again. Wish me luck, guys.

Yeah!

1



Christian 04/05/2017 10:15 AM

--Day 4--

The Trilogy version's title theme is definitely an original comp, and it's really good. I can only imagine it borrows elements from the soundtracks of all 3 games, and I can definitely hear the first Prime's influence.

Every time you open your save file, the area name of where you last saved appears on screen, as if it's a movie, and then it transitions to Samus appearing w/ the iconic

Yeah!

1



Christian 04/05/2017 10:18 AM

music. It's such a little thing, but neat none the less.

I didn't even have to go back to the Sunchamber to encounter some more Chozo Ghosts, as it turns out. The natural progression of the game has led me to discover the Chozo Hall of Elders, where in addition to a bowling statue, I encountered a ton more Ghosts. Fighting 1 was alright, but 3 is tricky, and if you happen to have low health you

Yeah!

1



Christian 04/05/2017 10:21 AM

really need to look out. Metroid II style, they have a very loud, fast, and jumpscare-y battle theme that kicks in after a few seconds of near silence. I think it got me twice.

It turns out that I hadn't been collecting any Chozo Lore, simply because I didn't understand that you could scan every instance of glowing Chozo glyphs, but now I realized their purpose and am now gathering data. This is

Yeah!

0



Christian 04/05/2017 10:24 AM

an altogether different experience from collecting Space Pirate logs, as I

encounter the Space Pirates daily, but I've yet to see a single Chozo in the flesh. Similarly, the Space Pirates' logs were all written relatively recently, sometimes I feel like they could've been written just a week ago, but the Chozo Lore seems to date thousands of years back.

As for the content of the Lore itself, so

 Yeah!

 0



Christian 04/05/2017 10:27 AM

farm it would seem the Chozo aren't bad people. (Tell me if I misunderstood any of the following plot points.) They want to rid their home planet of a foreign and death-bringing substance they've dubbed the Great Poison, because it's killing not just the wildlife, which they legitimately care for, but the Chozo race itself. It's even beginning to have a toll on the entire planet of Tallon IV

 Yeah!

 0



Christian 04/05/2017 10:31 AM

itself. They want to destroy the Great Poison, and, though I'm pretty certain not directly, Samus does too. We're fighting for the same cause, in other words, so I have no problems helping the Chozo. I just wish their spirits weren't so restless or antsy and would just let me explain to them that I'm about to fill the role of the Entrusted One they've been waiting years for. It would appear

 Yeah!

 0



Christian 04/05/2017 10:35 AM

they've locked away the Great Poison in a temple they call the Cipher, which is locked behind 12 keys. These keys have been hidden around Tallon, and only the Entrusted One will be able to decipher the cryptic clues and bring them all together. Then that One can finally rid the world of the great evil. It's giving me a big original TLoZ feel, and it's pretty cool. I like how much more I'm able to

 Yeah!

 1



Christian 04/05/2017 10:37 AM

understand after collecting these writings, it's proving to be a very enjoyable experience so far, as it's rewarding the discovery of the story yourself rather than serve it to you on a silver platter. Yes. Like Breath of the Wild.

Water is a little scary in this game. When I first fell into a pit of water on Day 1, my first reaction was to get out as quick as possible. See, for the first time,

Yeah!

1



Christian 04/05/2017 10:41 AM

the water isn't mostly crystal clear as in the 2D games. It's actually really hazy and foggy, like the bottom of a real life organic body of water. Visibility is low, which makes moving through this 3D water a somewhat uncertain ordeal. And that uncertainty is unsettling. Makes me feel like I'm going to drown, or a creature will attack me from nowhere, or both.

There was a Half pipe puzzle room

Yeah!

1



Christian 04/05/2017 10:44 AM

on the way to the Antechamber, with lots of Stone Toads. It took me a while to figure out how to get into the Toad on the top level's mouth, where you could then bomb it and successfully make it to the top level, and it felt sweet to figure out.

Sometimes when a large explosion occurs, Samus' face will briefly reflecting in her visor. So the effect is that Samus is staring into her own eyes. I

Yeah!

1



Christian 04/05/2017 10:46 AM

thought it was weird at first, but now I appreciate where they're going with it. As Samus is a silent protagonist, the only possible way to show emotion

or what's going on in this girl's head is to show her face. But with the mostly first person style of gameplay, there's little opportunity to do so. When I see Samus looking into her own face after a fiery explosion, I interpret it as she's

 Yeah!

 1



Christian 04/05/2017 10:52 AM

(delete "she's") a silent acknowledgement of the reality that she just killed something. She's very stone faced, she's undeterred; she knows full well what she's doing. She's accepted long ago that for the greater good of the galaxy, it means having to kill some not-too-good people. That's what I think it means and why they included it.

I got the Ice Beam and no longer have to worry about what on

 Yeah!

 2



Christian 04/05/2017 10:55 AM

earth will open a White Door. Seeing shards of ice break off of creatures and objects is very cool (pun definitely not intended), and is my favorite incarnation of the beam yet. But alas! I'm playing the Trilogy version, which removed beam particles due to how the GCN version was programmed, and I don't get to see what's in my opinion the best part of the Ice Beam: charging a beam will cause the

 Yeah!

 0



Christian 04/05/2017 10:58 AM

gun to freeze over, and releasing the charge will discharge the frost into the air as a misty, snowy substance. Maaaan. Trilogy version's missing out!

Penultimate note: Remember the birds flying overheard in the Chozo Ruins? They're not enemies, they're just nondescript flying birds that adorn the open sky in that area. The devs knew people would try shooting at them, and made them explode into a

 Yeah!

 1



Christian 04/05/2017 11:02 AM

blast of feathers if you did so, along with a tiny bird shriek. Cute.

Finally, I got to discover lower Phendrana. A.K.A., the part where the electronic remix plays instead of the regular theme. Kinda like club music, honestly, I wasn't sure if I was supposed to kill enemies or dance with them. Anyway, a lot of pools of frightening water later, I found the Gravity Suit. This time, only the outer

Yeah!

1



Christian 04/05/2017 11:04 AM

edges of the suit have been changed to purple, instead of the entire suit, and the middle retains the classic red/orange color palette. I gotta say, nice! Snazzy change! The game hasn't told me where else to go, yet, which is good, and next time I'll use my newest toys to get some more Artifacts. Currently 1/12.

Yeah!

0



Christian 04/05/2017 11:06 AM

P.S. Killing Metroids with the Ice Beam feels much better. Although, they only take 1 Missile after being frozen instead of 5, which effectively makes them no more immune to ice/missiles than all the others enemies so far. I dunno, man. :P

Yeah!

0



Nintendoer 04/05/2017 12:14 PM

You're the only person I know who can call an exploding bird with a dying shriek "cute".

As you're still missing pieces of the Chozo story...no comment.

Yeah♥

0



Christian 04/05/2017 1:02 PM

No, no, the death part's not what's cute. What's cute is the devs thinking to

include it.

Yeah, I wouldn't have banked on having the complete story. As I said, only yesterday did I realize that I was also supposed to be scanning the Chozo glyphs. There's a lot I haven't gotten yet.

 Yeah!

 0



Duke Haman 04/05/2017 4:11 PM

Samus's Gravity Suit looks the same as it did in Super Metroid actually. This whole game shows such love for the past games, and keeps the for almost everything the same, unlike the stupid changes to her suit in Other M (I'm never going to forgive that horrible game). I've always loved that reflection of her face. The first time I saw it was when one f the jet pack pirates crashed near me and

 Yeah!

 2



Duke Haman 04/05/2017 4:13 PM

exploded. You see it more often in the water though. The Chozo are an ancient and wise race. You'll find out why those ghosts are attacking you later on from the Chozo lore.

 Yeah!

