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--Bill--

**GAME BOY**™

NINTENDO 3DS™

Virtual  
Console™

# METROID™

## RETURN OF SAMUS™



EVERYONE  
**E**  
CONTENT RATED BY  
ESRB

This Guide is for a Game rated "E" by the ESRB.

Unofficial  
Player's Guide

Only to be  
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Bounty Hunter Samus Aran has received a call from the Galactic Federation yet again.

**Her Mission:**  
To destroy every last Metroid on their home planet of SR-388.

With the Metroids mutating into new forms, she'll have her work cut out for her.

Luckily, you have this Guide to help you complete the Mission unscathed!

In this Guide hosted on [Metroid-Database.com](http://Metroid-Database.com), you'll have maps and tips to find every Upgrade, Tank, and Metroid as you play through this classic Game Boy Title!



## GUIDE CREDITS

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### Special Thanks

A special thanks to everyone (besides myself) listed in these credits for their posts and pictures. A very special thanks to the Metroid-Database ([metroid-database.com](http://metroid-database.com)) for hosting this Guide and being awesome when it comes to archiving anything Metroid. And of course, a special thanks to Nintendo and the Metroid II Team.

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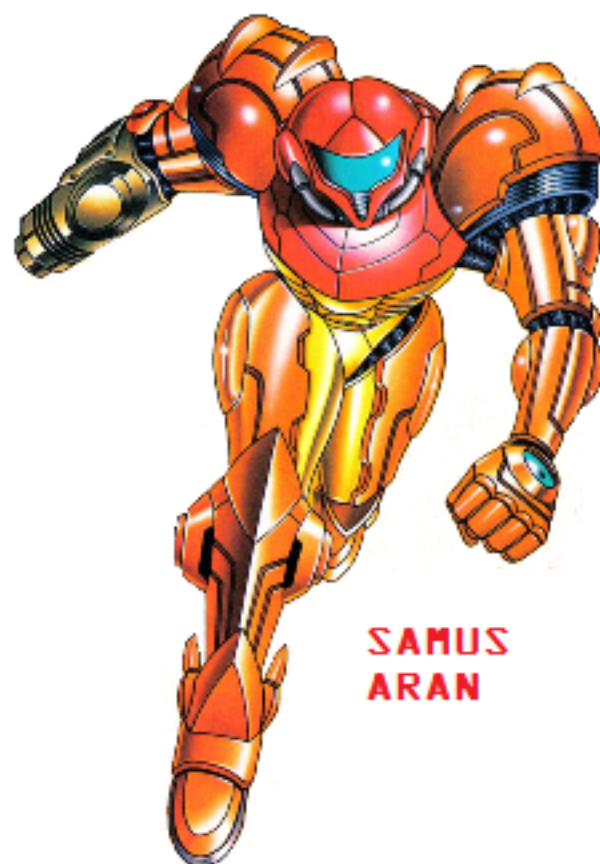
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# Story of Metroid II

## The Galactic Federation & Samus Aran

In the year 2000 of the History of the Cosmos, representatives of many different planets in the galaxy established a congress called the Galactic Federation. A successful exchange of cultures and civilizations resulted, and thousands of interstellar spaceships ferried back and forth between planets. When Space Pirates appeared and began attacking spaceships, the Federation Bureau created the Galactic Federation Police to combat them.

There are many unknown planets throughout the galaxy. Many of them are cause for concern to the Galactic Federation as they may house Space Pirate Bases like the one that was found on Planet Zebes. To deal this problem, they employ Bounty Hunters to explore these planets. The best of the Bounty Hunters is Samus Aran. Her greatest achievement was the destruction of the Pirates' base on Planet Zebes and their leader, the bio-mechanical computer, Mother Brain. In doing so, she also stopped their plans of using parasitic life-forms called Metroids to attack the Galactic Federation.



**SAMUS  
ARAN**

## The Metroids & Planet Zebes

In the year 2075 of the History of the Cosmos, an unknown parasitic life-form was discovered on Planet SR-388 by a Galactic Federation Research Ship. The research crew took a sample of the creature and placed it into a suspended animation stasis capsule and called the life-form "Metroid." On their way back to base, the ship was attacked by the Space Pirates and in turn they also stole the stasis capsule with the Metroid inside!

Through experimentation, Mother Brain found that the Metroid in suspended animation could easily be revived and even multiplied by exposing it to waves of Beta radiation. Metroids, the parasites they are, can latch on to any living creature and drain it's victim of it's life force.

Samus, by order of the Galactic Federation Police, successfully and single-handedly penetrated the Space Pirates' natural fortress on Planet Zebes. After a series of intense battles, Samus destroyed all the Metroids she encountered. Her destruction of the Pirates' bio-mechanical leader, Mother Brain, in the center of the fortress crushed the Pirates' remaining plans to attack the Galactic Federation.



**MOTHER  
BRAIN**

## Planet SR-388 & Samus' New Mission

After serious consideration of how terrible and destructive the Metroids are, the Galactic Federation sent another Research Ship to SR-388. The trip was made to make sure there were no more Metroids left on the planet.

After a short time, the Galactic Federation received an emergency transmission from the Research Base. They had lost contact with the Research Team, and the Research Ship had gone missing. The base had already sent a search and rescue party, but after initial contact, the rescue team and their ship were not heard from again.

A special combat group was assembled consisting of armed soldiers from the Federation Police and was immediately dispatched to SR-388. After transmitting their primary landing data, they too were never heard from again. Afterwards, rumors began spreading fast, and the whole galaxy was once again seized with fear of Metroids.

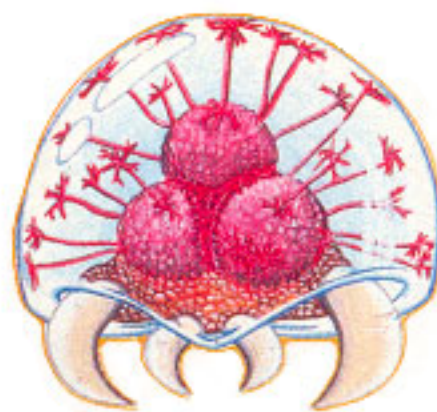
With limited information, the Galactic Federation was positive that Metroids must still be surviving, hiding deep within SR-388's underground. Even one living Metroid could easily wipe out an entire planetary civilization. Faced with this problem, the Galactic Federation called it's head political members to an urgent conference to find a way to overcome this menace. They quickly came to a conclusion which was unanimous and simple. They would give Samus Aran the order to exterminate the Metroids!

The Galactic Federation informed Samus of Planet SR-388's underground terrain. It is a complicated structure of multi-layered domes and spaces. Some of these contain ancient ruins of an unknown civilization. These are home to many life-forms living on and inside the planet.

Charged with her new mission from the Galactic Federation, Samus hurried to Planet SR-388 in her new Gunship. Upon landing, she noticed a cave leading to SR-388's underground labyrinth. After checking the status of her Power Suit, Samus set out to complete her mission. Now her confrontation with the Metroids begins once more. Whether she succeeds in stopping them for good is up to you!



**SAMUS'  
GUNSHIP**



**METROID**

# CONTROLS

## Original Game Boy Controls

### D-PAD

← or →:  
Move Samus normally  
or while in Morph Ball  
Mode.

Move sideways when  
using Spider Ball.

↑:  
Aim Samus' Arm  
Cannon upwards.

Move upwards when  
using Spider Ball.

↓:  
Crouch and aim  
Samus' Arm Cannon  
downwards.

Activate Morph Ball  
Mode while crouching.

Activate Spider Ball  
while in Morph Ball  
Mode.

Move downwards  
when using Spider  
Ball.

Shoot downwards  
while in the air.



### A

Jump. Hold to jump higher.

Spin Jump by holding ← or  
→ while jumping.

Jump while in Morph Ball  
Mode once you have the  
Spring Ball.

Deactivate the Spider Ball  
while in Morph Ball Mode.

### Select

Switch  
between  
shooting  
Beams or  
Missiles out  
of Samus'  
Arm  
Cannon.

### Start

Start Game  
from Title  
Screen  
  
Pause Game  
  
Use Save  
Stations

### B

Fire Beams or  
Missiles from Samus'  
Arm Cannon.

Plant Bombs in Morph  
Ball Mode.

### In-Game Reset

You can reset the Game  
any time during Gameplay  
by pressing:

**A + B + Start + Select**

## 3DS Virtual Console Controls

### L & R

Hold L & R during Gameplay and press Y to change the Screen Color Scheme between Black & White or Original Game Boy Green.



### X

Hold to access the Virtual Console Menu.

### Circle Pad

Functions the same way as the D-Pad.

### Y

Functions the same way as the Select Button.

### Touch Screen

Touch the Touch Screen to access the Virtual Console Menu. Refer to Electronic Manual for this Game from the Home Menu and select "Virtual Console Functions" for more information.

### Original Controls

The D-Pad, A, B, Start, and Select Buttons function the same way on the 3DS Virtual Console as they did on the Original Game Boy. You can even do an In-Game Reset by pressing A + B + Start + Select.

### Original Resolution Mode

Hold Start or Select when loading the Game from the 3DS Home Menu to launch the Game in Original Resolution Mode. In this Mode, the Screen Size is the same as the Original Game Boy and has a Game Boy for a Border that takes advantage of the 3D Slider!



# HUD & Saving

## Heads Up Display (HUD)



Your HUD

The Heads Up Display, or HUD for short, appears on the bottom of the Screen. It shows Samus' current Mission Status, Power Suit Energy, and Missile Count and should always have an eye kept on it.



### 1 Energy Tanks:

If Samus' Energy drops to 0 and she has an Energy Tank in reserve, it will restore her Energy to 99. Tanks will automatically be refilled little bit by little bit by gathering Energy Orbs or using Energy Batteries. Samus can hold up to 5 Energy Tanks.

### 2 Energy:

This monitors the Energy level of Samus' Power Suit. Naturally, you'll lose Energy when you take damage, but can restore it with Energy Orbs or Energy Batteries. If your Energy drops to 0 and you don't have an Energy Tank, the Power Suit fails, Samus dies, and you'll start from the last place you saved the game.

### 3 Missiles:

This monitors Samus' current cache of Missiles. She can't fire Missiles if the count is at 0, but you can restore her supply by grabbing Missile Packs or using Missile Batteries. Samus initially starts with the ability to carry 30 Missiles Maximum, but can raise that Maximum up to 250 by collecting Missile Tanks.

### 4 Metroids Remaining:

This shows the amount of Metroids left on Planet SR-388. It starts at 39 and drops each time a Metroid is destroyed. Once it drops to 0, Samus' Mission is complete and she can leave the planet.

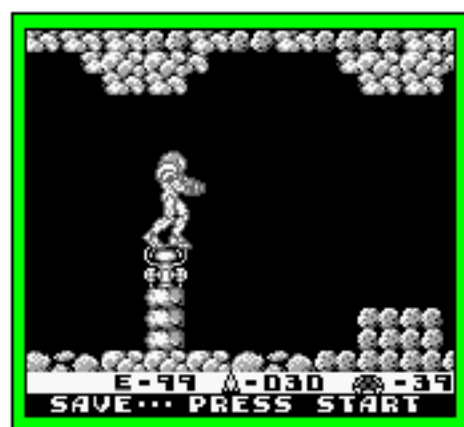
### 5 Metroids In Area:

When the Game is paused, the Metroids Remaining counter will be replaced by this counter. It shows how many Metroids must be destroyed before the next Area to explore opens up.

## Saving The Game

Saving your Game is very simple. When you find a Save Station, jump on top of it and press Start when prompted to Save Game Progress. If Samus dies before saving, she'll start at her Gunship at the very beginning of the Game, so Save often.

Be sure to have your Energy and Missile counts at good amounts when Saving so you don't continue your Save in an exhaustive state!



Press  
Start



Save Station



Samus' Gunship

If you want to delete a Save File, highlight the Save File you wish to delete on the Title Screen and press Select. The word "Clear" will appear under the Save File. Hold ↓ on the D-Pad to move the cursor down to "Clear" and keep it there, then press Start to delete the Save File.

Be careful though! Save Files that have been deleted can not be recovered! You can cancel the deletion process by pressing Select to remove the "Clear" Option from the Title Screen.



Press  
Select



Press  
↓, then  
Start



### 3DS Virtual Console Save Features

If you're playing this Game on the Nintendo 3DS' Virtual Console program, you have 2 additional forms of saving the Game.

Restore Points allow you to make a permanent Save that can be used, though it will rewrite the actual Game's internal Save Data when used. Suspend Points can be used to create a temporary Save when closing the Game from the Home Menu that is restored, then deleted when the Game is played again.

For more information on these Save Types, refer the Game's Electronic Manual from the 3DS Home Menu and select the "Virtual Console Functions" section.

# Samus' Arsenal

Samus starts her Mission with the Morph Ball, 30 Missiles, and her standard Arm Cannon Beam. However, she'll find several Upgrades for her Power Suit and Arm Cannon as she explores the depths of Planet SR-388. Here's what she can find to expand her arsenal against the Metroid threat.

## Starting Arsenal



### Standard Beam:

Samus' Standard Beam fires a small burst of energy that does minimal amounts of damage to enemies. Be sure to find better Beam Upgrades!



### Missiles:

Samus' Missiles are concussive in nature and do severe damage to enemies. However, she only has a limited amount so use them sparingly.



### Morph Ball:

Samus' Morph Ball allows her to compress her body and move through small tunnels and spaces she couldn't access otherwise.

## Energy Power-Ups



### Energy Orbs:

Dropped on occasion by defeated enemies, these restore a bit of Samus' Energy. Small Orbs restore 5 Units, while Large Orbs restore 20 Units.



### Energy Battery:

Energy Batteries are a scarce commodity, but are always a welcome sight. They restore all of Samus' Energy Units and Tanks when touched and can be used infinitely.



### Energy Tank:

Energy Tanks allow Samus' Power Suit to take more damage by increasing her maximum Energy Units by 100. There are 6 in the Game, but Samus can only carry 5.

## Missile Power-Ups



### Missile Packs:

Dropped on occasion by defeated enemies, these replenish Samus' Missile supply. Each one replenishes 5 Missiles.



### Missile Battery:

Missile Batteries are rare finds, but are greatly welcome when found. They replenish Samus' Missile supply to it's current maximum when touched and can be used infinitely.



### Missile Tank:

Samus starts her Mission with only 30 Missiles. Missile Tanks increase the maximum amount of Missiles she can carry by 10. There are enough to raise her maximum Missile count to 250.

## Beam Upgrades



### Ice Beam:

The Ice Beam increases the attack strength of Samus' Beam and also temporarily freezes most enemies allowing you to pass them easier or use them as platforms.



### Wave Beam:

The Wave Beam fires a strong permeating shot that flies in a wavy pattern and goes through walls and armored enemies like Halzyns or Motos.



### Spazer Beam:

The Spazer Beam fires 3 simultaneous shots in a vertical wave. Each separate shot does moderate damage, while all 3 together can hit multiple enemies.



### Plasma Beam:

The Plasma Beam fires a long and powerful horizontal beam that can destroy multiple enemies in one shot. While it can go through walls, it can't go through enemy armor.



## Morph Ball Upgrades



### Bomb:

With this upgrade, Samus can plant up to 3 Bombs while in Morph Ball Mode. If a Bomb explodes under her, she'll do a Bomb Jump which is useful until you find the Spring Ball.



### Spider Ball:

This upgrade allows Samus to crawl along walls and ceilings to reach otherwise inaccessible areas. It will deactivate if you press A or Bomb Jump so be careful.



### Spring Ball:

This upgrade allows Samus to jump while in Morph Ball Mode. You'll have to wrestle this very useful upgrade from Arachnus before you can grab it though.



## Jump Ability Upgrades



### High Jump Boots:

This upgrade more than doubles the height of Samus' Jump. It also increases the Spring Ball's jump height a little bit as well. Just remember to hold A to jump higher.



### Space Jump:

This upgrade requires good timing with the Spin Jump in order to jump infinitely. The key is to alternate between going left and right when using the Space Jump.



### Screw Attack:

This upgrade turns Samus' Spin Attack into a deadly buzz saw-like attack that destroys many enemies in one hit, even armored ones like Motos and Ramulken.



## Other Items & Upgrades



### Varia Suit:

This upgrade improves the armor of Samus' Power Suit. It not only halves all damage she takes, it also slows the amount of damage she takes from hazards like magma.



### Chozo Statue:

Left behind by the Chozo, an ancient alien civilization few know about, these statues hold capsules in their claws that contain most of Samus' Power Suit Upgrades. Just break open the capsule with any weapon to get what's inside.



# Creatures of SR-388

Metroids are not the only denizens of Planet SR-388. There's a large menagerie of native creatures that live within the Planet's sprawling catacombs as well. While many of the creatures are organic and act on instinct, you'll also come across old machines and robots that have malfunctioned and will attack you with little thought.



## Yumbo:

Yumbos fly horizontally back and forth in a set area. They don't do much damage and are easily defeated.



## Hornoad:

This amphibious creature will hop forward in an attempt to charge into Samus. A few Beam shots or a Missile will take them out quickly.



## Tsumuri:

These snail-like creatures traverse the walls, ceilings, and floors of whatever surface they're on. They're fairly weak and easily dispatched however.



## Seerook:

Seerooks fly about in a set area going back and forth like Yumbos. They're also as weak as Yumbos as a single attack will defeat them.



## Moheek:

Moheeks travel along walls and ceilings like Tsumuris. However, they can do massive damage with their electricified tendrils and take more hits to defeat.



## Yodare

Also known as Arrows, Yodares are leech-like parasites that will drop from ceilings trying to bite Samus. A single shot destroys them easily.



## Mumbo:

As you may have guessed from their name and appearance, Mumbos act like Yumbos flying in set areas and doing little damage. A single shot defeats them.



## Chute Leech

Chute Leeches jump into the air when they see Samus, then glide back and forth back to the ground trying to bite her. They take several hits to defeat.



## Needler

These urchin-like creatures patrol platforms, walls, and ceilings much like Tsumuris and are just as weak. A single shot can defeat them.



## Gawron:

These creatures float out of special nests, get to Samus' level, then charge at her. A single hit takes them out and if you defeat enough from a nest, they'll stop spawning.



## Gullug:

Odd bat-like creatures, Gullugs fly in a set area in a circular pattern trying to attack Samus. They take several hits to destroy.



## Wallfire:

Wallfires are old security robots that fire balls of energy at Samus when they spot her. A single hit destroys them with ease.





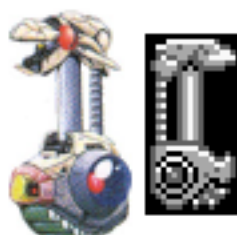
**Septogg:**

Completely harmless, Septoggs can be used as stepping stones, though they can't hold Samus for long and fly downward when she stands on them.



**Senjoo:**

Senjoos fly in a set area in a diamond-like pattern and their spikes are sharp enough to pierce Samus' armor. They take several hits to defeat.



**Autrack:**

These robotic turrets rapidly fire lasers when they see Samus. They take several hits to destroy, but it's hard to do so unless you're behind them.



**Blob Thrower:**

These flowers extend their stems and begin spewing acidic blobs when Samus gets close. Only the Wave Beam can harm them.



**Arachnus:**

This odd creature guards the Spring Ball. It's armored hide protects it from most attacks. Attack it with Bombs when it's not curled into a ball.



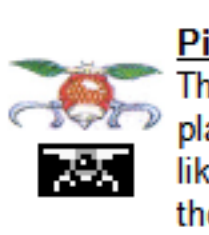
**Autoad:**

These old sentry drones are malfunctioning. They'll jump around trying to stomp Samus. They take a lot of hits to destroy so aim carefully.



**Halzyn:**

These creatures fly in an erratic pattern in a set area and their armored wings block most attacks. Attack from below if you don't have the Wave Beam.



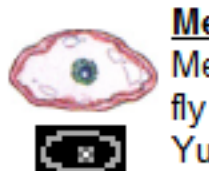
**Pincher Fly:**

These insects can be found in many places and fly back and forth in a set area like Yumbos. A single attack will defeat them easily.



**TPO:**

These sentry drones fly back and forth in a set area like Yumbos, and like Yumbos, they do very little damage and are destroyed in one hit.



**Meboid:**

Meboids are highly-evolved amoebas that fly back and forth in a set area like Yumbos. They don't do much damage and are defeated in one hit.



**Yumme:**

These small robots rise from small nest areas to Samus' level like Gawrons, then charge at her. A single hit destroys them and destroying enough clears the nest.



**Gravitt:**

Gravitts hide in the ground and pop out of it to charge at Samus when she gets close. They can't take much damage, but can only be hit when above ground.



**Shirk:**

These old sentry drones will chase after Samus trying to ram into her with their spikes. They're pretty durable so use a strong Beam or Missiles to destroy them.



**Autom:**

These sentry drones slide along a track on the ceiling spewing intense flames from time to time to block Samus' path. They're indestructible.

# Creatures of SR-388

(CONTINUED FROM PAGE 11)



## Proboscum:

These old robots are harmless and can be used as stepping stones. However, their platforms bend down at times so time your jumps carefully.



## Skorp:

Skorps hide underground and pop out when Samus is near. They'll attack with their spinning pincers and take a few hits to defeat.



## Octrol:

These octopi jump high, then glide back to the ground in a zig-zag pattern trying to slam Samus. They take a few hits to defeat.



## Flitt:

Flitts are harmless amoeba-like creatures you can use as stepping stones. Just look where you leap, as some Flitts phase in and out of this reality from time to time.



## Motto:

These large beasts patrol some platforms moving back and forth. Their mask-like faces block attacks so use the Wave Beam or attack from behind.



## Glow Fly:

Glow Flies cling to some walls. If they begin glowing, take cover as that means they're going to jump from one wall to another. They're easily defeated however.



## Drivel:

This bat-like creature flies in a u-shape pattern and spits acidic blobs from above at Samus. They take a few hits to defeat.



## Skreek:

Skreeks live in some magma pools. When Samus gets close, they'll jump out and spit fireballs at her. It takes a few shots to defeat them.



## Gunzoo:

This sentry drone patrols some ruins and fires an energy blast when it locks on to Samus. It takes several hits to destroy it.



## Ramulken:

These beasts jump around trying to slam into Samus. Their helmet-like heads block all attacks except the Wave Beam and Screw Attack.

### Bantee Metroid:

Bantee Metroids are newly hatched and imprint on the first living thing they come in contact with like a baby bird. While they may be more docile than their more adult siblings, their ravenous appetite doesn't make them any less dangerous. Perhaps with a bit of luck, one may be able to tame one...



### Metroid:

The original Metroids make a return late in the Game. Unlike their mutated siblings, you must freeze these parasites with the Ice Beam before you can destroy them with 5 Missiles. If they latch on to you, they'll drain your Energy. If this happens, either drop Bombs or leave the room to shake them off.



### Alpha Metroid:

The first mutation Metroids go through after intense exposure to Beta radiation is this one. They'll fly forward a bit, pause, then fly forward again as they charge after Samus attempting to bite her and drain her Energy. Hit the parasite with 5 Missiles to destroy it.



### Gamma Metroid:

The second Metroid mutation attacks similarly to Alphas, but it can also create a whip of electrical energy to defend itself. It takes 10 Missiles to destroy these parasites. Just watch your aim as the electrical whip they use can block Samus' Missiles.



### Zeta Metroid:

The third Metroid mutation truly is a nightmare to behold. It's flight pattern is similar to Alphas and Gammas, but it's attacks have evolved. It will not only spit balls of energy at you, it also gains an armored hide, so you can only hit it's face and stomach with Missiles. If they hit anywhere else, the attack will be blocked. It takes 20 Missiles to destroy them.



### Omega Metroid:

The fourth Metroid mutation attacks just like a Zeta Metroid. It's just bigger and does more damage. By the time you reach your first Omega Metroid, you should have the Screw Attack which you can use to block it's attacks. You'll still need to hit it's mouth and stomach with Missiles to damage it however. It takes 30 Missiles to bring these beasts down.



### Queen Metroid:

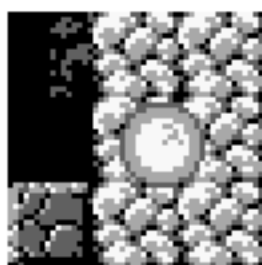
The fifth and final Metroid mutation is the most powerful as one might suspect. It's capable of laying eggs that hatch new Metroids which is all the more reason it must be destroyed in order to rid the galaxy of the Metroid threat once and for all. The royal parasite has two attacks. It will alternate spitting strange projectiles at Samus that bounce off the walls a few times before disappearing, or it will lunge it's head forward, sometimes even opening it's mouth in the process. Avoid the lunge by jumping and use your shots or Screw Attack to get rid of the projectiles quicker. You'll need to attack it's head with over 100 Missiles to destroy it. Rumor has it though, it's stomach is a bigger weak point. If there were only some way of getting to it, you could destroy the Queen Metroid faster...





# Planetary Obstacles

The Metroids and other inhabitants of SR-388 aren't Samus' only problems on the danger-filled planet. Several obstacles that either bar her path or harm her will also prove problematic in their own way. This listing will show what you can expect to see.



## Hidden Passages:

There are any number of walls, floors, and ceilings you can pass through. Most of them require you to be in Morph Ball Mode to access them and usually lead to new areas.

## Sand Block:



Sand Blocks always come in large quantities and can be destroyed by any weapon. They not only block areas, they block attacks as well and respawn only if you go off screen.

## Bomb Block:



Bomb Blocks can only be destroyed using Bombs. While the example on the left is the most common Bomb Block, some tiles in hidden passages can be hidden Bomb Blocks.



## Missile Door:

Missile Doors appear in ruins and require you to blast them with 5 Missiles to open them. Once opened, they never close, allowing you to access the room they sealed off at any time so blast them open when you can.

## Spikes:



Spikes will damage Samus if she touches them and will knock her back in the opposite direction she was moving. There are many kinds, but the examples on the left are the most common.



## Water:

Water won't hurt Samus. She can move freely while in it, but when she tries to jump out of it, her jumping height will be stifled. Be careful around small pools with enemies!



## Blast Blocks

Blast Blocks can be destroyed by any weapon and usually block access to some areas. They'll respawn after a few seconds. If Samus is standing where they were when they respawn, she'll take damage.



## Vegetation Block:



These Blocks are similar to Sand Blocks in that they come in large quantities, can be destroyed easily, and block attacks. However, you can walk and jump through them.

## Missile Block:



There are only 2 Missile Blocks in the Game and they block the entry way into Area 07. As their name suggests, you'll need to hit them with Missiles to clear them out.

## Metroid Shell:

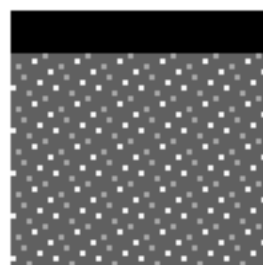


These shells serve as hints that a Metroid is in the area. You can jump inside them to access passages they may be blocking, though they'll stifle your jump when trying to jump out of them.

## Leech Weed:



Leech Weed siphons Samus' Energy if she moves while stuck in it. It's hard to maneuver out of it, though you can destroy it with any weapon. If you're stuck, try blasting your way out of it.



## Magma:

Magma slowly drains Samus' Energy if she falls into it. It also blocks access to new Areas. It will subside when all the Metroids in the current Area are destroyed.

## Crystal Block:



These only appear in the Final Area of the Game. Samus can't destroy them, though it's rumored that they're a favorite food of Bantee Metroids...

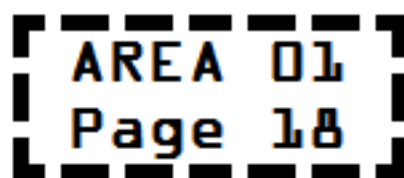
# Using This Guide

The Walkthrough for this Game begins on the next page. For each Area covered, there will be several Maps with different Markers on them to identify points of interest. Listed below are these Markers and what each one means.



## Section Marker:

If a section of map ends on a part of the Page, a Section Marker will appear to guide you to another section of the map that connects to the one that ended. Just find the other Section Marker whose letters match one another to find your place. If that other section is on another Page, a Page Number will appear next to the Section Marker.



## Area Marker:

Somewhat similar to a Section Marker, Area Markers show where a section of the map leads to another Area of the Game and what Page that Area can be found on.



## Tip Marker:

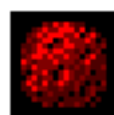
When there's a point of interest on the Map, you'll see a Tip Marker that points it out. Find the corresponding Tip Number to the number on the Tip Marker on the Pages following the Map to get a hint or strategy pertaining to that area that's been marked. The symbol on the Tip Marker denotes what the Tip will discuss. One thing to note is that these Symbols will serve as a quick call out on the Main Map for the Area so it's easier to see where everything is. You'll see for yourself as you read on.

General Tip	Metroid	Bomb
Energy Battery	Ice Beam	Spider Ball
Missile Battery	Wave Beam	Spring Ball
Save Station	Spazer Beam	High Jump Boots
Energy Tank	Plasma Beam	Space Jump
Missile Tank	Varia Suit	Screw Attack



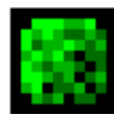
## Yellow Sections:

Yellow sections of a map denote hidden passages, most of which require the Morph Ball to access and usually serve as shortcuts or lead to new power-ups or upgrades.



## Red Sections:

Red sections of a map denote Bomb Blocks. Remember that the example on the left may be the most common Bomb Block, but there are many other varieties.



## Green Sections:

Green Sections of a map denote either a Missile Door or a Missile Block. You need 1 Missile to clear a Missile Block, but you'll need 5 to open a Missile Door.

# Walkthrough

## ATTENTION!!

Classified Information for your eyes only!  
Do not leak to public!

### OFFICIAL MISSION BRIEFING FROM THE GALACTIC FEDERATION POLICE AND CONGRESSIONAL COUNCIL

It has come to our attention over the course of several months of research and reconnaissance that there are still Metroids surviving on the Planet known as SR-388.

You have been hired via combined requests of both the Galactic Federation Police as well as the Federation's Congressional Council of political leaders to perform the following tasks on Planet SR-388:

- 1) Search for any surviving Federation Scientists and Federation Police Soldiers and rescue them if you can.
- 2) Find any and all Metroids and destroy them. The last informational feed we received claims high-concussive weapons like your Missiles should have a great effect.
- 3) Collect information about the Planet and any life-forms that may prove problematic for the Federation.

Prior to this briefing, you were informed to keep the nature of your Mission a secret to avoid causing panic amongst the public.

If you break this silence or are killed in the process of your Mission, the Federation will disavow any knowledge of you and the Mission. You may also face criminal charges.

You will receive the payment we agreed upon following successful completion of this Mission.

Good luck and stay alert.



BOUNTY HUNTER ID: 19860806

NAME: Samus Aran

AGE: 24

GENDER: Female

SPECIES: Human

BIRTH YEAR: 2055

HUNTER CLASS: AAA

SECURITY CLEARANCE: LEVEL 8

NOTES: Highly dependable. Samus uses a Power Suit that works only for her to complete her missions.

### MISSION LOG - ENTRY 001:

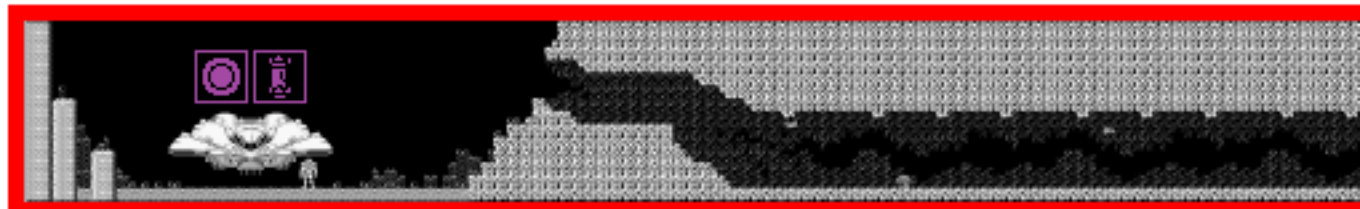
To say that I'm somewhat reserved about this Mission is an understatement. The Federation Police's top brass made the danger level of this Mission readily apparent as they went in to detail about the two scientific research teams and the Police team that went missing.

To think that Metroids are still alive and well on SR-388! The very notion almost seemed improbable, yet as I looked and listened through the broken transmissions from the Federation members who went missing on the planet, I could feel a sense of dread well up inside of me. The amount of money I'd be getting for this hardly seems worth it in hindsight.

Regardless of my reservations, I boarded my Gunship and headed straight for the parasite-ridden planet to begin my Mission. As I landed, I spotted the remains of the ships that came before me as well as the remains of their crews. They looked as if they had been eaten thus putting off any notions of finding survivors.

Despite the ominous scene, I steeled my nerves, checked the status of my Power Suit, and began to exit my ship to begin my Mission to destroy these parasites once and for all. Sometimes, I wonder if I'm too brave, or too foolish, to do this job. Then again, who else can do this job?

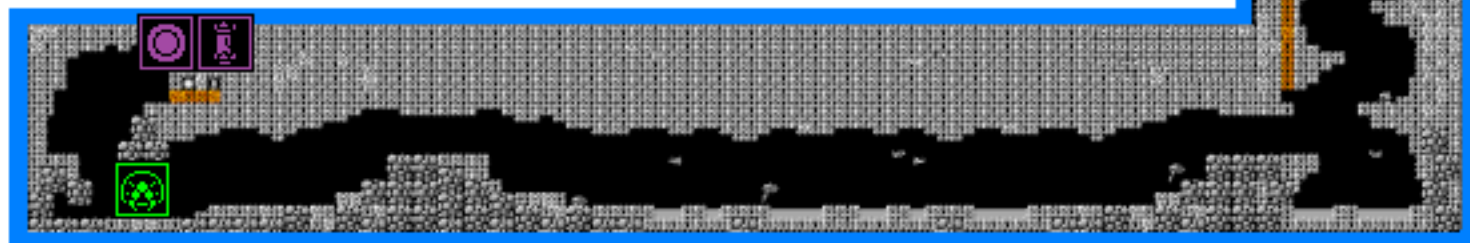
# Area 01: The Landing Site



SECTION

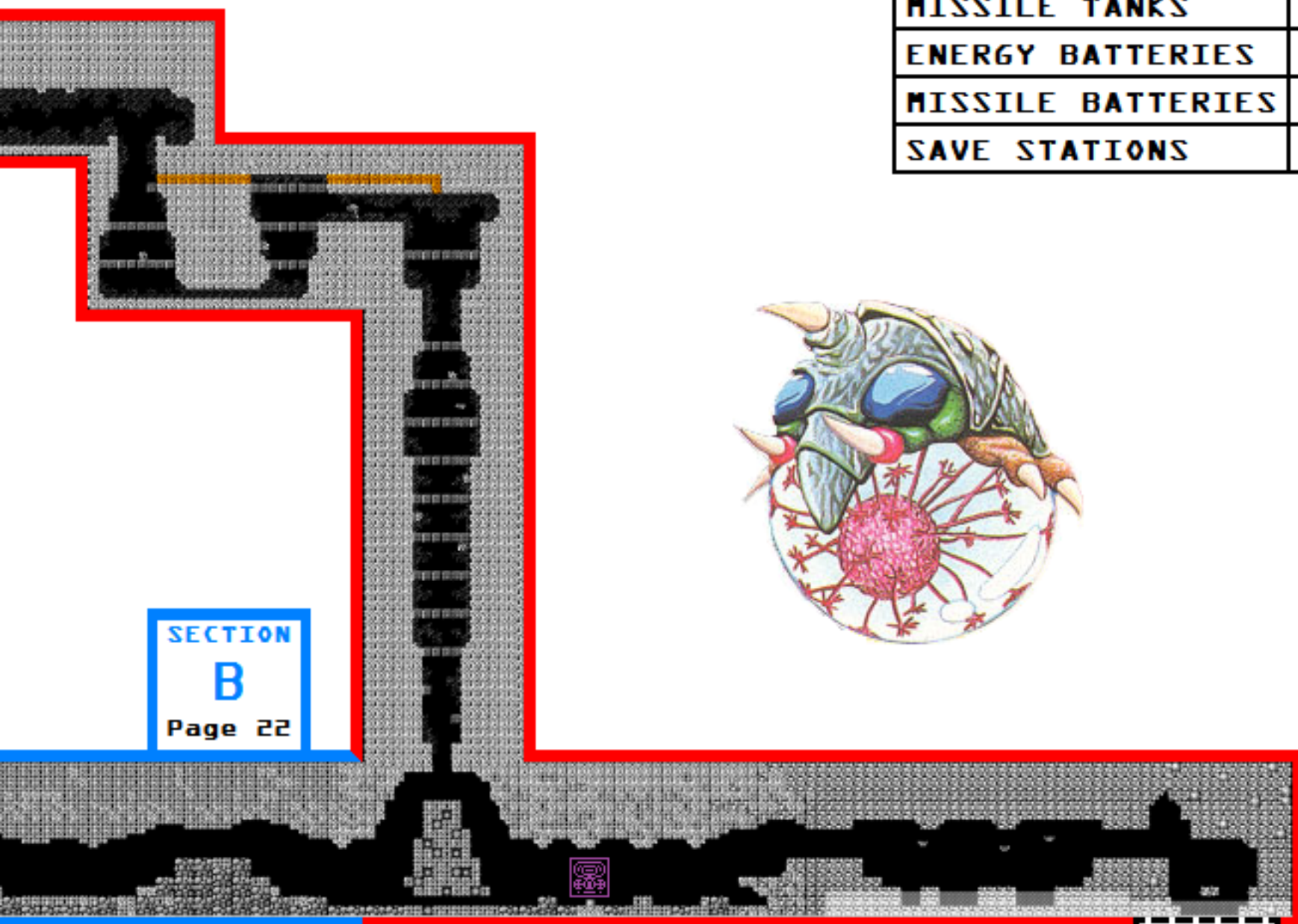
A

Page 20



This Area is fairly small and my sensors are only detecting 1 Metroid here. My Gunship should be fine here and will serve as a refuge if things get out of hand.

METROIDS	01
SUIT UPGRADES	00
ENERGY TANKS	00
MISSILE TANKS	00
ENERGY BATTERIES	02
MISSILE BATTERIES	02
SAVE STATIONS	01



SECTION  
B  
Page 22





AREA 02  
Page 24





# Area 01: Section A



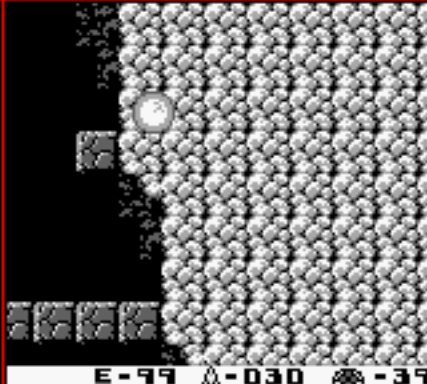
  **01** **THE GUNSHIP**


My personal Gunship serves as my Mission's starting point. I'll always start here unless I've found a Save Station. My Gunship also contains an Energy Battery and a Missile Battery that I can access anytime by jumping into the cockpit via the hatch door on top of the ship itself.




 **02** **HIDDEN PASSAGE**

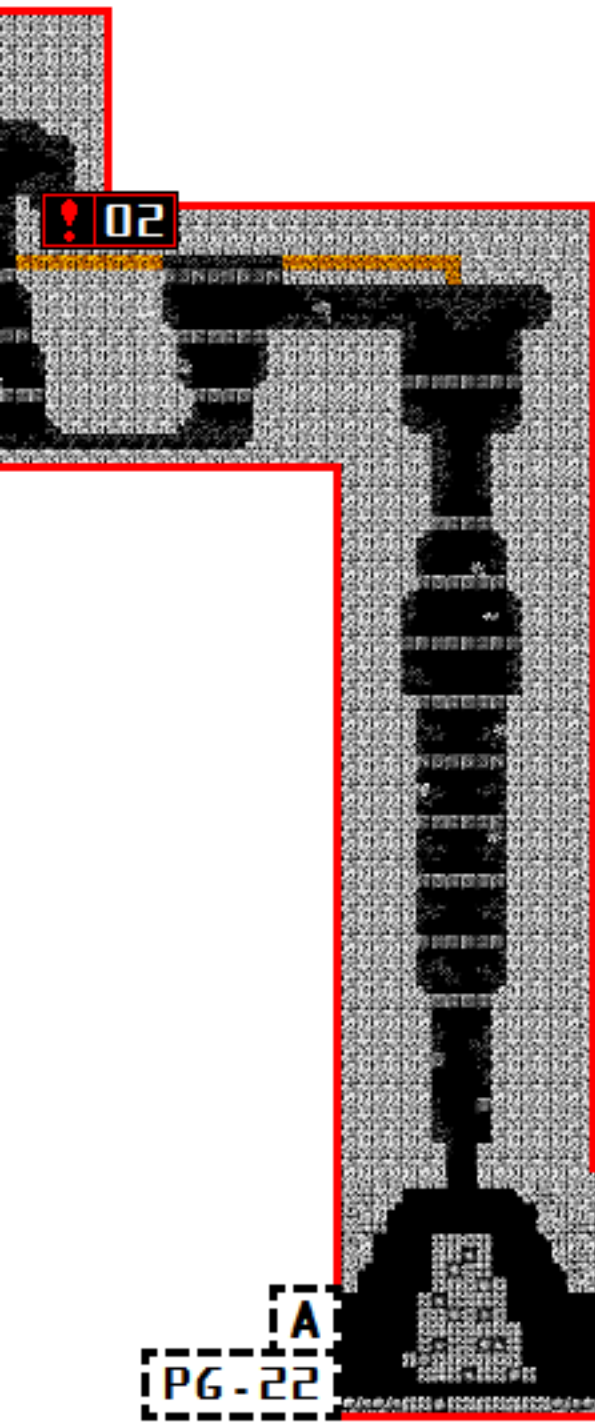
If I jump onto the first Blast Block I see when going down into this pit at this Point, I can access a hidden passage via my Morph Ball that will let me bypass a couple of Tsumuris and a Hornoad. I should get in the habit of finding similar passages like this to find new places or shortcuts.



 **03** **SAVE STATION 1**

I'll find a Save Station at this Point. I should make it a habit to use these whenever I find them. If my Power Suit fails, Save Stations will let me restart where I last used one. They keep records of the Suit Upgrades, current Energy, and current Missiles I had when I last used one.





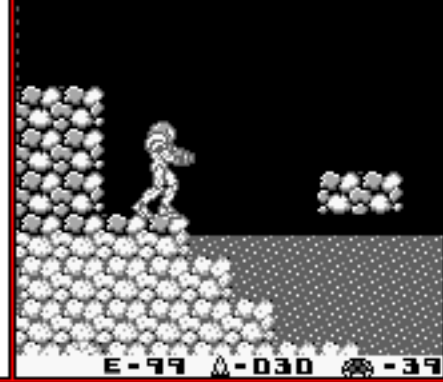
**! 04 MAGMA HAZARD**

My Power Suit, with or without it's Varia feature, protects me from many things, but the hot tempered heat of magma isn't one of them. I'll need to be careful not to fall in as magma will drain my Suit's Energy pretty badly. Some creatures may make this a bit difficult however...



**! 05 ACCESS DENIED: AREA 02**

A large amount of magma blocks my access to Area 02 here at this Point. Until I've destroyed the single Metroid that resides in this Area in Section B, the magma will remain. Once the Metroid is gone however, the magma should subside enough allowing me to access Area 02.

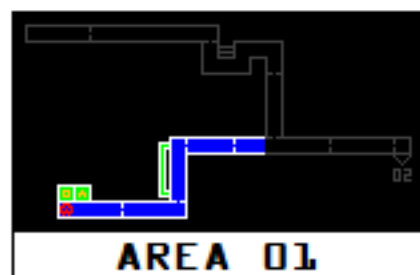


AREA 02  
Page 24



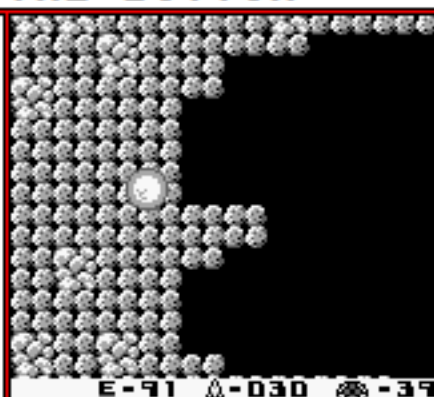


# Area 01: Section B



## ! 06 SHORTCUT TO THE BOTTOM

If I jump up to the small ledge at this Point and go into Morph Ball Mode, I can access a secret passage that leads to the bottom of this chasm. Unfortunately, I can't go back up it, so I'll have to climb the chasm the hard way when heading back from dealing with the Metroid at Point 8.



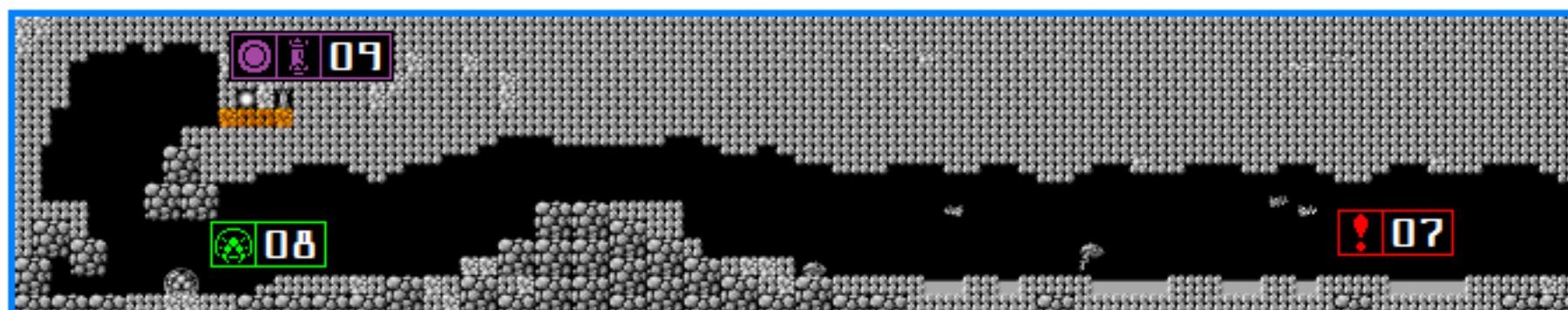
## ! 07 SHALLOW WATERS

There are several small pools of water in the passage way at this Point. They won't damage me, but if I do fall in, they'll stifle the height of my jumps making it harder to dodge the Yumbos and Hornoads that patrol the passage.




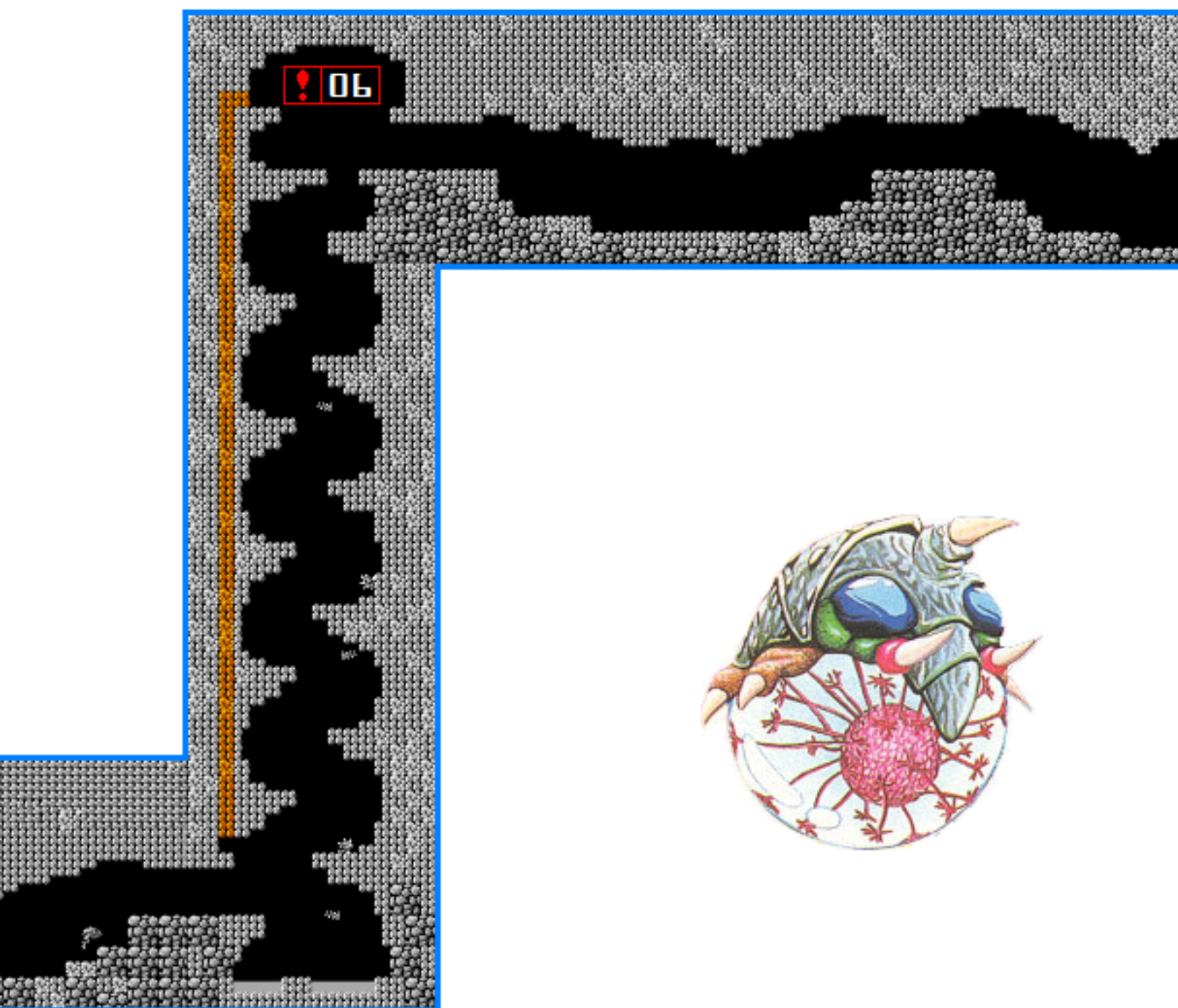
## 01/39 08 ALPHA METROID

The first of many of these mutated parasites will molt out of it's shell and charge at me when I get to this Point. If I keep a good distance between me and it, I can destroy this beast easily by blasting it with 5 Missiles. Once it's destroyed, an earthquake will occur making the magma blocking Area 02 subside.



**09** **A QUICK RECHARGE**

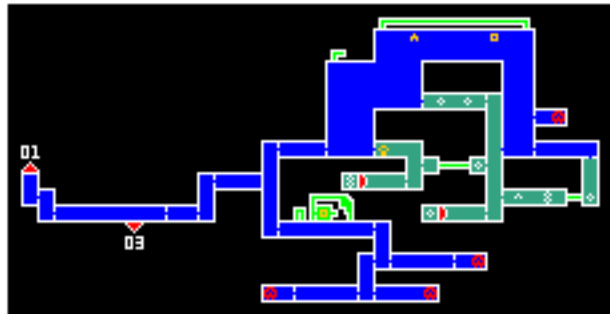
After destroying the Alpha Metroid, I can recharge my Energy and Missiles with the Energy and Missile Batteries hidden in this secret alcove at this Point. I'll need to use the Morph Ball to reach them. Once I'm recharged, I should head back to Point 5 and subsequently, the newly opened entrance to Area 02.

**A**  
**PG-20**



# Area 02: The Ruined Shrine



AREA 02



AREA 01  
Page 18

SECTION  
A  
Page 26

AREA 03  
Page 34



The next Area is a vast dome with the ancient ruins of a Chozo civilization similar to those found on Planet Zebes!  
I'm picking up 4 Metroids in this Area. No time to sight see.



METROIDS	04
SUIT UPGRADES	03
ENERGY TANKS	01
MISSILE TANKS	06
ENERGY BATTERIES	02
MISSILE BATTERIES	01
SAVE STATIONS	01

SECTION

**B**

Page 28



SECTION

**C**

Page 30

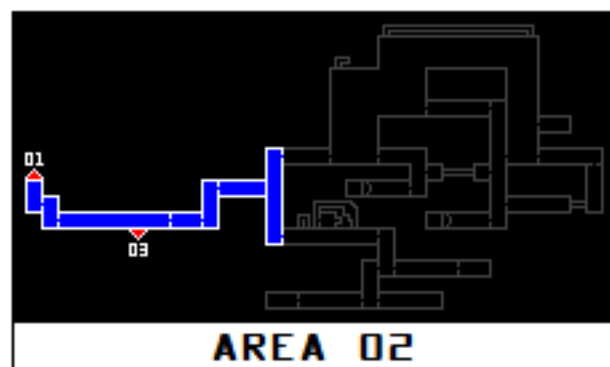
SECTION

**D**

Page 32



# Area 02: Section A

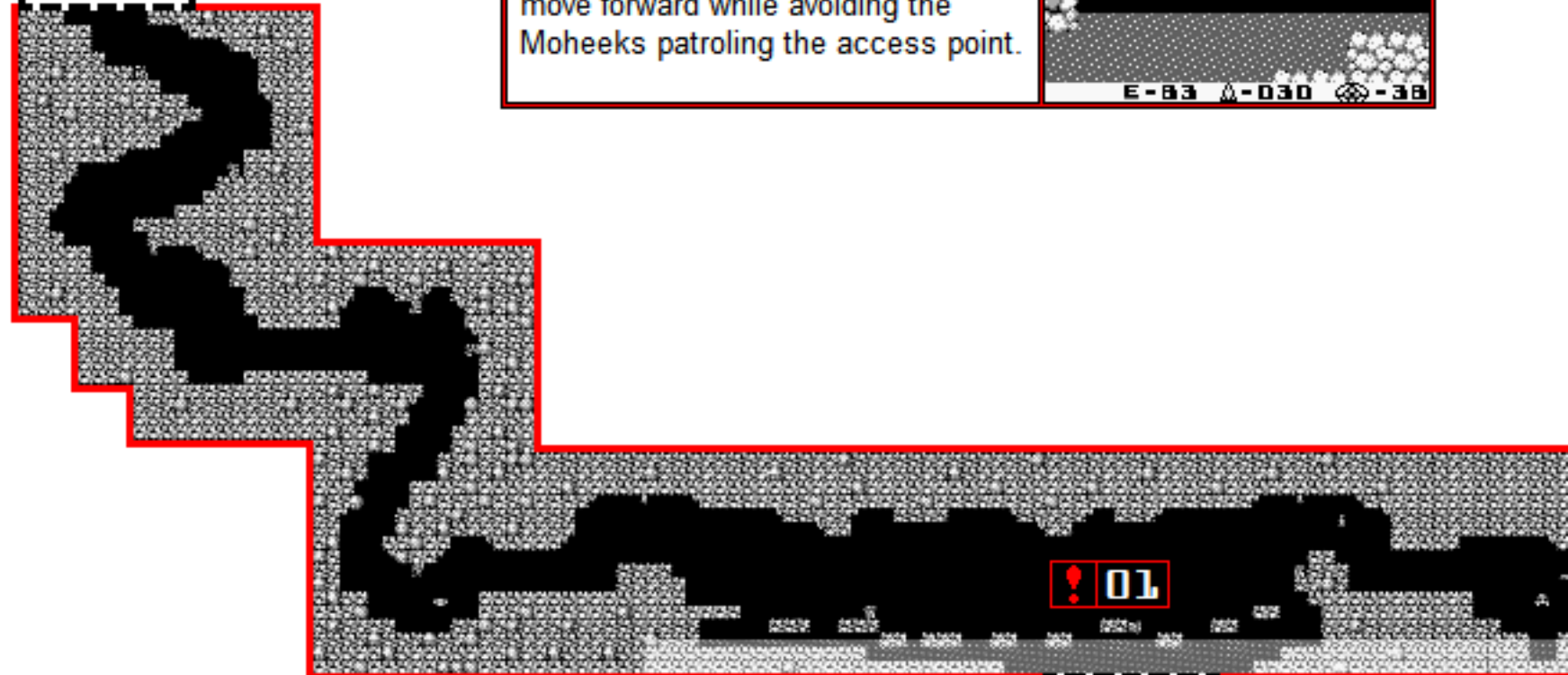


## ! 01 ACCESS DENIED: AREA 03

Access to Area 03 is blocked off by a large amount of magma. I'll need to eliminate the 4 Metroids in this Area in order for the magma to subside. For now, I'll just need to move forward while avoiding the Moheeks patrolling the access point.



AREA 01  
Page 18

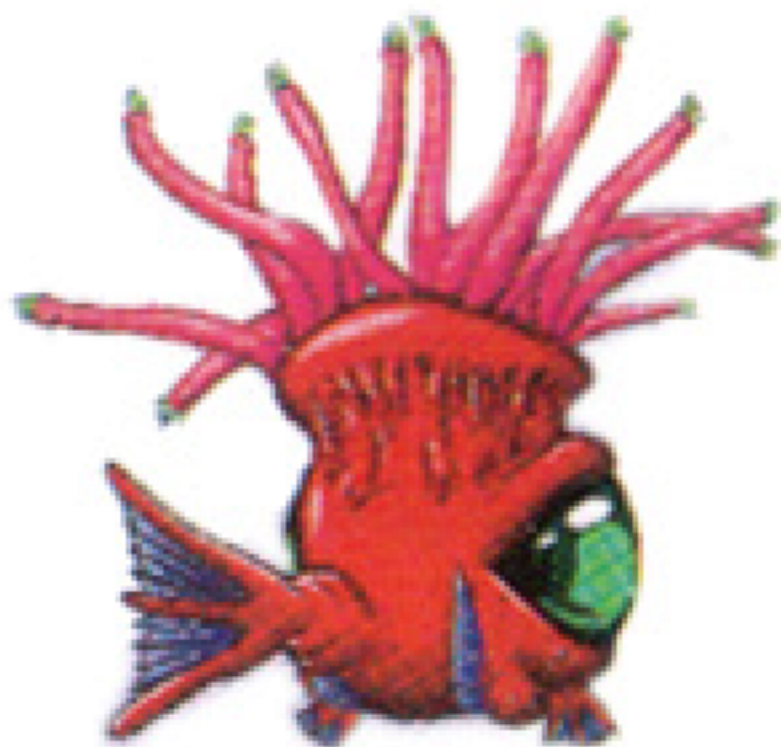


AREA 03  
Page 34

## ! 02 CHUTE LEECH BLOCKADE

Chute Leeches make their home in the magma pools at this Point. If they hit me, they may knock me into the magma pools, so I'll need to be careful as I jump from ledge to ledge. It's best to jump just as they're heading back into the pools, though I can jump under them too.





A  
PG-28

F  
PG-32

! 02

**! 03 TAKE THE HIGH ROAD FIRST**

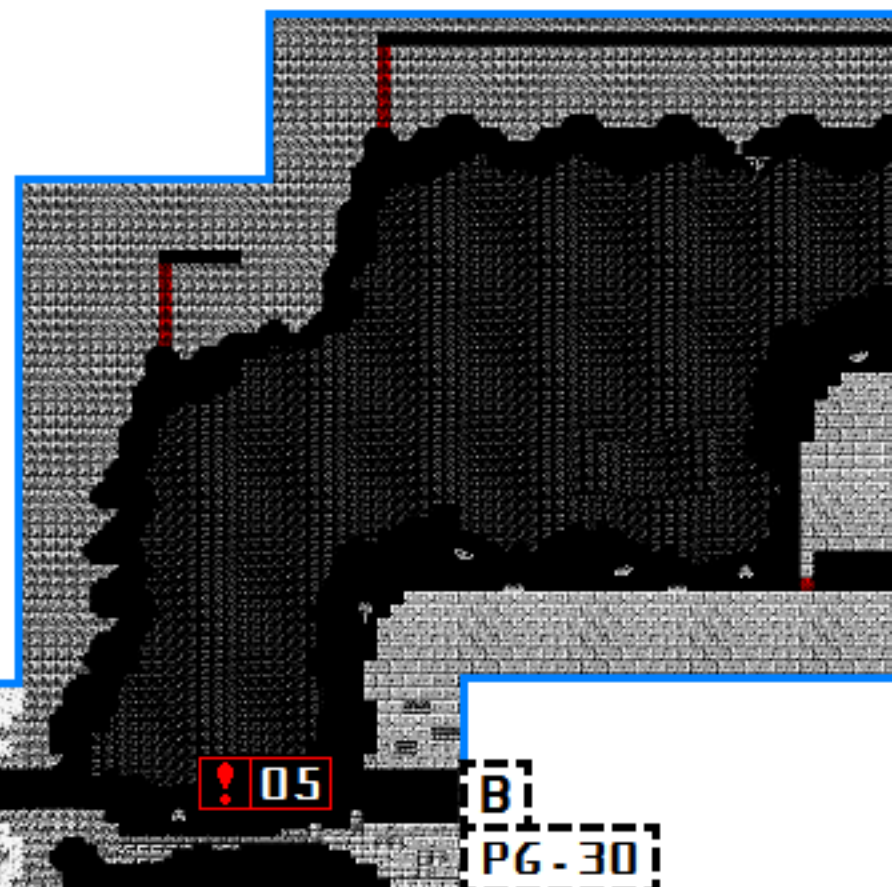
While I could go after the Metroids on the low road first, the upgrades I'll find for my Power Suit on the upper road will make navigating the low road easier. Whether I'm climbing or descending the chasm, I should take care not to bump into the Needlers that patrol the area.



# Area 02: Section B



AREA 02



A  
PG-26

B  
PG-30

## ! 04 GAWRON NESTS

Gawrons nest at this Point. I'll need to be careful not to get rushed by them when they leave their nest. A good way to get past them quickly is to jump high and make them fly high so I can run under them before another appears.



## ! 05 INTO THE SHRINE

My first order of business in this Section is to explore the old Chozodian Shrine. My sensors indicate that there are some much needed Upgrades and Tanks inside of it. I'm curious as to what I'll find.



## ☀ 07 SPIDER BALL

My Spider Ball lets me scale walls and ceilings by pressing ↓ in Morph Ball. I'll need to use it to exit the secret area via the false floor I went through to get here in the first place.



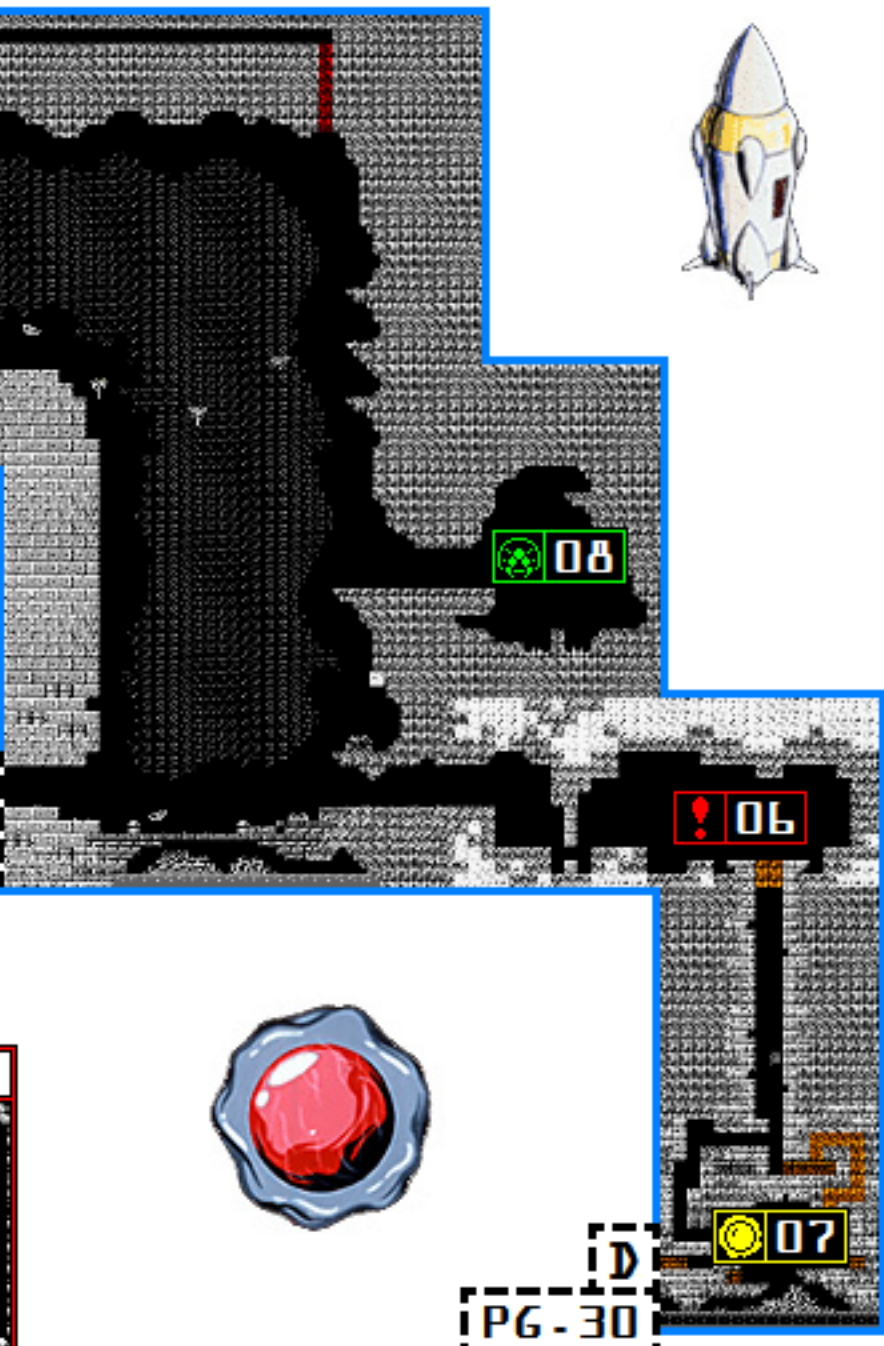
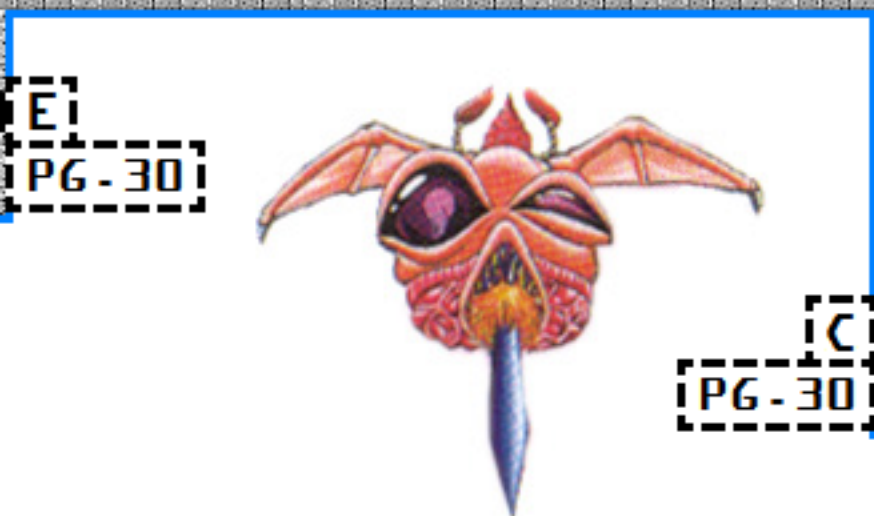
## 🕷 02/39 08 ALPHA METROID

I'll need to use the Spider Ball while on a nearby ledge to reach this Metroid at Point 8. If I stand over where I am in this screenshot, I can avoid being knocked into the spikes while I pelt the Metroid with 5 Missiles.



! 10

09



! 06 THE FALSE FLOOR

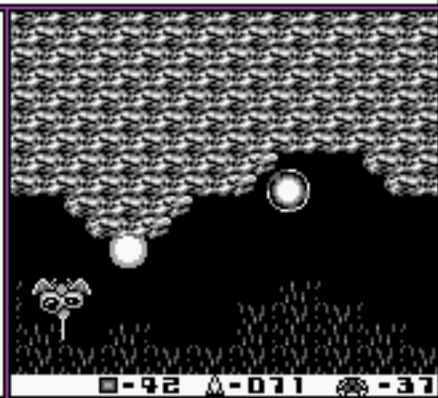
Once I've exited the old Shrine at Map Connection Point C, I can head into a nearby cave to the right that holds a false floor leading to a secret area containing the Spider Ball Upgrade for my Morph Ball.



D] PG-30

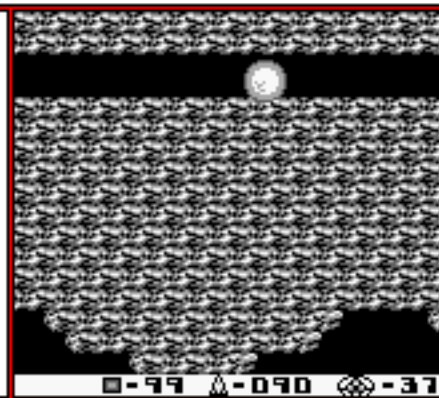
09 BATTERIES UP TOP

Using the Spider Ball at Point 8 will let me crawl along the ceiling of this cavern where I can find an Energy Battery and a Missile Battery. I'll have to be careful though, as one hit from the Gullugs will make me fall down below.



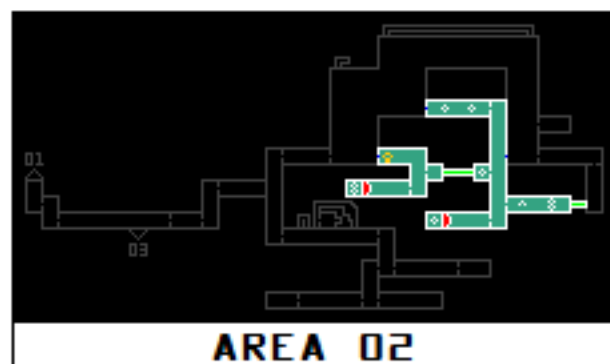
! 10 SECRET SHORTCUT

Using Bombs near the corners of the ceiling let's me access a secret tunnel that will let me bypass hazards on my way out of here. I'll need to be careful when laying Bombs however as they can cancel the Spider Ball.





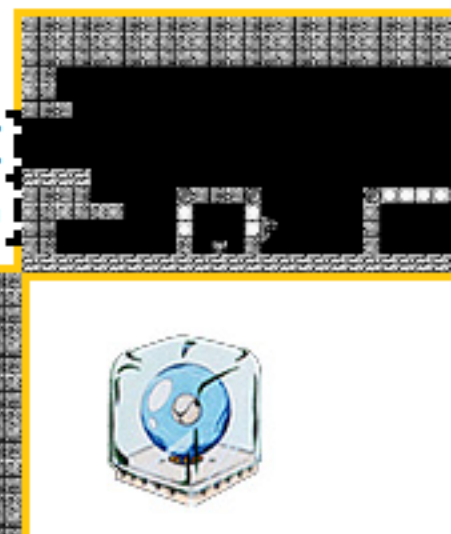
# Area 02: Section C



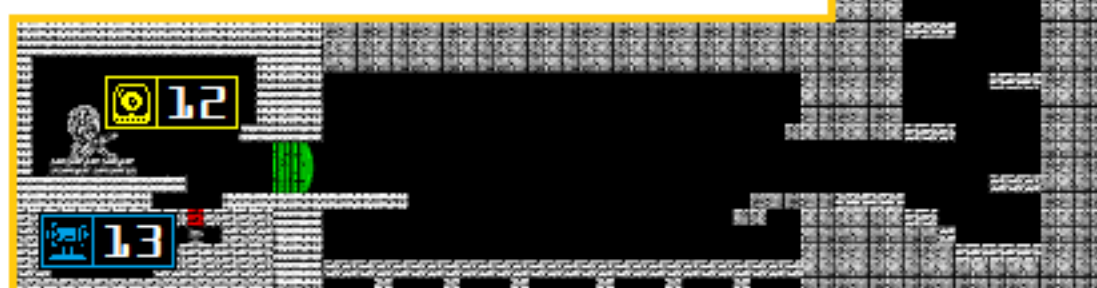
**B**  
PG-28



**E**  
PG-28



**!** 14



**12 BOMB**

To reach the Chozo Statue that has my Bombs at this Point, I'll need to blast open a Missile Door. I can plant up to 3 Bombs at a time by pressing B. I can use the Bombs to attack and to blast open new places to explore.

E-99 Δ-025 ⚙-38  
BOMB

**01/22 13 MISSILE TANK**

In the same room as the Bomb, I can plant a Bomb on the floor to gain access to a Missile Tank in a hidden area. I should pick up as many as I can as they increase my maximum Missile capacity by 10.

E-99 Δ-025 ⚙-38

**16 ICE BEAM**

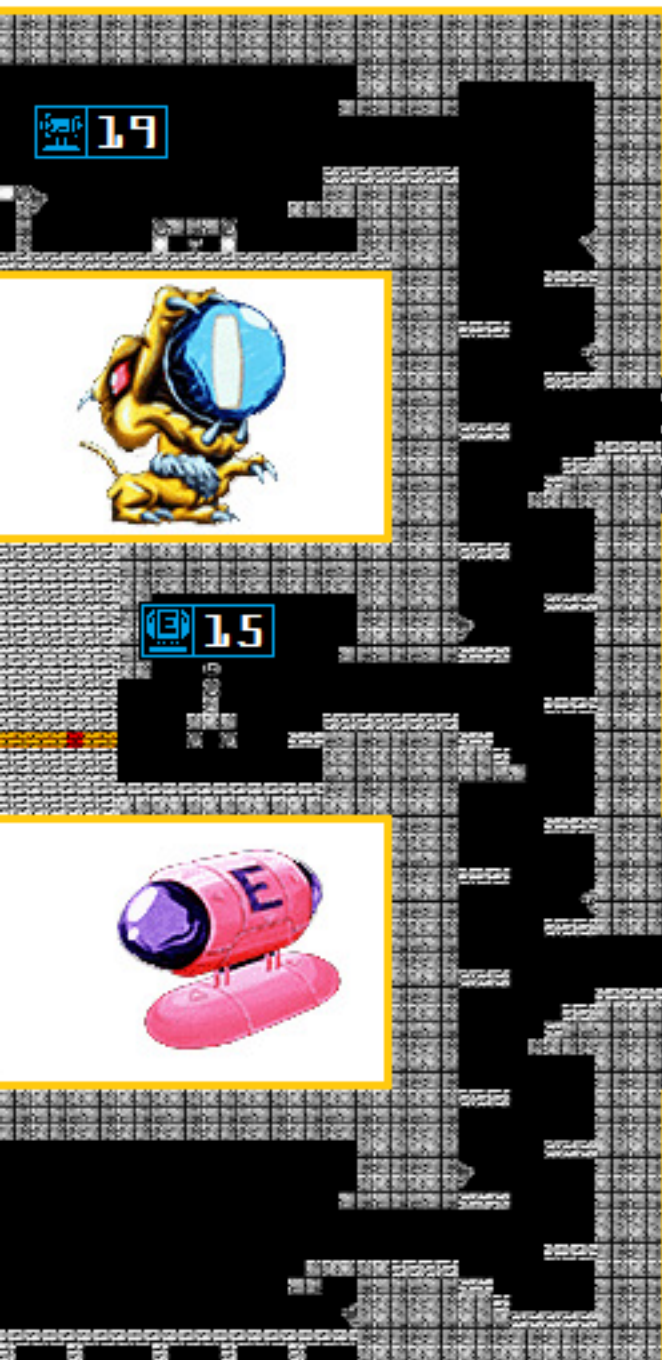
The Ice Beam at this Point is held by a Chozo Statue behind a Missile Door. The Ice Beam increases my Beam's strength and let's me temporarily freeze enemies to either use them as platforms or get past them easier.

□-99 Δ-030 ⚙-38  
ICE BEAM

**04/22 17 3 MISSILE TANKS**

There are 3 Missile Tanks at this Point. I can get 2 on the floor by getting through the Blast Blocks. The one on the ceiling however will require the Bombs and using the Spider Ball at Point 18 to reach the ceiling at all.

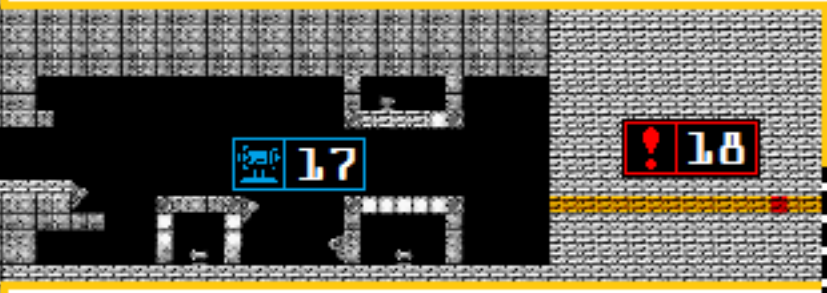
□-19 Δ-050 ⚙-38



**11 SAVE STATION 2**

This old Chozodian Shrine houses a Save Station. My sensors are picking up a couple of Upgrades for my Power Suit, so getting them should be my first priority after using the Save Station here.

C  
PG-28



D  
PG-28

**! 14 THE WALLFIRE'S SECRET**

After I take out the Wallfire at this Point, I can jump on top of its remains and use the Morph Ball to access a secret tunnel. Inside the tunnel, I can use the Bombs to blast open access to Point 15 on the other side of the tunnel.

**E 01/06 15 ENERGY TANK**

By heading through the secret tunnel at Point 14, I can access the Energy Tank here. These increase my Suit's Energy Capacity. Though I can only hold 5 at time, my sensors have detected 6 on this planet.

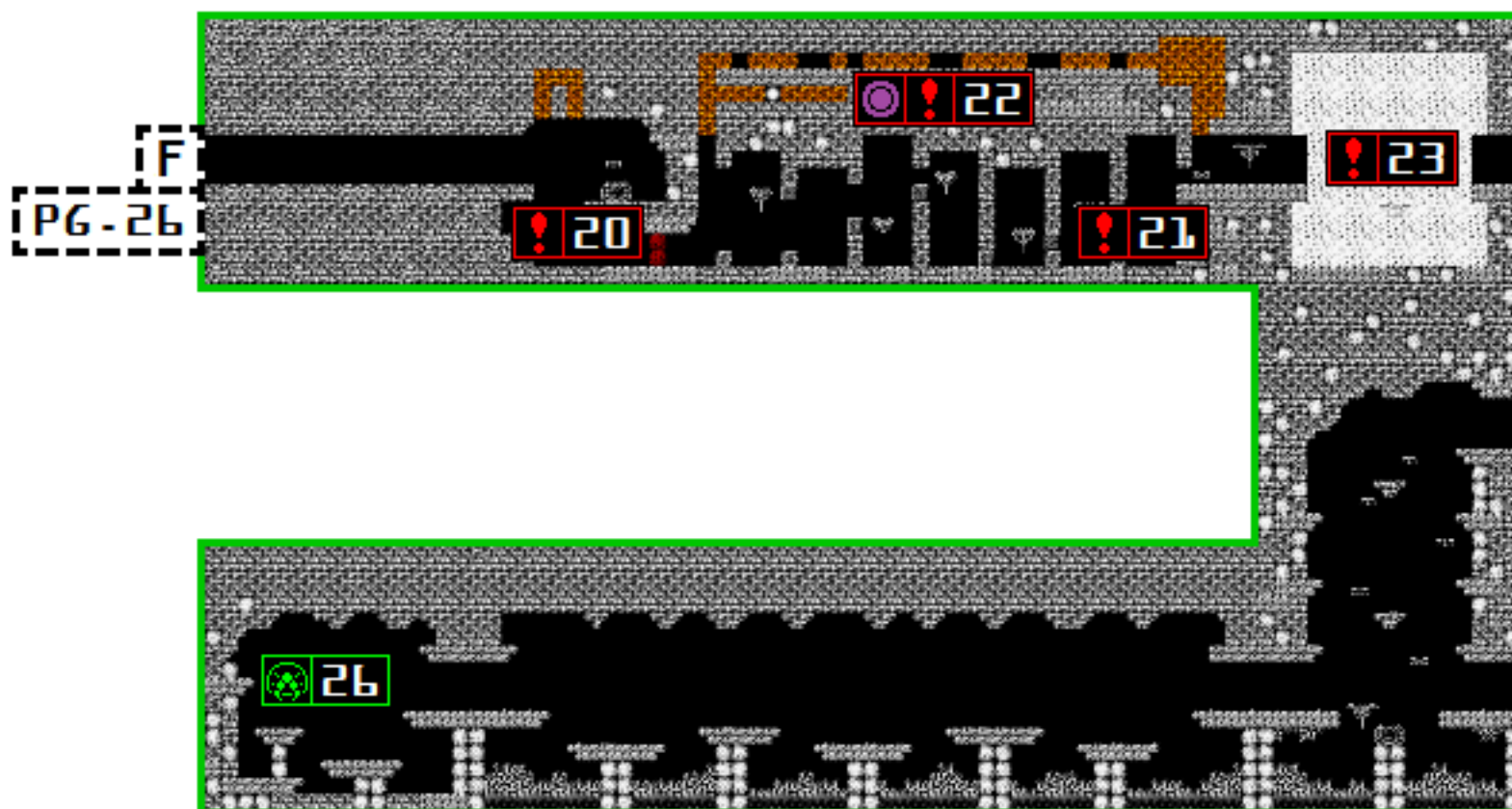
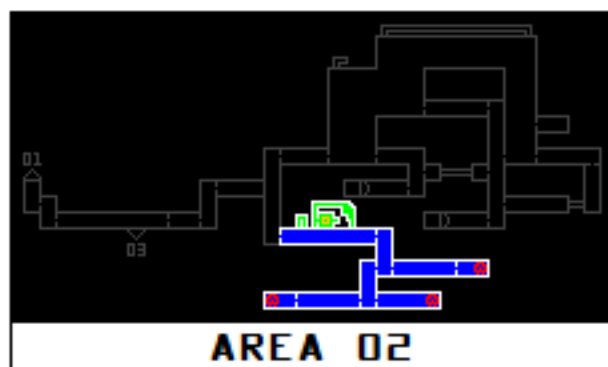
**! 18 DEAD END**

The secret tunnel at this Point leads to the room with the Spider Ball. It's a dead end however. Once I have the Spider Ball however, I can use the tunnel to reach a hard to obtain Missile Tank at Point 17.

**M 06/22 19 2 MISSILE TANKS**

To even reach this Point, I'll need to have the Spider Ball. Once I have it, I can crawl up the wall to reach this Point where I can get 2 more Missile Tanks. They're both on the floor behind Blast Blocks, but guarded by Wallfires.

# Area 02: Section D



**! 20 BOMBS REQUIRED**

In order to get any further in this Section, I'll need to get the Bombs from the ruined shrine in Section C. Once I have them, I can blast through the Bomb Blocks at this Point and move onward towards the Metroids in this Section.

**! 21 SPIDER BALL REQUIRED**

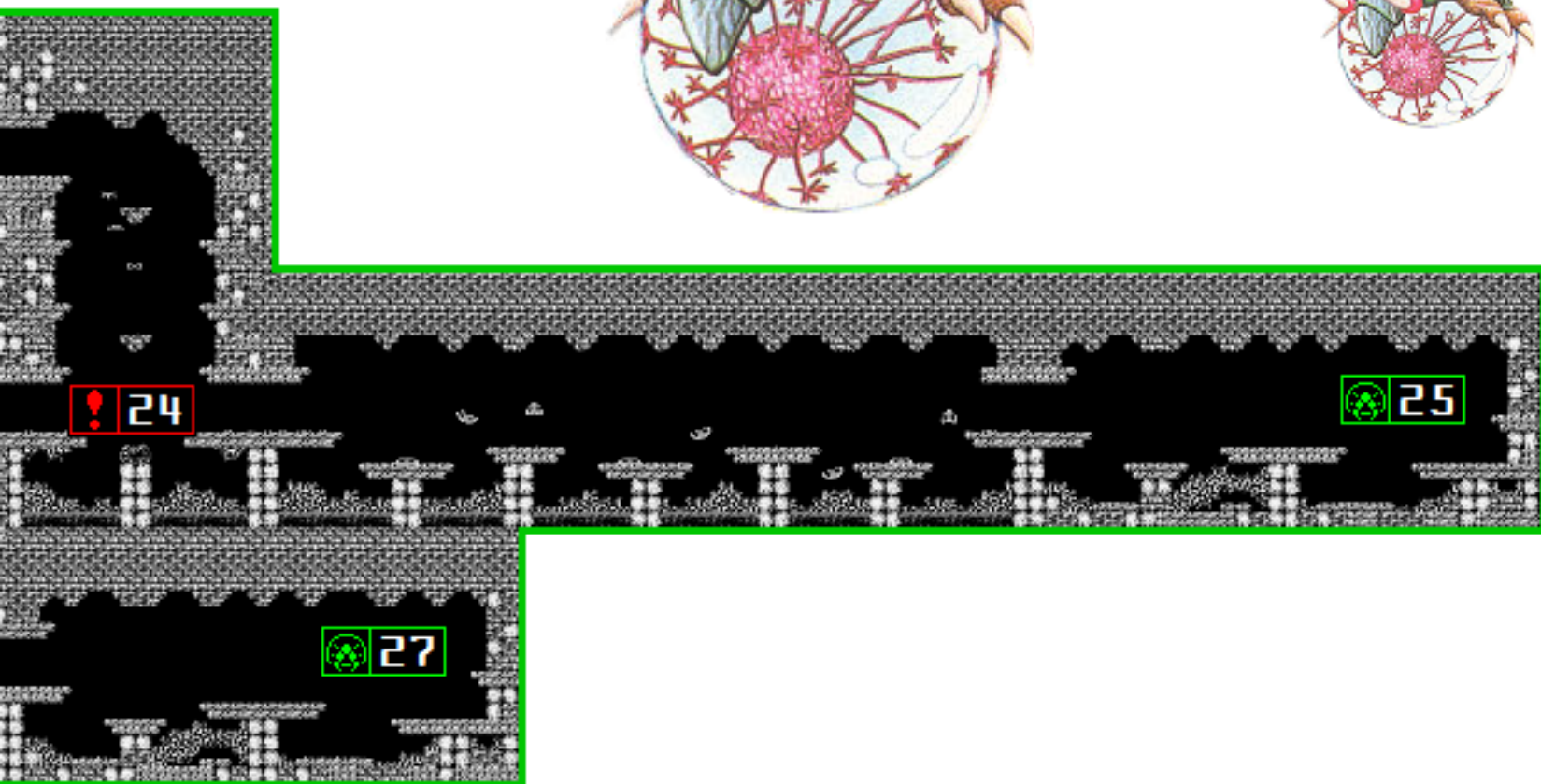
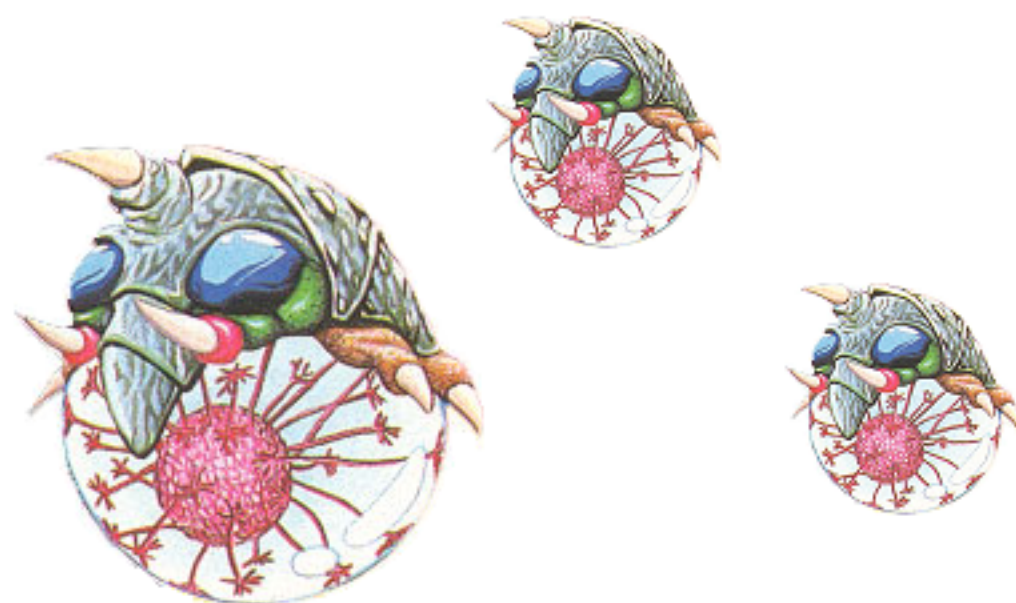
I could get up here with some well timed Bomb Jumps, but it's much easier to use the Spider Ball once I have it. I just need to be careful not to bump into the nearby Mumbo. A well placed Bomb will defeat it easily.

**! 24 LEECH WEED DOWN BELOW**

Throughout the lower reaches of this Section is a large amount of Leech Weed. It will drain my Suit's Energy if I get stuck in it, so I'll need to watch where I jump. If I do get stuck, I can blast it with any weapon to escape.

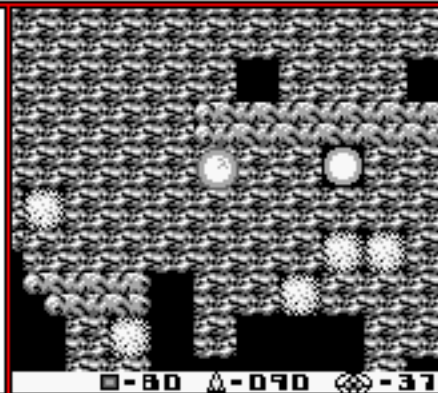
**03/39 25 ALPHA METROID**

I'll need to be careful not to get stuck in the Leech Weed in the small area where I fight this Metroid. If I can get to the far right ledge, I should be able to avoid the Leech Weed all together as I pelt the beast with 5 Missiles.



### ! 22 SPIDER BALL SHORTCUT

Using the ledge with the empty Metroid Shell on it, I can use the Spider Ball to access a hidden tunnel that splits in to two paths. The lower path has an Energy Battery, while the upper path is a shortcut past Point 21.



■-80 ▲-090 🕸-37

### ! 23 SAND BLOCK BLOCKADE

The Sand Blocks at this Point will bar my path, but are easily destroyed with any weapon. I just need to be careful when going through the path I make as a couple of Gullugs fly around here and blend in pretty well with the Blocks.



■-80 ▲-090 🕸-37

### 🕸 04/39 26 ALPHA METROID

While this Metroid's living quarters is devoid of Leech Weed, I can easily get stuck under some of the platforms while fighting the parasite. I'll need to watch my step and my jumps as I blast the Metroid with 5 Missiles.



■-84 ▲-077 🕸-36

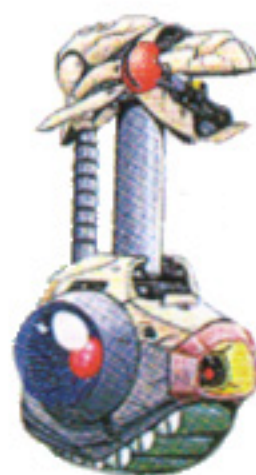
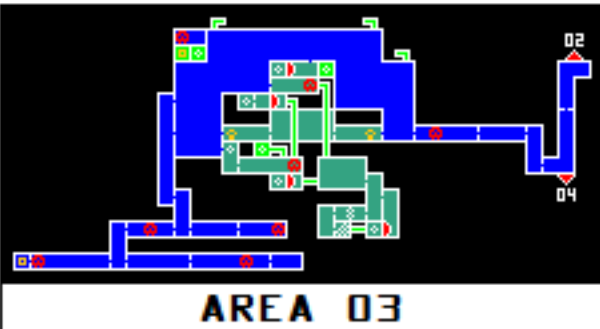
### 🕸 05/39 27 ALPHA METROID

The Metroid at this Point lives in a place similar to the place at Point 25, so the same strategy applies to destroying it. Another earthquake will occur once it's destroyed, lowering the magma blocking Area 03's entrance.



■-84 ▲-075 🕸-35

# Area 03: The Ruined Reservoir



SECTION  
D  
Page 44



The ruins in this dome seem to be some sort of a water treatment plant the Chozo may have used. My sensors show that 8 Metroids have made their home around the decrepit facility

METROIDS	08
SUIT UPGRADES	04
ENERGY TANKS	01
MISSILE TANKS	08
ENERGY BATTERIES	02
MISSILE BATTERIES	00
SAVE STATIONS	02



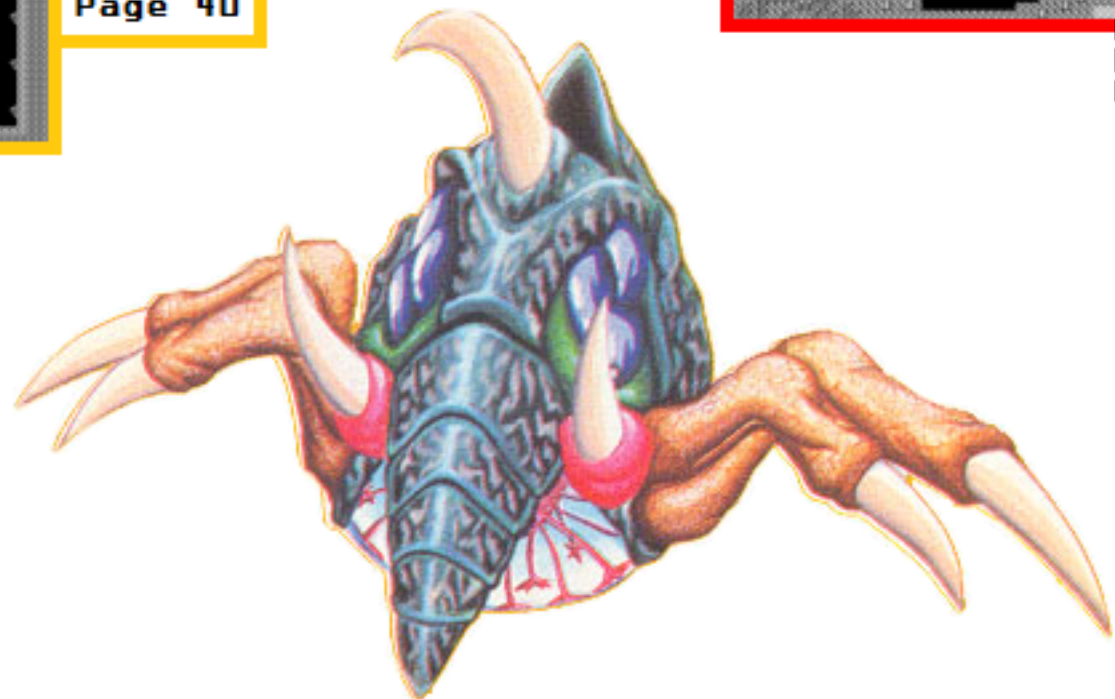
SECTION  
**B**  
Page 38

SECTION  
**A**  
Page 36

SECTION  
**C**  
Page 40

AREA 02  
Page 24

AREA 04  
Page 46



# Area 03: Section A



## ! 01 ACCESS DENIED: AREA 04

Once more, my access to the next Area is blocked by magma. Another earthquake should occur after destroying all the Metroids in this Area, thus eliminating the magma. For now, I'll just need to head to the small alcove to the left while avoiding the magma pool there.



## ! 02 SEPTOGGS IN THE SAND

Septoggs are odd creatures to be sure, but they're relatively harmless. I can even jump on their backs and use them as stepping stones! These Septoggs however, slightly block my path and standing on them too long will make them drag me into the Sand Blocks below. I can blast myself out if that happens.



## 06/39 03 ALPHA METROID

The empty Gawron nesting space is home to an Alpha Metroid. By now, dealing with these things has become more of a nuisance, than a challenge. Pelting it with 5 Missiles will knock yet another Metroid off of my To-Do List.



AREA 02  
Page 24



! 01

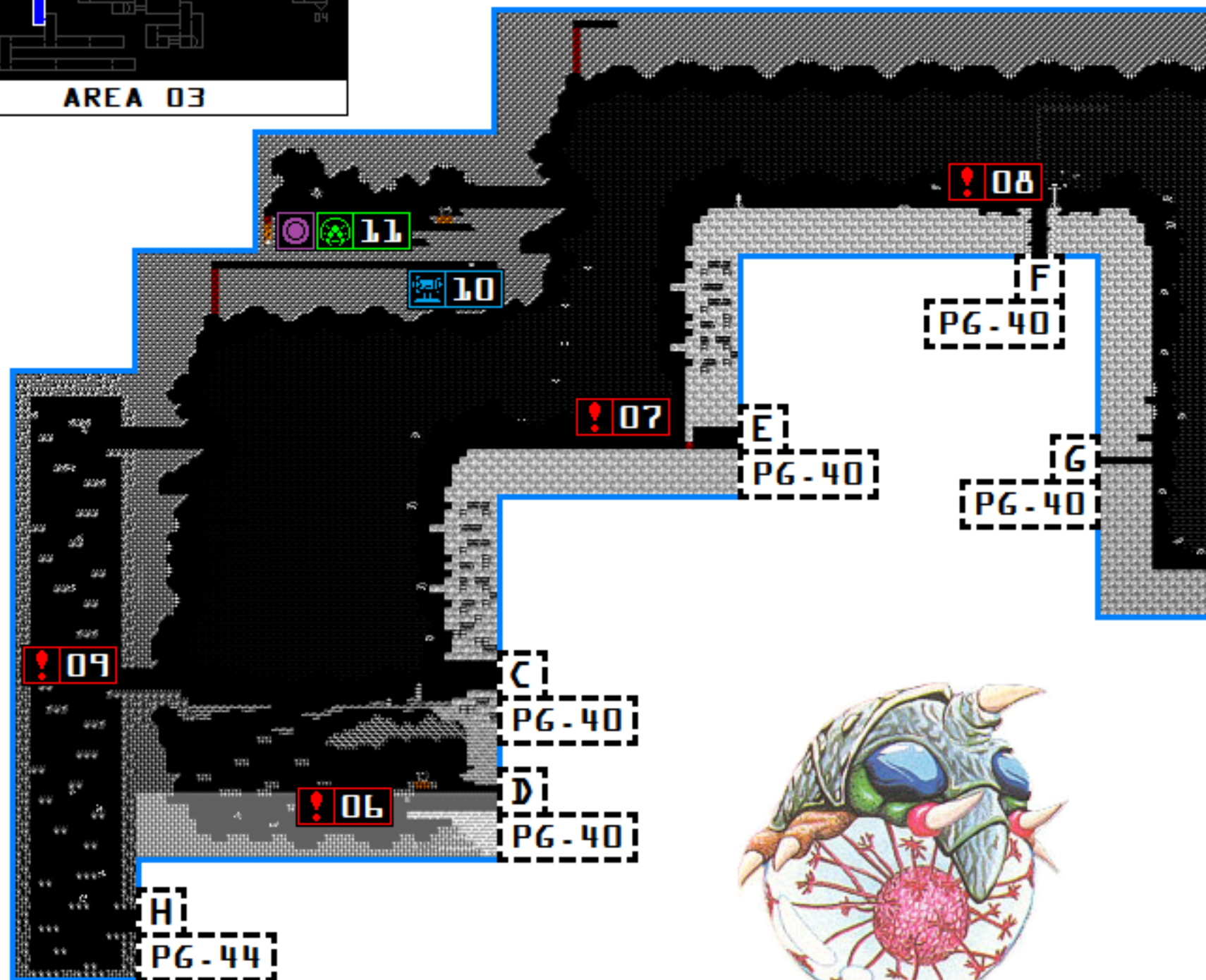
AREA 04  
Page 46



# Area 03: Section B



AREA 03



## ! 08 BLOB THROWER BLOCKADE

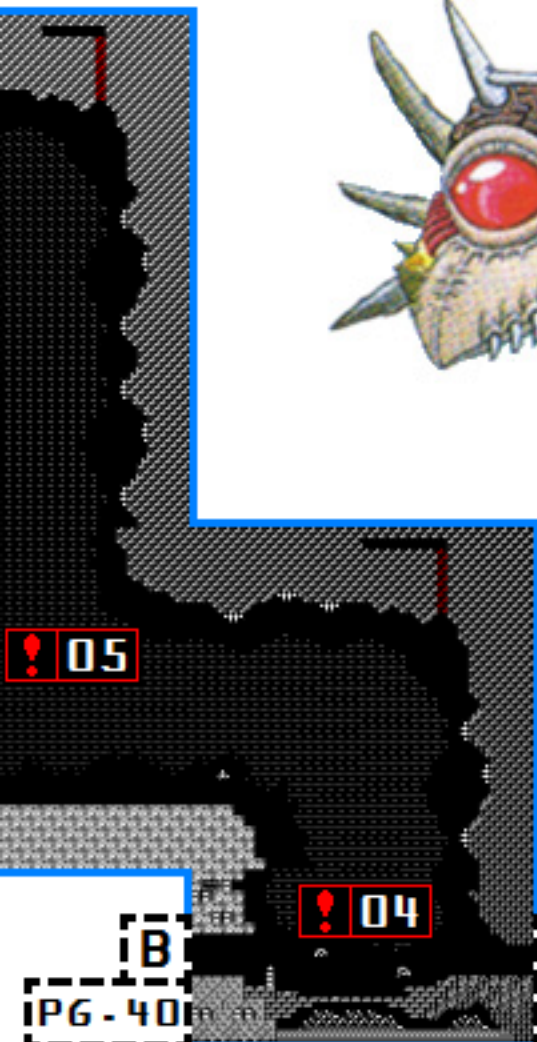
The Blob Throwers that guard the top-most entrance into the plant, which houses the Spring Ball, can only be harmed by the Wave Beam. If I don't have it, I'll need to carefully jump past them and their projectiles.



## ! 09 HEADING UP OR DOWN

The cavern at this Point has two paths. The lower path leads to Section D, while the upper path leads to a spot where I can use the Spider Ball to reach Points 10 and 11. I should take the upper path first.





**B** PG-40 **A** PG-36

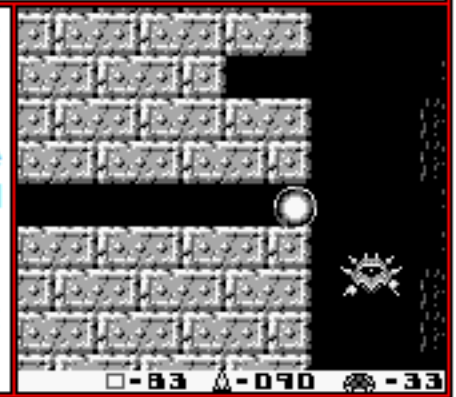
### ! 04 ENTER THE PLANT

The run-down water treatment plant has plenty of places for me to explore and plenty of Upgrades for my Power Suit hidden within it as well. I should start my exploration through the plant's entrance at this Point.



### ! 05 MISSILE TANK DETOUR

Before entering the plant at Point 4, I can use the Spider Ball to reach a secret aclove with a Missile Tank in it with some careful jumping. I can also drop down from Point 8 to reach the wall with the aclove in it as well.



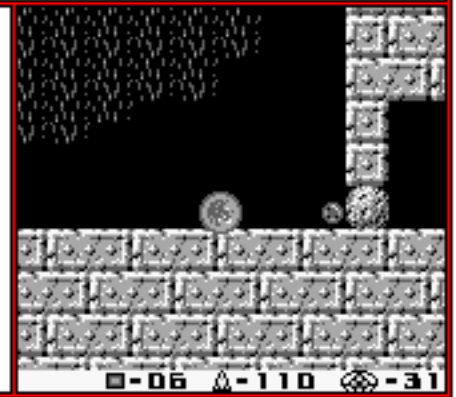
### ! 06 DIVING DOWN BELOW

I can head into reservoir at this Point to reach the lower entrance into the plant where I can find a Metroid and the Varia Suit. Several Chute Leeches and Needlers live in the reservoir, so I'll need to watch my step.



### ! 07 BOMBING THE WAY IN

After using the Spider Ball to get to this Point, I'll need to destroy the Bomb Block that bars access to the north-western entrance to the plant. Once inside, I'll find another Metroid, the Wave Beam, and the High Jump Boots.



### 07/22 10 MISSILE TANK

From the upper exit of Point 9's cave, I can use the Spider Ball and the Bombs to reach a secret tunnel with a Missile Tank in it. I'll need to be careful as the Bombs can cancel my Spider Ball, making me fall down.

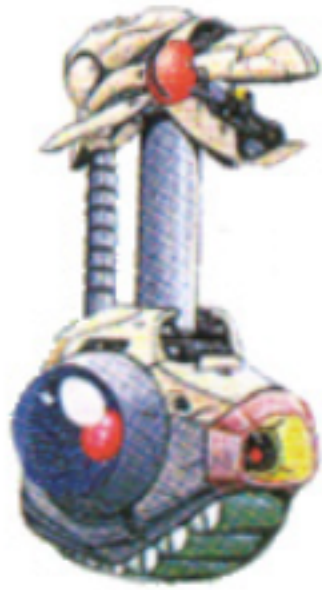


### 07/39 11 ALPHA METROID

Using the Spider Ball at Point 9 or 10 will let me reach an Alpha Metroid at this Point. I need to watch the spikes as I blast the creature. After it's gone, I can Bomb the floor on the far left side to find a hidden Energy Battery.



# Area 03: Section C



PG-38 (F)

PG-38 (E)

PG-38 (G)

PG-38 (C)

PG-38 (D)


Rooms and icons:

- Room 19: Red exclamation mark icon
- Room 20: Yellow 'X' icon
- Room 14: Purple icon
- Room 13: Red exclamation mark icon
- Room 15: Blue icon
- Room 23: Yellow icon
- Room 22: Red exclamation mark icon
- Room 18: Red exclamation mark icon
- Room 17: Blue icon
- Room 16: Green icon
- Room 28: Blue icon
- Room 29: Blue icon
- Room 27: Blue icon
- Room 30: Yellow lightbulb icon
- Room 21: Green icon
- Room 31: Blue icon




**12 SAVE STATION 3**

This Save Station will definitely be useful as I traverse throughout the inner workings of the water treatment plant. I'll need to be careful though as it appears some of the guard robots here are malfunctioning...




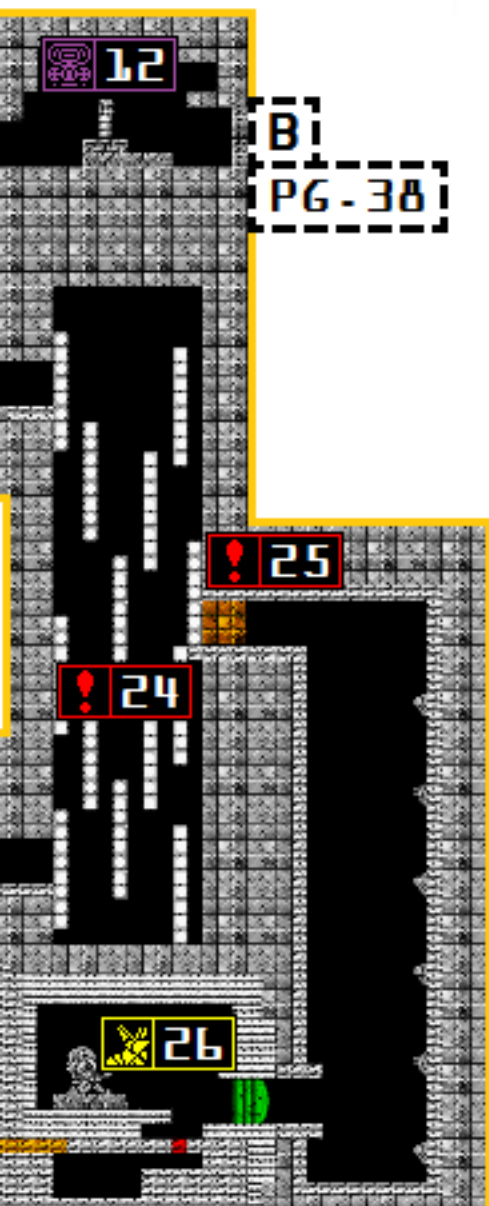
**13 AUTRACK ON DUTY**

The Autrack in this hallway will begin firing at me the moment I'm within range. It can't turn however, so if I jump behind it quickly, I can take it out while it blindly fires in the wrong direction. Of course, I could also leave it be.





**14 SAVE STATION 4**

Another Save Station so close to the previous one? How odd. Well, I should take this time to mention that I couldn't fit all my log entries on one Page, so I should mention that Points 18 to 31 are on Pages 42 and 43.


**08/22 15 MISSILE TANK**

Before I dive any deeper at this Point, I should use the Spider Ball to crawl into a tunnel accessible from the ceiling to obtain another Missile Tank. I'll definitely need it as I can't detect any Missile Batteries in this Area.



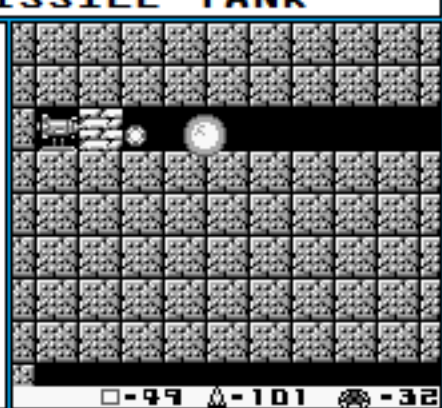

**08/31 16 ALPHA METROID**

Thankfully, my mobility isn't too hindered in the water. Good thing too as an Alpha Metroid lies in wait at this Point. Again, pelting the parasitic beast with 5 Missiles will eliminate it.




**09/22 17 MISSILE TANK**

Before I head for Point 18, I can walk through a secret wall near the water intake pipe. Beyond that wall is a tunnel. With a few well-placed Bombs, I can get another Missile Tank in the tunnel.



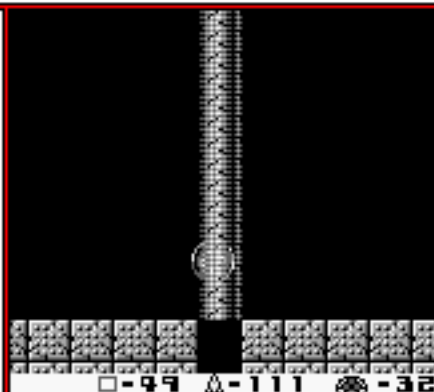
# Area 03: Section C

(CONTINUED FROM PAGE 41)



## ! 18 INTO THE INTAKE PIPE

Once the Metroid at Point 16 is dealt with, I can use the Spider Ball to climb up the water intake pipe so I can get to Point 19 where my sensors have picked up another one of my Power Suit Upgrades.



## ! 19 THE EMPTY CHOZO STATUE

What's this? This Chozo Statue is empty! I know I detected an Upgrade here somewhere! Maybe if I Bomb the floor, I can find a secret tunnel where I might find what I'm looking for.



## ☒ 20 VARIA SUIT

I knew it! By using Bombs on the fake Chozo Item Spheres, I can reach my Varia Suit. With this crucial Upgrade, all damage my Suit takes is cut in half. My Suit's physical appearance will change to reflect this too.



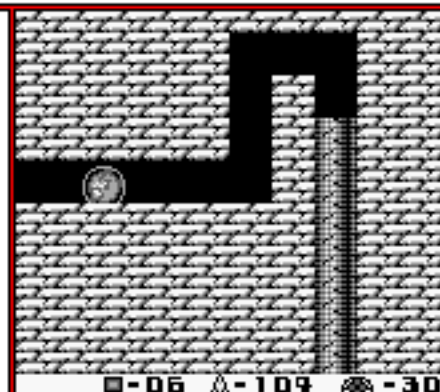
## ☒ 09/39 21 ALPHA METROID

When I enter the water treatment plant from the north-west entrance, I'll see an Alpha Metroid molt from its former shell. By now, it's become second nature to dispatch these fairly weak creatures.



## ! 22 GOING BEHIND THE PIPE

At Point 21, I can Bomb the floor to access another pipe leading deeper into the plant. Once I emerge, I can access a secret tunnel behind the first pipe leading to Point 23 by Bombing the far left wall.



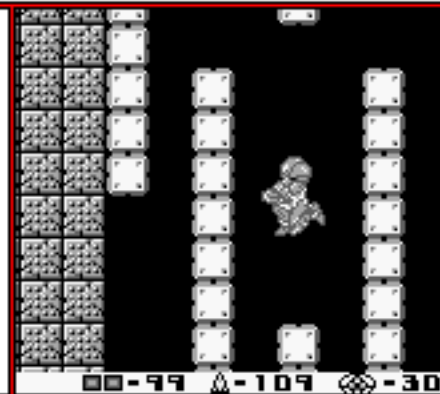
## ☒ 23 WAVE BEAM

My Wave Beam fires a permeating blast that can damage armored enemies with ease. However, I'll lose my current Beam Weapon if I grab this one. I'll need to consider my options before grabbing this...



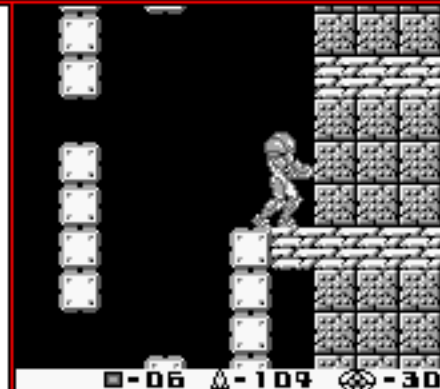
## ! 24 BLAST BLOCK CORRIDOR

The corridor at this Point is filled with Blast Blocks. While going down is easy, I'll need to carefully shoot the Blast Blocks to create a "stairway" back to the top later on. This is much easier once I have my High Jump Boots.



## ! 25 THE FALSE WALL

I can reach the High Jump Boots by heading through a false wall near Point 25. The corridor beyond it is filled with Wallfires. Once I have the Boots, I can blast the Wallfires and use them as stepping stones back to the top.



## ☒ 26 HIGH JUMP BOOTS

This Upgrade to my Suit's footwear augments my jumping ability letting me jump more than twice as high than before. I can get maximum height by holding A when jumping straight up.



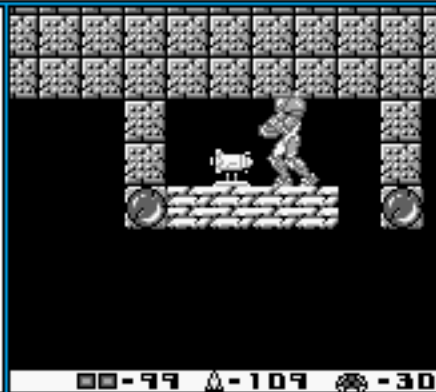
02/06 10/22 27 1 TANK EACH

By Bombing the floor at Point 26, I can access a hidden tunnel that leads to secret room with an Energy Tank and a Missile Tank. I can see another Missile Tank on the other side of the wall, but I can't reach it from here.



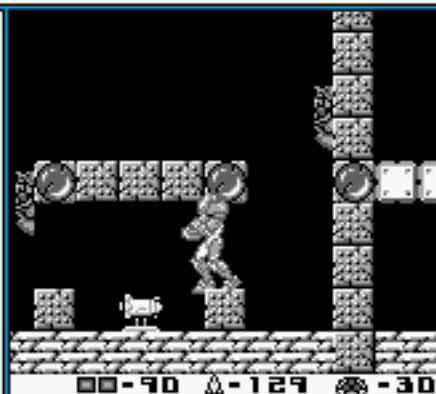
12/22 28 2 MISSILE TANKS

Once I get back to Point 24, I can head down to this Point where I'll find 2 more Missile Tanks. One is on the floor, but I'll need the High Jump Boots, or the Spider Ball to get the other one on the ceiling.



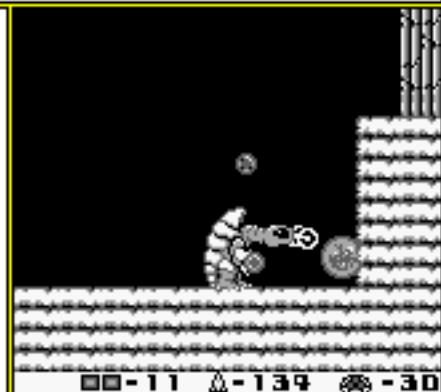
13/22 29 MISSILE TANK

I actually seen this Tank earlier at Point 27. I can grab it if I head here from Point 28. Once I have it, I can use my new High Jump Boots and the Spider Ball to head back to Point 21 back the way I originally came.



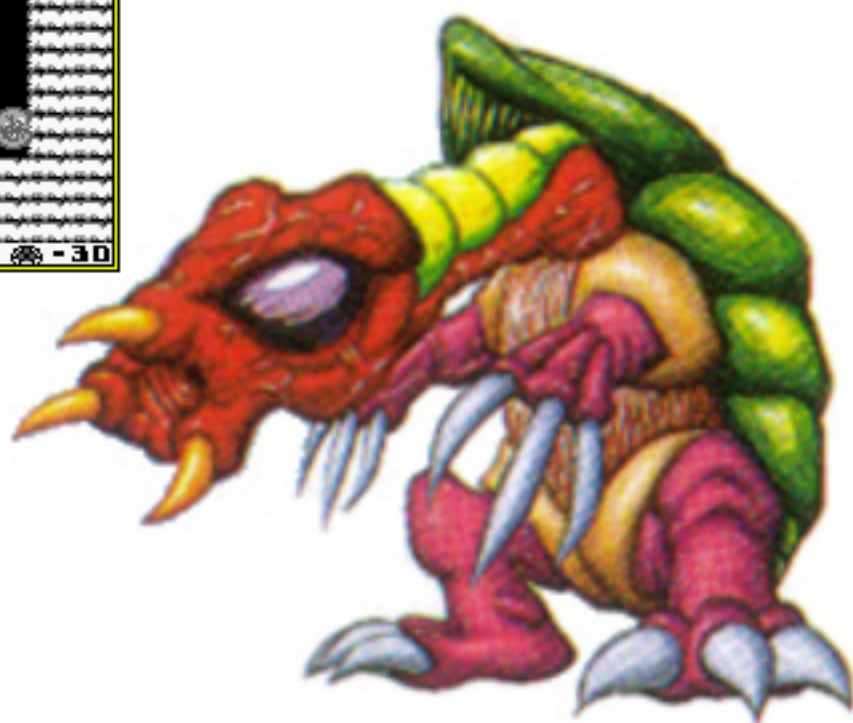
30 ARACHNUS AND THE SPRING BALL

A creature called Arachnus will pop out of the Item Sphere at this Point when I shoot it. The creature ate my Spring Ball! It will spit fireballs or try to ram into me. The best way to destroy it is by planting Bombs where it will unroll itself to spit fireballs. Once it's gone, I can get my Spring Ball which let's me jump in Morph Ball Mode.

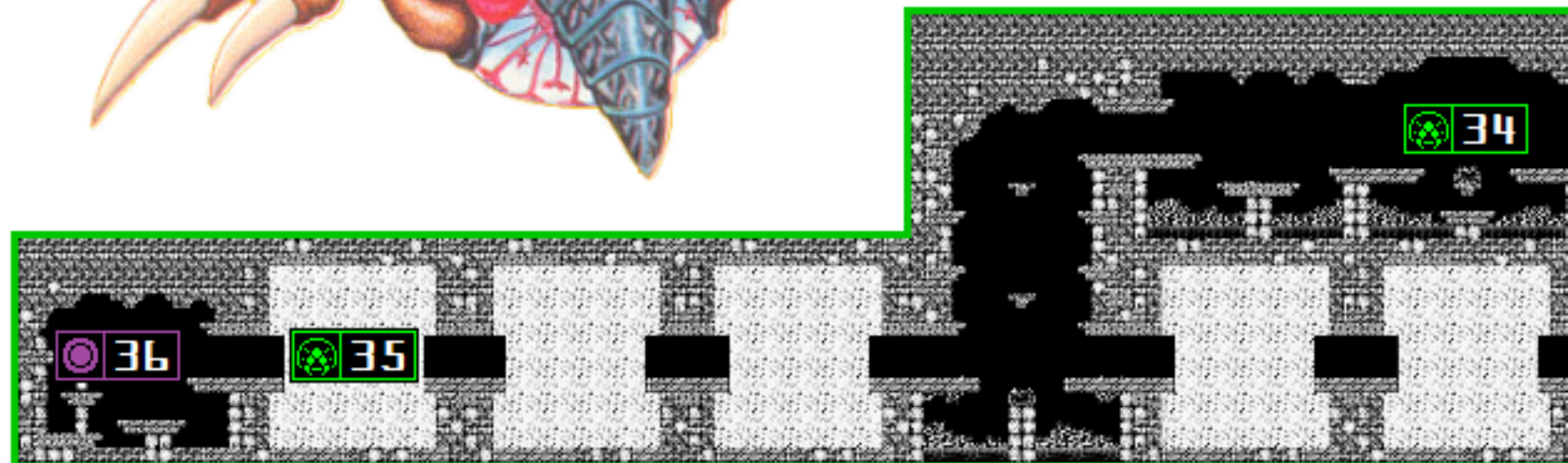
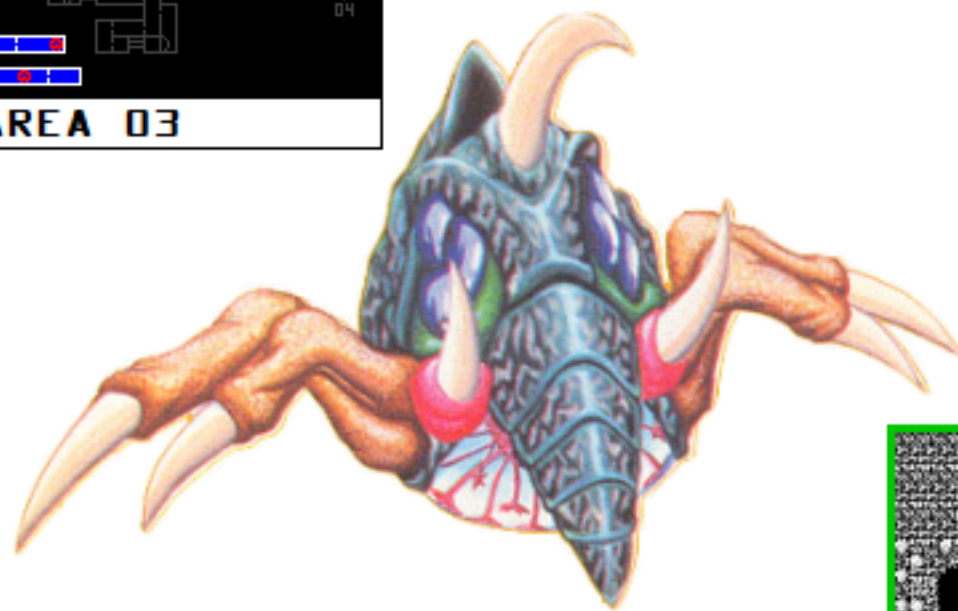
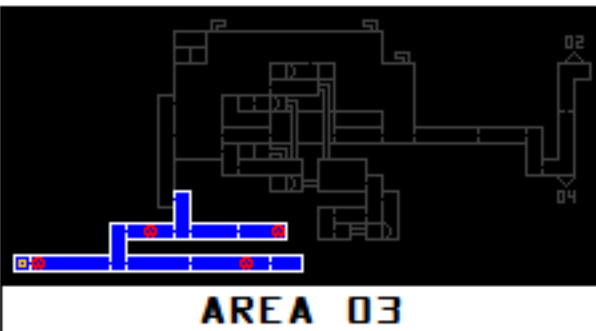


14/22 31 MISSILE TANK

As I mentioned at Point 5 in Section B, I can reach this small aclove from outside the plant with careful use of the Spider Ball. Inside it is another Missile Tank.



# Area 03: Section D



## ! 32 ANOTHER METROID NEST

At this Point, I'll find another Metroid nesting area similar to the one in Area 02. There aren't many hostile creatures besides the Metroids, but I'll still need to be careful around the plethora of Leech Weed in this area.



## 10/39 33 GAMMA METROID

The Alpha Metroid here will mutate into Gamma Metroid after I approach it! It attacks similarly to an Alpha, but can also fire an electrical charge like a whip. I'll need to pump 10 Missiles into the beast to take it out.



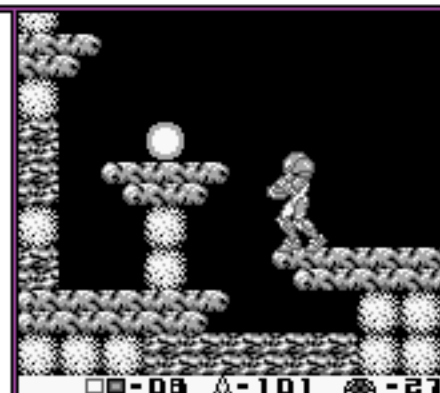
## 12/39 35 GAMMA METROID

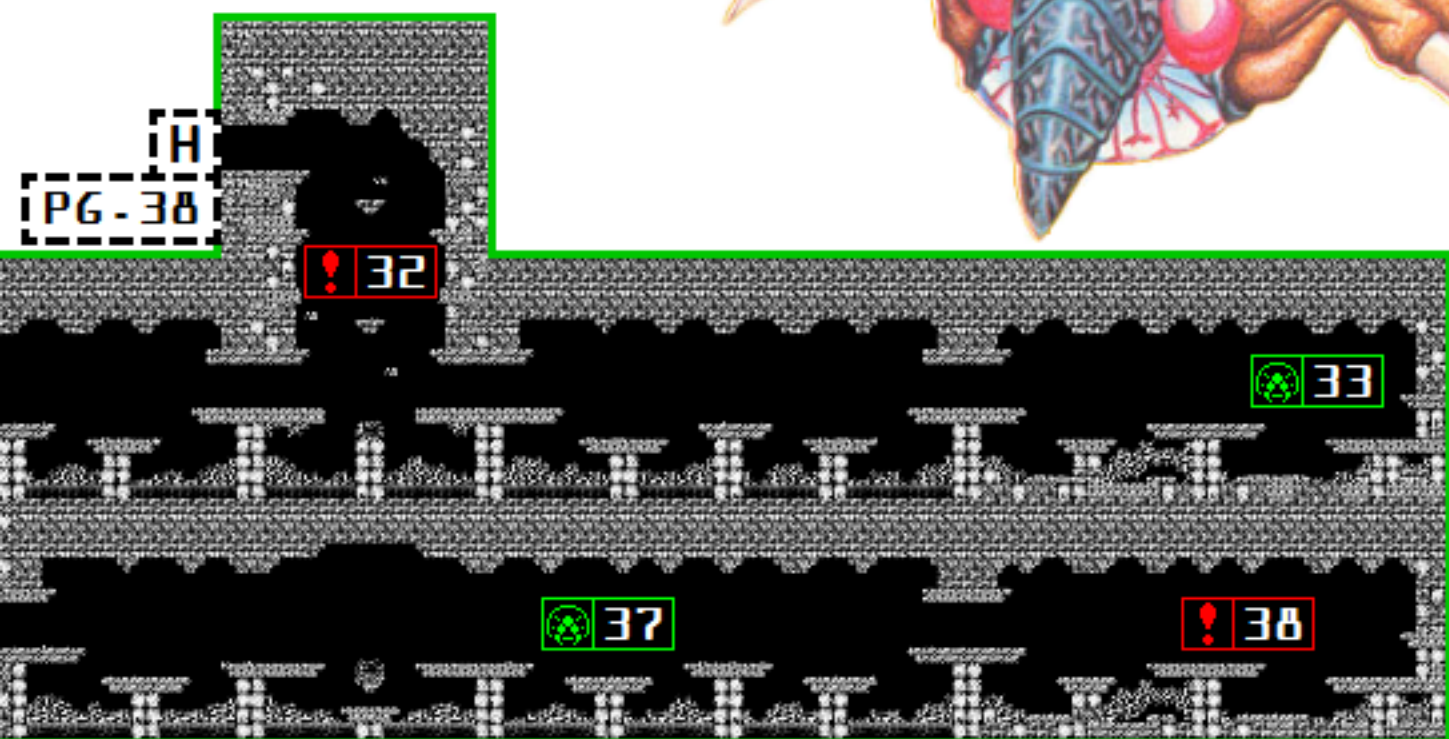
I'll find another Gamma Metroid at this Point. In addition to its method of attacking, it will try to use the Sand Blocks as a shield while still being able to move freely through them. I'll need to use caution with this one.



## 36 A QUICK ENERGY BREAK

The small cove past Point 35 holds an Energy Battery. After dealing with the two Gamma Metroids in the cramped quarters of this area, this Battery is a welcome sight.





11/37 **34** **ALPHA METROID**

An average Alpha Metroid is at this Point. As usual, 5 Missiles will destroy the parasite. I just need to be careful not to accidentally fall into the Leech Weed below. Falling in could leave me vulnerable to the Metroid's attack.



13/37 **37** **ALPHA METROID**

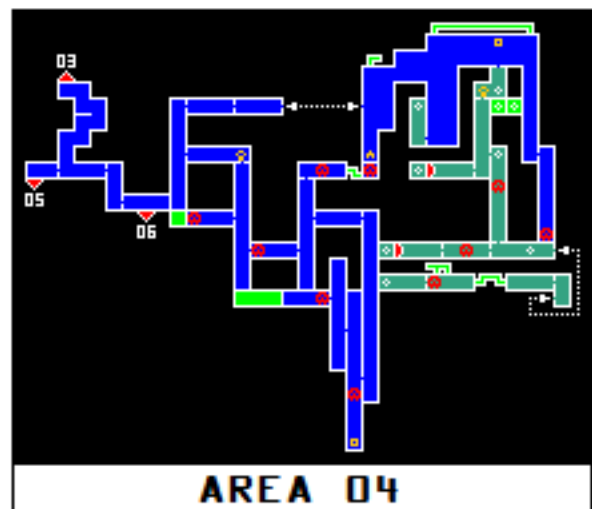
The final Metroid for this Area is an Alpha. Again, I'll need to be careful around the Leech Weed as I destroy this beast. After it's gone, another earthquake will occur, lowering the magma blocking the way to Area 04.

**38** **DEAD END**

Well... this is quite embarrassing. I came to this Point thinking I'd find something, but nothing's here! I probably shouldn't waste my time here. Area 04's open, and I still have a 26 more Metroids to erraticate.



# Area 04: The Underground Jungle



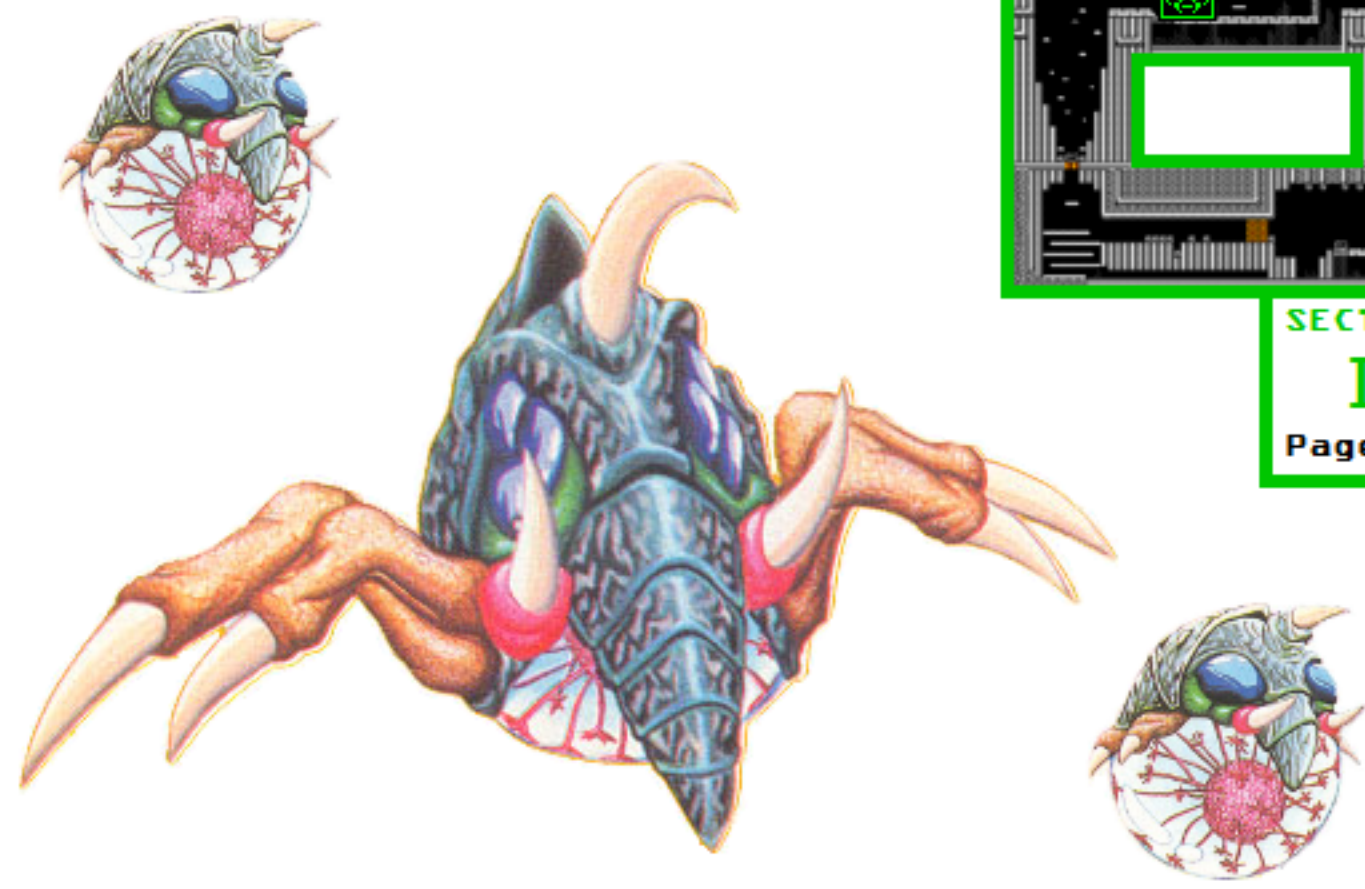
AREA 03  
Page 34

SECTION  
A  
Page 48

AREA 05  
Page 58

AREA 06  
Page 60

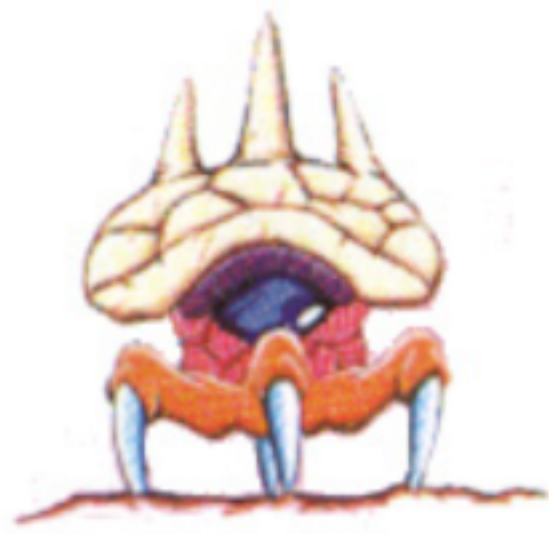
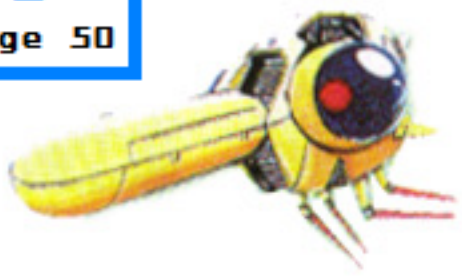
SECTION  
D  
Page 56



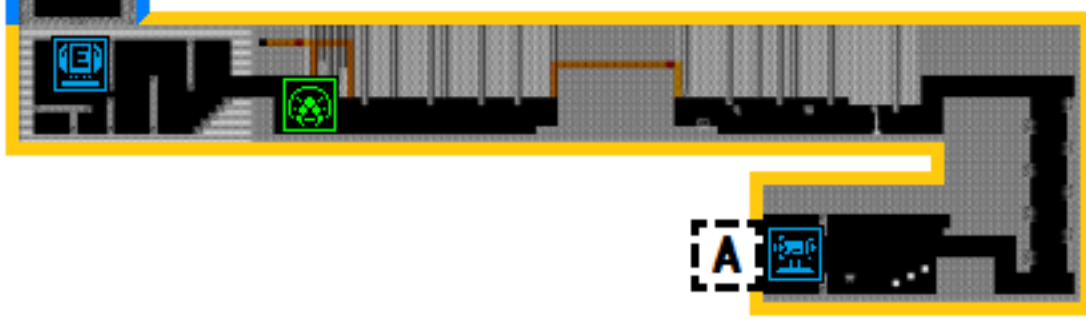
This Area has 10 Metroids hidden throughout it's crevices. It's also filled with thick vegetation that may hinder my movements and attacks, so I'll need to use caution during my exploration.

METROIDS	10
SUIT UPGRADES	03
ENERGY TANKS	02
MISSILE TANKS	04
ENERGY BATTERIES	02
MISSILE BATTERIES	01
SAVE STATIONS	02

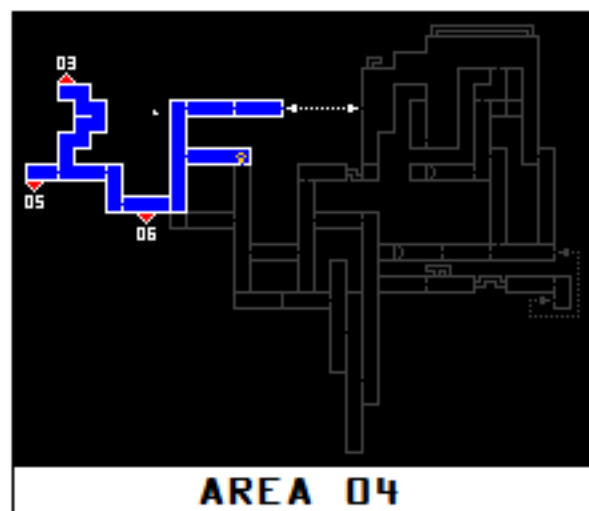
SECTION  
B  
Page 50



SECTION  
C  
Page 52



# Area 04: Section A



AREA 04

AREA 03  
Page 34



AREA 05  
Page 58



AREA 06  
Page 60

## ! 01 ACCESS DENIED: AREA 05

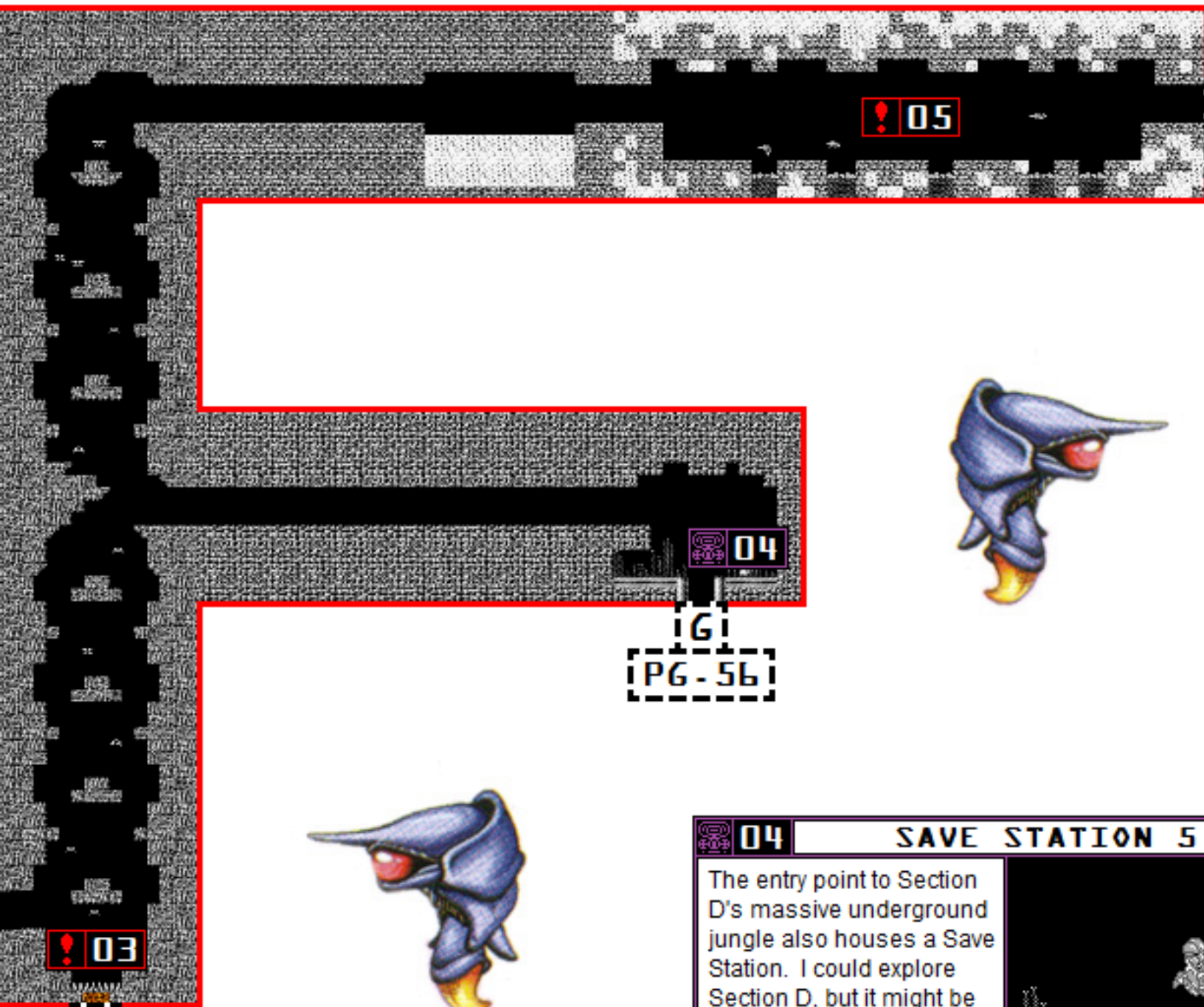
Area 05's entry point is, of course, blocked off by a large amount of magma. Once the Metroids in this Area have all been destroyed. For now, I just need to move onward.



## ! 02 ACCESS DENIED: AREA 06

Area 06's entry point is also blocked off by magma. However, it will remain in my way until all the Metroids in this Area and in Area 05 are destroyed. Again, I need to move onward while avoiding the Halzyn here.





A  
PG - 50

I  
PG - 56

H  
PG - 56

**04 SAVE STATION 5**

The entry point to Section D's massive underground jungle also houses a Save Station. I could explore Section D, but it might be safer to get some of my Suit Upgrades and Tanks from Sections B and C first.

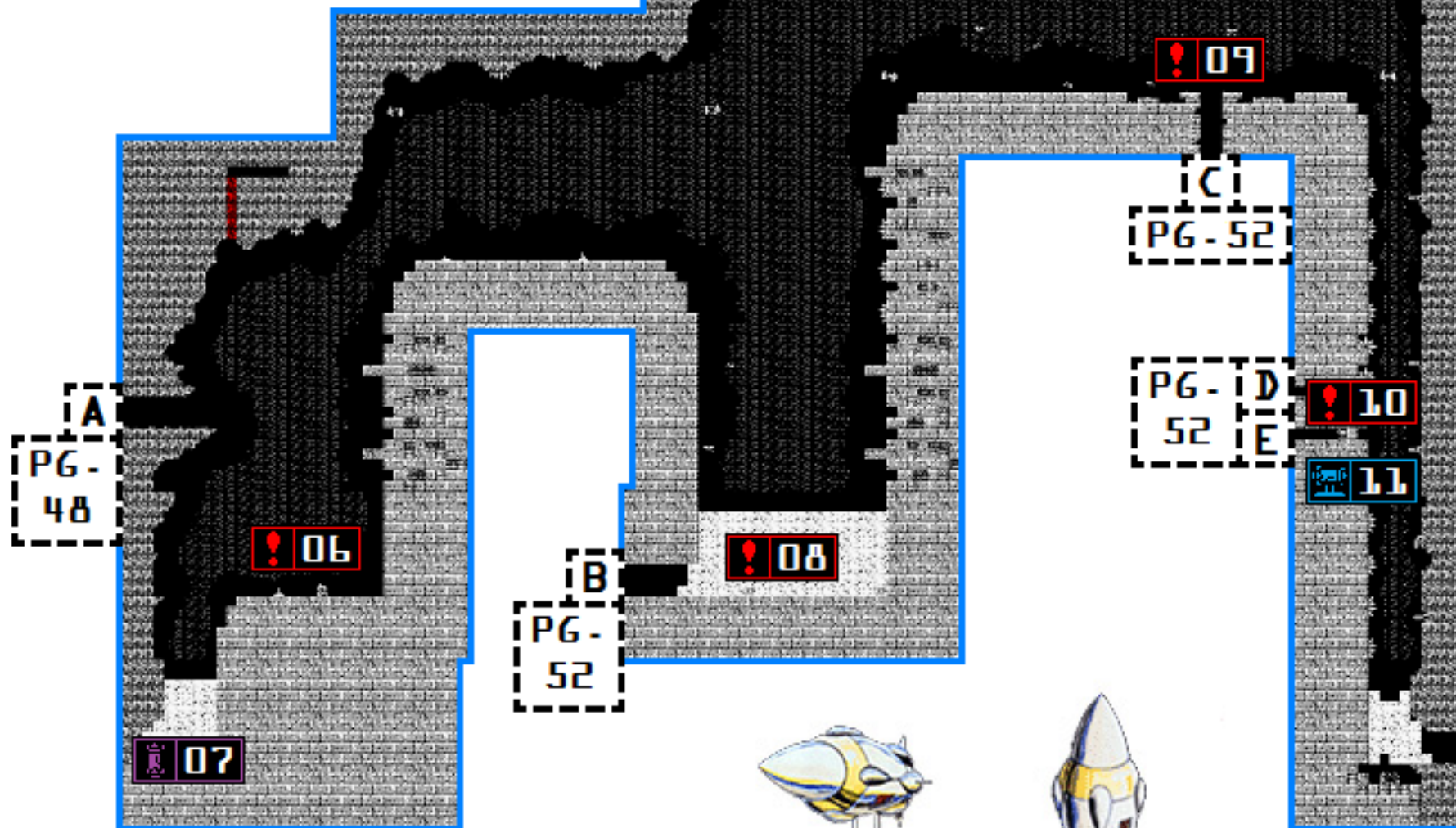
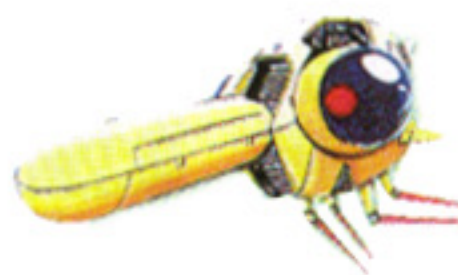
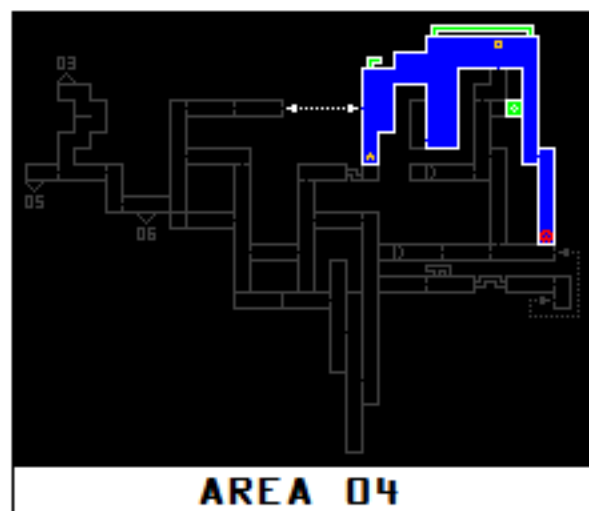
**03 ONE-WAY SHORTCUT**

While there is a Map Section Marker at this Point, I can only access it's path from Section D as a shortcut back to this Point. If I try to access it from here, I'll be heading into the spikes below.

**05 YUMME NESTS**

Yummes are odd robots that behave like Gawrons. They fly out of their nests and will charge at my current position. I can use the same tactics I used with Gawrons to defeat or pass them a little easier.

# Area 04: Section B



**06 GRAVITTS DOWN BELOW**

Gravitts make their homes in the ground all around Section B. Unless I have the Wave Beam, I can't blast them until they pop out from their burrows to attack. They move at an average speed however, so it's better to avoid them.

**07 BURIED BATTERY**

By blasting through the Sand Blocks at this Point, I can find a much needed Missile Battery. It's definitely a welcome sight after the Metroid hunt I did back in Area 03.

## 08 SPACE JUMP DETOUR

My sensors have located my Space Jump in the small armory beyond Map Section Marker B. It will definitely make navigating large spaces easier, so I should grab it before doing anything else around this entire Area.



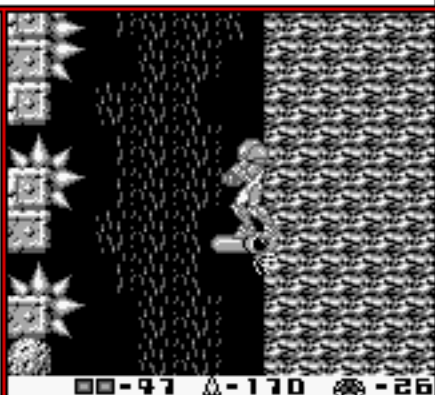
## 09 DEEPER INTO THE RUINS

The main ruins of Area 04 lie beyond Map Section Marker C. I should grab the Space Jump before going in as I'll need it to explore the ruins thoroughly since my Spider Ball can't reach everywhere inside.



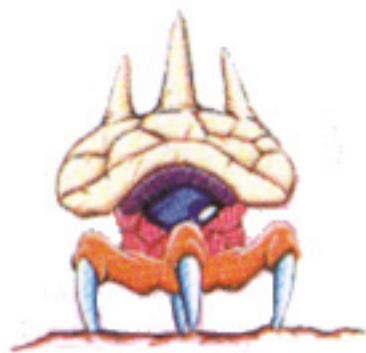
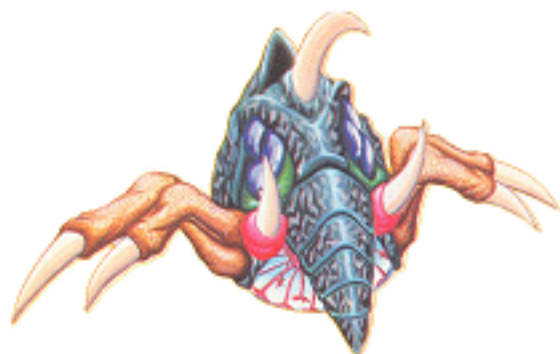
## 10 A LADDER OF PROBOSCUMS

The Proboscums on the wall at this Point are harmless and I can use them as stepping stones when heading up or down the chasm. I need to be careful though as they lean their platforms downward from time to time.



## 11 MISSILE TANK

In order to reach this Missile Tank, I'll need to use the Spring and Spider Balls alongside the Proboscums on the right wall to reach a tunnel on the left wall, then head in at Map Section Marker D and exit out of Marker E.



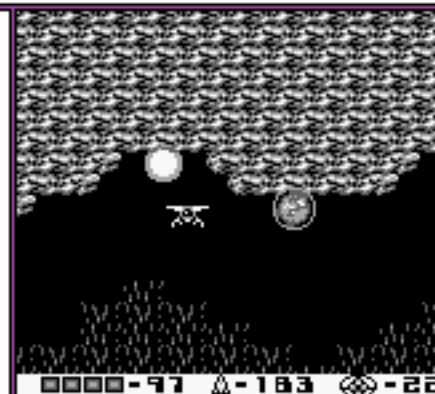
## 12 GAMMA METROID

A Gamma Metroid resides in the grotto at this Point. The Space Jump will be useful as it will make jumping away from the beast while blasting it with 10 Missiles a bit easier. I just really need to avoid the energy whip it fires!

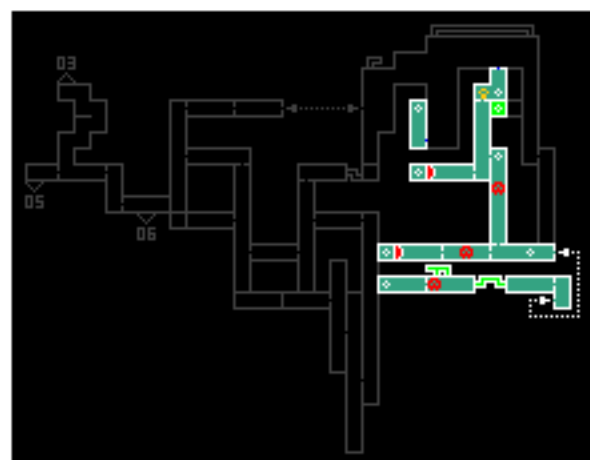


## 13 BATTERY UP TOP

By using the Spider Ball, or careful usage of the Space Jump, I can reach an Energy Battery at this Point. I just need to be careful not to bump into the lone Pincher Fly guarding it.



# Area 04: Section C



AREA 04



14

## SPACE JUMP

The Space Jump should be the first thing I try to go for when I arrive in this Area. It adds an anti-gravity boost to my Spin Jump allowing me jump infinitely in the air. The Space Jump is a bit tricky to master, but if I can master it, I can go anywhere in big, empty spaces without having to rely on the Spider Ball all time.



16/22 15

## MISSILE TANK

Upon entering the main ruins of this Area, I can find a Missile Tank stored in between some Sand Blocks. The Sand Blocks are deceptive however as only some of them can be destroyed. Once I find which ones can be eliminated, I can reach the Missile Tank.



16

## SAVE STATION 6

I should use this Save Station before headin deeper into the ruins. I should also have the Space Jump at this Point as well as it will be crucial to explore the ruins more thoroughly. I should mention that more of my Data Logs for Section C are on Pages 53 and 54 as I couldn't fit them all on these Pages.



17

## AUTRACK DROP

I'll need to be careful when descending or ascending the corridor at this Point. The walls house several Autracks that will attack swiftly the moment they detect me. When ascending, it might be a good idea to destroy a few of them first before heading up.



18

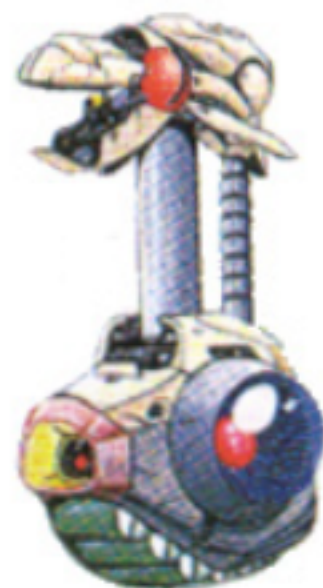
## MECHANICAL AMBUSH

The hallway leading to the nearby armory is guarded by several Autoads and an Autrack. With all these malfunctioning machines all over the place, it might be a good idea to try to pass them quickly. If I can't, I'll need to pick and choose my targets carefully to avoid getting damaged too badly.

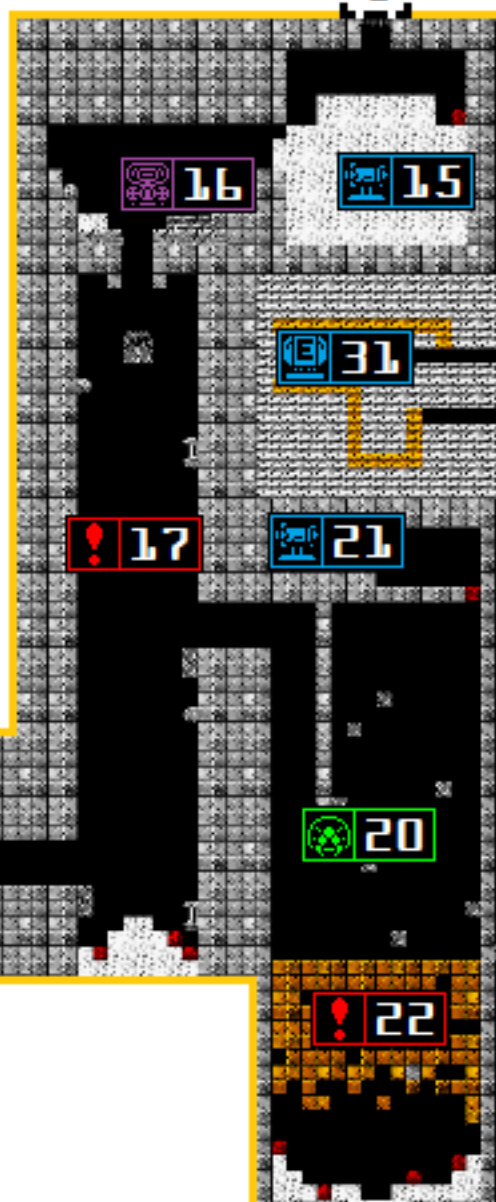




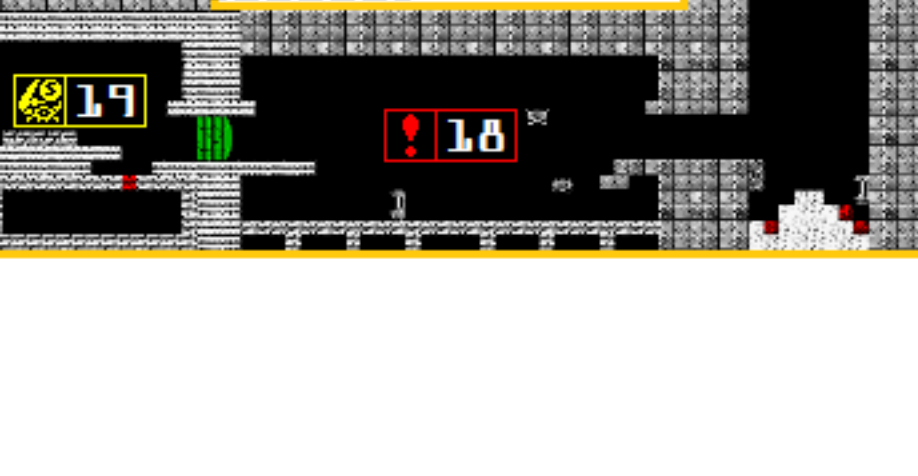
PG-50  
C



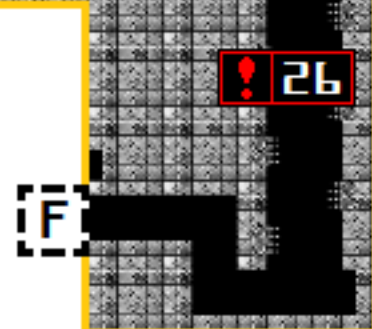
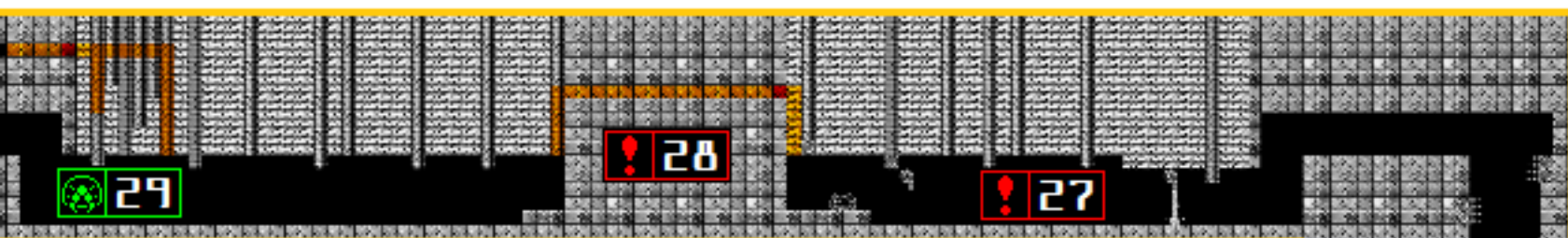
B  
PG-50



D  
PG-50  
E



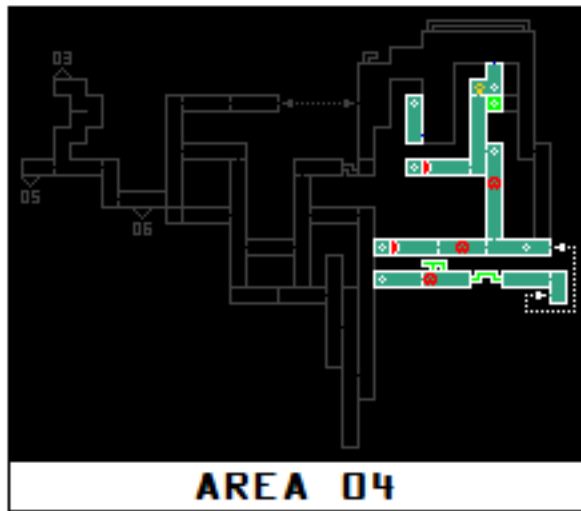
F



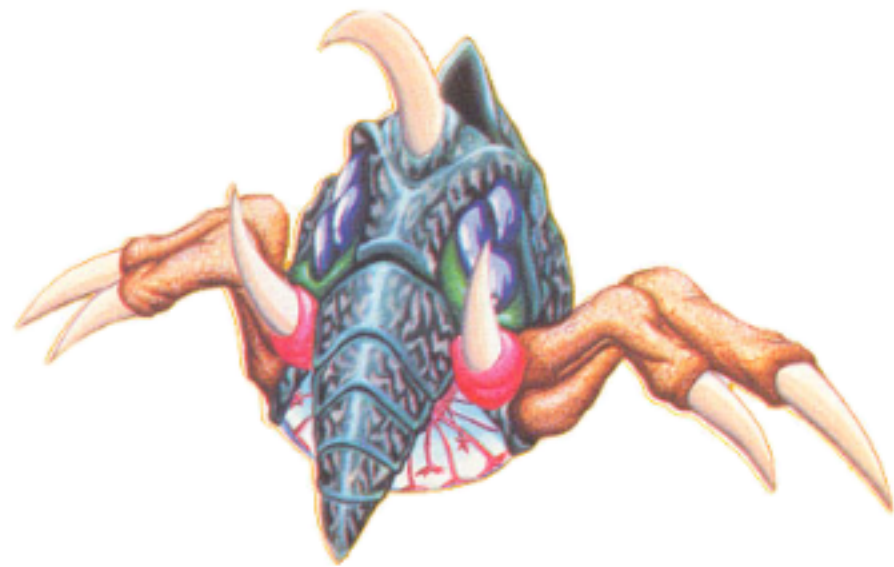


# Area 04: Section C

(CONTINUED FROM PAGE 53)



AREA 04



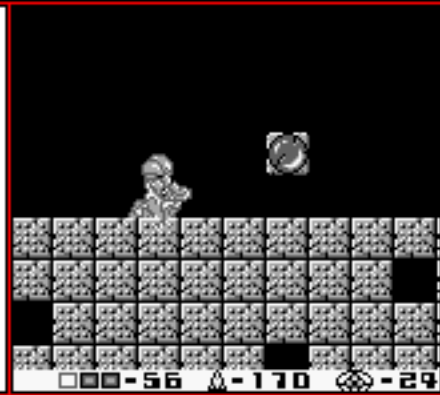
## 19 SPAZER BEAM

The Spazer Beam is held by the Chozo Statue beyond the Missile Door at this Point. It doesn't go through walls, but it does increase the vertical reach of my shots by firing 3 shots at once with a bit more strength than normal.



## 22 FALSE FLOOR BELOW

Almost all of the tiles that make up the floor at this Point are all false. There's at least one solid tile I can get a foothold of in the lower right section. Beyond this point is another false floor covered by Sand Blocks.



## 15/39 20 GAMMA METROID

I can deal with the Gamma Metroid here if I have the Space Jump. I can use it to gain footing while I blast it with 10 Missiles. If I don't have the Space Jump, I'll fall through the false floor at Point 22 missing the beast all together.



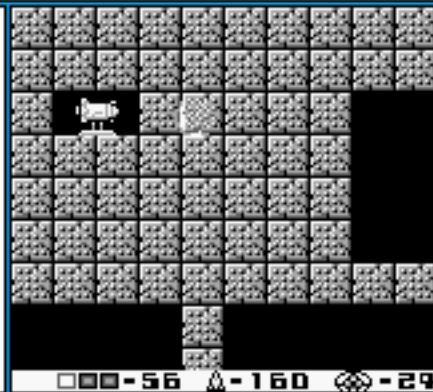
## 16/39 23 GAMMA METROID

The Gamma Metroid at this Point is a bit easier to deal with since the room it's in is pretty large. Blasting it with 10 Missiles while avoiding its energy whips should be simple enough.



## 17/22 21 MISSILE TANK

Using the Space Jump and Spider Ball, I can reach a secret tunnel via the far right section of the ceiling in the room with the Gamma Metroid at Point 20. Once inside the tunnel, I can find another Missile Tank.



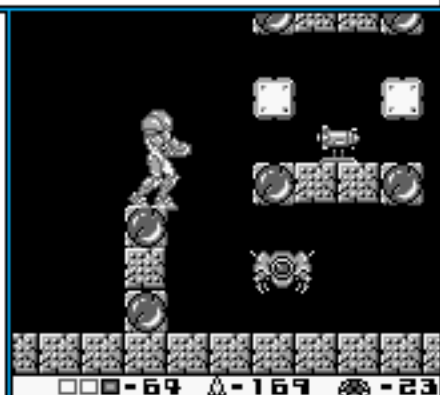
## 24 PLASMA BEAM

The Chozo Statue at this Point holds my Plasma Beam. It's the strongest Beam I can have, but its vertical reach is poor. However, it has great horizontal range and can defeat multiple enemies at once with one shot.



**18/22 25 MISSILE TANK**

The Missile Tank at this Point is easy to grab. I just need to destroy the Blast Blocks that surround it. I should be careful of the nearby Autoad that guards the Missile Tank however.



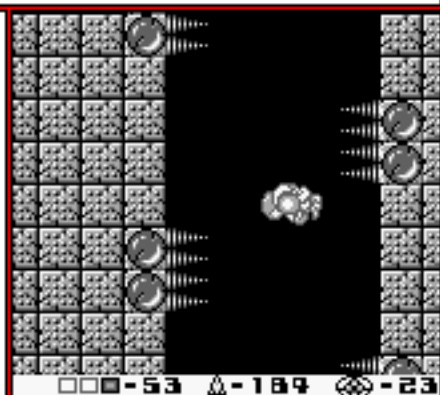
**17/39 29 ALPHA METROID**

The Alpha Metroid at this Point isn't difficult to deal with, though it will use the cramped quarters to its advantage. Blasting it quickly will ruin the parasitic beast's strategy however.



**26 SPACE JUMP REQUIRED**

There are numerous spikes on both walls at this Point making scaling them with the Spider Ball impossible. To get up this shaft, I'll need to carefully navigate it using the Space Jump.



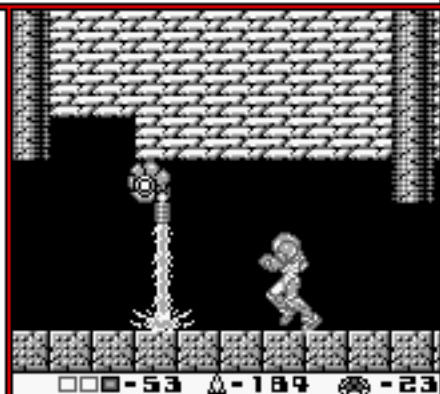
**03/06 30 ENERGY TANK**

There's an Energy Tank past the area where I fought the Alpha Metroid. It's not guarded or hard to get to, so I should definitely grab it before heading out of the ruins and towards Section D.



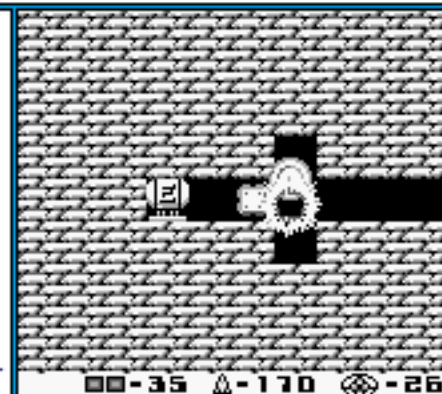
**27 AUTOM BLOCKADE**

In the corridor at this point, I'll come across a Shirk and two Automs. Destroying the Shirk is easy, but the Automs are indestructible. I'll need to wait until the fiery machines stop spewing flames to pass by them.



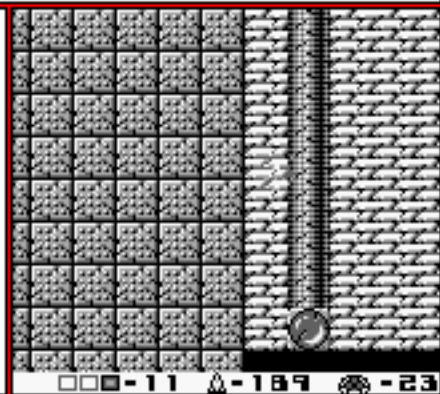
**04/06 31 ENERGY TANK**

By entering the pitch black area beyond Map Section marker D, I can use the Bombs and Spring Ball to reach an Energy Tank. I need to leave the same way, though I can detour through Map Section Marker E for a Missile Tank.

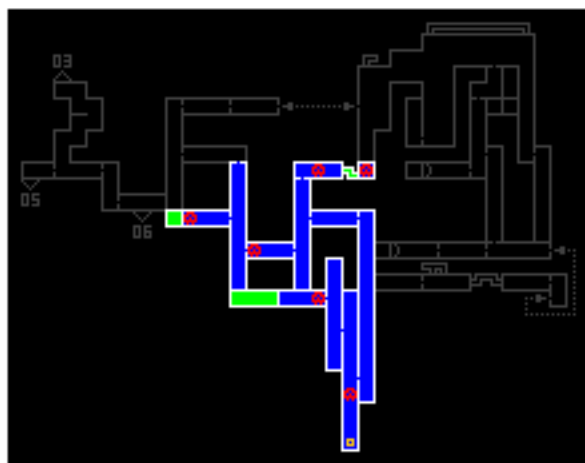


**28 SECRET PATH TO THE ALPHA**

I've detected an Alpha Metroid beyond the wall at this Point. This secret wall is a bit different than most however. I'll need to use the Spider Ball on the wall to reach the secret tunnel which is a bit higher than normal.



# Area 04: Section D

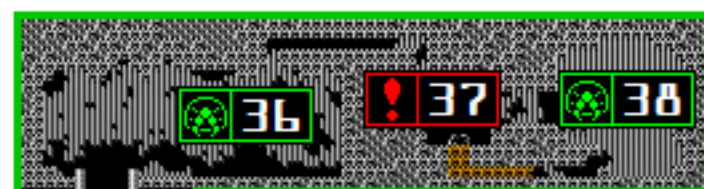
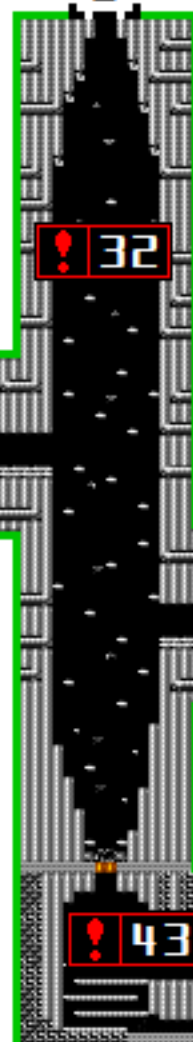


AREA 04



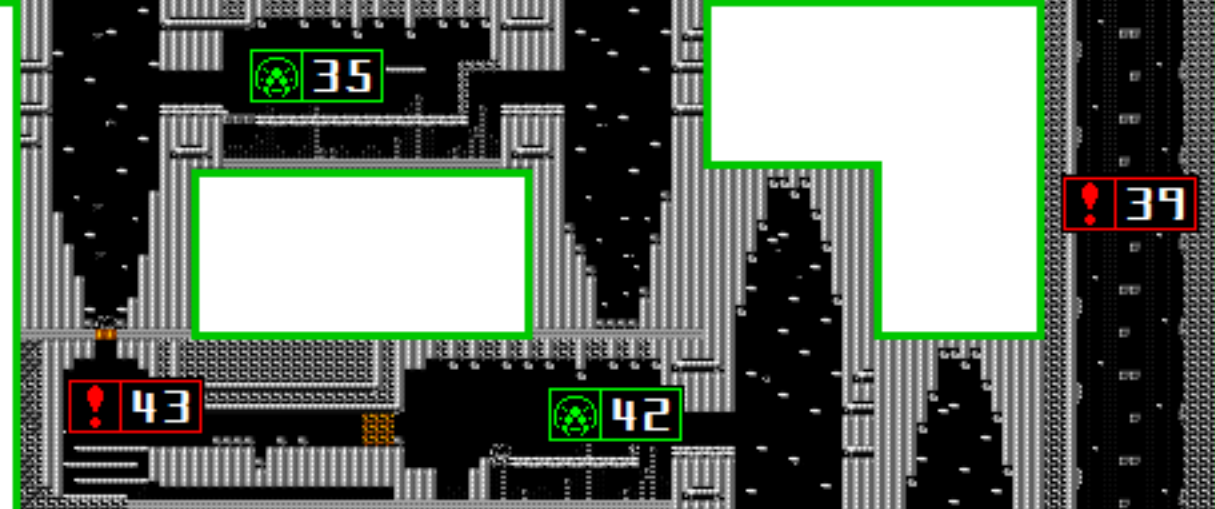
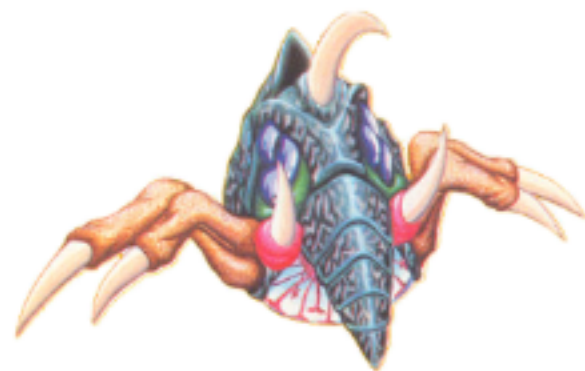
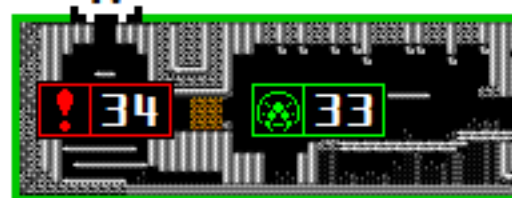
PG-48

G



PG-48

H



32

## DEEP IN THE JUNGLE

Section D is filled with high amounts of vegetation and has several large shafts. Each shaft is filled with small platforms and weak enemies like Meboids, so I'll need to watch my step going up or down



18/37 33

## GAMMA METROID

Upon reaching this Point, I'll come across a Gamma Metroid. The surrounding area it's in isn't too cramped, but I'll still need to watch out for the beast's energy whip while trying to hit it with 10 Missiles.



40

41

### 34 HIDDEN SHORTCUT 1

If I head through a false wall to the left of Point 33, I can reach a small cave with an opening in the ceiling. Jumping through it will take me back to Point 03 on Page 49. It's a one-way trip and I need to watch the spikes up there.



### 39 WATCH THE WALLS

The shaft at this Point has no enemies, but that doesn't mean it's safe. The walls are covered with a strange variety of Leech Weed. Whether I'm descending the shaft or climbing it, I'll need to watch the walls.



### 19/39 35 GAMMA METROID

A Gamma Metroid awaits me at this Point. Its cavern is similar to the Gamma Metroid I fought at Point 33. Again, 10 Missiles will dispatch the parasite and I'll need to watch for the energy whip it creates.



### 22/39 40 GAMMA METROID

A Gamma Metroid resides in the shaft at this Point. There's enough room to avoid its attacks, but one wrong step can send me into the beast or the Leech Weed bushes at the bottom of the shaft. I'll need to watch where I jump.



### 20/39 36 ALPHA METROID

Alpha Metroids are easy to deal with. This one however is a problem as it surrounds itself with Vegetation Blocks. While I can move freely through them, I'll need to clear them so they won't block my Missiles.



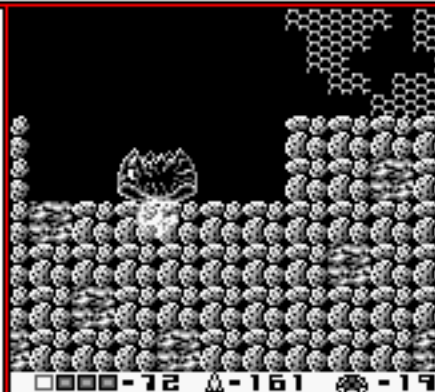
### 41 BATTERY IN THE ACLOVE

If I clear the Leech Weed bushes at the bottom of Point 40's shaft and head to the right, I can jump into a small aclove where an Energy Battery can be found. It's definitely a welcome sight.



### 37 SHELL-COVERED SECRET

Using the Spider Ball at Point 36's far-right wall will lead to a small cave with a Metroid Shell. If I jump into the Shell, I can access a secret tunnel via the Morph Ball leading to a Gamma Metroid at Point 38.



### 23/39 42 GAMMA METROID

Upon reaching this Point, I'll need to quickly run left, get through the Blast Blocks, then head right to reach the Gamma Metroid in this small cave. If I move too slow, it will catch up quickly and ambush me at the Blast Blocks.



### 21/39 38 GAMMA METROID

This could be a problem. Dealing with a Gamma Metroid is one thing, but the Vegetation Blocks at this Point will block my Missiles if I don't clear them quickly as the monster charges at me.

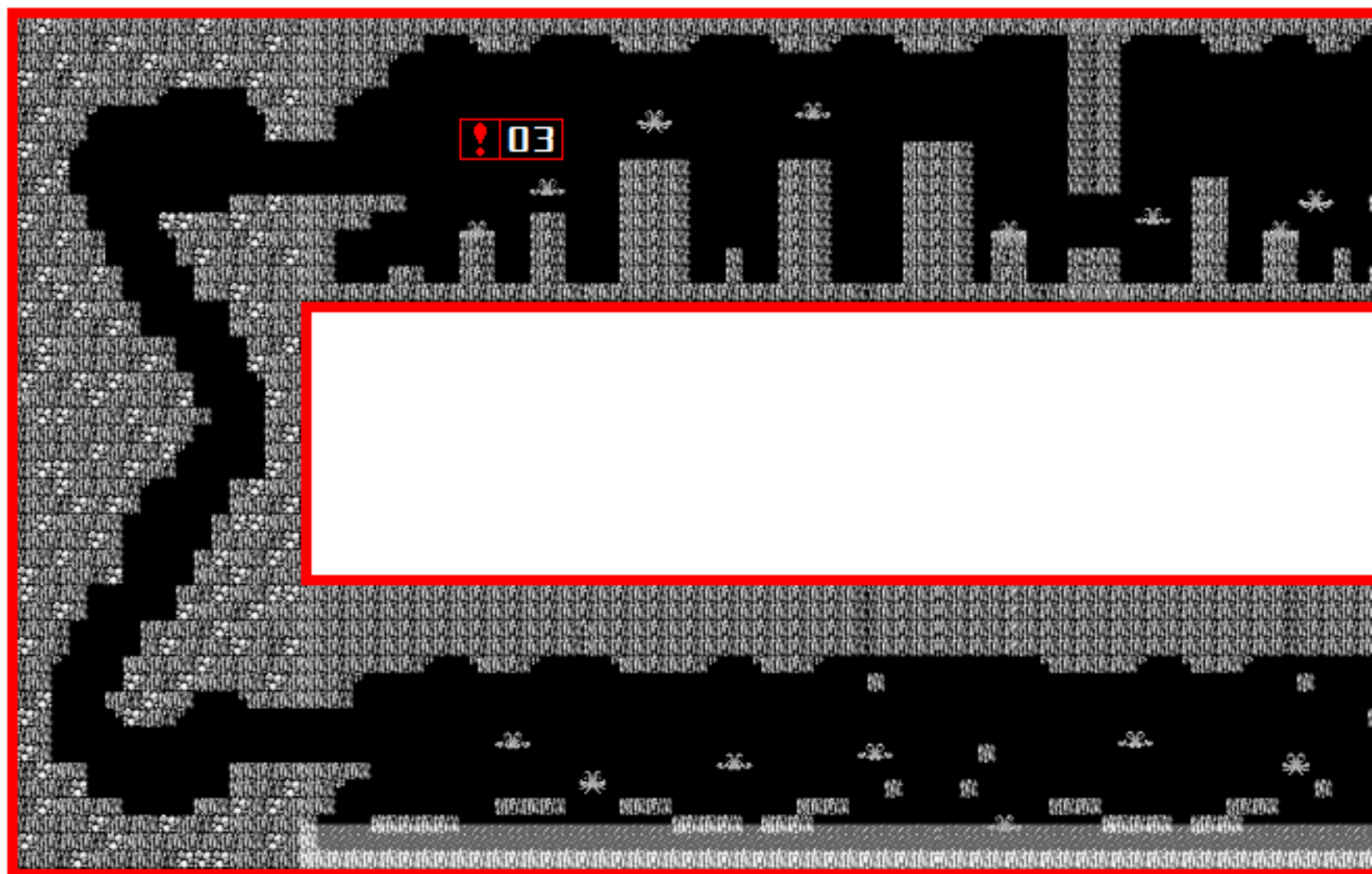
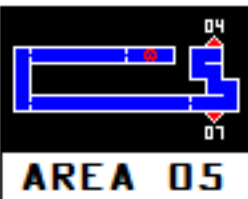


### 43 HIDDEN SHORTCUT 2

After I defeat the Metroid at Point 42, Area 05 should open up. I can go past a false wall at Point 42 to reach a one-way shortcut to Point 32. From there, I need to get to Area 05's entrance any way I can in Section A.

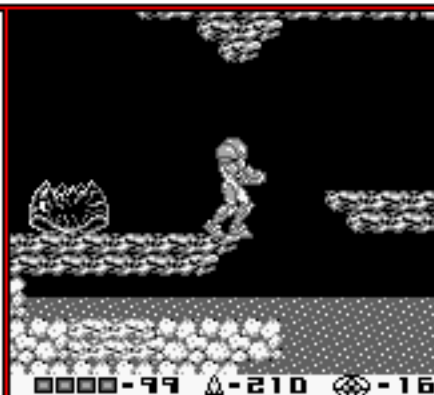


# Area 05: The Octrol Catacombs



## ! 01 ACCESS DENIED: AREA 07

This Area houses the entrance to Area 07. However, I'll need to destroy the Metroids in this Area and Area 06 before the magma blocking Area 07's entrance will subside.

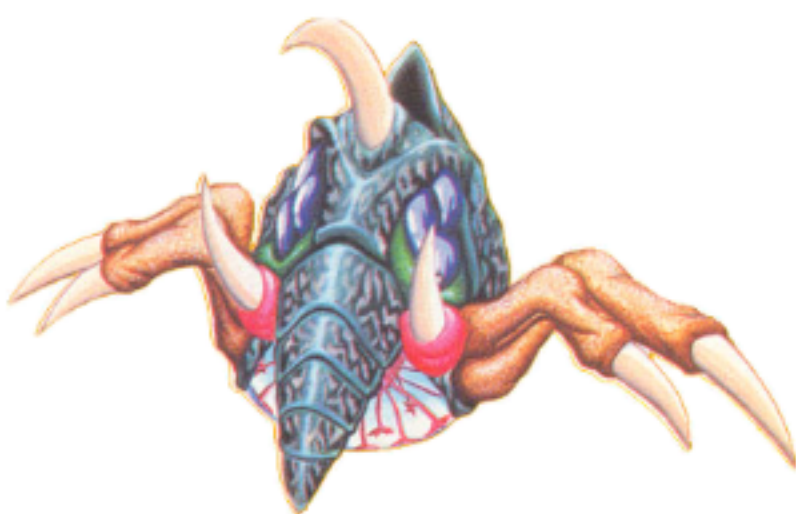


## ! 02 OCTROLS IN THE MAGMA

Octrols live all throughout this Area. They attack in a similar fashion as Chute Leeches, but can take, and deal out, more damage. The ones in this cavern will knock me into the magma below if I don't look before I leap.



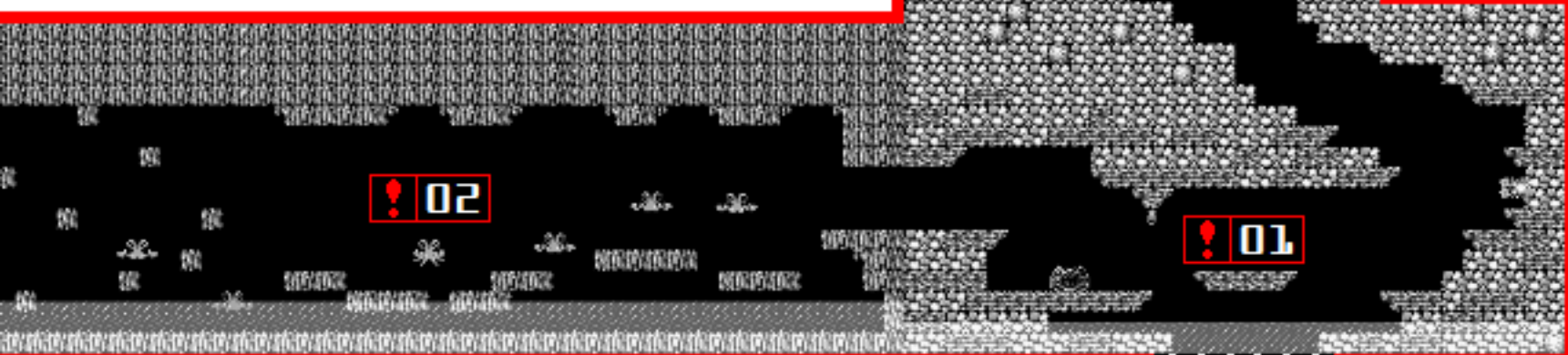
Area 05 is a relatively small Area and holds only one Metroid. That doesn't mean it's no less dangerous. Several OctroIs have nested in this Area and they're not fond of intruders.



METROIDS	01
SUIT UPGRADES	00
ENERGY TANKS	00
MISSILE TANKS	00
ENERGY BATTERIES	00
MISSILE BATTERIES	00
SAVE STATIONS	00



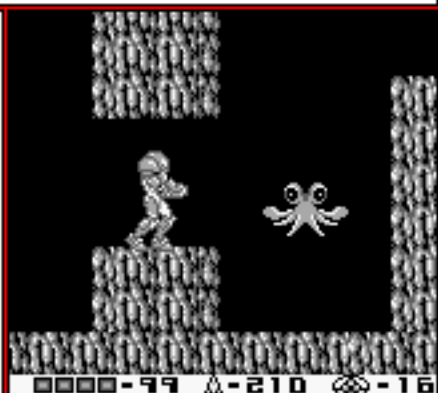
AREA 04  
Page 46



AREA 07  
Page 66

! 03 CRAMPED QUARTERS

While there's no magma in the cavern at this Point, the cavern floors and ceilings are so cramped that I'll need to move carefully around the OctroIs here. On a side note, most OctroIs leave Large Energy Orbs when defeated.

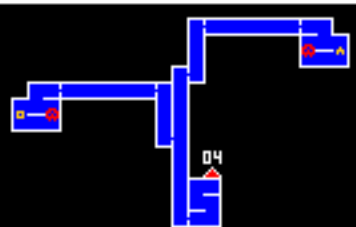


24/39 04 GAMMA METROID

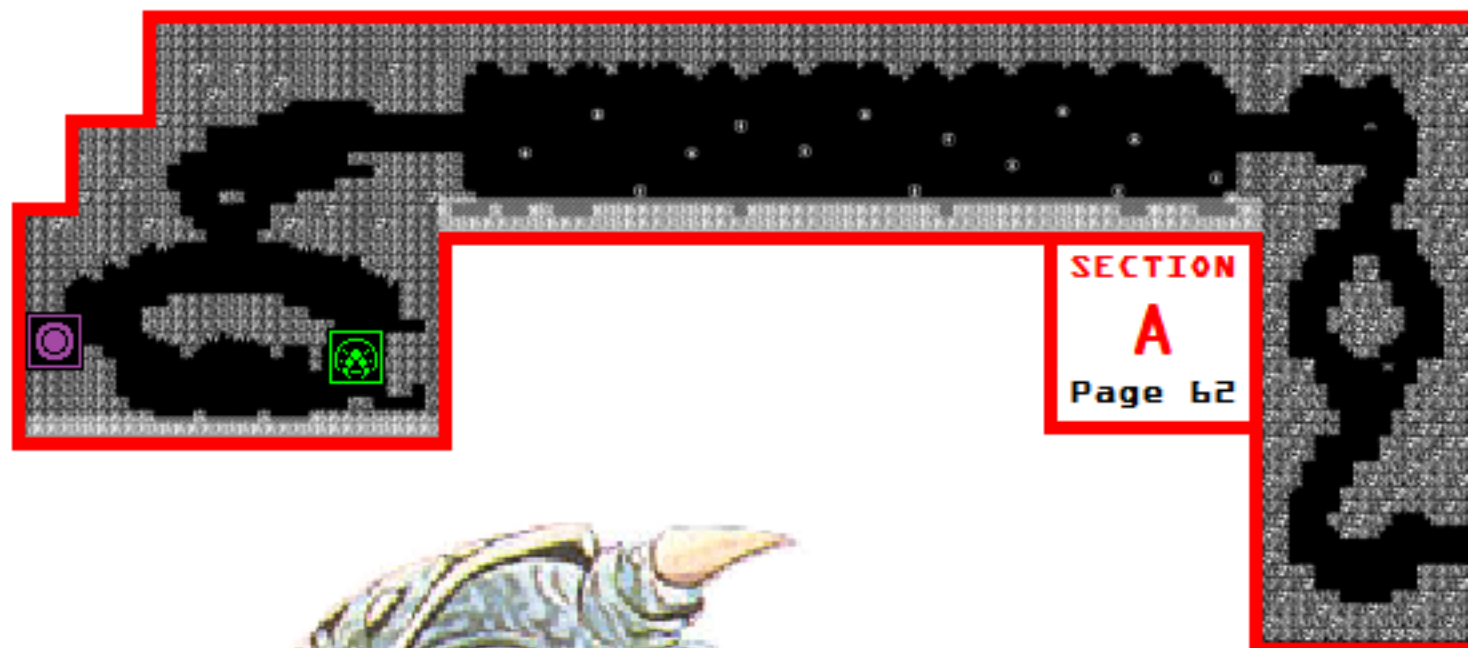
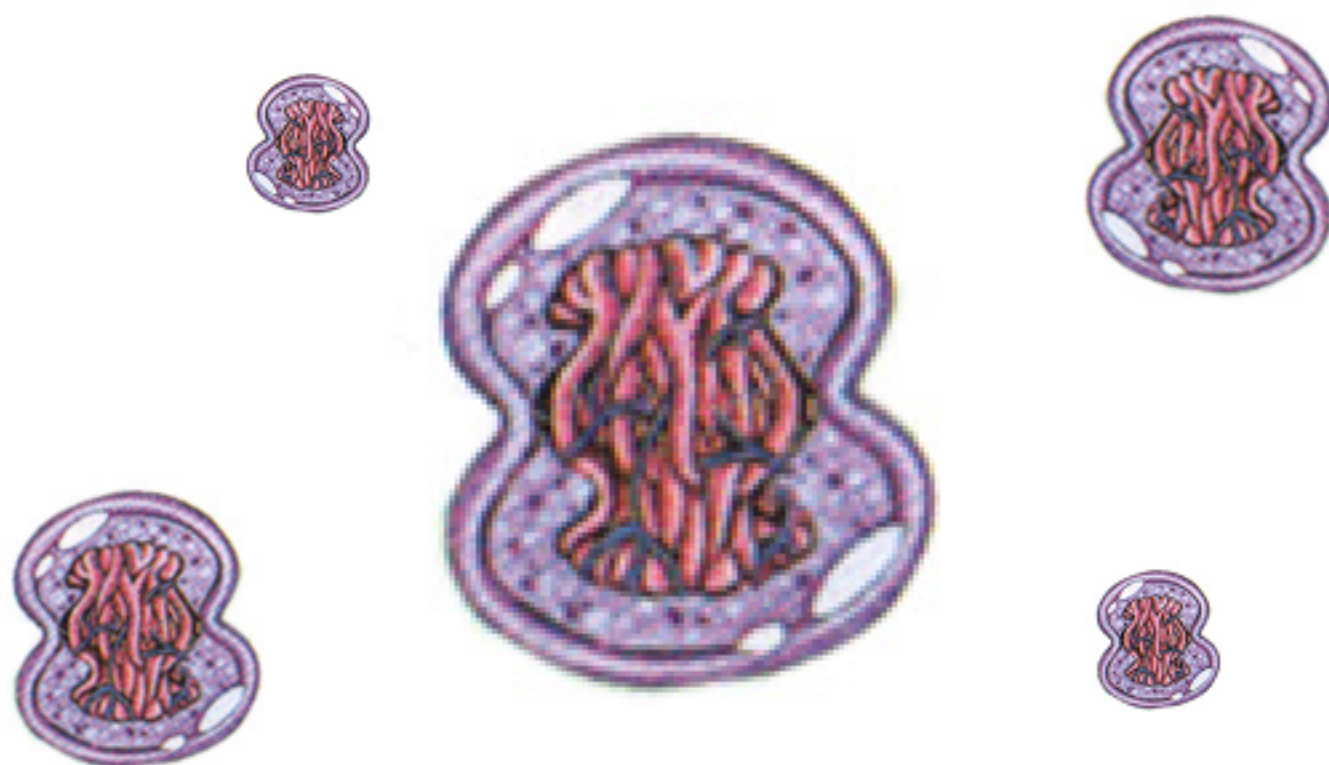
A Gamma Metroid lives in the grotto at this Point. Defeating it shouldn't be too hard as the grotto is quite large. After it's defeated, I can access Area 06's entrance in Area 04 after an earthquake occurs.



# Area 06: The Flitt Catacombs



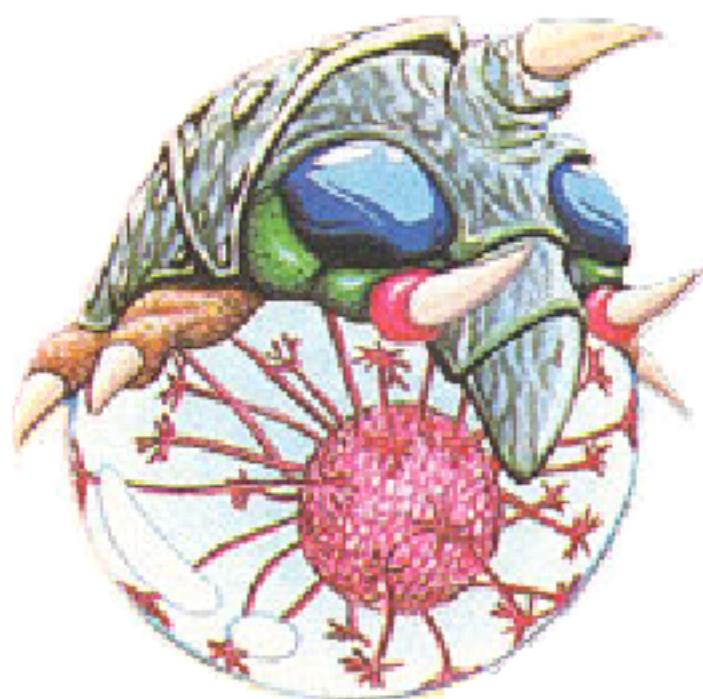
AREA 06



SECTION

A

Page 62



Area 06 is another small Area and contains only two Metroids. The Area is a nesting ground for amoeba-like creatures called Flitts. While harmless, they may hinder my Space Jump.



METROIDS	02
SUIT UPGRADES	00
ENERGY TANKS	00
MISSILE TANKS	00
ENERGY BATTERIES	01
MISSILE BATTERIES	01
SAVE STATIONS	00

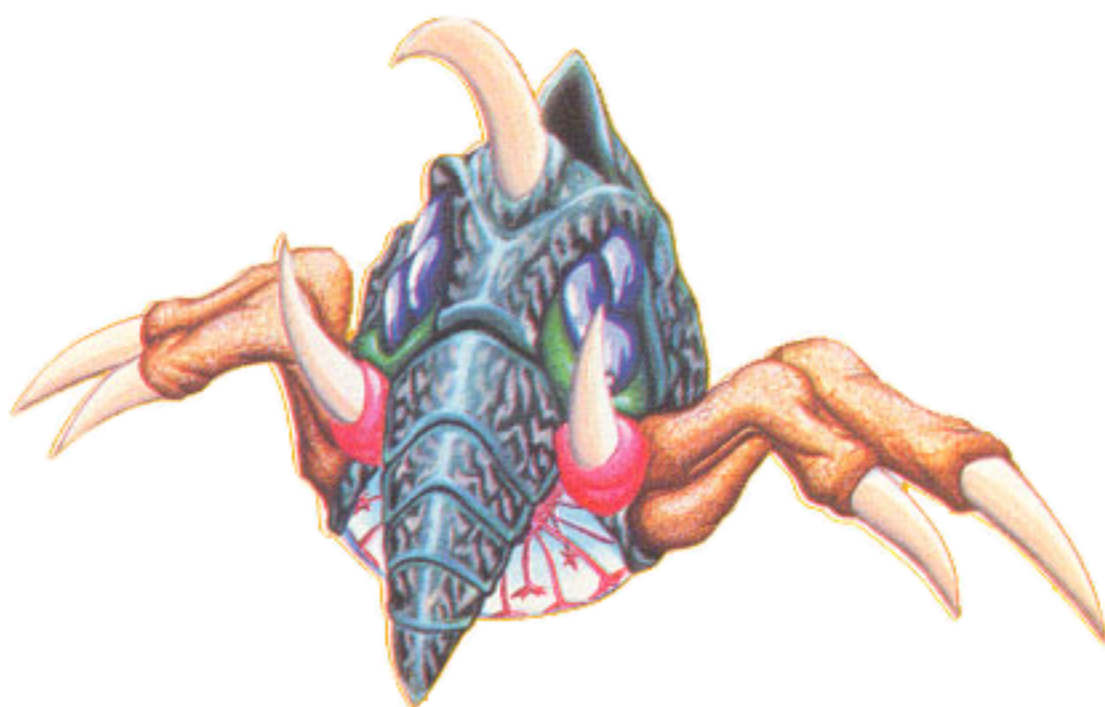
SECTION

B

Page 64

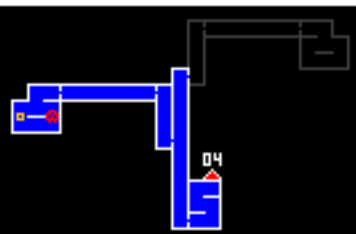


AREA 04  
Page 46

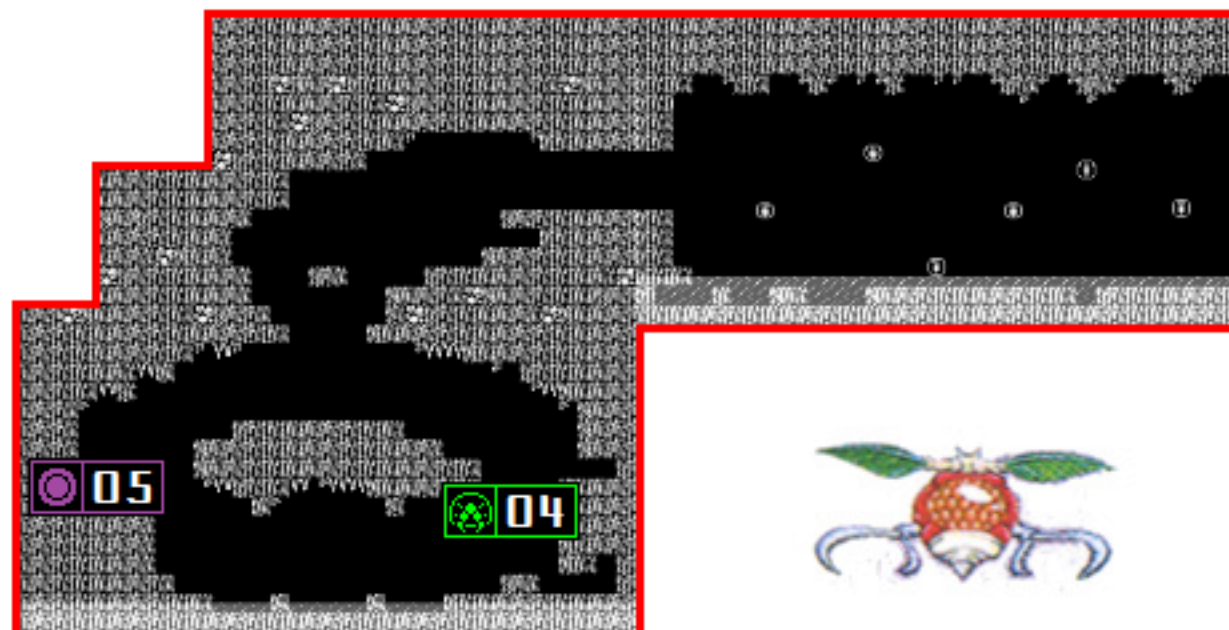




# Area 06: Section A



AREA 06



## 01 OBSTACLE COURSE

The main caves leading to the branching paths of this Area are filled with several Pincher Flies and Halzyns with Spikes covering some floors and ceilings. I'll need to watch my step as I navigate through the tunnels.



## 02 PICK A PATH

At this Point, I can either head left or up. For now, I should head left towards Point 3 and save the upper path for later after dealing with a detected Metroid at Point 4.



## 03 FLOATING FLITTS

Several Flitts live in the tunnel at this Point. They're harmless and I can use them as stepping stones. The Flitts here float left to right in a set spot above a large pool of magma. They may block my path if I'm Space Jumping carelessly.



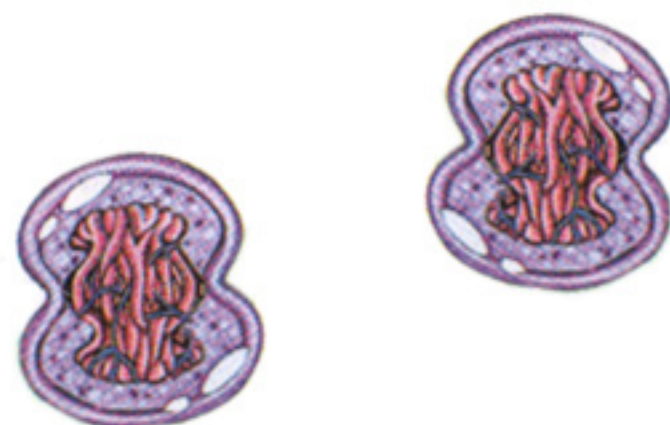
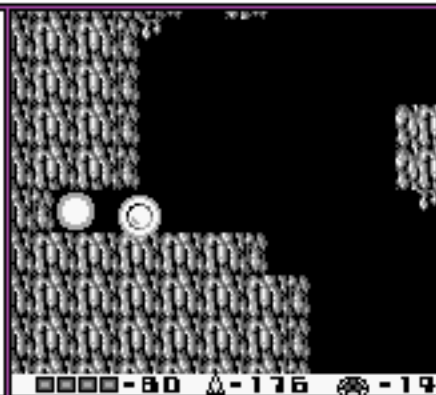
## 25/39 04 ALPHA METROID

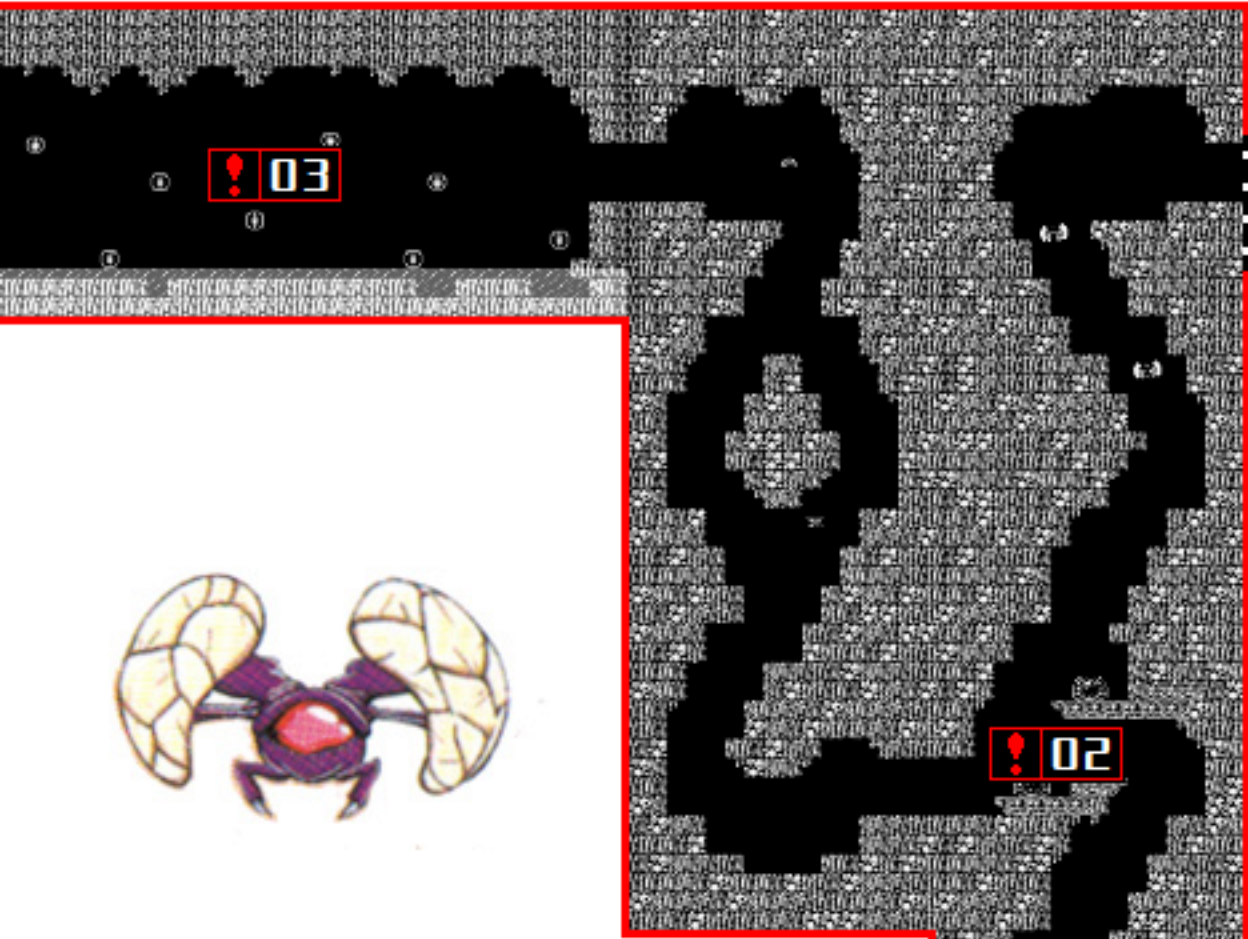
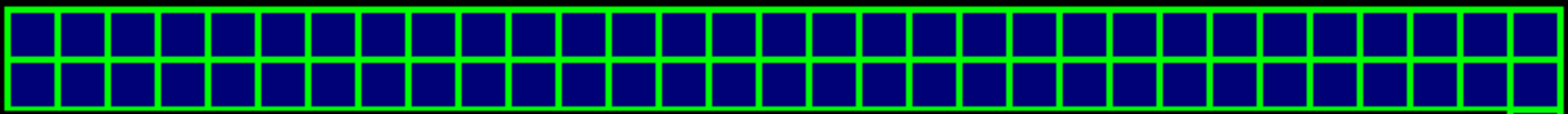
Alpha Metroids normally aren't a problem. This one is as its nest is very cramped and there are several small pools of magma in the lowest spots. I'll need to find a good spot to blast the parasite safely.



## 05 BATTERY IN THE WALL

In the same area as the Alpha Metroid, I can find an Energy Battery in an alcove in far left wall. After using it, I should head back to Point 2. Once there, I should take the upper path that leads to Section B on Page 64.





! 03

A  
PG-64



! 02

AREA 04  
Page 46



! 01

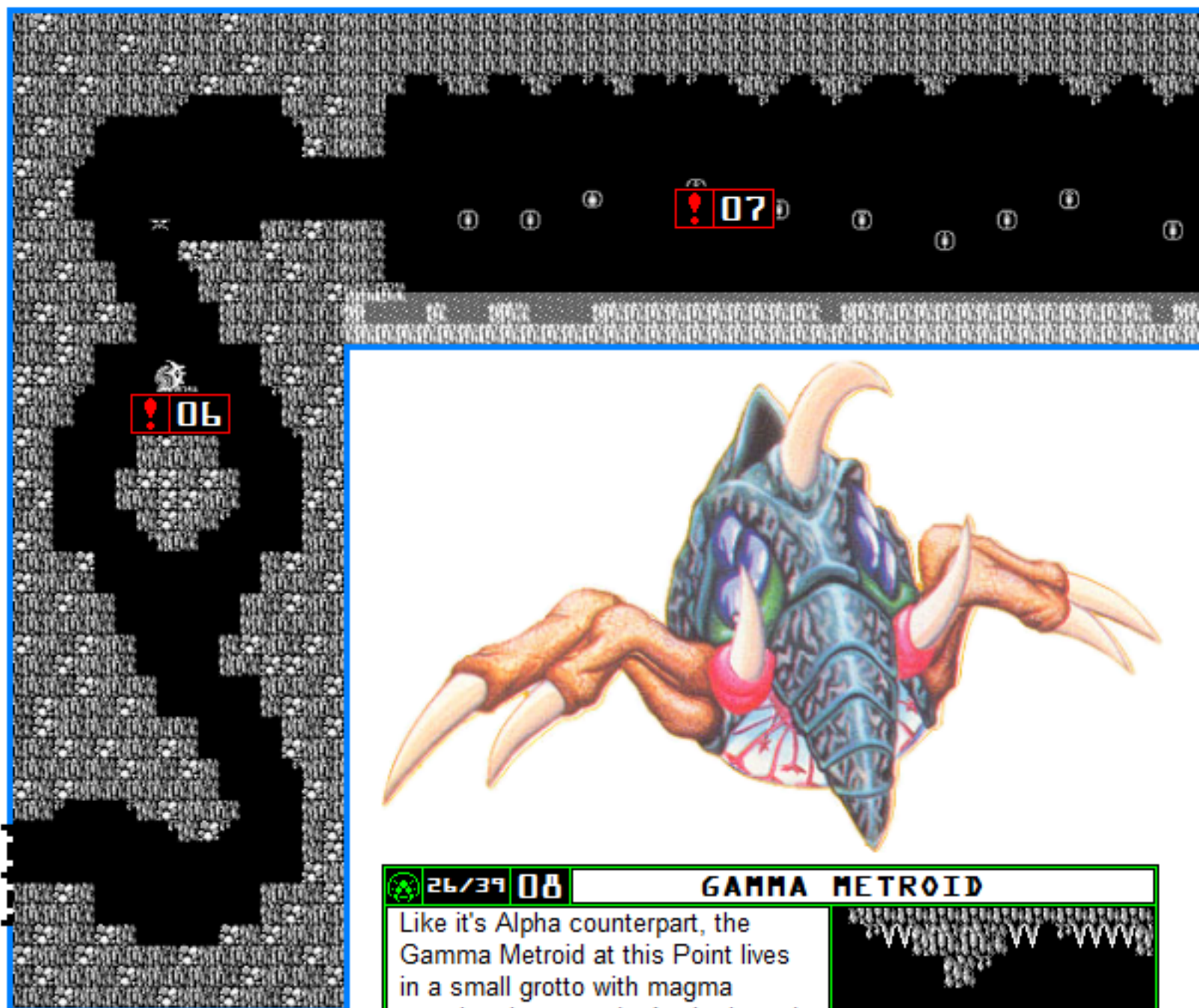


# Area 06: Section B



## ! 06 MOTO IN THE MIDDLE

A Moto patrols a platform in the center of the cave at this Point. Like Halzyns, they have armor that blocks my attacks unless I have the Wave Beam. If I don't have the Wave Beam, I'll need to wait until the creature's back is to me so I can damage it from behind.



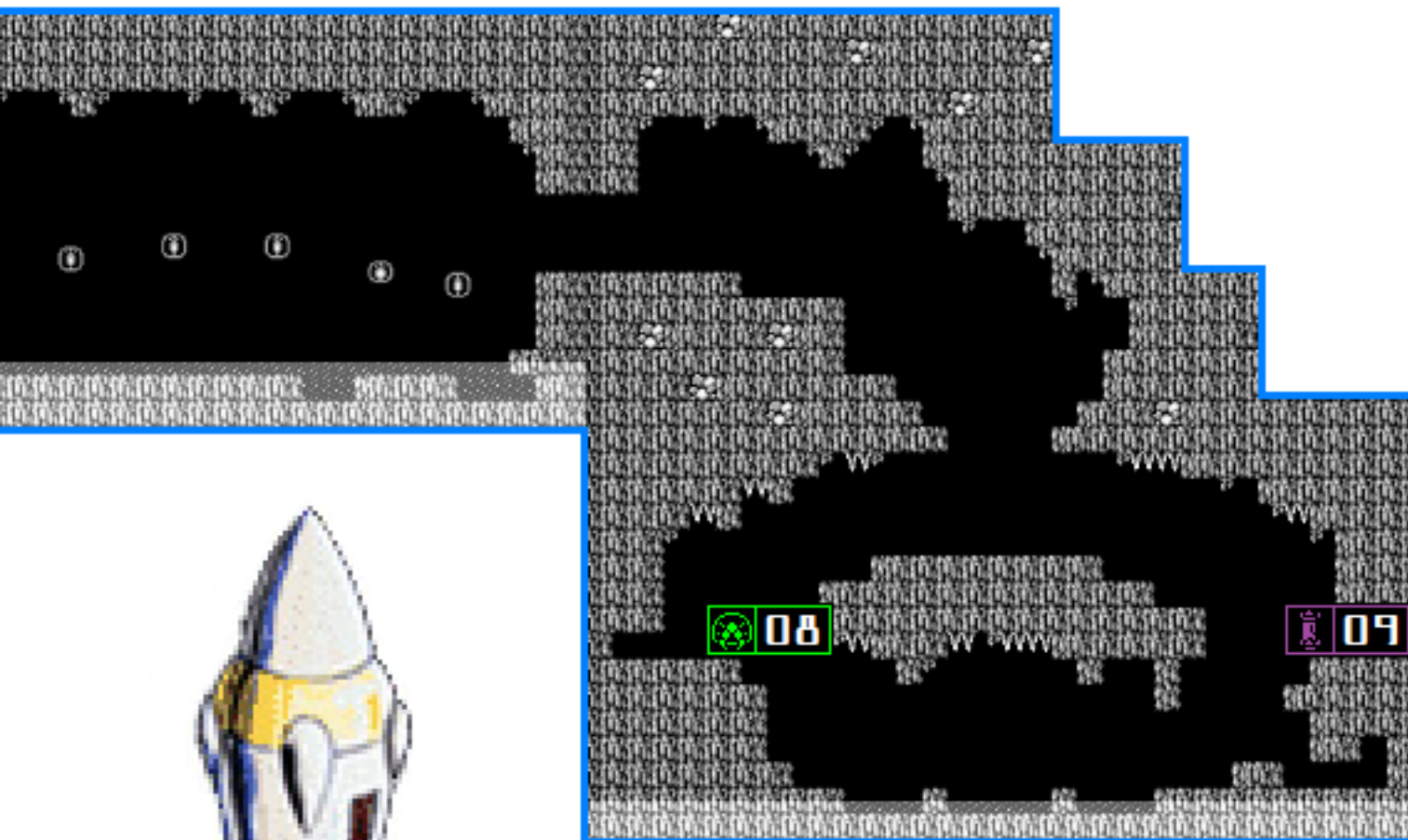
## 26/39 ! 07 GAMMA METROID

Like its Alpha counterpart, the Gamma Metroid at this Point lives in a small grotto with magma covering the ground. Again, I need to find a good spot where I can dodge the parasite's attacks while avoiding falling into the magma. Once it's destroyed, an earthquake will occur opening up Area 07.



**07****PHASING FLITTS**

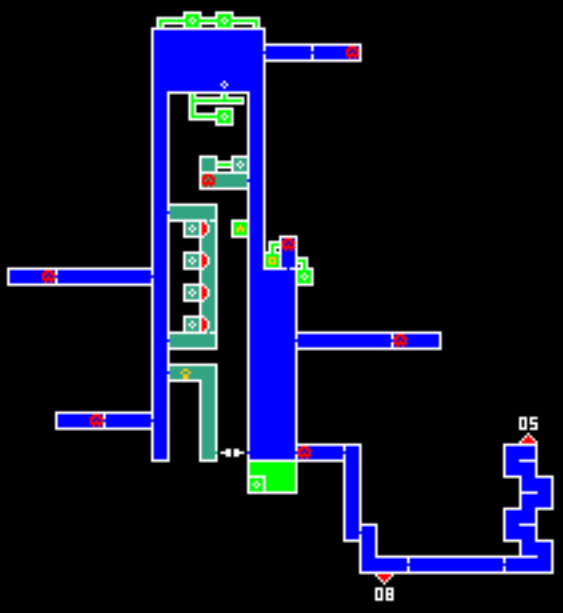
Another Flitt nest can be found at this Point. Unlike the Flitts in Section A, these Flitts phase in and out of reality periodically. There's also a large pool of magma covering the ground, so whether I'm doing normal jumps or Space Jumps, timing is everything when navigating through this corridor.

**08****09****09****ANOTHER BATTERY IN THE WALL**

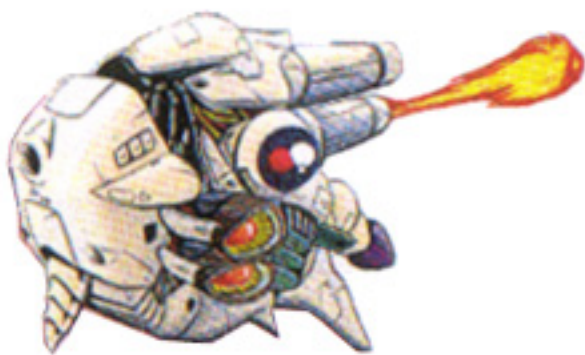
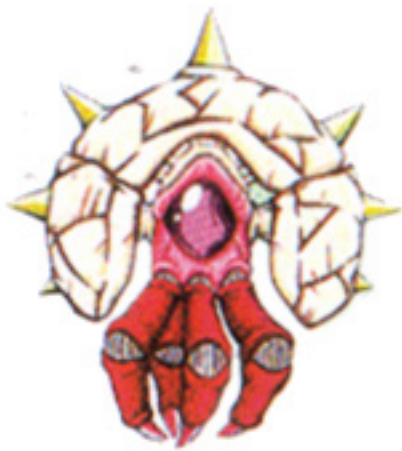
Before heading to Area 07's entrance in Area 05 on Page 58, I can find a Missile Battery in the far right wall in the grotto where I fought the Gamma Metroid. I should stock up on Missiles using the Battery before heading onward to Area 07.



# Area 07: The Ruined Armory



AREA 07



SECTION B

B

Page 70



SECTION C

C

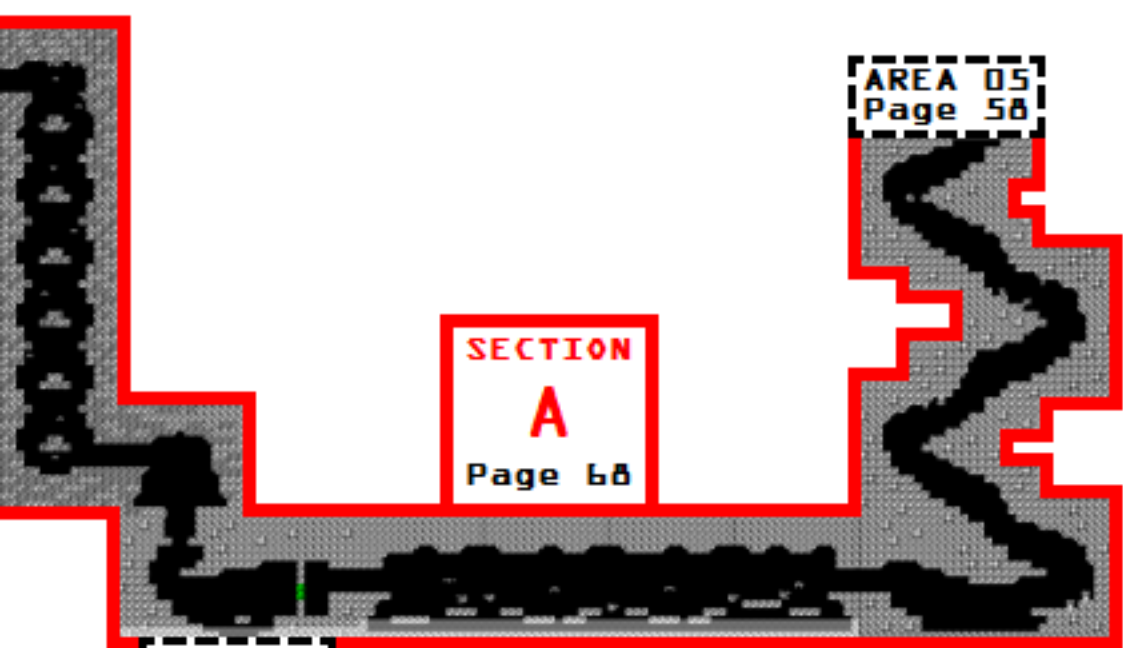
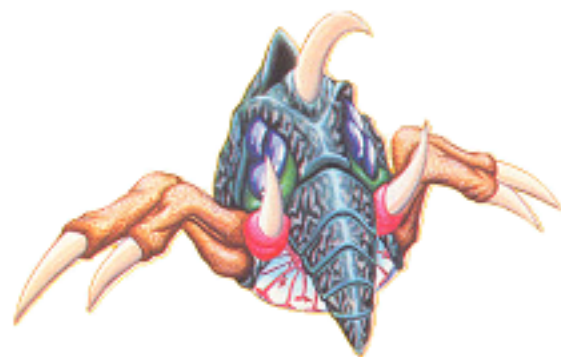
Page 74

A

A

In addition to 7 Metroids, this Area houses an old armory that contains all 4 of my Arm Cannon Beams! I can also find the last of my Suit Upgrades, Missiles Tanks, and Energy Tanks.

METROIDS	07
SUIT UPGRADES	05
ENERGY TANKS	02
MISSILE TANKS	04
ENERGY BATTERIES	01
MISSILE BATTERIES	01
SAVE STATIONS	01

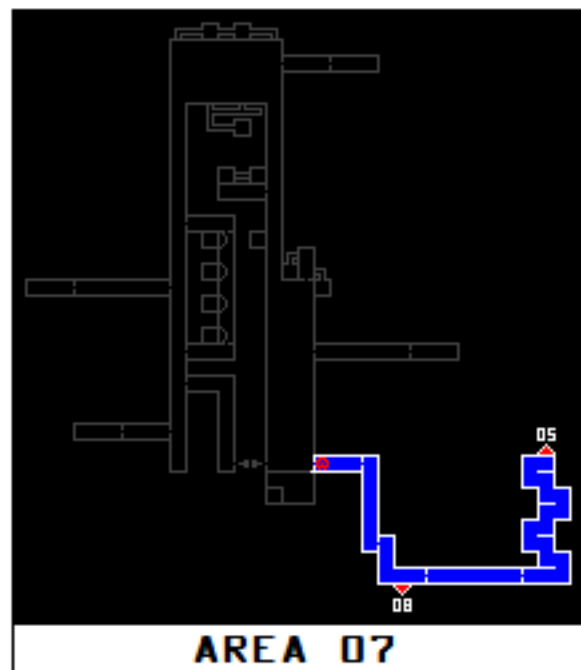


AREA 05  
Page 58

SECTION  
A  
Page 68

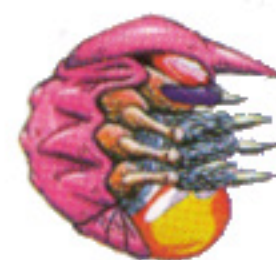
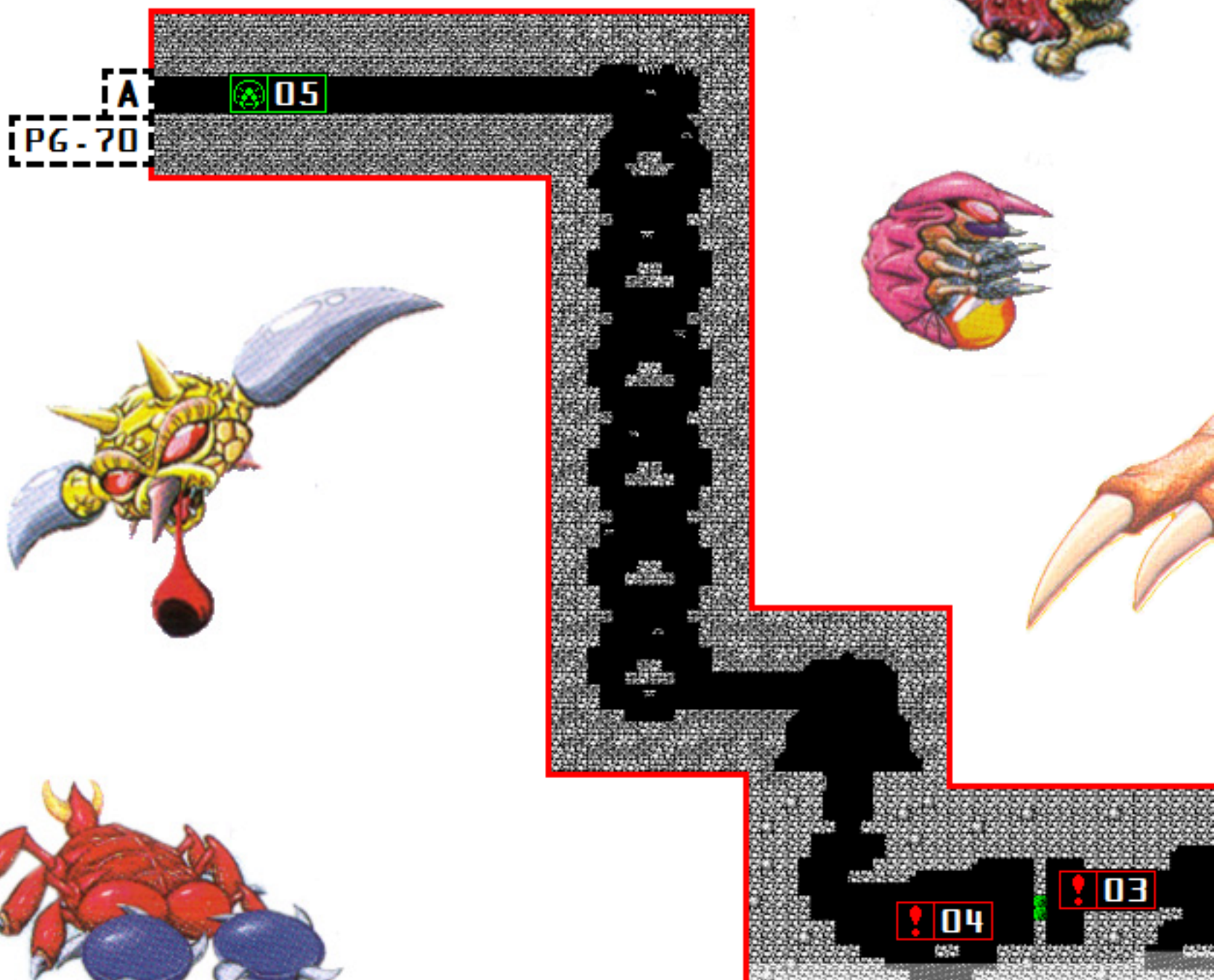
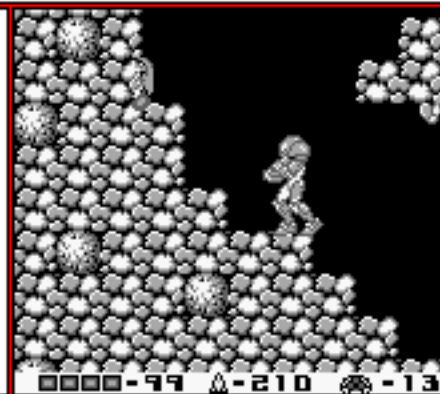
AREA 08  
Page 76

# Area 07: Section A



## ! 01 INSECTS IN THE WALL


A Glow Fly and several Skorps make their nest in the shaft leading in to Area 07. The Glow Fly is easily dealt with, but the Skorps will be a problem as they move in and out of the walls to attack. I'll need to watch my step.



AREA 08  
Page 7b

**02 MAGMA DWELLERS**

Skreeks and Drivels live around the magma at this Point. Skreeks will jump out of the magma to attack from below, while Drivels attack from the air. I'll need to watch my jumps or risk being knocked into the magma below.



0000-99    ▲-210    🌀-13

**03 MISSILES REQUIRED**


Some Missile Blocks bar my access into the deeper parts of Area 07. Each Block only takes one Missile to destroy. If I don't have any, I can destroy enemies in previous places to get some Missile Packs.



0000-83    ▲-209    🌀-13

**04 ACCESS DENIED: AREA 08**


Until I've destroyed the 7 Metroids in this Area, my access to Area 08 is blocked off by a large amount of magma. I've gotten quite used to this pattern by now. I gotta say, it's a bit tedious at this point...



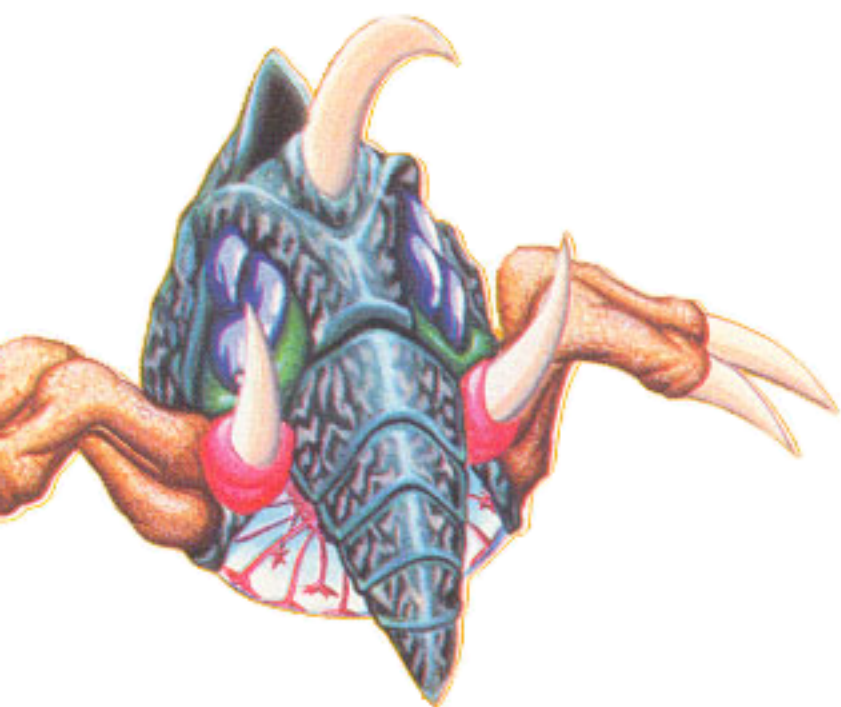
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**27/39 05 GAMMA METROID**

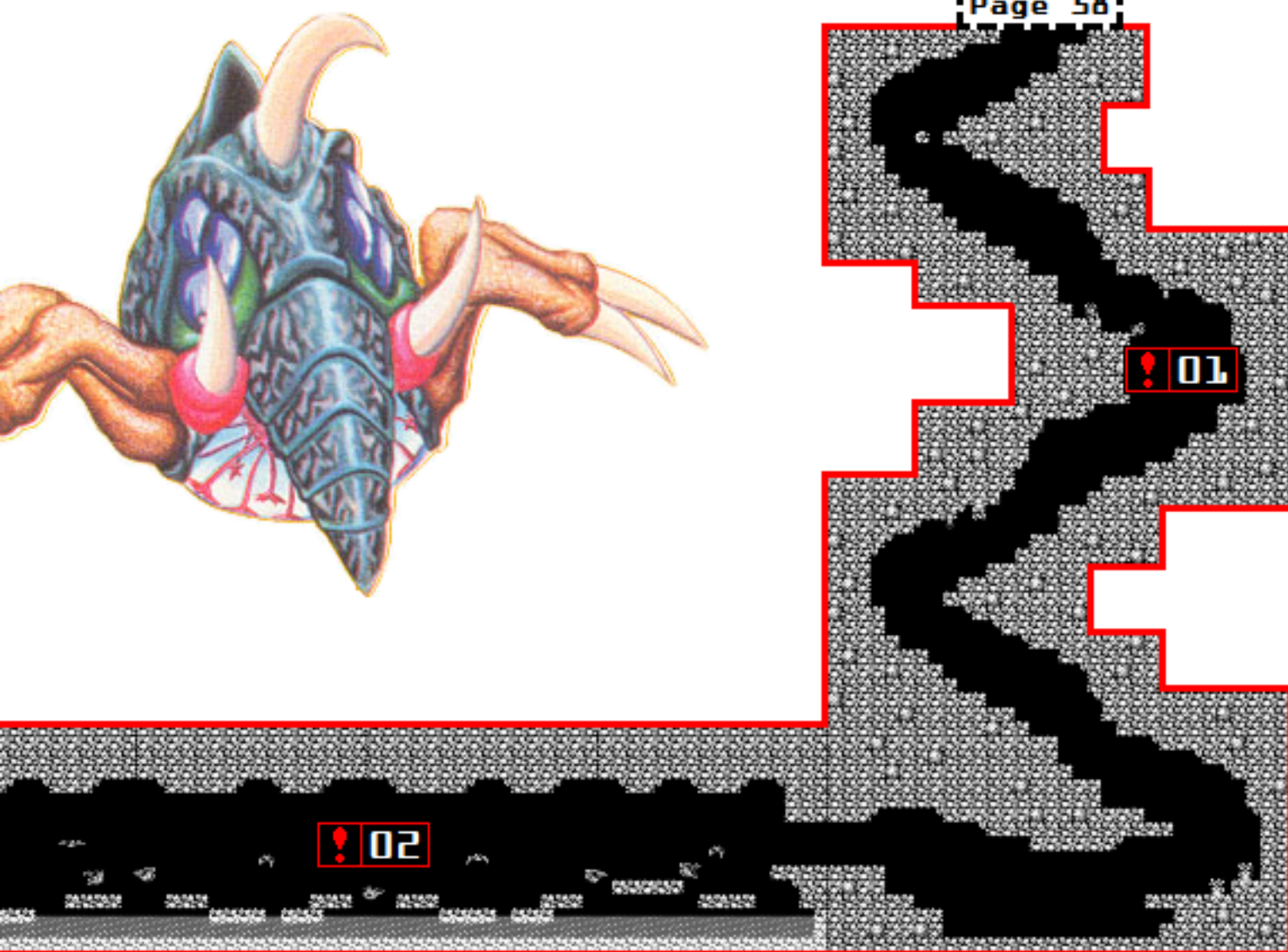
A Gamma Metroid lies in wait in the tunnel at this Point. There's more than enough room to battle the beast and pelt it with 10 Missiles. I'll just have to power through it like all the others and move on.



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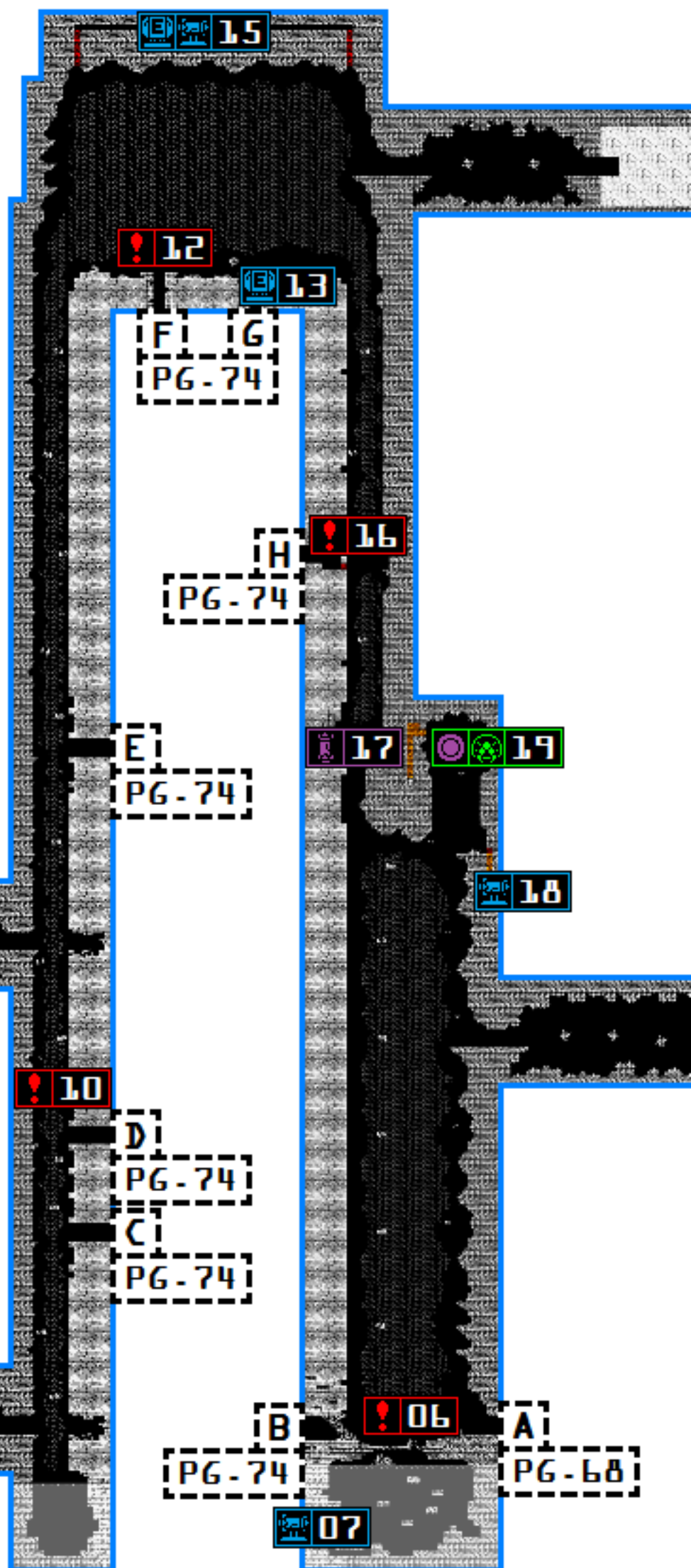
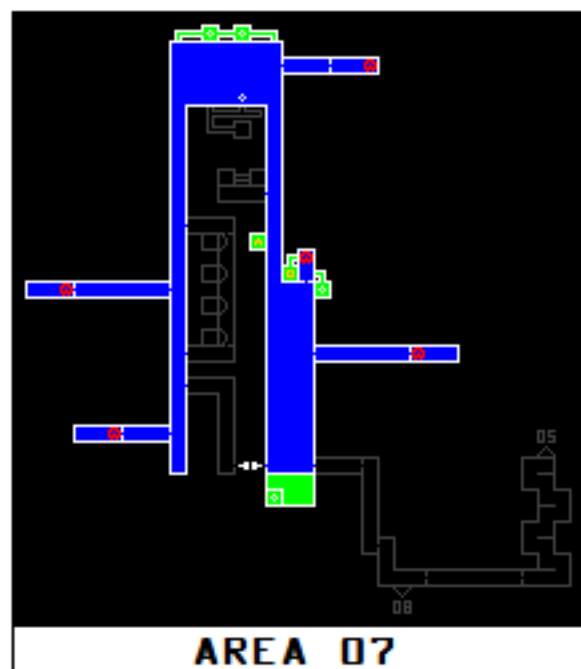


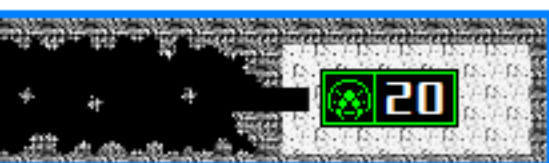
AREA 05  
Page 58





# Area 07: Section B





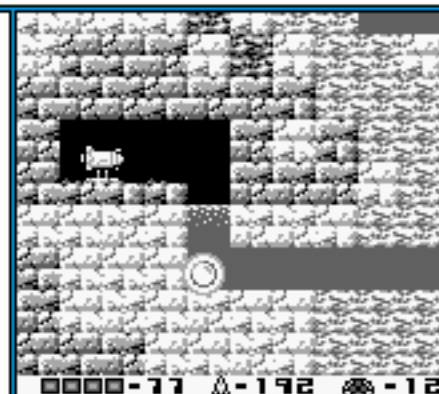
### ! 06 TAKE A DIVE, THEN GO FORWARD

Before heading inside of the ruined armory's lobby via the doorway at this Point, I should head into the body of water under the bridge for the chance to grab another Missile Tank.



### 19/22 07 MISSILE TANK

After jumping through the hole in the bridge at Point 6, I'll be in a large body of water. If I head left, I can find a small aclove where another Missile Tank resides. After picking it up, I can head towards Map Connection Point B and blast the Leech Weed that blocks my way.



### ! 08 SPIKES IN THE CORRIDOR

The corridors leading to the Metroids at Points 9, 11, 14, and 20 are filled with spikes both on the floors and ceilings, but also in the air as well. I'll need to navigate each corridor with carefully timed Space Jumps or normal jumps via the non-spiked portions of the floor.



### 28/39 09 ZETA METROID

The Gamma Metroid at this Point will mutate into a Zeta Metroid when I approach it. The newly mutated parasite will charge at me while spitting balls of energy. Only its head and chest are vulnerable to attack as its armored hide protects the rest of its body. It will take 20 Missiles to destroy the Metroid.



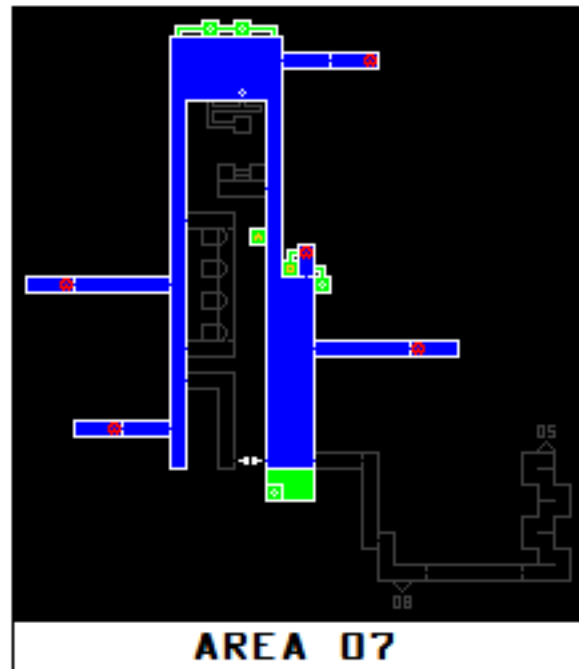
### ! 10 INTO THE ARMORY

The main section of the ruined armory can be accessed from either Map Connection Points D or E. The armory itself contains copies of all 4 of my Arm Cannon's Beam weapons. I should take the time to pick the best one to carry me to the last Area before moving on.



# Area 07: Section B

(CONTINUED FROM PAGE 71)



AREA 07



29/39 11

## GAMMA METROID

The Gamma Metroid at this Point resides in a room much like the Zeta Metroid's room. It's covered in Sand Blocks, but there's still enough room to blast the beast with 10 Missiles before heading on to the next Point.



! 12

## ARMORED GUARDS NEAR THE TOP

A duo of Motos and a Ramulken guard the top of the armory. While the Motos are easily dealt with, I'll need the Wave Beam to deal with the Ramulken. If I head through the opening on the left, I can access a hidden room in Section C that leads to a Missile Tank, as well the Energy Tank at Point 13.



E 05/06 13

## ENERGY TANK

If I enter the hidden room from the entrance at Point 12 via Map Connection Point F, I can use Bombs and some careful maneuvering to reach this Energy Tank beyond Map Connection G. I can jump through the Metroid Shell afterwards to move on, though I can't use it to reach the Energy Tank.



30/39 14

## GAMMA METROID

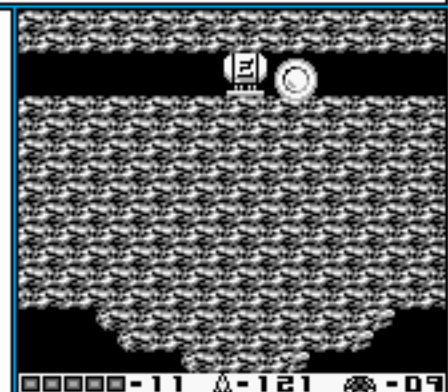
The Gamma Metroid at this Point is surrounded by Sand Blocks which will prove problematic as they'll block my attacks if I don't clear enough of them as I fight the parasitic monster. Again, 10 Missiles will destroy it.



E 06/06 20/22 15

## 1 TANK EACH

Using the Spring Ball and Spider Ball, I can crawl to the ceiling where I can Bomb some sections of it to reveal a secret tunnel. Inside is another Missile Tank. There's also another Energy Tank, though it will only restore my Energy if I already have the previous 5 Energy Tanks.



## 16 BOMBING FOR THE SCREW ATTACK

Using the Spider Ball and the Bombs, I can blast through a Bomb Block on the armory's right wall to access a hidden room that contains another Metroid and my Screw Attack. The Screw Attack can really be useful, especially in the last few Areas, so I should pick it up ASAP.



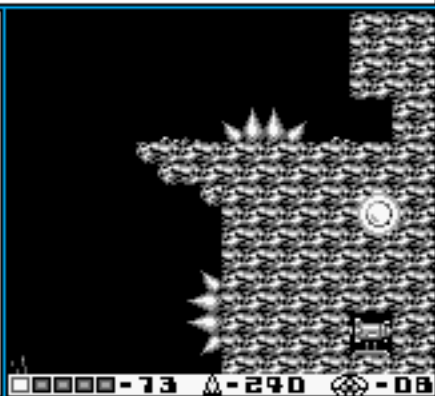
## 17 MISSILE BATTERY IN THE WALL

A bit further down from Point 18, there's a section of the armory's right wall that's fake. Going through it leads to a small alcove where I can find a Missile Battery.



## 21/22 18 MISSILE TANK

Before heading to Point 19, I can jump over some spikes on the nearby ledge below Point 19 and Bomb the wall to access a secret tunnel that leads to Missile Tank.



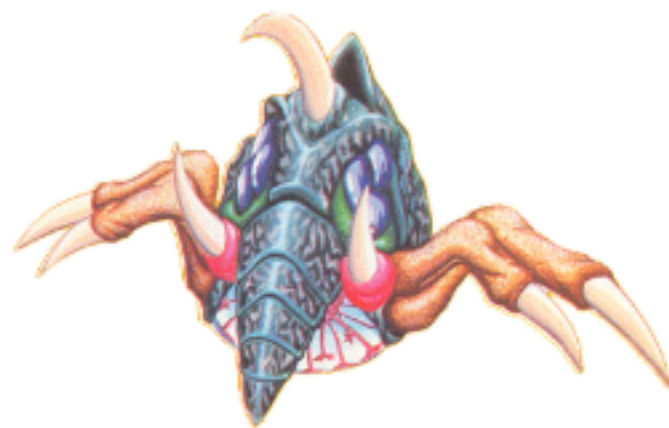
## 31/39 19 GAMMA METROID

I'll need to be careful of my footing as I fight the Gamma Metroid at this Point. If I got the Screw Attack earlier, jumping around shouldn't be as much of a problem. After destroying the Metroid, I can use the Spider Ball on the left side wall of this alcove to find an Energy Battery in a secret tunnel.

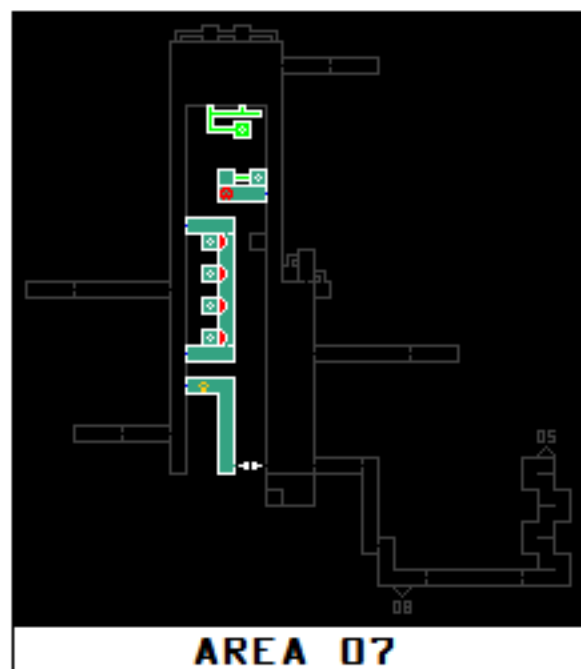


## 32/39 20 ZETA METROID

Another one of the newer Metroid mutations resides at this Point. Again, only its head and chest are vulnerable, but there's also the added problem of being surrounded by Sand Blocks. I'll need to juggle attacking the beast and clearing Sand Blocks to come out on top.



# Area 07: Section C



**24 ICE BEAM**

The Chozo Statue in this room at this Point holds a copy of my Ice Beam. Freezing enemies has it's advantages, the Ice Beam's blast radius is pretty small and it's not as powerful as my other Beam Weapons.

ICE BEAM

**25 WAVE BEAM**

A Chozo Statue with a copy of the Wave Beam can be found at this Point. The Wave Beam is powerful and can go through walls and armored enemies, but it's way flight may iss the target sometimes.

WAVE BEAM

**26 SPAZER BEAM**

A Chozo Statue at this Point holds a copy of the Spazer Beam. The individual blasts are quite strong and it's vertical reach is great. It's doesn't have many drawbacks, but it could definitely use some improvements.

SPAZER

**27 PLASMA BEAM**

A copy of the Plasma Beam is held by the Chozo Statue at this Point. My most powerful beam lacks vertical reach, but has great horizontal range. It also can slice through multiply enemies in one shot.

PLASMA BEAM

**22/22 28 MISSILE TANK**

The hidden room beyond Map Connection Point F is pitch black so I'll have to blindly use my Morph Ball and Bombs to reach the Missile Tank here. I should leave via Map Connection Point G to pick up an Energy Tank.

MISSILE TANK

**21 SAVE STATION 7**

I'll find a Save Station at this Point inside the ruined armory's lobby. Considering the amount of Zeta Metroids in this Area, it might be wise to save here before hunting them down.

SAVE STATION 7

**22 HIDDEN ARMORY ENTRANCE**

Whether I enter the armory from Map Connection Point D or E, I'll need to go through a false floor or ceiling to access the armory itself.

HIDDEN ARMORY ENTRANCE

**23 GUARDIAN GUNZOOS**

The armory consists of 4 rooms blocked off by Missile Doors. The entire armory itself is guarded by a pair of Gunzooes. A Gunzoo that spots me won't hesitate to fire at me, though they're easy to attack or avoid.

GUARDIAN GUNZOOS

**33/39 29 ZETA METROID**

Another Zeta Metroid resides at this Point. Again, 20 Missiles will destroy it and only its head and chest are vulnerable. After it's gone, another earthquake will occur opening up Area 08's entrance.



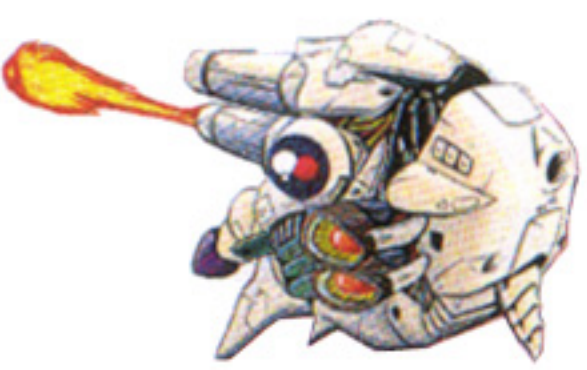
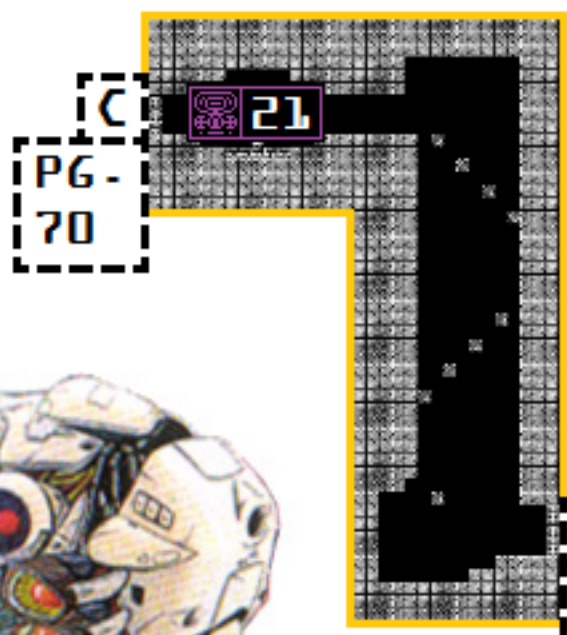
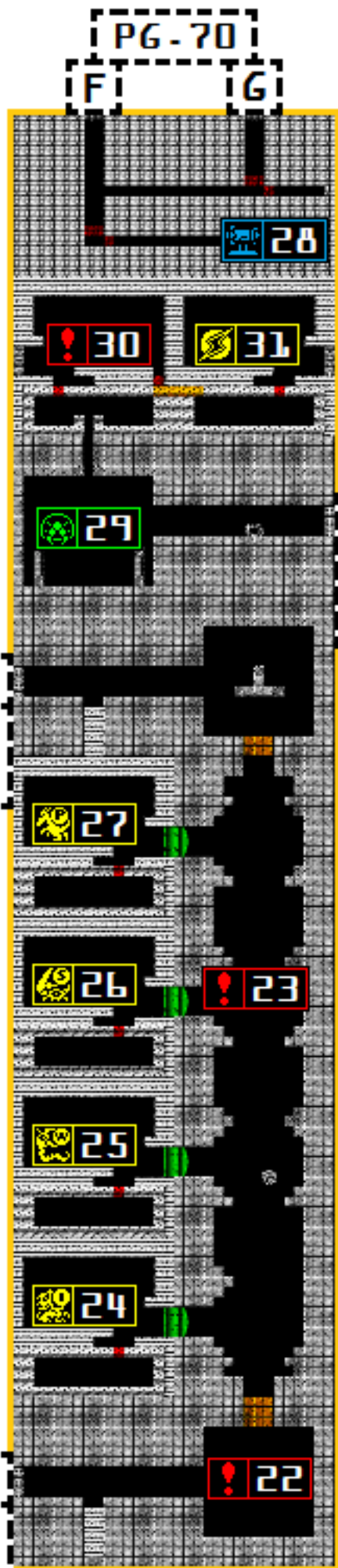
**! 30 MORPH BALL SKILLS**

Using the Morph Ball, Spring Ball, Spider Ball, and Bombs in the room beyond Point 29 will give me access to the room that holds the Screw Attack. It's not as hard as it sounds however.



**31 SCREW ATTACK**

Oh, how I've missed this Upgrade! My Screw Attack turns my Spin Jump into a buzz saw-like attack that severely damage enemies and block their projectiles. It can even cut through armored enemies like Motos and Halzyns!



# Area 08: The Looped Catacombs



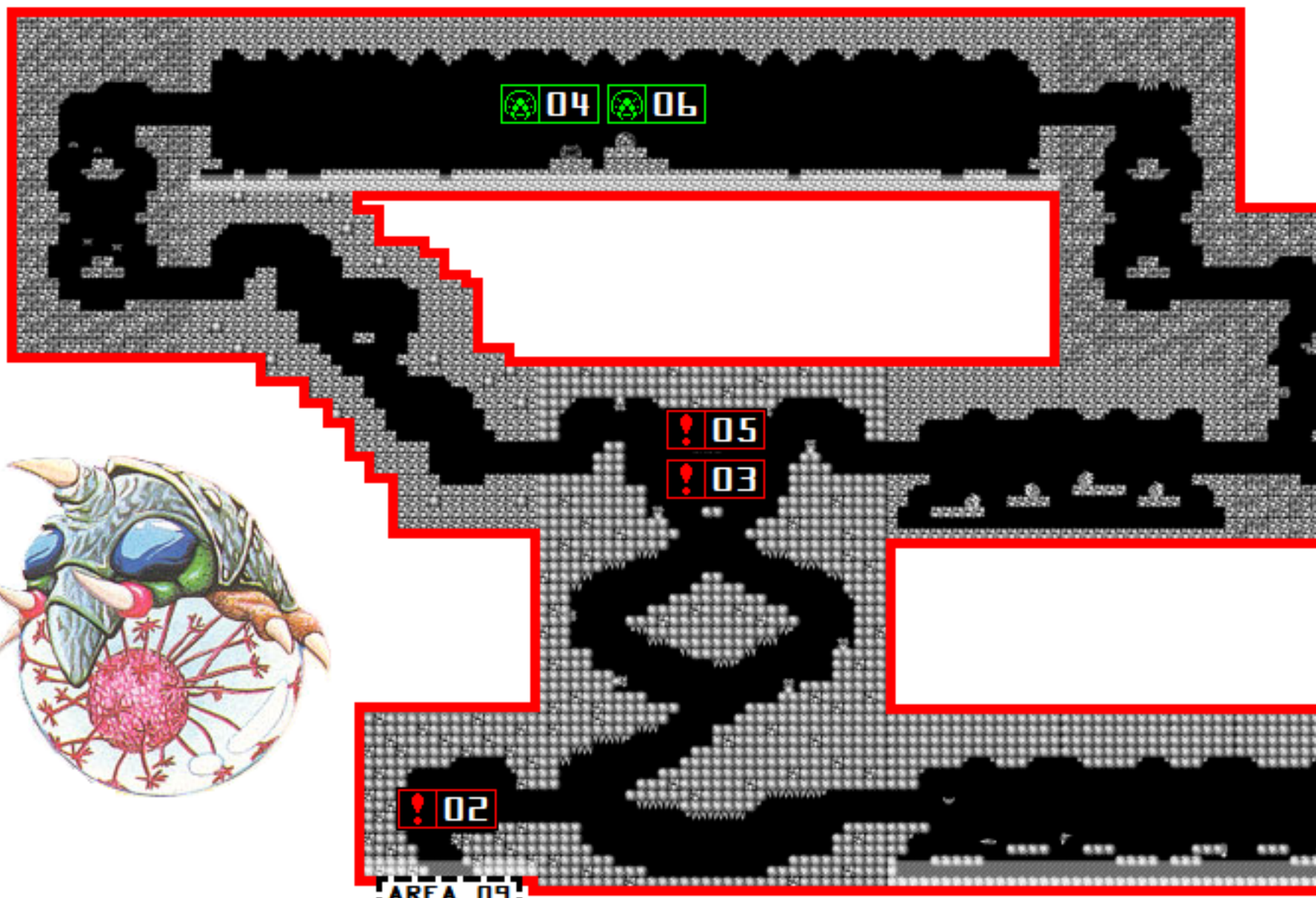
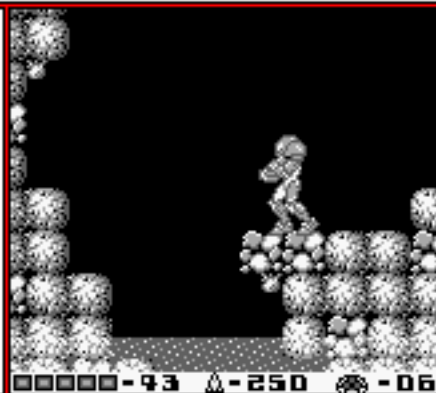
## ! 01 LONG ROAD AHEAD

From this Point and onward towards Point 3, a multitude of obstacles and enemies await me. Skorps and Yummes guard magma filled chasms, while other tunnels have spikes, Seerooks and Glow Flies.



## ! 02 ACCESS DENIED: AREA 09

As always, the way to the next Area is blocked off by magma. Area 09's entrance will open up to me once the Metroid in this Area has been destroyed.




AREA 09  
Page 78

This Area has only one Metroid and is fairly small. It's odd though. I could swear I was picking up a second Metroid. What's more, I'm picking up strange seismic readings as well.

**! 03 PICK A PATH**

There are two paths here to take that eventually loop into each other. The left path has weak Pincher Flies, while the right path contains strong Motos and Halzynes. Which one should I choose?




000000-93 ▲-250 🍄-06

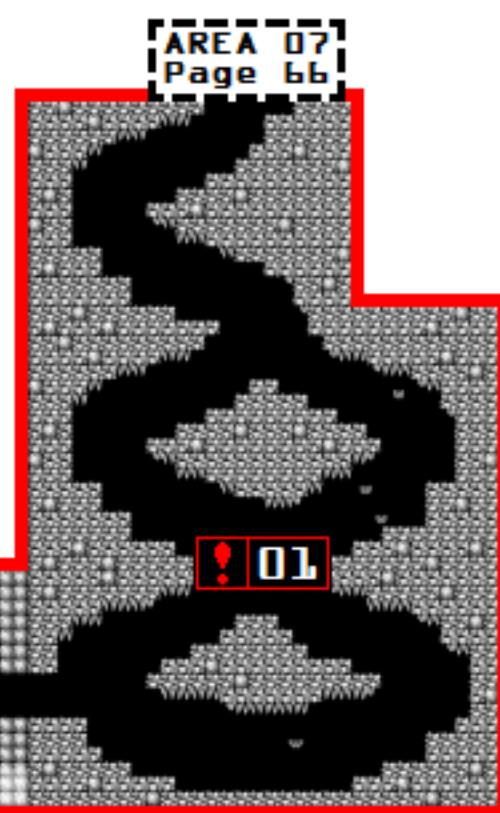
METROIDS	02
SUIT UPGRADES	00
ENERGY TANKS	00
MISSILE TANKS	00
ENERGY BATTERIES	00
MISSILE BATTERIES	00
SAVE STATIONS	00

**34/39 04 ALPHA METROID**

An Alpha Metroid will emerge at this Point. It's a fairly easy fight so long as I avoid the magma pools. Once it's destroyed, another earthquake will occur. Area 09's entrance should be open now.




000000-96 ▲-295 🍄-06



**! 05 BLOCKED IN BY MAGMA**


What?! Heading back towards Area 09's entrance, I've discovered that the magma actually rose! What's stranger is that my sensors have just detected another Metroid where I fought that Alpha Metroid seconds ago...



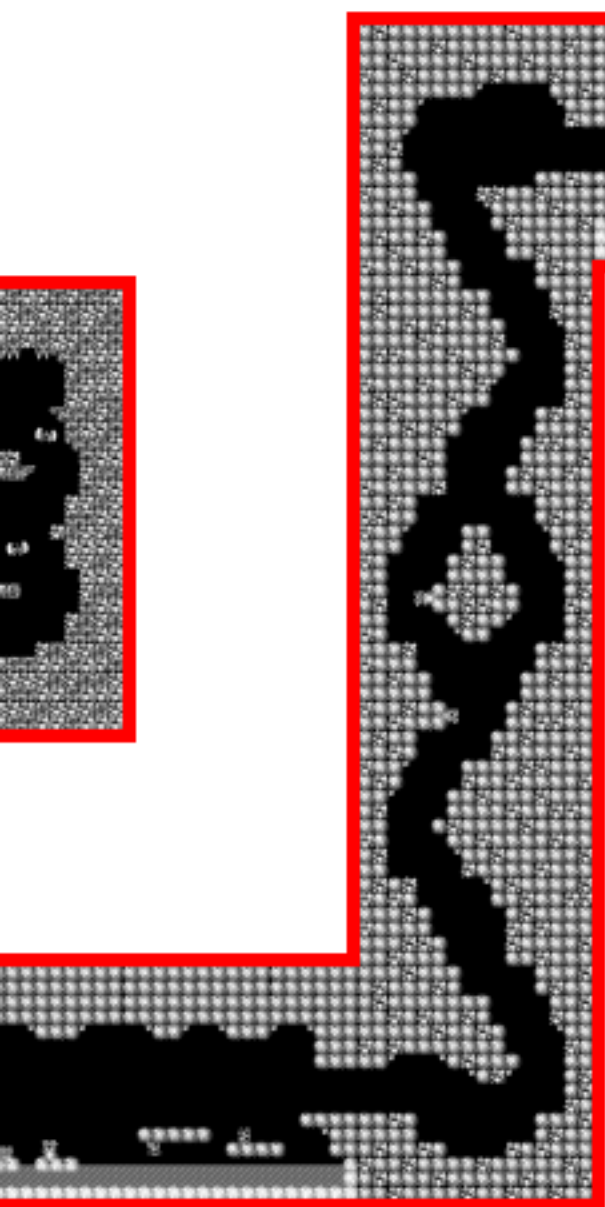
000000-72 ▲-291 🍄-05

**35/39 06 OMEGA METROID**

Upon returning to this Point, I'll be ambushed by an Omega Metroid! It attacks like Zeta Metroids, but it's much stronger and takes 30 Missiles to it's head and chest to destroy. I can use the Screw Attack to get past it and it's attacks if it gets too close. Once it's destroyed, the magma blocking Area 09's entrance will finally subside.

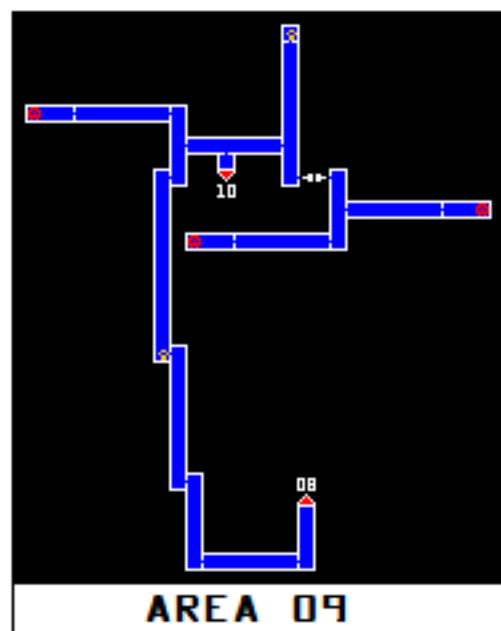


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# Area 09: The Omega Catacombs



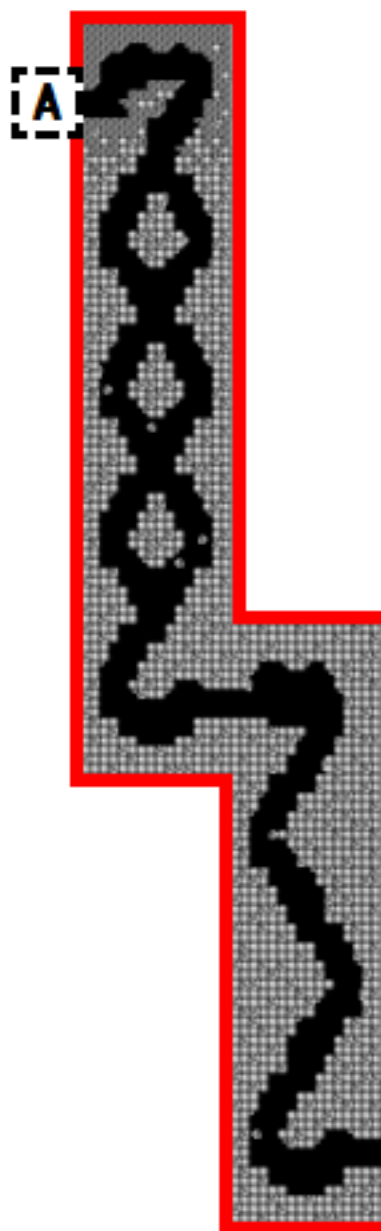
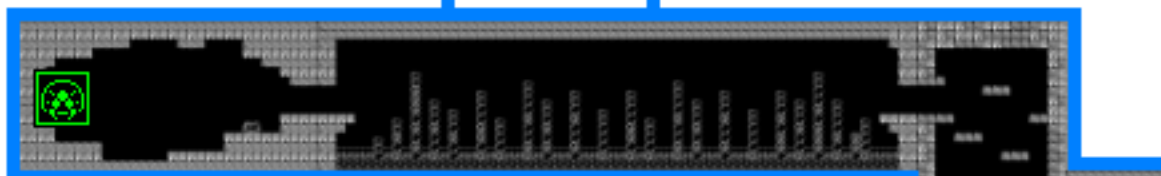
AREA 09



SECTION

**B**

Page 82



SECTION

**A**

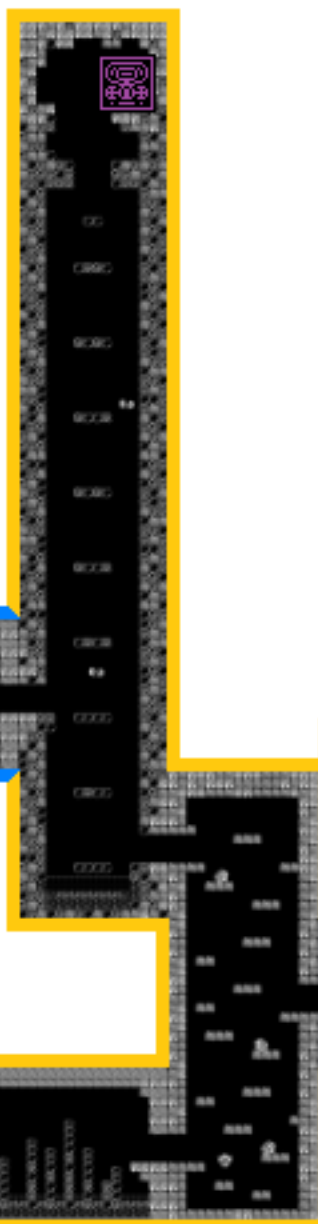
Page 80

AREA 08  
Page 76



Based off of the readings from my sensors, there's 3 Omega Metroids in this Area and no Energy or Missile Batteries. It might be a good idea to come here fully stocked.

METROIDS	03
SUIT UPGRADES	00
ENERGY TANKS	00
MISSILE TANKS	00
ENERGY BATTERIES	00
MISSILE BATTERIES	00
SAVE STATIONS	02

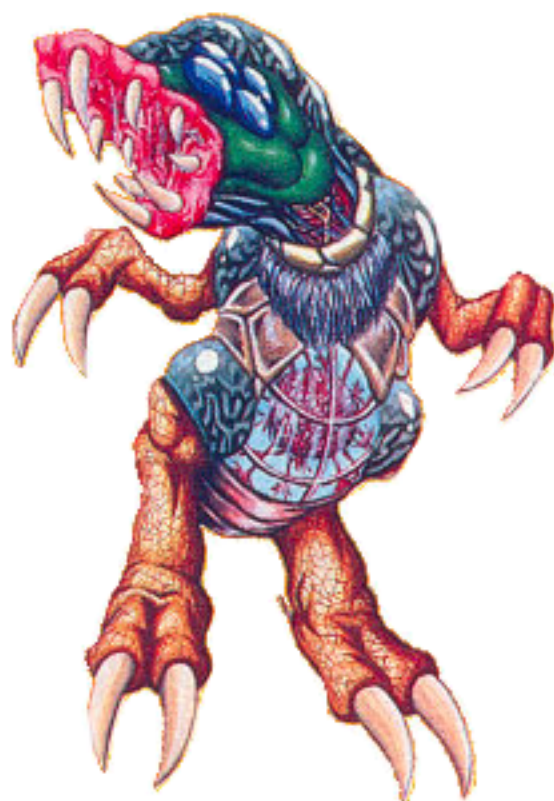


SECTION

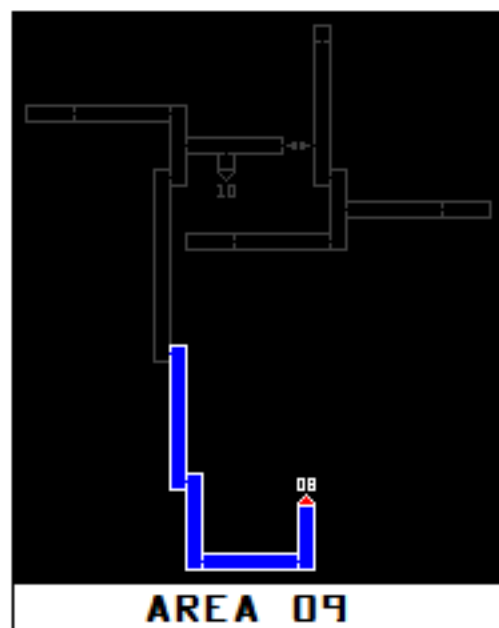


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AREA 10  
Page 86



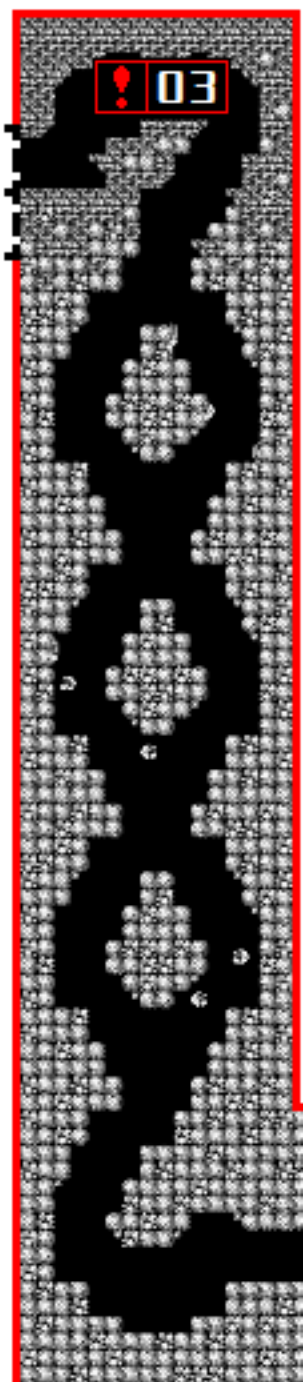
# Area 09: Section A



AREA 09

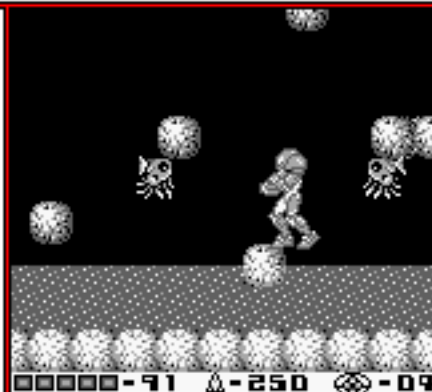


A  
PG-82



## ! 01 MOHEEKS AROUND THE MAGMA

The lake of magma at this Point has very small platforms that are hard to navigate as they're a breeding ground for Moheeks. They're not as dangerous as they were back in previous Areas. However, if they hit me, I could fall into the magma, so I'll need to watch where I jump.



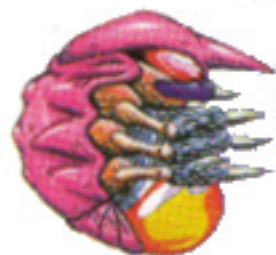
## ! 02 GLOW FLIES IN THE CHASM

The chasm at this Point is filled with Glow Flies. They're not much of a threat and are easily avoided. I just need to watch for them when they start flashing. When that happens, they're getting ready to fly from one wall to the adjacent one.



## ! 03 COME PREPARED

Before heading into Section B, I should make sure I have plenty of Energy and Missiles. I've detected several Omega Metroids ahead, but no Energy or Missile Batteries. If I go in unprepared, I'll be dead pretty quick. If I need to, I should head back and stock up on Energy and Missiles.



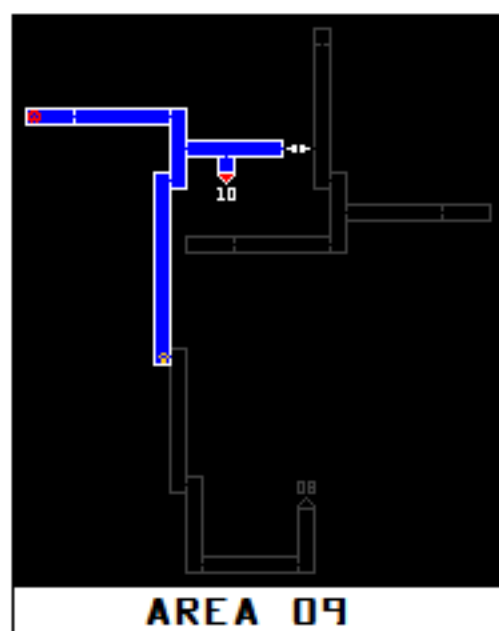


AREA 08  
Page 76

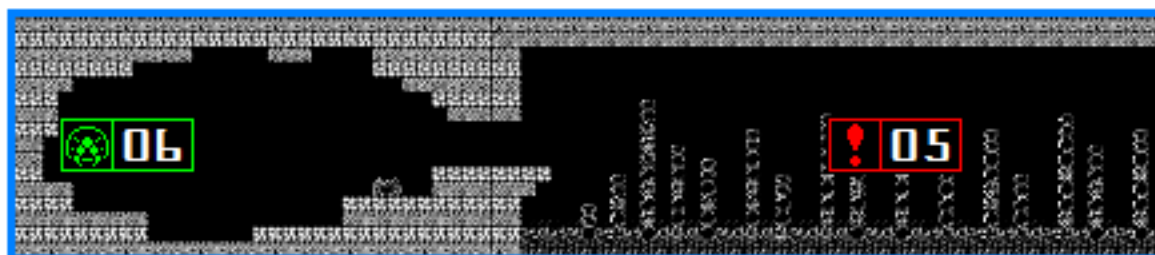
! 02

! 01

# Area 09: Section B



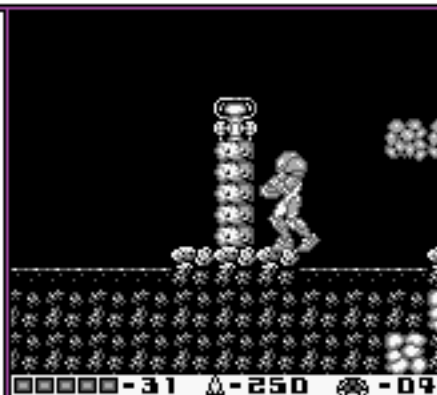
AREA 09



04

## SAVE STATION 8

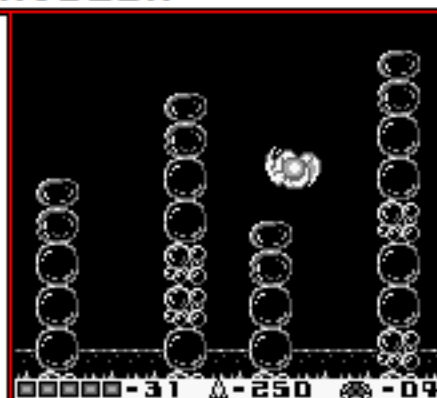
Before using the Save Station at this Point, I should make sure I'm fully stocked with Energy and Missiles in case things go wrong while dealing with the Omega Metroids in this Area. When I'm done Saving, I should head up the enemy-free shaft to Point 5.



05

## PITFALL PROBLEM

There are many corridors like this one at this Point throughout the Area. If I miss a jump on the pillars of ore here, I'll fall into the pits in between them which are filled with Spikes. However, since there are no enemies in these corridors, careful use of the Space Jump will make navigating these corridors easier.

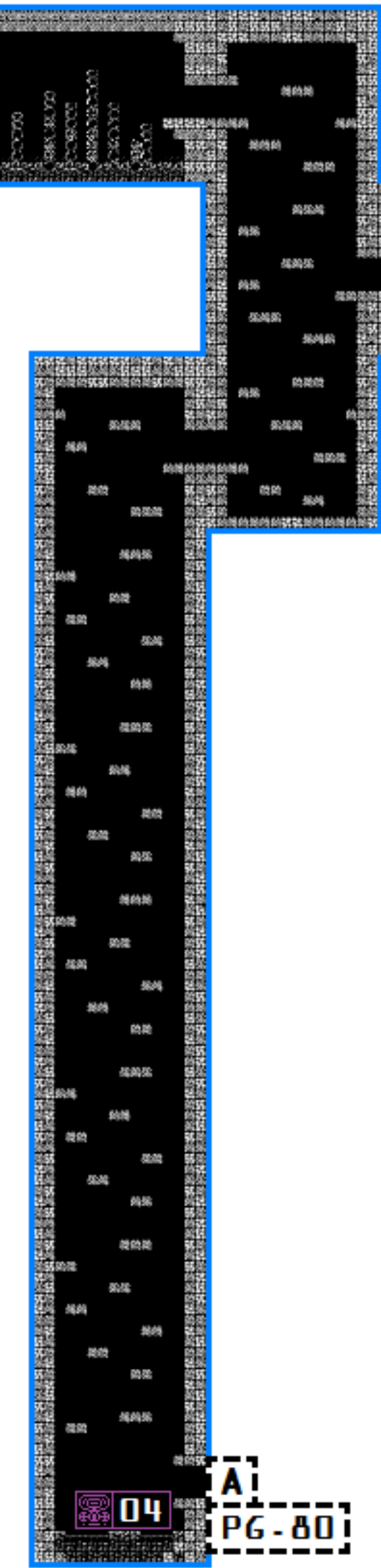


36/39 06

## OMEGA METROID

The Omega Metroid at this Point resides in a small cavern with plenty of room to dodge its attacks. I can use my Screw Attack to jump safely past it and its energy blasts while I wait for an opening to blast its chest and head with 30 Missiles. It doesn't rest often, but when it does, I should open fire as quickly as I can.





B  
PG-84


! 07

AREA 10  
Page 86



**! 07 ACCESS DENIED: AREA 10**

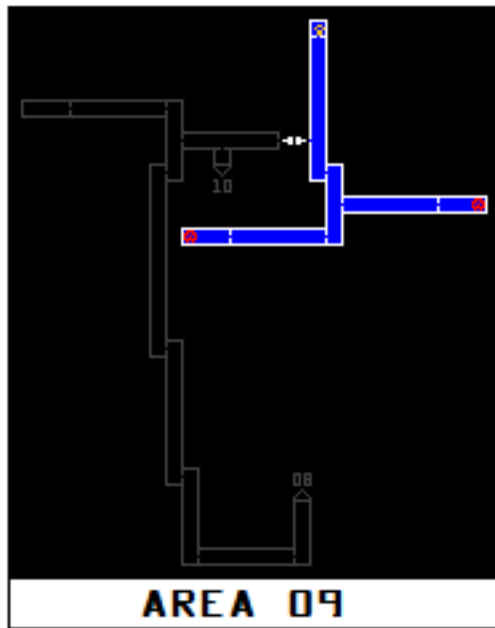
My sensors have picked up a Metroid signal even larger than an Omega Metroid's signal in the next Area. As usual however, I won't be able to access the next Area until the 3 Metroids in this Area are destroyed and another earthquake occurs clearing Area 10's entrance.



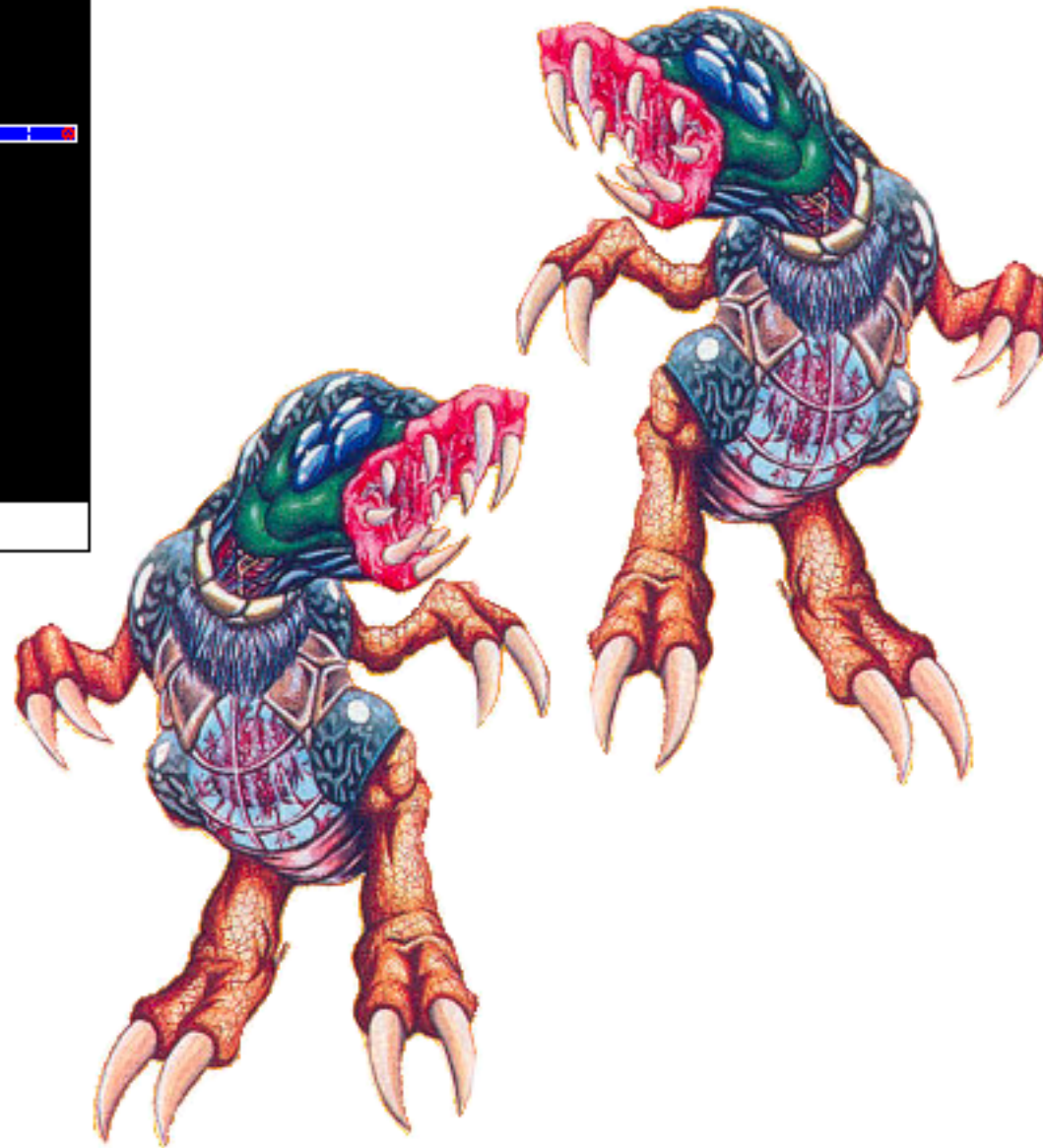
04

A  
PG-80

# Area 09: Section C



AREA 09



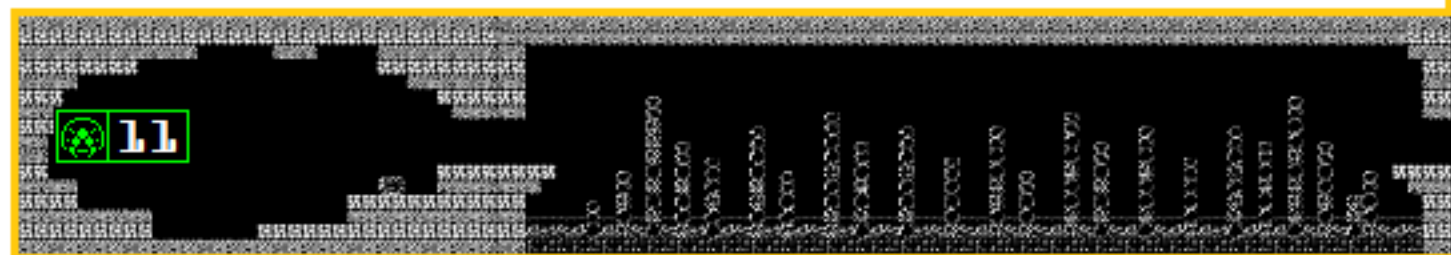
08

## SAVE STATION 9

The Save Station at this Point is very useful for limiting how far I have to go to chase after the Omega Metroids in this Section should the unthinkable happen. If I do use this Save Station, I should use it while I still have a good amount of Energy and Missiles.



B  
PG-82



! 09

### ARMORED AGITATORS

Several Motos and a Ramulken reside in the chasm at this Point. While they may not give many Missiles, there's an increased chance of them leaving Energy Orbs which will come in handy for the Metroid battles ahead. If I'm fine on Energy and Missiles however, the beasts are best avoided.



37/39

10

### OMEGA METROID

While the cave this Omega Metroid resides in looks like it's filled with water, it's not. I can still move freely as I do anywhere else. Again, I can only blast the parasite's head and chest with Missiles. The Screw Attack is always useful for getting past the Metroid and it's attacks.



38/39

11

### OMEGA METROID

Luckily, there aren't too many of these monsters! The tactics I've used against the other Omega Metroids work just as well with this one. Once it's destroyed, another earthquake will occur making the magma blocking Area 10 subside. I should head back to Point 7 in Section B when that happens.



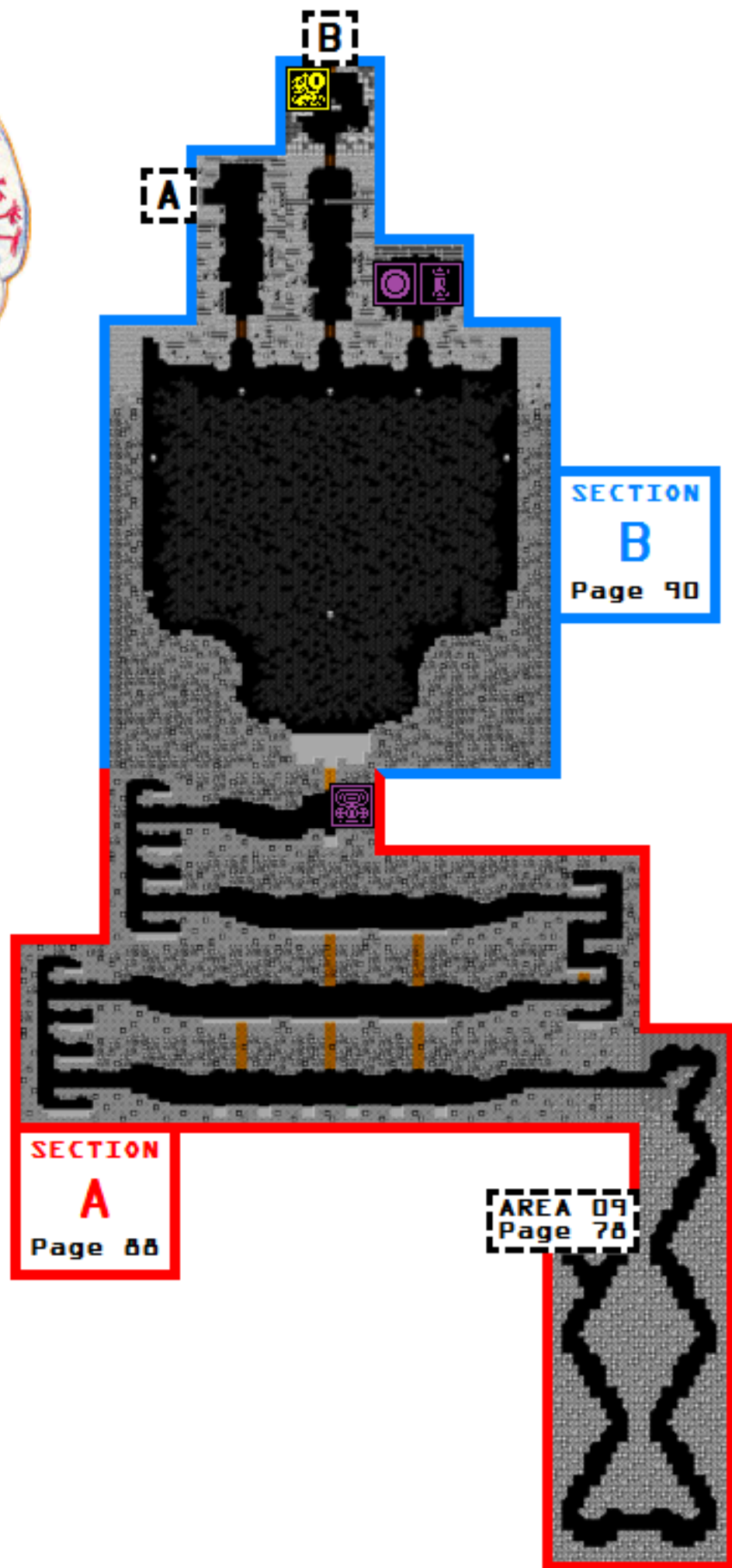
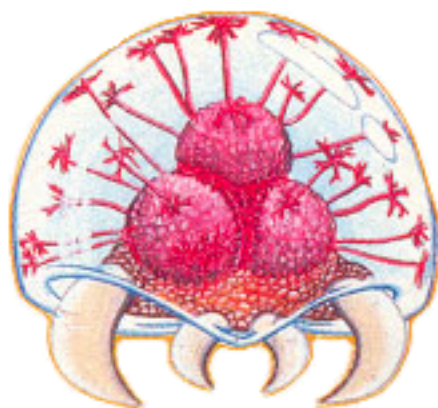
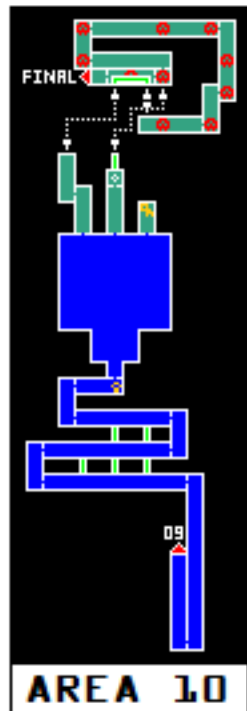
! 09

10



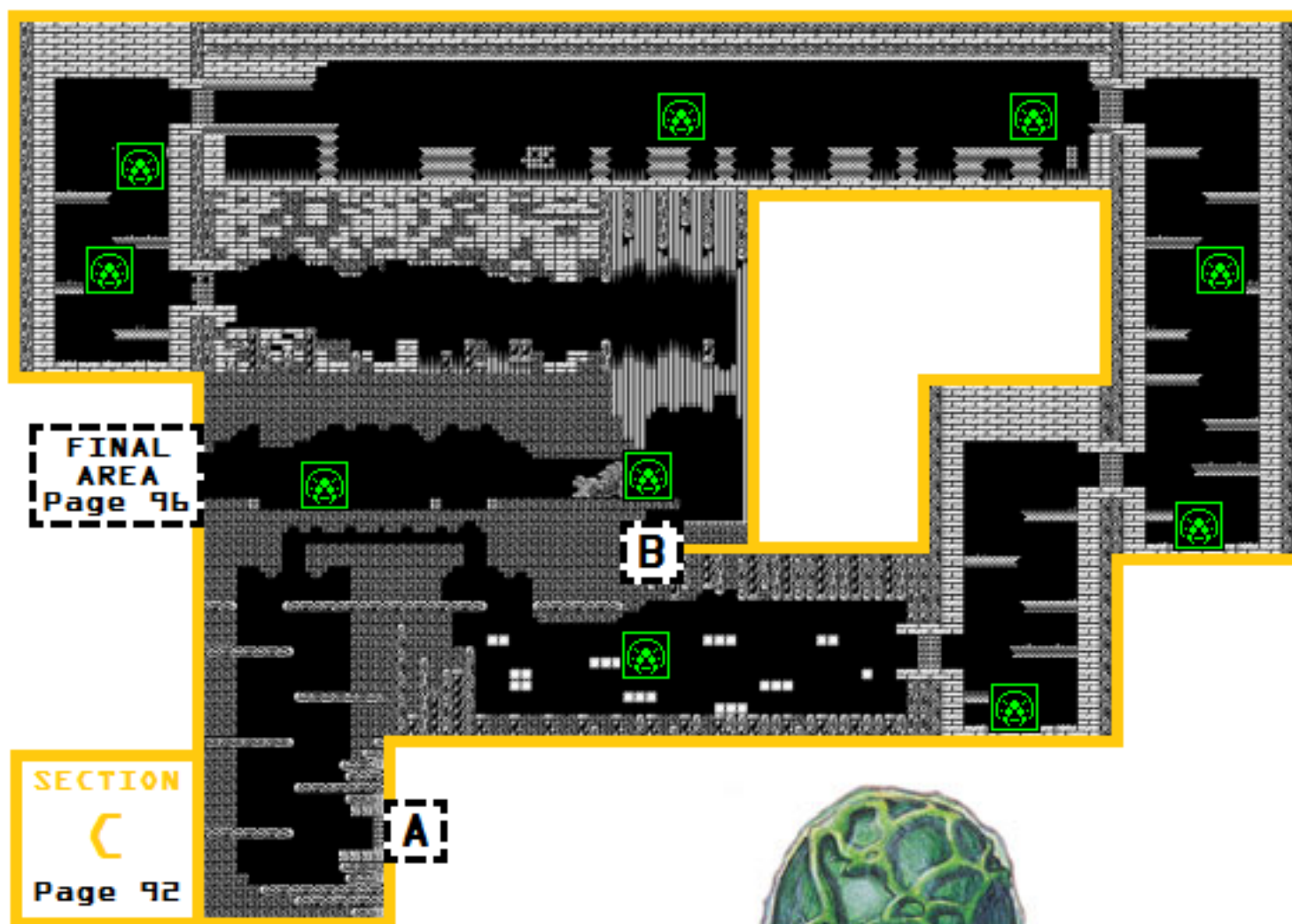


# Area 10: The Queen's Lair

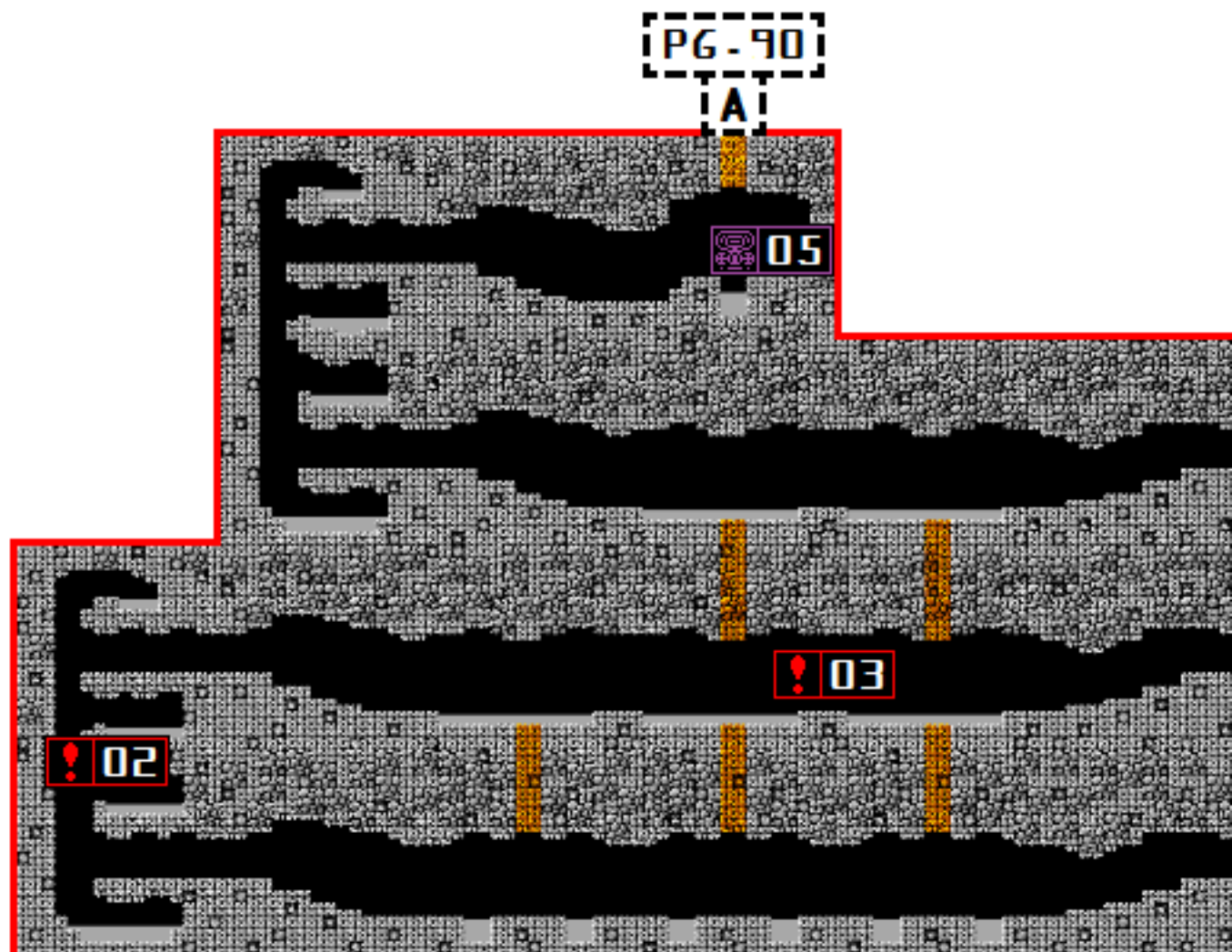
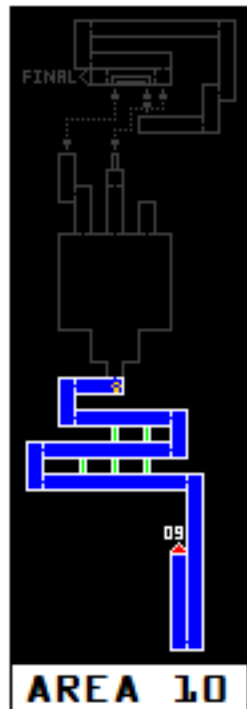


The abandoned lab in this Area houses the last Metroid. This place looks similar to the Tourian labs on Zebes the Chozo built. Could it be that they created the Metroids here?

METROIDS	10
SUIT UPGRADES	01
ENERGY TANKS	00
MISSILE TANKS	00
ENERGY BATTERIES	01
MISSILE BATTERIES	01
SAVE STATIONS	01



# Area 10: Section A





AREA 09  
Page 78

! 01

**! 01 ALONE AND ISOLATED**

Other than the Metroid threat in Section C, this entire Area contains no enemies. That doesn't mean it's going to be a cakewalk however. Sections A and B will require perfect Jumping and Space Jumping abilities in order to reach Section C.



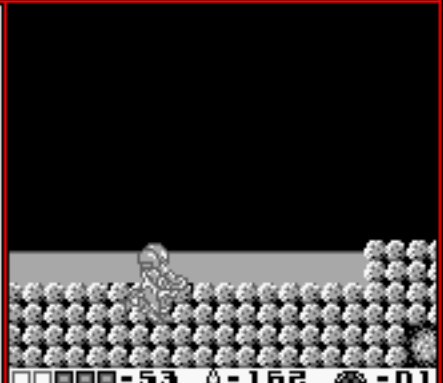
**! 02 ZIG AND ZAG UP THE LEDGES**

I'll need to jump left, then immediately move right while airborne to climb the ledges in this chasm quickly. However, an easier way to scale the chasm is to use the Spider Ball on the left wall, then drop down to the ledge leading to the next corridor.



**! 03 FALSE FLOORS IN THE POOLS**

When exploring this corridor, and the one above it, I'll need to watch for the pools of water in them. Each pool contains a false floor which will lead me on a one-way trip to lowest corridor in the area. A few quick Space Jumps here and there will let me pass each pool with ease.



