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COMICS

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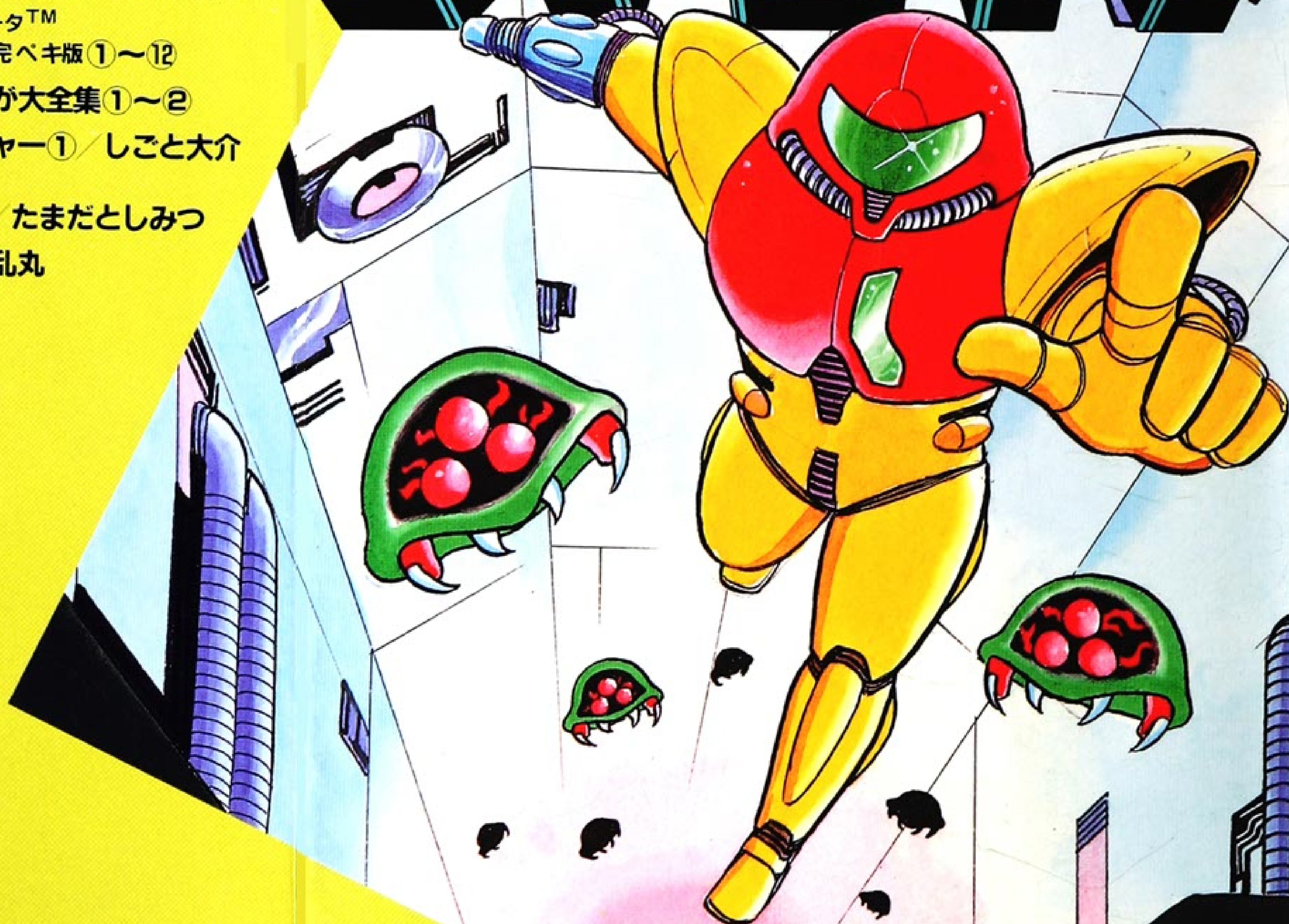
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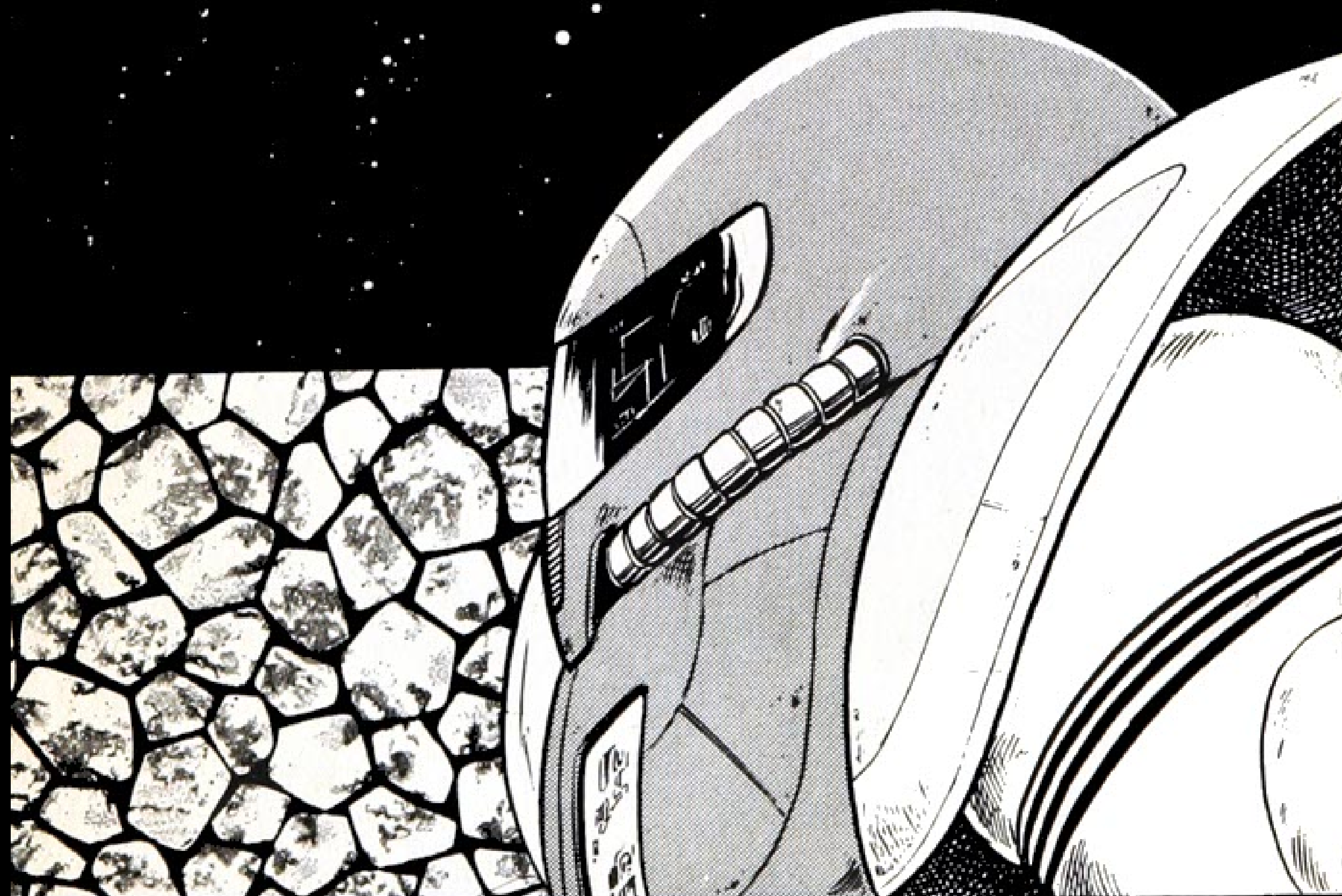
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Family Computer™

Perfect Strategy Guide ⑩

METROID



みなづき由宇

MINAZUKI YUJI

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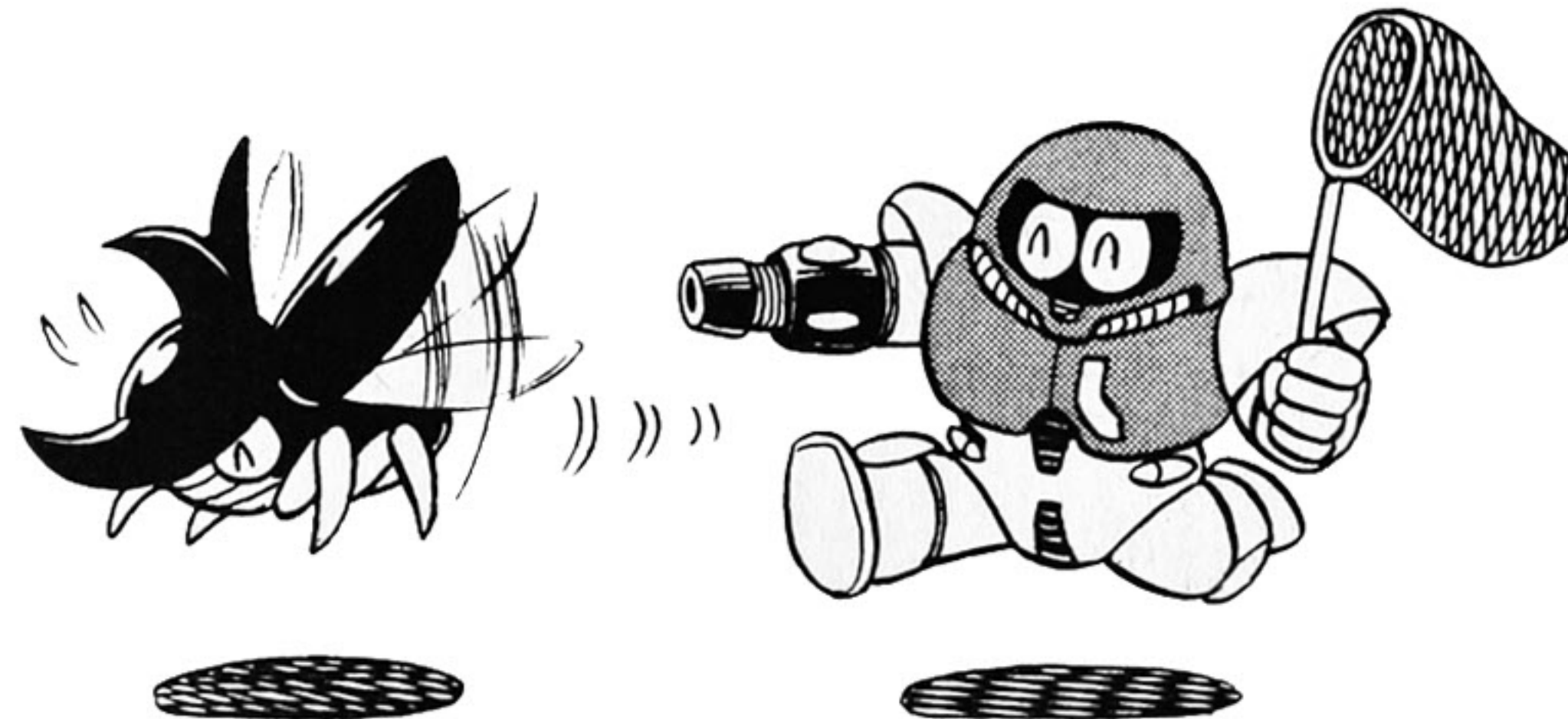


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INDEX

METROID

Samus's Adventure Begins	5	Presenting	
Brinstar 1	28	Norfair Map B!!	112
2	42	Norfair	
Presenting		Miniboss Cave 1	114
Brinstar Map A!!	46	2	119
Brinstar 3	48	3	126
4	54	Techniques for Defeating Ridley...	135
5	58	This is the	
6	62	Norfair Miniboss Cave!!	136
7	66	Brinstar	
Presenting		Miniboss Cave 1	140
Brinstar Map B!!	72	2	146
Norfair 1	74	Techniques for Defeating Kraid...	161
2	80	This is the	
Brinstar 8	86	Brinstar Miniboss Cave!!	162
Presenting		Brinstar 9	164
Norfair Map A!!	88	Tourian	168
Norfair 3	90	Presenting the Tourian Map!!	188
4	100	This is the	
		Whole Map of Zebes!!....	190



SAMUS'S ADVENTURE BEINGS

YEAR 20XX,
COSMO
CALENDAR.

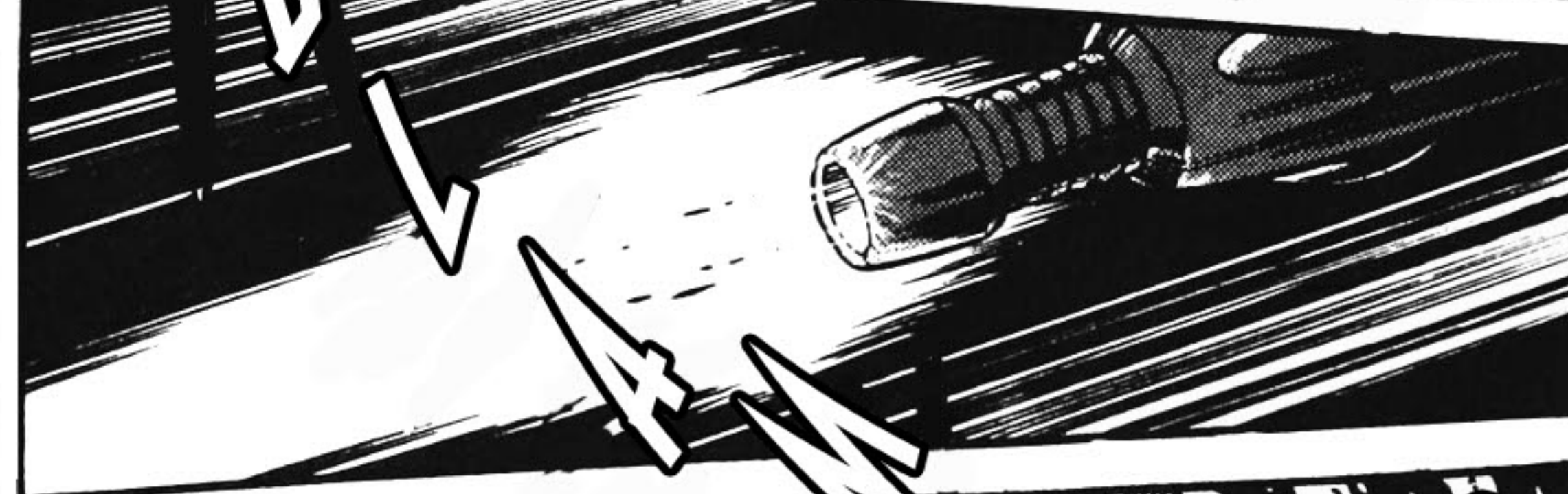
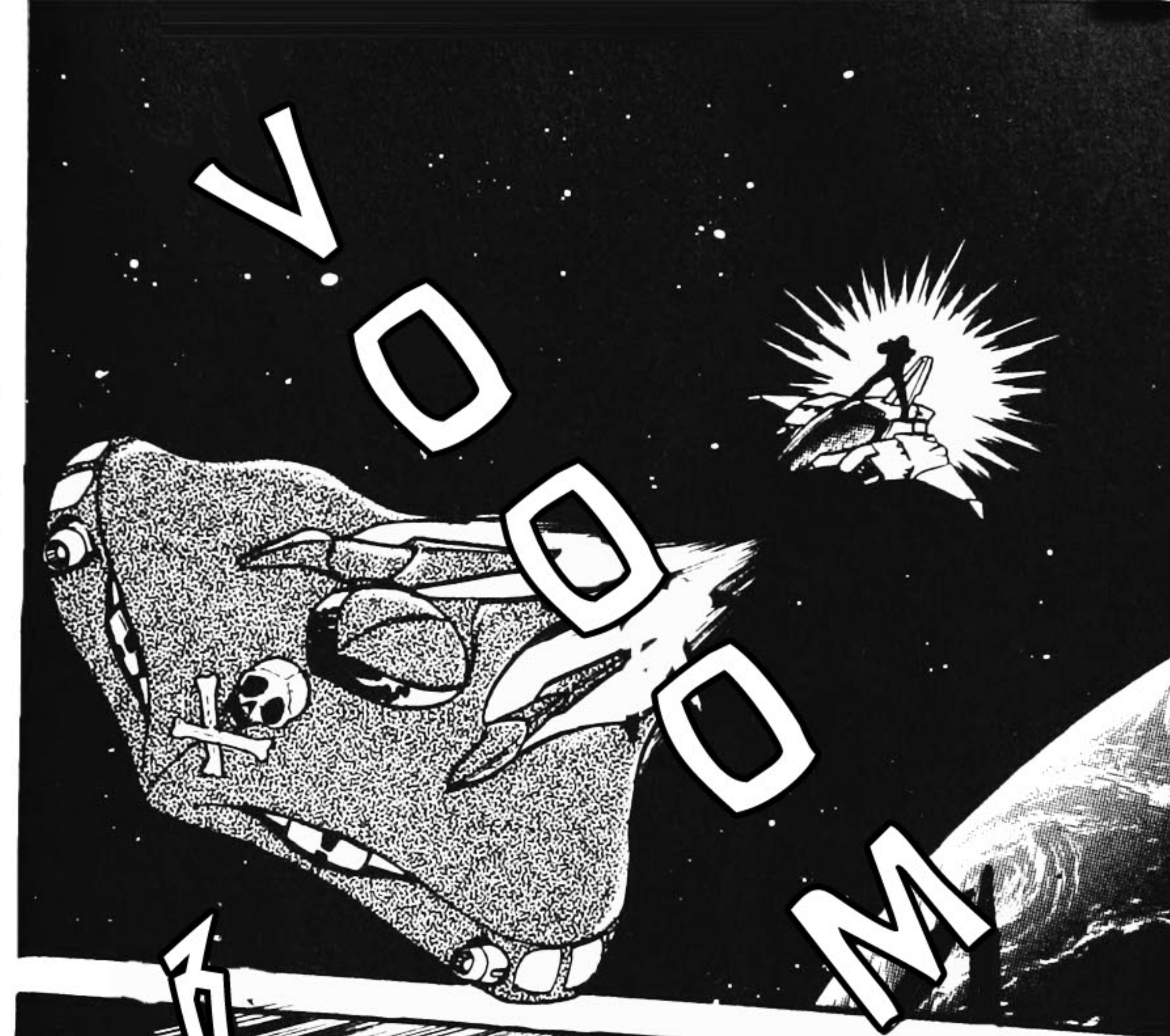
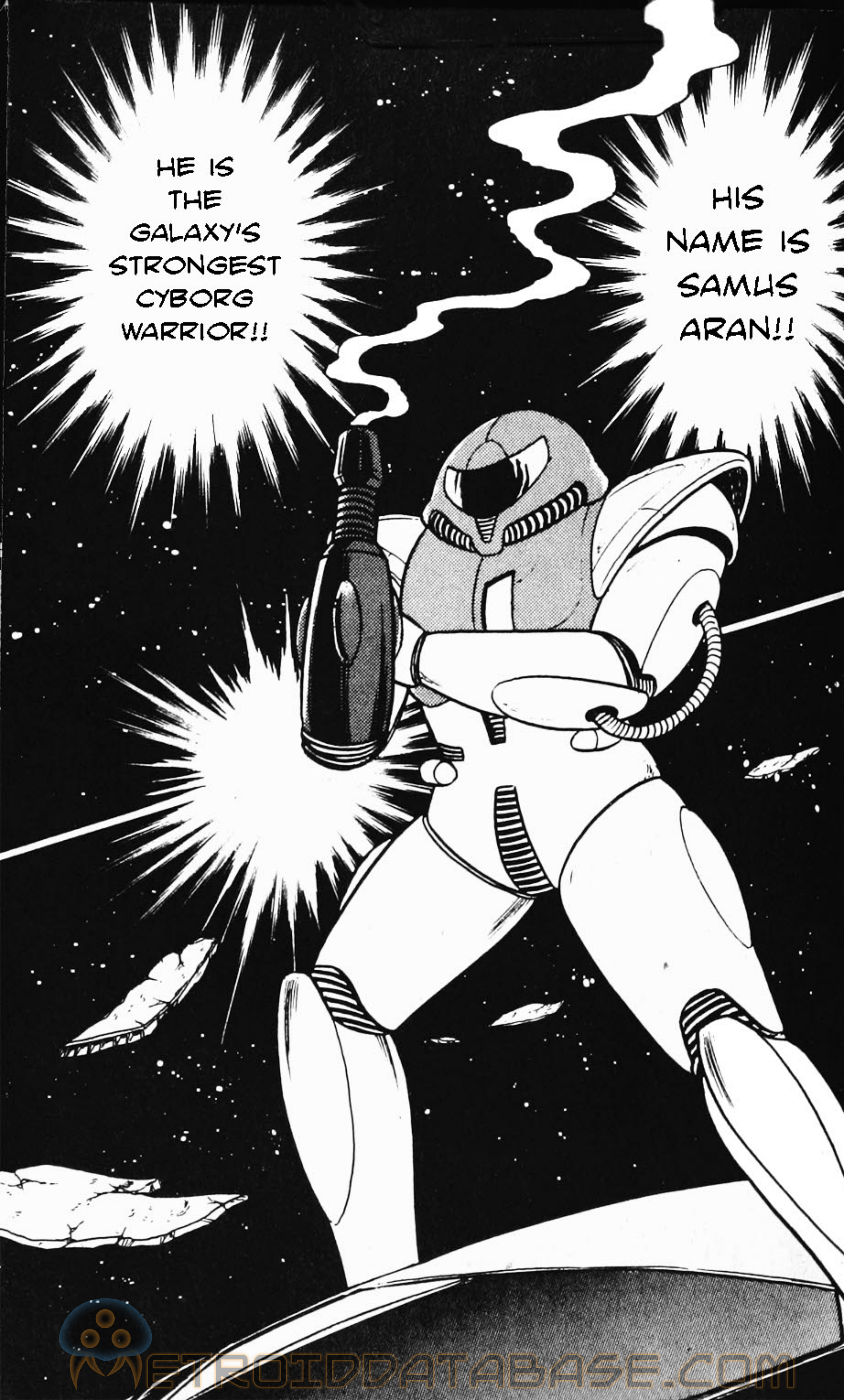
THERE
IS ONE
HERO WHO
TRAVELS
THE
GALAXY!!

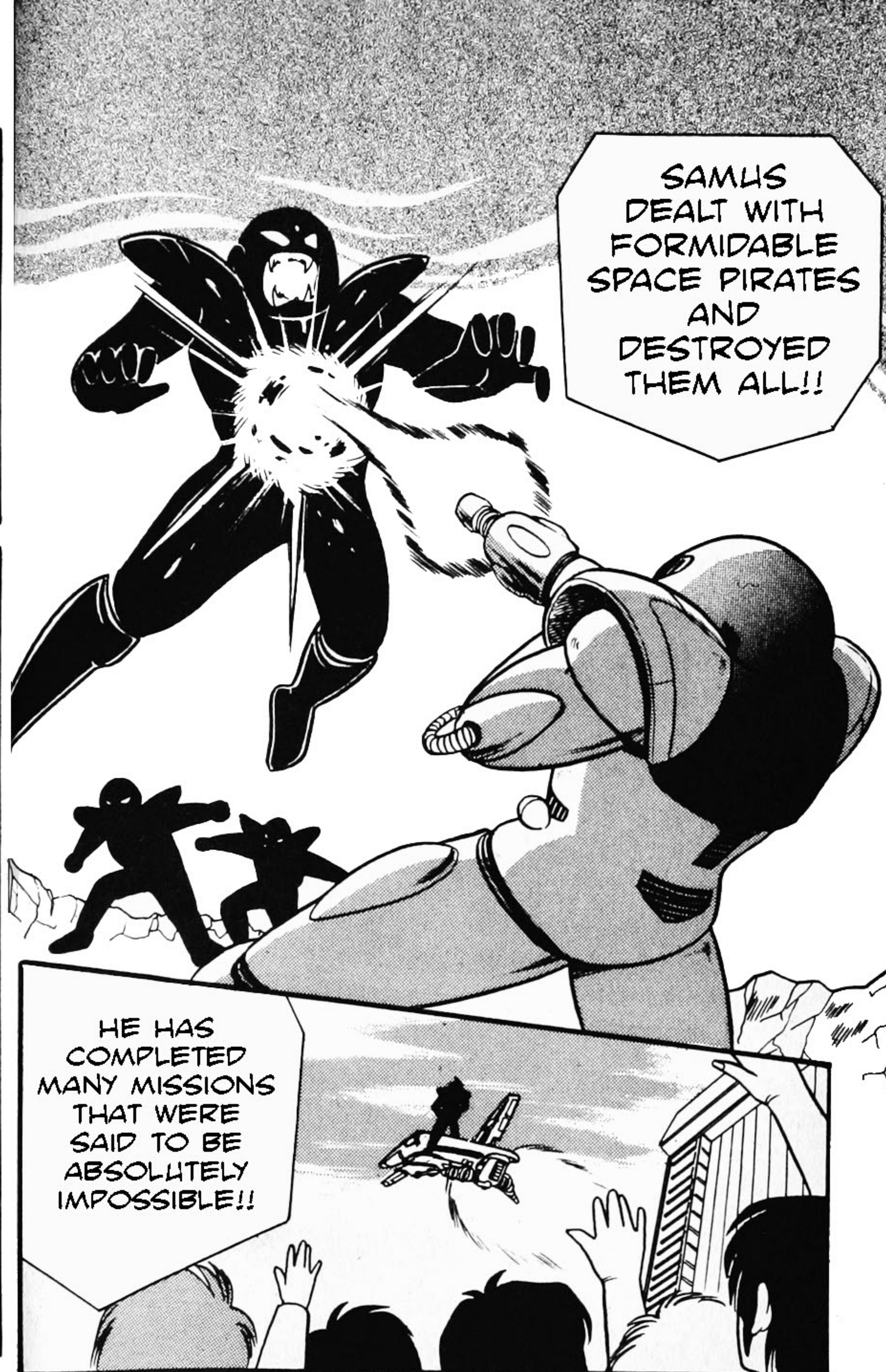
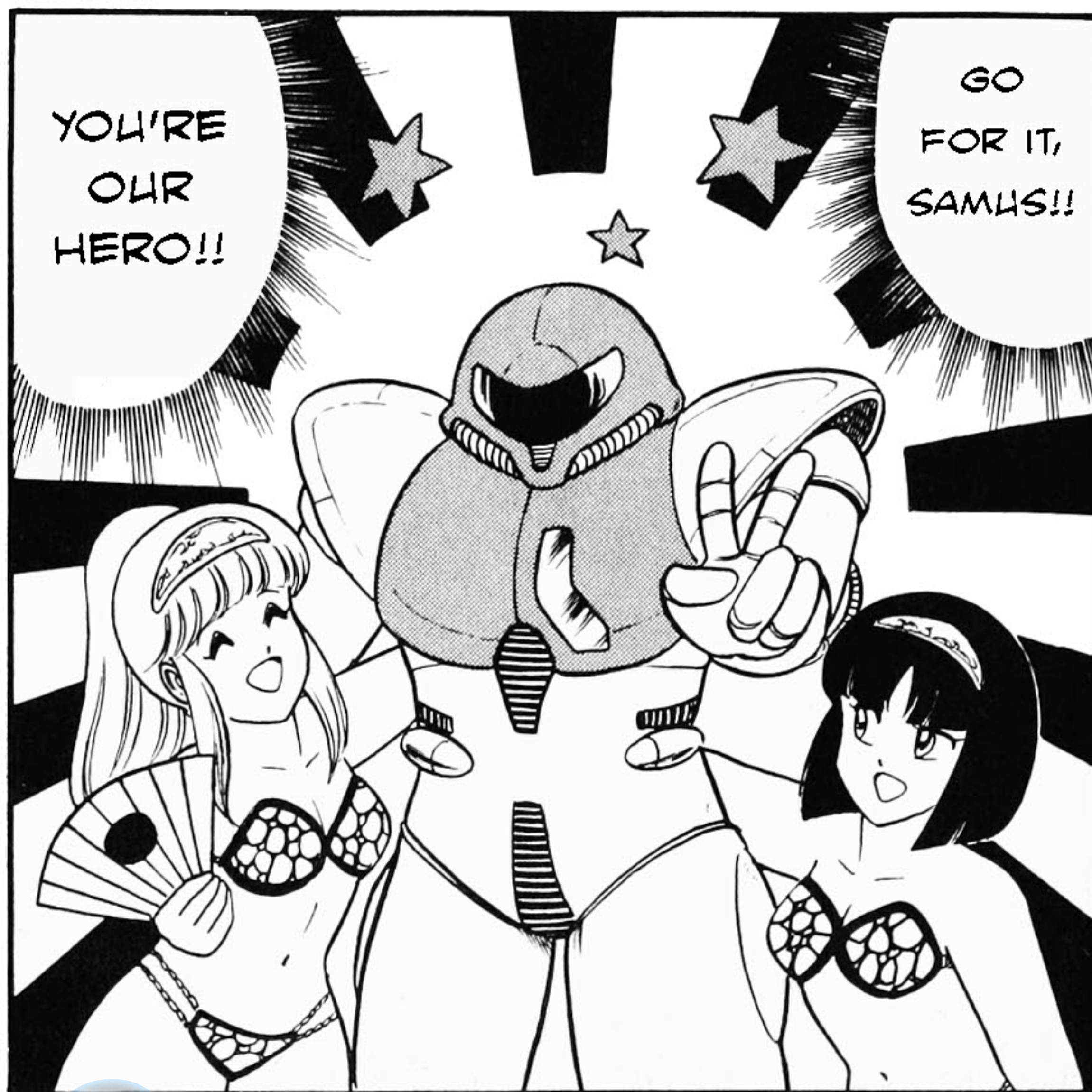
FLASH

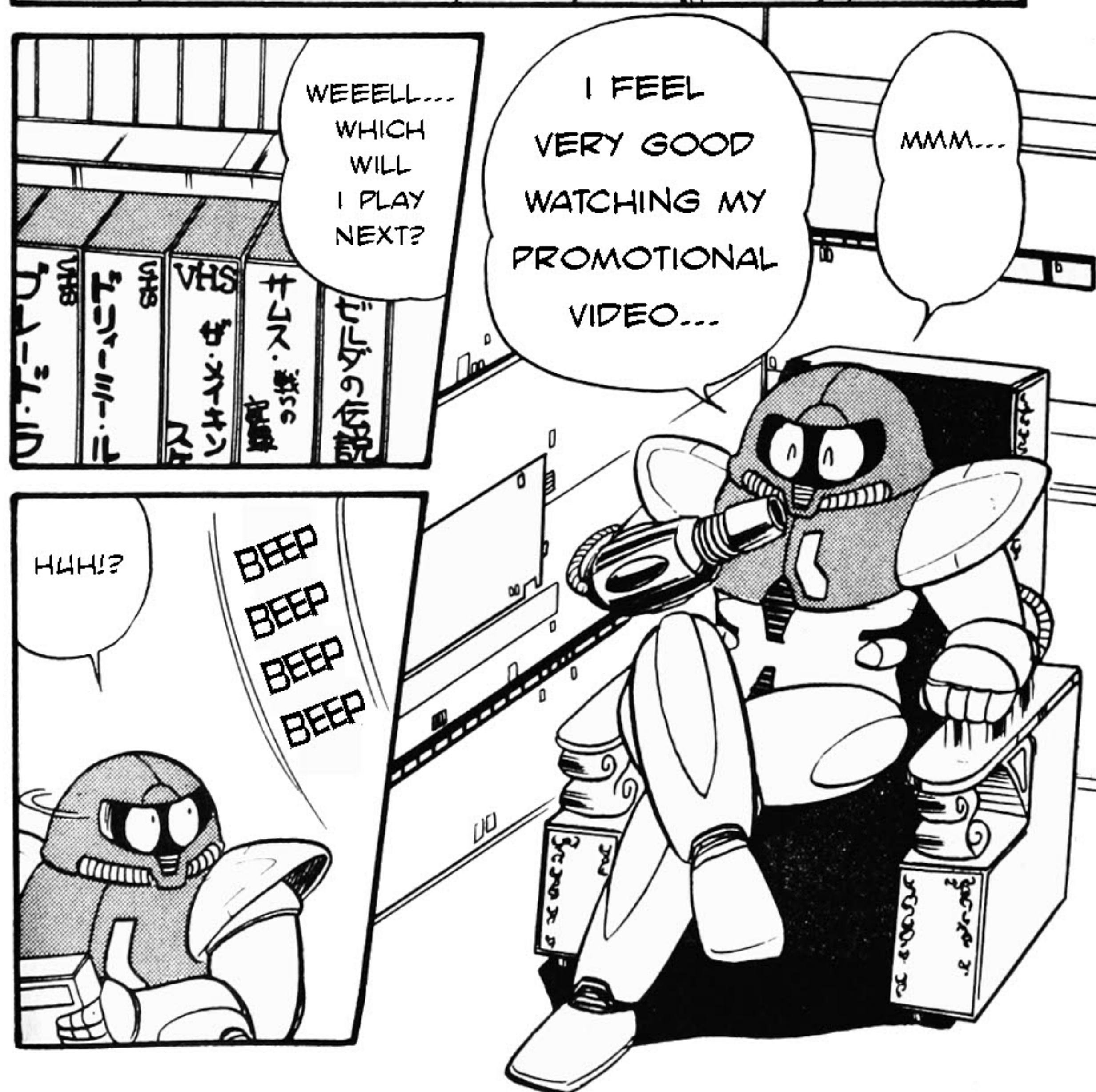
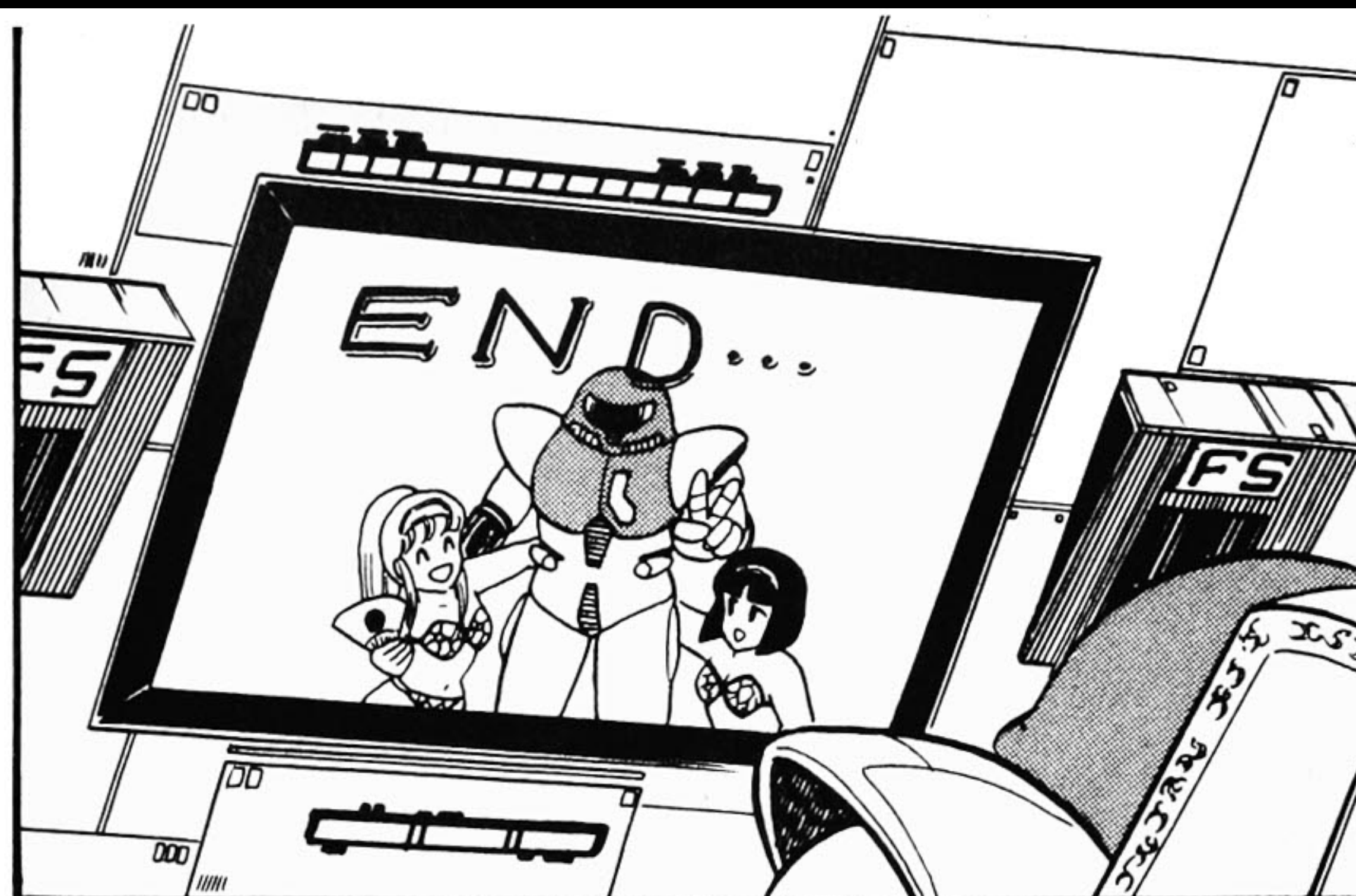
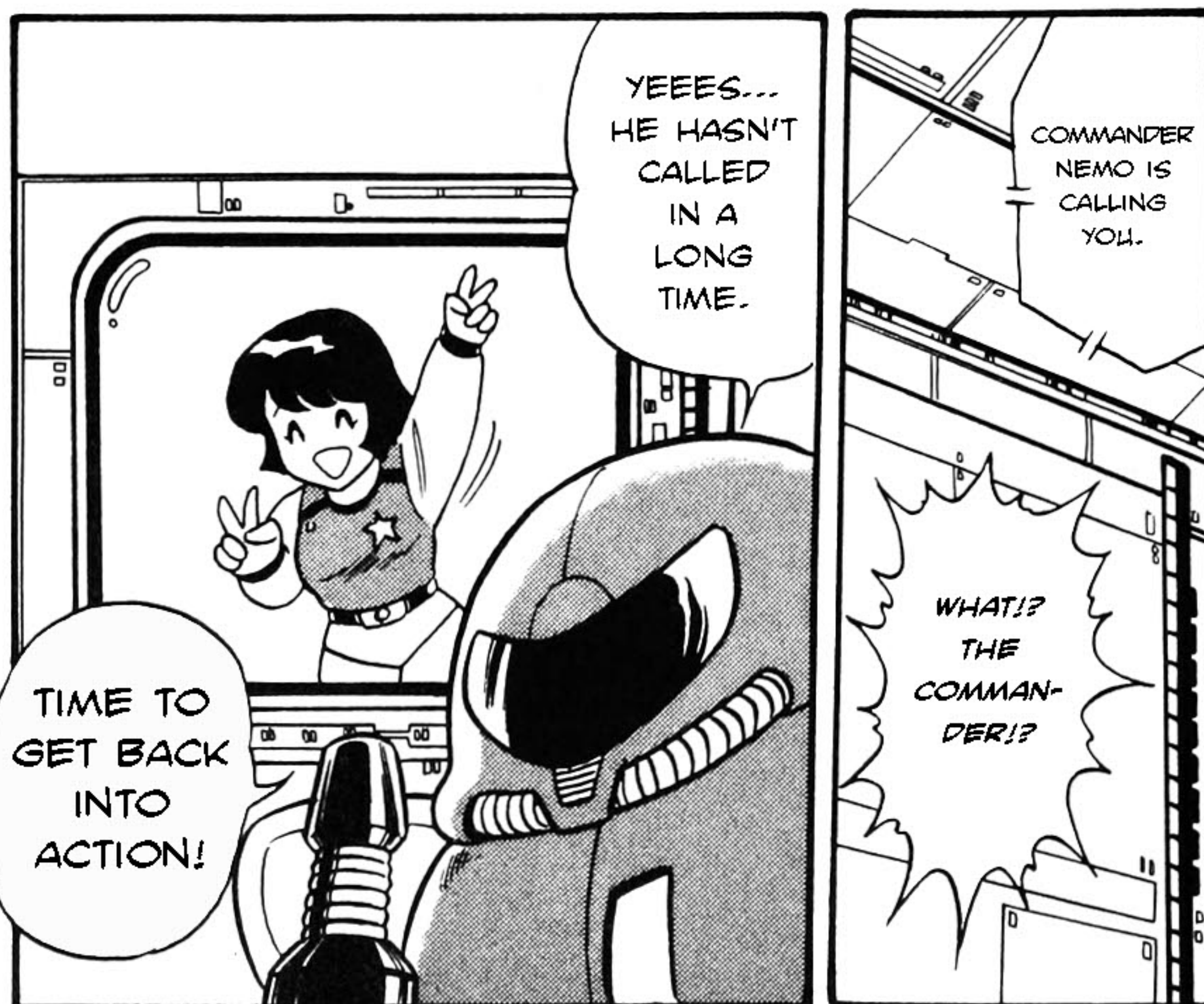
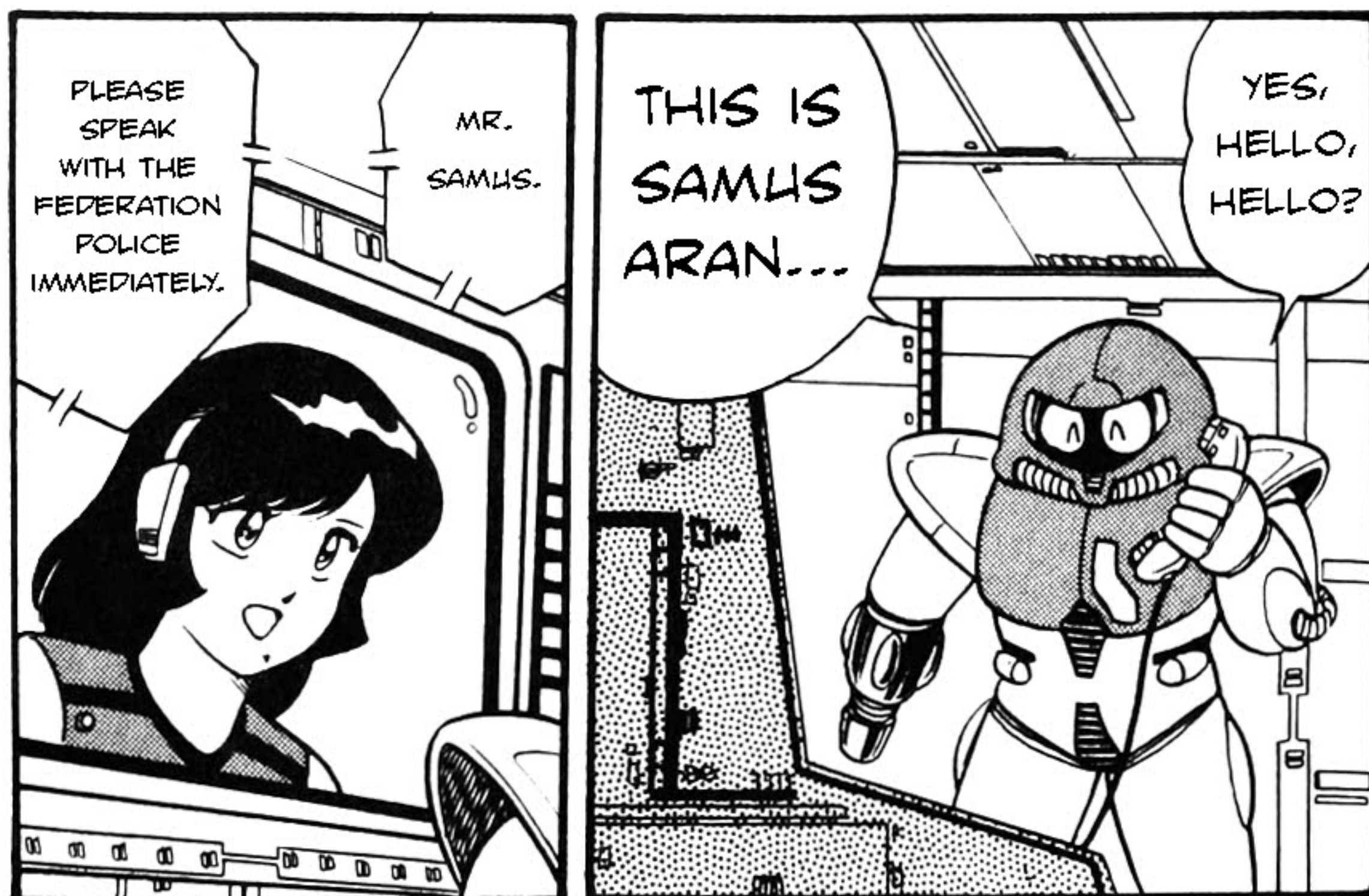


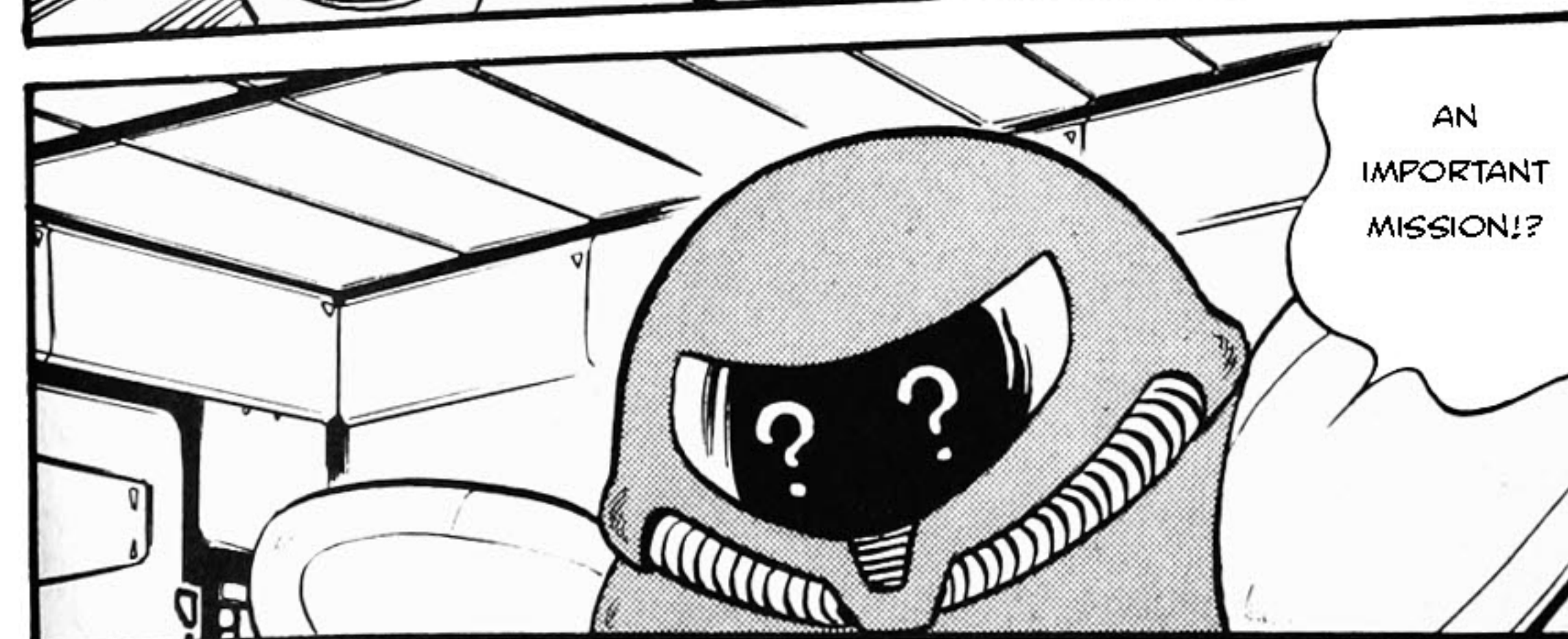
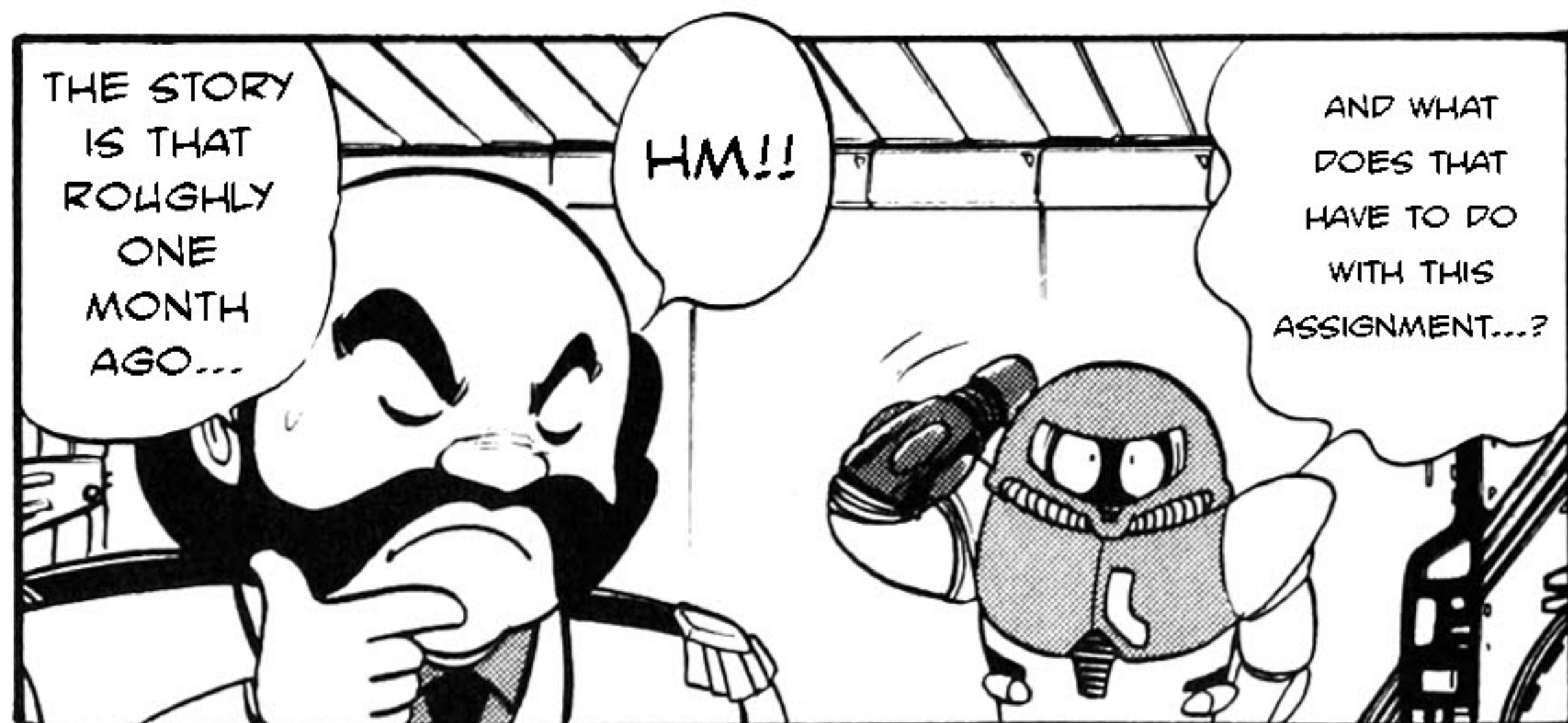
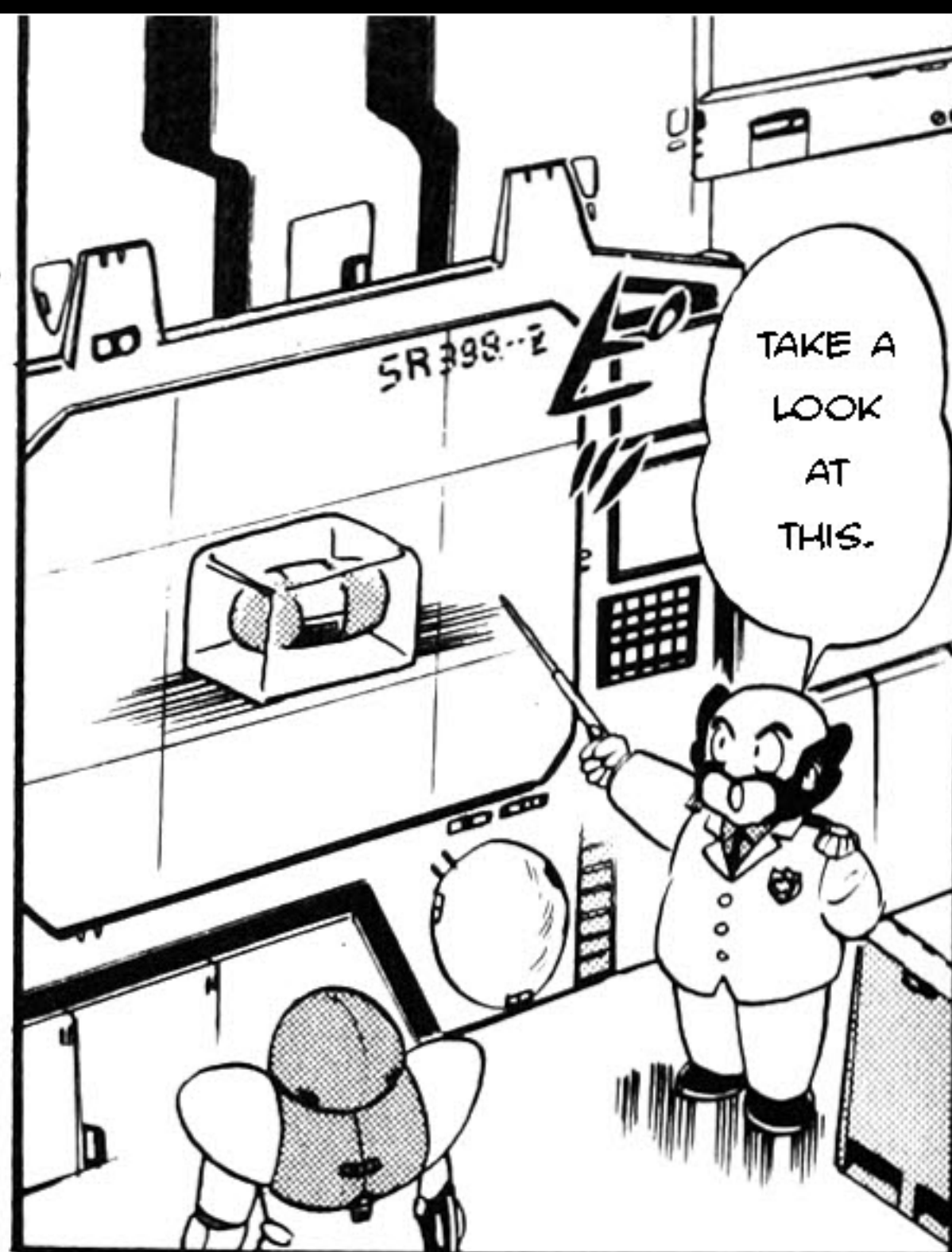
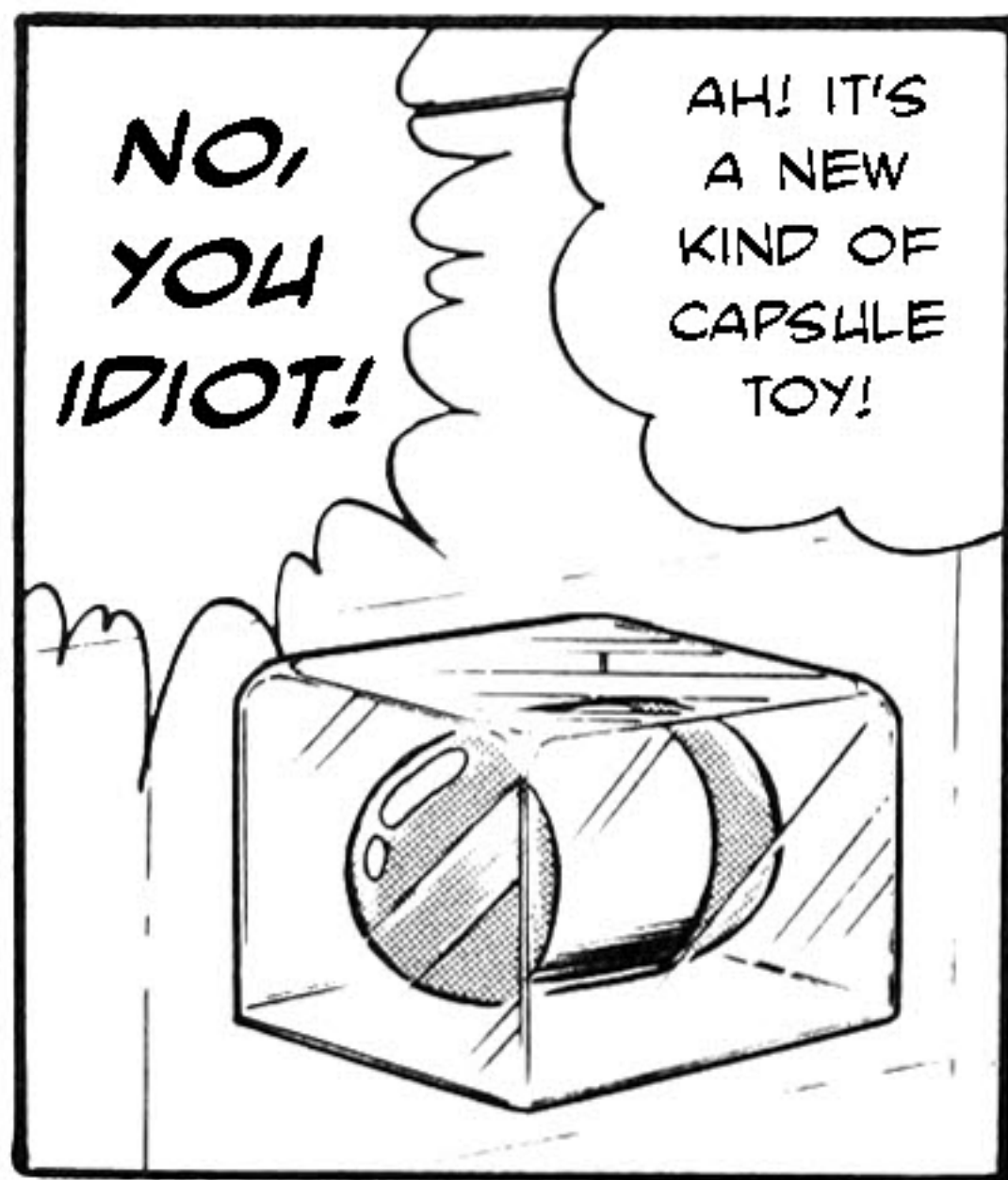
HE IS
THE
GALAXY'S
STRONGEST
CYBORG
WARRIOR!!

HIS
NAME IS
SAMUS
ARAN!!





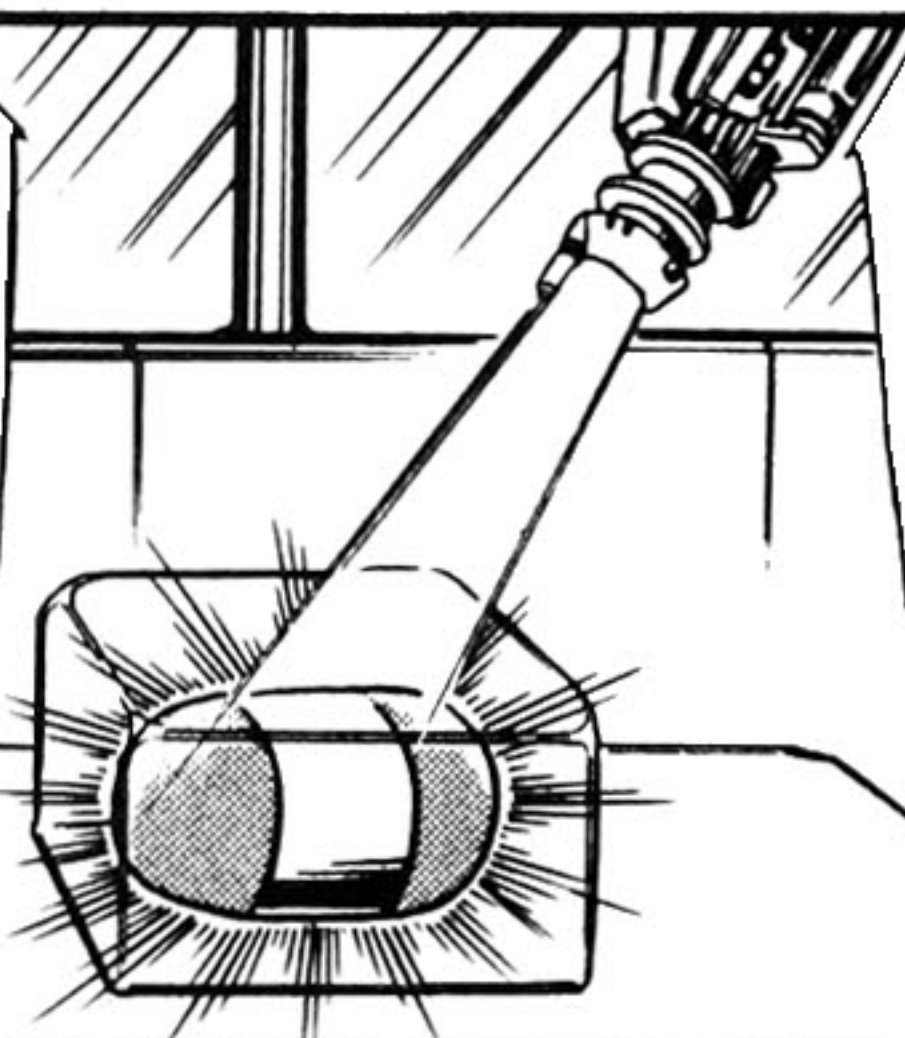




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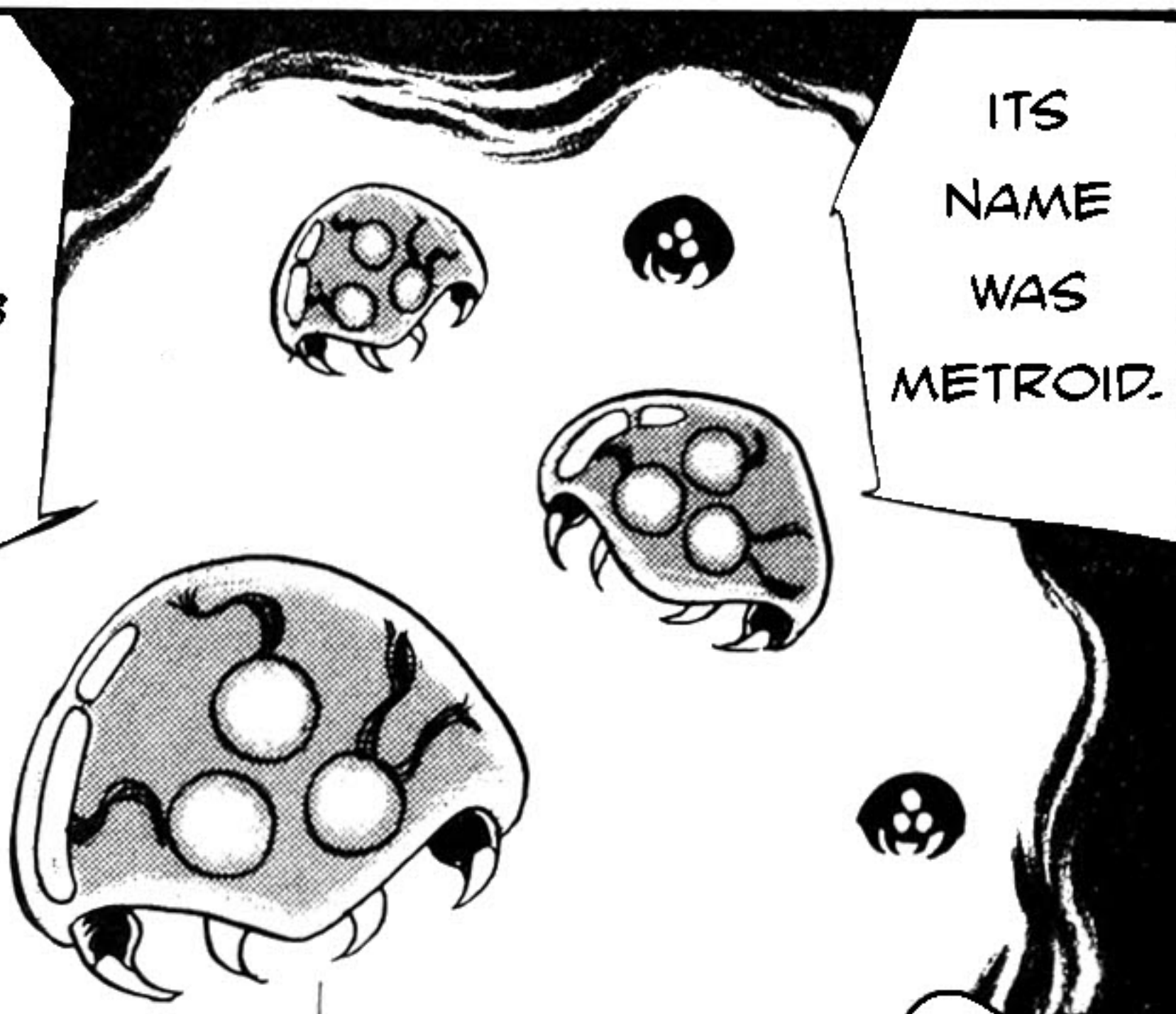
IF THE LIFEFORM
IN SUSPENDED
ANIMATION WAS
BOMBARDED WITH
BETA RAYS FOR 24
HOURS, IT WOULD
BEGIN TO MULTIPLY.

THEY
DISCOVERED
THE LIFEFORM
FROM
PLANET SR388.

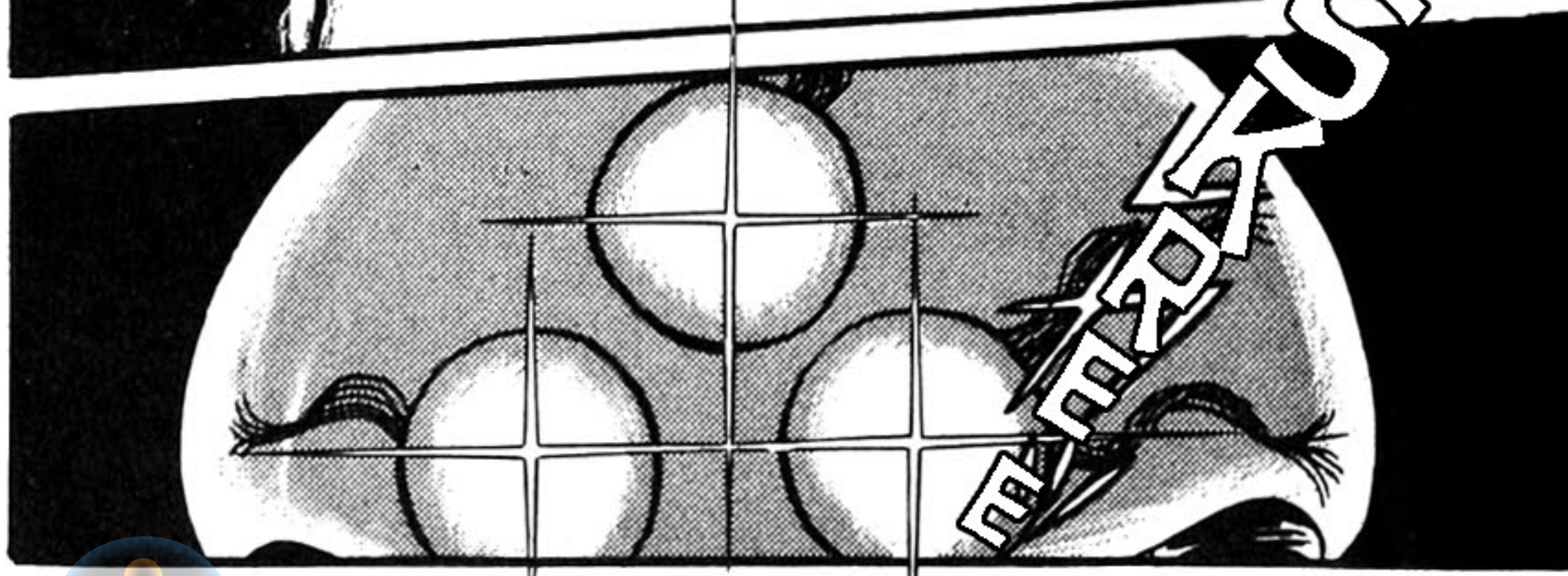


THIS
TERRIFYING
LIFEFORM
CAN ABSORB
ALL KINDS
OF ENERGY.

ITS
NAME
WAS
METROID.



REPRODUCTION



THE CAPSULE
CONTAINING THE
UNKNOWN LIFEFORM
WAS LOADED
ONTO THE
SPACE RESEARCH
VESSEL MARINA
FOR ITS RETURN
TO EARTH.

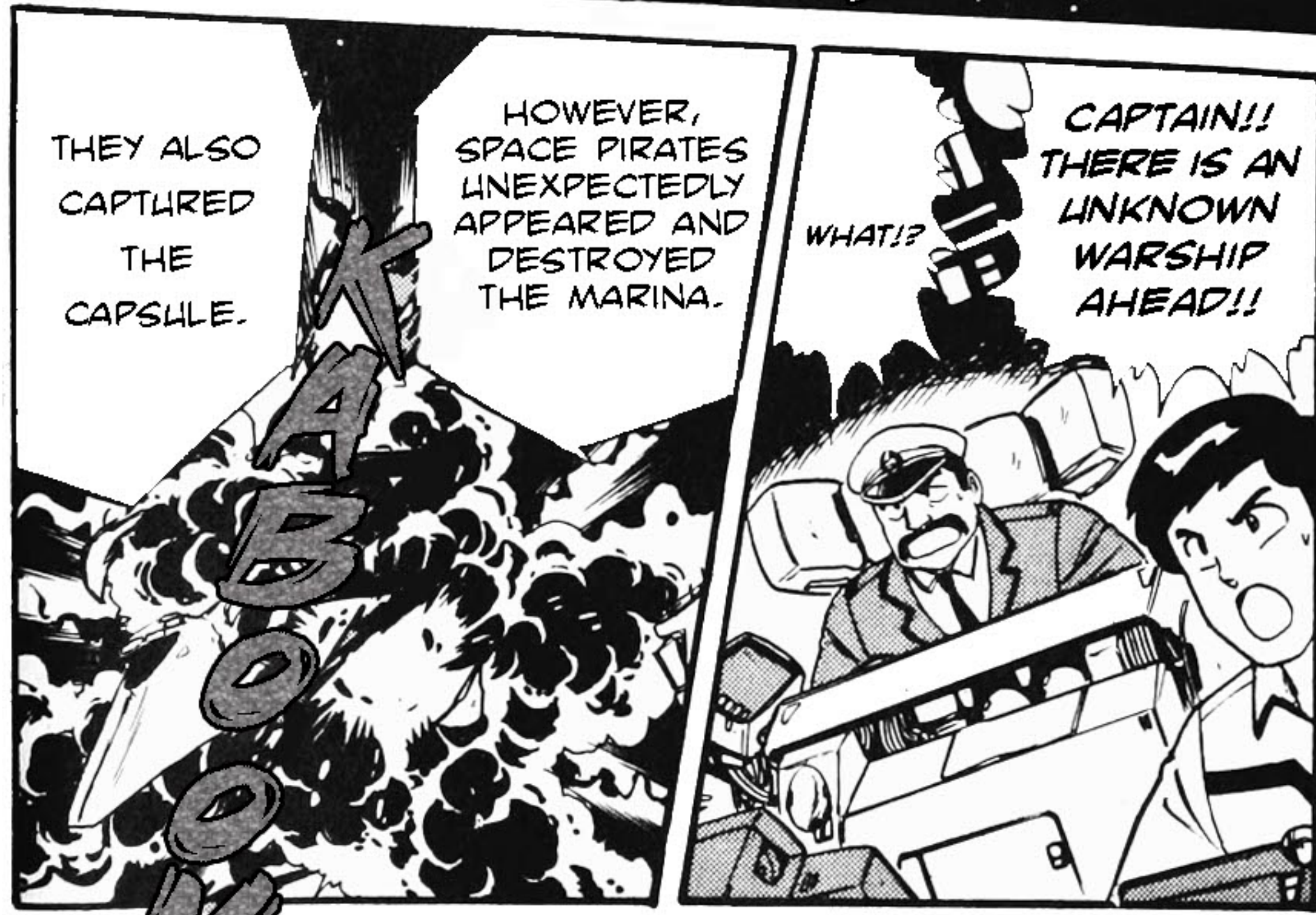


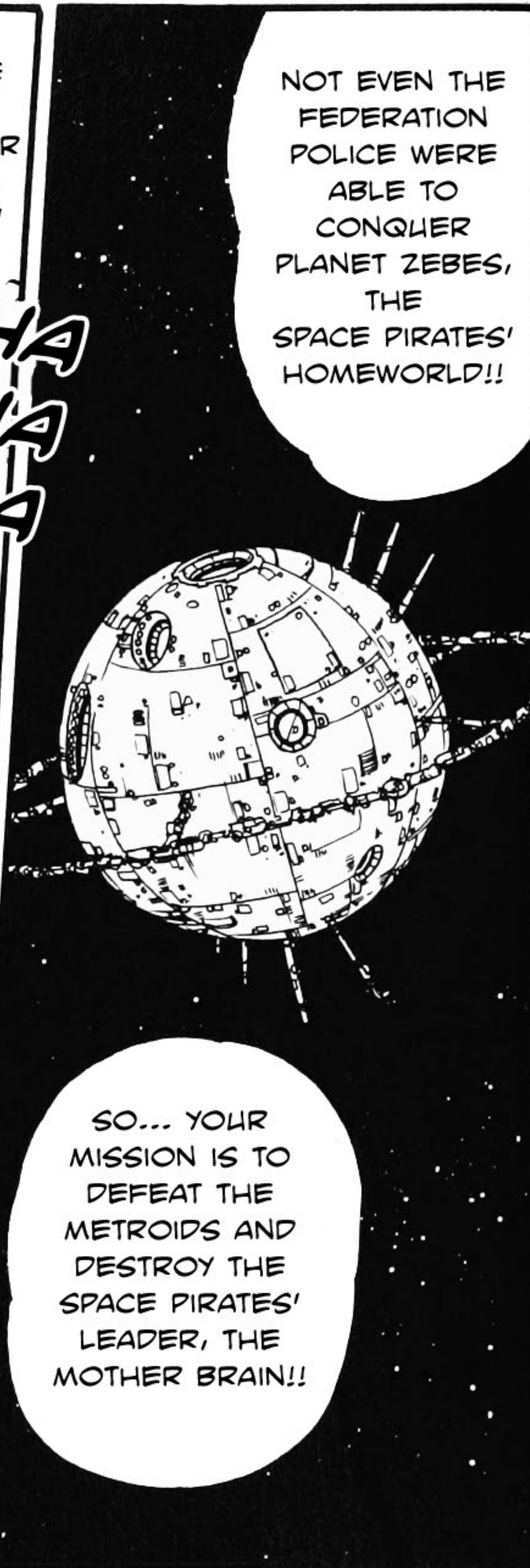
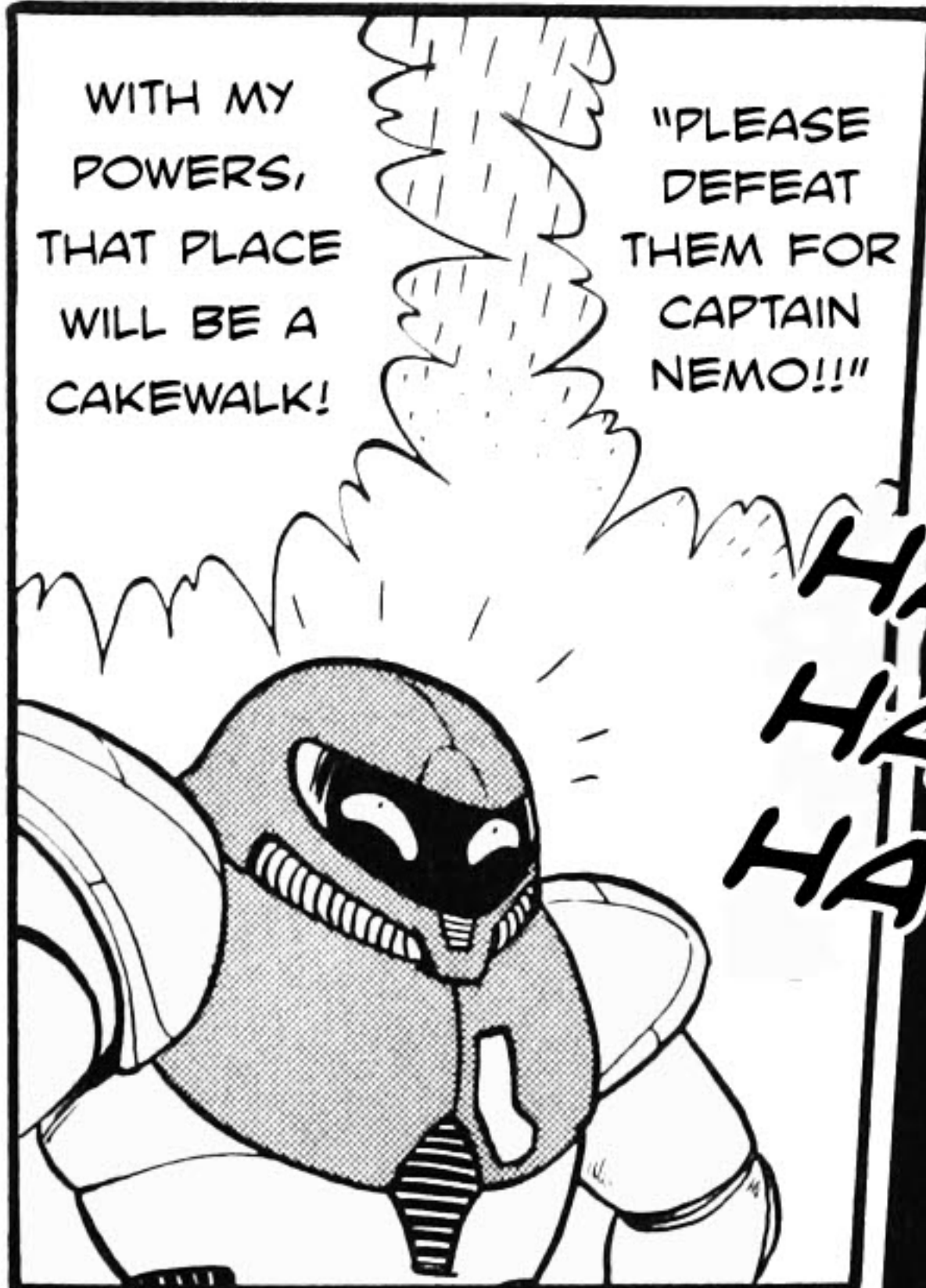
THEY ALSO
CAPTURED
THE
CAPSULE.

HOWEVER,
SPACE PIRATES
UNEXPECTEDLY
APPEARED AND
DESTROYED
THE MARINA.

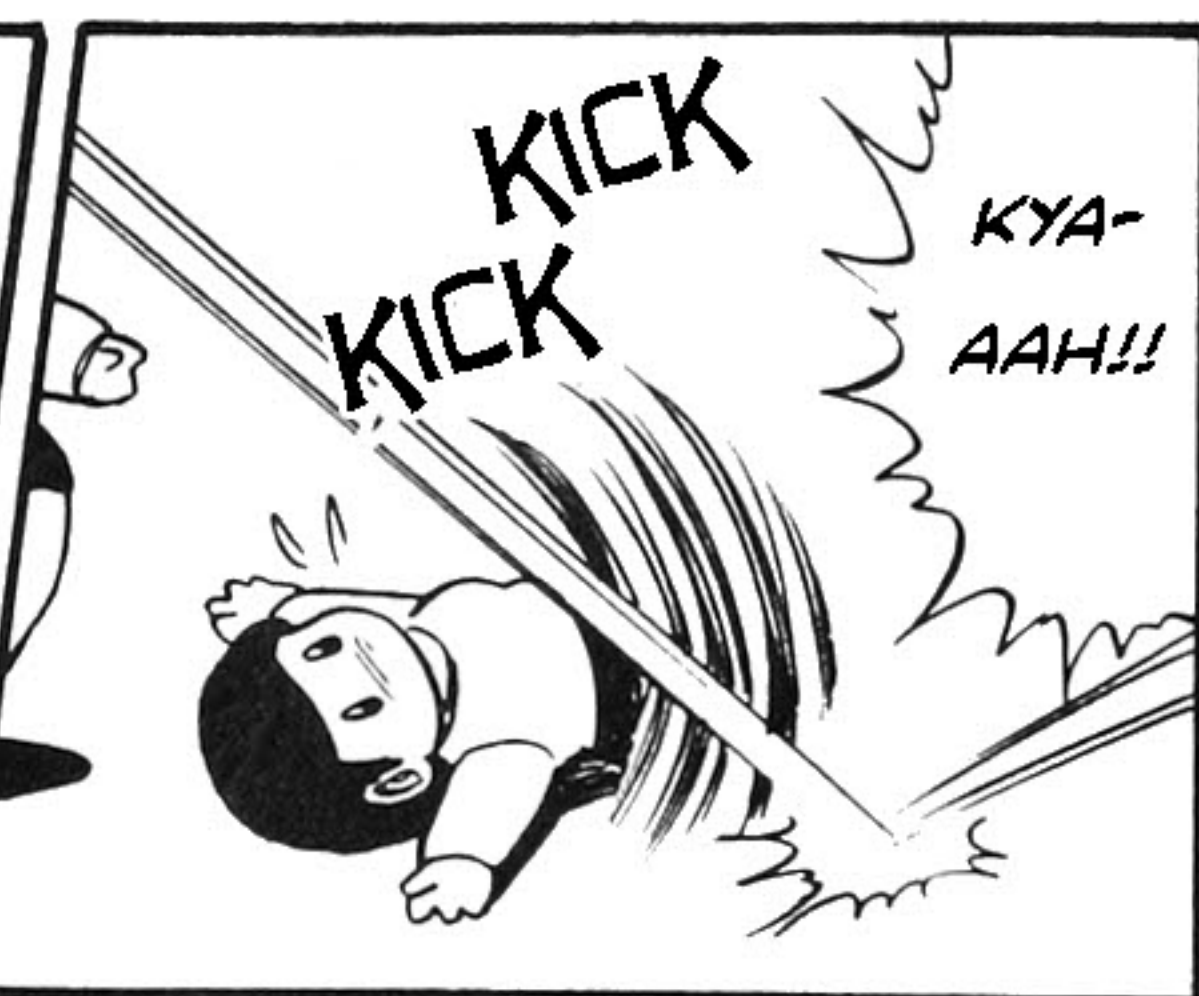
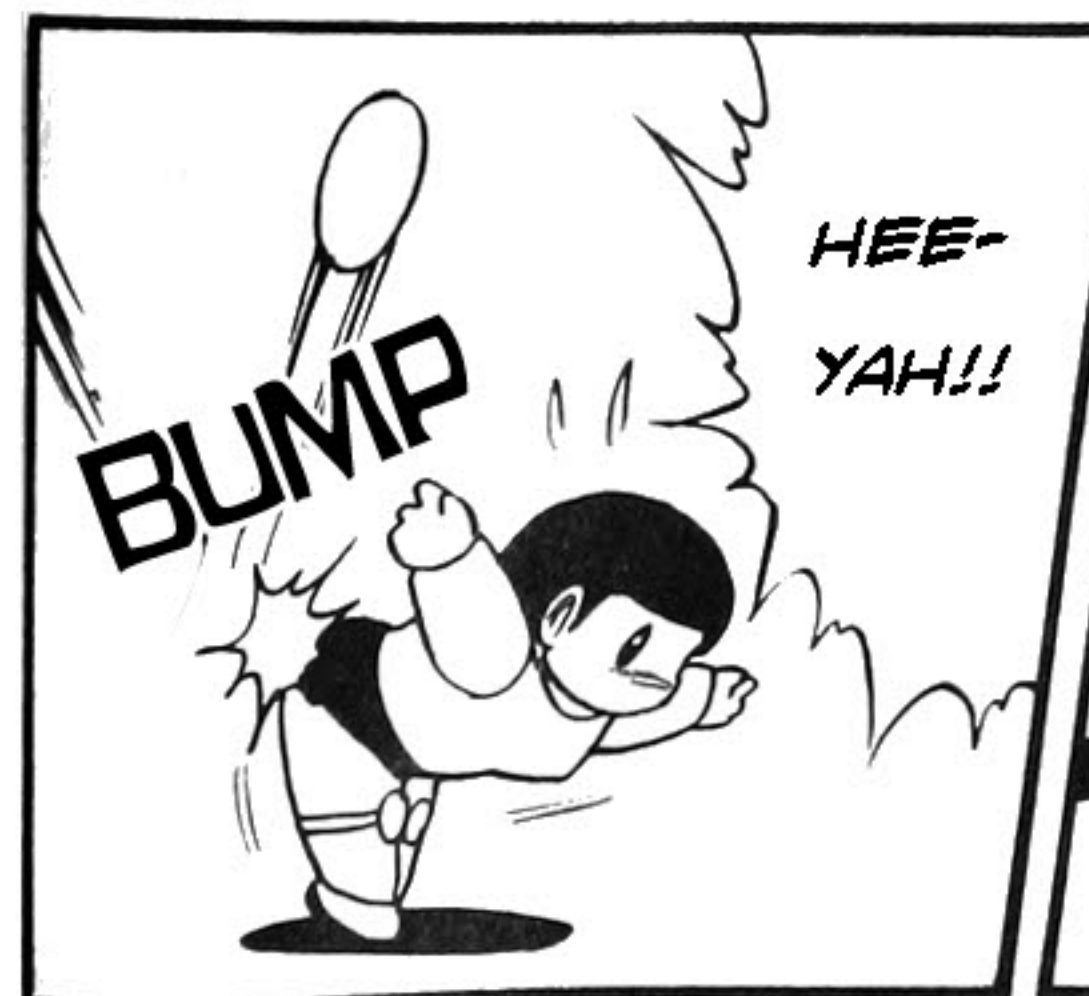
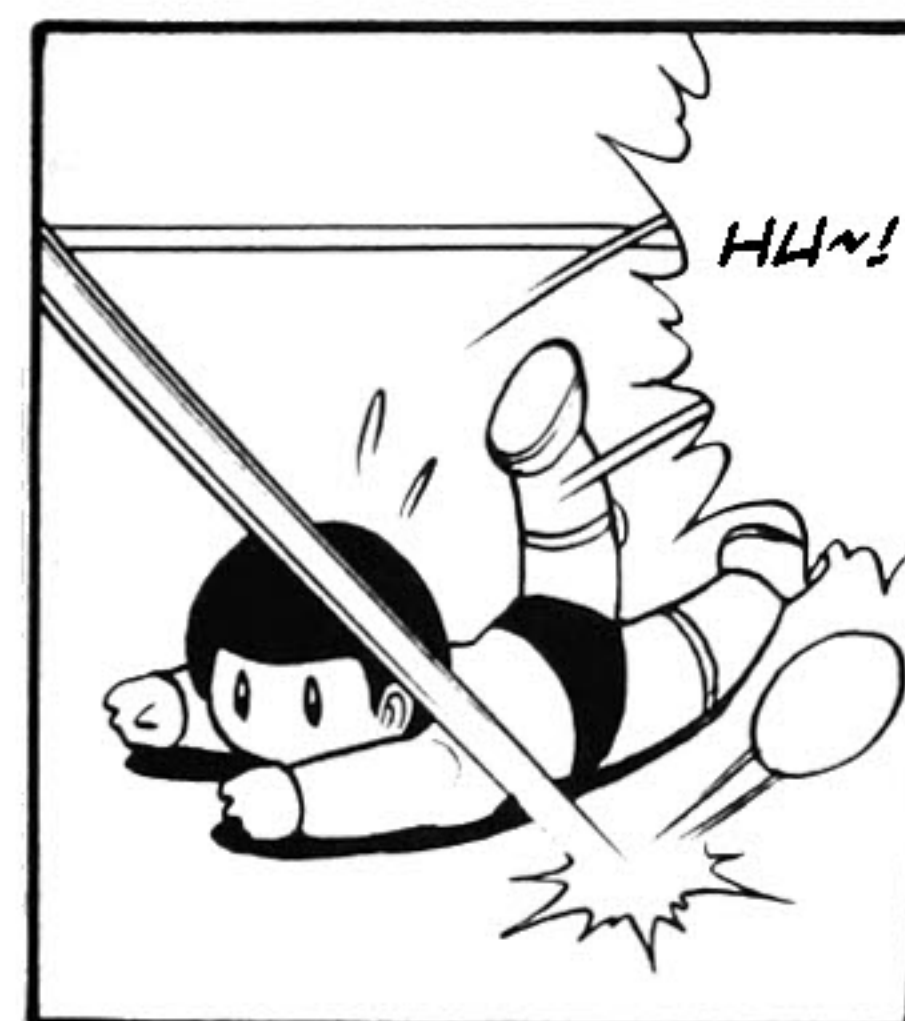
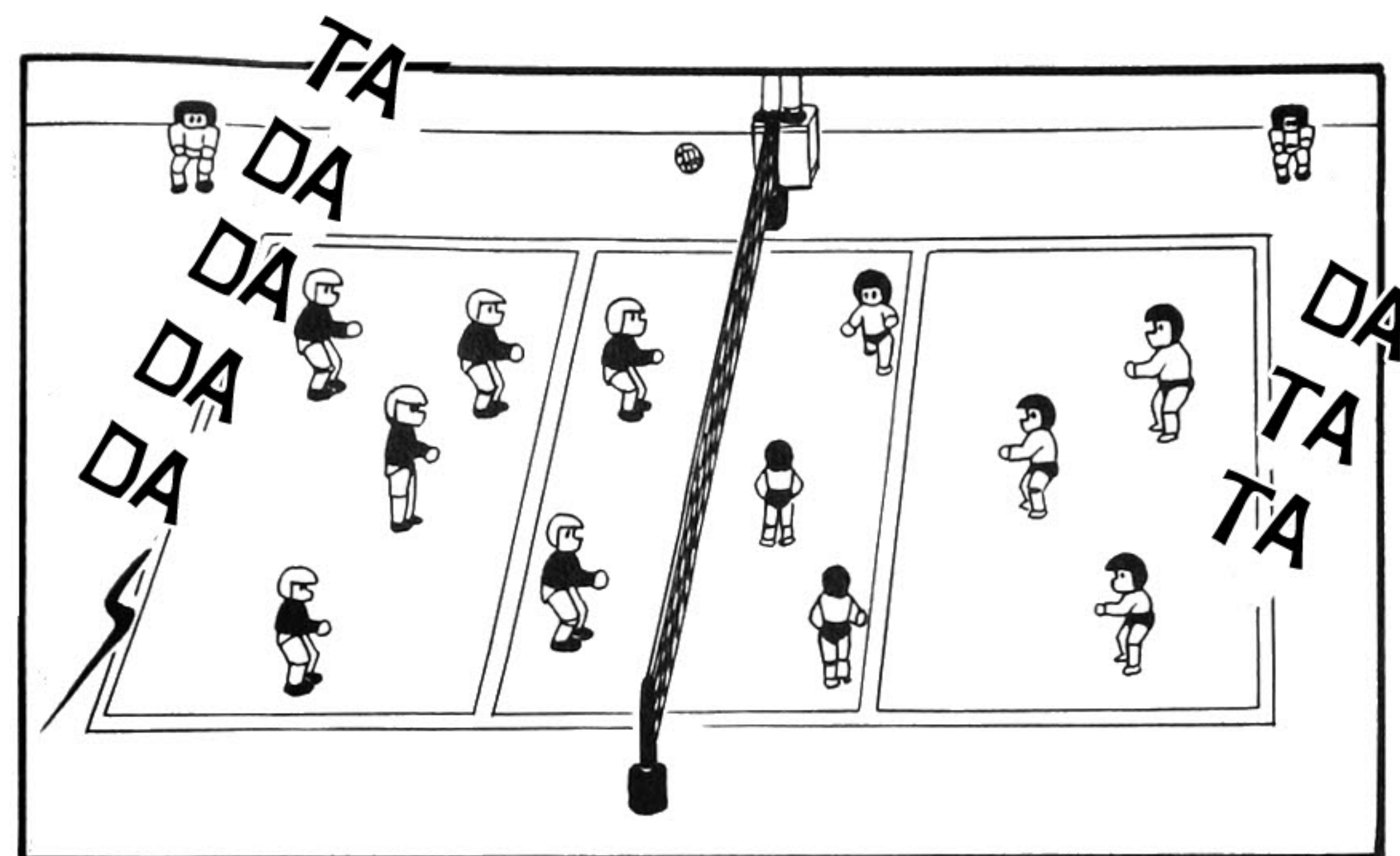
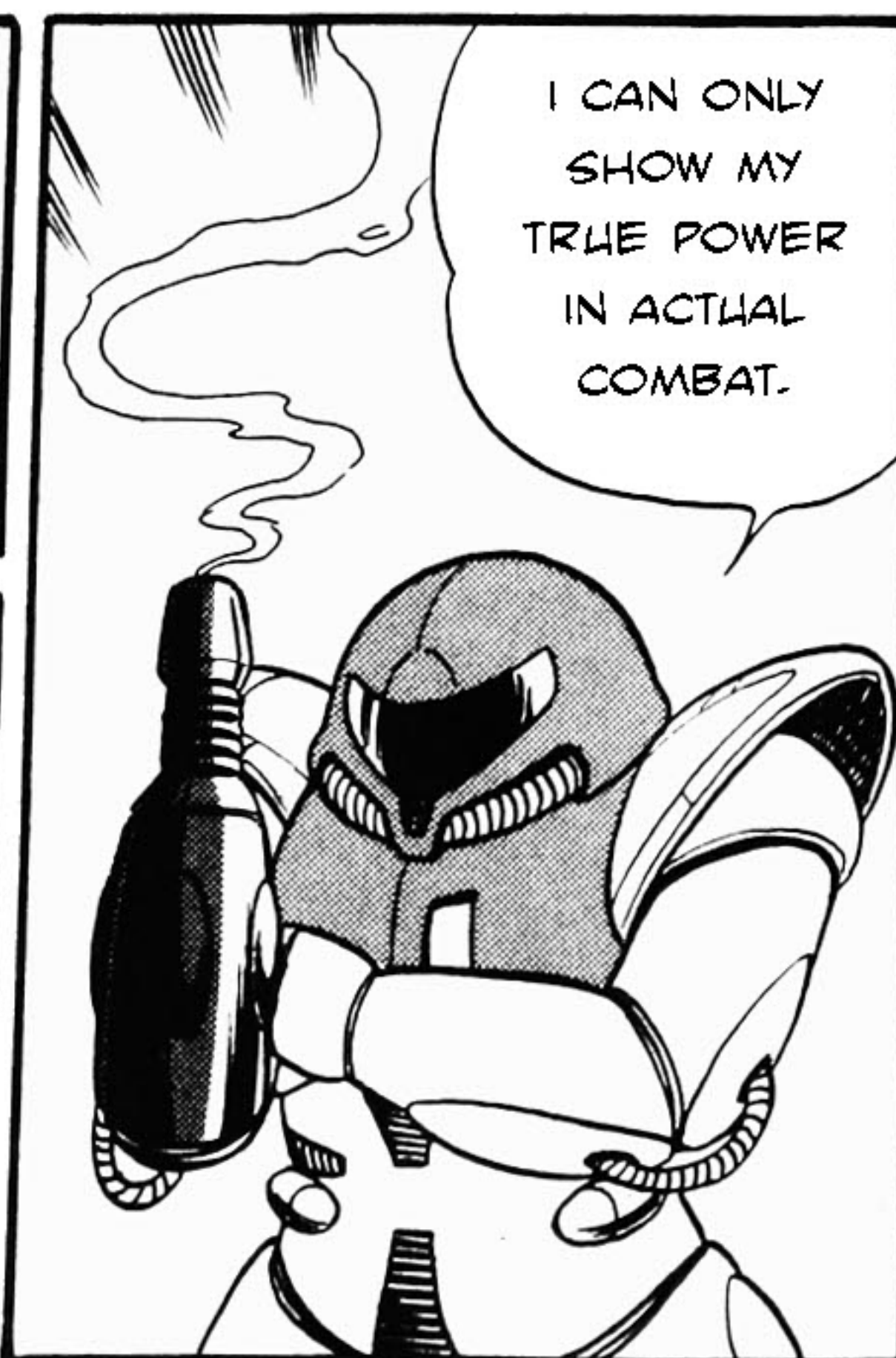
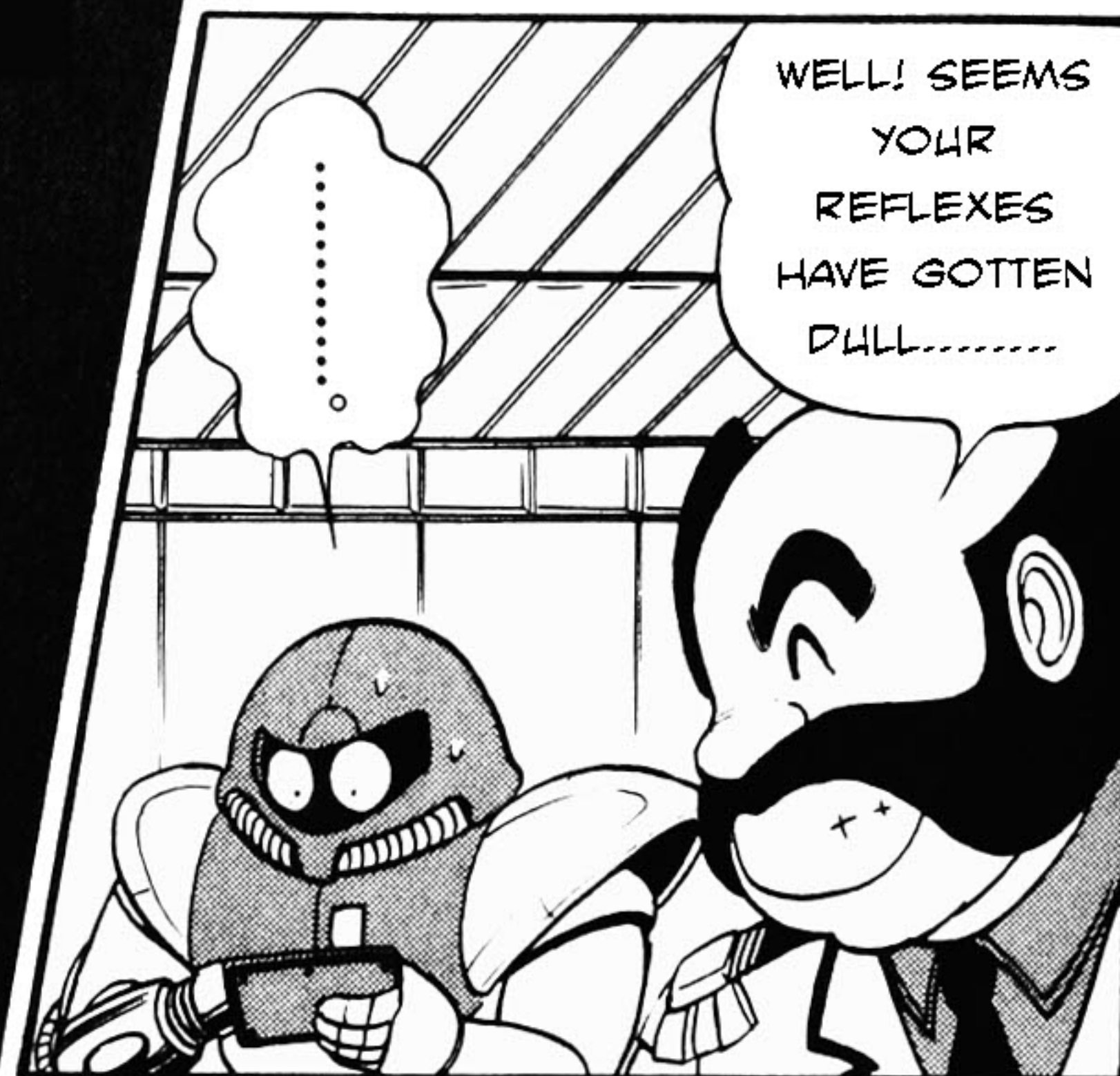
WHAT!?

CAPTAIN!!
THERE IS AN
UNKNOWN
WARSHIP
AHEAD!!

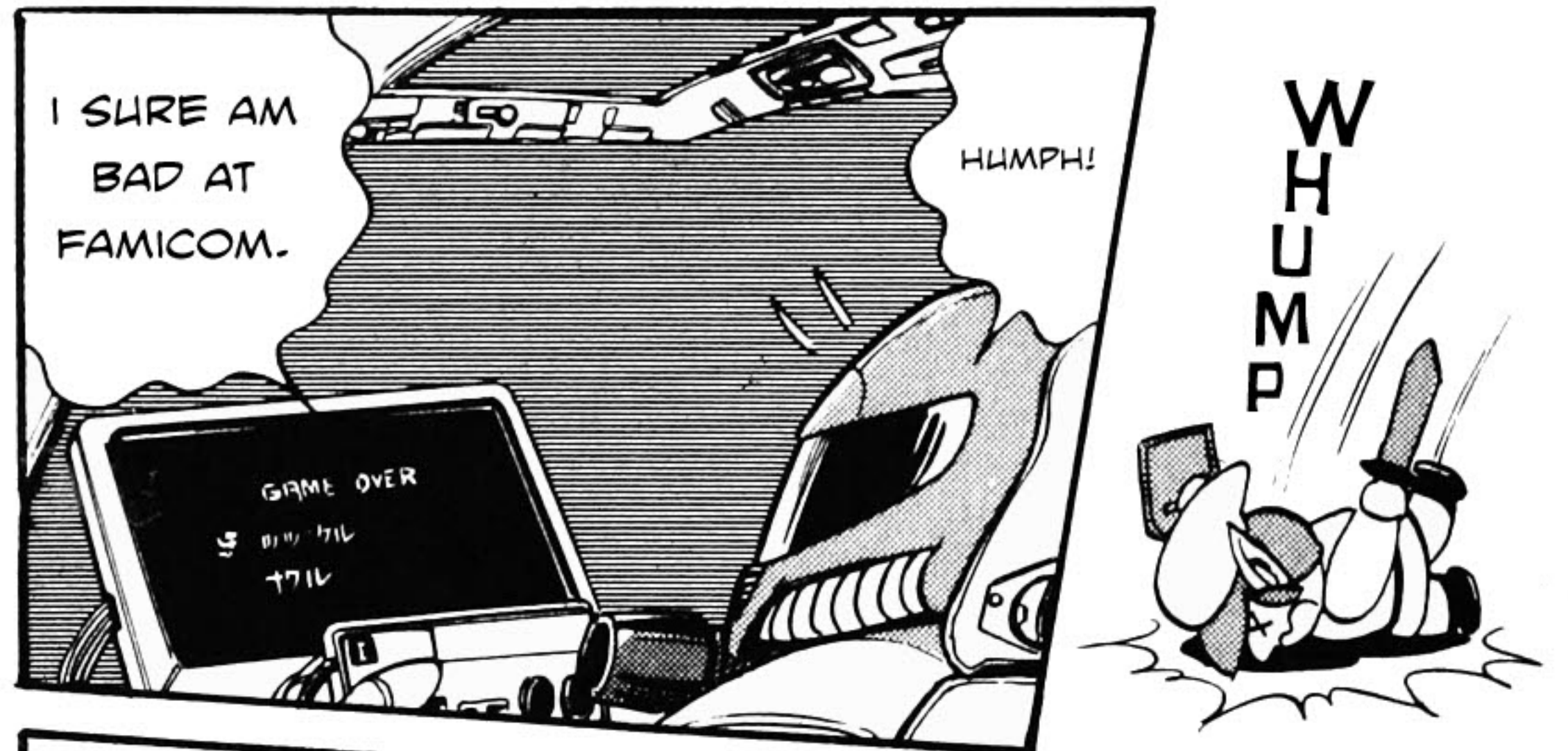
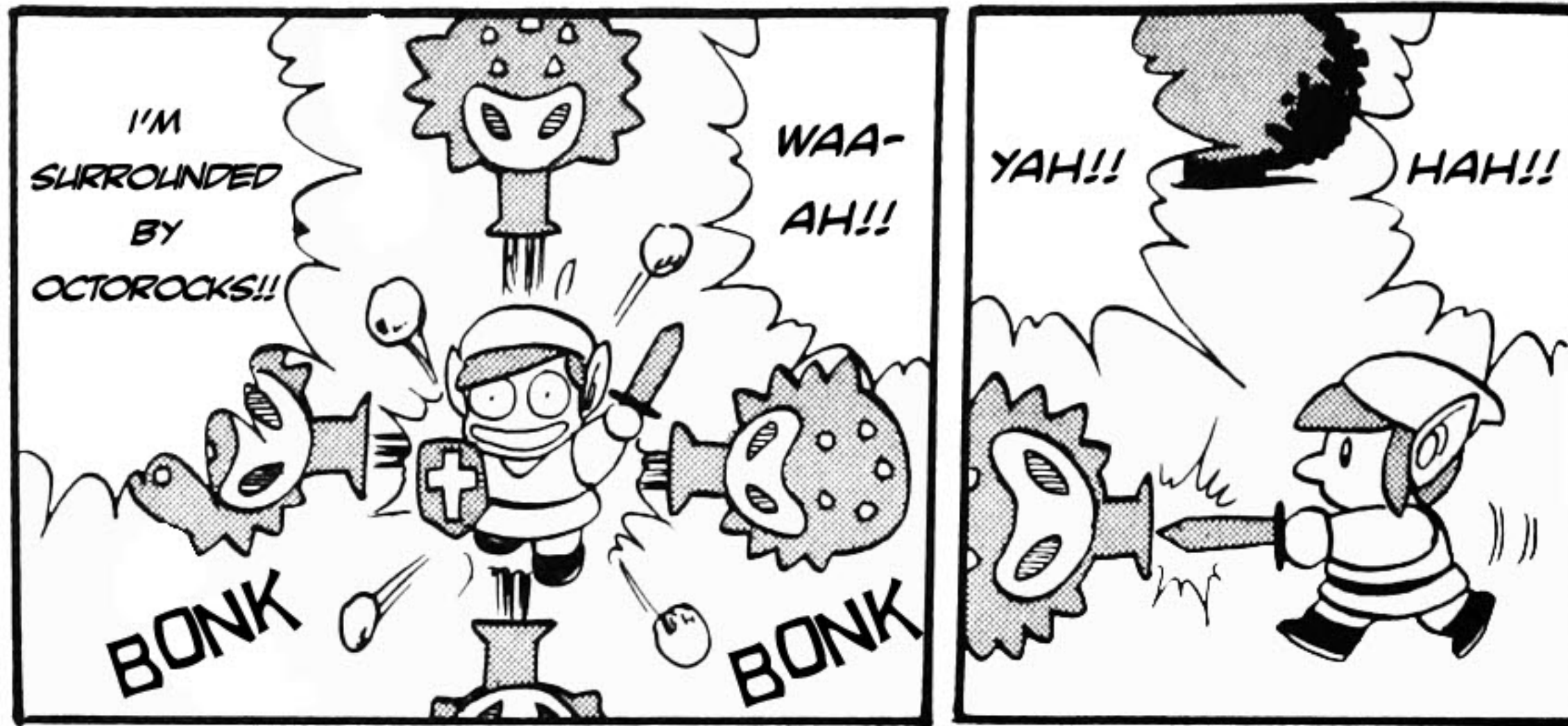




KA-
POW
POW
POW



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And so, Samus boarded his Cosmo Liner and headed for the fortress planet Zebes.



LET'S GO,
COSMO
LINER!!

OKAY!
THIS
LOOKS
LIKE A
TOUGH
FIGHT!!

THERE ARE
MANY UNKNOWN
FIGHTER CRAFT
APPROACHING.

WARNING!
WARNING!

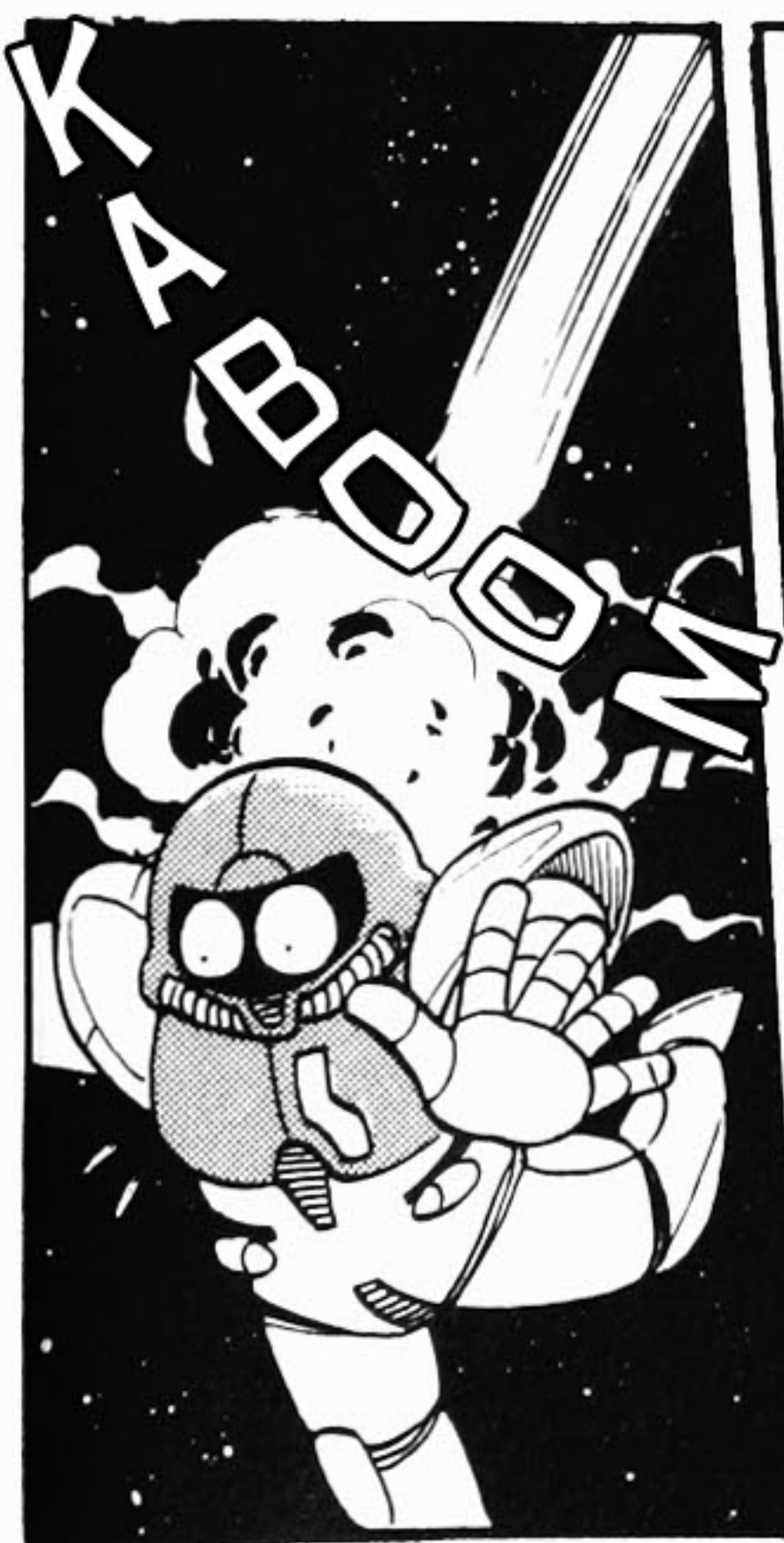
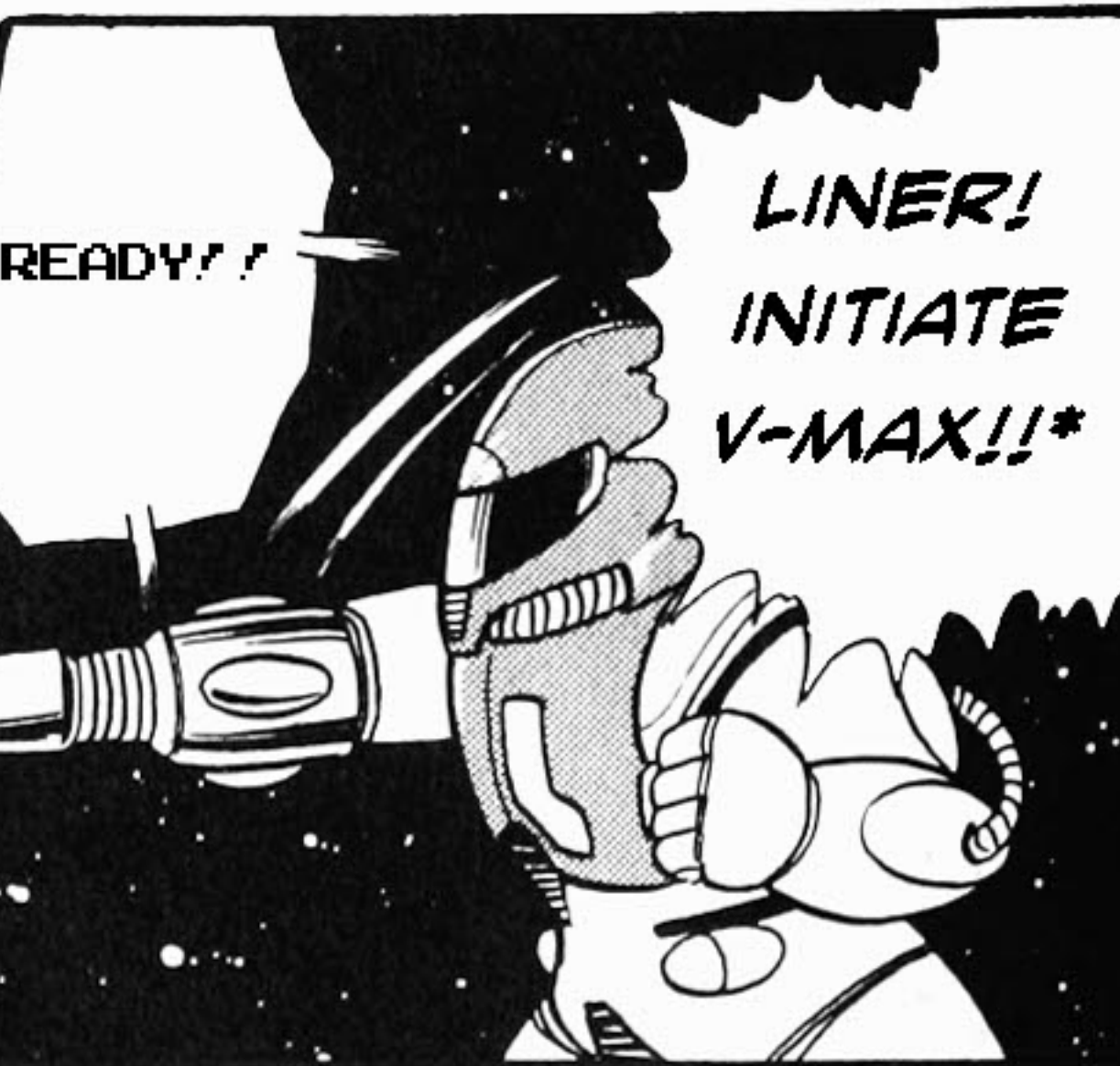
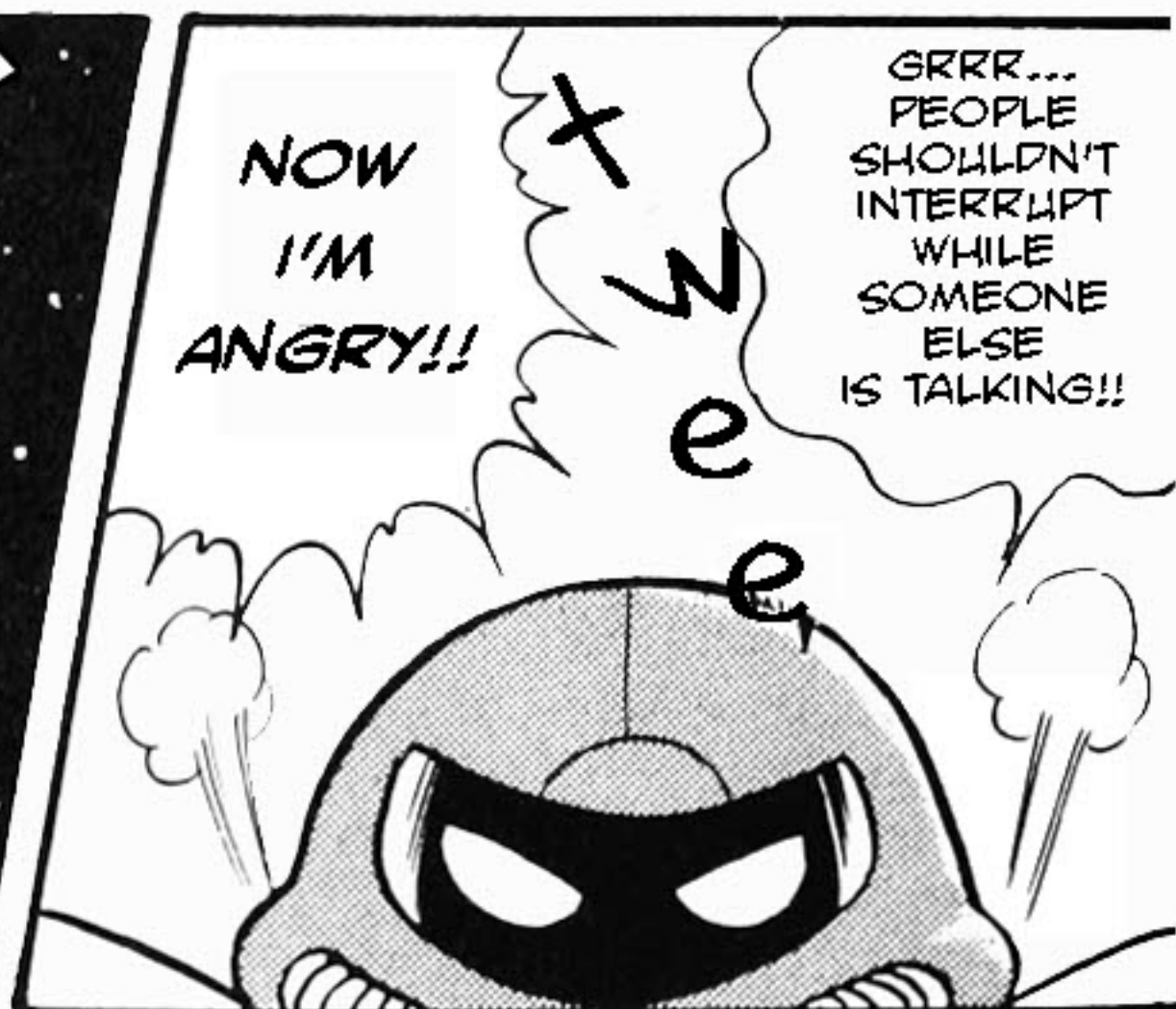
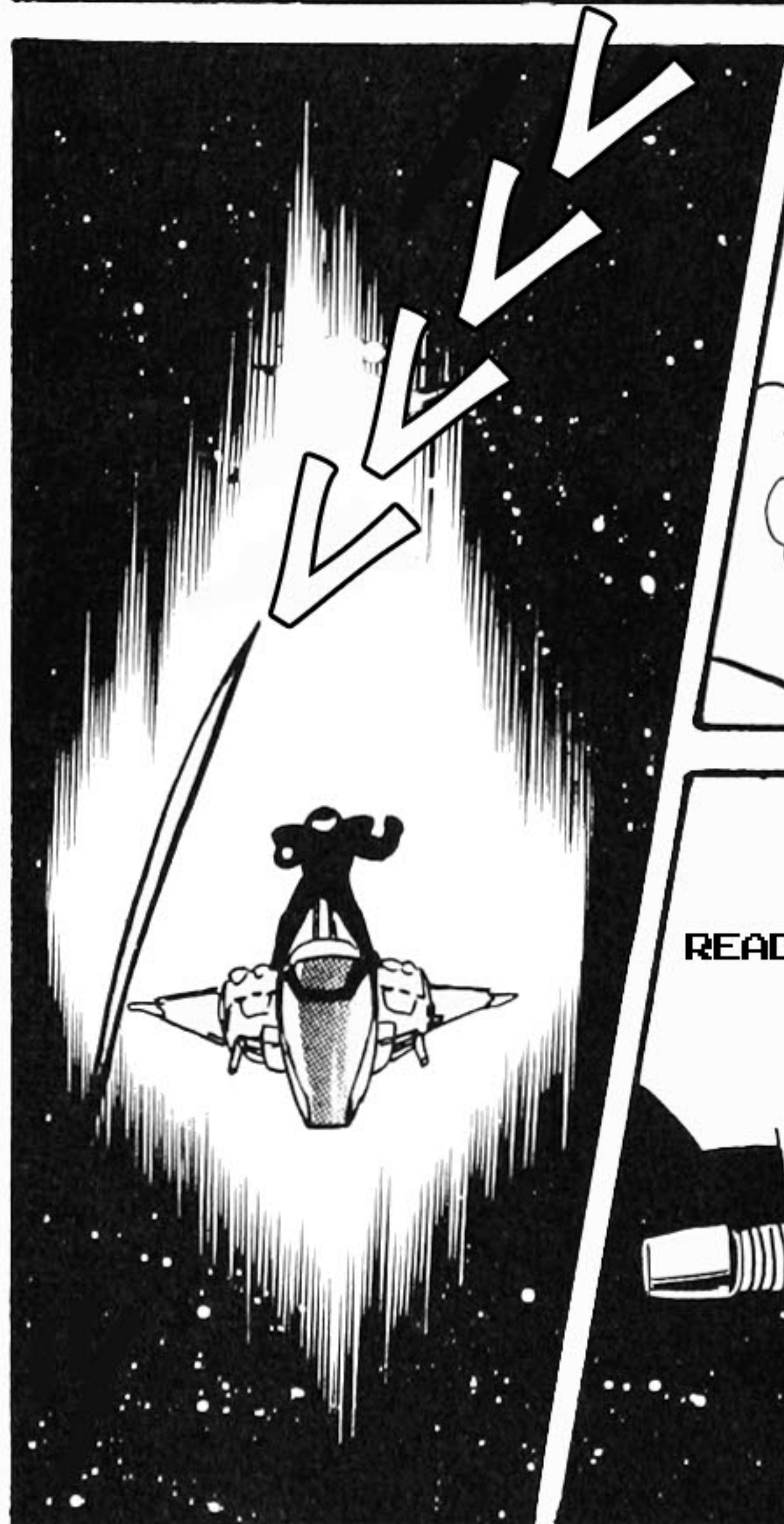
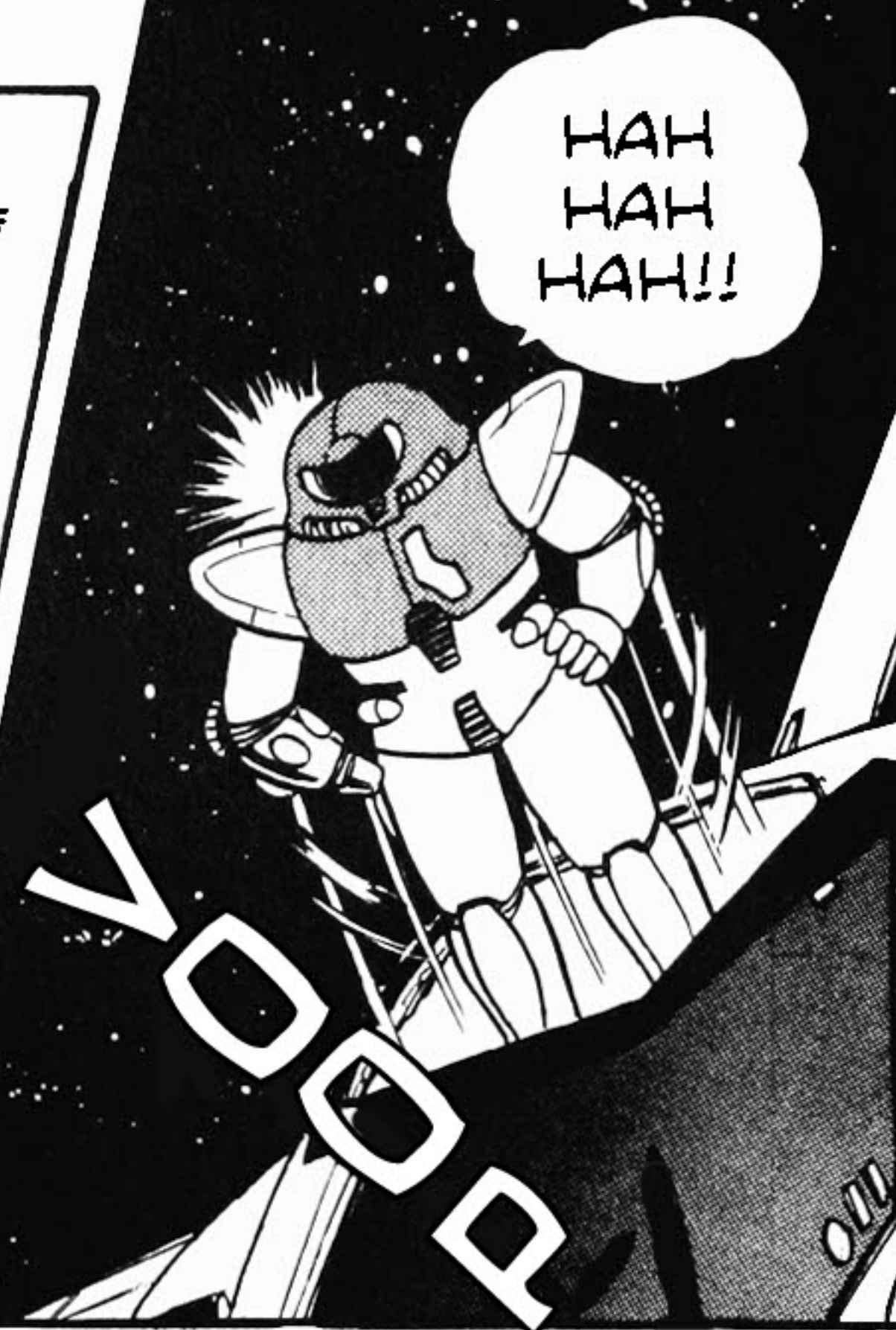
One month
later...

