

Metroid Prime 2: Echoes - Expert Any% Speedrun Route

NOTES

- This route document will only be addressing the **Expert** route. It has all the tricks known to date.
- **Everything** is color coded in this document. You will see the Color Codes below.
- **Room** names will always be in **Bold**.

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ABBREVIATIONS

- **ME** = Missile Expansion
- **ET** = Energy Tank
- **PB** = Power Bomb
- **STK** = Sky Temple Key
- **SA** = Screw Attack

AGON I

- Enter Hive Chamber A and jump through the hole to go Out of Bounds
- Wallcrawl to **Dynamo Chamber**. Once transitioned, transition back to **Temple Assembly Site**
- Collect the **Power Bomb** expansion from out of bounds
- Head back and Wallcrawl to **Industrial Site**, doorwarp to **Agon Transport Access**
- Use the Elevator and enter Agon
- Head up to **Mining Station Access** and grab the **E-Tank**.
- Head to Agon Temple and go Out of Bounds.
- Wallcrawl to **Main Reactor**
- Defeat Dark Samus 1 with a Power Bomb
 - *Quickly pause the game as soon as the cutscene ends otherwise **you'll crash**.*
- Use the Elevator and collect **Dark Beam**

- Head to **Command Center** and use the portal
- PB the rubble in **Dark Oasis**. Proceed as normal to collect **Light Beam**
- Use the portal in **Dark Oasis**
- Head to **Transport to Sanctuary Fortress** and enter Sanctuary

ME: 5/25 | ET: 1/2 | STK: 0/9 | PB: 1/3

SANCTUARY 1

- Collect a PB drop in **Agon Transport Access**, then blow up the glass in **Hall of Combat Mastery**
- Head up the Elevator and enter **Dynamo Works**
- Enter **Dynamo Access**, perform the Morph SW and do Gyro Skip
- Head to **Watch Station Access** and do the rolljump across
- Scan the post to save IGT and enter **Watch Station**
- Enter **Grand Abyss**
- Boost Jump onto the 2nd Robot and perform [Vault Skip](#)
- Collect **Screw Attack** and escape the chamber
- Head back via Terminal Fall, enter **Watch Station** and activate the Bomb Slot
- Use the Portal and perform [Aerial Training Site Quad Skip](#)
 - **Route 1:**
 - Head to **Main Gyro Chamber** and use the elevator up to enter **Temple Access**
 - Attempt to do a Door Lock Cancel to skip the Quad Fight
 - If failed, Kill the Quad with 4 Dark Beam shots and a Power Bomb and enter **Sanctuary Temple**
 - **Route 2:**
 - [Wallcrawl](#) from **Watch Station** to **Sanctuary Temple**
 - Enter **Sanctuary Energy Controller** and return the energy, collect **Cobalt Translator**
 - Headl to Worker's Path and get Cannon Ball with [Robot SW](#)
 - Wallcrawl to **Sentinel's Path**
 - Enter **CATW** and get the **Missile (10/25)**
 - Head to **Transport to Torvus Bog**
 - Enter Torvus

ME: 10/25 | ET: 2/2 | STK: 0/9 | PB: 1/3

LIGHT SUIT

- Boost over the Statue in **Training Chamber**, Land on the platform and **SA** to the door
- Enter **Training Access** and perform Air Underwater

- Get near **Hydrodynamo Station's** Door once it loads and perform Air Underwater again
- Grab the **Missile (15/25)** and reach the scan posts with **SA**
- Head down to **Hydrochamber Storage** and collect **Gravity Boost**
- Attempt to get Air Underwater when going back to **Main Hydrochamber**
- If you got Air Underwater, **SA** Alpha Blogg and use the portal in the room
- Otherwise, do Alpha Blogg skip and use the portal
- Defeat Power Bomb Guardian
- Collect **Main Power Bombs (3/3)**
- Head to **Undertemple Access** and collect **Dark Torvus Key 2**
- Go back to the light world
- Kill some Hydrlings to get Light and Dark Ammo
- Enter **Underground Transport** and perform **Barrier Skip**
- Enter **Torvus Temple** and go Out of Bounds in the tunnel with **SA**
- Shoot the Dark Door and Kill the dudes from out of bounds
- Finish the pirate fight
- Head for **Transport to Temple Grounds**
- Enter Temple Grounds
- Perform Hive Dash or **Boost Jump** Secret World
- **SA** or **Dash** past the Super Missile door and transition the room
- Enter **Meeting Grounds**
- Get close to the "Amber" gate to load the elevator
- Go back up the halfpipe and do the BSJ to get onto the branch, **SA** into **Temple Transport C**
- Enter Great Temple
- Do the Morph SW in **Temple Transport C** and wallcrawl to **Temple Sanctuary**
- Ignore the Splinter fight and go up to **Main Energy Controller**
- Collect **Violet Translator** and **Light Suit**
- Warp to Agon

ME: 15/25 | ET: 2/2 | STK: 0/9 | PB: 3/3

TORVUS

- Get close to the door in **Agon Energy Controller** until it locks
- Collect **Amber Translator**
- Warp to Torvus
- Collect **Emerald Translator**
- Head to **Torvus Temple**
- Collect **Super Missile** and scan the Elevator
 - *Max out your Light and Dark Ammo with the crates*
- Scan the **Emerald** gate as you're going down the elevator
- Head towards **Torvus Grove**
- Use the Halfpipe and enter **Grove Access**

- Enter **Forgotten Bridge**, use the Spinner and enter the Portal
- Go to **Dark Torvus Arena** and collect **Dark Torvus Key 1**
- Backtrack to **Dark Forgotten Bridge**
- Go to **Venomous Pond**
- Collect **Dark Torvus Key 3**
- Beat up Chykka
- Collect **Dark Visor**
- Head up to **Dark Controller Access** to reload **Dark Torvus Temple**
- Head to **Poisoned Bog**
- Collect **Sky Temple Key 3 (1/9)**
- Enter **Portal Chamber** and go to the Light World
- Collect the **Missile (20/25)**
- Go out of bounds with a ghetto and let **Great Bridge** load around you
- Go back to Lower Torvus
- Head for the Dark Door in **Hydrodynamo Station**
- Enter **Catacombs** and use the portal
- Collect **Sky Temple Key 4 (2/9)**
- Head back up to **Torvus Temple**
- Unlock the door with [Two Missiles and Screw Attack](#)
 - *Alternatively you can use [Out of Bounds](#) to skip unlocking the door*
- Enter **Transport to Agon Wastes** and use the elevator

ME: 20/25 | ET: 2/2 | STK: 2/9 | PB: 3/3

AGON 2

- Unlock the Seeker door via [Two Missiles and Screw Attack](#)
- Do a 3BSJ to the portal. If you fail it, just use the halfpipe to reach the portal
- Collect the **Missile (25/25)** and fall off to the left. Try to shoot the BladePods to get more Missiles
- Weird Cutscene
- Go to **Judgment Pit**, then head to **Battleground**
- Collect **Sky Temple Key 1 (3/9)**
- Head to **Dark Oasis**
- Collect **Sky Temple Key 2 (4/9)**
- Use the portal, head to **Transport to Sanctuary Fortress**
- Enter Sanctuary

ME: 25/25 | ET: 2/2 | STK: 4/9 | PB: 3/3

SANCTUARY 2

- Use the Portal in **Culling Chamber**
- Head to **Hive Entrance** and collect **Sky Temple Key 5 (5/9)**
- Go back to **Culling Chamber** and use the **Central Hive East Transport** elevator
- Do the **Hive Dynamo Works** Morph SW, land on the ledge by the key, then enter terminal fall
- Collect **Sky Temple Key 6 (6/9)**
- Use the portal in **Hive Cache 2**
- Go out of bounds in **Dynamo Works**
- Move along the room, [Screw Attack to Worker's Path](#)
- Head to **Sanctuary Energy Controller**
- Warp to Great Temple

ME: 25 /25 | ET: 2/2 | STK: 6/9 | PB: 3/3

ENDGAME

- Head down, scan all of the gates from Right to Left
- Go right, enter the elevator
- Use the portal in **Temple Assembly Site**
- Unlock the Seeker Door via [1 Missile and Screw Attack](#)
- Collect **Sky Temple Key 9 (7/9)** in **Accursed Lake**
- Head back, use the portal, go back to Great Temple
- Enter **Temple Sanctuary**, go right
- Use the portal in **Sacred Path**
- Enter **Phazon Grounds**, Unlock the Seeker Door via [2 Missiles and Screw Attack](#)
- Collect **Sky Temple Key 7 (8/9)** in **Ing Reliquary**
- Head back, use the portal, enter great temple
- Enter **Temple Sanctuary**, go right
- Go to **Hall of Eyes** and use the portal
- Collect **Sky Temple Key 8 (9/9)** in **Defiled Shrine**
- Enter **Shrine Access** and Unlock the Seeker Door via [2 Missiles and Screw Attack](#)
 - *If you don't want to unlock the door, you can [wallcrawl](#) instead.*
- Return the Keys
- Restock on Missiles if low (20 Needed)
- Emperor Ing
- Dark Samus
- **Get Centered lol**