**! 04 FALSE FLOOR ON THE LEDGE**

I can use the same tactics I used in the chasm at Point 2 to scale the chasm at this Point. One thing to be careful of however is that lowest ledge, which has a small pool of water, has a false floor leading to the bottom of the chasm.

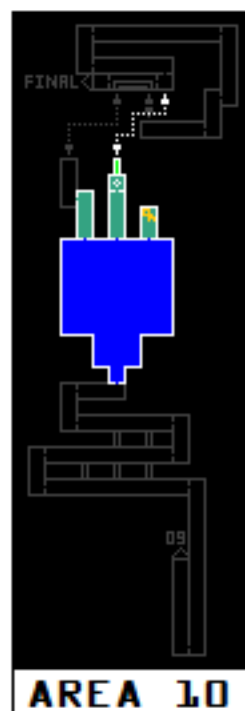


**! 05 SAVE STATION 10**

I'll find the final Save Station of my Mission at this Point after climbing another chasm similar to the one at Point 2. Once I've Saved, I need to Space Jump or use the Spider Ball to go through a false ceiling above the Save Station to head into Section B.



# Area 10: Section B



AREA 10



## ! 06 SWIMMING TO THE TOP

Upon entering Section B from the false ceiling at Point 5, I'll find myself in a large lake of water. The water here is so dense that it stifles my jump whether I'm in it or jumping out of it. I'll need to use the Space Jump in quick bursts to get out of the lake if I'm not using the Spider Ball to exit it.



## ! 07 THE LONG WAY UP

The massive canyon at this Point is a sight to behold and it has to be scaled in order to reach the abandoned lab in Section C. While I could use the Spider Ball, it will be much quicker to scale the canyon with the Space Jump. I can use near by Septoggs to take a quick breather as needed.



## 08 THE BATTERY ROOM

The large, far right pipe at the top of the canyon at Point 7 leads to a room where I can find an Energy Battery and a Missile Battery. If I want to get here without Space Jumping, I'll have to scale the canyon's right wall with the Spider Ball to reach this room.



## 09 ICE BEAM

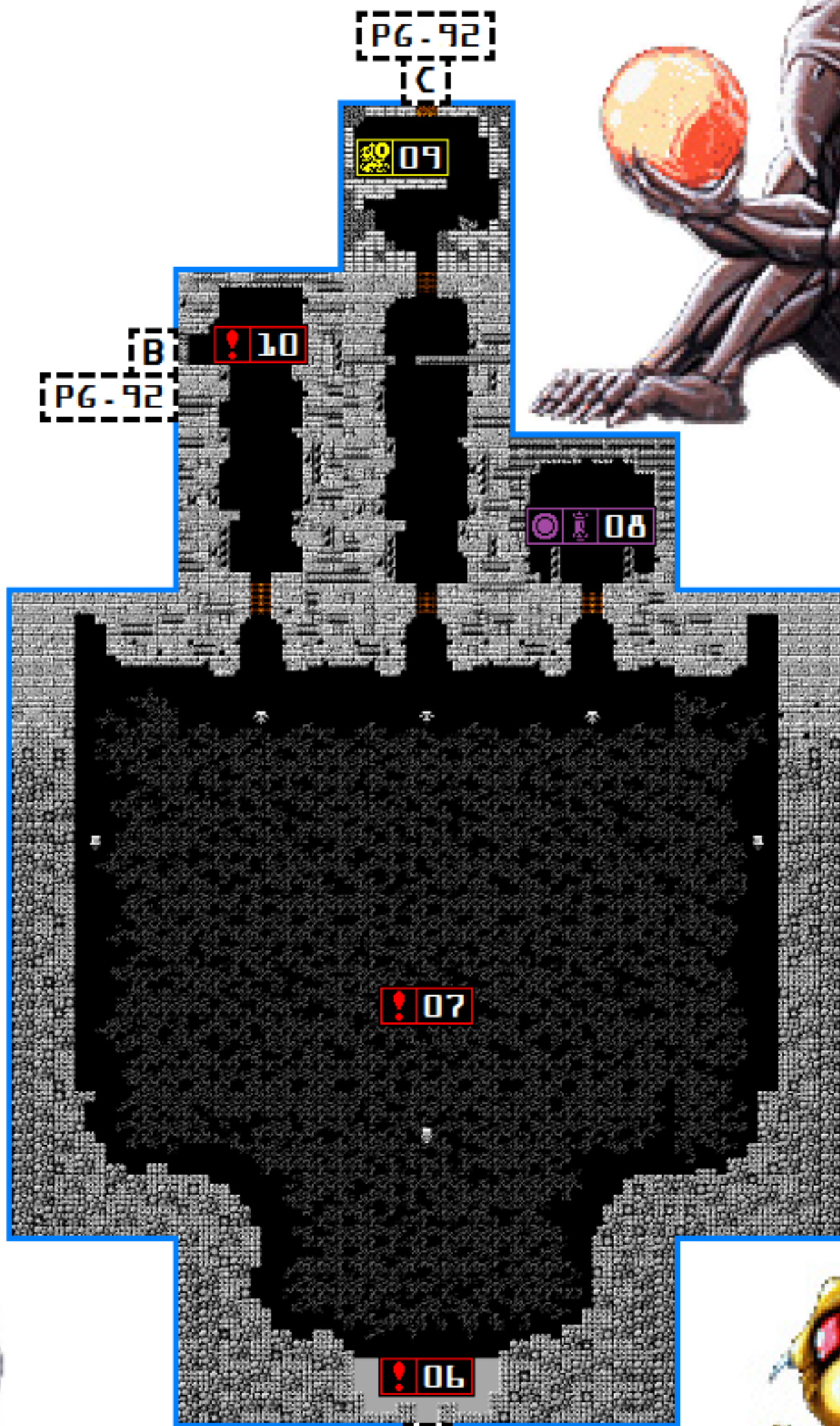
The broken Chozo Statue beyond the large middle pipe holds a copy of the Ice Beam. It wouldn't be here if I didn't need it, so I should grab it. To get here with the Spider Ball, I'll have to crawl here via the room at Point 8. As for Map Connection Point C, it's a one-way trip from Section C that can't be accessed from this Point.



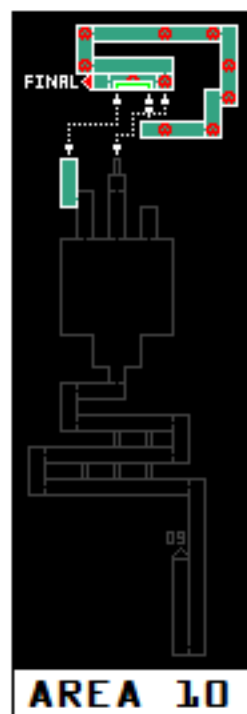
## ! 10 HEADING INTO THE LAB

Beyond this Point is an abandoned lab in Section C. I have a feeling I should be prepared for anything before moving onward. It's odd though. The Chozo were known for their grand technology. The lab has their technology and the Metroids were bio-engineered. Did the Chozo create these monsters?



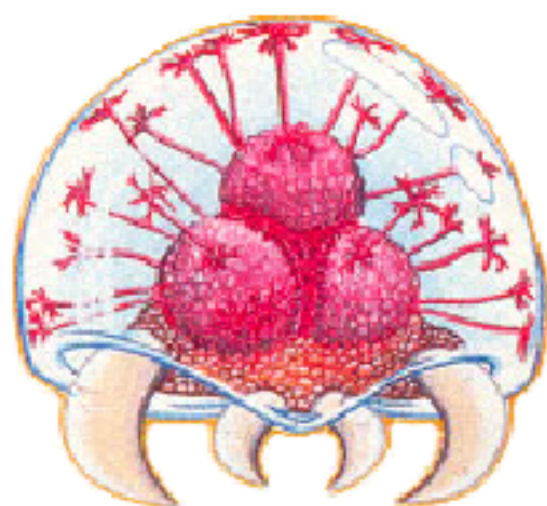


# Area 10: Section C

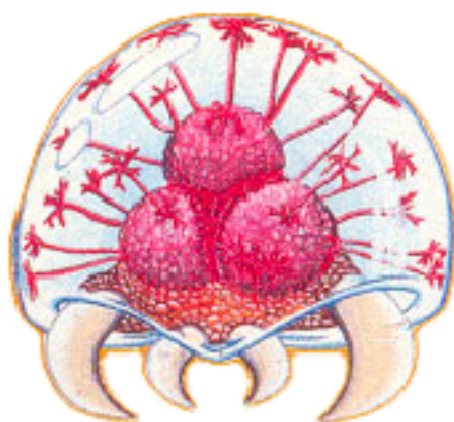


FINAL  
AREA  
Page 96

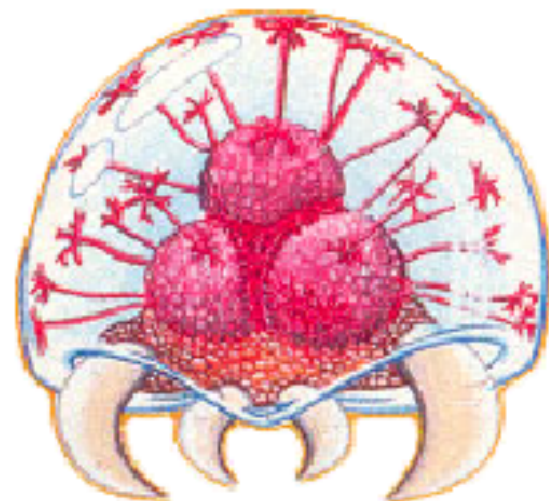
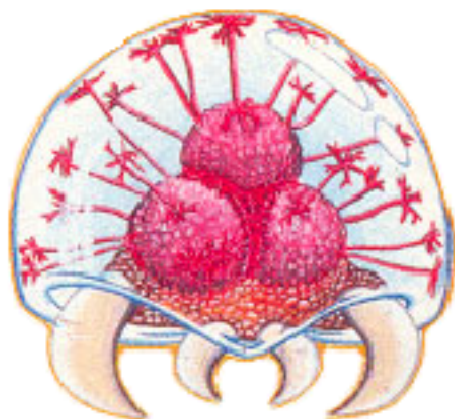
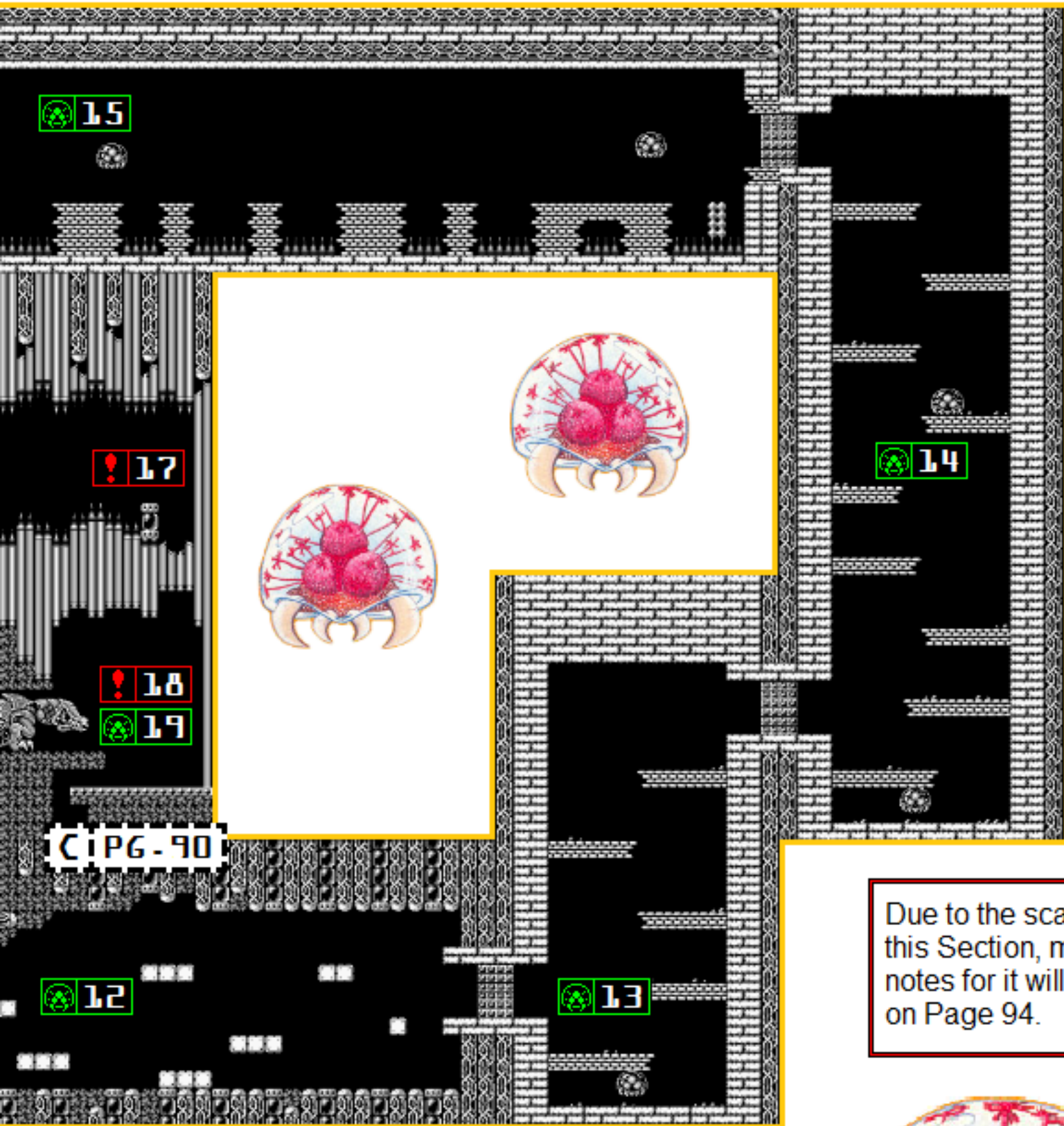
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11



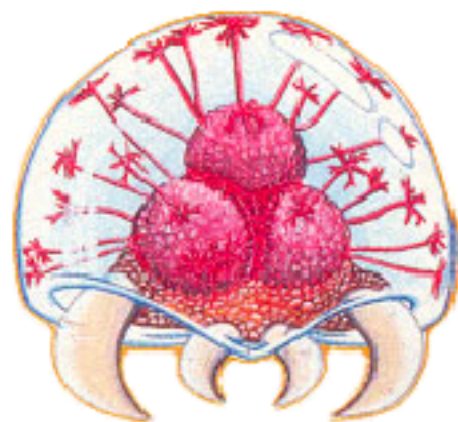
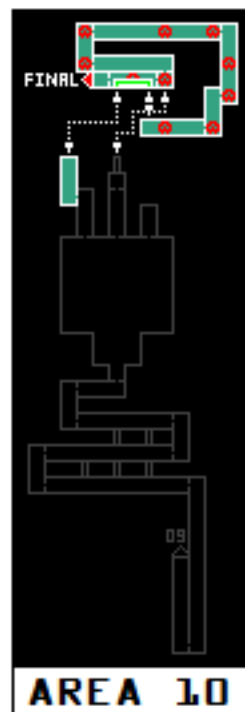
B  
PG. 90





# Area 10: Section C

(CONTINUED FROM PAGE 93)



42/47 14

2 METROIDS

There are 2 Metroids in the room at this room. I need to be careful as one is above me, while the other is below. I should try to tackle them one at a time to avoid being tag-teamed by the little beasts.



44/47 15

2 METROIDS

Two more Metroids reside in the room at this Point. In addition to trying to blast them one at a time, I need to be careful as there are several pits filled with Spikes that I can fall into if I'm not careful with my jumps.



46/47 16

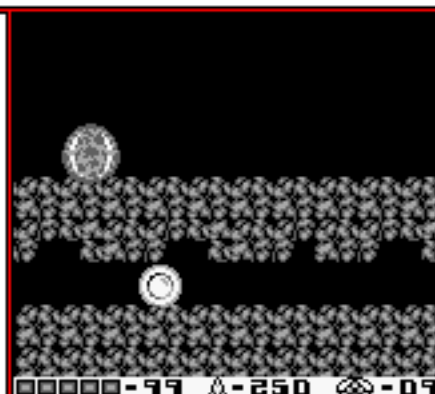
2 METROIDS

Another two Metroids are in the room at this Point. Instead of climbing the room however, I need to descend it while dealing with the parasites. After destroying them, another earthquake will occur. What's happening now?



## 11 RISING POPULATION

After using the Morph Ball to head through this tunnel, my Metroid sensors will go haywire, then increase by 8! How did their population grow so quickly? I need to find where they're multiplying and fast!



## 39/47 12 METROID

An original Metroid? Here? This could be a problem. I need to use the Ice Beam to freeze it before I can blast it with 5 Missiles. If it latches on to me, I need to Bomb it to get it off or it will drain my Power Suit's Energy.



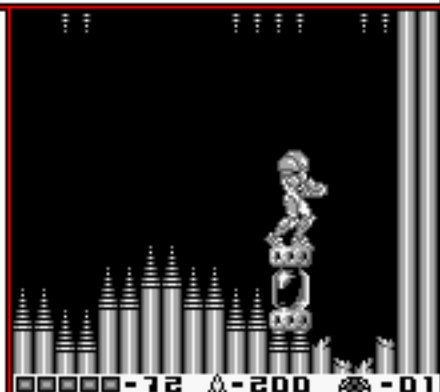
## 40/47 13 METROID

I'll find another Metroid in this room under the first platform. I need to carefully lure the creature from under the platform so I can freeze it and destroy it before it can try to latch on to me. If it does, I can leave the room to get it off.



## 17 INTO THE QUEEN'S CHAMBER

I've spotted an opening in this section of pipes near the end of the room at this Point. I'll need to Space Jump to it carefully to avoid touching the Spikes surrounding it.



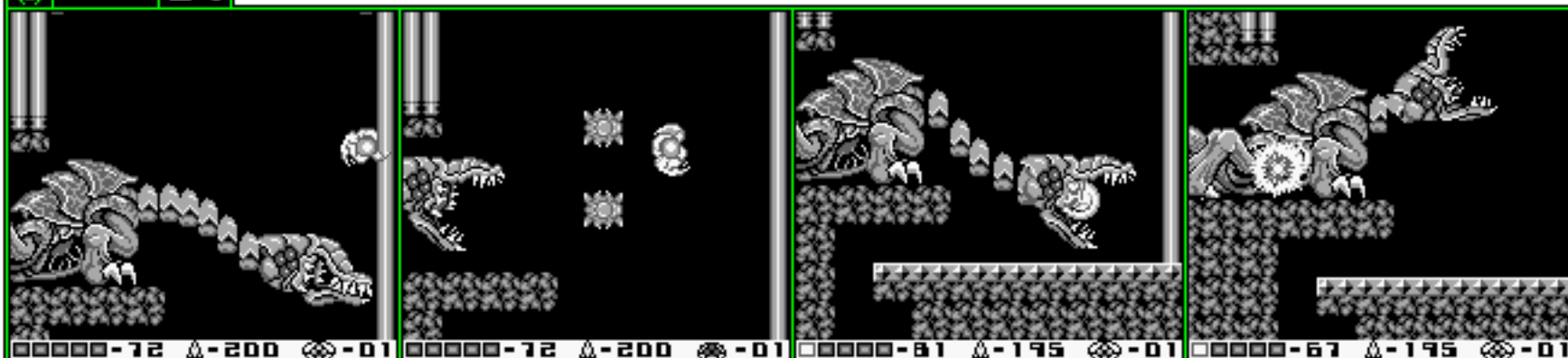
## 18 DESTROY THE OFFSPRING

I feel like something should happen here, but only once all 8 original Metroids are destroyed. I can use the small tunnel below to get to Map Connection Point C which leads to the Ice Beam at Point 9 in Section B.



47/47 19

## QUEEN METROID



Once all 8 original Metroids are destroyed, this monstrosity will appear in the chamber at this Point. This beast is responsible for birthing those original Metroids I saw earlier. I should try to come here with full Energy and Missiles. If things go sour, I can escape through the tunnel below. The Queen itself is relentless with it's attacks. I need good timed jumps to avoid it's jaws when it lunges it's head at me. I can blast or Screw Attack the projectiles it spits at me. I need to blast it's head with 100 Missiles to destroy the parasitic monarch. I definitely have a long battle ahead.

What's this? My sensors have detected that the Queen's stomach is actually weaker! How do get to it though? I got it! I've noticed that the Queen actually becomes stunned when I fire at Missile at it's open mouth. When it's stunned like that, I can jump into it's mouth and down it's throat with the Morph Ball and Spring Ball and make my way to it's stomach. Once there, I can lay down some Bombs to cause massive damage to the beast before it spits me back out. There's risk in this method of attack however, as I'll take damage while inside it's gullet.

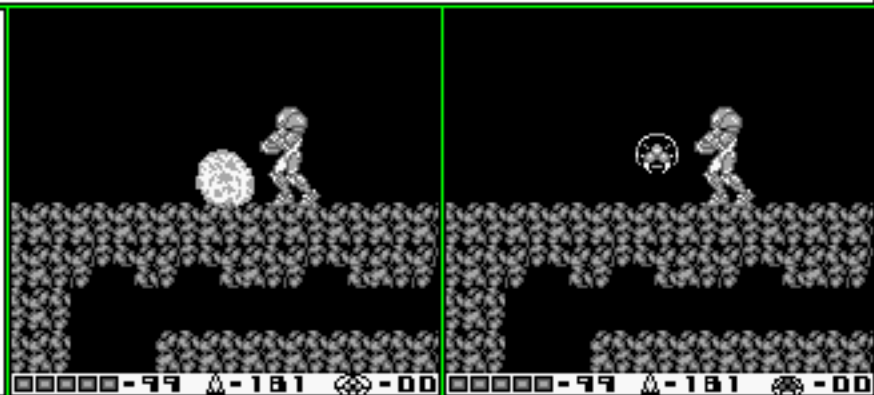
Once the beast is destroyed, another earthquake will occur, my Energy will be restored, the tunnel below will close up, and the path behind the Queen will open up. My Mission is finally over. It's time to get out of here!



48/48 20

## BANTEE METROID

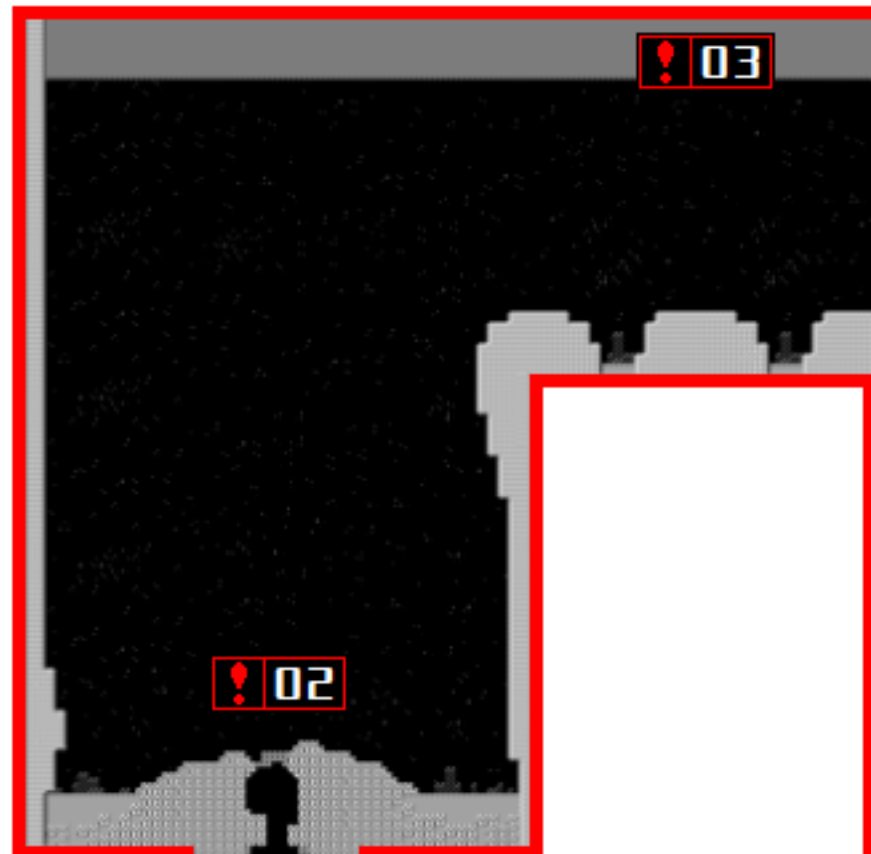
An egg? The Queen Metroid must have laid this before it's destruction. The Bantee Metroid that hatches is docile and will imprint on me as if I were it's mother. This could be useful. I'll take it with me as I head to the Final Area.



# Final Area: Leaving SR-388



FINAL AREA



! 03

! 02



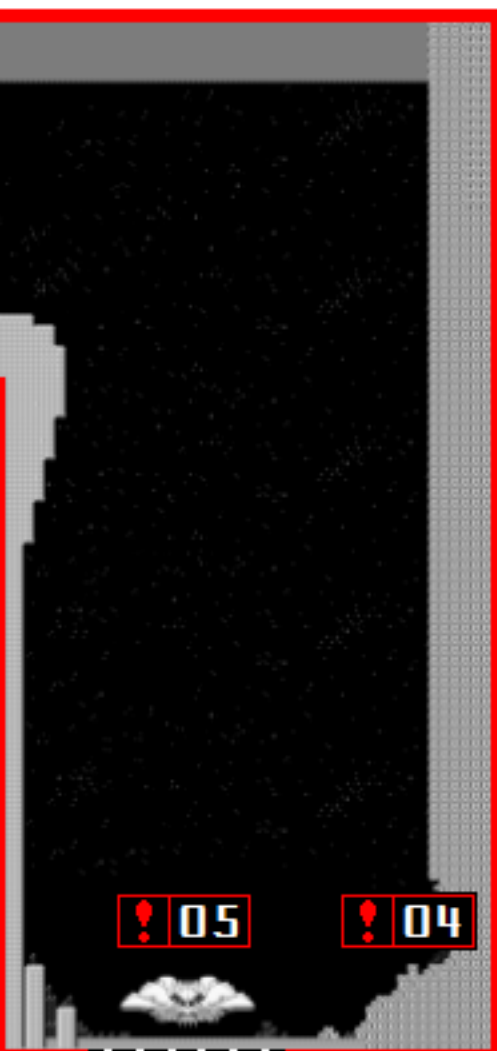
! 01

AREA 09  
Page 78



The Metroids have all been destroyed except the Bantee Metroid I currently have in tow. The Final Area has no enemies and serves as a path back to my Gunship in Area 01.

METROIDS	00
SUIT UPGRADES	00
ENERGY TANKS	00
MISSILE TANKS	00
ENERGY BATTERIES	00
MISSILE BATTERIES	00
SAVE STATIONS	00

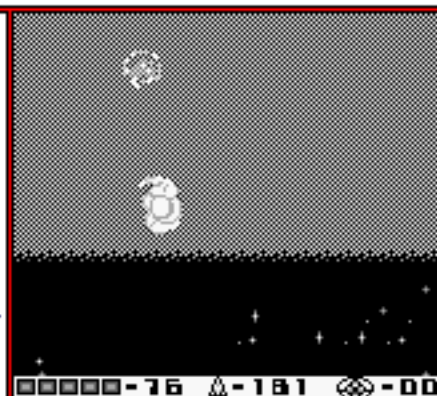


MISSION  
END



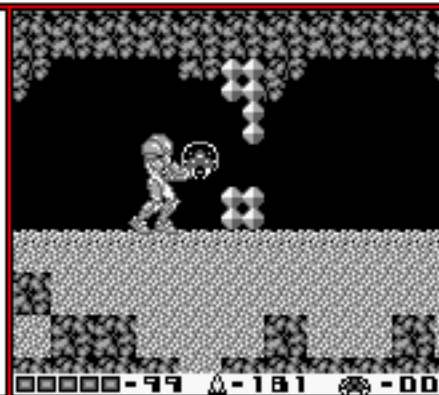
### ! 03 OZONE AVOIDANCE

I need to be careful how high I go if I'm Space Jumping over the canyon wall at Point 2. A layer of ozone fills the edge of the sky at this Point and I'll take damage if I get too close to it. My Suit isn't equipped for deep space travel.



### ! 01 FEEDING TIME

The Diamond Blocks in the cavernous parts of this Area can't be destroyed by my weapons, but they're no match for the Bantee Metroid's appetite! If I get close to the Blocks, the Metroid will eat them, clearing the way forward.



### ! 04 BLOCKED OFF

The last earthquake that occurred blocked off the entrance back into the planet's subterranean maze. Just as well. All the Metroids are destroyed, present company excluded. It's time to head home.



### ! 02 HEADING UP AND OUT

At this Point, I'll finally be outside behind Area 01. I can use the Space Jump or Spider Ball to scale the canyon wall at this Point as I head right towards my Gunship. I'm almost there!



### ! 05 MISSION COMPLETE!

Once I reach my Gunship, all I have to do is jump inside the hatch on top of the Gunship and touch the control panel in the cockpit to finally leave this planet. My Mission is finally complete and it's time to head home!



# MISSION COMPLETE!

## MISSION COMPLETION OVERVIEW



- 1) FIND AND RESCUE SURVIVORS  
Unfortunately, all Federation personnel I found were killed by the Metroids.
- 2) FIND AND DESTROY ALL METROIDS  
I am happy to report that all Metroids have been eliminated on Planet SR-388 with the exception of one which I have been instructed to turn over to the Federation for experimentation.
- 3) COLLECTION INFORMATION ABOUT PLANET SR-388  
All information about the planet and its inhabitants has been chronicled and has been sent to the proper channels within the Federation including the Police and the Congressional Council.

## MISSION LOG - ENTRY 204 (FINAL)

It's been a long road and one difficult mission, but it's finally over. To say that I'm ecstatic to be heading home is an understatement.

Before heading back, I sent my Mission Completion Overview to the Galactic Federation Police and the Federation's Congressional Council. They were very pleased with my performance and were also intrigued about the Bantee Metroid which I'm currently en route to deliver to a Federation Scientific Space Colony.

It seems like things are going to be quiet throughout the galaxy for a little while. I suppose I'll just have to try to find new bounties to hunt after delivering the Bantee Metroid to the scientists at the Space Colony.

I've attached the message sent to me by the Federation Police to this final log entry for this Mission as a matter of record keeping. As for this Mission in general, it has officially come to close. Until next time, I'm signing off.

< SAMUS ARAN >

# OFFICIAL MISSION COMPLETION OVERVIEW RESPONSE FROM THE GALACTIC FEDERATION POLICE AND CONGRESSIONAL COUNCIL

The Federation has recently received your Mission Completion Overview statement and has been reviewed by both the current General of the Federation Police, as well as the Federation Congressional Council. The following is the collective opinions concerning each aspect of your Mission and your report on each:

## 1) FIND AND RESCUE ANY SURVIVORS

As you stated in your Overview, it is unfortunate that you were unable to find or rescue any Federation personal. It is promising to hear that their deaths were not in vain.

## 2) FIND AND DESTROY ALL METROIDS

Despite there still being one Metroid still alive, it is good to here that the Metroid threat has been eliminated on Planet SR-388. As for the Bantee Metroid, we may be able to find a good use for it through scientific study based off your experiences which you listed in your Mission Log. We have arranged for you to deliver it to a Scientific Space Colony. We will send you the coordinates shortly.

## 3) COLLECT INFORMATION ABOUT PLANET SR-388

We have received the information about the planet's terrain, structures, and local creatures that you sent us via your Mission Log. The Federation Scientists are very pleased with the information you collected and have asked us to extend to you their thanks for your tireless work.

The payment we agreed upon prior to you beginning your Mission has been wired into your account and should be available to you within a few days.

You have done an excellent job as always Samus and we expected nothing less. Everyone from the Congressional Council and the Federation Police thanks you for your services and we hope you'll continue those services.

< FEDERATION SECRETARY OF DEFENSE >

# Endings & Secrets

So the Metroids are gone, Samus is delivering the Bantee Metroid to the Federation, and the Game has come to a close. All that's left is to go over all the Endings and Secret aspects of the Game! This section of the Guide will go over everything from the Game's Endings, so In-Game tips, tricks, and secrets, as well as some old Nintendo Power exclusive material relating to the Game.

## Endings

After you complete the Game, you'll be able to see one of three different Endings after the Staff Credits roll. The Ending you get is dependant on how quickly you completed the Game. The amount of Tanks and Upgrades you collect does not affect the Ending.



### Fair Ending

If it takes you 5 Hours or more to complete the Game, you'll get the Fair Ending. In the Fair Ending, Samus continues running much as she had throughout the Staff Credits.



### Good Ending

If it takes you between 3 to 5 Hours to complete the Game, you'll get the Good Ending. In the Good Ending, Samus jumps into the air after the Staff Credits roll, lands, and strikes a stoic pose.



### Best Ending

If it takes you under 3 Hours to complete the Game, you'll get the Best Ending. In the Best Ending, Samus jumps into the air after the Staff Credits roll. When she lands, she'll no longer be wearing her Power Suit and let her hair down.

## Tips & Tricks

- There's a technique called the "Mid-Air Jump" that you can perform using the Morph Ball and some quick reflexes. To perform a Mid-Air Jump, go into Morph Ball Mode, then head of a ledge. Once you're in the air, quickly press  $\uparrow$  to exit Morph Ball Mode, then immediately press A to jump while still airborne.
- You can also perform the Mid-Air Jump when using the Spring Ball. You'll still perform the Mid-Air Jump the same way as listed above. The only difference is you'll perform the Mid-Air Jump after jumping in Morph Ball Mode using the Spring Ball.
- It is actually possible to complete the Game in under 2 Hours whether you're trying to collect all the Tanks and Upgrades or not. Naturally, if you're playing the Game for the first or second time, you may not be able to do it. You'll eventually get used to the Enemy, Metroid, and Item locations making it easier to get around faster. Here's some tips on how to really blow through this Game:
  - ⇒ Don't waste time with unnecessary battles. If you can pass an enemy quickly, do it.
  - ⇒ Sometimes it's better to take a risk than constantly going back and forth between Save Points and Batteries. It's all about Energy and Missile management.
  - ⇒ Keep the Ice Beam once you get it. Freezing enemies has it's advantages and it will also save you the trouble of getting it later in Area 10 where it's mandatory.
  - ⇒ Metroids won't start moving until they're completely on screen when you first encounter them. If you time it right, you can fire a Missile at one, hitting the Metroid as it begins moving by moving forward while the Missile is still airborne.
  - ⇒ When fighting Metroids, the Screw Attack may not harm them, but it will let you jump through them and their projectile attacks without taking damage.
  - ⇒ If you're farming Energy Orbs and Missile Packs from defeated enemies, run and gun them while farming for those Power-Ups, don't just stand still.
  - ⇒ You don't have to follow the Maps and Walkthrough in this Guide completely. The Walkthrough is written with the casual Gamer in mind. For more advanced Gamers, sometimes straying off the beaten path has it's time saving advantages.
- There are many other ways to bring down your total Play Time or play the Game in general. It's up to you to find out what you can do, as well as improve on your overall performance.





# Endings & Secrets

(CONTINUED FROM PAGE 101)

## Game Enhancer Codes

Cheater! Cheater! Cheater! If the Game is too rough for you and you have either a Galoob Game Genie or an Interact (now MadCatz) GameShark, you can use the codes listed below. All Codes listed are also listed at BSFree.org. There are more codes for this Game listed there, but these are nice sampling to help you through those tough spots.

### Game Genie Codes

- 80F – 6DD – 7F6: Infinite Energy (Code by Galoob)
- 00F – 36B – E6E: Infinite Missiles (Code by Galoob)

### Game Shark Codes

- 018784D0: Invincibility (Code by Interact)
- 013953D0: Infinite Missiles (Code by Interact)

## Nintendo Power Super Power Club Card

In the early 90's, those who subscribed to Nintendo Power Magazine were automatically made members of the Super Power Club. Members received bonus material in their magazines including trading cards like the one below. It actually has some interesting challenges on it. Can you do them all? Of note is Phases 1-2 are Areas 1-2, Phases 3-4 are Areas 3-4, and Phases 5-8 are Areas 4-10. Nintendo Power's maps of this Game condensed several Areas and referred to them as Phases.

**POWER CARD #2**

**SUPER POWER CLUB**

**METROID II**  
RETURN OF SAMUS™

**DESCRIPTION** Samus Aran returns for a great Game Boy science fiction adventure! Join her as she descends into the depths of Planet SR-388 to destroy the Metroid plague once and for all!

**CHALLENGE** How far can you get in the game without using your laser gun?

**Novice:** Destroy the first 5 Metroids (phases 1-2)

**Intermediate:** Destroy the first 21 Metroids (phases 3-4)

**Pro:** Destroy the first 39 Metroids (phases 5-8)

**SYSTEM:** Game Boy  
**GAME TYPE:** Sci-Fi Adventure  
**# OF PLAYERS:** 1  
**RELEASED:** 11/91  
**COMPANY:** Nintendo

© 1991 Nintendo

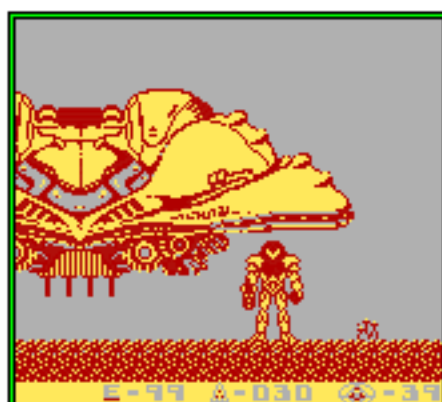
## Nintendo Power's Super Game Boy Color Schemes

In 1994, Nintendo released their Player's Guide for the Super Game Boy. This Game was covered in 6 of it's Pages and contained some color schemes you can try out by entering the codes below in the Palette Editor.



7347 - 3473 - 4734

SGB Palette 4-G. The Game loads with this palette automatically when you start the Game.



1442 - 5670 - 4113

Using mostly red, gray, and yellow, Nintendo Power describes this one as looking like "a mass of lava."



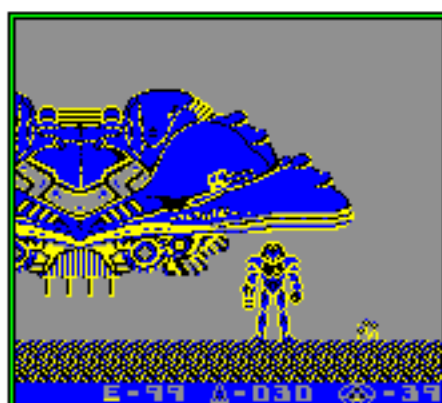
0692 - 1540 - 7243

Using black, red, and a pale-yellow, Nintendo Power describes this one as ideal for "a true Metroid mood."



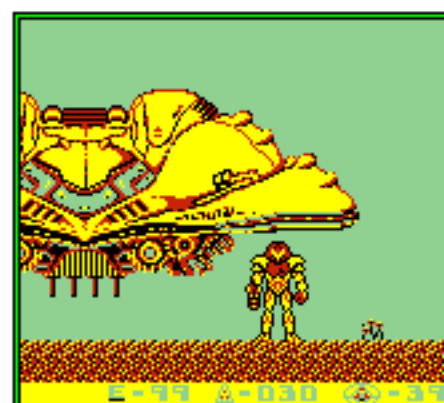
1971 - 9220 - 1243

Using red, blue, and yellow, Nintendo Power describes this one as giving the game "an entirely new atmosphere."



2012 - 4319 - 7115

Using blue, yellow, and grey, Nintendo Power describes this one as feeling "metallic" and like the original Metroid.



1972 - 1579 - 8071

Using red, pale-green, and yellow, Nintendo Power describes this one as an "eerie dungeon."



7342 - 1534 - 9243

Using red, yellow, and dark-green, Nintendo Power describes this one as making Metroids look more "noxious."



1921 - 9726 - 3435

Using red, dark-green, and yellow, Nintendo Power suggests this one for Area 10 and the Queen Metroid battle.

# Note From The Author

## Hello Gamers!

Back in 2010 I created a Guide similar to this one for Metroid-Database. Looking back at it now, it was sloppy, filled with errors, and not very good looking. This Guide was created to not only to replace that one, but to also create something that looks bit more professional. There are two reasons I created the original Guide. The first was because most Guides either had vague maps with vague hints as to what you had to do, while the second was that most were just straight text walkthroughs.

I started this new Guide back in April of 2015 and finished it in July of 2015. For those who remember my original Guide, you'll probably wonder about the change in colorization. This is because trying to make the maps viewable in the form they original came in at a smaller scale was a kind of hard considering I did this whole I Guide in MS Paint. Yes, I admit, I still know nothing of Photoshop.

This Guide is a labor of love for this Game. I will admit that I wasn't always a fan of the franchise, but slowly warmed up to it after playing Metroid Zero Mission, and subsequently the original NES Metroid, on the GBA. However, this Game is one of my favorites in the series since, even though it's more linear than the original, it really let's you warm up to the Metroid franchise's gameplay formula. I currently have all the Games in the main franchise and I can't wait for Metroid Prime Federation Force on the 3DS in 2016.

Well, to wrap up, I'd like to once again thank everyone at Metroid-Database for hosting this Guide including CapCom who was also a great support when designing the original Guide. I made this Guide for free and it's to be distributed for free by Metroid-Database and any of their affiliates. If you paid for this Guide, you got cheated! Don't sell this Guide if you do download it. I don't need Nintendo's watchdogs coming after me for creating something nice for those who enjoy this Game.

Well, it's fun creating this for you fans out there I hope you enjoy it. Now if you'll excuse me, I've got a library of games I've neglected while working on this, so I'll leave you guys to your own games.

Thanks for reading the Guide!  
< William Donehoo >



The Metroid threat is done and gone. Thanks so much for reading this Guide. Be sure to check out these sites which were crucial for making it!



**metroid-database.com**

An awesome place to behold when it comes to everything Metroid! But, you knew that already since this is where this Guide is hosted!



**vgmaps.com**

The Video Game Atlas has maps of some of your favorite games and has even recently been adding re-rendered maps for your favorite N64 Games!



**vgmuseum.com**

The Video Game Museum is a great place to go to find Screenshots of your favorite Games. They also have scans of games, artwork, and more!



**spritters-resource.com**

Need sprites for your flash animations? Need them for something else? Check out the Spriters Resource! Just be sure to give credit to those who ripped the sprites you're using!



**nintendo.com**

Be sure to check out the official Nintendo website for the latest information on new Nintendo Games and Products!



**metroid2remake.blogspot.com**

While this has nothing to do with the Guide, it has everything to do with the Game itself. A gentleman from Argentina named Milton has been making an awesome remake of this Game. Be sure to check the latest news including the latest Demo Versions!

# The Biggest Unofficial Guide For The 1991 Classic Is Here!

Samus is on a Mission to Planet SR-388. There, she must explore 10 massive underground areas as she finds and eliminates the Metroid threat once and for all!

In this Guide, hosted on [Metroid-Database.com](http://Metroid-Database.com), you'll never have to deal with the Metroid threat blindly again!

- Full and Sectional Maps available to keep you from getting lost!
- Plenty of information from Samus' enemies to how to find all the Items to increase her arsenal!
- Learn where to find and destroy all the Metroids quickly and get the best ending!



HOSTED ON  
METROID DATABASE

IF YOU SEE IT  
ANYWHERE ELSE, PLEASE  
CONTACT METROID  
DATABASE'S STAFF

I hope you enjoyed  
the Guide!

It was converted from  
JPEGs to a PDF at  
[convert-jpg-to-  
pdf.net](http://convert-jpg-to-pdf.net)

--Bill--