The planet
Zebes.

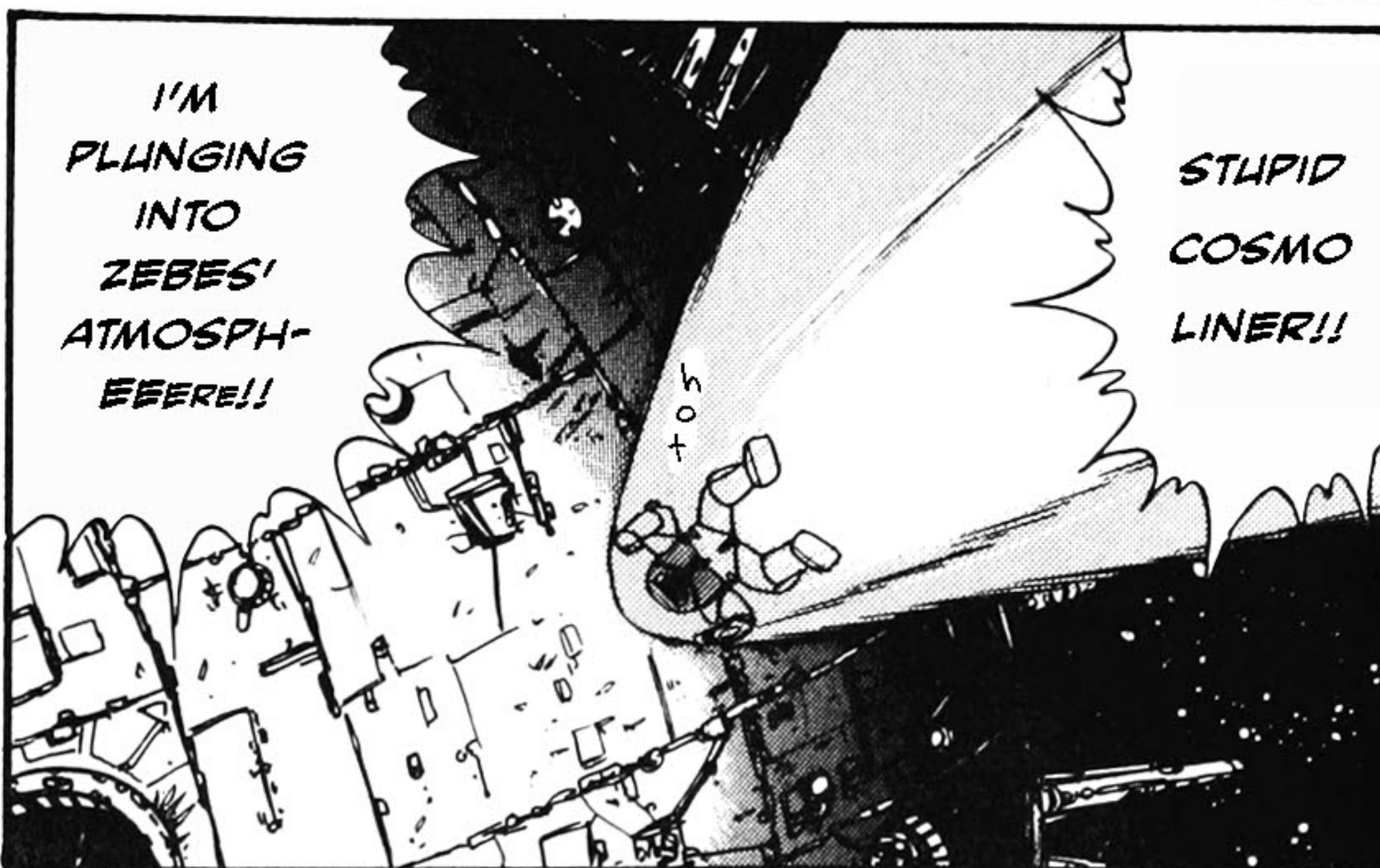
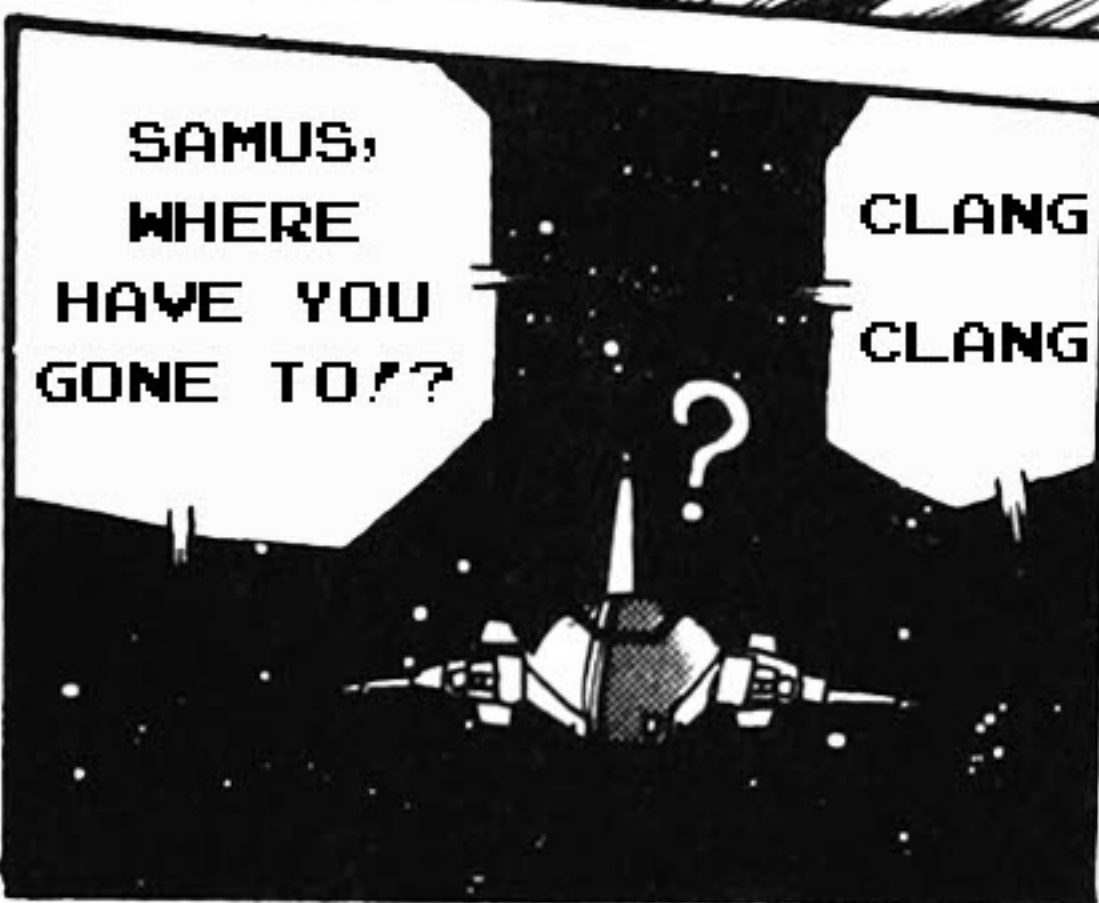
I'M ABOUT
TO CLEAR
LEVEL 4!

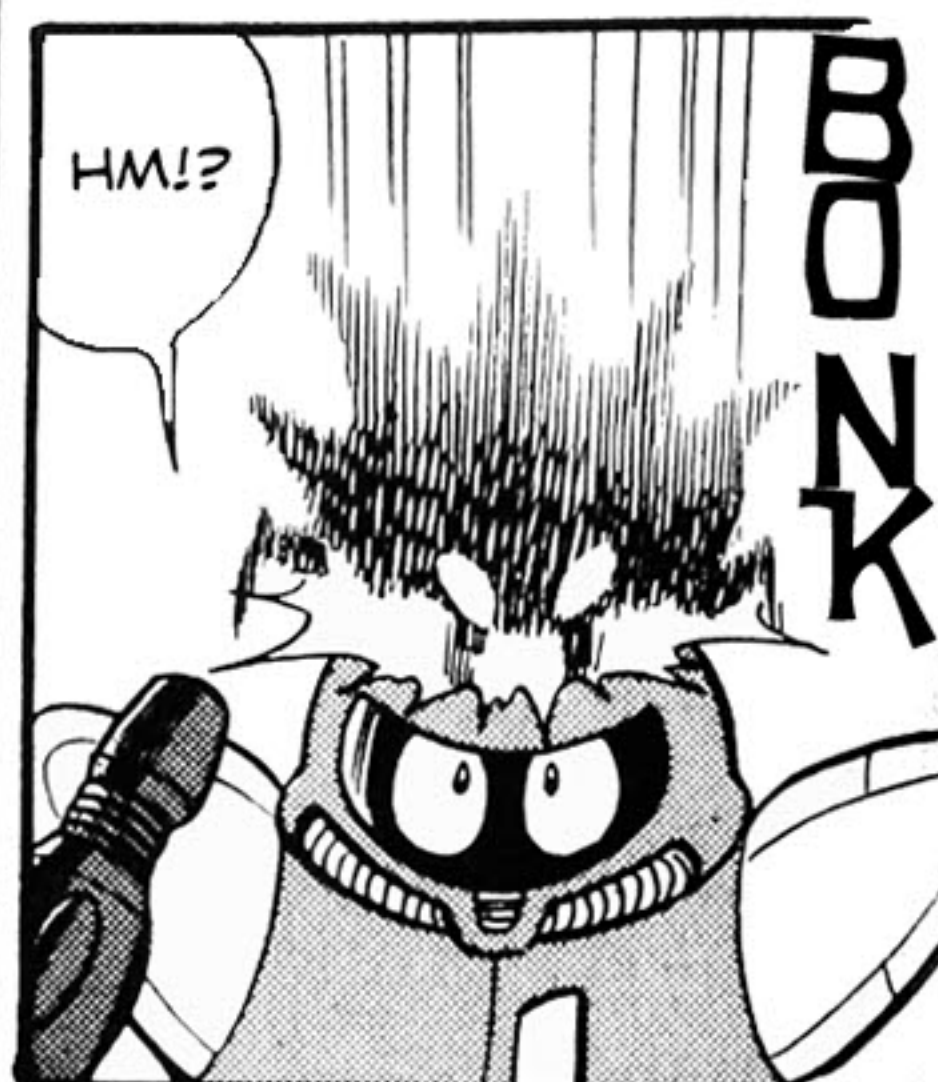
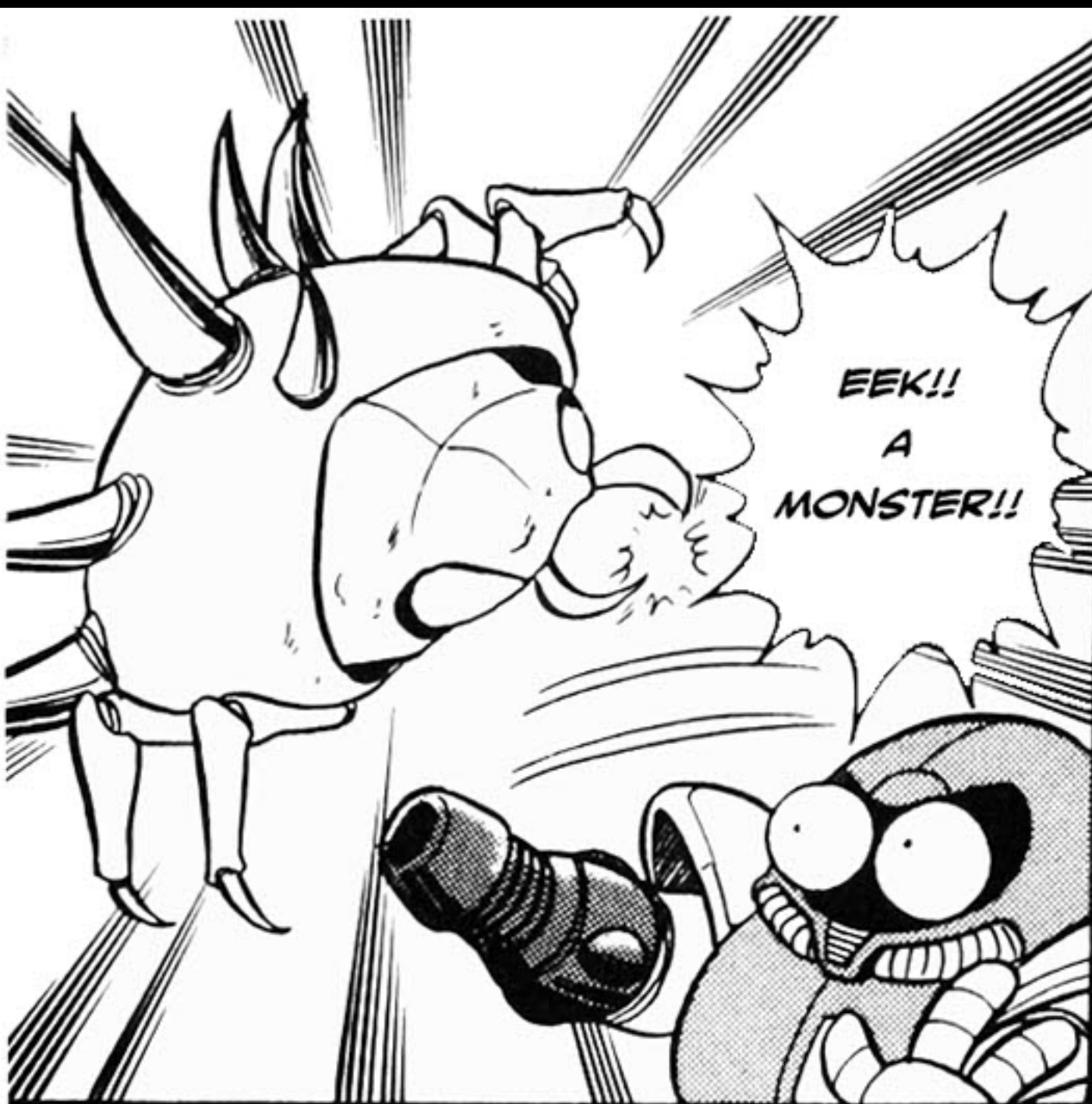
WHAT!
AT THIS
TIME!?

AAAH!!
PIRATE
SHIPS!!



25 *V-MAX ALLOWS THE SHIP'S POWER TO BE AMPLIFIED THREE TIMES BEYOND ITS NORMAL CAPACITY.

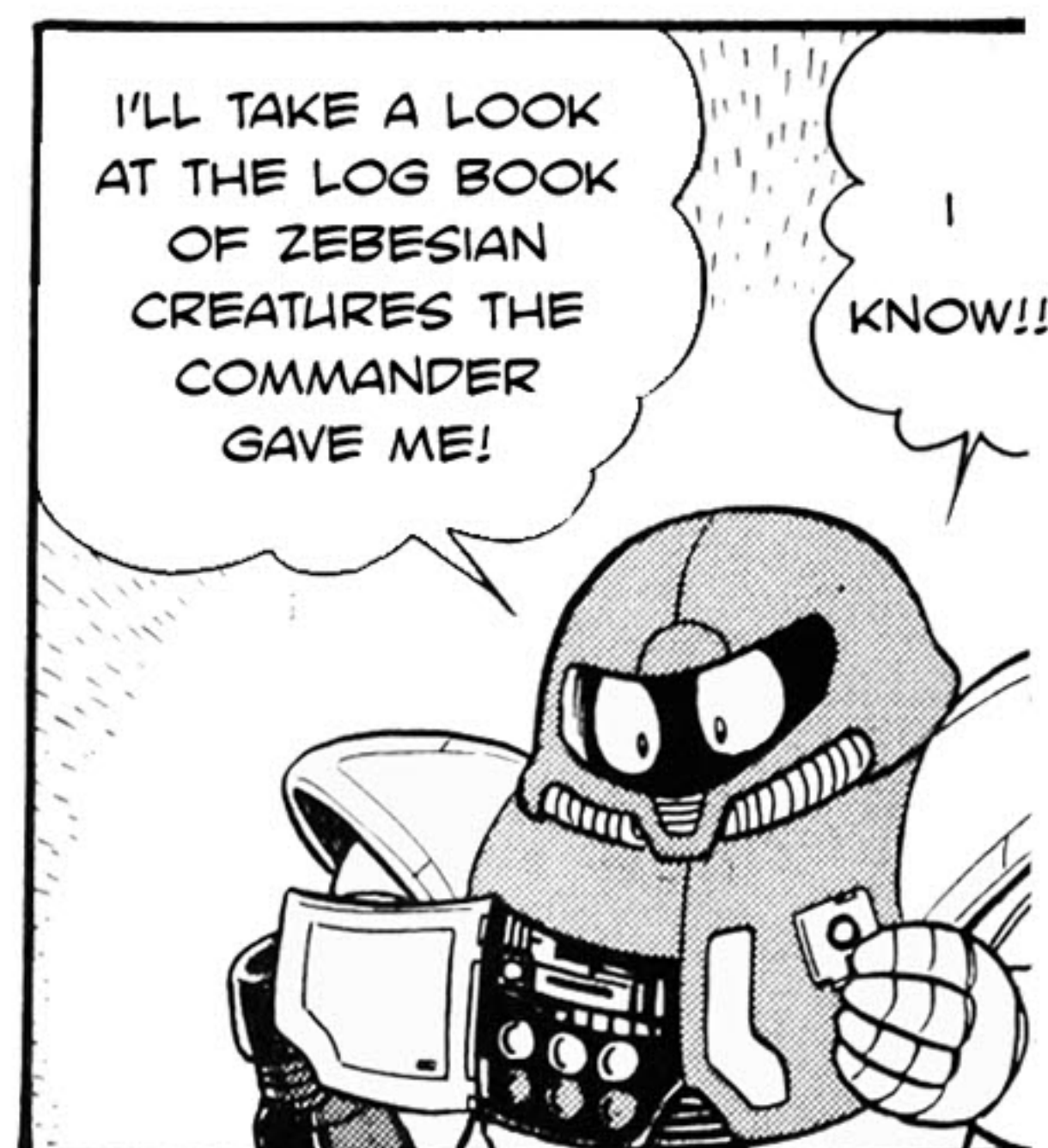




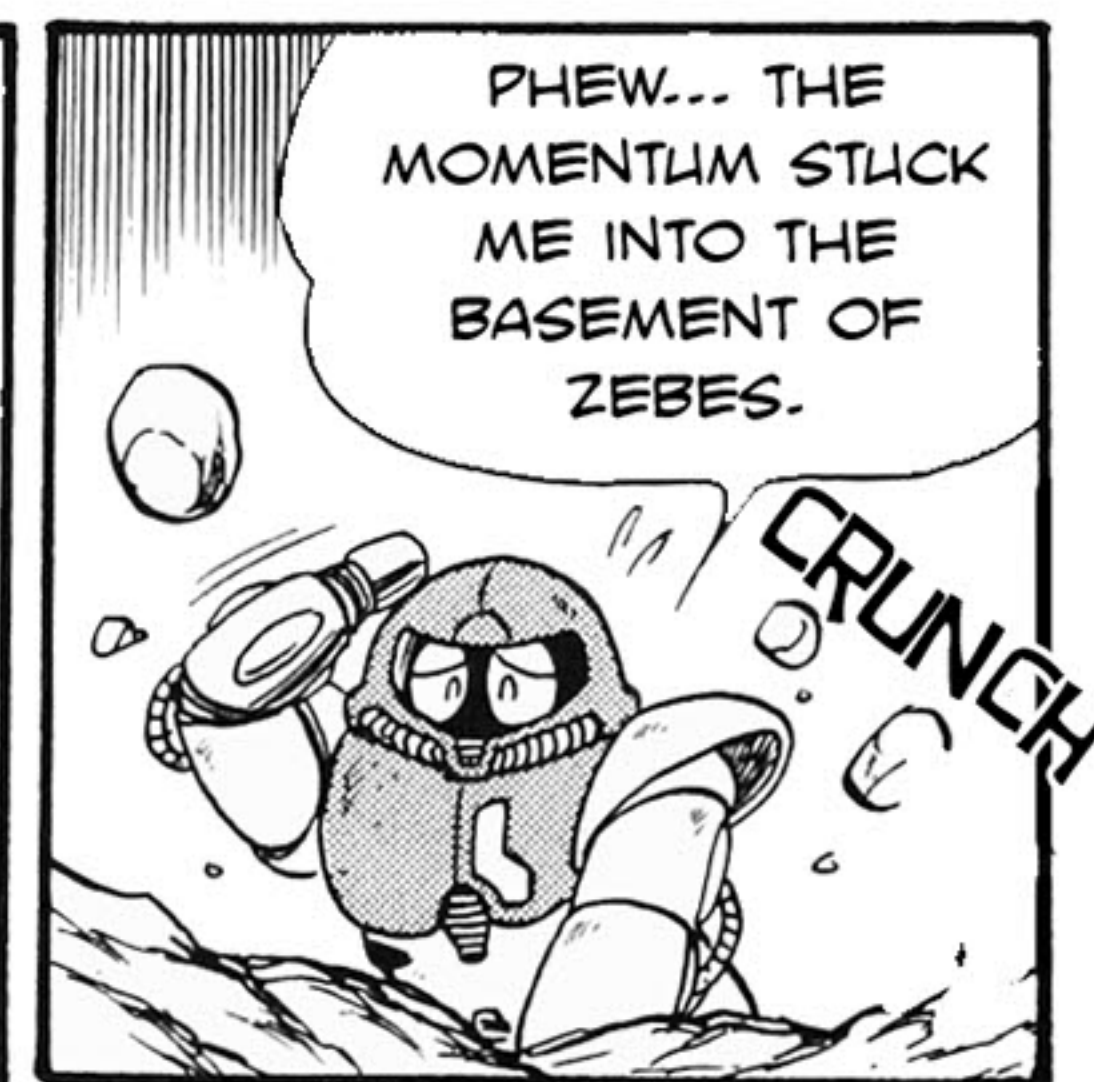
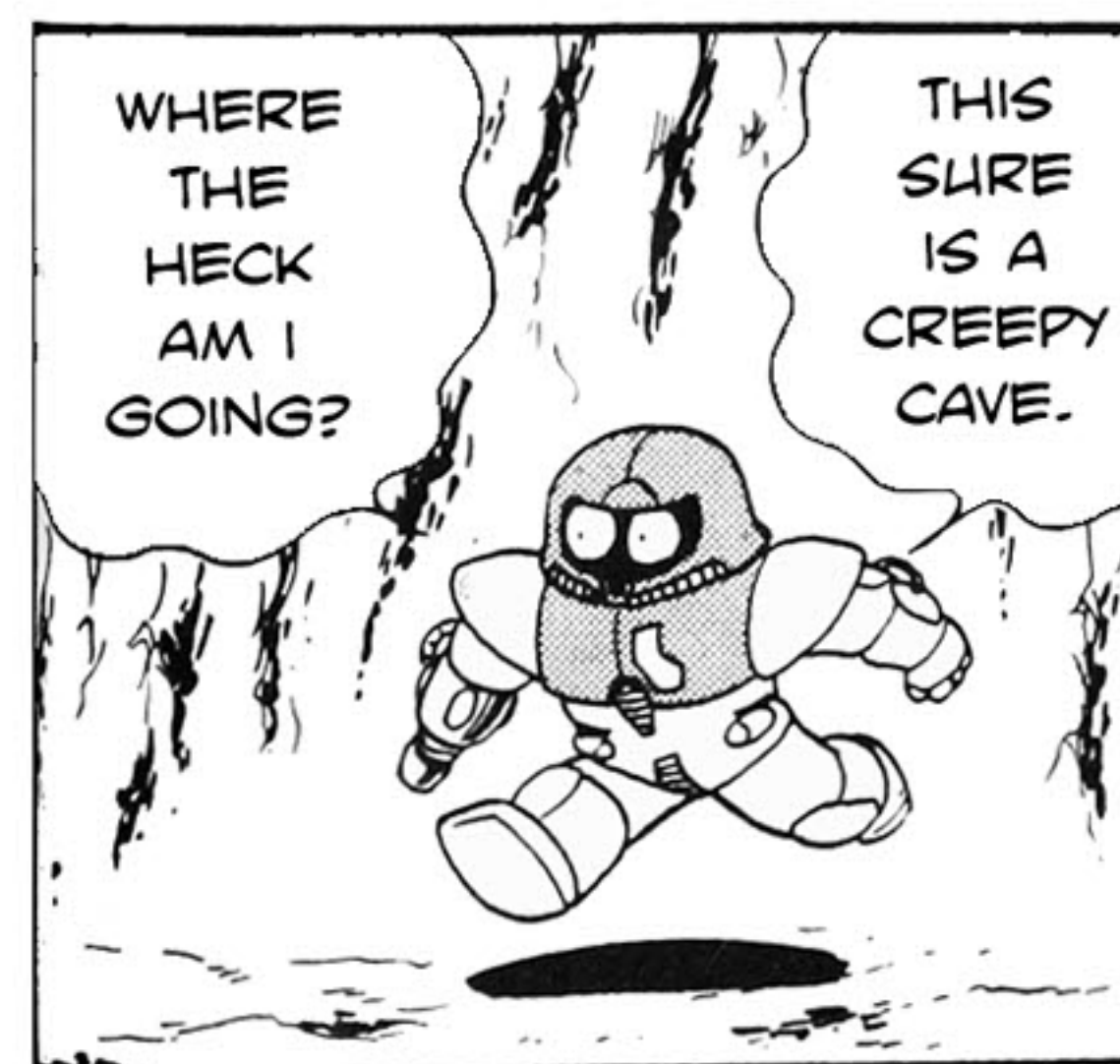
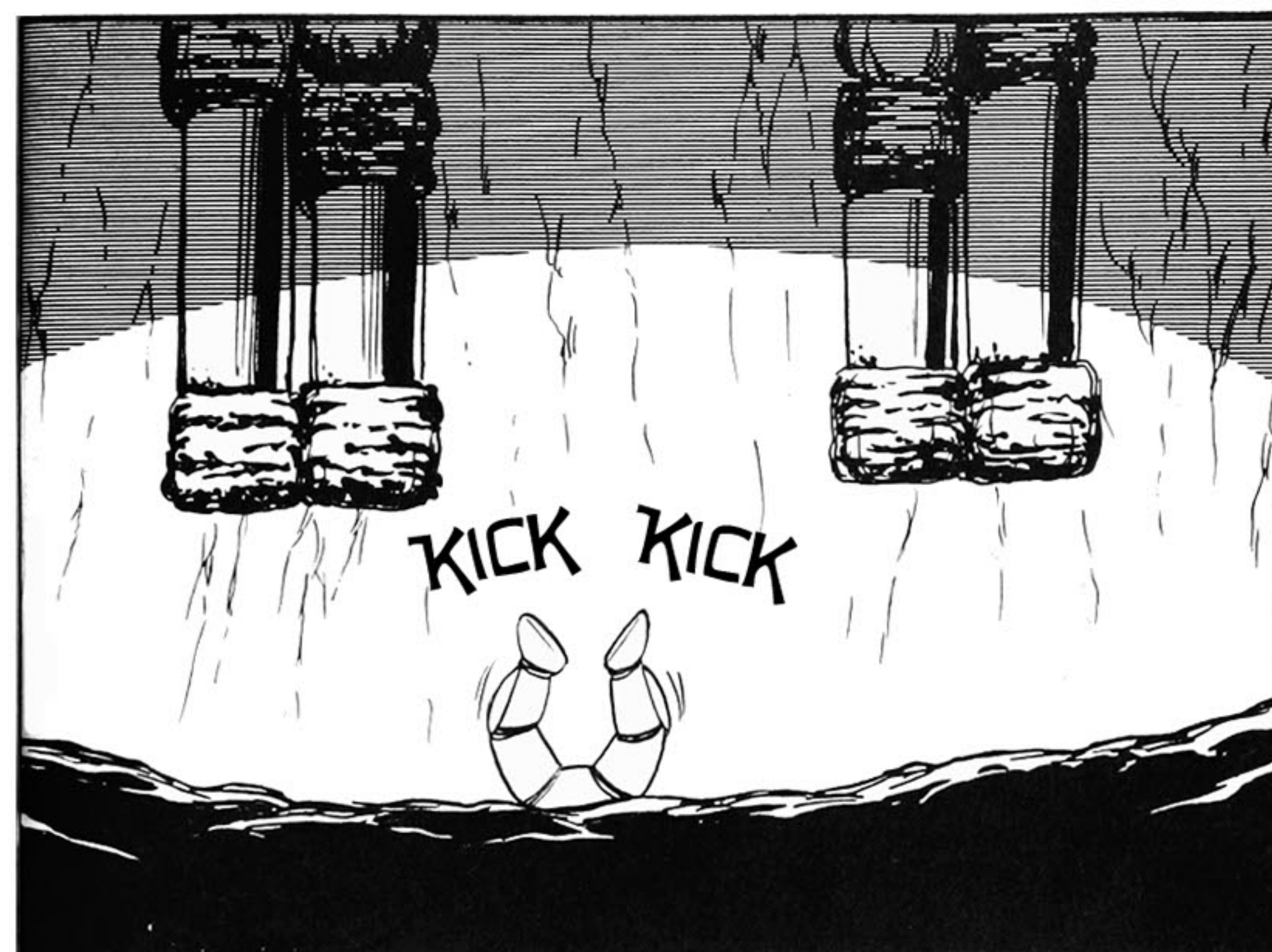
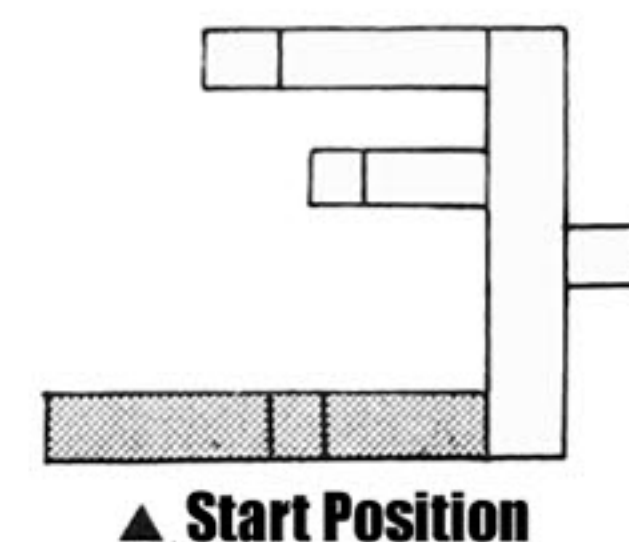
GEEMER

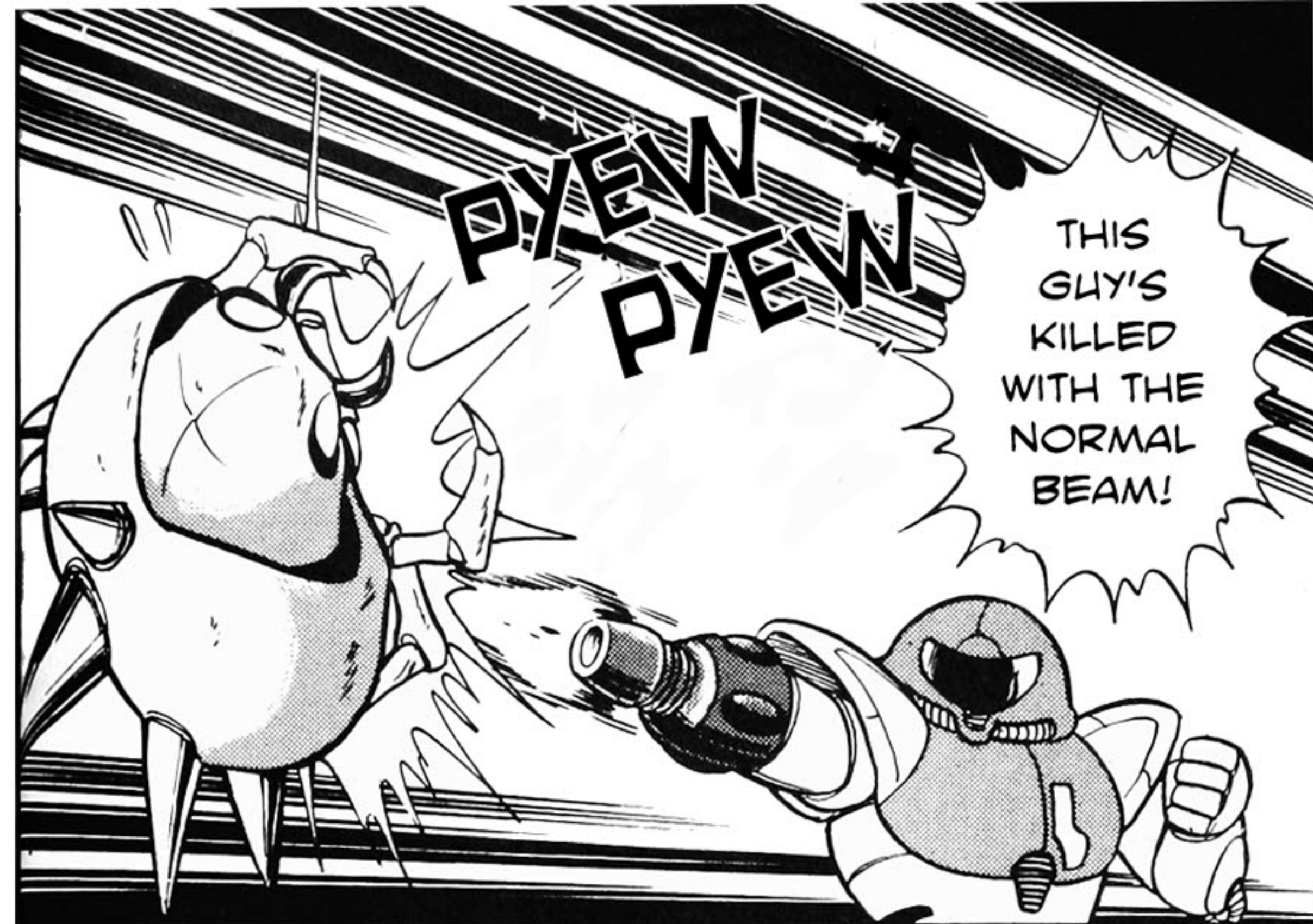
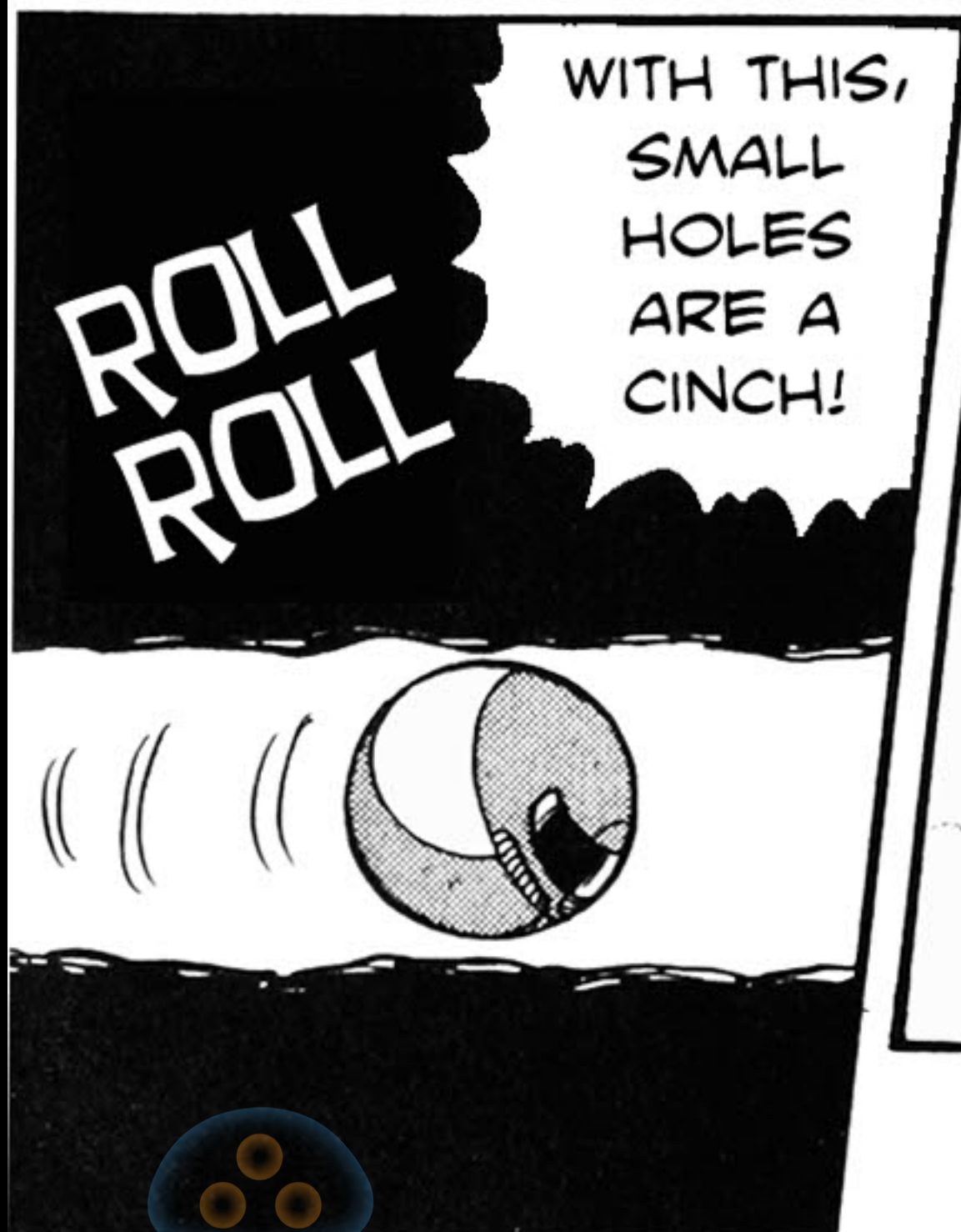
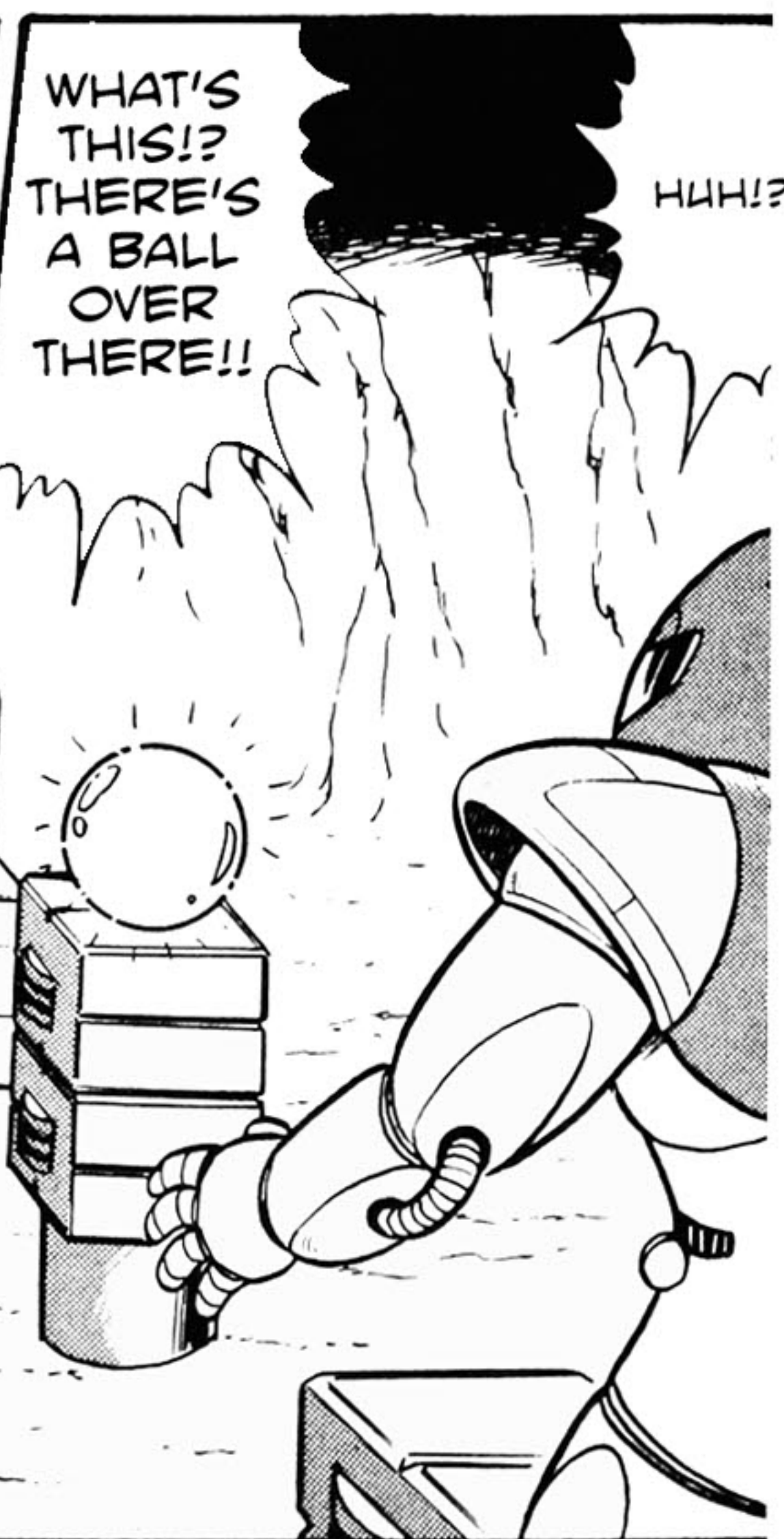
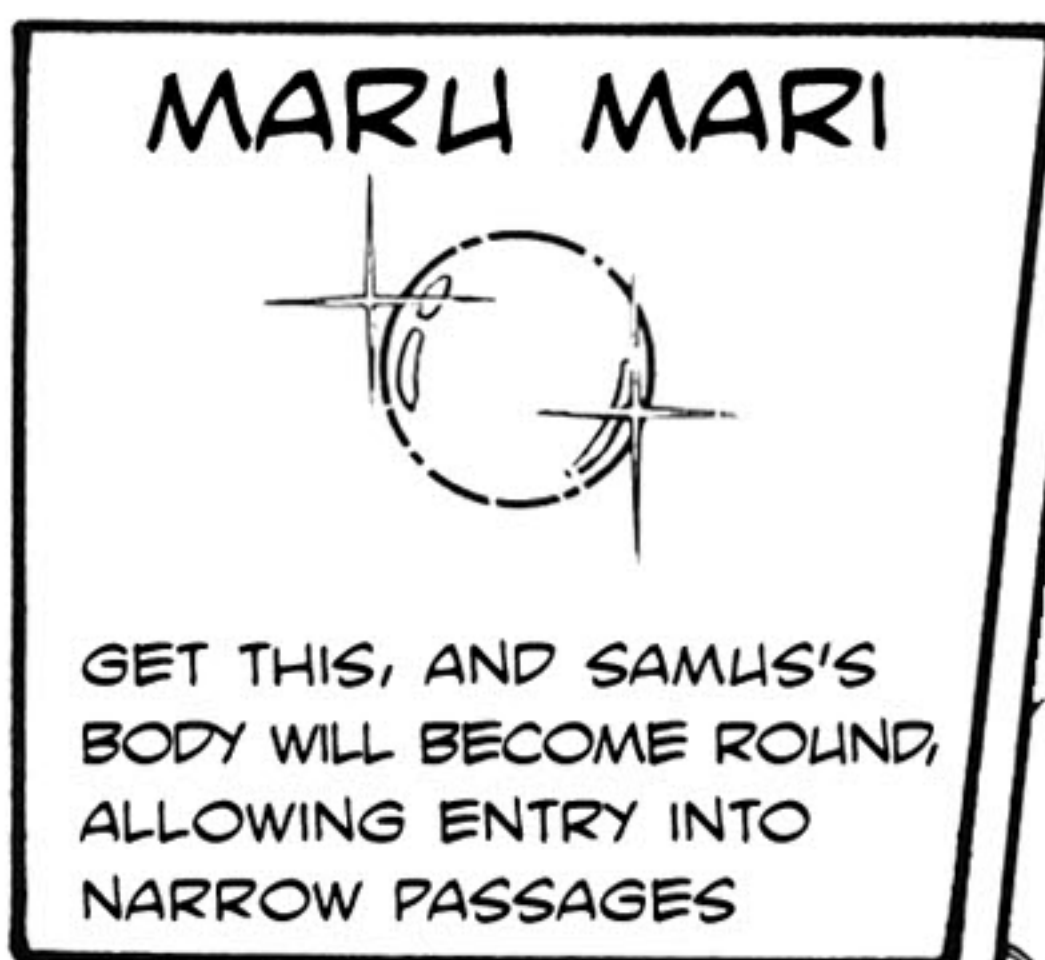
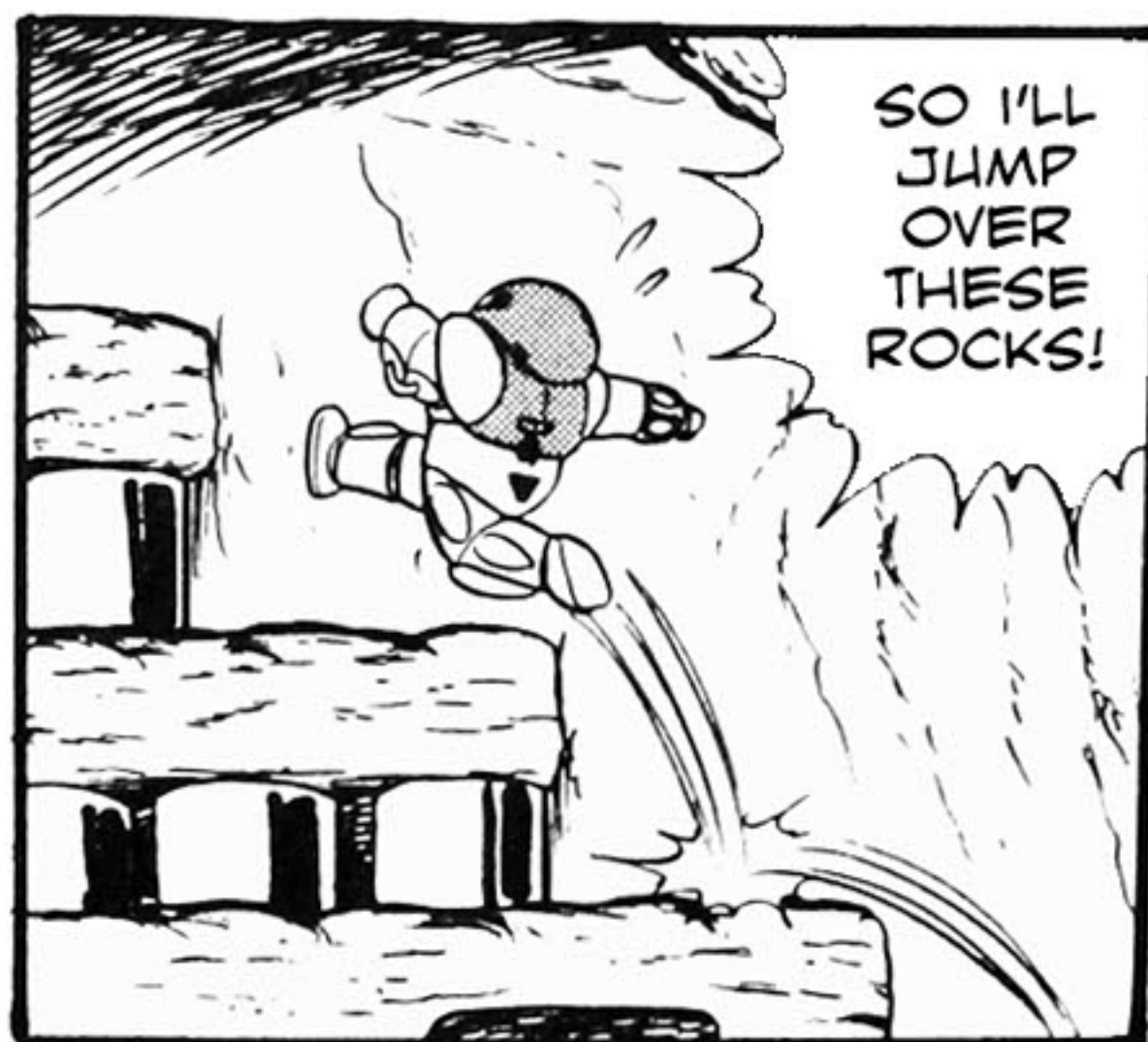


THIS ORGANISM EXCRETES A MUCUS FROM ITS LEGS WHILE CRAWLING ON THE ROCKS. THE YELLOW GEEMER CAN BE DESTROYED WITH TWO SHOTS FROM THE NORMAL BEAM. THE RED ONES ARE DESTROYED WITH FOUR.

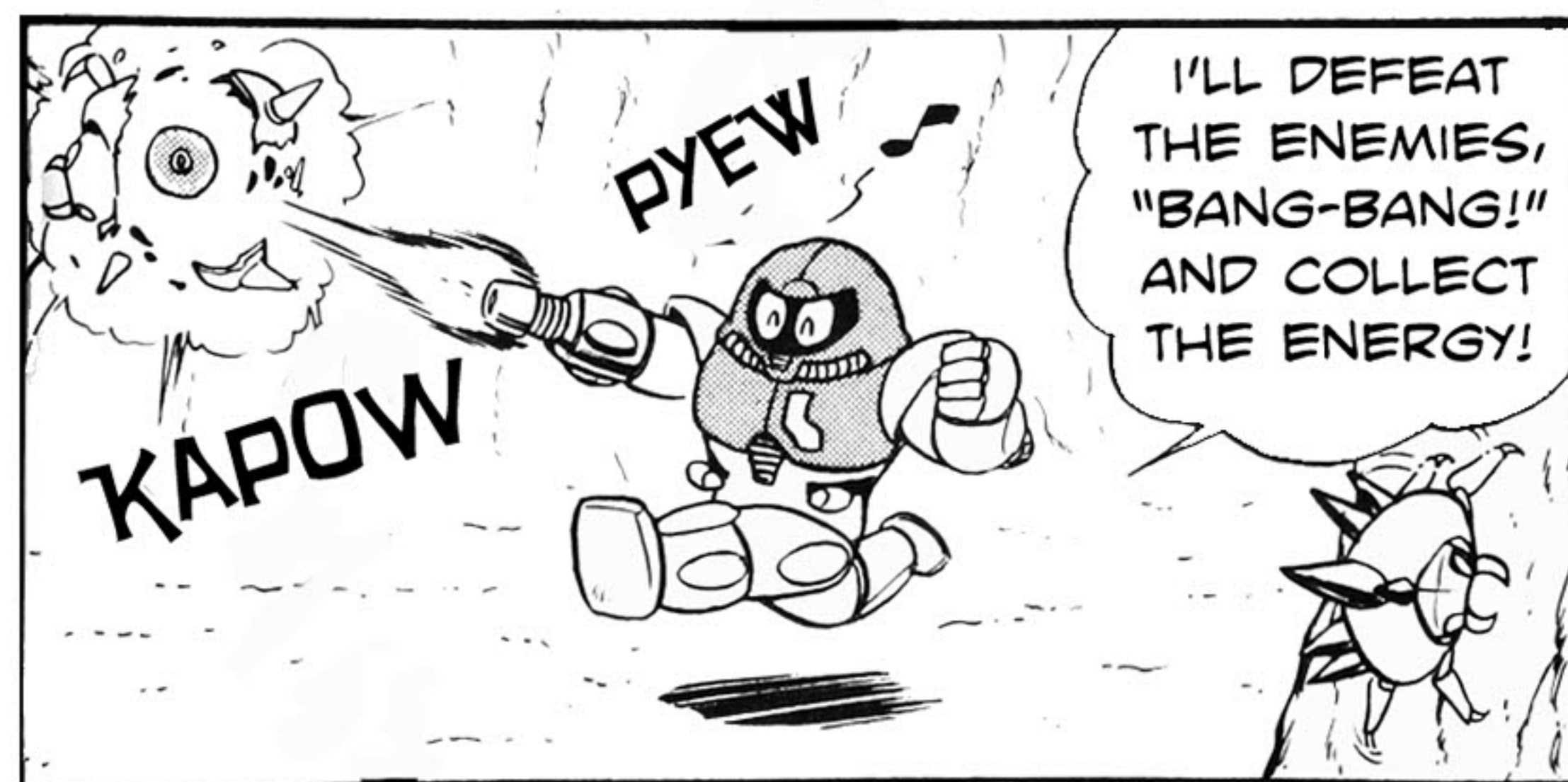
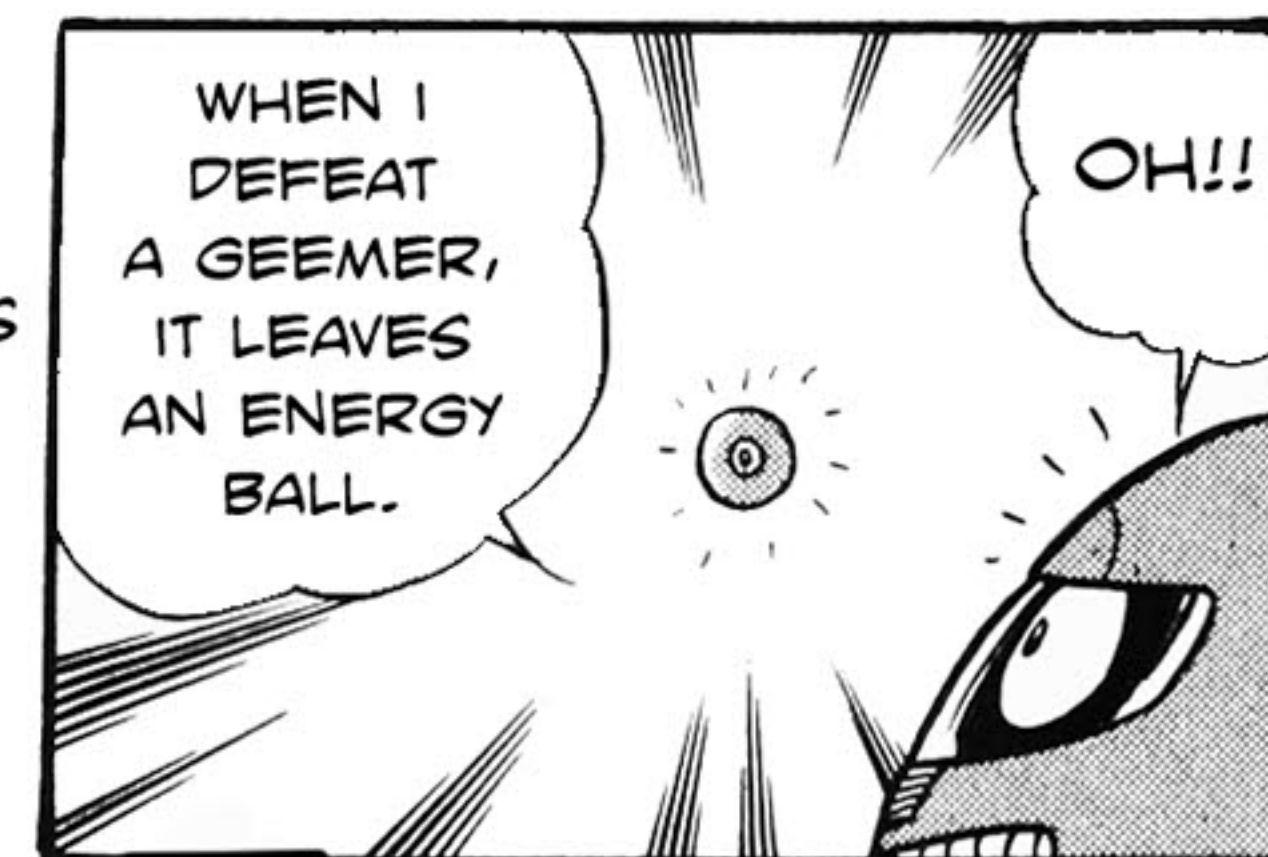


BRINSTAR 1

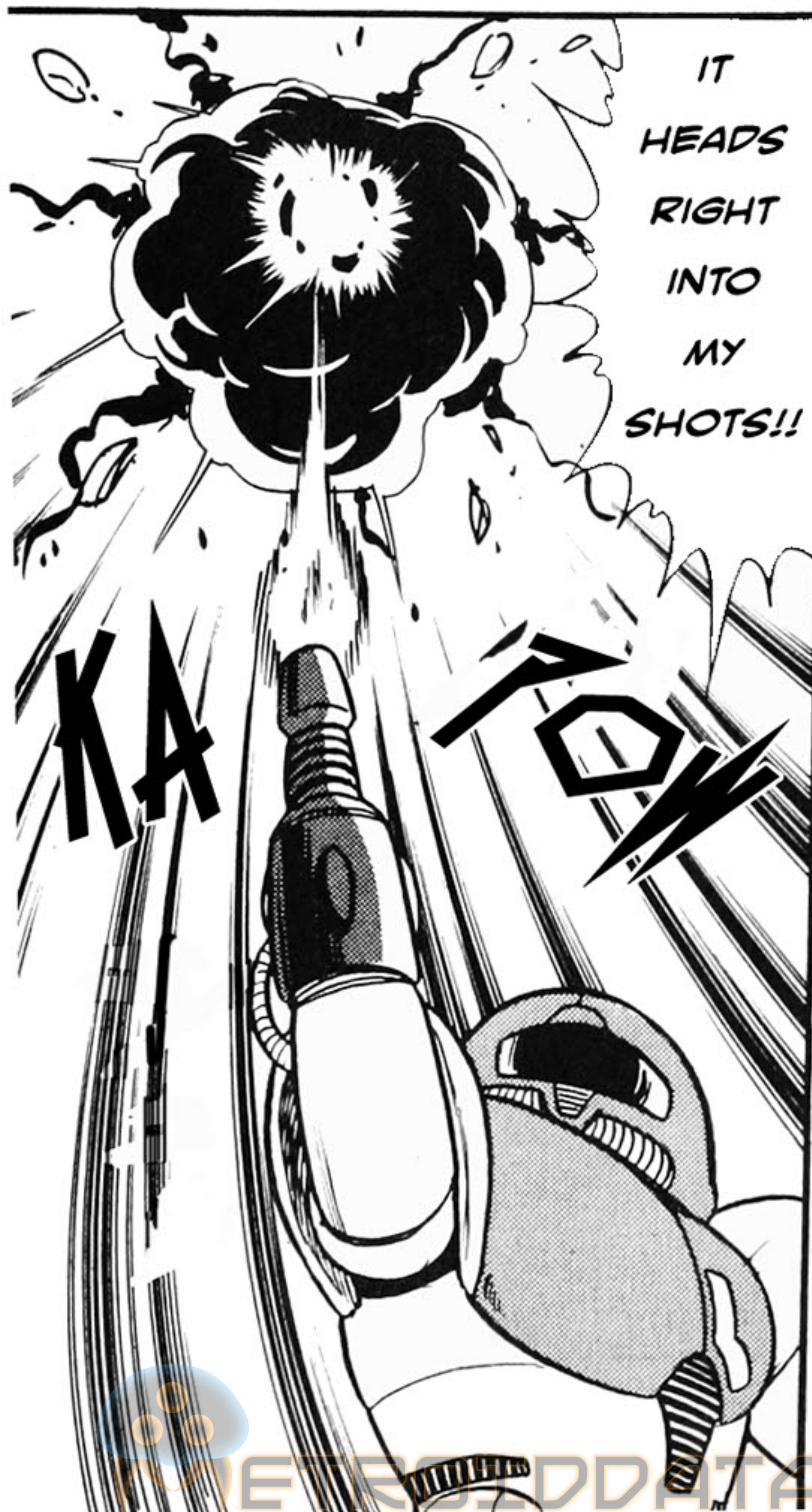




WHEN YOU DEFEAT AN ENEMY, THEY WILL LEAVE BEHIND AN ENERGY BALL. TAKE THESE, AND SAMUS'S ENERGY WILL RECOVER.



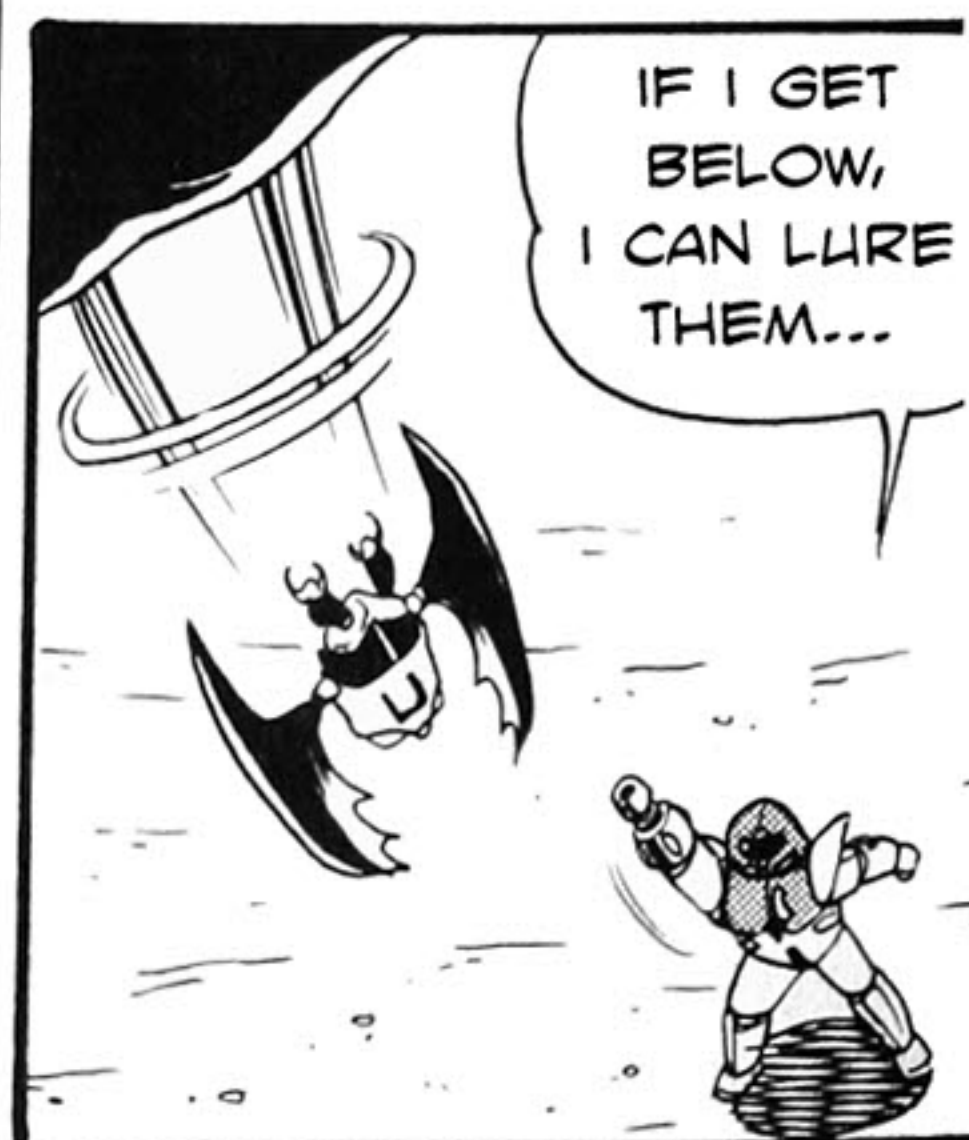
AS THE NORMAL BEAM'S RANGE IS SHORT, ATTACK THEM WHEN THEY COME NEAR!!



IT
HEADS
RIGHT
INTO
MY
SHOTS!!



THESE GUYS
WILL ATTACK
FROM ABOVE
WHEN I GET
CLOSE.



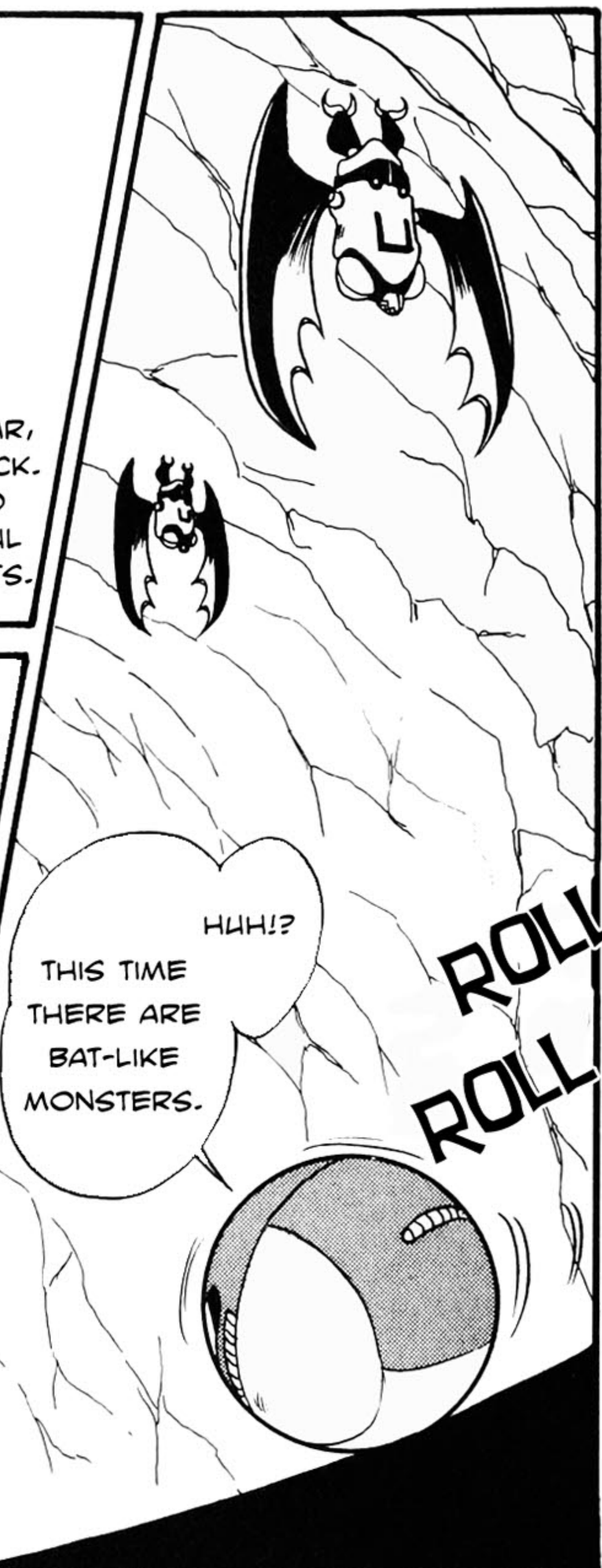
IF I GET
BELOW,
I CAN LURE
THEM...



WHEN SAMUS DRAWS NEAR,
THEY WILL SPIN AND ATTACK.
WHEN THEY BURROW INTO
THE GROUND, BE CAERFUL
OF THE ROCK FRAGMENTS.

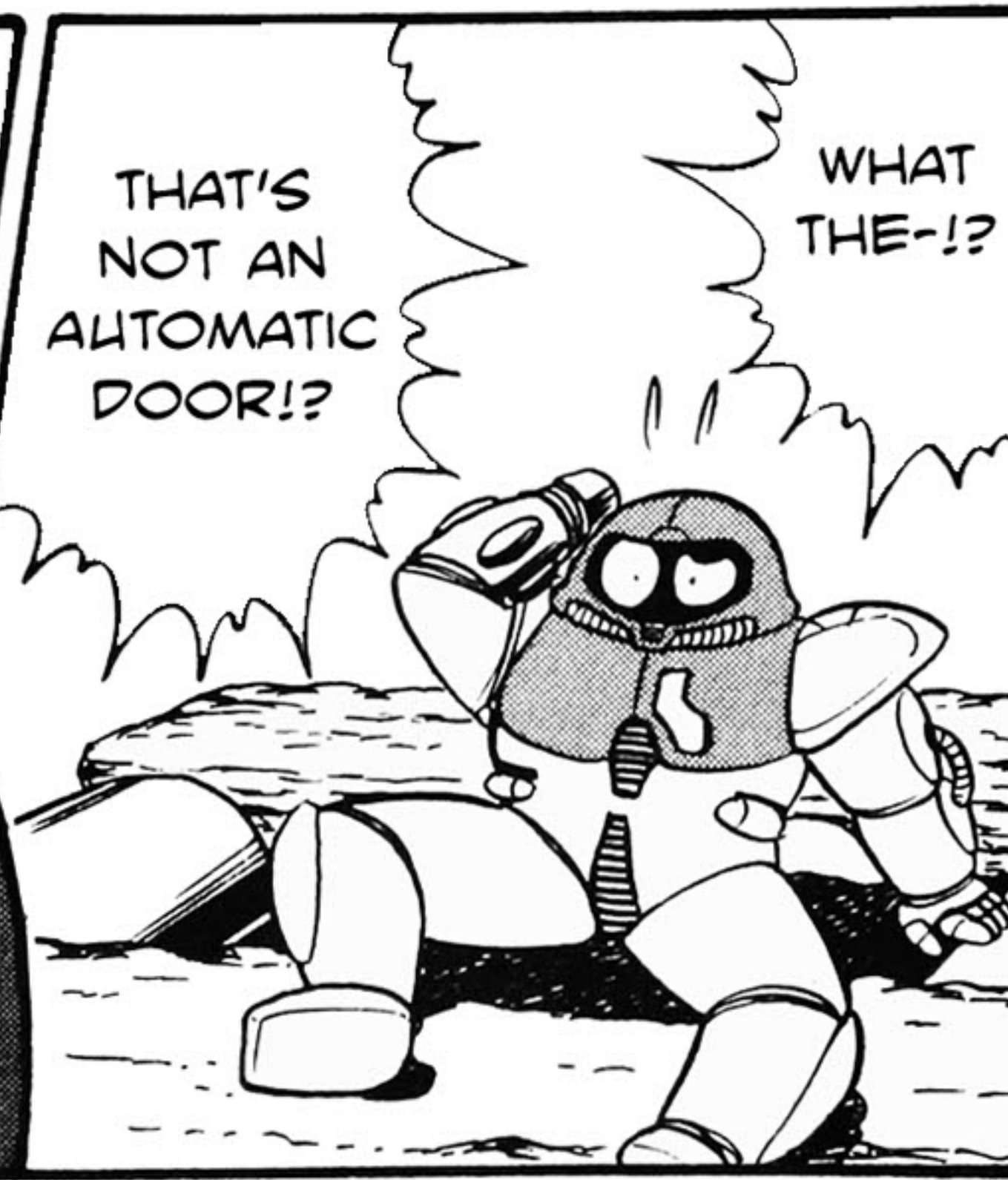
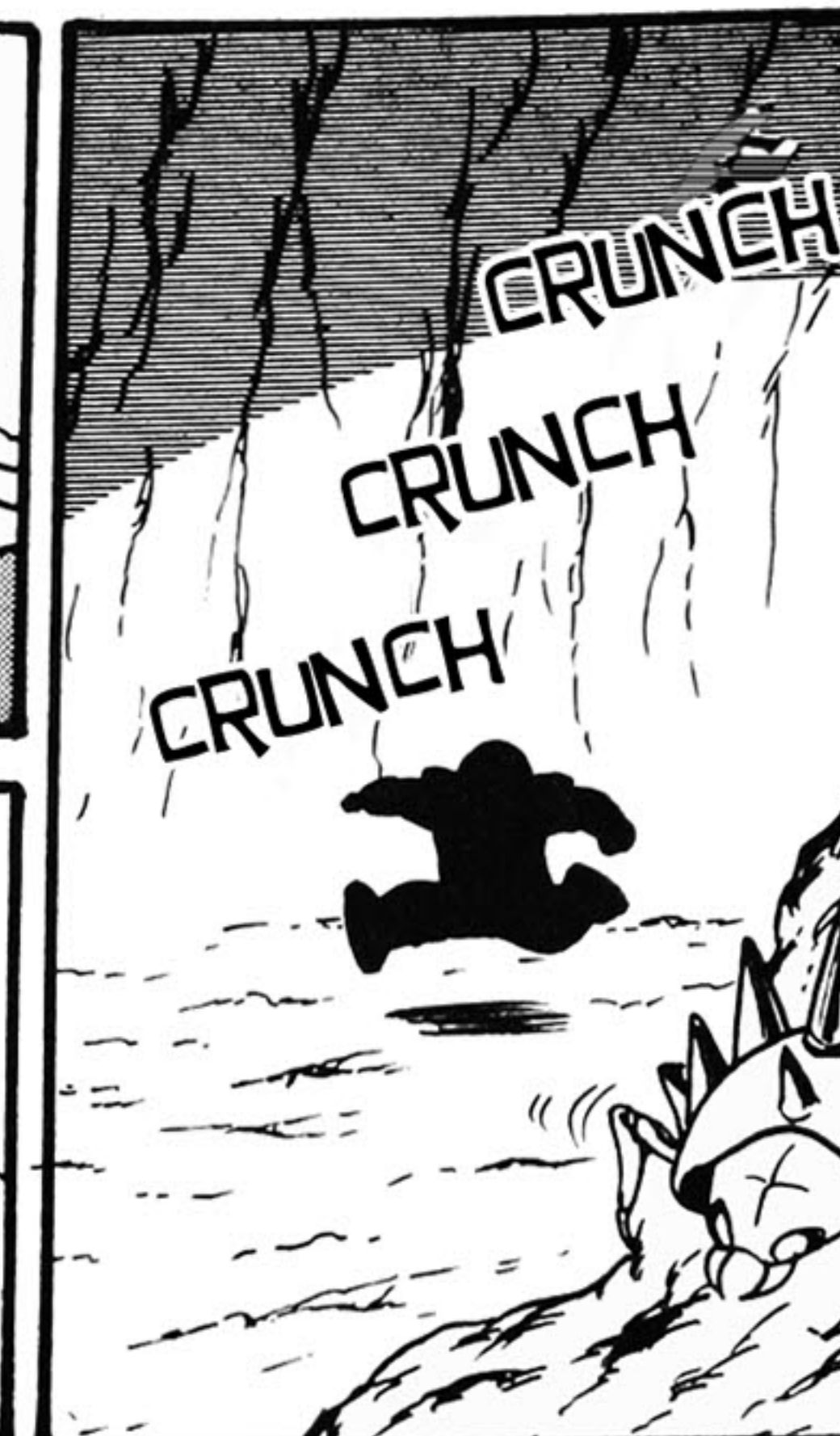
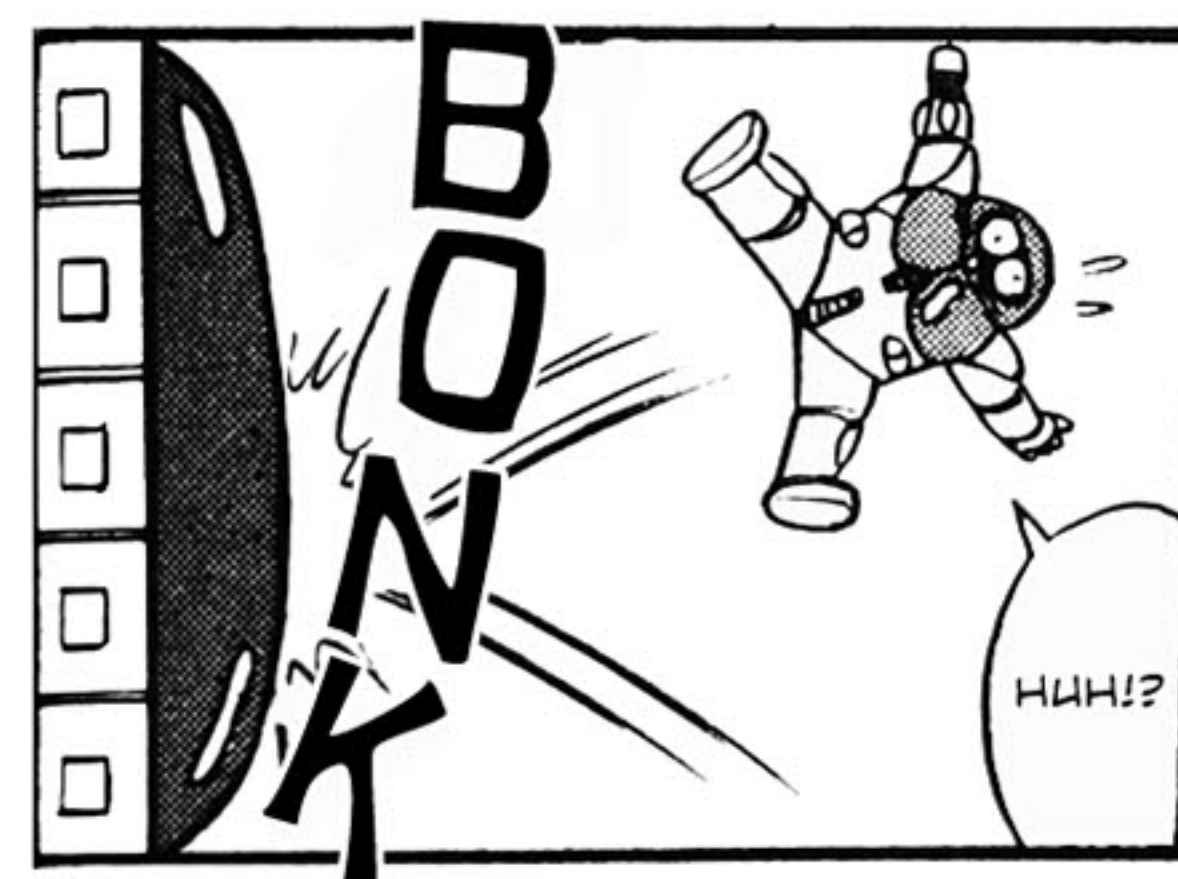
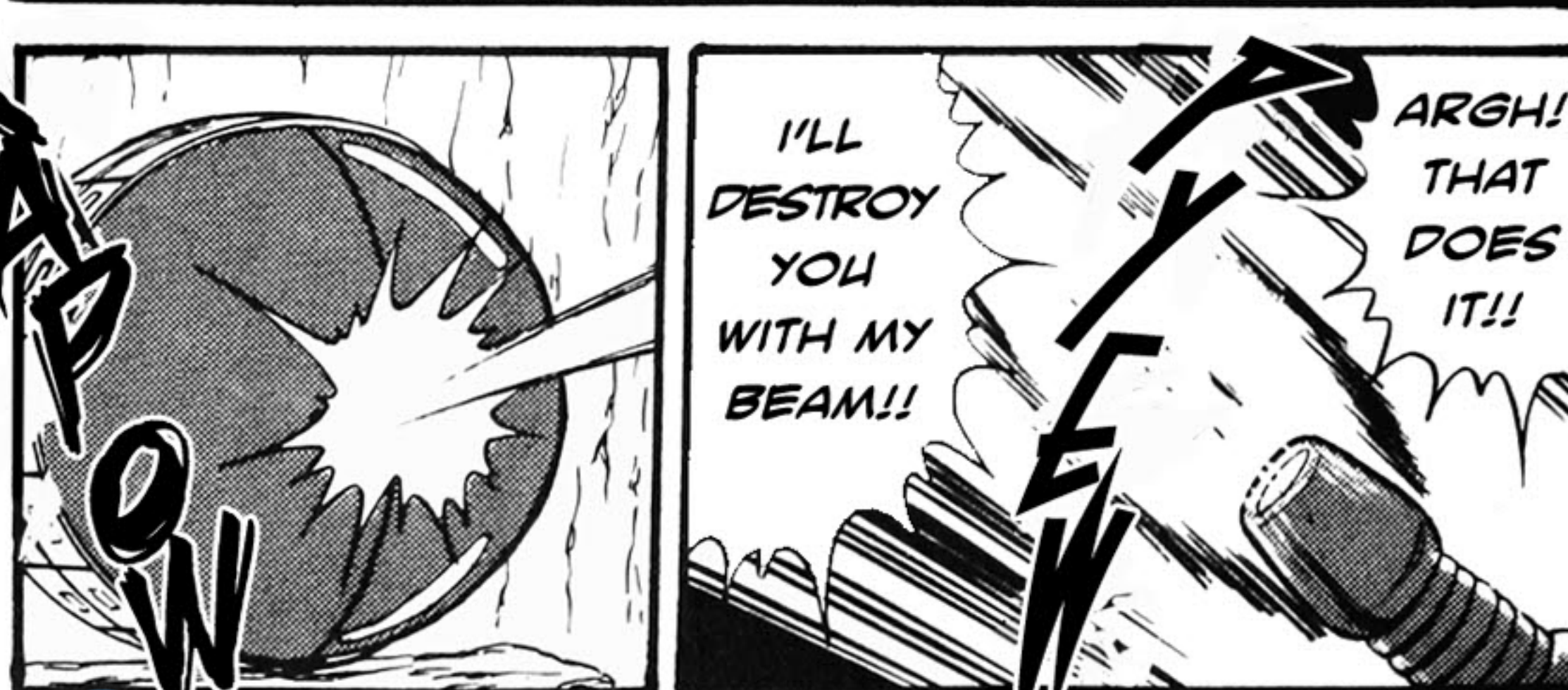
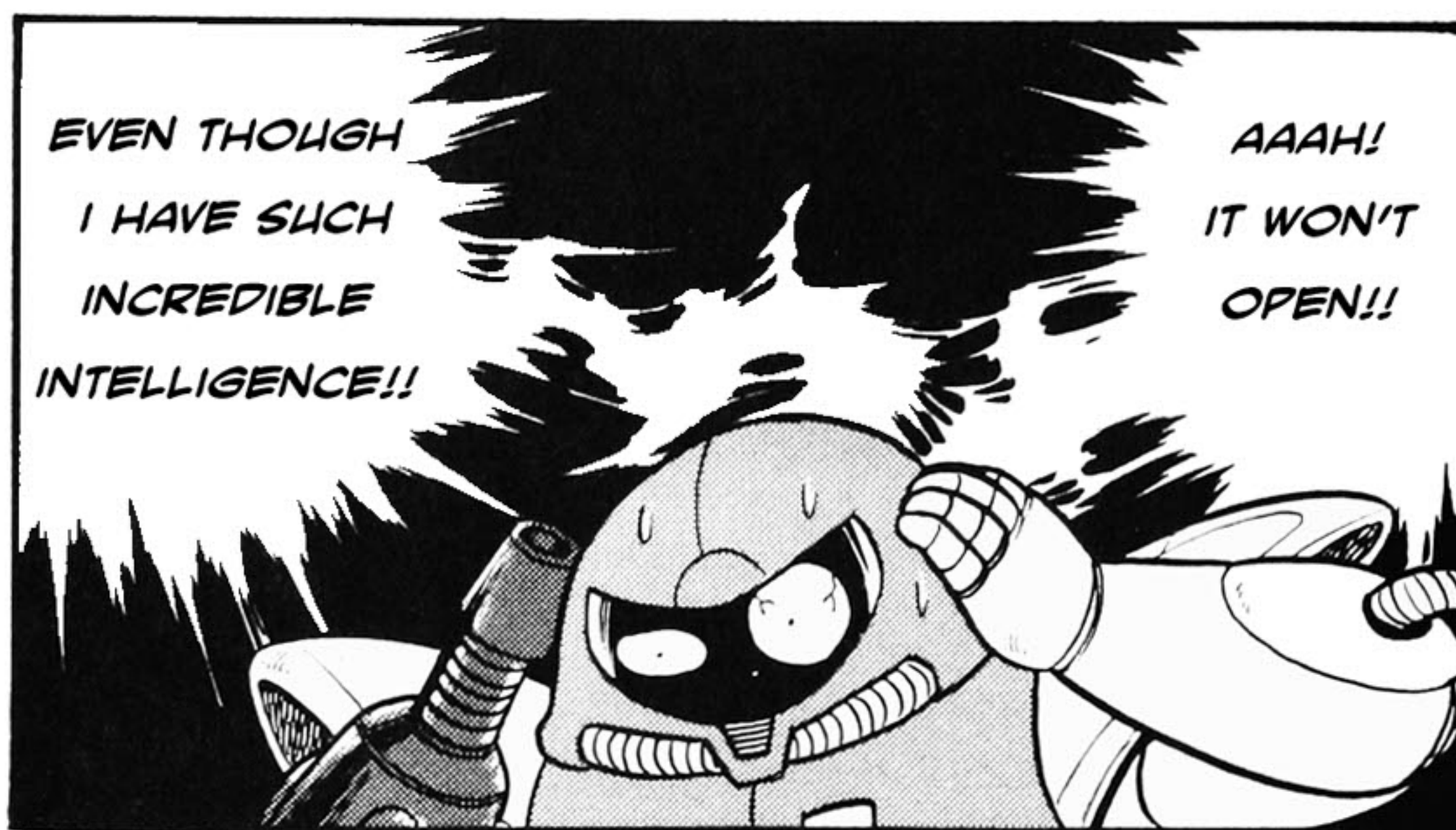


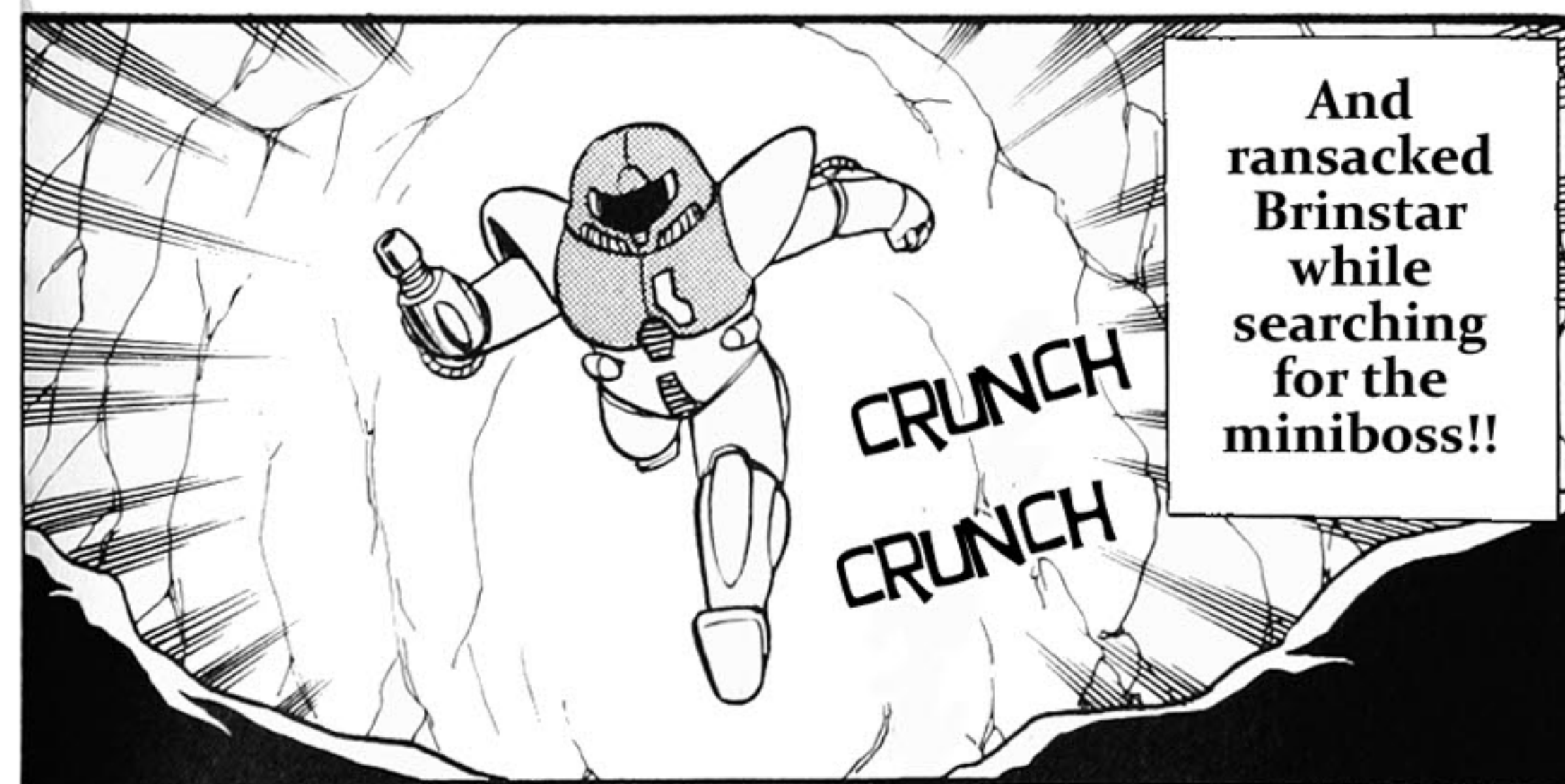
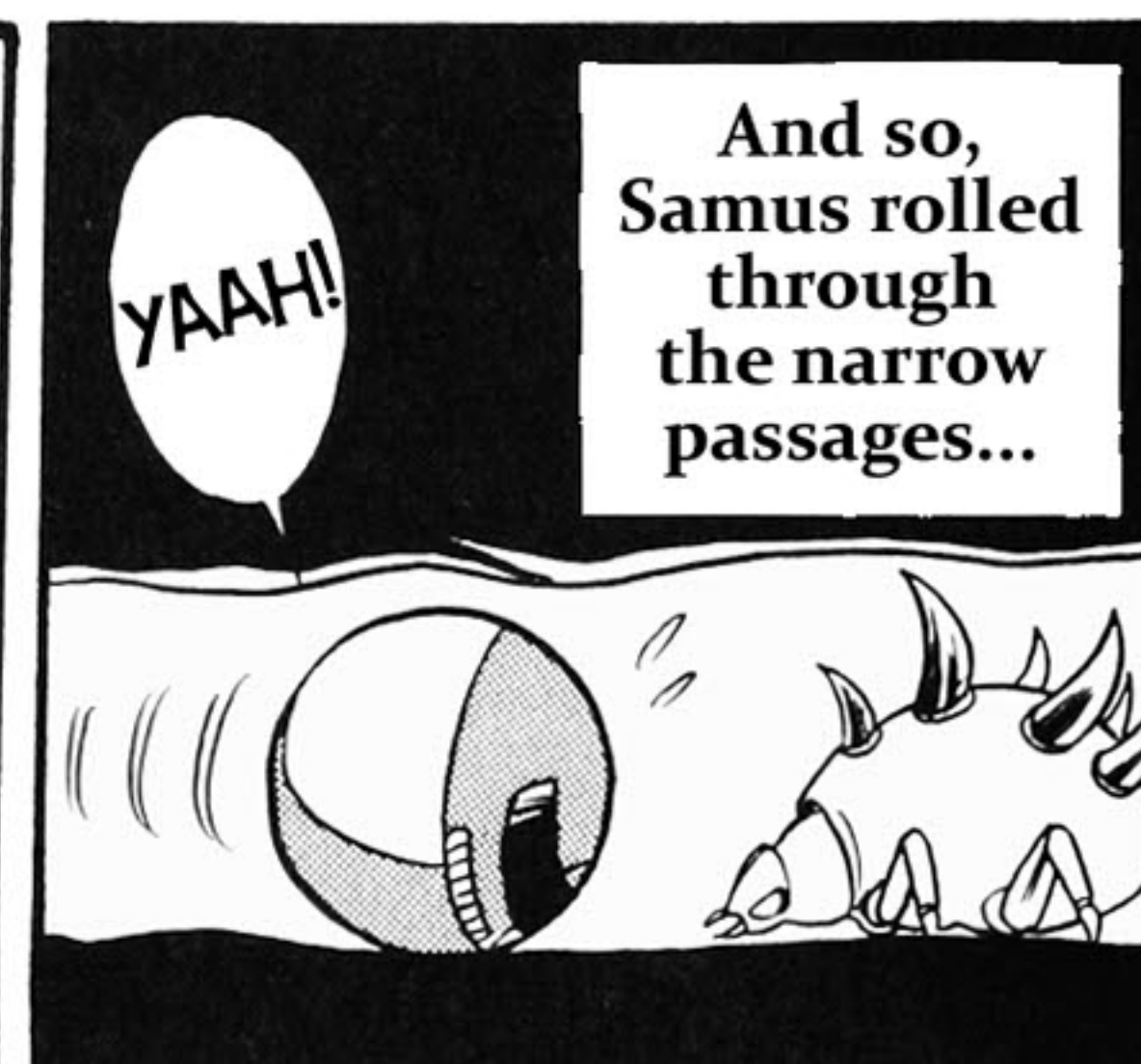
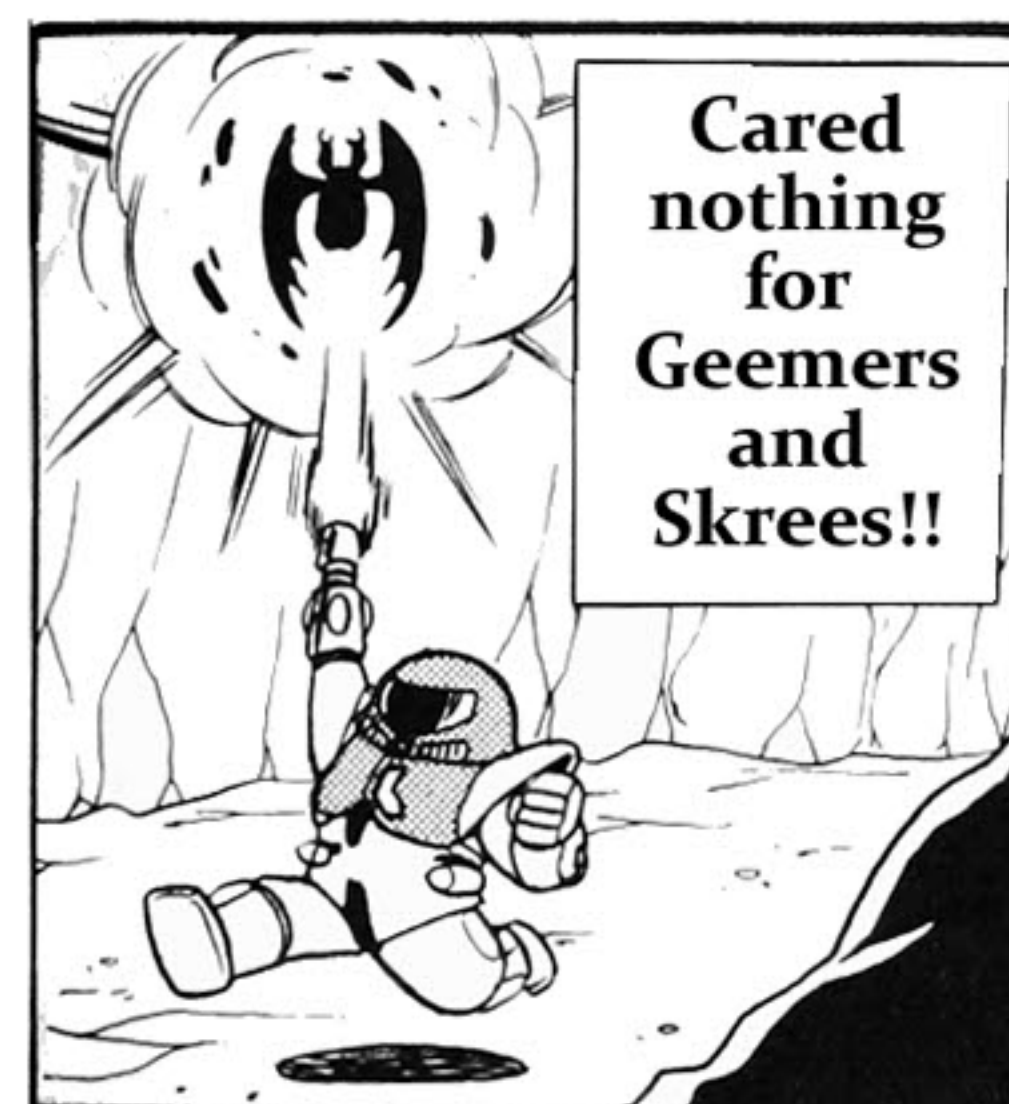
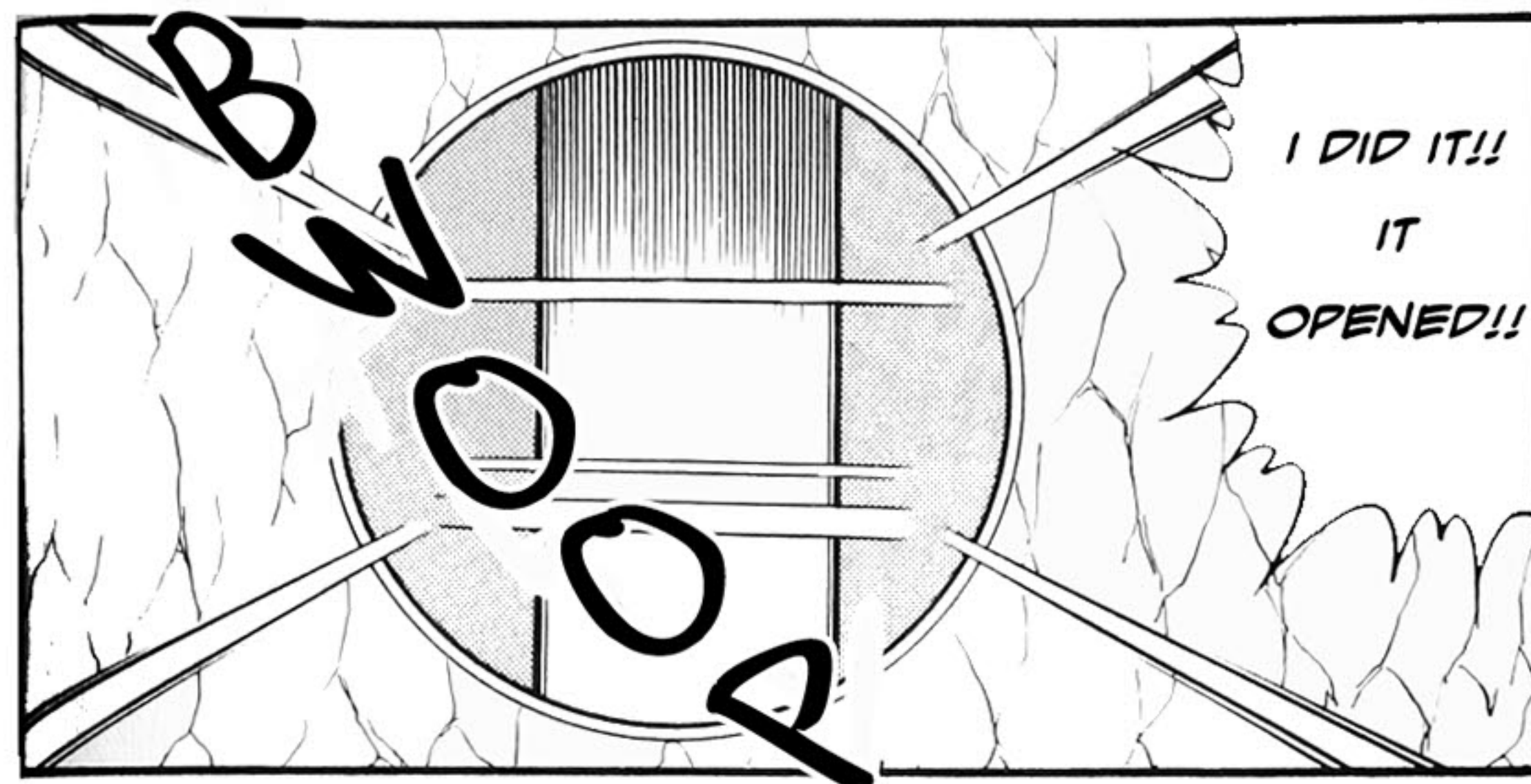
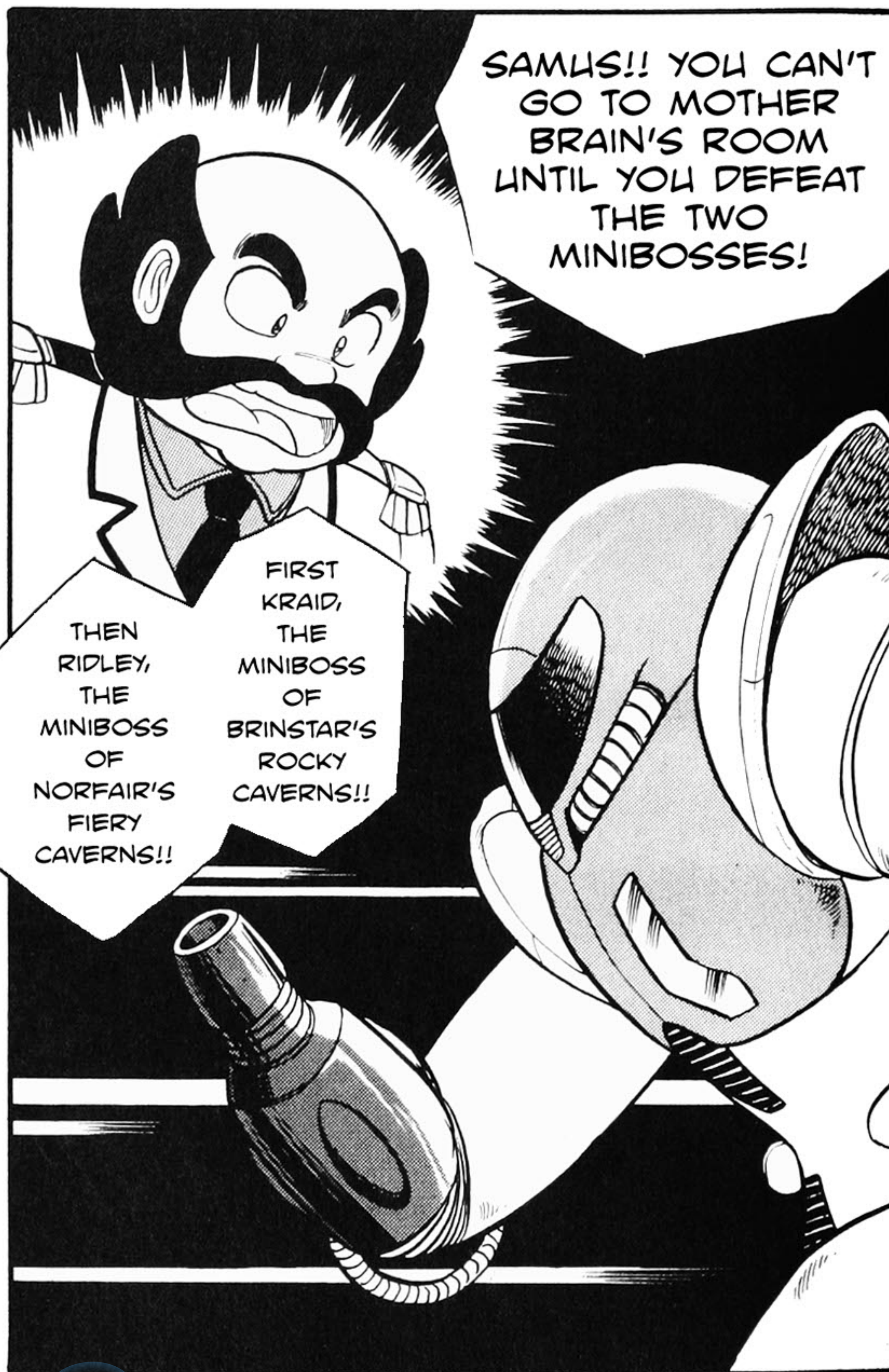
AAAH!
IT'S
COMING
DOWN
FAST!!

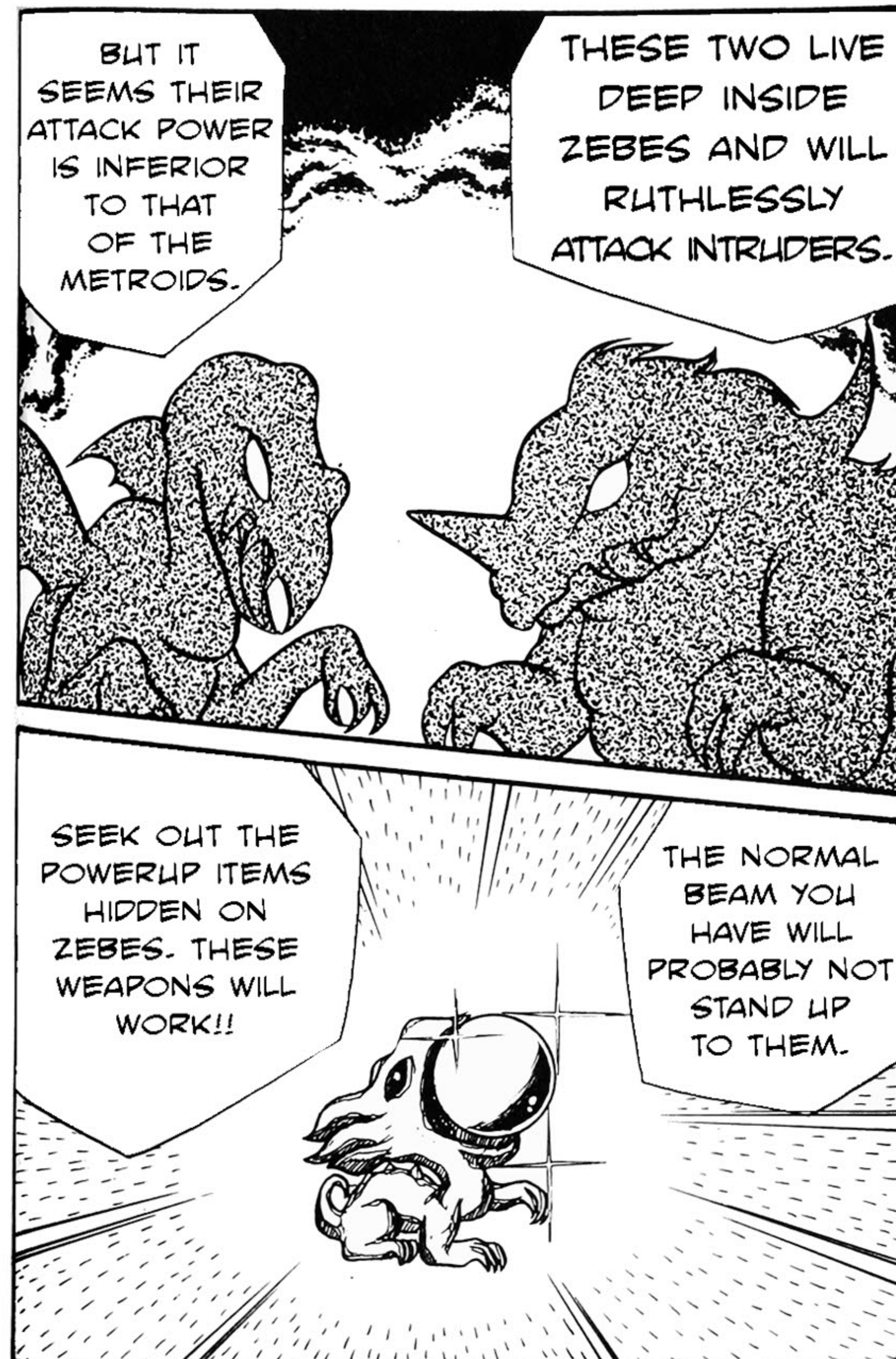
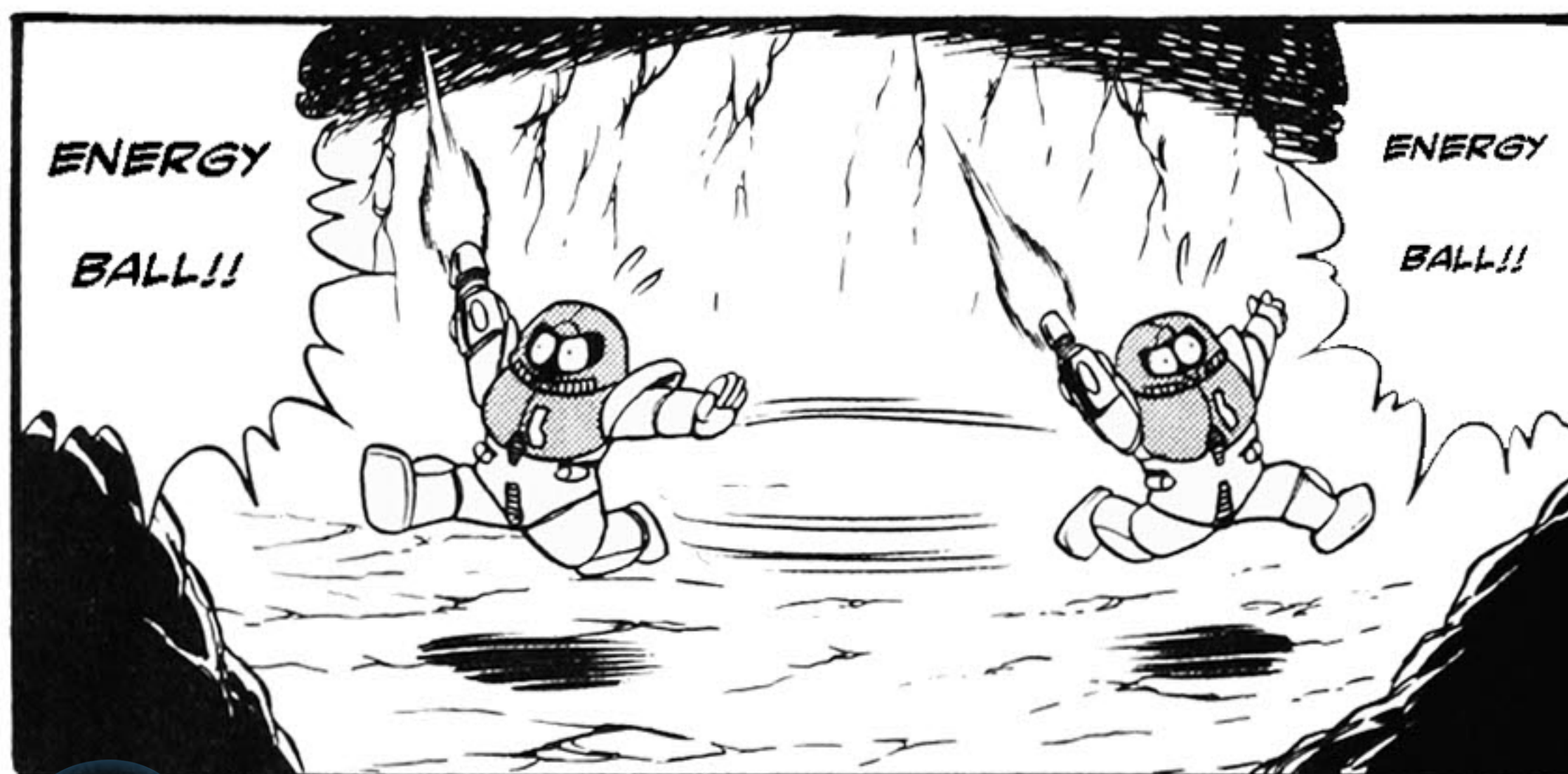
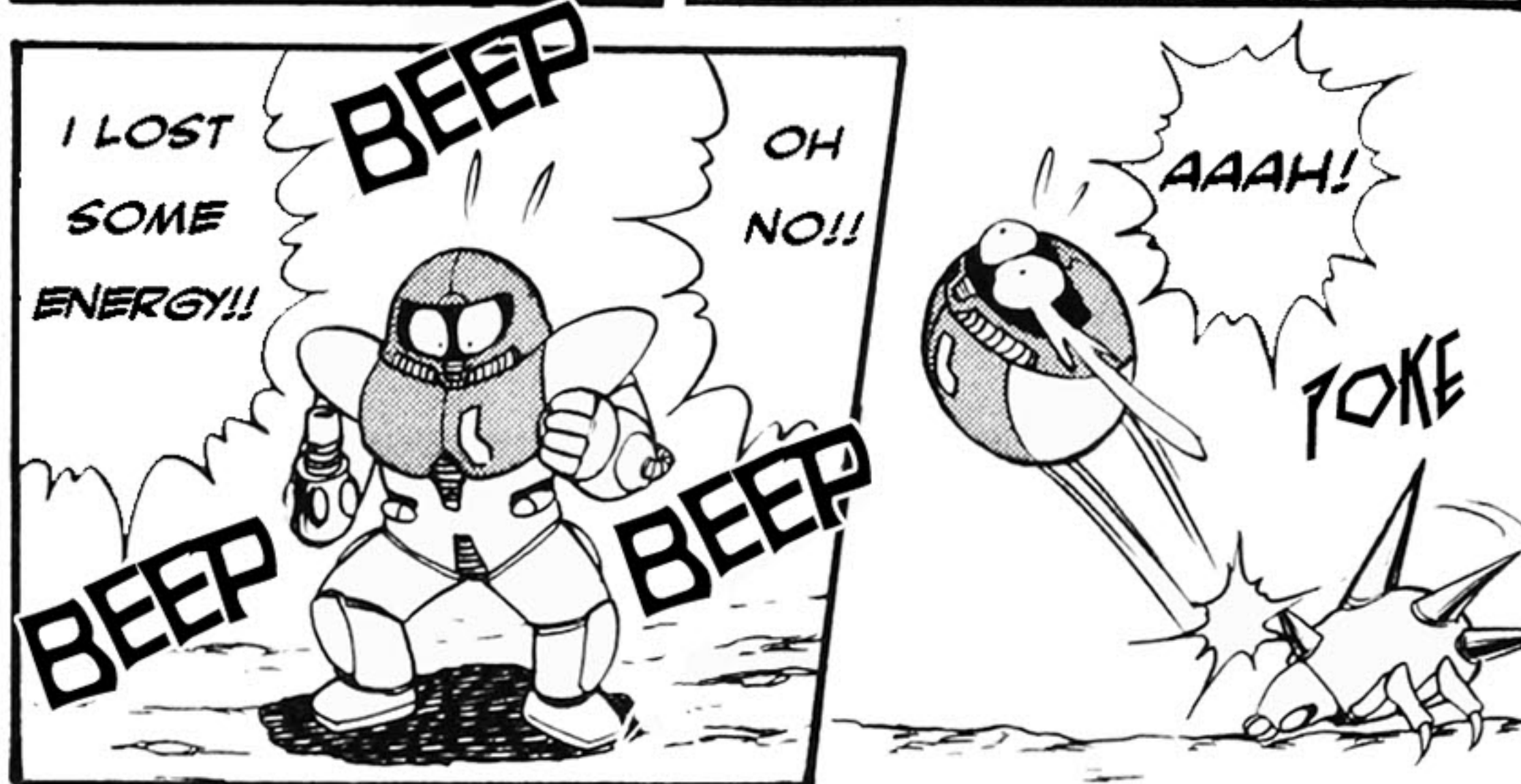
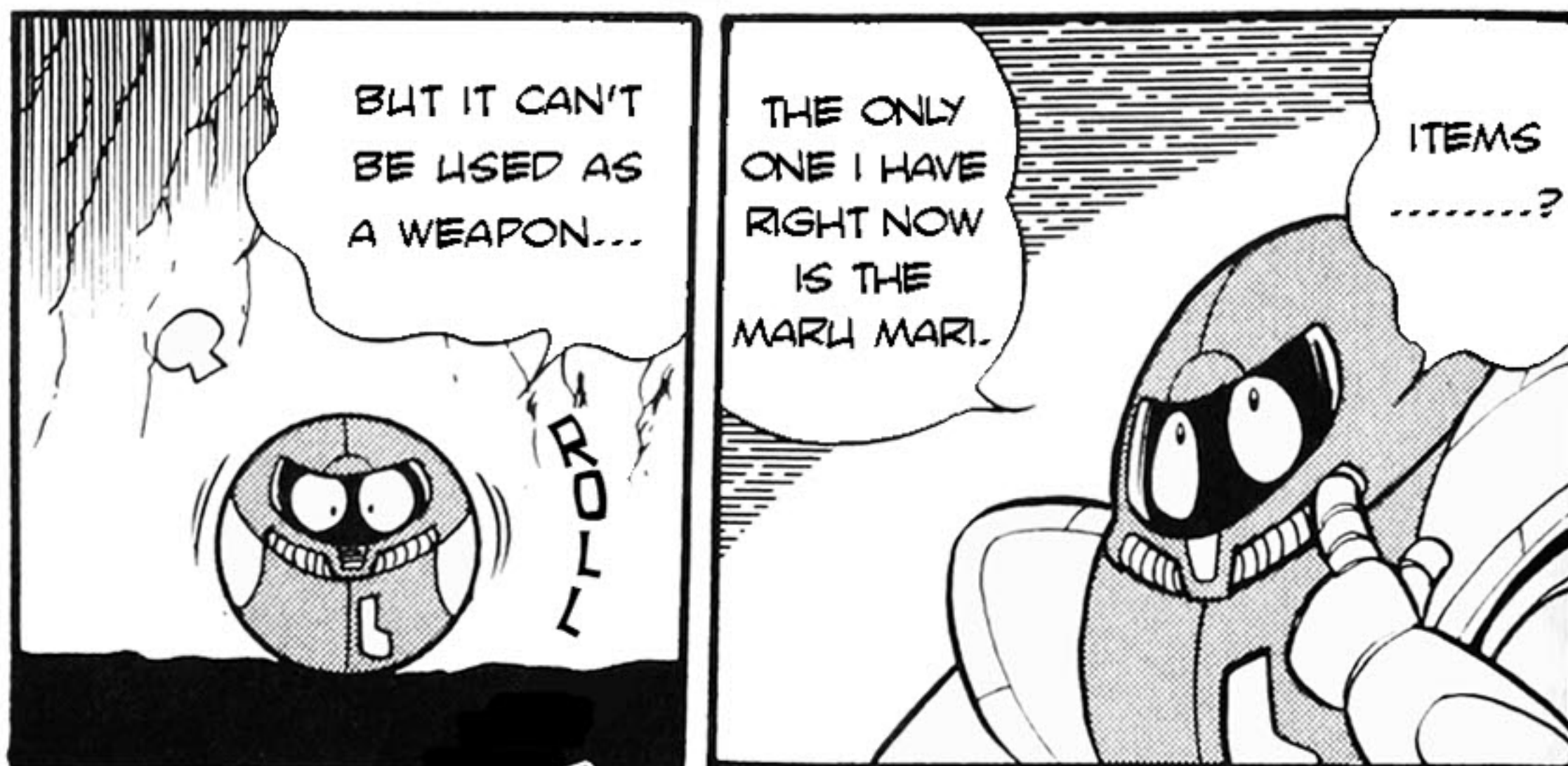


HUH!?

THIS TIME
THERE ARE
BAT-LIKE
MONSTERS.





