

Nintendo®



PLAYERS' GUIDE

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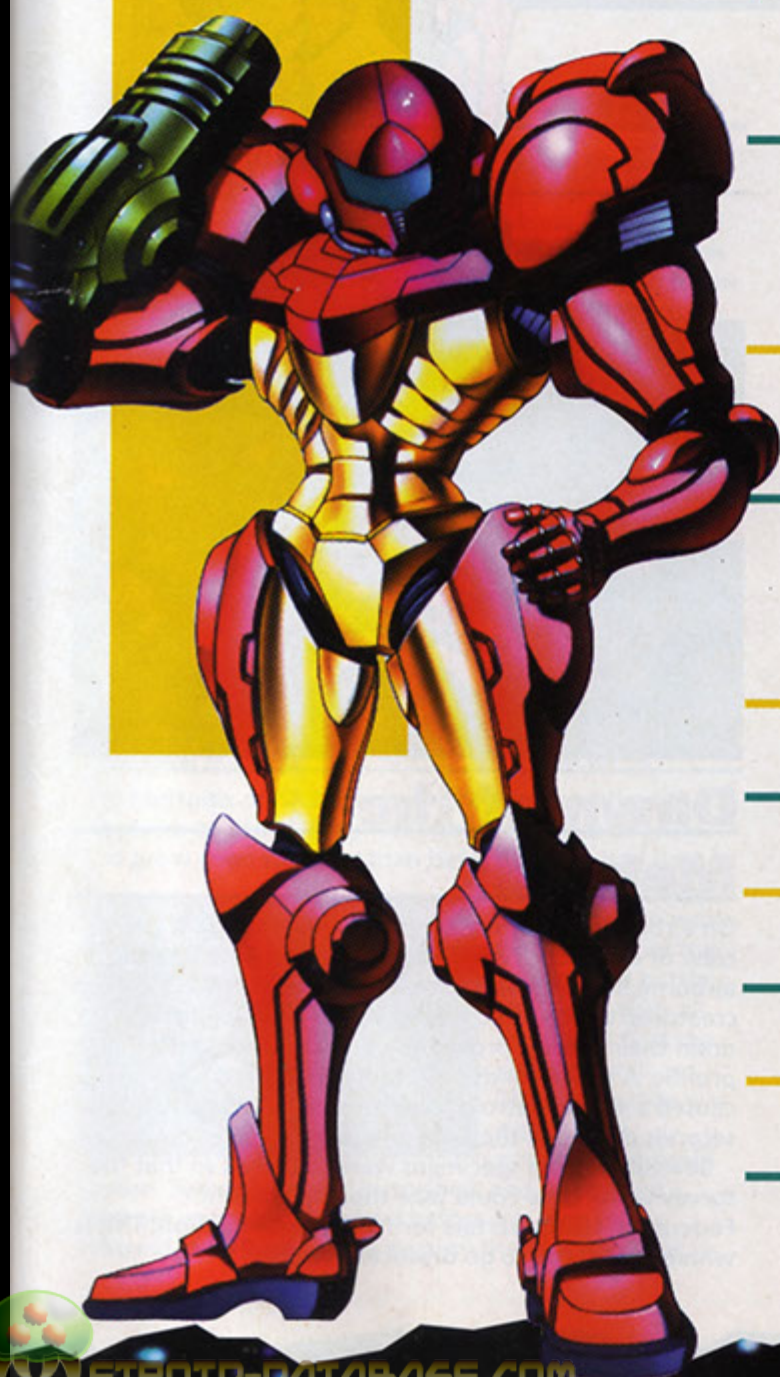


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CENARIO



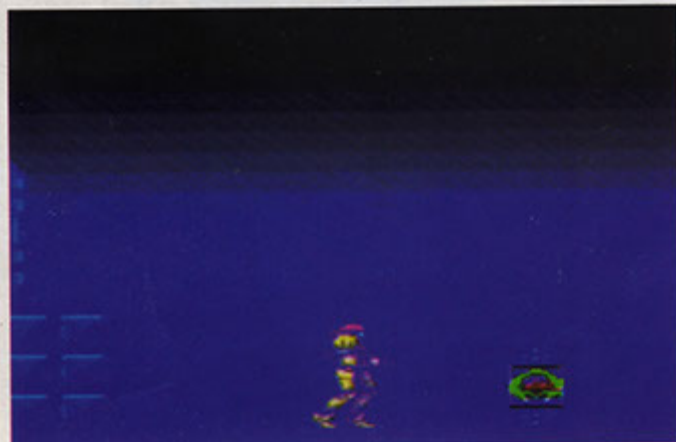
The Life & Times of Samus Aran



Broken Peace

The galaxy once enjoyed a period of peace and prosperity. Trade lines were open, the citizens were happy and the Galactic Federation kept a watchful eye over the planets.

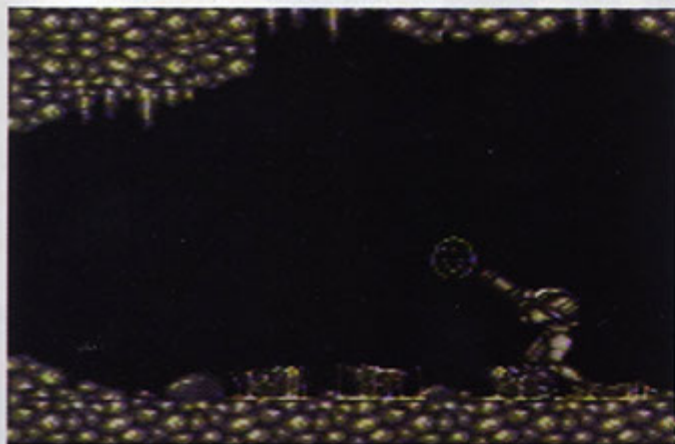
This peace wasn't to last, though. A startling yet seemingly innocent discovery could yet threaten the very existence of the entire galaxy...



Dawn of the Metroids

On a routine survey mission of the planet SR388, the crew of a Galactic Federation vessel discovered a new airborne life form and gave it the name 'Metroid'. These creatures, which could engulf other living beings and drain their energy, proved to be both strong and prolific. A few seconds of Beta-Ray bombardment caused a single Metroid to become two Metroids; a few seconds more and there were four.

Several Metroid specimens were gathered so that the survey vessel crew could take them to Galactic Federation Headquarters for further examination. This is where it all starts to go drastically wrong...



Ambush!

As the crew sped towards their HQ, they were ambushed by space pirates from the planet Zebes. The pirates stole the Metroids and took them to their home planet, where their leader, Mother Brain, created a terrible Metroid force...

Wanted: One Bounty Hunter



Samus Aran, famed bounty hunter, was commissioned by the Galactic Federation to eliminate the space pirates and the Metroids. This

mission she carried out successfully, clearing the planet Zebes of the enemy.

A special corps team returned to SR388 at the request of the Galactic Federation to clear the entire area of Metroids. Contact was lost shortly after they landed — they were never heard from again.

Once more, Samus returned to battle the Metroids, her mission to make the entire Metroid population extinct...

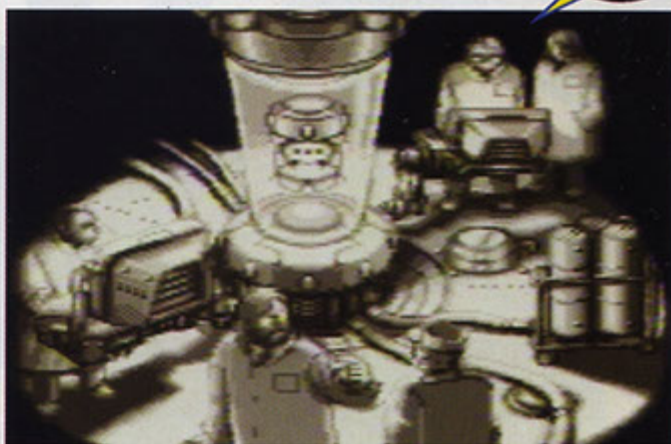
Skirmish on SR388

The Metroids on SR388 were more advanced than the creatures of Zebes. They were able to shed their skins and grow even stronger than before. Samus had her



work cut out, since she needed to work her way below the surface and battle the aliens with all the might that she could muster. The final battle was against the enormous Metroid

Queen. Samus emerged victorious, and discovered a Metroid egg which hatched before her eyes into a Metroid lava. Rather than destroy the lava, she took it



with her to the Space Science Academy on the Galactic Federation Space Colony, where scientists could study the creature and understand its special organic structure...



A New Discovery

The Science Academy scientists found out that the energy-producing properties of the Metroid could benefit humankind. Their report suggested that the Metroids may have originally been created for peaceful purposes.

Finally, the secrets of the Metroids had been discovered, and a new era was on the horizon for mankind. Samus Aran's job was complete...

EMERGENCY! EMERGENCY!

Suddenly, a call came through for Samus to return to the Space Science Academy. She rushed back, but too late — the whole building was in ruins and the Metroid lava was nowhere to be found. Out from the darkness came a group of Zebesian space pirates lead by Ridley, who had the Metroid lava in tow. The pirates fled back to a rebuilt Zebes, yet Samus followed them, resolving to finish them off and save the hatchling!

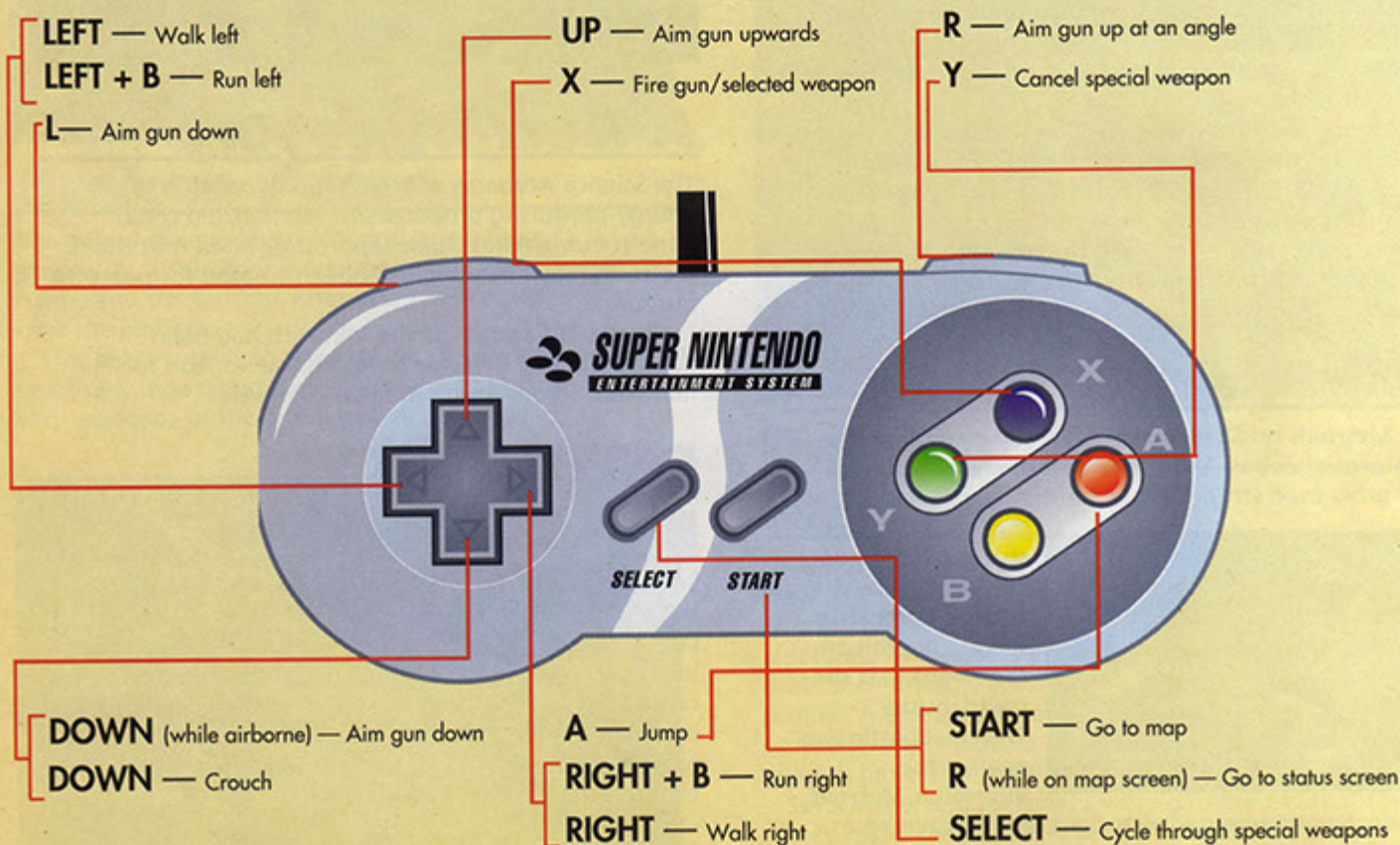
So begins Samus Aran's latest and most challenging mission — *Super Metroid*...

PLAYING THE GAME



After inserting the Super Metroid cart and turning on your SNES, you'll be greeted by a title screen. From here, pressing either **START** or **[A]** will allow you to set up the game to your liking,

CONTROLLING SAMUS ARAN

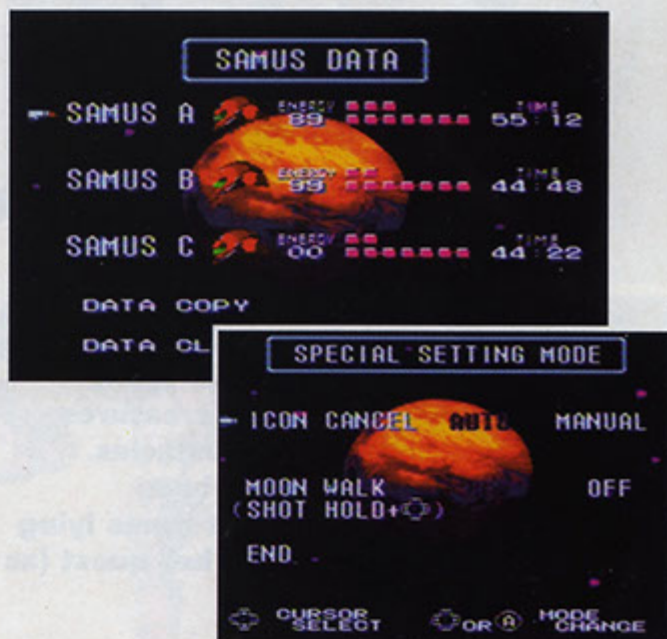




GAME DATA SCREEN

First up is the Samus Aran data screen. Here you'll find three data files named SAMUS A/B/C. Next to each is a message: 'NO DATA' means that the file is empty; if there's an energy rating here it means there's a game already in progress. Select the game you wish to restart by moving the pointer up and down via the pad. If you prefer to start completely afresh select a file marked 'NO DATA'. *Super Metroid* is equipped with a battery back up so every time you play you'll have the option of continuing from the last save point (see later) you visited.

Underneath the data files are three more options. DATA COPY allows you to copy a saved game from one file to another. This means you can experiment without fear of messing things up completely. DATA CLEAR erases a saved file (NO DATA message will appear). Be careful — you can't retrieve a game once it's been wiped! EXIT returns to the title screen. Press [A] to select the desired file and go to...



THE OPTION SCREEN



This allows you to select French or German sub-titles for the title sequence; English appears no matter which you choose. All in-game text is in English only. You also find the CONTROLLER and SPECIAL SETTING MODEs — here's what they do...

CONTROLLER SETTING MODE

From here you can redefine the function for each button (except START) on the control pad. Use up and down to hi-light the required option then press the relevant button (except START) to re-assign that function.

SPECIAL SETTING MODE — Selecting ICON CANCEL AUTO means any special weapons you may have collected will be automatically de-selected every time you walk through a door. Choosing MOONWALK ON allows you to walk backwards while firing as long as FIRE is pressed. Turn the option off and Samus will turn around when you change direction on the pad regardless of any other buttons being pressed. When you're satisfied click on END to return to the options screen.



ITEMS & LOCATIONS



During her travels above, upon and within the world of Zebes, Samus will encounter many strange and hostile creatures and seemingly impassable obstacles. Fortunately, her adversaries have carelessly left many different items lying about which will help her in her quest (as long as she can find them...)

TERMINALS

Terminals are fixed and Samus can log on by walking up to one.



MAP COMPUTER The game incorporates a helpful auto-mapping facility to stop you getting lost, a localised version of which is shown in the top right corner of the screen.

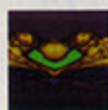
To see the full map, press Start. Normally, this will only show the sections of the complex you've visited, but if you log onto a map computer, the entire map for the current area is displayed (apart from secret areas). Areas already visited are shown in pink, unexplored sections appear blue. When on the map, pressing the right button brings up the status screen. Location: All areas.



ENERGY TERMINAL Tapping into one of these refills all energy tanks you're carrying. Each tank can hold 99 units. Location: Crateria, Brinstar, Norfair, Maridia, Tourian.



MISSILE TERMINAL These top up all your missiles to as much as you can currently carry. Location: Crateria, Brinstar, Norfair, Maridia, Tourian.



SAMUS ARAN'S SPACESHIP Located hovering just above the surface of Zebes, entering the ship replenishes all energy and weapons and also allows you to save the game position. Location: Crateria.



DATA SAVE UNIT These are fairly liberally spread across the levels. It's usually wise to use them as you find them because this is where you will restart should you get killed. To save a game, simply stand inside the unit and a message will pop up asking whether or not you wish to save. Select yes and saving will occur. Location: All areas.

ADD-ONS

There are several add-ons to be found which increase Samus' firepower. These are as follows.



MISSILES These are necessary for opening certain doors and give you a better chance against the powerful guardians. You'll be able to carry five missiles for each missile icon you collect. To use missiles, highlight the icon screen top with SELECT and press [X] to fire. Location: Crateria, Brinstar, Norfair, Wrecked ship, Maridia.



SUPER MISSILES More powerful than regular missiles but look after them, they're also much rarer. Arm and use super missiles in the same way as normal missiles. Location: Crateria, Brinstar, Norfair, Wrecked ship, Maridia.



POWER BOMBS These radiate a huge explosion which is usually powerful enough to kill any enemy on screen. Certain doors and blocks featuring the power bomb symbol can only be destroyed by detonating one of these devastating explosives nearby. To lay a power bomb, you must first have collected the morphing ball. First change into a ball, then highlight the power bomb icon with select and press [X]. Location: Crateria, Brinstar, Norfair, Maridia.



GRAPPLING BEAM Shoot the beam into certain blocks and Samus can swing Tarzan-like to previously unreachable platforms. It can also be used to kill the weaker nasties. To swing first make sure you're in range of a block like this one.

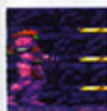


X-RAY SCOPE A very useful piece of kit, this. When in use, it generates a beam allowing you to see any hidden passage on the current screen. To use the X-ray, you must be stationary. Highlight the icon with SELECT and hold [B]. You can now move the beam around via the pad. Location: Brinstar.

When collected, all these items appear at the top of the screen along with units remaining, where appropriate. The three exhaustable ones (missiles, super missiles and power bombs) can be replenished by collecting icons dropped by vanquished nasties. Cycle through these items using SELECT to highlight the one you require.



BEAM POWER UPS



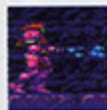
SPAZAR An invaluable asset against the tougher baddies, the Spazar triples the power of your shots.

Location: Brinstar.



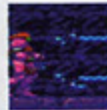
CHARGE Holding down fire when equipped with the charge will produce an more powerful energy bolt. Proves to be useful.

Location: Brinstar.



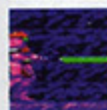
ICE RAY Freezes nasties temporarily. Once frozen, they can easily be blasted or Samus can use them as steps to higher places. Be aware, though, that they soon thaw out.

Location: Norfair.



WAVE BEAM Shoots in a wavy pattern and is more powerful than the Ice Ray.

Location: Norfair.



PLASMA RAY The most powerful gun add-on — clears whole hordes of enemies with one shot. Location: Maridia.

BEAM POWER UPS

Occasionally you'll come across items that enhance Samus' physical abilities. All of these can be activated and deactivated on the status screen.



