

2 May 2007

By: Alexandru Stanescu, Editor, Gaming Reviews (Consoles)



## [Metroid Prime 2: Echoes Unlockables and Secrets \(GameCube\)](#)

*Good old Metroid, packed with multiplayer and better graphics*

**Metroid Prime 2: Echoes** (Metroid Prime 2: Dark Echoes in Japan and Korea) is a first-person action/adventure video game taking place within the Metroid series. It is a direct sequel to Metroid Prime, although chronologically, it occurs after Metroid Prime Hunters. It was developed by Retro Studios and published by Nintendo for the Nintendo GameCube video game console. It was also the first Metroid game to have a multiplayer feature.

Metroid Prime 2: Echoes, like the first **Metroid** Prime, is a 3-D game in a first-person style. This was a large departure from the series, which had been previously all 2-D sidescrollers. However, Metroid Prime was largely regarded as being true to the basic tenets of the Metroid series, including focuses on exploration and platforming rather than combat.

**Metroid** Prime 2: Echoes uses this same gameplay style as its predecessor, yet features a number of changes. Of these, the most dramatic is probably the existence of two parallel dimensions, Light and Dark Aether. Changes in one dimension often reflect changes in the other. While the maps themselves have the same basic layout, the rooms are often completely different, with new enemies and designs. Progress through the game requires that both dimensions be thoroughly explored, utilizing all the equipment that Samus either regains, or finds on her travels throughout the light and dark worlds.

**Unlockables Galleries**

- Boss Gallery - 100% of Logbook Scans
- Character Gallery - 60% of Logbook Scans
- Creature Gallery - 80% of Logbook Scans
- Dark Samus Ending - 100% of Items Obtained
- Promotional Gallery - 40% of Logbook Scans
- Rough Sketch Gallery - Complete game on Normal Mode
- Samus Body Suit Cinema - 75% of Items Obtained
- Storyboard Gallery - Complete game on Hard Mode

**Hard Mode**

- Hard Mode - Beat the game

**Multiplayer Bonuses**

- Dark Echoes Soundtrack - Complete the Game
- Darkness Soundtrack - Complete the Game
- Luminoth Soundtrack - Restore Energy to Agon Temple and talk to U-Mos
- Pipeline Arena - Restore Energy to Torvus Temple and talk to U-Mos
- Pirate Fear Soundtrack - Restore Energy to Agon Temple and talk to U-Mos
- Sanctuary Soundtrack - Restore Energy to Sanctuary Temple and talk to U-Mos
- Spires Arena - Restore Energy to Sanctuary Temple and talk to U-Mos
- Torvus Bog Soundtrack - Restore Energy to Torvus Temple and talk to U-Mos

**Unlocking 2 new multiplayer levels**

All you guys have to do here is beat a couple bosses to receive these multiplayer levels.

- Pipeline Multiplayer level - Defeat the boss on Torvus Bogs.
- Spires Multiplayer level - Defeat the boss of the Ing Hive (aka Fortress)

**Glitches**

**101% Items** In GMFC Compound, you're supposed to witness a cutscene and then blast a yellow crate and receive the Missile Launcher. However, right before the "invisible wall" leading to activate it, there is a boot shaped formation. By jumping onto it, you will be propelled onto the ledge above, allowing you to skip the activation of the cutscene and go straight to the Missile Launcher. After getting it and then activating the cutscene, the yellow crate reappears like a glitch, with ANOTHER Missile Launcher. Getting this one and the remaining 99 items in the game will allow you to have 101% items at the end of the game (your Missile count doesn't go above 255 however).

**Broken Sonic Locks in Main Research** After you fight Dark Samus in Sanctuary Fortress and you acquire the Echo Visor, you have to go to a room called Main Research. When you go there your objective is to deactivate 3 sonic locks in the room. However, if you destroy 2 or less and you leave the room, when you come back and destroy the remaining locks the door that's supposed to open doesn't do that. The door will never open so your game is stuck with no way to progress. This glitch wrecks your game.

**Floaty Jump** This glitch is found in the Chykka boss fight. When breaking the last strand off the cocoon, make sure you are in the water. If you are in the water when you break the last strand, after the cutscene, you will be

on land, but when you jump you get an anti-gravity lift that lets you go incredibly far and incredibly high. The game still thinks you are in the water so you jump just like you were in water. The disadvantage is, if you touch any water, the effect wears off. Apparently, you must be in a dark water when a cutscene occurs; therefore, the Chykka battle is the only place to activate this. **Jump Guardian Trick**After entering the judgment pit, don't enter the light sphere in the middle yet. Instead go around the room and jump up to a light beacon to the right of the door and aim towards the green door across the room. Then begin firing in front of the Luminoth statue's face and, if done correctly, your shots should be stopped in midair by the jump guardian (he's invisible until the fight begins). You can shoot him as much as you like and when you start the fight he will start with that much damage! (you can't kill him before the fight begins but you can get him to the point where 1 shot kills)**No damage when falling into a pit**In the room called "Windchamber Gateway", look for a piece of metal that links the side of the room with the Power Bomb door to the platform with an Energy Tank. Jump onto this metal and you will respawn back where you started, but you will notice that you didn't take any damage. You won't be harmed by bottomless pits. Note: This glitch wears off when you go to a different level, turn off the game etc.**Skip the Dark Suit**You need to be an extremely good player to beat the game with the dark suit, but there IS a way to pass it up, as well as nearly the entire Agon Wastes segment of the game. You can move on to Torvus Bog as soon as you get your translator updated for amber holograms and acquire the space jump boots. The developers for the game put a failsafe in the Abandoned Base in Dark Aether. That is, your energy drains a lot faster in that room unless you have the dark suit. However, there is a shortcut in this room that will allow you to reach the portal within seconds of entering the room. Once you enter the Abandoned Base, strafe along the right side of the room. Just before the ingclaw, there are two flat rocks up against the right wall with a small crack between them. Jump in this crack to get a small vertical boost that will propel you just high enough to space jump onto the platform with the portal. From here, you can enter Torvus Bog and continue with the game.**Secrets A Metroid's worst enemy, doors**This is a very simple way to dispose of metroids and you waist no beam ammo. All you need is the power beam, and a door. Of course, the metroid helps too. First, shoot the metroid with the beam, to make it go after you. Face it, with your back to the door. Wait, just wait. When the metroid charges you, dodge to the side. Hint: you can only dodge while locked on. If the metroid hits the door or near it, it will explode. It's speed run time again and this time we're playing and following the video guide for Metroid Prime 2: