

## Old Friends

INTRO

THE CAST

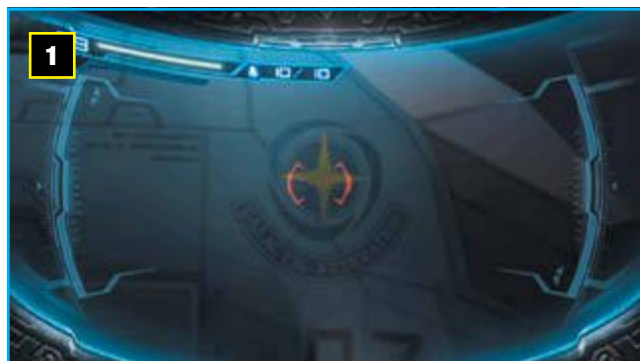
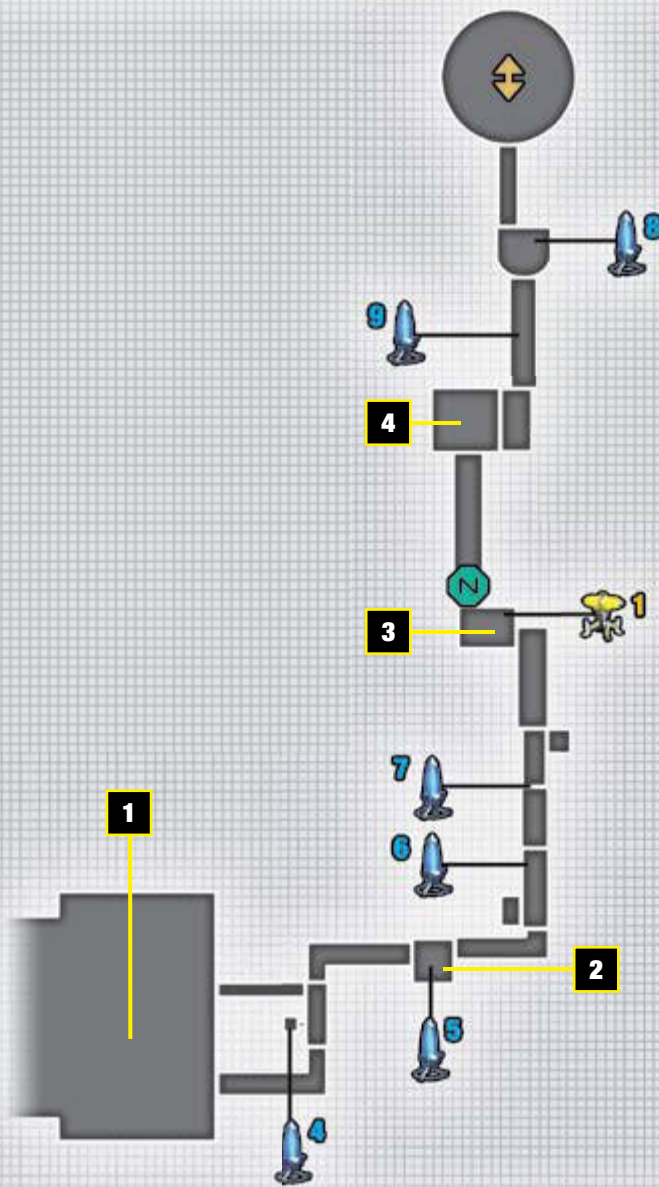
ITEMS AND UPGRADES

NAVIGATION

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ITEM LOCATIONS



Enter into Search View mode and aim the reticle at the ship nearby. Locate the small circular insignia and lock on to it to get a closer look. The ship is actually from the Galactic Federation!

Just then, an explosion rocks the BOTTLE SHIP! Move toward the far door on the right to find out what happened.

# Metroid: Other M

tip

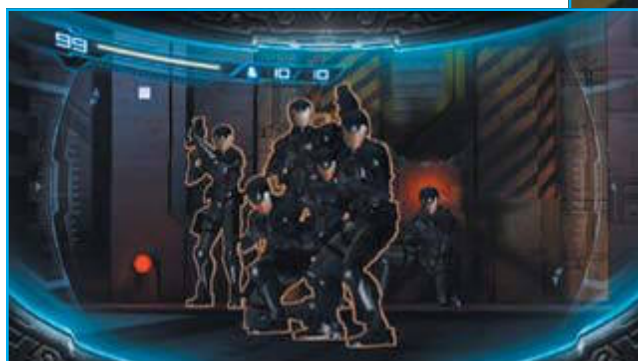


If you stop to look around, check the far left of the middle walkway, just left of the door ahead of you. Scan the

walkway to find a Missile Tank container you can pick up later.

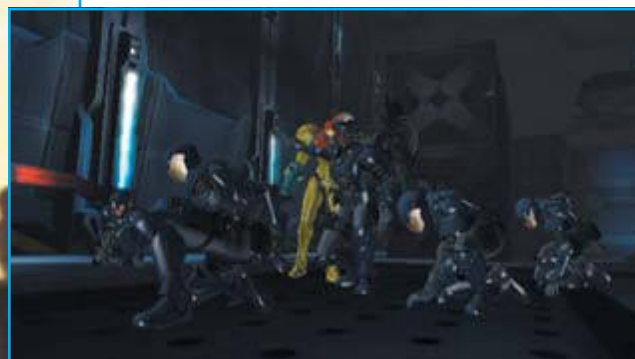
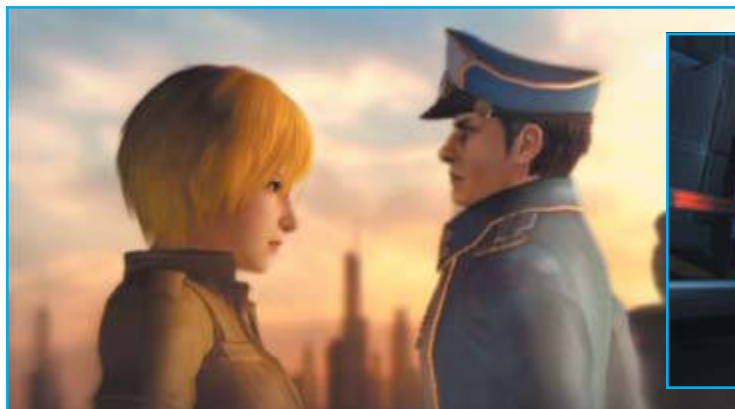


As you traverse the first long passageway, the BOTTLE SHIP continues to rock with thunderous explosions. Don't let that deter you. Follow the passageway to its end until you reach the next main compartment.



Upon entering, you're greeted by six fully armed soldiers. It's the squad that arrived on the Galactic Federation transport ship. You're most definitely not alone.

A friendly and familiar voice breaks the tension, setting all arms at ease. The standoff ends as one of the soldiers happily emerges from the back of the small crowd. It's your old friend, Anthony Higgs—a soldier for the Galactic Federation Army.



In fact, another old friend is on the BOTTLE SHIP as well. Commander Adam Malkovich, your former superior officer, is also along for the mission. As to what that mission is, Adam is in no hurry to tell you.

At the moment, his main concern is gaining access to the next area in the BOTTLE SHIP. But when their explosive fails to blow the hatch, he turns to you for help. It looks like you're both going to be working again. One unit, one commanding officer—Adam Malkovich.

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Lock on to the center plate of the hatch and blast it with a Normal Missile to force it open.

## NOTE

Since you've decided to stick around and help the rest of the Galactic Federation squad, you've also decided to abide by their rules. As of now, you no longer have use of Normal Missiles or several other Arm Cannon functions until Adam authorizes them.



Follow the Galactic Federation soldiers deeper into the BOTTLE SHIP. As you proceed down the corridor, you encounter your first enemy! A Reo zooms in from the left and knocks you down the catwalk to the grating below, where the rest of the swarm waits.

Zigzag around the room, using evasive maneuvers to dodge their attacks and counter with blasts from your Arm Cannon. Obliterate the swarm of Reos with shots from your Beam.

## TIP

Once the room is clear, a small blue blip appears on your radar. It marks the location of a missile upgrade. You can't grab it at the moment, since you need Normal Bombs to get it, but remember its location to come back later.



In the left corner of the room is a shaft leading upward. Target the circular plate at the center of the shaft and blast it open with your Charge Beam. The grate blocking the shaft slides up a little bit, allowing you just enough passage in Morph Ball mode.