 2



Christian 04/05/2017 4:27 PM

Good catch about the suit, you're correct. I must've been thinking of Fusion. I actually learned a little bit about Other M the other day. Like how it had the first voice acting for Samus in the series. And how it mixes 3rd person and 1st person in wacky ways and attempts to bring back 2D platforming. And how its locations look very drab and ugly. It... doesn't look very good. :/

 Yeah!

 0



Duke Haman 04/05/2017 4:29 PM

"keeps the look for almost everything" I meant... Stupid typos. Other M... I don't know if I should suggest you avoid it, or if you should see

for yourself. The gameplay's all right, but every problem with Fusion is increased by ten or so in that. Like those stupid doors locking behind you and someone telling you what to do all the time... Samus's personality is an insulting butchering of her.

 Yeah!

 2



Duke Haman 04/05/2017 4:30 PM

I mean every problem is multiplied by ten, more like it.

 Yeah!

 0



Jayse 04/05/2017 4:41 PM

I still need to play Other M... I have it. And I know that many people hate it. But I still want to play through it. The worst that can happen is I go in with low expectations, and my expectations are met.

 Yeah!

 2



Stagger 04/05/2017 6:52 PM

I find Other M a lot less objectionable than most fans, w/ the Samus personality issues, the item and exploration railroad accessibility, and a few momentum killing gameplay elements the worst of it. Bottom of the Metroid barrel, sure, but not unplayable by any means ... I dunno.

You have the hints turned off right? As for comparing Prime and BotW's storytelling styles, it fits one series. It

 Yeah!

 2



Stagger 04/05/2017 6:56 PM

does not fit the other. I don't want to derail the post w/ the topic so I won't expound on the sentiment. Also, mock my dance track all you want. :p

 Yeah♥

 1



Christian 04/05/2017 8:03 PM

Certainly. BotW isn't a perfect comparison by any means, just felt like

throwing stuff out there since it's new an' all. :P

Hints turned off? Oh shoot! I didn't realize you could do that! I'll definitely turn them off now, since I find them annoying. Thank you, Stag.


 Yeah!

 1



Christian 04/05/2017 8:06 PM

Oh, I totally misread your sentiment on BotW's and Prime's storytelling styles. Disregard what I said, heh heh.

 Yeah♥

 1



★!TEMMIE!★ 04/06/2017 2:48 PM

i am big scary guy in a mech suit. yay.

 Yeah!

 0



Christian 04/08/2017 12:23 AM

Woah. It's been 2 days. School wasn't all to blame this time, I've actually been playing a bit of Chrono Trigger too. I'm finally ready to take on Lavos, yes! But I'm playing a little more Prime tonight, which because of my system, means logging returns tuh-morrow.

By the way, Stag, notice how I never said anything negative about your "dance track." Nah, on the contrary, the Phendrana Drifts


 Yeah!

 0



Christian 04/08/2017 12:26 AM

theme is my favorite area theme so far; wonderful piano, and the Depths version is quite the toe-tappin', snappy variant. Catchy, if you will, but I prefer the term "snappy" in this example.

 Yeah♥

 1



Christian 04/08/2017 2:06 PM

--Day 5--

The shortest play session yet. It was mostly filled with scanning and filling in more story. First thing's first, hints are off. I know I said I'd make finding more Artifacts my next priority, but I couldn't help myself, and had to see if I could explore any of West Tallon with my new gear. Sure enough, there was some underwater platforming to the other side of the room, and there was

 Yeah!

 0



Christian 04/08/2017 2:21 PM

so much new stuff to do I wasn't able to look for any more Chozo Artifacts.

I was first taken through an area that highly reminded me of Super's Wrecked Ship, where I found a couple dead Pirates. One even slowly floated to the surface of the water when I reached the end of a tunnel. Hmm. Last time this happened, there was a boss behind it; the Parasite Queen. Although, this could just be a

 Yeah!

 0



Christian 04/08/2017 2:27 PM

reaction to Phazon Madness as well. Speaking of which, the "Wrecked Ship" portion was quickly over, and at its end were the Gor- pardon, *Phazon* Mines. There was a surprising amount of new information to learn here.