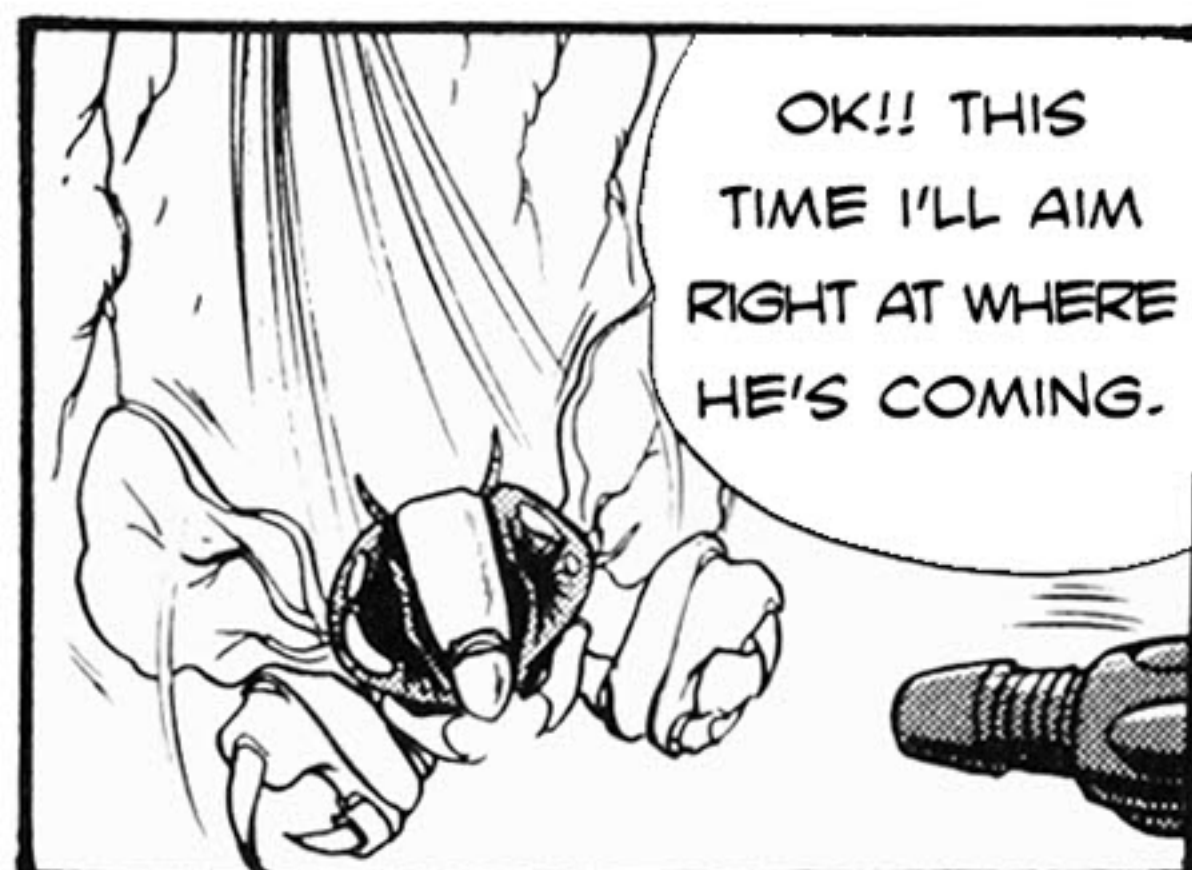


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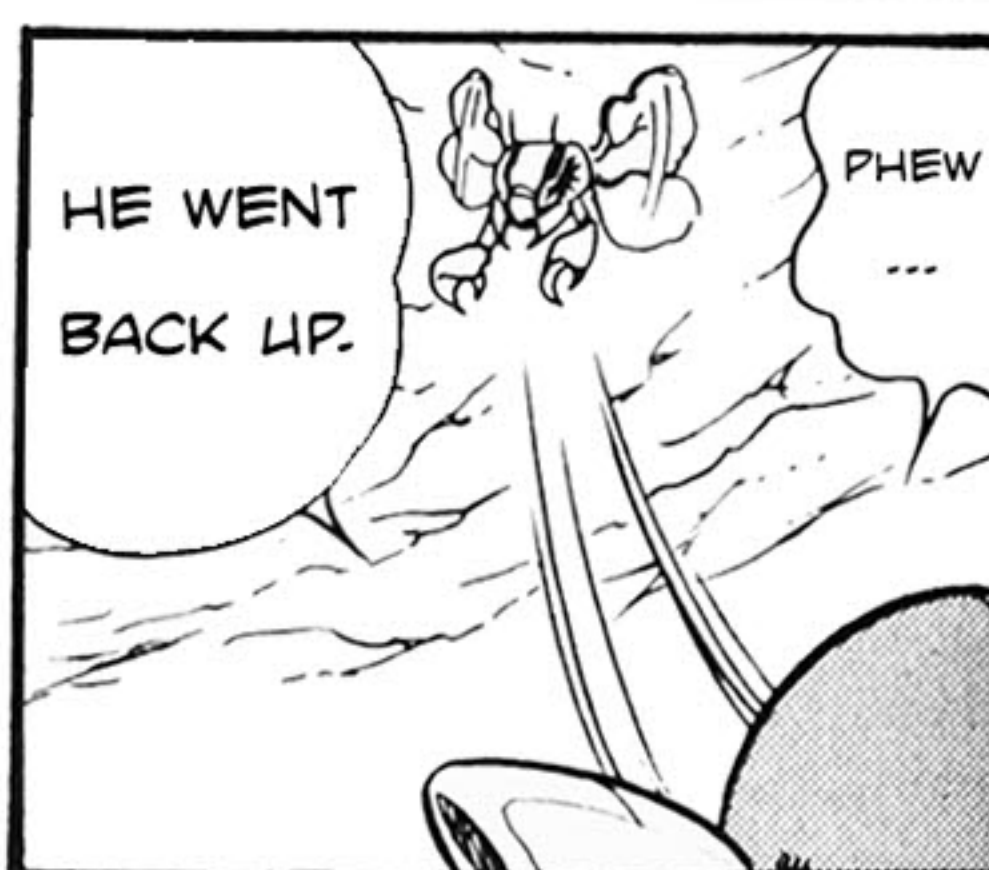
When this happens, jump, and it will fly back up.



When the Rio flies to the floor, it is difficult to attack with your beam.

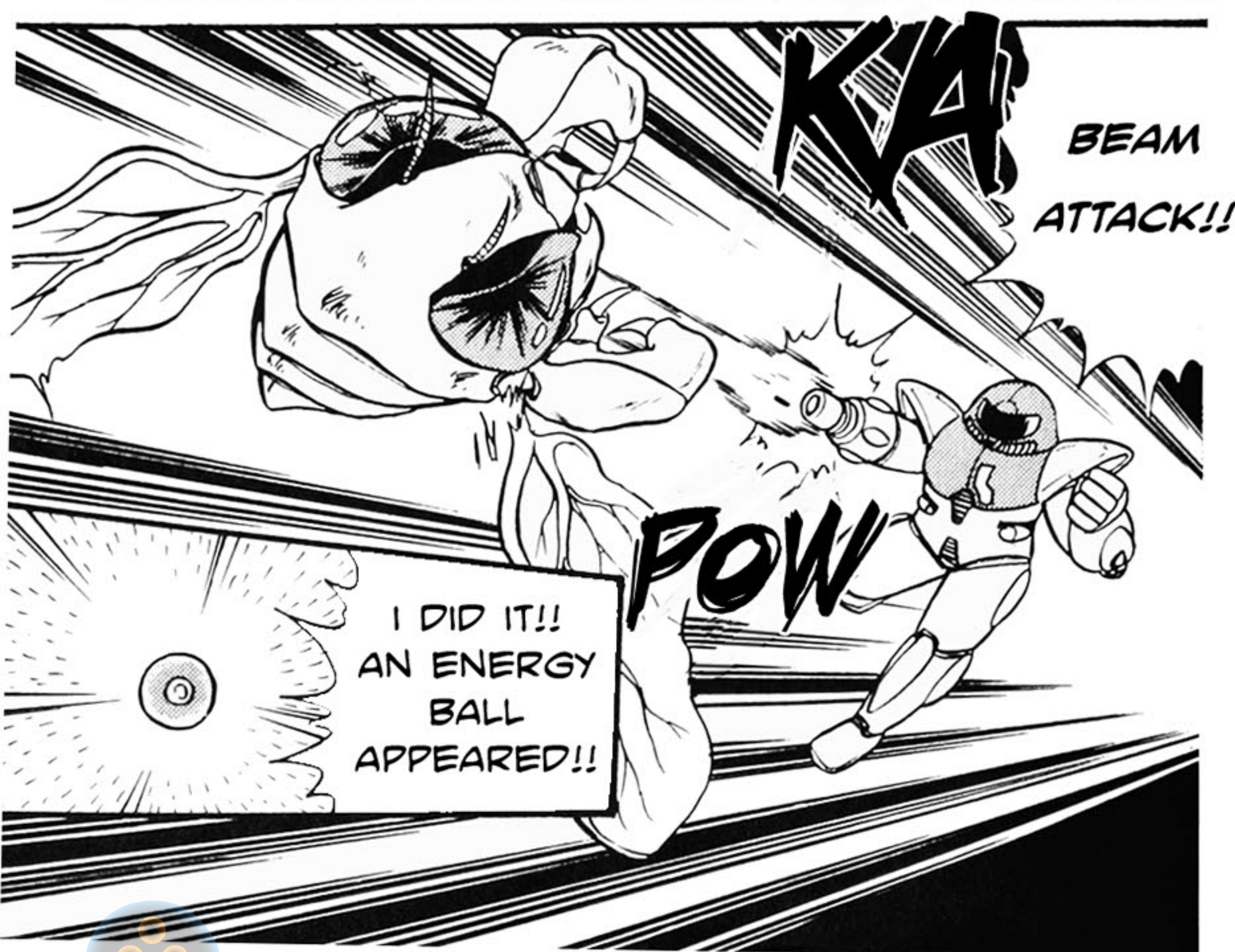


OK!! THIS TIME I'LL AIM RIGHT AT WHERE HE'S COMING.



HE WENT BACK UP.

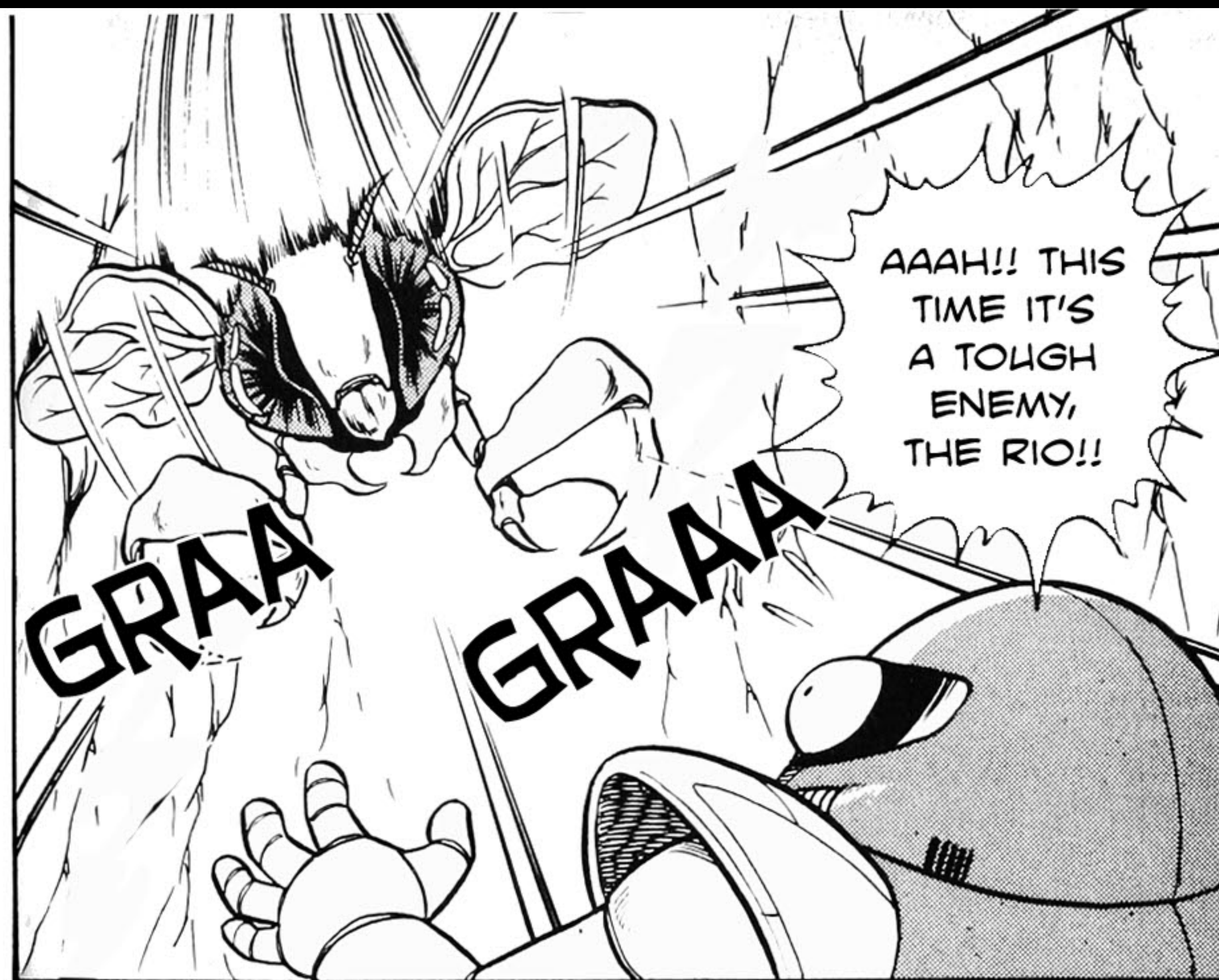
PHEW ...



BEAM ATTACK!!

POW

I DID IT!! AN ENERGY BALL APPEARED!!



AAAAH!! THIS TIME IT'S A TOUGH ENEMY, THE RIO!!

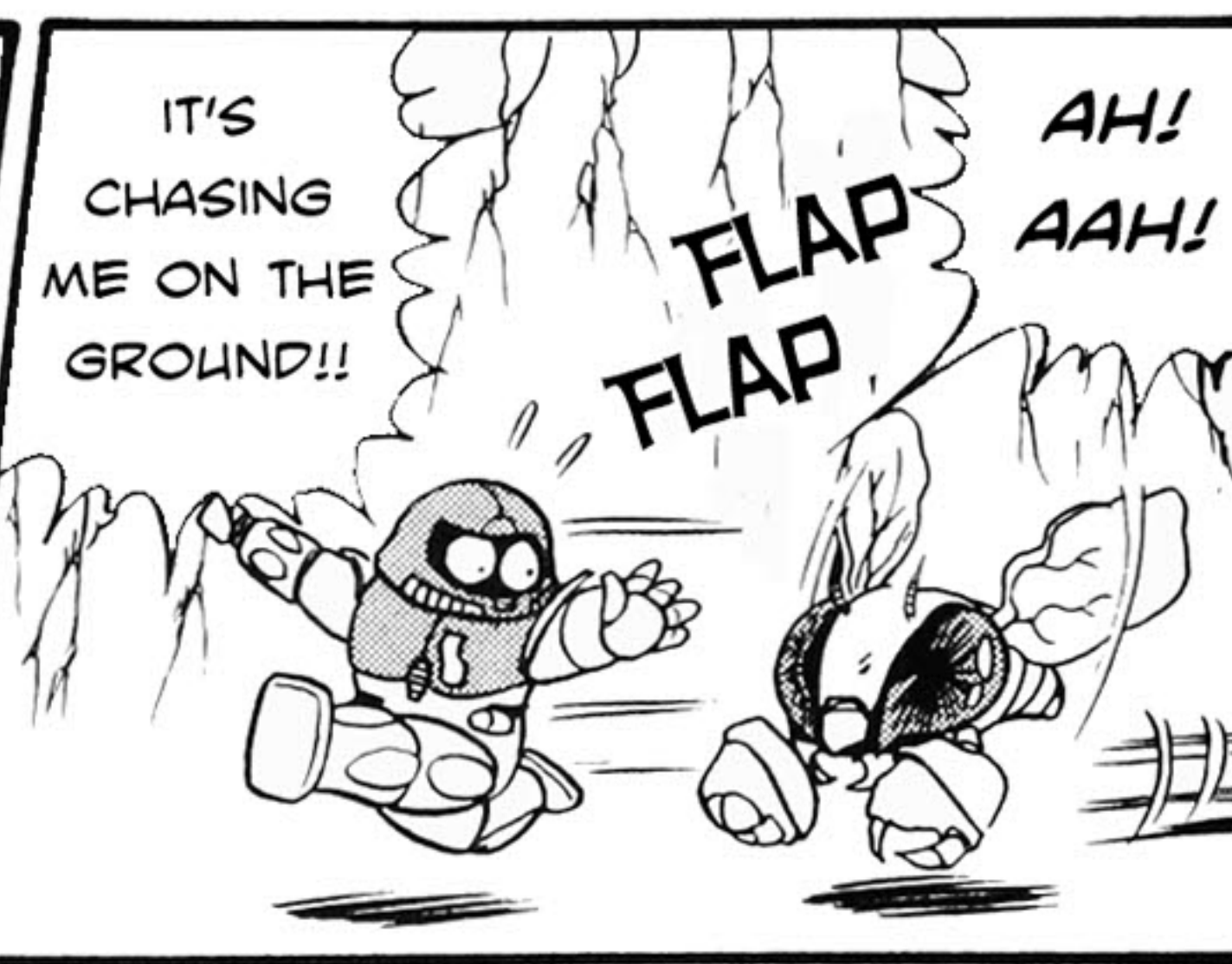


RIO

FLIES FROM THE CEILING TOWARD SAMUS. THE RED ONES HAVE STRONG ATTACK POWER AND THE YELLOW ONES ARE WEAK. SEVERAL SHOTS WITH THE NORMAL BEAM OR ONE MISSILE WILL DEFEAT THEM.



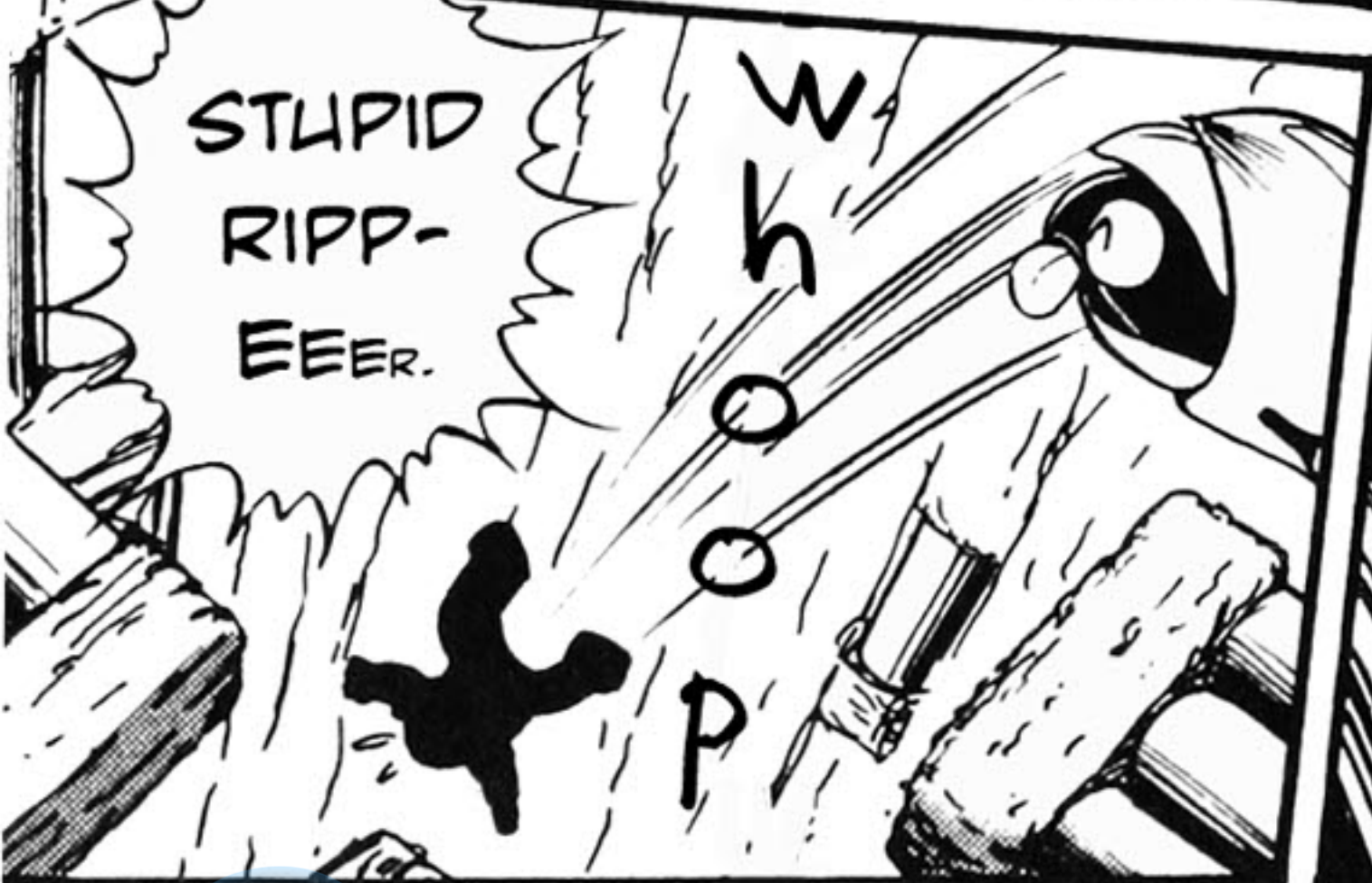
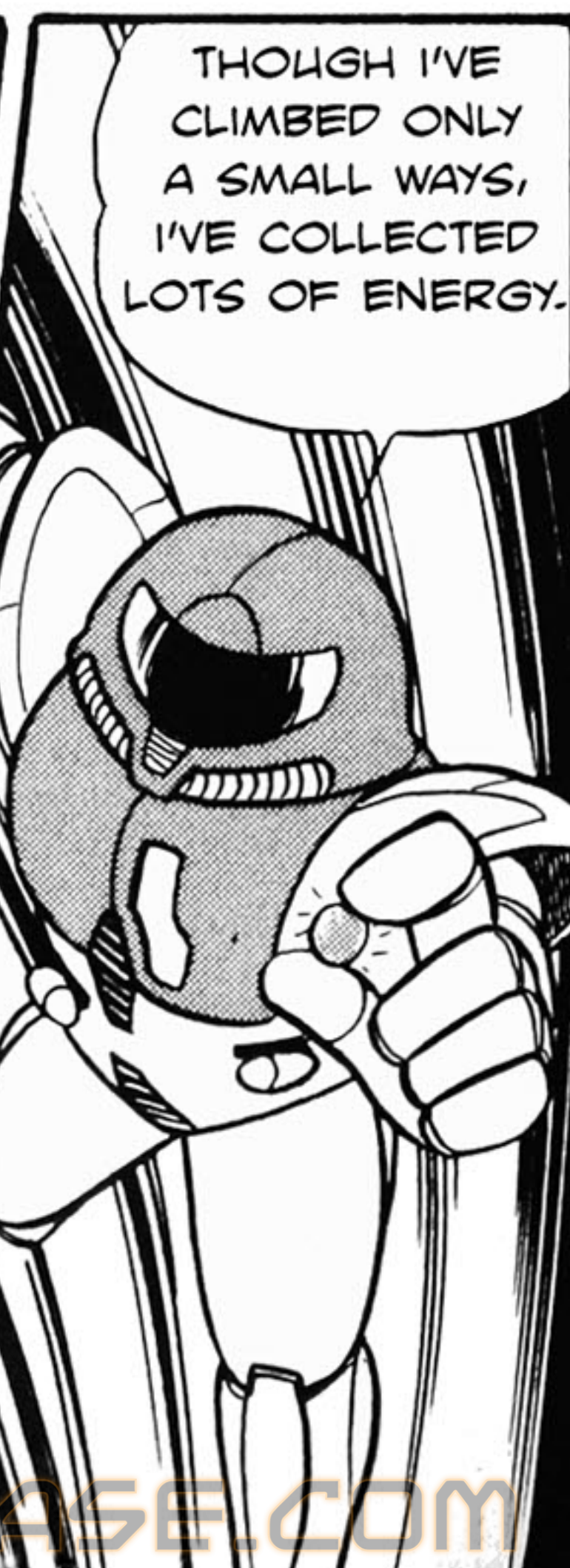
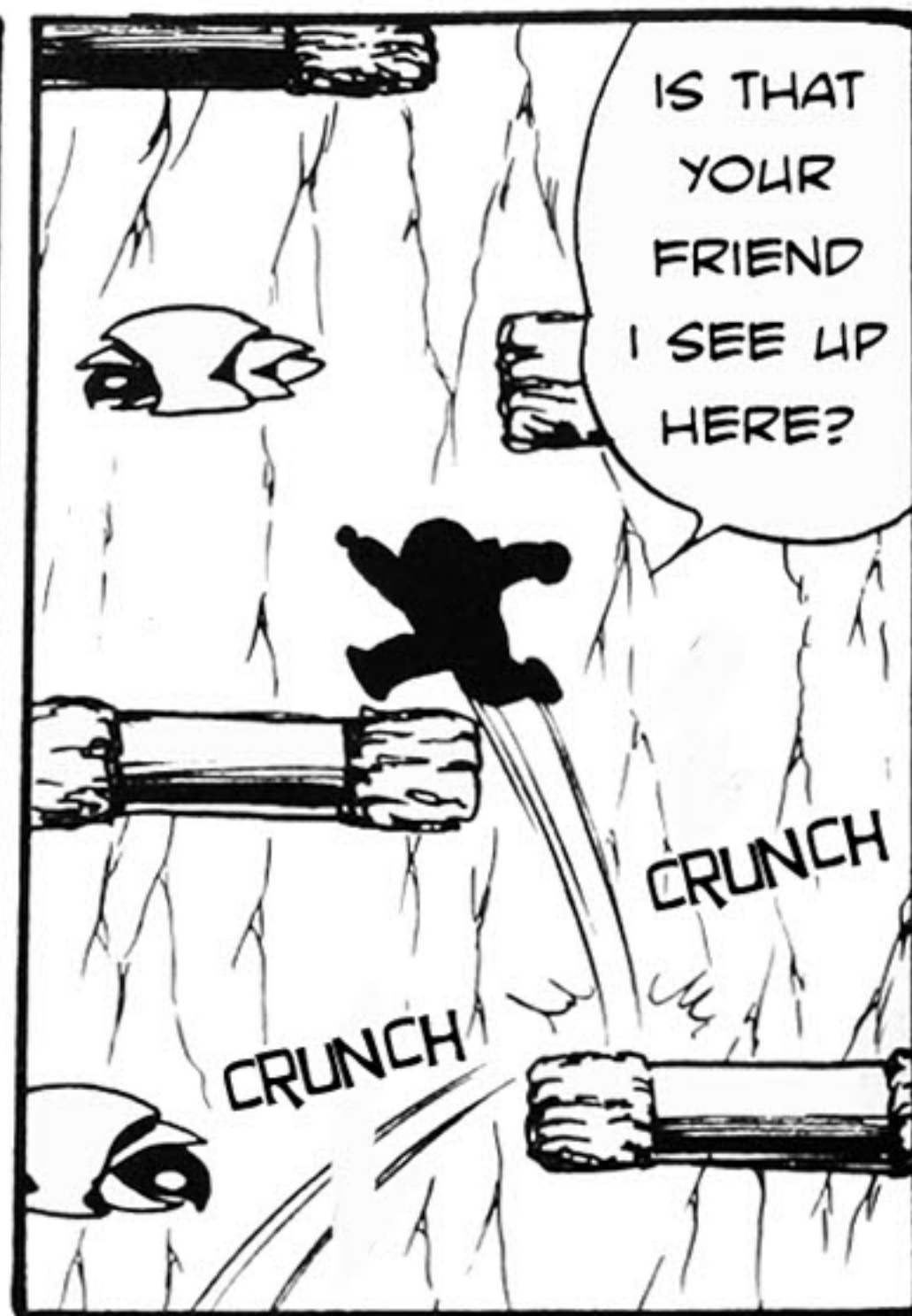
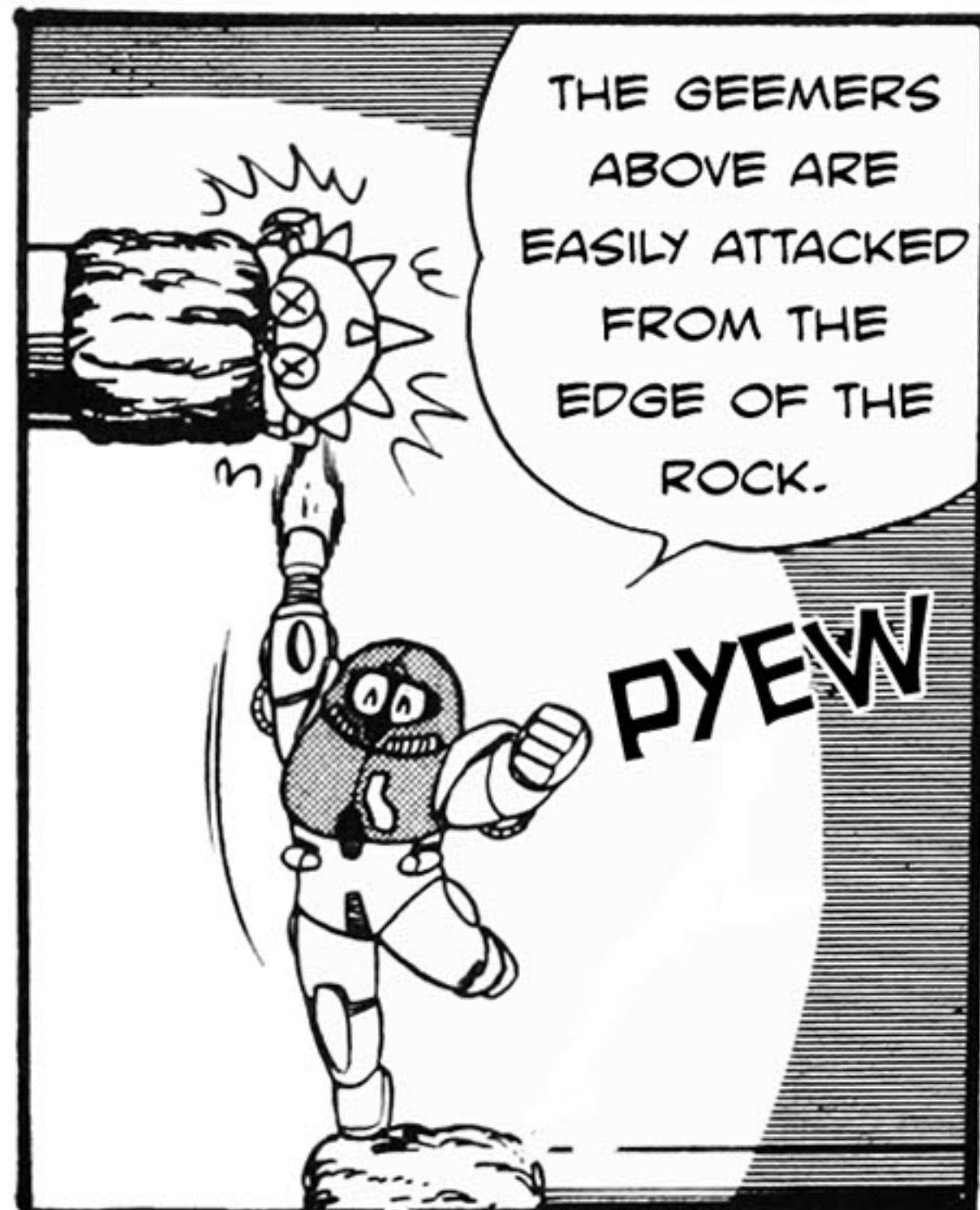
WHAT A STUBBORN GUY!!



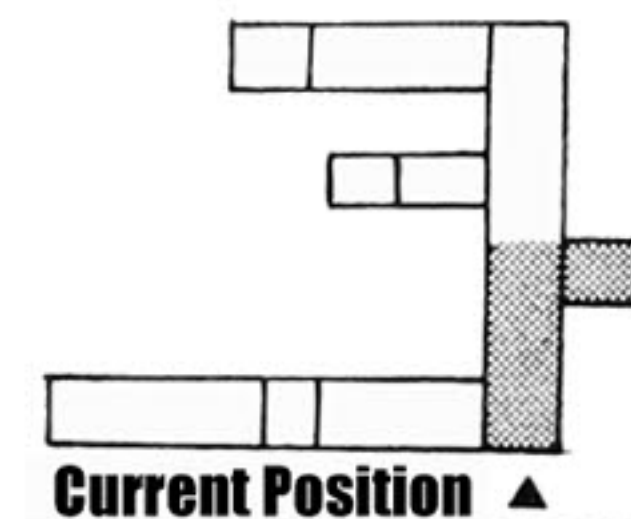
IT'S CHASING ME ON THE GROUND!!

AH! AAH!

FLAP FLAP



BRINSTAR 2



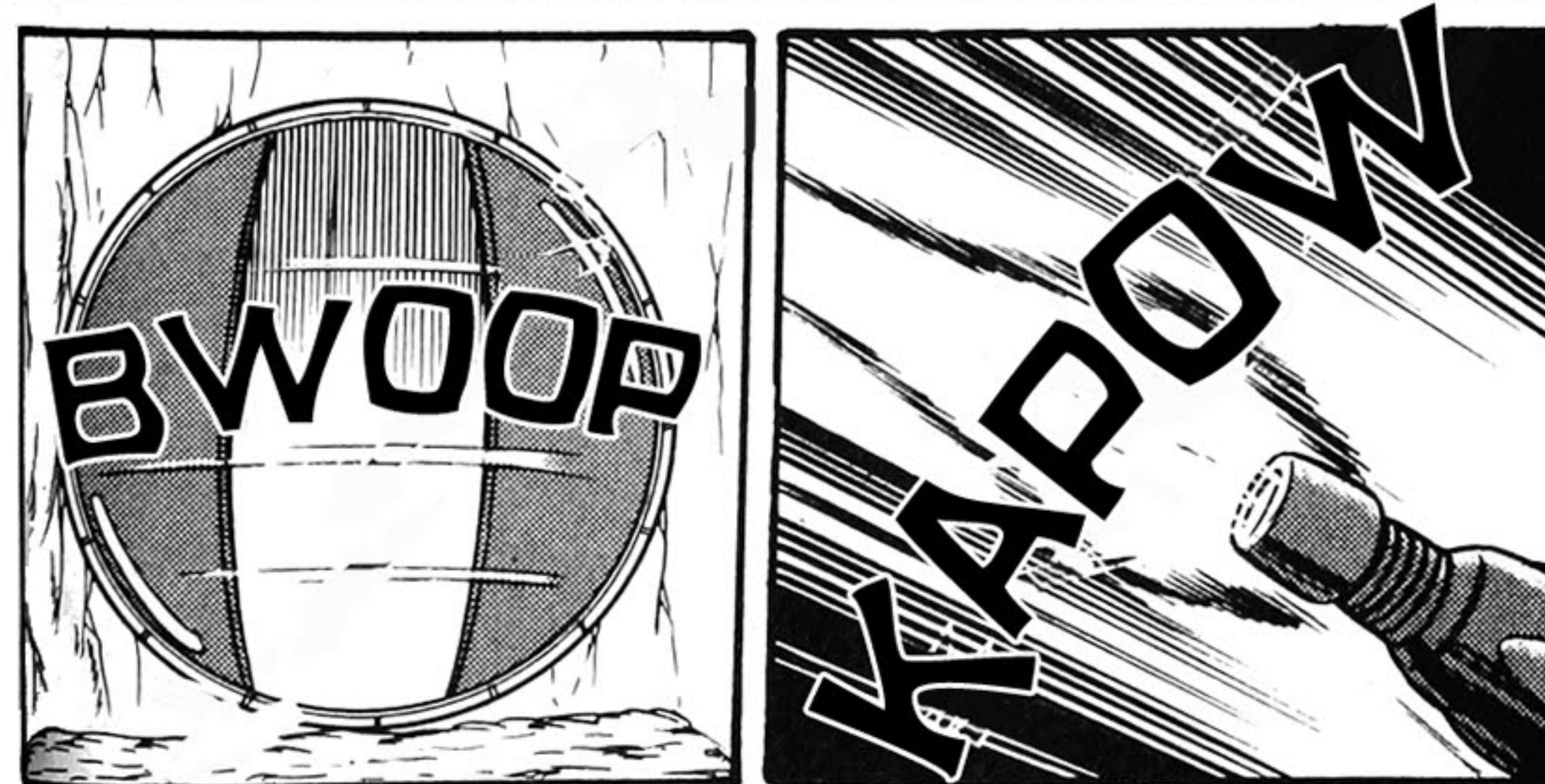
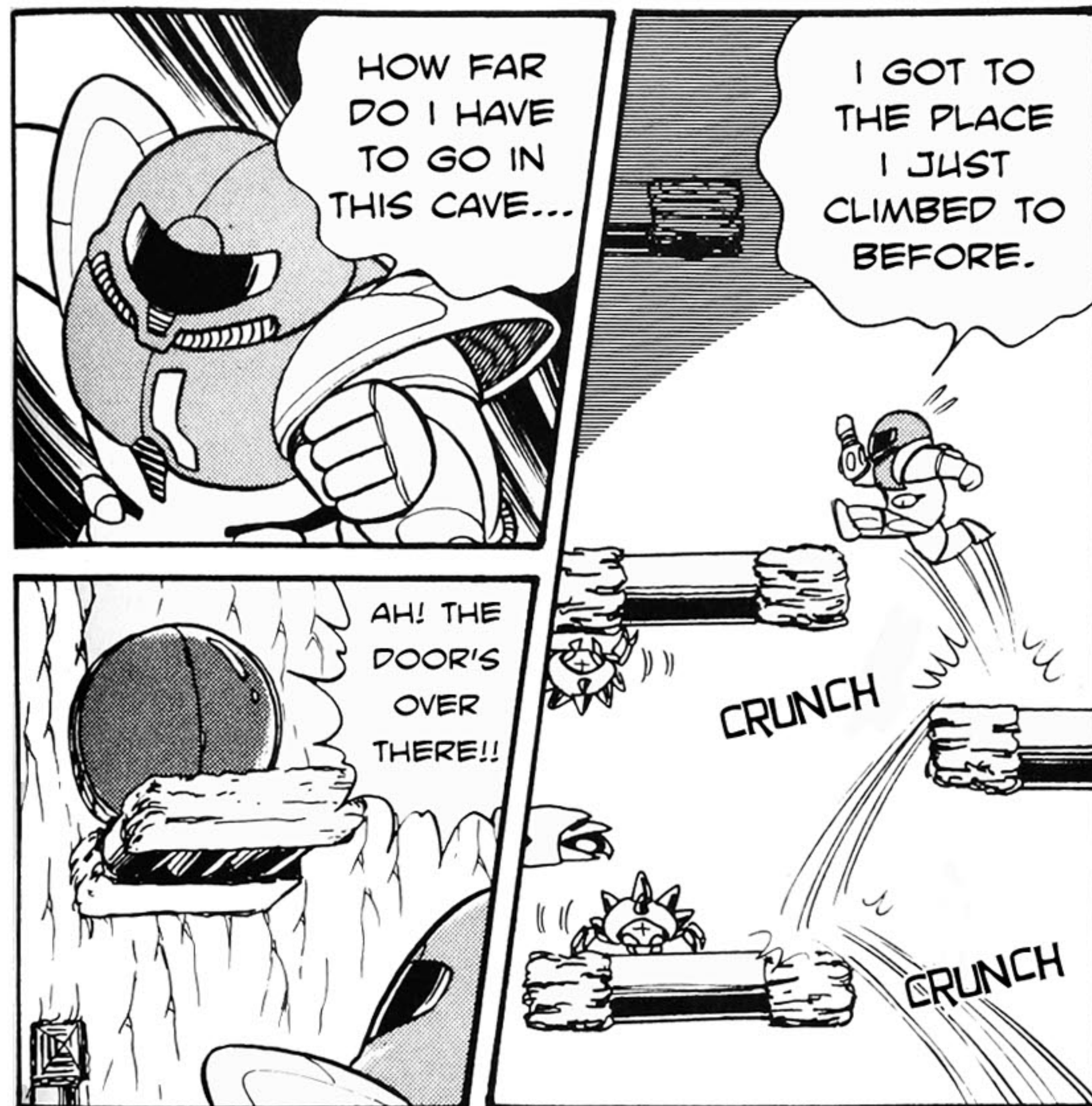
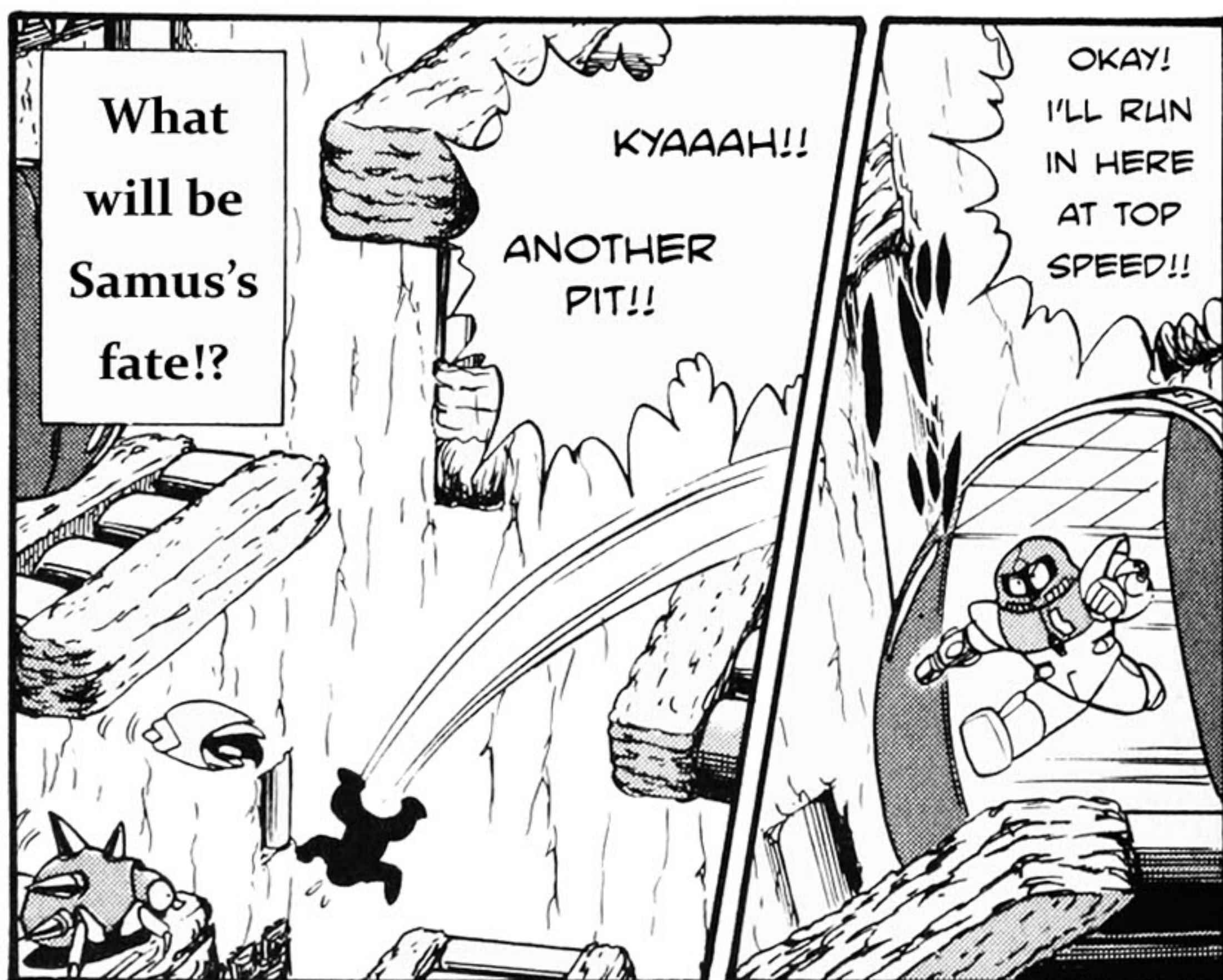
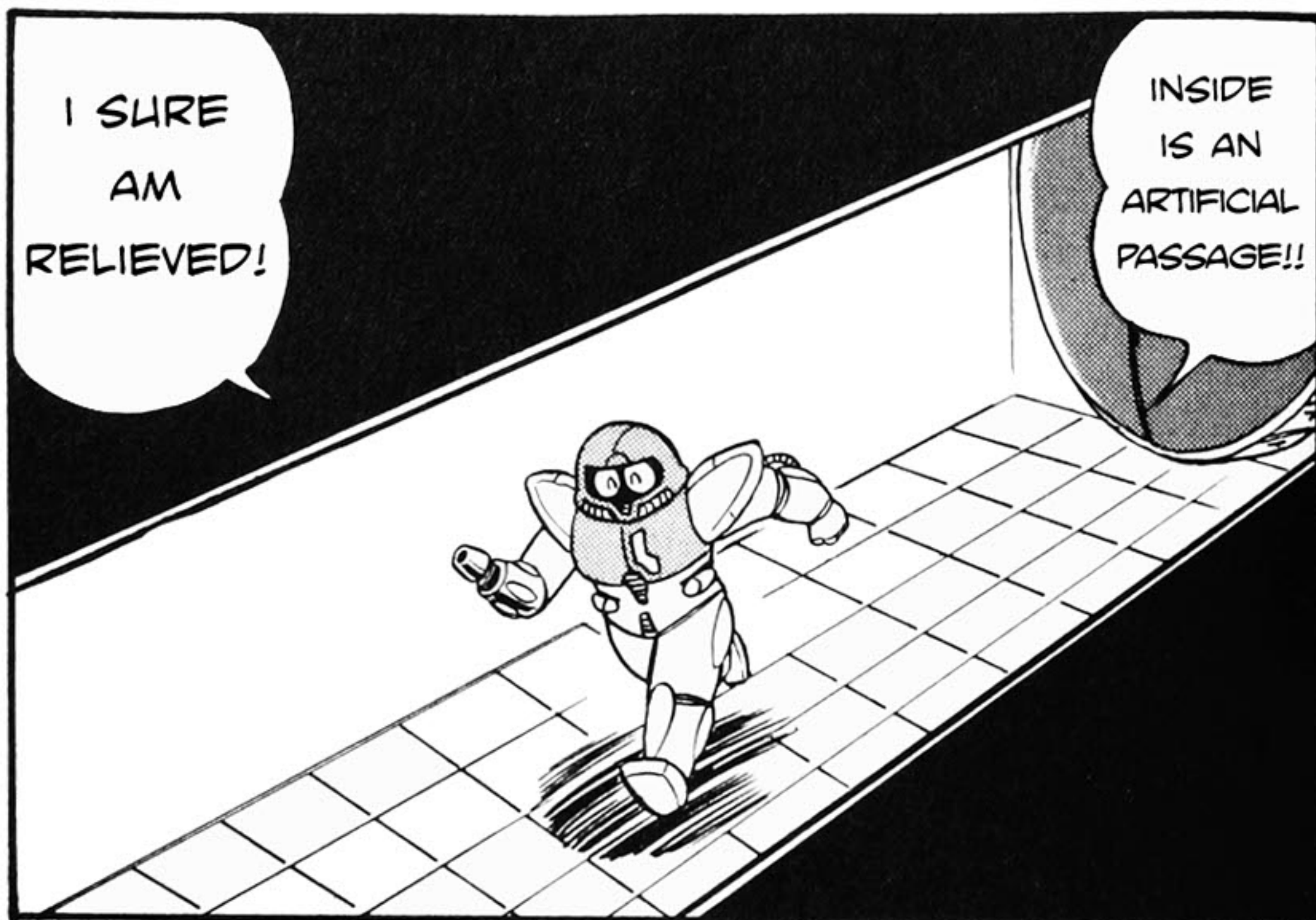
Current Position ▲



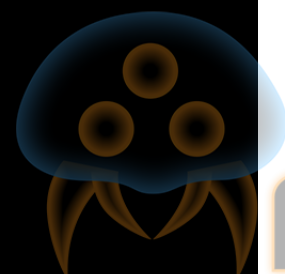
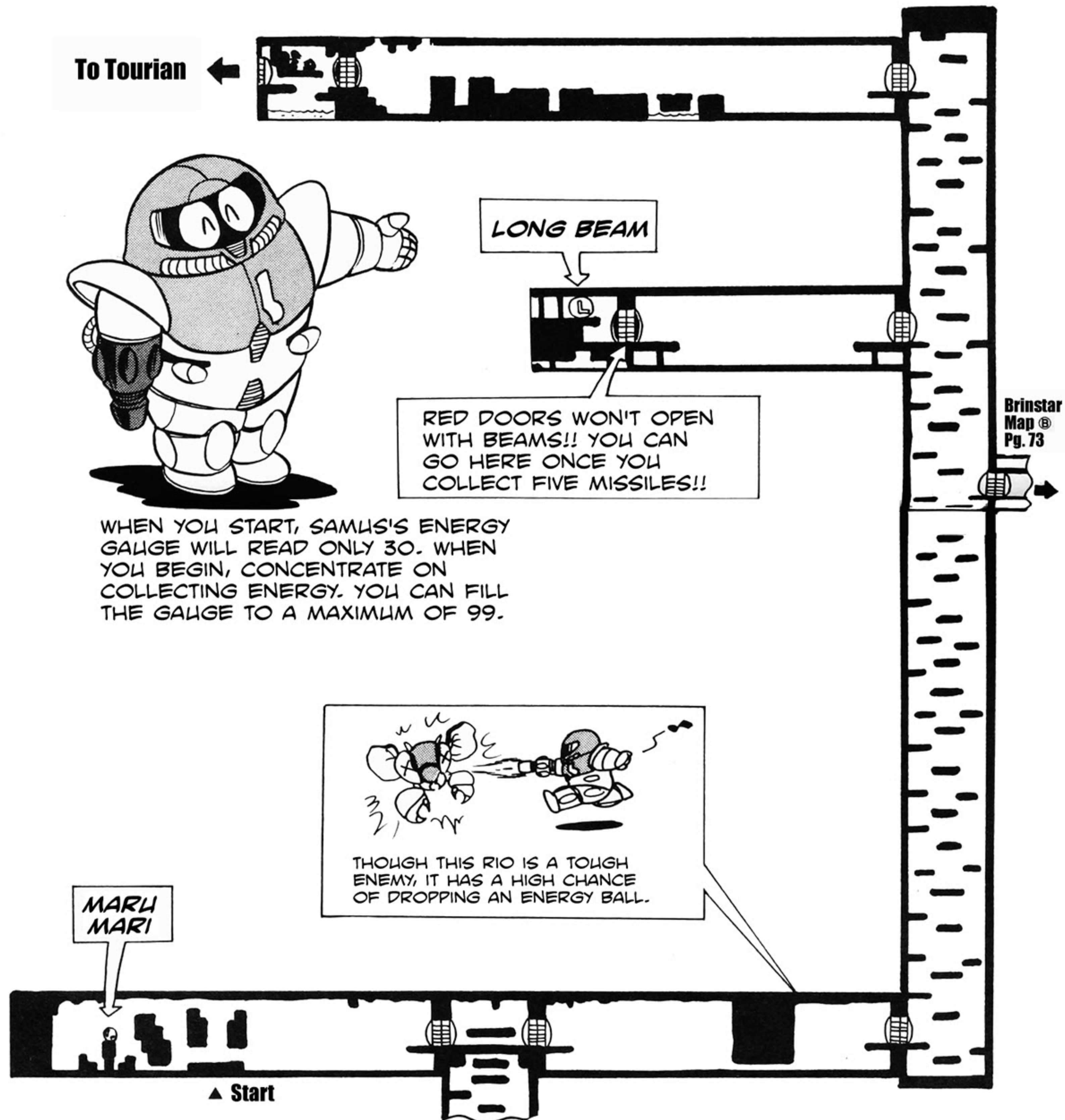
RIPPER



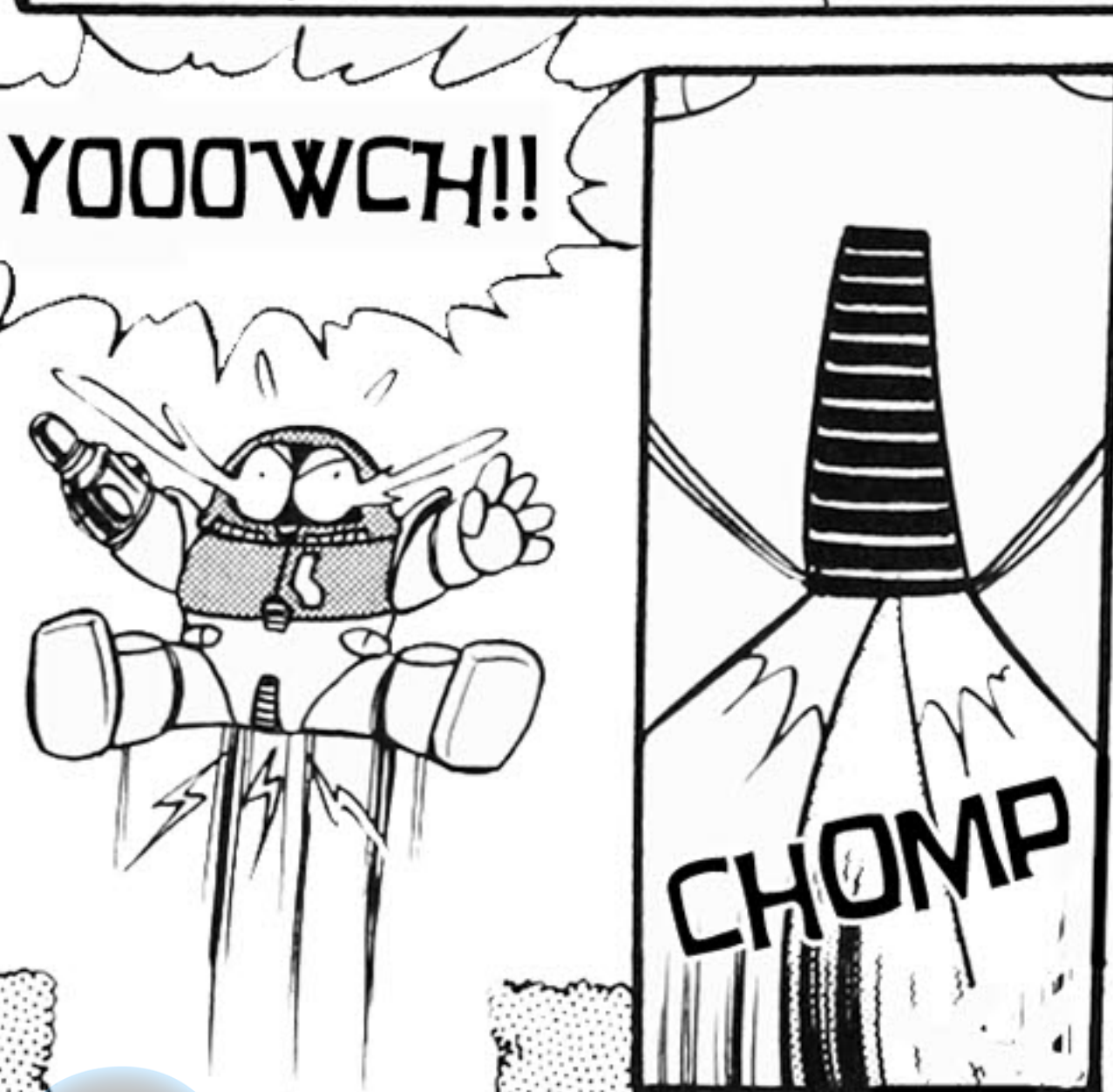
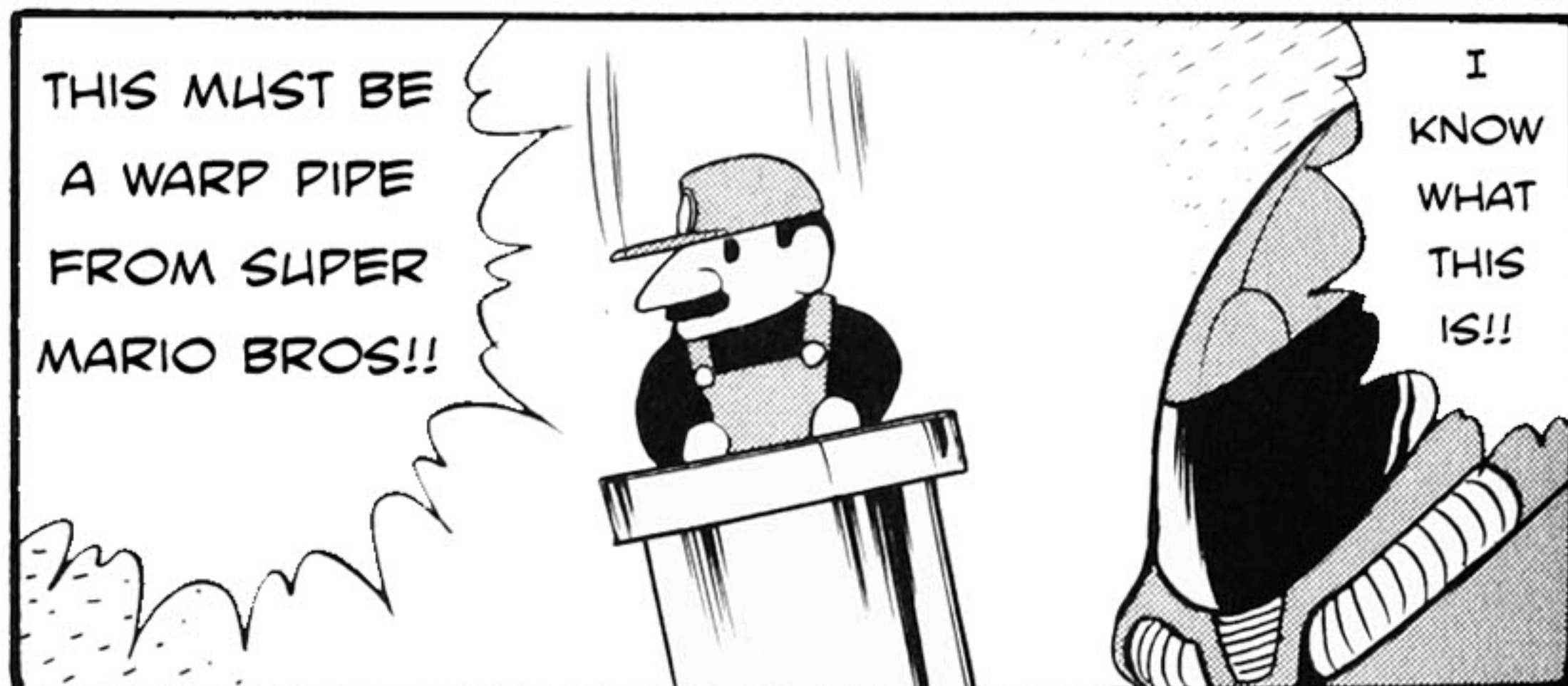
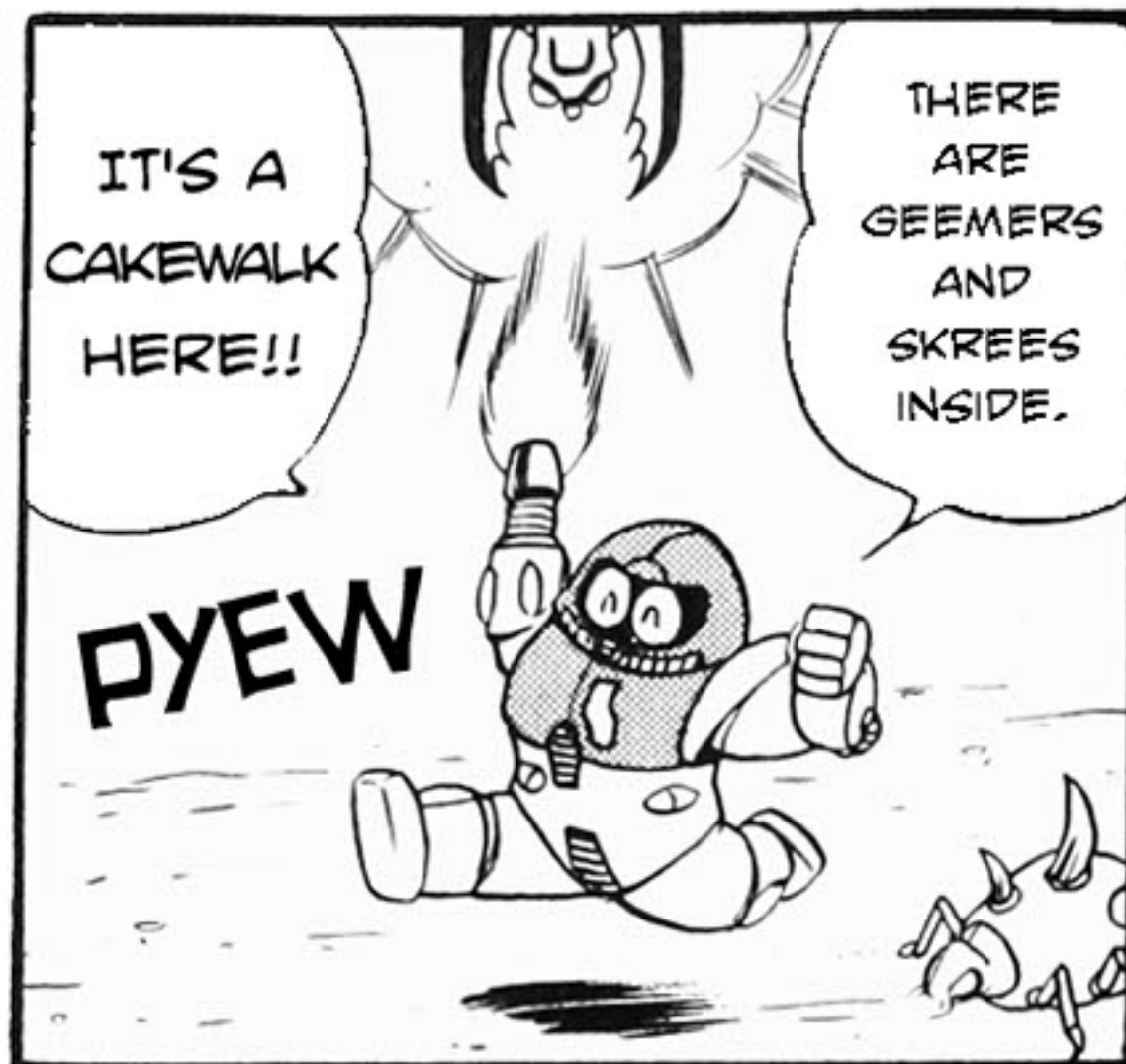
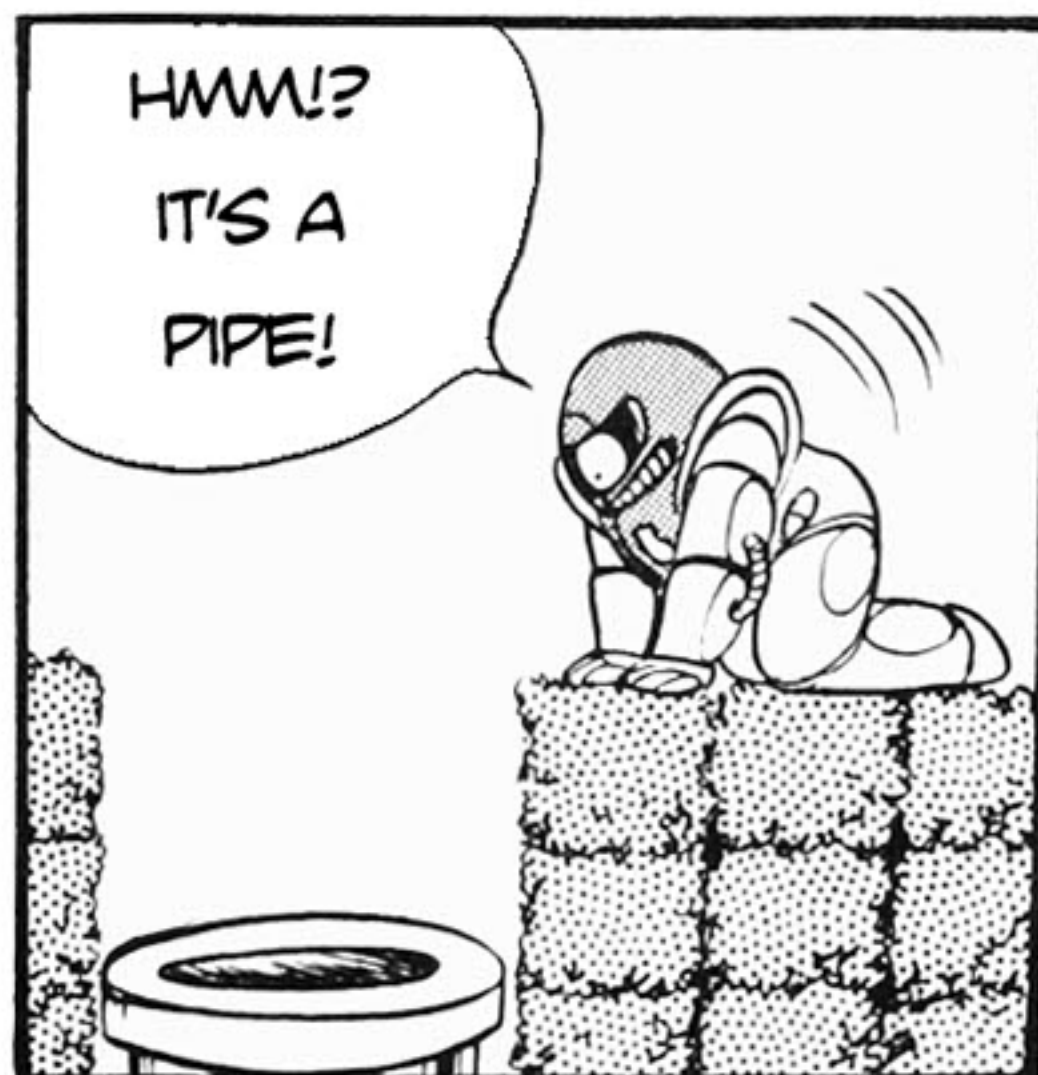
BEAMS BOUNCE OFF THIS ORGANISM'S HARD SHELL. IT MOVES HORIZONTALLY LEFT AND RIGHT. IT IS POSSIBLE TO DESTROY THE RED RIPPERS WITH MISSILES.



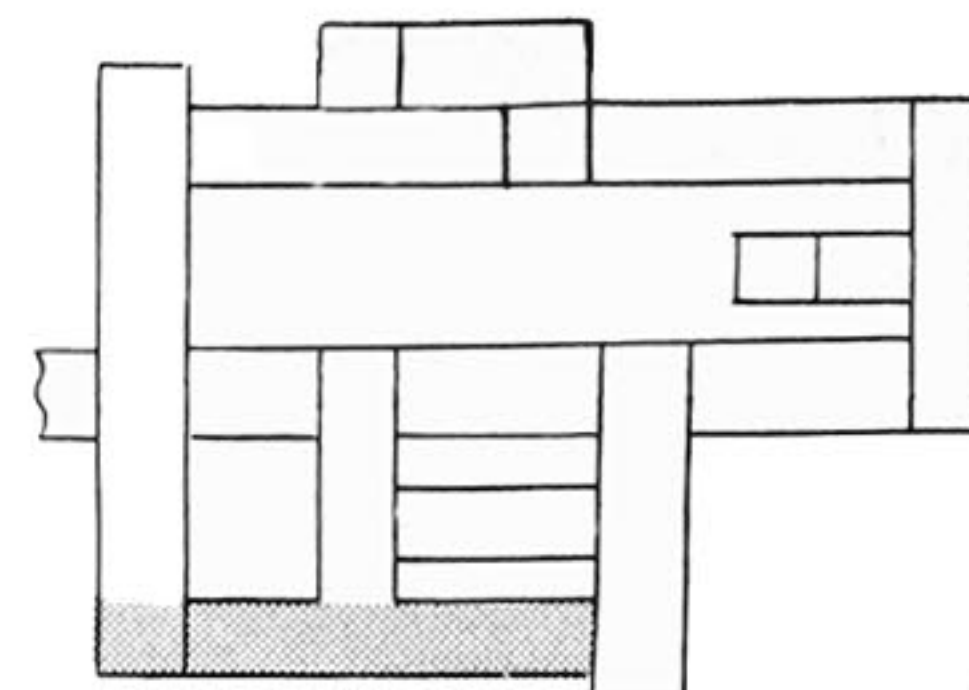
PRESENTING BRINSTAR MAP A!!



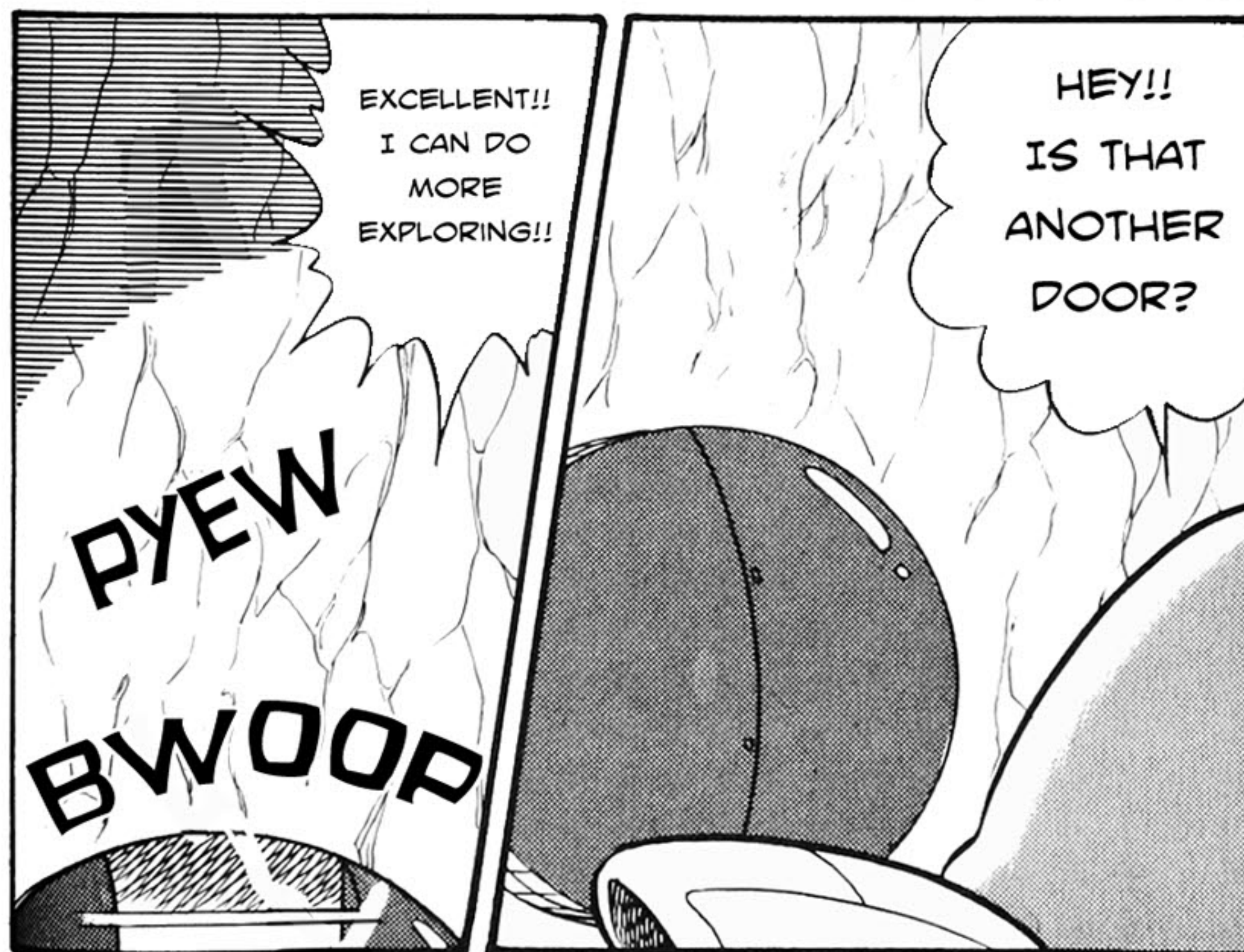
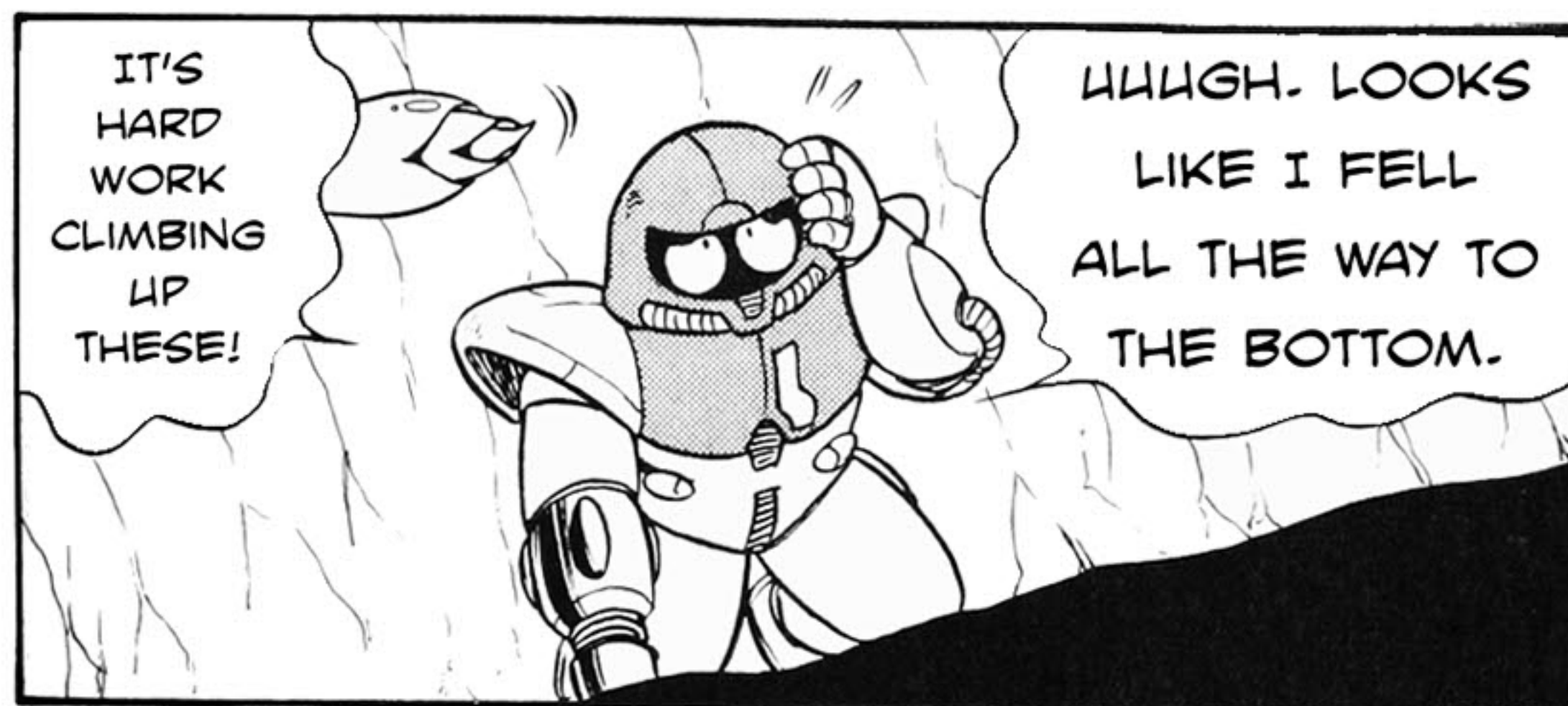
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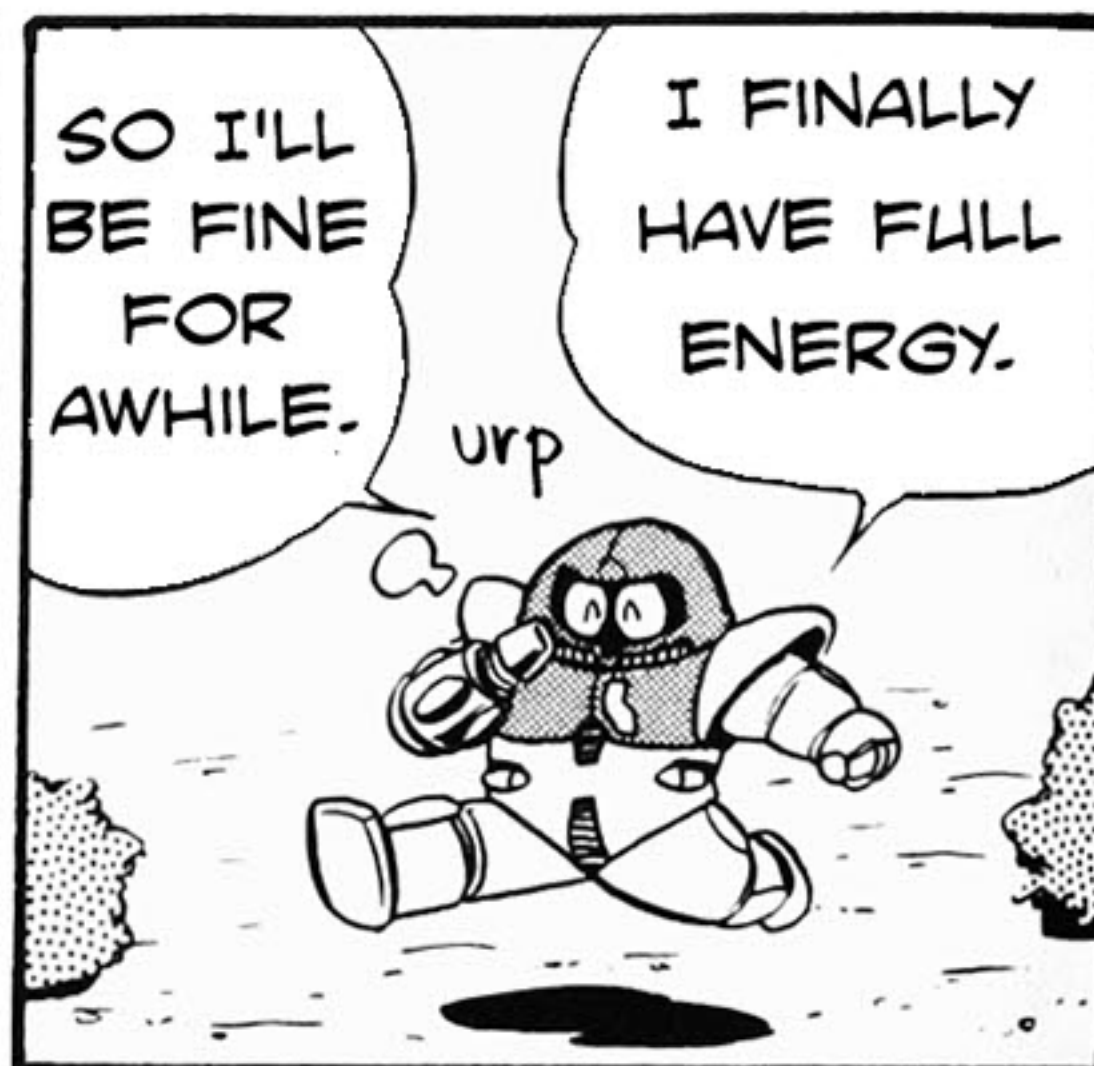
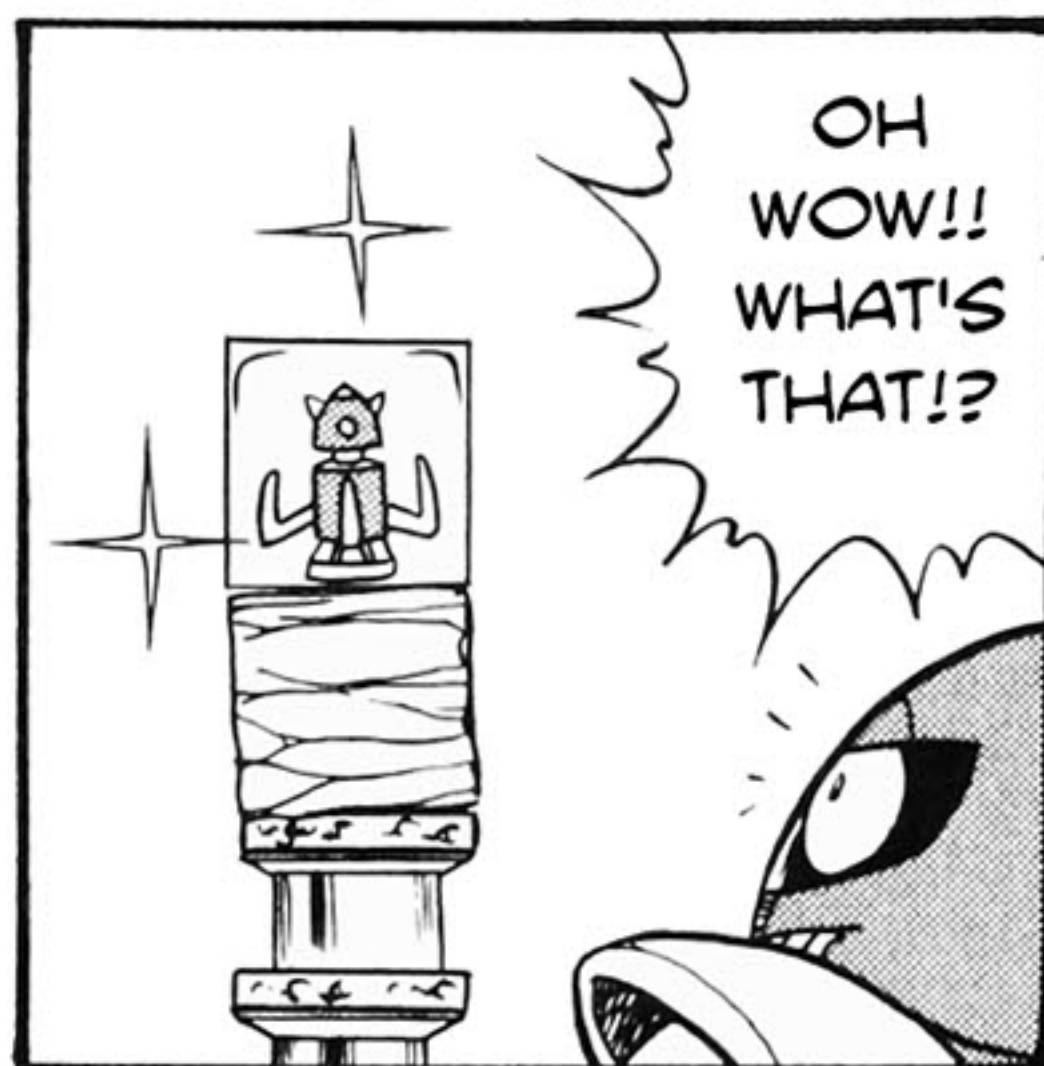


BRINSTAR 3

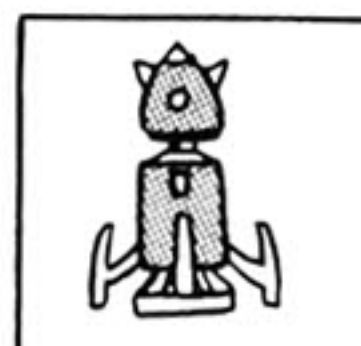


▲ Current Position

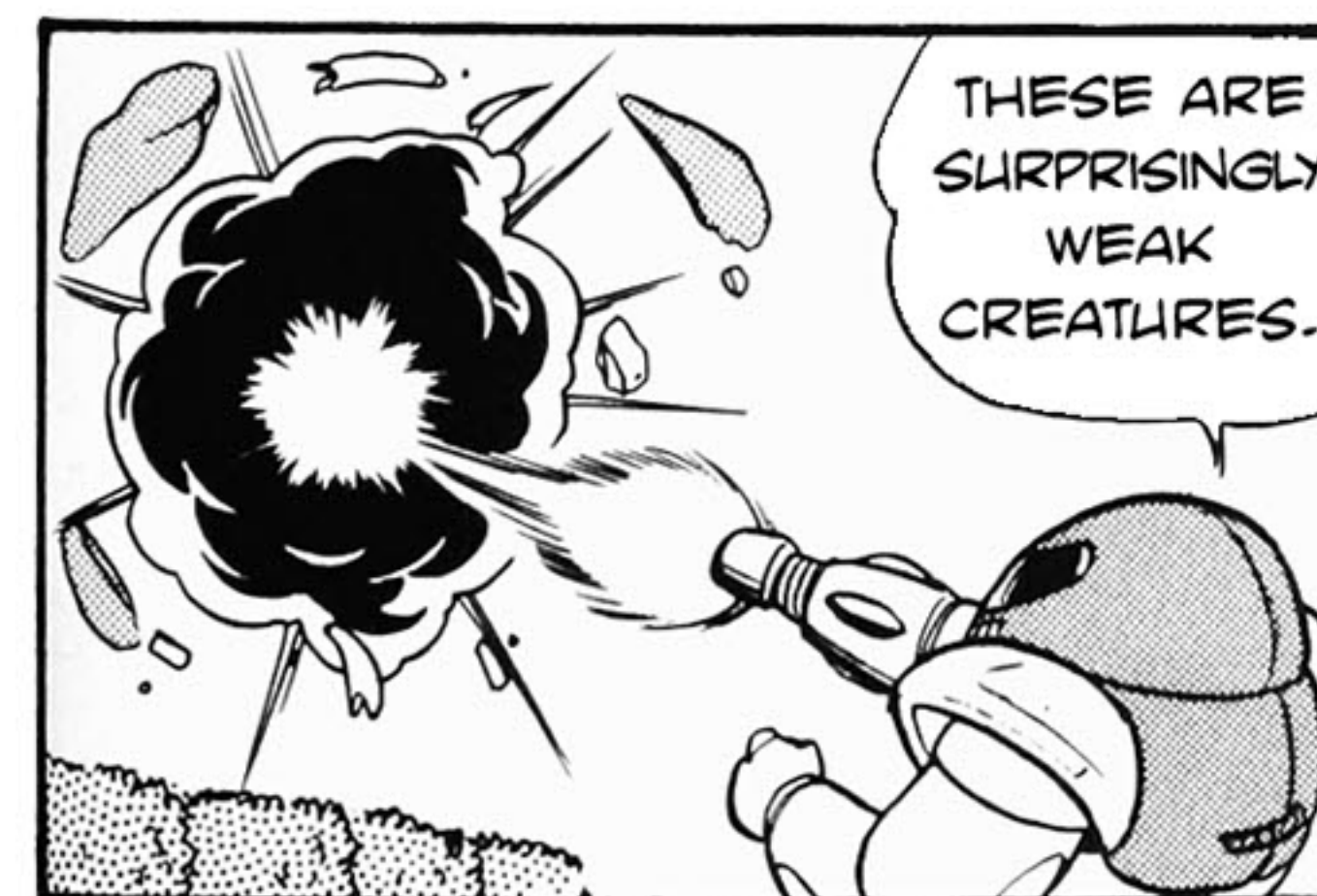
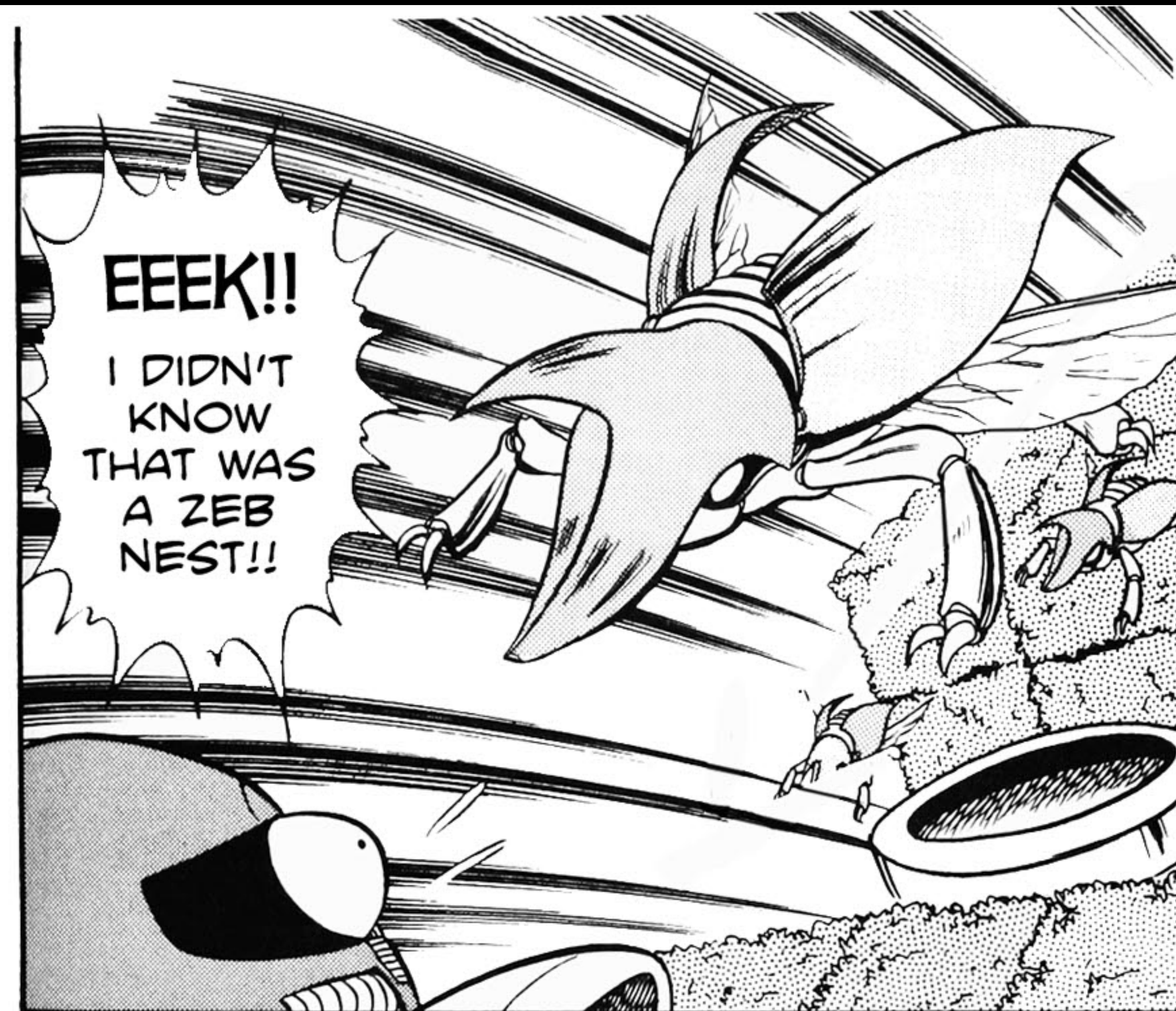




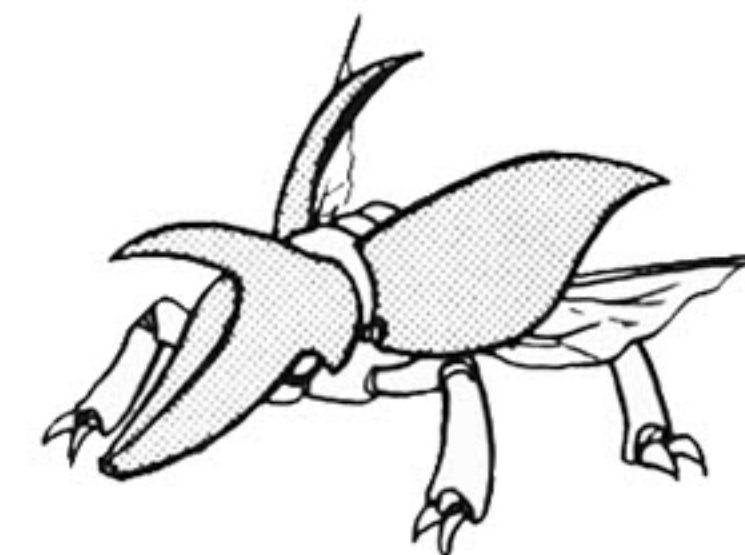
MISSILE



WHEN YOU COLLECT ONE,
YOU WILL RECEIVE FIVE
MISSILES. YOU CAN
DEFEAT ANY ENEMIES
THAT SHOW UP WITH
ONE MISSILE.



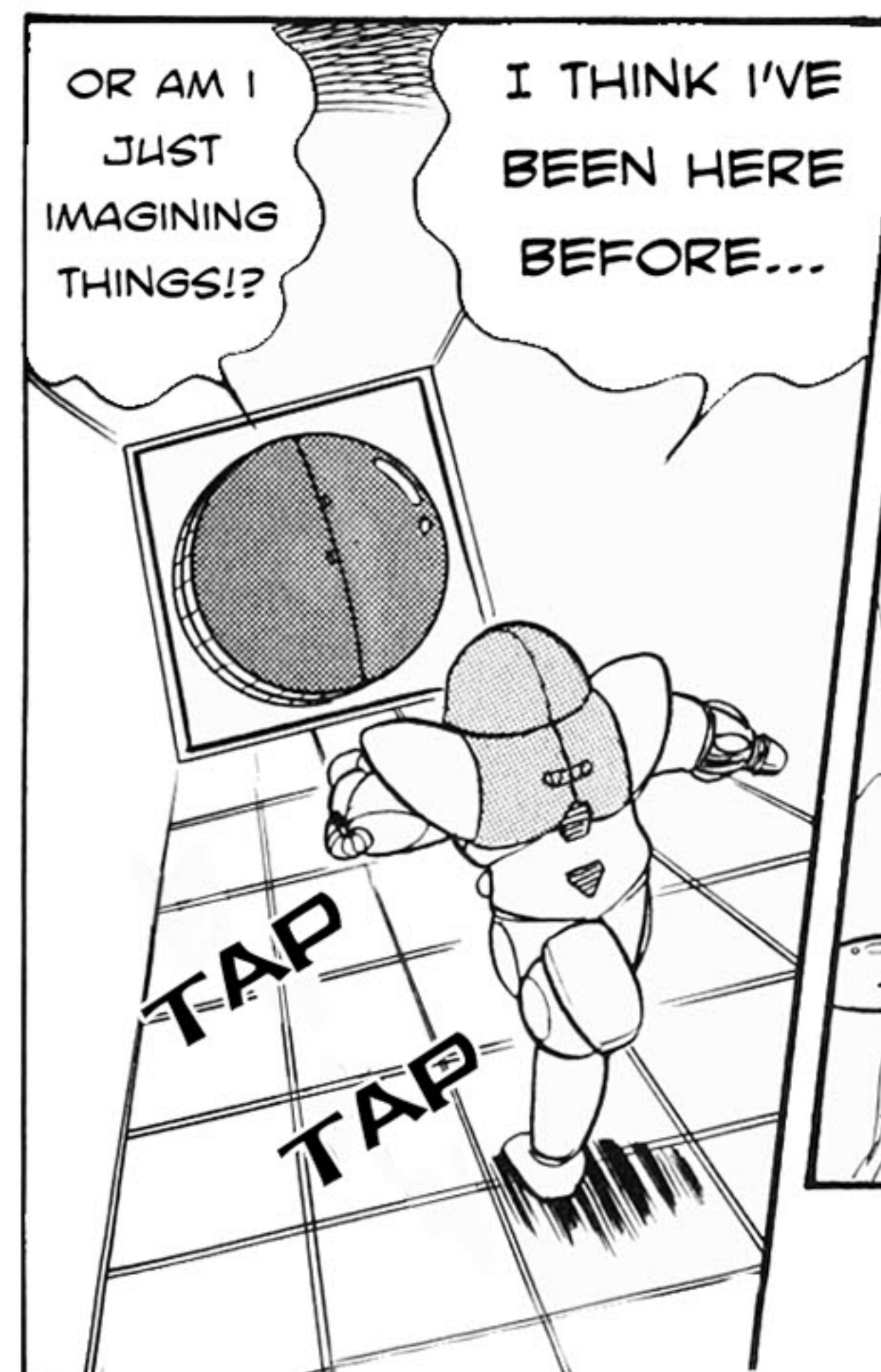
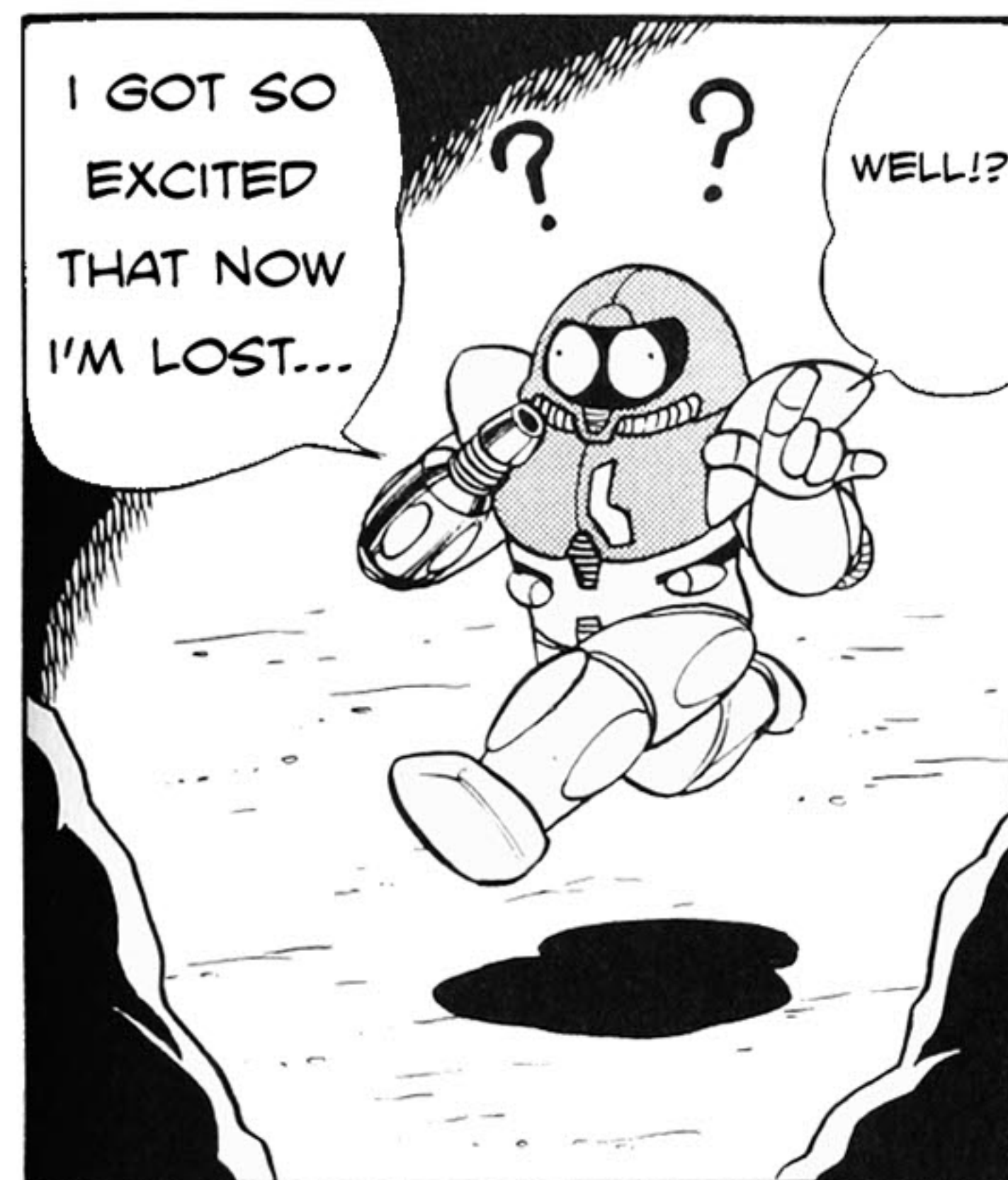
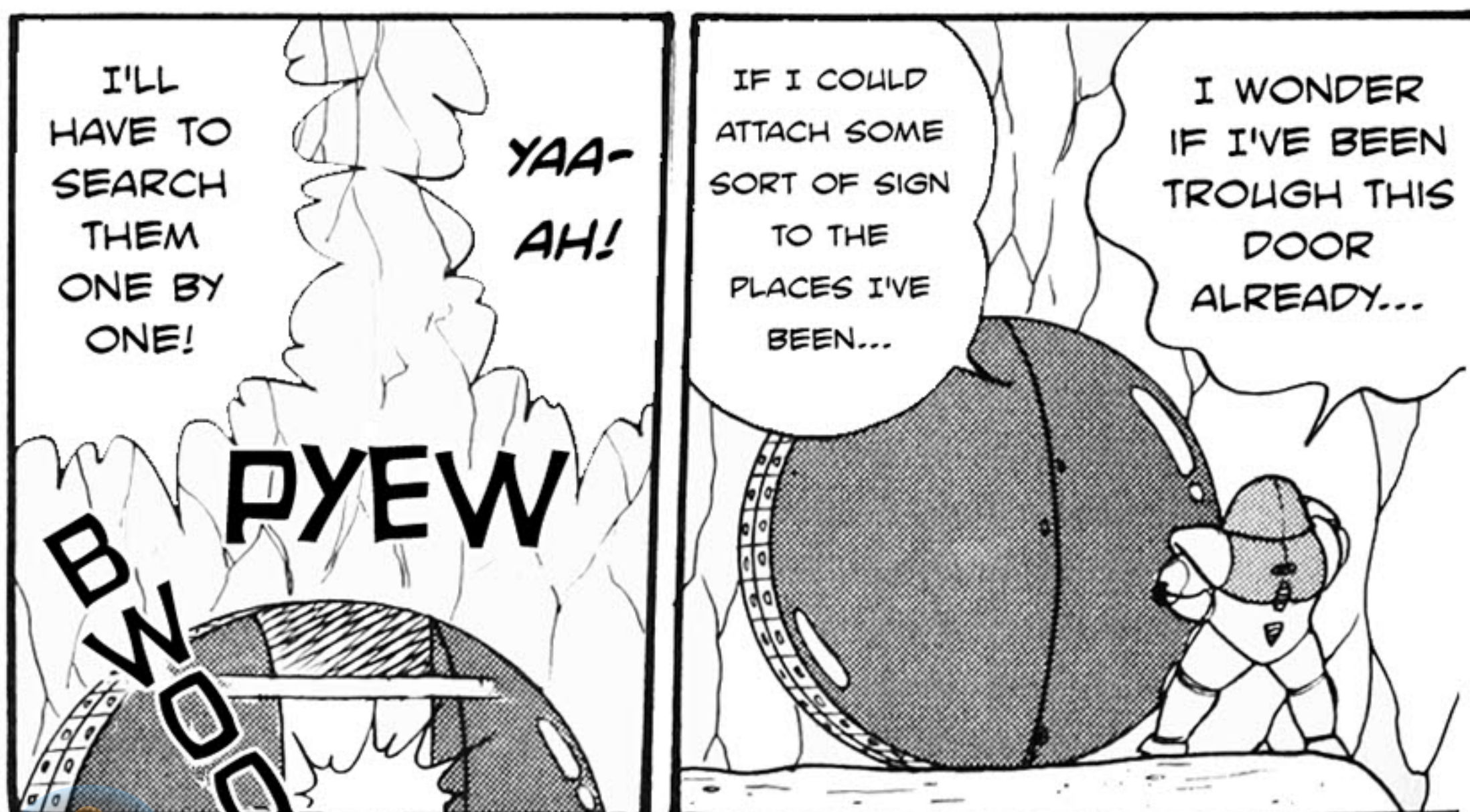
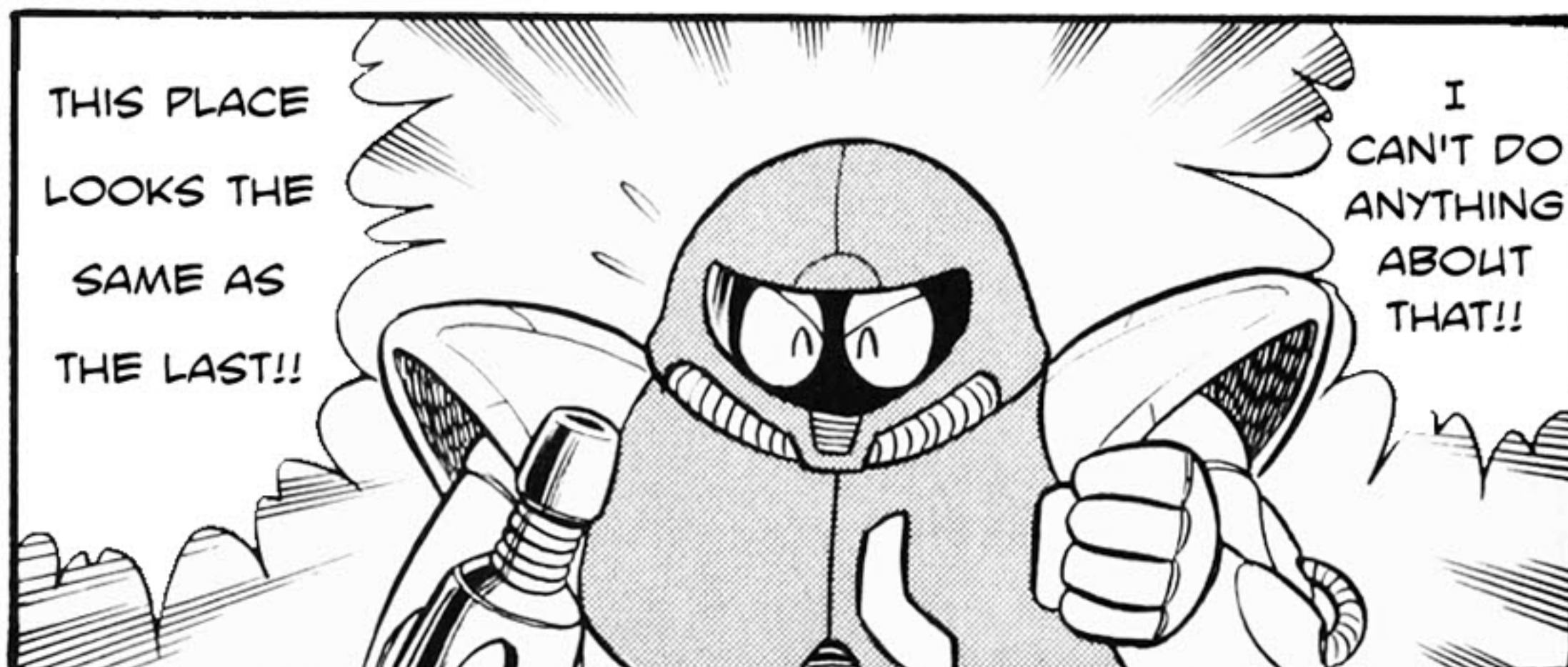
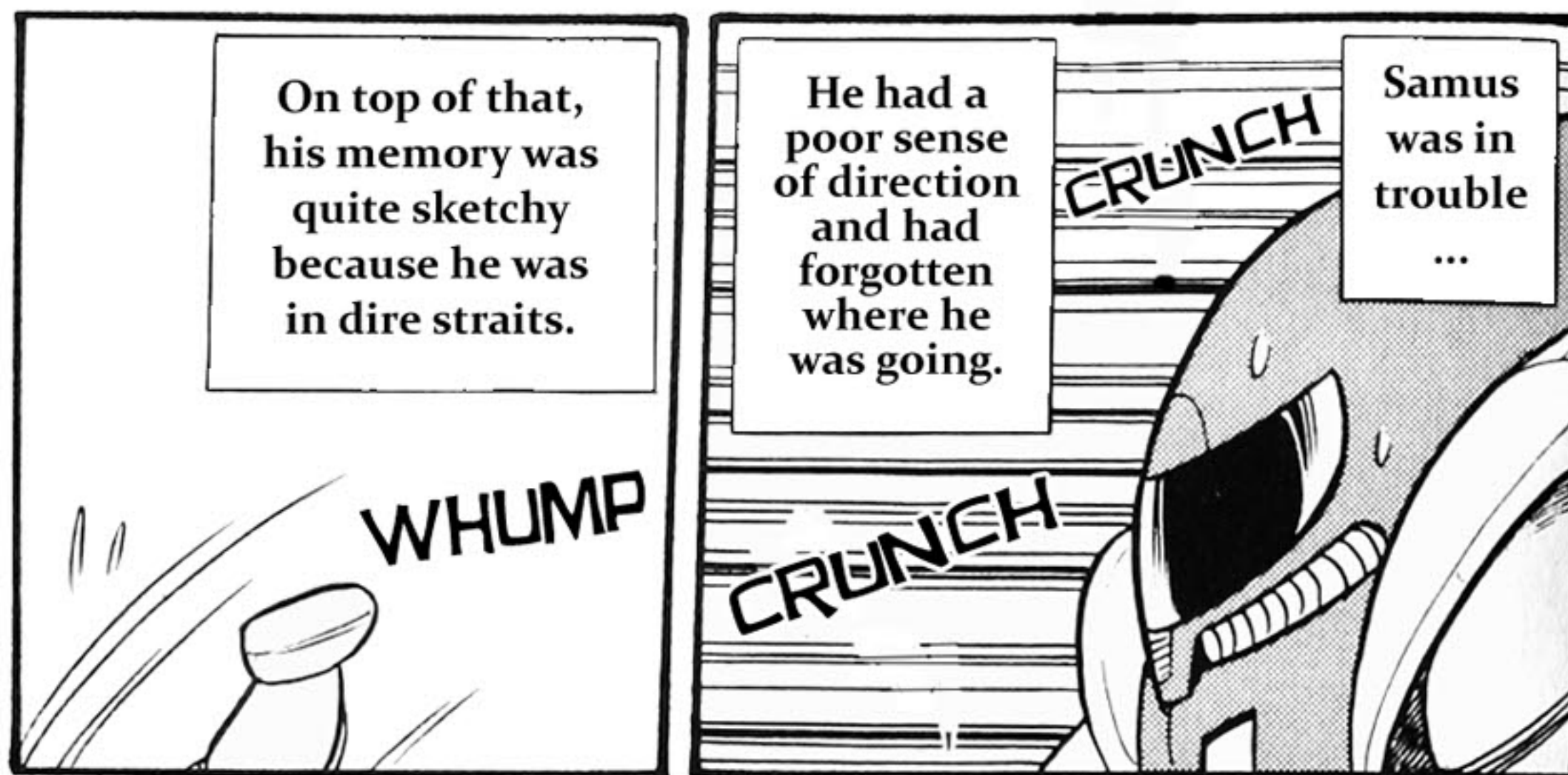
ZEB

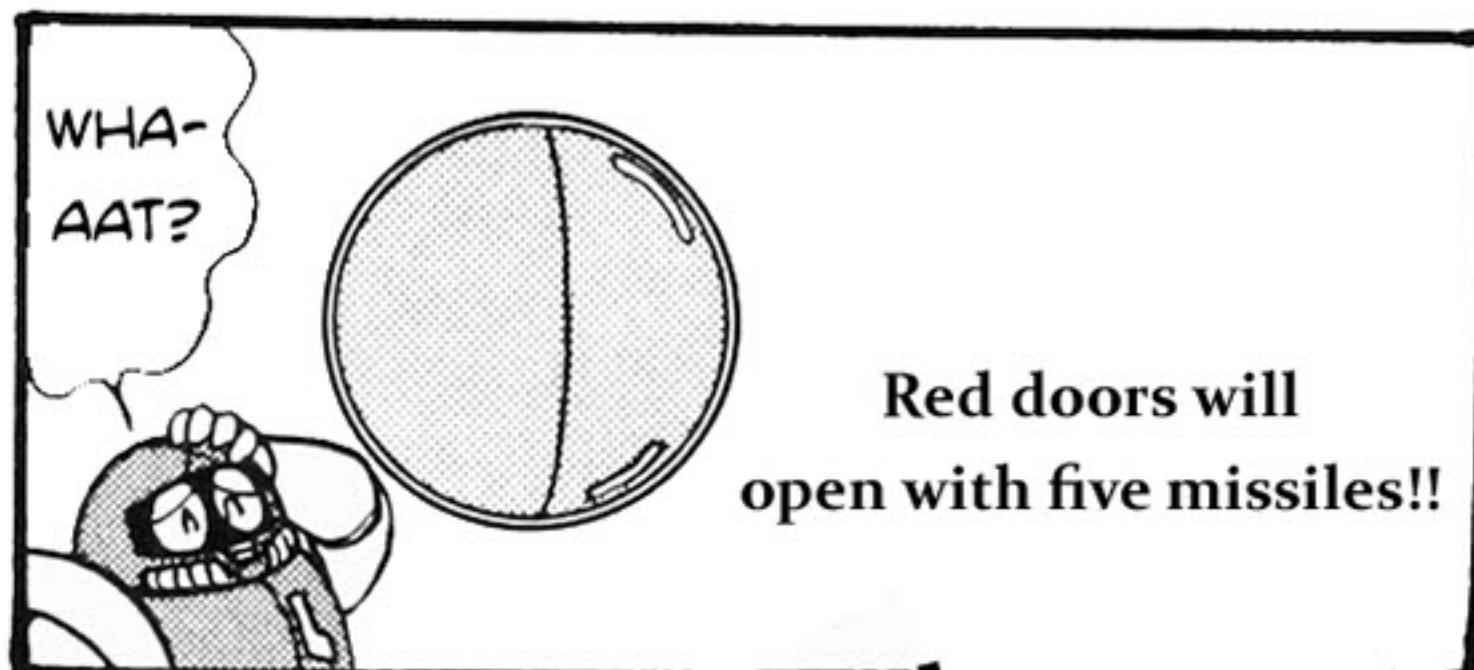
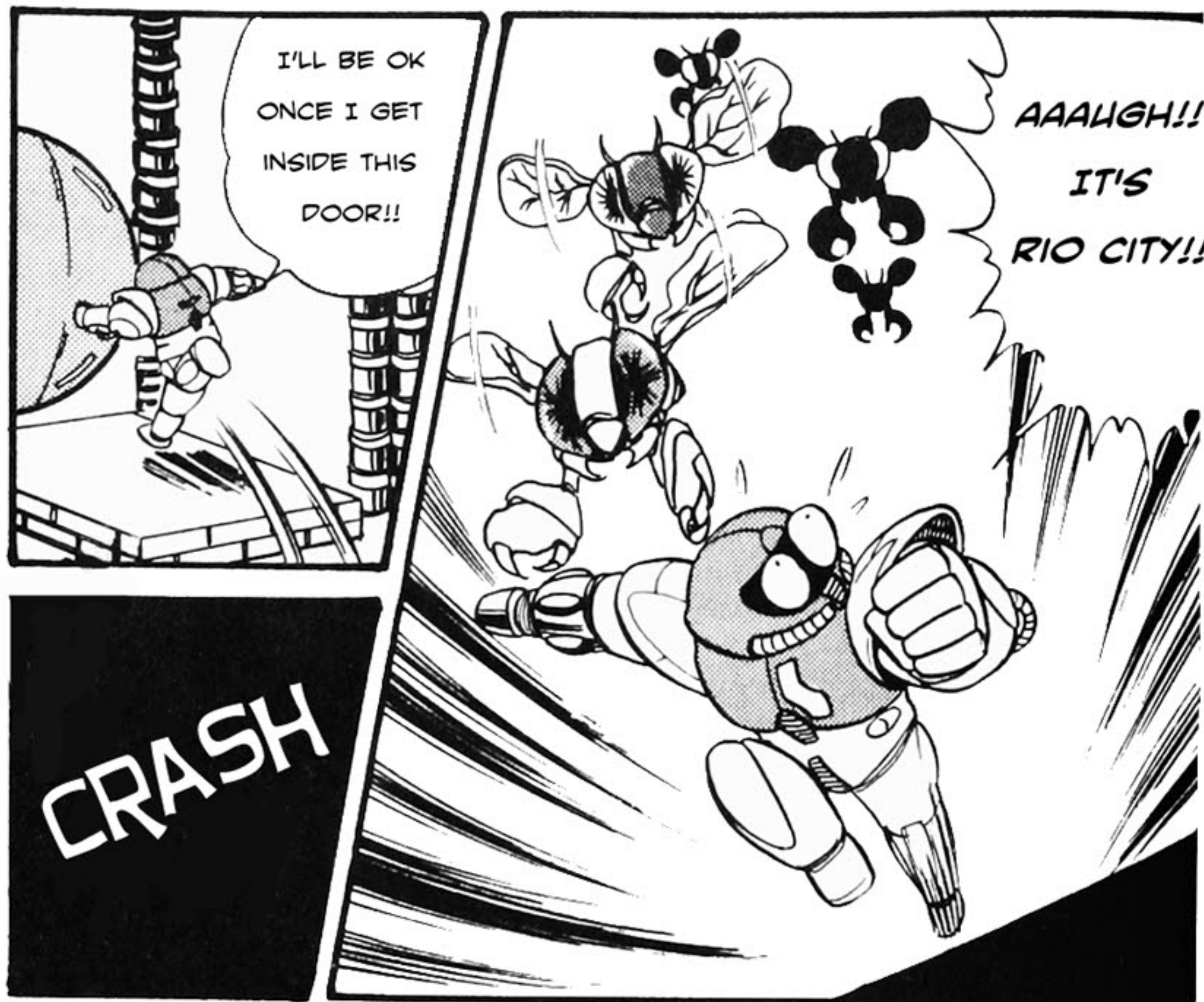


THIS BEETLE MONSTER
FLIES OUT OF
VENTILATION SHAFTS.
THEY ARE WEAK, SO
YOU CAN COLLECT
FULL ENERGY BY
SHOOTING EACH ONE
THAT COMES OUT.



