



# SUPER METROID

Nintendo®

PLAYER'S GUIDE



*The complete Player's Guide to Super Metroid—straight from the pros at Nintendo*



# SUPER METROID

## CONTENTS

### SUPER METROID INTRODUCTION 3

THE METROID SAGA	4
START-UP BASICS	6
BOUNTY HUNTER IN ACTION	8
ITEMS & WEAPONS	12
ENEMY DATA	14
<b>PLANET ZEBES</b>	<b>17</b>
WORLD MAP	20
ITEM INDEX	24
<b>CRATERIA</b>	<b>25</b>
MAP	26
AREA MAPS	28
TORIZO	40
<b>BRINSTAR</b>	<b>41</b>
MAP	42
AREA MAPS	44
KRAID	58
<b>NORFAIR</b>	<b>59</b>
MAP	60
AREA MAPS	62
RIDLEY	78
<b>WRECKED SHIP</b>	<b>79</b>
MAP	80
AREA MAPS	81
PHANTOON	90
<b>MARIDIA</b>	<b>91</b>
MAP	92
AREA MAPS	94
DRAYGON	108
<b>TOURIAN</b>	<b>109</b>
MAP	110
AREAS	111
MOTHER BRAIN	116
ESCAPE FROM ZEBES/ENDINGS	118
SHORTEST ROUTE TO MOTHER BRAIN	120

### STAFF

Publisher	W. Andrews
Production Chief	Mitsuhiko Kato
Editor-in-Chief	Gail Thores
Senior Editor	Pam Sotter
Editors	Scott Pedlow Leslie Susan Jeff Barlow
Editorial Consultants	Reward Lincoln Peter Main Phil Rogers Juana Tingdale Dru Owen
Cover Design	Orion Advertising
Directors of Production	Takatoshi Otsubo Mikio Takada
Producer	Yoshi Tsubokita
Project Coordinators	Koji Nomada Geoff Butcher Eri Toyama
Art Director	Yoshi Onise
Concept & Design	Hirotaka Nagami V Design, Inc. Ritsuko Yamaji Wark House Co., Ltd. Yukio Yamashita Wiro Ogawa Wakaru Uemura Shigehiko Takahashi Masahiko Haraue Wataru Ando
Layout	Hiroshi Okashi Shuji Kurokawa Tomohiko Kinoshita (OK 2)
Illustrators	Benjamin Ish Syuji Inai Toshioke Akabura Yoji Hirano

The Super Metroid Player's Guide is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd. The Super Metroid Player's Guide is published at \$11.00 in the U.S.A. (\$15.50 in Canada) only by Nintendo of America Inc., 4820-150 Ave. NE, Redmond, WA 98052. All rights reserved. Nothing that appears in the Super Metroid Player's Guide may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Printed in the U.S.A. Color separation by Dai Nippon Printing Co., Ltd. Super Metroid and Nintendo Player's Guide are registered trademarks of Nintendo of America Inc.

**Nintendo**

Nintendo of America Inc.  
P.O. Box 957  
4820-150 Ave. NE  
Redmond, WA 98052

# FROM THE LOG BOOK OF SAMUS ARAN

*Super Metroid is the third installment in the Metroid trilogy. Samus Aran has come a long way since her first mission to Zebes and her subsequent mission to SR388. No matter how hard she tries, it seems like Samus just can't make the nasty Metroids go away! To date, Super Metroid is the largest game available for the Super NES—24 megs! As you get into the game, it will become evident to you that those 24 megs were necessary for the production of such an expensive and graphically beautiful game, not to mention one with such incredible sound! The following pages provide invaluable information about Super Metroid, including complete maps! All of the items*

*and points of special interest in the entire game are called out on the highly detailed maps. As in the previous Metroid games, adventurers who could complete the missions quickly were rewarded with special endings. The same holds true for Super Metroid. The information in this Player's Guide will help you to achieve the Best Ending by getting you past Mother Brain in under three hours of play time. The percentage of items you collect is also a statistic that the game keeps track of. A rating of 100% will be a snap if you use this Player's Guide as your reference. So get on with it, bounty hunter. The Metroids are waiting!*

LOOK FOR MORE NINTENDO PLAYER'S GUIDES  
FOR THE MOST COMPLETE GAME COVERAGE FROM THE PROS

**SUPER  
METROID**®

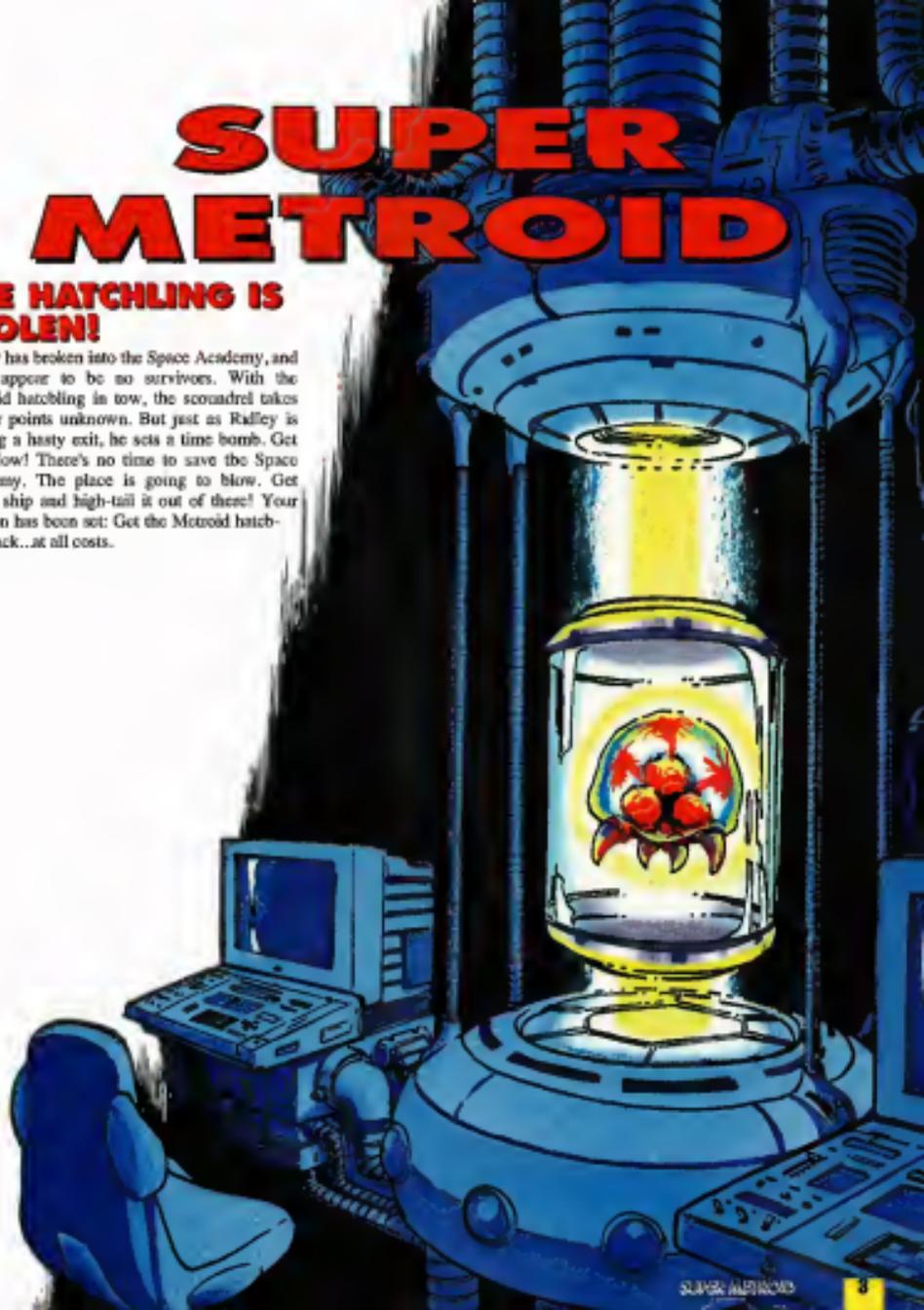
**Nintendo**

**PLAYER'S GUIDE**

# SUPER METROID

## THE HATCHLING IS STOLEN!

Ridley has broken into the Space Academy, and there appear to be no survivors. With the Metroid hatchling in tow, the squadron takes off for points unknown. But just as Ridley is making a hasty exit, he sets a time bomb. Get out. Now! There's no time to save the Space Academy. The place is going to blow. Get to the ship and high-tail it out of there! Your mission has been set: Get the Metroid hatchling back...at all costs.

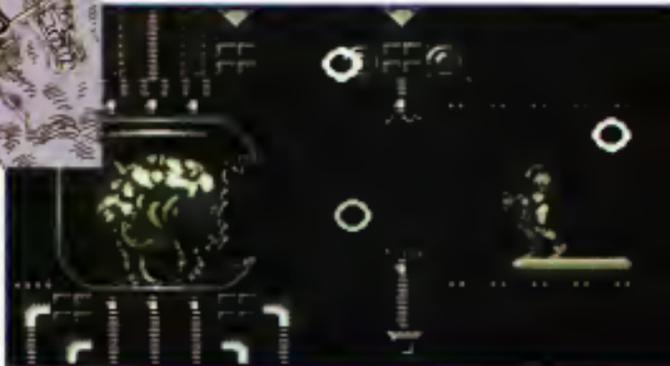


# THE METROID SAGA

AS TOLD BY SAMUS ARAN



"A new form of life, given the name 'Metroid,' was discovered by a group from the Galactic Federation. The Metroids were unlike anything ever seen before in the entire galaxy! Apparently, Space Pirates from Zebes also knew of the Metroids. The pirates stole the Metroids and took them to Zebes. That's the point in the story where I came in."

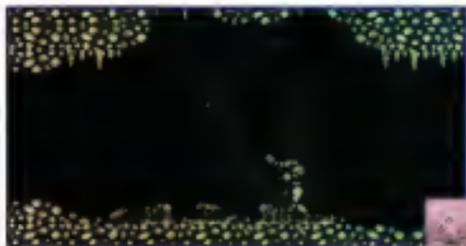


"Mother Brain, the evil leader of the Space Pirates, took control of the Metroids. She was trying to amass an entire army of them. The attempt didn't last long. I was able to stop it!"

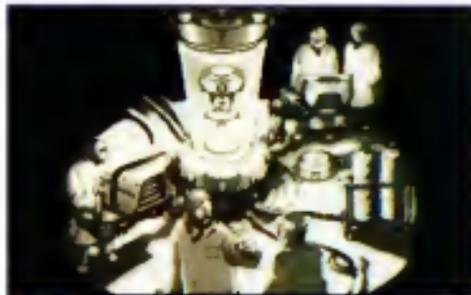




**"The Galactic Federation sent in a special squad to do away with the remaining Metroids on SR388. They failed. Because of my success against Mother Brain, I was commissioned to finish the job."**



**"Not wanting to eradicate the Metroid race, I saved the very last Metroid larva on SR388 and quickly returned with it to the Space Academy. I sincerely hoped that the scientists there could utilize the power of the Metroids for the overall good of humanity."**



**"Just after leaving the Space Academy, I received a distress signal. The Space Academy was under attack. It was Ridley!"**



# START-UP BASICS

Before you begin a Super Metroid mission, you'll be presented with several options that consist of game data, text, Controller settings, and Energy distribution. The choices you make determine how you will accomplish your mission.

## BEGIN WITH THE BASICS

Three individual files can be stored on a single Game Pak. Each file can incorporate its own options and settings. Move the cursor around with the Control Pad and use the Start Button or A Button to register a choice.

### SAMUS DATA



### OPTION MODE



### BEGINNING THE MISSION

## DATA MANIPULATION TECHNIQUES

Super Metroid allows you to have three missions going on at what amounts to the same time. If you select an empty slot, A, B or C, and press the Start or A Button, you can begin a new mission. There will be times when you will want to manipulate data accumulated in previous missions. This is when the Data Copy and Data Clear modes come into play.

From the title and introductory screens, press the Start or A Button to initiate the mission. You'll enter a series of option screens. Use the B Button to back out of a screen.



2

1

### 1 DATA COPY

In the event that you want to save a mission up to a certain point but also want to continue, you may want to consider using the Data Copy option. This is also a good way to "save" another game and play it as your own! Select DATA COPY from the SAMUS DATA menu. You'll be asked which game you want to copy and to which slot you wish to copy it. The entire process takes only a few seconds.



### 2 DATA CLEAR

If you want to begin a new mission and there are no available slots open to start that new mission, you'll have to clear the data out of one of the slots, A, B or C, to make room for a new mission to begin. NO DATA appears when it's clear.



# ADVANCED SUPER METROID OPTIONS

Before choosing Start Game, you should consider all of your options. There are three main choices for you here. First, you can choose to have all English text or a combination of English and Japanese. Second, you can program your Controller and third, you can select Special Settings.

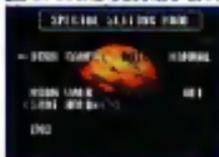


## 1 LANGUAGE SELECTION

This is a really cool option. The majority of readers who are using this Player's Guide will want to highlight ENGLISH TEXT on the Option Menu screen. However, those of you who know the Japanese language can read some of the text in Japanese. The Japanese text is included only on the introductory screens.



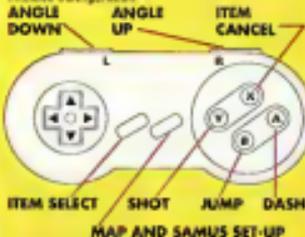
## 3 SPECIAL SETTING MODE



These two options may need some explanation. If the Item Cancel is set to Auto, each time you go through a door, you will no longer have an Item Icon selected. The Move/Walk option shifts Samus into reverse gear so she can back up while continuing to face her enemies. Either setting on either option is fine. You have to decide which way works best for your personal style of play.

## 2 CONTROLLER SETTING MODE

For your Super Metroid mission, you can adjust the settings on your Controller. Although the default Controller settings work fine, we recommend that you switch the Start function to the Y Button, Jump to the B Button, Dash to the A Button, and Item Cancel to the X Button. These settings are a more intuitive configuration.



# MAIN SCREEN ICONS.

While on your mission, you'll have instant access to vital information about your Energy level, Items and fire power. As you find and collect more important Items, you will see the number of icons on the main screen grow.



## 1 ENERGY TANK

Each Energy Tank holds 100 units of Energy. You can carry up to 14 Tanks.

## 2 ENERGY

This number indicates the Energy level remaining in the last highlighted Tank.

## 3 SUPPLY MODE

Auto Mode will move any Energy in your Reserve Tanks to your main Tanks when you run low.

## 4 ITEM ICONS

Icons represent Missiles, Super Missiles, Power Bombs, Grappling Beam and X-Ray Scope.

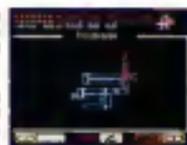
## 5 MAP

This small Box shows your location and the surrounding areas. Blue shows unexplored area.

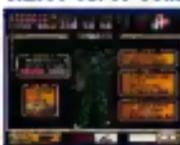
# GO TO SUBSCREENS

## MAP SCREEN

If you press Start during your mission, the game will pause and you will go to the main Map screen. The areas that you have explored will be pink. Missiles and Energy Charge locations and Save Points will be show up, too.



## SAMUS SET-UP SCREEN



By pressing the R Button while on the Map screen, you will access a screen that breaks down all of Samus's weaponry and Special Items. From here, you can switch on and off any Item or weapon you wish as it fits your needs. Press Start to exit.

# BOUNTY HUNTER IN ACTION

*The power that the Super NES possesses has allowed programmers to present Samus Aran in a very realistic manner. All of her movements are extremely well-animated. You'll appreciate the time and effort that went into the programming of Super Metroid.*

## BEFORE OBTAINING ITEMS WHAT SAMUS CAN DO

Even without collecting any Items, any weapons or any other Power-Up devices, Samus is still a very versatile warrior. Unlike in her NES adventure on the Planet Zebes, Samus can now fire her laser gun in any of eight directions. The same goes for any Missile, Super Missile, or the Grappling Beam. Press the L or R Button to aim diagonally Up or diagonally Down.

ANGLE UP



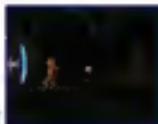
ANGLE DOWN



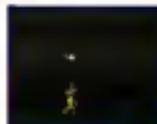
DOWN



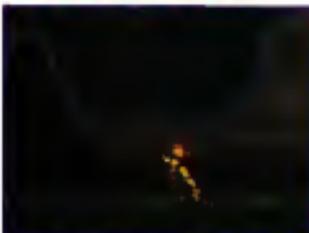
SIDE



UP



## SPEED DASH

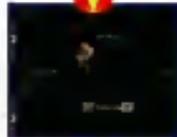
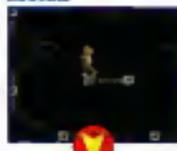


You can make Samus move faster by pressing and holding the Dash Button and the Control Pad to the Left or Right. There are a couple of areas where you will want to Dash, even before you have obtained the Speed Booster. Certain segments of flooring will break away faster than you can walk across them. By Dashing, you'll be safely over before they crumble.

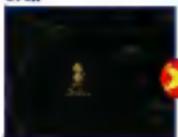
## JUMPING TECHNIQUES

Besides the ability to shoot quickly and accurately, you will have to be able to execute, on demand, various types of jumps. The Power Suit allows Samus to jump higher than she could without it, and when Samus finds the Hi-Jump Boots, she'll really be able to fly. Samus will execute a Normal Jump if she is standing still when the Jump Button is pressed. Pressing left and right while pressing the Jump Button makes Samus execute a spin jump. While in the air, she can move herself to the left and right.

NORMAL



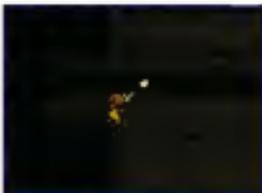
SPIN



You won't have the pinpoint accuracy of a Normal Jump when you use Spin Jumps.

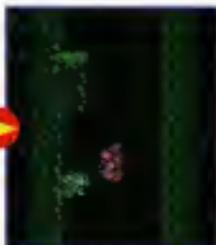
## STRIKING THE POSE

In the original NES Metroid adventure and in her second adventure where she traveled to SR388, Samus did not have the ability to kneel. Not that this ability is anything to marvel about, but it's the most famous pose for Samus. Many of the Super NES features make the game that much more enjoyable and versatile. This move also gives her more range.



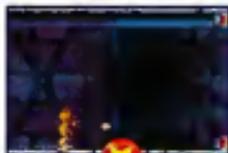
## DO THE WALL JUMP

The three little Etecoons will show Samus how to do the Wall Jump, also known as the Triangle Jump. When you Spin Jump and hit the wall, wait a split second and then press the Control Pad in the opposite direction. Just as you are pressing the Control Pad the other way, press the Jump Button. Samus will appear to "squat" on the wall and then jump out from it. Thank the Etecoons later!



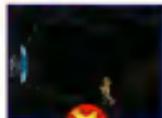
## MOONWALKING

To do the Moonwalk, simply hold down the Shot Button to fire up the Charge Beam and press and hold the Control Pad in the direction opposite of the way Samus is facing. This option is helpful because it allows you to move back and forth without having to take your gun off of your target.



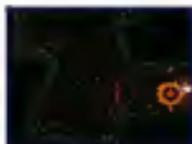
## JUMP AWAY FROM DANGER

If you press the Control Pad in the direction opposite from the one that Samus is facing and press the Jump Button at the same time, she will jump up and spin away. If you happen to come across an enemy or a group of enemies that you really don't want to deal with, instead of standing around and fighting, Spin Jump your way back out of danger. It's OK to play it safe.



## DOORS AND GATES: A HOW TO

Throughout the Planet Zebes there are doors and gates that connect one room to another. To open them, you must pay attention to colors. There are some doors and gates that Samus will not be able to open until she has collected certain items or has defeated certain enemies.



-  Blue doors and gates can be opened with a single shot or a blast from one Bomb.
-  Red doors can be opened with two Missile shots or with one Super Missile blast.
-  Green doors and gates can only be opened by shooting a Super Missile at them.
-  The yellow-orange doors will open if Samus detonates a Power Bomb in the room.
-  The metal doors will only open when they are flashing. They are task-activated.

## TURBO BOMB TECHNIQUE

Even though this page deals with what Samus can do before she has any special items, we just had to mention this extra-special technique! After getting the Morphing Ball and Bomb items, Samus can boost herself higher than she can jump by using the Turbo Bomb technique. By Morphing and repeatedly setting Bombs such successive blast will boost Samus higher. A Turbo Controller will help you immensely!

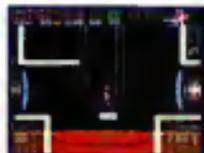


## AFTER OBTAINING

# ITEMS

## SPECIAL CHARGE BEAM ATTACKS

Special Charge Beam attacks can come in handy in certain situations. First, equip the Charge Beam and any one other Beam. Next, make sure that the Power Bomb icon is highlighted. Press and hold the Shot Button until the special attack occurs.

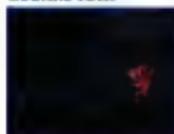


You won't be able to use any of these special attacks if you don't possess the Charge Beam, Power Bombs and at least one other Beam.

## JUMP

Performing a Super Jump will be critical to finishing your mission and essential to obtaining every single Item. There are some items that you simply can't get to if you can't Super Jump. A Duchova will clue you in on how to execute the jumping technique. You must first have the Speed Booster. Activate the Speed Booster to run quickly. Once you are at full speed and see in the area where you want to jump, press Down. Samus will begin to flash. Press the Jump Button to perform the Super Jump.

### NORMAL JUMP



### SUPER JUMP

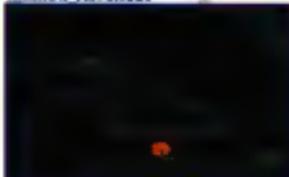


If you have enough room to activate the Speed Booster, the Super Jump will take you where you need to go!

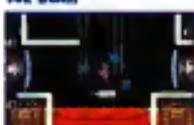
## USES FOR THE MORPHING BALL

The Morphing Ball, or Mara Mari, allows Samus to roll up into a tight, perfectly round, spinning ball. She can fit into and roll through tight passages. Many of these narrow passages are hidden. Bomb around and look for them! Samus also needs the Morphing Ball to be able to use Bombs and Power Bombs.

### ACCESSING HIDDEN AND NARROW PASSAGES



### ICE BEAM



### SPAZER



### WAVE BEAM



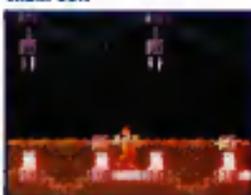
### PLASMA BEAM



## ENHANCEMENTS

Samus needs more protection than the Power Suit offers if she plans to go up against the likes of Ridley and Mother Brain. Immediately after defeating Kraid, Samus can find the Varia Suit. This suit provides the extra protection necessary for Samus to travel into the super-heated areas of Norfair. In the Wrecked Ship, Samus will come across the Gravity Suit, which negates the effect that water has on her as she moves through it. The suits reduce the amount of damage Samus will sustain by one-half and three-quarters, respectively.

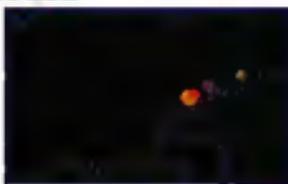
### VARIA SUIT



### GRAVITY SUIT



### ACTIVATING BOMBS AND POWER BOMBS



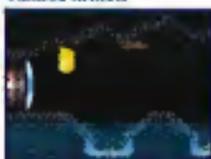
## CHARGE BEAM ATTACKS

Morphing while the Charge Beam is activated causes you to drop five Bombs. Spin Jumping and hitting an enemy while the Charge Beam is activated resembles the Screw Attack.

### FIVE-BOMB DROP



### CHARGE ATTACK



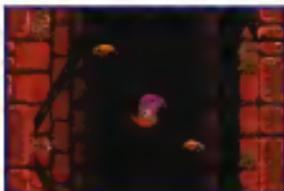
## SPRING BALL

After you have the Spring Ball, don't waste your time setting Bombs to boost you to where you need to go. Just jump!



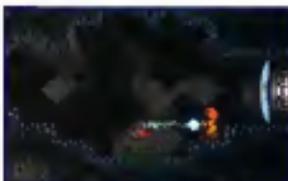
## SPACE JUMP

Just after the peak of a Spin Jump, press the Jump Button again to jump upward without landing.



## GRAPPLING TACTICS

The Grappling Beam can be used to destroy small enemies. It will also latch on to and collect any item been given up by a defeated enemy.

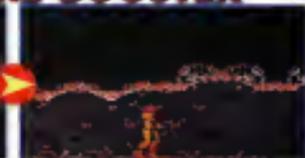


Just stay put and fire off the Grappling Beam to fry smaller enemies and collect the rewards!



## BLOW THROUGH WALLS WITH THE BOOSTER

The Speed Booster is a very useful item. Not only does it propel Samus to lightning-fast speeds, it can also act as a weapon. Instead of Bombing through walls and obstacles, you can get up to full speed and just blow right through them! Take out enemies in this manner, too.



Never mind setting off Bombs when you've got enough running room to get the Speed Booster to look in. Samus reaches warp speed very quickly!

## CRYSTAL FLASH

This top secret technique only works under certain conditions. You can refill the Energy in all of your Energy Tanks (not Reserve Tanks) by meeting these conditions: You must have 20 or fewer units of Energy remaining. Plus, you must have 10 or more Missiles, 10 or more Super Missiles, and 11 or more Power Bombs. Select the Power Bomb icon, Morph, press and hold the L, R, and Start Buttons while holding Down on the Control Pad. Samus will constructively absorb the power of the detonation.



All of the conditions must be met in order for this top secret technique to work. It can really be a life saver!

The Crystal Flash technique can be very useful if you are running low on Energy and aren't near an Energy Charge Unit.



# ITEMS & WEAPONS

*The amount of Items that Samus can carry is amazing. The Items are very small and are incorporated into the Power Suit. Samus may run out of some of the Items, but she can always pick up more.*

## SUPER MISSILE

Equivalent to the power of five Missiles, Super Missiles are very fast and powerful. Samus can carry a total of fifty.



## ENERGY TANK

Throughout the areas on Planet Zebes, Samus can find a maximum of fourteen Energy Tanks. Each stores 100 units of energy.



## BOMB

Once Samus has located this Item, she will have an infinite supply of Bombs. She will never run out of them.



## CHARGE BEAM

After accessing and equipping this Item you can power-up any one of Samus's beams by holding down the Shot Button.



## VARIA SUIT

After equipping this Item, Samus will be able to withstand hot areas and will sustain half as much damage as she would without it.



## MISSILE

Samus can carry a maximum of 230 Missiles. They have limited power but work extremely well in certain situations.



## POWER BOMB

Detonating a Power Bomb results in an extremely powerful blast. Samus can also carry up to fifty of these.



## RESERVE TANK

A total of four Reserve Tanks can be found on Zebes. They back up Samus's Energy Tanks and also hold 100 units of energy.



## MORPHING BALL

This Item allows Samus to roll herself into a ball so she can fit into narrow spaces and, more importantly, drop Bombs.



## SPAZER

This beam attachment increases the width, and therefore the overall destructive power, of Samus's beam.



## X-RAY SCOPE

Being able to see through walls and other surfaces will help Samus tremendously as she searches for Items and passages.



## BI-JUMP BOOTS

Adding powerful actuators to her Power Suit boots, Samus can jump much higher when this item is equipped than she could before.



## ICE BEAM

The Ice Beam was built to emit a ray that chills various forms of organic life to their individual freezing points. It won't work on all enemies.



## WAVE BEAM

The Wave Beam is another attachment that increases the effectiveness of Samus's beam. Without it, Samus shoots straight out from her gun.



## GRAVITY SUIT

The purpose of the Gravity Suit is two-fold. It allows Samus to move about in water as if it weren't there and decreases the amount of damage Samus sustains.



## SPACE JUMP

The power of flight will be hers when Samus bags the Space Jump Item. By pressing the Jump Button before landing from a Spin Jump, she will Jump again.



## SAVE POINT

When she steps into one of these pods, Samus has the option of saving her progress in the mission. With notable exceptions in Tourian, it's a good idea to Save your progress often.



## ENERGY CHARGE

It's a good idea to keep in mind where the nearest Energy Charge Unit is because, when you are running low on Energy, one of these power-giving terminals could easily save your life.



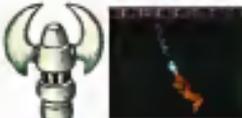
## SPEED BOOSTER

Enabling her to run at blinding fast speeds, the Speed Booster Power-Up also gives Samus the ability to smash through barriers, walls and many enemies.



## GRAPPLING BEAM

This important Item enables Samus to get to many areas that she wouldn't be able to get to without it. It latches onto certain types of blocks and enemies.



## SCREW ATTACK

Slcing through enemies and unstable walls like a super-charged buzz-saw, the Screw Attack Item makes Samus virtually invincible when activated.



## SPRING BALL

With this Item, Samus can "bounce" herself while in the form of the Morphing Ball. Having this skill is beneficial in navigating maze-like narrow passages.



## PLASMA BEAM

When Samus finally obtains this Item she will have the most powerful beam. That is, it will be until she meets up with Mother Brain before the end of the mission.



## MAP COMPETE

When Samus finds one of these terminals, she can instantly access the layout for the area that she is in. However, there are some places that will remain hidden until Samus finds and enters them.



## MISSILE CHARGE

It's not quite as vital as the Energy Charge Unit, but it's important all the same. A Missile Charge Unit will completely refill your supply of Missiles. However, it will not do the same for Super Missiles.



# ENEMY DATA

PHOTO	NAME	DESCRIPTION
-------	------	-------------

HP	ATK	E	BE	M	SM	PB

COLOR	HIT POINT	ATTACK POWER	ITEM DROP PERCENTAGE
-------	-----------	--------------	----------------------

Following is a complete reference list of the enemy (and friendly) characters you will encounter while undertaking your important mission on the Planet Zebes.

**HP = HIT POINTS**  
**ATK = ATTACK POWER**  
**E = ENERGY**  
**BE = BIG ENERGY**  
**M = MISSILE**  
**SM = SUPER MISSILE**  
**PB = POWER BOMB**

- Hit Points and Attack Points show the relative defensive and offensive strength of an enemy.
- The character shown in each photo is the most common variety of that particular enemy.
- The numbers below the item designations (E,BE,M,SM,PB) indicate the number of times (out of 100) that the item will be dropped by that enemy when you defeat it—if you are not already carrying your maximum amount of that item.

BEEMER								Criteria/Notes: Not powerful. Beemers walk steadily across various surfaces in a repetitive manner.
HP	ATK	E	BE	M	SM	PB		
15	5	22	0	0	2	0	0	
SILVER	15	5	51	0	0	0	2	

KIHONTOR								All Areas. Kihontors are fairly powerful and generally persistent. Shoot them with Charge Beam shots.
HP	ATK	E	BE	M	SM	PB		
60	20	29	12	31	4	4	4	
YELLOW	360	90	22	31	4	24	4	
RED	1800	280	14	47	4	24	4	

SPACE PIRATE (WALL)								All Areas. Unlike their pedestrian counterparts, these pirates only move about on the walls in vertical shafts.
HP	ATK	E	BE	M	SM	PB		
20	15	4	18	75	1	1	1	
YELLOW	200	80	4	8	8	2	2	
PINK	300	160	12	27	31	2	0	

TROZED								Criteria/Notes: Aim for Trozed's abdomen when battling him and use Super Missiles.
HP	ATK	E	BE	M	SM	PB		
800	8	30	30	30	30	30	30	
GOLDEN	12500	160	20	28	30	29	20	

SIDE DOPPED								Criteria/Notes. Because they bounce unpredictably, it's best to either shoot quickly or avoid them.
HP	ATK	E	BE	M	SM	PB		
320	90	8	8	22	22	2	2	
BLUE	1500	120	8	8	22	22	2	

SPACE PIRATE								All Areas. This variety of Space Pirate comes in a variety of color and strengths. They shoot lasers from their hands. Use your most powerful beam on them. If that doesn't work, use Super Missiles.
HP	ATK	E	BE	M	SM	PB		
20	15	20	47	31	2	0	0	
GREEN	90	20	20	12	29	8	4	
RED	220	60	4	8	8	2	2	
PINK	300	160	20	47	31	2	0	
YELLOW	930	200	30	47	31	2	0	
SILVER	1800	160	0	59	2	38	0	

	<b>AEA</b>	Cretaria/Bristler. They fly in diagonal patterns and look like giant moths.				
HP	ATK	E	BE	M	SM	PB
45	15	12	31	33	4	4

	<b>MELLOW</b>	Cretaria. Small and weak but pesky, they will sweep down at you dispersely.				
HP	ATK	E	BE	M	SM	PB
9	8	12	27	31	2	0

	<b>WAVEY</b>	Cretaria/Bristler/Narfeik. The worst enemy this in a spinning, wave-like manner.				
HP	ATK	E	BE	M	SM	PB
30	10	24	24	24	24	3

	<b>KAGA</b>	Cretaria/Narfeik. Stood back and shoot the hive, then shoot what comes out.				
HP	ATK	E	BE	M	SM	PB
15	4	20	25	27	0	0

	<b>YAPPING MAN</b>	Cretaria/Bristler/Narfeik/Mentia. They will quickly reach out and grab you.				
HP	ATK	E	BE	M	SM	PB
20	-	-	-	-	-	-

	<b>ABYAN</b>	Cretaria/Bristler/Narfeik/Mentia. Freezes them in place with the Ice Beam.				
HP	ATK	E	BE	M	SM	PB
100	10	0	4	33	2	2

	<b>METARIZ</b>	Bristler/Narfeik. Metarozs are more powerful than Stracs. They use bomb.				
HP	ATK	E	BE	M	SM	PB
50	50	3	10	31	2	2

	<b>EPICAN</b>	Bristler. The Epicans will show you how to do the Wall Jump. They're friendly.				
HP	ATK	E	BE	M	SM	PB
-	-	-	-	-	-	-

	<b>ZEBBA</b>	Bristler/Mentia. Freeze the beetle-like enemies or zap 'em with the Grappling Beam.				
HP	ATK	E	BE	M	SM	PB
30	20	0	05	4	33	2

	<b>FIREFLA</b>	Bristler/Narfeik. Eliminating this character will cause the lights to go out.				
HP	ATK	E	BE	M	SM	PB
25	4	0	1	0	0	99

	<b>RIPPER II</b>	Bristler/Narfeik. Faster than a Ripper, this enemy is more difficult to avoid.				
HP	ATK	E	BE	M	SM	PB
200	10	0	1	0	99	0

	<b>GACATZ</b>	Bristler/Narfeik/Mentia. Shoot out periodic blasts of spikes in all directions.				
HP	ATK	E	BE	M	SM	PB
60	20	0	1	0	99	0

	<b>ZETA</b>	Bristler/Narfeik/Mentia. Destroying a Zeta usually yields a Power Bomb.				
HP	ATK	E	BE	M	SM	PB
50	40	1	0	0	0	99

	<b>PUYA</b>	Narfeik/Mentia/Wrecked Ship. Puyas are elastic and erratic. Freeze and shoot them.				
HP	ATK	E	BE	M	SM	PB
100	60	24	24	24	3	24

	<b>WELLA</b>	Worker. They exist in small swarms. Chill them out with a shot of the Ice Beam.				
HP	ATK	E	BE	M	SM	PB
30	10	27	12	31	2	0

	<b>RIPPER</b>	Cretaria/Bristler. These enemies can be frozen to use as steps in long shafts.				
HP	ATK	E	BE	M	SM	PB
200	5	31	0	31	2	2

	<b>TAIPPER</b>	Cretaria/Narfeik. Trappers aren't enemies. Sesus can stand on them.				
HP	ATK	E	BE	M	SM	PB
-	-	-	31	31	31	2

	<b>SKAKE</b>	Cretaria/Bristler/Narfeik. They will dive-bomb you as you pass underneath. Death!				
HP	ATK	E	BE	M	SM	PB
15	10	0	1	33	2	2

	<b>ALCOON</b>	Cretaria/Narfeik. Alcoons spit fire at you after they leap from their hideouts.				
HP	ATK	E	BE	M	SM	PB
200	90	1	0	0	0	99

	<b>SOISER</b>	Cretaria/Mentia. Slow-moving crab-like creatures. Soiser aren't much of a threat.				
HP	ATK	E	BE	M	SM	PB
200	120	1	20	0	0	60

	<b>CARAT</b>	Cretaria/Mentia. They jump up and then float down with a back-and-forth motion.				
HP	ATK	E	BE	M	SM	PB
100	80	24	24	24	24	3

	<b>AETOM</b>	Cretaria/Bristler. Freeze and then Bomb them! They'll suck your Energy otherwise.				
HP	ATK	E	BE	M	SM	PB
50	10	1	0	0	0	99

	<b>AVCARLA</b>	Bristler. Learn the Super Jump technique from Dachele. He's friendly, too.				
HP	ATK	E	BE	M	SM	PB
-	-	-	-	-	-	-

	<b>ZEELA</b>	Bristler. Moving slowly on lush surfaces, they only serve to get in your way.				
HP	ATK	E	BE	M	SM	PB
30	10	22	10	40	20	0

	<b>GEEG</b>	Bristler. Geegs appear from their pipes at all the wrong times. They're quick.				
HP	ATK	E	BE	M	SM	PB
10	10	24	24	24	24	3

	<b>ZEA</b>	Bristler. This enemy exits its pipe and then moves toward you horizontally.				
HP	ATK	E	BE	M	SM	PB
3	6	24	24	24	24	3

	<b>SMALL SIDE RIPPER</b>	Bristler. These enemies hop sensibly. Take cover and shoot from the diagonal.				
HP	ATK	E	BE	M	SM	PB
60	20	0	16	33	2	2

	<b>MINKRID</b>	Bristler. Only one Mink-Krid exists. Charge it and shoot it with Missiles.				
HP	ATK	E	BE	M	SM	PB
400	100	0	1	0	99	0

	<b>MULTIWALLA</b>	Narfeik. Some move very fast, others slowly. They exist only in extremely hot areas.				
HP	ATK	E	BE	M	SM	PB
90	50	27	12	29	2	2

	<b>GRMET</b>	Narfeik. Like Zebs and Geegs, they emerge from pipes and fly right at you.				
HP	ATK	E	BE	M	SM	PB
20	10	24	24	24	24	3



GERBTA						
HP	ATK	E	BE	M	SM	SP
120	90	24	24	24	24	3

**Notes:** Gerbtas fly about in a circular diagonal manner.



DRAGON						
HP	ATK	E	BE	M	SM	SP
300	24	20	20	27	2	2

**Notes:** Dragons live in lava and spit out three shots at you.



MAGGOLLITE						
HP	ATK	E	BE	M	SM	SP
20	40	31	31	31	2	2

**Notes:** These lava columns spit some of themselves at you.



VIOLA						
HP	ATK	E	BE	M	SM	SP
20	15	1	9	0	0	99

**Notes:** They only move around on small, rocky areas.



NAMINE						
HP	ATK	E	BE	M	SM	SP
20	10	31	31	31	2	2

**Notes:** They spit fast, blue bubbles from their mouths.



DESSGEGA						
HP	ATK	E	BE	M	SM	SP
800	160	31	9	20	2	2

**Notes:** They are quite strong. Stand back and blast them.



ROLL						
HP	ATK	E	BE	M	SM	SP
100	10	0	2	0	0	96

**Notes:** Wrecked Ship/Meridia. They charge directly at you.



SKULTERA						
HP	ATK	E	BE	M	SM	SP
300	60	31	12	27	2	0

**Notes:** These strong fish swim back-and-forth.



NENU						
HP	ATK	E	BE	M	SM	SP
100	60	27	0	31	2	0

**Notes:** Small, quick, and very pesky, they will swarm you.



POWAMP						
HP	ATK	E	BE	M	SM	SP
10	100	1	0	0	99	0

**Notes:** You can latch on to them with the Grappling Beam.



IATOBİ						
HP	ATK	E	BE	M	SM	SP
-	200	-	-	-	-	-

**Notes:** Meridia. Invisible. It tries to slam into you. You can ride on it.



SHAKTOOL						
HP	ATK	E	BE	M	SM	SP
300	120	31	31	31	2	2

**Notes:** Meridia. There's only one in the game. It will dig a path for you.



YARD						
HP	ATK	E	BE	M	SM	SP
10	100	31	31	0	0	4

**Notes:** Meridia. Yards can be destroyed with a Bomb.



BEWTON						
HP	ATK	E	BE	M	SM	SP
3000	120	0	51	24	12	12

**Notes:** Meridia. Mini-bots. Shoot Missiles at its head when it appears.



MERIDOID						
HP	ATK	E	BE	M	SM	SP
500	120	10	20	35	20	12

**Notes:** Tauris. Freeze them, then blast them with Super Missiles.



NALITZ						
HP	ATK	E	BE	M	SM	SP
300	120	0	46	20	20	14

**Notes:** They swoop down at you. Stand back and shoot.



SOUEEP						
HP	ATK	E	BE	M	SM	SP
300	90	19	19	19	19	19

**Notes:** Tauris. Squawks lie up from lava. Freeze them for steps.



SIVA						
HP	ATK	E	BE	M	SM	SP
40	20	31	27	12	0	0

**Notes:** They're much like Gasmans but are a little quicker.



FUNE						
HP	ATK	E	BE	M	SM	SP
20	10	31	31	31	2	2

**Notes:** They spew fast red-hot bubbles from their mouths.



SMALL BESSGEGA						
HP	ATK	E	BE	M	SM	SP
120	80	1	0	0	0	99

**Notes:** Strong for their size, they hop around erratically.



KOSEN						
HP	ATK	E	BE	M	SM	SP
300	60	20	32	20	0	0

**Notes:** Wrecked Ship. They will appear only when the power is off.



WORK BORT						
HP	ATK	E	BE	M	SM	SP
-	-	-	-	-	-	-

**Notes:** Wrecked Ship. Indestructible, they won't move without power.



ZEA						
HP	ATK	E	BE	M	SM	SP
40	15	0	28	27	27	4

**Notes:** Meridia. They are good candidates for the Grappling Beam.



DWTCH						
HP	ATK	E	BE	M	SM	SP
20	100	31	31	31	2	2

**Notes:** Meridia. They come out of the ground for a few seconds.



TATOR, JR.						
HP	ATK	E	BE	M	SM	SP
-	-	-	-	-	-	-

**Notes:** Meridia. Invisible. You can't do anything with or to them.



OSH						
HP	ATK	E	BE	M	SM	SP
-	-	-	-	-	-	-

**Notes:** Meridia. Invisible. They roll along pipes and back you up.



EIV						
HP	ATK	E	BE	M	SM	SP
300	100	31	31	30	2	2

**Notes:** Meridia. Eivs live in the sand and shoot spiked shots up at you.



HOGEBOID						
HP	ATK	E	BE	M	SM	SP
100	90	24	24	24	24	3

**Notes:** Meridia. These small Meridoids don't make it to maturity.



SIVKA						
HP	ATK	E	BE	M	SM	SP
10	40	-	-	-	-	-

**Notes:** Tauris. Freeze them so no more will come out to get you.



NO MERIDOID						
HP	ATK	E	BE	M	SM	SP
-	-	-	-	-	-	-

**Notes:** Tauris. There's nothing you can do to get it off of you.

# ZEBES



## **SAMUS RETURNS TO ZEBES**

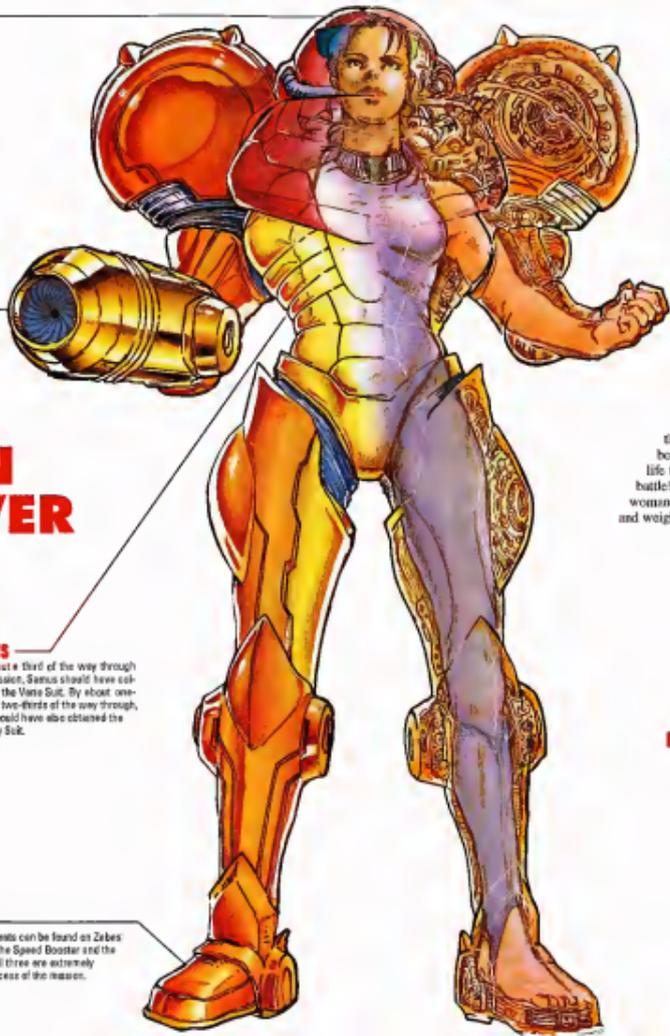
The first battle that Samus had on Zebes was hard enough! Now that the areas on the planet have been rebuilt and expanded, she really has her work cut out for her. The first battle took place in Brinstar, Norfair and Tourian. Now, Crateria, the Wrecked Ship and the watery world of Maridia are also part of the chase. Many of the creatures that Samus thought she had previously eliminated have now returned to Zebes.

#### HELMET

Samus's helmet provides a lot of protection for her head. The only change to the helmet during the mission comes when she picks up the X-Ray Scope. The X-Ray beam emanates from the visor.

#### GUN

Initially, Samus's gun isn't very powerful. There's room for improvement. That improvement will come when Samus locates Power-Ups like the Spazer and Charge Beam.



## WITHOUT THE POWER SUIT

When something threatens the Galactic Federation, they call on Samus Aran. She's the most accomplished bounty hunter anywhere. But even though she weeds out dangerous and evil characters from the galaxy for a living, she also truly cares about the safety of all law-abiding life forms. The Galactic Federation depends on her, and many other life forms throughout the galaxy have counted on her to save their hides.

Her second mission to Zebes is bound to be her most difficult mission yet. Having had no preparation time, she's hoping to find some helpful items on the planet. She'd rather forego collecting bounty than to see harm come to an innocent life form. While she has her kind side, she is ruthless in battle! The Power Suit hides a strong, muscular woman. Samus is nearly six feet, three inches tall and weighs nearly 200 pounds.

## SAMUS ARAN AT FULL POWER

At the point in the mission where Samus has collected every Missile, Super Missile, Power Bomb, every Beam, Suit, Boot, and every miscellaneous item, you can consider her to be fully Powered-Up! You certainly don't have to collect all of these items to confront and defeat Mother

Brain... but they sure help! You may even want to test your skills by not collecting many items. Since her previous missions on Zebes and SR388, Samus's Power Suit has been enhanced. The number of attachments and "improvements" that can be added to the Power Suit has increased. The Power Suit is truly a marvel of engineering. No self-respecting bounty hunter should be without one. Samus is also more "at home" in her Power Suit now. It's apparent that her motions are much more fluid than they were before this, her third hunt commissioned by the Galactic Federation.

#### SUITS

By about a third of the way through her mission, Samus should have collected the Vane Suit. By about one-half to two-thirds of the way through, she should have also obtained the Gravity Suit.

#### BOOTS

Three Boot attachments can be found on Zebes: the Hi-Jump Boots, the Speed Booster and the Space Jump Item. All three are extremely important to the success of the mission.

#### PERSONAL DATA

**HEIGHT**

**6'3"**

**WEIGHT**

**198 lbs.**

# THE AREAS OF ZEBES

The maps on the following pages serve to show you how the various areas on Planet Zebes are connected. Most are connected by elevators, but some are linked by doors or walls.



MISSILES — 0  
 SUPER MISSILE — 1  
 POWER BOMB — 1  
 ENERGY TANKS — 2  
 RESERVE TANKS — 0

## MAP SYMBOLS

-  MISSILE
-  SUPER MISSILE
-  POWER BOMB
-  ENERGY TANK
-  RESERVE TANK
-  MISSILE CHARGE
-  MAP COMPUTER
-  ENERGY CHARGE
-  SAVE UNIT

## TOURIAN

PAGE 109



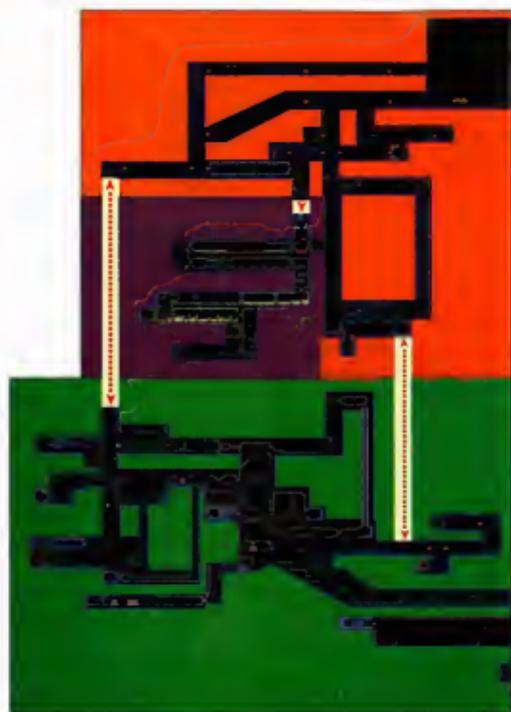
MISSILES — 0  
 SUPER MISSILES — 0  
 POWER BOMBS — 0  
 ENERGY TANKS — 0  
 RESERVE TANKS — 0



MISSILES — 12  
 SUPER MISSILES — 3  
 POWER BOMBS — 5  
 ENERGY TANKS — 5  
 RESERVE TANK — 1

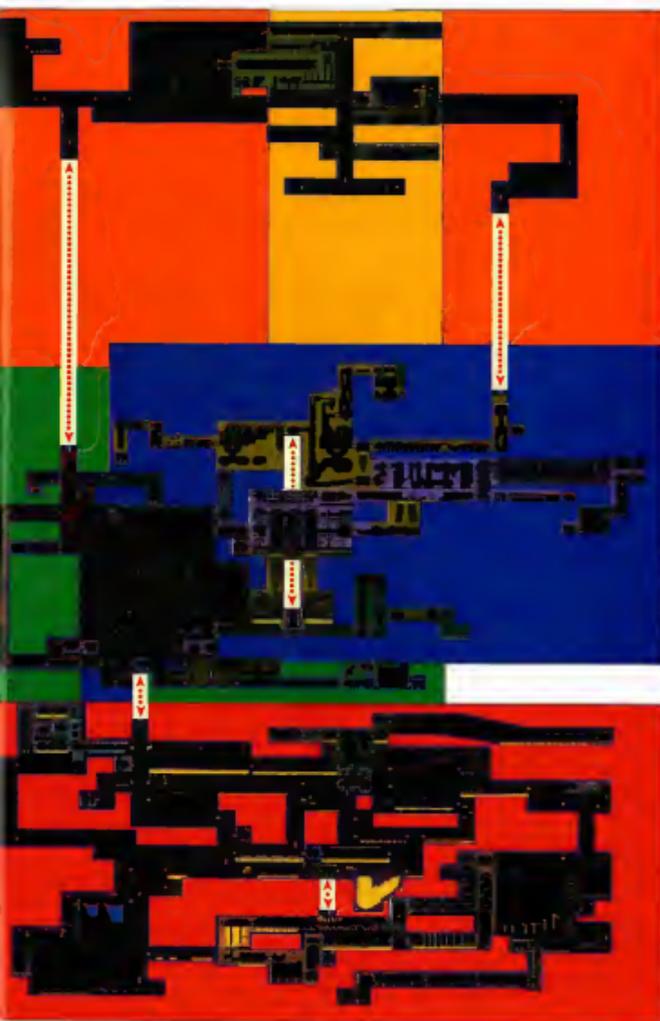
## GRATERIA

PAGE 25



## BRINSTAR

PAGE 41



## WRECKED SHIP

PAGE 79

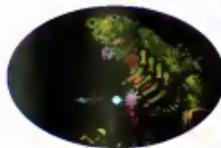


MISSILES	3
SUPER MISSILES	2
POWER BOMBS	0
ENERGY TANK	1
RESERVE TANK	1

## MARIDIA

PAGE 91

MISSILES	0
SUPER MISSILES	3
POWER BOMB	1
ENERGY TANKS	2
RESERVE TANK	1



## NORFAIR

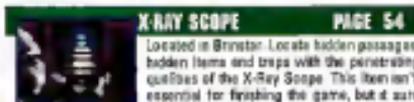
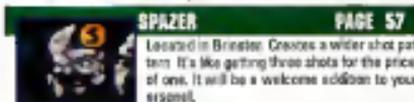
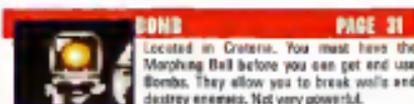
PAGE 59

MISSILES	15
SUPER MISSILE	1
POWER BOMBS	3
ENERGY TANKS	4
RESERVE TANK	1



# ITEM INDEX

**Although it's not a complete list of Items, the following chart will be of help to you when you set about finding these various beneficial objects. Not all of the following Items are necessary to possess in order to complete the game.**



# CRATERIA



## DOWN TO THE PLANET ZEBES

Ceres Space Academy is where Samus will see her first action in *Super Metroid*. However, the action there is all predetermined and only serves to set up the story line. Crateria is where Samus will begin her exploration and get the chance to view the repair work that the Space Pirates have done since she ransacked the place during her first skirmish with the Metroids. There isn't a wealth of Items to find in Crateria, but all of the Items and techniques that Samus acquires in other areas can be put to good use here. Crateria is well-connected, with elevators serving Brinstar and Tourian as well as a passageway to the Wrecked Ship.

## SPECIAL ITEM BOMB

Samus learns to use Bombs in Crateria. It's the only Special Item that Samus will locate here. If at all possible, Save your game at the ship when you're near it.

# CRATERIA

The surface of Zebes and just below, Crateria is the first area you'll explore. But like all other areas, it can't be fully explored until you've obtained certain items. Press Start to view the map screen often. You'll save a lot of time by planning where you want to go next.



BOMB

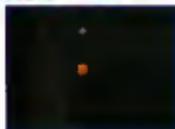
CRATERIA DATA	
SAVE UNITS	2
ENERGY CHARGE UNIT	1
MISSILE CHARGE UNIT	1
ENERGY TANKS	2
RESERVE TANKS	0
MISSILES	8
SUPER MISSILE	1
POWER BOMB	1

# CRATERIA AREA A

Bounty hunter Samus Aran is greeted by the torrential rains of the Planet Zebes when she hits terra firma at Crateria. The planet's surface is very cold, but she's oblivious to that fact while in the confines of her Power Suit.

## A HIDDEN PASSAGE

Super Jump at an angle to break the rocks that block this passage, then Bomb through the rest of them to proceed. You can Turbo Bomb up to the area, too.



PG. 34  
AREA D



PG. 30  
AREA B

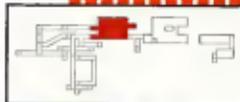
## B SAMUS ARAN'S SPACESHIP

This tough ship has seen many battles and will likely see many more. It serves as a haven for Samus. She can fully charge her Energy, Missiles and Bombs by entering the ship. No other place recharges Samus to this extent. It's also a Save location. It's always a good idea to Save your game here when you can.



## C HIGH ELEVATION JUMPING

Optimally, Samus will have the Space Jump before exploring the upper regions of Crateria. However, by using the Turbo Bomb technique, she can scout many of the areas without having use of the Space Jump.



## E DIAGONAL SUPER JUMP

When Samus has acquired the Speed Booster, she can Dash and make a diagonal Super Jump to break out blocks in certain walls.



PG. 36  
AREA E

## D BLAZING THROUGH WALLS

Instead of wasting a lot of time bombing through all of the rocks that form this barrier, Samus can use the power of the Speed Booster and just blaze right through them. This isn't the only area where this technique will be useful! Before sprinting, make sure that you have enough room for Samus to get up to speed.



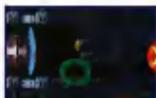
# CRATERIA AREA B

Area B is the first place that any real action takes place in the game. Two of the most important Items in the game, the Morphing Ball and Bomb, can be obtained in this area. There are several places to build your supply of Missiles, too.

PG. 34  
AREA D

## A MORPH AND BOMB

A complement of Missiles will be your prize for Bombing through the blocks and entering the room on the far left. There's a shortcut on the way out.



Place a Bomb and hold Right to find the secret passageway out.

PG. 32  
AREA C

1

Morph and Bomb to get through these rocks and into the shaft.

1

B

PG. 28  
AREA A

Take the right passage on the way up and Bomb through the rocks.

C

## C ANGLE ATTACK

Hold the R Button and fire constantly while running under these fire-sweeping enemies. You should be able to take out enough of them to get through the room without taking any hits. You can also Dash to get through the room more quickly.



SPECIAL ITEM BOMB



# CRATERIA AREA C

PG. 30  
AREA B

Bomb through the bricks to get out into the vertical shaft.

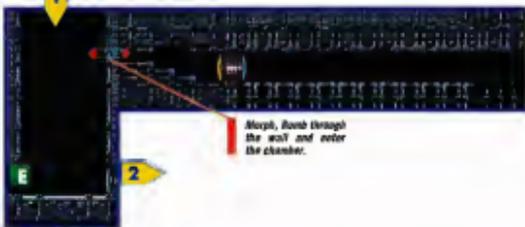
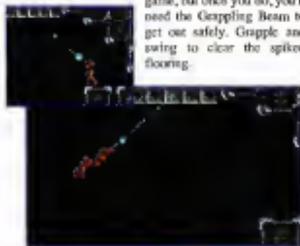


Those who played the original NES version will remember Area C as the last area of the game, where Mother Brain resided. You'll find that it has expanded.

## A QUICK TRIP B GRAPPLE TO AVOID THE SPIKES

The quickest route to the bottom of this long shaft is to fall down on either the left or right side.

You won't be able to get into this area early in the game, but once you do, you'll need the Grappling Beam to get out safely. Grapple and swing to clear the spiked flooring.



Morph, bomb through the wall and enter the chamber.



Break through these bricks with the help of the Super Jump.



## C FREEZE AND JUMP

Freeze the four enemies down in place and then use the Speed Booster to blast to the right. Press Down to prepare for the Super Jump, get into position, and then Super Jump up the long shaft.



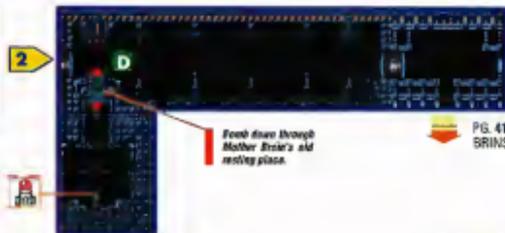
## D MOTHER BRAIN'S LAST ADDRESS

You can see the place where you battled Mother Brain last time around, but where has she gone now? You can Bomb down through her old resting place to find some Missiles. She must have been trying to stockpile them there.



## E EXIT FROM TOURIAN

You can locate the exit from Tourian early in the game, but you won't be able to enter it—it's a metal door. After defeating Mother Brain, this is the same door that you'll cut through on your way back into Crateria.

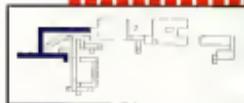


Bomb down through Mother Brain's old resting place.

PG. 41  
BRINSTAR

# CRATERIA AREA D

You'll locate the elevator to Brinstar and the entrance to Tourian in this area. You can get to the upper part of Area D without many items or much Energy, but you probably won't get through. Wait until later to go through this part.



PG. 28  
AREA A

**A** If you have the Spring Ball, you can get both Missiles when you go through here.

**A DOUBLE YOUR MISSILE PLEASURE**  
If Samus has obtained the Spring Ball, she can jump up while the Morphing Ball is activated and get into position to score both Missiles. Otherwise, getting both Missiles at once is futile.

**B BLOW THE HIVE**  
Stand back a bit and rapidly shoot the pulsating hive until it blows up. Don't move on until you dust off all of the tiny enemies, though.

**C** Kick the Energy Tank and wait until the lava subsides before moving on.

**2** It'll take a Power Bomb to blast down through these bricks.



**1**

**C AVOID THE LAVA TIDES**

As you go left through this corridor, you'll find columns of bricks that block your path. It would be easy enough to just Bomb through them, but there is scalding-hot lava so contend with. Use repeated Space Jumps to avoid the lava until it subsides. If you have the Screw Attack, you can break the bricks, but otherwise, you'll have to Bomb through them.

**D TO TOURIAN AND MOTHER BRAIN**

A large conglomeration of headless golden statues blocks the path to Tourian. Samus won't be able to get down through this section and into Tourian until all of the major boss characters have been duly eradicated.

**PG. 30 AREA B**



PG. 41  
BRINSTAR



PG. 106  
TOURIAN



# CRATERIA AREA

# E

Entering Area E requires that Samus have Super Missiles. The door to the right of her spaceship is green and can only be opened with a Super Missile.

PG. 28  
AREA A

## A EMPLOY THE GRAPPLING BEAM

Samus can grapple to the Missiles and then continue on over to the ledge on the right. Make the beam catch and then push Down to extend the beam. Get a swinging motion going.



PG. 41  
BRINSTAR

Knock out the rocks and proceed through the opening.

Jump up, crouch, and aim a Super Missile to blast through here.

## B A DIFFICULT TASK

Samus will have to ride the uppermost Tripper as far as she can to the left. When you get to the rocky wall, crouch down and shoot to reveal the location of a batch of Missiles. Stand on the left edge of the Tripper to be sure to touch the Missiles just before the platform reaches the rocky wall. It's a bit tricky.



PG. 70  
WRECKED SHIP

PG. 70  
WRECKED SHIP

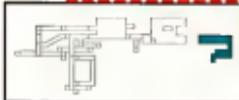
PG. 70  
WRECKED SHIP



# CRATERIA AREA F

After searching through all of the areas in the Wrecked Ship, Samus should make the connection over into Area F of Crateria. It's filled with water. Make sure the Gravity Suit that you picked up in the Wrecked Ship is activated so you can move about freely while in the water.

PG. 79  
WRECKED  
SHIP



## A THE HIGH ROUTE

Why get wet when you don't have to? If Samus takes the high route by jumping from platform to girdler to ledge, she won't have to deal with nearly as many enemies. Now, if you want to pick up some extra Energy, you may want to go down through the water and fight your way over to the right.



## B LOWER SHORTCUT

You can take the upper route, but there is another way. Take the lower passages over to the left. You'll be able to Bomb up through the rocks in one spot.

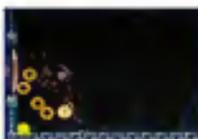
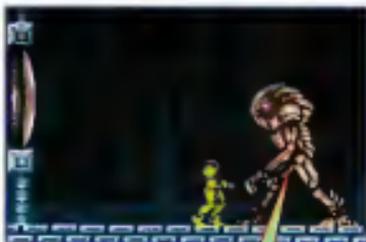


The route is tedious, but you can Bomb up through the rocks here.



# TORIZO

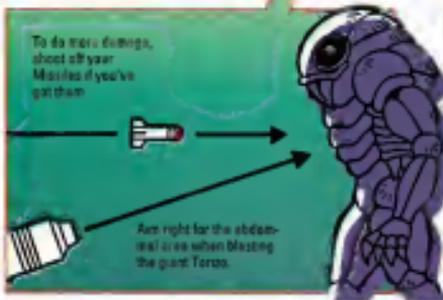
**You'll encounter Torizo early in your mission. He hides by taking the form of a Chozo statue, but as soon as you grab the Item that he holds, he'll come to life and will begin to attack you! Torizo and Chozo basically mean the same thing, but you'll never be attacked by a Chozo!**



Transform into the Morphing Ball or jump up to avoid Torizo's swinging arms. It's difficult to totally avoid them, though.



When Torizo spews Bombs from its mouth, shoot them before they land. You can get Energy Power-Ups and Bombs from them.



A combination of jumping and using the Morphing Ball will help you to avoid Torizo's crescent-shaped shots.



Torizo begins to move faster as it takes more and more damage. Just keep blasting away at it even when its head comes off.

# BRINSTAR

## SOUTH OF CRATERIA AND TOURIAN



Brinstar isn't as big an area as Maridia and Norfair are, but some of the most important items to gain are located here. Of particular note is the Morphing Ball. It's the very first item that Samus should hunt for and pick up. It's located just to the left of the bottom of the "middle" elevator shaft that goes from Crateria down into Brinstar. It's not hidden at all—it's placed out in the open on a pedestal. Brinstar is connected to Crateria and to a central point that links Norfair, Maridia and Brinstar.

### **SPECIAL ITEMS** **MORPHING BALL** **CHARGE BEAM** **SPAZER** **VARIA SUIT** **X-RAY SCOPE**

In addition to these items, Samus can pick up twelve Missile clusters, three Super Missile stashes, five Power Bomb packs, four all-important Energy Tanks and one Reserve Tank.

# BRINSTAR

PG 25  
CRATERIA



*Samus can really rack up the Items in Brinstar. A total of 12 Missile supplements can be found throughout this area! Passages to Crateria, Norfair and Maridia connect through Brinstar.*



MORPHING BALL



SPAZER



CHARGE BEAM



VARIA SUIT



X-RAY SCOPE



PG 25  
CRATERIA



PG 31  
MARDIA

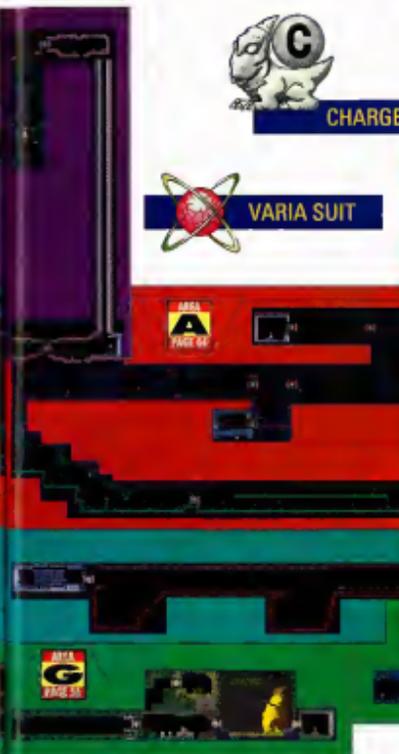
## BRINSTAR DATA

SAVE UNITS	3
ENERGY CHARGE UNITS	2
MISSILE CHARGE UNITS	2
ENERGY TANKS	5
RESERVE TANK	1
MISSILES	12
SUPER MISSILES	3
POWER BOMBS	5

PG 31  
MARDIA



PG 39  
NORFAIR



PG 36  
MARDIA

# BRINSTAR AREA A

Samus will enter Area A of Brinstar very early in the game to pick up the Morphing Ball and some Missiles. Almost immediately after that, she'll have to return to Crateria to build up her supply of Items and Energy.

PG. 30  
AREA D



## A COLLECT THE MORPHING BALL

The very first thing you should do after landing on Planet Zebes is go to Brinstar and collect the Morphing Ball. Without it, you might as well give it up.



**SPECIAL ITEM**  
**MORPHING BALL**

**B INVISIBLE BRIDGE**  
You can't see the blocks, but if Samus jumps up at the right spot, she can get across the spikes courtesy of this invisible path.



**PG. 25**  
**CRATERIA**

## C HIDDEN ENERGY TANK

Like it was in the original Metroid game, an Energy Tank is hidden in the ceiling. When you have the Hi-Jump Boots, come back and get it. You can Turbo Bomb up to it, too!



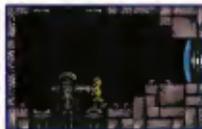
**PG. 54**  
**AREA F**

# BRINSTAR AREA B

Area B of Brinstar is very important, mostly because the Map Computer Terminal is located here. By connecting with it, you'll open up a realm of new places to explore.

## A HOOK UP WITH THE COMPUTER

Before Samus hooks up with the Map Computer Terminal, you only see the places she has already been to when you bring up the Map screen. Afterwards, the blue areas on the map indicate places that she has not been to yet. There still will be hidden areas, though.



M

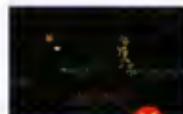
## B DON'T SHOOT THE LIGHTS

If you don't have to shoot them, it's best to leave these enemies alone. They illuminate the room and if you take them out, you take away your ability to see the things you need to see. If you have the Ice Beam, you can freeze them and pass by them safely.

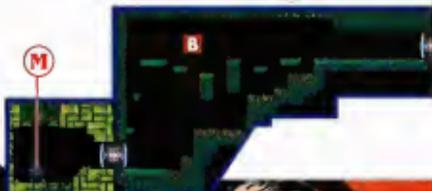
Steph down and place Bombs to get through this section.



S



M



PG. 25  
CRATERIA



PG. 48  
AREA C

Set all a Power Bomb to blast the sturdy floor away.

## C MAKE USE OF THE SPEED BOOSTER

Samus can make it past the first gate easily enough, but without the assistance of the Speed Booster, it's hopeless to think that she will make it past the second gate. If you activate the Speed Booster as soon as you enter this room, Samus should be able to blaze right past all three gates without any trouble. Use Bombs to find the upper passage back out.



A Power Bomb will be needed to blow through the wall here.

M

To get out, going to the right, Bomb through here.

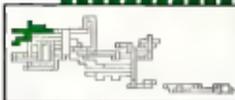
## D FILL UP

As enemies emerge from this area, just keep blasting them and collecting what they leave behind. This is an excellent way to refill your Energy and Missiles.



## E RESERVE TANK AND BONUS ITEMS

The Reserve Tank isn't the only item in this area. After collecting the Tank, bomb around to find a secret passage that leads further into the chamber, you can collect some hidden Missiles there.

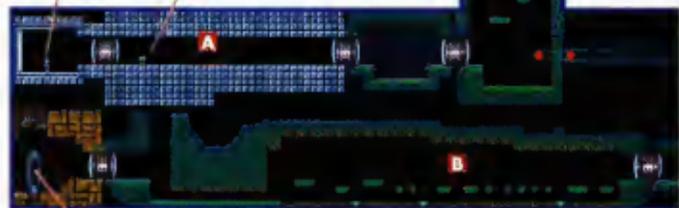


# BRINSTAR AREA C

Because of some important techniques you will learn here, Area C is a place that you'll want to fully explore as soon as you possibly can. Pay close attention to what other characters are doing.

## A LOOK BEFORE YOU LEAP

There is an invisible gap in the floor just before you reach the Energy Tank. You should get a running start and leap over the gap to get the Energy Tank.



## B TAKE YOUR SWEET TIME

This room is full of spikes, small ledges and life-sucking enemies. Take your time going through it—and be careful.



PG. 46  
AREA B



## C JUMP LIKE THE ETECOONS

These three little guys will show you the Triangle Jump technique. You can jump back and forth off of the walls as you go up the long shaft.



Break through this section using Bombs, a Power Bomb, or the Speed Booster.

PG. 50  
AREA D



Using the Speed Booster will quickly melt away these blocks.

## D DACHOLA

A friendly ostrich-like creature, a Dachola, will show you the way out of this section. Just pay attention to what it does. Build up speed along the bottom and then Super Jump up the vertical shaft.

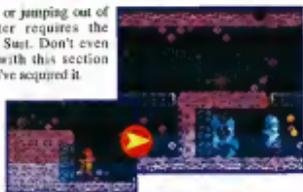


# BRINSTAR AREA D

Area D is another one of the areas in the game that you'll have to come back to in order to search through it completely. You'll need Power Bombs and the Speed Booster. There are some tricky sections where having the X-Ray Scope will help.

## A GET GRAVITY

Running or jumping out of the water requires the Gravity Suit. Don't even bother with this section until you've acquired it.



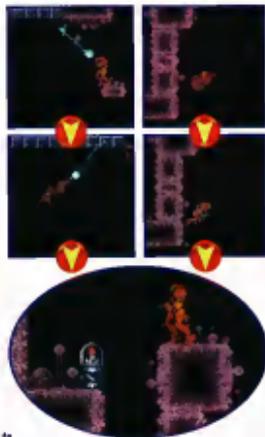
## B BOMB THE GATE

When you roll down the shaft and lay a bomb, the gate will raise and lift you to a place where you can roll to the left through the wall to get some Power Bombs.



## C GRAPPLE FOR THE GOODS

Use the Grappling Beam to swing yourself over to the left in this area, if you see proficient at the Wall Jump, you can try it here. Swing back and forth until you have enough speed to make the leap.



The Speed Booster allows you to blast through these horries.



You can blow away this barrier by laying down a single Bomb.

To get out of this room, shoot the gate and Bomb through this area.

PG. 48  
AREA C

You have to use a Super Missile to break the floor out here.

Regular Bombs will get you down into and up out of this area.

SPECIAL ITEM  
**CHARGE BEAM**

Lay down a Power Bomb to blow the end cap off of this horizontal pipe.

PG. 52  
AREA E

You don't have to Bomb through this wall. It's already open.

PG. 52  
AREA E

PG. 54  
AREA A



# BRINSTAR AREA E

A heated encounter with the mini-boss of Brinstar, Spore Spawn, is the highlight of this area. You will also pick up your first Super Missiles here. Then you'll be ready to blast away any of the green doors that hinder your progress.

## A BEWARE THE ALIEN KIHUNTERS

Alien Kihunters are quite strong. At the point that you could first enter this area in the game, you won't have the Varia Suit to protect you. So play it safe—shoot the Kihunters with Missiles before they get a chance to gang up on you. A Charge Beam shot works well, too!



PG. 50  
AREA D



## B ANOTHER ENERGY TANK

Use the Grappling Beam to swing around and up to the gate, then open it with a well placed shot. Swing up again and go through the open gate. Drop down to the other side and enter the flashing steel door to find an Energy Tank.



PG. 50  
AREA D



You'll need to export a Super Missile to get out of this area.



## C BATTLE THE SPORE SPAWN

Shoot the little green spores that drop down to gain Missiles and Energy, then fire Missiles at the Spore Spawn when it opens up and is vulnerable.



# BRINSTAR AREA F

Area F of Brinstar looks different from other Brinstar areas. The lush vegetation is gone. All you see is a reddish-brown earth-like substance. The material isn't extremely sturdy, either.

## A FALL INTO THE HIDDEN ROOM

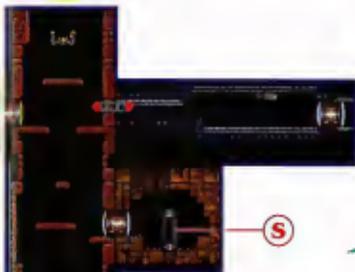
If you Power Bomb the metal girder and fall into the last flower in the room, you'll fall down into a secret room.



A Power Bomb allows you to go down and collect more Power Bombs.



PG. 25  
CRATERIA



PG. 91  
MARIDIA

S



These ledges can be broken with Bombs or the Screw Attack.

## B SCOPING OUT THE X-RAY SCOPE

Grapple through the spike-filled room, then Bomb and shoot around to find your way past the gates and over to the Chozo Statue that holds the X-Ray Scope. Use it often.



PG. 44  
AREA A

I

A detonated Power Bomb will blow away the wall behind the Chozo Statue.



SPECIAL ITEM X-RAY SCOPE

A Power Bomb is the only way that you can break this large block.

PG. 56  
AREA G



# BRINSTAR AREA G

Area G is really a turning point in the game. Here, you find the Spazer Power-Up and you'll meet up with Kraid. You can't return to Area F without the Ice Beam.

PG. 54  
AREA F

## A FREEZE THEM

To make it back up this shaft, freeze the Rippers with an Ice Beam shot. When they are frozen, you can use them as steps, but they won't stay still for long.



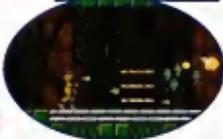
## B HIDDEN MISSILES

This is one of the trickiest spots for a supply of Missiles to be hidden, but if you detonate a Power Bomb, you should be able to score them easily.



## C MINI-KRAID

He's small in comparison to Kraid, but the shots that Mini-Kraid shoots have tremendous range. Blast through the Space Pirates and let Mini-Kraid have it with a flurry of Missiles.



Place a Bomb to enter and exit this hidden passageway.



## D GET THE SPAZER

With either the Turbo-Bomb technique or the Hi-Jump Boots that you get in Norfair, you can get up through this gap and then over to the right where the Chozo Statue holds the Spazer. It increases the width of your shots.



Instead of Bombing, use a Charge Beam shot to break out the blocks.

SPECIAL ITEM **SPAZER**



PG. 91  
MARIDIA



Only one Bomb is necessary to break through this wall. You're now on your way to Kraid!

PG. 91  
MARIDIA



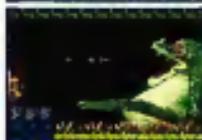
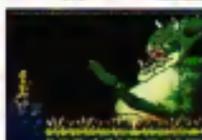
PG. 99  
NORFAIR



SPECIAL ITEM  
**VARIA SUIT**

# KRAID

**Kraid could be the biggest boss in video game history, standing at least two screens tall! He has a weak spot: his mouth. If you don't have the Hi-Jump Boots, jump on a platform that Kraid shoots and then jump up to a stationary platform and start shooting Missiles. For his size, he's not that difficult to defeat.**



This is the first part of the battle, where only Kraid's upper body is exposed. Fire Missiles or Charge Beams into his mouth to cause damage.



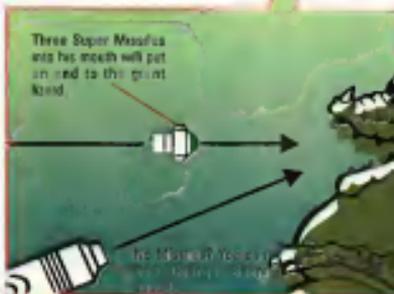
The damage will be dished out if you strike Kraid when his mouth is open. However, you have to shoot him first to get his mouth to open up.



Kraid's whole body is visible now! Aimed the platforms that shoot out from his stomach openings and shoot the spinning claws that come your way.



Get up on the platforms when you decide to make your move and attack. Remember to aim only for his mouth. Nothing else will take any damage.



# NORFAIR



## THE FIRES OF ZEBES

The smoldering underworld of Norfair holds prizes to tempt and terrors to paralyze the strongest bounty hunter. But you must proceed. Your first goals will be to find the Speed Booster and Hi-Jump Boots, then the awesome Ice and Grappling Beams. With these tools, you can return to Brinstar, the Wrecked Ship and Maridia to salvage the Gravity Suit and Space Jump. Inside Norfair, you'll face Crocomire, the Golden Toxozo, metal Space Pirates and the devastating attack of Ridley.

## SPECIAL ITEMS

- SPEED BOOSTER**
- HI-JUMP BOOTS**
- ICE BEAM**
- WAVE BEAM**
- GRAPPLING BEAM**
- SCREW ATTACK**

Most of the coolest Items are found in the burning interior of Norfair. All except the Wave Beam are essential and you won't find the Screw Attack until late in the game. Good hunting.

# NORFAIR

The fiery world of Norfair lies deep in Zebes below Brinstar and Crateria. You must first defeat Kraid and win the Varia Suit. Only its thermal protection can save you from the heat of the fire rooms.

## NORFAIR DATA

SAVE UNITS	6
ENERGY CHARGE UNITS	2
MISSILE CHARGE UNIT	1
ENERGY TANKS	4
RESERVE TANK	1
MISSILES	1.5
SUPER MISSILE	1
POWER BOMBS	3

GRAPPLING BEAM



SPEED BOOSTER



WAVE BEAM



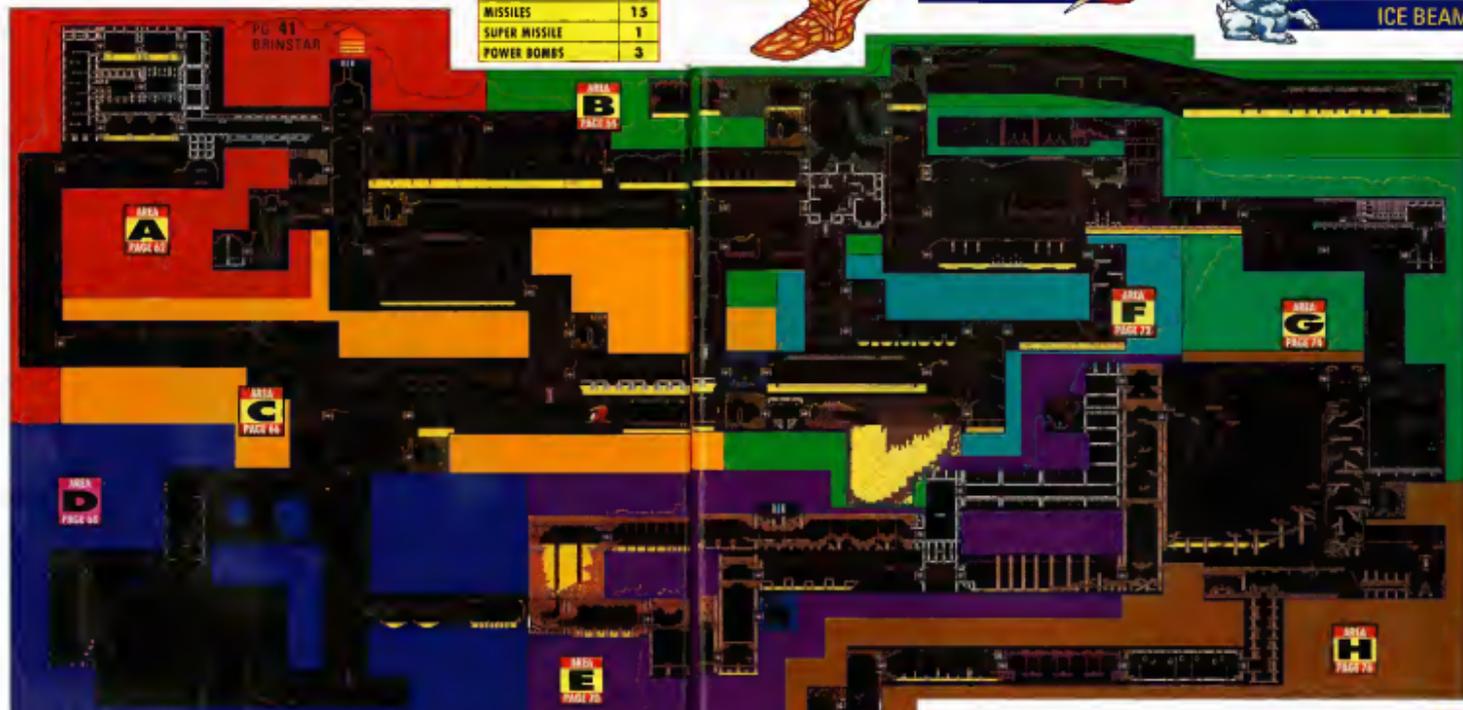
HI-JUMP  
BOOTS



SCREW ATTACK



ICE BEAM



# NORFAIR AREA A

Area A contains the Hi-Jump Boots and Ice Beam, but the Ice Beam remains out of reach until you get the Speed Booster in Area B. If you don't have the Varia Suit, you'll only be able to get the Hi-Jump Boots here. Save your progress when you first arrive.

Bomb the floor and hold your Controller to the right. Land on the fourth ledge and bomb the wall.

## A STAIRS OF ICE

One blast of the Ice Beam freezes most creatures solid for several seconds. To avoid the lava, freeze a creature, quickly jump on it, then freeze another farther up and jump to it.

SPECIAL ITEM **ICE BEAM**



PG. 64  
AREA B

PG. 41  
BRINSTAR

Detonate a Power Bomb on the floor to blast your way down to the route to Area C.

## B BEAT THE LOCK

Only the Speed Booster gives you the quickness to race under the closing gate before it locks.



PG. 66  
AREA C

SPECIAL ITEM **HI-JUMP BOOTS**

Bomb the floor, roll left and get the Hi-Jump Boots. Destroy the Jave to exit.

PG. 66  
AREA C

PG. 64  
AREA B

# NORFAIR AREA B

Your major objective in this scorching sector is to get the Speed Booster. Remember to sprint back to the left over the vaporizing bridge once you've grabbed the item. You'll also find a Reserve Tank and Missiles in these caverns. Check the map for hidden routes.

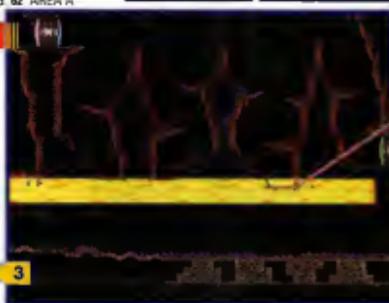


## A DASH BASH

Some enemies laugh at missiles and beams, but the Dash Attack will scatter them. Blast through the walls along this long horizontal path.



PG. 62 AREA A



3

## B HIDDEN COLUMN

Bomb the floor next to the left wall to make a column appear. Ride it up to a hidden passage.



PG. 62 AREA A



3

PG. 66 AREA C

1



1



Enter this hidden passage in the form of the Morphing Ball.

S

2



1

SPECIAL ITEM SPEED BOOSTER

## C DASH AND WALL JUMPS

The Wall Jump is very tough. Spin towards the wall, press in the opposite direction when you hit and follow with the Jump Button. You can also use the Turbo Bomb to blow to blast yourself up through this area.

2



1

PG. 74 AREA G

PG. 72 AREA F

Use a Power Bomb to blow out the floor and continue down.



# NORFAIR AREA C

After falling down the long shaft from Area A, you'll find yourself in a Pirate-infested corridor. Later in this area, you'll come face-to-claw with the fearsome Crocomire, then you'll be able to find the awesome Grappling Beam in Area D.

PG. 62  
AREA A



1

## A CATCH THE RIPPER

Use the Grappling Beam to swing across the chasm by latching on to the Ripper. While standing on the upper right ledge, press the R Button and fire the Grappling Beam diagonally at the Ripper. A stash of Power Bombs waits in a room on the other side.

1



PG. 66  
AREA D

S

PG. 62  
AREA A



2

## B USE MISSILES, NO CROC

Crocomire can't be destroyed by anything less destructive than the endless fire of Nerfar's staff. Use your Missiles or the Charge Beam to force Crocomire back into the pool of lava. Stay to the left, avoiding his long claws while jumping up to shoot into his open mouth.



2

S



3

S

3

3

B



PG. 72  
AREA F

3



PG. 64  
AREA B

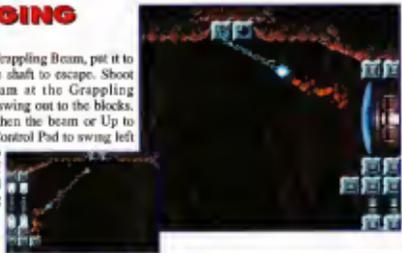
3

# NORFAIR AREA D

*In this remote corner of Norfair, Samus will take to the air to find the Grappling Beam. The enemies aren't terribly challenging, but you can only escape the pools of water if you grapple your way over them. Once you have the Grappling Beam, return to earlier areas.*

## A SWINGING SAMUS

Once you have the Grappling Beam, put it to use at the top of the shaft to escape. Shoot the Grappling Beam at the Grappling Blocks. Samus will swing out to the blocks. Push Down to lengthen the beam or Up to shorten it. Use the Control Pad to swing left and right. Pick up speed then let go of the Shot Button and Samus will swing over to the ledge.



## B BOOST ON THE SPOT

To get these Missiles will take both speed and skill. Note the point directly below your target, then back up far enough to activate Samus's full Dash speed. Dash to the jump point, press Down then the Jump Button.



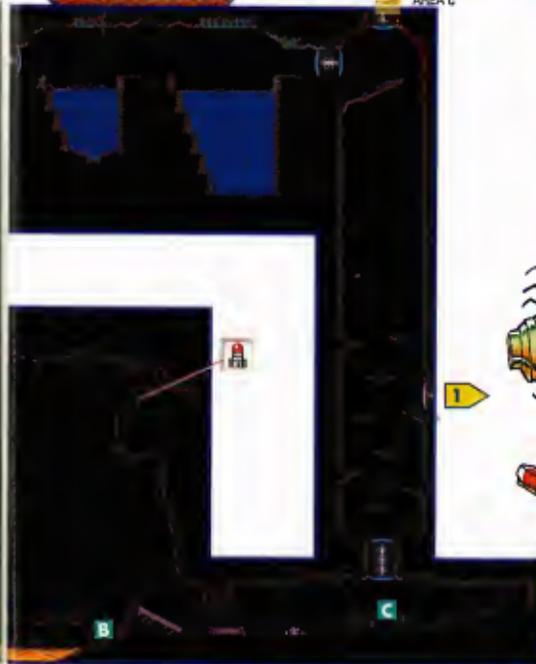
SPECIAL ITEM  
**GRAPPLING BEAM**

## C FLYING

Explode a Power Bomb beneath the door to vaporize the blocks, then Dash from the far right. As you race up the ramp, push the Jump Button. Samus will soar through the air to a distant ledge and the Grappling Beam.



PG. 66  
AREA C



# NORFAIR AREA E

The Screw Attack is the prize, but the challenge is intense as you battle the Golden Torizo. Many creatures in this area are weak against the Screw Attack. Before entering the lava pool, get the Gravity Suit and Space Jump.



## A CHOZO HELP

After Space Jumping over the fiery attacks of the lava room, blast the wall with a Power Bomb, then morph into a ball in the Chozo's hand. The lava then drains away.



## SPECIAL ITEM SCREW ATTACK

Three ceilings can be broken by a Power Bomb or the Screw Attack.



PG. 76  
AREA H

## B THE GOLDEN TORIZO

Take glory of Super Missiles to fight the Golden Torizo. Stead close and blast him. Finish him off with the Charge Beam. For refills, blast the stores that the Torizo throws.



PG. 72  
AREA F



1

Use a Power Bomb on the floor to drop into the lower zone.

2



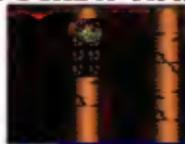
E

Bomb the floor and press Left to enter the room with Monitors.

Bomb through the floor to reach the middle area between the pipes.

## C SPIN OUT OF TROUBLE WITH THE SCREW ATTACK

Use the Screw Attack in this room to break through the columns while the lava rises. By using the Space Jump technique, you can stay in the air for the entire distance.



PG. 76  
AREA H

1



# NORFAIR AREA A

# F

The area outside Ridley's Hideout is known for its living lava—the Magdollites. Since the going gets worse as soon as you go down into Ridley's Hideout, fill up on Energy, Missiles and Bombs while in this area. Make sure that you have the Gravity Suit and Space Jump before entering the Hideout.

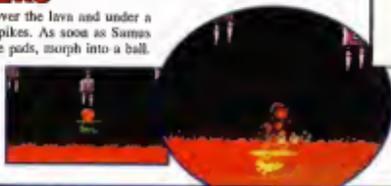


PG. 64  
AREA B

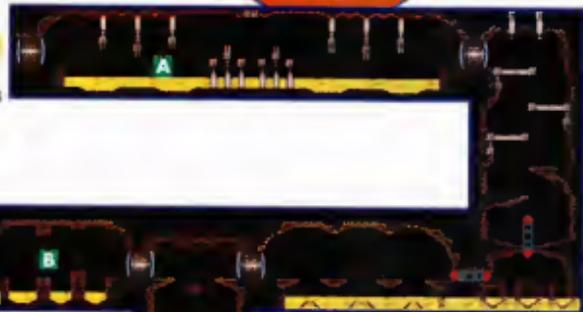


## A TRIPPERS

The Trippers pass over the lava and under a series of stabbing spikes. As soon as Samus steps onto one of the pads, morph into a ball. When a Tripper reaches the end of its route, Samus can jump off and then step onto the next pad.



PG. 74  
AREA D



PG. 66  
AREA C

## B MAGDOLLITES

The Magdollites are creatures of lava. They rise up like columns of fire, then shoot lava bombs. Fight fire with ice, freezing the Magdollite with the Ice Beam as the creature starts to emerge from the flame.



PG. 70  
AREA E



## C TRIAL BY FIRE

You can't reach Ridley's Hideout by bombing through the narrow upper path. The only way in is through the lake of lava. With the Gravity Suit to protect you and the Space Jump for extra jumping power, you can spin safely up to the entrance.



# NORFAIR AREA

# G

The area near the Wave Beam should be relatively easy to reach and finish once you have the Grappling Beam, but attempt the route to Ridley only after you defeat the Golden Torizo for the Screw Attack.

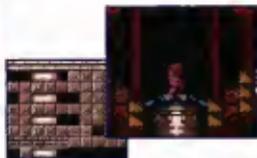
## A GRAPPLE CROSSING

Jump on the susceptor platforms, blast the locked door and jump to the rock ledge. The final crossing requires the Grappling Beam.



## B WALL BOMB

Bomb and roll through the wall to the right. On the far side, you'll find Power Bombs.



## C AN INVISIBLE HOLE

At the top of the shaft to the left is a rock wall with no holes visible to the X-Ray Scope. Try walking through it.



Use bombs and the Spring Suit to walk through the maze, then go down to the Power Bombs.



## D IRON AVALANCHE

Watch out for the metal balls that tumble down the slopes. Simply jump over them.



Blast the lowest Newbie. Drop down to the left platform and Space Jump to the Energy Tank.

PG. 64 AREA B



PG. 72 AREA F

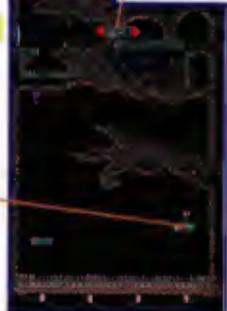


PG. 76 AREA H



To collect the Missiles, detonate a Bomb on the floor.

SPECIAL ITEM  
**WAVE BEAM**



# NORFAIR AREA H

You're on the final leg to Ridley now, and it only gets tougher with every step or Space Jump spin. Your Gravity Suit won't protect you from the rising lake of burning lava or an elevator of spikes. Make sure that you save after getting the Energy Tank in Area G.

## A LAVA LAKE

If you step into this room, you'll fall into a rising lake of lava. Instead, shoot the door and spin through using the Screw Attack. Continue to Space Jump and Screw Attack to the right side and up to the top, keeping ahead of the lava.



## B SPACE PIRATES

The metal-clad Space Pirates are vulnerable to attacks only when they turn golden for a short time before or after they jump. Use the Screw Attack to keep Samus safe, and stay between the Pirates until one changes color. Use Super Missiles for fast results.



PG. 76  
AREA E



1

1

PG. 70  
AREA E



PG. 74  
AREA G

Bomb the rubble-filled floor and keep bombing to the right, in the room with the floor door, go down to the next level.

S

Bomb here to get to the Power Bomb.

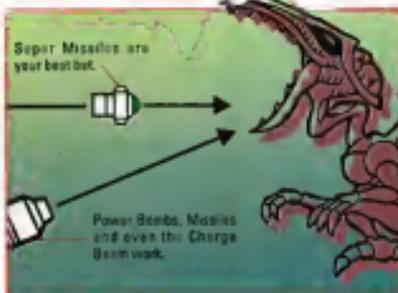
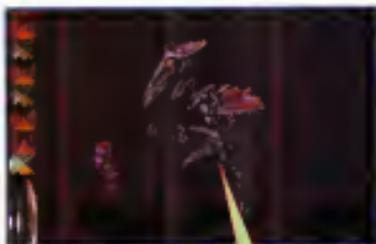
Use a Power Bomb to blow out the floor between the two stators.

Use the Spring Ball to jump from the stator over to this narrow passage. Bomb to get through.

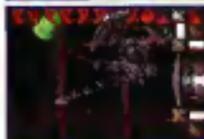
2

# RIDLEY

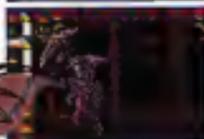
**Ridley, Mother Brain's master of mayhem, returns for the second time in the game, but he won't be so easily dismissed here in his own nest. Go in with full power and weapons. First use Super Missiles, then lay Power Bombs on alternate sides of the platform. Finish him with Missiles and the Charge Beam if necessary.**



Short jumps will show you Ridley's position as he hovers over the platform between sweeps.



Ridley's tail often stabs ahead of his main attack. By checking his air position, you can often evade his.



If Ridley grabs you, try to shake free by pushing Left and Right while repeatedly pressing any button.



Attack Ridley in the air. Jump up and shoot at a 45° angle, even if you only have Missiles or the Charge Beam.

# WRECKED SHIP

## THE DOWNED STAR SHIP

As far as areas go, the Wrecked Ship takes up the least amount of territory, but it's definitely an interesting area to explore, both inside and out. There are two passages that don't appear on the map, even after you have returned power to the ship's operating systems. They are located to the right and left of the main vertical shaft, near the bottom of the ship.

Be sure to Bomb around wherever you can in order to find secret locations like these. You'll be rewarded.

## SPECIAL ITEM GRAVITY SUIT

The Gravity Suit is the only Special Item that Samus will find on the Wrecked Ship. It's surely one of the most important items in the game. You can't explore all of Mandia or Norfair without it.

# WRECKED SHIP

Another big turning point in the game is when you can get into the Wrecked Ship because it requires that you possess the Grappling Beam. The most important thing to do in the ship, besides defeating Phantoon, is to locate the Gravity Suit.



## WRECKED SHIP DATA

SAVE UNIT	1
ENERGY CHARGE UNITS	0
MISSILE CHARGE UNITS	0
ENERGY TANK	1
RESERVE TANK	1
MISSILES	3
SUPER MISSILES	2
POWER BOMBS	0



GRAVITY SUIT

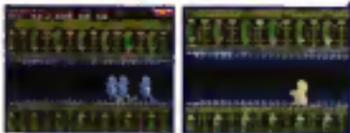
# WRECKED SHIP AREA A



Upon entering the Wrecked Ship, you'll notice that the power is off. The Conveyor isn't moving, the Save and Map Computer units are inoperable, and the robots are powerless. Something appears to be soaking up all of the power.

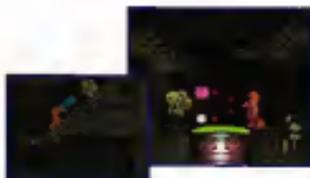
## A CLEAR THE WATER

With a Speed Booster-assisted Super Jump, you can clear the entire water section to the left of the Wrecked Ship. Just blaze on out the way you came in. Open the exit door first, though. Press Down and the Jump Button to launch horizontally over the water.



## B GHOSTS!

Before the power gets turned back on in the Wrecked Ship, Covers will appear wherever you go. If you stand around in one place for too long, they will appear right on top of you. This is why it's important to keep moving. They'll be gone once the power is back on.



PG 86  
AREA D

PG 25  
CRATERIA

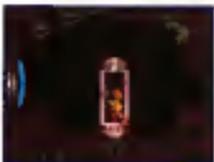


PG 82  
AREA B

S

## C WHAT'S WRONG?

There's nothing wrong with the Save Unit on the Wrecked Ship. It's not wrecked, too. It's just that initially there is no juice to power the thing. Be sure to return to the Save Unit after defeating the power-sucking Phantom.



# WRECKED SHIP AREA B

Area B in the Wrecked Ship covers the most territory in the downed craft, but it's probably the most uneventful section. Your main goals here are to pick up a supply of Missiles and an Energy Tank after the boss fades from existence.

## A SNAG THE MISSILES IN THE CORRIDOR

Unlike the Energy Tank in this Area, you should get the Missiles before tangling with the boss, Phantom. It's a whole lot easier to get through the hidden passageway before the power gets switched back on. The floor won't be moving and the traps won't be operable. There are a lot of spikes in this corridor.



PG. 81  
AREA A



A

B

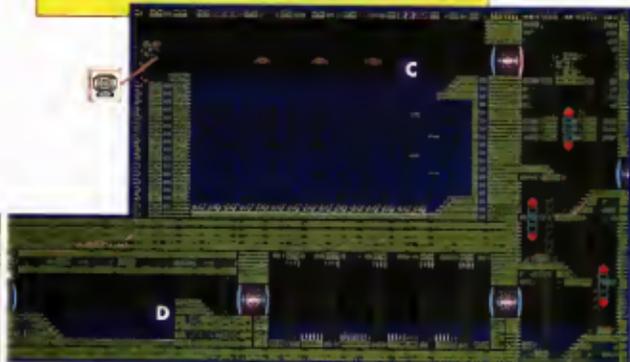
Morph down and place a Bomb against this wall to open a hole.

PG. 84  
AREA C



## B CHECK FOR PASSAGES

There are a couple of hidden passages that lead to corridors that are not shown on your map. Bomb around where the ledings meet the walls.



PG. 25  
CRATERIA

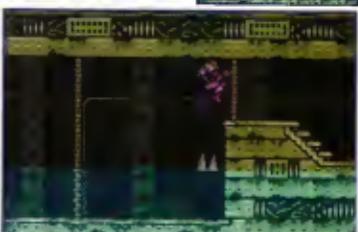
## C SINKING STEPS

Use the steps and the Grappling Beam to get over to the Chozo Statue that holds the Energy Tank. Don't fall off of the steps because there are spikes on the floor below. You can stand on the steps and they will fall, but you can jump a few times to bring them back up.



## D GRAVITY SUIT NEEDED

Before you can make it through this watery section of the ship, you need to have and be wearing the Gravity Suit. Enter this section only after you have acquired it. You can't make the jump out of the water without it.



# WRECKED SHIP AREA C

The bottom of the Wrecked Ship is where you'll be headed in Area C. This is the place you'll want to go to after getting the Missiles that are in Area B. After a testing tangle with Phantoon, you'll be able to restore power to the ship.

## A SUPER MISSILES

After defeating Phantoon, enter this room to find a supplement of Super Missiles.

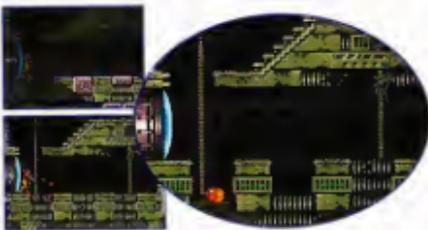


M



## B X-CELLENT!

As it is in any area in the game, the X-Ray Scope will be of great value in the Wrecked Ship. With it, you can locate bricks and blocks that cover secret passageways leading to hidden rooms and corridors. And in those rooms and corridors, there are usually items to be found. It's definitely not a waste of time to use the X-Ray Scope! It would be nearly impossible to find all of the items in the game without its help, or the help of this Player's Guide!



PG. 62  
AREA B

Two Bombs will be enough to get you through this side-door passageway.



You'll need to place one Bomb to make it to Phantoon's door.



You have to use a Super Missile to break the wall out here.



## C GET THE MAP DATA

Phantoon is sucking up all of the power that the ship's energy-producing crystals can make. Therefore, none of the systems are operational. This includes the Map Computer. Hook up with the Computer after Phantoon gives up the ghost.



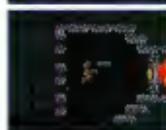
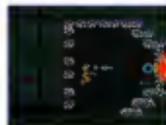
## D MOVE THAT ROBOT!

The robots, while internally powered, are not functioning either as a result of Phantoon's gluttony. This particular robot was blocking a secret passageway when the power went out. When the power returns to the ship, you'll be able to move the robot out of the way by shooting at it. Then you can enter the passageway by Bombing an opening.



## E KNOCK THREE TIMES

Three Missiles (or one Super Missile) shot into the eye on the door will allow you to access Phantoon's chamber. This is the same technique you should use for entering the lair of each boss in the game. Once inside, the boss will try to assault you with a barrage of blue fireballs. You can shoot the fireballs when an eye appears on them to gain valuable Power-Ups like Missiles and Energy.



# WRECKED SHIP AREA D

The corridor at the very top of the ship is home to several tough Alien Kihunters. The importance of the top of the ship, besides the Missiles at the upper right, is that there is another entrance and exit at the upper left. It can take you to yet another entrance.

## A ALIEN KIHUNTERS

Before jumping up through the door to enter the top corridor, just up your Charge Beam. There will be Kihunters on both sides of you when you appear. Blast the green ones quickly.



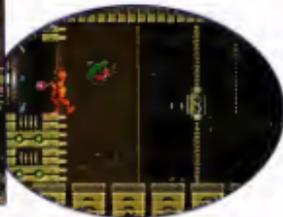
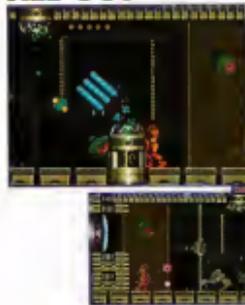
PG. 26  
CRATERIA



PG. 81  
AREA A

## B TAKE THEM ALL OUT

In order to open the doors at the far left and right of the top corridor, you have to defeat all of the enemies in the room. If you want to go out the left door, first run to the right and take out everything that moves, then go back to the left. You must defeat all enemies to re-open the door that you used to enter the corridor, as well.



## C ROBOT REMOVAL

In order to make it over to the right to grab the Missiles, you'll have to deal with the three robots blocking your path. There are three gaps in the floor into which you can cause the robots to fall. Just keep shooting them to back them up. Watch out for the electrical charges overhead. Stand to one side or the other while shooting the robots.



## D CHARGE BEAM OPTIONS

By switching various beams on and off, you have access to different types of Charge Beam attacks. Play around with different combinations to find certain Charge Beam attack patterns that will be advantageous to you when you're faced with certain enemies, like Kihunters.



# WRECKED SHIP AREA E

*Oddly, there are three exterior doors in Area E of the Wrecked Ship. The upper door is mainly an exit. It may seem a bit confusing at first, but you'll discover that there's only one way to get the Gravity Suit and other special items.*

## A NOTHING SPECIAL HERE

You can enter the Wrecked Ship through this door, but doing so really won't be of any benefit except for allowing you to see an item. This door is mainly an exit.



PG. 25 CRATERIA

PG. 25 CRATERIA

PG. 25 CRATERIA



**SPECIAL ITEM GRAVITY SUIT** Place a Bomb on the floor to expose a narrow tunnel.

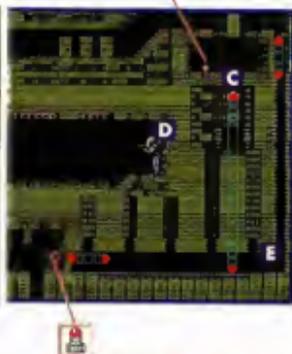
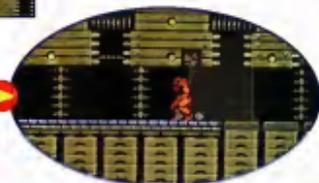
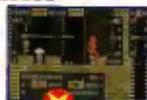
## B GET THE GRAVITY SUIT

When you enter the ship through the middle door in Area E, use the Grappling Beam to work your way over to the right. The Chozo Statue will take you down to another door. All that you have to do to obtain the Gravity Suit is open the door and step in.



## C SCOPE OUT THE TANK

It's a good thing that all items aren't this difficult or complicated to obtain. If they were, this Player's Guide might be 500 pages long! Once you reach point C, you should take some time to view the room with the X-Ray Scope. Doing so will save you time. You can't see it without the Scope, but there is a gap just in front of the Reserve Tank. You'll fall down through it if you don't jump over it.



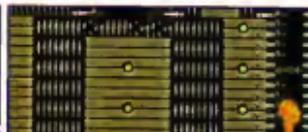
## D A LITTLE HELP FROM A CHOZO

Interacting with this particular Chozo Statue will help you complete your quest. When you reach it, jump onto its head and activate the Morphing Ball. The statue will come alive and will carry you through the apses. It will stop in front of the door that leads to the Gravity Suit.



## E GETTING TO "C"

In the lower level, shoot the robots into the gaps, then blow away the Chozo Statue and wall with a Power Bomb. Once you have room to run, you can activate the Speed Booster and make a Super Jump at the far right. When you reach the top, carefully jump over the hidden gap and shoot the hern container to reveal the Reserve Tank.



# PHANTOON

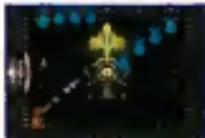
**The ship, even though it's wrecked, is still producing power. However, none of that power is being directed where it should be. Something is diverting the power just after the source. That something is Phantoon.**



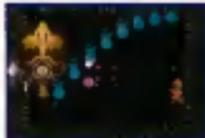
When an eye appears on the blue fireballs that Phantoon drops, shoot them. They will often give up Power-Up items like Missiles and Energy.



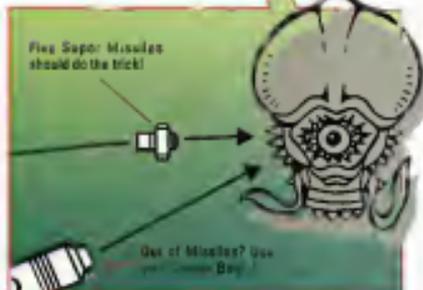
Even with your most powerful weapon, you can't damage Phantoon unless its eye is open. Just deal with the fireballs until it opens its eye.



Shoot Missiles directly into Phantoon's eye when it opens. Shoot as many as you can. Unfortunately, it will move faster as it takes more damage.



If you run out of Missiles and Super Missiles, use Charge Beam shots. They are a very good alternative. Get more Missiles from the blue fireballs.



# MARIDIA

## AN UNDERWATER WORLD OF WONDERS

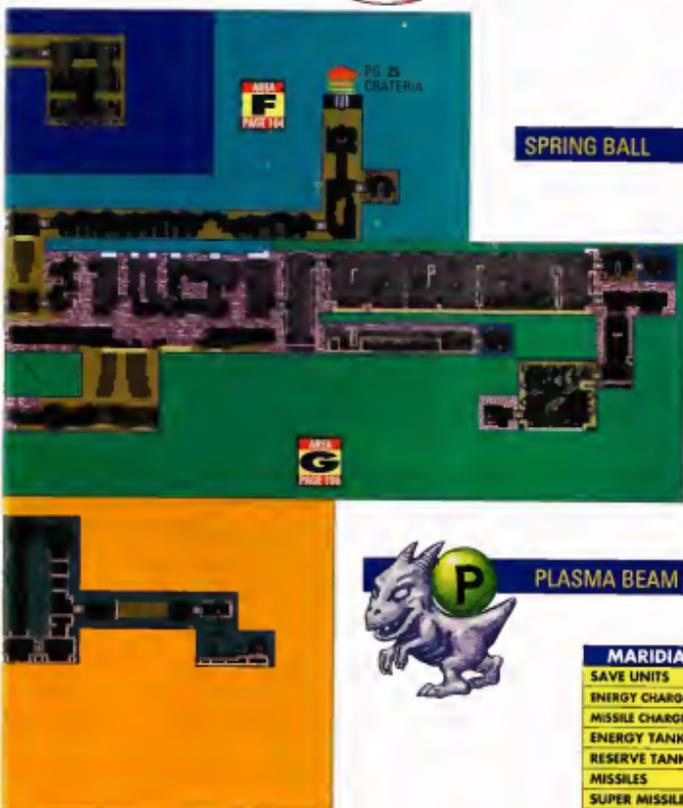
You must have the Power Bomb to blast your way into the western portion of Maridia. You'll also need the Gravity Suit to maneuver in the flooded chambers of this undersea area. With its many false floors and hidden passages, it's one of the most confusing regions in the game. You'll find yourself mired in sand, struggling against seemingly unfair odds as you search for Maridia's many treasures.

## SPECIAL ITEMS SPRING BALL SPACE JUMP PLASMA BEAM

Here you'll find the Spring Ball, which lets you jump while still morphed into a ball, the powerful Plasma Beam and the Space Jump, which lets you soar to new heights.

# MARIDIA

*The submerged area of Maridia is home to myriad aquatic creatures unlike any you've seen before. You must have the Gravity Suit before you brave its watery depths, and the Space Jump comes in handy when you need to reach high places.*



SPACE JUMP



SPRING BALL



PLASMA BEAM



## MARIDIA DATA

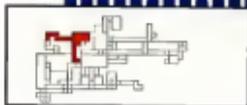
SAVE UNITS	4
ENERGY CHARGE UNIT	1
MISSILE CHARGE UNIT	1
ENERGY TANKS	2
RESERVE TANK	1
MISSILES	7
SUPER MISSILES	3
POWER BOMB	1

# MARIDIA AREA A

If you want to stock up on Missiles and Super Missiles, search the far reaches of Area A. You don't have to complete this area to finish the game, though, so if you're trying for a fast finish, you can skip Area A.

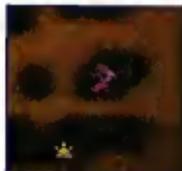
## A TAP INTO THE POWER

If you're running low on energy or want to replenish your supply of Missiles, destroy the enemies that emerge here and pick up Power-Ups they leave behind.



## B SEARCH FOR THE SECRET PASSAGE

You don't need to use any special item to use the Secret Passage here. Just walk to the left through the wall, but be sure to avoid the Owtches that pop up out of the sand—they're tough to beat so jump over them.



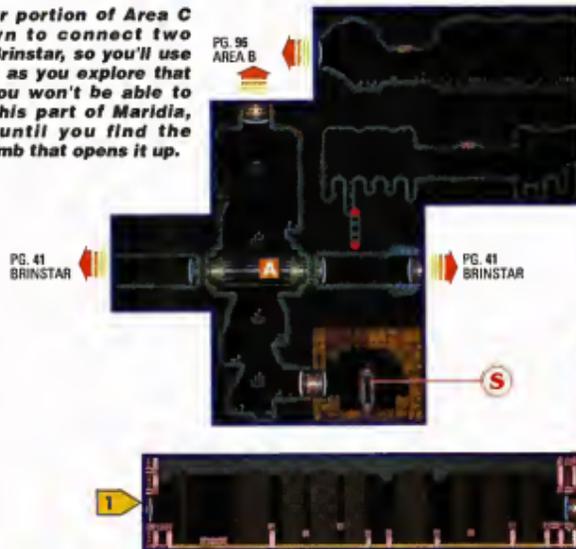
PG. 96  
AREA B

PG. 102  
AREA E



# MARIDIA AREA C

The lower portion of Area C dips down to connect two parts of Brinstar, so you'll use this route as you explore that region. You won't be able to explore this part of Maridia, though, until you find the Power Bomb that opens it up.



## A CRACK THE CASE

You'll travel through the glass tube that connects two parts of Brinstar often. When you've found both the Gravity Suit and the Power Bomb, you can blow the tube up and begin exploring the mysterious underwater region that you've previously only seen through the glass.



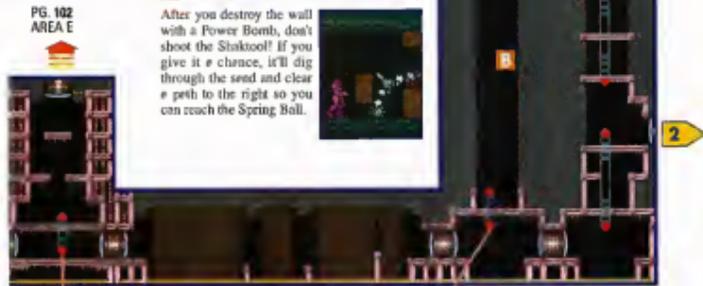
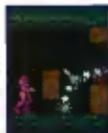
## B THE WALL

You have to make it up this wall to get the Spring Ball. Morph into a ball and Turbo Bomb up, or try the Wall or Space Jump.



## G SAND CRAWLER

After you destroy the wall with a Power Bomb, don't shoot the Shaktoid! If you give it a chance, it'll dig through the sand and clear a path to the right so you can reach the Spring Ball.



Use a Power Bomb to blast through the floor at this point.

If you hang from a cracked block on the Grappling Beam for too long, the block will break.



Blast your way through this wall using one of your Power Bombs.

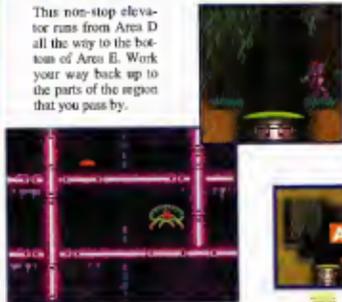
SPECIAL ITEM  
SPRING BALL

# MARIDIA AREA D

The Plasma Beam is hidden in Area D, but you won't be able to add it to your arsenal until you meet and defeat *Dragon*, the region's hard-shelled guardian. You'll find that the Plasma Beam is a very powerful and useful weapon.

## A EXPRESS ELEVATOR

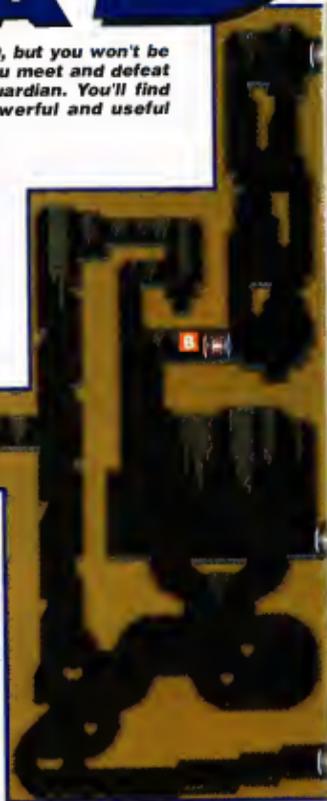
This non-stop elevator runs from Area D all the way to the bottom of Area E. Work your way back up to the parts of the region that you pass by.



PG. 102  
AREA E

## B LOCKED DOOR

You won't be able to open the Metal Door to the room that holds the Plasma Beam until you defeat *Dragon*, the guardian of Maridia.



SPECIAL ITEM **PLASMA BEAM**

PG. 904  
AREA F

PG. 104  
AREA F

## C PLASMA POWER

Pick up the Plasma Beam in the lower right corner. The only way to defeat the enemies in this area is to plaster them with Plasma, and the exit door won't open until you've beaten every last one of them. Prepare to blast your way out.



# MARIDIA AREA E

The only way to reach Maridia's Area E is via Brinstar. You'll encounter traps unlike any you've seen before, and you'll have to learn some new tricks to discover all of the secrets here.

## A TALLY ANOTHER ENERGY TANK

Don't shoot the hard-shelled Gier. Hop on and ride it to the Tank overhead. Retrieve the Tank with your Grappling Beam.



Use a Bomb to blast through the floor here, then continue down.

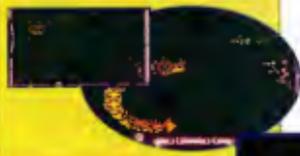
It will take a Power Bomb to blast through this section of floor.

PG 94  
AREA A

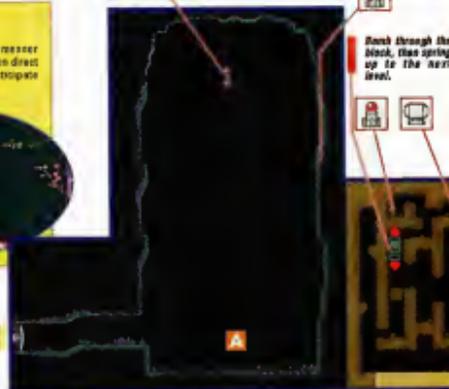


## B MISSILES AWAY

Here you'll meet Broxson, one of Maridia's newer enemies. Wait on the right until it shows up, then direct your Missiles directly at its head. Try to anticipate repeat appearances.



PG 96  
AREA B



Bomb through the block, then spring up to the next level.



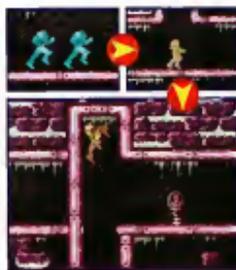
PG 98  
AREA C



Set off a Power Bomb to destroy the blocks above, then jump up.

## C SUPER JUMP

Dash from left to right. When you begin to flash, press Down to prepare for a Super Jump. Stand at point C and press the Jump Button to execute the Super Jump, which lets you break through the overhead pipes and reach a room where you'll find Missiles and Super Missiles.



PG 98  
AREA C

Activate your Speed Booster to dash and break through the wall here.



PG 106  
AREA G



PG 106  
AREA G

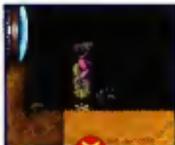


# MARIDIA AREA F

Area F is the first region you'll come to if you enter via Crateria, after exploring the Wrecked Ship. You should have found the Gravity Suit on the ship. You must have it in order to explore the undersea area of Maridia.

## A CHILL THE CLAW

This room looks like it might be a place where enemies fly out in a stream, allowing you pick them off and collect Power-Ups. If you pause just inside the door to feast on enemies, though, you'll soon discover that Yapping Maws lurk in the sand. If one of them grabs you, it will pull you down into another room. Freeze the claws as soon as they emerge so you can continue to the left.



PG. 100  
AREA D

PG. 100  
AREA D

## B SIDE ENTRANCE

Although this is not the "main" entrance, it leads you to the Spring Ball more directly than the Brinstar entrance does. To work your way to that special item, go left, down the express elevator, then travel right to the hidden room in the southeast corner of Maridia.



PG. 106  
AREA G



PG. 25  
CRATERIA



S

## C OPEN SESAME

There are two doors into this room, but you'll have to beat Draygon to open them. After frying Draygon, work your way from the lower right to the upper left, then continue to the one remaining unexplored area above to find the Plasma Beam.



# MARIDIA AREA G

This final area of Maridia is challenging to navigate. At its end is Draygon, a hard-shelled reptile that awaits in a somber chamber. You must fry Draygon to get the Space Jump.

## A GRAPPLING BEAM

You'll become very adept at handling the Grappling Beam before you're finished with this area. You'll use it to scale walls and swing to distant platforms. The only way to reach the Save Point and Energy Charge Unit is to swing up to the door with the beam. Eat your beam out, Tarzan.



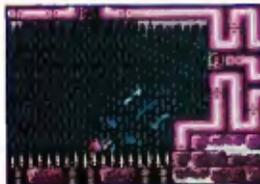
PG. 102  
AREA E



Get a running start and use your Speed Booster to blast through the brick wall.

## B FAKE OUT

If you use the X-Ray device to investigate, you'll find that the spikes in this room are fake. Fall through the sets on the left side of the room to reach the corridor that leads to Draygon's chamber, but be sure to power-up before you take the big dive.



PG. 100  
AREA D



After replenishing your supply of Missiles, stick back to the left.

SPECIAL ITEM  
SPACE JUMP



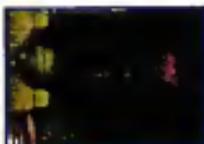
S

E



# DRAYGON

*Draygon is a foul-tempered mutant with a shell that you won't be able to damage with even your most powerful attacks. If it manages to land a body crush, you're in for serious damage. Its only vulnerable point is its soft belly.*



First things first: Before Draygon shows up to begin its punishment, try to destroy all of the wall cannons with your Missiles.



The way to inflict damage on the mutant beast is to score direct hits to its stomach area with your Missiles.



Try to protect yourself. Quickly roll into a ball to lessen the damage it inflicts with its meat and massive body crush.



Avoid its gunny spit. If it times you, you're stuck. It will attack with its razor-sharp tail while you're immobile.

## A SHOCKING MOVE

By far the easiest way to destroy Draygon is to electrocute it. First, shoot the wall cannons, then equip your Grappling Beam and let the big beast reel you with some gray goo. When it picks you up and holds you, shoot the Grappling Beam into the sparking remains of one of the cannons. Your beam will catch, and you'll see an electric current into Draygon. It'll be well done in an instant.



# TOURIAN

## READY TO BATTLE THE BRAIN?

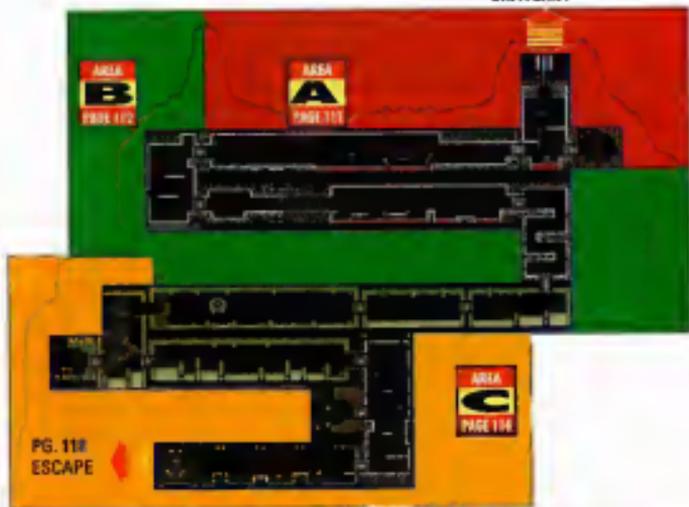
The final assault on the mastermind behind the Metroid scourge will take place in Tourian as it did once before. Mother Brain must fall! To get into Tourian, though, Samus will have to defeat Kruid, Phantoon, Draygon and Ridley. A golden statue made up of these four characters guards the entrance to Tourian. Once Samus has vanquished all four foes, the statue will plummet into Tourian, thereby leaving the entrance open. There are absolutely no items to collect in Tourian, just some seriously powerful enemies to thrash!



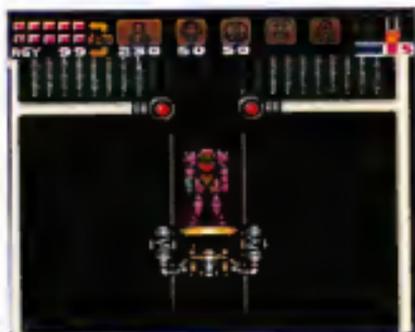
# TOURIAN

*There are no Items to collect in Tourian. It's the last area that you'll visit during your quest to discover what's fueling the Metroid revival. Ultimately, you will find that it is indeed Mother Brain who is behind it all. Thought to be eradicated in the first Metroid adventure, Mother Brain returns in all her glory.*

PG. 25  
CRATERIA



TOURIAN DATA	
SAVE UNITS	2
ENERGY CHARGE UNIT	1
MISSILE CHARGE UNIT	1
ENERGY TANKS	0
RESERVE TANKS	0
MISSILES	0
SUPER MISSILES	0
POWER BOMBS	0

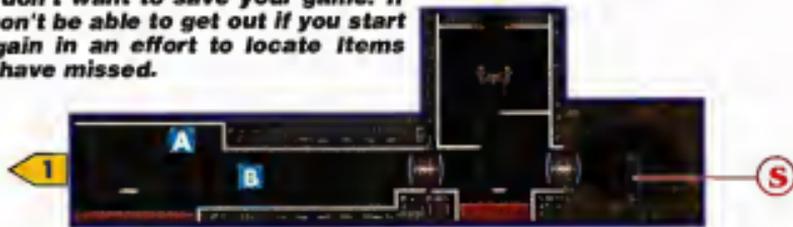


# TOURIAN AREA A



After the golden statue sinks from Crateria to Tourian, you'll be able to enter Area A. Although there are two Save Units in Tourian, you probably don't want to save your game. If you do, you won't be able to get out if you start your game again in an effort to locate items that you may have missed.

PG. 25  
CRATERIA



PG. 112  
AREA B



## A PESKY RINKAS

If you shoot a Rinka once, it will freeze and remain motionless for several seconds. The target that the Rinka came from will remain inactive until the Rinka is destroyed, so don't shoot it again until it starts to move.

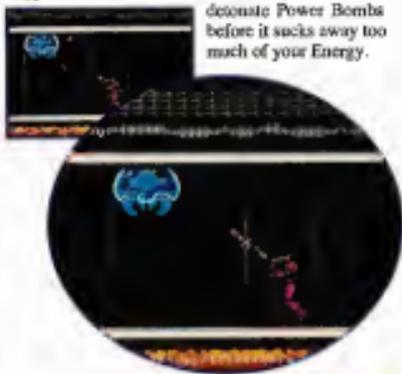
If you just keep it frozen you shouldn't have many problems. It'll give you more time to concentrate on taking out the life-sucking Metroids. It appears that someone was successful in reproducing them in their original form.



## B FREEZE THE METROIDS

Once a Metroid is frozen, five Missile blasts or one Super Missile shot will get rid of it. If one happens to attach itself to you, Morph down and

detonate Power Bombs before it sucks away too much of your Energy.



# TOURIAN AREA B

Getting through Tourian is actually not a difficult task. The enemies are strong, but there aren't very many. Besides the Metroids and Finkas, the only other enemy threat in Area B of Tourian comes from two large blue Sidehoppers.

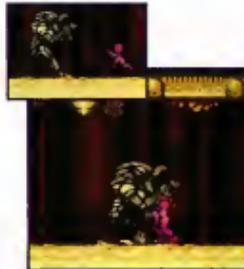
## B HATCHLING NUJACK

When you reach point B, a giant Metroid, presumably the hatchling that you rescued in an earlier Metroid adventure, attaches itself to you and begins to suck away your energy. For some reason, it leaves you with one Energy unit, lets you go, and takes off.



## C TURNED TO SAND

Several enemies that you have seen throughout the game will appear again around points B and C, but they won't attack you. They have all been turned to sand. If you shoot or touch them, they will crumble away. How odd.



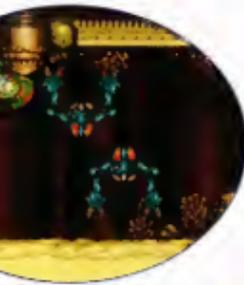
## A BLAST THE BARNACLES

At point A, and beyond point A, you will encounter areas that are encrusted with an extremely odd barnacle-like material. The substance may have been secreted by some vile life form, but it's not really clear why it exists. To clear a path and get through it, just blast it.



## D AMBUSH!

There are two big blue Sidehoppers waiting at point D. You could shoot them with Missiles or Super Missiles and destroy them, but they don't give up any Items. It's a waste of time and Energy. Just use the invincible power of Screw Attack jumps and move left to avoid the Sidehoppers.



# TOURIAN AREA C



*This is it! Area C is where you will finally encounter Mother Brain. However, after being attacked by the Giant Metroid in Area B, your supply of Energy will be dangerously low. There is another Save Point here, but there's no need to use it.*



PG. 112  
AREA B

M

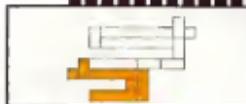
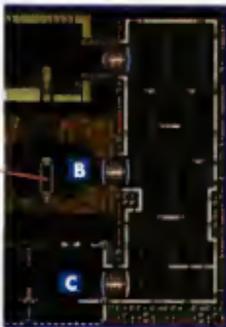
S

PG. 118  
ESCAPE



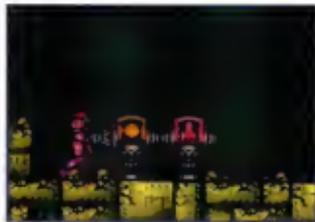
## B THE LAST SAVE POINT

If you don't think you can defeat Mother Brain, you should probably save your game here. However, after you've triumphed and completed the game, you won't be able to start it up again to search more of Planet Zebes.



## A RECHARGE, REFILL MISSILES

Be sure to shoot the red door to the right with five Missiles before entering the room at point A. Once inside, you'll be able to replenish all of your Missiles and, thankfully, all of your precious Energy that was lost to the life-sucking Metroid.



## C SHOOT OUT THE ZEBETTITES

The barriers that block your way to Mother Brain sustain her with alien, life-giving goo. Select and quickly shoot Missiles at the red sections until they disappear. You can't hesitate between shots because the Zebettites will rejuvenate themselves back to full strength. Don't worry about taking some hits. It's better to take a hit than to stop shooting.



# MOTHER BRAIN

Enclosed in a glass-like casing, Mother Brain controls all of the enemy operations on Planet Zebes. Once you blast through the Zebetites and reach the case, open fire on it with Missiles to crack it and get to the pulsating gray matter.



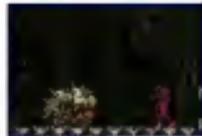
When you have an open shot at the case, let loose with a barrage of Missile shots. Don't shoot if Rebas will interfere with your shot.



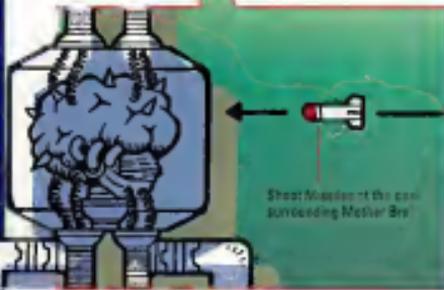
After several shots, the casing around Mother Brain will begin to break away. Keep shooting. You're not even close to being done with her.



The case no longer a worry, keep shooting Missiles at Mother Brain. This battle is reminiscent of the end of the first Metroid mission.

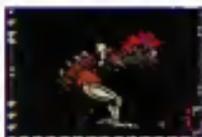
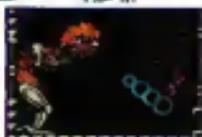


You've blown away the equipment that Mother Brain is locked up in. Now what? It looks as if you may have defeated her once and for all.



# TRANSFORMED!

*This time around, Mother Brain won't give up so easily! After becoming separated from her life-support equipment, she attaches herself to one of the meanest looking bodies you've ever seen! However, it's still the brain that you should aim for during the ensuing battle.*



Shoot Missiles and Super Missiles at Mother Brain's head, but jump to avoid the blue ring lasers that she shoots from her eyes.



After the bombs that Mother Brain drops have bounced a few times, jump out of the way because they will explode with a horrendous blast.



The red energy beams that Mother Brain emits from her hands is very powerful. You definitely don't want to get hit by one of these. Jump!



The Laser Brain Attack will drain a great deal of your Energy, but there is no way to avoid it. Actually, getting hit is a necessary evil.



# ESCAPE FROM ZEBES

*After Mother Brain buys the farm and fades to a pile of dust, a time bomb begins to tick down. It's a real emergency situation! You'll have three minutes to make it out of Tourian and up through a steaming Crateria and finally to your ship.*

## DESTROY GATES

Now possessing the power of the Hyper Beam, you'll be able to easily shoot through the gates that are closing in front of you. Don't even think twice—just keep shooting. They'll break away.

## ALIEN ZEBES

Minor inconveniences, the Space Pirates can either be blasted to bits with the Hyper Beam or simply ignored. You should have enough Energy that you won't have to worry about taking hits.

## LAVA UPRISING

The lava rises quickly in this large room. Jump very carefully from ledge to ledge, making your way to the upper left to ultimately find the exit in the upper right.

## UP THE SHAFT

Entering Crateria, you should be familiar with this long vertical shaft. Quickly make your way to the top using high jumps. Try to skip platforms whenever possible to shorten the trip.

## SURFACE STEAM

As you make it to the surface of Zebes, it becomes all too apparent that the planet will soon explode. Steam is shooting from the ground everywhere. Dash to the right.

## ENTER THE SHIP

When you reach the ship, jump on top of it and press Down to enter it and take off. The mission will be a success if you make it here within the three minutes.



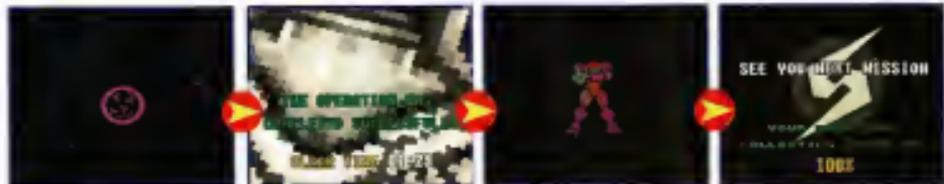
## RESCUE FRIENDS

Time permitting, you can rescue your friends, Dachis, and the Decoy Responder where you got the Bomb Gun! That's where you need to go! Blast the wall on the right side of the room that they are in to make an exit for them, then light it back out the way you came in. Get to the ship!



# SUPER METROID ENDINGS

*Super Metroid keeps track of the time it takes you to complete your mission. If you finish the game quickly, in three hours or less, you will earn the Best Ending. The percentage of Items that you collect doesn't change the ending at all.*



## BEST ENDING

CLEAR TIME = 3:00 OR LESS



## SECOND BEST ENDING

CLEAR TIME = 3:01 TO 10:00



## THIRD BEST ENDING

CLEAR TIME = 10:01 OR MORE

### REWARD FOR THE RESCUE

If you manage to rescue Dechale and the Ebcocera, the ending will be just slightly different. It's almost insignificant, but you'll breathe easier knowing that your new friends also made it safely off Planet Zebes. In the distance, you'll see their ship exit to the right of the screen.



# SHORTEST ROUTE TO MOTHER BRAIN

Obtaining the Best Ending should be a snap if you follow this plan. However, because of your limited Energy and weaponry, you'll find the bosses difficult to defeat.

BRINSTAR
MORPHING BALL
BRINSTAR
MISSILE
CRATERIA
MISSILE
CRATERIA
BOMB
CRATERIA
DEFEAT TORIIZO
CRATERIA
ENERGY TANK
BRINSTAR
MISSILE
BRINSTAR
CHARGE BEAM
BRINSTAR
DEFEAT SPORE SPAWN
BRINSTAR
SUPER MISSILE
BRINSTAR
MISSILE
BRINSTAR
SPAZER
NORFAIR
ENERGY TANK
NORFAIR
HI-JUMP BOOTS

NORFAIR
MISSILE
BRINSTAR
DEFEAT KRAID
BRINSTAR
VAEGA SUIT
BRINSTAR
ENERGY TANK
NORFAIR
MISSILE
NORFAIR
MISSILE
NORFAIR
SPEED BOOSTER
NORFAIR
MISSILE
NORFAIR
RESERVE TANK
NORFAIR
MISSILE
NORFAIR
ICE BEAM
BRINSTAR
POWER BOMB
BRINSTAR
MISSILE

NORFAIR
DEFEAT CROCOWIRE
NORFAIR
ENERGY TANK
NORFAIR
MISSILE
NORFAIR
GRAPPLE BEAM
NORFAIR
POWER BOMB
NORFAIR
MISSILE
NORFAIR
WAVE BEAM
BRINSTAR
X-RAY SCOPE
CRATERIA
MISSILE
WRECKED SHIP
DEFEAT PHANTOON
WRECKED SHIP
SUPER MISSILE
WRECKED SHIP
GRAVITY SUIT
MARIDIA
SPRING BALL
MARIDIA
ENERGY TANK
MARIDIA
MISSILE

MARIDIA
SUPER MISSILE
MARIDIA
MISSILE
MARIDIA
SUPER MISSILE
MARIDIA
DEFEAT BOTWIDON
MARIDIA
ENERGY TANK
MARIDIA
MISSILE
MARIDIA
DEFEAT GRAYGON
MARIDIA
SPACE JUMP
MARIDIA
PLASMA BEAM
NORFAIR
MISSILE
NORFAIR
DEFEAT GOLDEN TORIIZO
NORFAIR
SUPER MISSILE
NORFAIR
SCREW ATTACK
NORFAIR
DEFEAT RIDLEY
NORFAIR
ENERGY TANK

...ON TO TOURIAN AND MOTHER BRAIN!

## HERE'S THE MOST POWERFUL TIP IN THIS WHOLE BOOK



YOU'VE PICKED UP A FEW TIPS FROM THIS PLAYER'S GUIDE SO YOU ALREADY KNOW THAT A STEADY EYE AND A FAST THUMB AREN'T ENOUGH. UNLESS YOU'VE GOT A LITTLE **INSIDE INFO** YOU'RE IN FOR A WHOLE LOT OF PUNISHMENT. BUT LUCKILY THERE IS ONE

TIP THAT'LL HELP WITH ANY GAME YOU THROW INTO YOUR SYSTEM. JUST SIGN UP FOR A YEAR IN THE NINTENDO POWER **SUPER POWER CLUB** AND YOU'LL SCORE

**NINTENDO POWER MAGAZINE** EVERY MONTH. IT'S THE #1 GAME MAGAZINE IN THE WORLD BECAUSE IT'S PACKED SOLID WITH TIPS, CODES, FULL COLOR MAPS AND REVIEWS OF THE HOTTEST GAMES. WE'RE TALKING MORE GAME ACTION THAN ANY MAGAZINE YOU'VE EVER



SEEN. PLUS, JUST TRY TO NAME ANY OTHER MAG THAT GIVES YOU FREE SYSTEM CLEANING, **\$18 BUCKS WORTH OF GAME PAK COUPONS**, COOL TRADING CARDS

**ONLY  
EIGHTEEN  
BUCKS**

AND THE CHANCE TO ORDER PLAYER'S GUIDES AND OTHER GEAR FROM THE SUPER POWER SUPPLIES CATALOG. ONLY THE CLUB FLOWS YOU ALL THAT -- AND IT'S ALL JUST \$18!\* SO

DON'T THANK US FOR THE TIP. JUST GET ON THE PHONE, CALL

**1-800-255-3700**, ASK FOR OFFER #2166 AND GET IN ON ALL THE ACTION!



## THE SUPER METROID PLAYER'S GUIDE IS AN ARSENAL OF HOT INFORMATION FOR GAMERS!

Blast your game into the stratosphere with the Super Metroid Player's Guide. It's an arsenal of hot information including 120 pages of maps, survival tactics, master moves and inside tips straight from the pros at Nintendo.

### CHECK OUT DETAILED AREA MAPS.

Uncover hidden secrets with the six detailed area maps of Zebes including Crateria, Brinstar, Norfair, Wrecked Ship, Maridia and Tourian. Learn how to make the most of Samus Aran's special tools to open up hidden passages and infiltrate hideouts of the alien leaders, Kraid and Ridley. Get tips on finding items that will help you unlock secrets in territory you thought you had already covered.

### MASTER COOL NEW MOVES.

Get techniques from the top on Samus Aran's cool new moves like the Speed Booster, Grappling Beam, X-Ray Scope, Space Jump and more. Are you bugged by the bad guys? Read the Super Metroid Player's Guide and beat 'em. Then beat the clock for the BIG congrats and the BEST ENDING. So what are you waiting for—the Mother Brain's permission? Go for it!

Scanned by ZTTfan



ZITFAN scanning  
Goodness!

[WWW.Retromags.com](http://WWW.Retromags.com)