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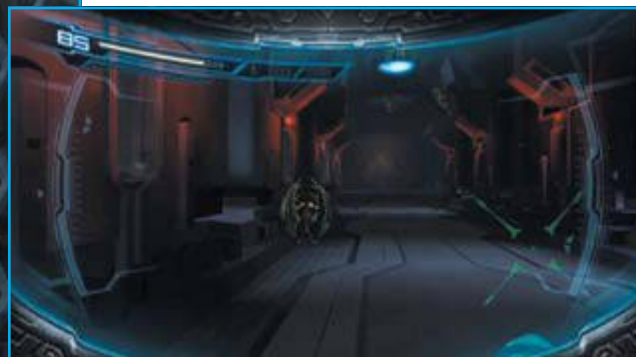
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Roll into the shaft, then climb up the stepped ascent, jumping from left to right until you reach the walkway high above you. Follow the walkway up as it snakes to a hatch on the right end of the room. Several Geemers and Reos swarm around you as you go, so blast them with your Beam, then enter the far hatch.

In the next corridor, you're ambushed by Skrees! These creatures wait for you to approach, then they swoop down sharply and gash you with their wings. SenseMove out of their way and hit them with a few Beam shots to clip their wings.

## Tip



Since Skrees wait to ambush you as they pass, they are vulnerable to attacks from afar. If you see a Skree hanging overhead, change to Search View mode and take it out in first-person view from a safe distance.



Follow the corridor to its end, where you reach a long room with stairs in the far right corner. As you enter, another swarm of Reos attacks from the left! Let loose your Arm Cannon and swat them out of the air.

## note

The room to the immediate left is a restroom. There's nothing in there, so ignore it and move along.



Climb up the steps in the far right and access the computer monitor. It unlocks the door on the far end of the room, granting you access deeper into the BOTTLE SHIP.

Dash across the room, then Kick Climb up the niche on the far end. Enter the next chamber of the ship where you'll find several Geemers scurrying about. Take them out, then enter the next corridor.

## tip



There's an Energy Tank inside the vent running above the room. You'll need the use of your Normal Bombs to acquire it. Leave it for now.



Carefully traipse across the long, slender walkway. When you're about halfway across, a group of Geemers rushes onto the walkway and attacks. Destroy them as you go, then go up the stairs on the far end, which lead to a door on the left.

## note

The computer terminal to the right of the stairs is inactive at the moment; ignore it for now.

The next area is a tall room with an elevator in the center. Around the elevator is a series of platforms lined by ledges on the left and right. The elevator is inactive, so carefully climb up the ledges, blasting Geemers as you go until you reach the top.



## note

For now, ignore both the glowing yellow power-up on the far right side of the room and the inactive computer console. You'll come back to get this power-up as soon as you've gained other abilities.



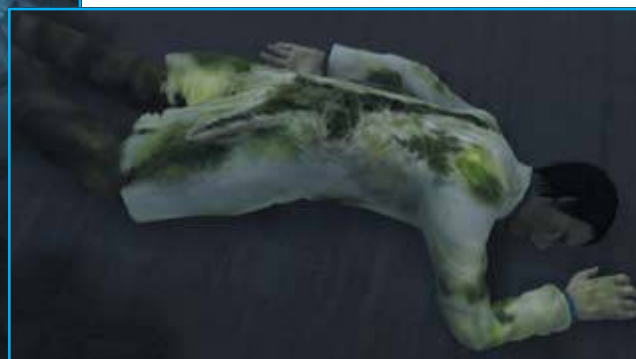
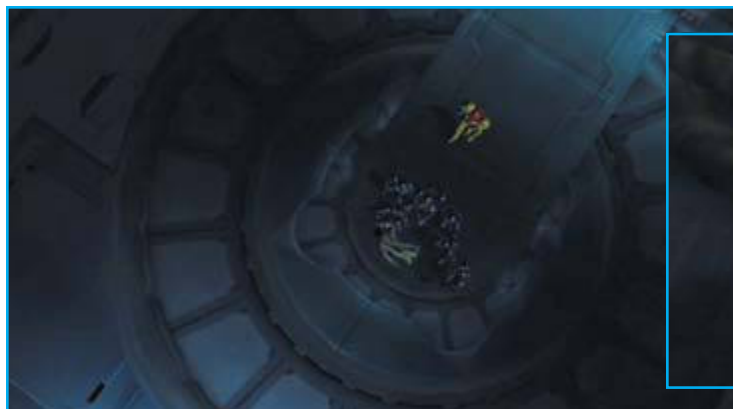
Once at the top, climb onto the leftmost ledge and enter the door in the far-left corner. Enter the Navigation Booth and replenish your health. Then exit the room via the door on the opposite side. Run across the long walkway until you reach the next chamber of the ship.

## tip

Not only do Navigation Booths replenish your health, they also save your progress and refill your missiles! These are lifesavers when you're running low on ammunition and health. Never hesitate to stop by if you're near one.

# Metroid: Other M

## Pervasive Danger



Upon entering the room, Samus finds the Galactic Federation soldiers huddled around something. As she nears, the scene becomes more and more clear: They're gathered around the horribly mutilated body of a scientist that worked on the BOTTLE SHIP.

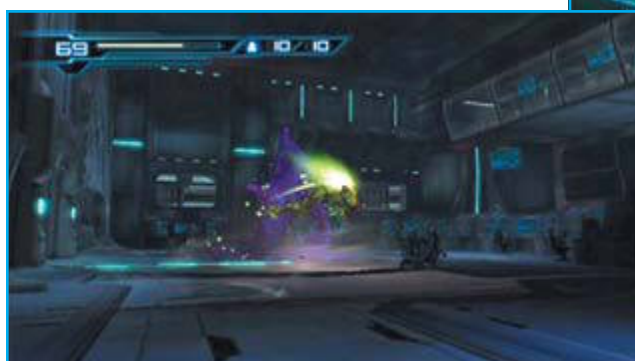
The body is not what is most disturbing, however. What the body signifies is even more horrifying—something is loose in the BOTTLE SHIP and everyone is in great danger.

## Boss Battle: Brug Mass



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Suddenly, Samus's fears are confirmed. Without any warning, the room begins to grow dark as the shadows of thousands of purple Brug insects scurry up the walls and meet with a great, bloodshot, lidless eye. The creatures gather around the eye and join with it to create the monstrous Brug Mass bent on destroying everything in its way. That means you and the Galactic Federation soldiers.



When the battle begins, the creature flails its tentacle arms at you and the soldiers to knock you off your feet. Watch for the Brug Mass to raise one of its tentacles in the air and execute a SenseMove to dodge its attack. Strafe around the creature, dodging its whiplike attacks as you go, and blast it with your Beam.

As soon as it misses you, focus all of your shots at the creature's eye. Your attacks do no damage, so get into Search View mode and attack it with a lock on blast of your Beam. When that fails to dent the Brug Mass's life bar, Adam authorizes his soldiers the use of their freeze guns and you the use of your missiles.

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THE BOTTLE SHIP

The attack puts a major hurt on the purple pest, knocking it off-kilter just long enough for the soldiers to concentrate their fire on the creature's tentacle. The soldiers' guns freeze the tentacle instantly. Seize the moment and hit the frozen appendage with a missile to inflict more damage.

With only one tentacle left, the Brug Mass begins to use a radial attack as it spins around quickly, scraping its lanky arm on the ground and gashing everything in its way. Dodge its attacks and hit its eye one more time with a missile. When you do, the soldiers are able to freeze the second tentacle for you to obliterate, just as you did the first.



With no arms left to attack, the monster begins hopping around the room, stomping whatever it can. If you're out of the reach of its stomp, the Brug Mass thrashes down on you with its head. SenseMove around the creature and pepper its eye with missiles at every turn.

## TIP

Take a moment to use Concentration to replenish your missiles when the creature misses you with its attacks.



Wait for the Brug Mass to miss. When it does, the soldiers freeze the creature at its base, allowing you a clean missile shot once again. Take the shot! The damage is more than the Brug Mass can handle and it immediately attempts to get away. The Emperor Brug squirms out of its body and attempts to scurry away!

You know what you must do: lock on and let the missiles fly. With the Emperor Brug popped, the beast is no more.

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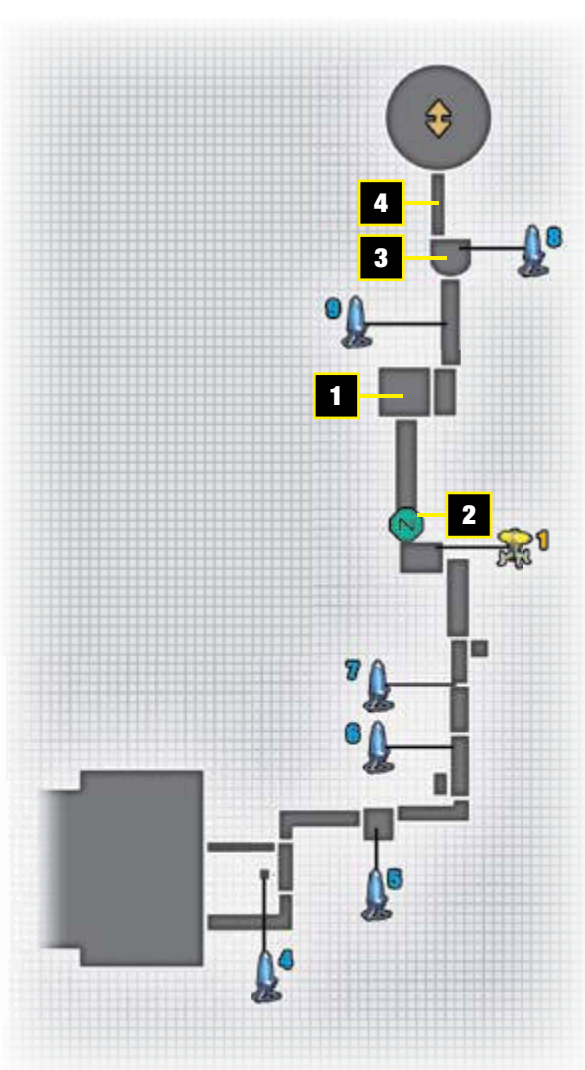
Things begin to calm down, and Malkovich clearly sees that you'll be of great help to the mission. He asks that you join his group under one condition: He's in charge. Having served under him before, you know what you're in for and you sign up for the mission.

# PRIORITY 1



Having banded together with the Galactic Federation, Samus accepts Adam's orders just as she used to when she was a soldier. Adam assigns each of his soldiers a task, but above all, priority 1 is to find and rescue survivors. With communications interference blocking the systems, all communication will have to be routed through Adam at the moment. Samus's task is to head to the System Management Room and get the electrical system back up and running.

## System Management Room



Do an about-face and head back out the door you entered. Destroy the Geemers as you cross the long hall. About halfway down the hall, a Geemer leaps out from a grate on the right side. Pop it, then keep moving.

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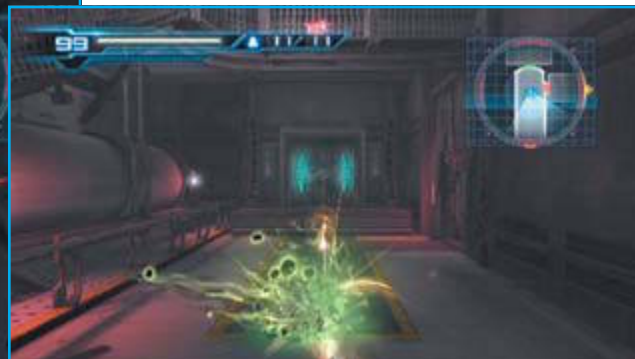
## Missile Tank!

After clearing the hallway, use Morph Ball mode to drop into the grating on the hall's right side, where the Geemer tried to ambush you. Drop into the vent and roll all the way down the length of the hall. Drop a Normal Bomb when you reach the small gate, then continue rolling down to find a Missile Tank!



## Tip

Now is a great time to stop at the Navigation Booth (marked "N" on your in-game map) and save your progress.



Backtrack to the room with the inactive elevator in the center, just past the Navigation Booth, and drop all the way to the bottom of the room. There are several Geemers in this room, so destroy them as you go, then exit the room via the door on the right. Dash down the stairs, blasting the spiked pests as you go, and cross the long bridge into the next room.

As you enter the next room, several more Geemers attack, this time with a Skree in tow! Obliterate the trio, then clear the room of all other enemies.



## Energy Tank!



With the room clear, you're free to get the Energy Tank hidden in the vent above you. Use Morph Ball to roll into the fallen vent on the left. Follow it up and to the right to a small gate. Remove the gate with a Normal Bomb, then claim your Energy Tank!



Roll up the fallen vent on the left, picking up the Energy Tank as you go, then destroy the second grate to drop into the System Management Room. The computer console in the System Management Room is used to access the ship's electrical systems. At the moment, however, it has no power.

Although the computer works, the power is being restricted by two large fly pods! Quickly remove the Reos with your Beam, then switch to first-person view and target the fly pods. Hit each fly pod with three missiles to destroy them. The computer comes back online. Use the computer to restore electricity to the rest of the ship.

### Tip

Stay near the back of the System Management Room. From there, you'll have plenty of distance from the Reos as they approach and still be able to get clean shots on the fly pods.

When the electrical system comes back online, several doors in the ship are unlocked. Exit the room via the now-unlocked door behind you and begin backtracking to the Control Room, where Commander Adam waits to give you further instructions. As you go, the long bridge gives way and drops you into a lower level where several Side Hoppers await!

Jump onto each Side Hopper's head and use Overblast to shoot them from above! One shot and each Side Hopper is destroyed.

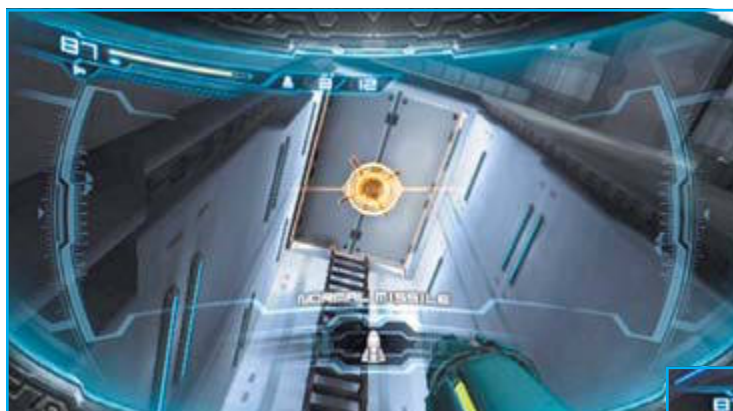


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## Missile Tank!

There is a Missile Tank at the near end of this room. Walk down the long room after killing the Side Hoppers and Kick Climb up the narrow wall. At the top right will be your next Missile Tank.



Walk up the long, narrow room and target the hatch high above you. Hit it with a Normal Missile to force it open, then Kick Climb up the long niche all the way to the top.

### note

The computer console on the right side of the room controls the bridge. Use it to remove or replace the bridge whenever you choose.

Return to the room with the elevator in the center and ride the elevator all the way up. Use the computer console on the far right of the top walkway to lift all the fallen walkways lining the room.



## Missile Tank!

After using the computer console to lift the fallen walkways lining the sides of the room, hop onto the walkway on the left, second from the top. Use Morph Ball to roll into a small vent area, where you'll find the another Missile Tank!



Having restored electrical power, resume your journey back to Adam to report. Stop to save at the Navigation Booth—it's the only way the door ahead of you will unlock—then speak with Adam to get your next objective.



Adam orders you to inspect Sector 1. Since Lyle went ahead, he was able to secure a route for you. Head to Sector 1 to survey an area of interest. Begin by making a right from the control room. Go through the hatch on the right, then make a left in the next room. Ride the elevator up to the next level. Ignore the locked door on the left and, instead, go through the door on the far-right corner of the room. Follow the hallway all the way up to another room with an elevator.

Ride the elevator all the way down into another room with ledges lining the sides. This time, however, the room is infested with spore creatures. Hit them with several Beam blasts or a Normal Missile to destroy them. Once the room is clear, go through the hatch on the left side of the bottom floor.

**caution**

Don't let the spore creatures get too close! If they get within striking distance, they'll explode and inflict major damage!

**note**

There is a circular hatch-like object on the right wall of the room you enter immediately after speaking with Adam. It requires a Power Bomb to access it, so leave it for now. For more information on these hatches, flip to the Items Locations chapter, but be warned, there are spoilers there, should you choose to skip ahead!

**Energy Part!**

There is an Energy Part on the left side of the highest U-shaped ledge in the room with the spore creatures. Climb up all the ledges to reach it.



After exiting the room with the elevator, you'll be trapped inside a long corridor with Reos and several Side Hoppers. Use Overblast to eliminate all the Side Hoppers and the door on the opposite end of the corridor will unlock. Enter the Main Elevator room at the far end of the corridor to access Sector 1.

**note**

There is another circular hatch in this long corridor that you cannot access just yet. Make a note of it, but don't worry about it for now.