My respect for the Space Pirates as intelligent creatures grows ever more. They've been aware for an unknown amount of time that bioform Samus Aran, or as they prefer to call me, The

 Yeah!

 1



Christian 04/08/2017 2:33 PM

Hunter, has arrived on Tallon. What's more, most likely after a couple reports from escaped Pirates, they understand my Morph Ball technology and all of my current Beams. Each Pirate has been given the instruction to turn in The Hunter, dead or alive, promising they will be handsomely

rewarded. They're even currently looking for my ship! Yikes!

Meanwhile, Phazon experimentation and mutation is

 Yeah!

 1



Christian 04/08/2017 2:41 PM

underway, and is working incredibly well. While at first struggling to find a way to grow a Pirate physically that didn't simultaneously deteriorate brain tissue, causing them to die before reaching maturity, a successful method of Phazon infusion has been discovered and beam-based Pirates and Elites are being churned out in high numbers. The beam-based Pirates all have a major design flaw: they

 Yeah!

 0



Christian 04/08/2017 2:46 PM

are vulnerable to whatever beam type they've been modded to utilize against The Hunter. Ha ha. That's a pretty terrible flaw, but a funny way to explain such a video game-y concept. The Elites I hadn't expected to be such hulking figures. They're plenty strong, yes, but their slow speed negates any and all strength advantages that they have. I can't imagine what the Omega Elite Pirate might look

 Yeah!

 1



Christian 04/08/2017 2:50 PM

like.

I quickly learned that the Space Pirates' journey mirrored my own. The main difference being that they despise the Chozo, whom they believe long extinct, and want to remove their "ugly ruins" from the face of the planet. They want to journey to the center of Impact Crater for its large concentration of Phazon. It's simply a treat to read their logs and watch them piece together everything

 Yeah!

 1



Christian 04/08/2017 2:55 PM

I myself have learned for themselves. How they learned about the Chozo. How they learned about the Phazon and the creature at the core of Impact Crater. All this in addition to how they learned about Samus' presence on Tallon. They gradually gained an understanding that the Cipher's 12 Statues served as locks and would grant access to the core, but have had so much trouble trying to understand how

Yeah!

0



Christian 04/08/2017 2:59 PM

to open them. First off, they can't read the ancient Chozo script, and their linguists can only offer guesses. They eventually came to the conclusion each Artifact must be in a spiritually important location to the Chozo. But they were no match for the Chozo Ghosts attempting to search for such areas, with only few survivors to explain what they're up against. They've completely and totally hit a

Yeah!

1



Christian 04/08/2017 3:04 PM

wall.

That's where my research left me. I love thinking about the Pirates as being real people; as creating powerful technology, as having scientists and linguists to understand the world, to have an army of workers all united under the cause of ensuring Space Pirates are the dominate race. As having troops run back in terror to describe the Ghost Chozos that just killed all of their friends. It

Yeah!

0



Christian 04/08/2017 3:08 PM

makes me feel, a tiny bit, bad for having to stop them. But peace in the galaxy there must be!

Finally, I came to a room in the mines where Metroid Phazon nutrient was

being mixed, and a couple of Pirates guarded a group of Metroids behind a force field. I instantly knew where it was going. I disabled the force field and watched as the Pirates reacted in terror as the Metroids were unloaded onto

 Yeah!

 1



Christian 04/08/2017 3:09 PM

them. That felt good. A very good moment in the game so far.

 Yeah!

 1



Christian 04/08/2017 3:13 PM

Predictions for Day 6:

-This section was very story-driven, and by that I mean, it mainly existed to teach the player a lot of important story details all at one time. This upcoming portion won't have nearly as much.

-Going back through the "Wrecked Ship" will not be a straightforward ordeal. I'm hoping boss.

 Yeah!

 0



★!TEMMIE!★ 04/08/2017 3:17 PM

?

 Yeah!

 0



★!TEMMIE!★ 04/08/2017 3:22 PM

bye. i do not know what you guys are talking about anyways so.....

 Yeah!

 0



Duke Haman 04/08/2017 4:11 PM

I love that part when you turn off the shield and watch the Metroids kill the space pirates.

 Yeah!

 1



Christian 04/09/2017 2:03 PM

--Day 6--

Yesterday I spent collecting Artifacts, and as I suspected there wasn't much more Chozo Lore or Pirate Logs to find. I appear to be missing 3 entries for both.

One of the first things I did was reclaim use of my Grapple Beam. Of course, I hadn't used it since escaping Meta Ridley in the very beginning of the game, and completely forgot how to use it. Turns out it's really simple, as



Christian 04/09/2017 2:07 PM

you no longer need to manually swing yourself, and it's as simple as letting go at the right time. I used it to snag an couple upgrade in the Ruins and whoosh through Tallon a little faster.

I also have Power Bombs now, and I strangely can't even remember when and where I got them. No matter, finally I can clear Bendeziium structures! One of the first uses was in the Mines to open some new paths,



Christian 04/09/2017 2:11 PM

not the least of which granted me the Grapple Beam, but I was most dying to try it out in a location in Tallon near a room w/ a giant tree. Funnily enough, it was the most worthwhile area to be excited for, because at the end of the tunnel was my last visor: X-Ray. This is found in the Life Grove, which pretends to be a very small room on the map but through X-Ray you find that all of its walls



Christian 04/09/2017 2:14 PM

are paper thin. Bombing them leads you the greater area where an Artifact,

guarded by Ghosts, awaits you.

This part was neat. When the Thermal Visor wowed me the first time, I was pretty much settled into never having another reaction like that again. And when I turned it on the first time, I thought it was the case. The world through X-Ray looks very beautiful, more so than through any of the

 Yeah!

 0



Christian 04/09/2017 2:20 PM

other visors I thought, but too bad I'd never return to that same sort of "awe" that turning on Thermal for the first time gave. But then I was damaged by a Chozo and Samus raised her hand to her helmet, only now it was bone... Ha ha ha. That got me. It totally got me. (So *that's* why that animation was made, to show her hand off in X-Ray mode. Totally worth it.)

After some initial confusion

 Yeah!

 1



Christian 04/09/2017 2:22 PM

over which beam worked on the Ghosts (I tried them all until realizing it was Power, ugh), it definitely was such a breeze now to kill them, all without ever taking a hit. And since that was the case, I felt it only right to start getting serious about my Artifact hunt.

The first I received from this very room. Artifact of the Chozo acquired from the Life Grove, by bombing a pillar underwater.

 Yeah!

 1



Christian 04/09/2017 2:26 PM

The second, Artifact of Lifegiver, acquired from the Tower of Light in the Ruins. Now that I had the Gravity Suit, I could return to the tower and take an underwater detour to where the Artifact waited me.

The third, Artifact of Wild, acquired from the Sunchamber in the Ruins. Kill the Ghosts, and there it appears on Flaahgra's dead flower.

And finally the fourth, Artifact of Nature, acquired



Christian 04/09/2017 2:29 PM

from the Lava Lake in Magmoor. Bomb the pillar in the center of the lake, which isn't targettable thereby giving itself away, and the Artifact will reveal itself.

I went to sleep, satisfied with 5/12 Artifacts. The hints/clues left by the Chozo are not difficult to understand or difficult to achieve by any means. Rather than be cryptic, the devs decided they would be very straightforward, and



Christian 04/09/2017 2:33 PM

even include part of the name of the room the Artifact is found in with every clue. I might complain that this is way too easy, if it weren't for the 2 Artifacts that have no clues. Yes, a challenge! My prediction for these unknown Artifacts are that one is in the Phazon Mines, and the other somewhere in the Tallon overworld. I figure this is likely since all 10 of the scannable Artifacts are



Christian 04/09/2017 2:36 PM

spread across Magmoor, Phendrana, or the Ruins, with no mention of the other two areas. I *hope* that when I collect the first 10, I won't magically be given huge hints that will point me to the location of the missing two.



Duke Haman 04/09/2017 9:21 PM

You can also see Samus's hand in her cannon with the x-ray, and the shape changes depending on what beam she's using. I really wish that you could see the skeletons of the space pirates though.

This also reminds me that Metal Gear Solid 2 was going to have x-ray goggles, but they couldn't get it to work apparently.

 + Yeah!

 0



Christian 04/09/2017 10:16 PM

Makes perfect sense, as the icons themselves are just the finger positions required to fire that beam type, so I'm glad that it matches up in X-Ray mode. I haven't mentioned it yet, but what a wacky system, no? To fire different beams based on what fingers you're holding up? One thing I want to know, and maybe you're able to see, does Samus fire every shot with that hand position held, or is it

 + Yeah!

 0



Christian 04/09/2017 10:18 PM

simply the command to switch over? If it's the former, than I can only imagine that starting to hurt after a while. Tell ya what, let me try them IRL for a while and see if my hand starts to cramp or not.

 + Yeah!

 0



Duke Haman 04/09/2017 10:24 PM

Yeah, really, she'd be getting bad cramps constantly doing that. What if she relaxes her hand? Oops! Switched to the wave beam!

 + Yeah!

 1



Christian 04/10/2017 2:18 PM

Exactly, why didn't they make the Power Beam the open hand signal? Makes no sense. I made a couple of more discoveries about the hand signals that I'll write about in a bit. Spoilers: They messed up!

 + Yeah!

 0



Christian 04/10/2017 2:24 PM

--Day 7--

This is the first time I've exceeded a single page of notes, but I'm not sure if that'll directly translate to a longer update or not. Let's just see how this goes, eh?

So I had one more Magmoor Artifact to collect, and felt it would best to get it out of the way before moving over to Phendrana. For the first time, and sadly only time, the room it was found in was not already

 Yeah!

 0



Christian 04/10/2017 2:28 PM

discovered on my map! I was just going through one end of Magmoor to the other, trying to discover the doors I hadn't gone through yet. Only a couple minutes in, I was just running the motions and found myself opening the door to the Artifact in question! Woah, I wasn't even paying attention! It was the first thing you saw when opening the door, too, so it totally surprised me. Artifact of

 Yeah!

 0



Christian 04/10/2017 2:34 PM

Strength claimed from Warrior Shrine.

And now for my discoveries on Samus' beam hand and icons. All but the Wave Beam show the incorrect hand signal: The Power Beam results in Samus using the Ice hand signal, and the Ice and Plasma (spoilers) Beams both return the Power hand signal. I'm a little unsure if the devs were aware of the inconsistency and simply didn't feel it was important enough to

 Yeah!

 0



Christian 04/10/2017 2:39 PM

change, or this is a remnant of an earlier stage of development when the hand signals were different. That sort of stuff happens all the time, so I'd like to think it's the latter. A little bit of a letdown. Oh, and Samus simply holds her hand positions rather than press her fingers down to simulate trigger pressing. IRL, I found that all of the hand positions are fairly painless to hold, *except*

 Yeah!

 0



Christian 04/10/2017 2:41 PM

for the Plasma Beam. Yowch. It makes me want to limit my use of the Plasma Beam. knowing that Samus' fingers are probably killing her. But I'm getting ahead of my notes.

Little note, the Tractor Beam function of Samus' arm cannon. It's really such a helpful do-dad that I took for granted towards the beginning of the game, but now I found myself using all the time.

Oh, I thought I had more, but


 Yeah!

 1



Christian 04/10/2017 2:45 PM

now it's actually time to talk about the Plasma Beam. Ha ha ha. So there's this big puzzle room in the Caverns known as the Geothermal Core, and you need to find your way to the top to claim the Plasma Beam. It featured this really nice and developed magnetic rail maze that wrapped around the entire room, and it was my favorite use of the Spider Ball so far. There's not an abundance of places to


 Yeah!