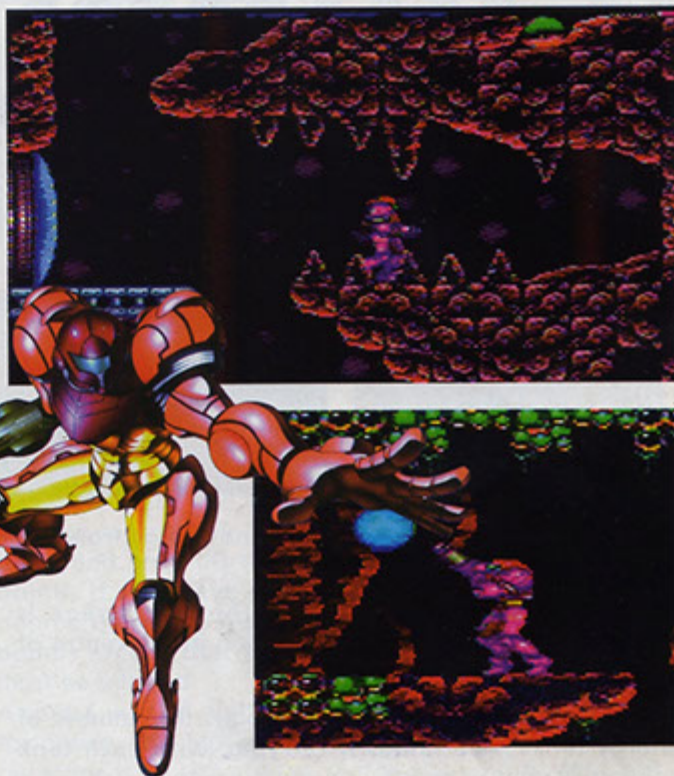
ENERGY TANKS Samus begins with a maximum energy capacity of 99 units. This is increased by a further 99 for every additional energy tank collected. These appear in the top left of the screen. Location: Crateria, Brinstar, Norfair, Wrecked ship, Maridia.



BOMB Pressing [X] while in ball form drops a small, low powered explosive capable of shifting certain blocks, but only if you've collected this icon first. Location: Crateria.



SPRING BALL Enables Samus to jump in the air while remaining in spherical form. Location: Maridia.



SCREW ATTACK When activated, this makes Samus invulnerable while somersaulting. Location: Norfair.



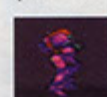
VARIA SUIT The Varia Suit halves the damage inflicted by nasties and allows Samus to withstand the excessive heat encountered in certain sections of the game. Location: Brinstar.



GRAVITY SUIT Damage is reduced to a quarter but, most importantly, it allows Samus to move freely in water as if it were dry land. Essential when negotiating the caverns of Maridia. Location: Wrecked Ship.



SPEED BOOTS Gives Samus the ability to run at supersonic speeds. When at full pelt, she will destroy almost any nasty in her way, as well as certain obstacles. To reach top speed, you need a fair run up, then simply hold down [B] (making sure the X-ray scope is inactive) and press the pad in the appropriate direction. Location: Norfair



HI-JUMP BOOTS
Increases jumping distance.
Location: Norfair.



SPACE JUMP
Bestows almost bird-like powers of flight. Repeatedly press [A].
Location: Maridia.



MORPHING BALL When collected, this enables Samus to roll into a tight ball by pressing down when crouching, thereby allowing access to very small openings and tunnels. Location: Brinstar.

IN GAME SCREENS

THE GAME SCREEN

(1) Energy Display: This displays Samus' remaining energy. When it falls to zero, the game is over.

(2) Auto Supply: This shows how the energy from the reserve tank is supplied.

(3) Map Display: A section of the map screen is displayed with Samus' present position in the centre of the screen.

(4) Energy Tank display: This displays the number of energy tanks that Samus is carrying, with each tank holding 99 units of energy.

(5) Icon Item Display: This displays the items and weapons currently available to you.







THE MAP SCREEN

When you press Start during a game, a map screen for the current area's displayed. The pink areas on the map indicate where Samus has already been. You can also scroll around the screen by using the control pad.



The following items are displayed on the screen:

-  Samus' current position
-  The position of data save units (the last save position is displayed in yellow)
-  The position of the map computer
-  Last Save Position

MAP COMPUTER

When Samus collects the map computer found in each area, she'll be able to access the entire map data. Note that not all the locations of an area are displayed...



SAMUS SCREEN

This display allows you to view the items that Samus is carrying and to arm or disarm these items. Pressing the L button to access the map screen and Start to return to the game.



Supply

You can supply Samus with energy if you find a reserve tank.

Auto

Samus' energy is automatically refilled to 99 units when her energy falls to zero providing she has reserve tanks.

Manual

Samus' energy is refilled by 99 units if you move the cursor to reserve tank and press A (again, only with reserve tanks).

Beam

This shows which beam Samus is using. You can combine some beams for a powerful effect, but the SPAZER and the PLASMA beams cannot be used simultaneously.

Suit

This shows which suits Samus is wearing.

Misc.

Use this to check Samus' special powers.

Boots

This shows the boots that Samus is wearing.

SAVING DATA

Data save units are found in each area. If you bring Samus into one of these, you will be prompted to save the game data. Select YES to do so. You'll then be able to start the game over from where it was last saved.



Data Copy Mode

Select the data that you wish to copy, press the A button, then select the file you wish to copy the data to and press A again. Select yes to confirm your choice.



Data Clear Mode

Select the data you wish to clear, press the A button and select yes to confirm.

SPECIAL TECHNIQUES



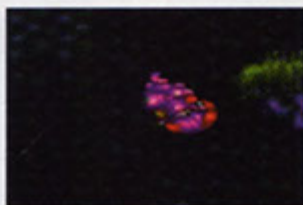
1 RUNNING

Pressing left or right on the joypad causes Samus to jog in the corresponding direction. During the game, however, it is often necessary to gain a little more speed. To this end, hold down [B] while jogging. This gives Samus extra speed, often vital for bypassing certain obstacles such as touch-sensitive crumbling platforms. Unfortunately, even running is not sufficient to beat certain sections and this is where the Speed Boost comes in. Not only does it give Samus massive velocity but, while running at super speed, she is invulnerable and will kill any nasties in her path as well as clearing otherwise immovable obstacles (boulders etc). The only drawback is that it takes time to build up full speed, meaning you need a fairly long stretch of clear floorspace.



2 JUMPING

Samus begins the game with two types of jump available to her, accessed by pressing [A]. Jumping from a standing position allows for accurate landings but she can't gain much distance. Pressing left or right before then the jump button results in a spin jump which gives extra distance and can be useful for leaping through small gaps. The longer you keep jump pressed the further she will go. Initially Samus' jumping ability is very limited and inadequate for reaching many platforms but collect the hi-jump boots for more spring.



A very useful technique which takes some practice to master is the wall jump. This can only be performed effectively in narrow shafts and is executed as follows. Spin jump towards one wall; as soon as Samus touches it, push the pad in the opposite direction then, a split second later hit jump again. If you time it right she will spring up again from the wall. A little practice makes this initially tricky manoeuvre second nature.

Once you have the spin attack, Samus becomes a human firebolt whenever she spin jumps killing most nasties with which she comes into contact.

There's a further jump available to Samus once she gains the speed booster. When running at full speed pressing down on the pad causes her to start flashing; pressing jump at this point launches her skywards like a rocket.

Normally Samus can't jump while in morph ball form but finding the spring ball add-on remedies this.

3 BOMBING

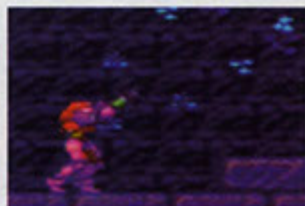
Simplicity itself to execute once you have the bombs and the morph ball. Morph down and press [X] to lay a bomb. If you have power bombs these are placed in the same way as normal bombs except that the power bomb icon screen top must be selected.



A useful way of quickly checking the surrounding area for destroyable blocks when not in possession of the X-ray scope is to activate the charge then morph into ball form. Samus will drop a selection of bombs around her. Turbo bombing is used to bounce a morphed Samus up onto higher platforms. Morph down and rapidly press fire. It's very random but you'll get there in the end.

4 SHOOTING

Flick between the beams you have collected on the status screen. The gun is aimed via the pad with the addition of the LEFT and RIGHT buttons pointing diagonally down and up respectively in the current direction. To aim the gun downwards, jump in the air and press down on the pad. The only other thing is the charge. Once collected you can hold fire for a couple of seconds to unleash an extra powerful bolt of energy.



5 GRAPPLING

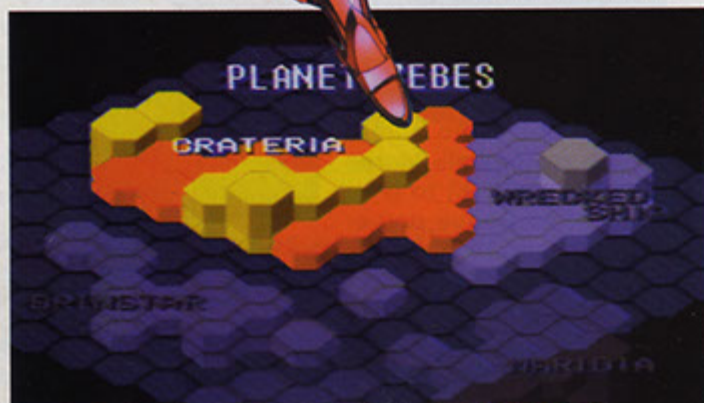
The grappling beam can be used to kill extra weak baddies but really it only serves one purpose. When you see hooks in the ceiling (silver coloured blocks with a black cross in the centre), it's possible to swing from them via the beam. When swinging use left and right rhythmically to swing further and up and down to extend and retract the beam. The only other thing to watch out for are cracked hooks. If you dangle too long on these, they'll crumble and give way.





The aim of Super Metroid

Super Metroid isn't your usual action-adventure game — there's no set levels, no sure fire route and a great deal of exploration. You could compare it to all manner of games — it has the exploration element of an adventure game, the action of a shoot-'em-up and the intense fascination of a Role Playing Game. In fact, Super Metroid is so much more...



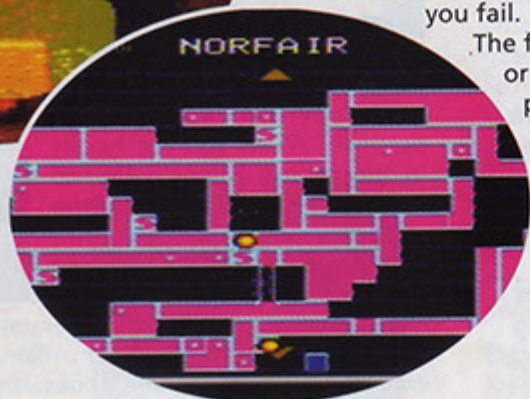
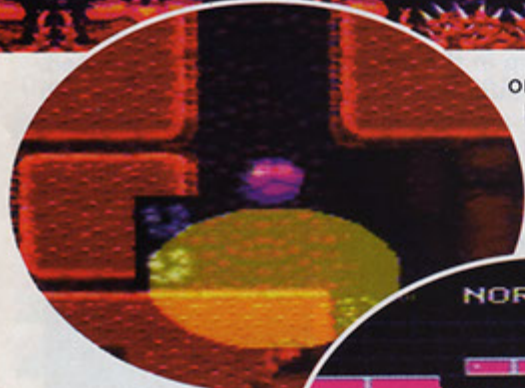
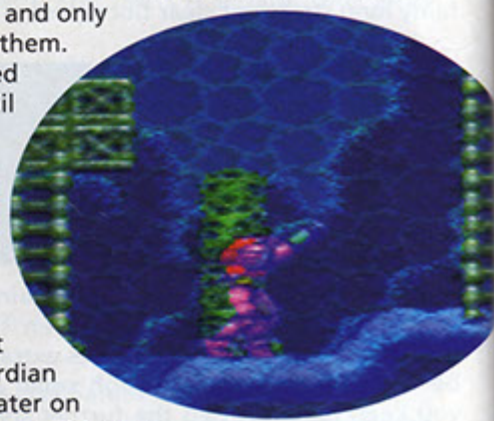
Super Metroid takes place on the planet Zebes, which in turn is made up of six sections. However, these aren't sections in the conventional 'level' sense — it's not a matter of completing one area and then moving onto the next. You have complete freedom of movement unless an obstacle blocks your way, so you may move around the various sections at will (providing, of course, that you have the weapons and equipment to do so). The aim is to discover the items and weapons required so that you can bypass the many obstacles, find and defeat the bosses (who hold many of the weapons) and finally catch up with Mother Brain.

The game's many special items and power-ups are littered across these sections and only careful searching will reveal them.

Some parts cannot be entered or are impossible to pass until certain items are discovered. Also, do not be afraid of returning to sections already explored. More recently acquired items may give access to bits you couldn't reach before.

All sections contain at least one very powerful guardian or 'boss' creature. These will be profiled later on but it's wise to take note of where they are. This way you can be sure to stock up with full weapons and energy before taking him on; once you enter a guardian's chamber you're sealed in until you defeat him. Therefore it's also a good idea to save your position as near to the chamber as possible, meaning less trudging over old ground should you fail.

The following guide is there to help you when you get lost or stuck; as you get further into the game, and more proficient at controlling Samus, so the guide becomes less straightforward and the clues more cryptic. Remember, there's nearly always a way to escape from the clutches of the aliens; it just may mean re-tracing your steps somewhat. Enjoy the game, and watch your back — there may just be an alien lurking...





PLANET ZEBES

ZEBES — A VISITORS GUIDE

Planet Zebes consists of six distinct sections, linked to one another via a network of lifts and passages. Each section contains an array of deadly creatures and come littered with traps and obstacles, heightening the risk to Samus Aran tenfold.

1. Crateria — The landing point for Samus; she'll dock her ship here before heading off into the great unknown. Samus can use the starship to re-energise and top up her missiles as well as save game data.

2. Brinstar — A real jungle, not only in terms of the heavy foliage but also because of the brutality of the inhabitants.

3. Norfair — The volcanic denizen of the planet, Norfair's the hottest area in more ways than one. Samus needs full protection when visiting here.

4. Wrecked Ship — The remains of a previous expedition to the Planet Zebes. Who knows what relics remain...

5. Maridia — An ocean of problems face Samus in Maridia. Awash with all manner of deadly aliens, it'll take much exploration to escape from the watery confines.

6. Tourian — The final area, where Mother Brain lies in wait. The space pirates also use this area as their base. Only when Samus has explored all other areas and collected the necessary weaponry should she dare take on Mother Brain.

USING THE GUIDE



The Super Metroid Guide that you're currently holding is an extensive overview, yet not a complete solution. We haven't explored every nook and cranny for you; some rooms and areas are left uncharted, while we've also blanked out a few maps and omitted a few links between areas to make life just that little bit trickier! Here's a few more things to help you get started.

OPENING DOORS

Some doors can be opened with just a normal beam or bombs, while others yield only when you have defeated certain enemies. Try to figure out which weapons open which doors.



COLLECTING ITEMS AND WEAPONS

Several Statues are scattered around Zebes, many holding special item balls. Shoot these balls to reveal your prize...



STARTING OUT...

Samus must first escape from the Space Academy. It's a real race against time, and only once she's made it out can she reach Zebes and really start her mission...

KEY TO THE SYMBOLS

Look out for the following symbols — they indicate that a certain item is in the local vicinity...

E	ENERGY CHARGE
M	MISSILE
S	SAVE POSITION
SM	SUPER MISSILE
MT	MAP TERMINAL
ET	ENERGY TANK
PB	POWER BOMB



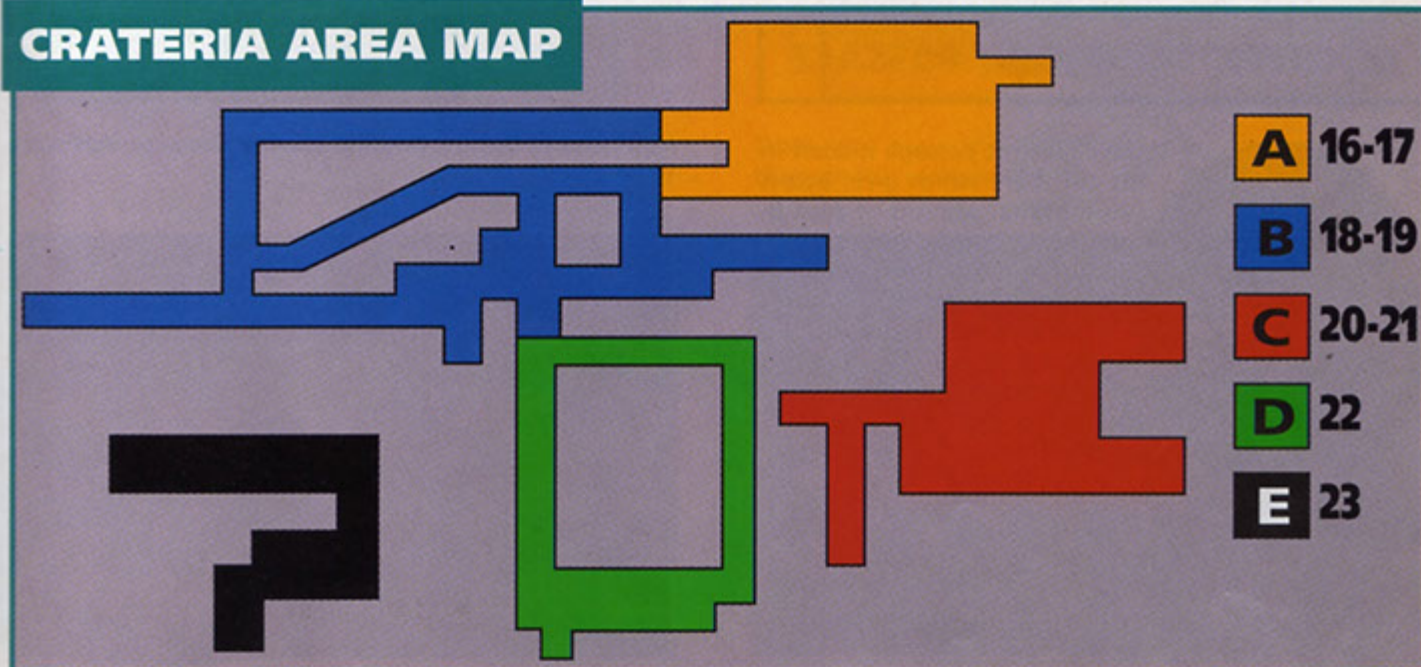
CRATERIA

The quest begins... Samus, landing on the dangerous surface of Zebes, surveys her predicament. She's but one woman, albeit one tough bounty hunter, against hordes of marauding aliens. The odds may not be in her favour, but with the same skill and courage that saw her safely through her previous two missions for the Galactic Federation, she knows that there's always a chance. She steps from her craft, ready for battle...

Crateria incorporates Zebes' surface area with some subterranean caverns; it's also where you begin your mission. Samus' ship touches down and remains hovering just above the ground for the duration of the game. Upon first arrival, you'll find the planet strangely deserted but for a few insects who disappear when they see you coming. Don't be lulled into a false sense of security, though; once you locate the morphing ball (see Brinstar), you'll find those seemingly harmless insects have spawned into a vicious array of mutants. Even then, as with many other areas of the game, you'll find yourself travelling between areas to locate certain items in order to bypass the various obstacles that crop up in Crateria.



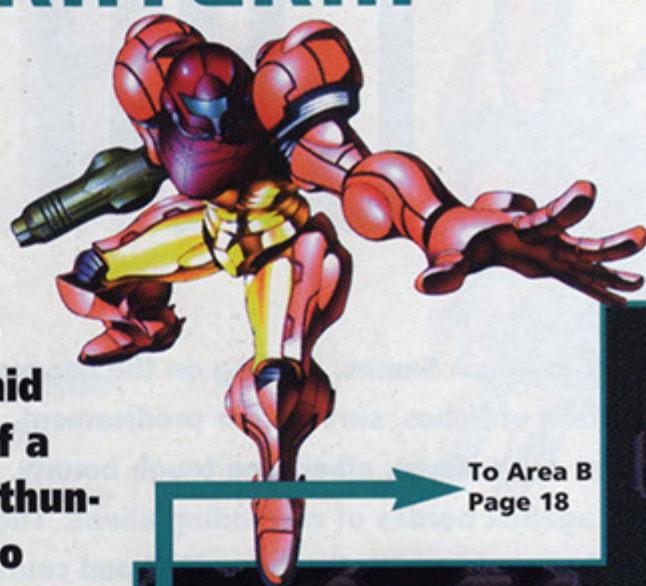
CRATERIA AREA MAP



AREA

CRATERIA

Samus arrives on the surface of Zebes amid the wind and rain of a fearsome Craterian thunderstorm. There's no time to waste, though, as at this very minute Mother Brain is plotting her evil machinations. The cliffs to the left are impassable at this point so go through the door on the right. Samus will return here later in her quest with the necessary items allowing her to pass into the higher reaches of this inhospitable section.



To Area B
Page 18

DISCOVER THE SECRET PASSAGE



There's a secret passage hidden in the cliff here which gives access to a higher section of part B. However, you won't be able to reach it until you've found the speed booster. Go as far right as possible to allow a run up. Build up full speed and perform a diagonal super jump into the cliff face, then bomb your way through.

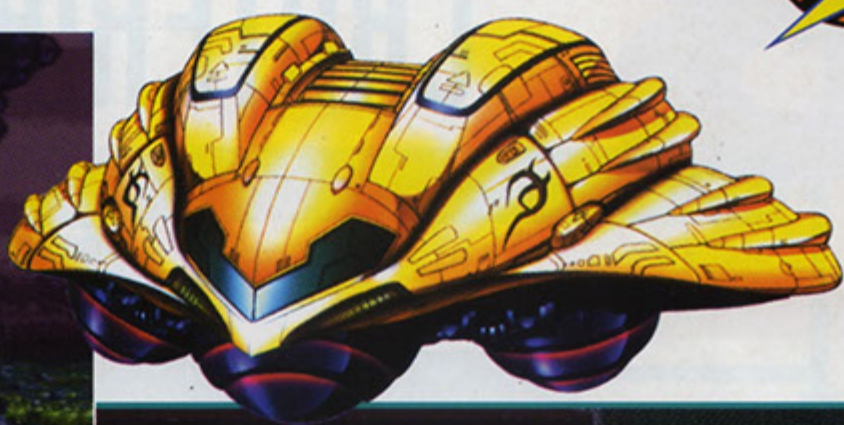
ONWARDS, EVER ONWARDS...

At first this is the only route open to you. Shoot the door and head into part B.

HI-JUMP

You need to get the hi-jump boots before you can scale these platforms.





To Area E
Page 23



PB



FURTHER INTO CRATERIA

This passageway leads the way to part D.

BLAST THROUGH ROCKS

Once you have the bomb, you can blast your way through this rocky barrier.

THE SPACESHIP

This remains here throughout the game and allows you to re-arm, re-fuel and save your position. It's also the starting point of the quest.

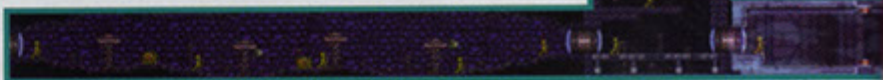


AREA

B

CRATERIA

Here Samus will discover the all important bomb. Immediately, a whole new range of sections are open to exploration. Try bombing at random to reveal hidden rooms.

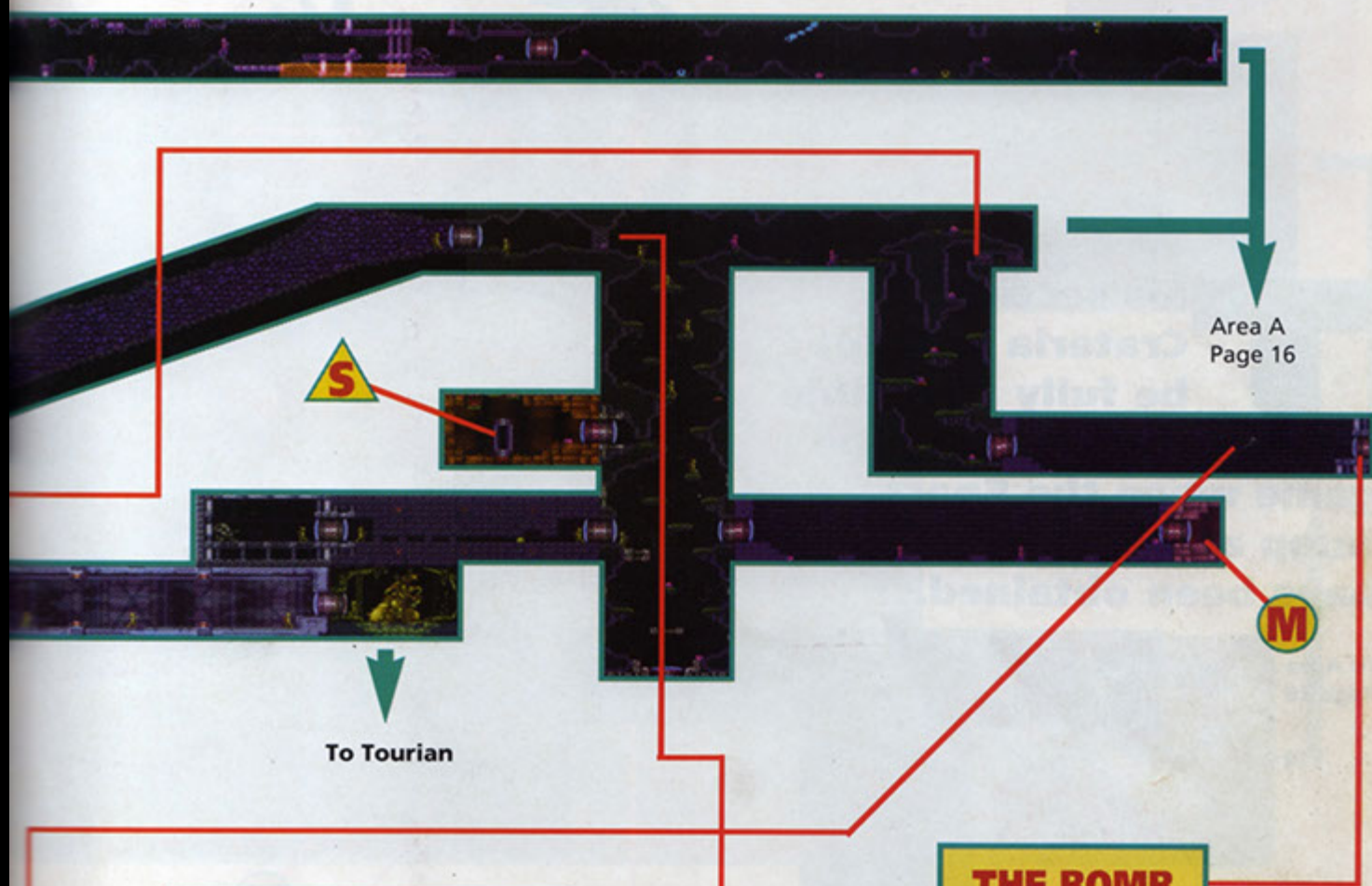


To Brinstar

ESCAPE!

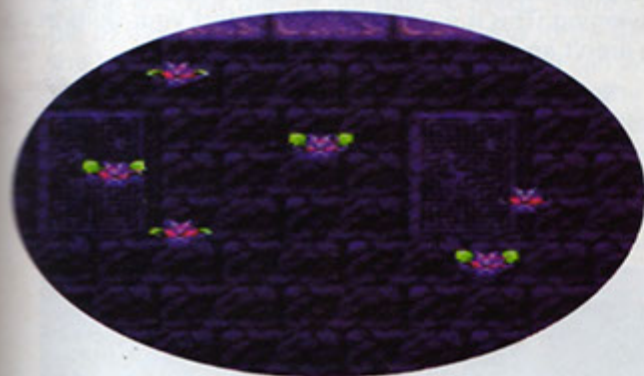
To get out of this section, jump up onto the platform and destroy these rocks with bombs.





SCARPER TO AVOID

This corridor is infested with mellows but if you dash ([B] + direction), you should avoid them all.

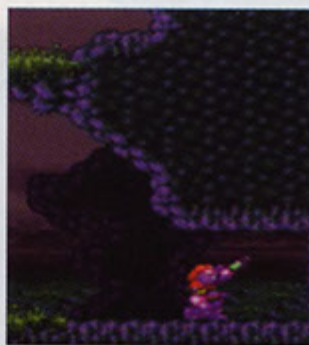


THE BOMB

This is one of the most useful items of all — the bomb. Be careful, though — as soon as you take it, Torizo appears and must be defeated before you can continue (see Torizo section). Once you have it, you're able to open many new avenues by blasting away obstacles and rubble. To set it, roll into a ball and press [X].

USE THE BOMB

Use the bomb to clear these rocks.



AREA

CRATERIA

This section of Crateria will not be fully reachable until later in the game when the Space Jump and Gravity Suit have been obtained.

To Area A
Page 16

To Brinstar

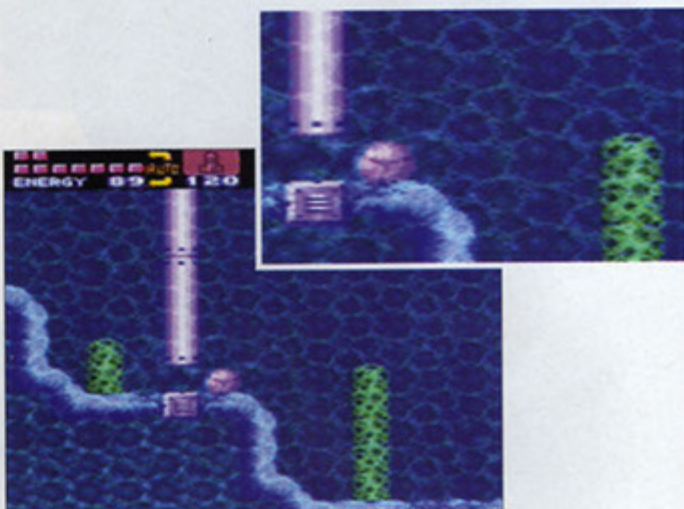
USE THE BOMB

Bombs will destroy the rocks beneath the column then morph into the ball to pass through.



SWING LOW...

Here's another opportunity to practice repeated grapple-swinging. This is a good spot to perfect your skills as there aren't any dangers lurking below.





M



MISSILES

There's some missiles concealed in the rocks up here and to the left, but they're not easy to reach. There's a couple of moving platforms going back and forth. Get onto the top one, edge as far to the left as you can without falling off then crouch down. As you approach the rocks, fire across to reveal the prize, then allow the platform to carry you into the icon, thereby collecting it. If you're not close enough to the left of the platform you may be knocked off by the overhanging rocks before reaching the missiles. If this happens you'll just have to try again!



AREA

CRATERIA

A small section, there isn't much for Samus to see or do. Area D acts more as a thoroughfare between zones than anything else.



FREEZE THE ENEMIES

You'll need to use one of the special techniques here — the super jump. However, the corridor isn't long enough to allow you to build up the required speed due to three burrows complete with resident nasties who jump at you as you pass. To solve this problem, you need the ice ray. Get as close to the burrow as you can without disturbing the creature and fire diagonally down (left button + fire). If you get it right, you'll freeze the nasty solid. Repeat for the others, then run to the left as quickly as possible, turn around and you should have time and distance to build supersonic speed. The superjump will carry you all the way to the top of the shaft.

DESTROY THE BLOCKS

These blocks can be destroyed with a couple of well placed bombs.



SMASH THROUGH THE BLOCKS

You can use ordinary bombs to blow a path through here into the lower chamber and claim the items that await.

AREA

CRATERIA

Area E is simply a pathway to watery Maridia. Kill the nasties on the way only if Samus is low on ammo.



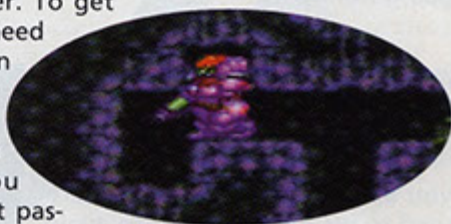
LEAP TO SURVIVE!

There's two ways of traversing this section. If you're feeling athletic then try jumping across the platforms at the top. It's actually easier, however, to walk through the water provided you possess the gravity suit. If not, you won't be able to jump high enough to get out so you're forced to go across the top.



FURTHER INTO CRATERIA

In this mesh of criss-crossing rock passageways, the X-ray scope is very handy as there are several hidden destroyable blocks. If you don't have the scope, it doesn't matter. To get through, you need to remain in ball form, so keep tapping [X] to drop bombs as you go. Any secret passages will soon be revealed.



KNOW YOUR NASTIES

CRATERIA

Here's a quick look at the aliens which inhabit Crateria.

GEEMER

These don't provide much of a problem unless you land on one accidentally while falling. They crawl around following a continuous path and are easily dealt with even with a normal beam.



HUNTER

These home in on you but are fairly weak. It's best to use missiles if your beam isn't too hot.



WALL PIRATES

They may not pose much of a threat on the face of things, but they are particularly agile, leaping from one side of the screen to the other, and have a stinging laser beam. A quick and accurate shot should deal with them.



SPACE PIRATE

You'll encounter these quite a lot as they patrol horizontal platforms. They vary considerably in strength; the further you progress the tougher they are. Use missiles if possible to destroy them.



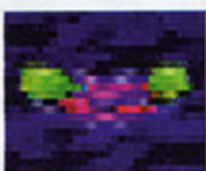
REO

Flying creatures that swoop in quickly to attack. A couple of hits is all that's required to deal with them but you have to be swift as they're very fast.



MELLOW

They hover until you get close then swoop down. Stay as far across the screen as possible; you can then take them out without them seeing you.



WAVER

The Wavers are pretty weak but tricky to hit as they fly horizon-tally in a wave pattern.



GRABBER

Hard to kill. Wait until they reach out and withdraw; you then have a few seconds of safety to leap over them.



RIPPER

Can't be killed but can be frozen with the ice beam and then used as stepping stones.



CHOOT

They lie in wait on the ground then jump at you as you pass. Several hits are needed so it's probably best to avoid them.



BEETOM

These will try to latch onto you. If this happens, roll into a ball and drop two or three bombs.





TORIZO



Torizo is the first major adversary you will face but he shouldn't prove too much of a hurdle. He first appears as a chozo statue, identical to the others you encounter earlier on. This time, however, he will spring to life as soon as you grab the missiles he holds. Morphing into ball form is useful when trying to avoid his swipes but it's unlikely that you'll be able to defeat him without sustaining some damage.

Fortunately, he's not very resilient and if you keep pumping shots into him you should be able to win. Unlike the other guardians in the game who only have certain weak spots, it doesn't matter where you hit Torizo — any shot that connects is a good shot! Don't start firing until he starts walking towards you, though, as until then, he's invulnerable.



Beating Torizo





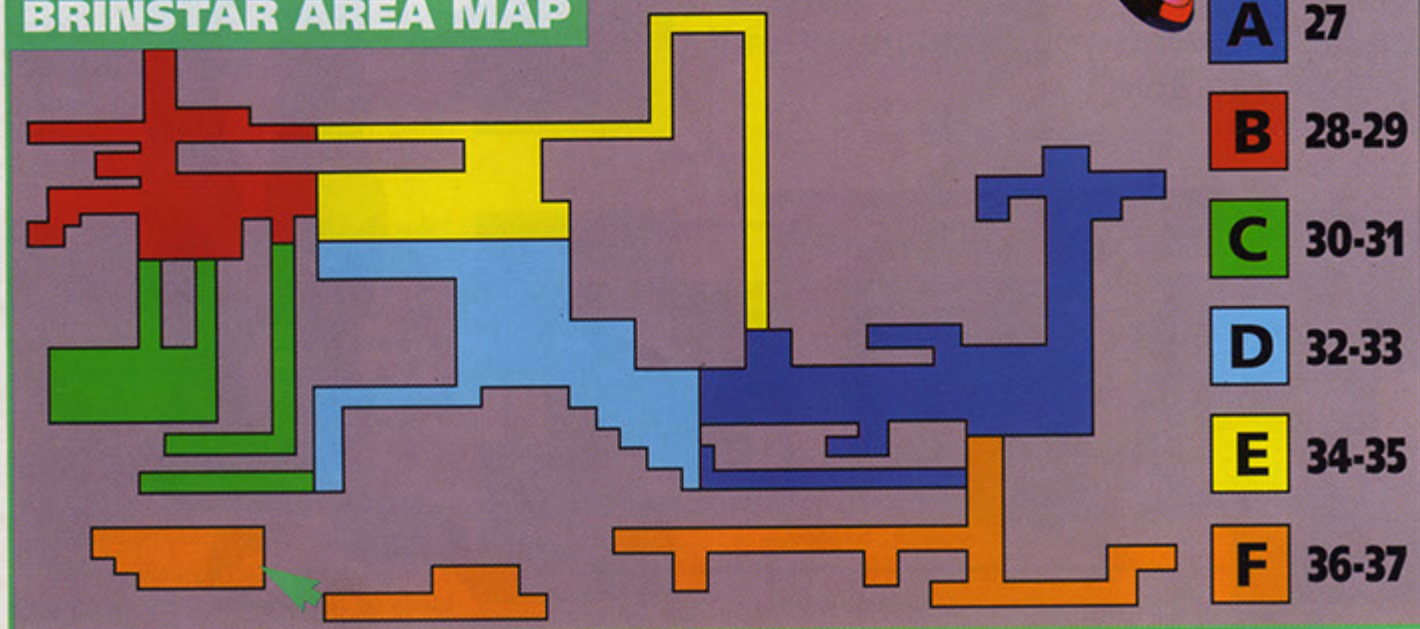
BRINSTAR

Samus' adventure continues in Brinstar, the home of numerous alien monstrosities and the killer Kraid. Samus will discover many important items here that are vital to her quest, so she'll need to search the jungle-like area well. Remember, Mother Brain is watching and waiting — Samus needs to be swift if she's to survive...

Get used to the layout and idiosyncrasies of Brinstar as you'll be spending a lot of time here. Not only is it one of the largest areas of the game, it also holds more special add-ons than any other. No fewer than five of those hallowed objects reside in the caverns and tunnels that make up Brinstar and at least two of them are necessities if you're to complete the game. There's also a huge supply of other bonuses such as missile packs, save units and booster terminals.

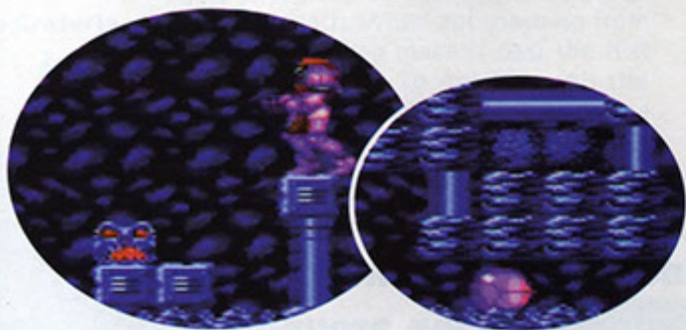


BRINSTAR AREA MAP



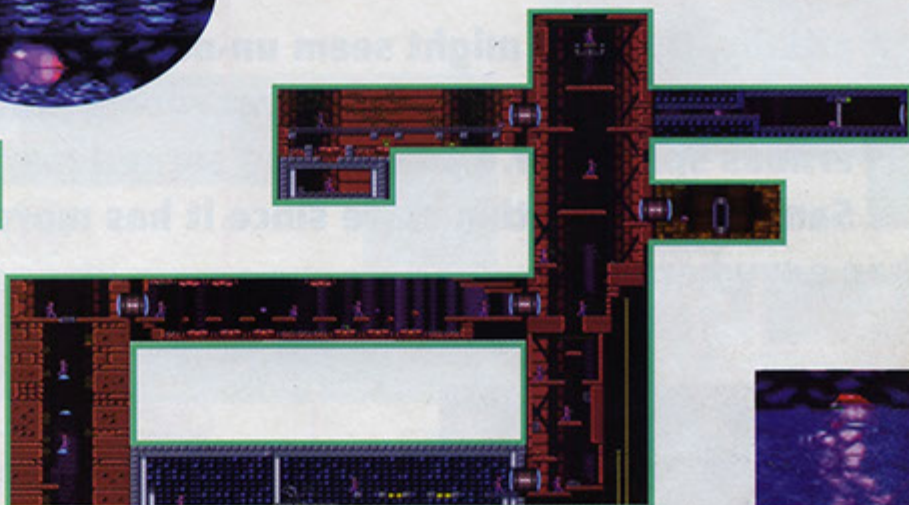
BRINSTAR

AREA



THE MORPHING BALL

Here it is, the morphing ball which is so vital to your mission. To reach it, you've first got to destroy the top block of the barrier by jumping and firing. Once that's done, you need to spin jump through the gap then shoot the pod and get the ball. If you have the bomb, getting out is easy — just blow up the bottom set of rocks to the left, morph and roll out. If you don't yet have the bomb you can still destroy these rocks with your blaster by jumping and firing diagonally down.



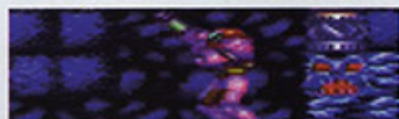
PB

BOMB THE BARRIER

You need to drop a power bomb in order to get through these. Make sure the whole barrier is on screen before detonating the device.

POWER BOMB-ON!

Detonate a power bomb under these blocks to clear a vertical passage. You need the hi-jump boots to get up quickly, although turbo-bombing is possible. It's not really worth the effort, though, as it's very hit and miss and will take ages.



NEGOTIATE THE PIT

At first glance, this spike pit may appear impossible to negotiate. Look again with the aid of the X-ray scope — an invisible bridge will reveal itself. If you don't have the scope, you can still use the bridge but you won't know where it starts. Trust your luck and you should be okay...

PRECARIOUS PLATFORMS

You can't get through on the lower level and the upper crumbles under your weight in this passage. To get through, stand on the far left of the upper platform, hold [B] and press right to dash. You will just make it.

AREA

B

BRINSTAR

Initially, Brinstar might seem un-nervingly big and that's without discovering the abundant secret rooms hidden around its cavernous splendour. Look for the second map computer to help Samus navigate this maze since it has more links to other zones than anywhere else.



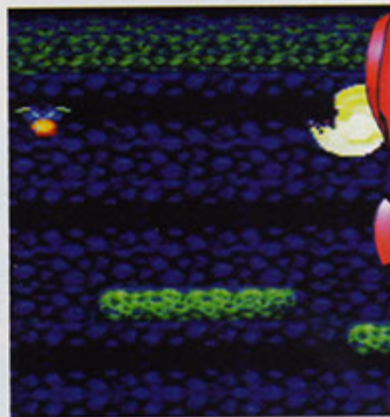
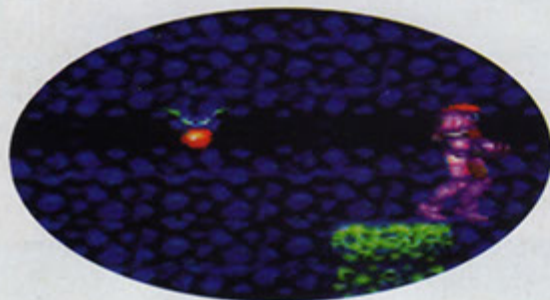
MT

S



SEE THE LIGHT

When in this area, try to avoid killing the firefleas. They can be a pest but they're your only source of light. Wipe them out and you'll be totally in the dark. If you have the ice beam, you can always freeze them.





SPEED THROUGH

To Crateria



The two gates in this room close when you approach. When approaching from the left, you can make it past the first using the dash. To get through the second, though, you need to use the speed booster.

LOOK FOR THE SECRET PASSAGE

After collecting the bonus, the base of the Chozo statue can be bombed to open up a secret passage.

SM

M

RT



USE THE POWER BOMB

Use a power bomb to get through the first barrier.

USE THE BOMB

Normal bombs are enough to penetrate the second column.

M

To Section C
Page 30

RE-ENERGISE

If you find yourself low on ammo or energy, it's a good idea to stand here and shoot the little nasties as they emerge. They will keep dropping extras until you're back to full strength.



USE THE POWER BOMB

Use the power bombs to blast your way through the floor.

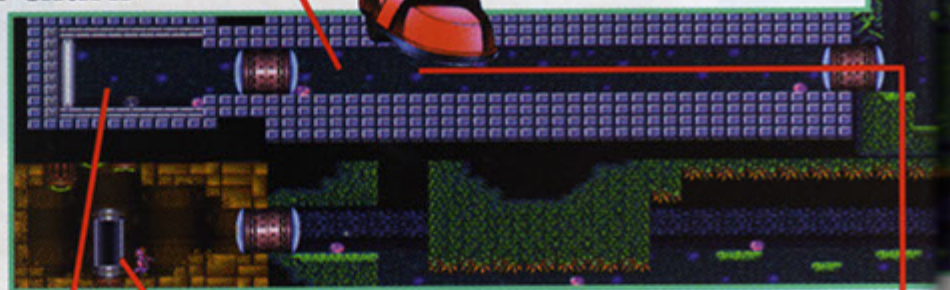


To Section C
Page 31

AREA

BRINSTAR

Section C sees Samus perform one of the most spectacular stunts in the game - a stomach-churning, speed boost-assisted super jump to clear deadly flowing lava seeping from fiery Norfair.

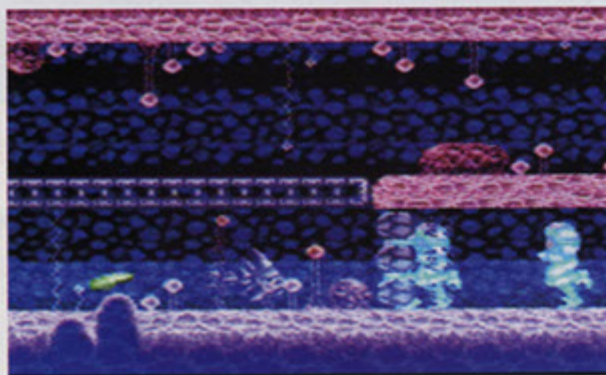


SM

S

RUN AND JUMP

Just before the energy pod is an invisible hole, which can only be seen through the X-ray scope. The only way past is a hi-speed running jump. Memorise where the hole begins and the rest is down to timing. If you get it wrong, it's a long way round to have another go!



ET

CLEAR AN AVENUE

Go to the far right then use the speed booster to clear the corridor.



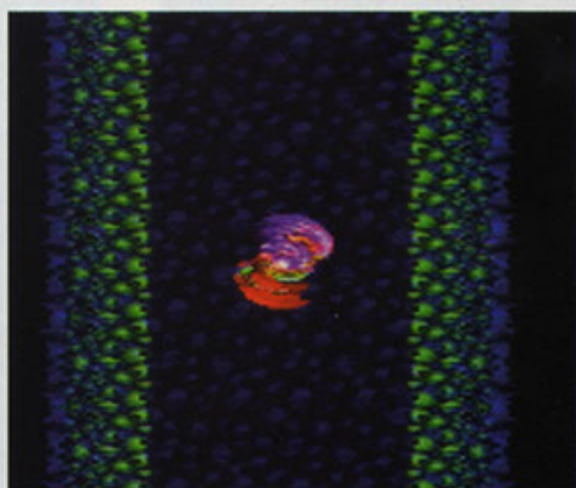


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To Section B
Page 28

To Section B
Page 28

THE WALL JUMP...



PRACTICE THE WALL JUMP

The three little creatures here demonstrate the wall jump (see Special Techniques). Use this part for practice.

DISCOVER THE SUPER JUMP

The strange bird will execute a super jump (see Special Techniques) for your pleasure. Watch it and practice the move.



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AREA

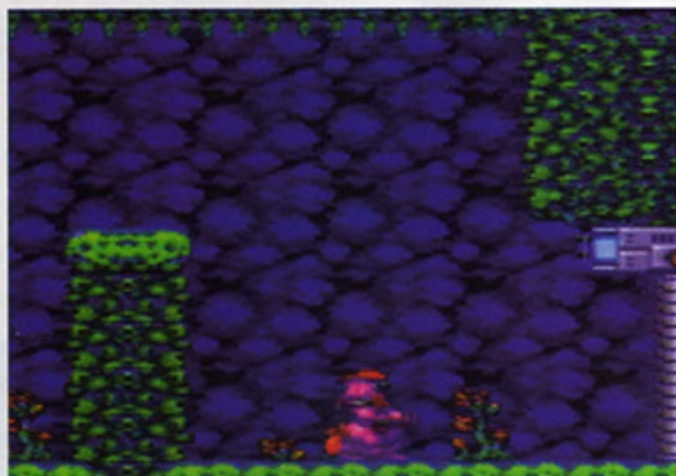
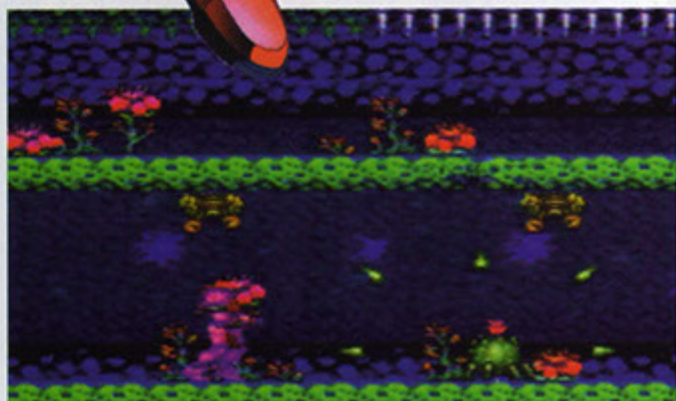
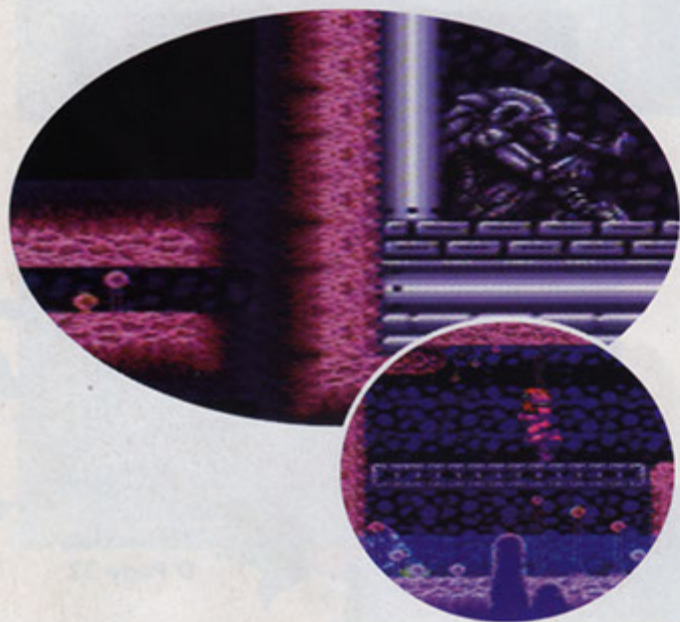
BRINSTAR

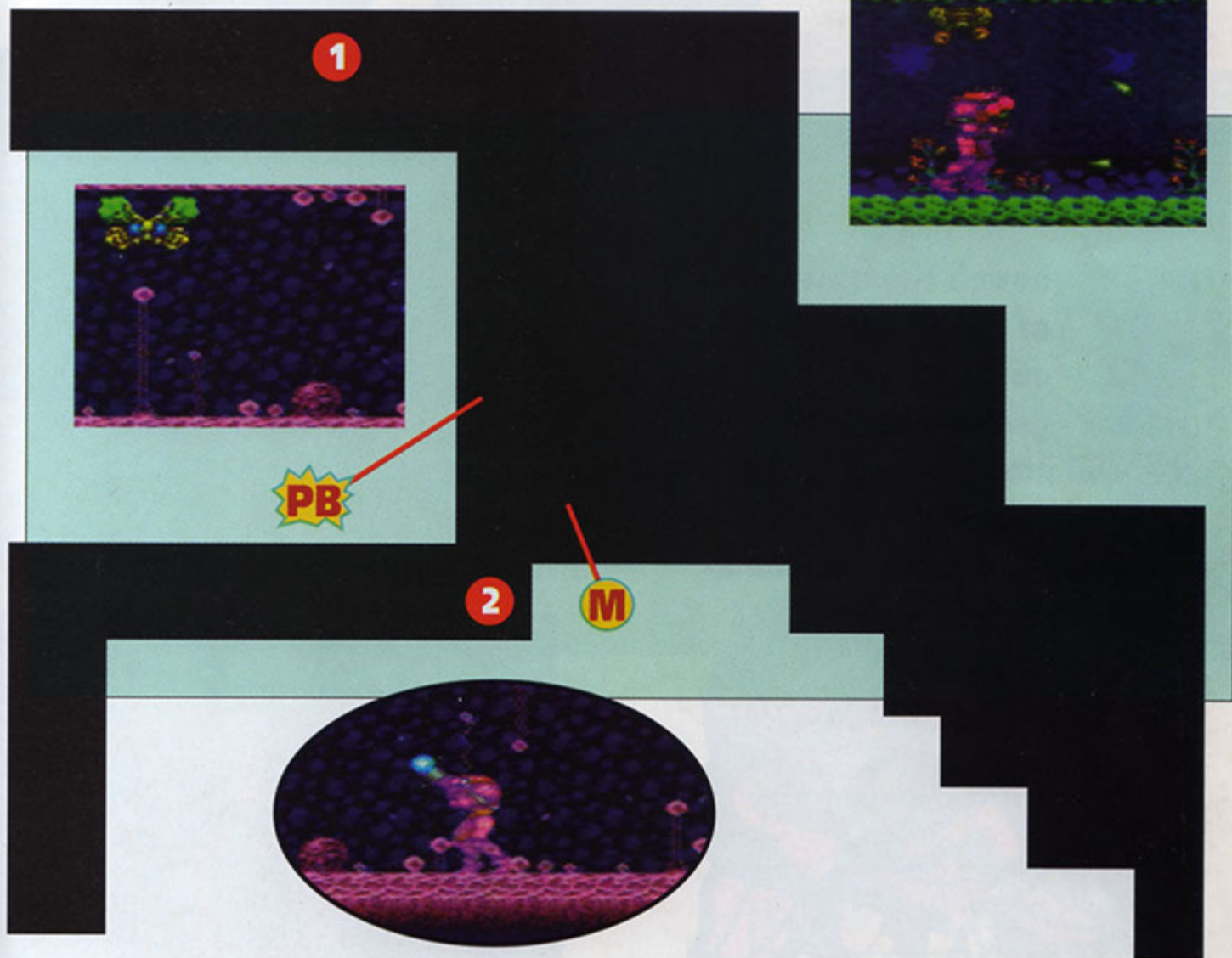


Deep within Brinstar Samus will come across strange, lichen-like vegetation. She must not allow the pleasant green hues to fool her, though, as much of the plant and animal life has developed effective defences such as thorn spitting thistles and stinging insects.

1. FIND THE SECRET PASSAGE

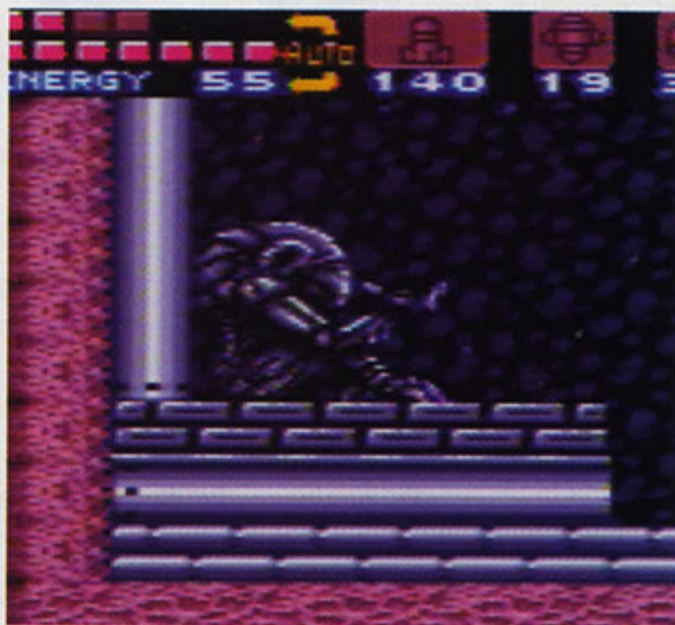
Power bomb the Chozo to reveal a hidden chamber bearing priceless energy...





2. COLLECT THE CHARGE BEAM

Another special item for your collection. Here you'll find the charge beam — an excellent device which basically charges up your weapons..



AREA

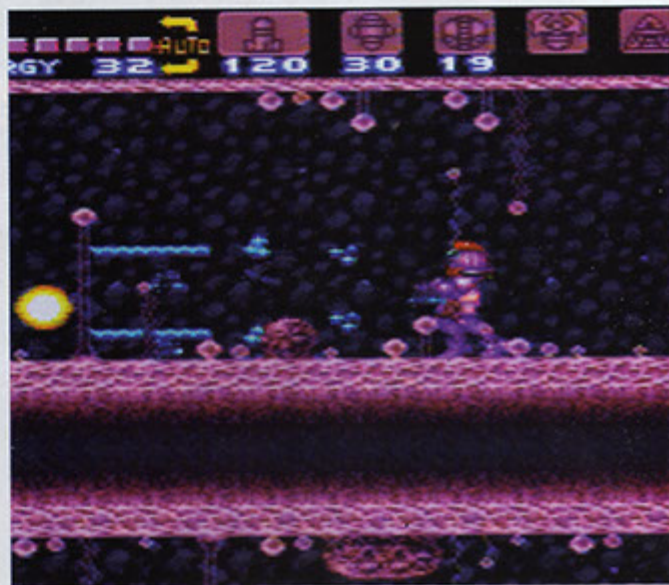
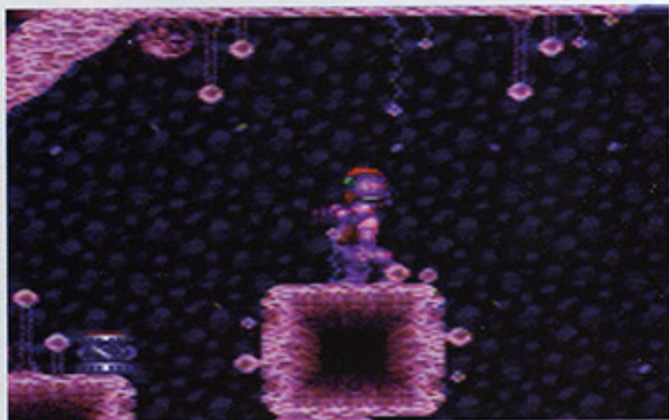
BRINSTAR

Though the vast majority of life forms Samus encounters prove dangerous and hostile, here she will meet a friendly bird-like creature. Watch it's actions well, and you just may learn something!



1. SWING ACROSS

You'll need the grapple beam to swing yourself across this chasm.





4

1

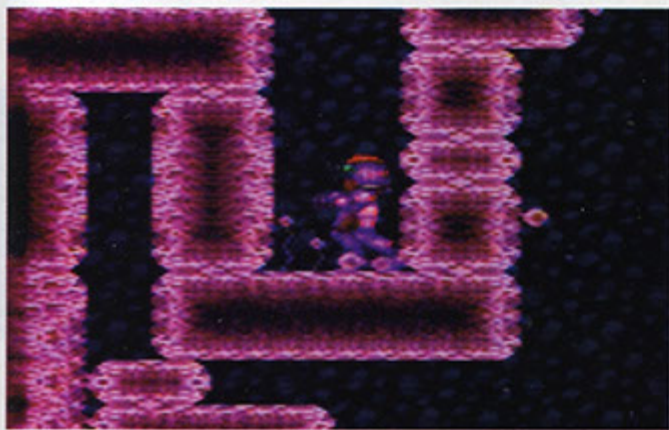
2

3

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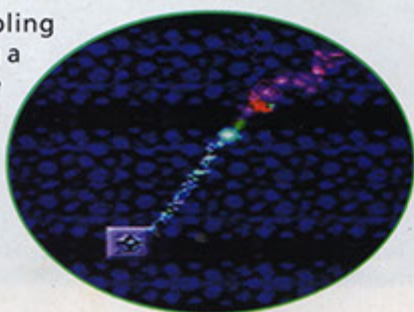
2. DROP DOWN

You can drop through here as it's a disguised passageway.



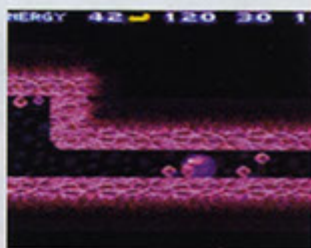
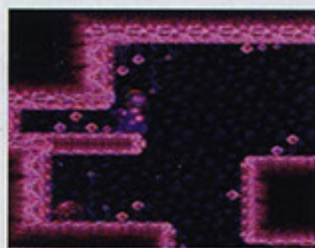
3. SWING AND SHOOT

Swing on the grappling beam until you do a full 360°, then time your release to land on top of the hook. Shoot out the door lock by jumping and firing repeatedly.



4. USE THE BOMB

Use a bomb to get past the rubble blocking your path in the narrow passage.



5. STOP THE SPAWN

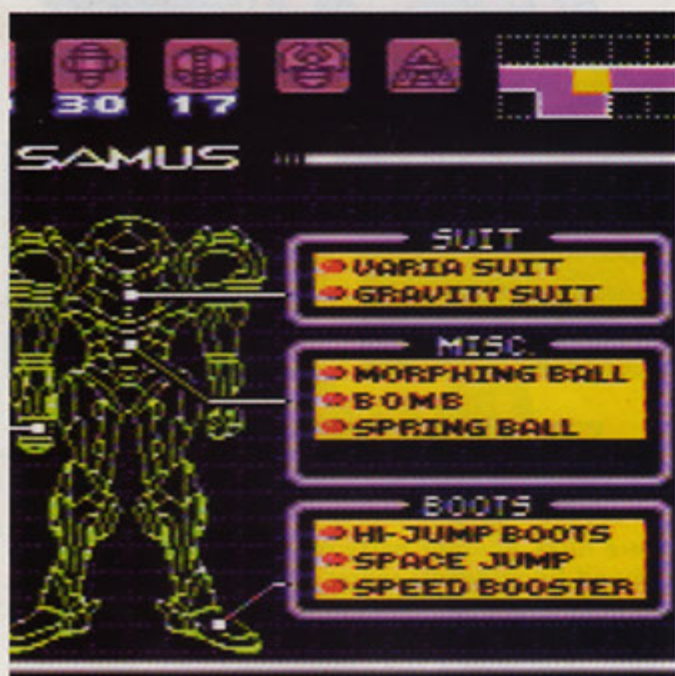
Here lurks a rather nasty minor guardian. It swings around firing deadly spores while remaining safely in an armoured shell. It has to stop every so often, open the shell and breathe. This is the only time it's vulnerable, so hit it fast with rockets in it's unprotected middle.

AREA

BRINSTAR



There's no rest for the wicked or heroic adventurers in this section. Virtually all the skills required in the game will be tested in the gruelling arena of section F. A tough challenge climaxes with Kraid and the battle for the Spazar.



1. ANOTHER SECRET PASSAGE

Turbo bomb the ceiling just to the right (you'll need the hi-jump boots to make it) of the door, jump up and hold right for a hidden passage.

2. USE THE BOMB

Drop through this platform after blowing it away with a bomb.

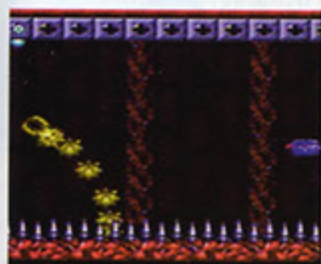
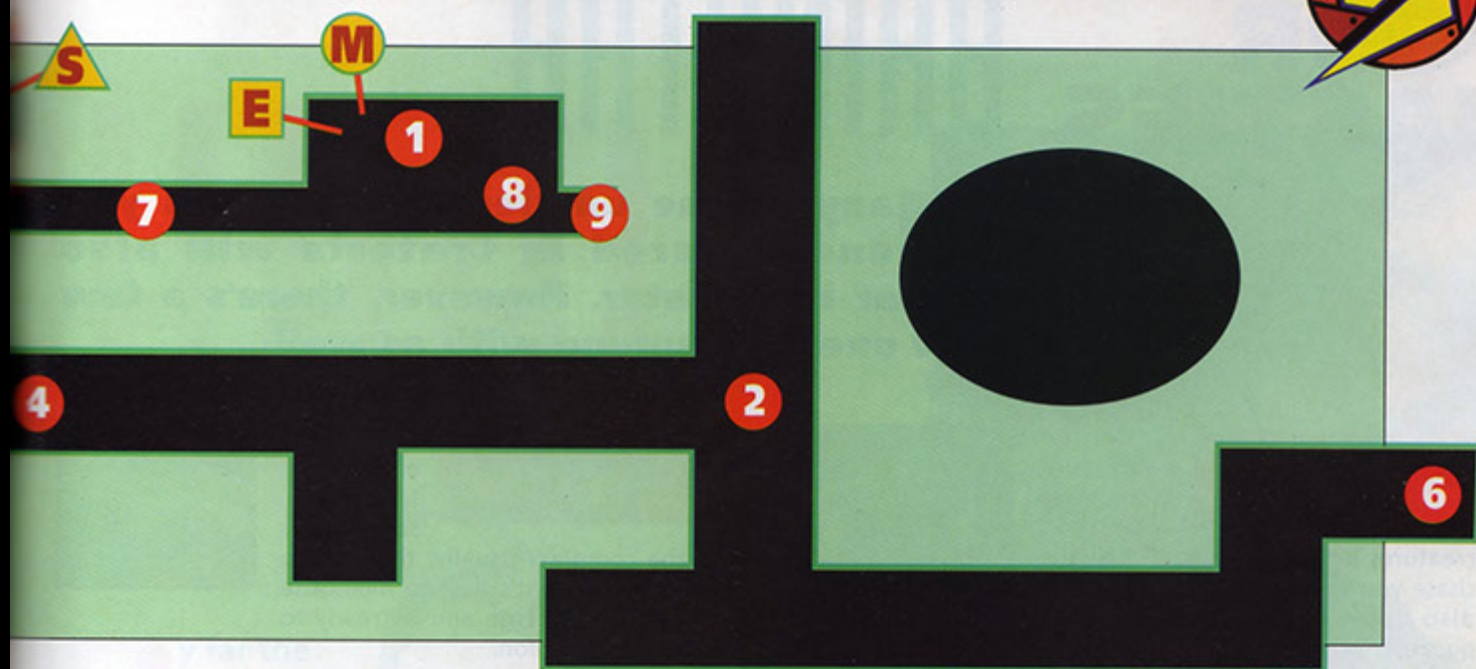


3. TIME FOR THE X-RAY

Bomb through this wall to get the X-ray scope from the obliging Chozo.

4. GRAPPLE WITH THE GRABBERS

If you're proficient at using the grappling beam, this part should be no problem although the grabbers can be a little frustrating. If they move, press up on the pad to retract the beam — this will pull you safely out of reach. Wait for them to settle down, then continue as normal.



5. LIGHT THE WAY

Be sure not to kill the firefleas in this area, as, in the dark, you'll have no chance.

6. HERE'S THE SPAZAR!

Grab this for triple shot power.



7. MORE NASTY MOMENTS

After defeating a couple of pirates at the start (use rockets as they're strong), you'll get a shower of laser fire. Roll into a ball and keep going left. You'll still get hit but this tactic minimizes damage. At the end of the passage, you'll meet baby Kraid. Two missiles will put him down.



8. BATTLING WITH KRAID

Here you'll come across the mighty Kraid. He's the biggest guardian in the game, but by no means the hardest.

9. VARIA SUIT

After defeating Kraid (see latter section), your reward is the Varia suit. This offers double hit capacity and resistance to extreme temperature.

10. A NEW PASSAGE

Bombs laid here will reveal yet another secret passageway.

KNOW YOUR NASTIES

BRINSTAR

Many of the unfriendly creatures you encountered in Crateria will also appear in Brinstar. However, there's a few new ones to contend with as well...

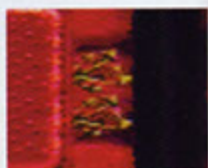
SIDE HOPPER

As their name suggests, these arachnid creatures jump from side to side and chase you when you're near. They're also quite strong so use rockets or charge when possible.



GEEGA

The Geega emerge from certain pipes in the complex. Usually, they're too quick to hit so it's best to memorise where they emerge and be ready to take evasive action.



METAREE

Attack like the skree but can't be killed. Either freeze them with an ice blast or be ready to leap out of the way as they drop.



BABY KRAID

You'll meet this ugly little fellow standing outside Kraid's lair. He may look nasty, but a couple of rockets with complete the job.



ZEBBO

Small and weak. They're easily destroyed with any weapon you have in your arsenal.



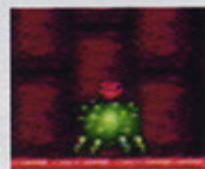
FIREFLEA

Easy to kill but this isn't a good idea as these small flying creatures are often your only light source. When possible try to freeze them with an ice beam.



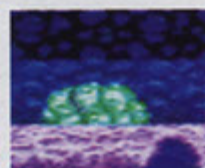
CACTAC

These walking vegetables take several shots to destroy so be on your guard for the thorns they fire out when you attack them.



ZORO

Very slow moving armadillo-like animals, zoros are little more than cannon fodder for your guns.



KREELA

Kreela's slow and quite easy to destroy, taking just a couple of hits.





KRAID



By far the largest guardian in the game, Kraid will prove a tough adversary. He only has one weak spot and that's the inside of his mouth. Shoot him in the head then, when he roars in pain, lob as many rockets and laser bolts down his throat as possible. When he first emerges, he pauses with only his upper body showing. Use this time to get in as many hits as possible; he'll then rear up to his full height and your job becomes much trickier. To make matters worse, he will launch a myriad of projectiles from his body. The spikes launched from his chest can be ridden upon if you can get on top but contact anywhere else results in damage being sustained. The spinning claws have to be either shot or dodged. If missiles or energy are running low, try shooting the claws as they sometimes leave bonuses behind. Three super missile direct hits will do for Kraid, but otherwise use normal missiles and charge shots.



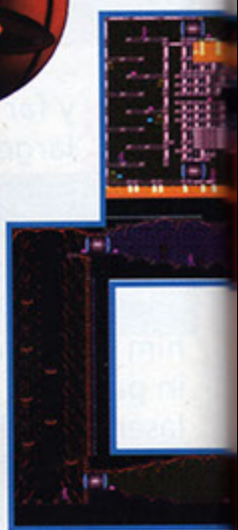
DEFEATING KRAID





NORFAIR

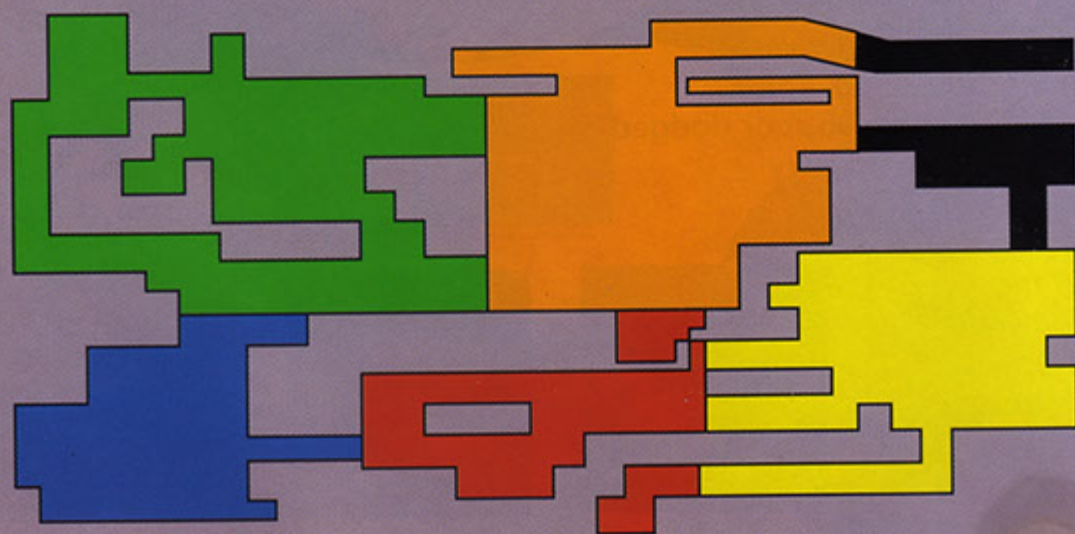
From the relatively cool areas of Crateria and Brinstar, Samus now faces a long, hard and extremely hot trek through the lava land of Norfair. She knows that her regular suit won't be enough to protect her from the sizzling heat — only the Varia suit will be good enough. Only when she has it can she travel to the very core of Zebes...



Norfair is a burning, lava ridden furnace deep in the bowels of Zebes. For this reason, much of the complex will be closed to you without the Varia suit and its heat resistant qualities. Not only that, but there's a further six special items: grappling beam, speed booster, hi-jump boots, screw attack, ice beam, and the wave beam.

Naturally, with such valuable prizes on offer, there's a formidable army of creatures to battle, including the mighty Crocomire and the mightier Ridley, leader of the space pirates.

NORFAIR AREA MAP



- | | |
|----------|-------|
| A | 40-41 |
| B | 42-43 |
| C | 44-45 |
| D | 46-47 |
| E | 48-49 |
| F | 50-51 |

NORFAIR

AREA

FREEZE!

The freeze ray is required to make it across the boiling pits of lava. Hit the creatures, then jump on top of them to get across.

SHUT THAT DOOR

Use the speed booster to zoom across the platform before the automatic gates close to block your path. The ceiling at either end of the corridor can be destroyed by turbo bombing to enter a narrow hidden passage above.

MT

E

M

S

THE HI-JUMP BOOTS

The hi-jump boots are another critical booster, they do just as the name suggests.

CROAK CROCOMIRE

Drive Crocomire to his doom in the fires below (see Nasties section)

THE ICE BEAM

Grab this essential piece of kit to greatly enhance your firepower and broaden the number of reachable locations.

JUST SHOOTING THROUGH

Bomb or shoot through this platform to enter the heart of Norfair's fire.

GRAPPLE AND SWING

Repeated swing jumps with the grappling beam are required to reach the higher platform at the upper left of this cavern.



AREA

B

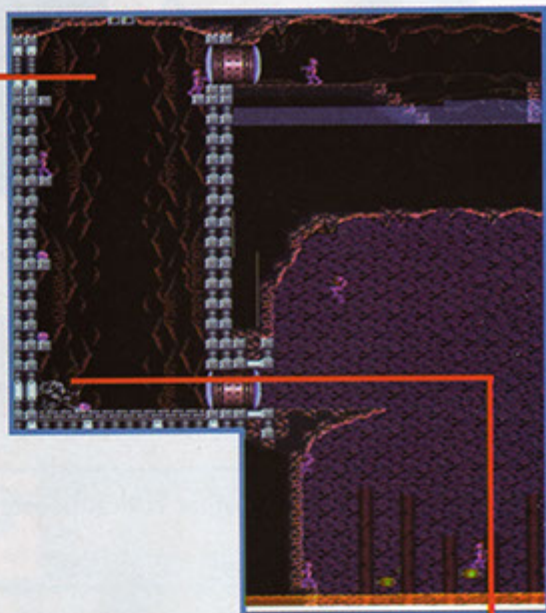
NORFAIR

Here's where Samus comes across the rather essential grappling beam. It's one of the most important items in the whole adventure, since, without it, she cannot negotiate many of the obstacles that Zebes throws at her. Samus needs to make good use of the various 'practice' areas that she'll come across.



PRACTICE THE GRAPPLE

Jump up the ledges on the left side of the shaft then get your first taste of a grapple on the hook at the top.

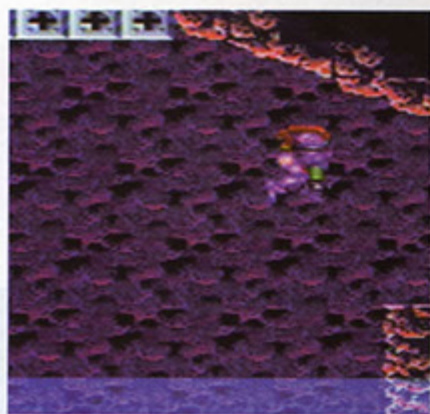


GRAPPLING BEAM

Here's the ever-useful grappling beam. Learn to use it well.

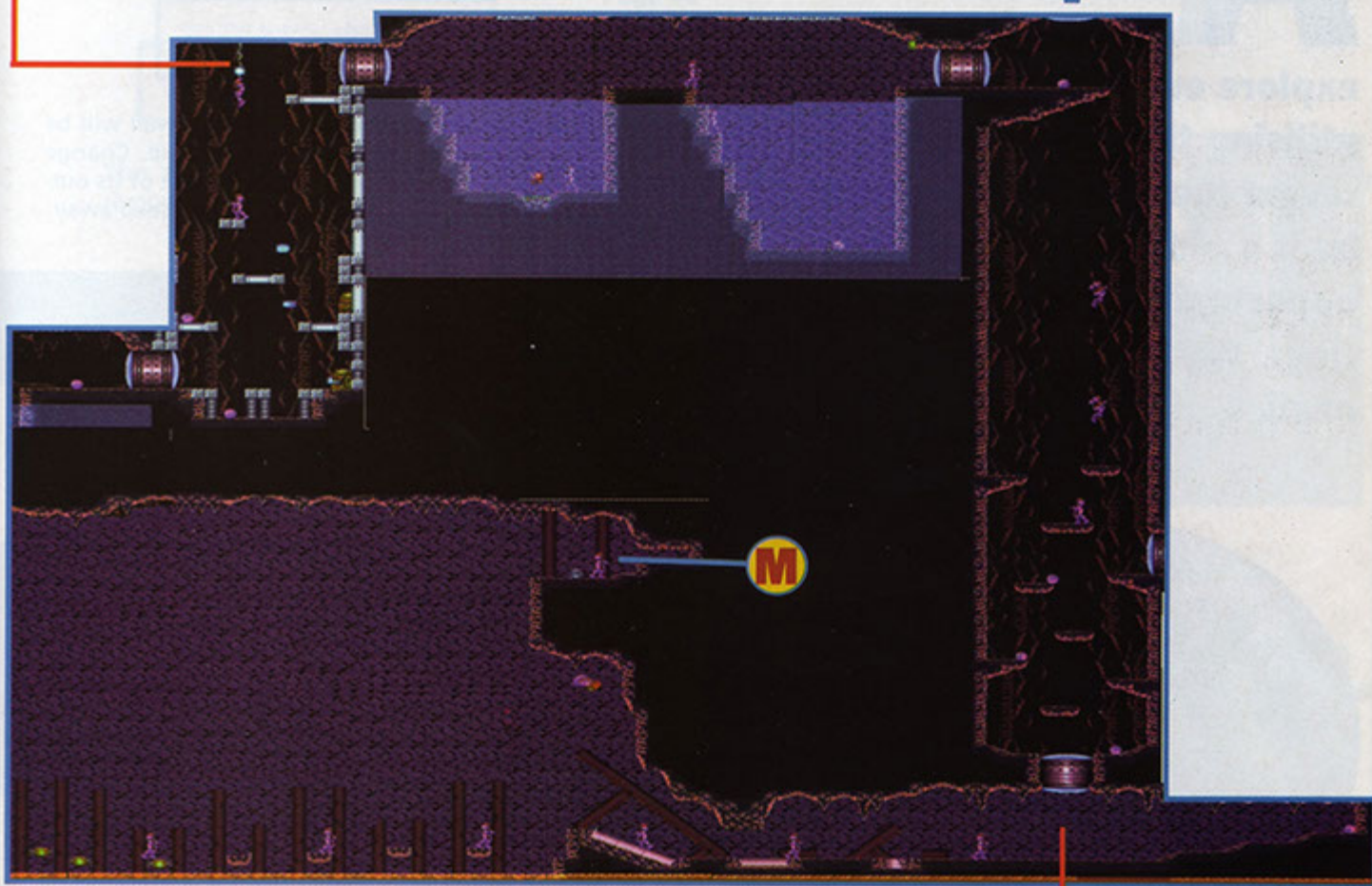


To Area A
Page 41



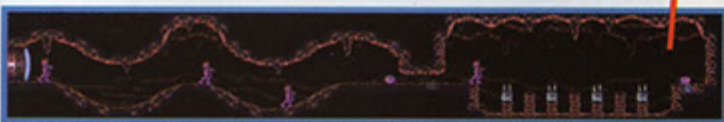
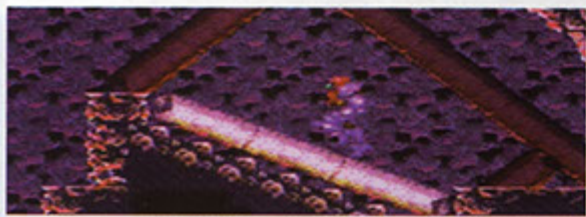
PRACTISE MAKES PERFECT

You get plenty of early practice with the grapple beam, like here for instance.



UP, UP AND AWAY!

Having cleared a path through the rocks in the corridor, you now have the opportunity for a breath-taking running jump. Go to the right hand wall, then turn and hit the speed boost. Press jump just as you reach the ramp to the left (you should be at full speed by this point) and fly long and high onto the high left hand ledge.

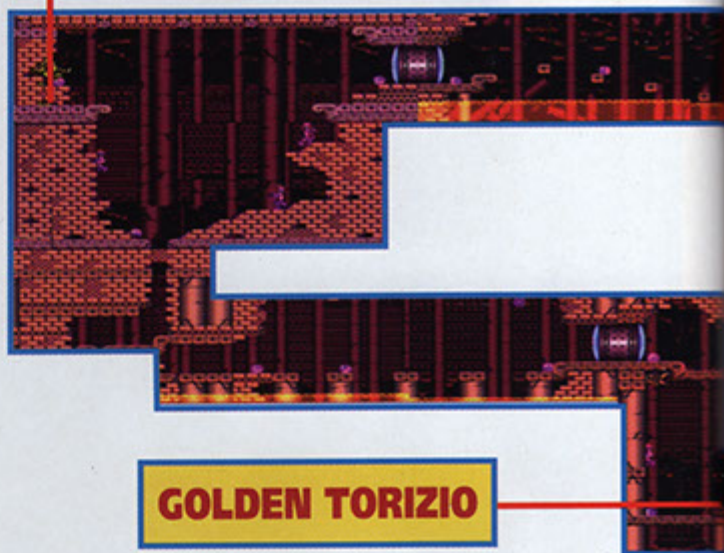


A plethora of secrets can be revealed in section C of Norfair. Samus needs to carefully explore every nook and cranny, utilising the power bombs to reveal these hidden treasures, be it a hidden statue or the opportunity to blow out the floor. Watch out for those nasties, though!



HIDDEN STATUE

Lay a power bomb and part of the wall will be blown away to reveal a Chozo statue. Change into the ball and move into the centre of its outstretched hand. The lava should then seep away.



GOLDEN TORIZIO

The Golden Torizo, much like a mini guardian, isn't too difficult to defeat. Use a combination of Super Missiles and Charge Beam, hitting the stones he throws to gain power-ups.





INTO THE FIRE

The Varia suit allows you to walk unhindered under this lava floor. Walk to the left wall, then use the space jump to get to the top.

To Area D
Page 46

BOMB THE FLOOR

The two floors in this shaft can be removed with the aid of power bombs.

MORE POWER

A power bomb will open a hole in the network of girders.

E

To Area E
Page 48

SCREW ATTACK

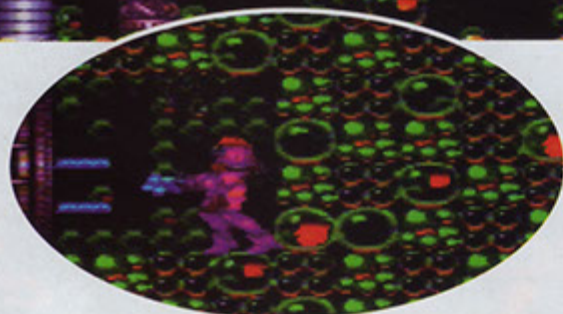
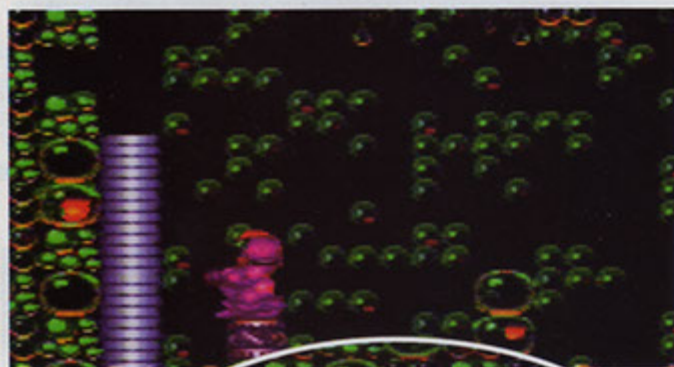
RIDLEY



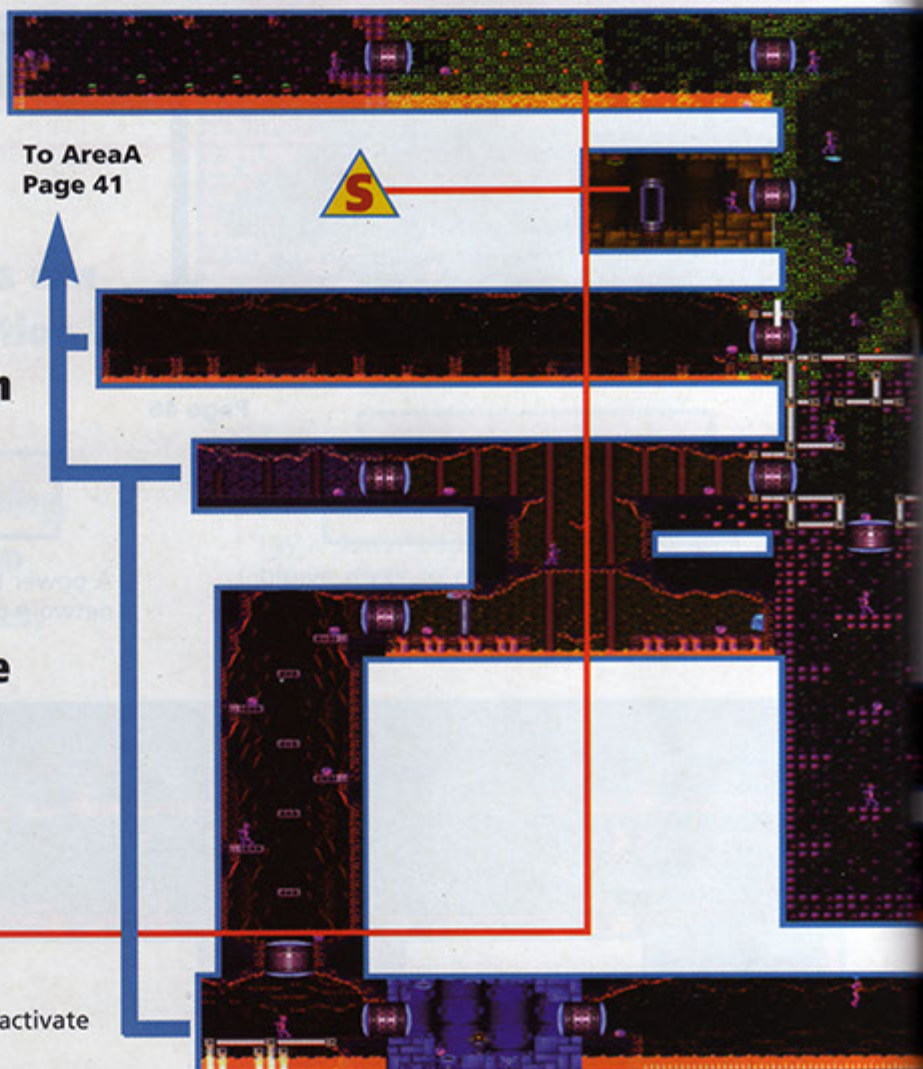
The adventure heats up for Samus as she travels through the fourth section of Norfair. Good use of the bombs and morphing ball are essential; she'll also be able to lay her hands on the Wave Beam later on, which will no doubt be of great advantage.

PILLAR UP

Use bombs to clear this passageway and activate a rising pillar.



To Area A
Page 41



STEP BY STEP

It may appear a simple stepping stone job to cross this lava pit, but heinous creatures emerge from the flames and launch firebolts at you. Watch for them to emerge, then freeze them with the ice ray.





To Area F
Page 50

To Area C
Page 44

UNDER FIRE

The Varia suit protects you against the lava while the gravity lets you move freely. Watch out for the fire spitting monsters in the walls, though. Walk to the left wall then use the space jump to reach the uppermost ledge.

FLOOR FLAW

A bomb will blow a hole through this floor.

WAVE BEAM

Here you locate the wave beam which considerably increases the effective range of your shots.

HOP, SKIP AND MORPH

Get onto the moving platform and turn into a ball to pass the first ceiling suspended spikes, then spring up and jump across the the metal columns. Get onto the next moving platform and morph once more to avoid the second lot of spikes.

A BOMB FOR A MISSILE

Drop a bomb at the bottom of this shaft to reveal a set of missiles

AREA

NORFAIR

As Samus continues through Norfair, she gets the feeling that Mother Brain is ever more aware of her existence. Too many traps; too many obstacles. She needs to call on all of her courage, all of her mettle and strength to survive the rigours of this furious furnace...



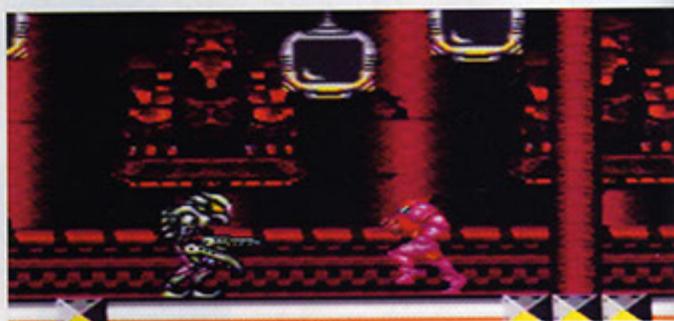
1. ATTACK THE COLUMNS

It may appear that your escape route is blocked by these columns of stone, but if you hit them with the spin attack, they'll crumble, allowing you through.



2. BOMB OUT

You can blast the middle section of piping by bombing.



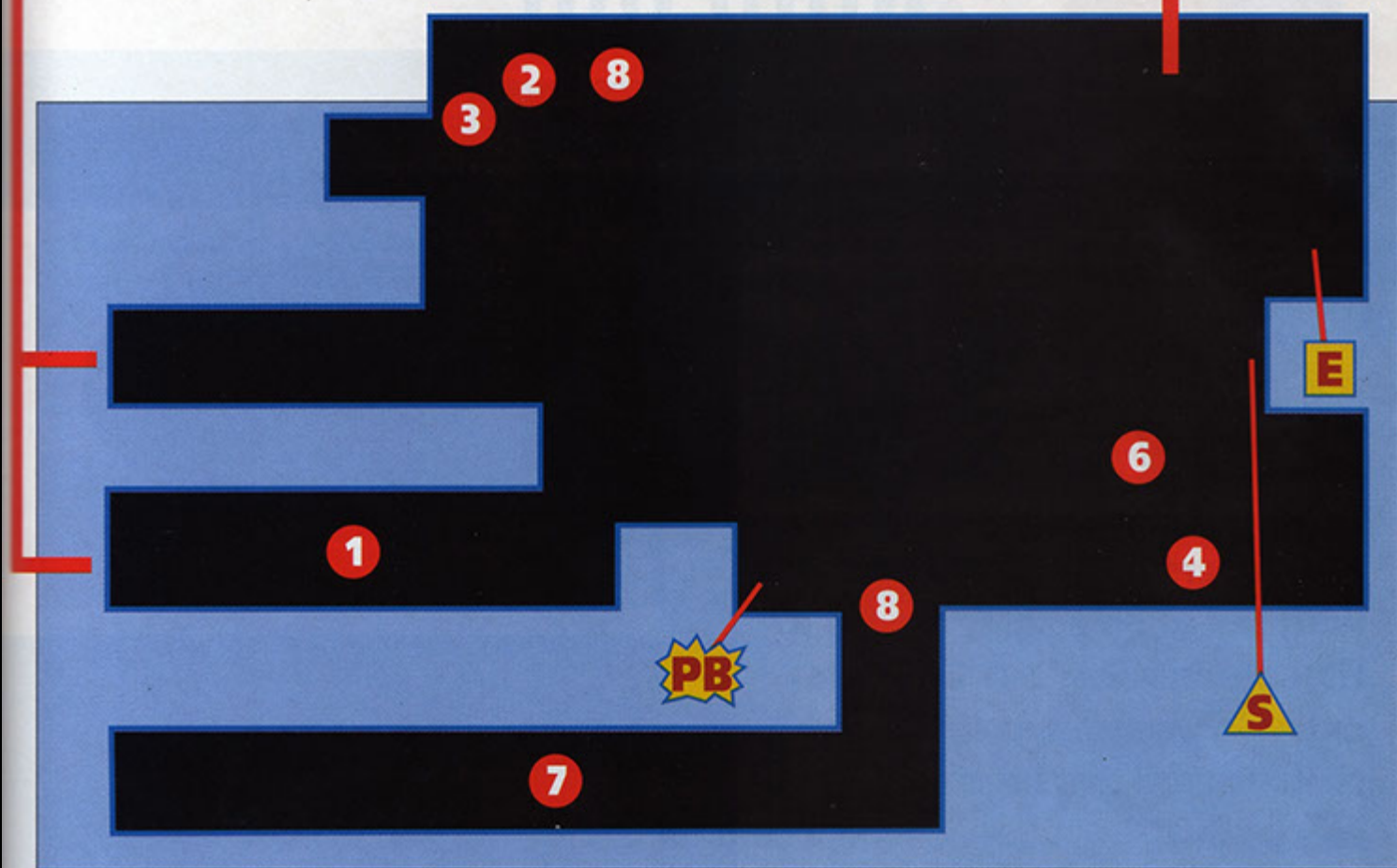
3. BOMBED AGAIN

This area can be bombed through to gain access to the hidden room beyond.



To Section C
Page 44

To Section F
Page 50



4. FLOORED BY A POWER BOMB

A power bomb placed here will destroy the floor.



5. BOMB RIGHT AWAY

Keep bombing to the right through the bricks until you reach a room, then go down through the door.

6. BOMBS AWAY

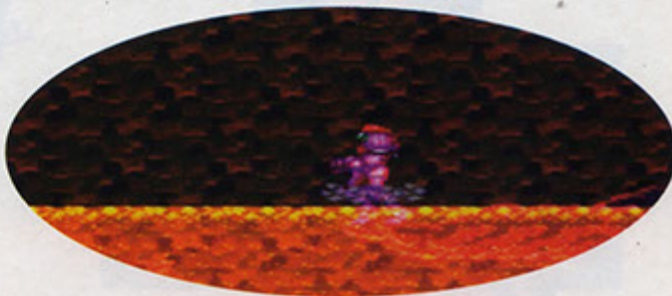
Keep bombing to the right to clear another buried passage.

7. ALL THAT GLITTERS

The pirates in here are very hard to kill. The only time they are vulnerable is just after jumping, when they briefly turn a gold colour. In the meantime, avoid their laser fire.

8. DON'T BE A FALL GUY

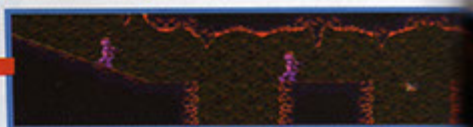
Don't walk through the door into this shaft as you'll plummet into a very hot and sticky situation. The best way of tackling it is to open the door on the other side, then spin jump through. That way you should be able to avoid the rising lava below.



AREA

NORFAIR

To Area D
Page 46

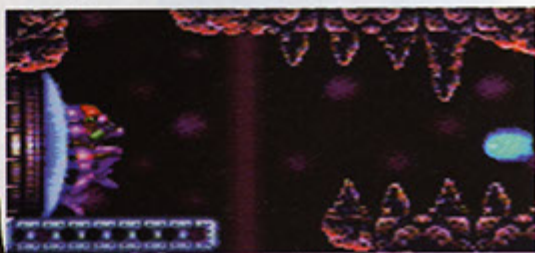


With the end of this fiery section in sight, Samus must tread with great care, overcoming each obstacle with the utmost skill. Now is a time for heroics, but Samus is only too aware that the best heroines are live heroines, so no fancy stuff!



FLOORED BY A POWER BOMB

A power bomb placed here will blast the enemy and allow you access to the area below.



**M**

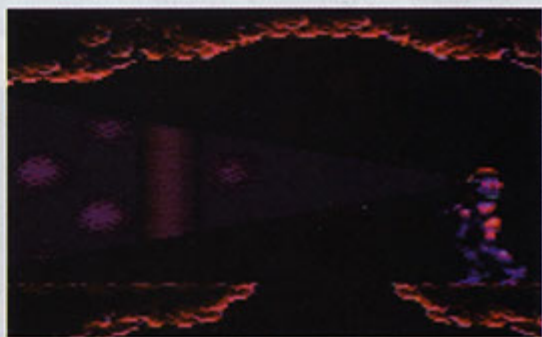
SPEED BOOSTER

The speed booster will give you supersonic running speeds and the ability to leap huge distances.



WALL OF NOTHING

Even through the X-ray scope this wall appears solid — yet it's not! Simply walk through to enter a new room.



A-MAZE-ING

Drop bombs and use the spring ball or turbo bomb to work your way through this complex of hidden tunnels.

**PB**

ROCK AND ROLL

Keep an eye open for the boulders rolling from ledge to ledge and jump them when necessary.



KNOW YOUR NASTIES

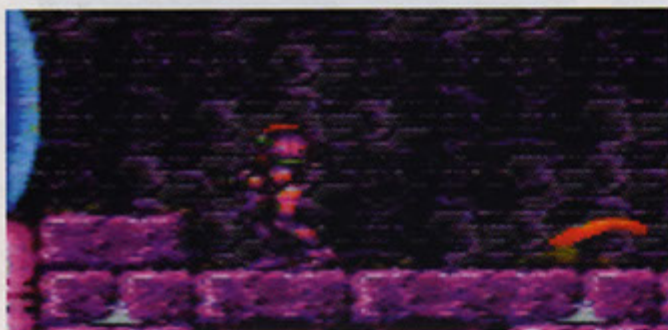
NORFAIR

It takes a hard kind of creature to live in the excruciating fires of Norfair which is bad news for Samus...



MELLA

Look for these chaps as they home in quite quickly. You can drive them back with regular shots, but a charge is needed to finish them once and for all.



FUYO

These water bound oddities jump around unpredictably and can be a real pain. Sometimes they can be frozen to form useful steps but generally you should get rid of them.



GAMET

Watch out as they swoop at you from concealing pipes at the most inopportune of moments.



CROCOMIRE

The huge and horrible Crocomire is a major obstacle in your path yet he's not even the main guardian of his section! In fact, this enormous red reptilian is so powerful you simply can't destroy him, even with a full compliment of power-ups and weapons. Your only hope is to drive him back onto the flimsy bridge to the right of his domain. Being such a bulbous creature, the bridge will crumble under him, causing him to fall into the lava pit beneath. No-one, not even Crocomire, can survive. Like Kraid, Croc's only vulnerable point is inside his mouth. You'll have to keep firing rockets and charge blasts (normal shots have no effect), otherwise he'll advance and eventually force you to your death on the spikes protruding from the wall on the far left.



RIDLEY



Samus met him at the start of the game, just before the science academy went down in flames. The winged space pirate leader had other things on his mind at that point, like getting away with the last Metroid. This time he only has one objective — to see Samus' quest come to an untimely and stomach-churning end...

Ridley attacks in three main ways. First off, he flies off the top of the screen then swoops down quickly. When he disappears, it's best to jump up as you'll catch a glimpse of him hovering. If you know where he's swooping from it's easier to take evasive action. The second attack takes the form of swipes from his spiny tail. These are very hard to avoid so just keep jumping. He can also launch a series of fireballs from his mouth which have to be avoided. If Samus isn't careful, Ridley may catch her in his mouth. In this case, waggle the pad left and right while pounding the buttons to try and shake free of his grip.

A good strategy is to morph down on the opposite side of the screen to Ridley's next swoop and drop a power bomb. Keep this going until you run out, then switch to super missiles. Finish him off with regular missiles and charge beams.



Defeating Ridley



Jump up when Ridley flies off...



Leap over his spiny attacks...



Use bombs and missiles against him.

AREA

A

WRECKED SHIP

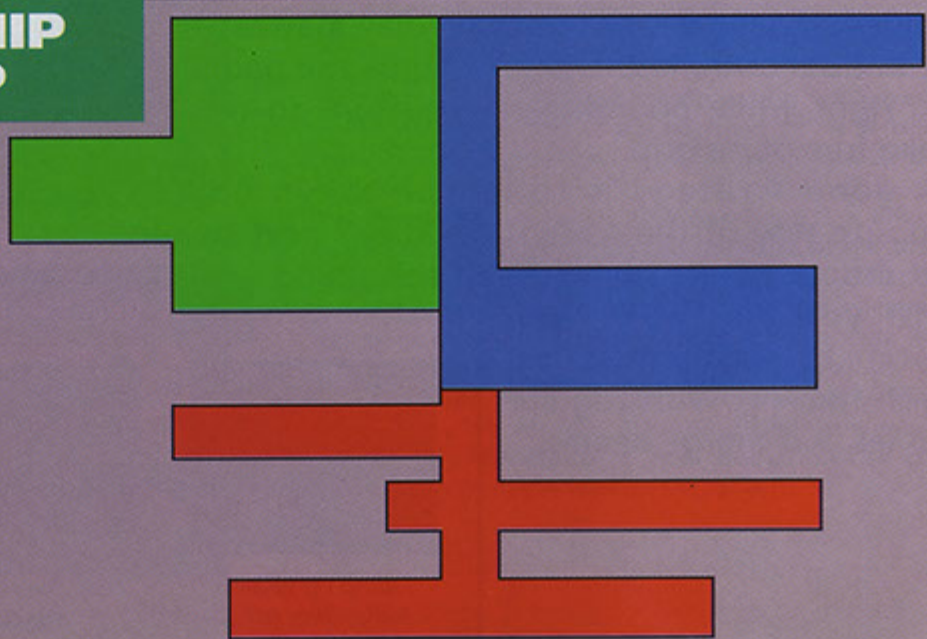
Many moons ago, a strange alien craft crash landed on the wind swept surface of Zebes. Though the ship has lain broken and decaying over the millennia the spirits of those long-dead travellers still walk its rusting corridors.

It's into this eerie setting that Samus must go if she's to complete her quest, because here lies the gravity suit that's so vital to the mission. Upon first entering the craft's remains, be on the look out for spectres that appear unexpectedly out of thin air — they take a lot of killing and can appear right on top of you if you're not careful. You won't be able to do much until you've defeated Phantoon, the ships guardian, as it's constantly draining energy from the various systems. The map unit and, more importantly, the save terminal, are in-operable until this mutated creature has been terminated.



WRECKED SHIP AREA MAP

- A** 55
- B** 56-57
- C** 58





TAKE MY HAND

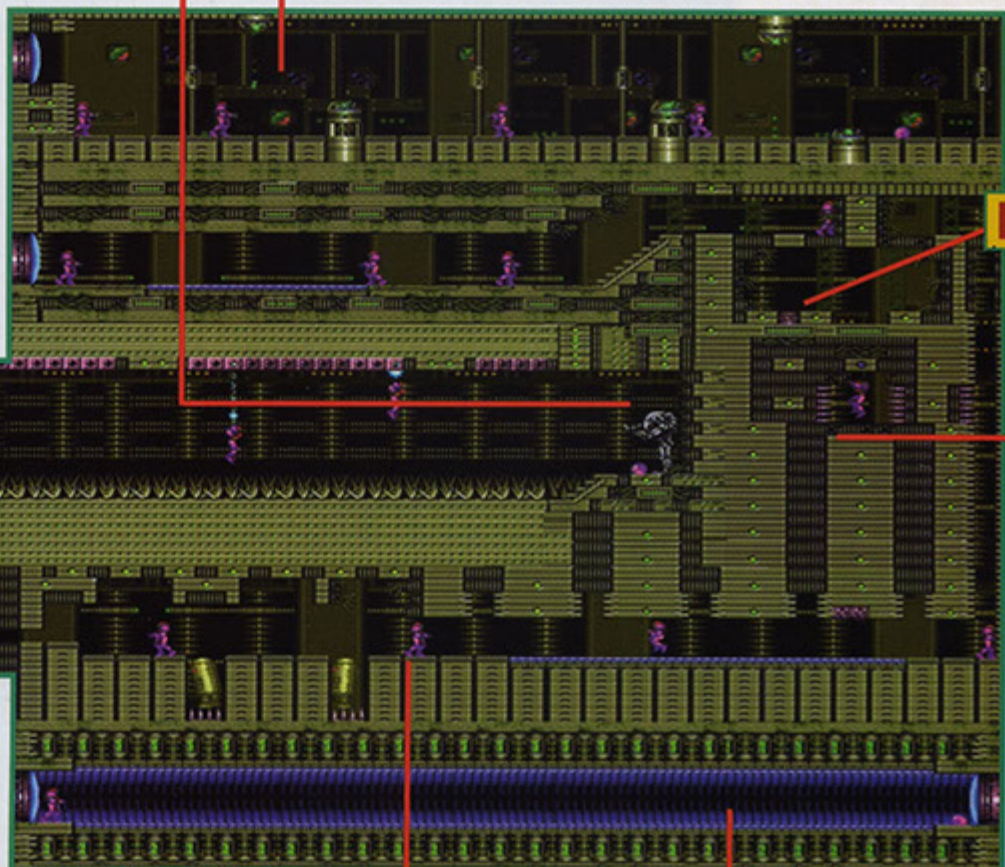
At the end of the long spike pit stands a Chozo, arm outstretched but nothing therein. Fear not, it's not a hoax. Jump onto its hand and morph into a ball then wait. If nothing happens, make sure you're dead central. After a few seconds the statue will stand up and carry you past the spikes and down to a hidden chamber.

HEAVY METAL

This corridor has impenetrable metal doors at either end. To make them flash you need to destroy every nasty in the section.

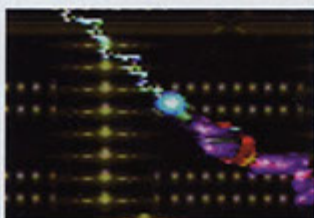
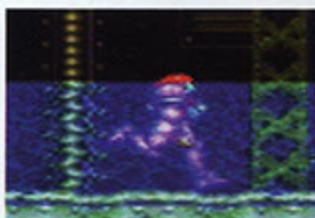
TUNNEL VISION

Bomb the sloping wall to reveal a hidden tunnel.



THE GRAVITY SUIT

Your prize for negotiating the ship's pitfalls, the gravity suit will allow you to move around freely underwater and in some lava flows.



HOTTEST SWINGER IN TOWN

You need to use the grappling beam to swing across these spikes. It's a long way but if you're reasonably proficient it shouldn't pose too much of a problem. Just watch out for the rock gaps which must be swung past.

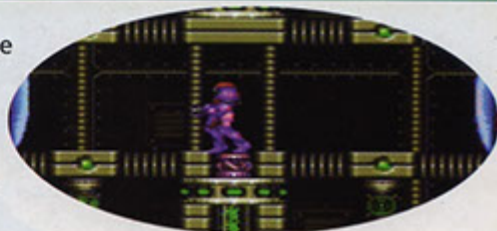
M

WATER JUMP

A quick way to get past the water outside the ship is to open the left hand door of this corridor then got to the far right, turn and build up supersonic speed. As soon as you go through the door hit jump and you'll clear the whole stretch of water.

STAY AWAY FROM THAT TRAP

Be careful here as there's a long concealed drop to catch out the unwary.

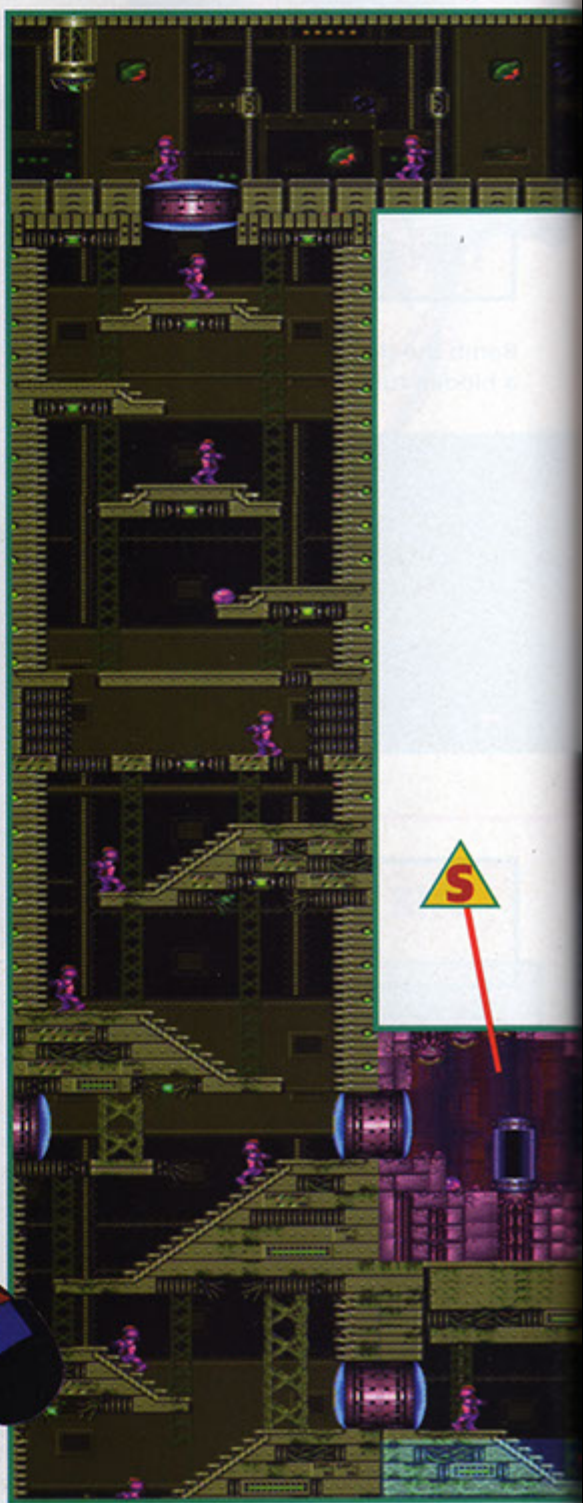


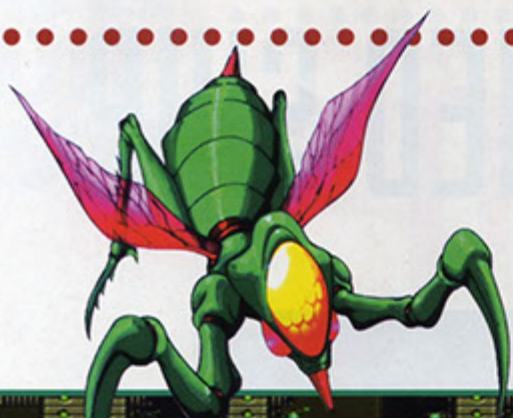
AREA

B

WRECKED SHIP

Things turn nasty for Samus right about now. Hordes of rampaging aliens seem to be couped up on this forsaken wreck and only by utilising all her weapons and training will she overcome the odds.





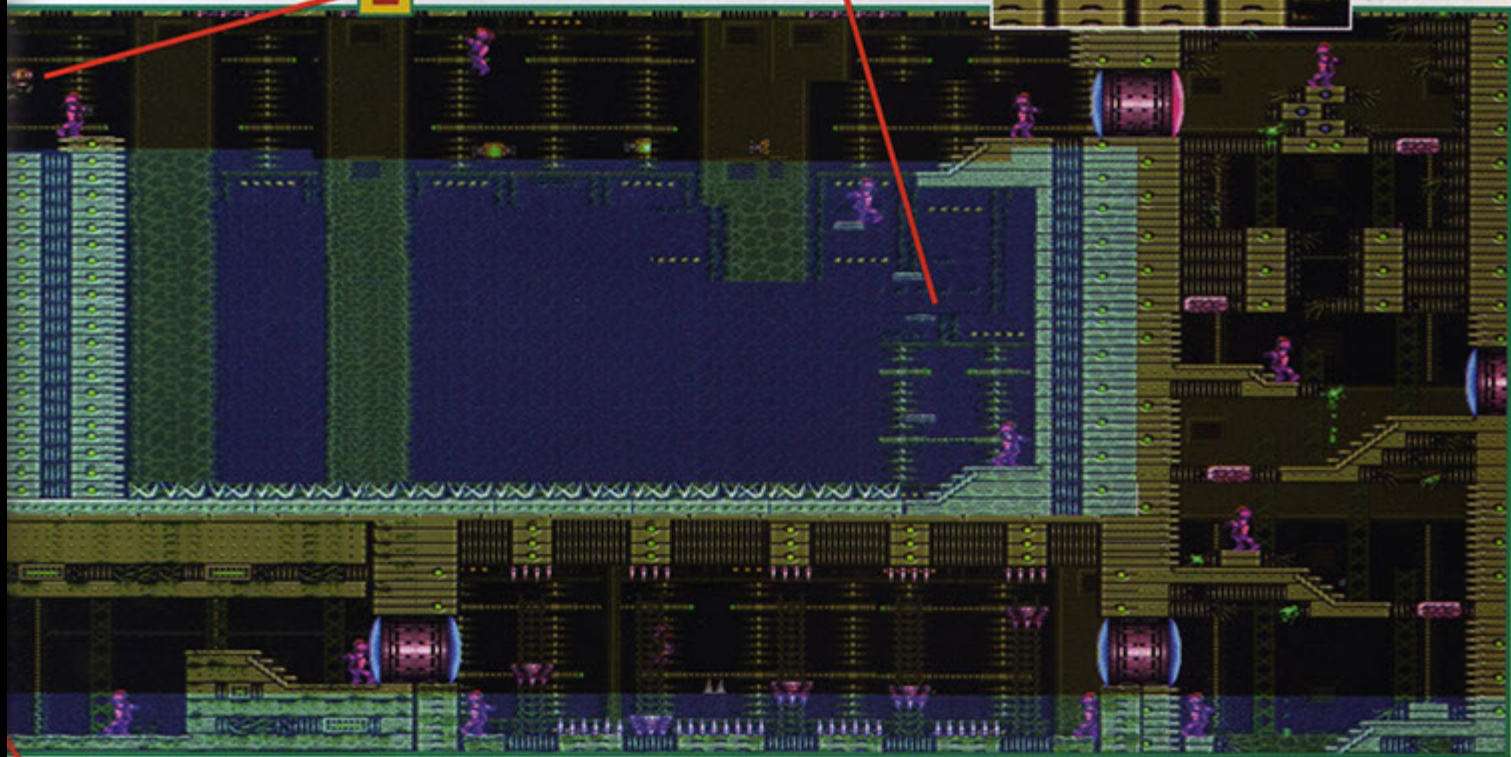
RAMPANT ROBOTS

After Phantoon has been destroyed, the robots dotted around the ship will come back on line. They can't be destroyed, yet won't harm you but they do get in the way. You can push them back into the holes on the floor, though, with repeated laser fire.

UP AND DOWN

This part can be a little tricky as the platforms above the water sink under your weight. Make sure the grappling beam is activated before you start. Jump quickly from one platform to the next, then swing onto the far left hook with the beam.

E



WATER DILEMMA

You can't go through this room until you have the gravity suit. Only then will your jump be able to clear the right hand wall. Meanwhile, look out for the hovering nasty.

AREA

WRECKED SHIP

An almighty battle with Phantoon is on the cards in this area of the Wrecked Ship. Only after victory can you really explore the other sections...



MOVING MADNESS

Getting through this corridor is best done after defeating Phantoon, but beware the conveyors begin to move, meaning that avoiding the spikes is rather more difficult.

SM

PHANTOON

Here you must do battle with Phantoon.

MC

ONE FOR FIVE

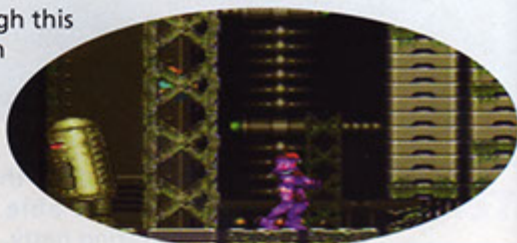
This floor is impervious to anything but a super missile. Blast it to gain access to more super missiles.

IT'S TURBO TIME

Bomb through for a secret passage. You'll have to turbo bomb at first, then keep pushing to the right.

INTO THE JAWS

Bomb through this wall to reach the concealed entrance to Phantoon's chamber.





PHANTOON

On arrival upon this delapidated hulk, you'll notice that nothing works. Nothing unusual about that you might think — the thing's been lying here for countless centuries. Unfortunately, there's a more sinister reason for it's systems being dead than simple metal fatigue. Phantoon, a sinister alien being, has made the wreck his lair and is draining its power for his own survival. In order to re-activate vital terminals, such as the map and save units, you need to kill him!

Phantoon's only weak spot is his eye, which he keeps closed most of the time. Dodge his attacks and the small blue projectiles until the eye opens, then hit him with your most powerful weapon — super missiles if possible. If you run low on ammo or energy, try zapping his shots as they often leave goodies behind when destroyed. A minimum of five super missiles are required to put an end to Phantoon's evil.



Battling Phantoon



Hit him smack in middle of his eye.



Use Super Missiles to wipe him out.



Zap his shots to gain bonuses.

AREA

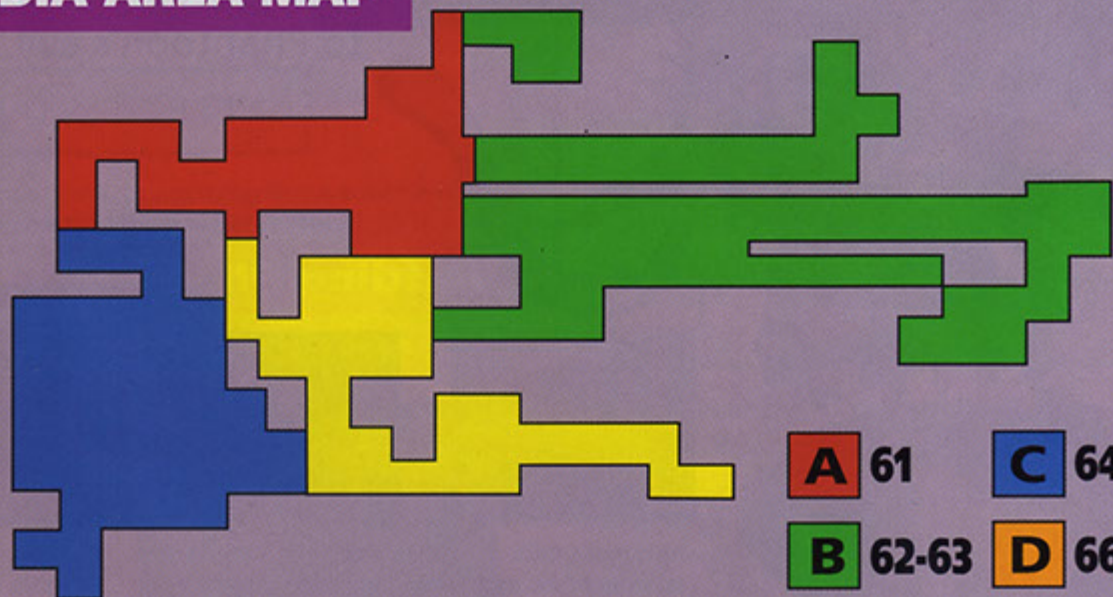
MARIDIA

The watery domain of Maridia is almost totally unexplorable without the gravity suit but having come this far, you should have that invaluable item anyway. Even with the suit, though, it's still a daunting place.

Not only does it boast the most devious map of all in the game, it's also riddled with long drops, nasty traps and numerous aquatic bad guys out to halt your progress. For this reason, you'll have to be systematic and try not to cut corners. Also, you'll need to make sure you're proficient in all the special techniques as they're all called for in the vast underwater caverns standing between Samus, Tourian and ultimate success. The quest is reaching a conclusion but the biggest tests are yet to come!



MARIDIA AREA MAP

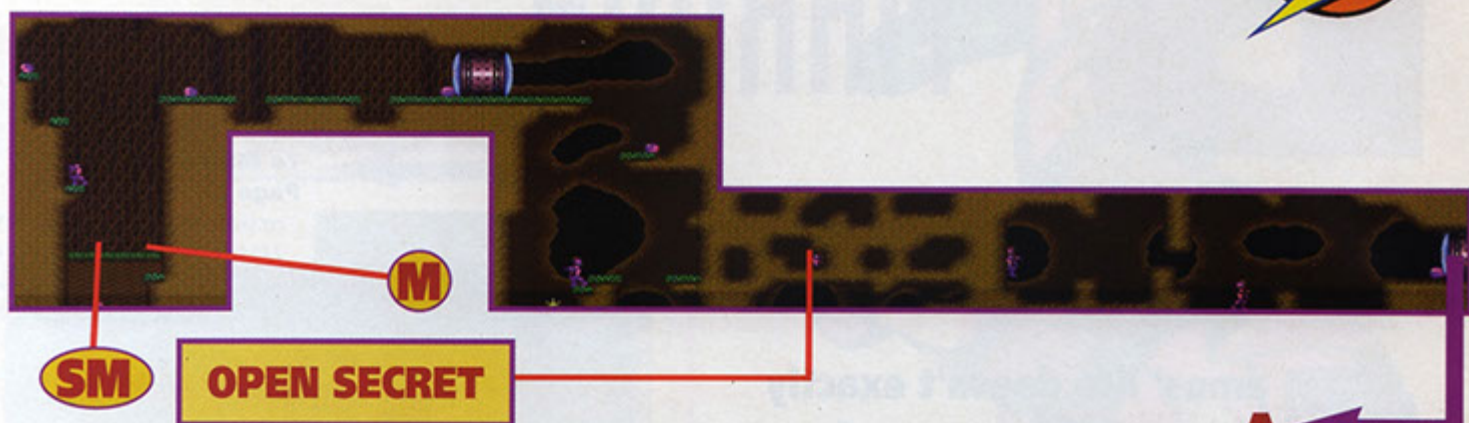


A 61

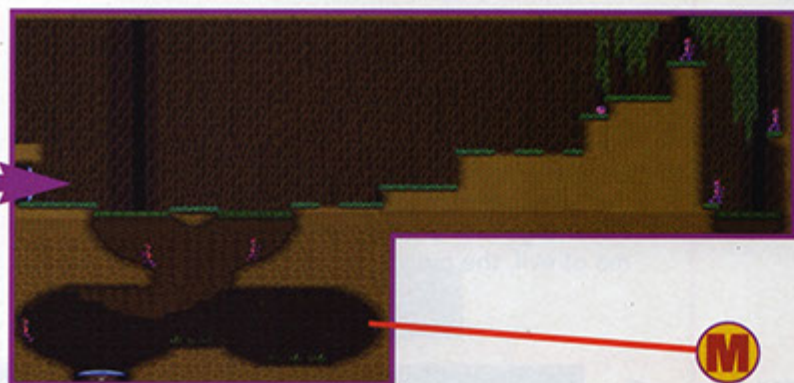
C 64-65

B 62-63

D 66-67



The secret passage in this mess of sand and air pockets is already open. Just keep walking to the left to pass straight through.



Area D
Page 66



GOING DOWN?

Just to the left here, you'll find the start of the game's longest lift. This takes you straight to the lowest reaches of Maridia (**Area C, page 64**), allowing you to explore the deepest caverns, but it provides no access to the sections it passes through.

Area B
Page 62

Area B
Page 62

NO EXIT, YET

This door is all that stands between you and the awesome plasma beam, but it's metal and can't be destroyed until you bring about the demise of Draygon, Maridia's fishy guardian.

Area B
Page 62

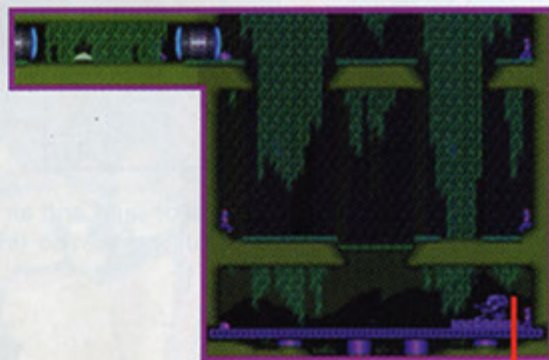
AREA

B

MARIDIA

Samus' life doesn't exactly get easier the more she delves into the land of Maridia. The enemies multiply, the traps and obstacles become more devious, and the landscape more punishing. The key to survival is adaptability; she'll need to put her faith in her abilities.

To Maridia A
Page 61



THE PLASMA BEAM

At last you can get your hands on the most powerful beam weapon in the game! This little beauty will devastate most nasties and give you a considerable advantage in the final confrontation with that enigma of evil, the monstrous Mother Brain.

BIRD ON THE SWING

Hit this floating hook with the grapple beam, then swing up quite high. If you time your release right, you'll go flying through the upper right gap.

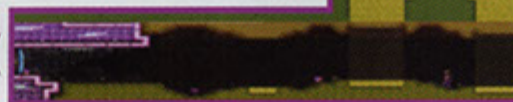
To Area A
Page 61



To Area A
Page 61



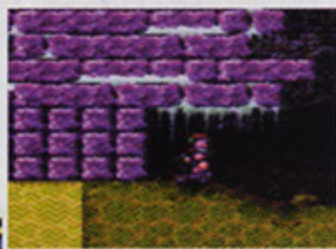
To Area D
Page 66



E

BUILT FOR SPEED

The speed boost will make short work of this wall and get some much needed extra energy into the bargain.



POINT OF DECEPTION

The floor mounted spikes might appear a nasty hazard but they're actually an illusion. Drop through the left hand set and prepare for the challenge of Draygon.



To Crateria



S

DRAYGON

You'll need all the skills and tricks you've learnt up to now if you're to leave Draygon's chamber alive.

E

DOOR'S OPEN

Kill Draygon to make this metal door flash so you can get through, then go left and move upwards on the various platforms in the next room until you reach a door on the right, which you should enter.



M

THE SPACE JUMP

A handsome prize for defeating Draygon — the Space Jump gives you near super human powers.

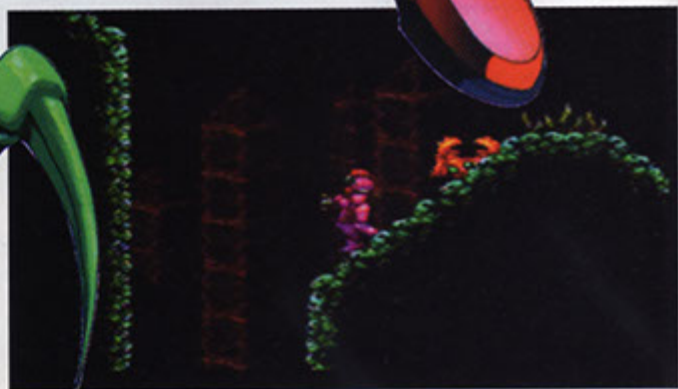
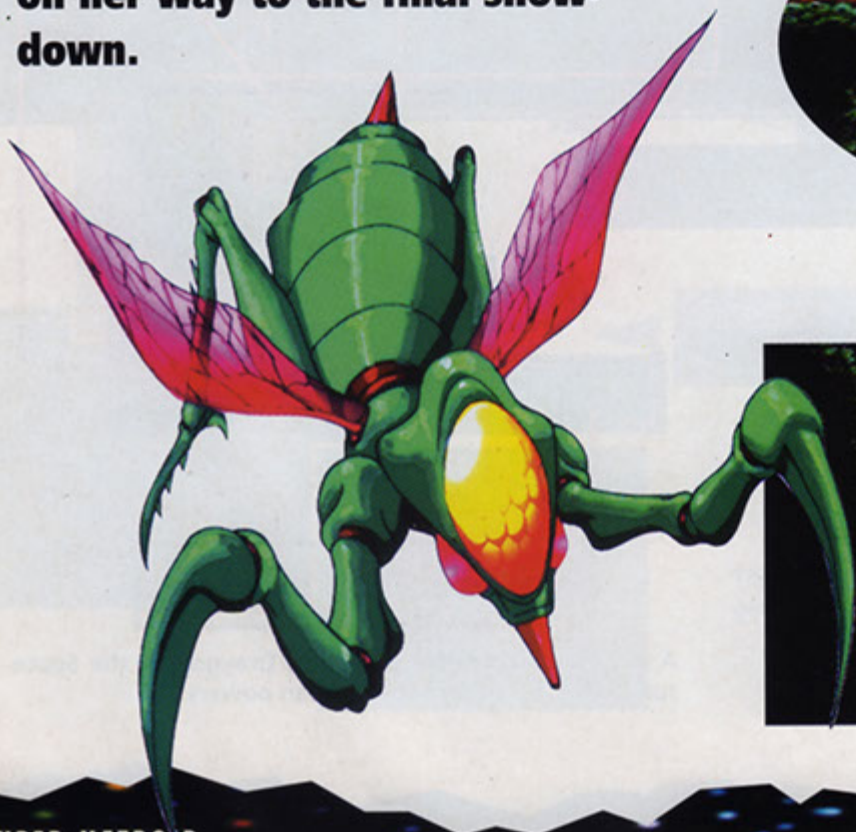


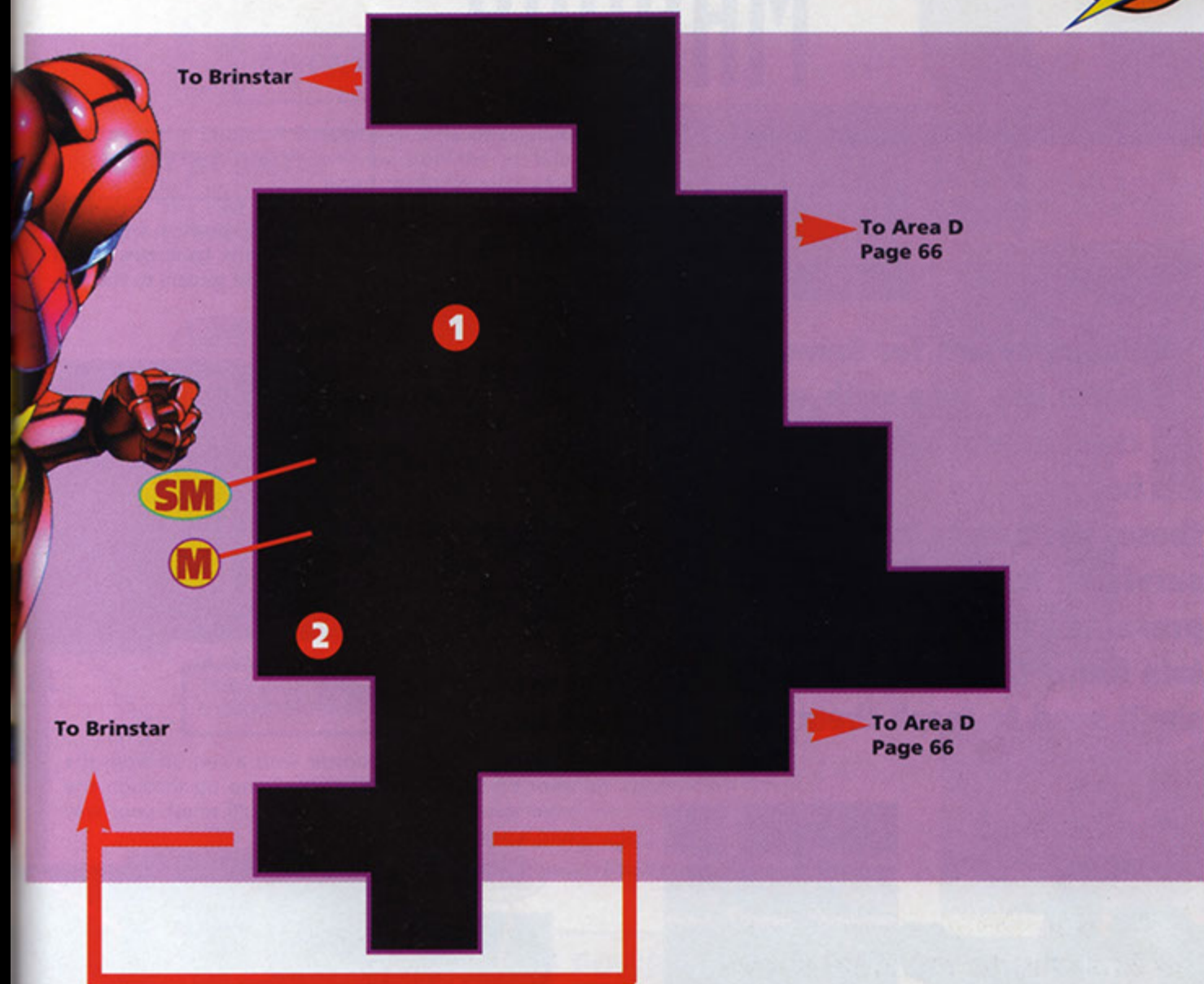
AREA

C

MARIDIA

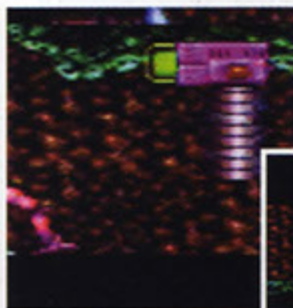
Not much for Samus to see here, but still plenty to do. She needs to stay alert at all times — Maridia isn't exactly the place you'd want to take a holiday! Still, having come this far, the space adventurer shouldn't be too daunted by the horrors ahead. With most of the weapons now at her disposal, together with the vast experience gleaned from her previous journeys, Samus should soon be on her way to the final showdown.





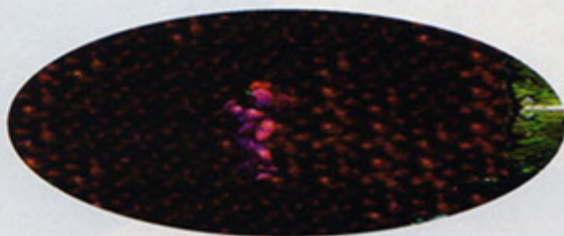
1. SECRET SAMUS' BALL

Roll into a ball then drop off this ledge, and keep holding the pad to the left. You should enter a hidden tunnel about half way down, leading to extra goodies.



2. HEAD BANGER

Here's a tough section that will probably take a few attempts to get right. You need to clear a path to the right, long enough to build up power for a super jump. You also have to time the jump to miss the series of barriers above! Get it right and you'll fly into the rock overhanging high above, emerging with a set of missiles for your pains.



AREA

D MARIDIA

It's important for Samus to enter this area with sufficient bombs and energy at her disposal — without these, she has no chance of surviving the perils that are presented to her. There are certain items that will help, but she'll need to reach them first.

To Area A
Page 61

BOMB ATTACK

Use regular bombs and then power bombs to break down through these girders to the passage below.

S

SUPER JUMP

Activate the speed booster with a run up from the door on the left, then super jump up through the small gap in the ceiling here. You'll smash your way into a new section.

SM

To Area A
Page 61

To Area C
Page 64

M

GET JUMPIN'

If you have the space jump, use it to get up this high shaft. It is possible to use the wall jump instead — as long as you've mastered it, of course. Unfortunately there isn't enough room to power up a super jump.





BOTWOON

This is the home of Botwoon, a kind of secondary guardian for Maridia. It emerges from the left side of the screen — when it does pump missiles at the head. The rest of its body is resistant to your attacks.

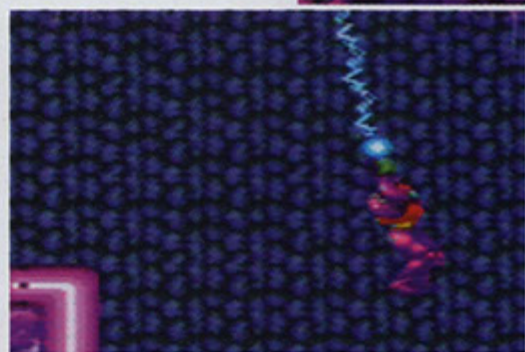


SM

To Area B
Page 62

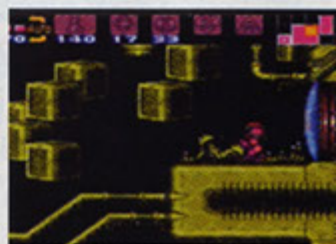
SPEED THROUGH

A path through this section can be easily fashioned with a little help from the trusty speed booster.



WHAT A BOMBER

Bomb around in the network of little passages to destroy certain blocks. Use the X-ray if you have it.



USE POWER BOMBS

Power bomb through the ceiling to gain access to areas above.



JUMPING BALLS

Now you can jump while morphed. It's possible to complete the game without this item, but, if you want to find everything and see the best ending, it's very useful.

SHAKTOOL, POWERTOOL

Knock out the wall with a power bomb and then wait — a strange burrowing creature by the name of Shaktool will tunnel through the rest of the rubble, allowing you to pass.



KNOW YOUR NASTIES

DRAYGON

The fishy guardian of Maridia comes in the form of the gigantic, lobster-like Draygon. When you first arrive in his cavern, he will not be there, but there's no time to waste. The wall houses guns which need to be taken out with missiles. If you fail to do this before Draygon arrives, defeating him will be considerably harder. And it's already tough enough as it is!

Once he makes his appearance, the only way to hurt the all-powerful piscine is to hit him in the stomach. Use the most powerful weapons at your disposal to finish him off as quickly as possible.

Of course, Draygon won't sit back and let you blow him apart without a fight. When he tries to crush you under his blubbery body, morph into a ball since this minimises the damage.

He will also spit gooey sputem which, if it touches you, paralyzes you; he'll then grab you in his claws. If this happens, you have the opportunity to electrocute the beast, although it's tricky to do. Once he's got you, fire a grappling beam into the remains of the gun ports, hold it there and a massive voltage of electricity will be conducted through it and straight into Draygon, turning him into instant deep fry.





TOURIAN

This is it — the final stage of the entire mission. Samus has gained valuable experience and, hopefully, a wealth of weaponry, yet she'll need to dig deep if she's to overcome the final obstacles placed in her way.

Tourian isn't a very large area, yet it does contain some of the strongest enemies as well as plenty of precarious traps. Only when you have vanquished all four of the main guardians from the other areas can you even dare venture in Tourian, though.



THE RINKAS

One of the traps that you'll encounter in Tourian consists of the Rinkas. These aren't too tough to control — it's a matter of shooting them so that they freeze so you can make it past.



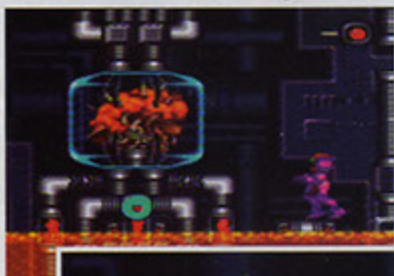
THE METROIDS

These aliens are tough with a capital T! You need to freeze the sucker first, then follow up with either one Super Missile shot or five missiles. You'll need to use bombs to shake it off if it grabs hold of you.



ENTER THE HATCHING!

At some point during your search of Tourian, a giant Metroid sucks all but the very last point of your energy. There seems little that Samus can do...



ZAPPING THE ZEBETITES

You'll need to task out these barriers while avoiding the Zebetites if you're to make it to Mother Brain.



MIXING IT WITH MOTHER BRAIN

The perpetrator of all the trouble. Mother Brain is at the very core of Zebes, controlling all the operations on and around the planet. It will take every ounce of strength, courage and determination to make it past this heinous enemy.

Your weapons should be numerous by now, but you'll need to make a swift decision on which one to use. Will it be the super missiles or the power bombs? How about one of the beams? You're on your own now — few adventurers have ever seen the

Mother Brain, let alone lived to tell the tale. But you've got this far so don't give up now!



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Are you struggling in space with Starwing?

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**A game expert will be on hand during these hours to answer
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