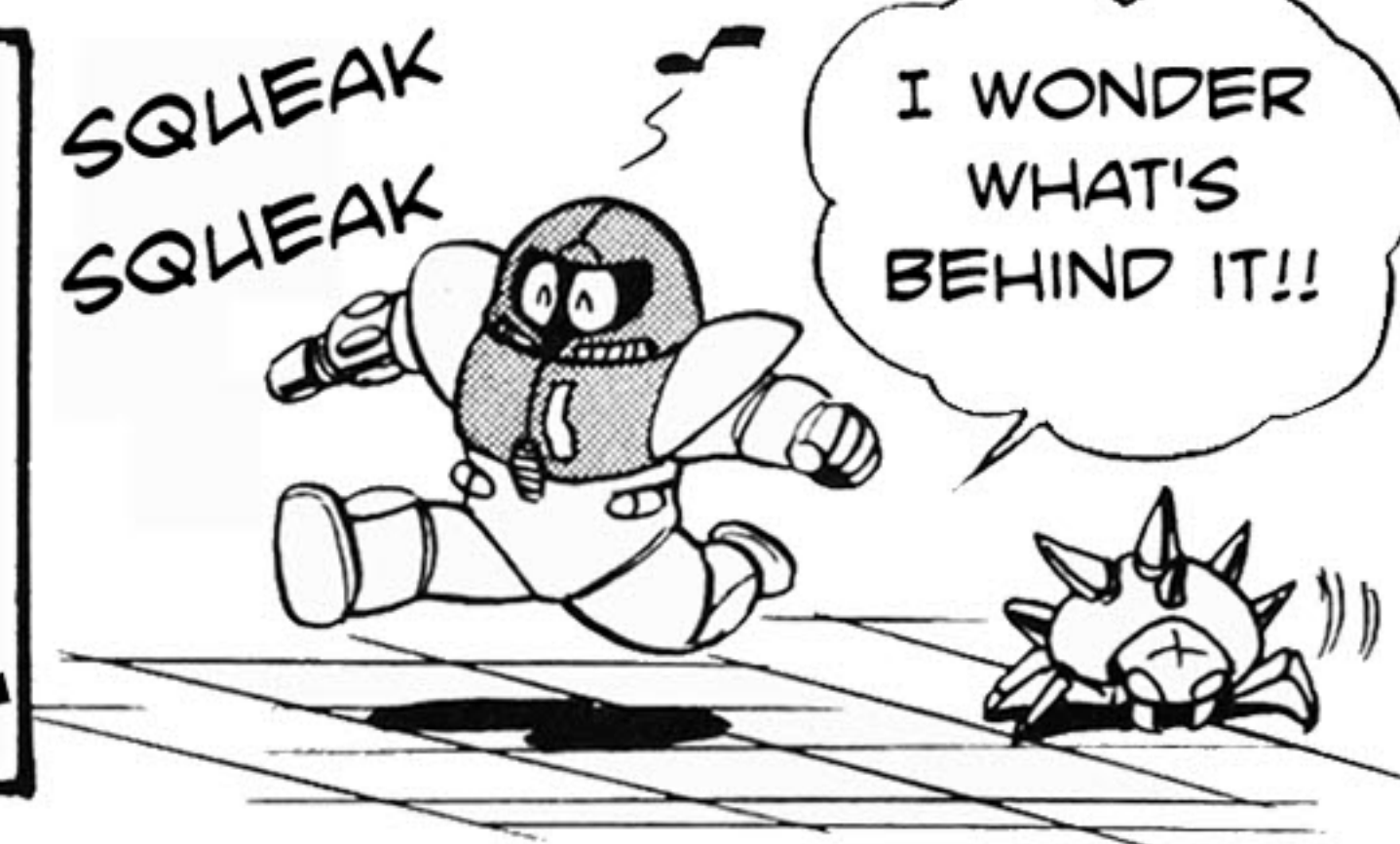
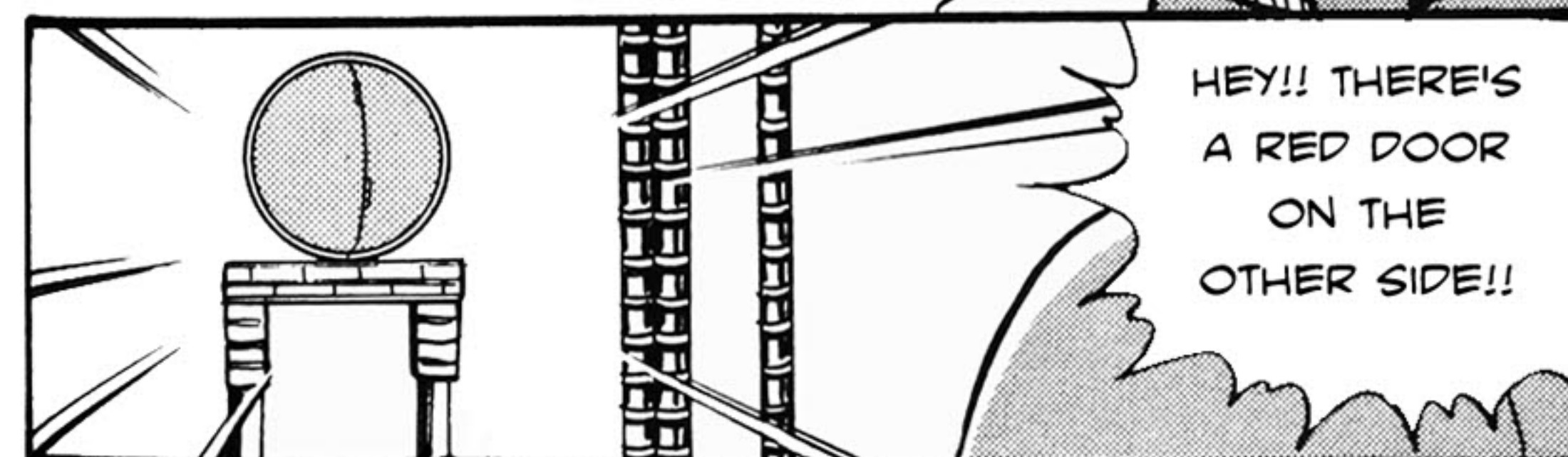
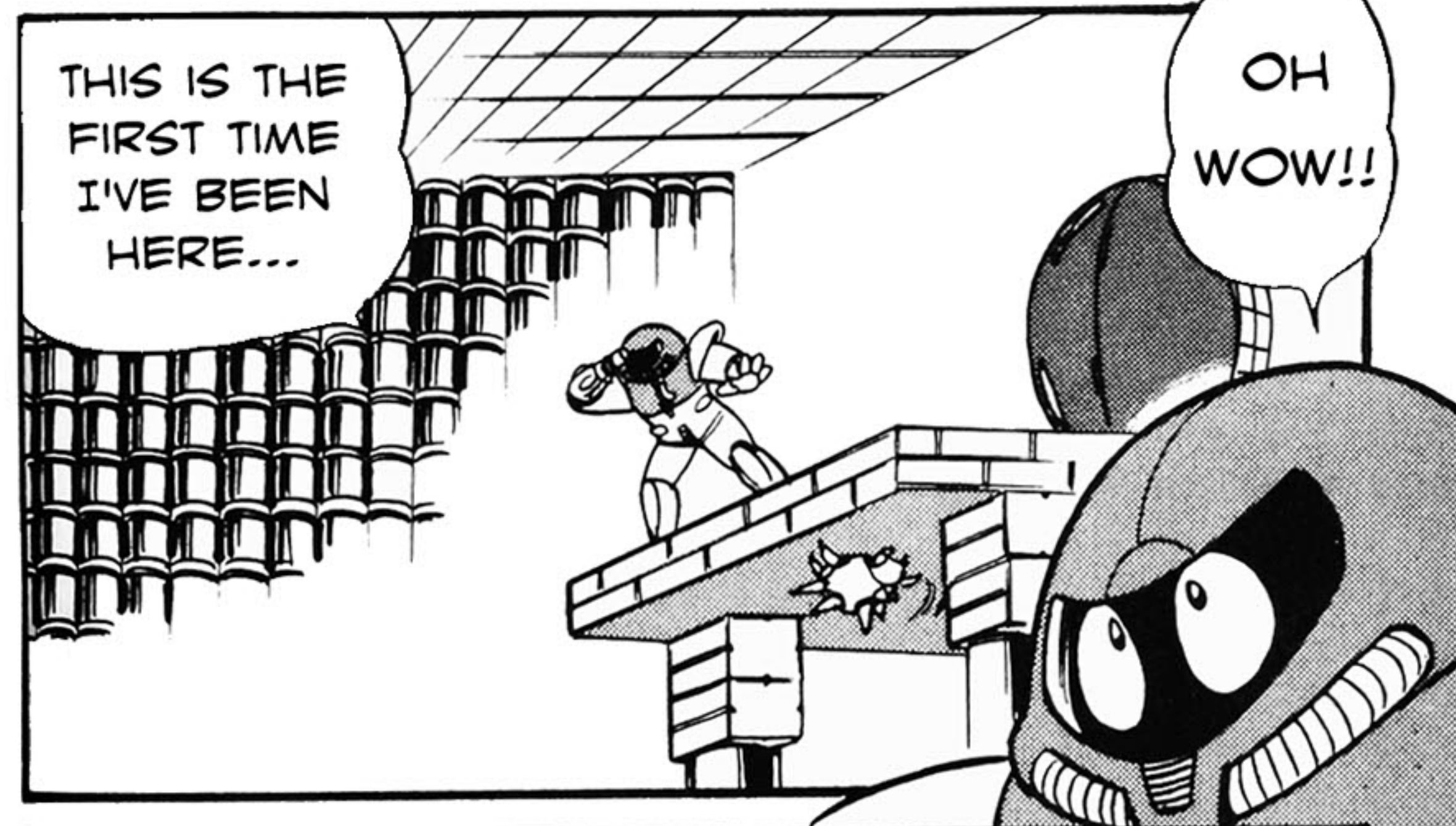
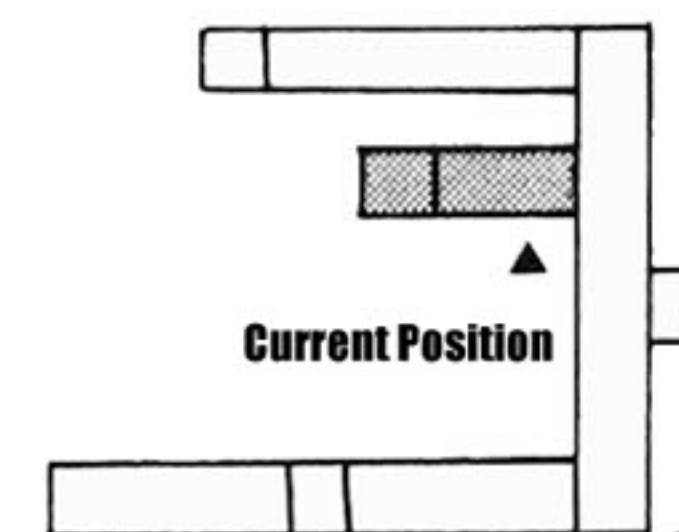
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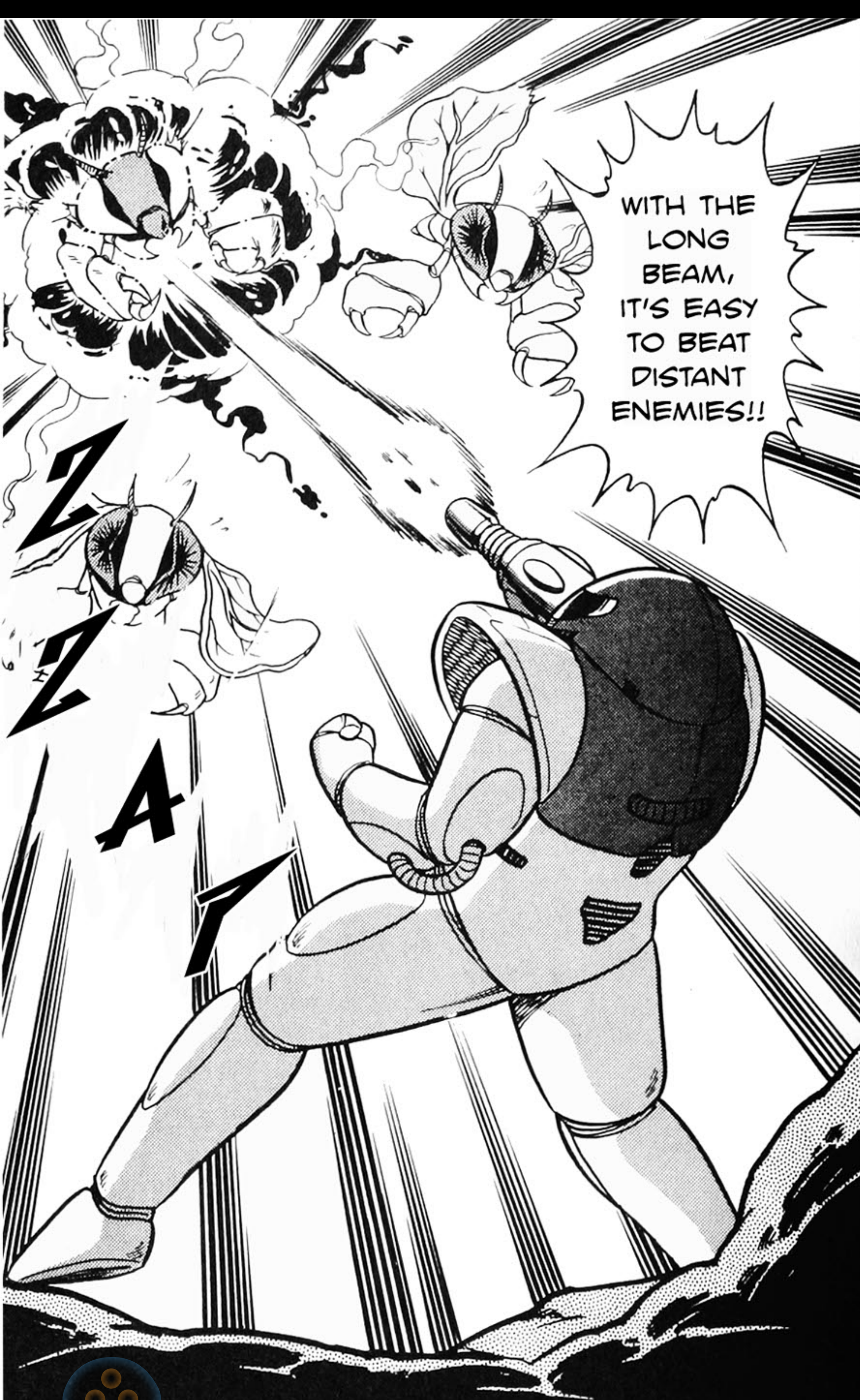




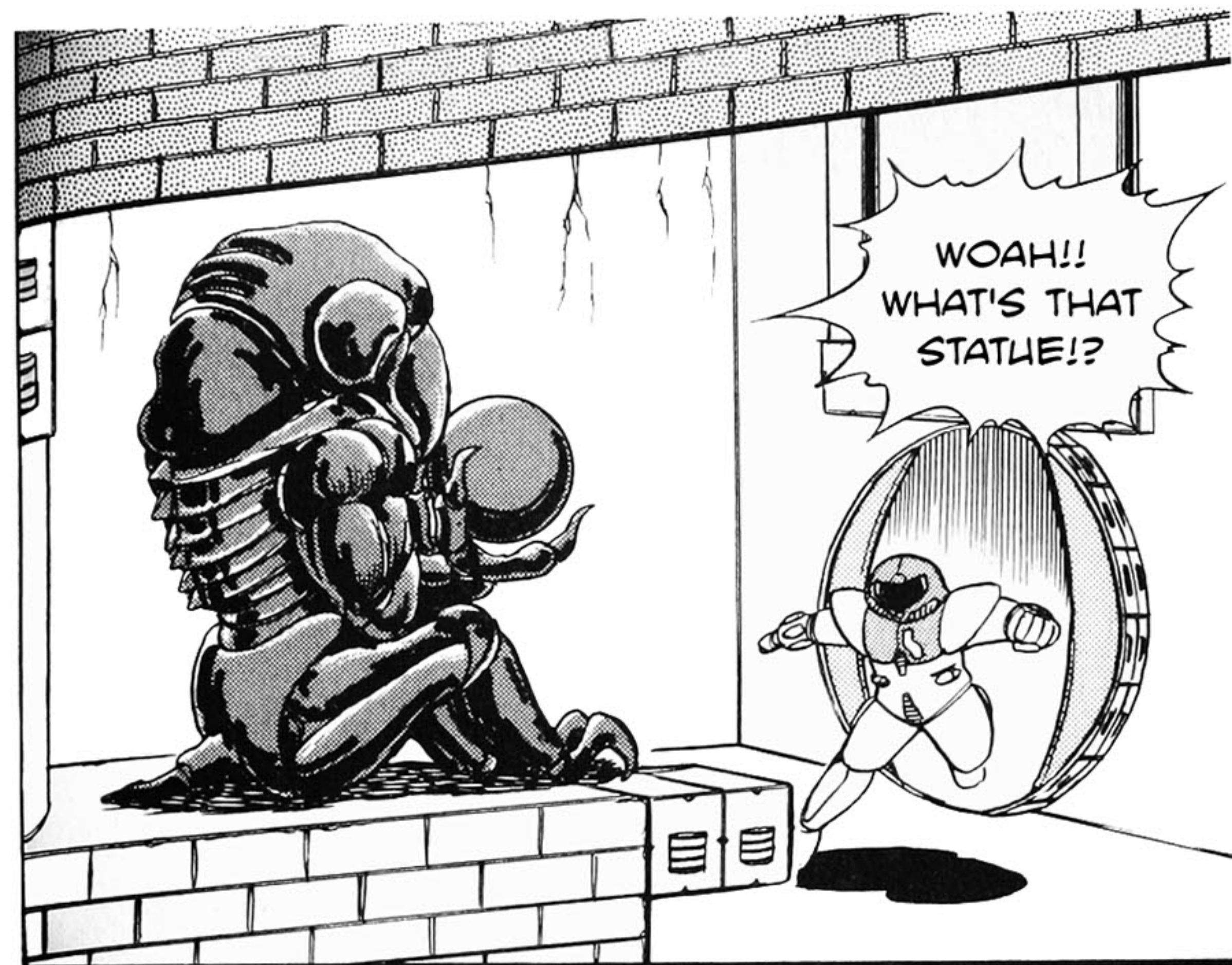
BRINSTAR 4

(BACK TO MAP A)

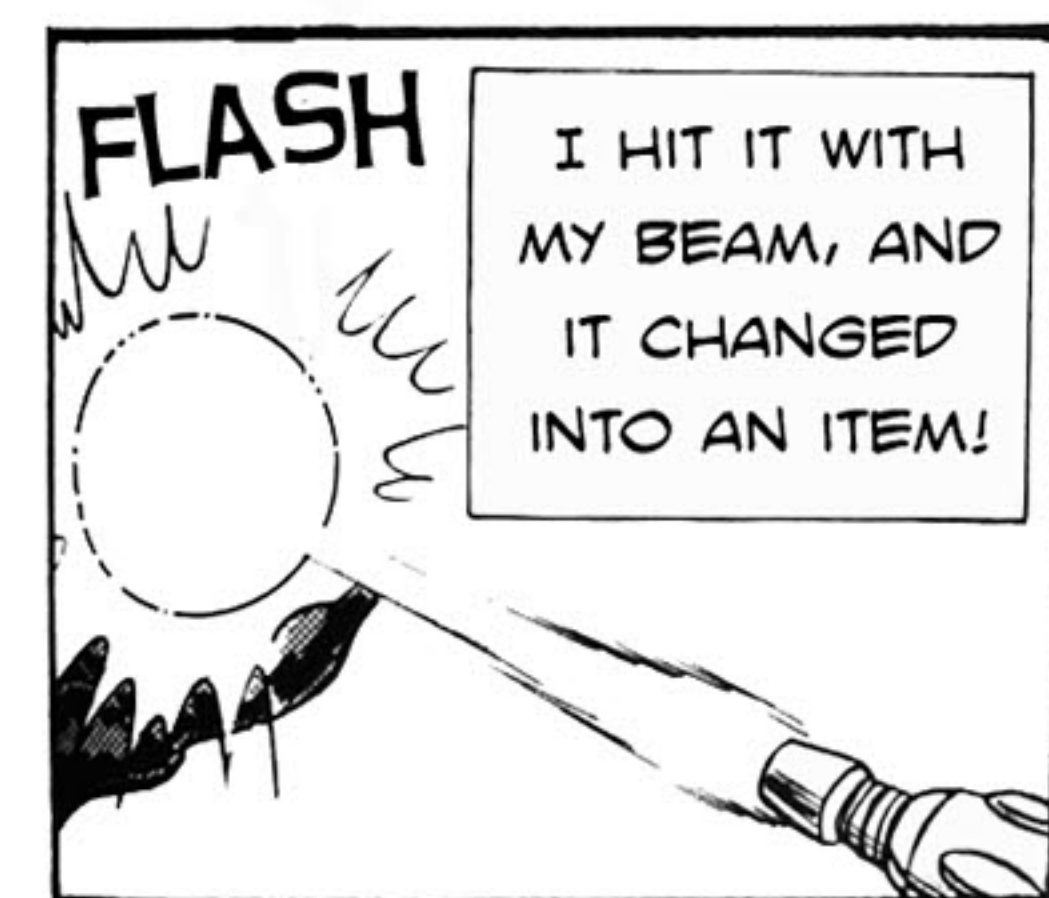




WITH THE
LONG
BEAM,
IT'S EASY
TO BEAT
DISTANT
ENEMIES!!

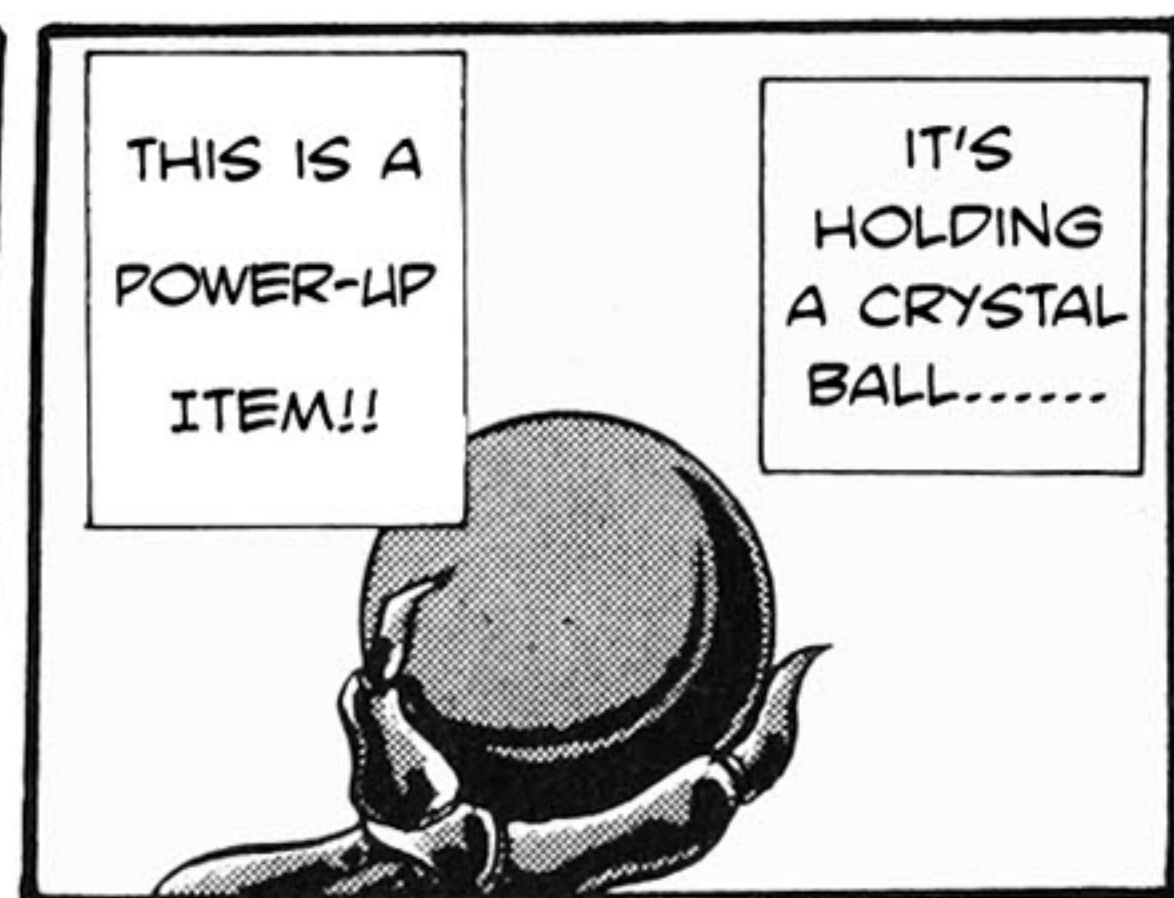


WOAH!!
WHAT'S THAT
STATUE!?



FLASH

I HIT IT WITH
MY BEAM, AND
IT CHANGED
INTO AN ITEM!



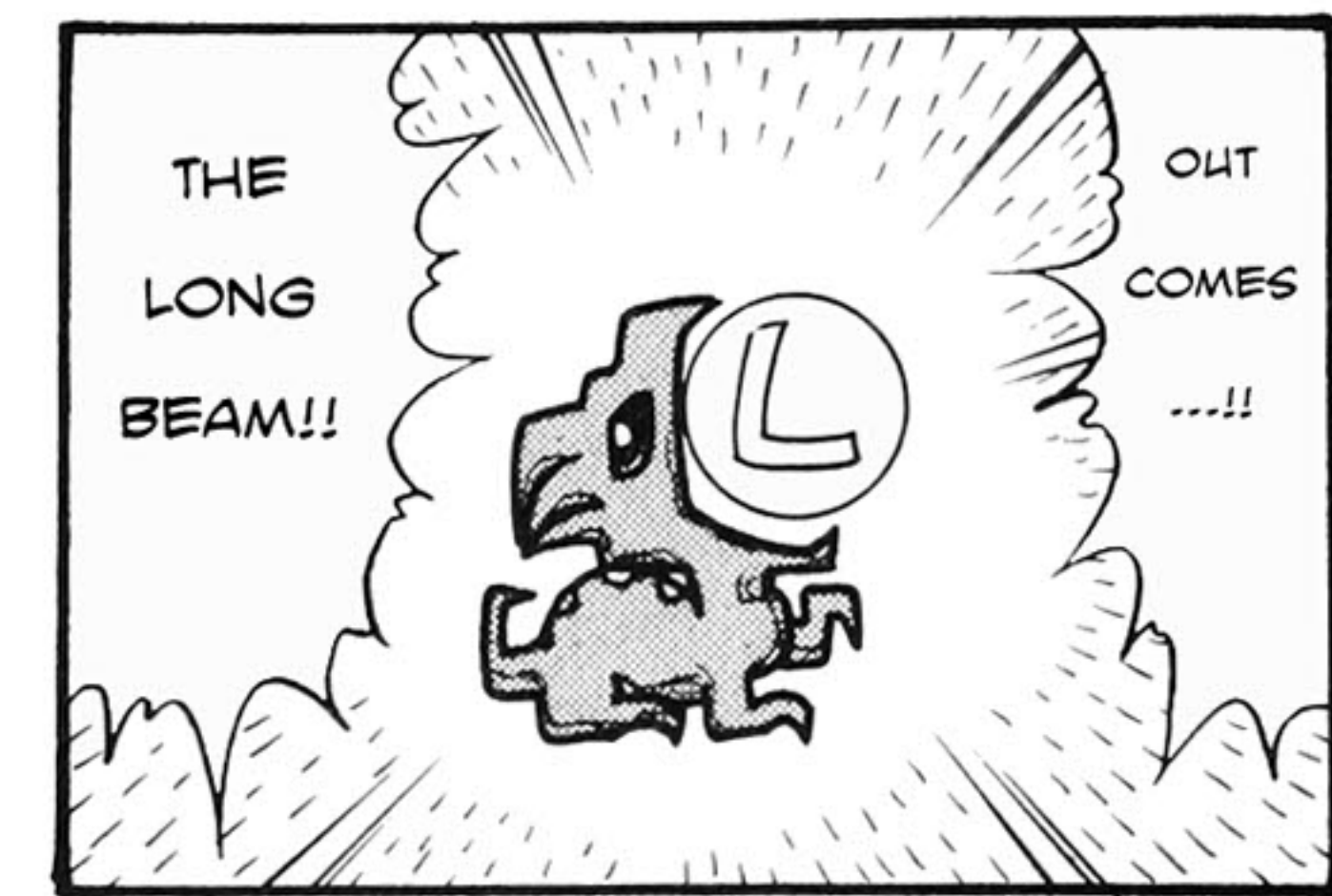
THIS IS A
POWER-UP
ITEM!!

IT'S
HOLDING
A CRYSTAL
BALL.....

LONG BEAM

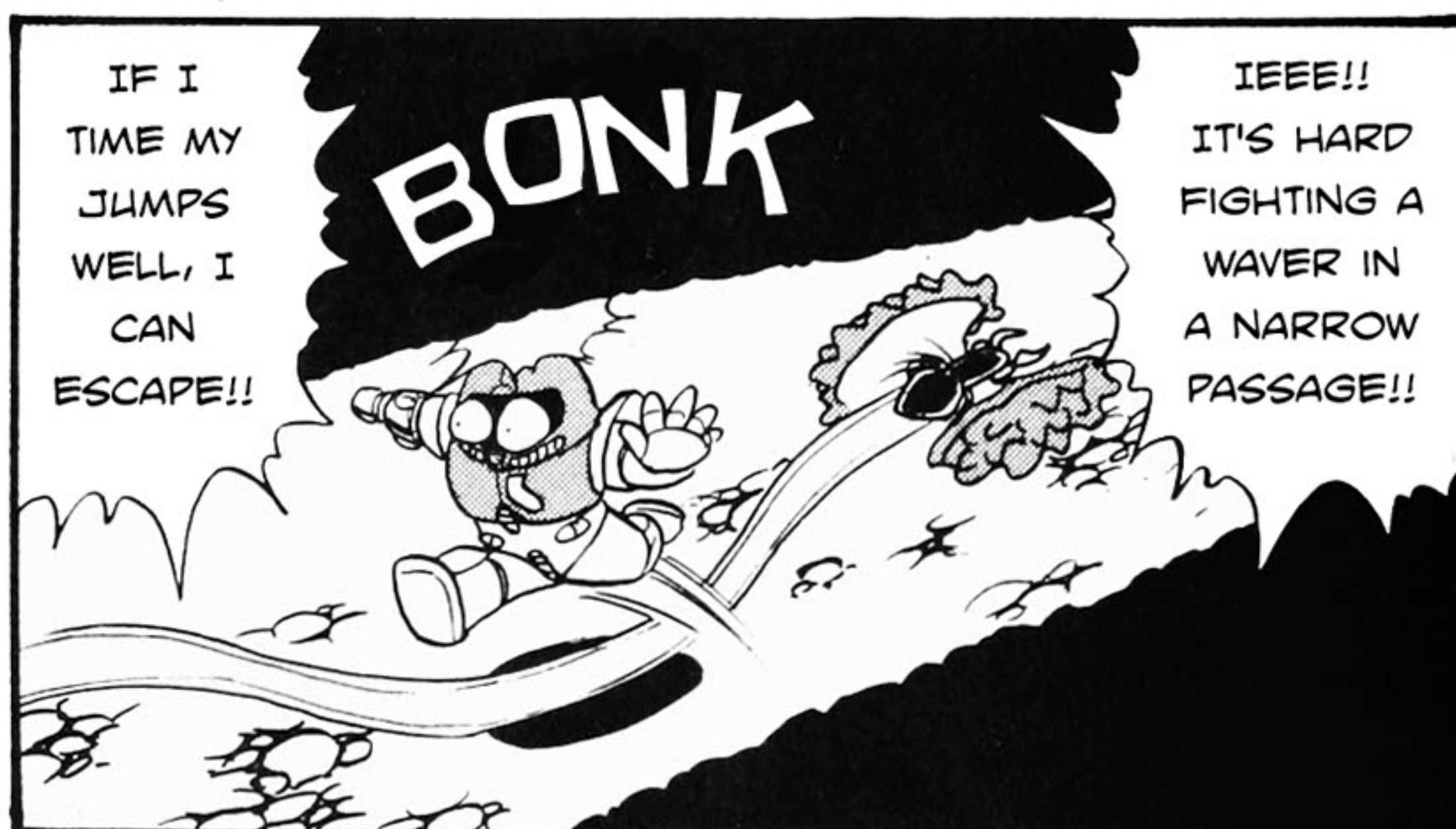
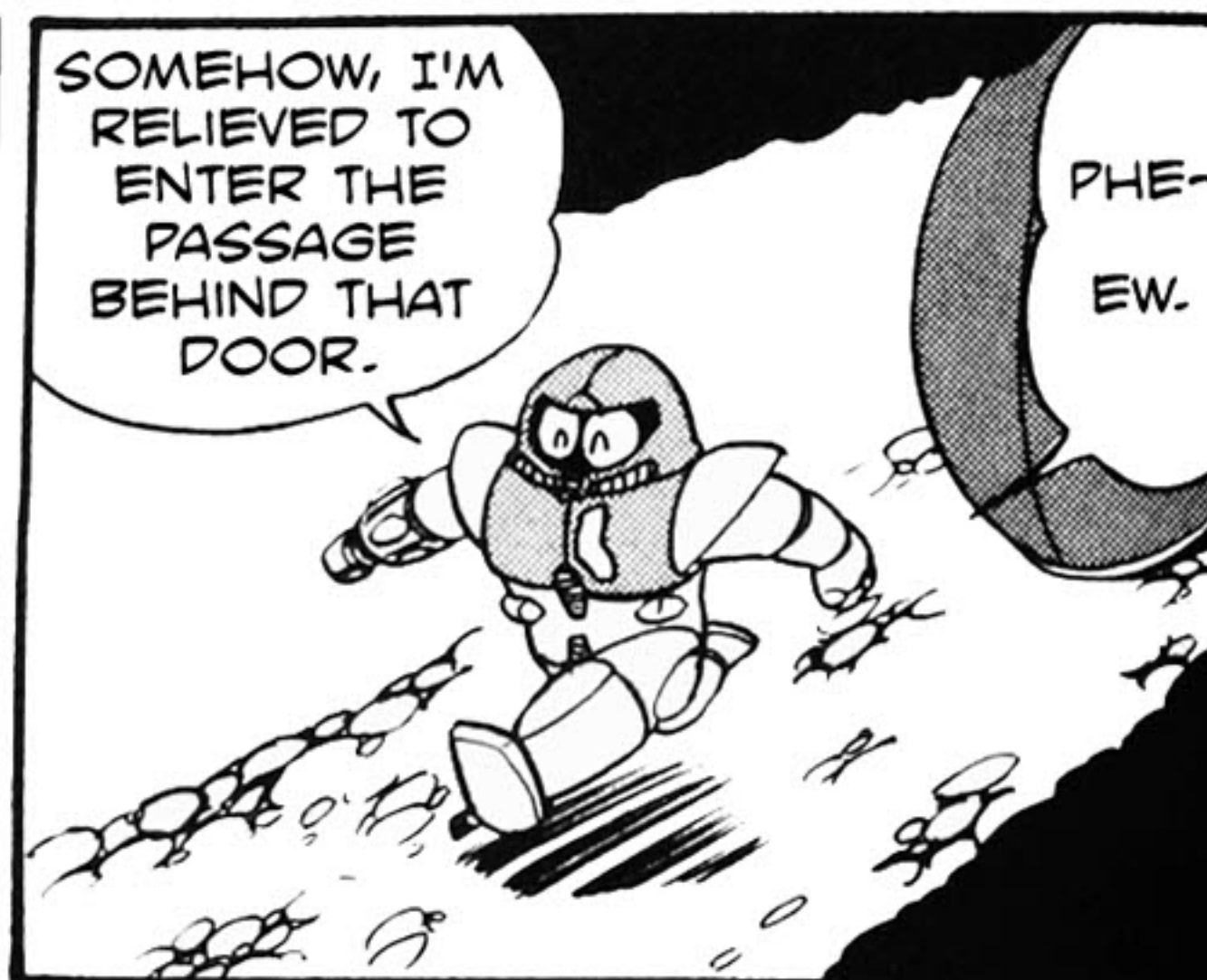
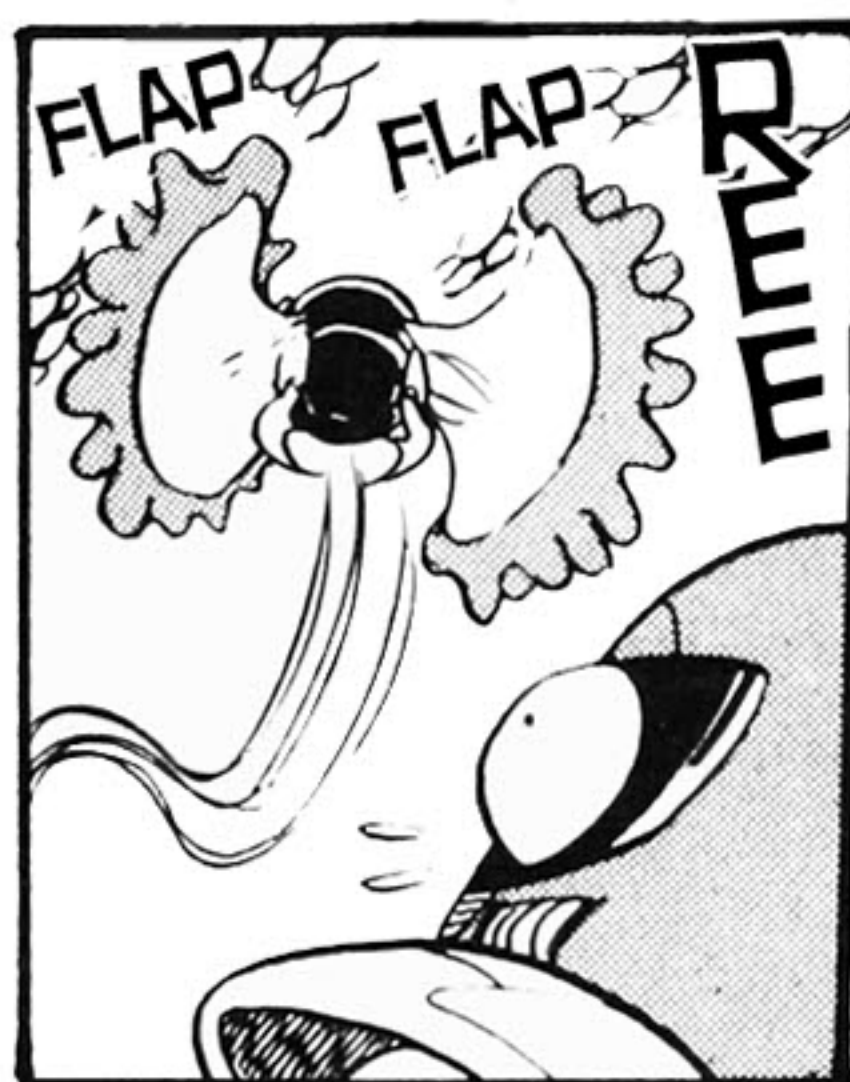
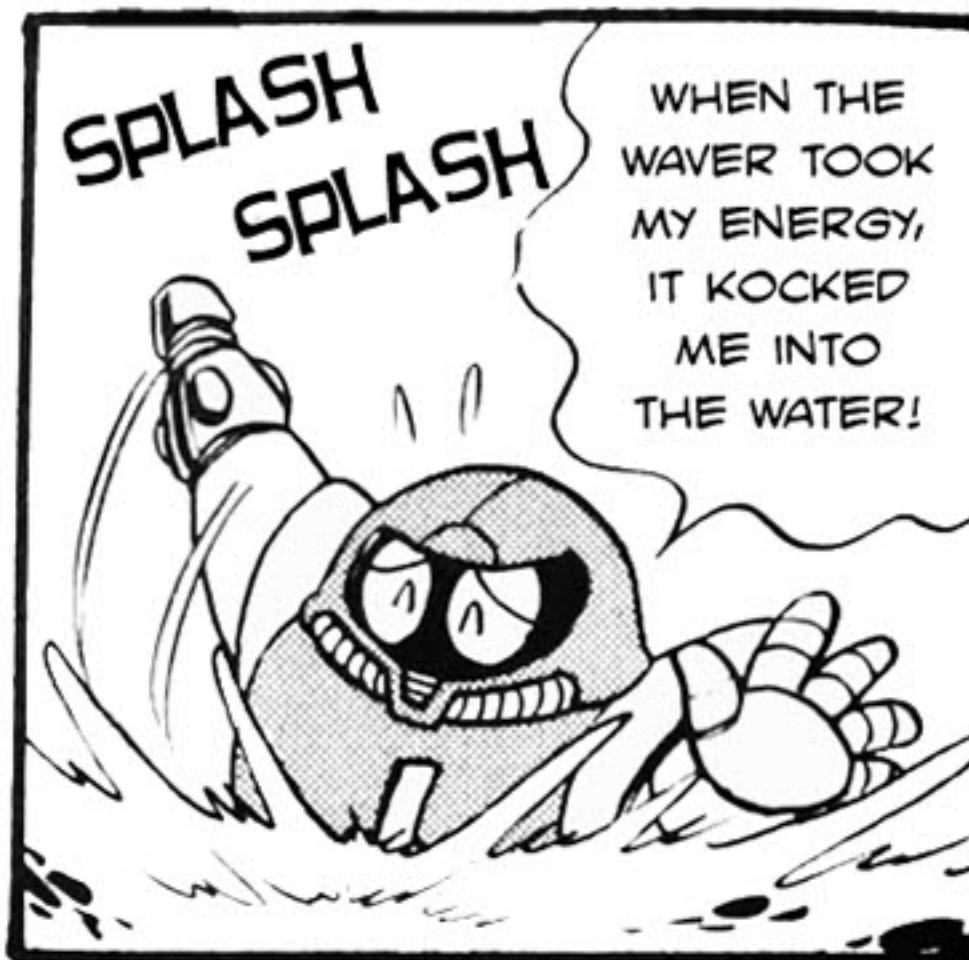
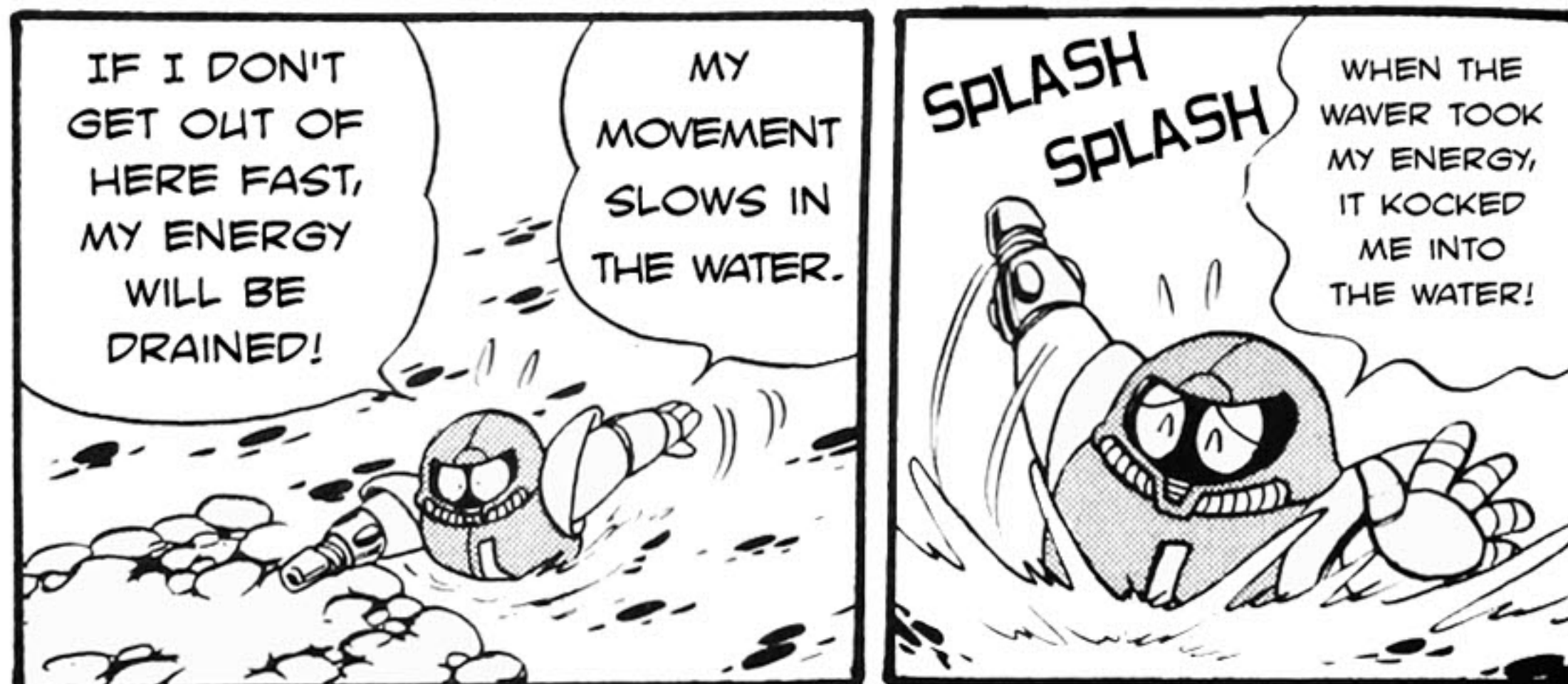


WHEN YOU GET THIS,
YOUR BEAM'S RANGE
EXTENDS. YOU CAN
COMBINE IT WITH THE
ICE BEAM AND THE
WAVE BEAM.

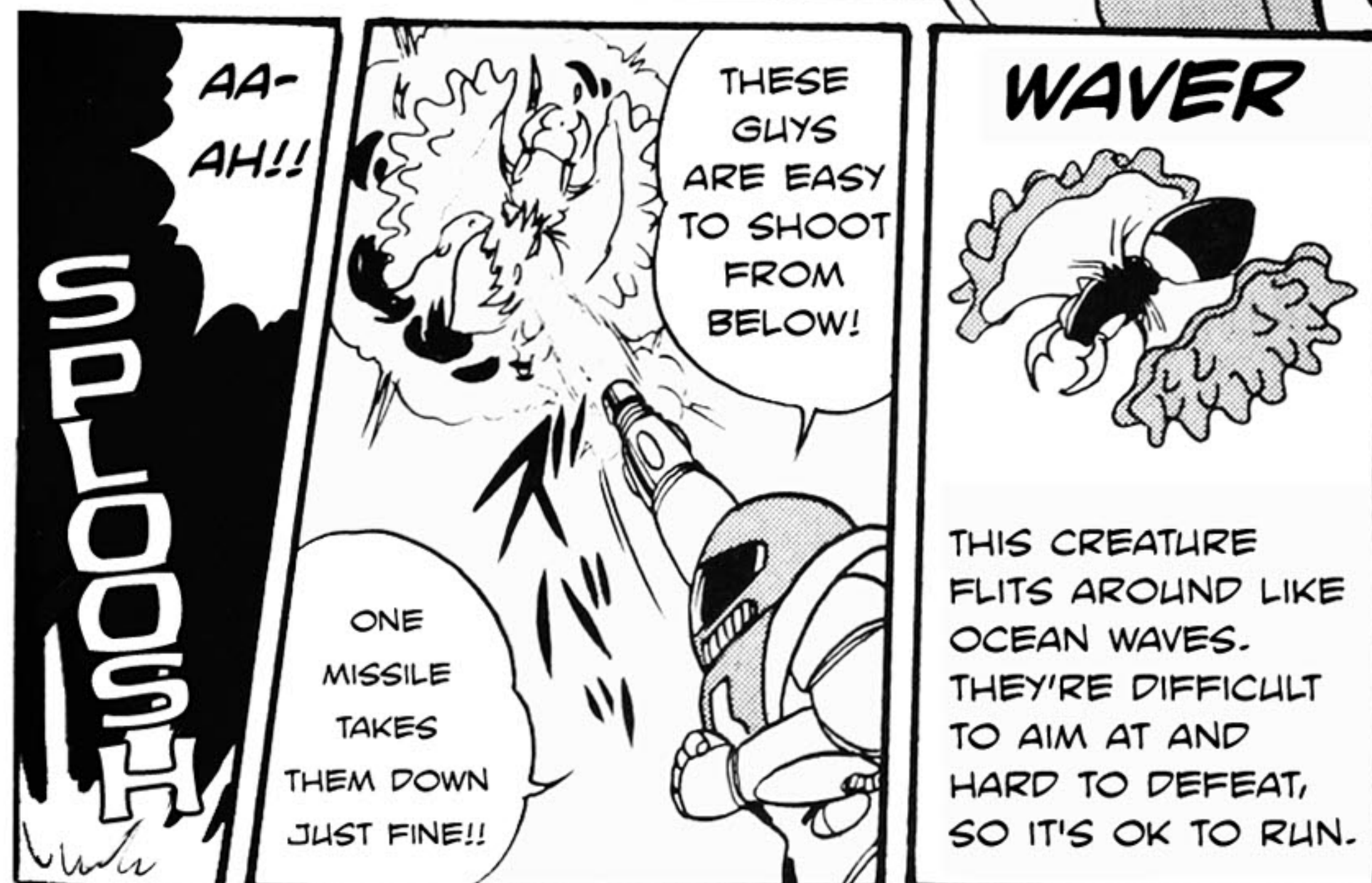
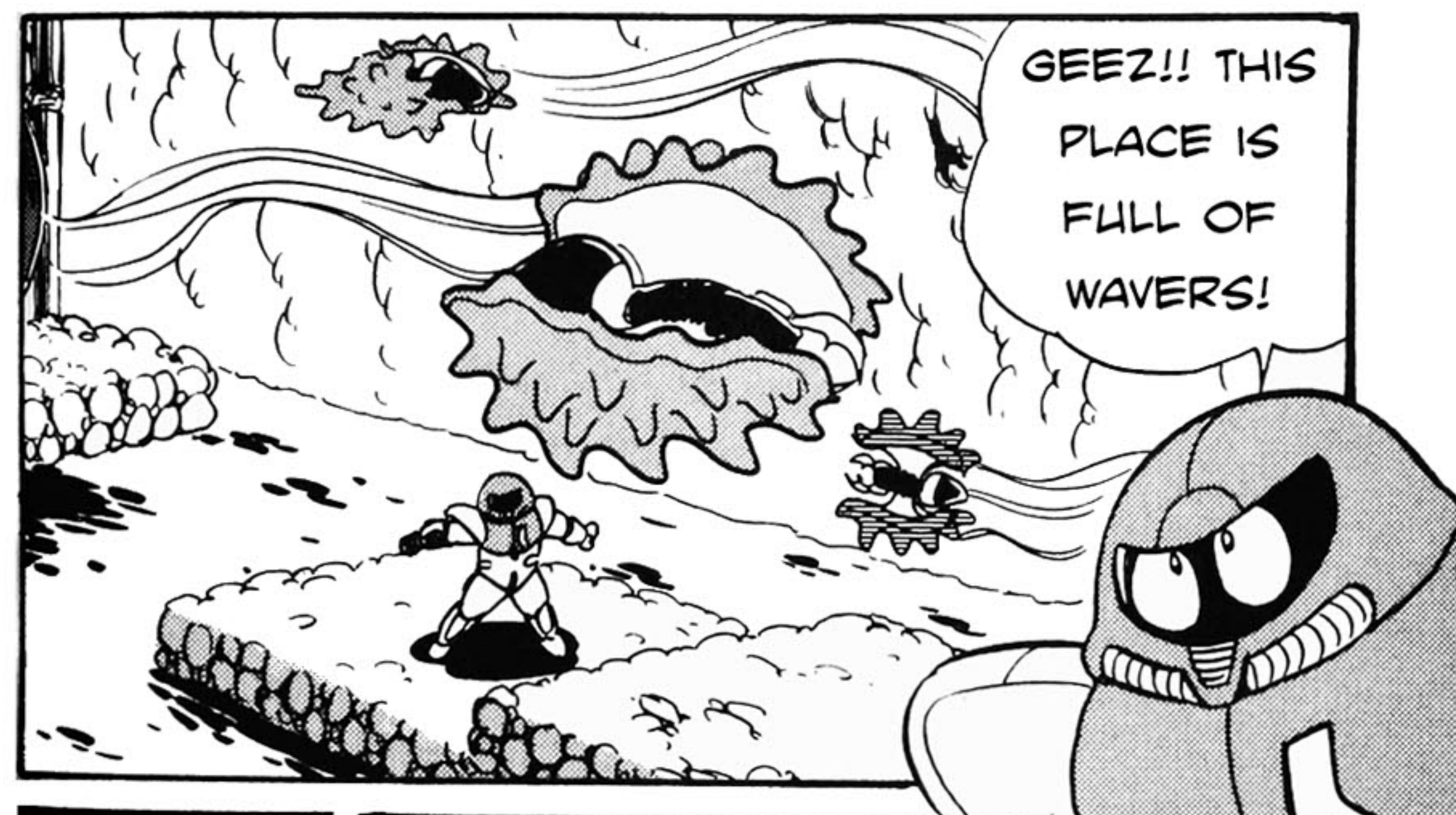
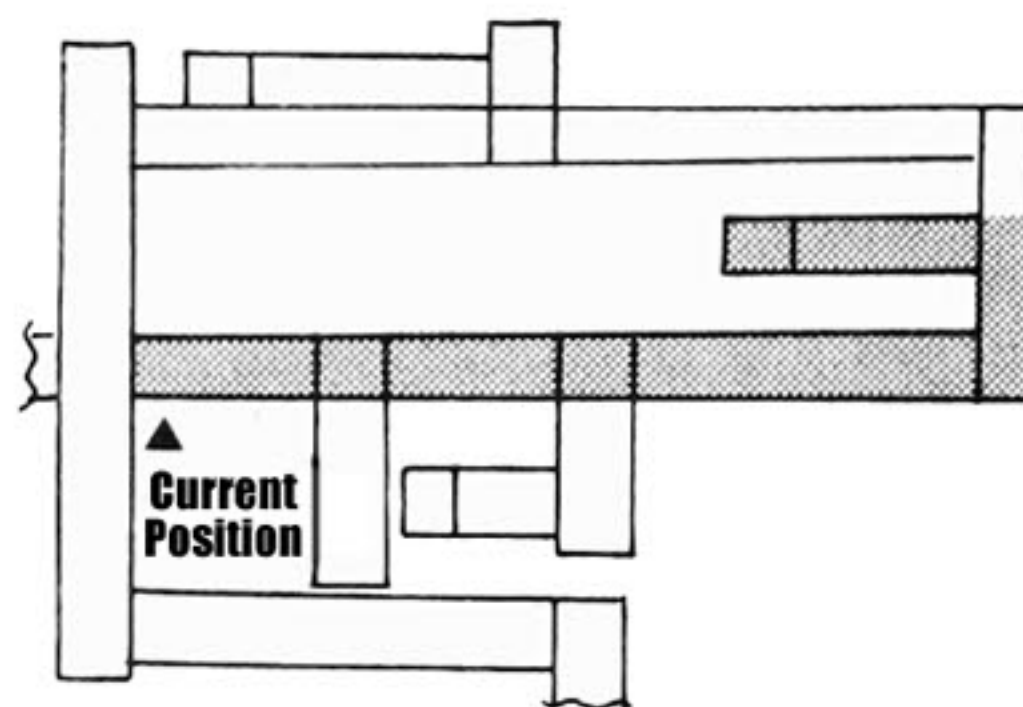


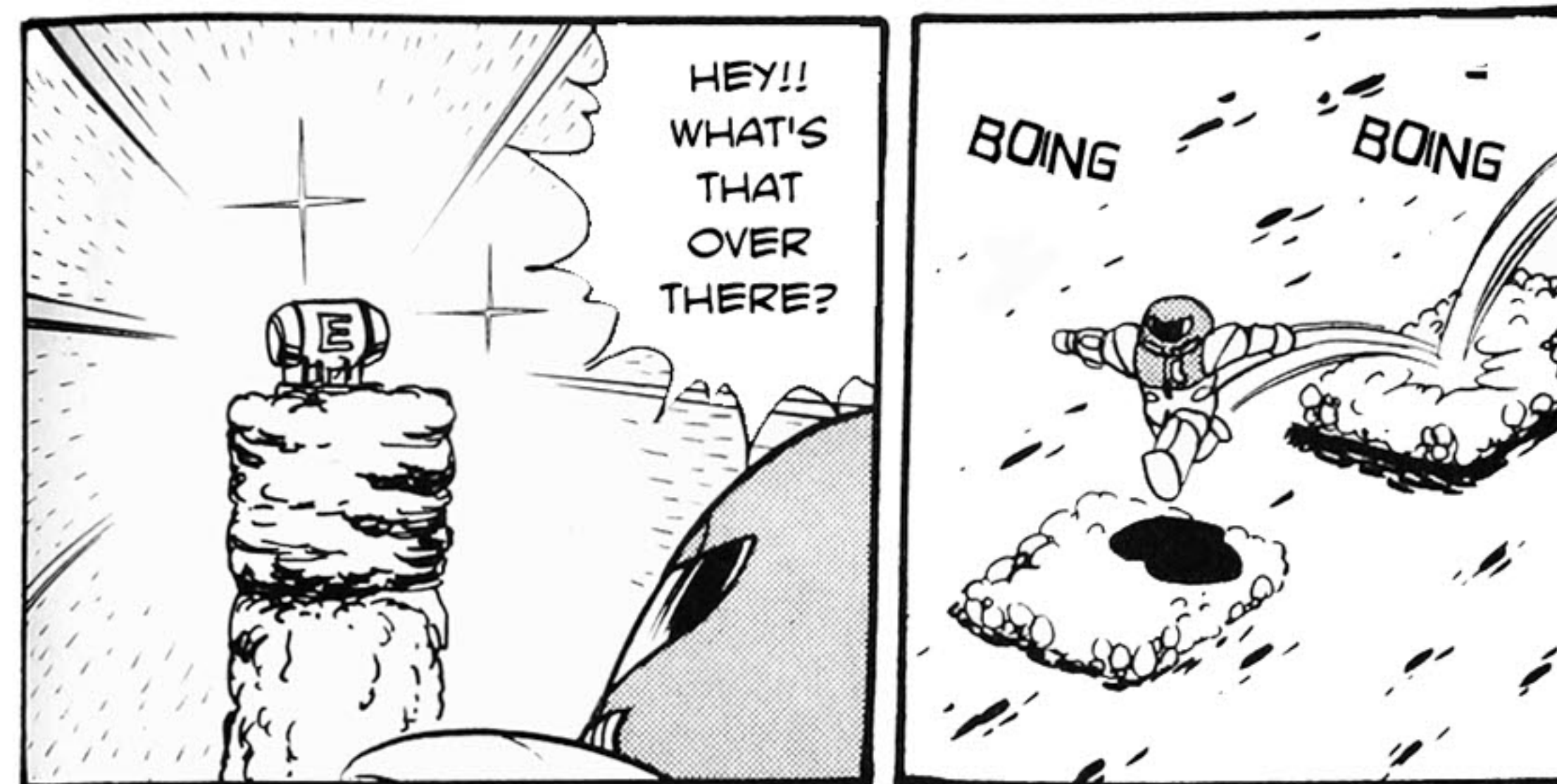
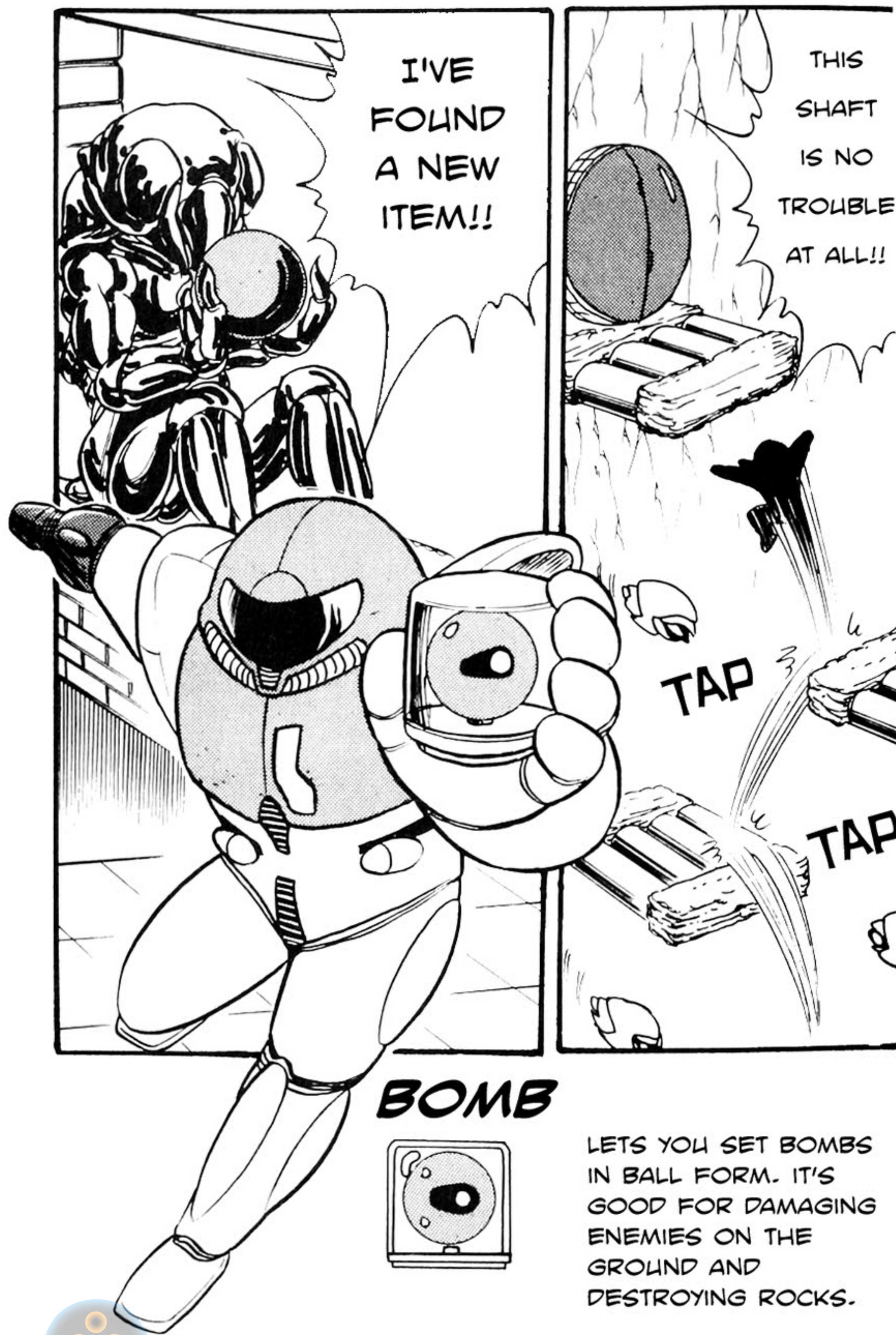
THE
LONG
BEAM!!

OUT
COMES
....!!



BRINSTAR 5

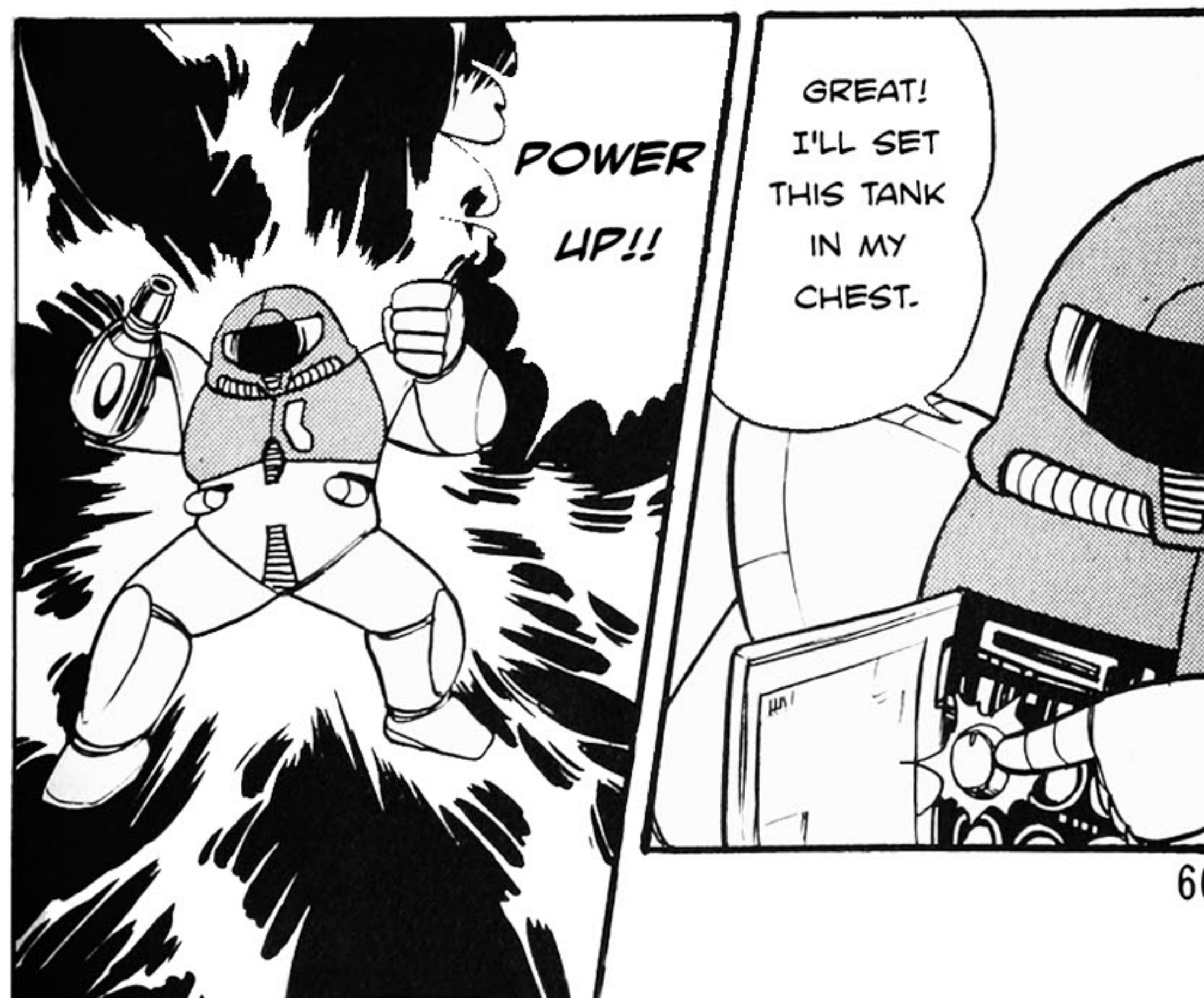




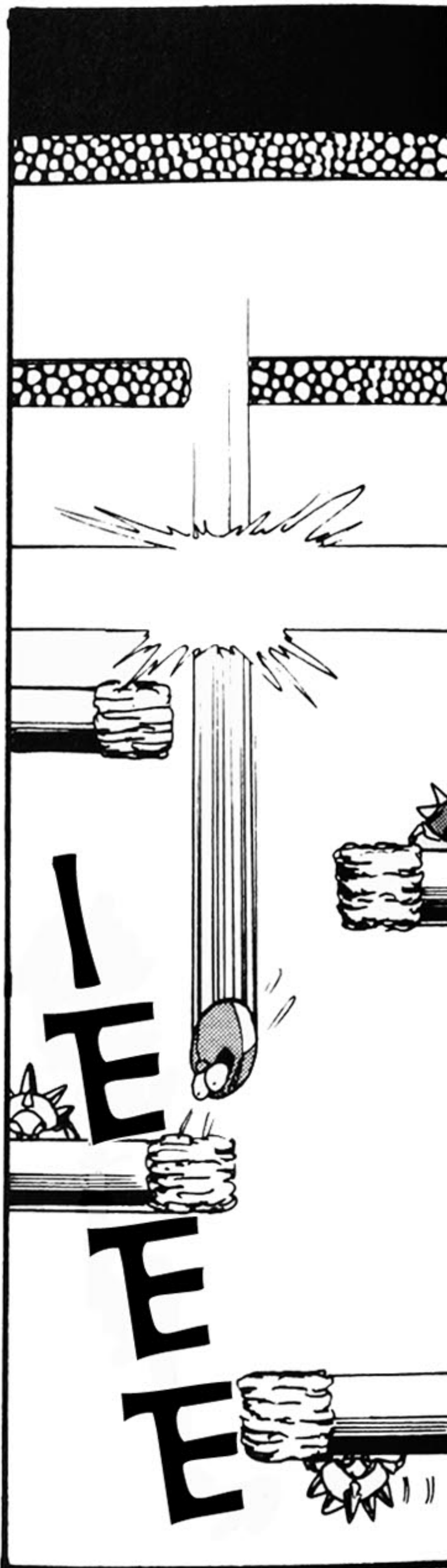
ENERGY TANK



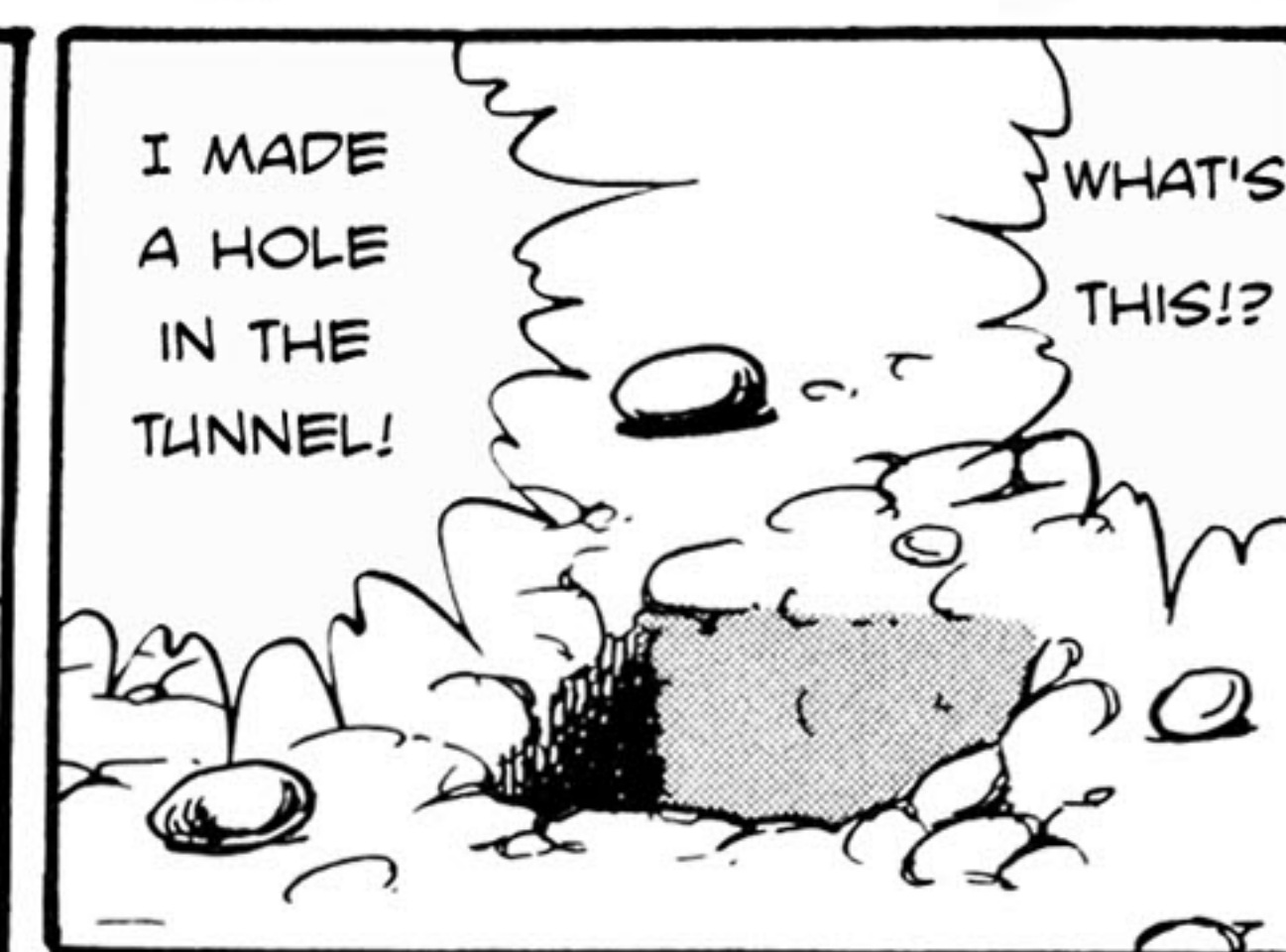
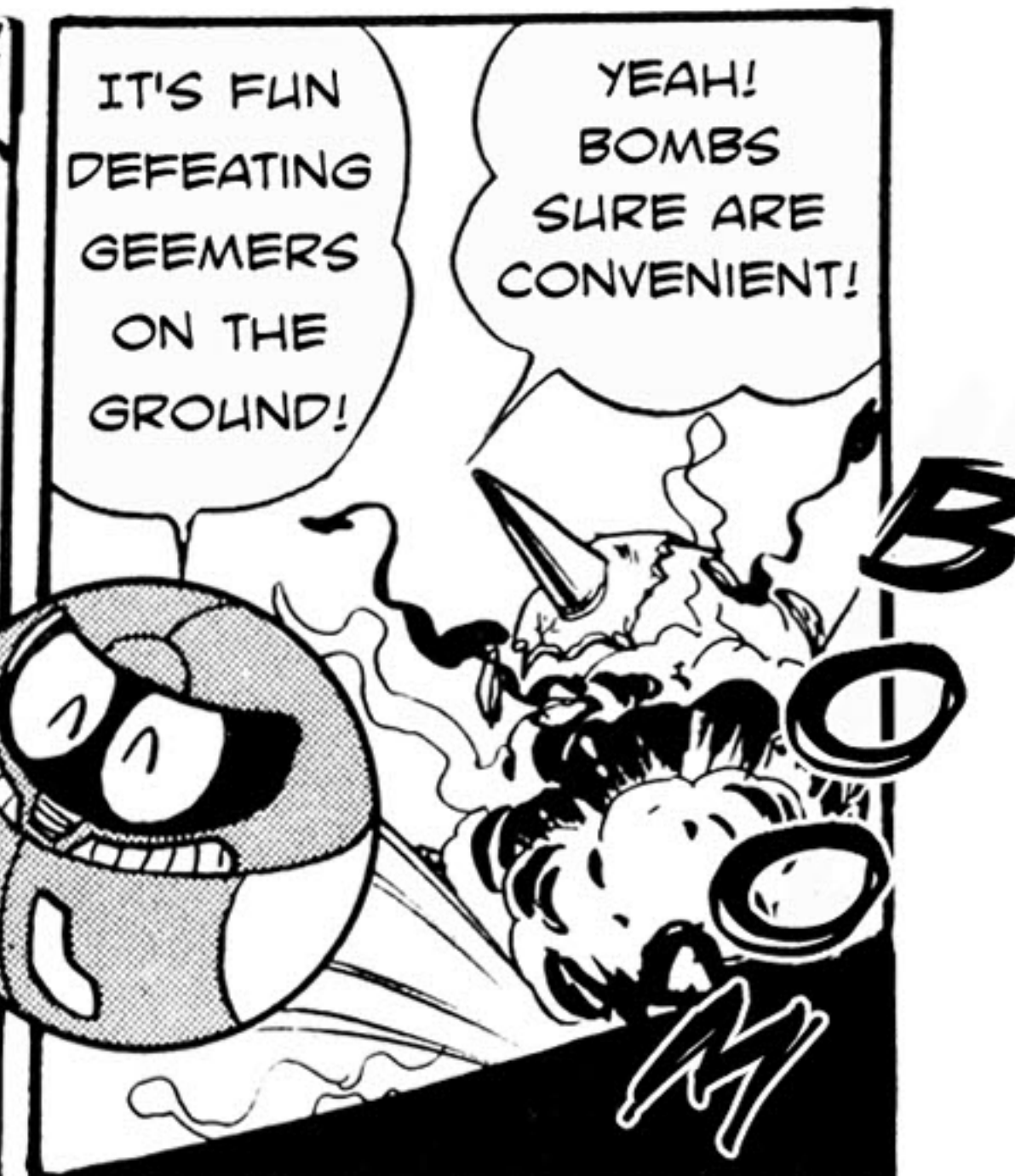
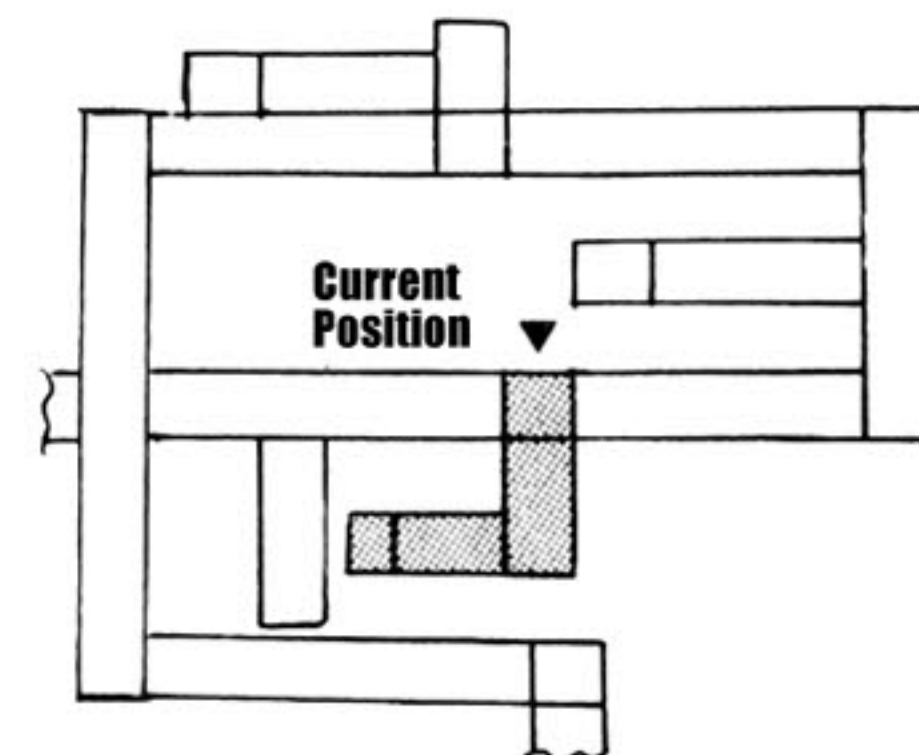
ONE TANK WILL INCREASE YOUR ENERGY BY 100 POINTS. THE INSTANT YOU PICK ONE UP, YOUR ENERGY WILL BE FULLY RECHARGED, SO IT IS CONVENIENT TO COLLECT ONE WHEN YOU ARE SHORT OF ENERGY.



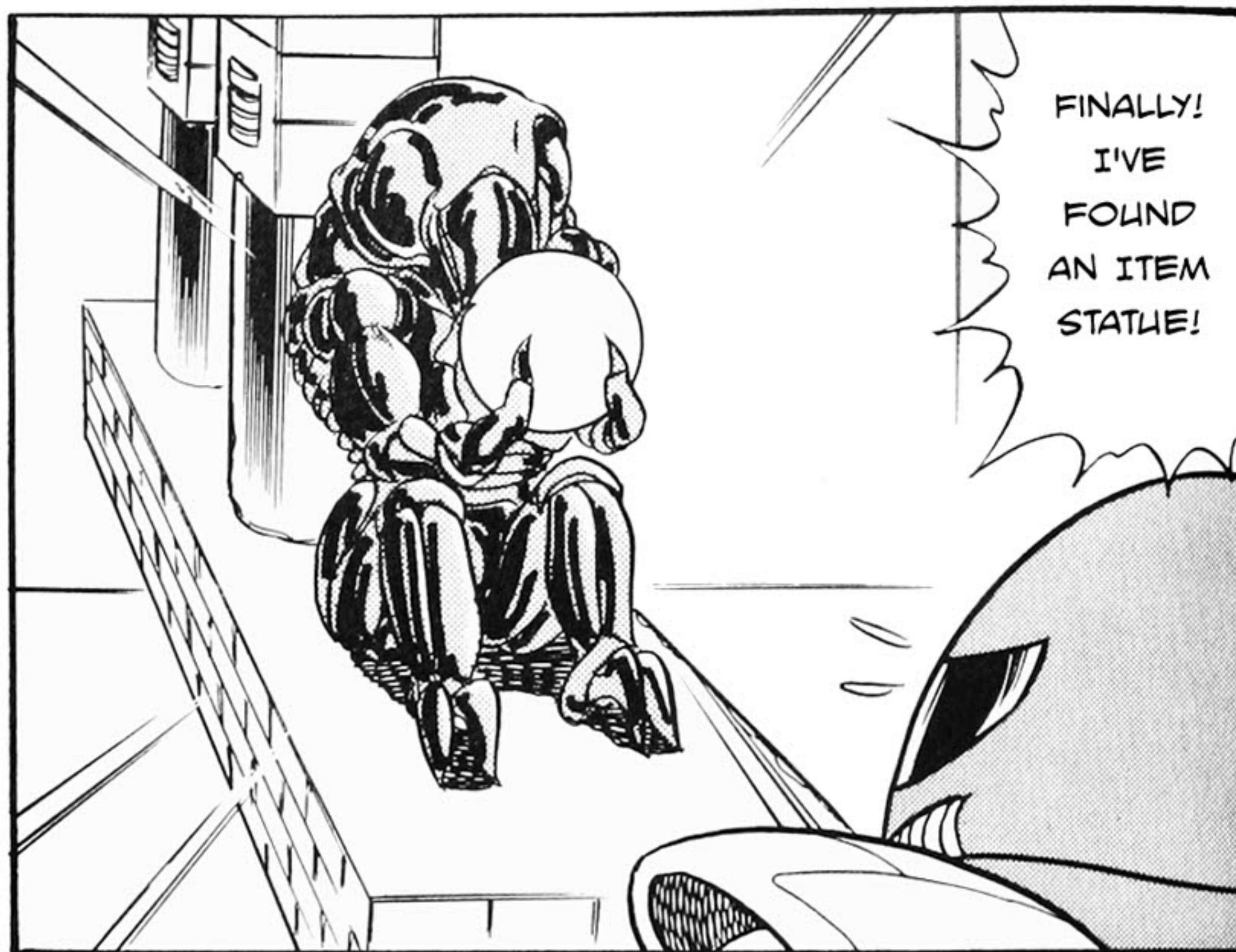
WHLMA



BRINSTAR 6



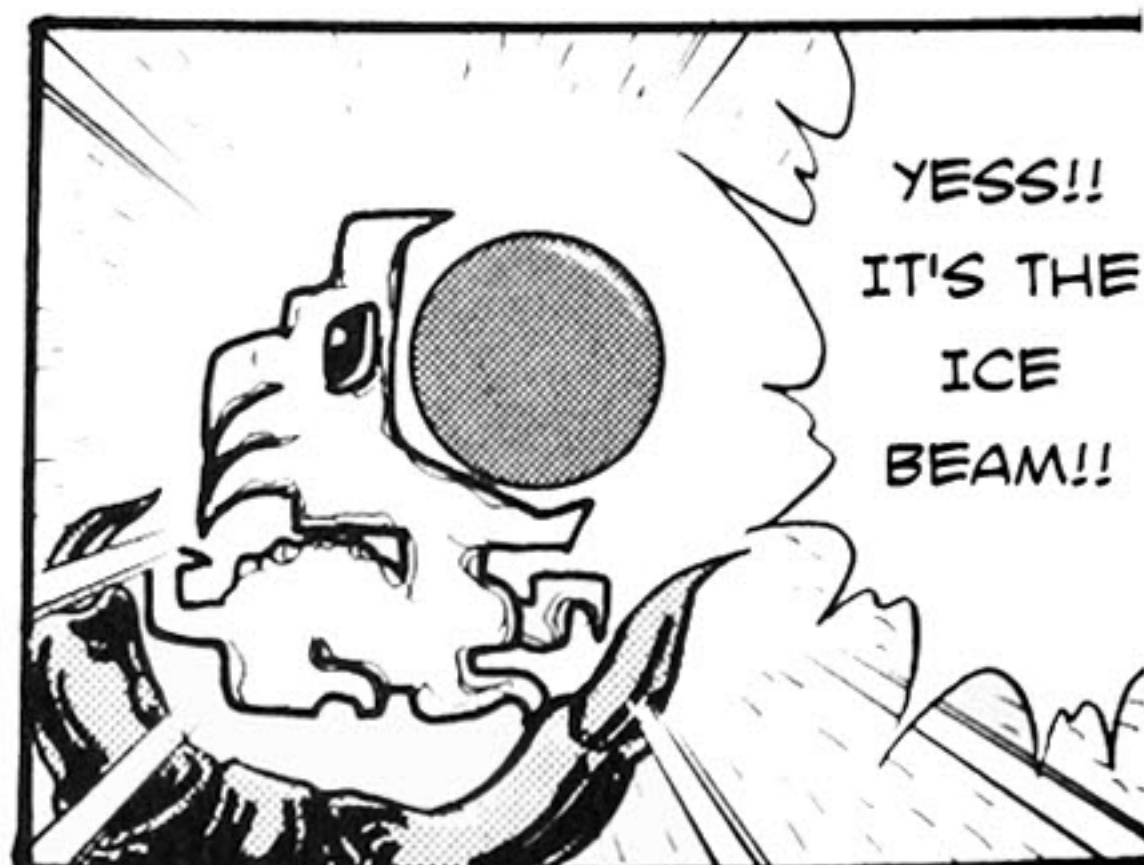
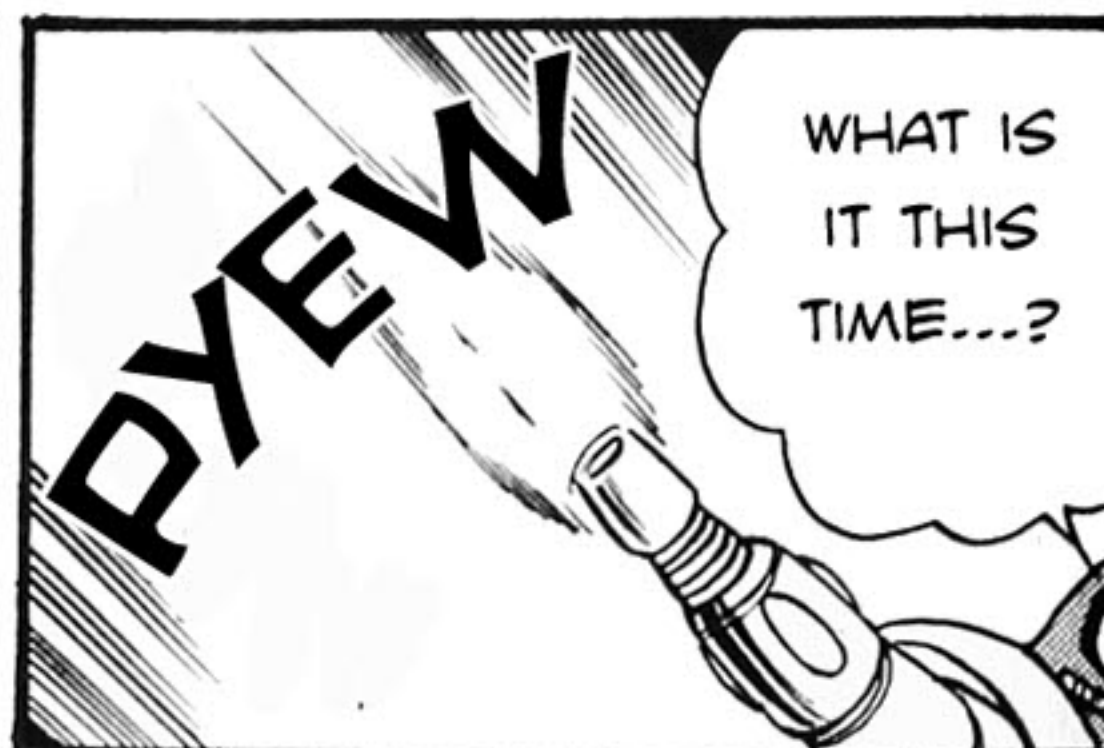
BOMBS AND BEAMS WILL BLAST OPEN THE ROCKS. HOWEVER, THEY WILL FILL BACK UP AFTER A SHORT TIME.



ICE BEAM



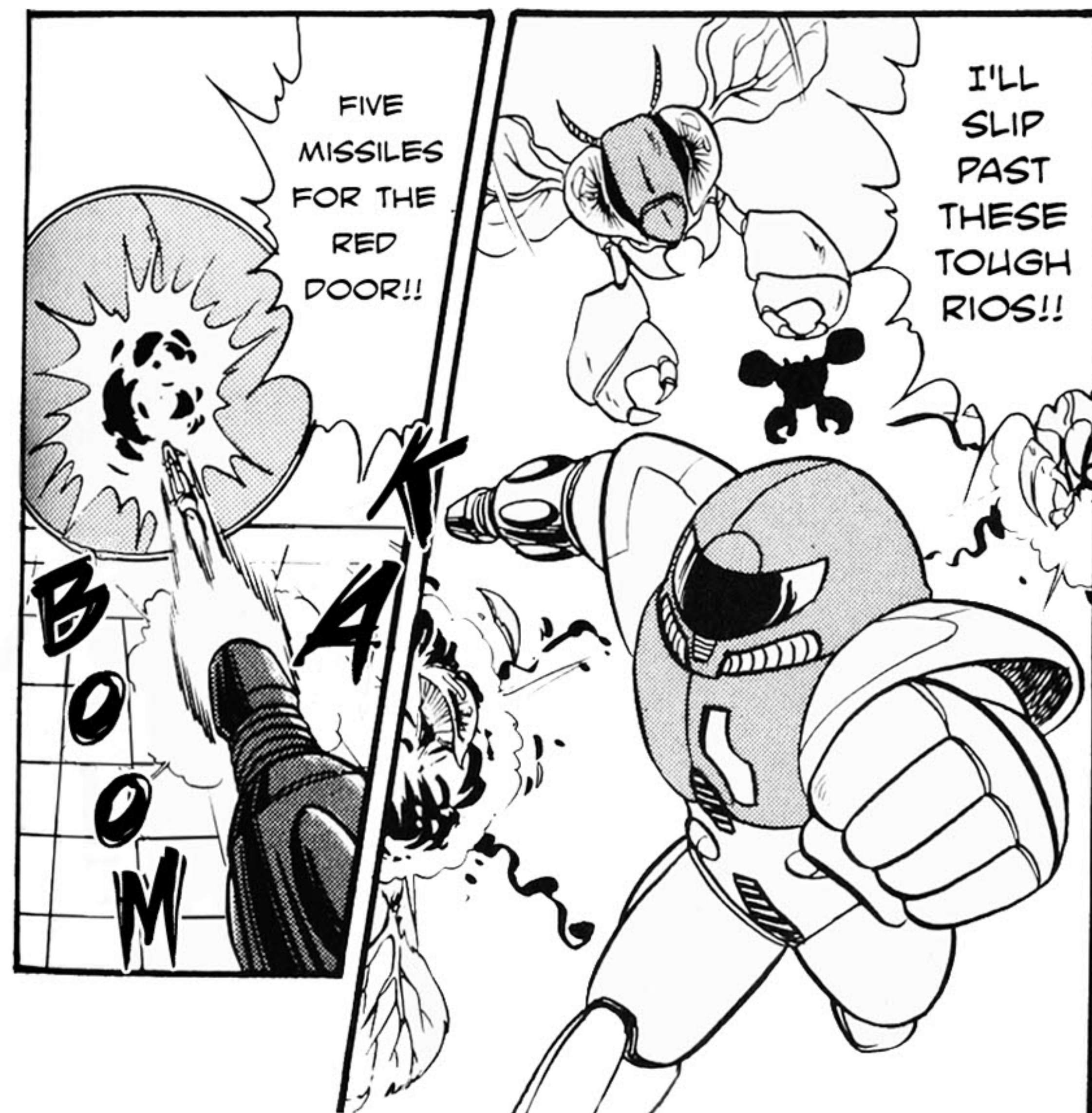
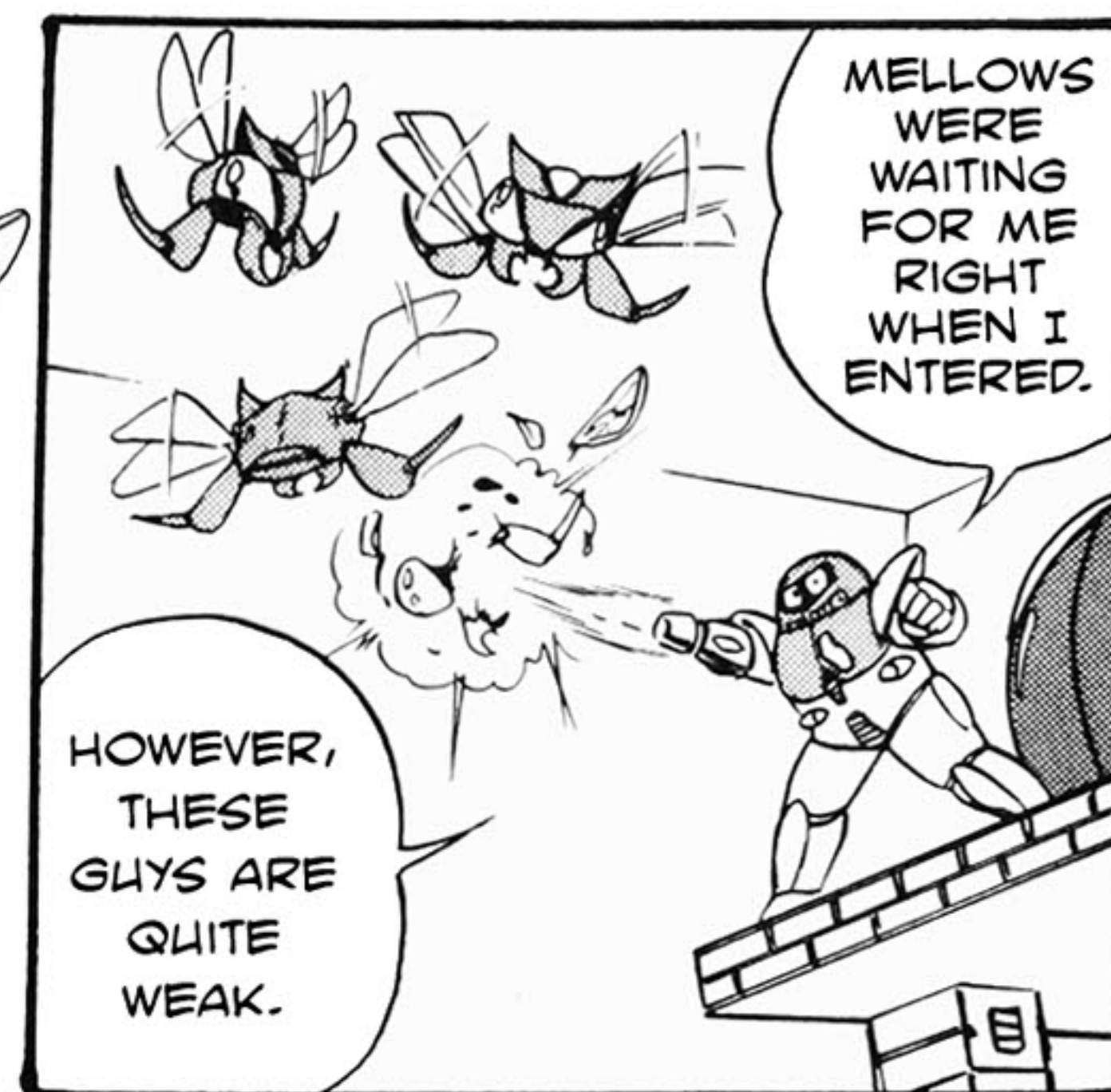
FREEZES ENEMIES
FOR A SHORT PERIOD
OF TIME AND CAN ALSO
DESTROY THEM. CAN'T
BE COMBINED WITH
THE WAVE BEAM.



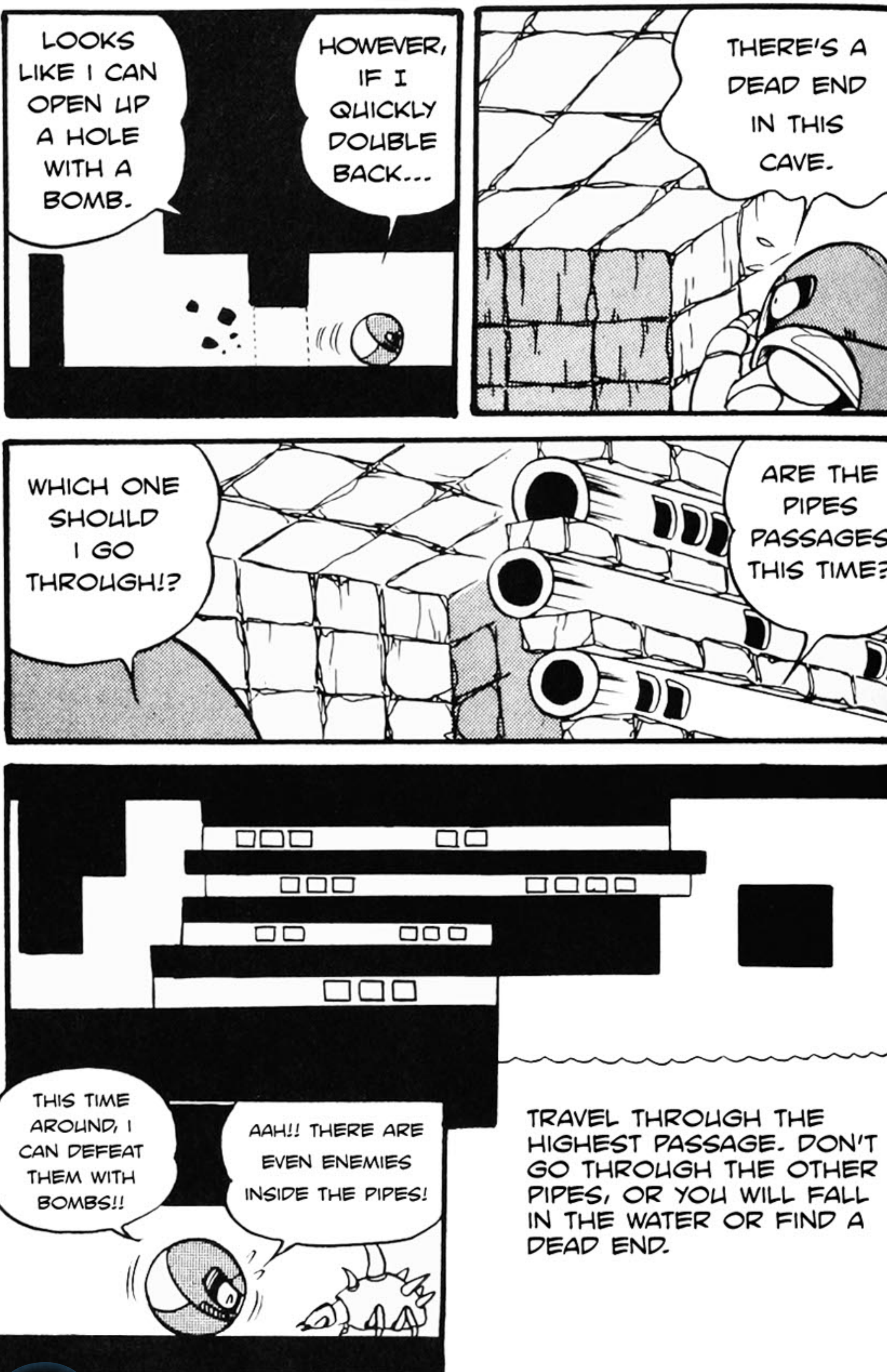
MELLOW



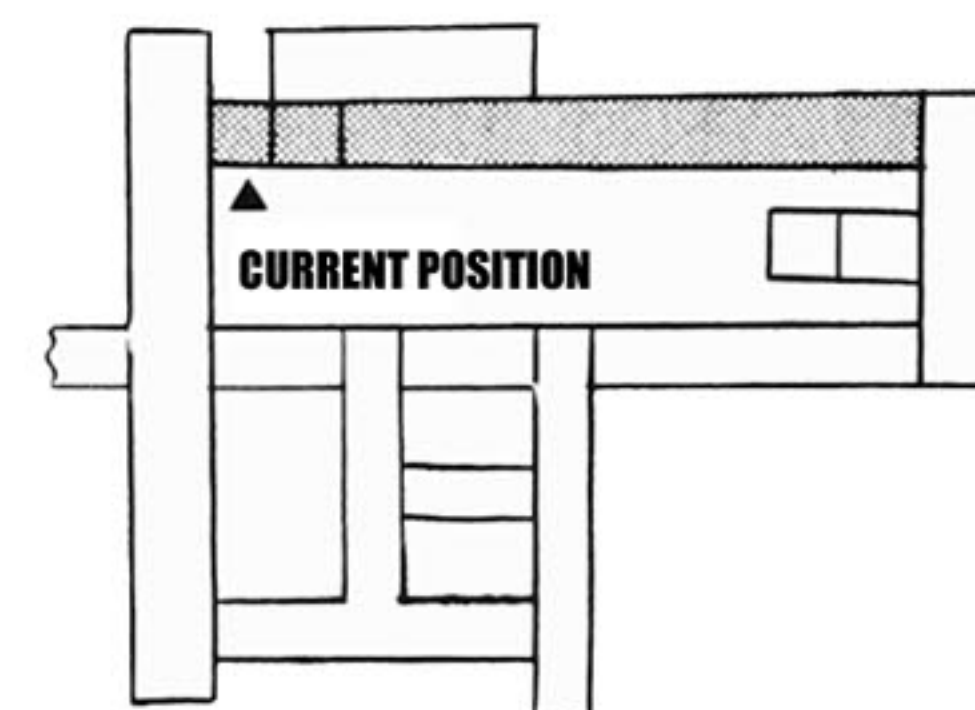
TRAVELS IN GROUPS
THROUGH ROCKS
AND WALLS. THESE
WEAK CREATURES
ARE DEFEATED IN
ONE SHOT.



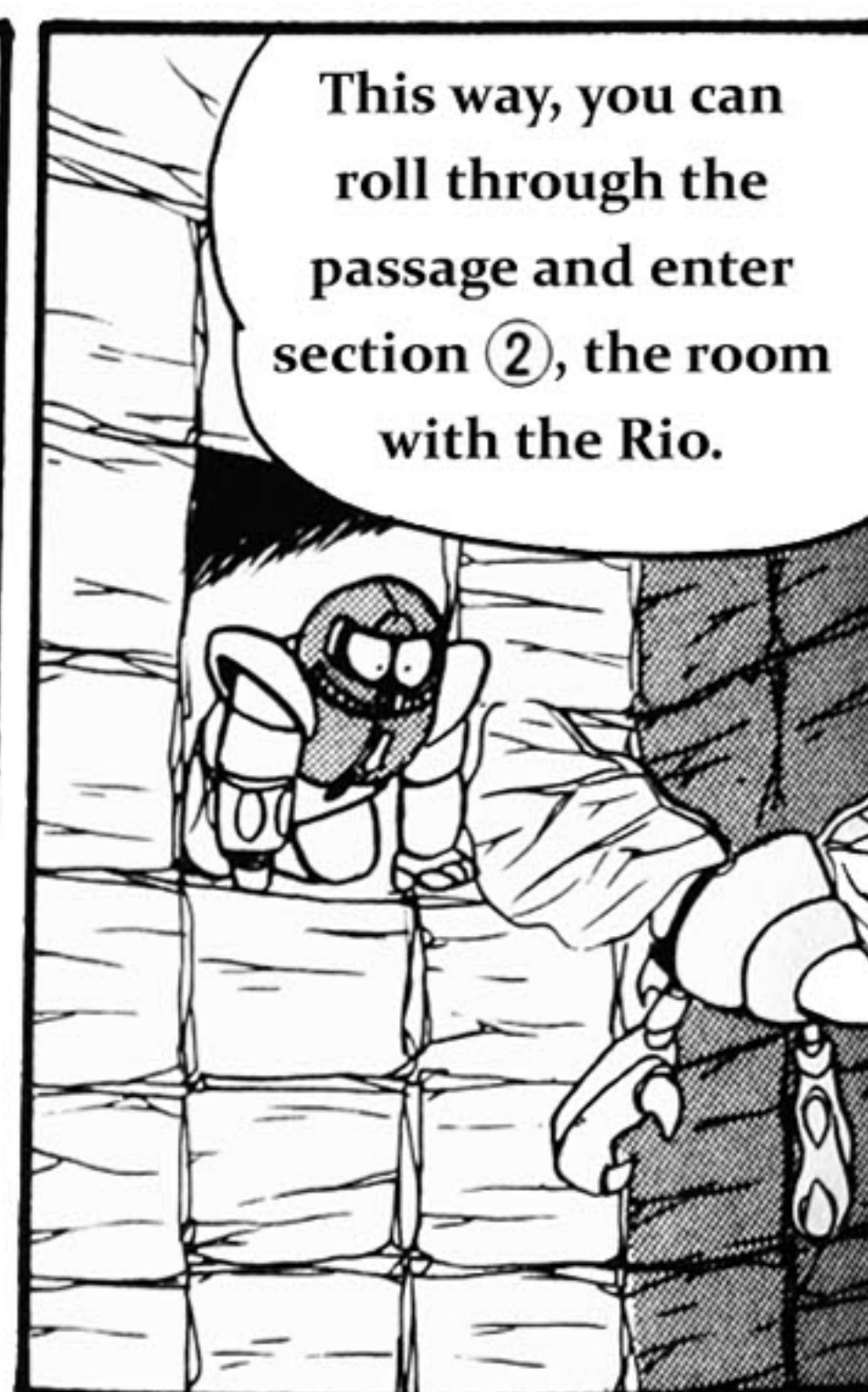
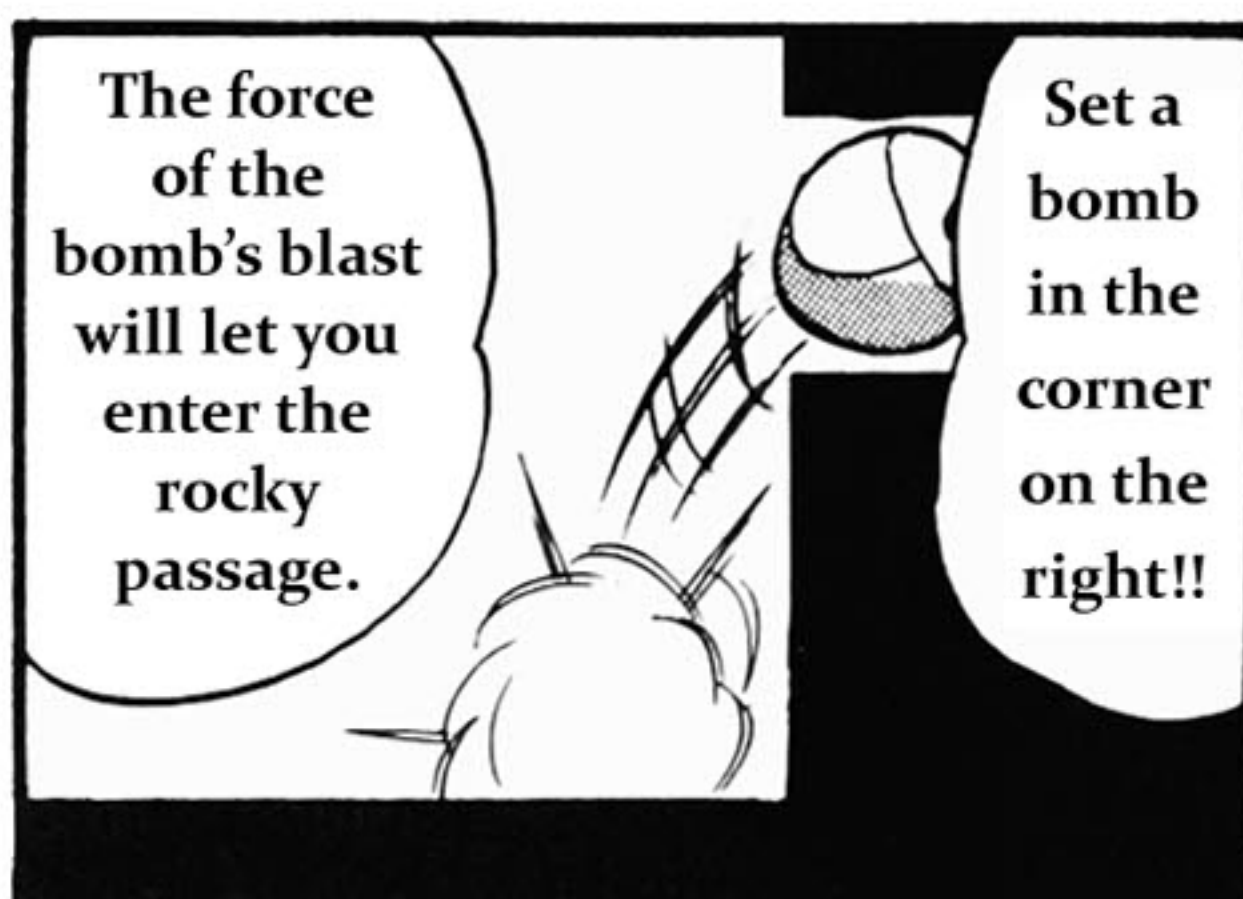
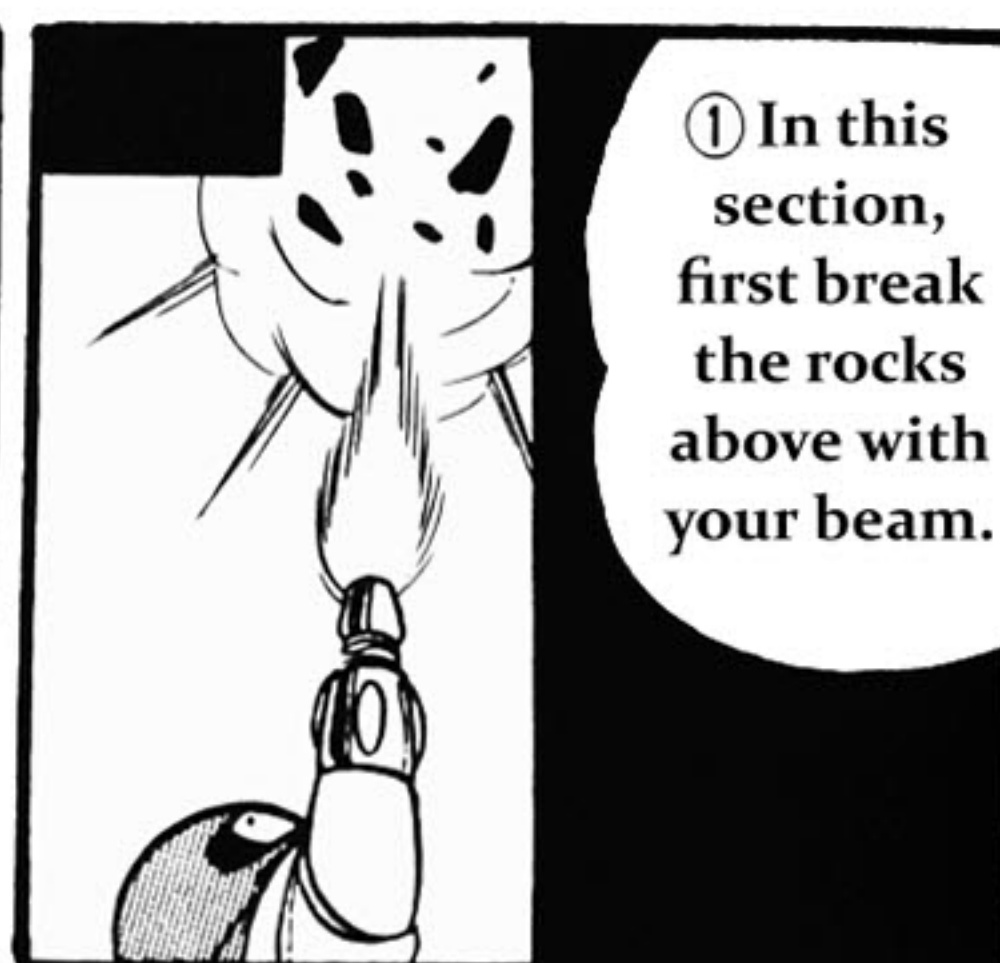
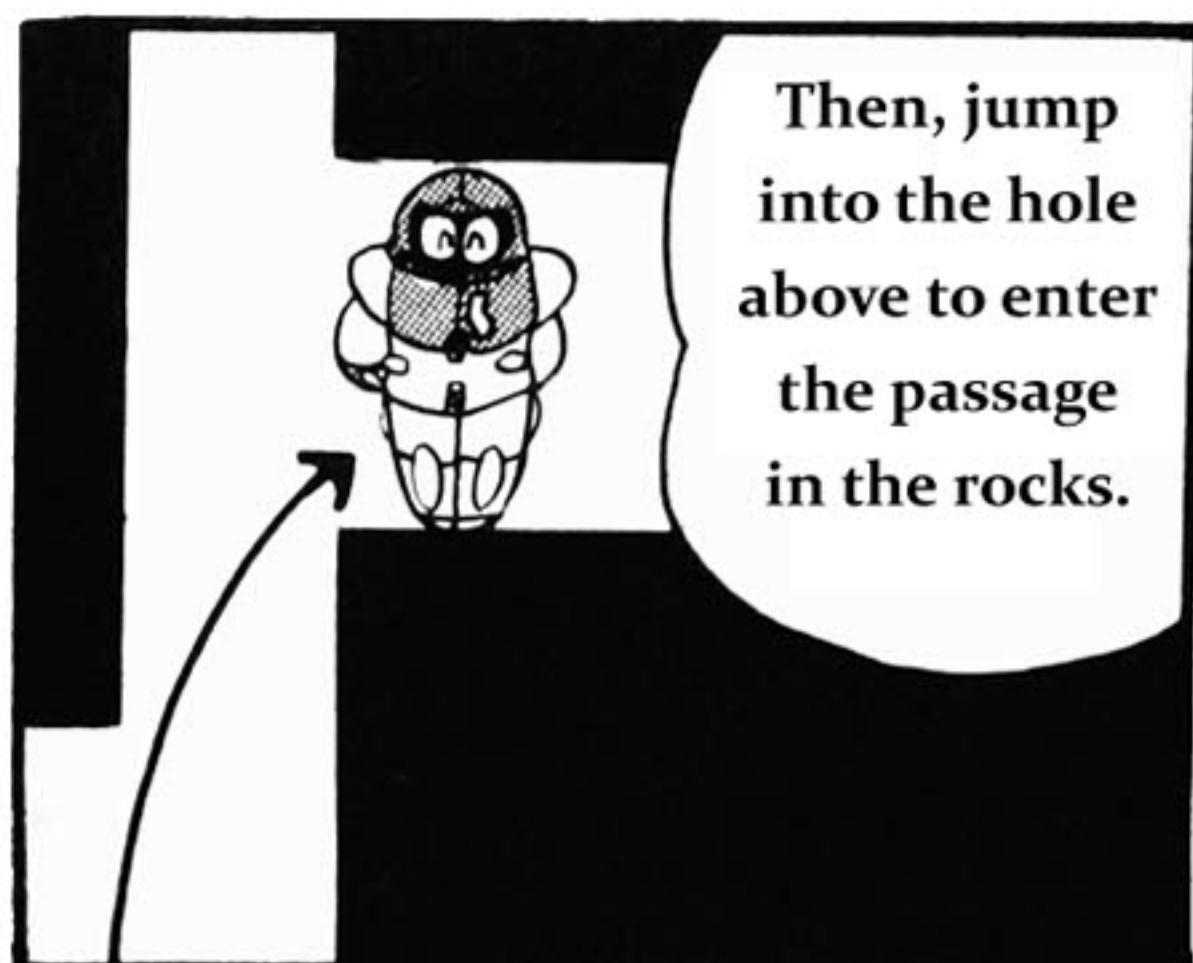
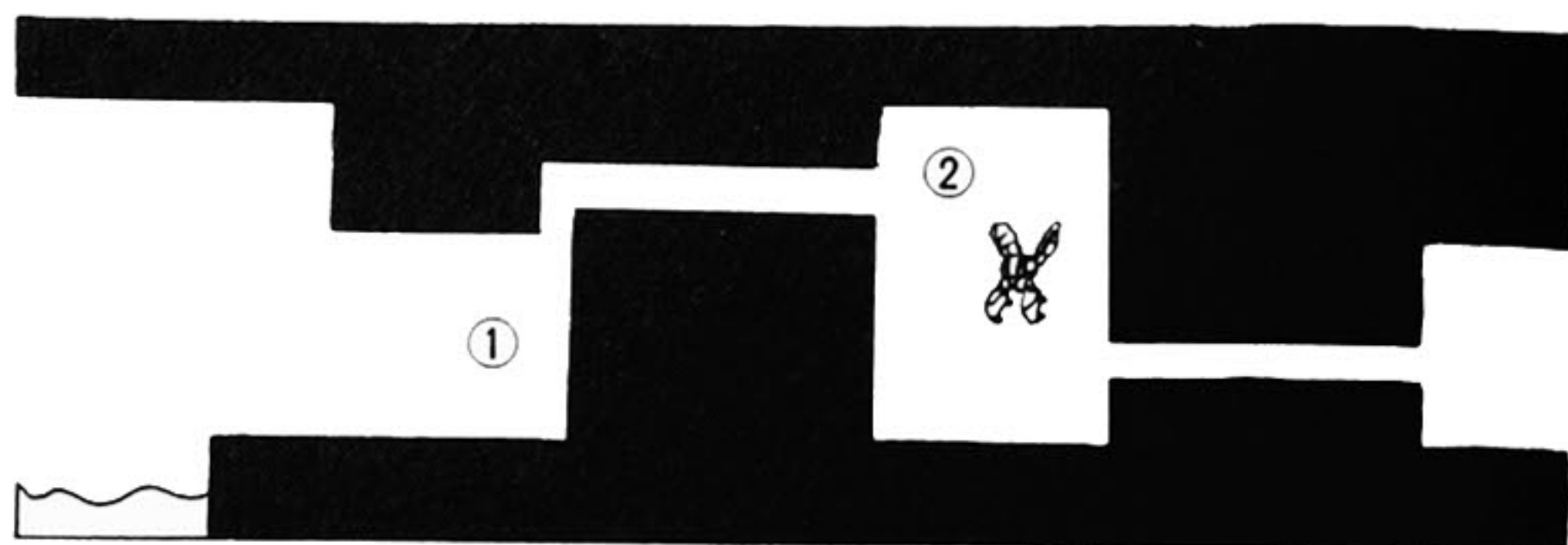
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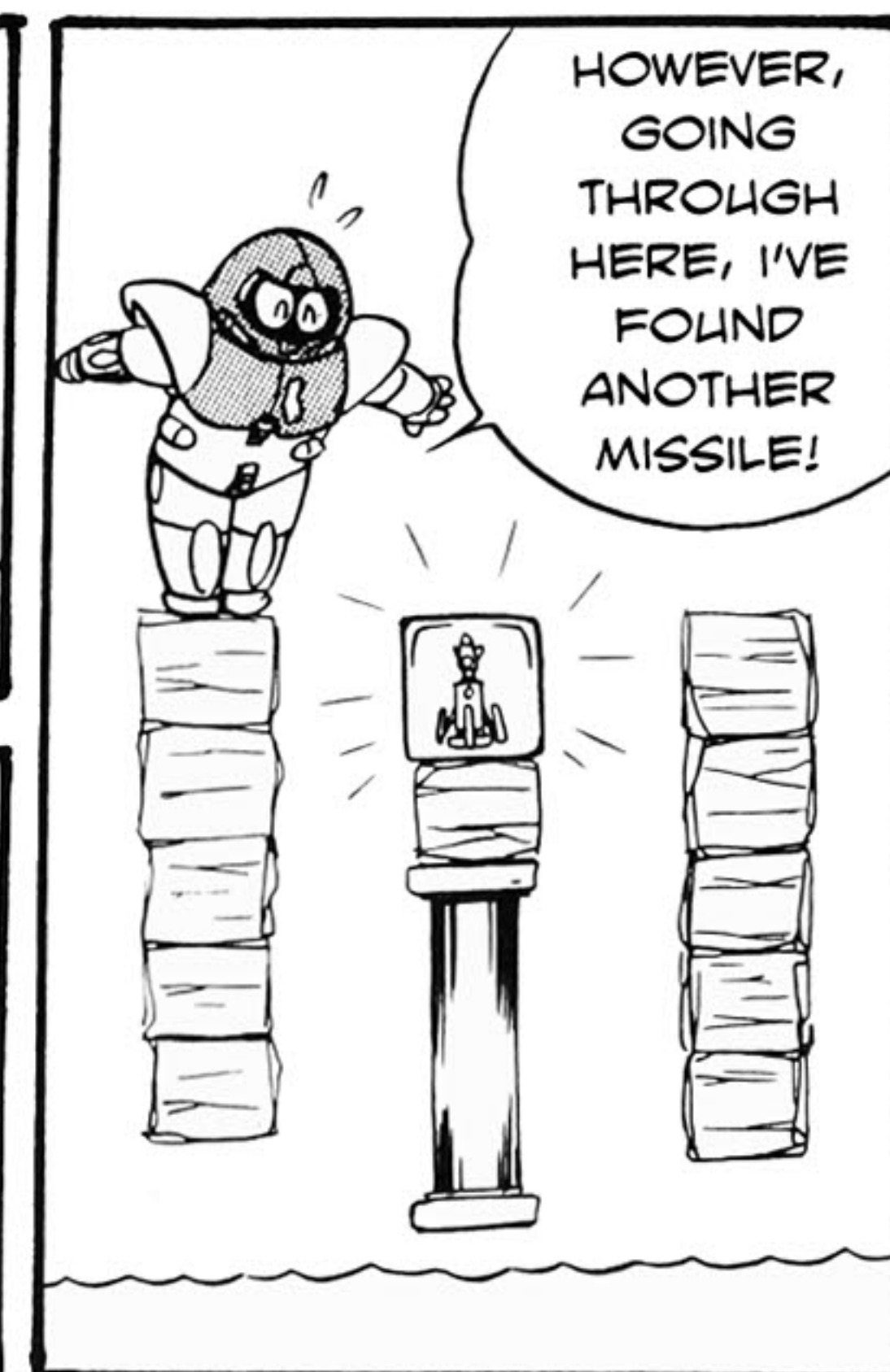
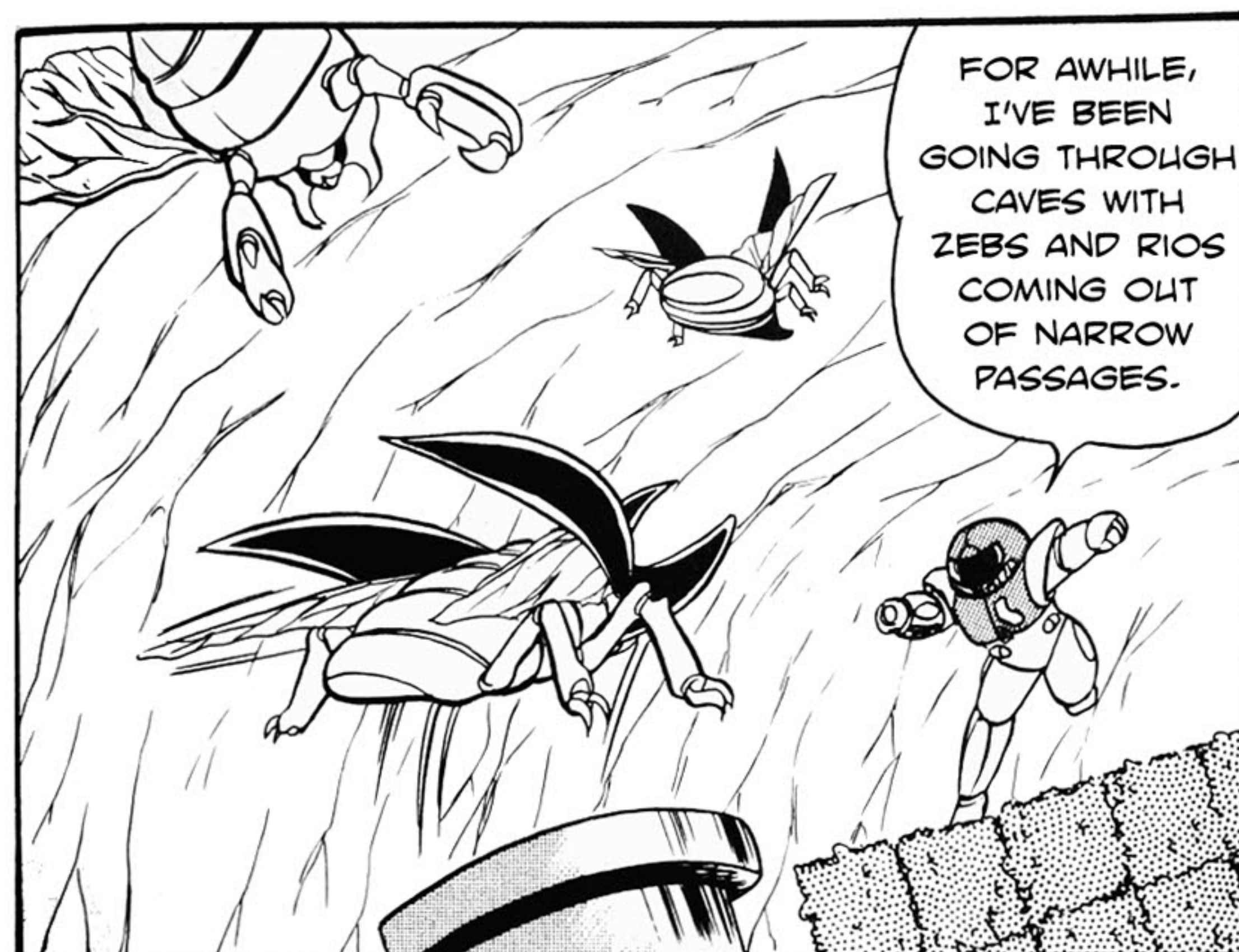
BRINSTAR 7

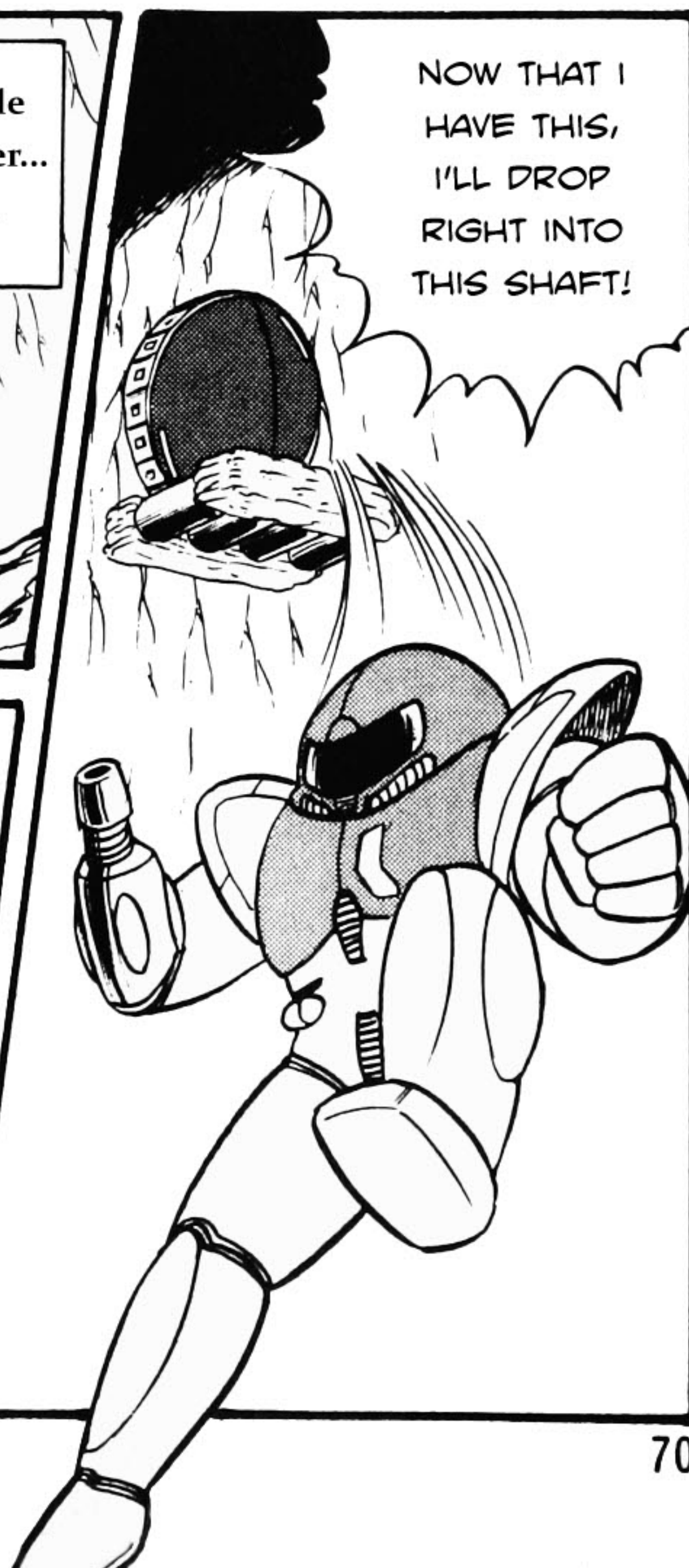
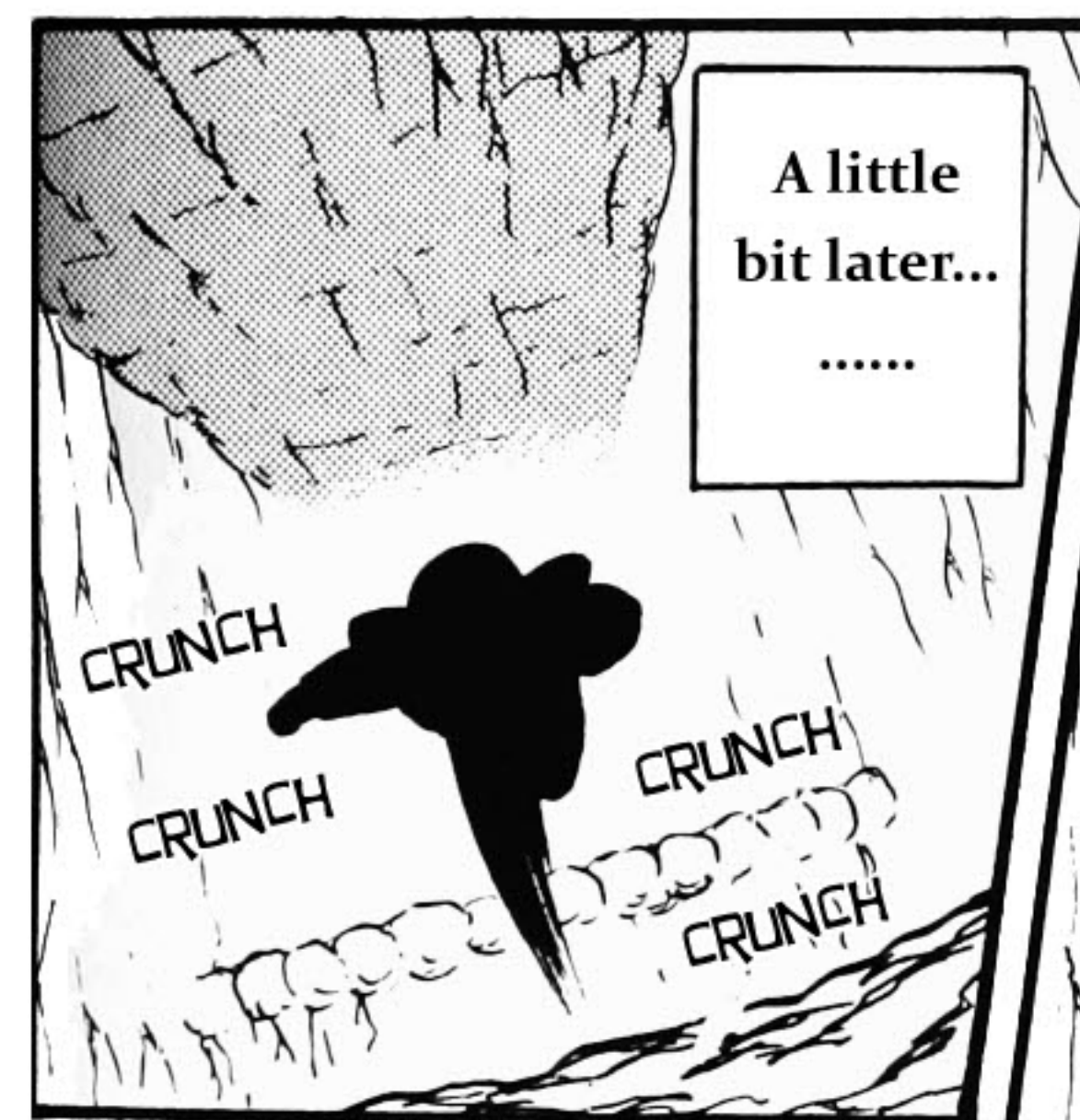
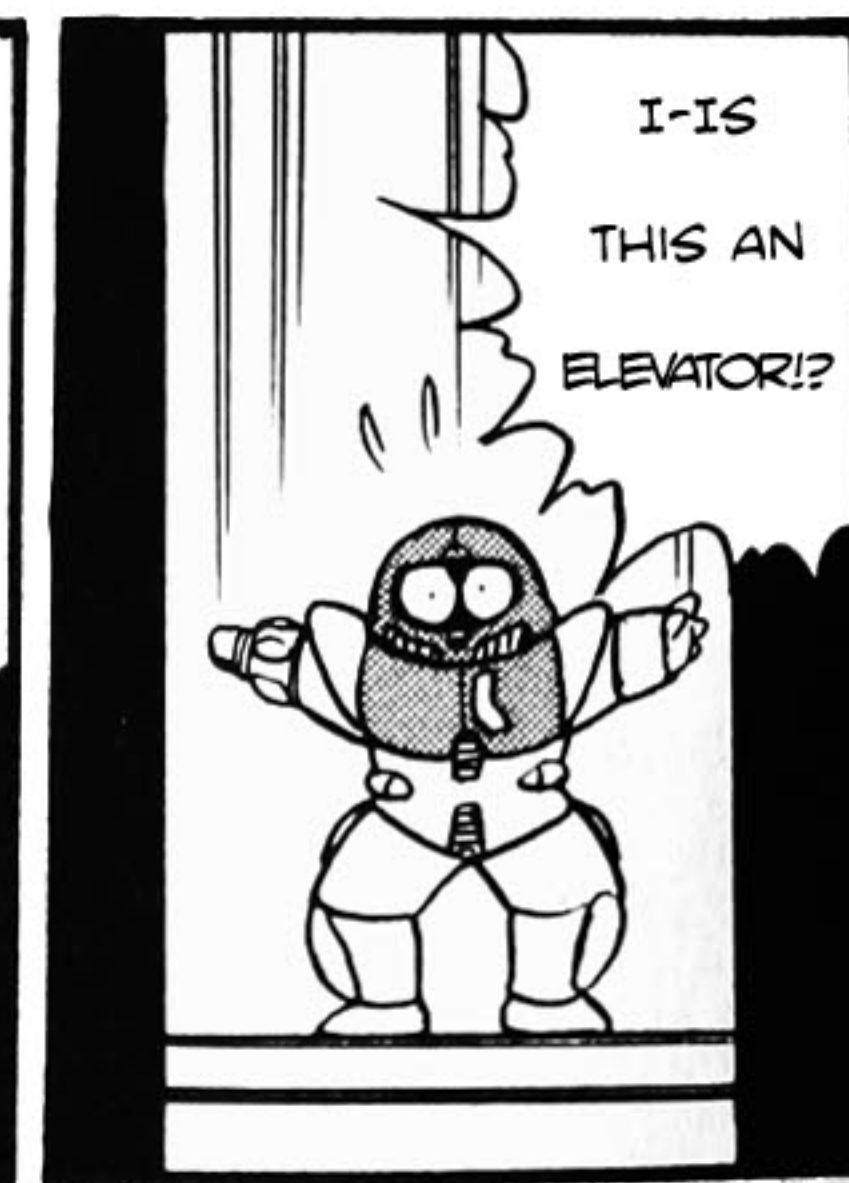
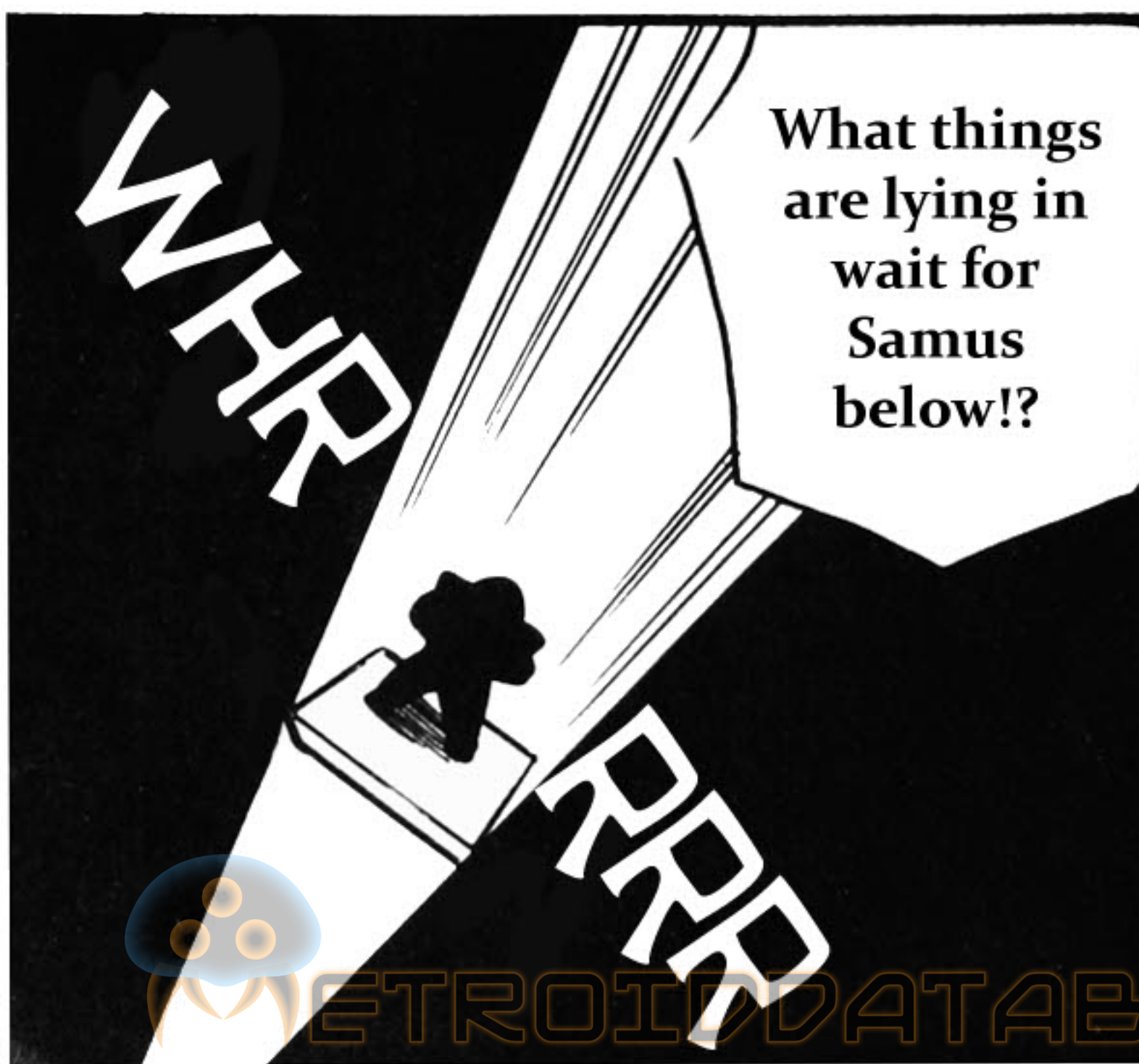
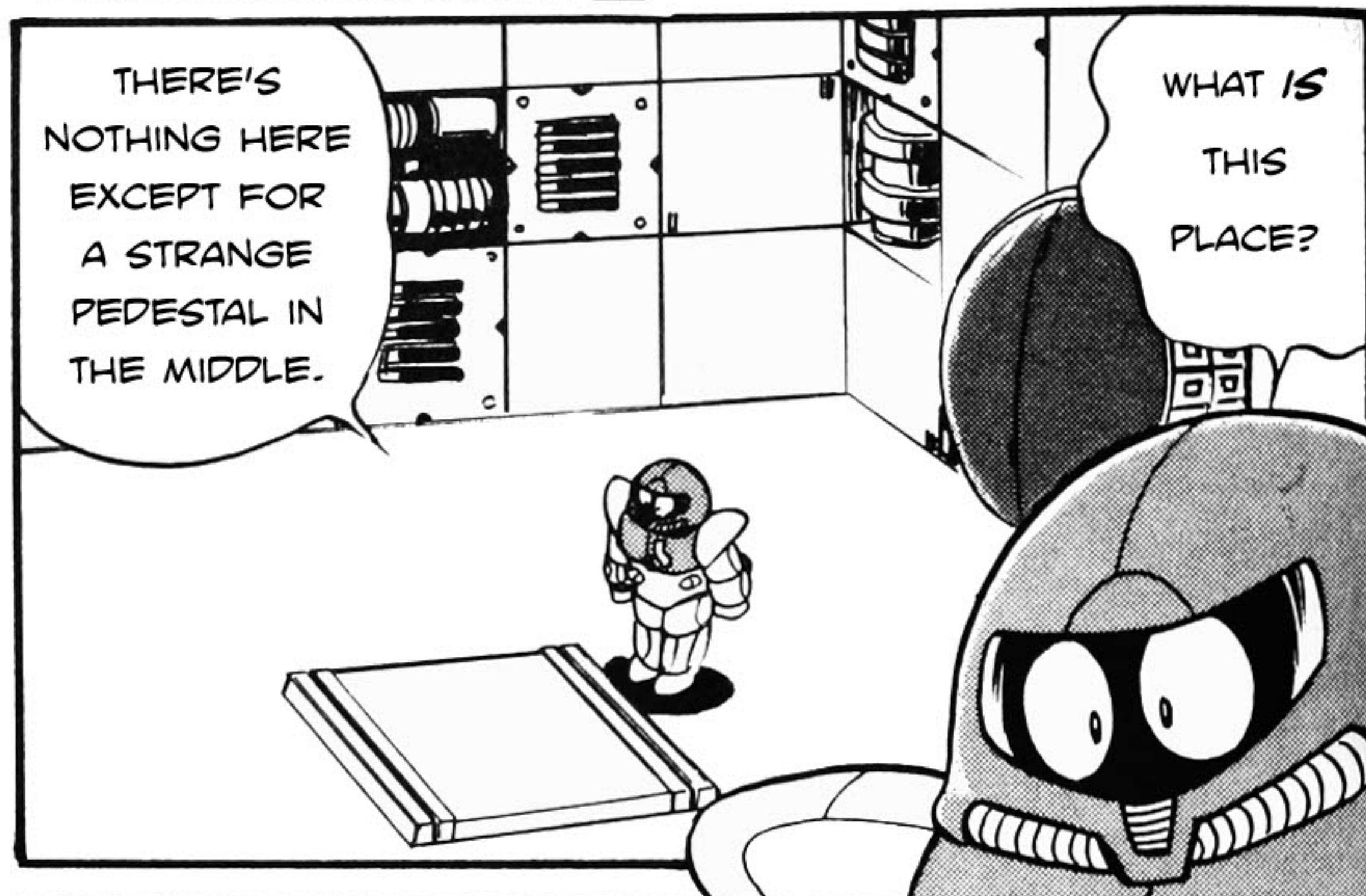


STRATEGY FOR BLOCKED CAVES

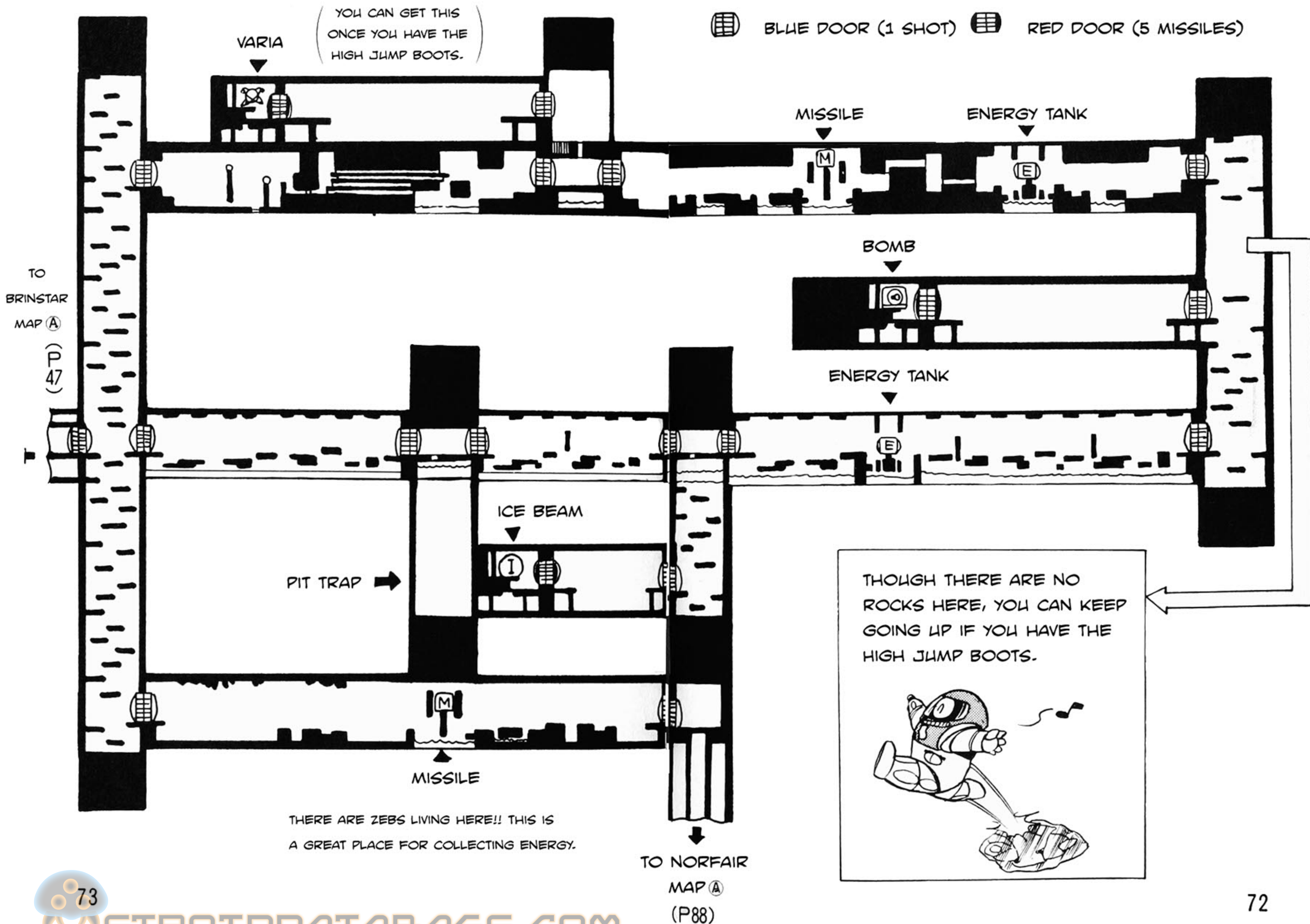


WHILE THESE TECHNIQUES WILL GET YOU TO THE OTHER CAVE, THEY CAN BE USED IN OTHER PLACES AS WELL. TRY THEM WHENEVER YOU FIND A DEAD END.





PRESENTING BRINSTAR MAP B!!



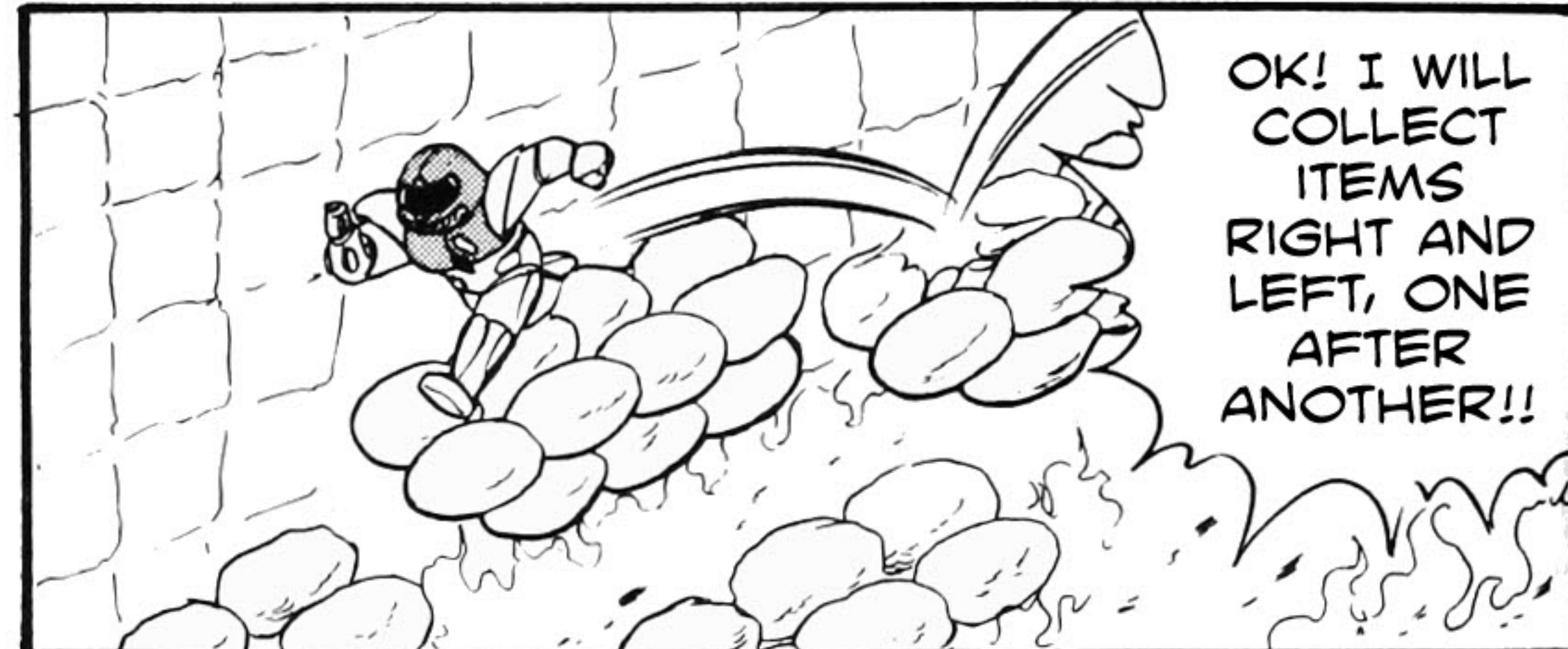
However, if he collects the numerous items in Norfair, the fight after will be easy.

I see!



In Samus's current state, it would be very difficult for him to fight the miniboss.

BUT I STILL HAVEN'T FOUND THE MINIBOSS OF BRINSTAR...



OK! I WILL COLLECT ITEMS RIGHT AND LEFT, ONE AFTER ANOTHER!!

NOVA



ITS WHOLE BODY IS COVERED WITH SHARP, FLAME-RETARDANT HAIR. IT CRAWLS AROUND THE FLOOR AND WALLS. THE BLUE ONES TAKE TWO SHOTS TO DEFEAT WHILE THE YELLOW ONES TAKE FOUR.

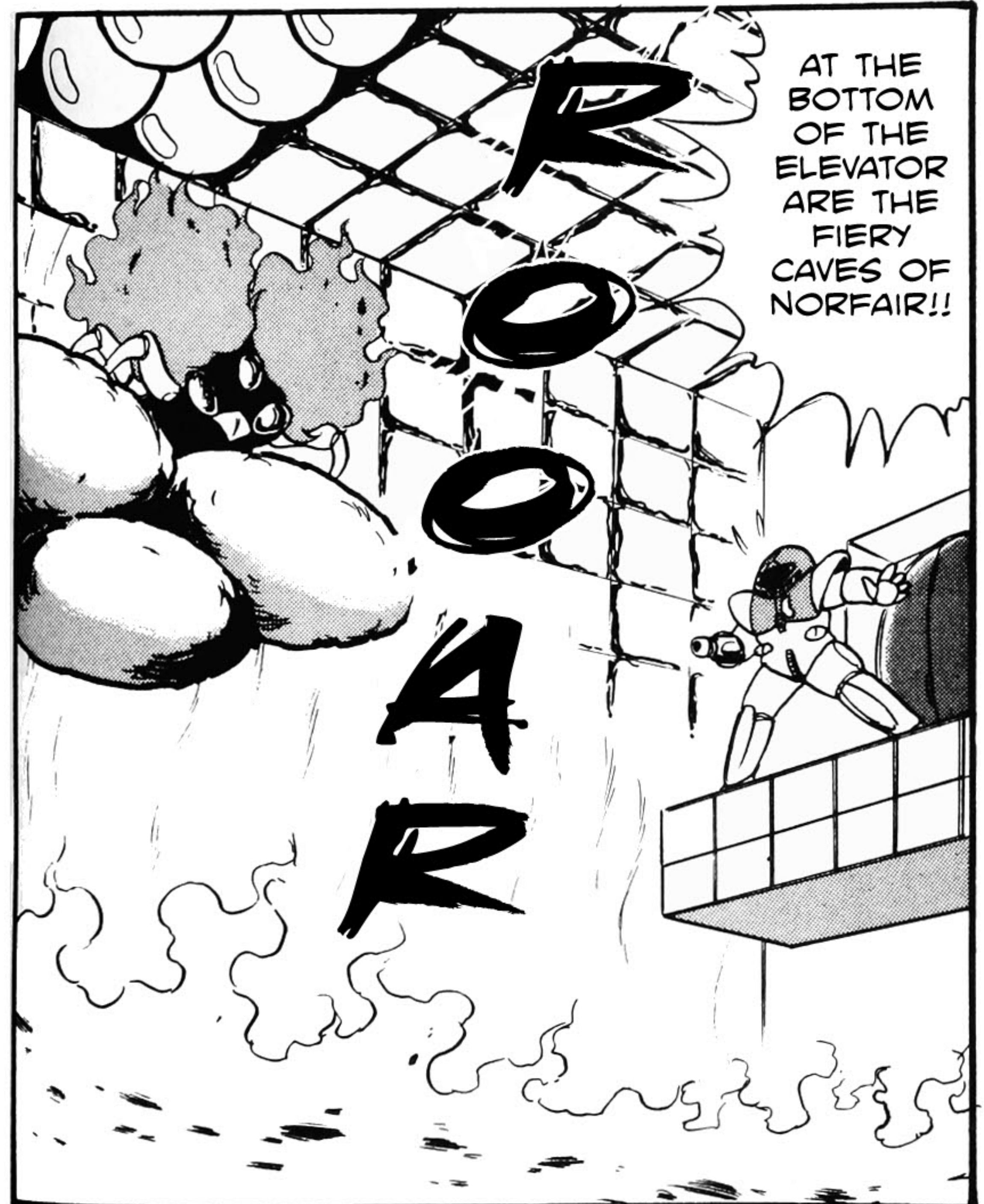
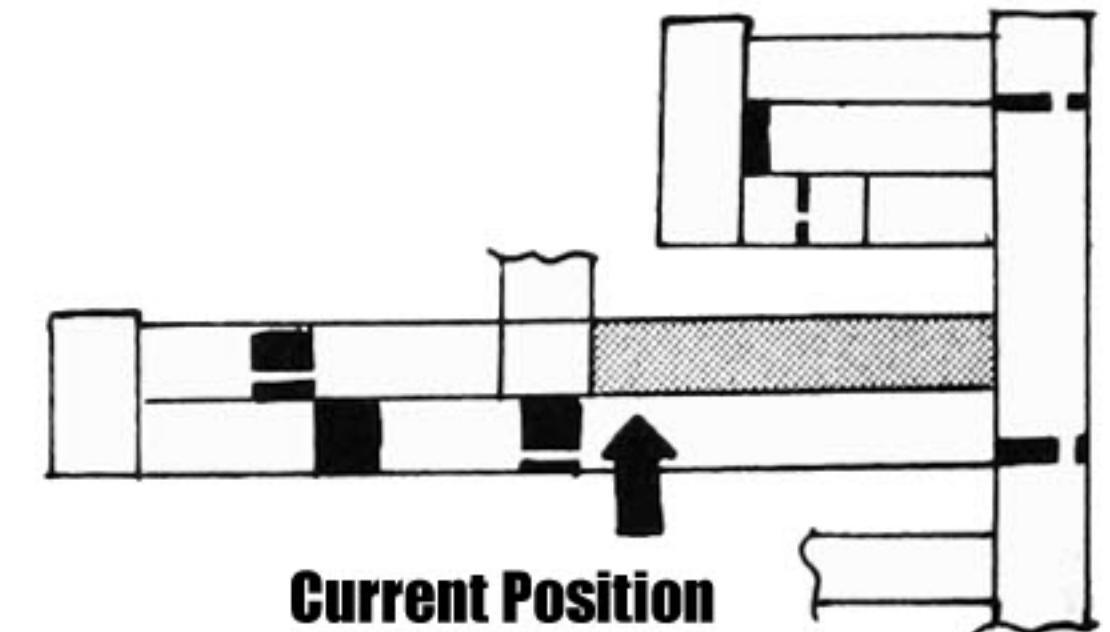


EVEN NORFAIR IS SWARMING WITH ENEMIES.

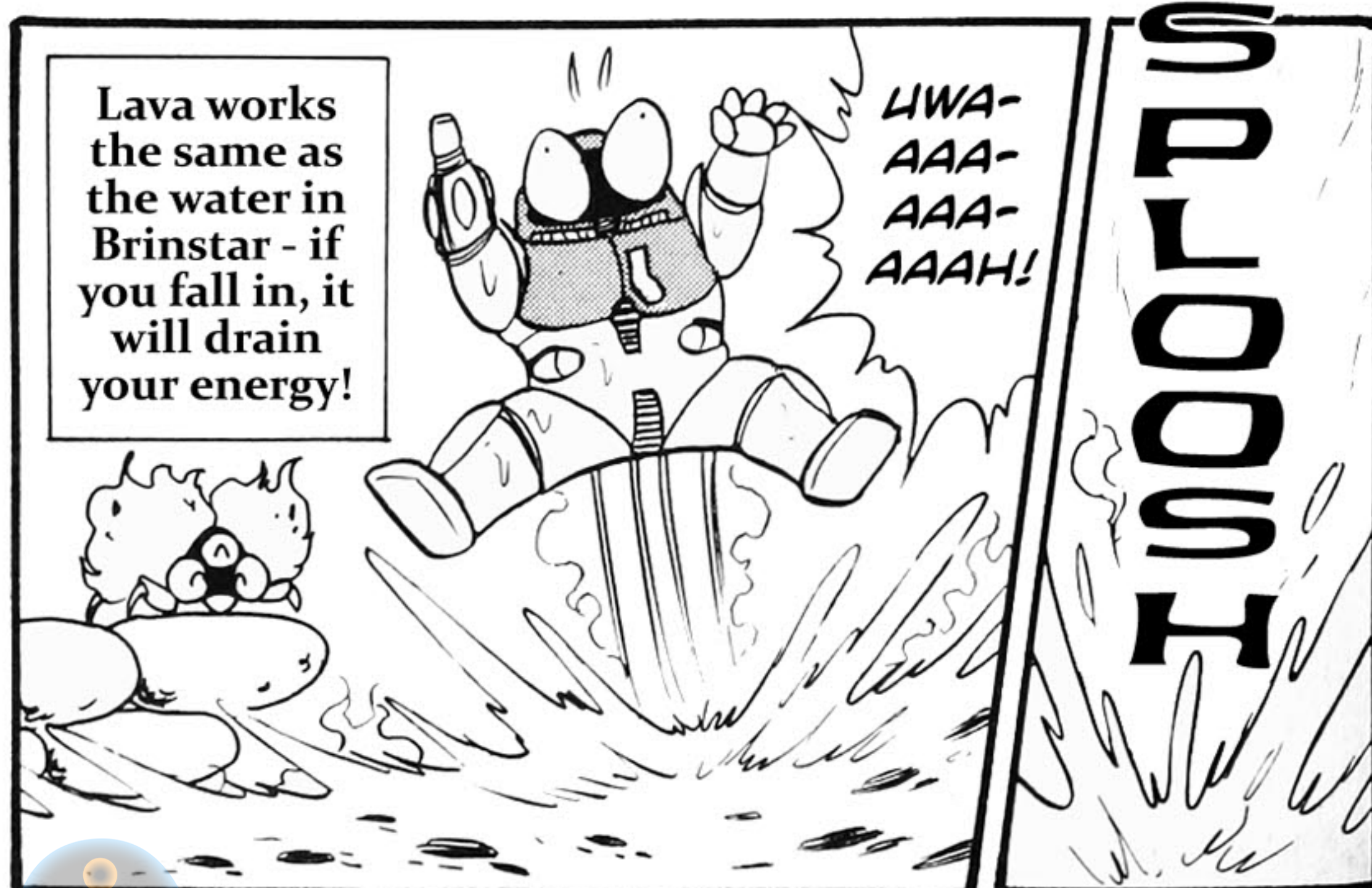
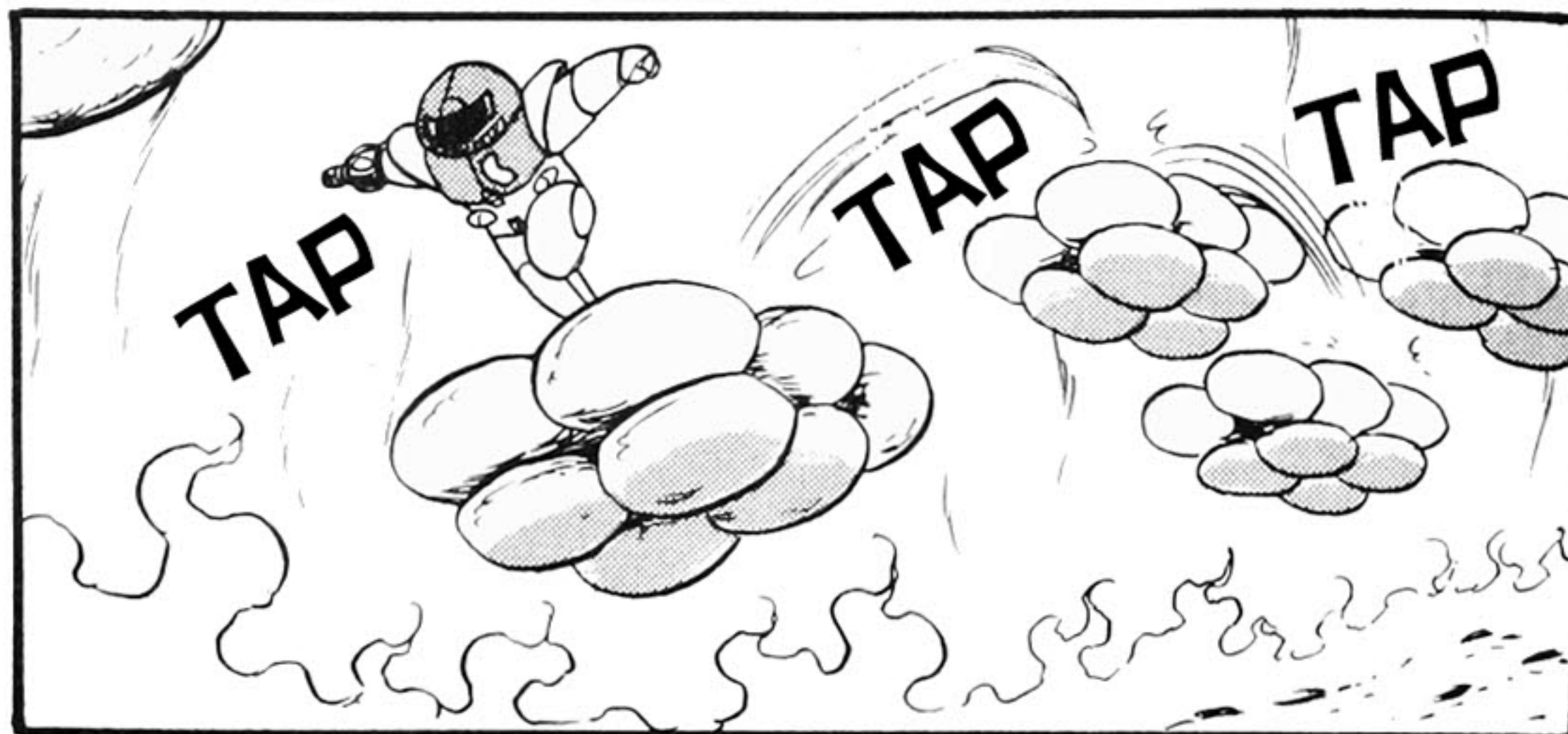
I SHOULD BE ABLE TO COLLECT ENERGY BY KILLING WEAK ENEMIES.

KA-POW

NORFAIR 1



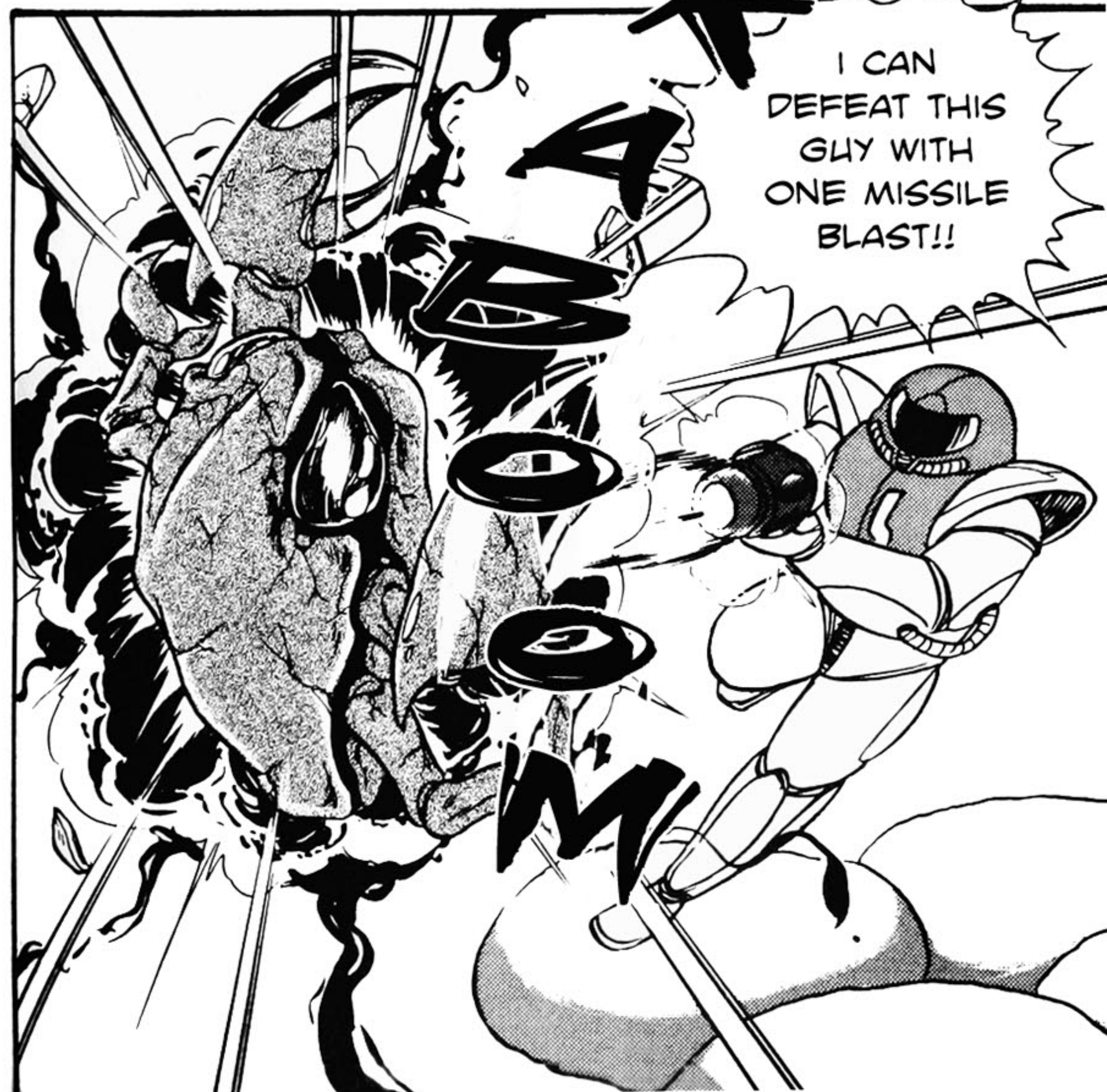
AT THE BOTTOM OF THE ELEVATOR ARE THE FIERY CAVES OF NORFAIR!!



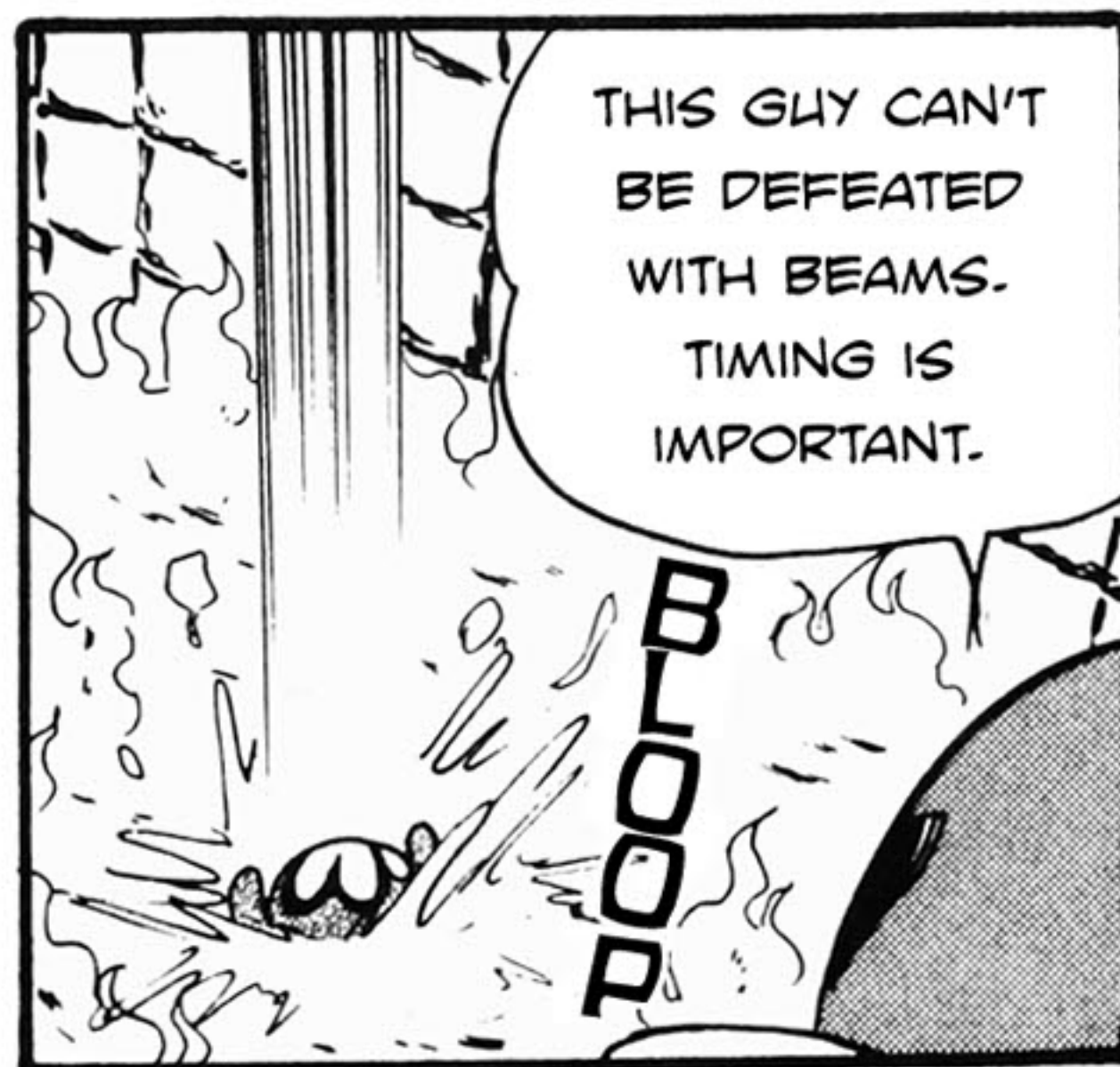
GERUTA



A GERUTA'S SKIN EMITS HIGH TEMPERATURES, AND IT RELEASES THE ENERGY STORED INSIDE ITS BODY TO FLY AROUND. IT HAS THE SAME TOUGHNESS AS THE RIO, AND PINK ONES ARE WEAKER THAN THE RED ONES.

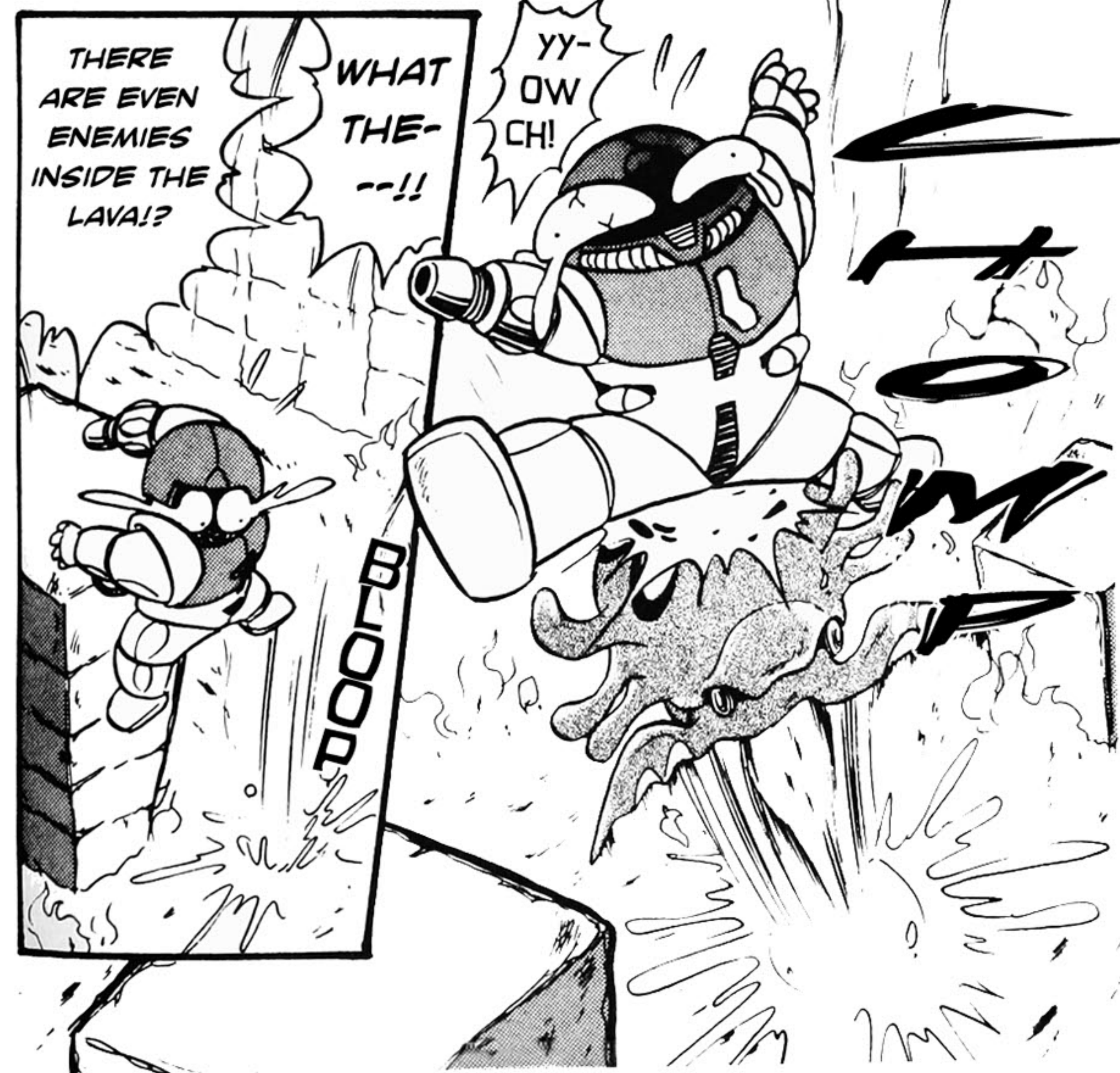
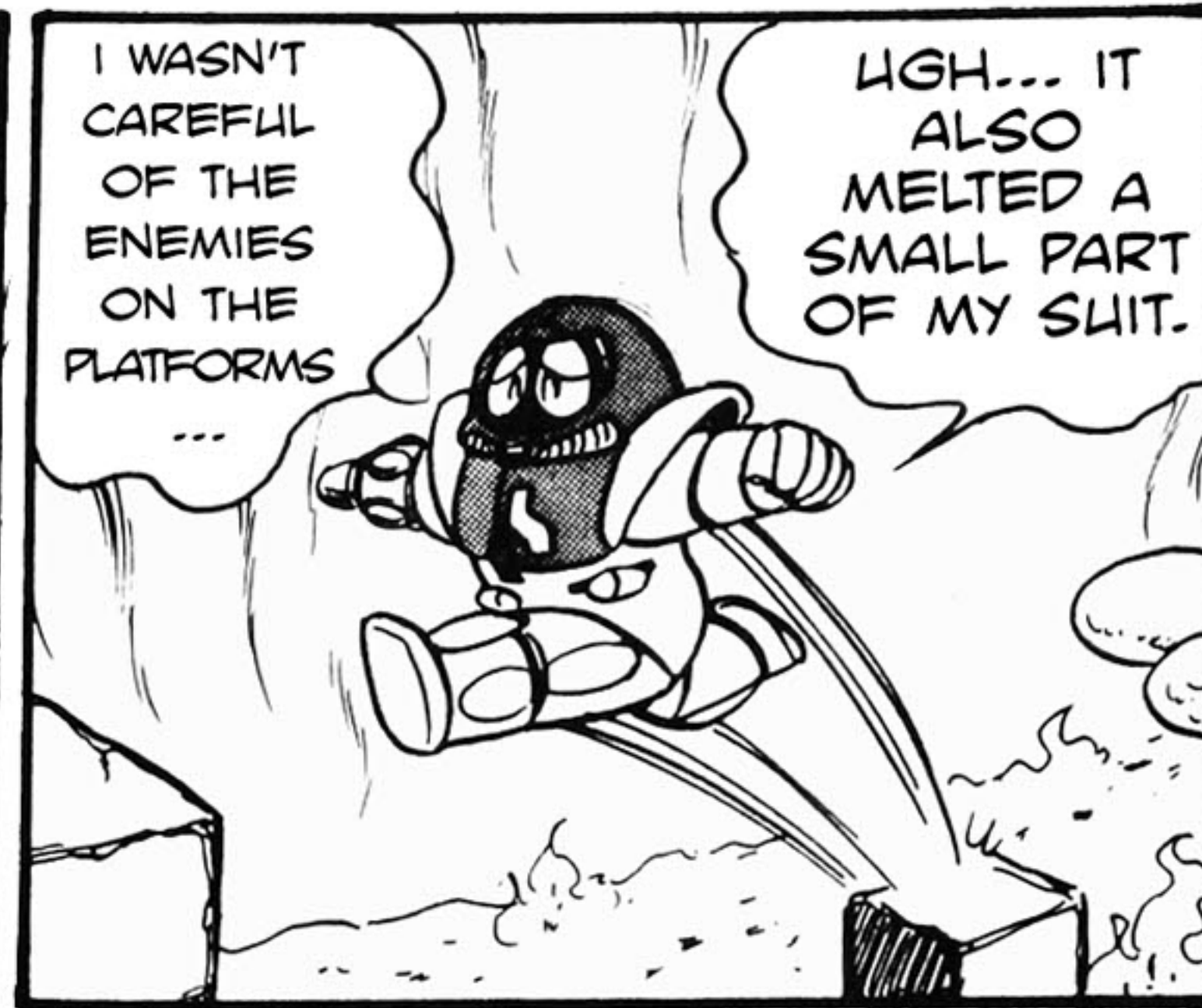


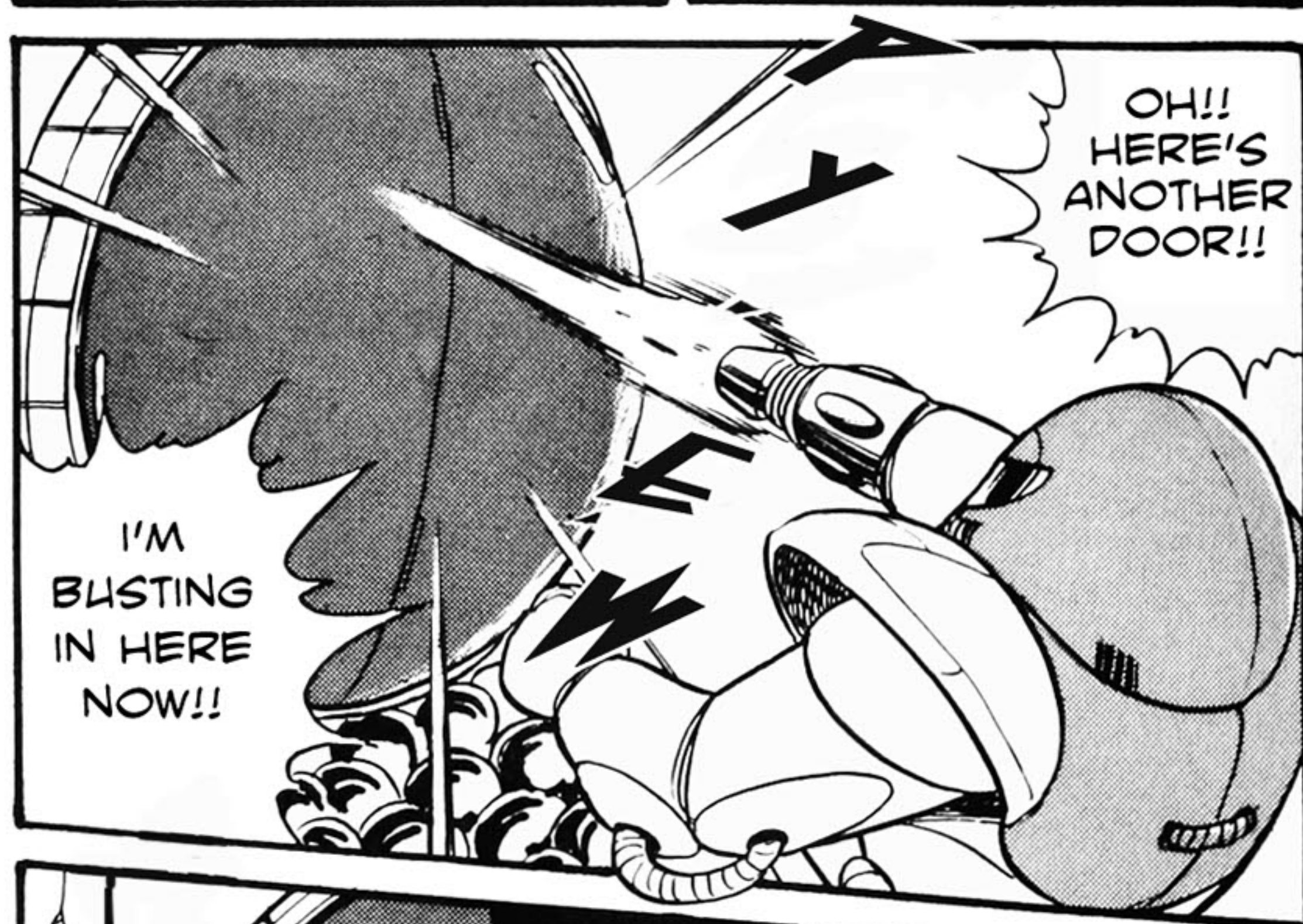
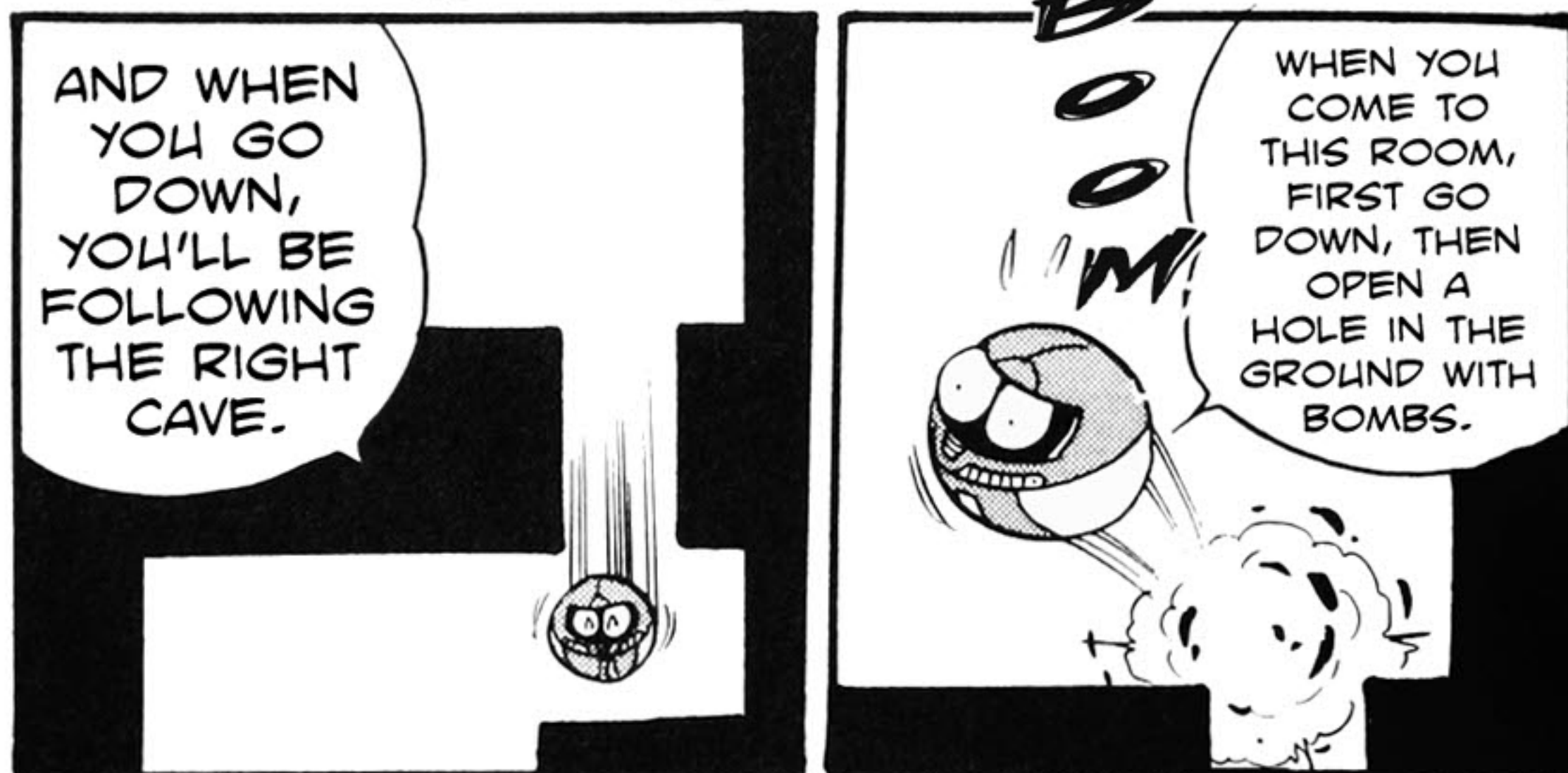
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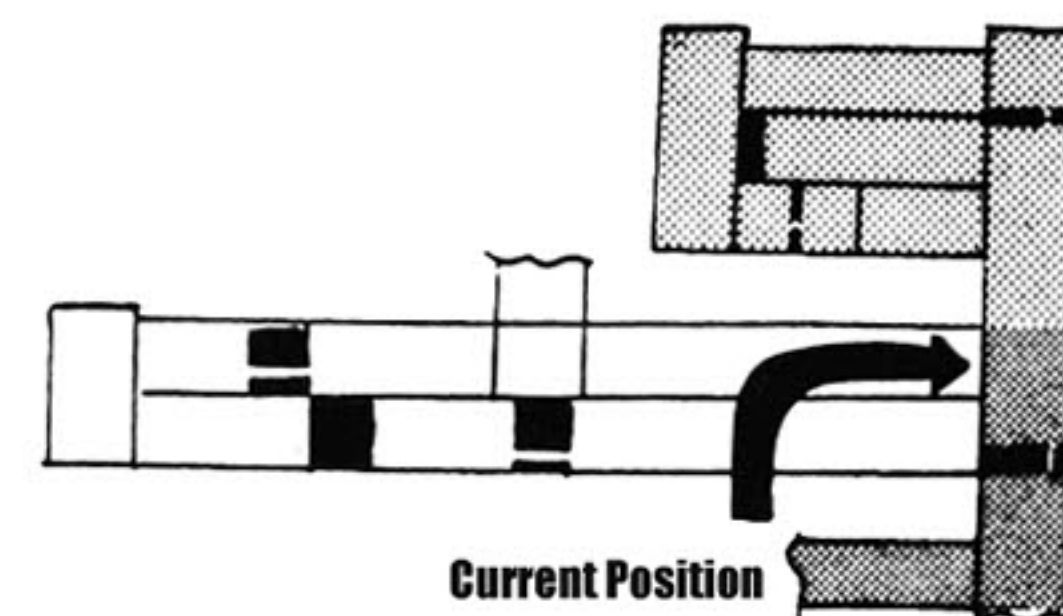
SQUEEPT

JUMPS OUT OF THE LAVA, THEN FALLS BACK IN AGAIN. RED ONES CAN BE DESTROYED WITH A MISSILE.





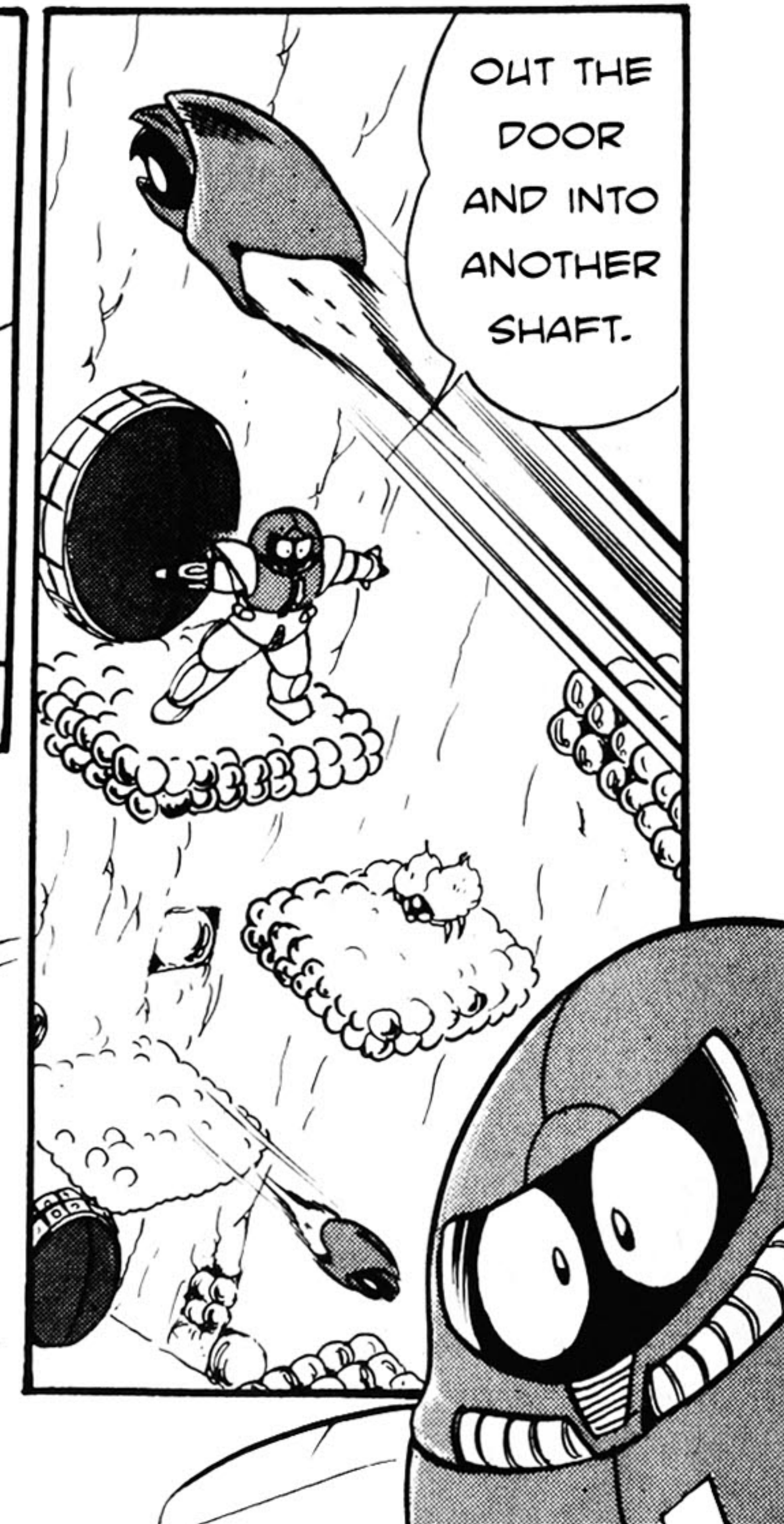
NORFAIR 2

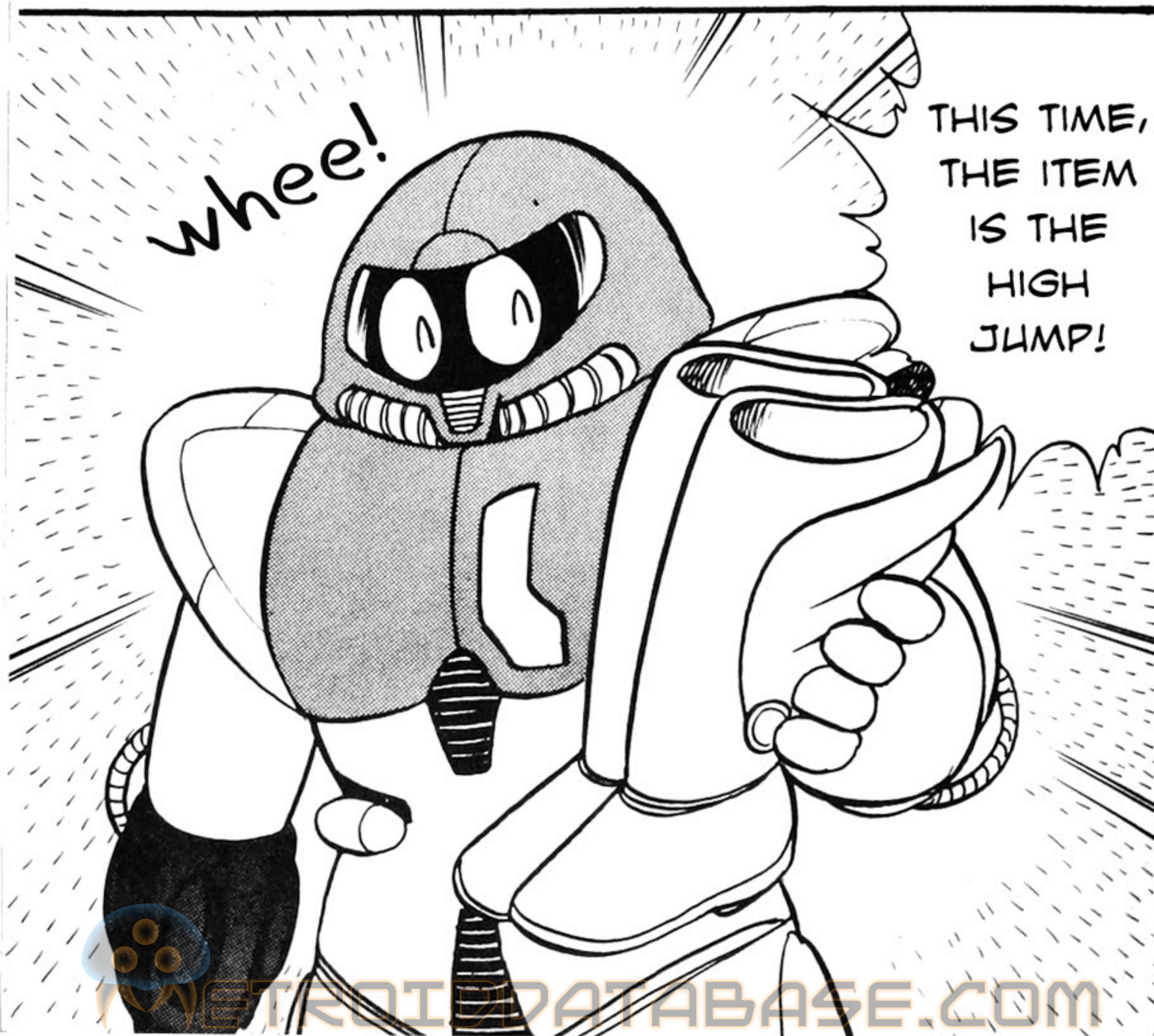
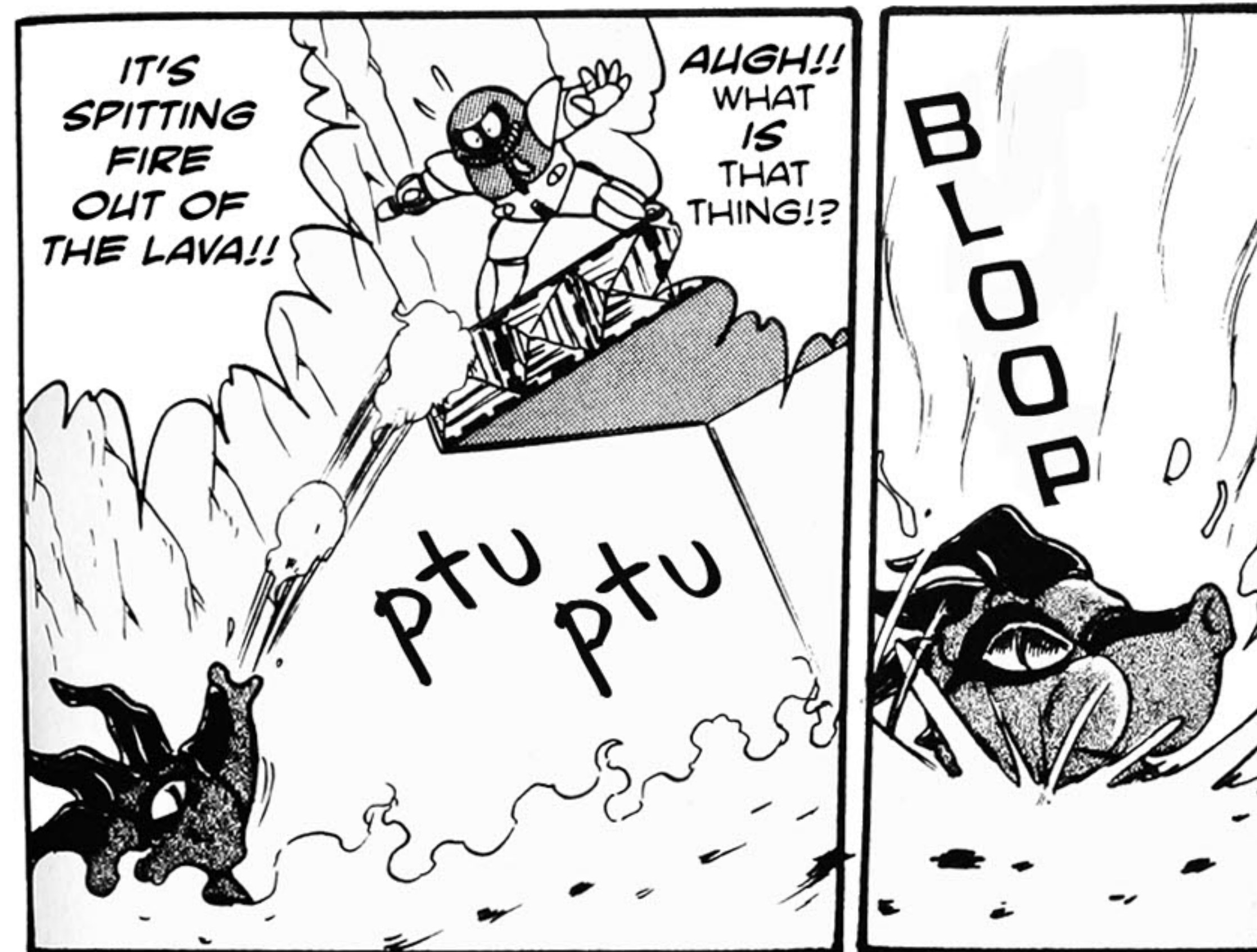
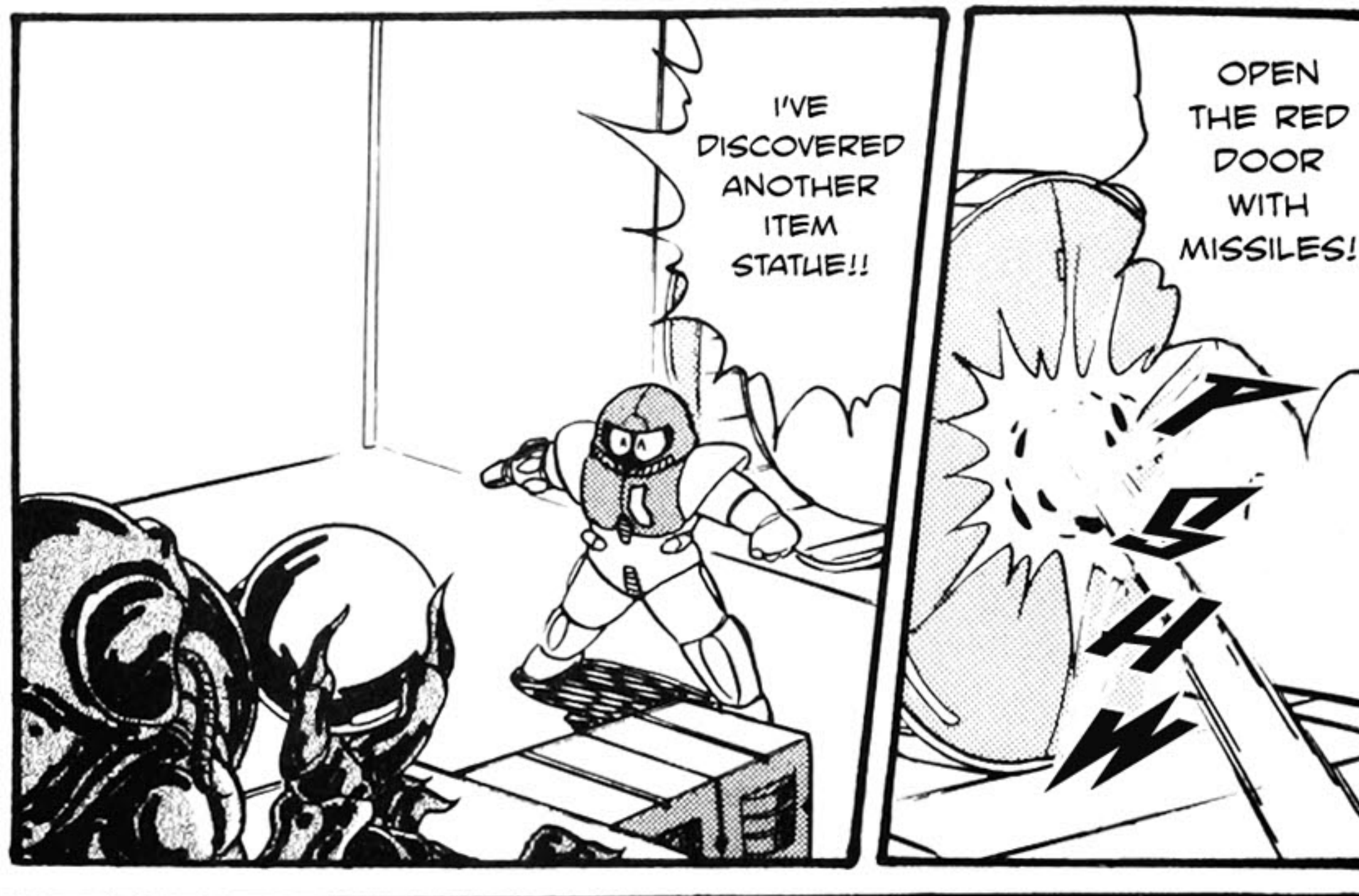


RIPPER II



EVOLVED FROM THE RIPPERS IN BRINSTAR. IT IS FASTER THAN THE RIPPER AND CAN'T BE DEFEATED BY MISSILES.

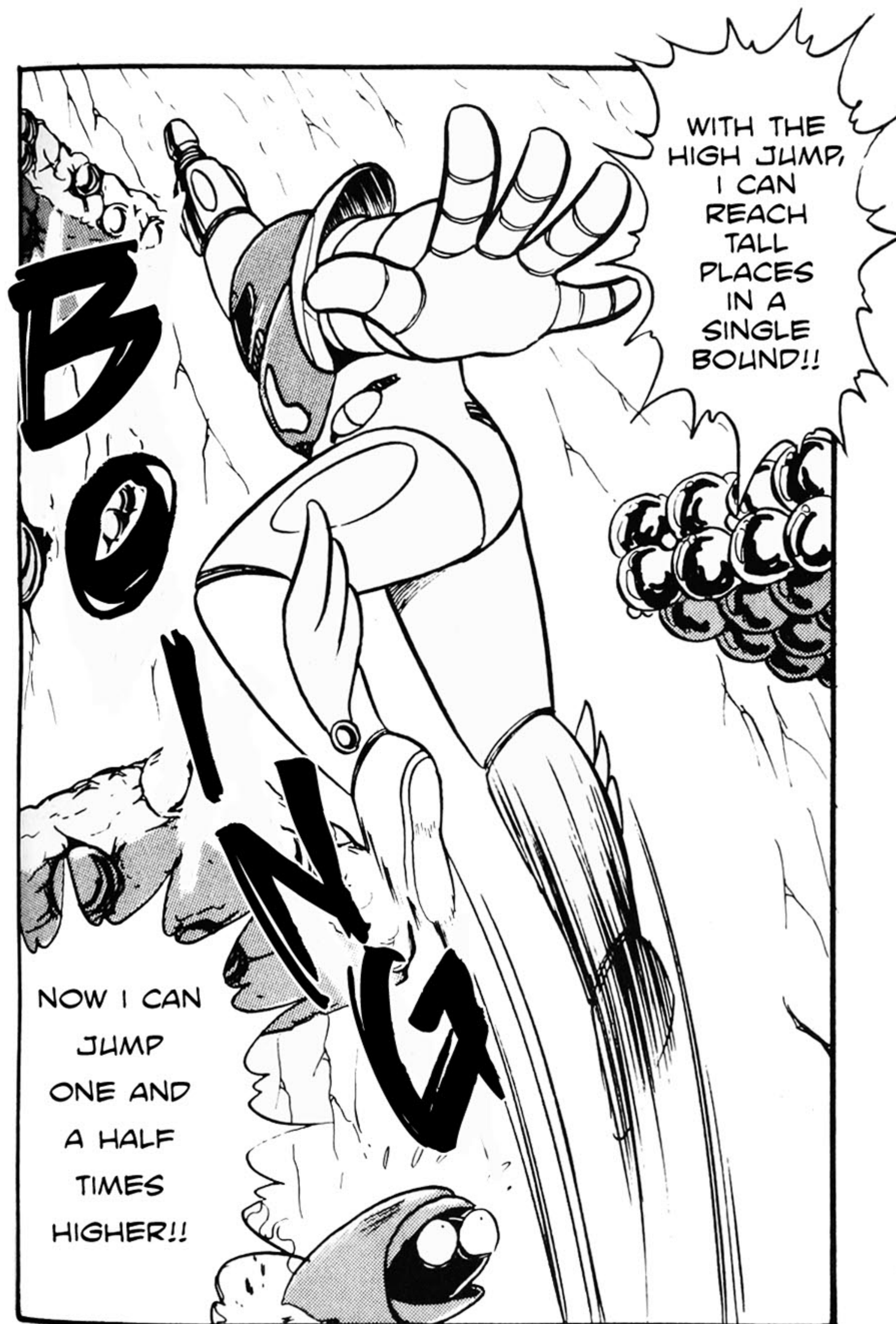
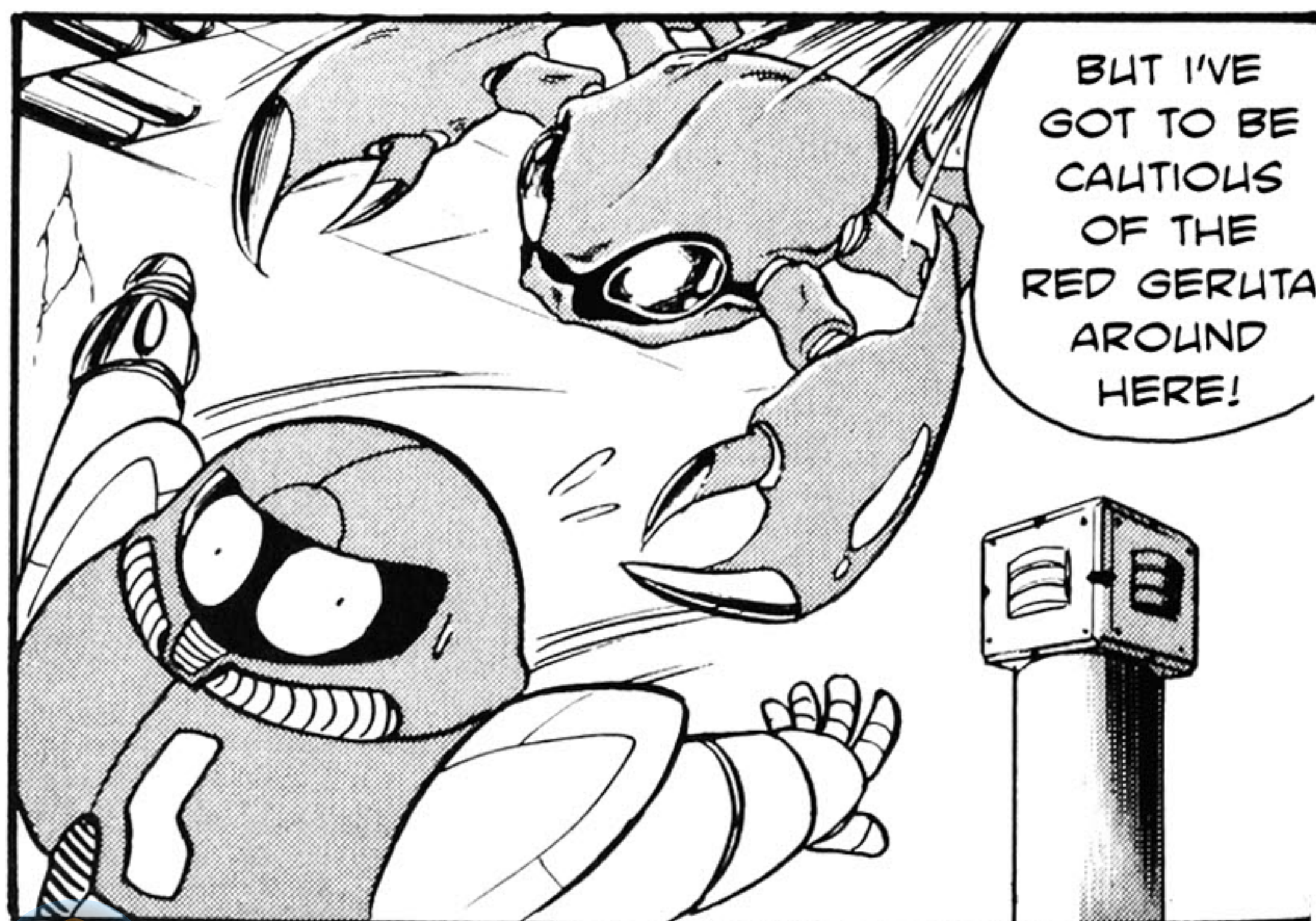
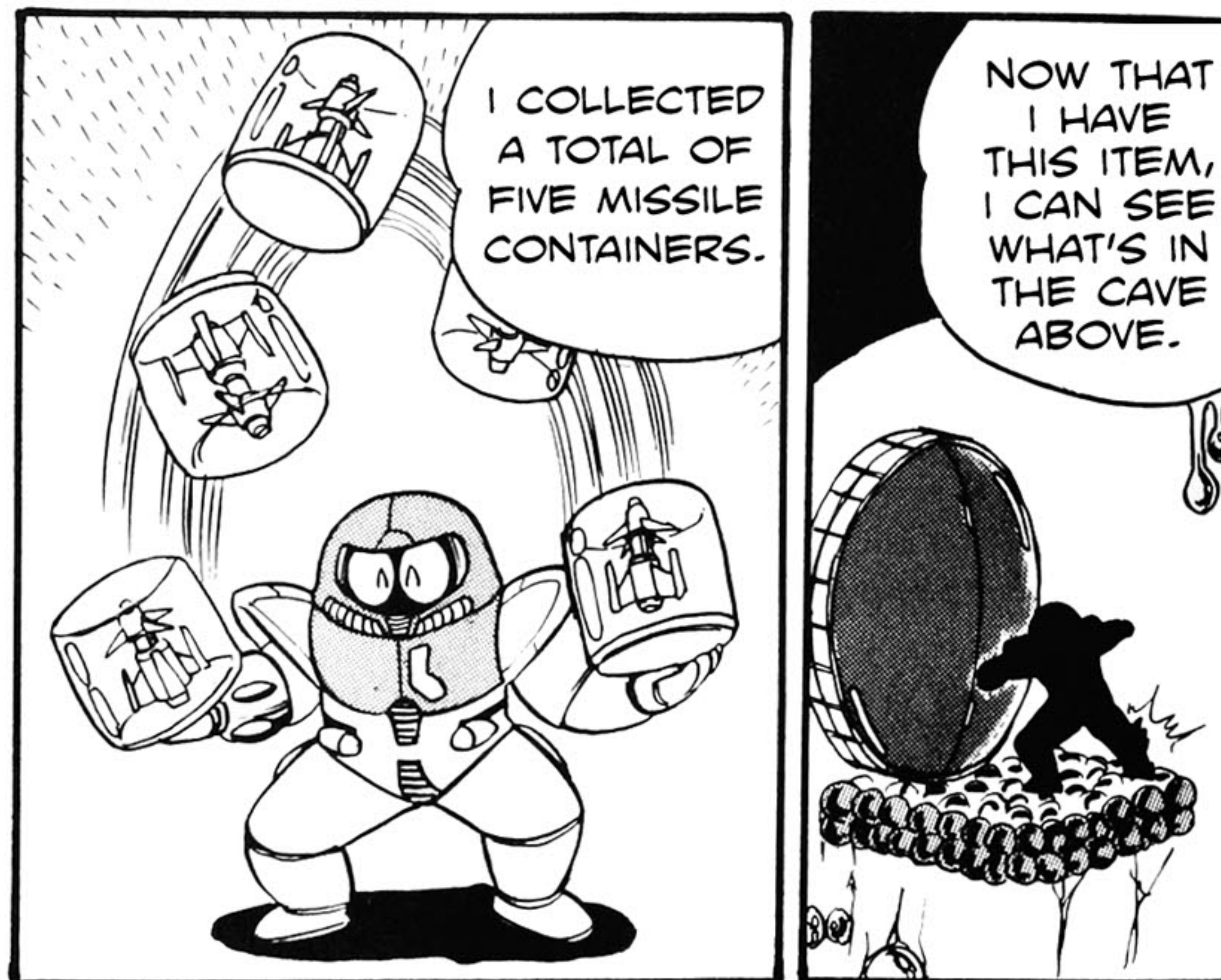


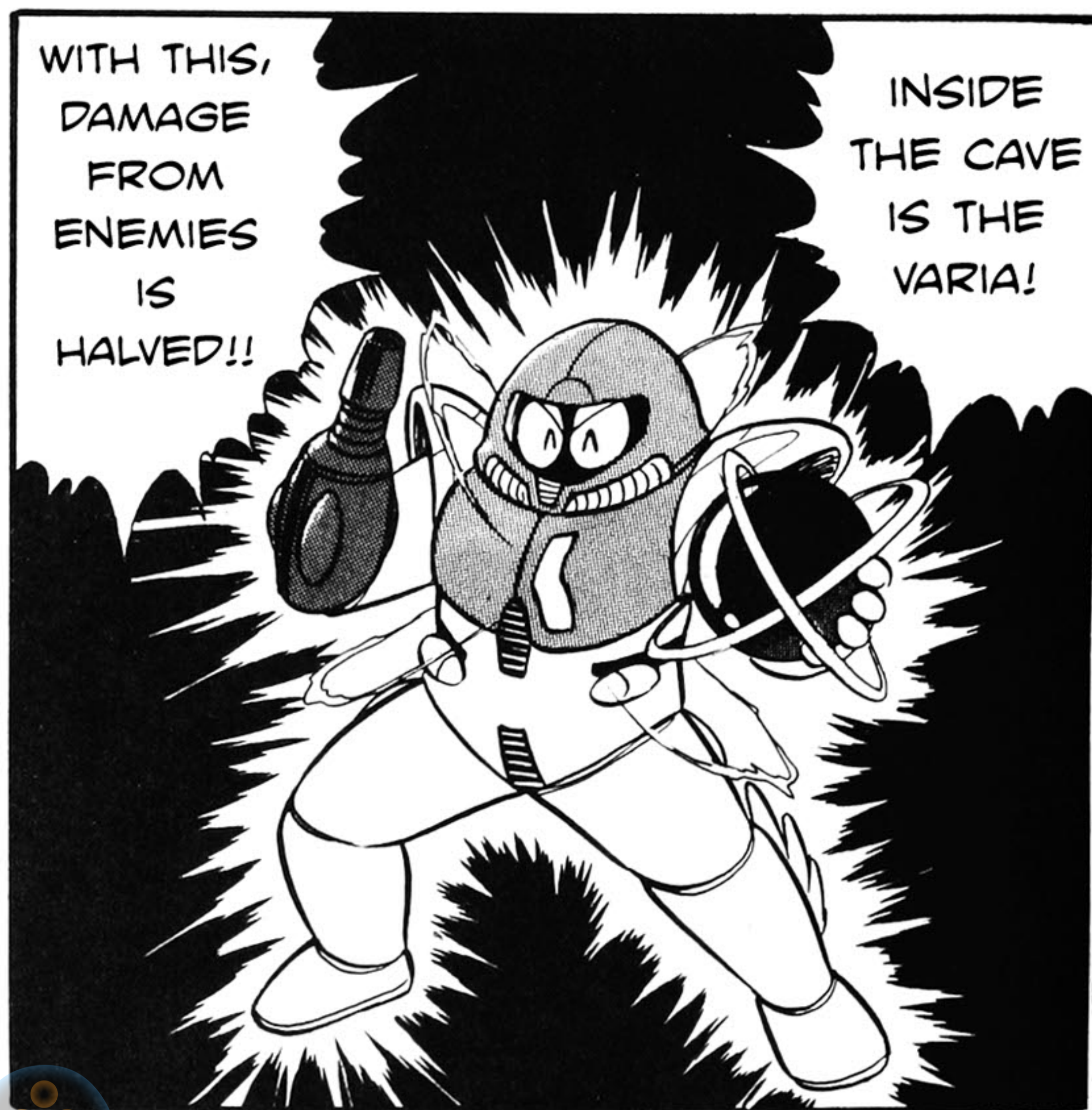
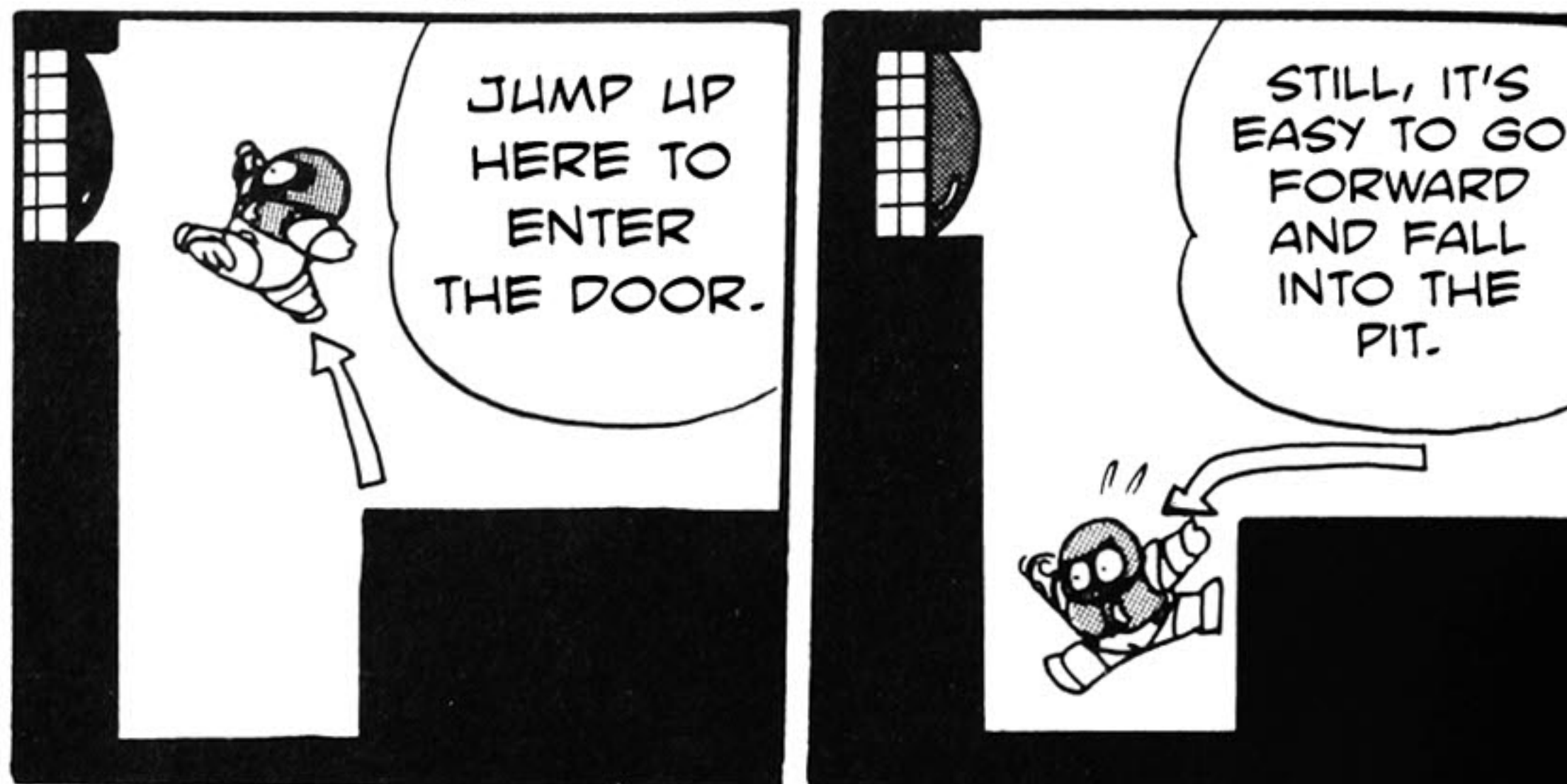


DRAGON



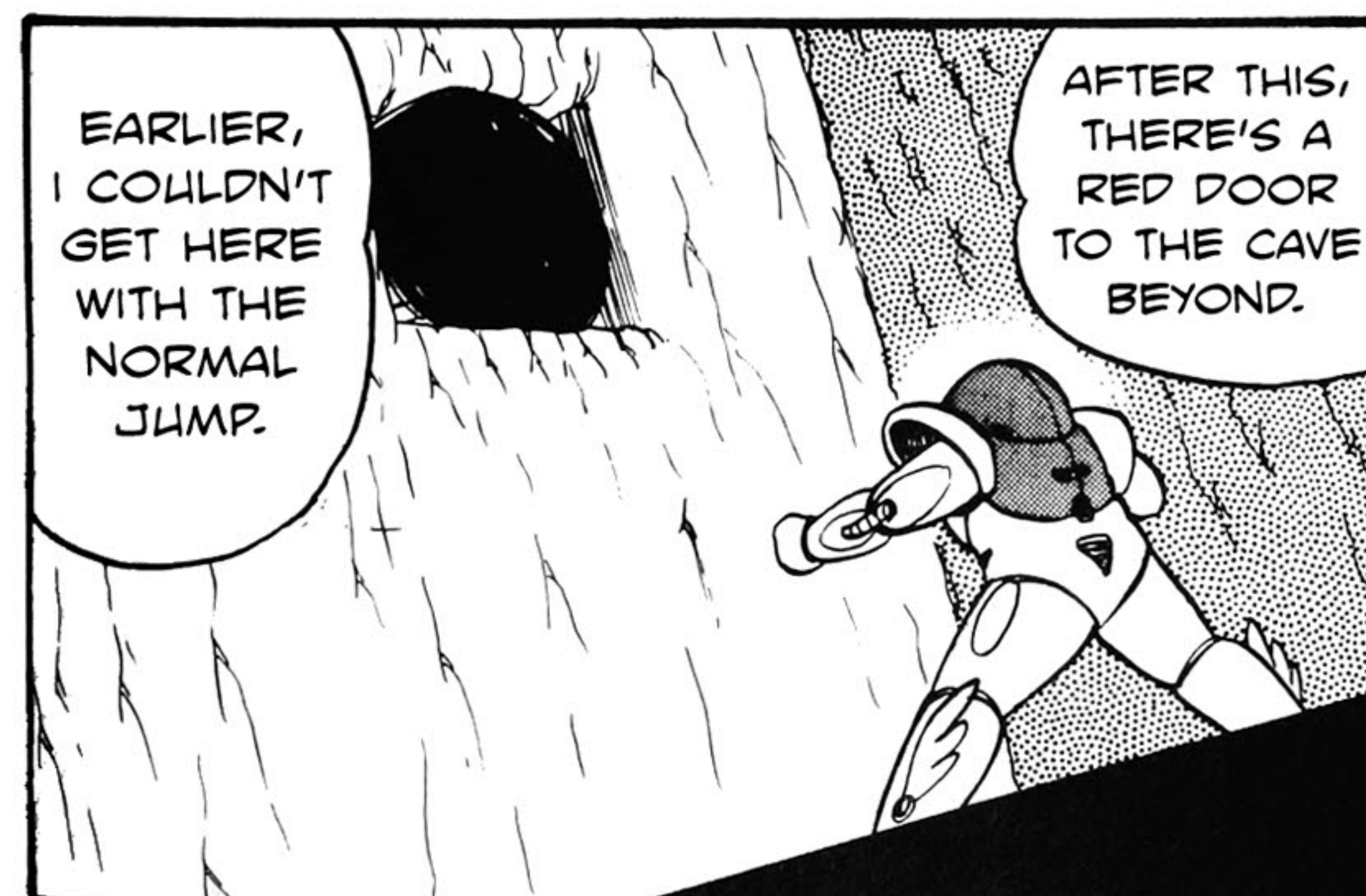
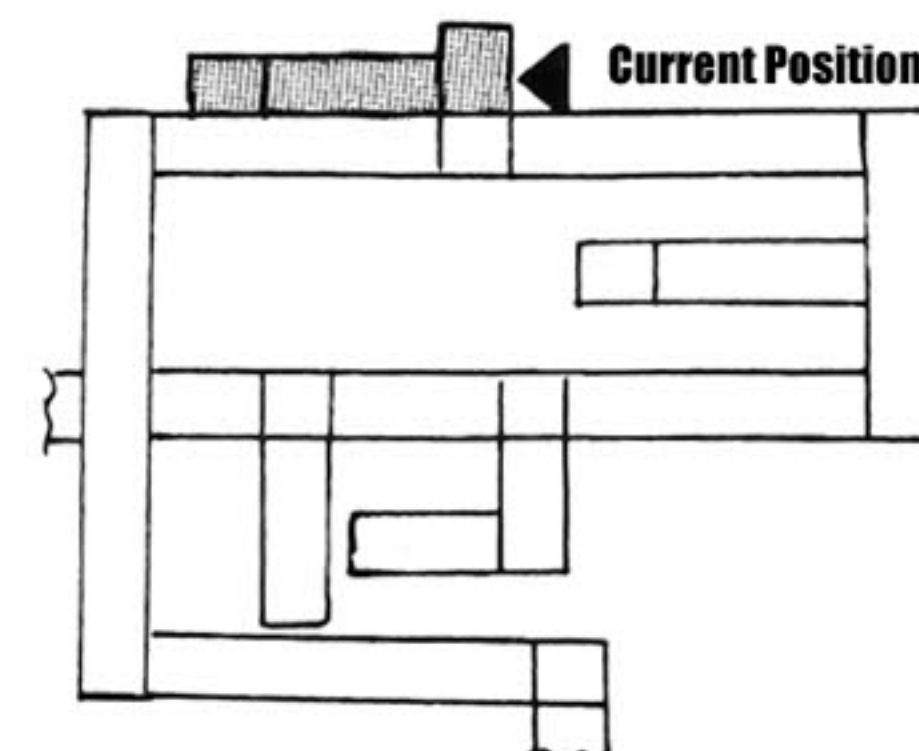
THIS CREATURE SPITS FIRE TOWARD SAMUS FROM INSIDE THE LAVA. IT IS DIFFICULT TO DEFEAT, AS IT ONLY LIVES INSIDE THE LAVA.





BRINSTAR 8

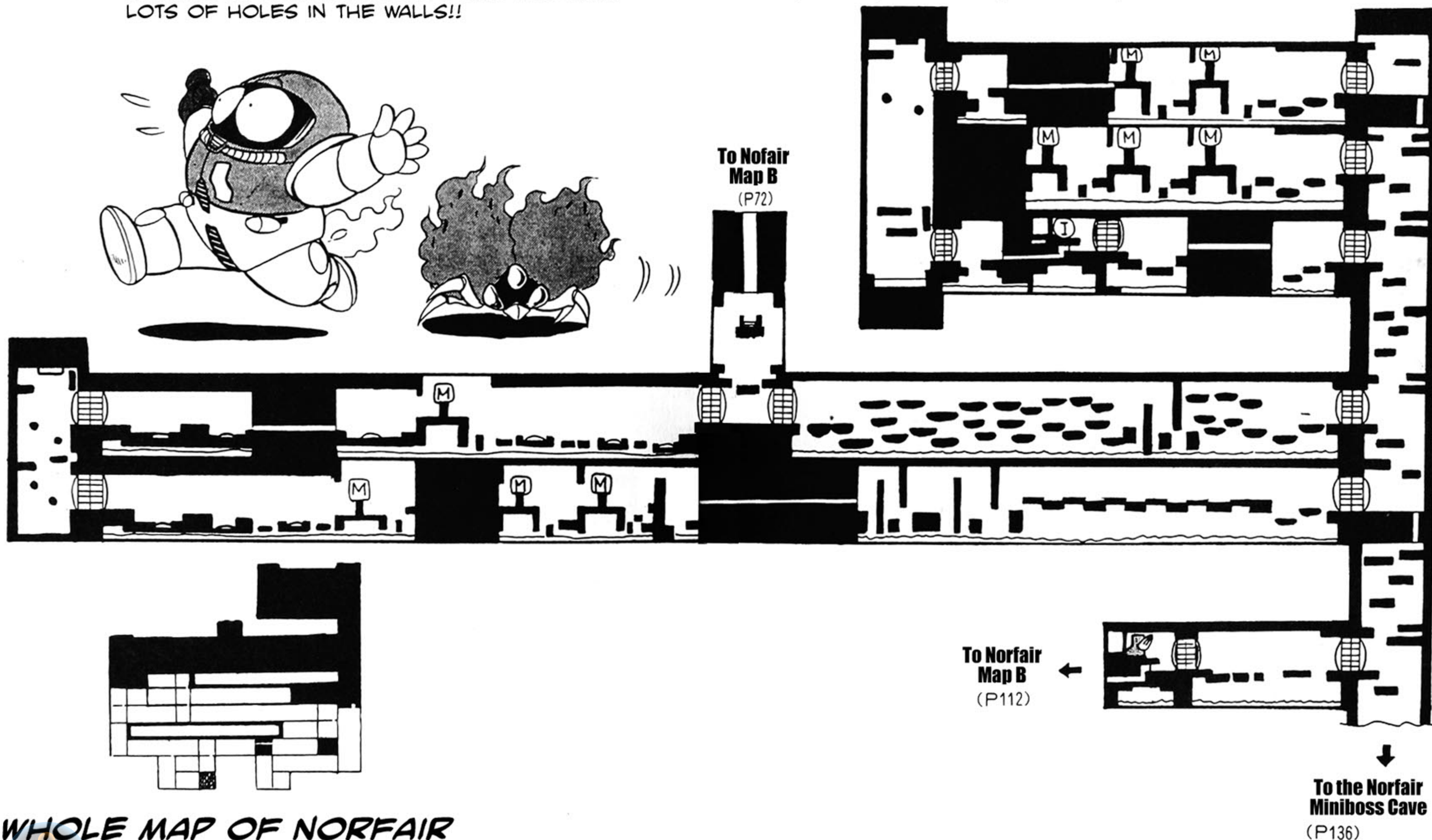
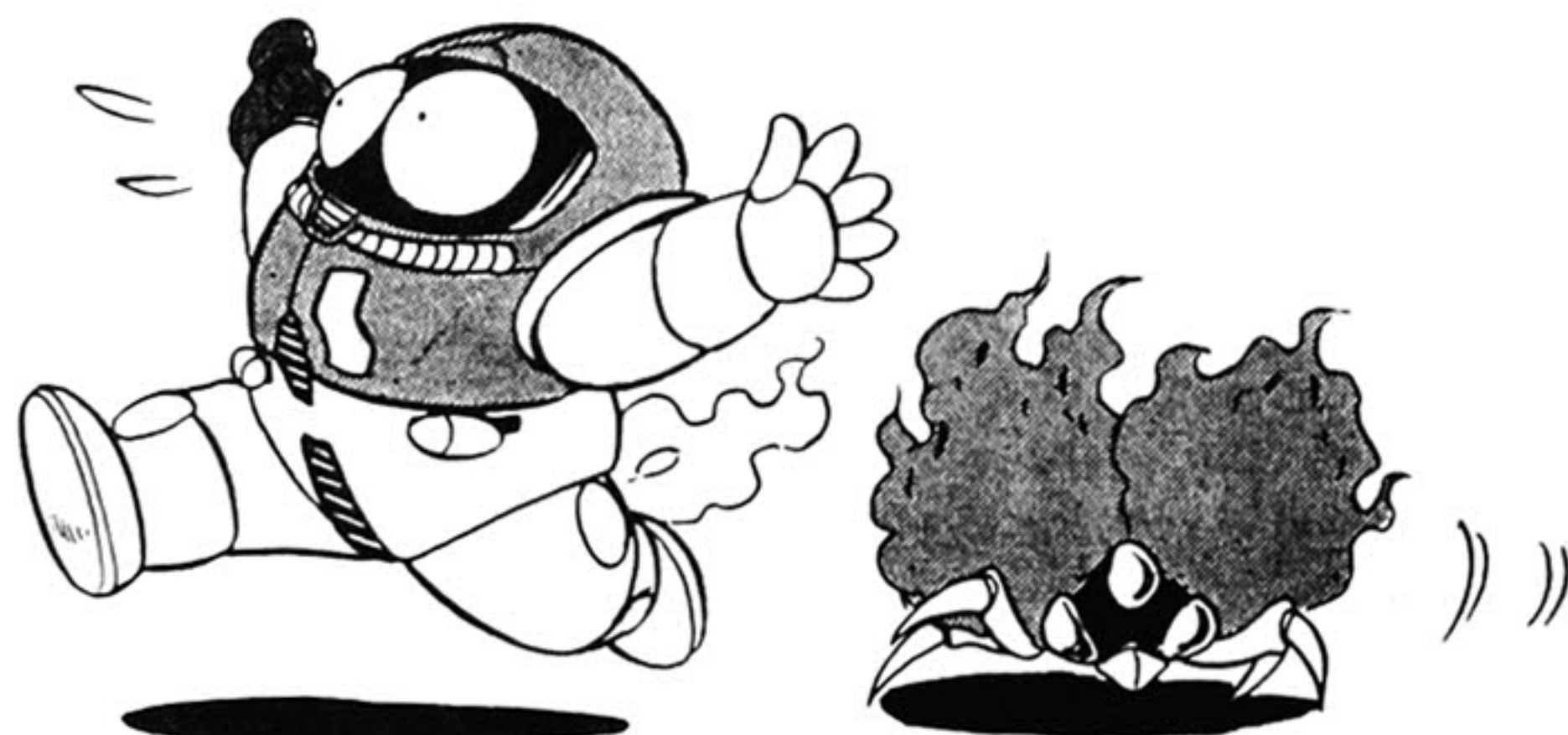
BACK TO BRINSTAR
MAP B (P73)



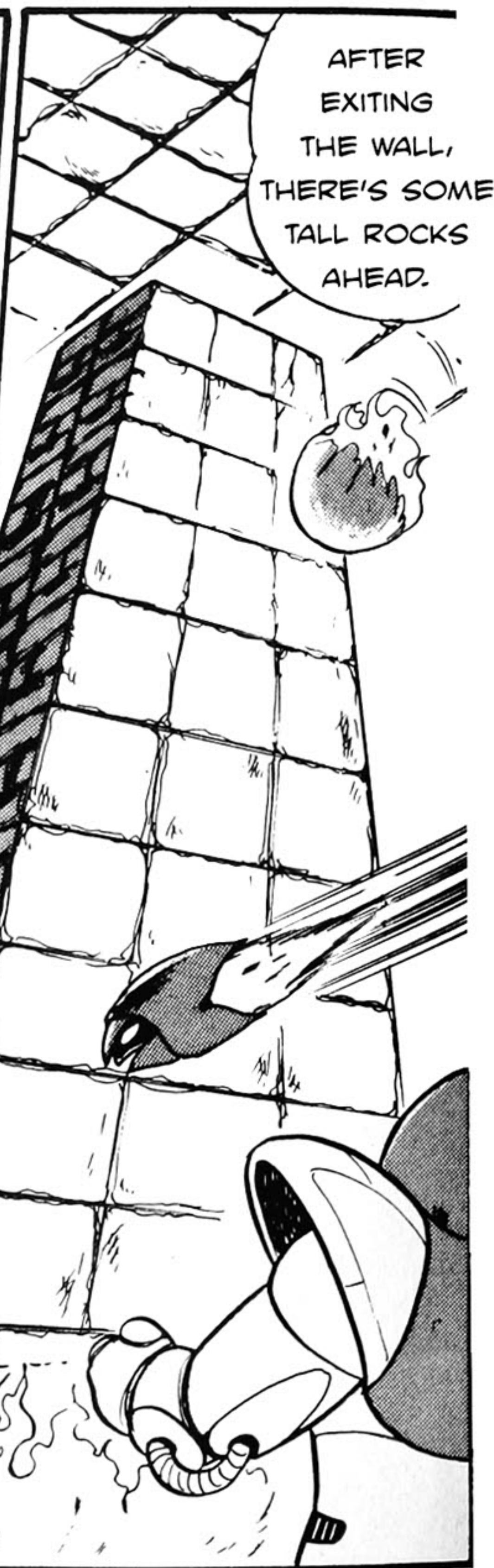
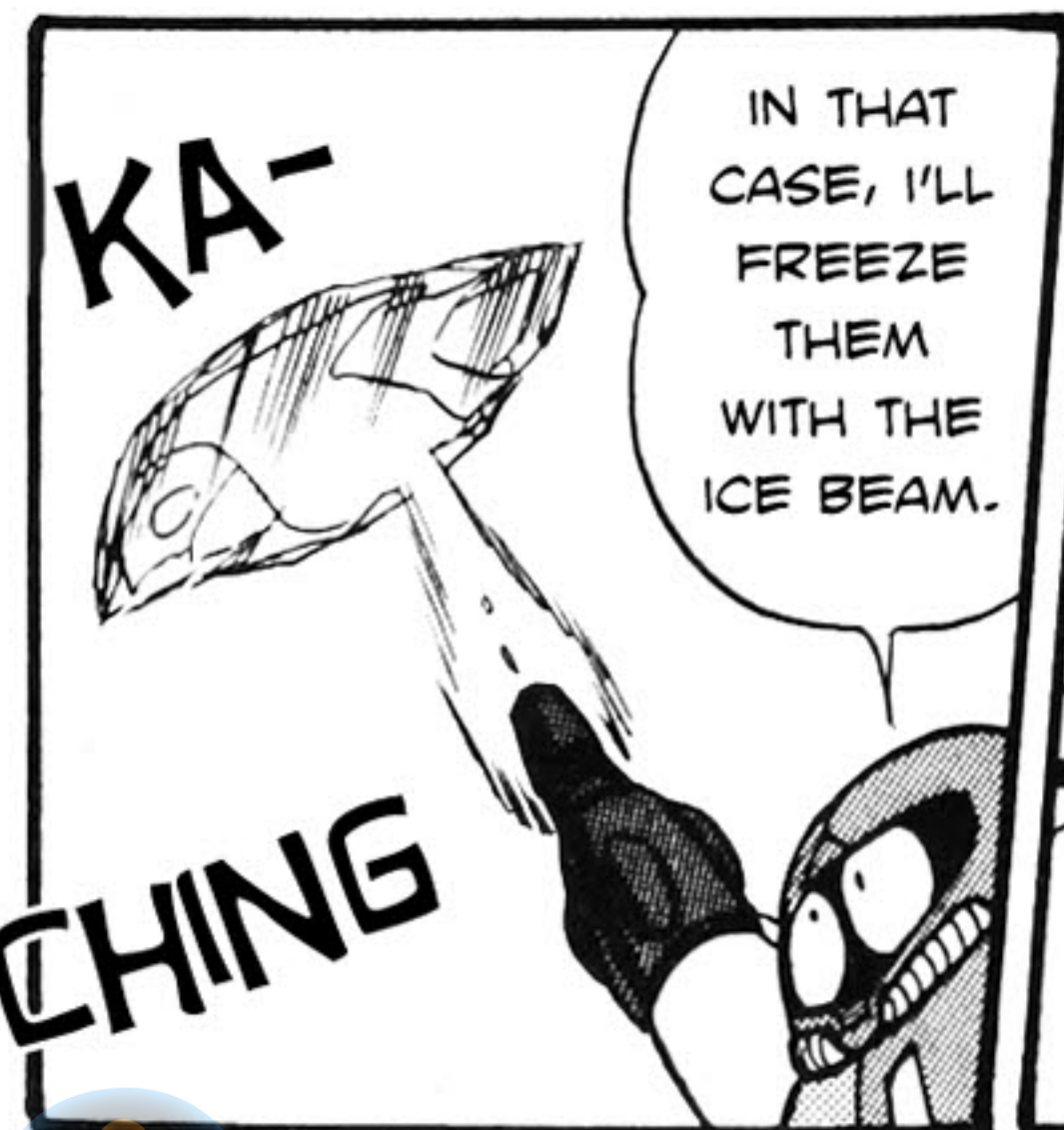
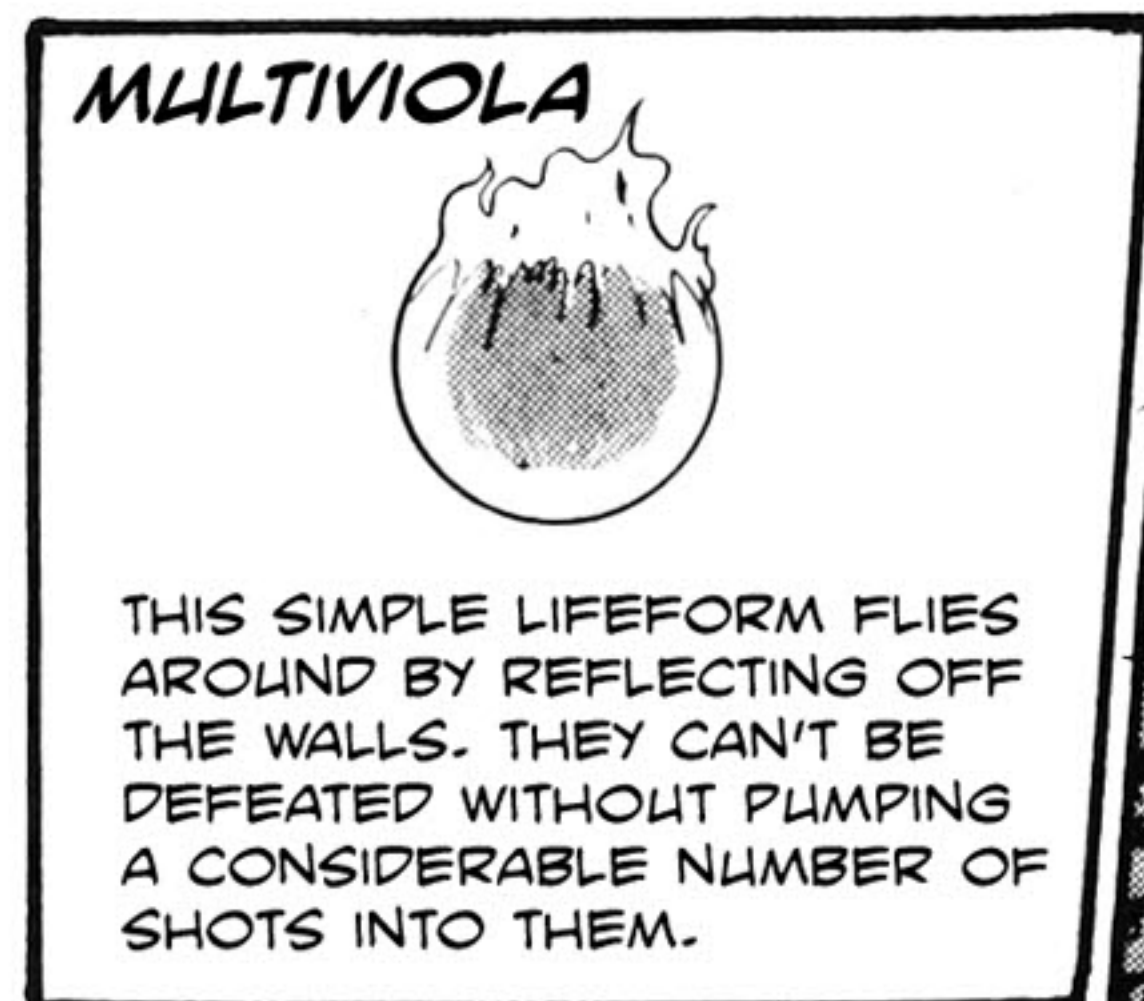
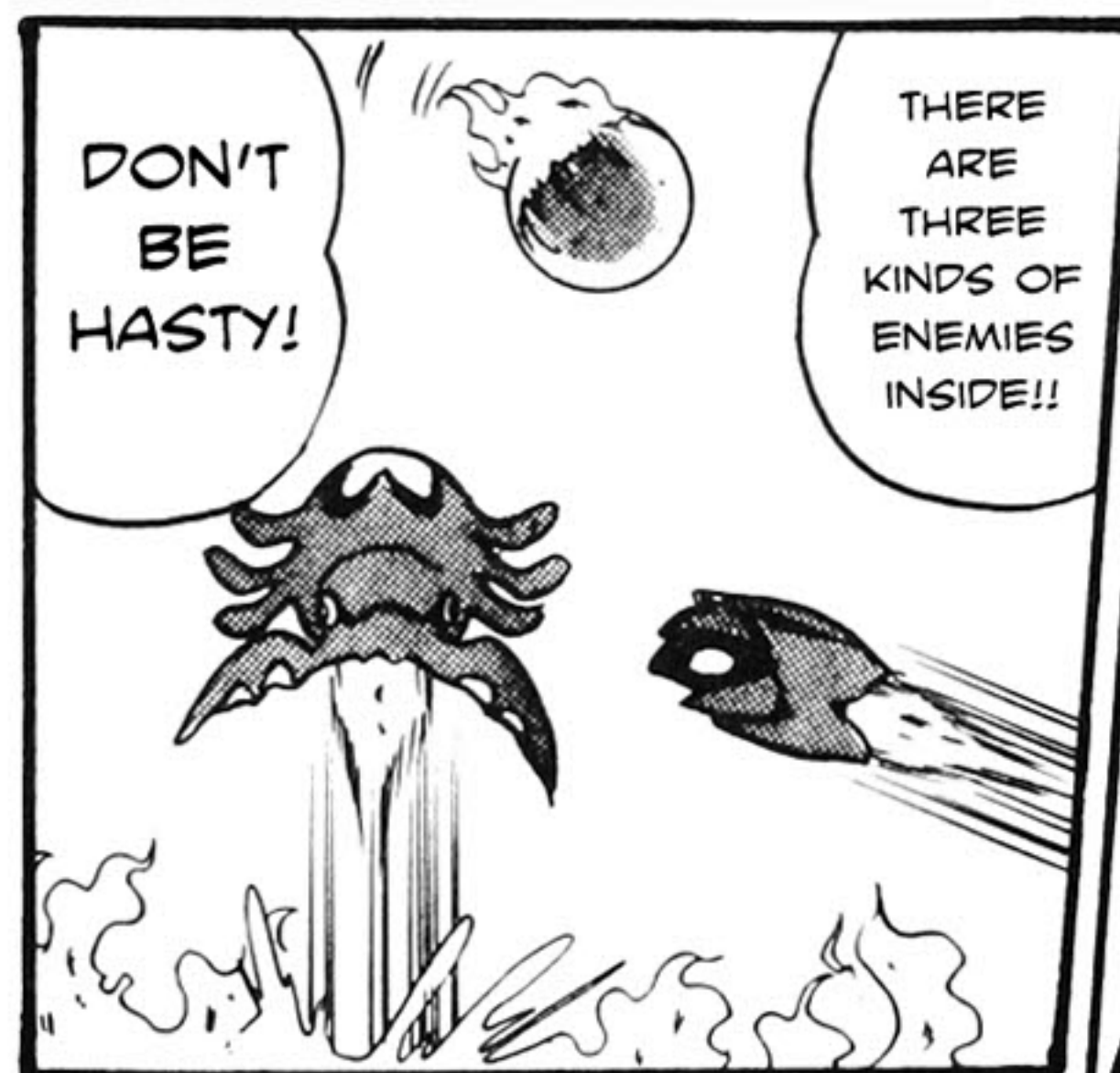
PRESENTING NORFAIR MAP A!!

FIRST OFF, IT IS IMPORTANT THAT YOU GET THE HIGH JUMP. IT WILL ALLOW YOU TO COLLECT THE MISSILES IN EACH LOCATION. THERE ARE ALSO LOTS OF HOLES IN THE WALLS!!

- | | | |
|------------------------|---------------------------|---------------|
| (M) MISSILE | (I) ICE BEAM | (H) HIGH JUMP |
| (B) BLUE DOOR (1 SHOT) | (R) RED DOOR (5 MISSILES) | |

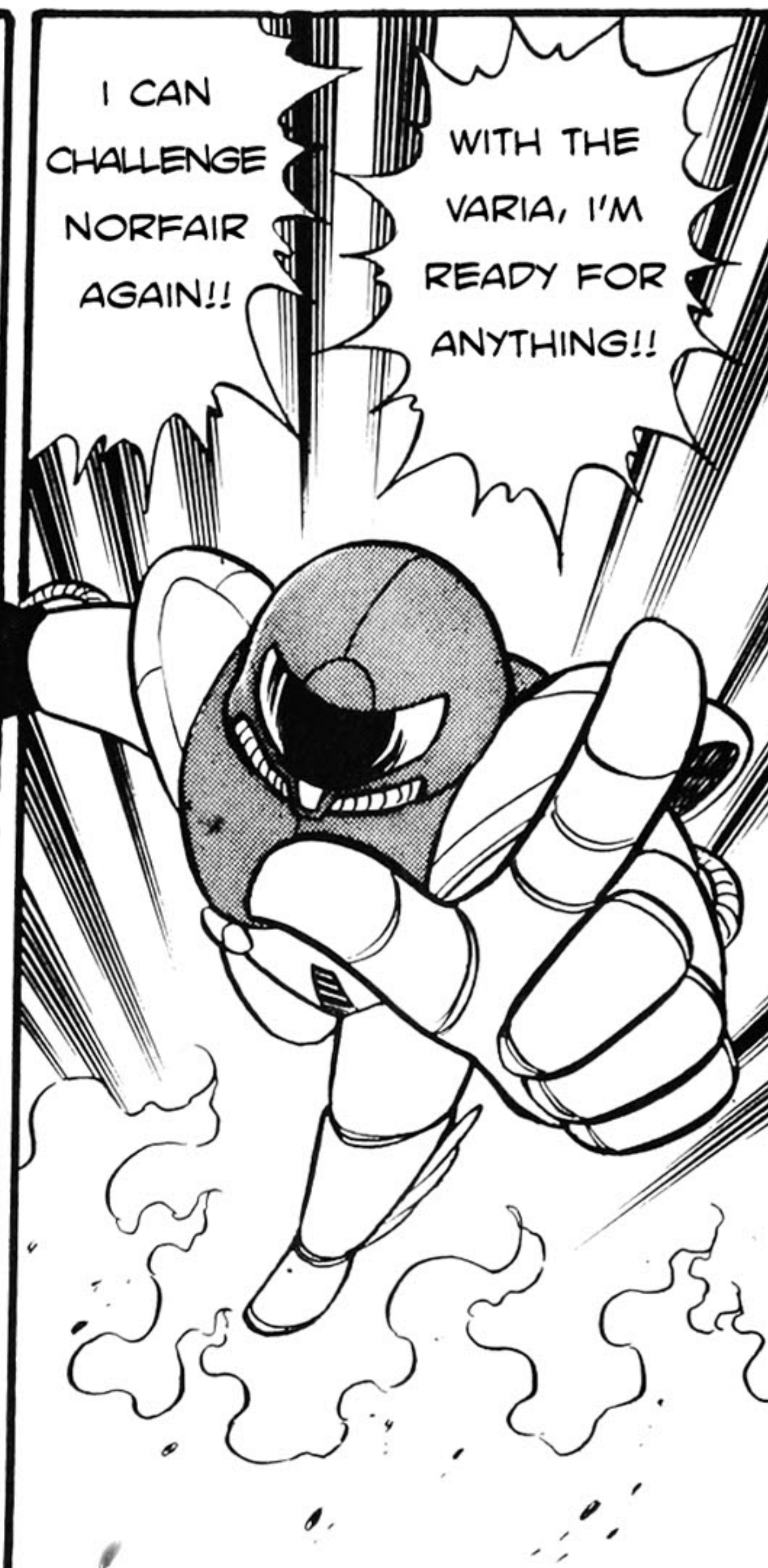
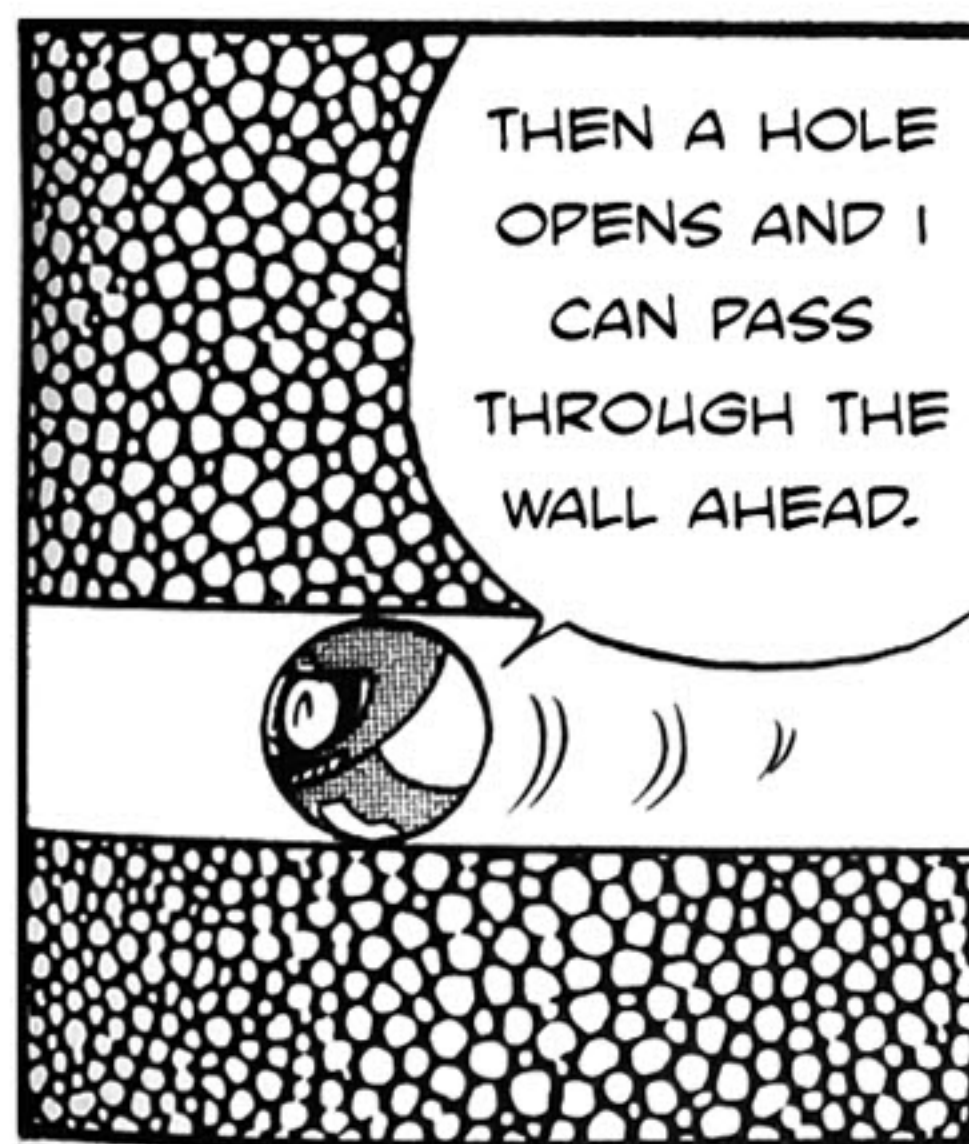
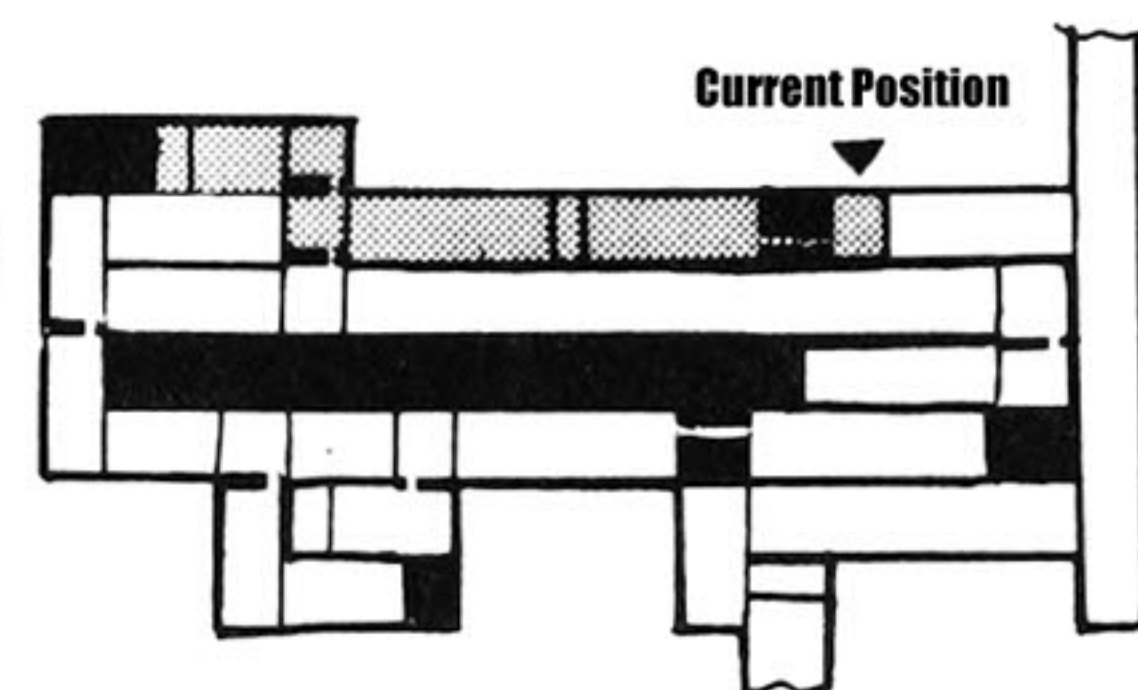


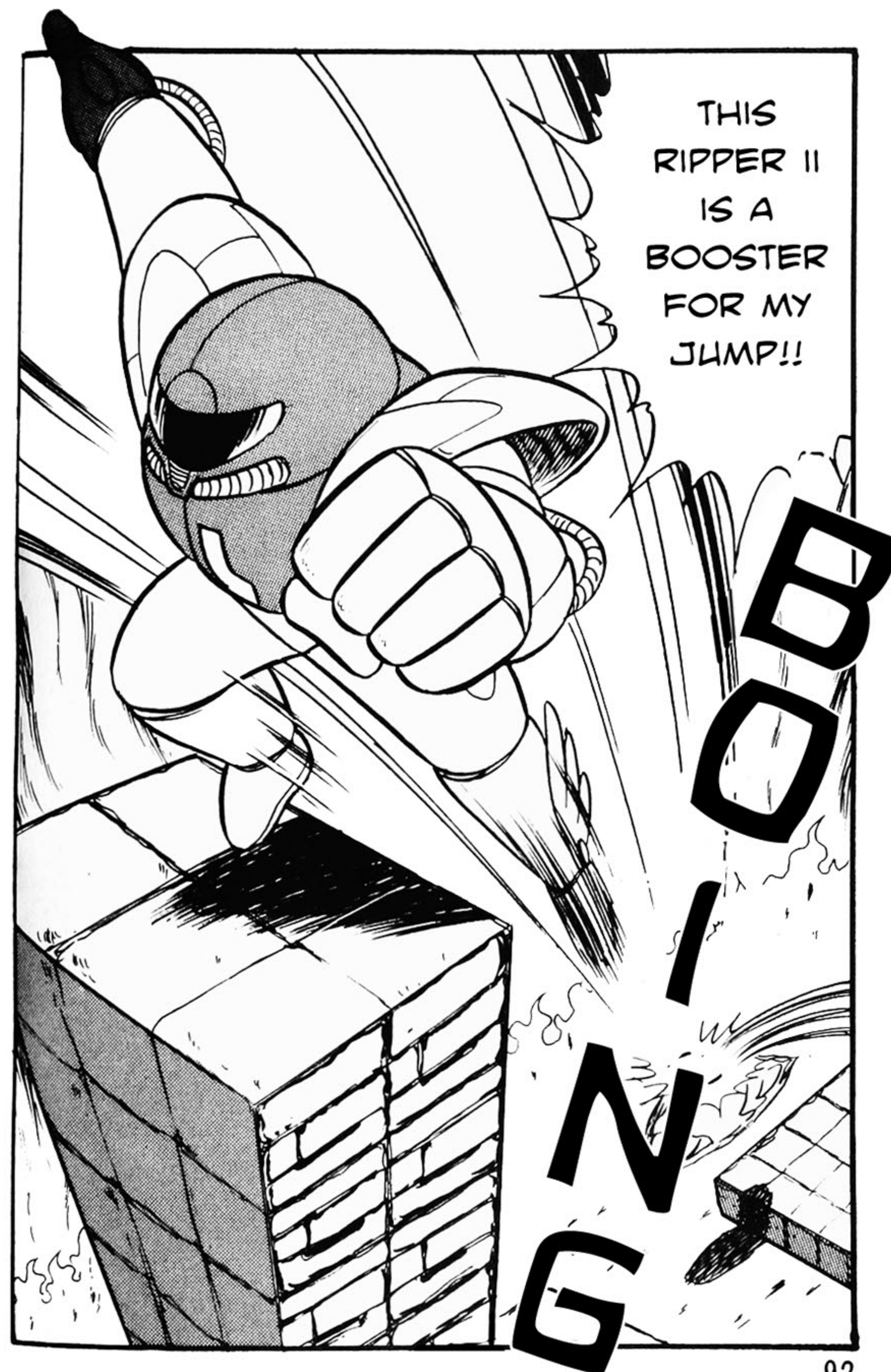
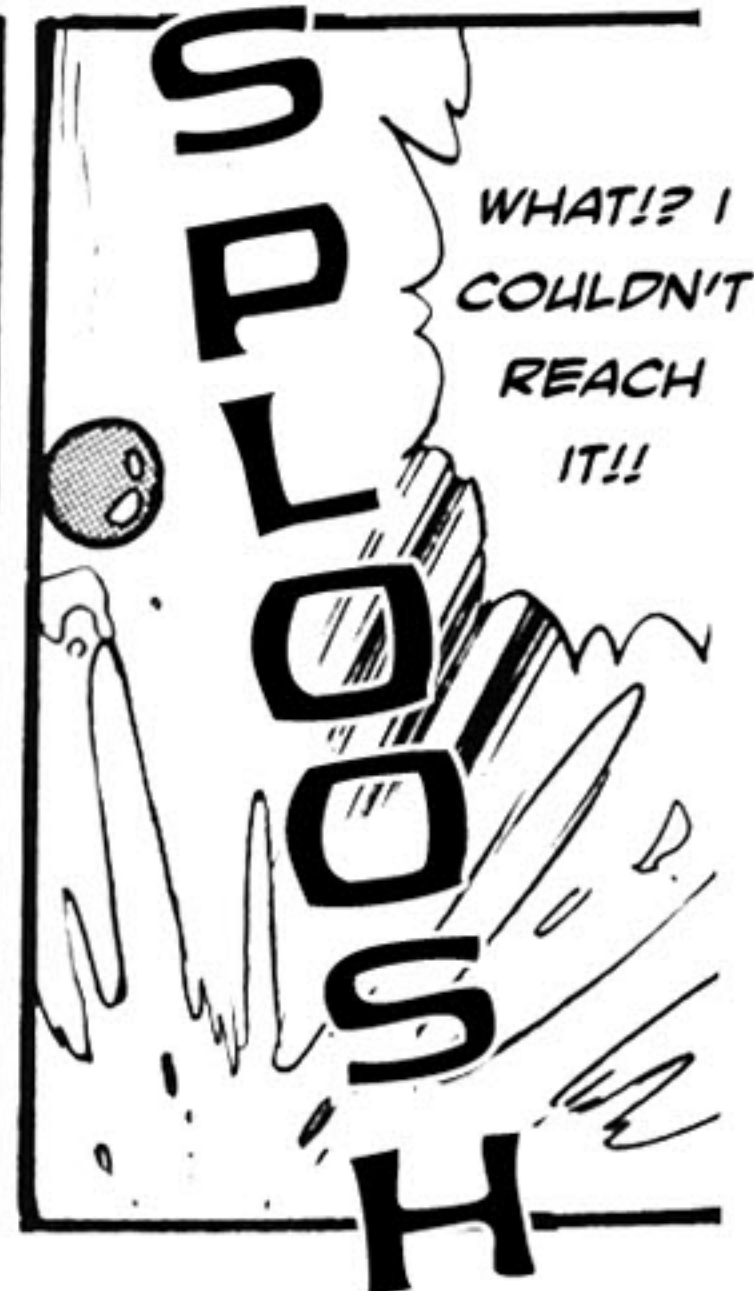
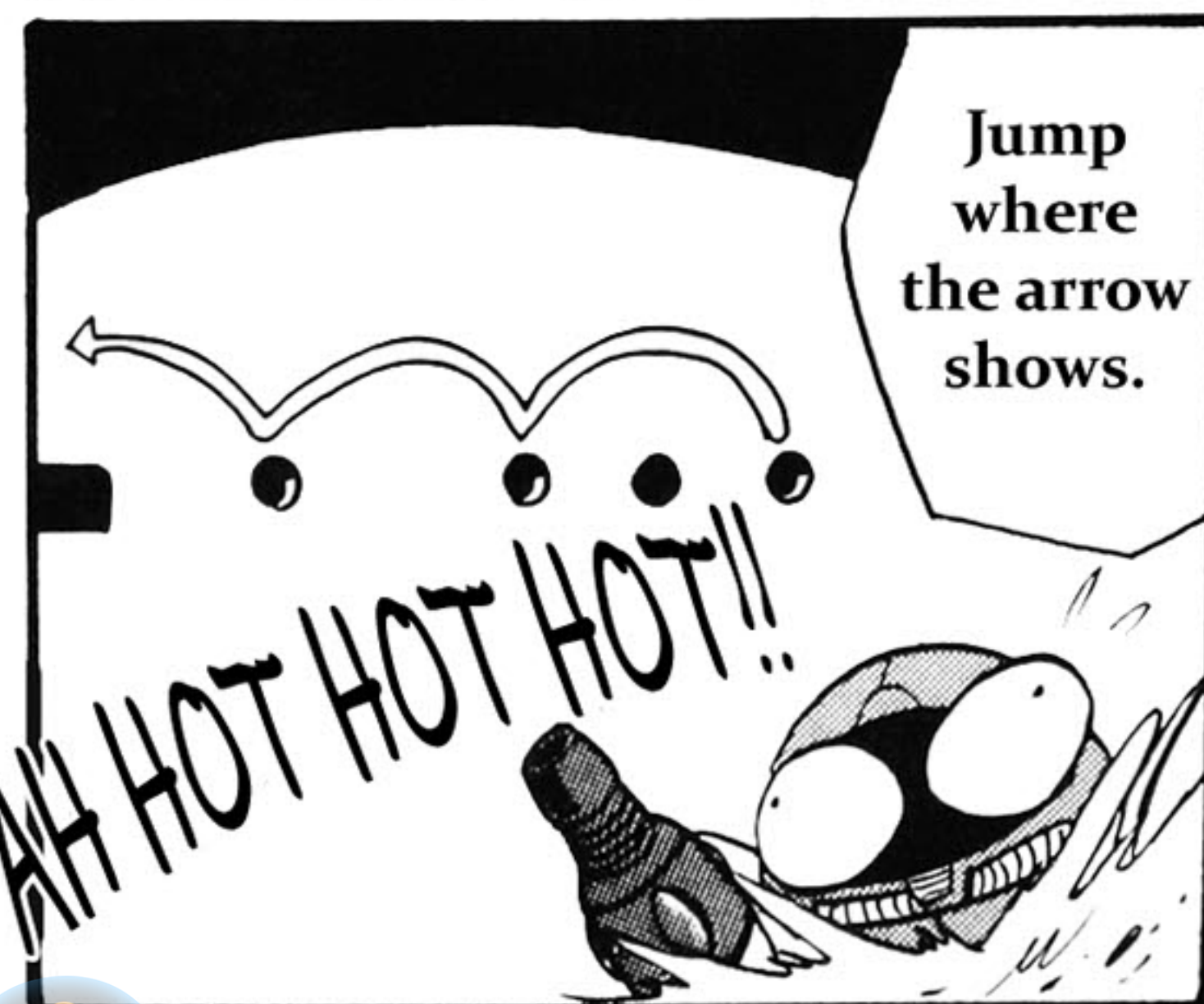
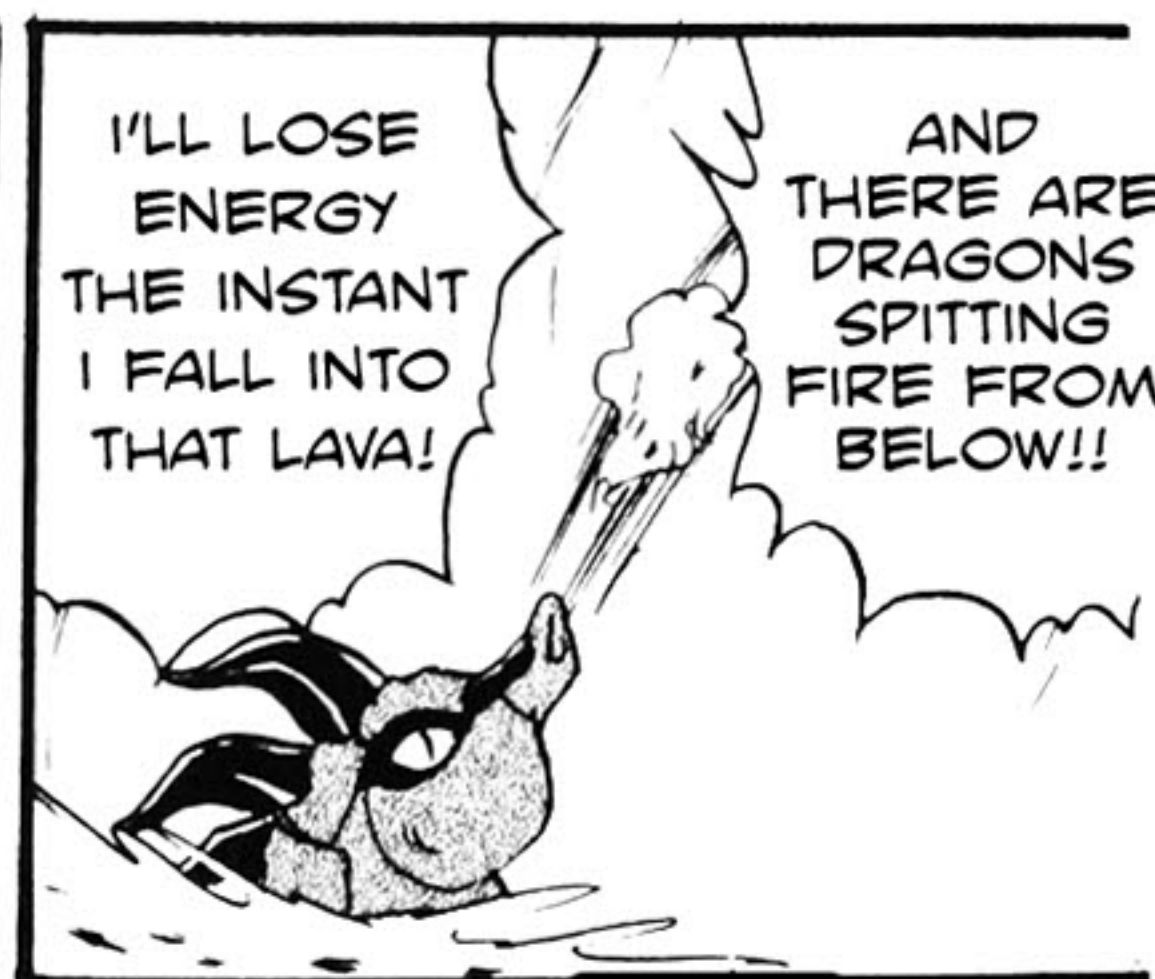
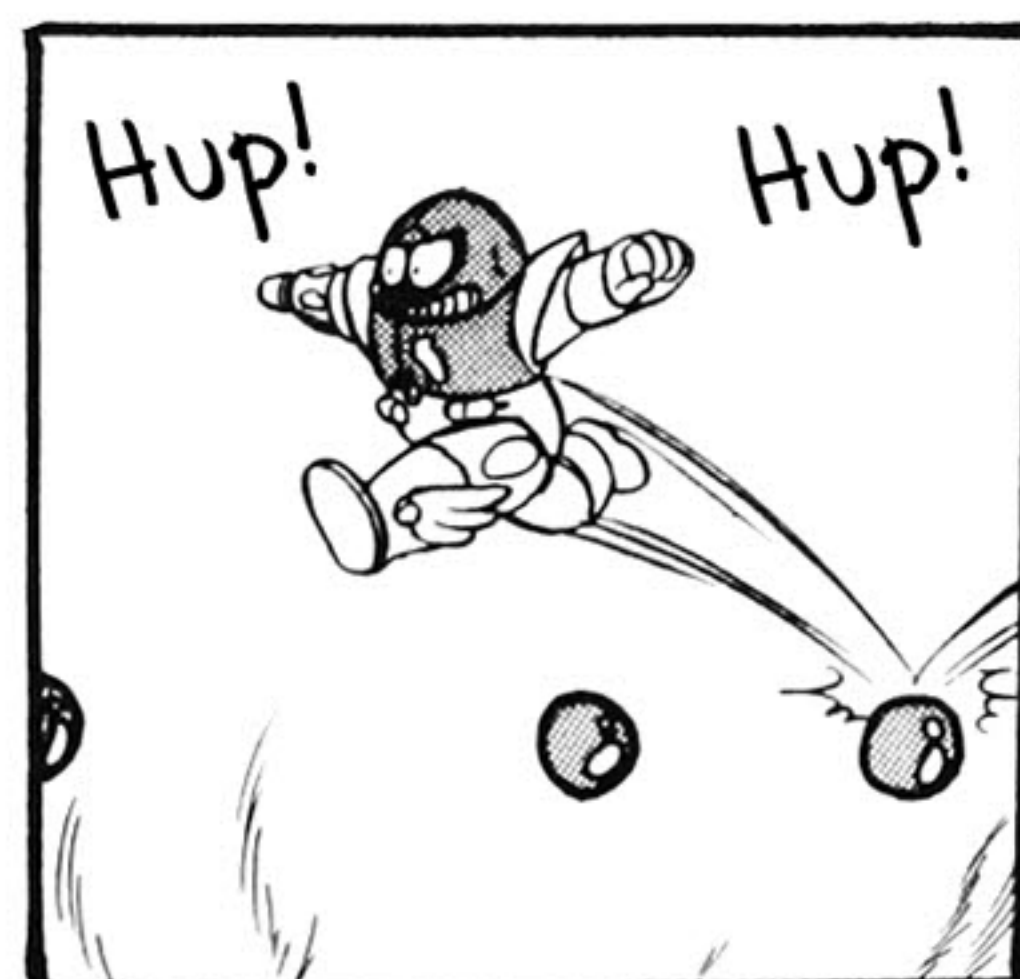
WHOLE MAP OF NORFAIR



NORFAIR 3

MAP B





BZZZ

HM!?

THANKS
TO THEM,
MY FACE
IS A MESS.

POLYPS
CAME OUT
OF THE
VENT.

I SURE
LOST A
LOT OF
ENERGY...

GEEZ...
THAT WAS
HORRIBLE.

**AUGH!!
THIS TIME
IT'S A
GAMET
ATTACK!!**

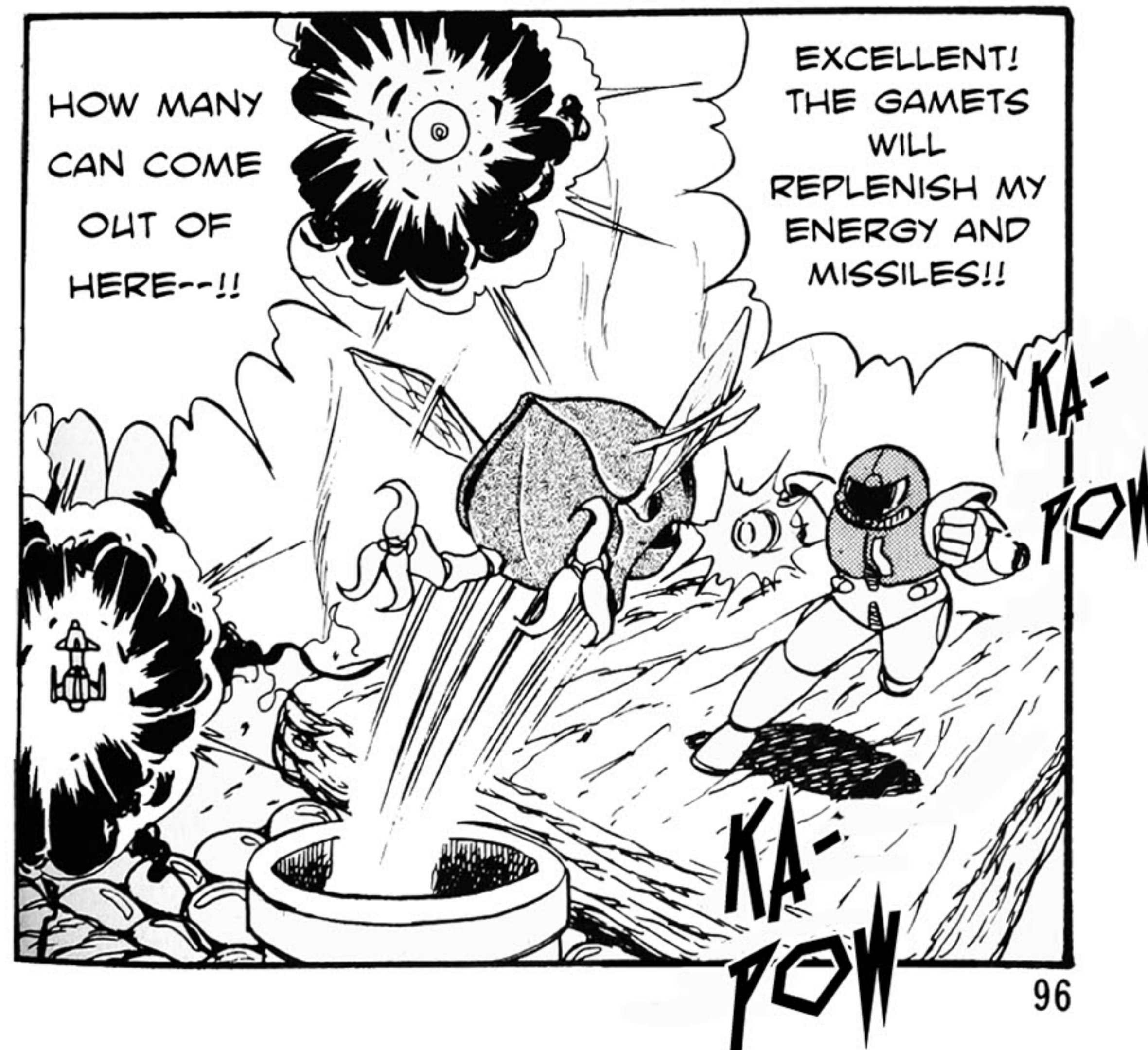
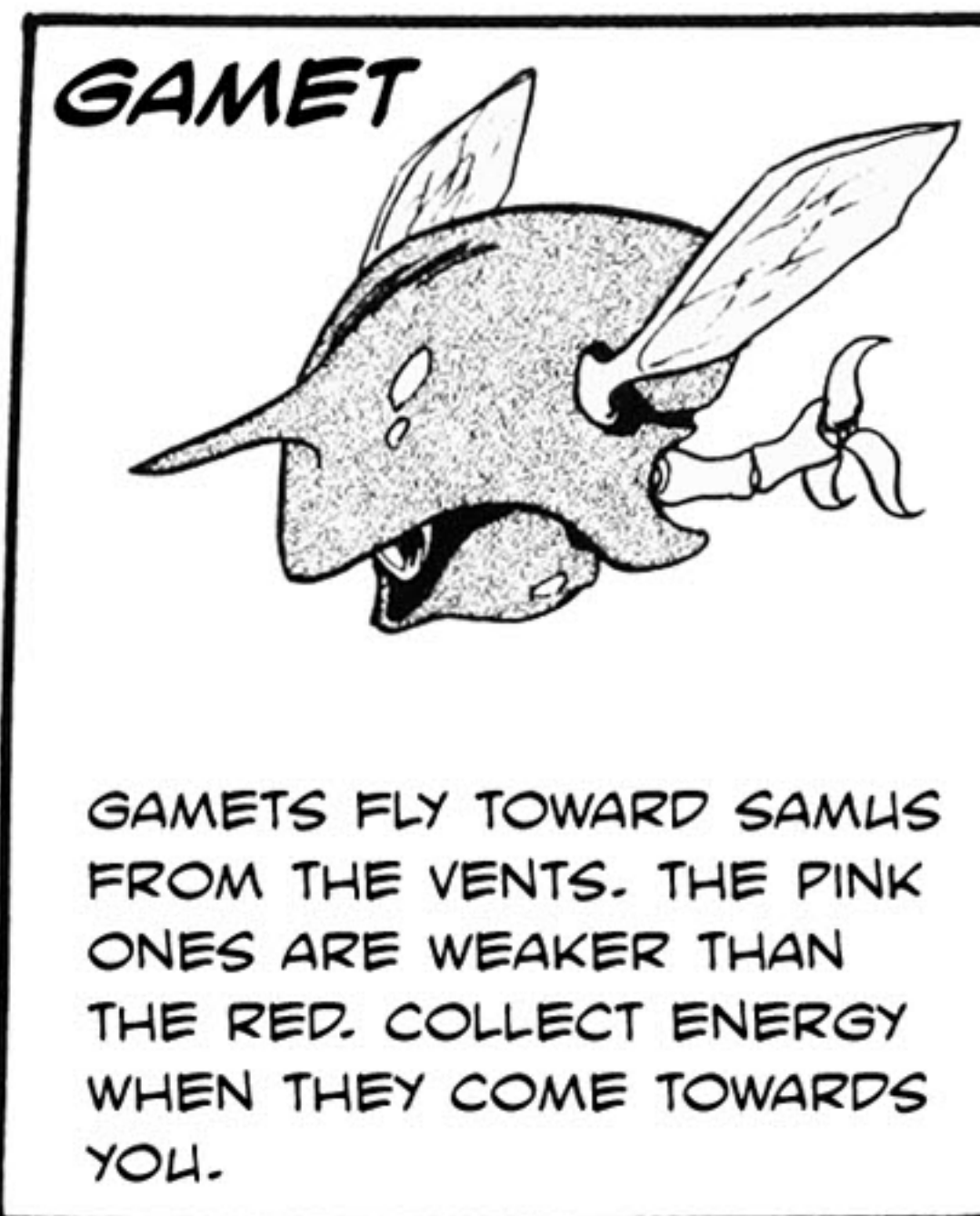
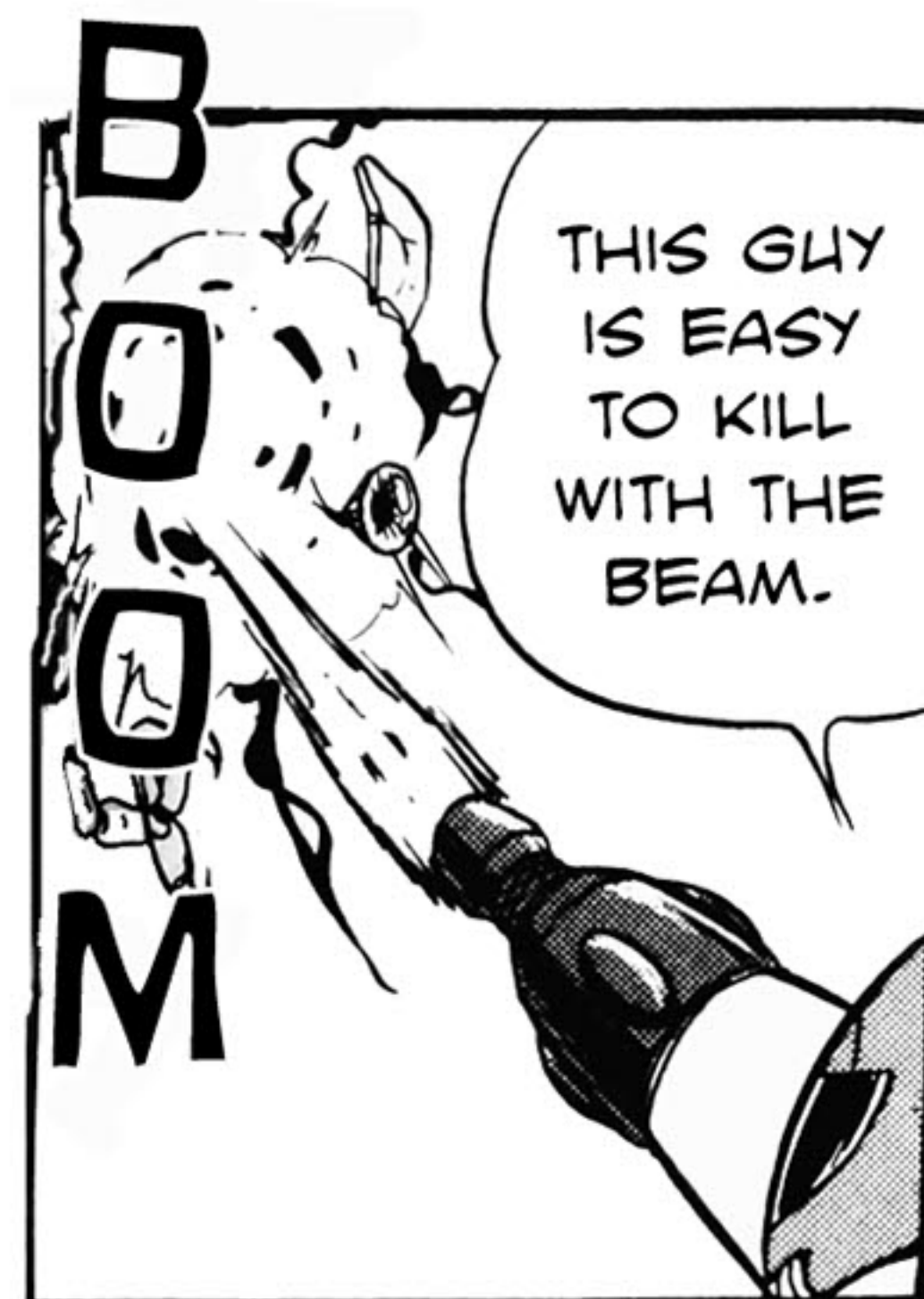
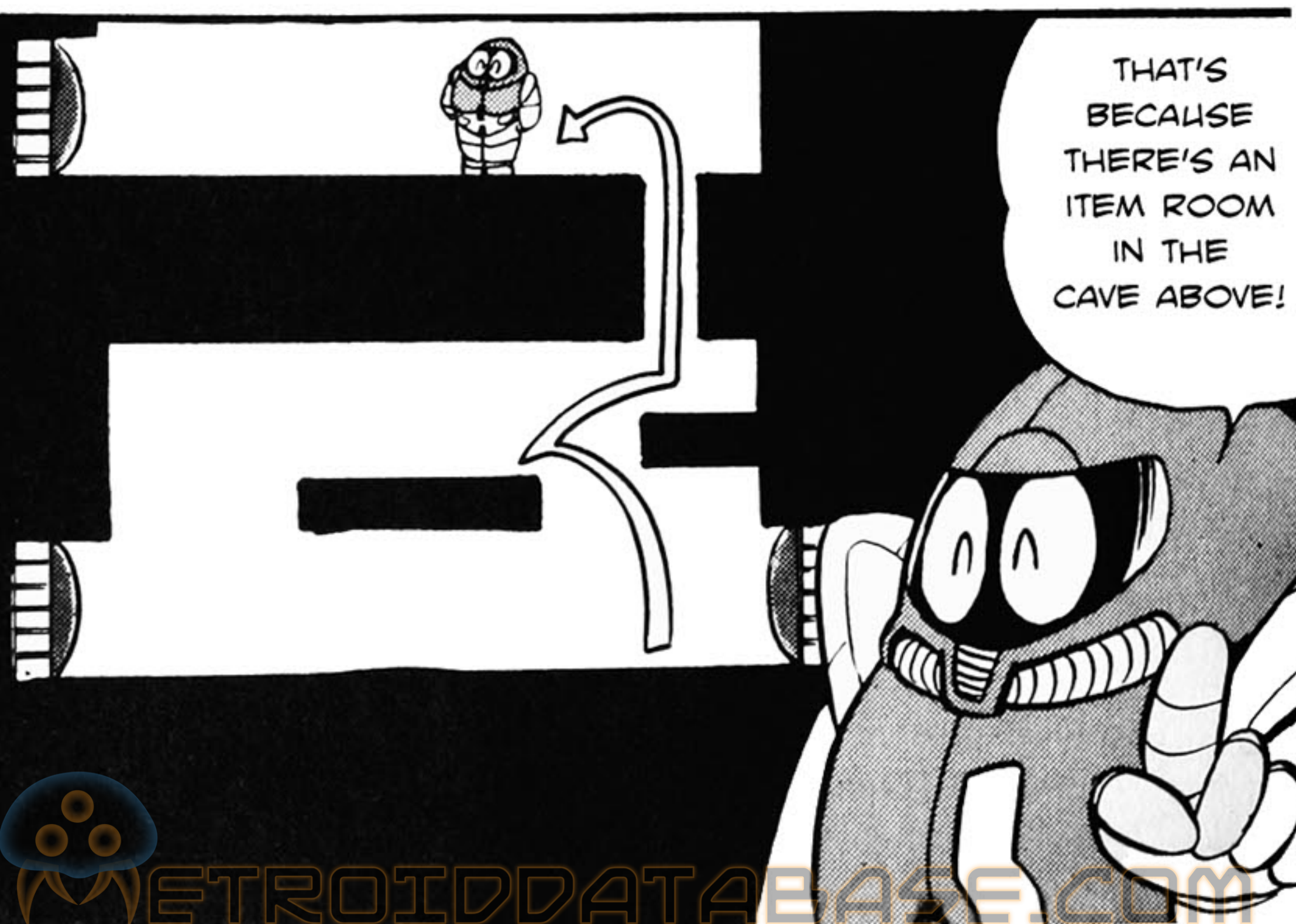
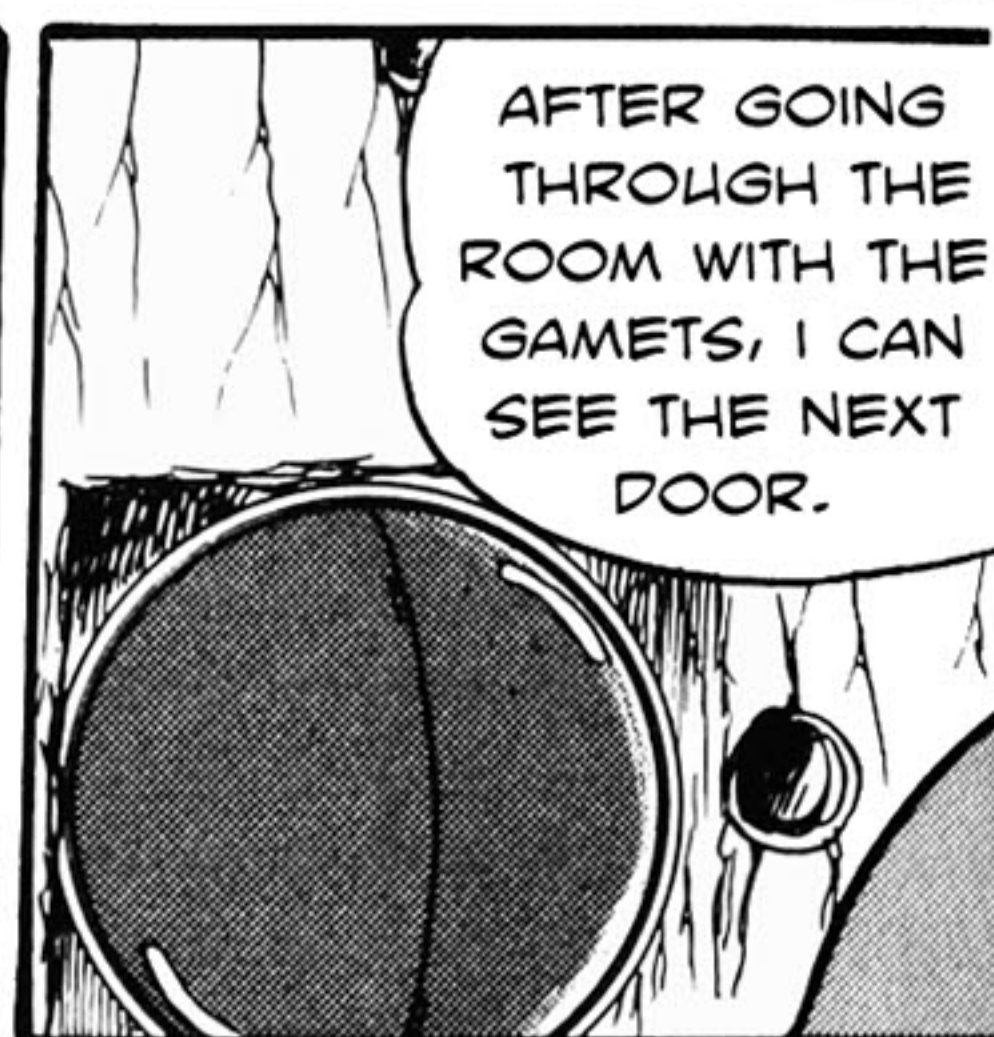
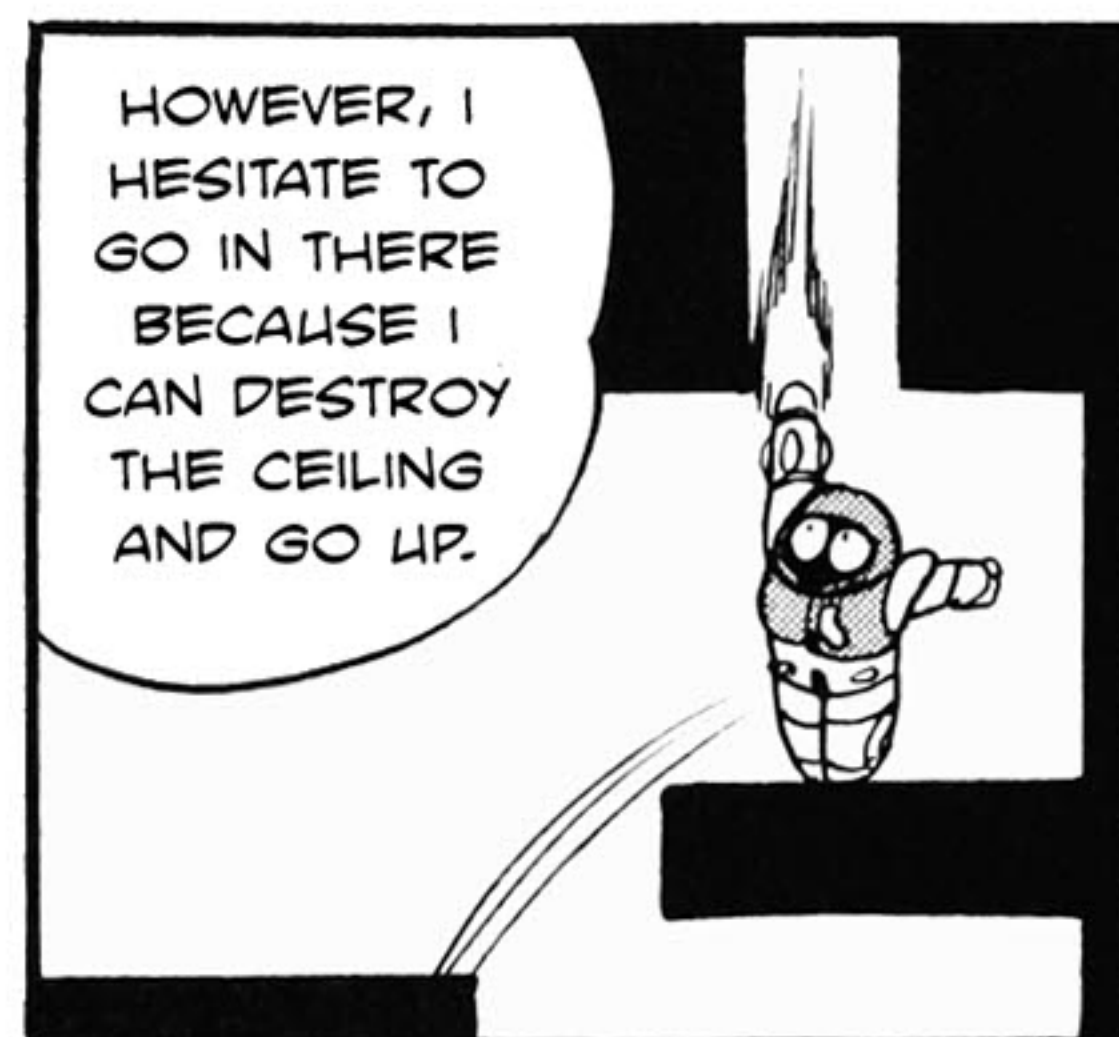
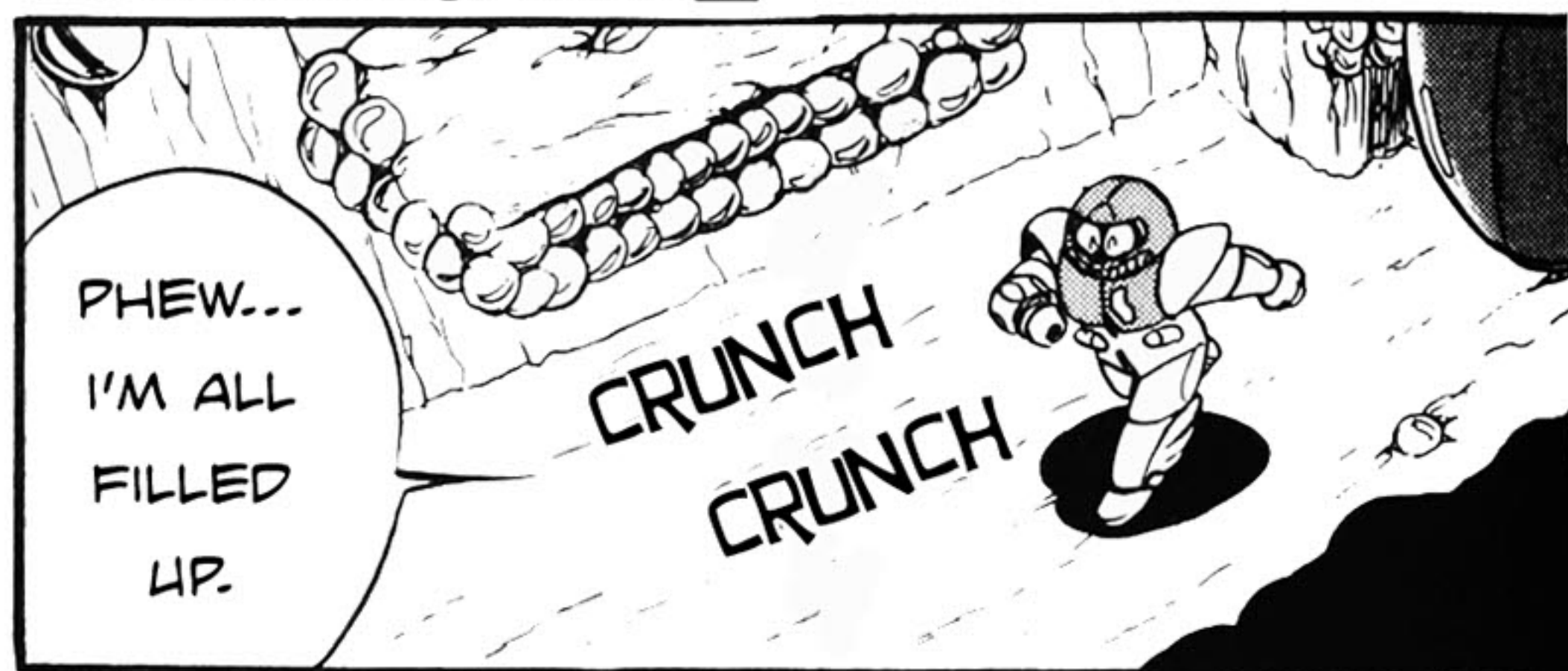
POLYP

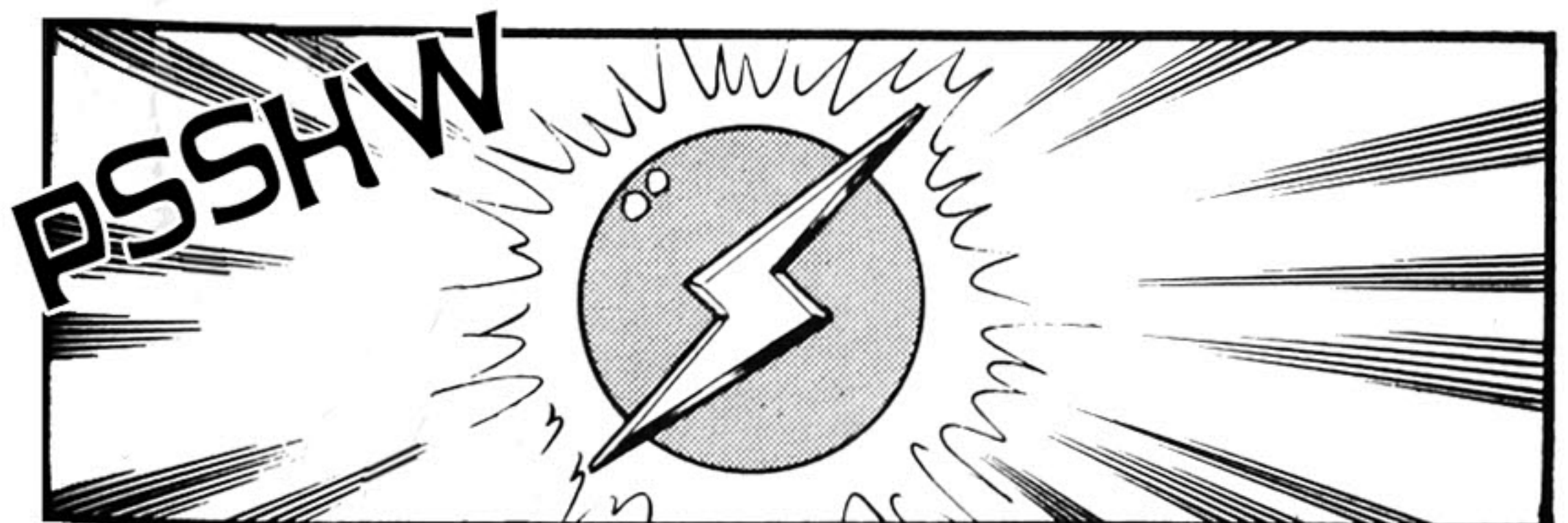
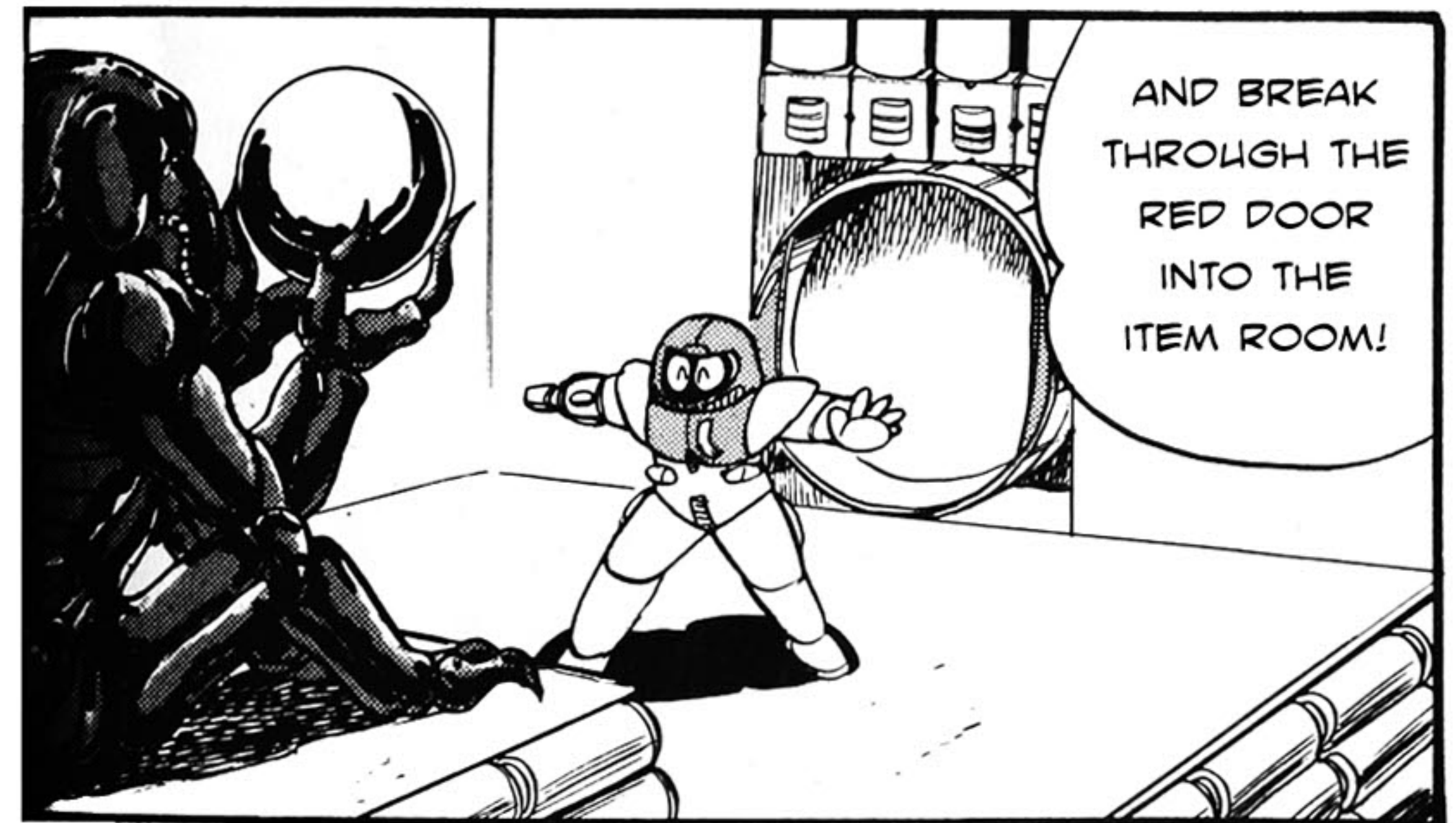
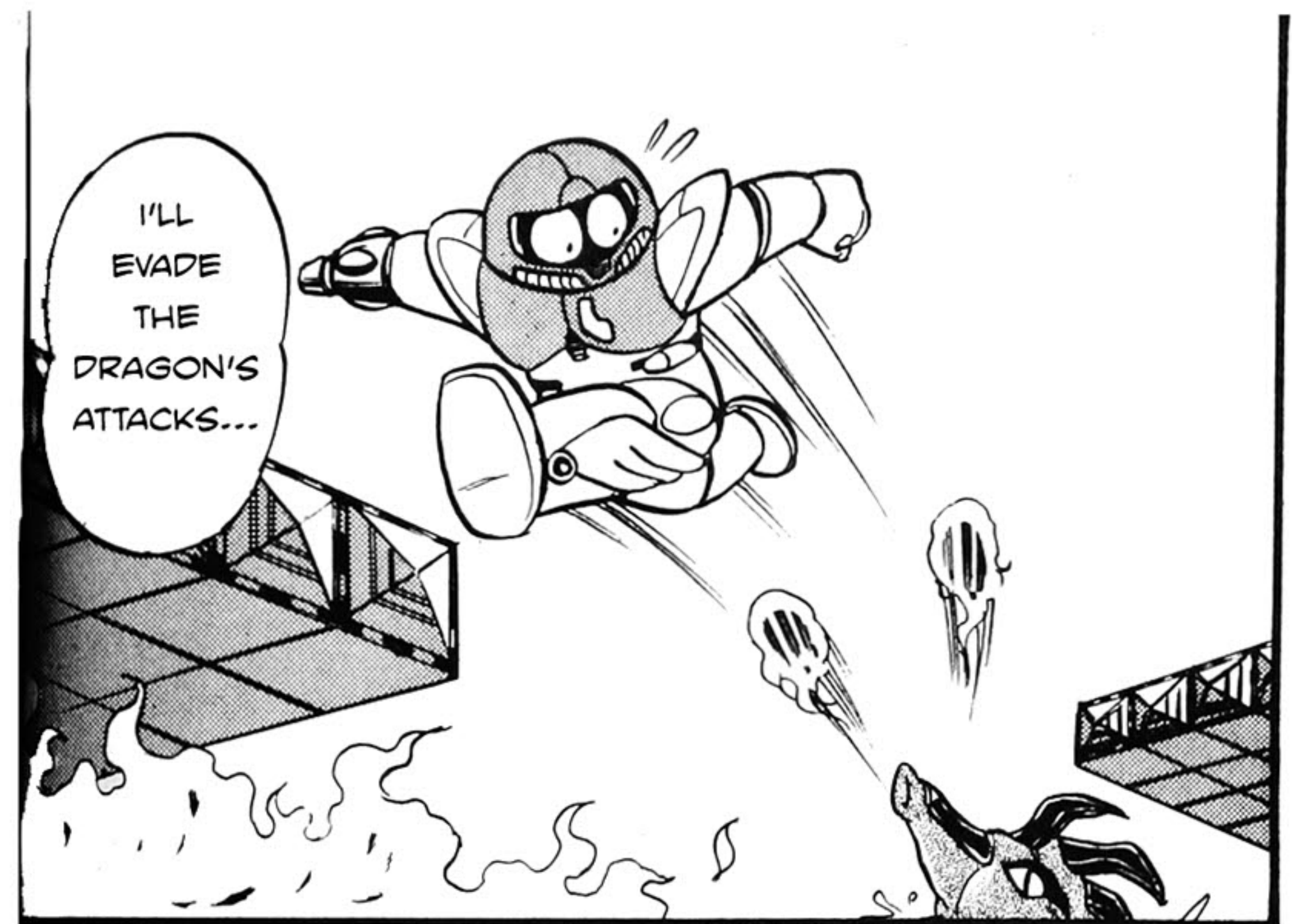
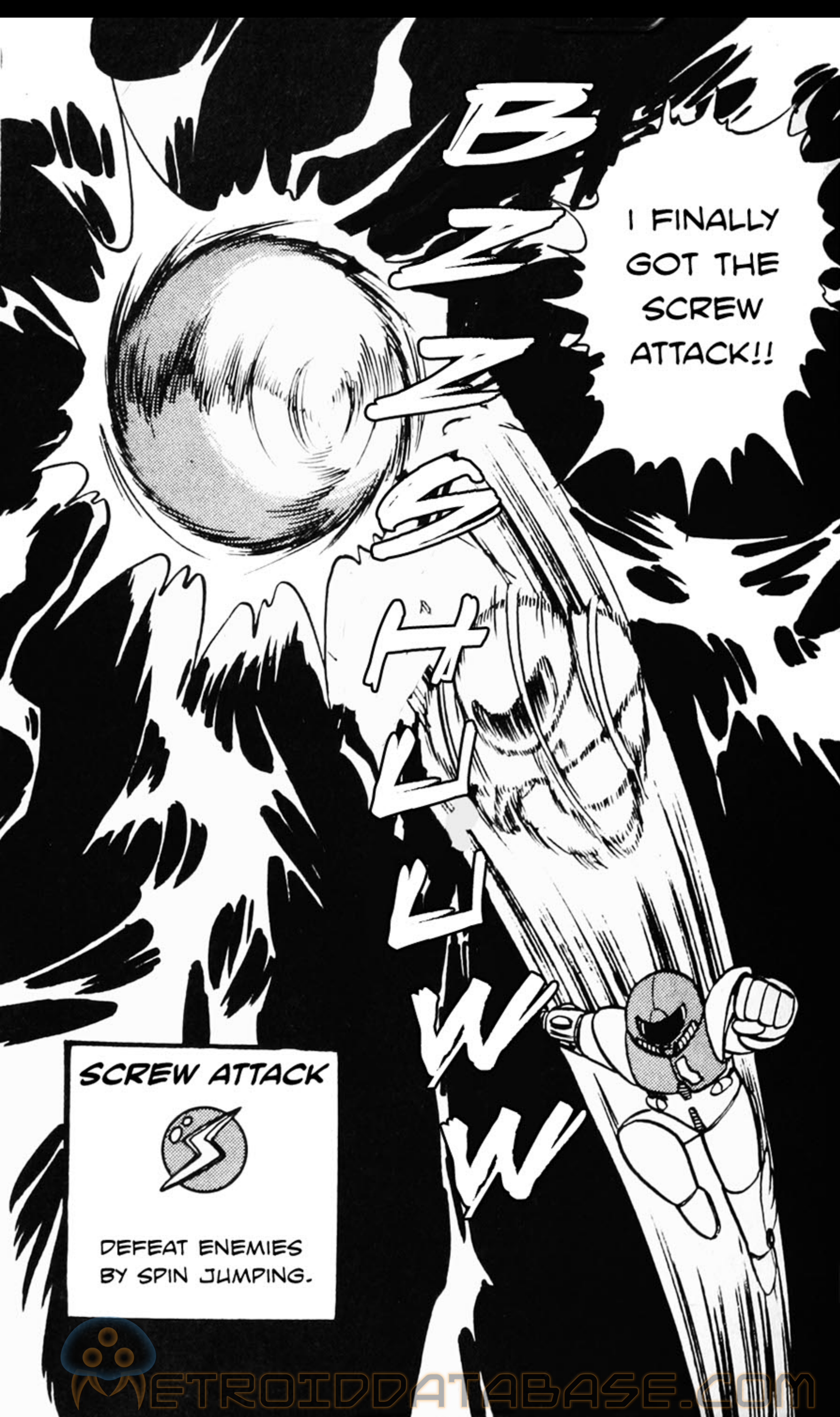
POISONOUS LAVA FLIES
OUT OF THIS VENT. BE
CAREFUL BECAUSE IT
WILL APPEAR SUDDENLY.

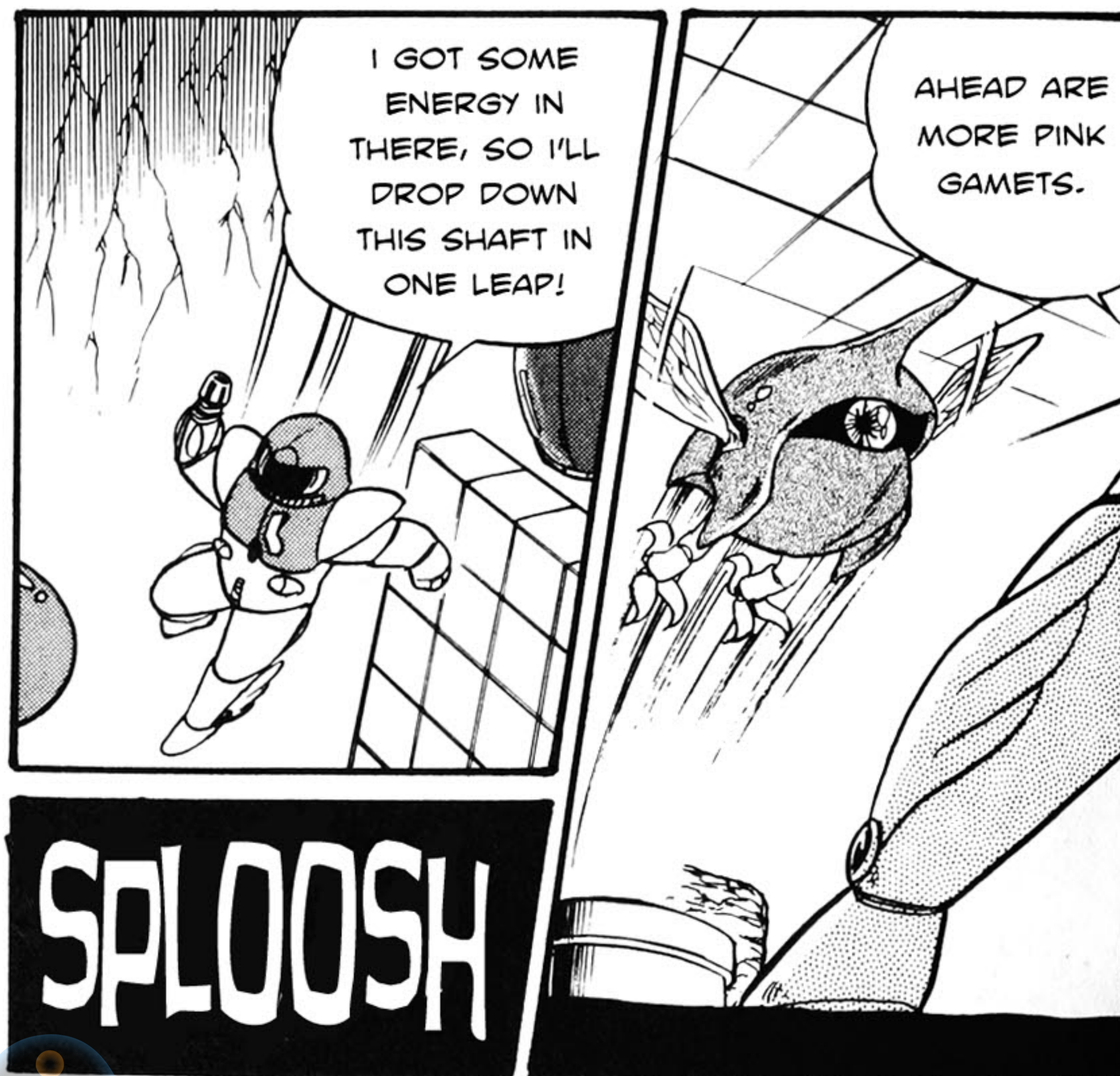
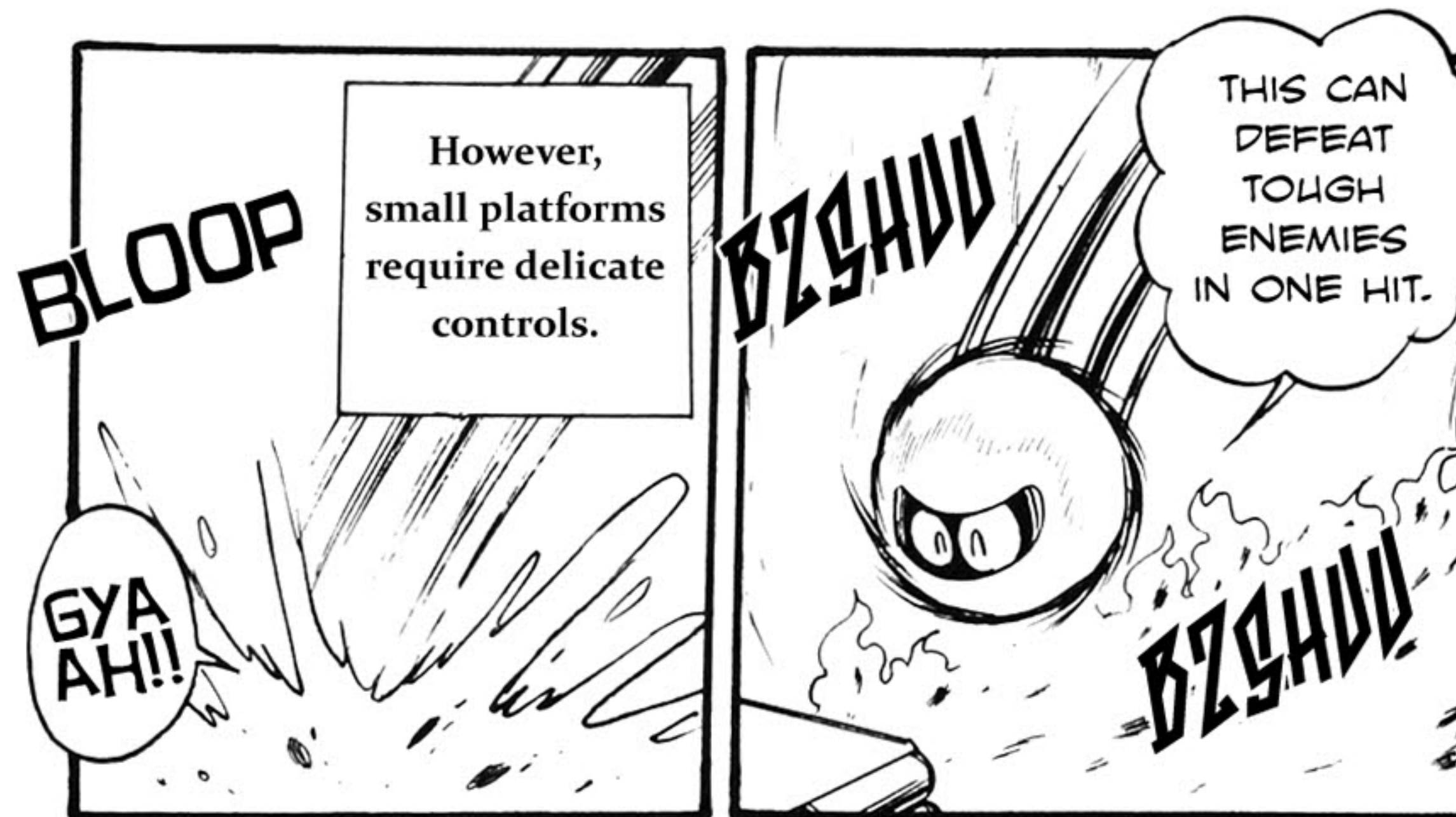
BONK BONK BONK

OH!? I'VE
NEVER SEEN
A VENT LIKE
THIS ONE.

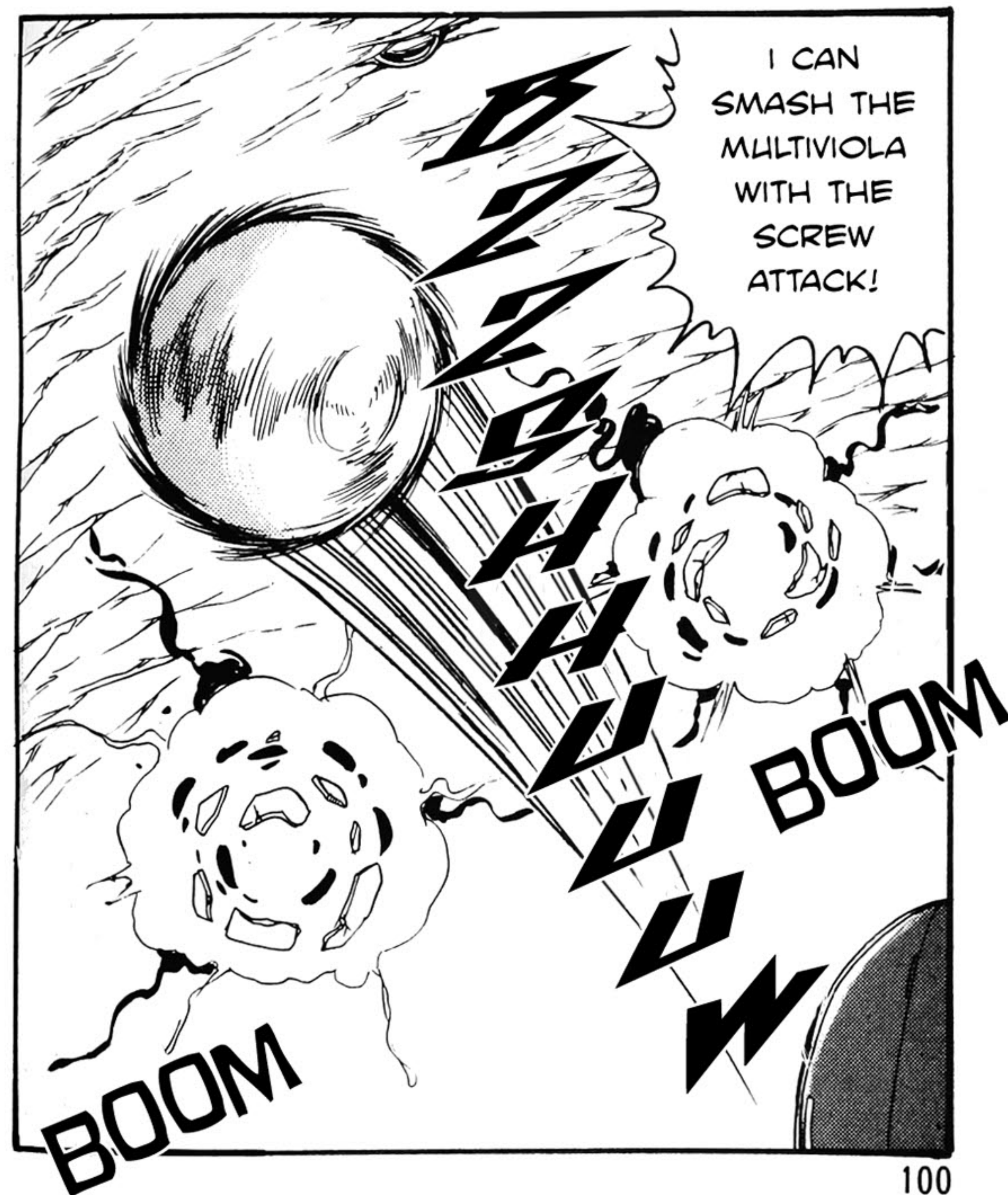
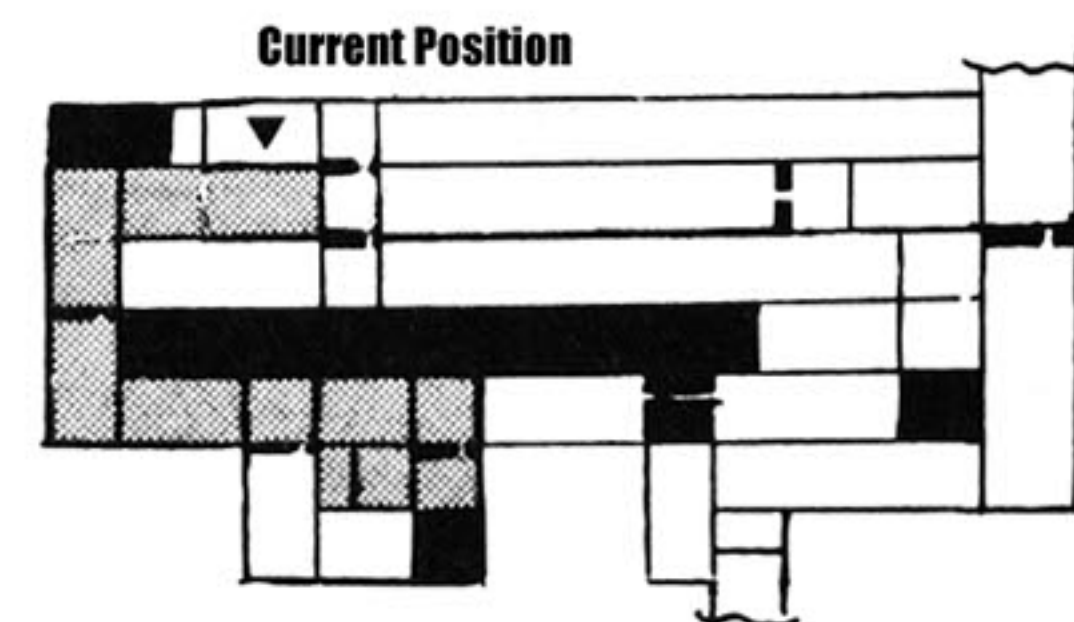
Perfect Strategy Guide 10

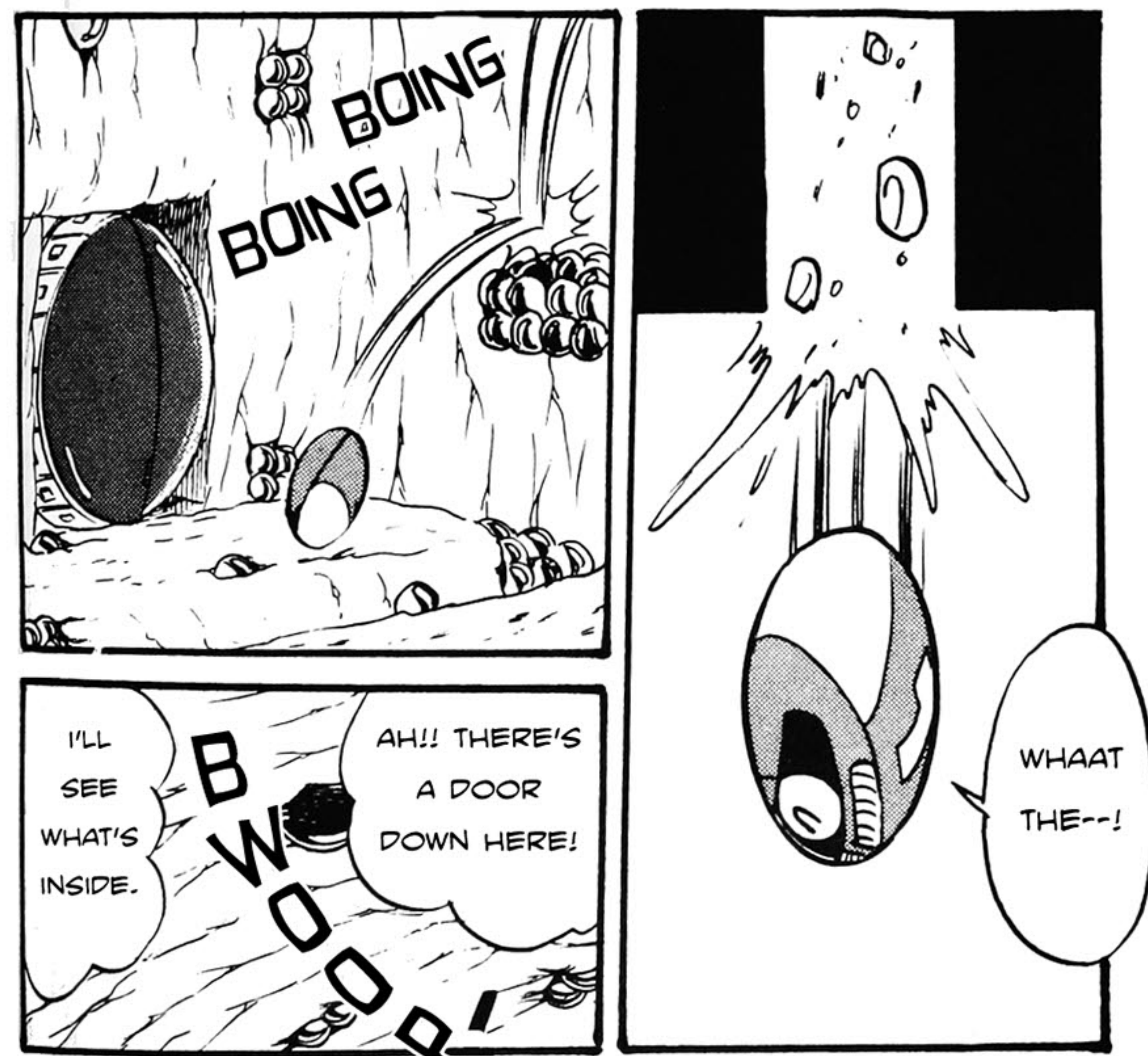
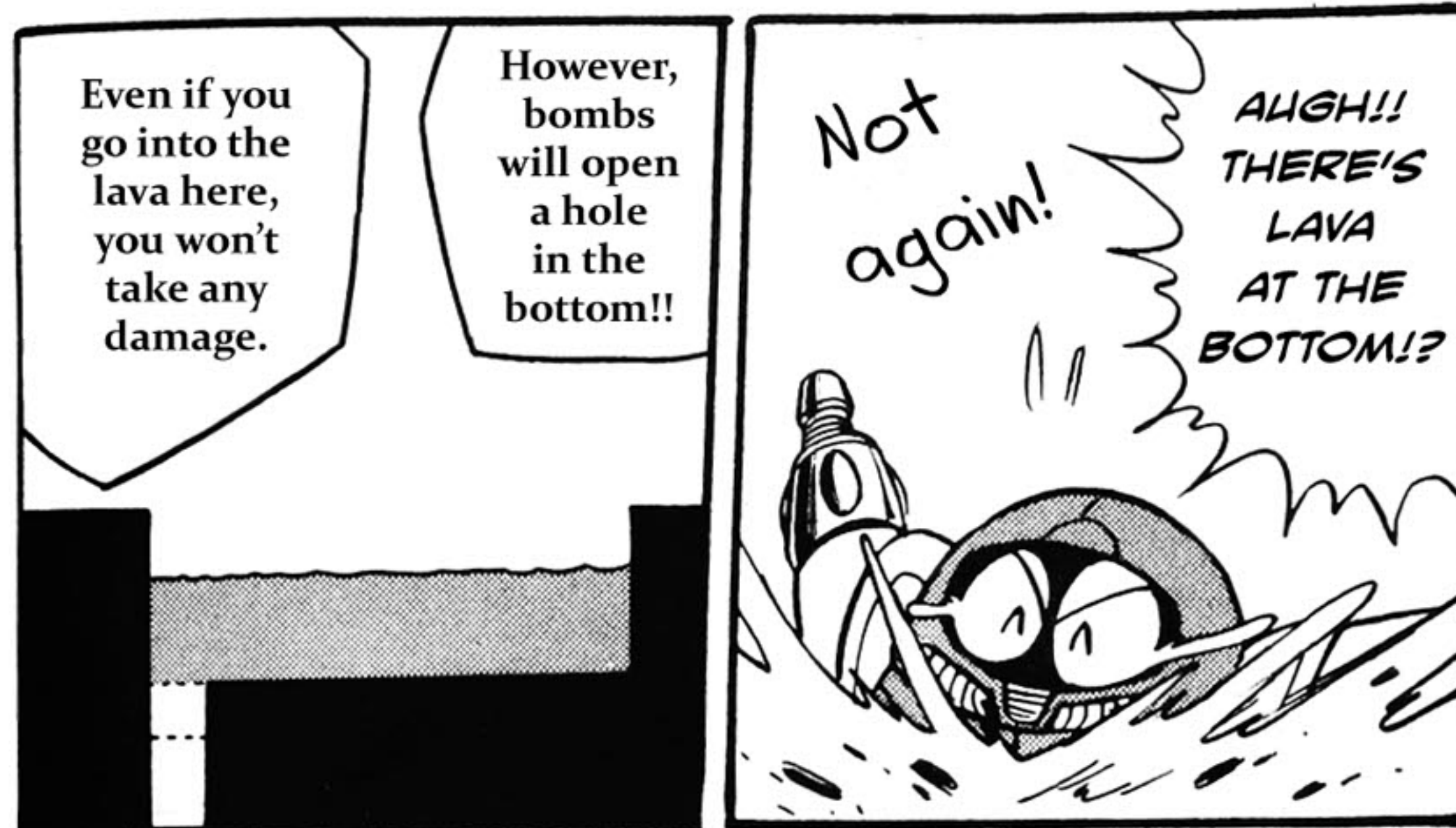
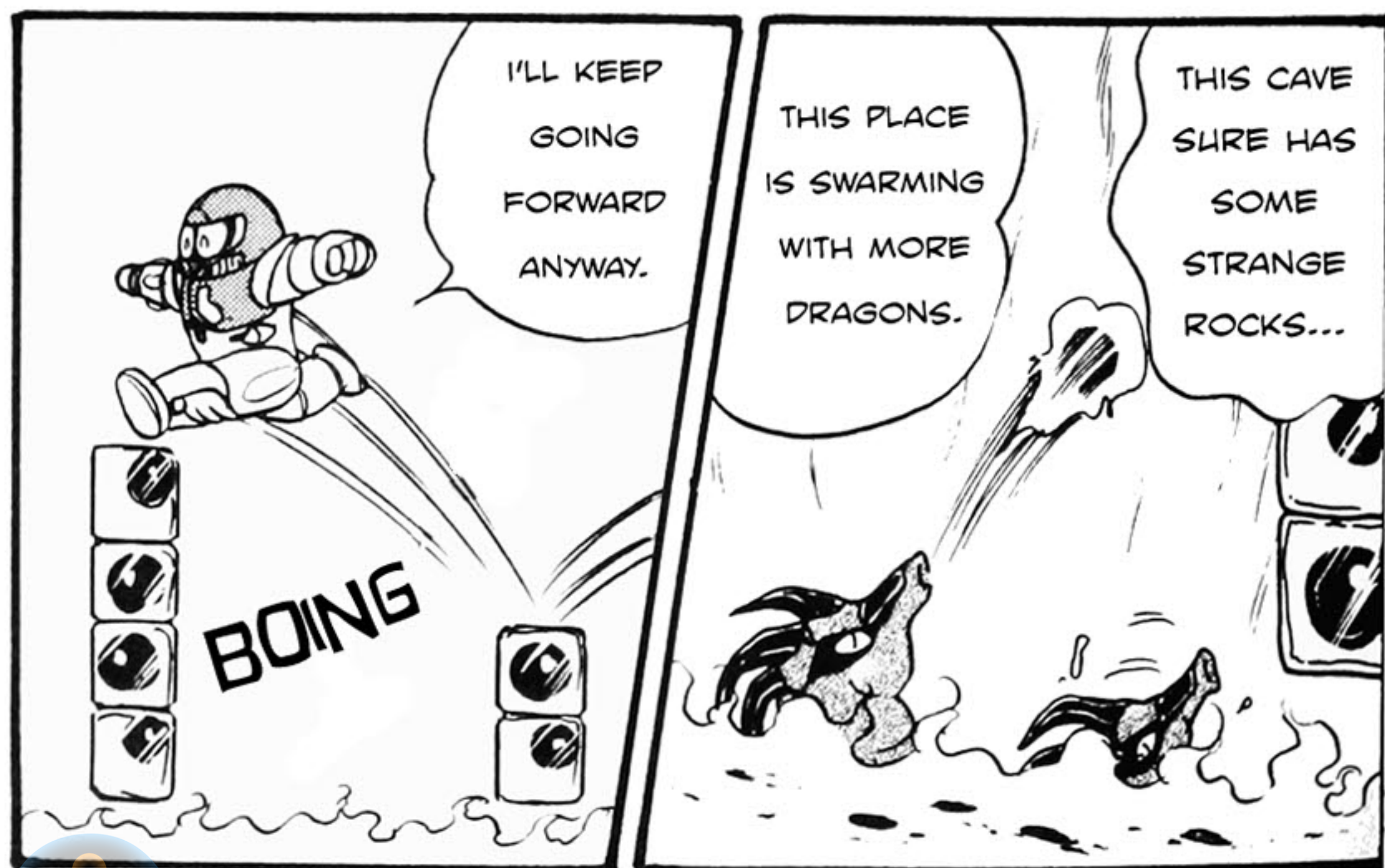
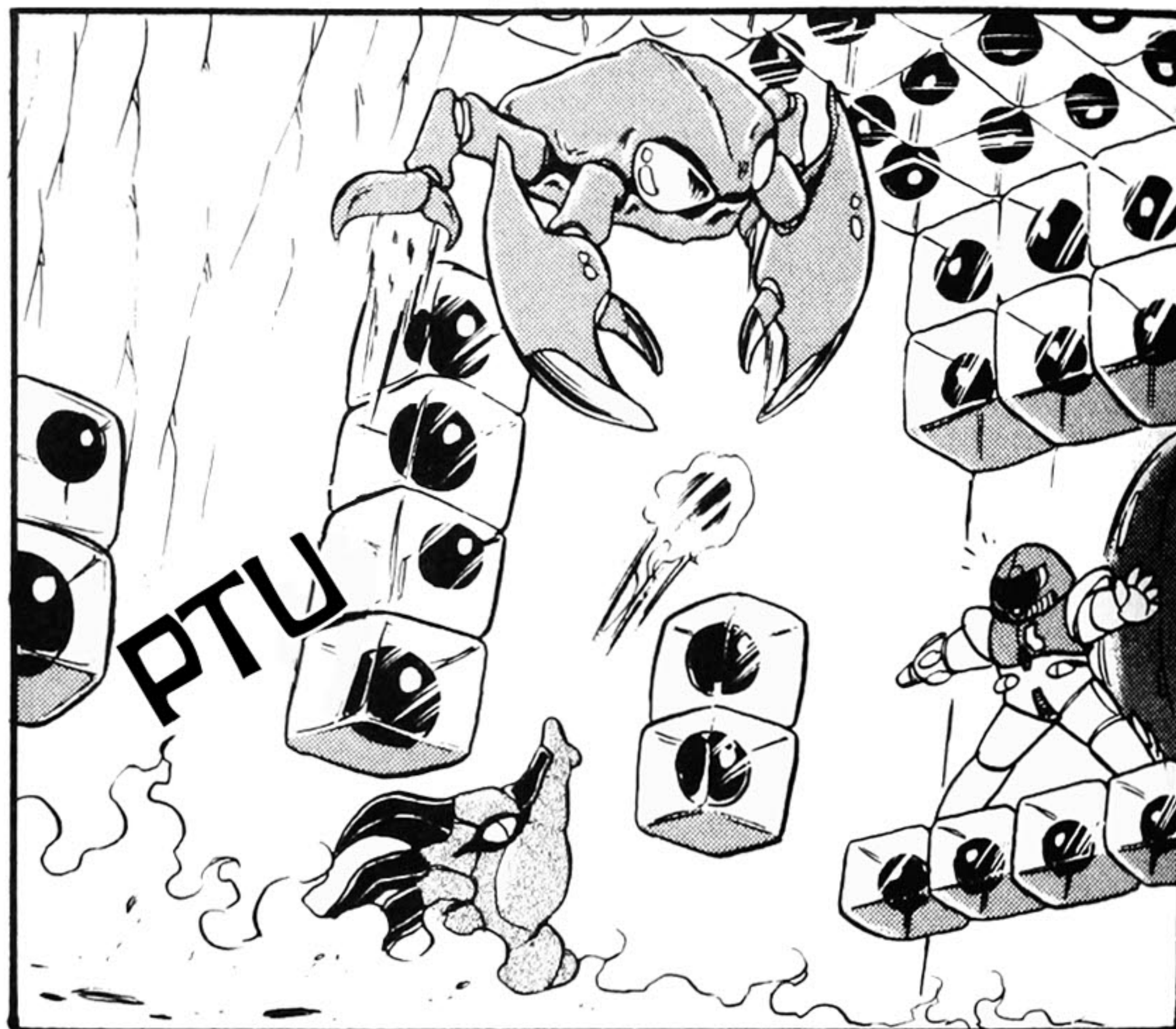




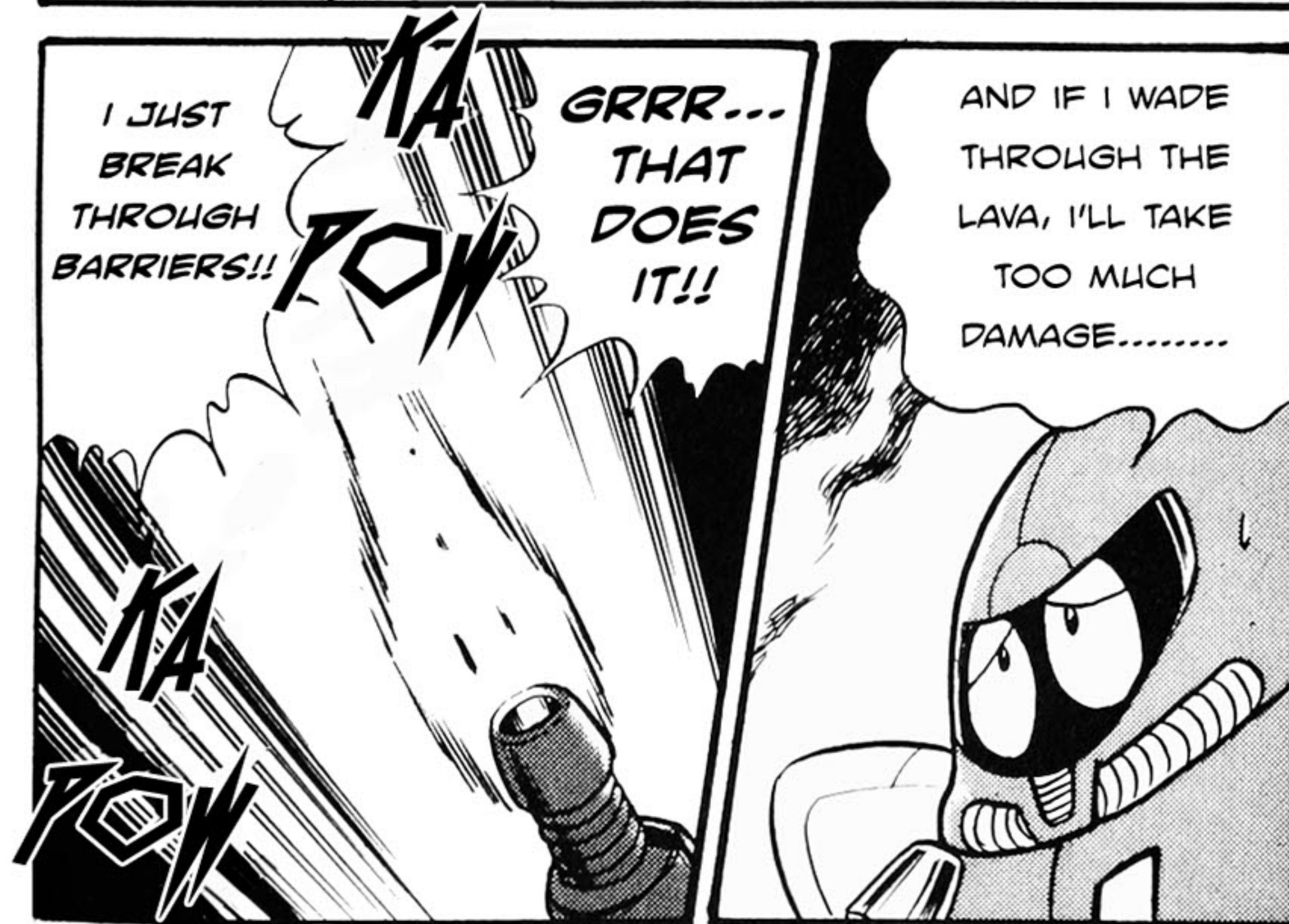
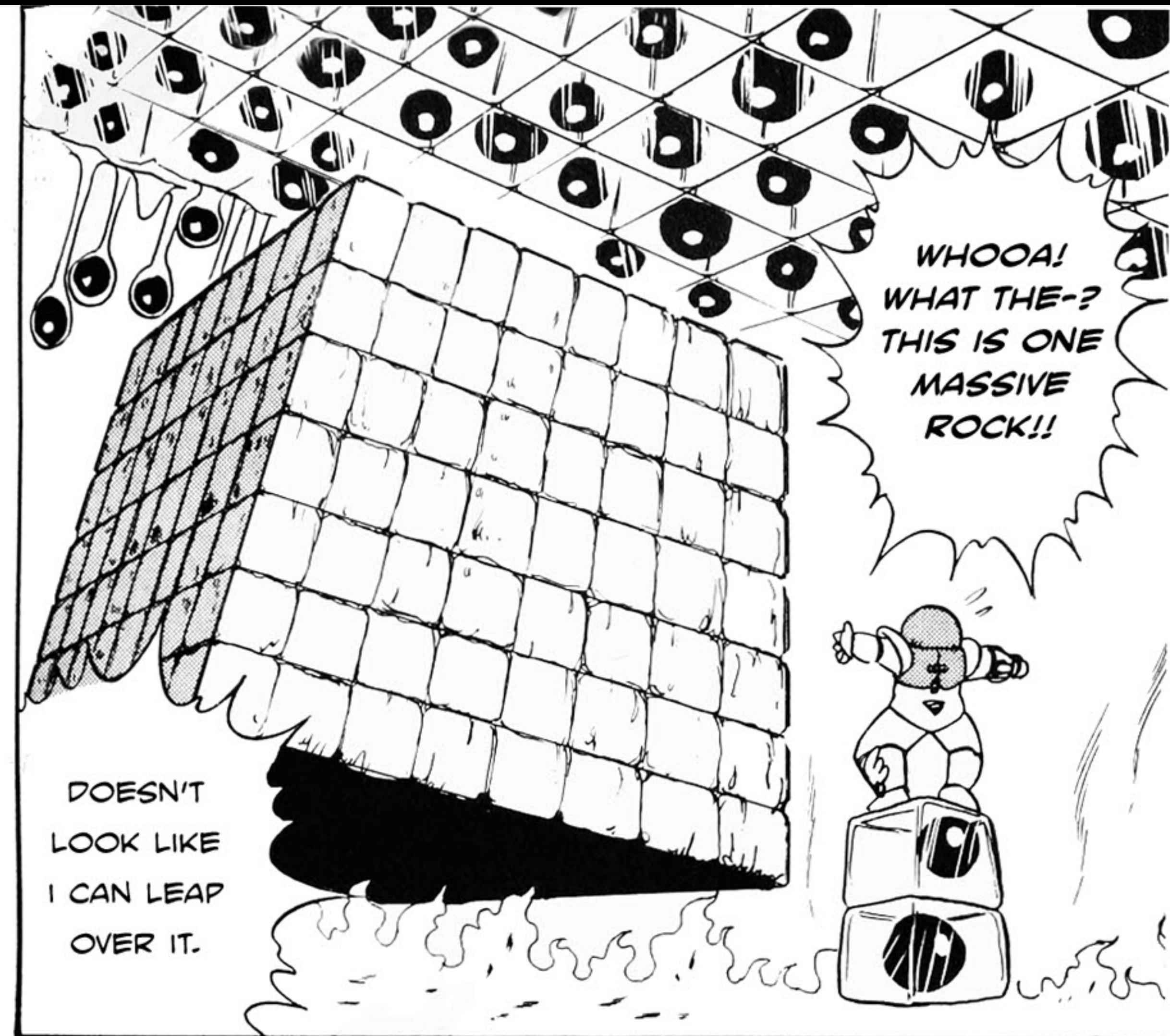
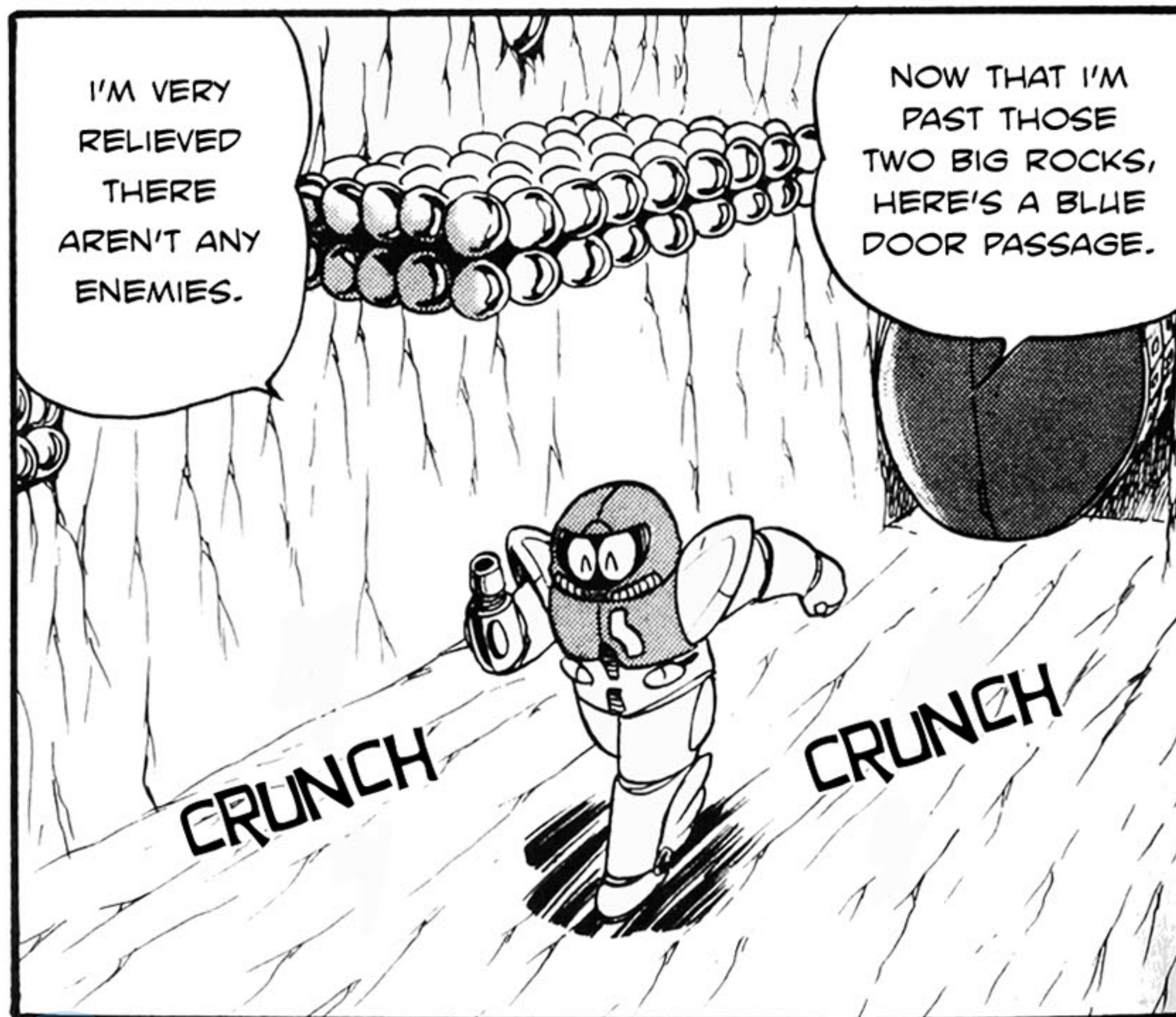
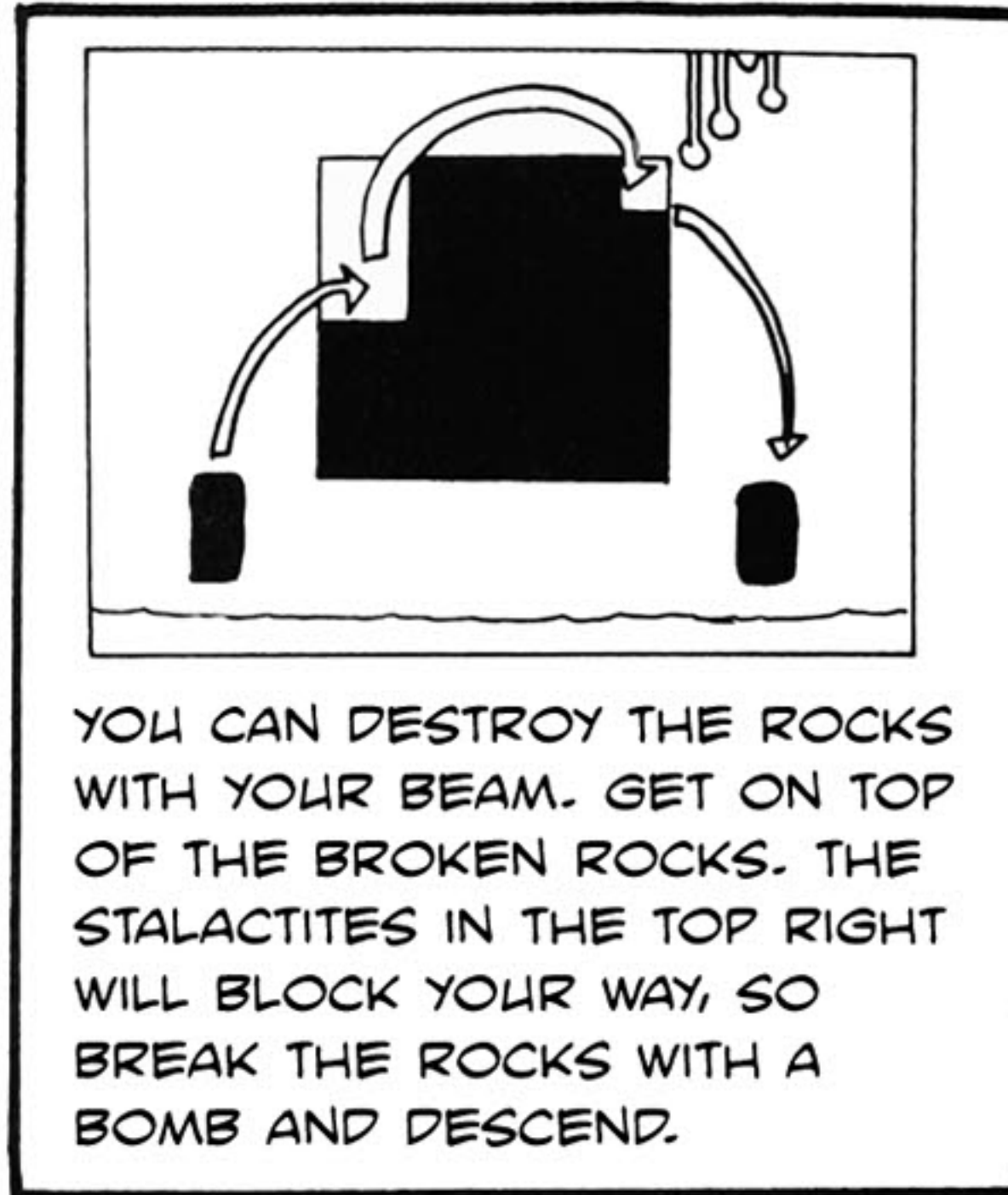
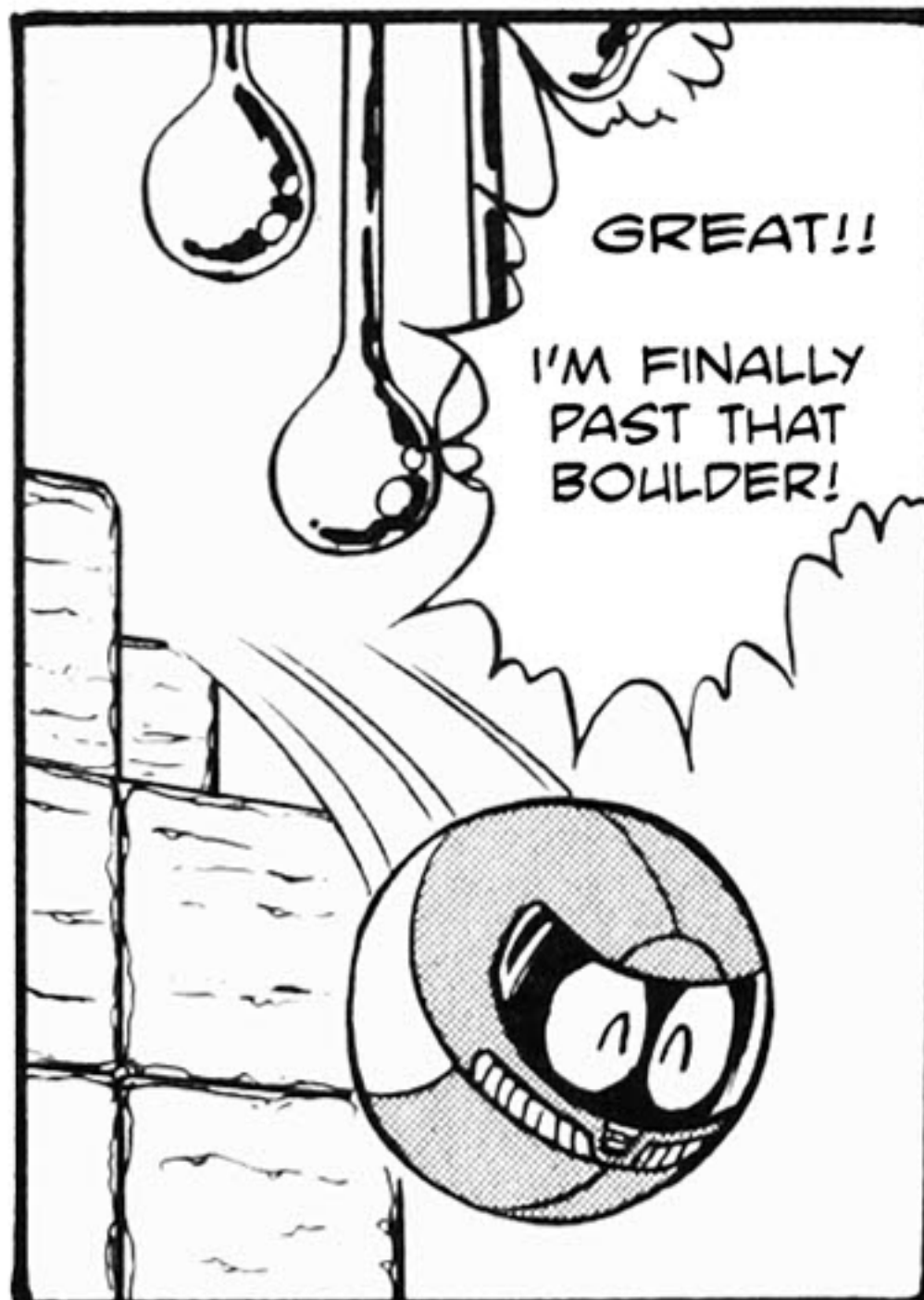


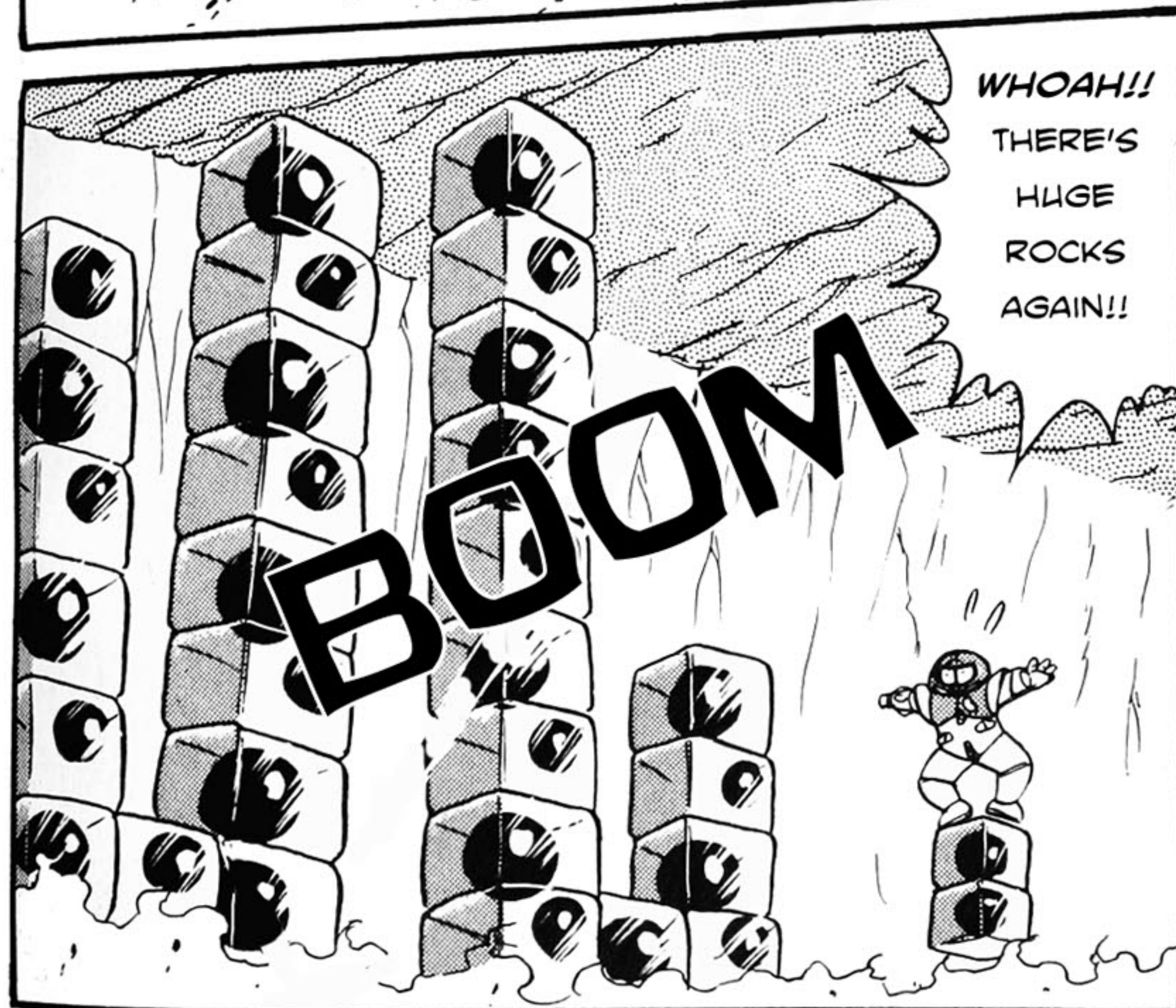
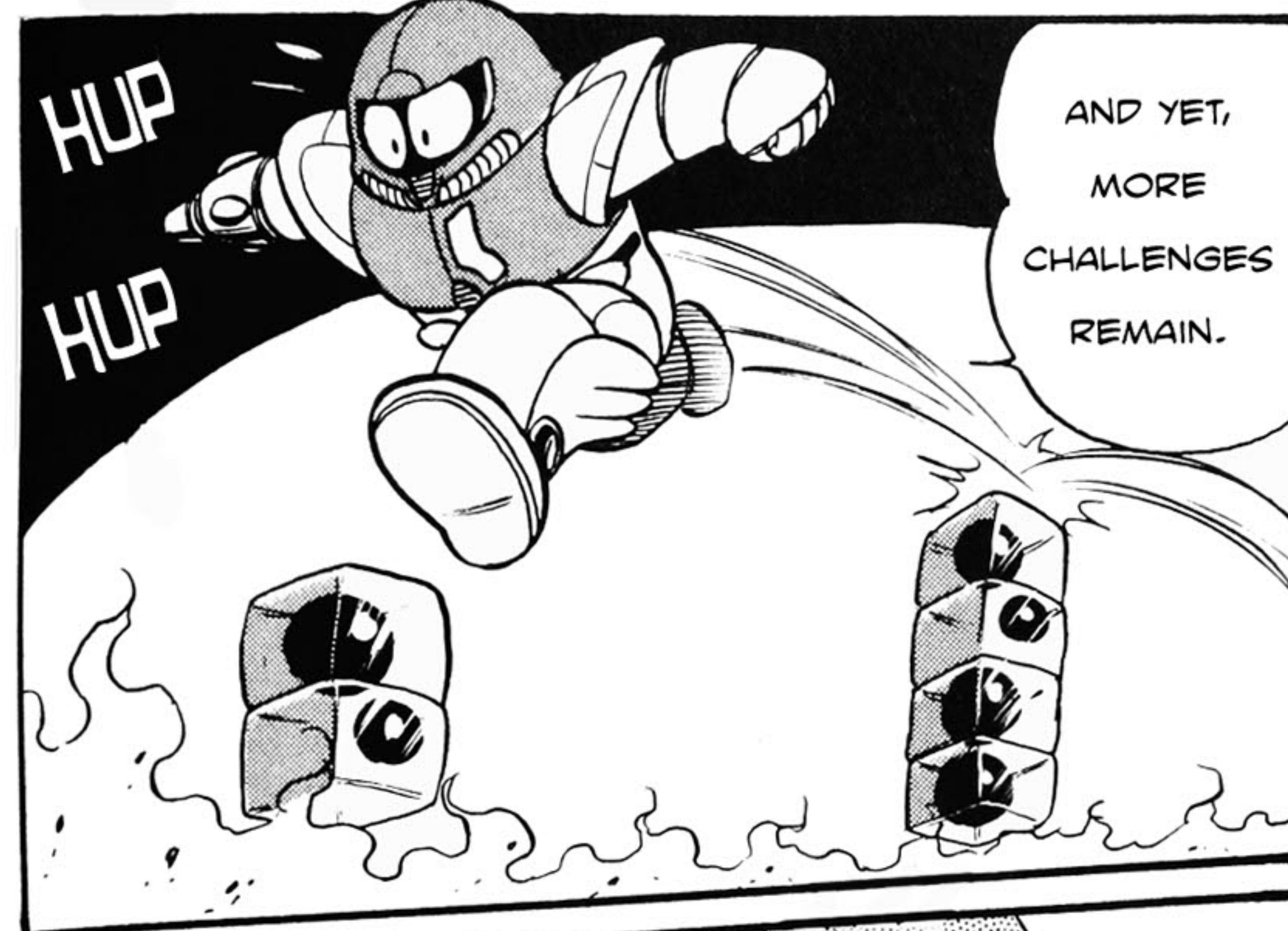
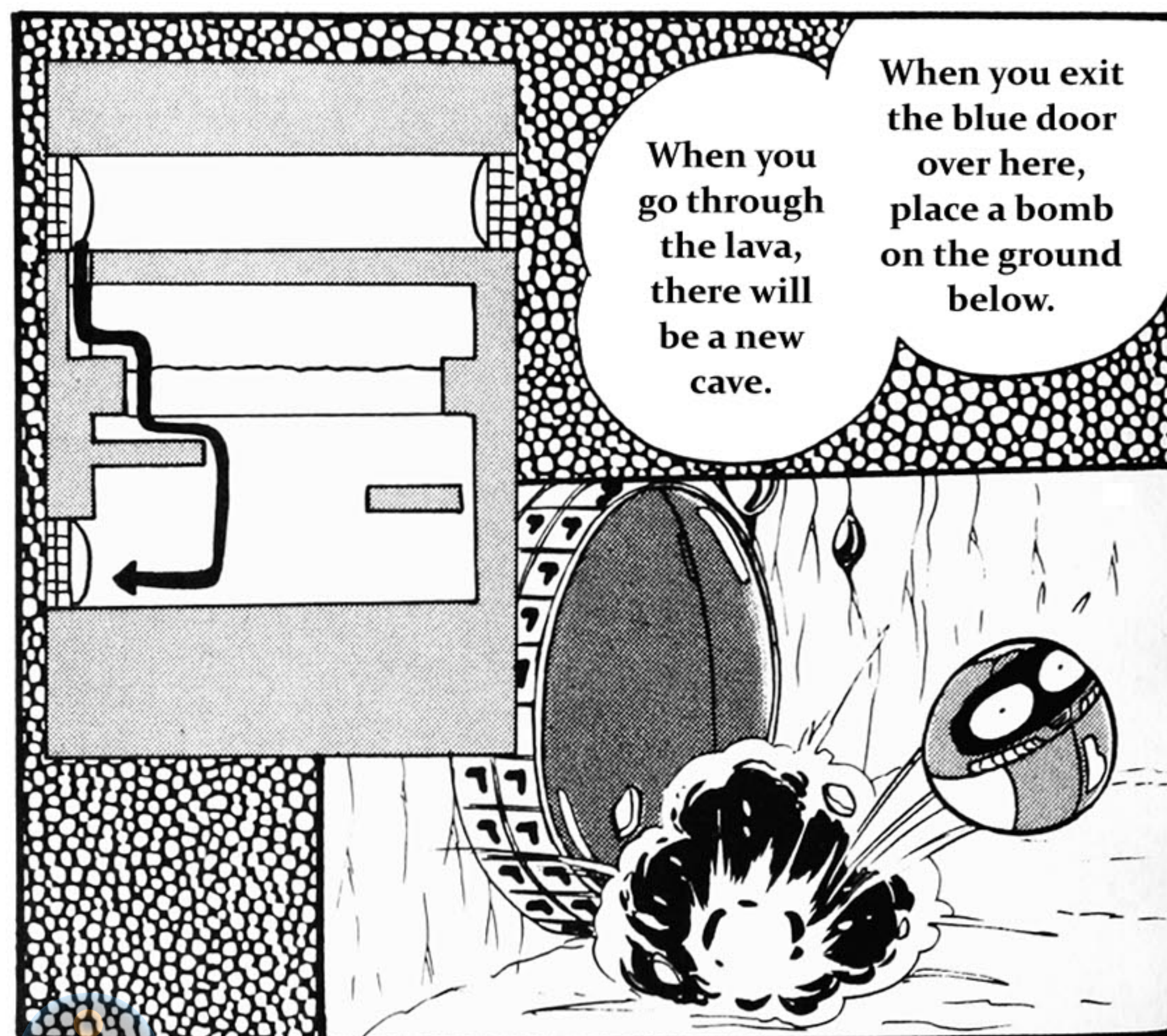
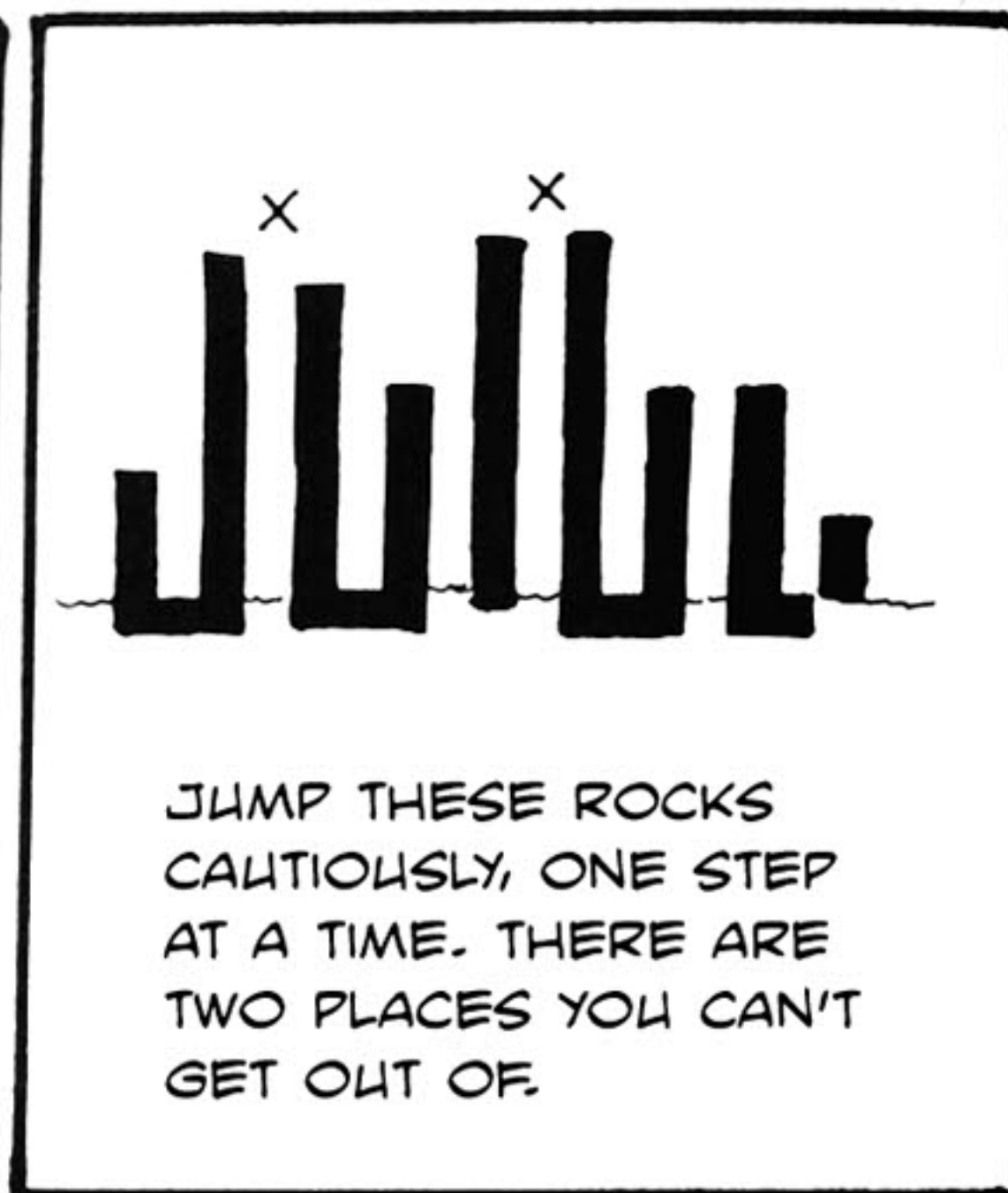
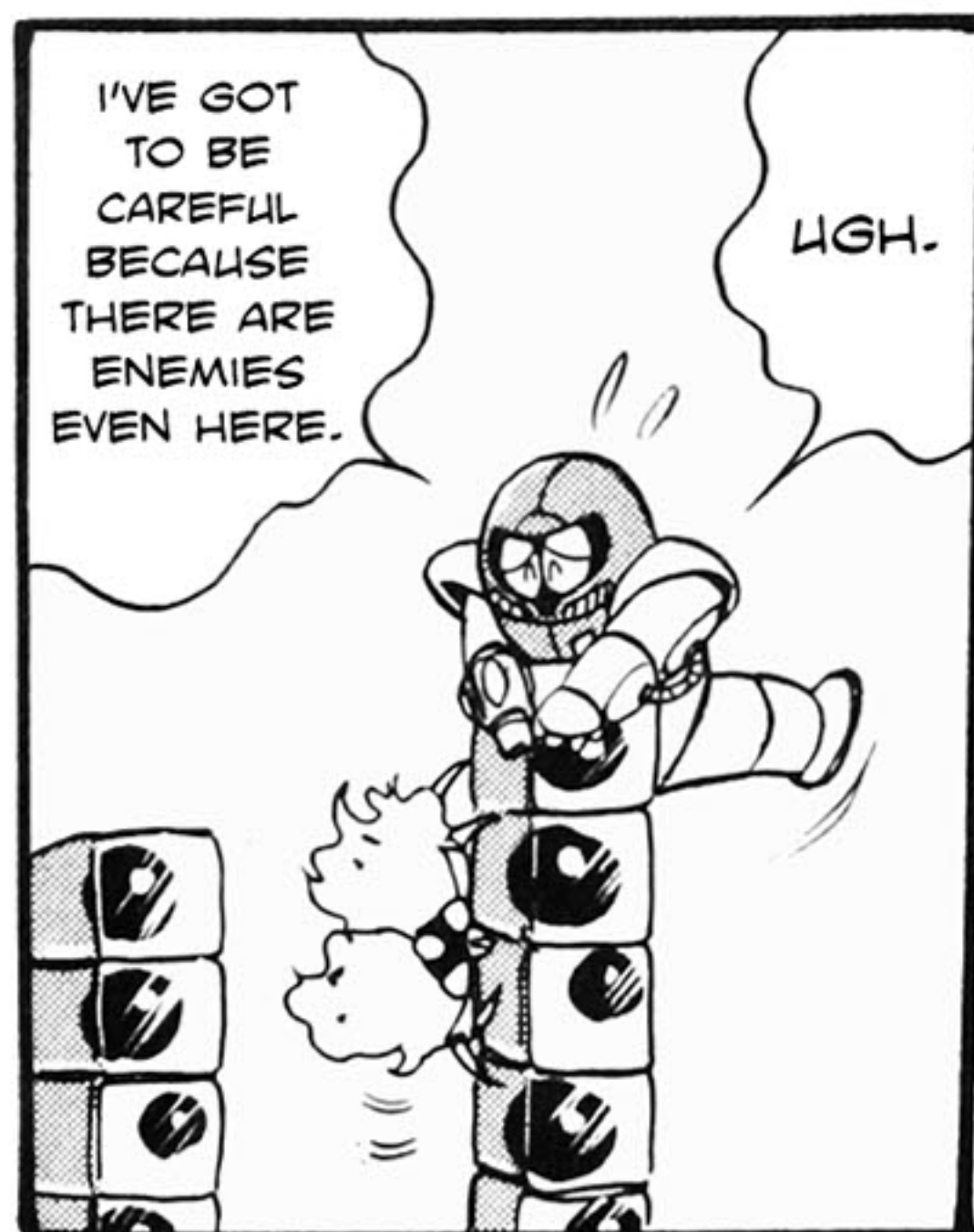
NORFAIR 4

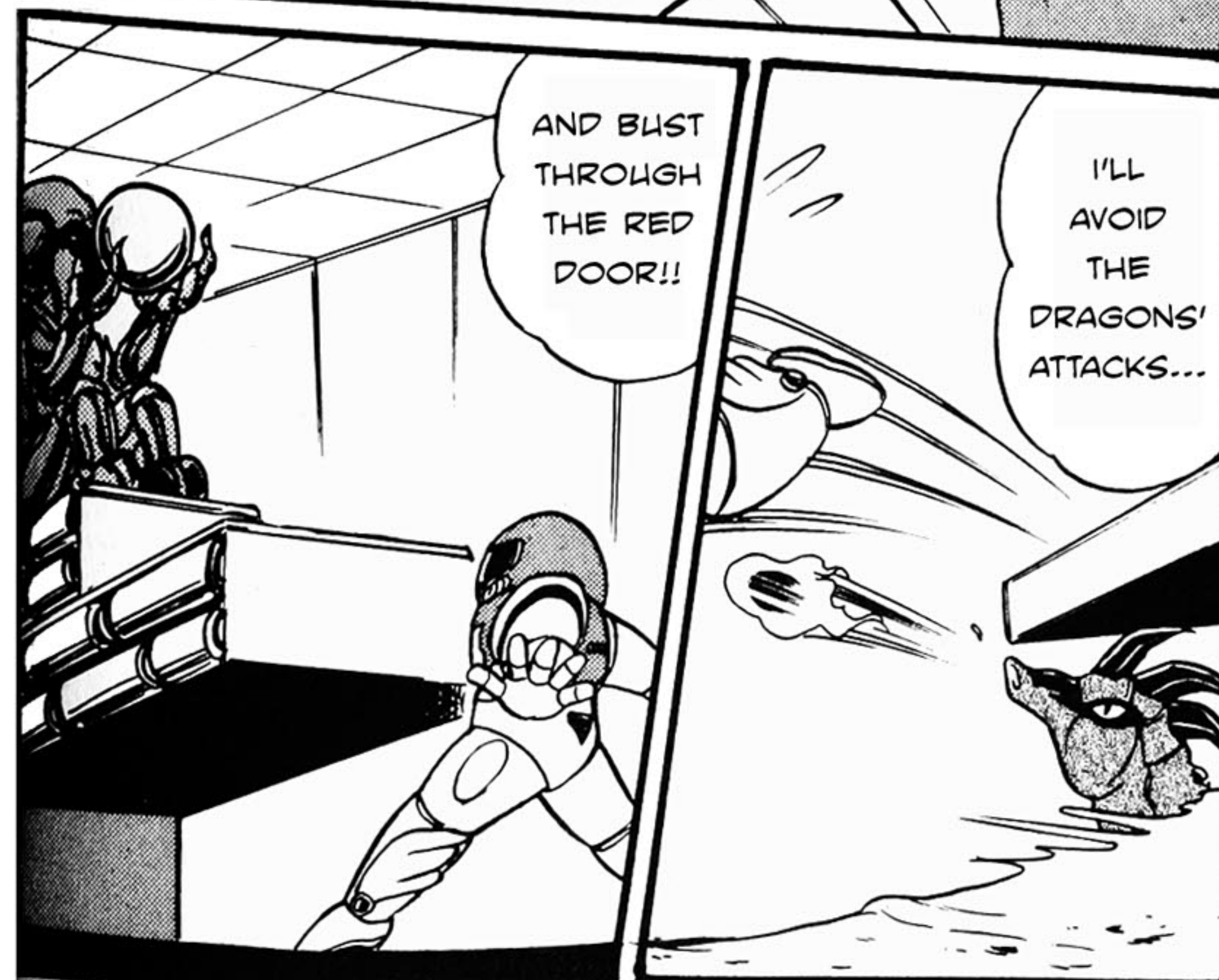
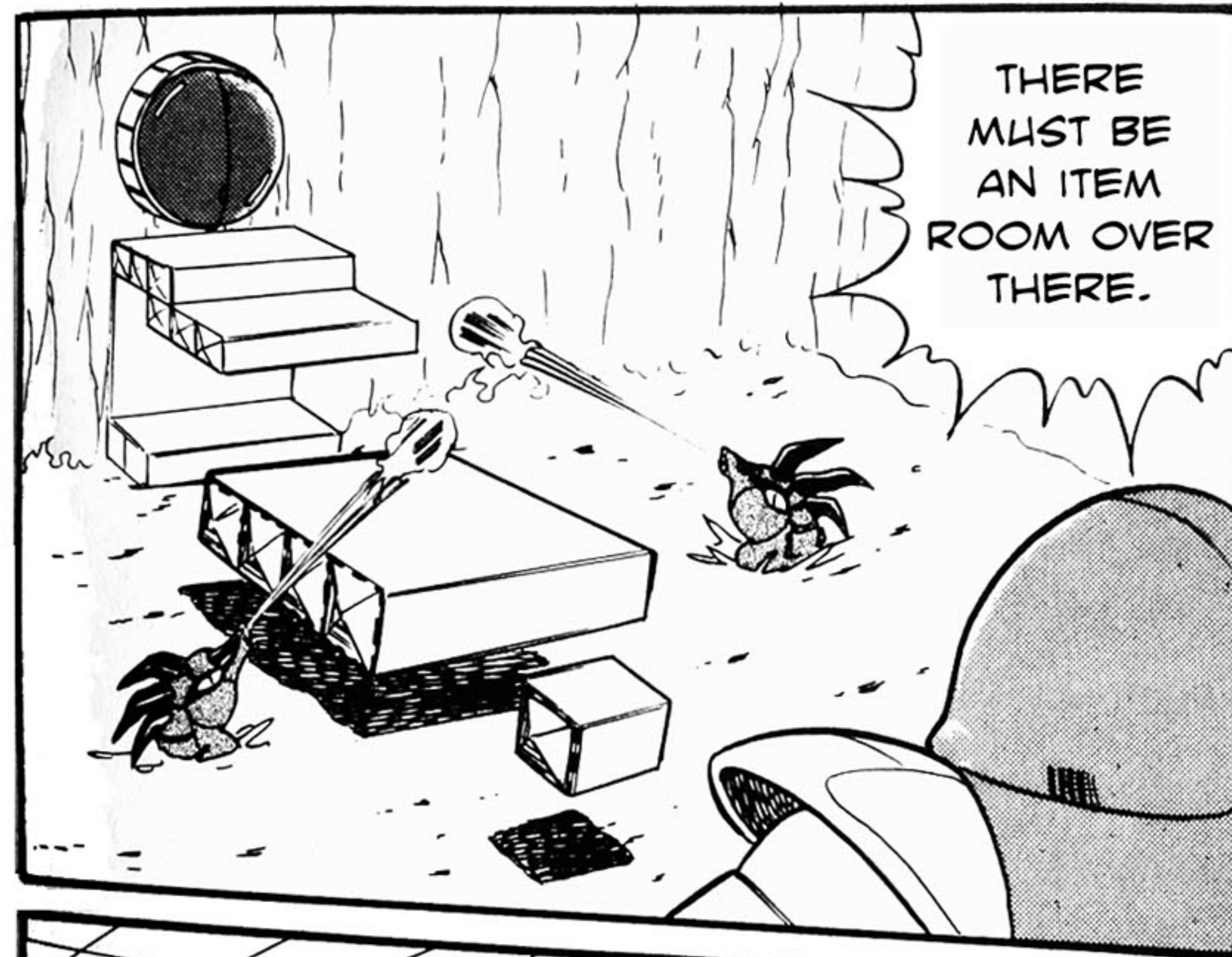
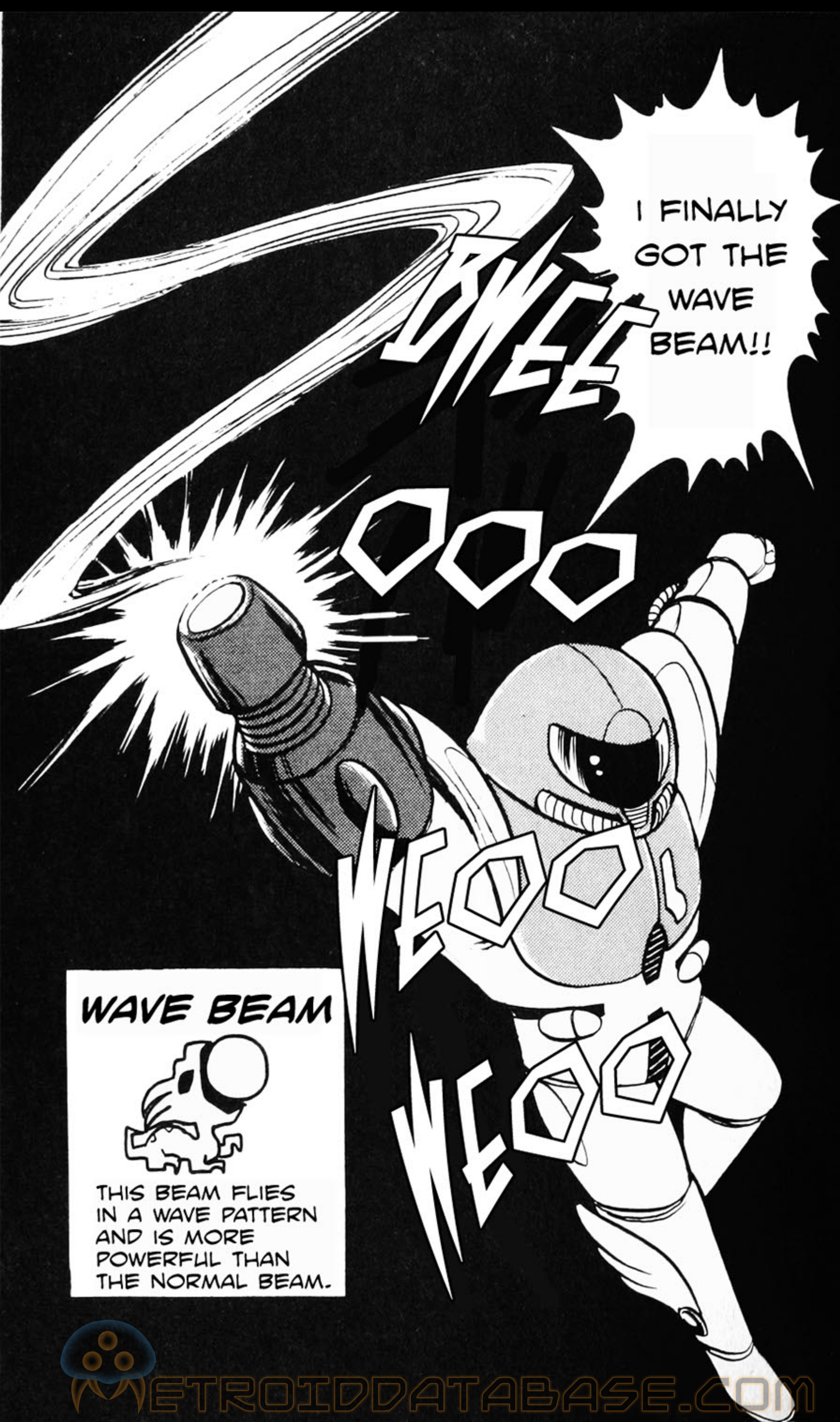


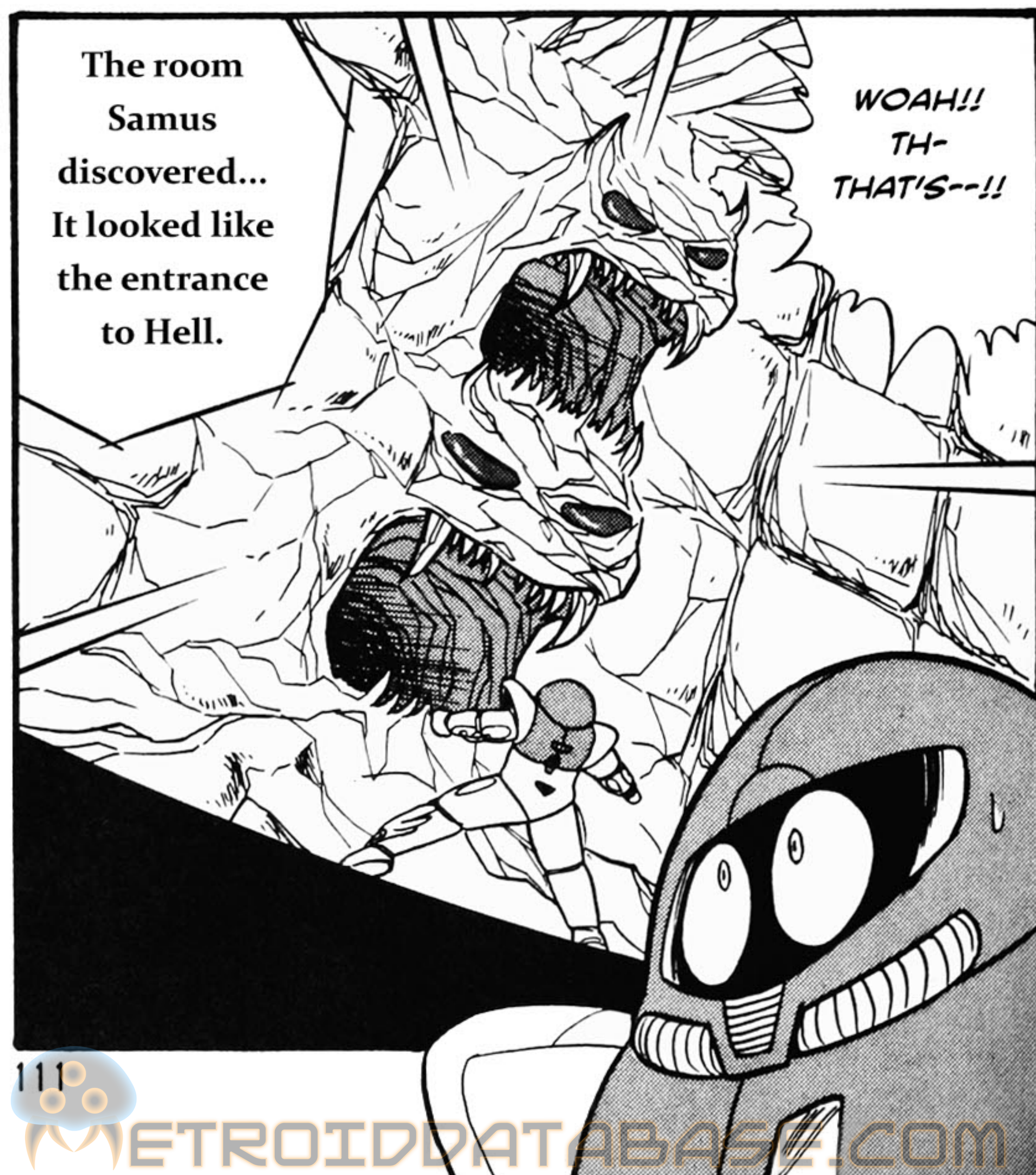
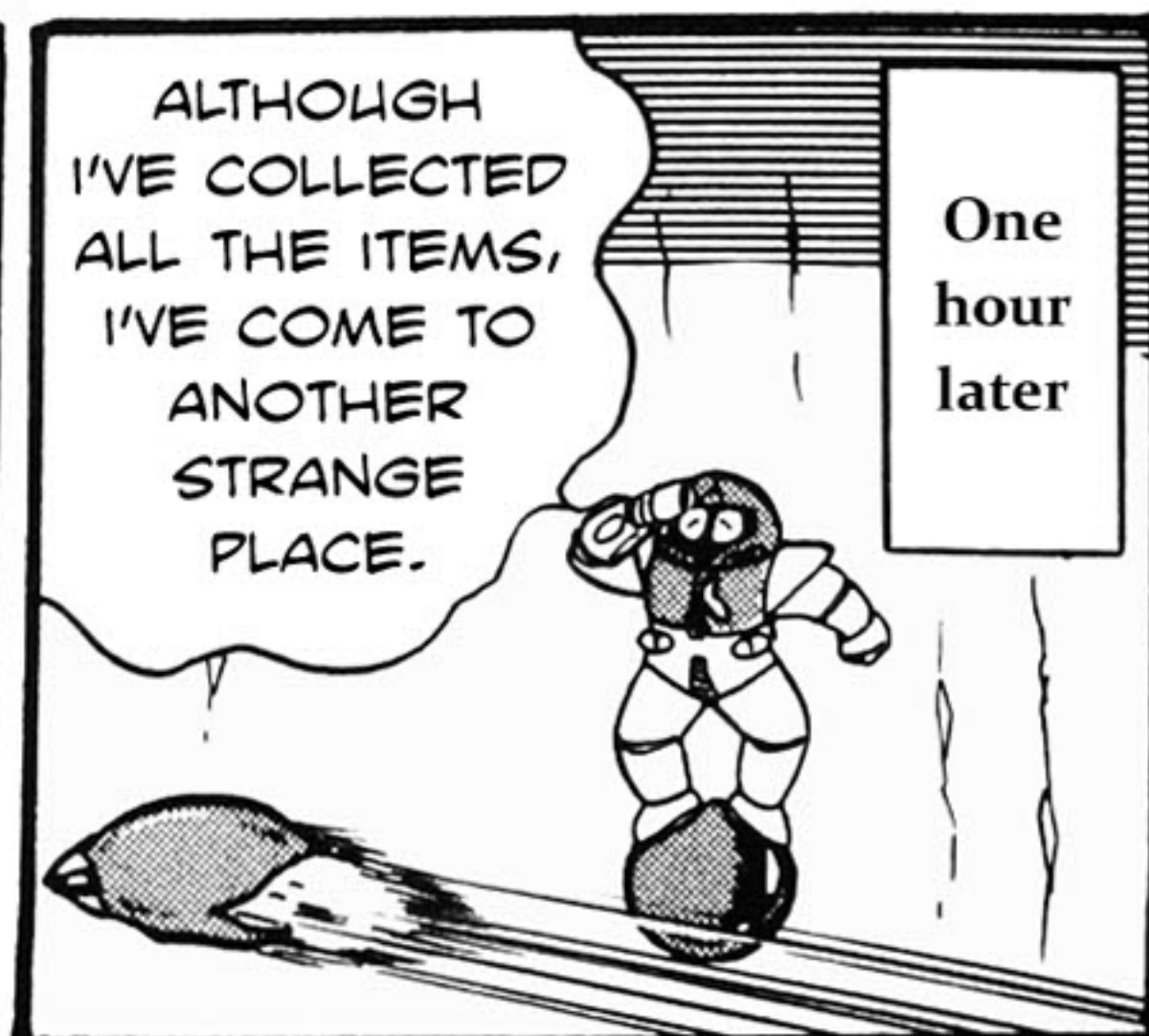
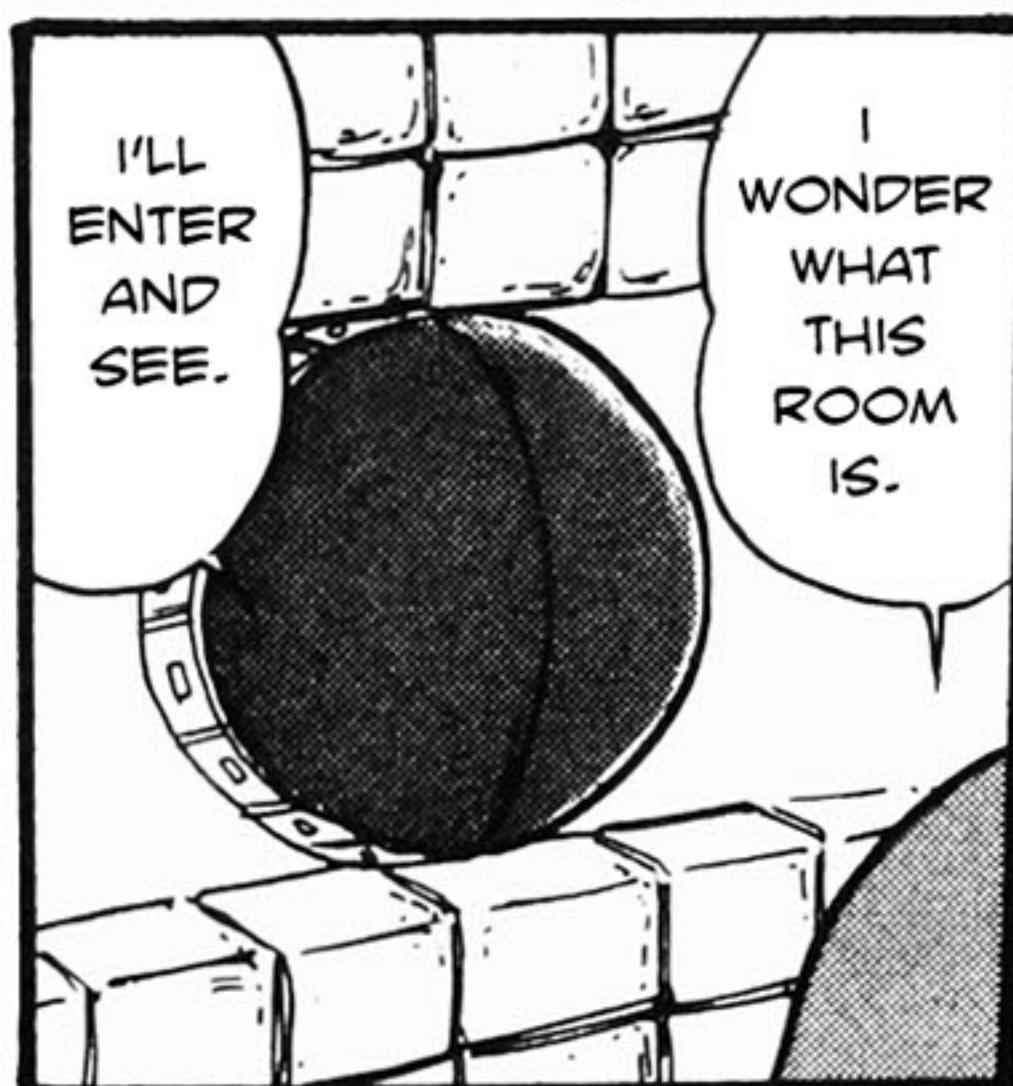


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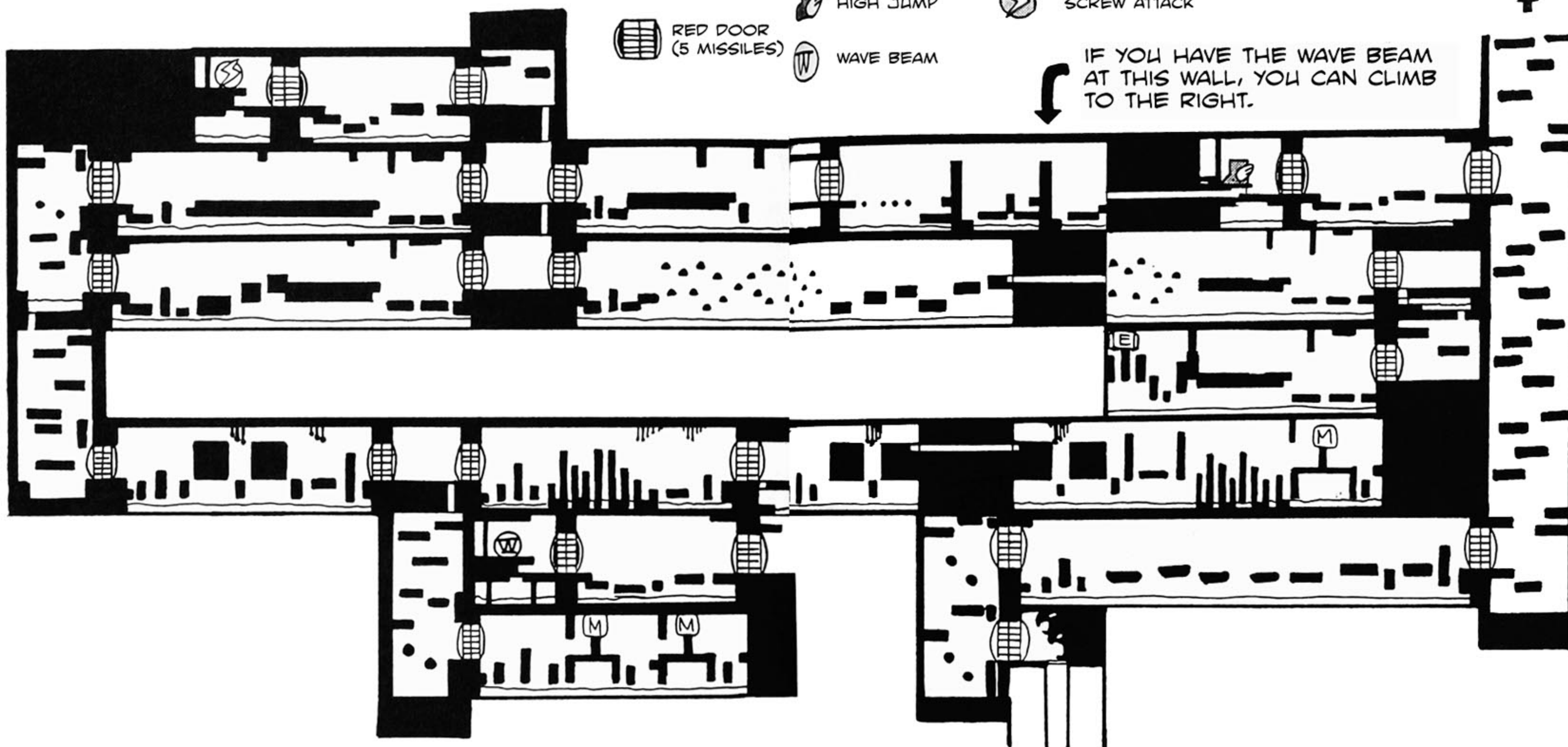


PRESENTING NORFAIR MAP B!!

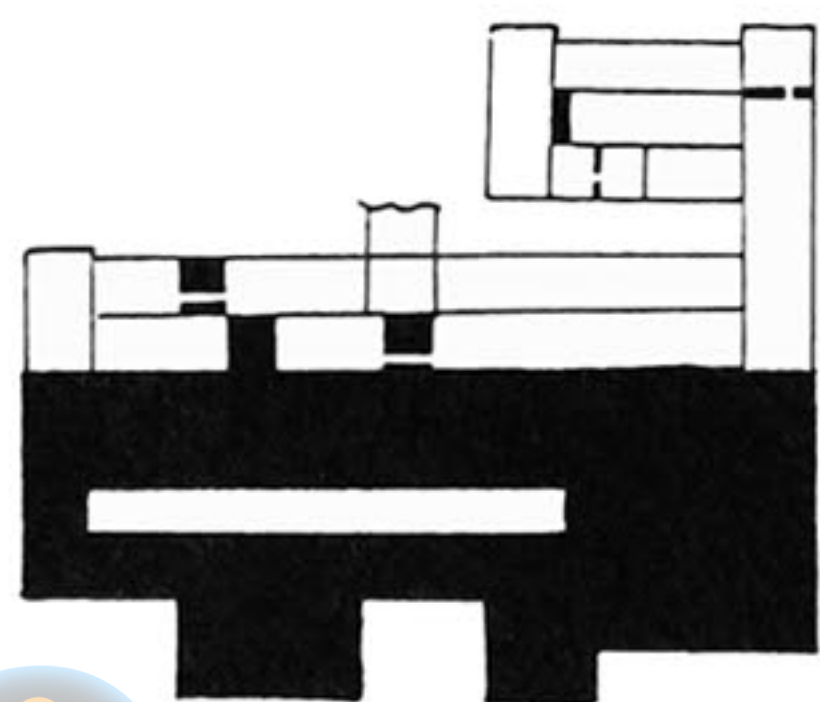
-  BLUE DOOR
(1 SHOT)
-  MISSILE
-  ENERGY TANK
-  RED DOOR
(5 MISSILES)
-  HIGH JUMP
-  SCREW ATTACK
-  WAVE BEAM

To Norfair
Map A
(P. 88)

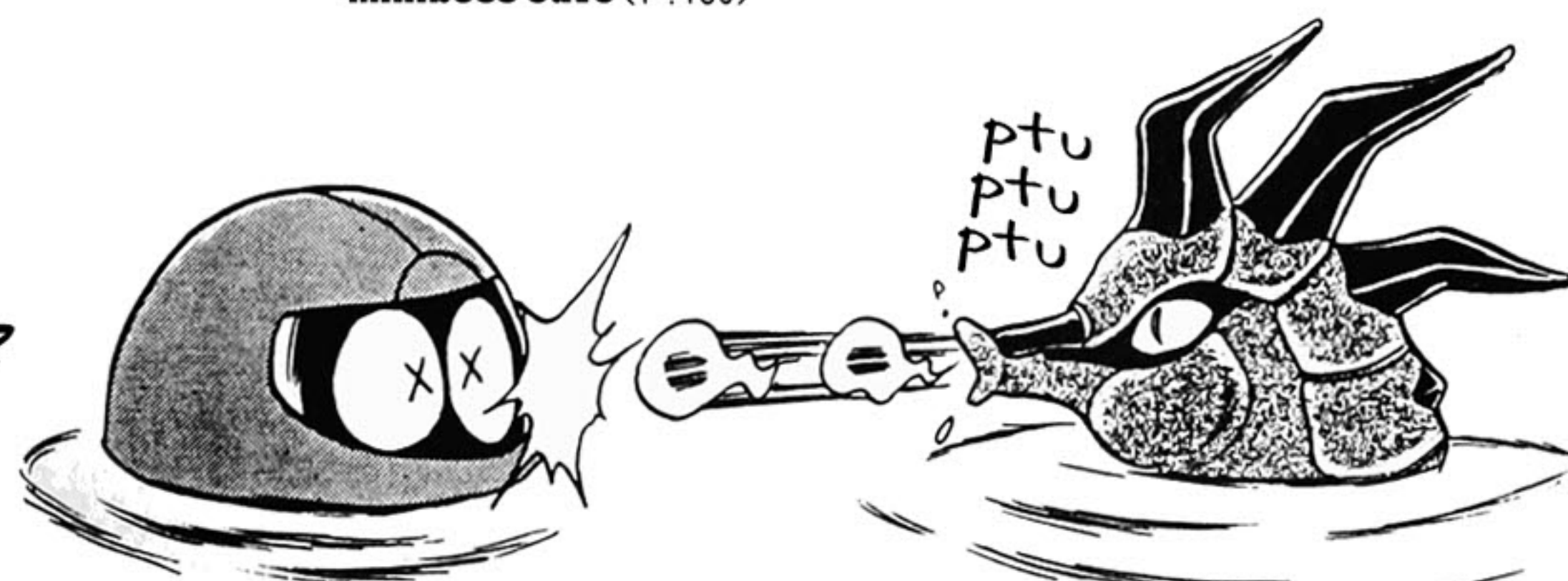
IF YOU HAVE THE WAVE BEAM
AT THIS WALL, YOU CAN CLIMB
TO THE RIGHT.

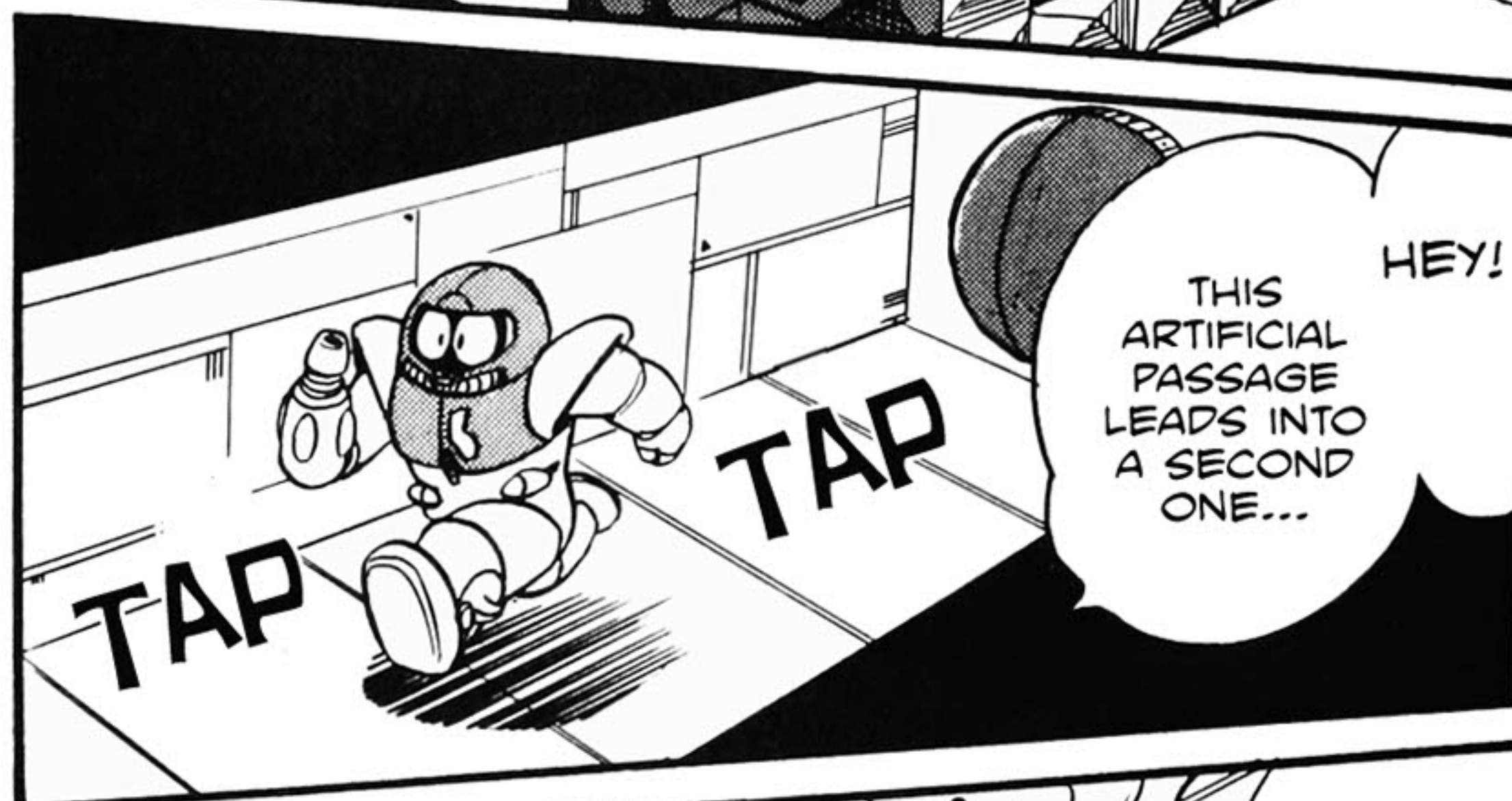
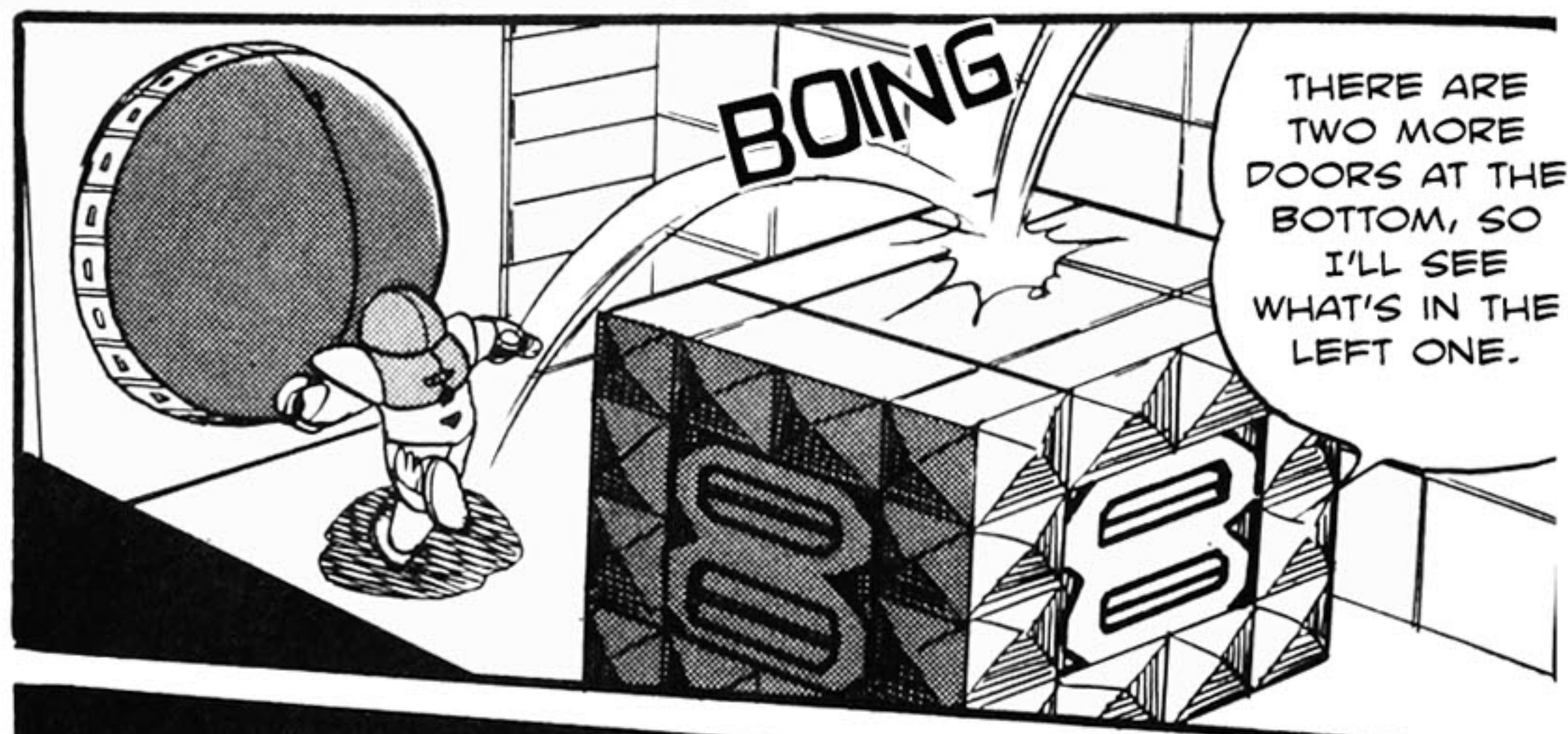


To the Norfair
Miniboss Cave (P.136)

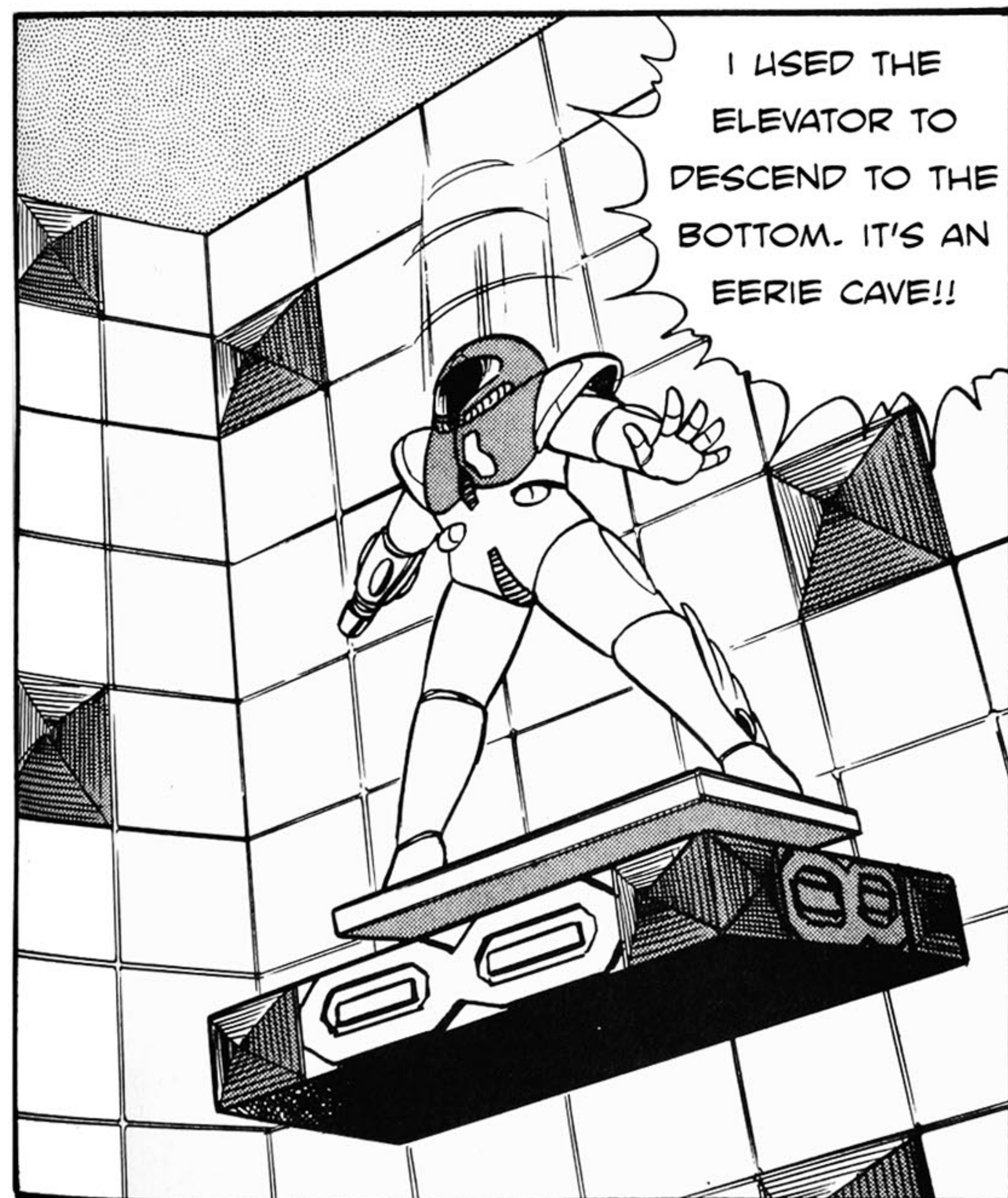
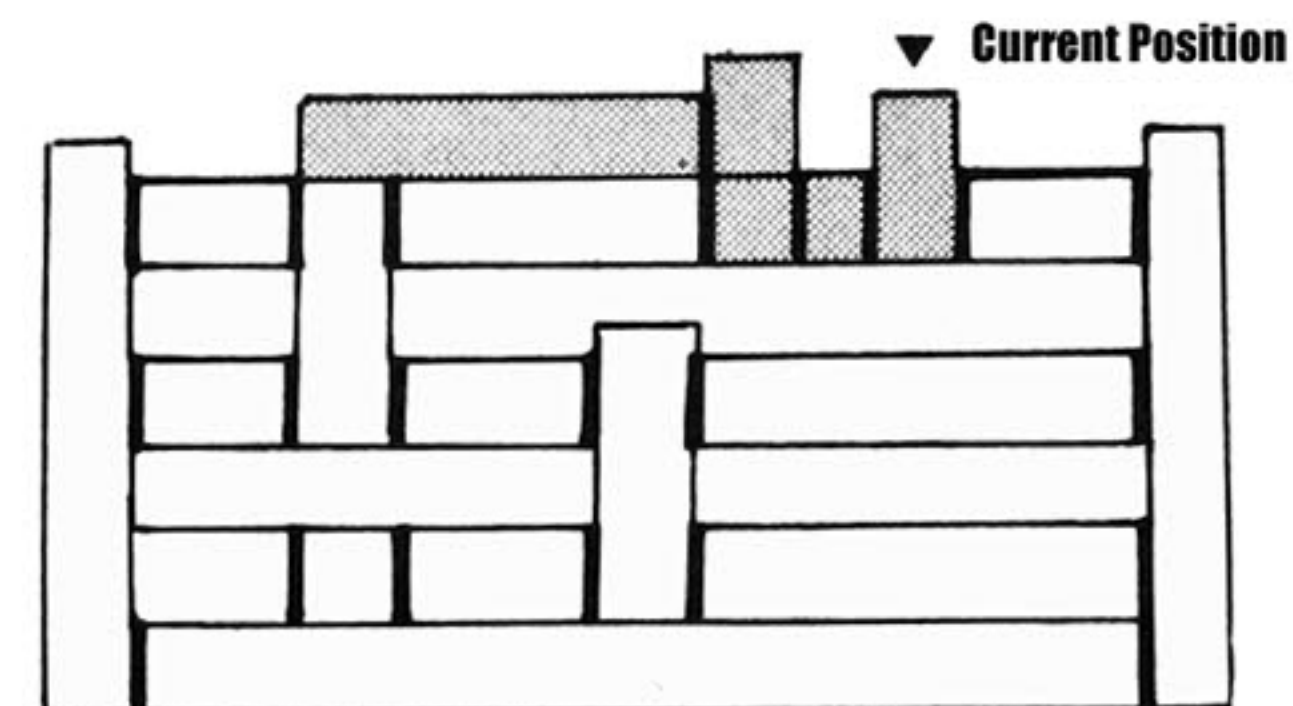


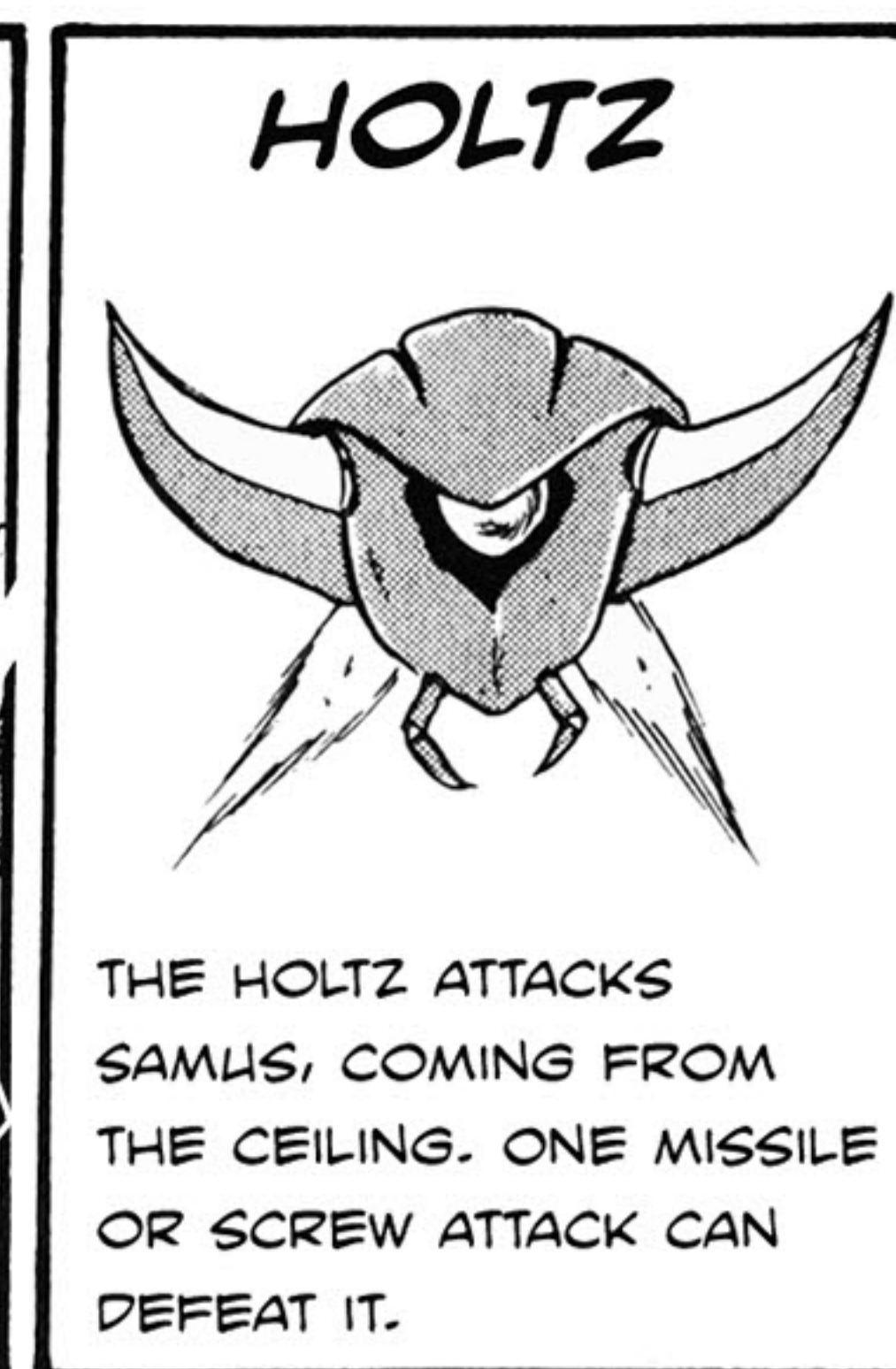
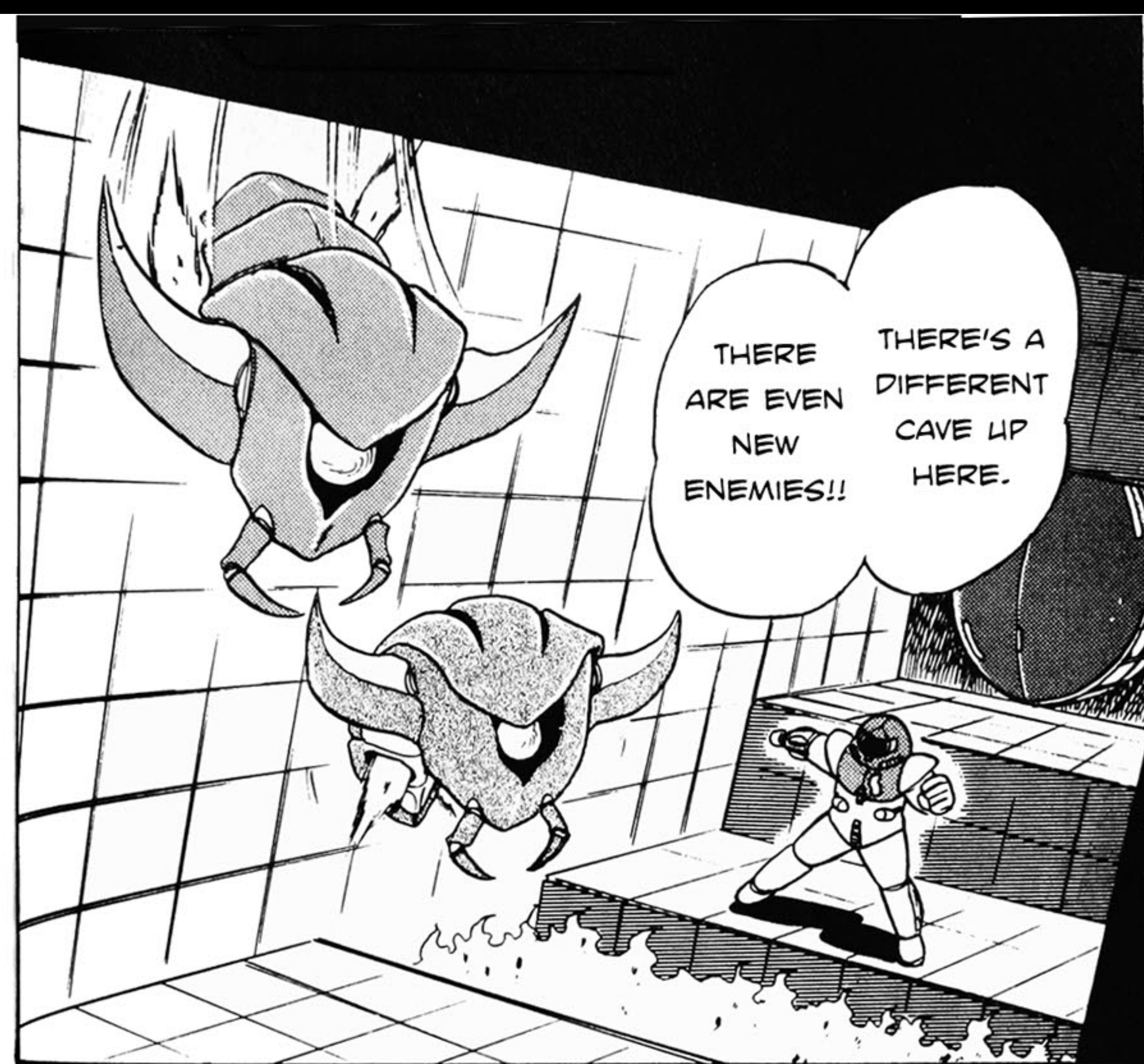
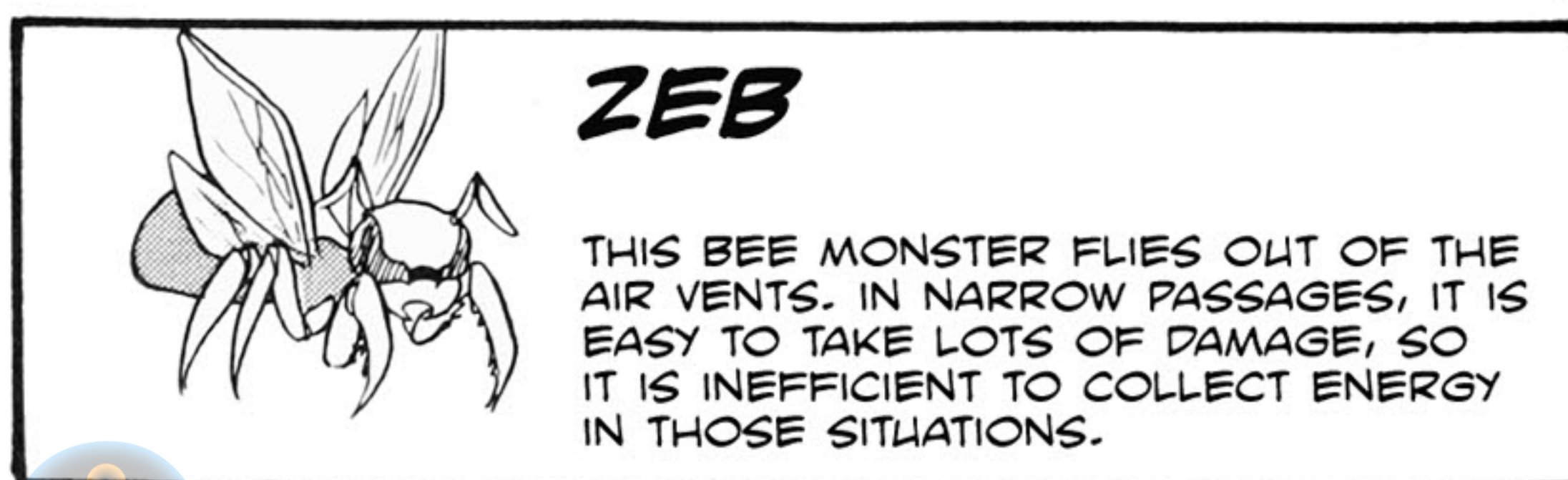
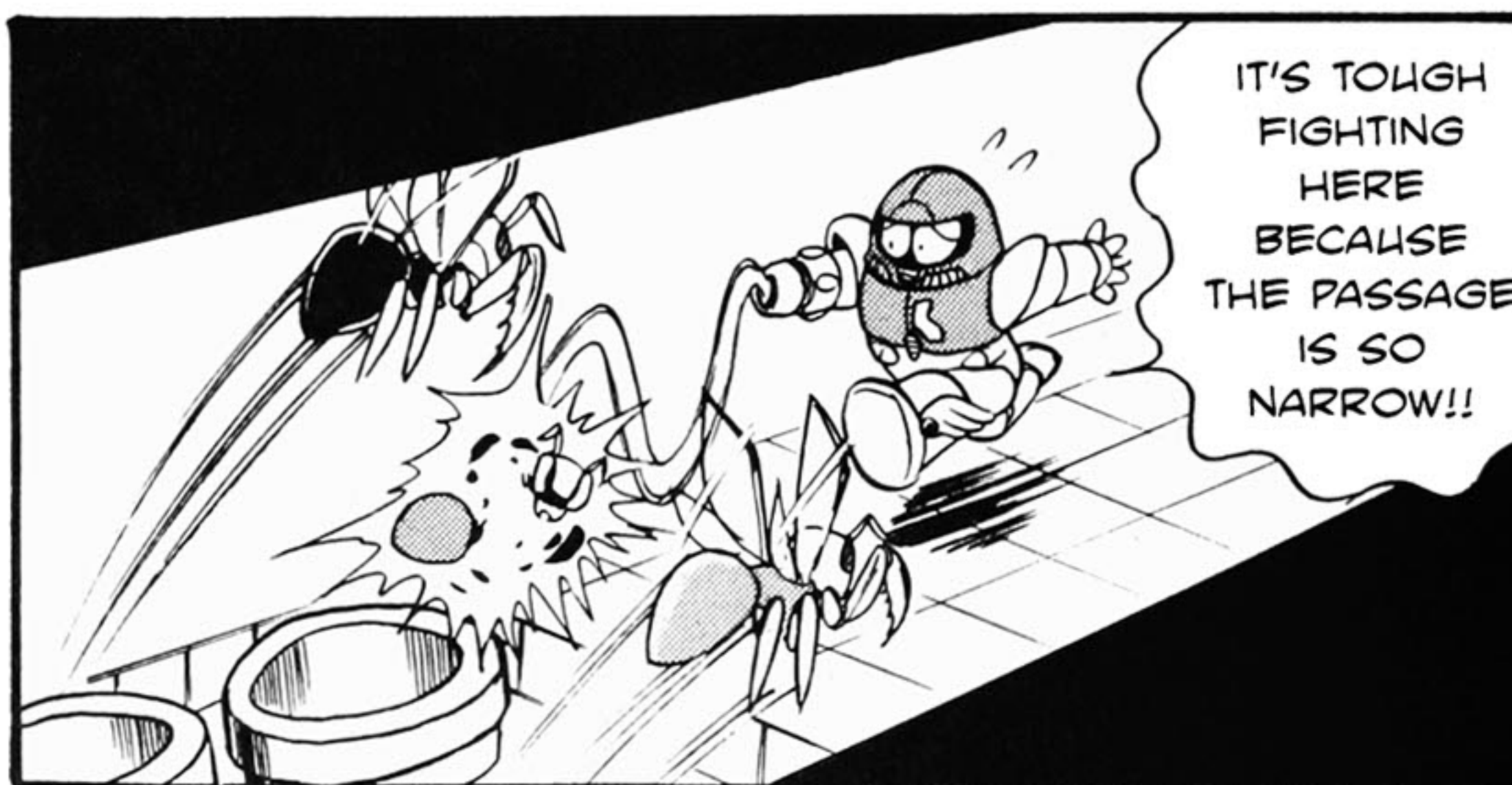
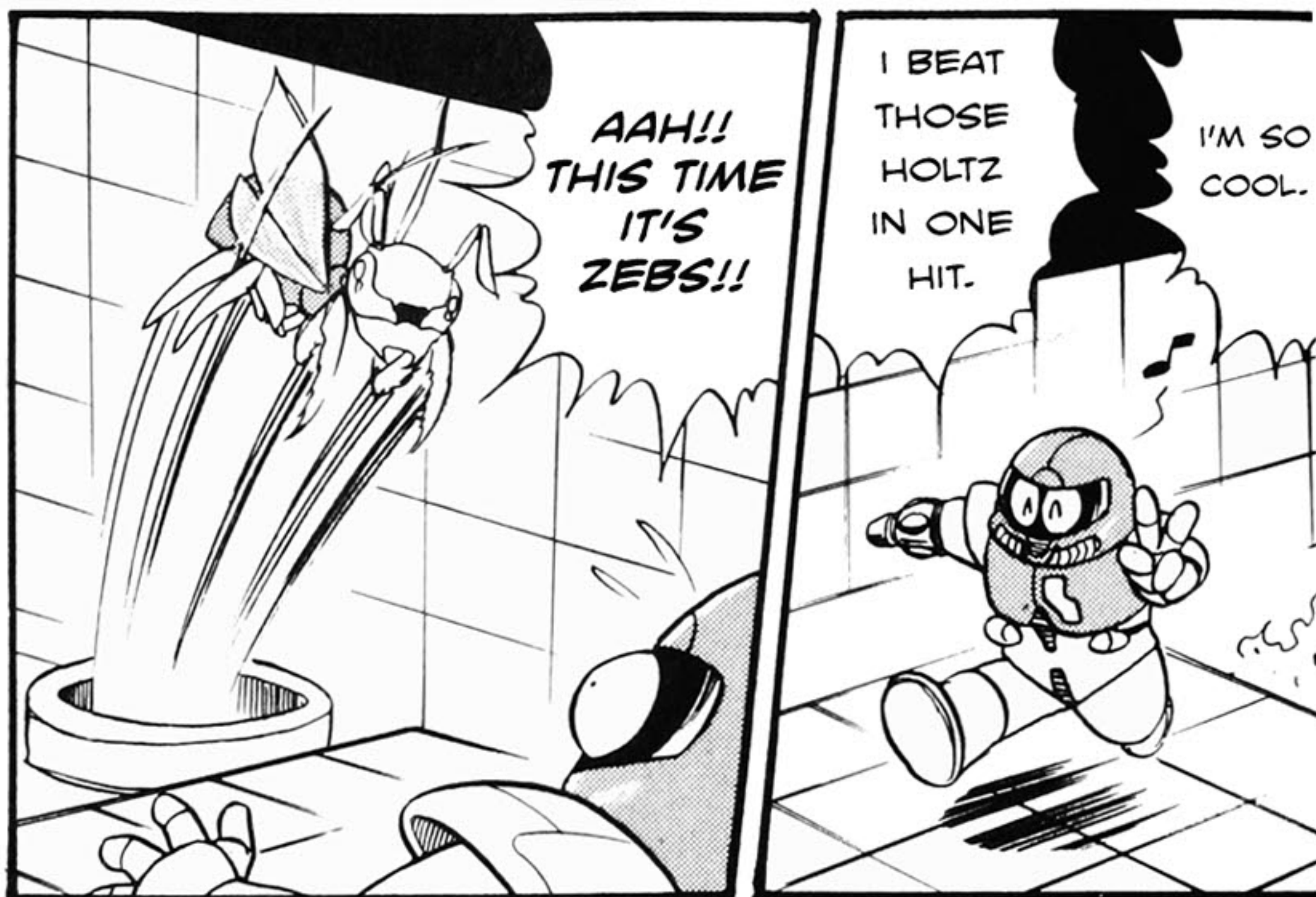
ENTIRE MAP OF NORFAIR



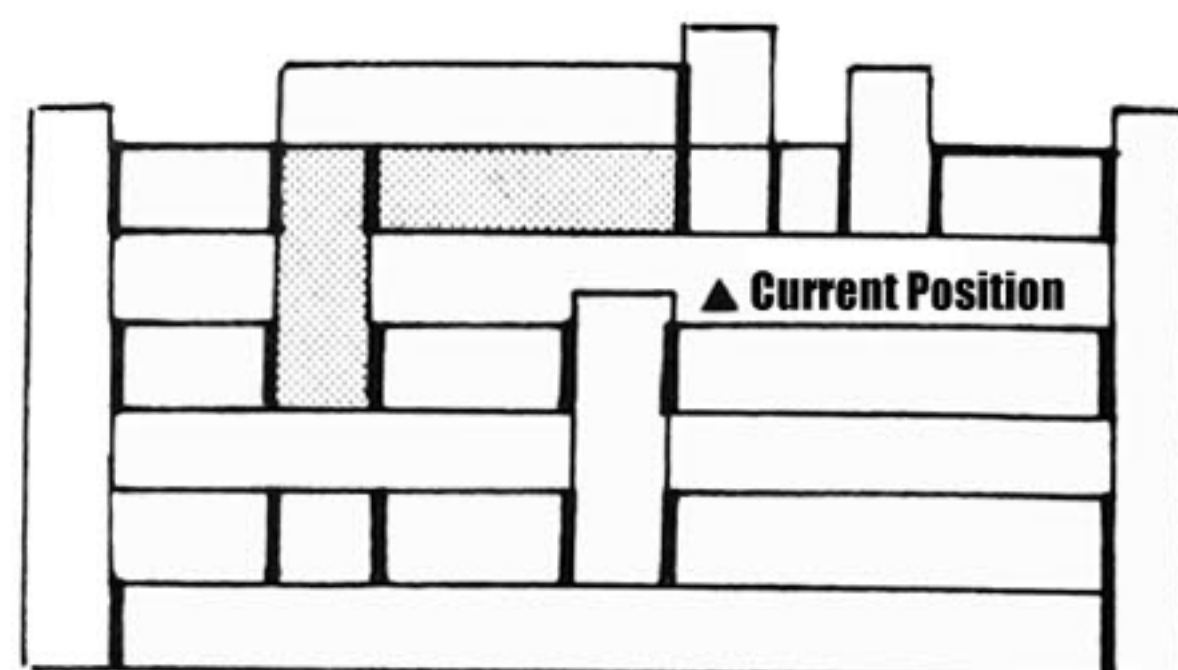


NORFAIR MINIBOSS CAVE 1



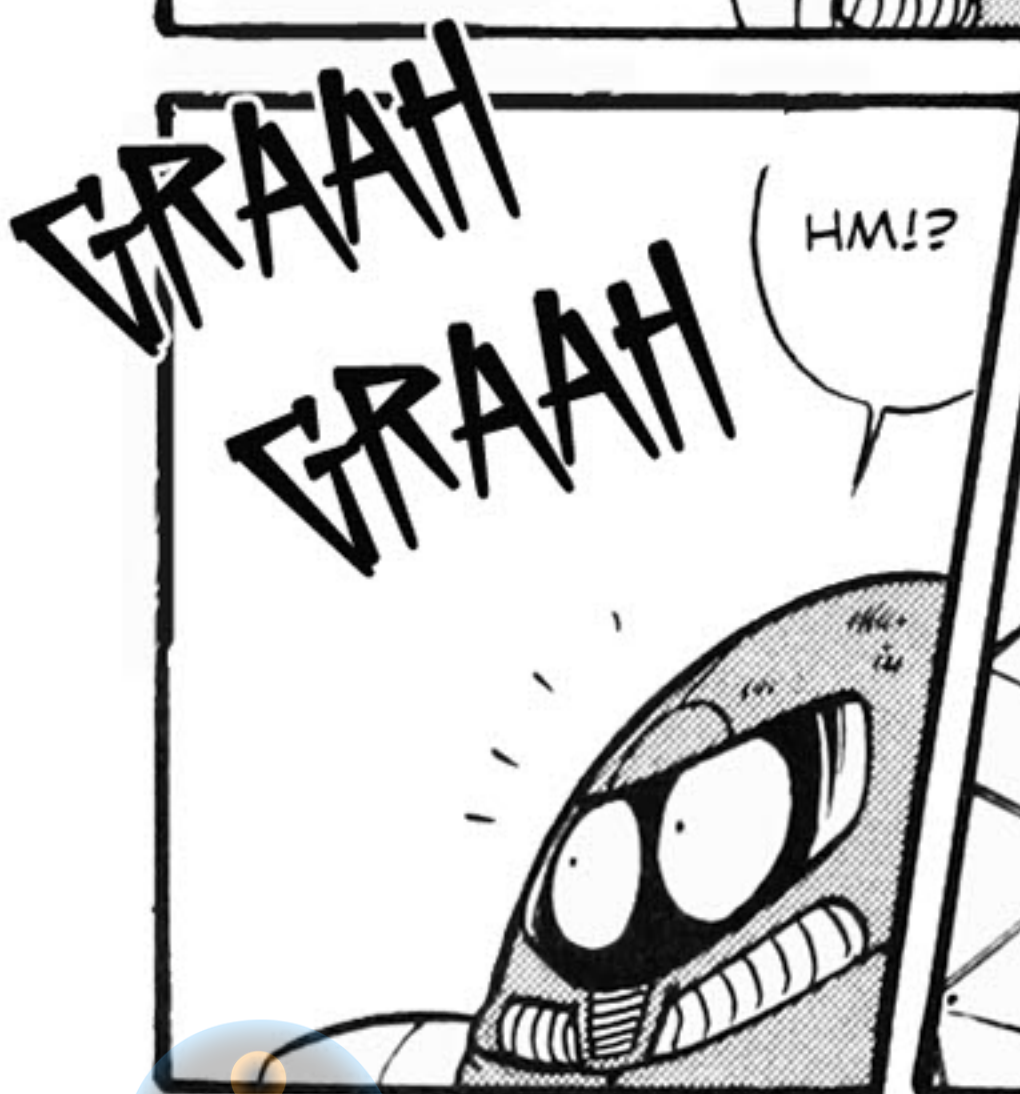


NORFAIR MINIBOSS CAVE 2



I'LL CERTAINLY
GET ENERGY
IF I DEFEAT
THEM!!

I ENTERED
HERE AND
MULTIVIOLAS
CAME IN
DROVES!



HM!?

THE ZEBBS
STUNG ME
AND
MANGLED
MY FACE!!

WAA-
AAH!!

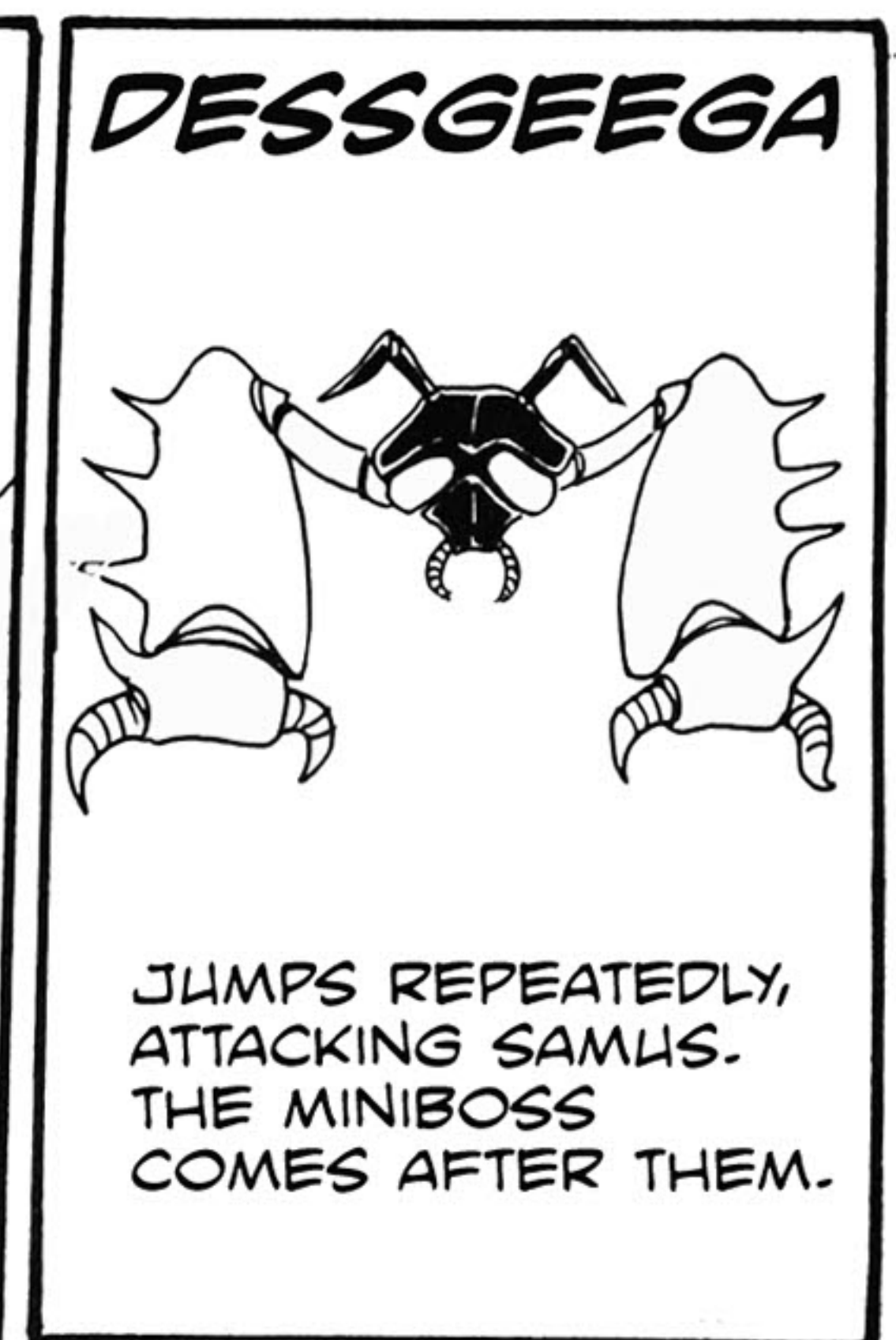
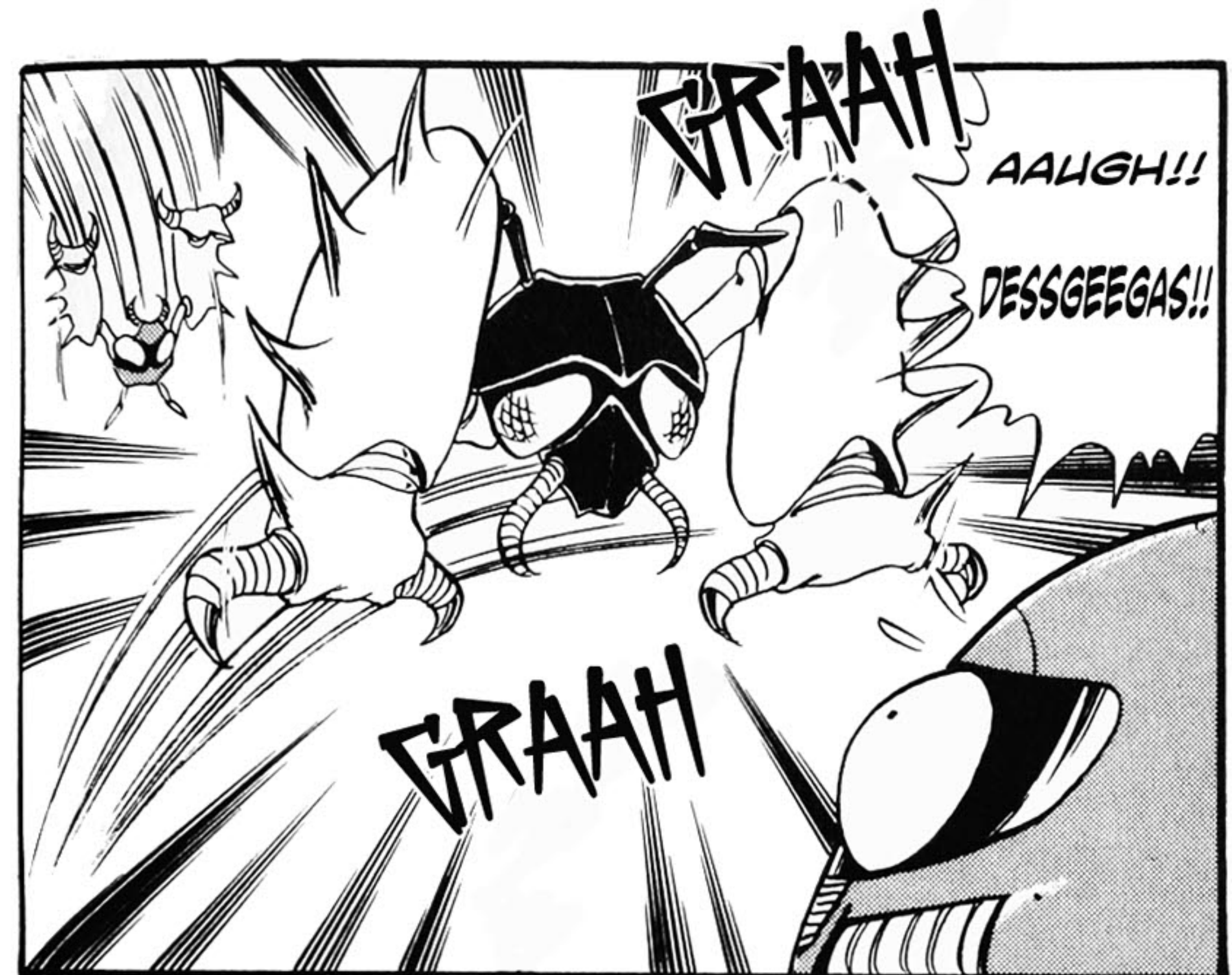
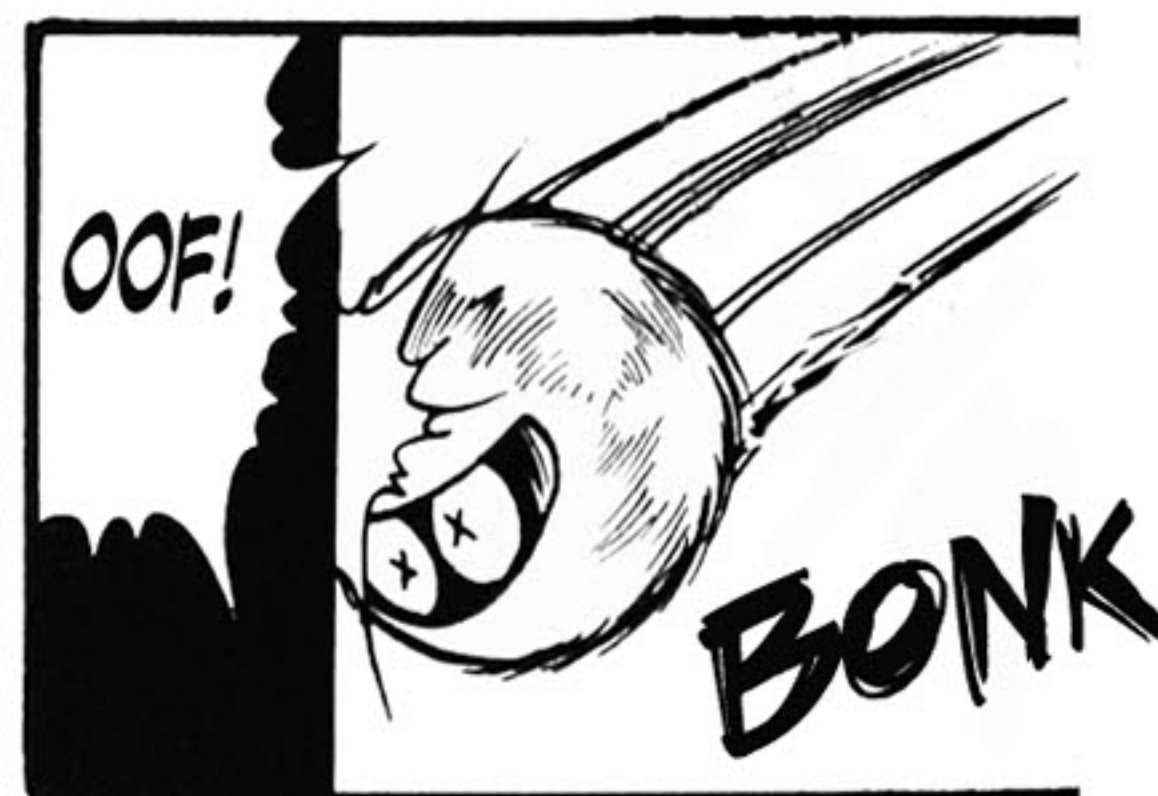
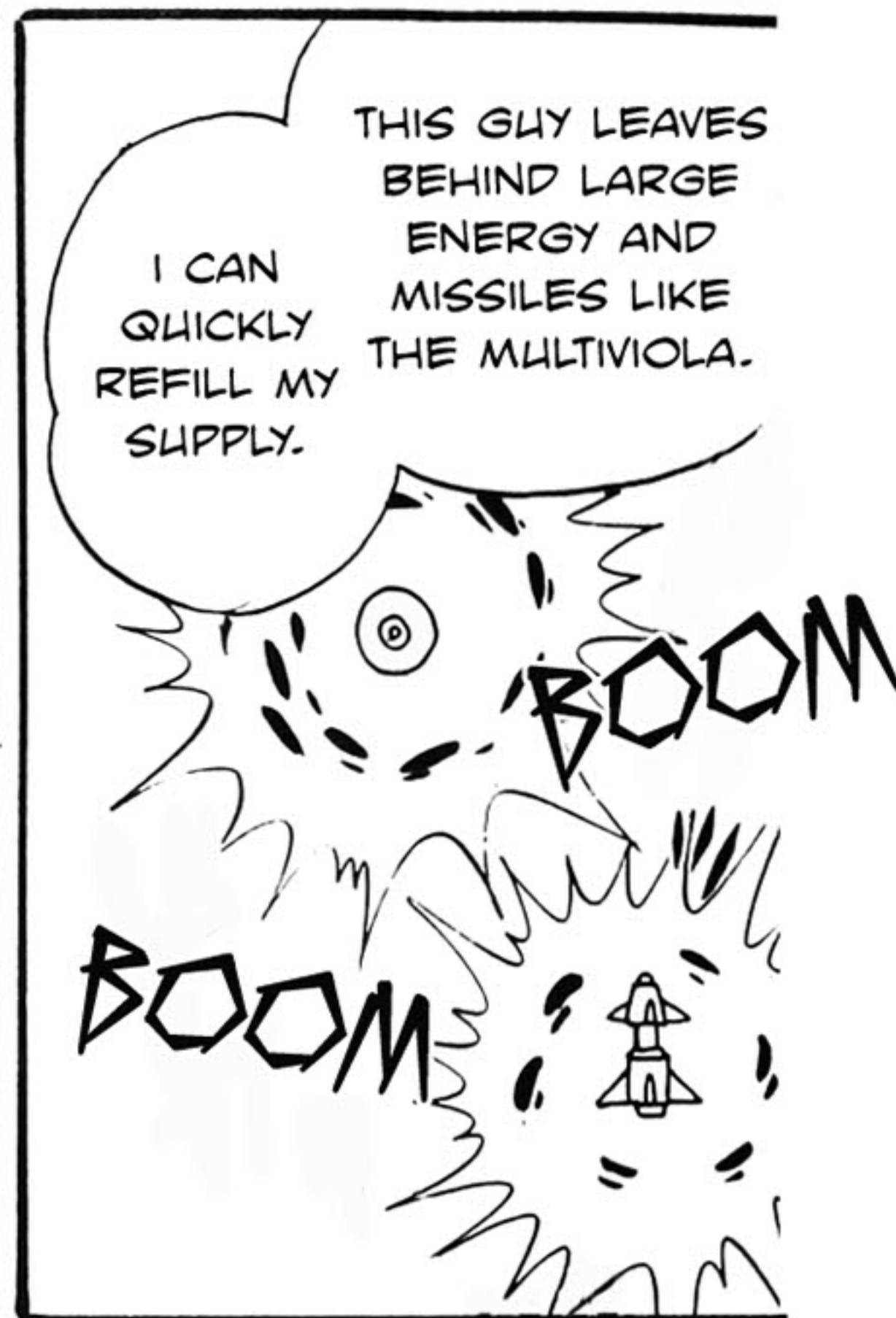
I'VE HAD
SUCH
TROUBLES.

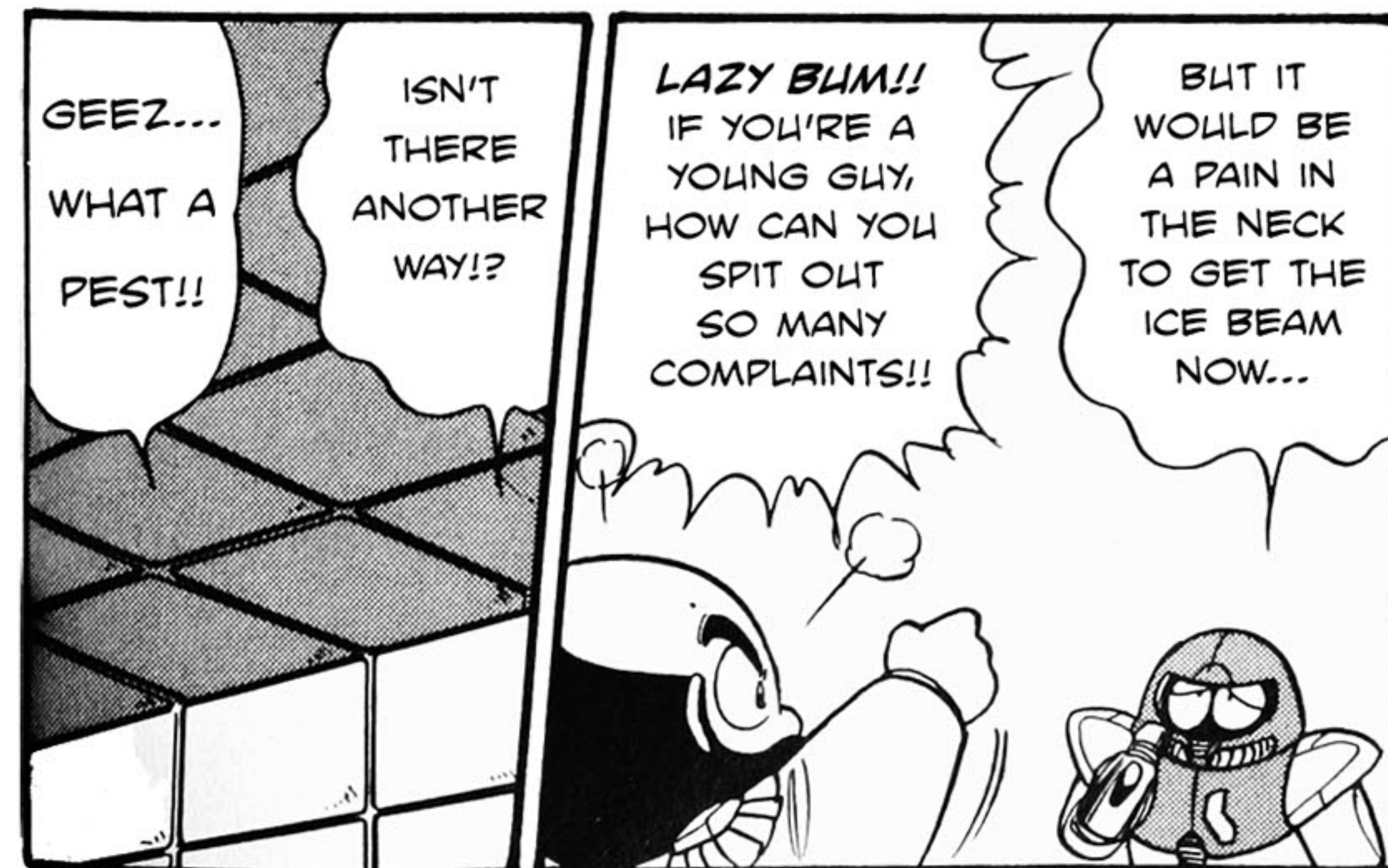
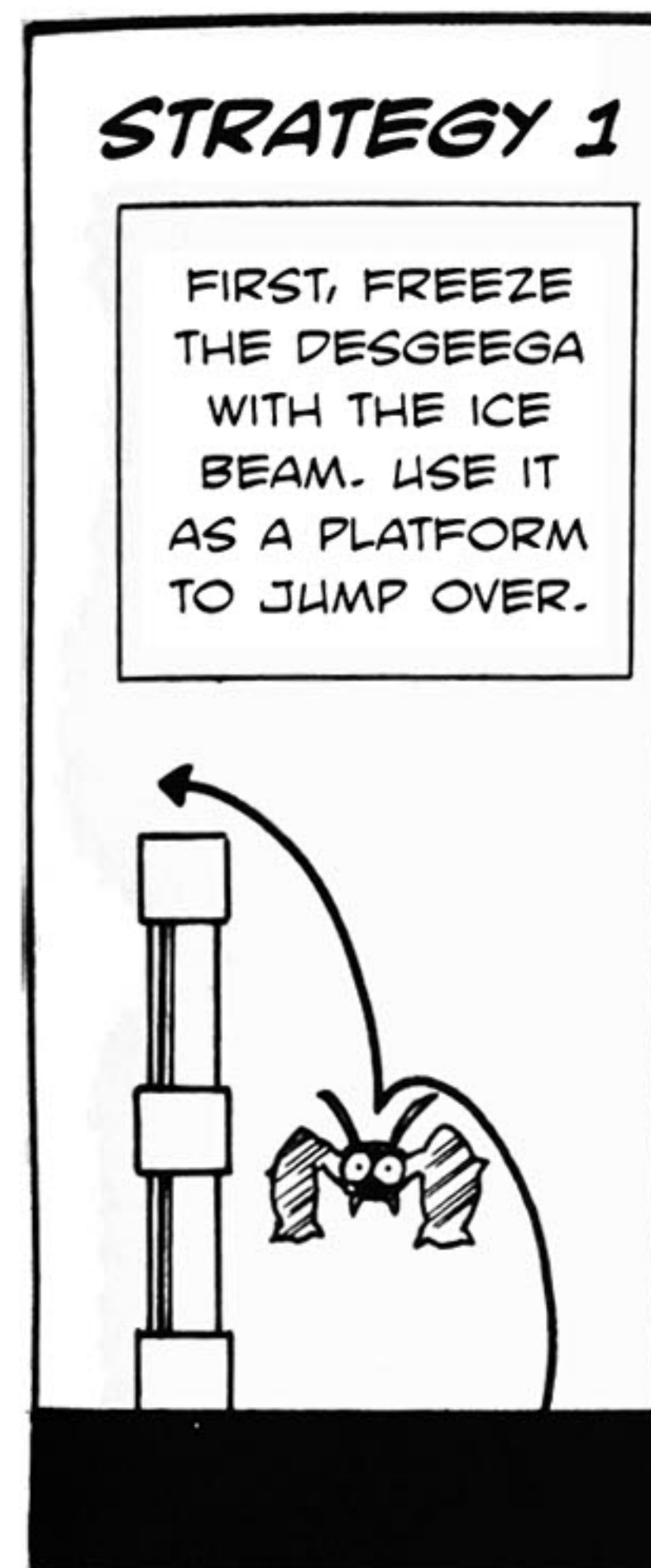
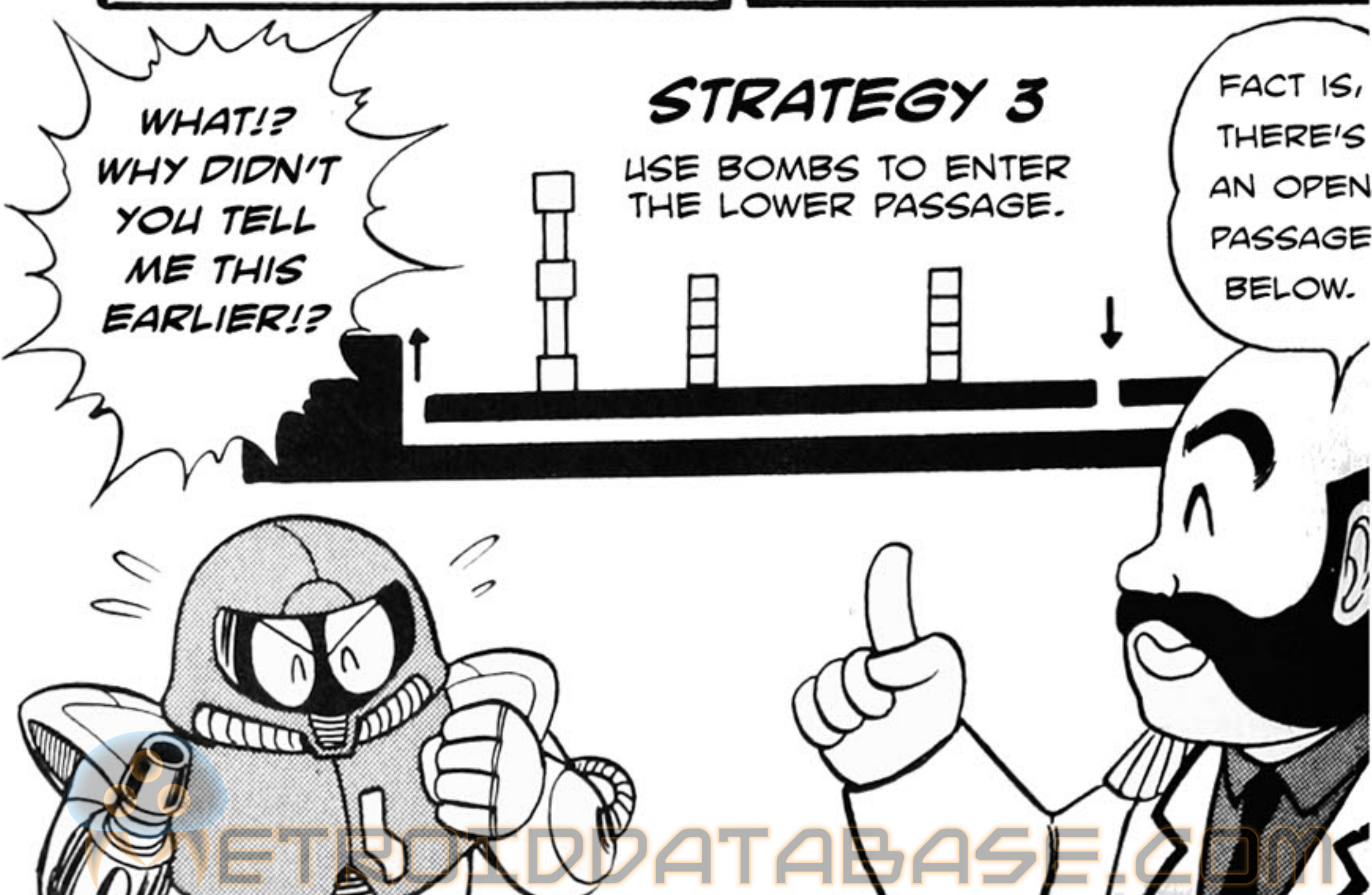
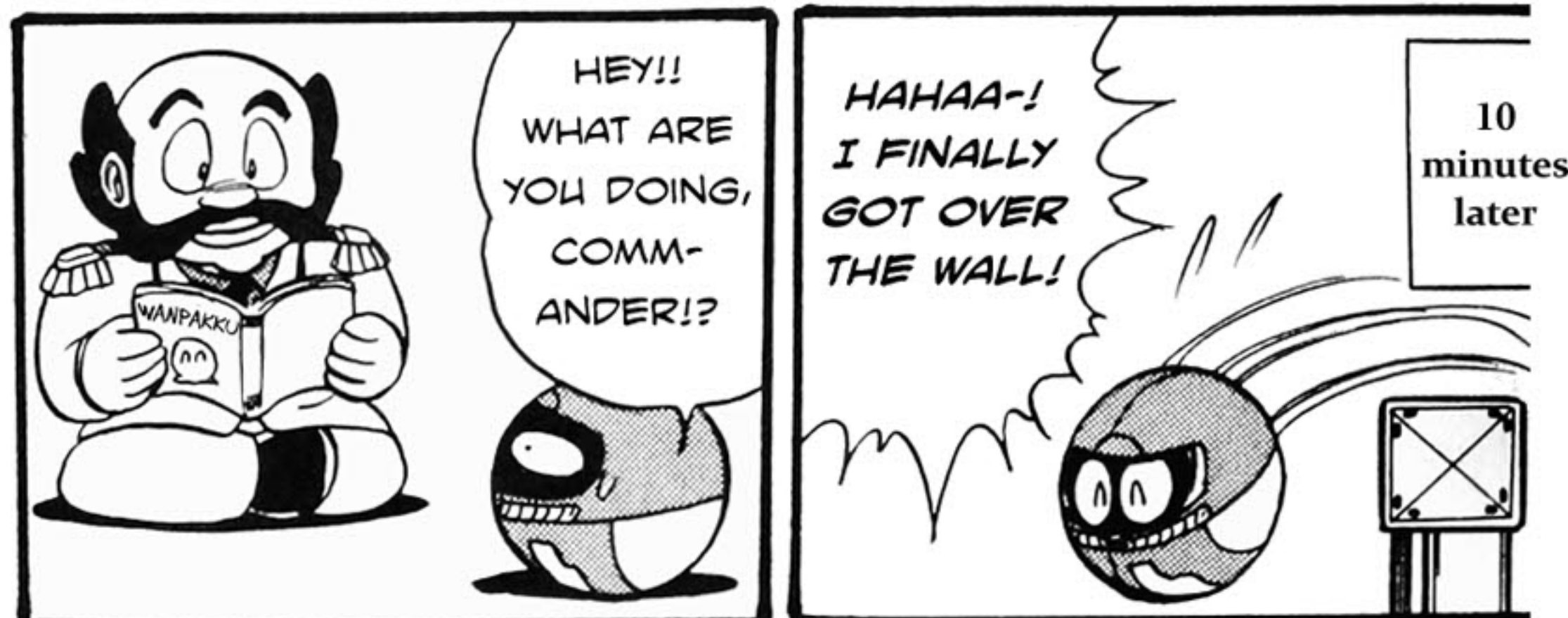
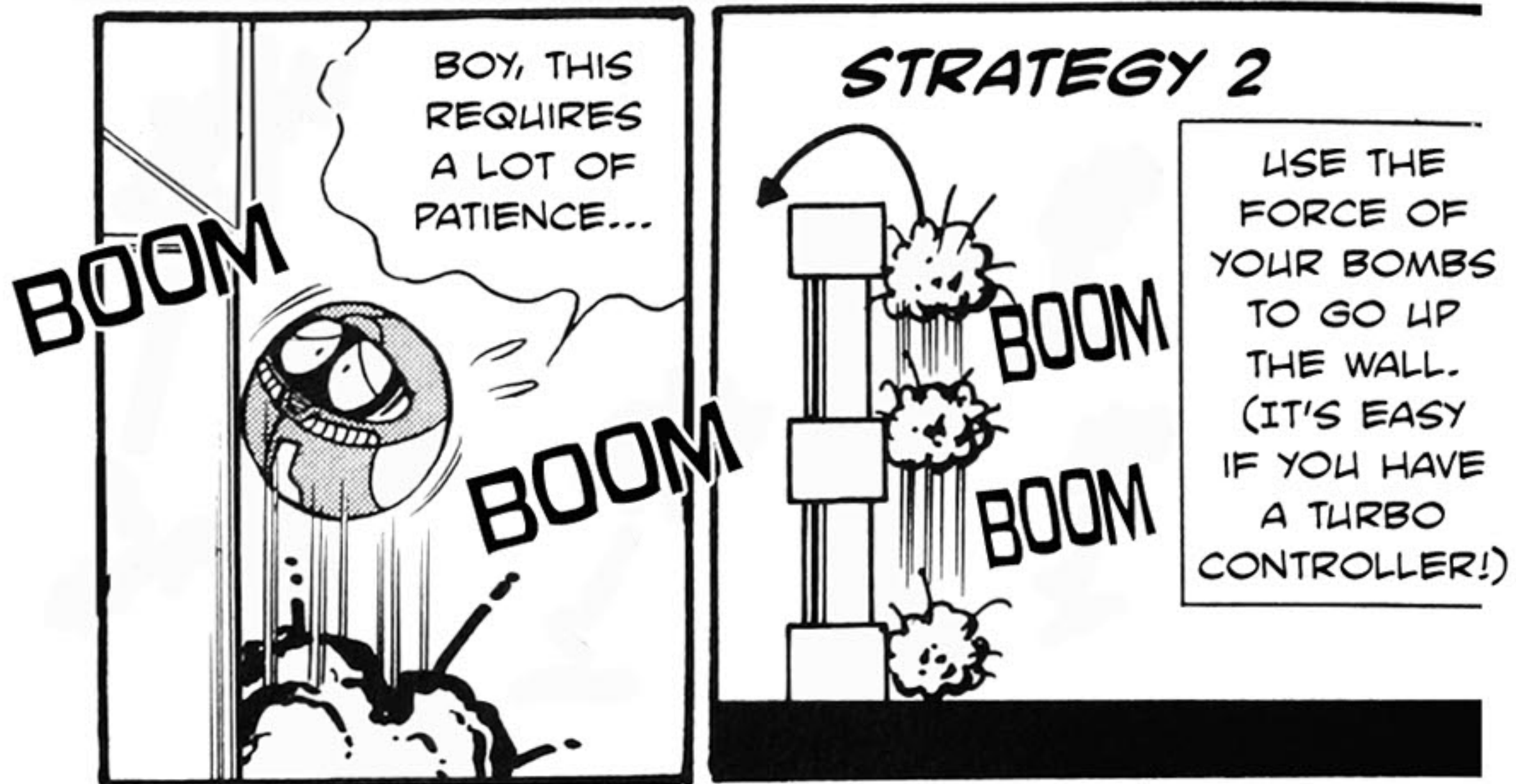
YES YES!!
THERE ARE
MISSILES
IN THIS
PLACE!!

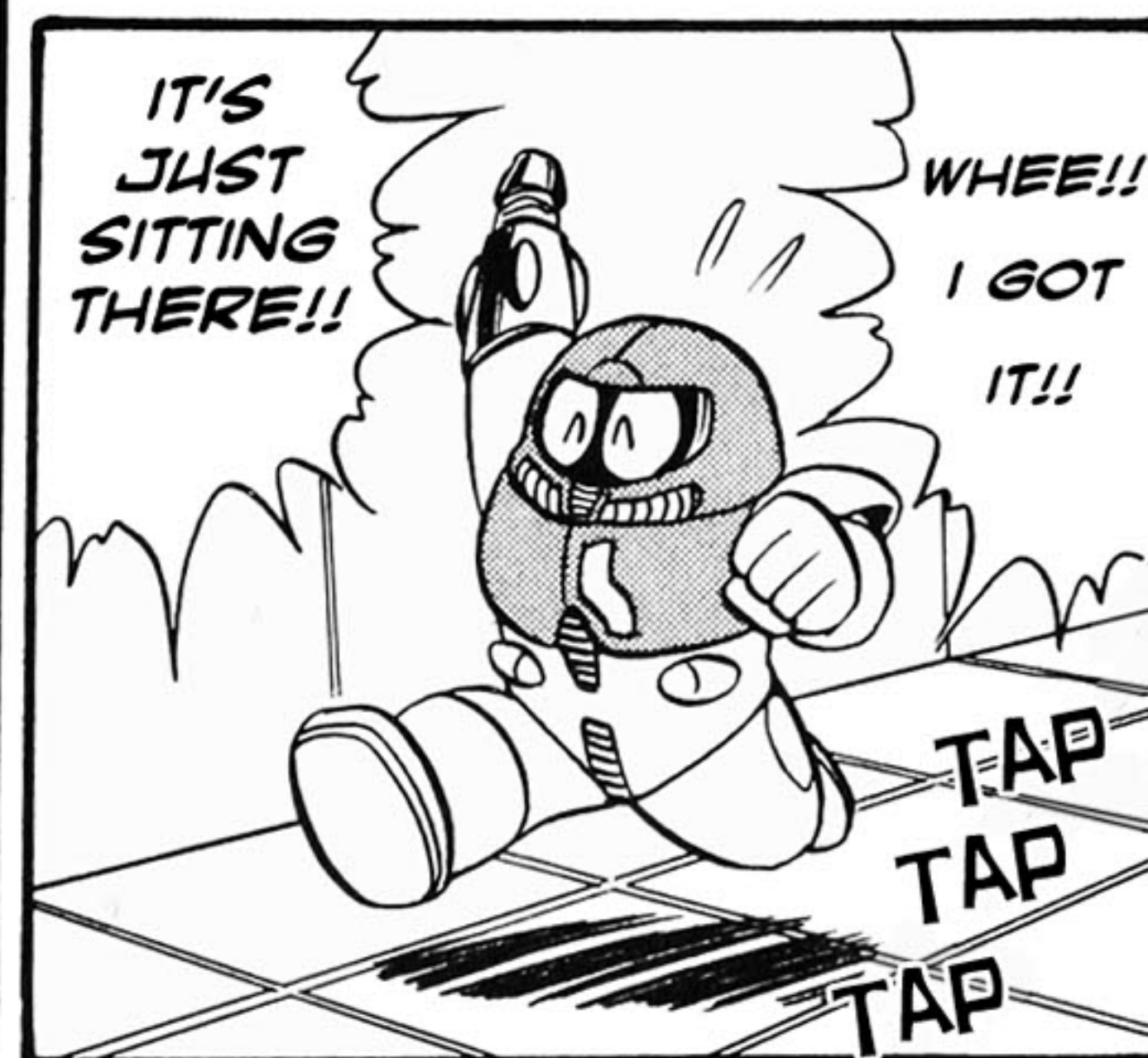
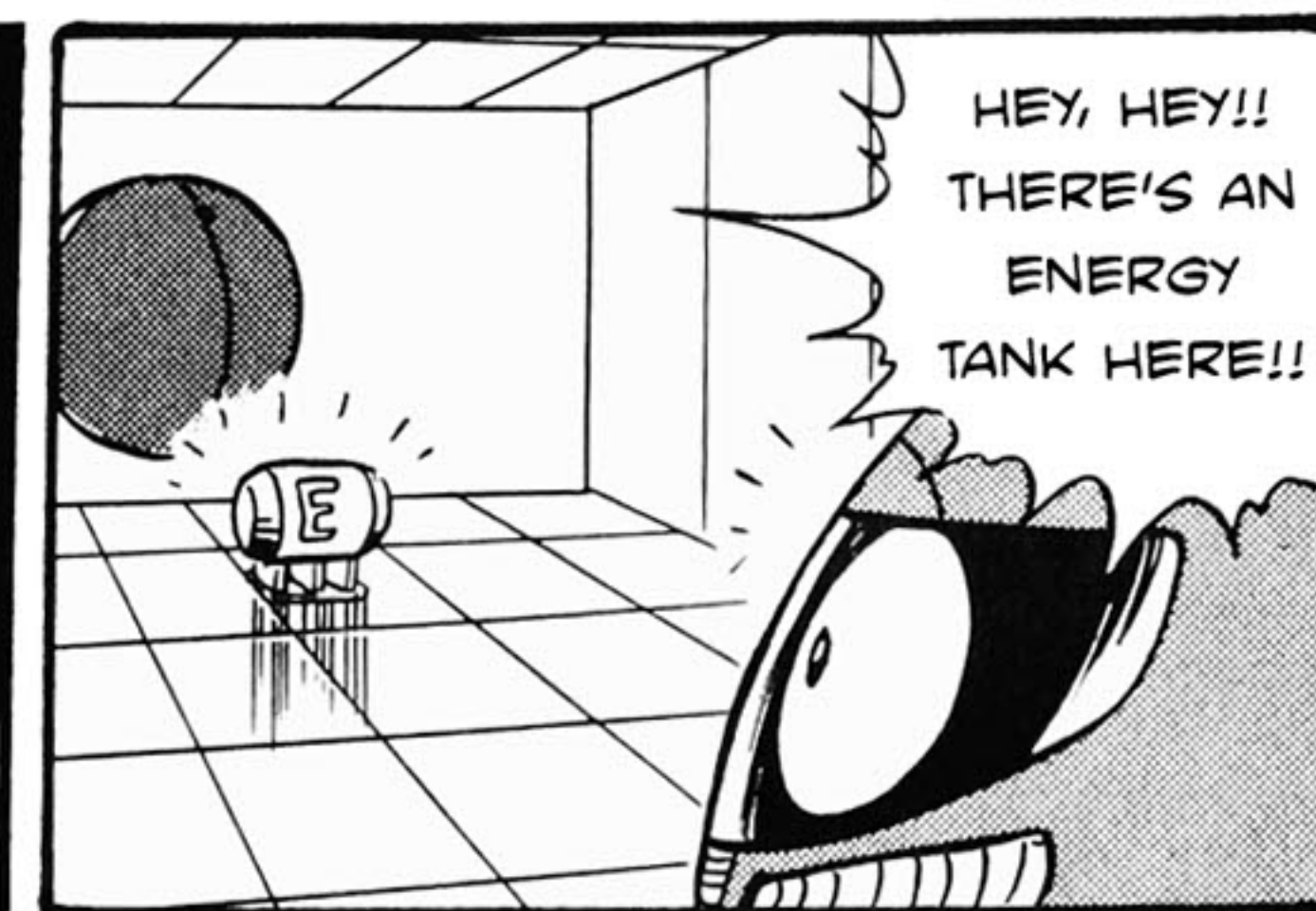
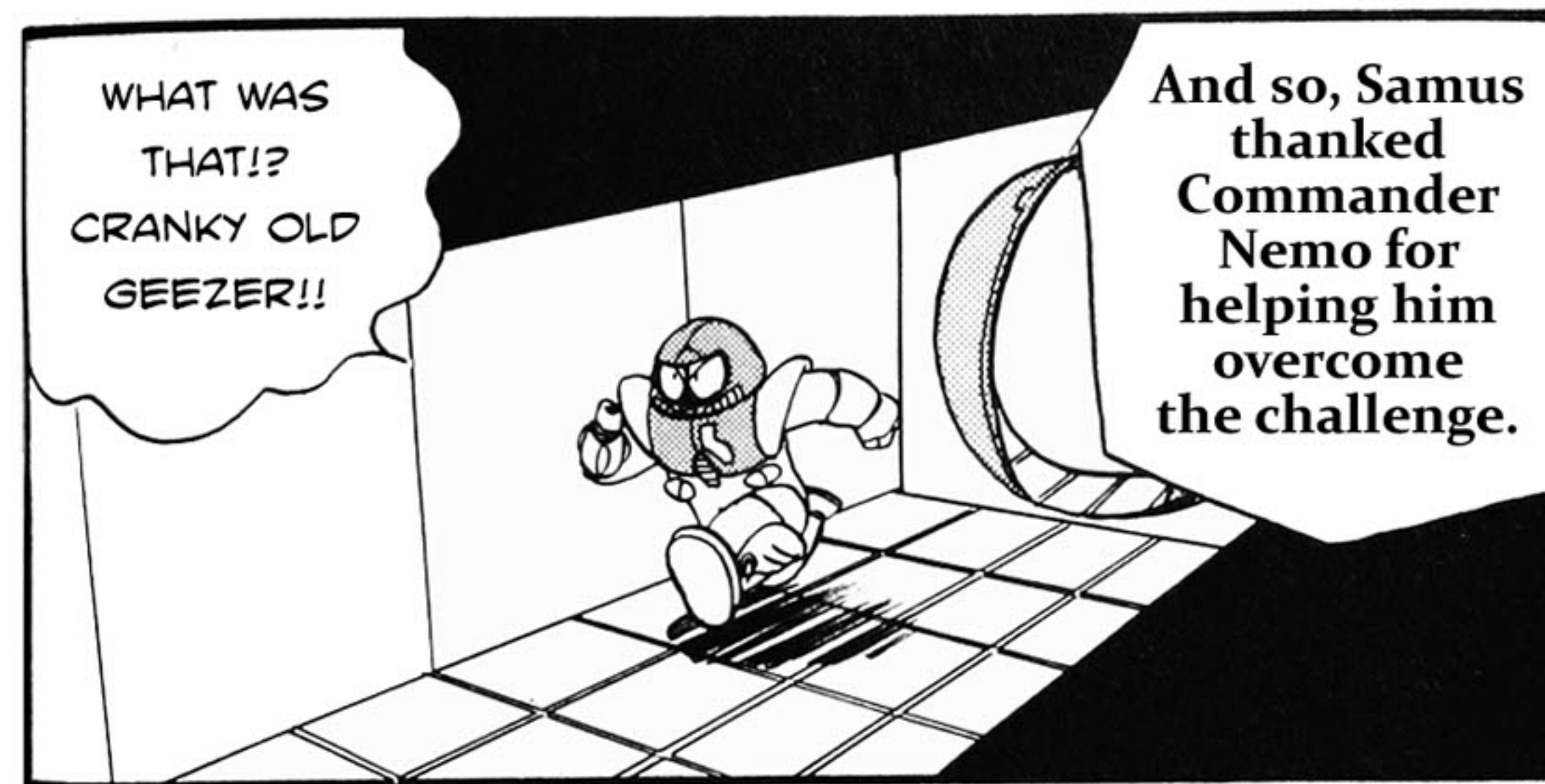
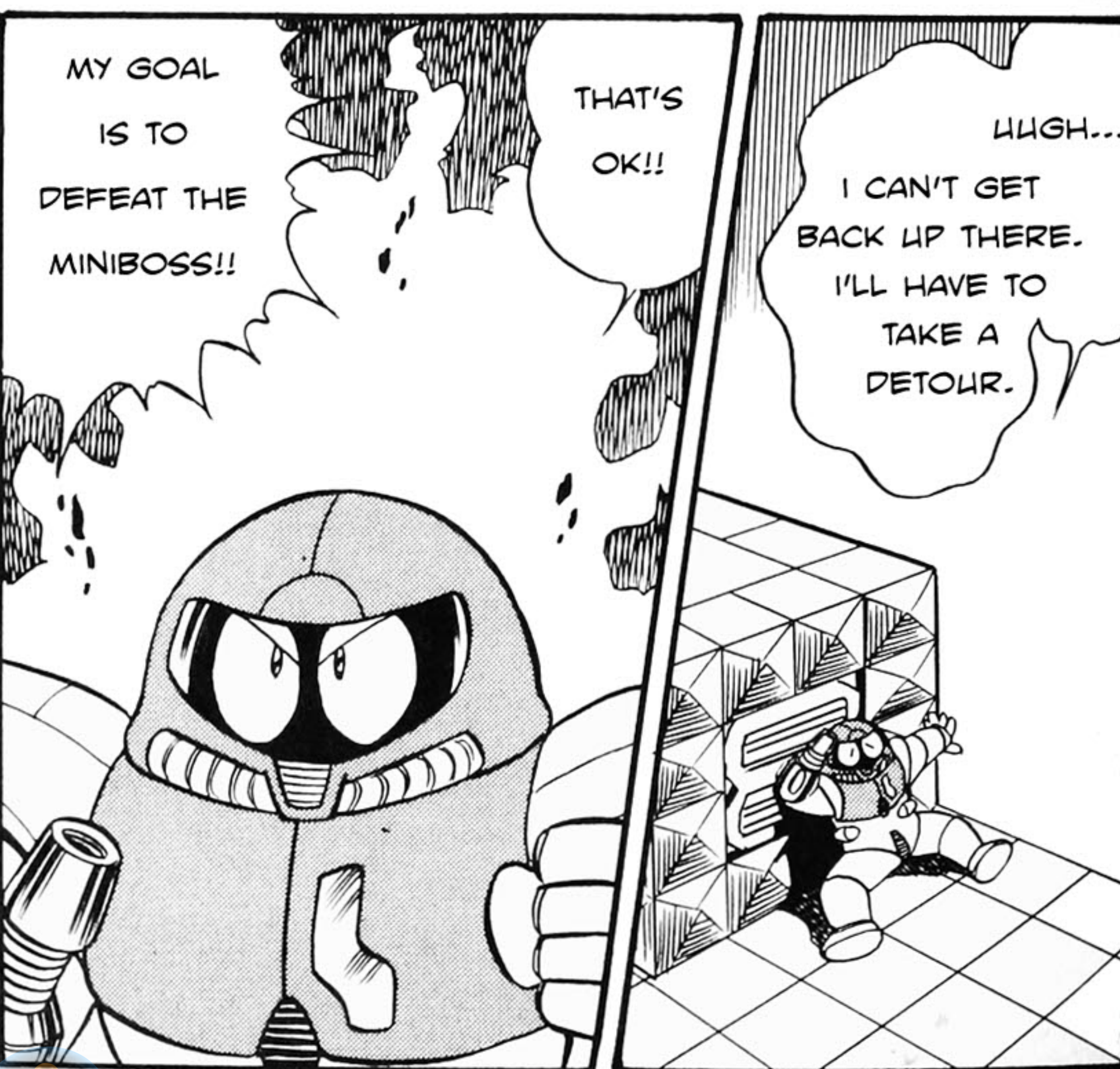
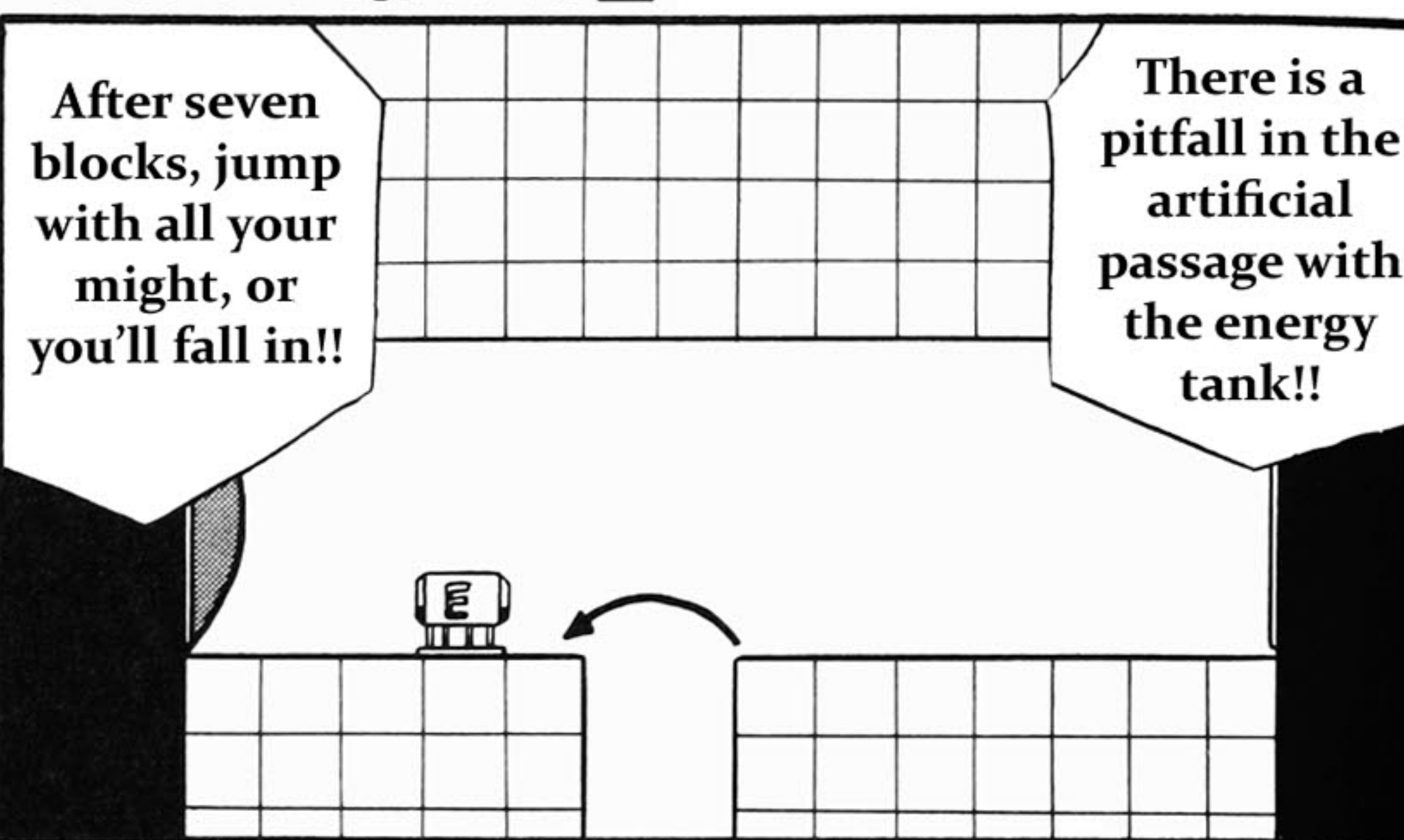
THEY
MARRIED MY
BEAUTIFUL
PHYSIQUE!