 0



Christian 04/10/2017 2:49 PM

use the Spider Ball so far, so coming into a room where you need to use it for such a long time and in so many different ways, oh, super fun. I think what also made it great was that previously you'd have to stick to a single rail and travel in straight lines in other parts of the game, but here rails were placed back to back, creating entire magnetized walls that you could travel in 8 directions

 Yeah!

 0



Christian 04/10/2017 2:55 PM

on instead of 2.

I had this idea in my head that the last beam would be called the Fire Beam. Sort of a subconscious thing, but I really expected it to be called "Fire." So when it wasn't, I was pretty surprised.

3 Artifacts in Phendrana to get. The first I got had the clue of "Tower", and checking the rooms confirmed the presence of a Control Tower. When I got there, and the Flying Pirates were

 Yeah!

 0



Christian 04/10/2017 3:02 PM

disposed of, I thought maybe I was in the wrong place. There were 2 towers in the distance, yes, but they seemed to be completely blocked off by force fields. But I wasn't deterred and soon found how to collapse one of the towers through a window in an area directly above one of the exits. It sounds weird to write it out like that, but it was a really neat and unique solution. Even after snagging

 Yeah!

 2



Christian 04/10/2017 3:09 PM

the Artifact of Elder, there was one more surprise. To return to the original area, you needed to Spider Ball up the tower itself and drop back into the start! I appreciate little touches like that, turning the uneventful into the engaging.

Next was the clue of "Temple", which was clearly the Chozo Ice Temple. Thawing the ice on the statue opened the secret compartment underneath. This felt nice

 Yeah!

 1



Christian 04/10/2017 3:11 PM

to collect as when I first came here I knew I'd need to return someday and find whatever was hidden under that statue. And I didn't remember other unobtainable secrets quite like this one.

Finally, with the clue of "Edge", I made my way to the complete opposite end of the map at Phendrana's Edge. The X-Ray Beam finally had another required use (I'd been using it in almost every room in the game

 Yeah!

 0



Christian 04/10/2017 3:15 PM

to no avail), and that was locating the "unseen entrance" described in the clue. That netted me the Artifact of Spirit. You know, on my second journey through Phendrana, I wouldn't have thought that hunting Metroids and Pirates in the dark would be just as tense the second time. It was. Great work, game!

9/12 Artifacts. The final Artifact with a clue is the Artifact of World, found in the Chozo

 Yeah!

 1



Logan 04/10/2017 3:16 PM

It's been a while since I've read these! You were gone for some time with BotW, and I got busy and spring break came along. I missed some of the first part, but I just read through all of this and I'm glad to see you're enjoying the game! As with Fusion, I'm excited to see your thoughts on the rest of it!

 Yeah!

 1



Logan 04/10/2017 3:18 PM

You seem to be somewhat interested in the Metroid lore... You should look it up sometime! It's a great story (and a long one) and it all ties together. Except Other M, of course, but we don't need to get into that...

 Yeah!

 1



Christian 04/10/2017 3:18 PM

Hall of Elders that I discovered a few days back. With the Plasma Beam, I now have the capability to unlock the third and final path, and grab that Artifact. And then, well who knows what's next! Anything and everything

could happen, I hope it's of the boss variety. But what I'm most excited for, is I'm almost positive I can explore the lower portion of the Phazon Mines now. Can't wait for what

 Yeah!

 0



Christian 04/10/2017 3:19 PM

could be hiding down there.

 Yeah!

 0



Christian 04/10/2017 3:26 PM

Howdy Logan! Oh, I hope it didn't take you too long to read through all my updates, eh? Maybe I will, maybe I will. I've already looked into the timeline placement side of things, for starters.

 Yeah!

 0



Logan 04/10/2017 3:27 PM

Interesting stuff about the hand positions for Samus's arm cannon... I never thought of that.

 Yeah!

 0

Add a Comment

You must sign in to post a comment.

Sign in using a Nintendo Network ID to connect to users around the world by writing posts and comments and by giving Yeahs to other people's posts. You can create a Nintendo Network ID using your Wii U console or your system in the Nintendo 3DS family.

Use of Miiverse 

Details about Miiverse 