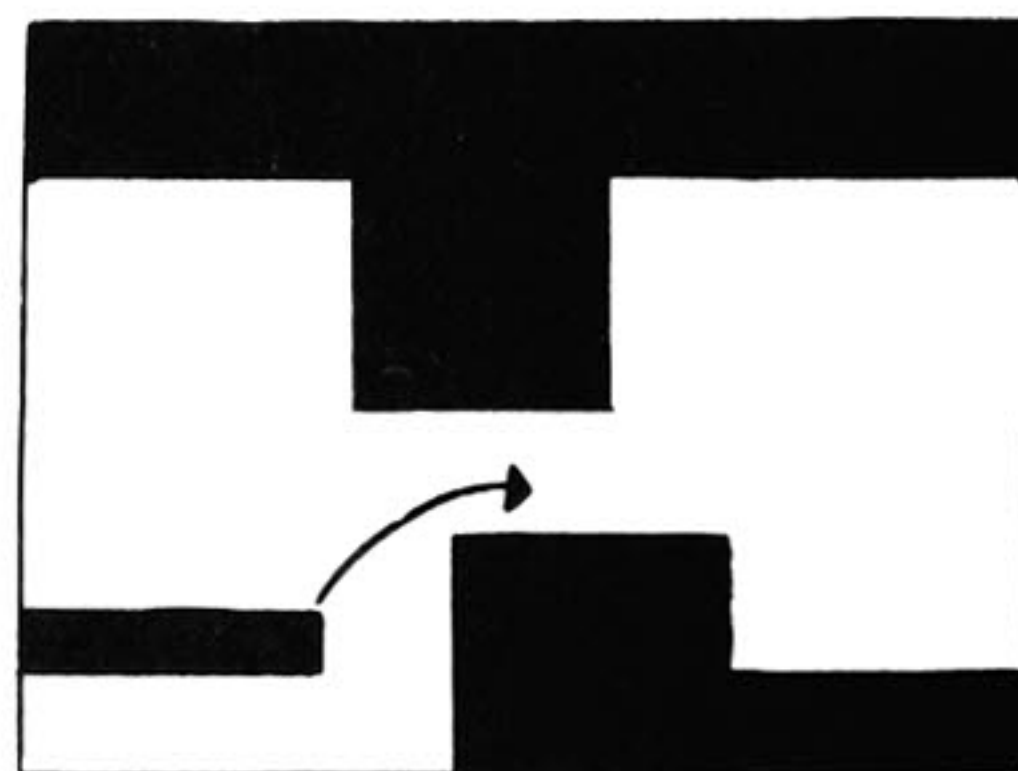
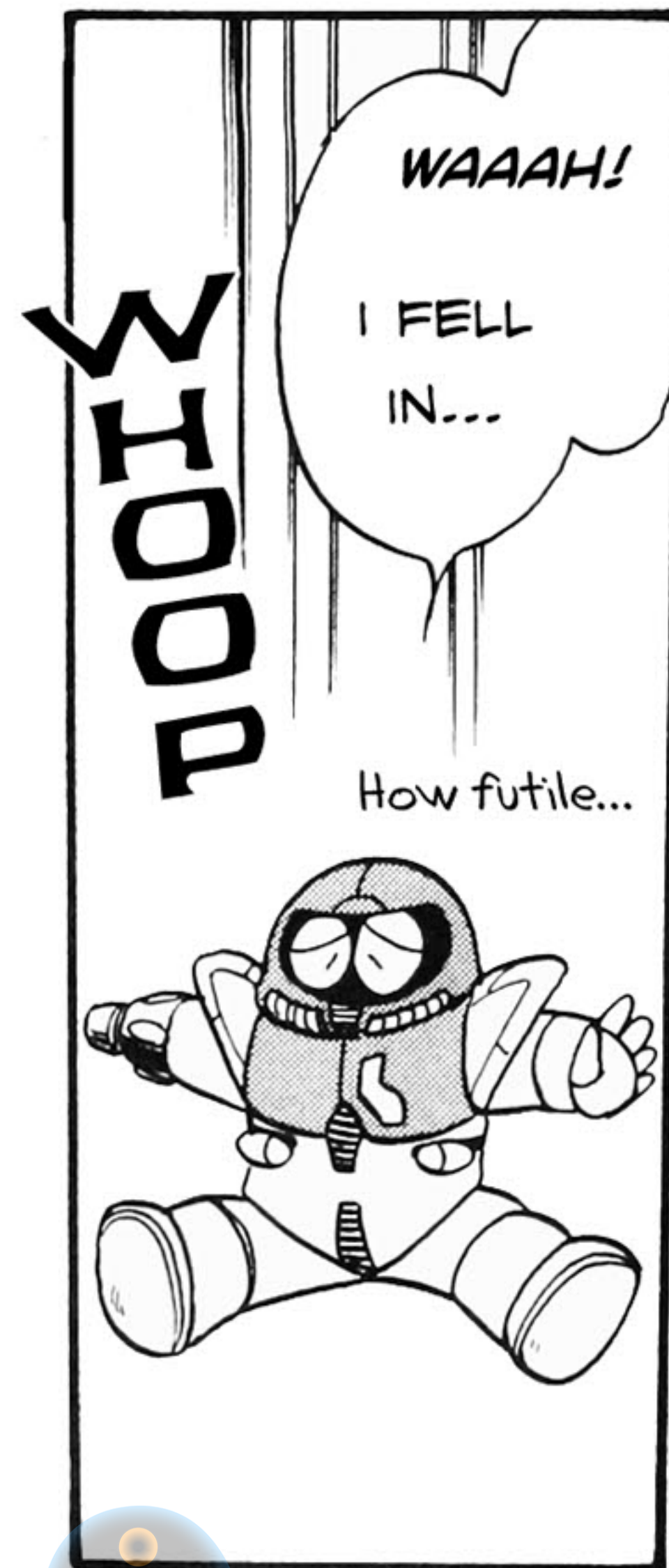
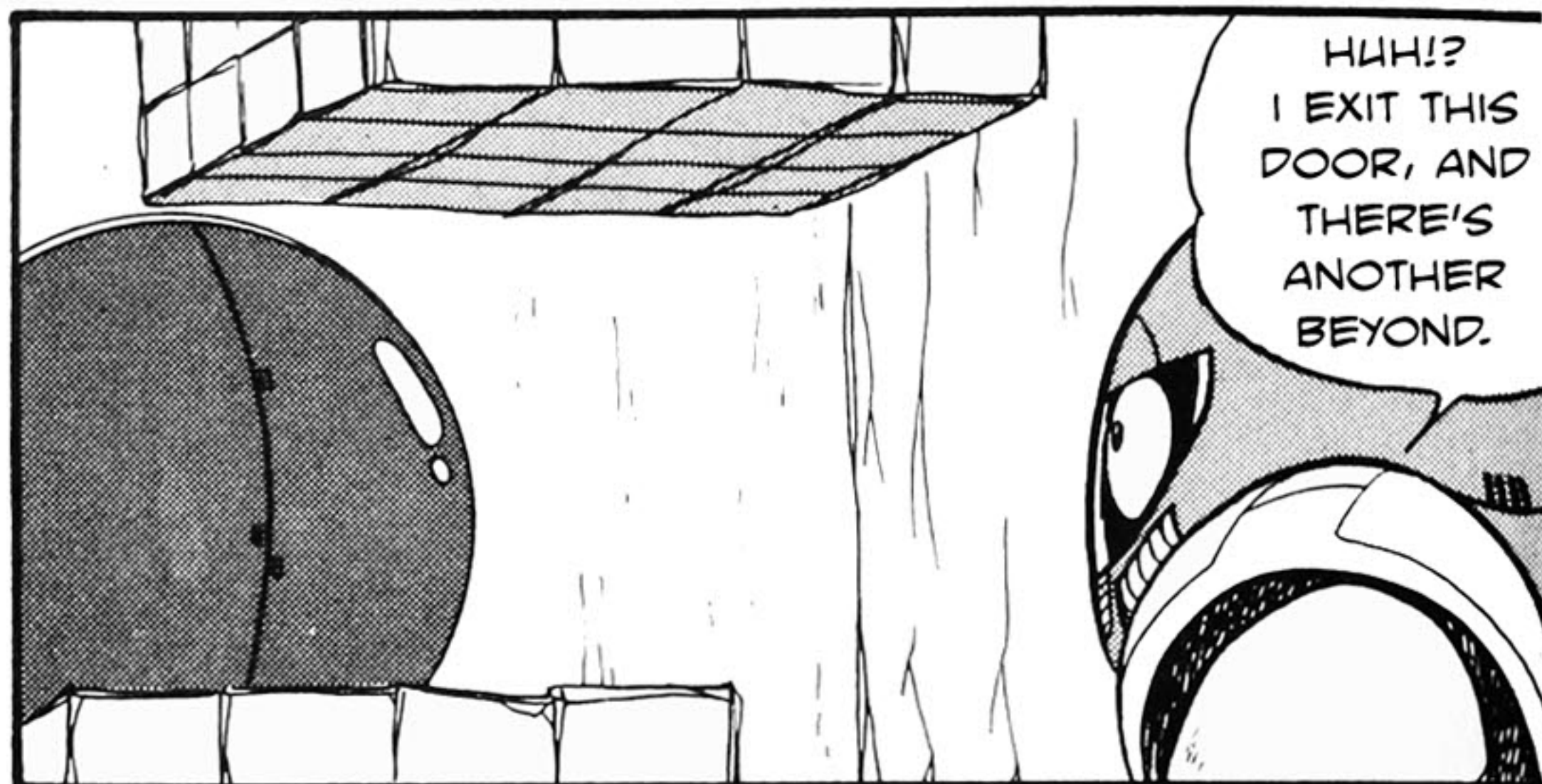
SPLOOSH

But be
careful
of the pit
before it!!



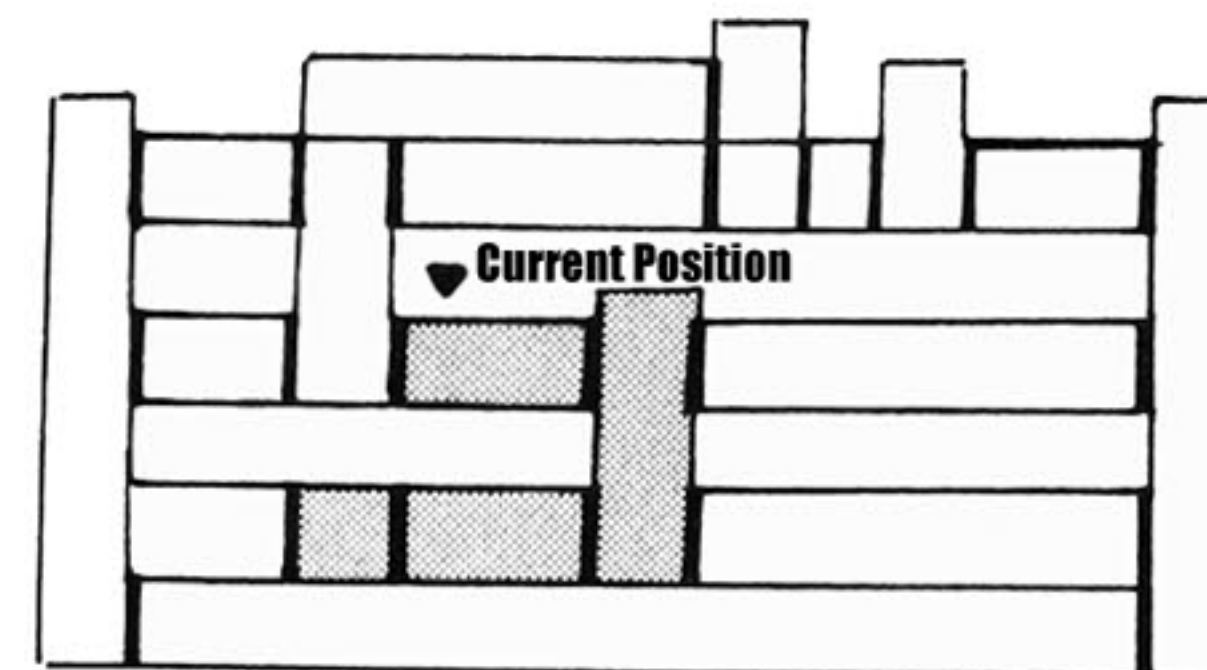


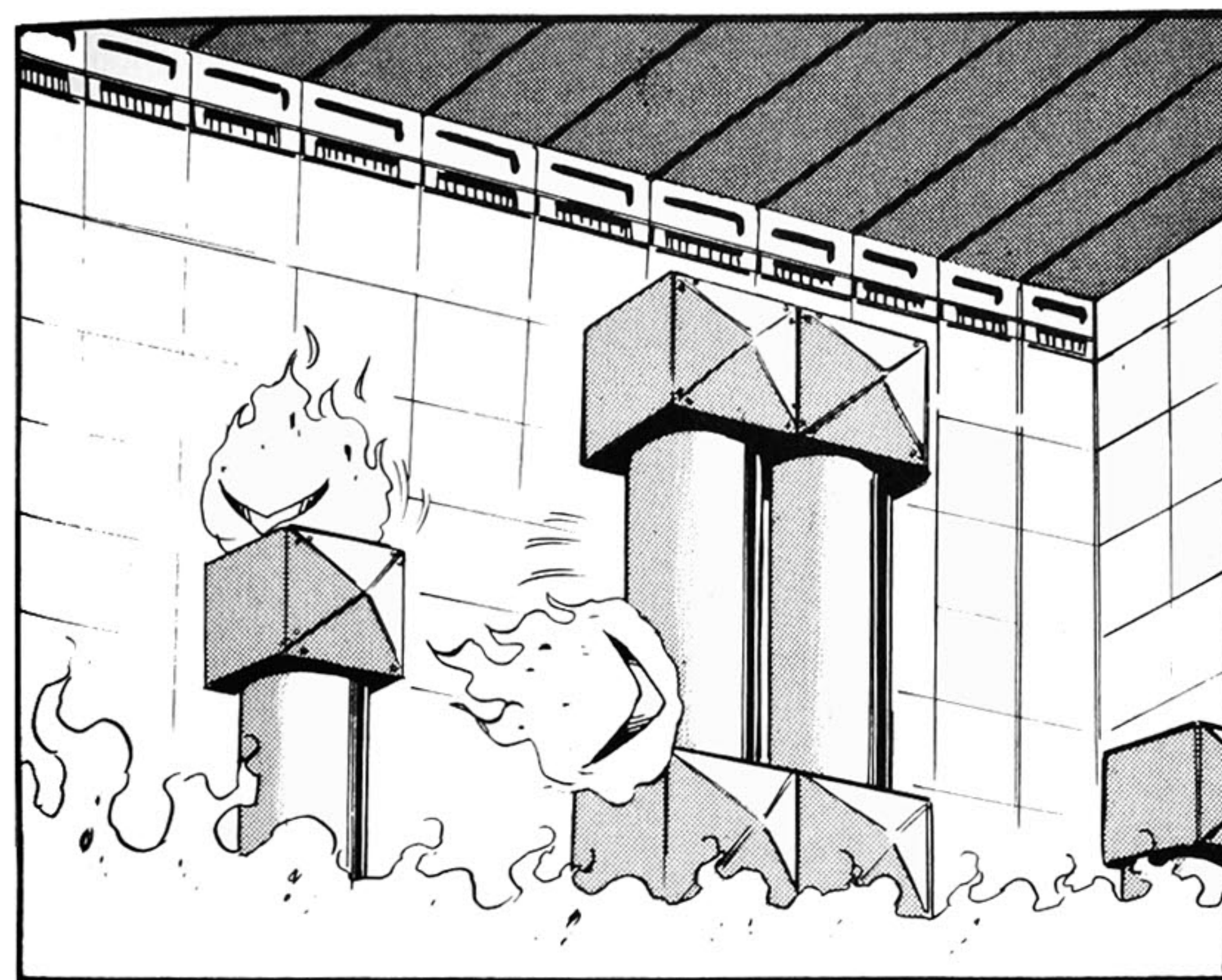
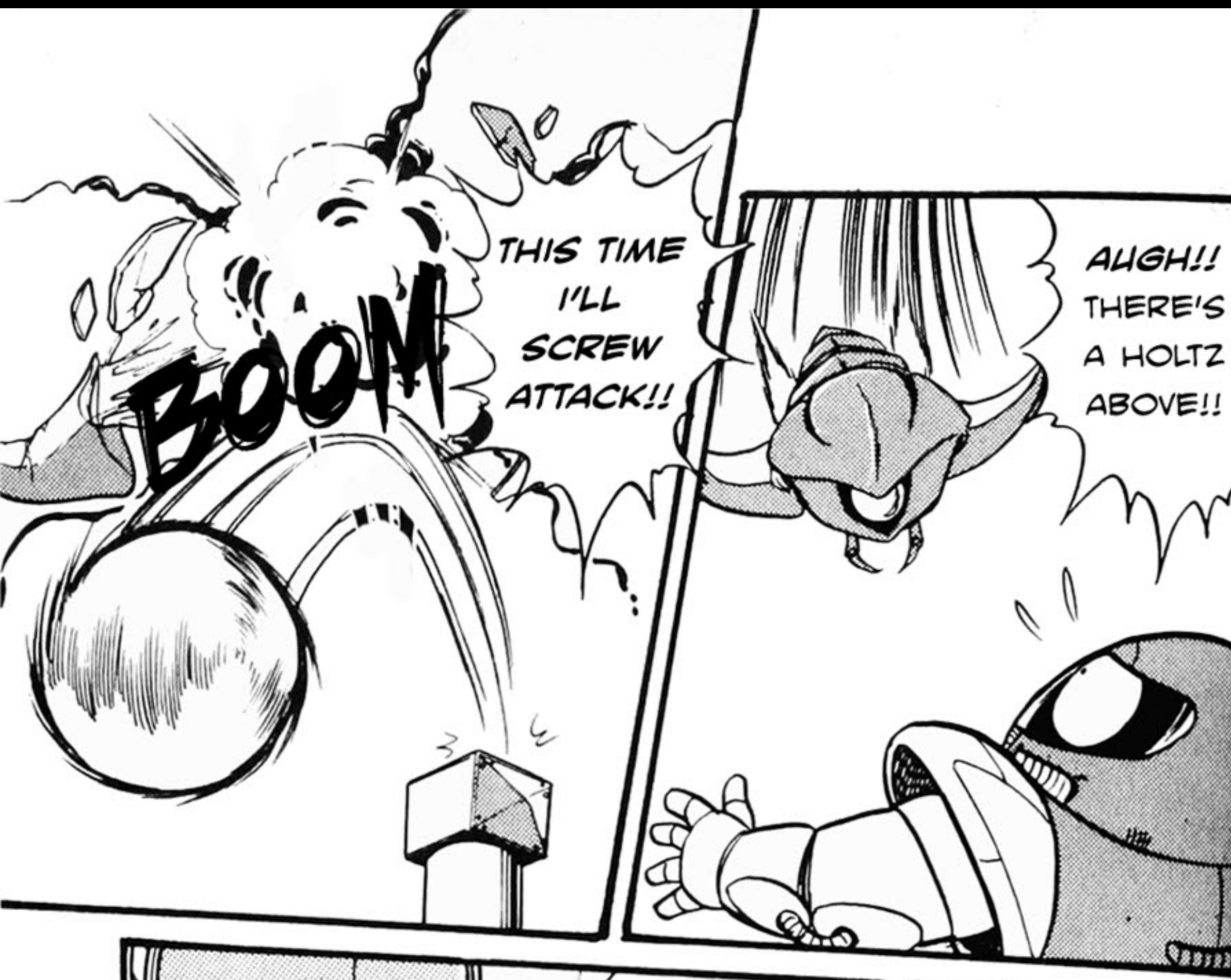




TIME YOUR JUMP WELL HERE, AS IT'S EASY TO FALL IN. MISSILES ARE IN THE DOOR AHEAD.

NORFAIR MINIBOSS CAVE 3

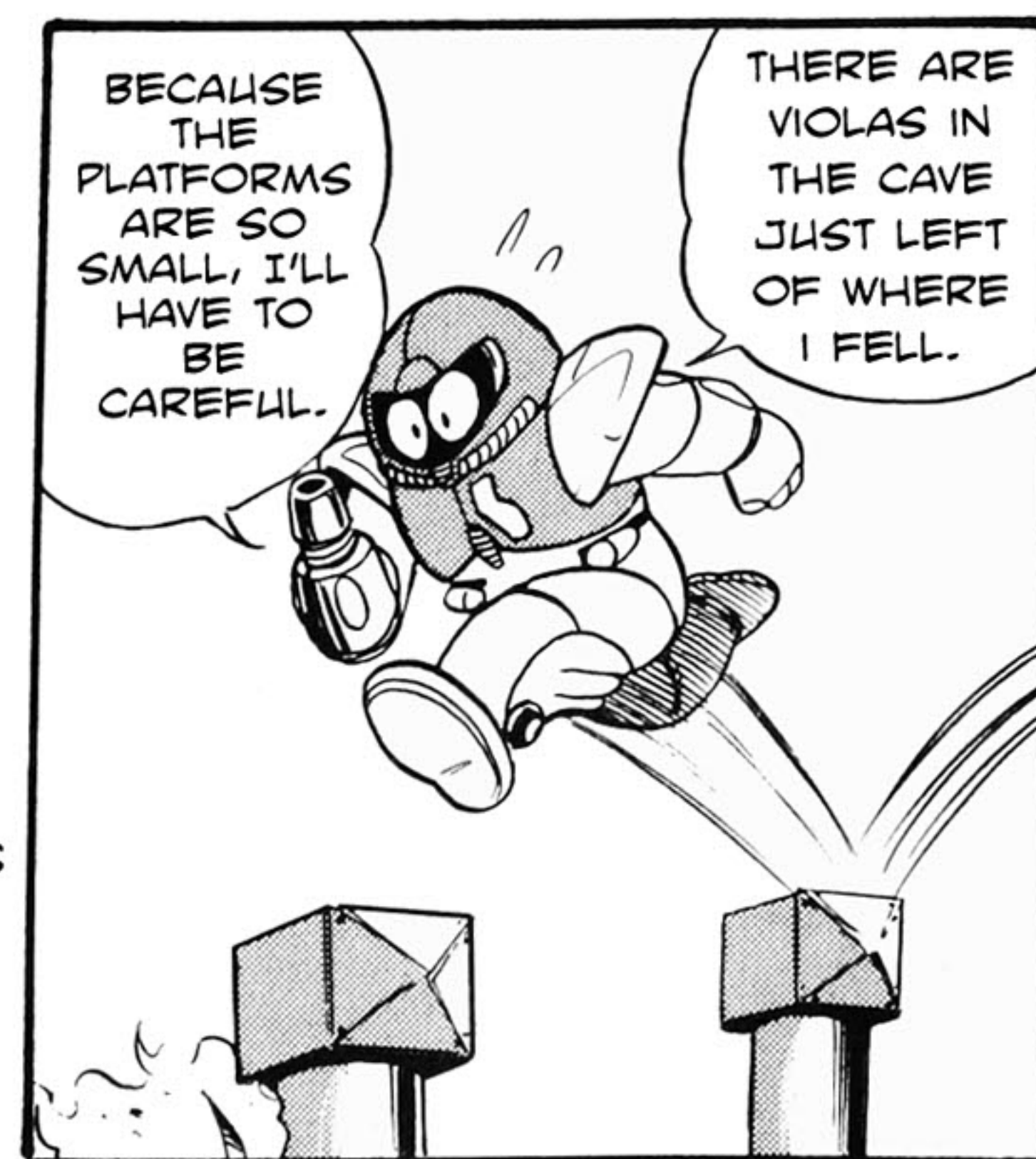


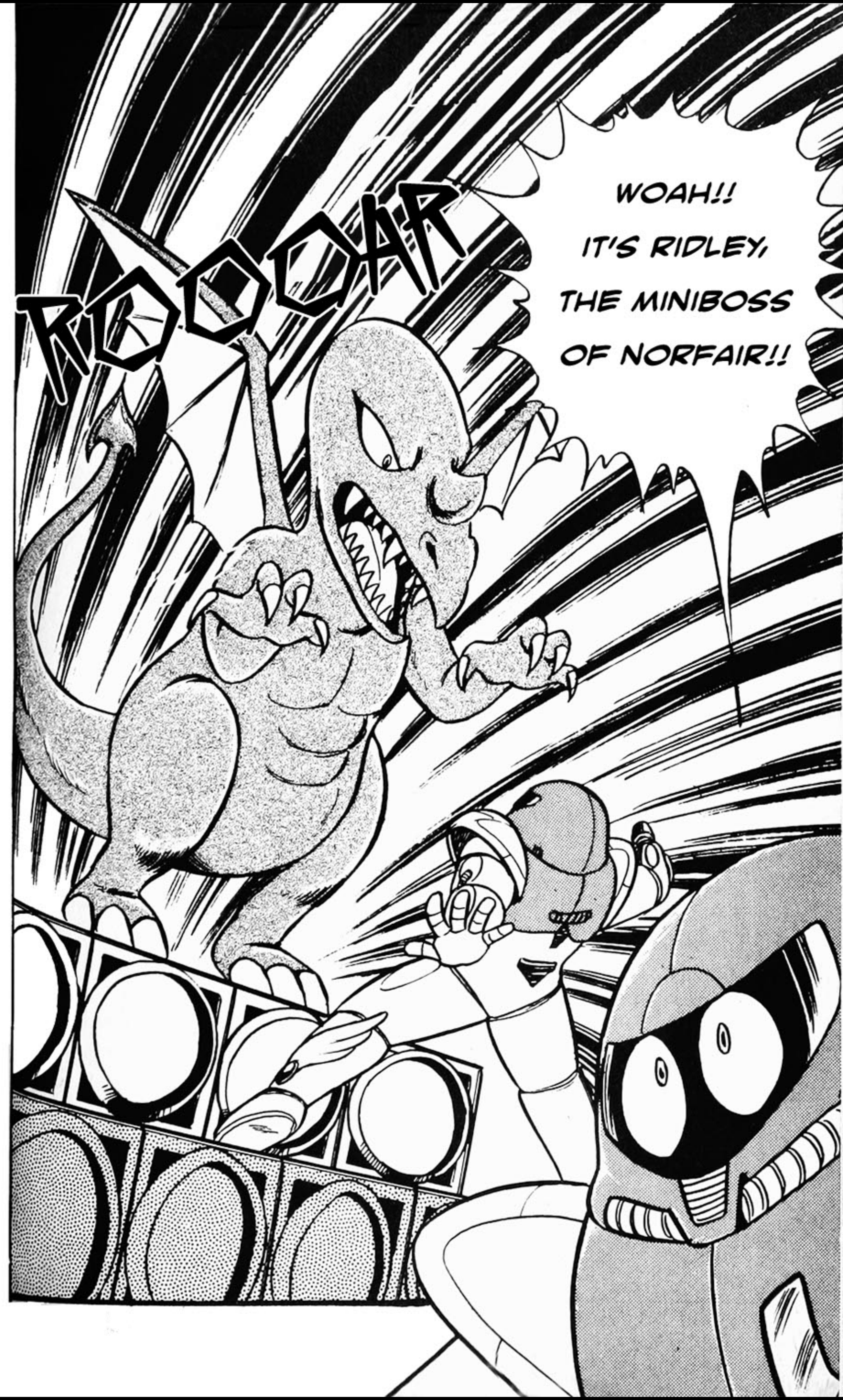


VIOLA

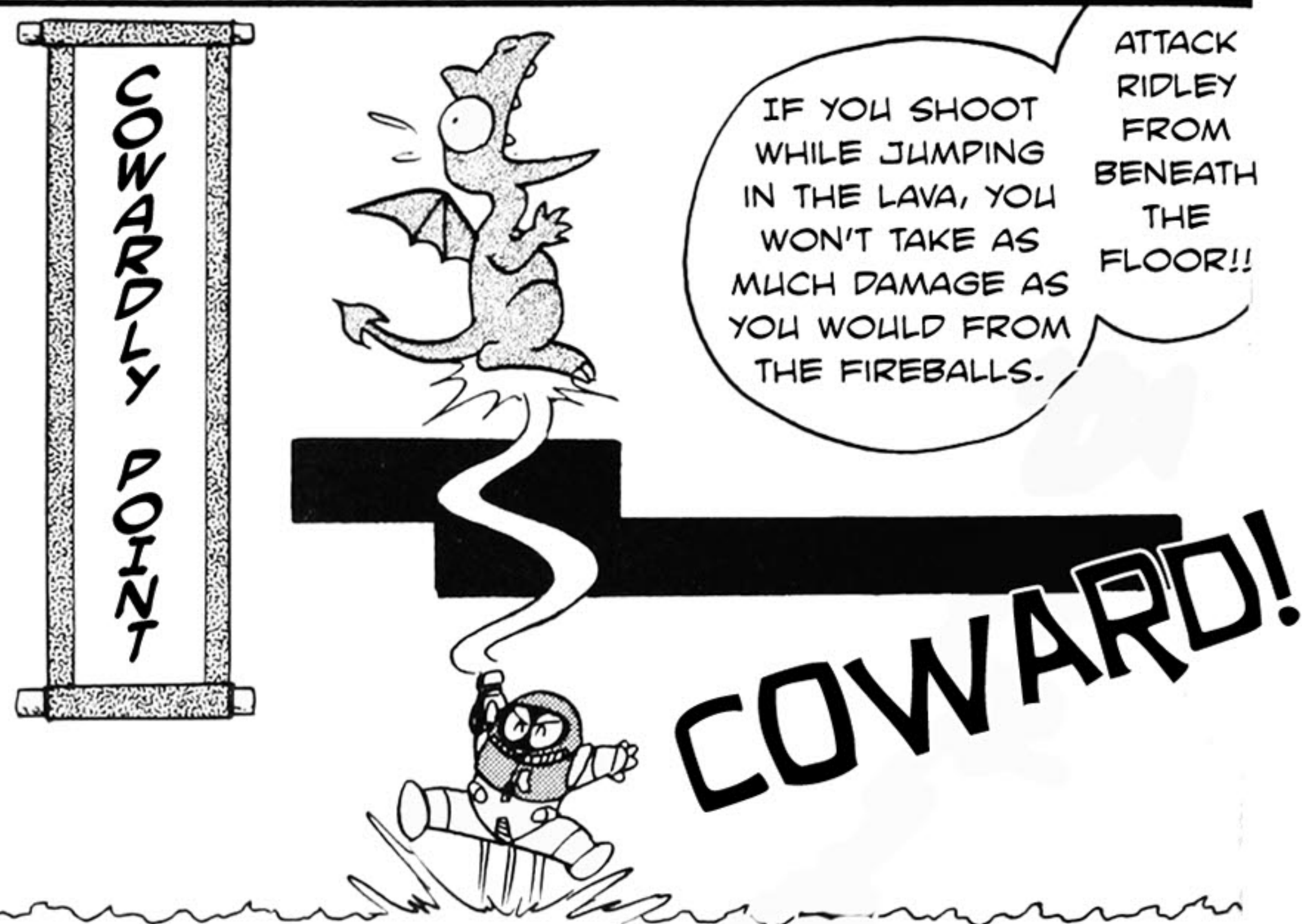
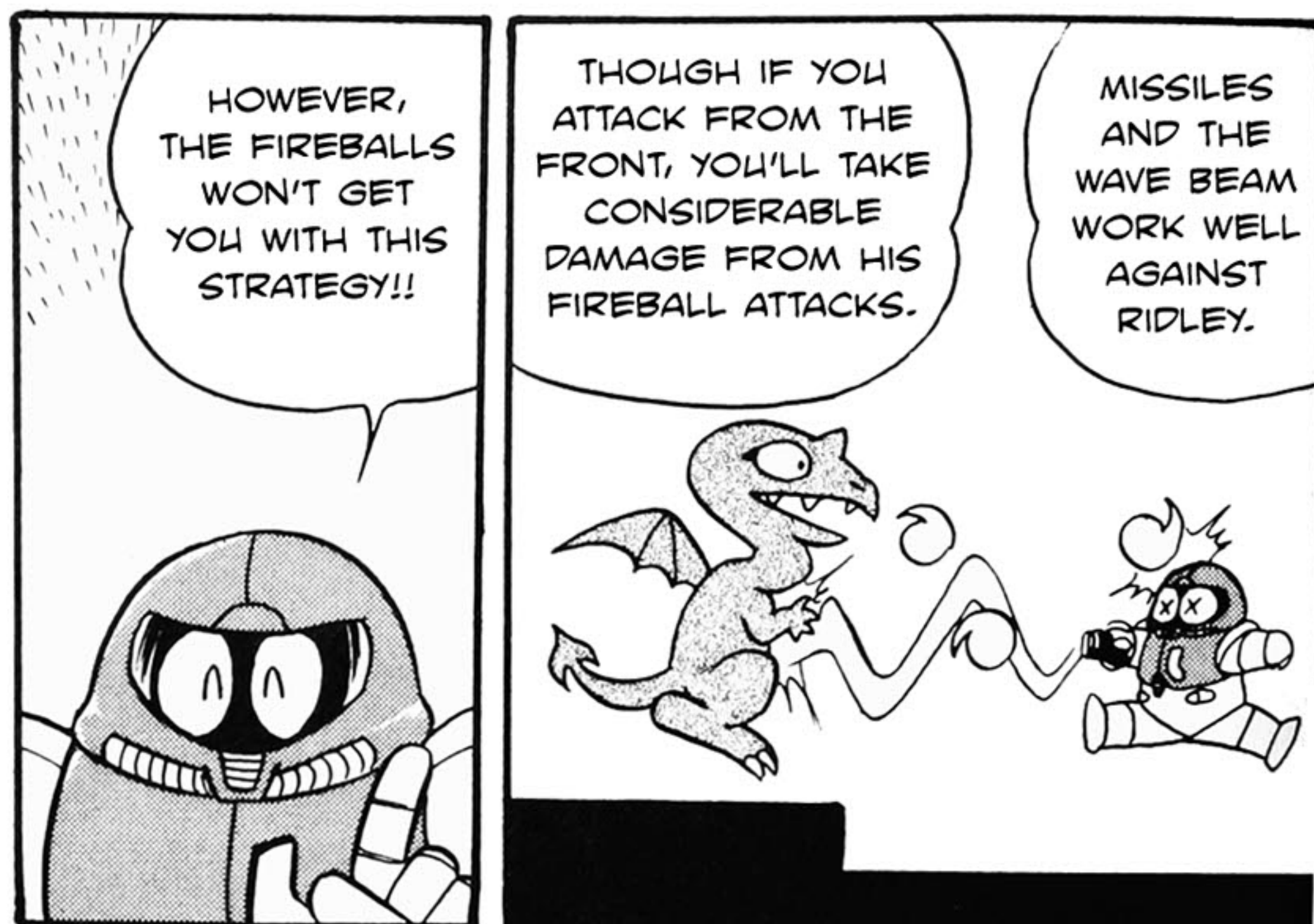


THESE MULTIVIOLA LARVAE CREEP AROUND THE FLOORS AND CEILINGS. THE GREEN ONES TAKE TWO SHOTS TO BEAT, WHILE THE YELLOW ONES TAKE FOUR.









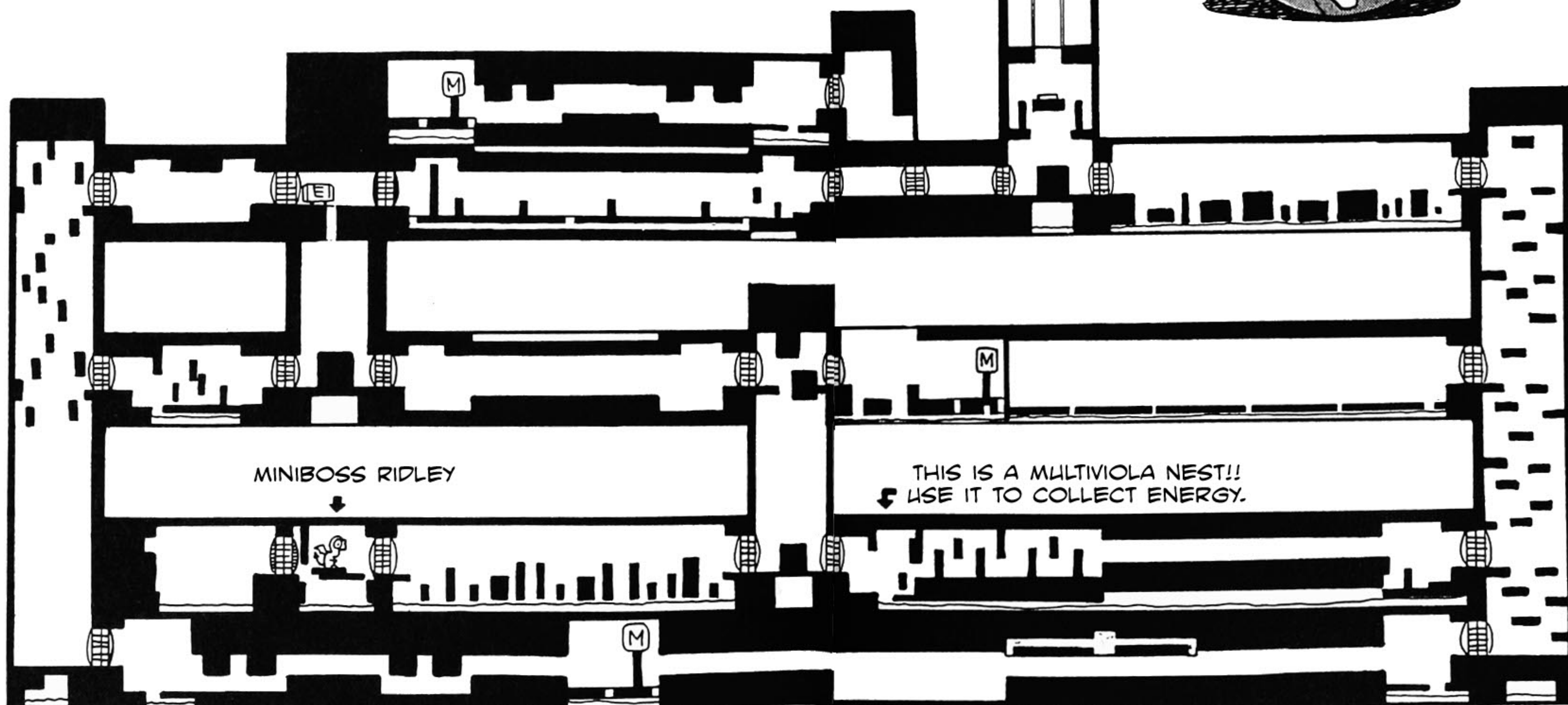
THIS IS THE NORFAIR MINIBOSS CAVE!!

[M] MISSILE [E] ENERGY TANK

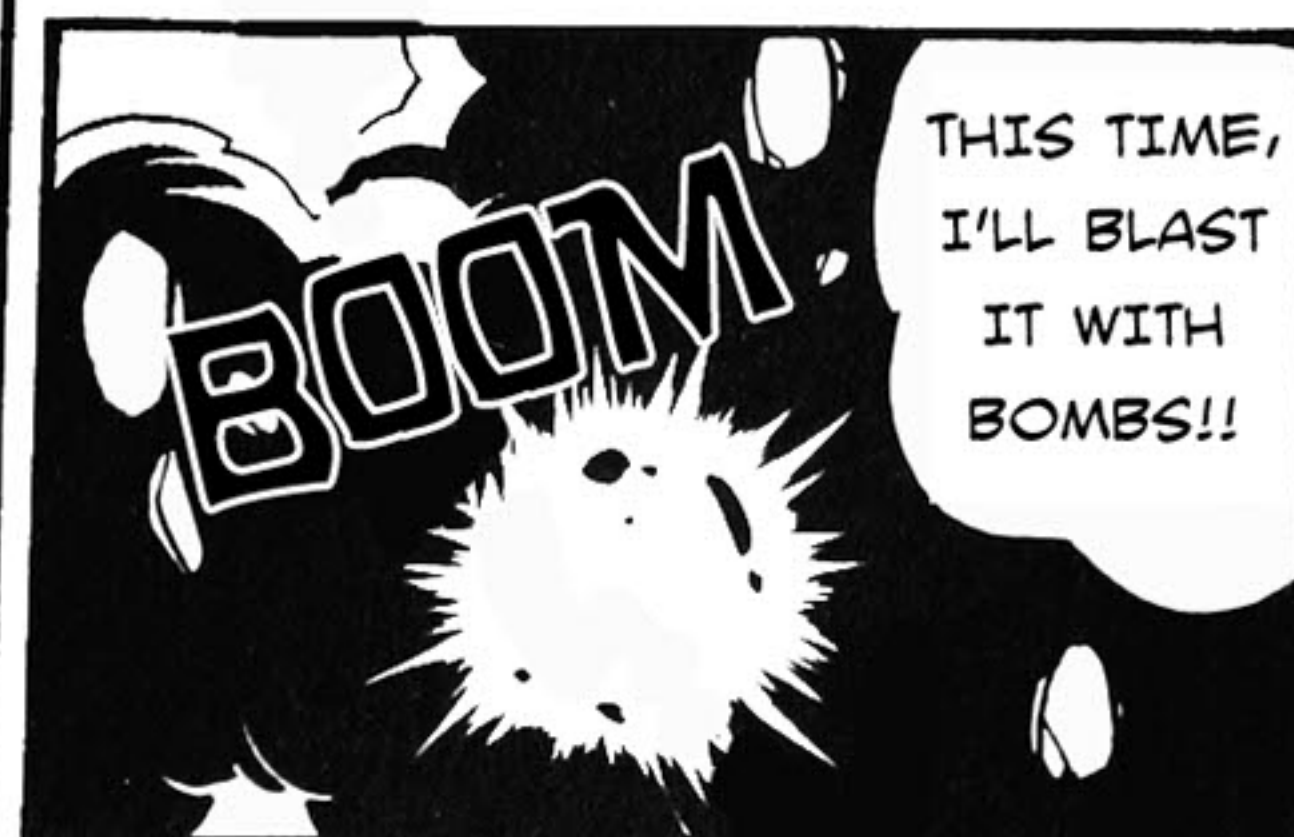
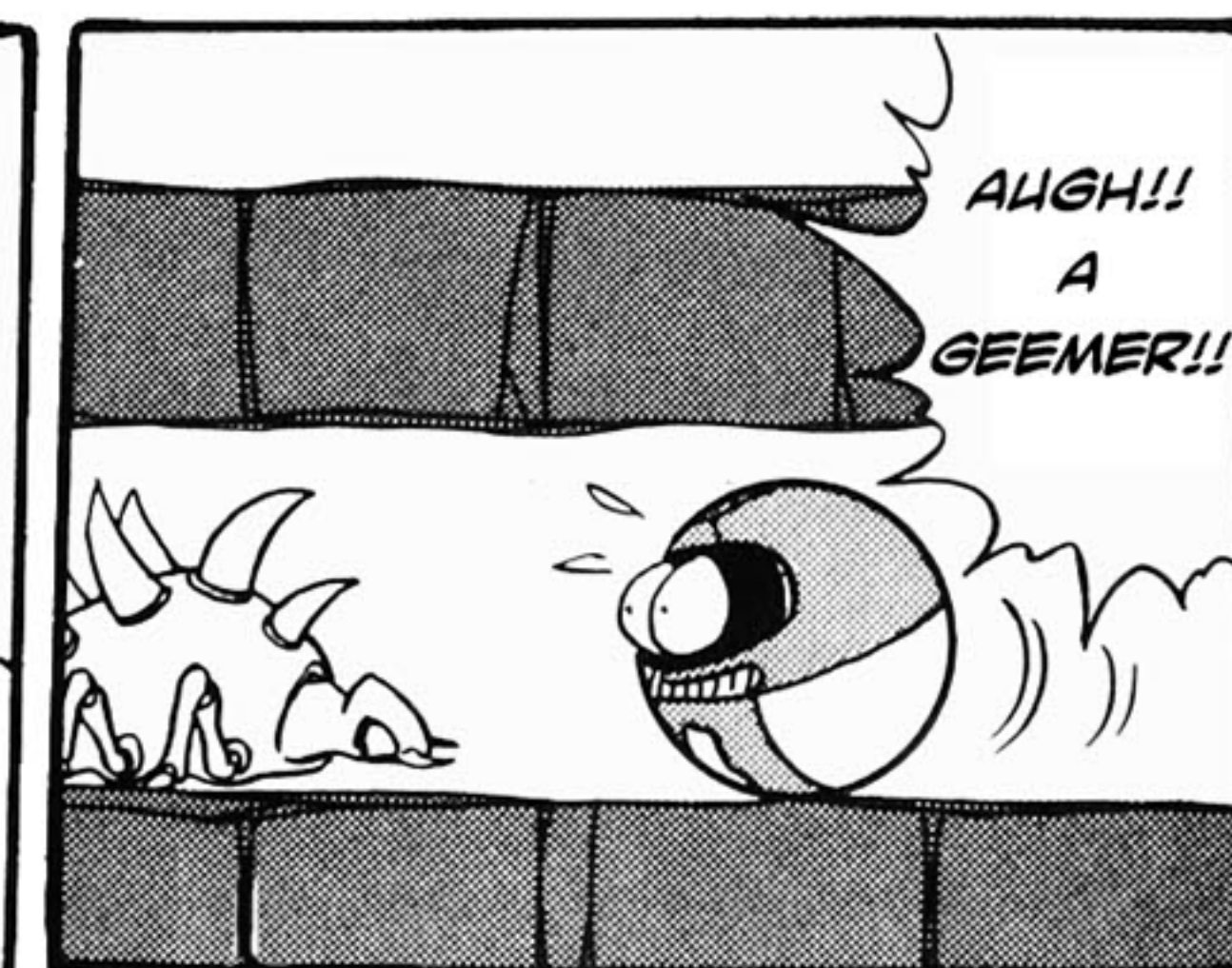
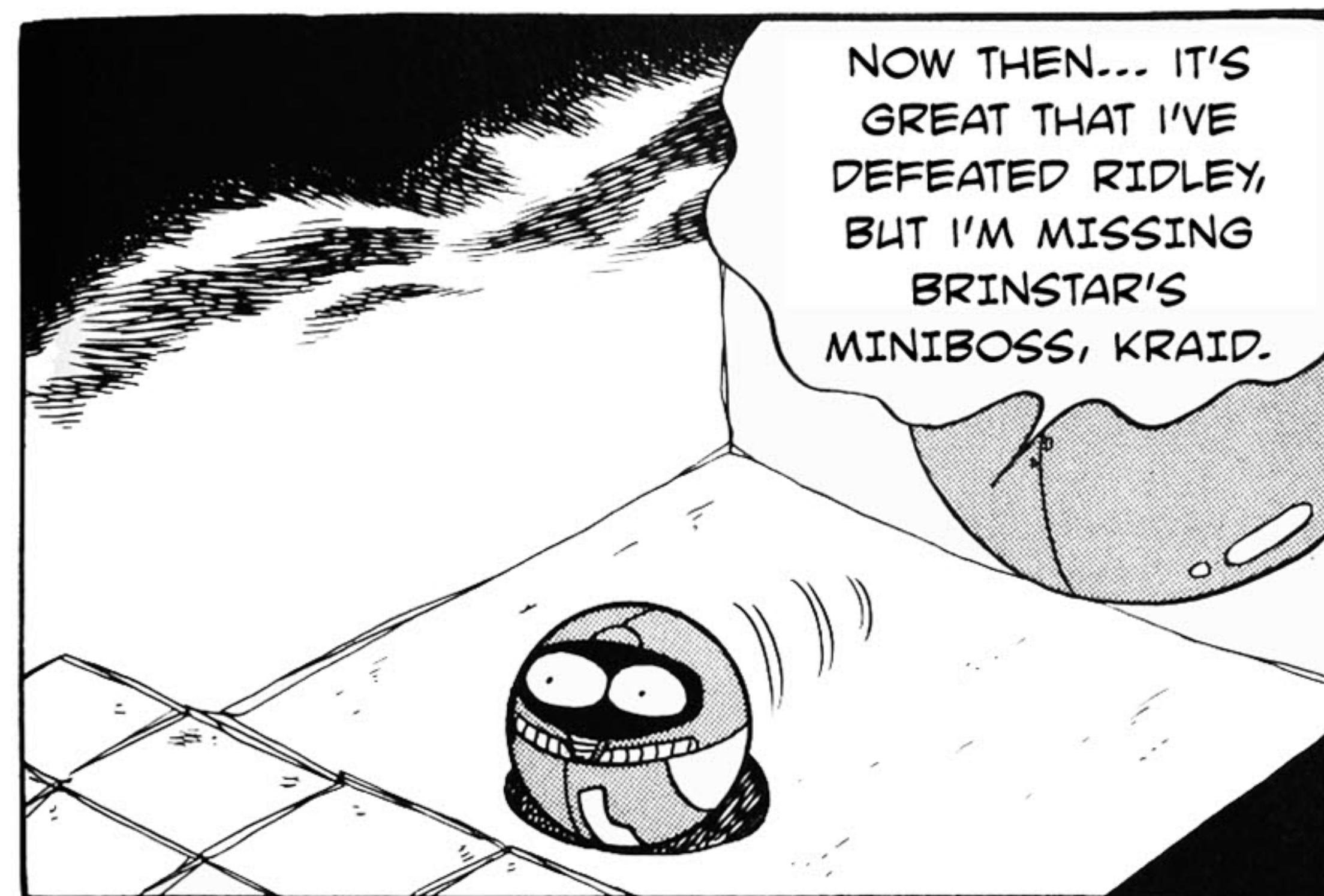
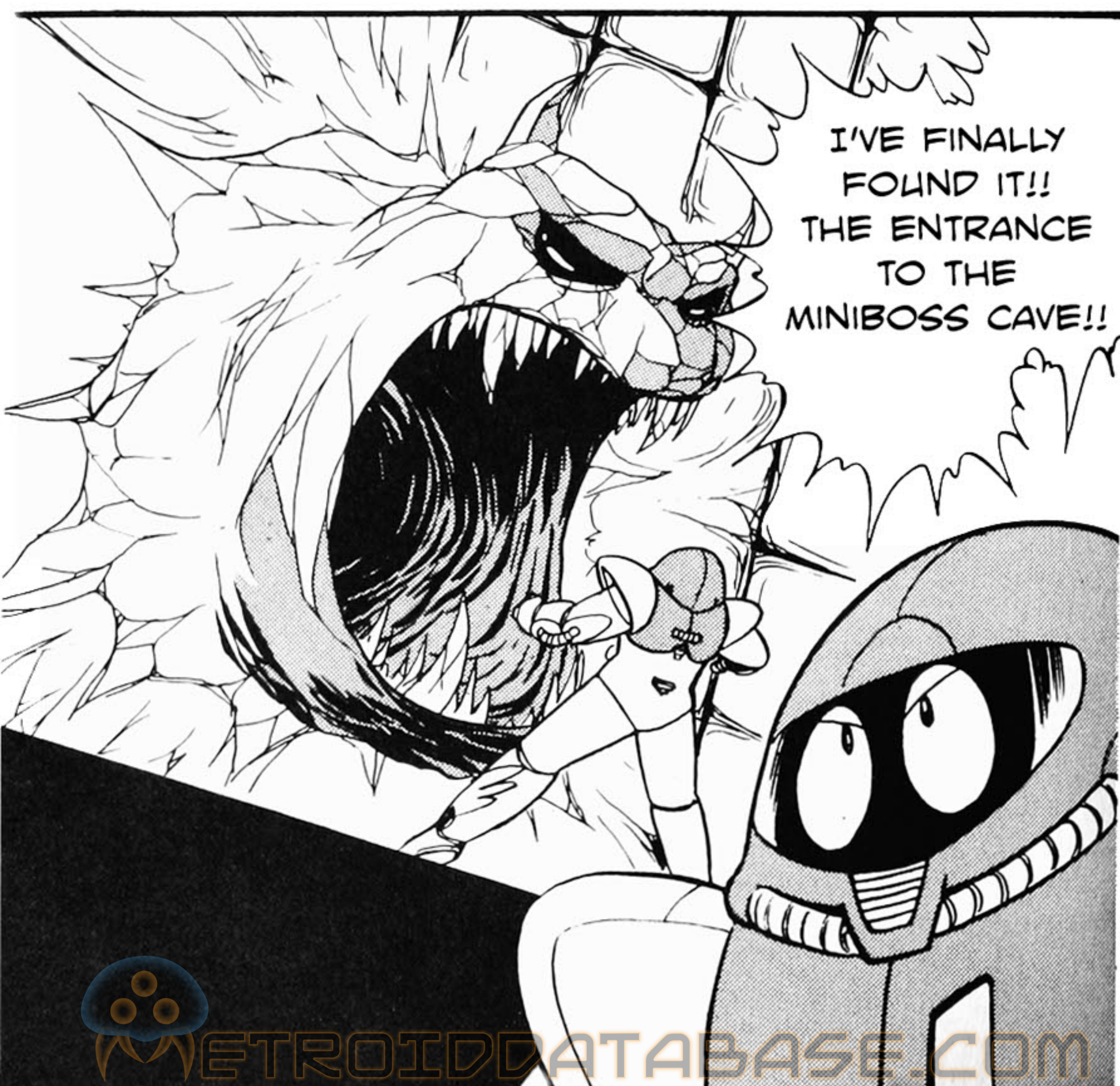
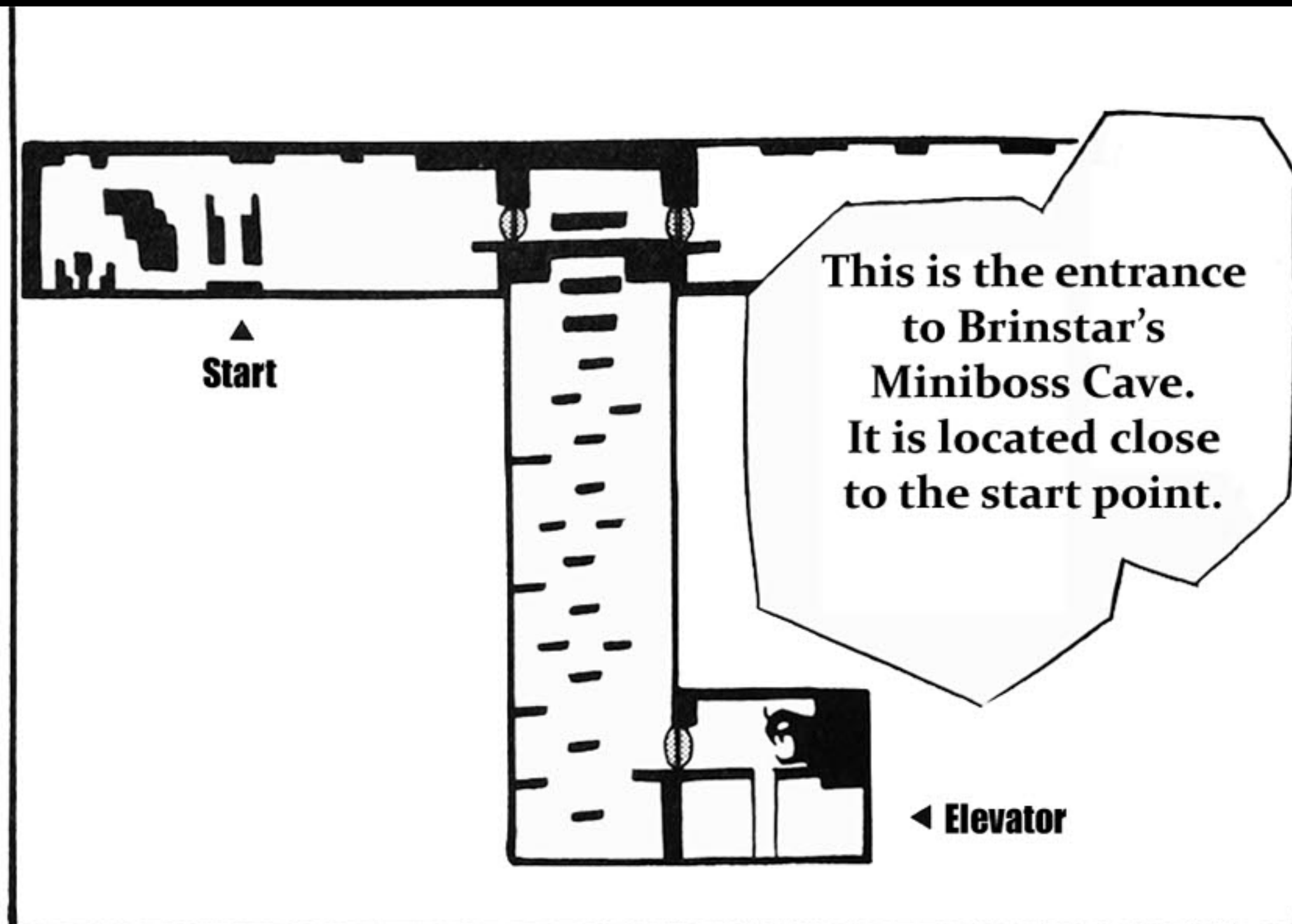
[] BLUE DOOR
(1 SHOT)

[] RED DOOR
(5 MISSILES)

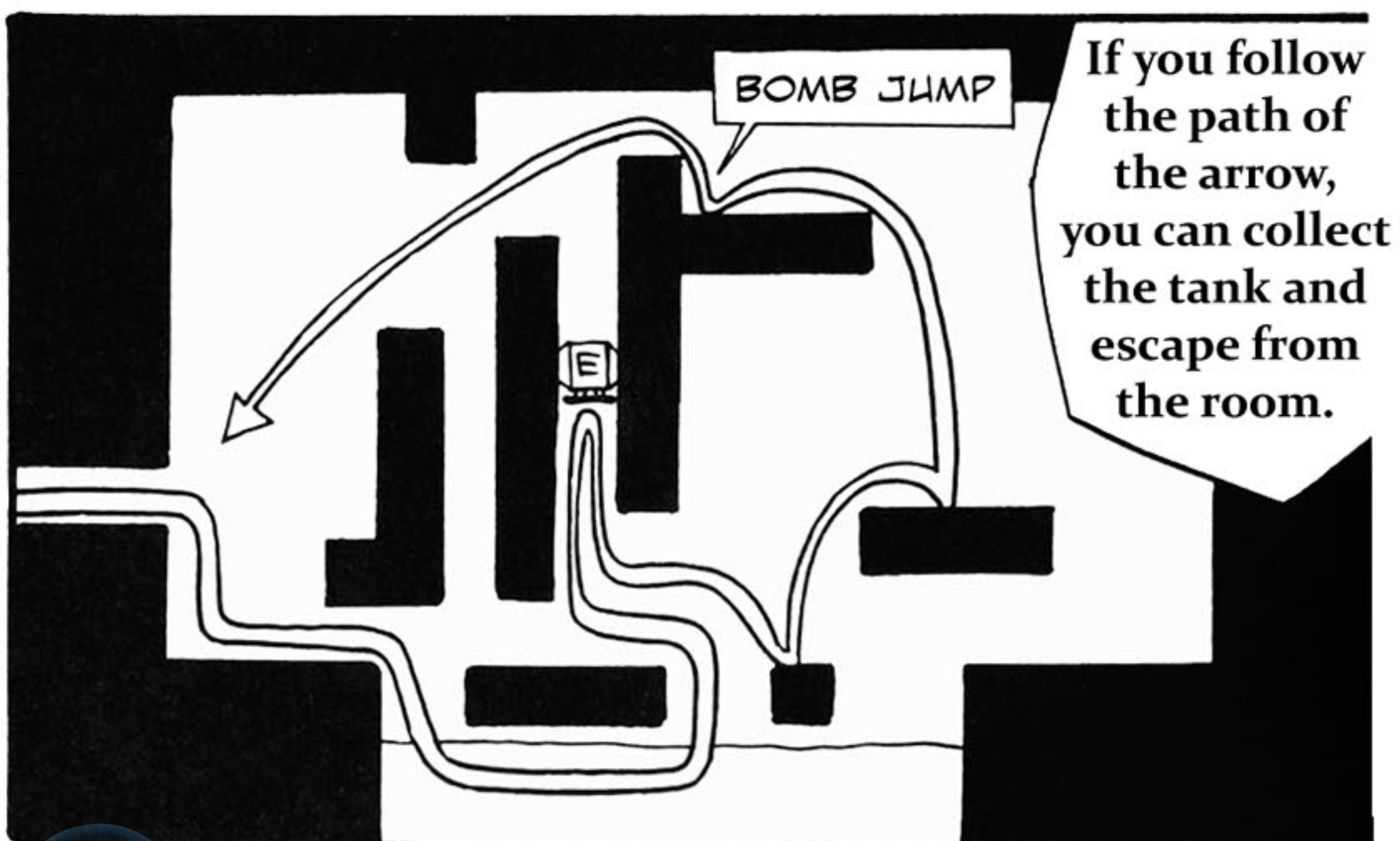
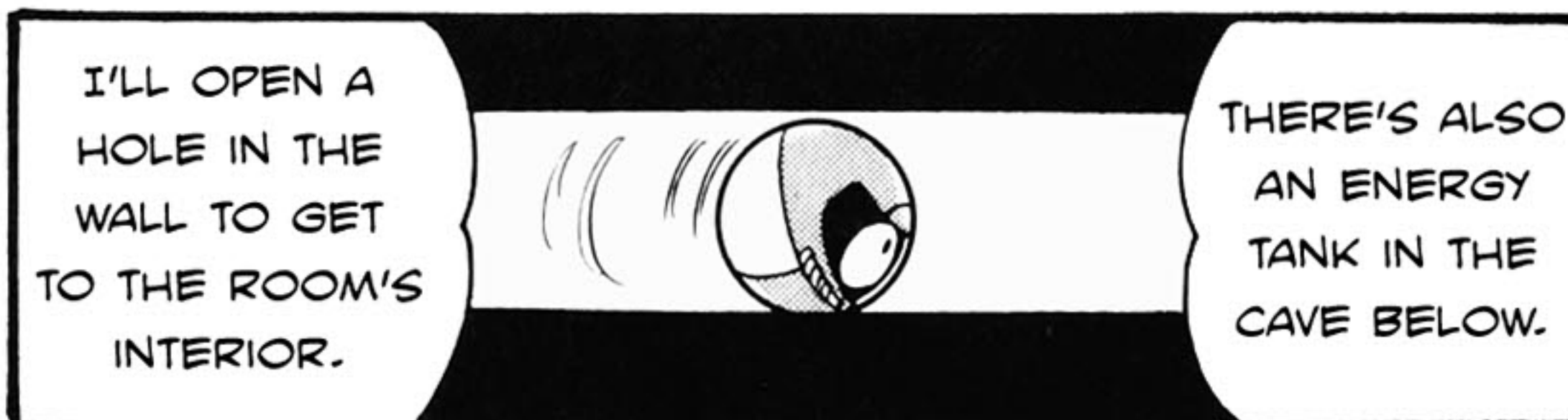
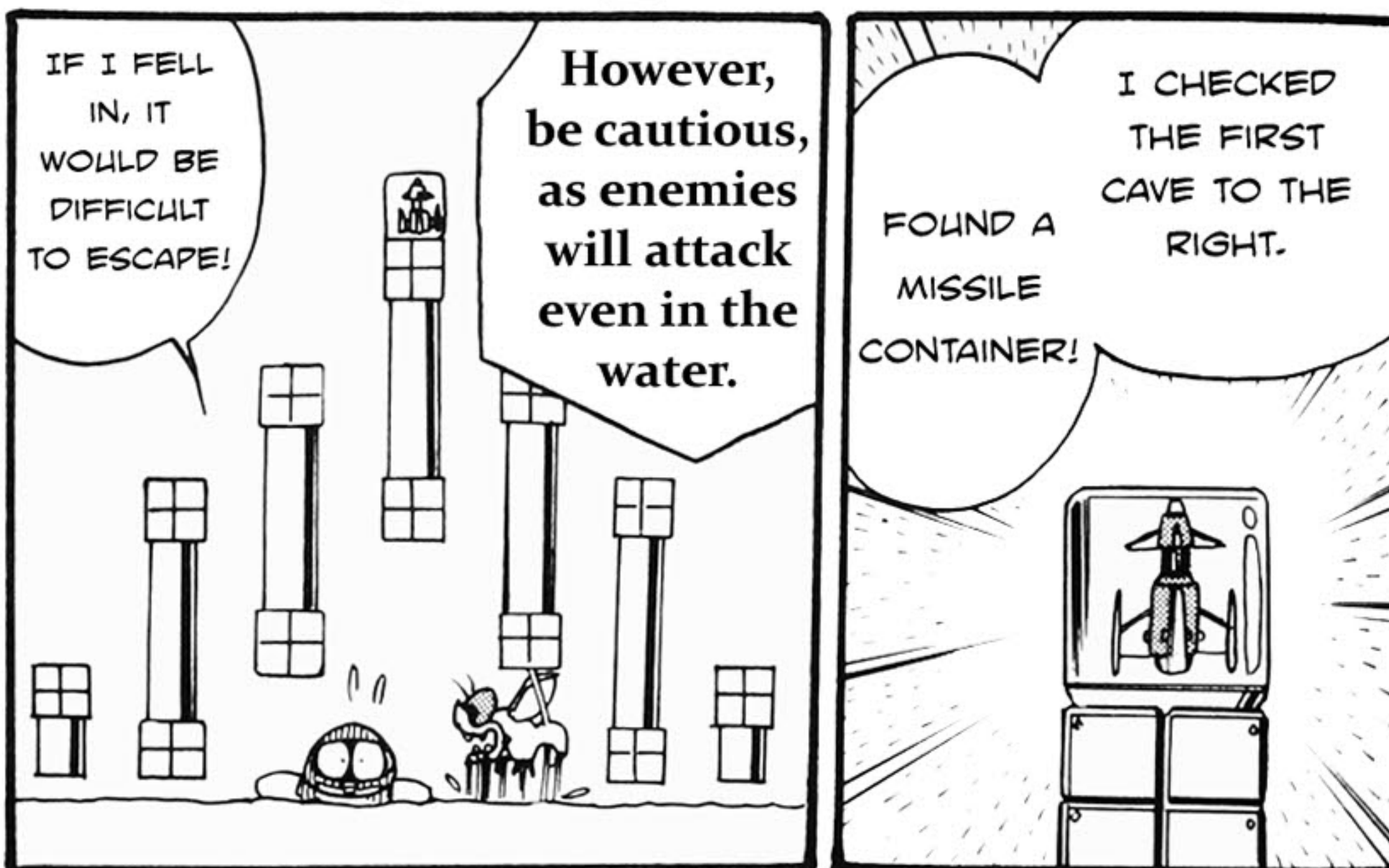
To Norfair
Map B (P.112)



THE BOTTOM IS A ZEB NEST!! AS THE PASSAGES
ARE NARROW, IT'S EASY TO TAKE DAMAGE!!

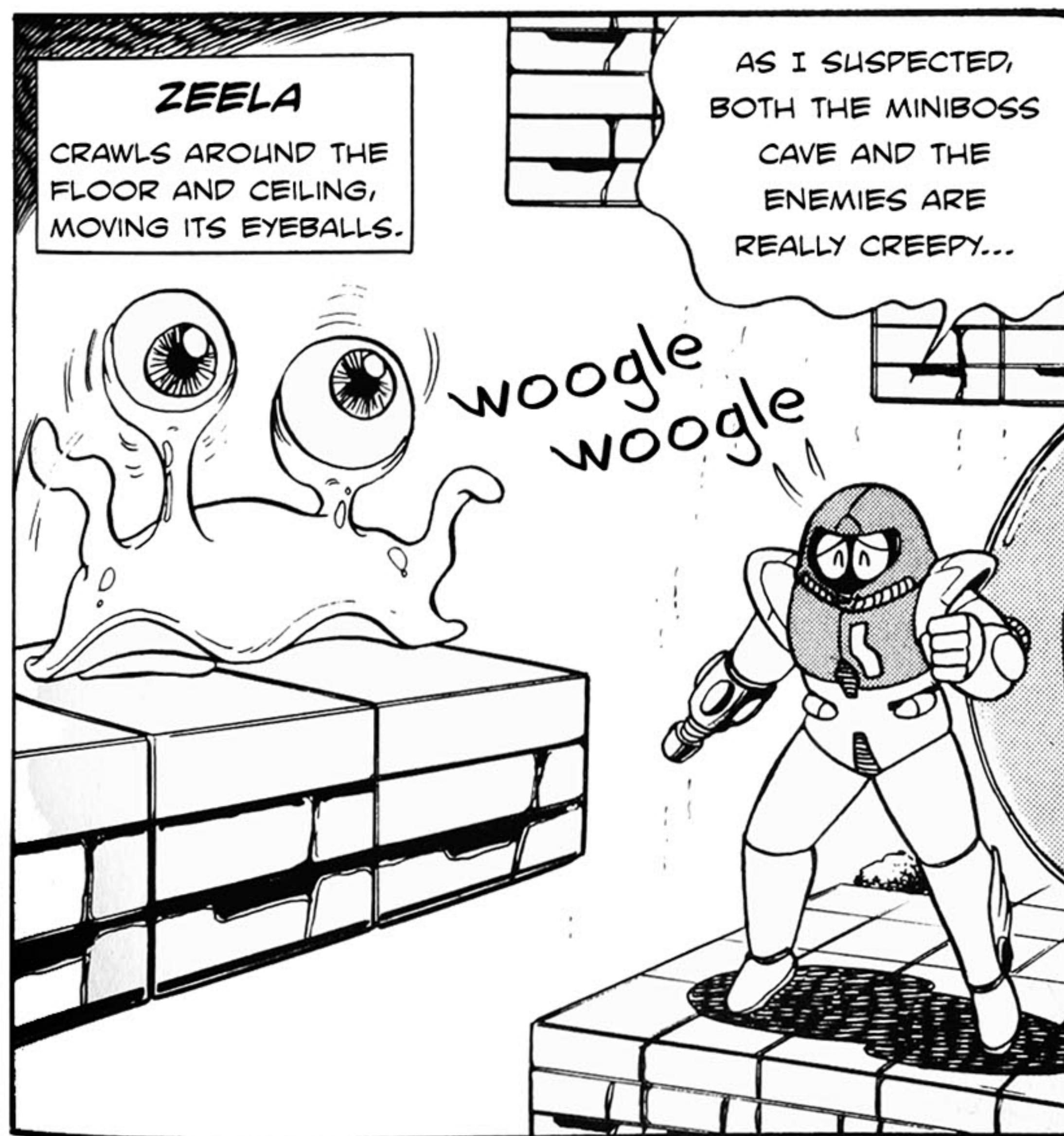
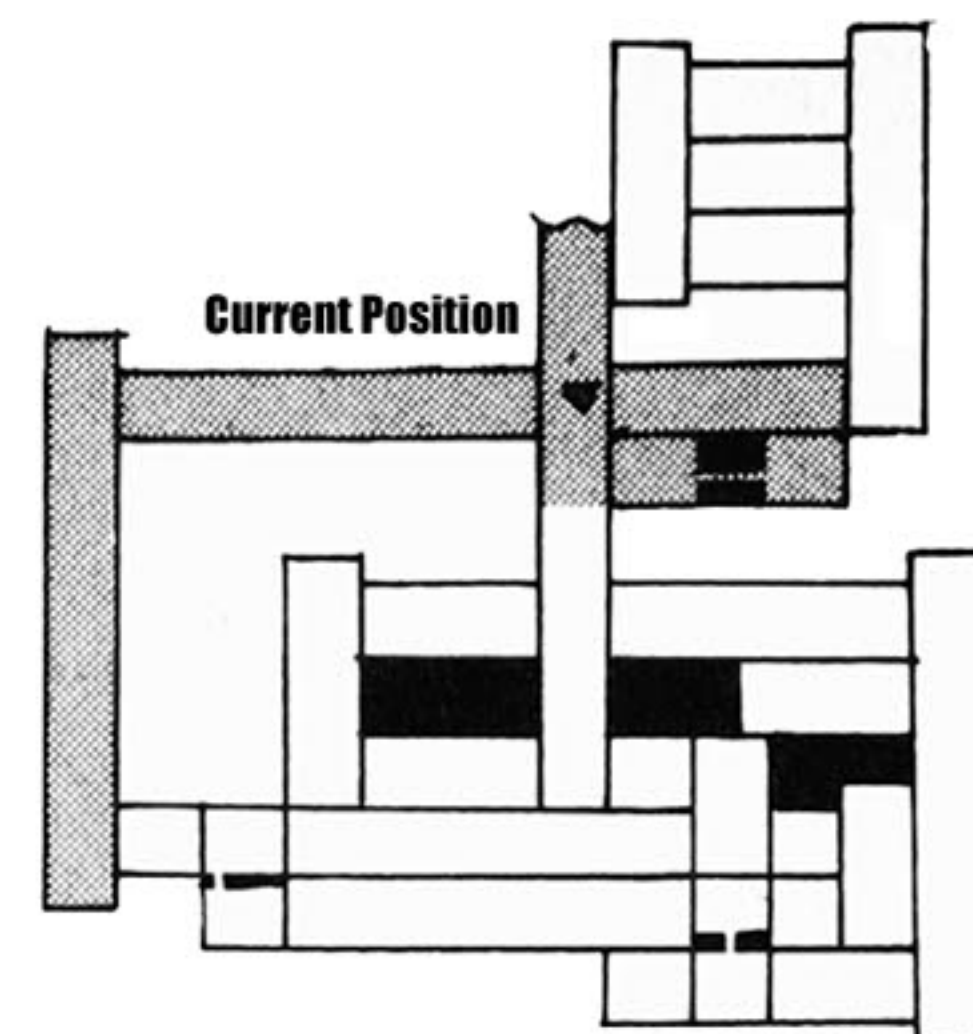


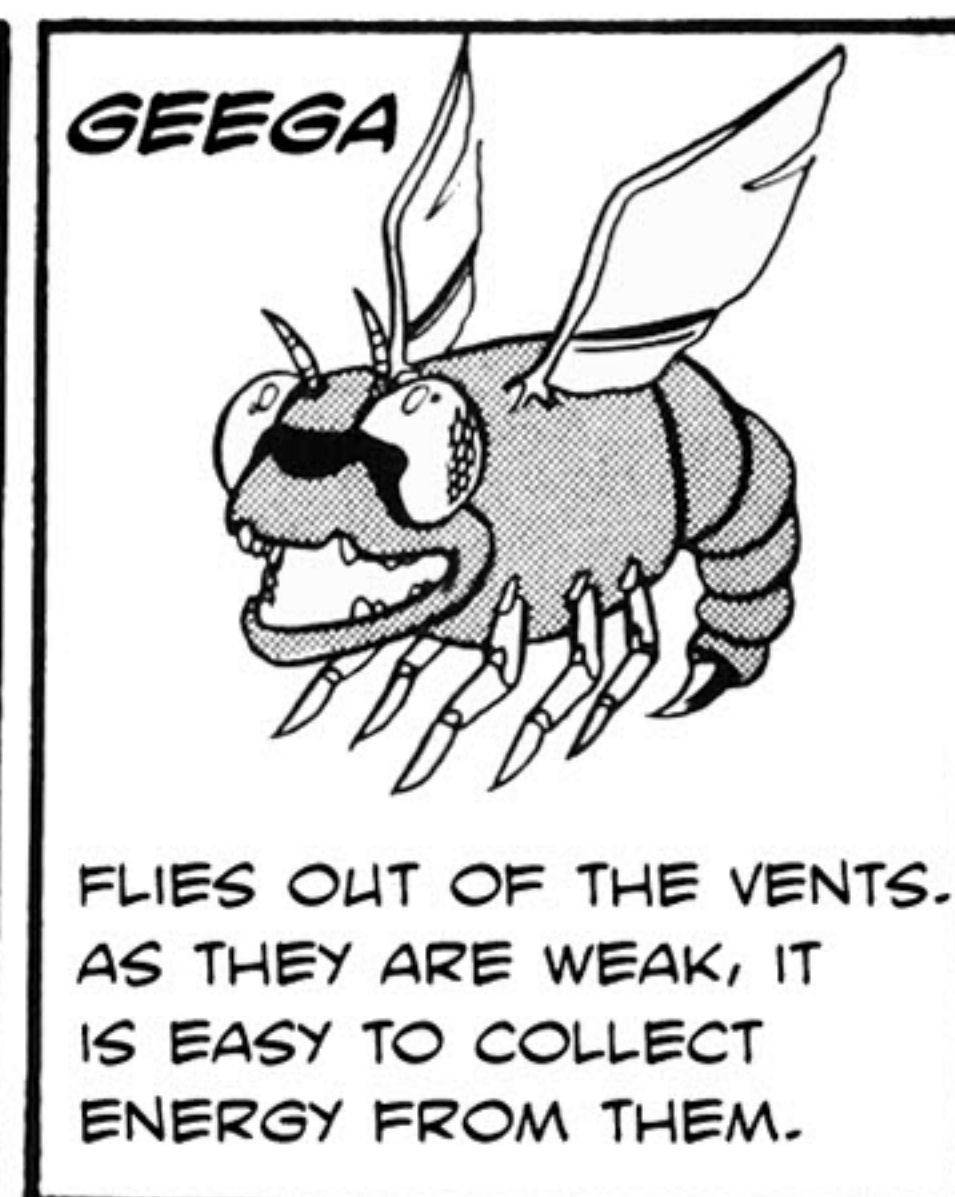
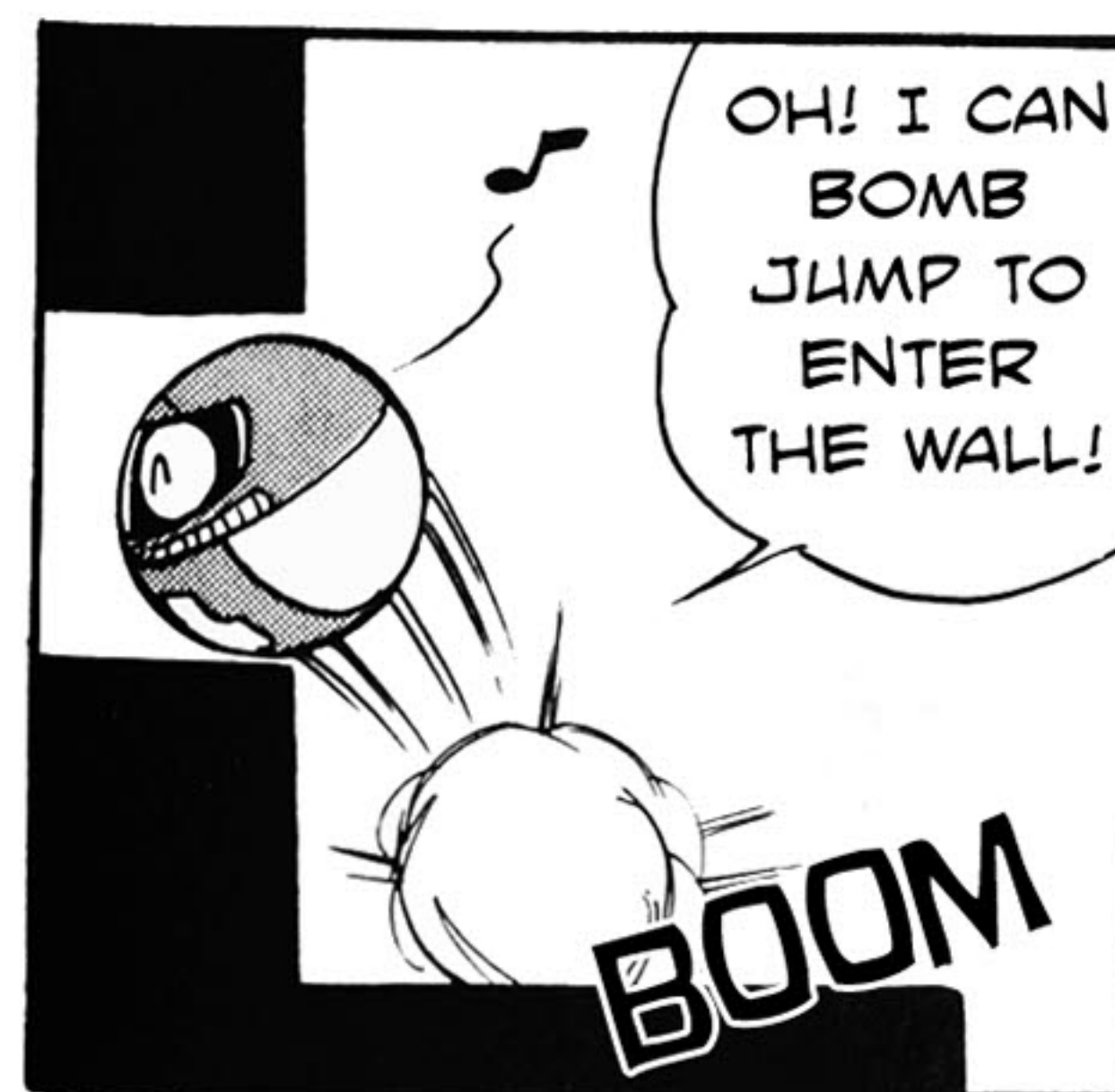
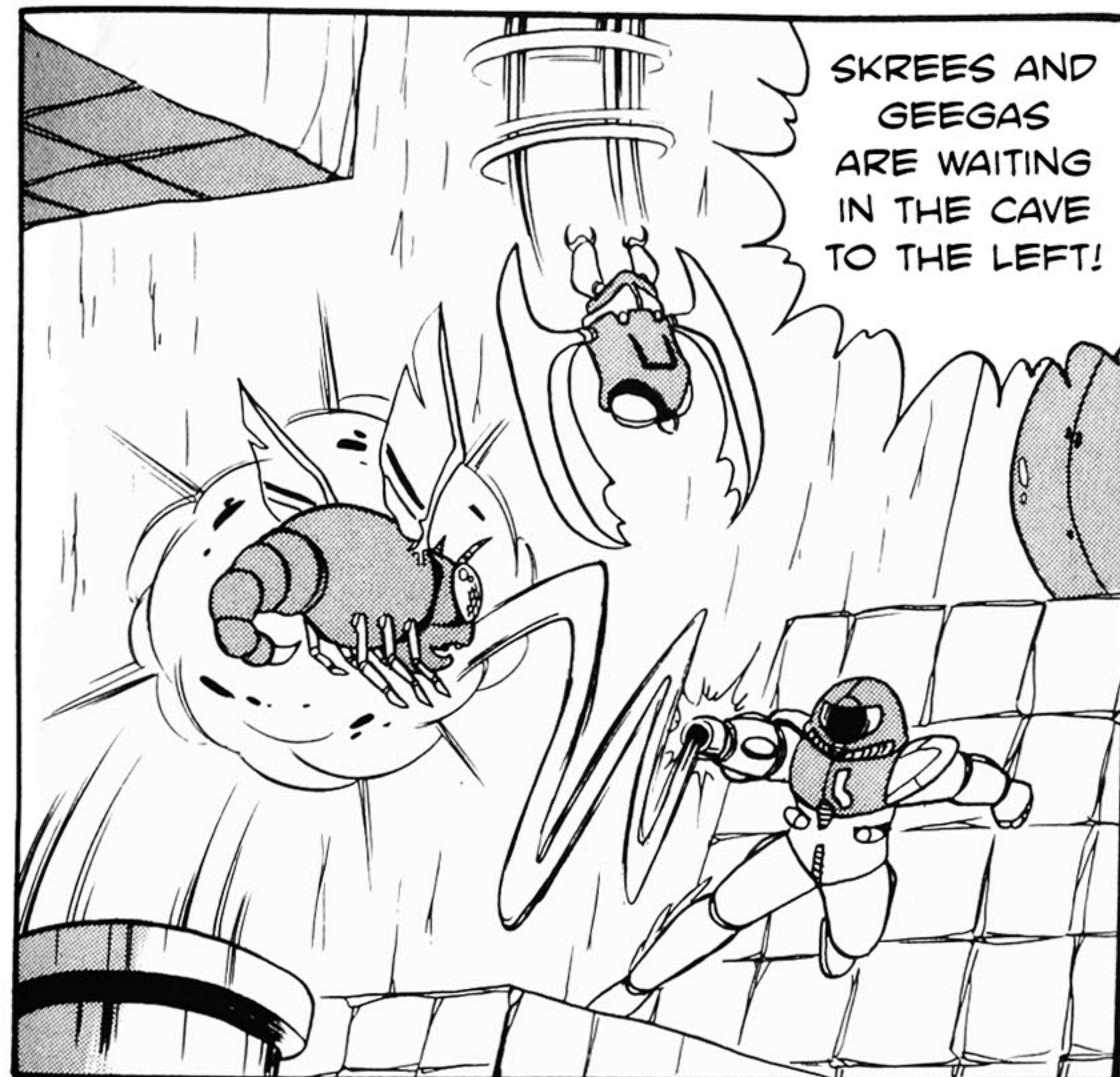
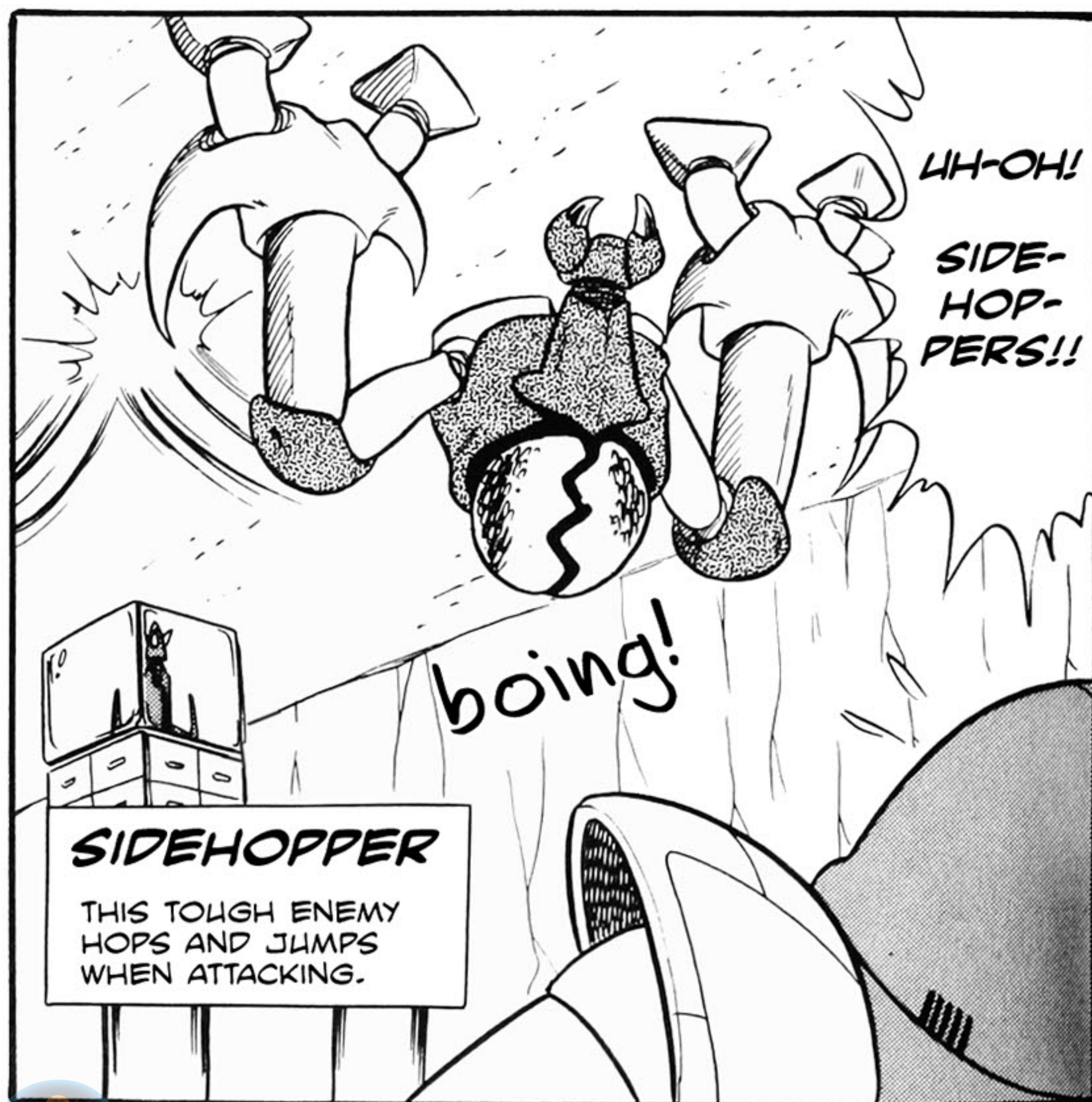
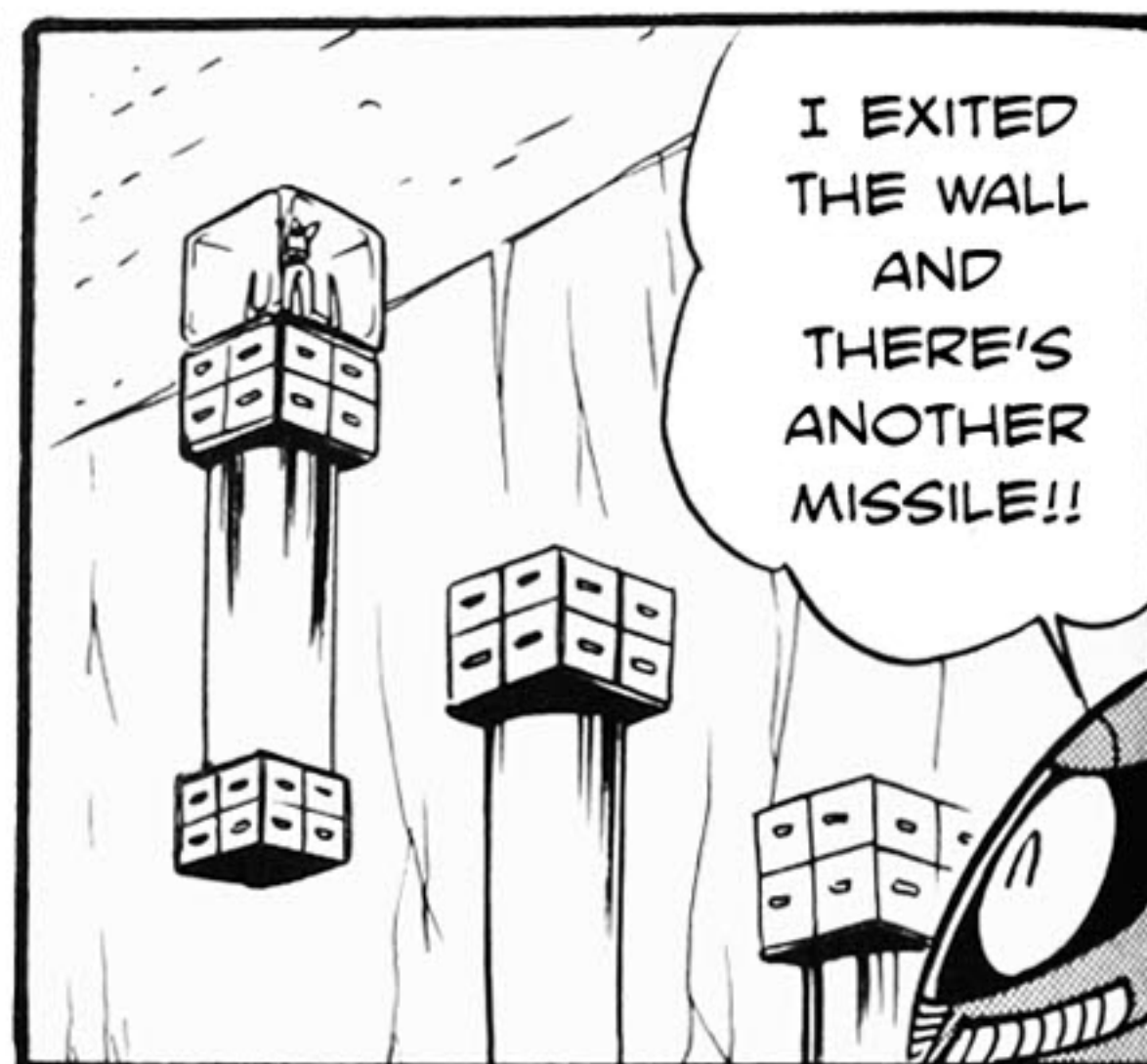
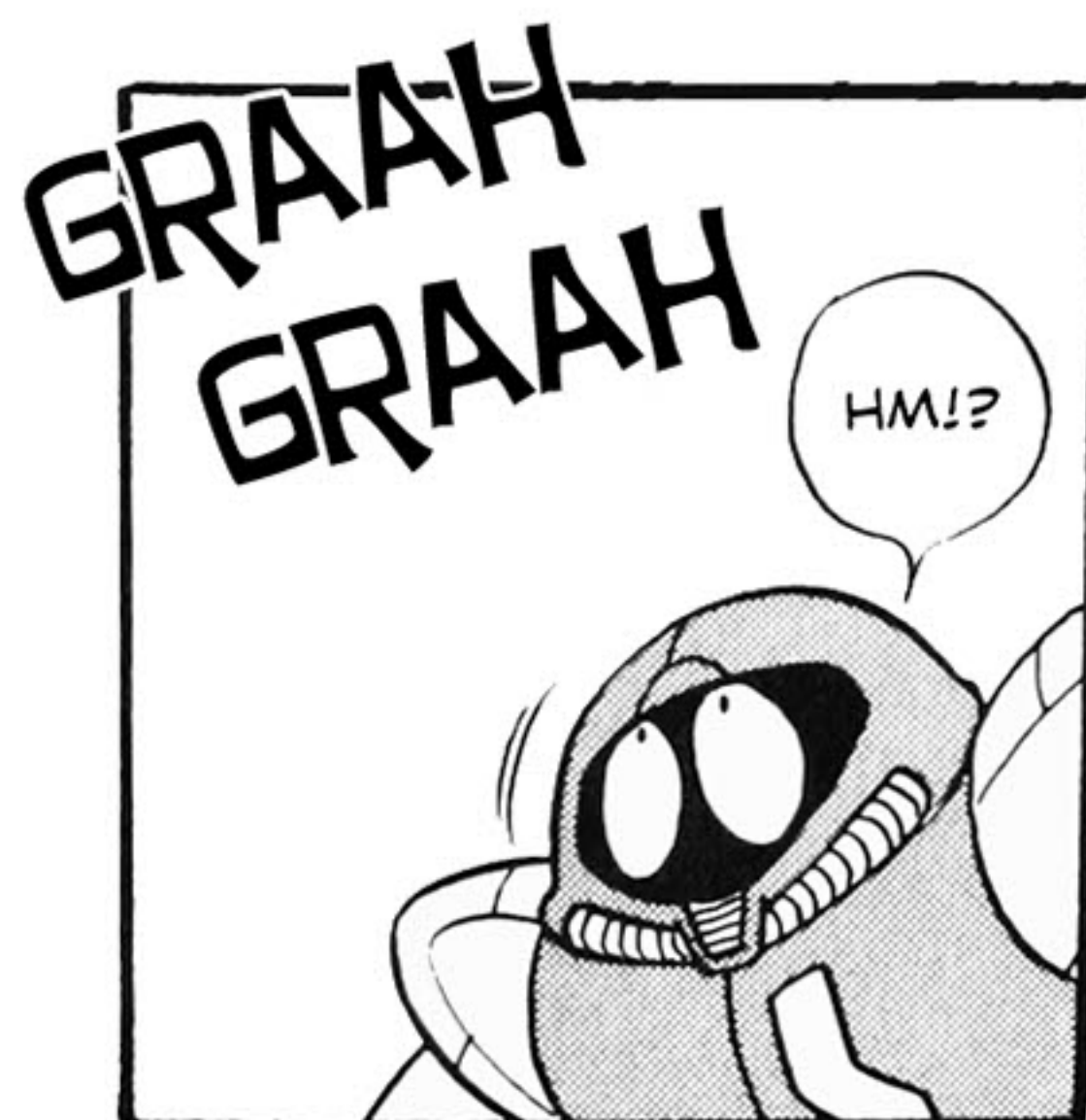
Perfect Strategy Guide 10

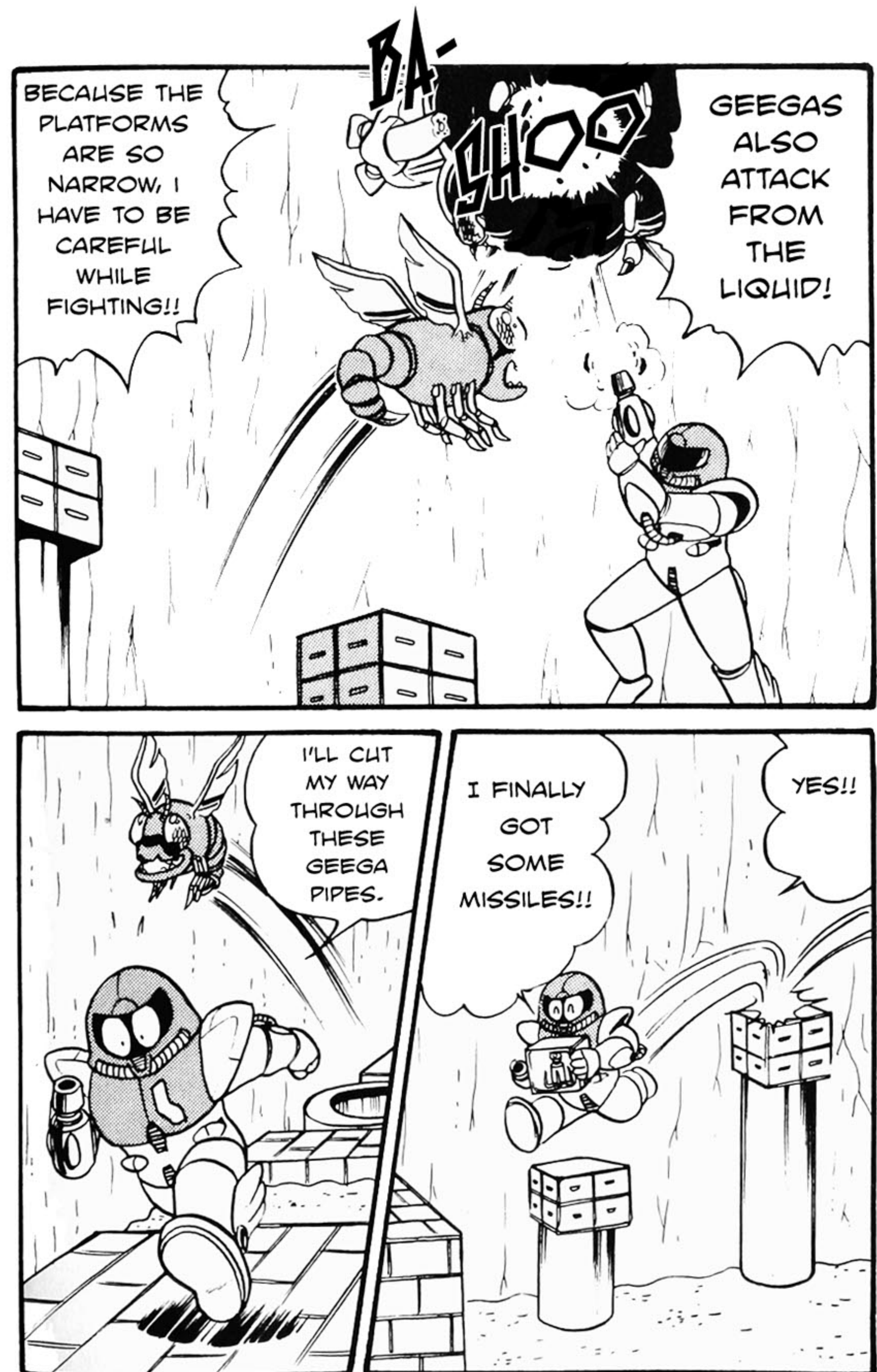
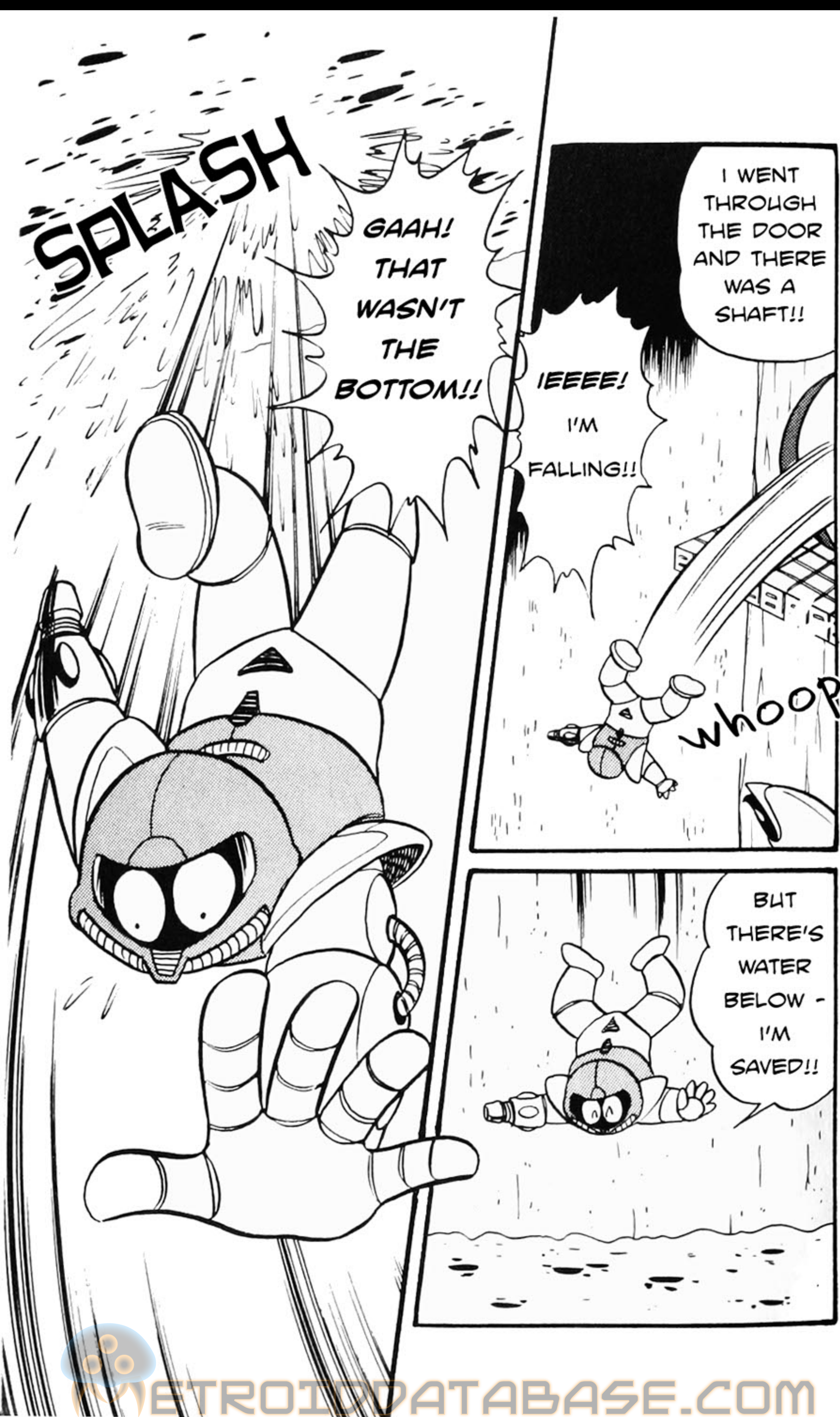


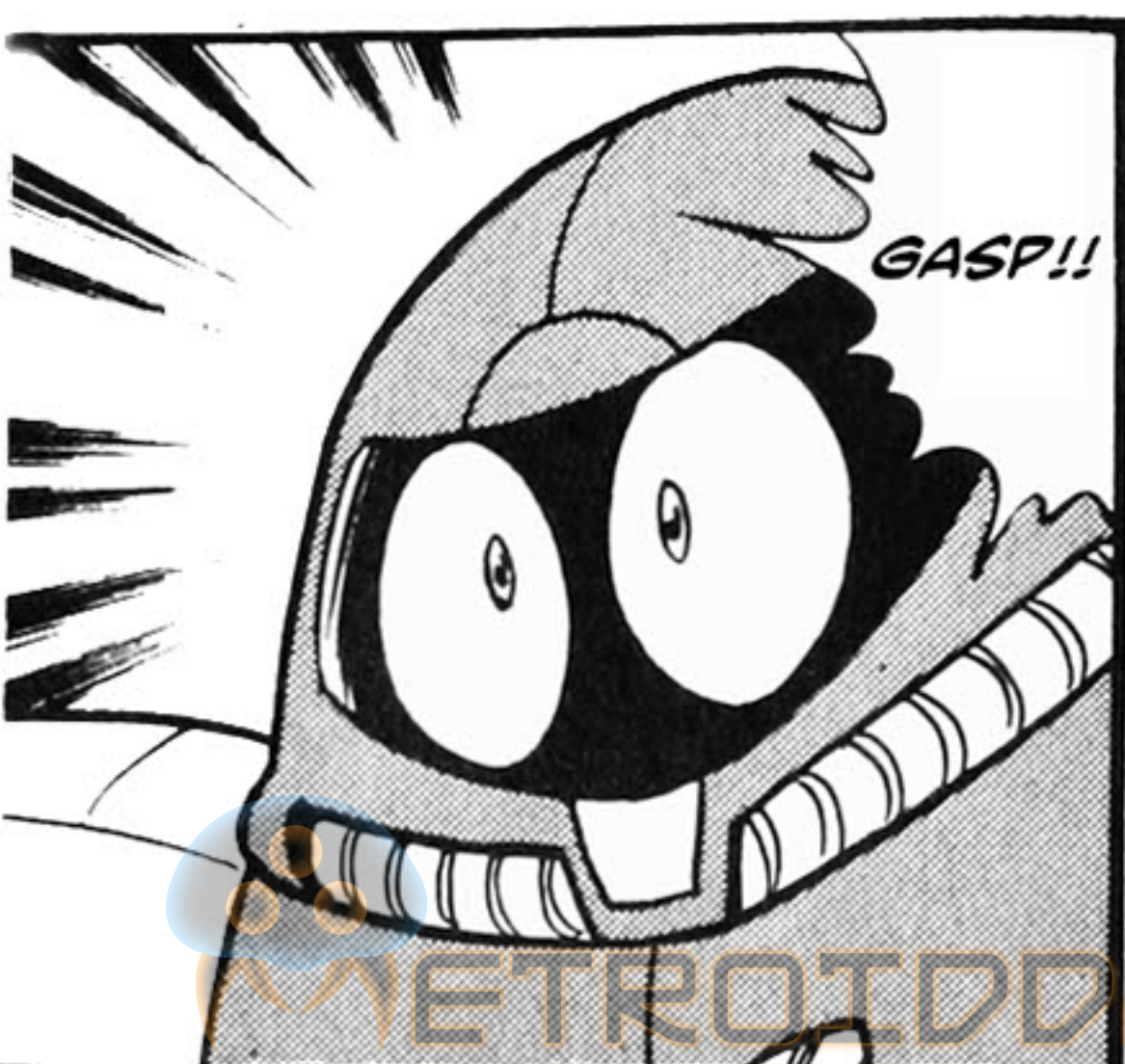
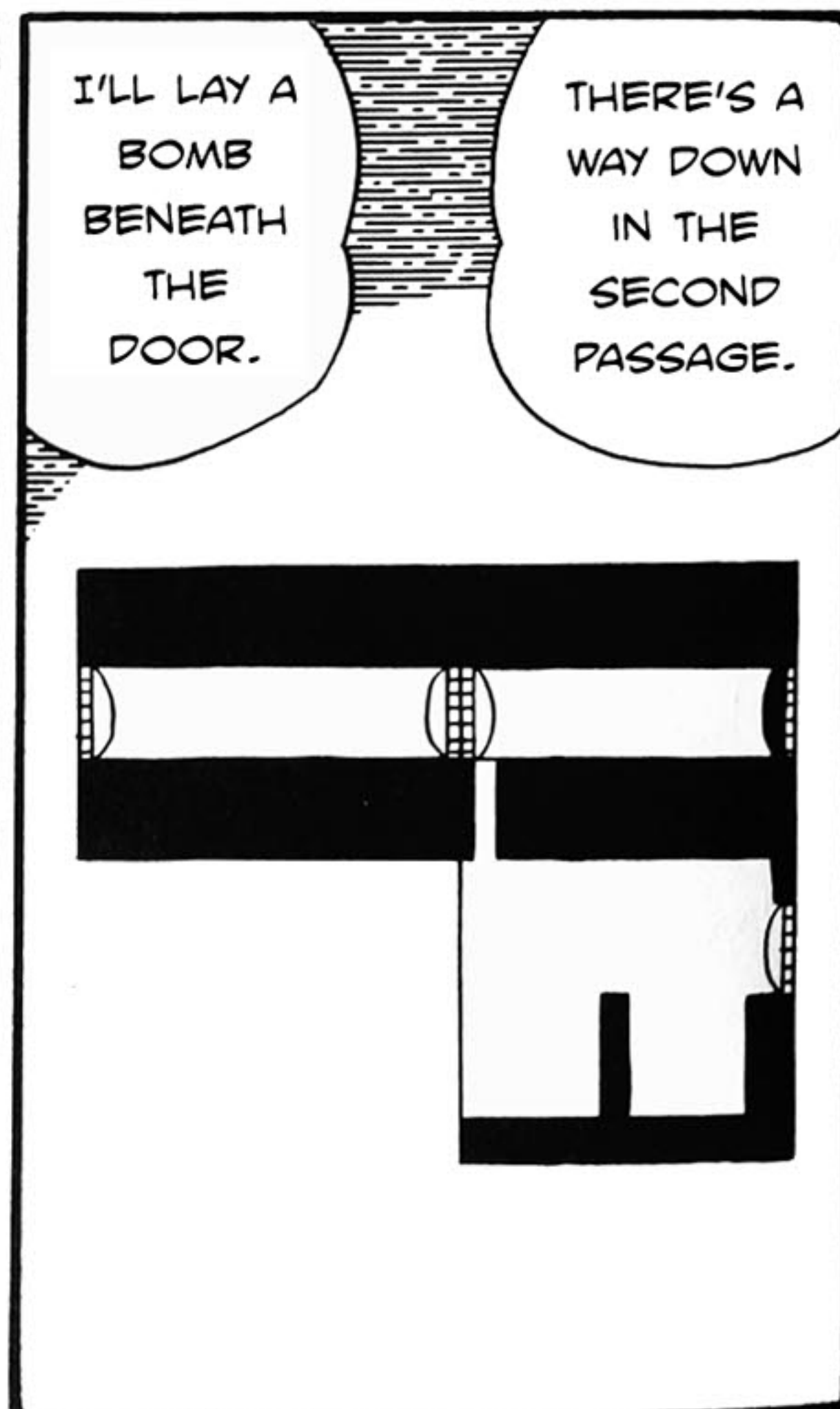
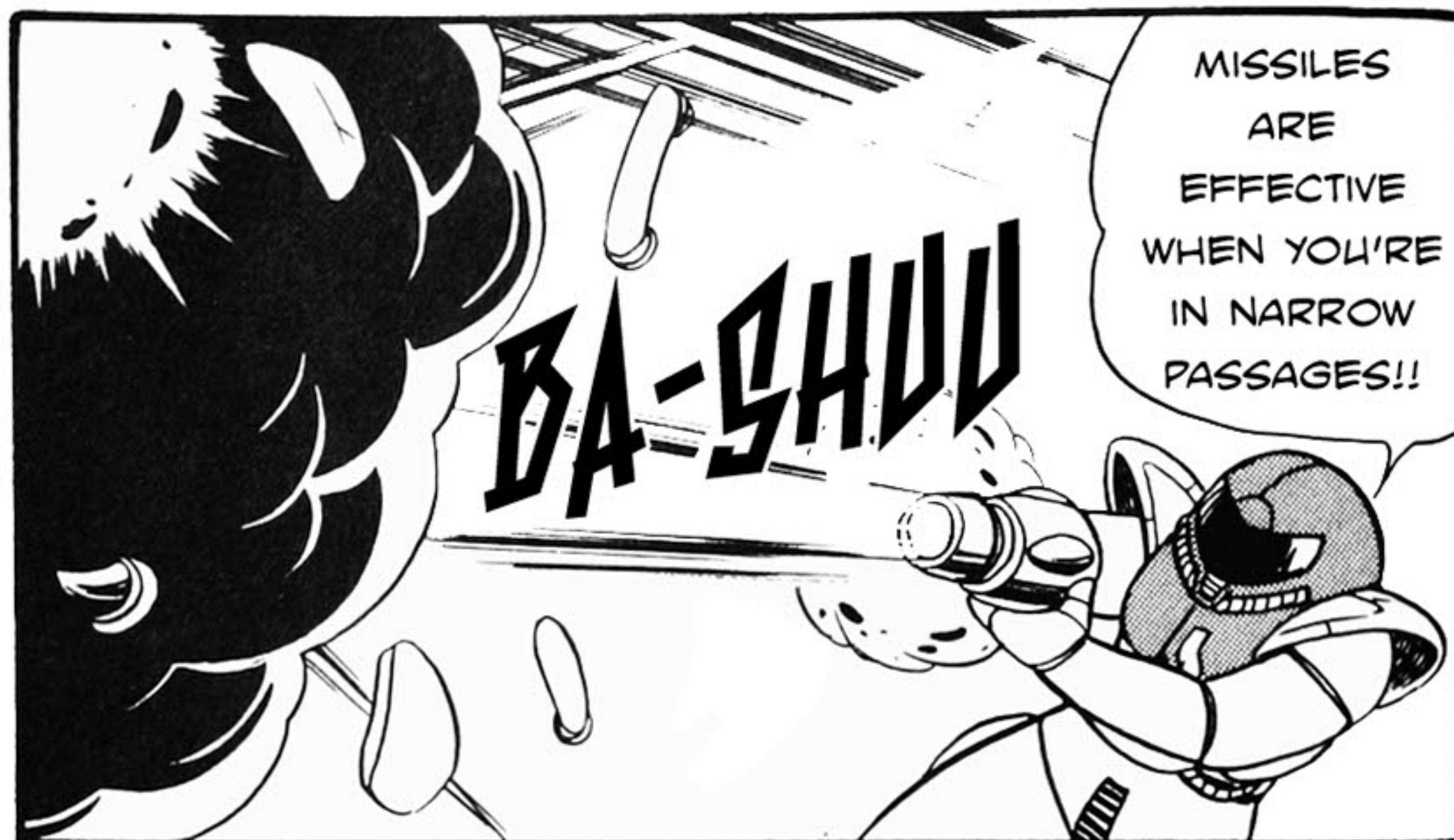
BRINSTAR

MINIBOSS CAVE 1



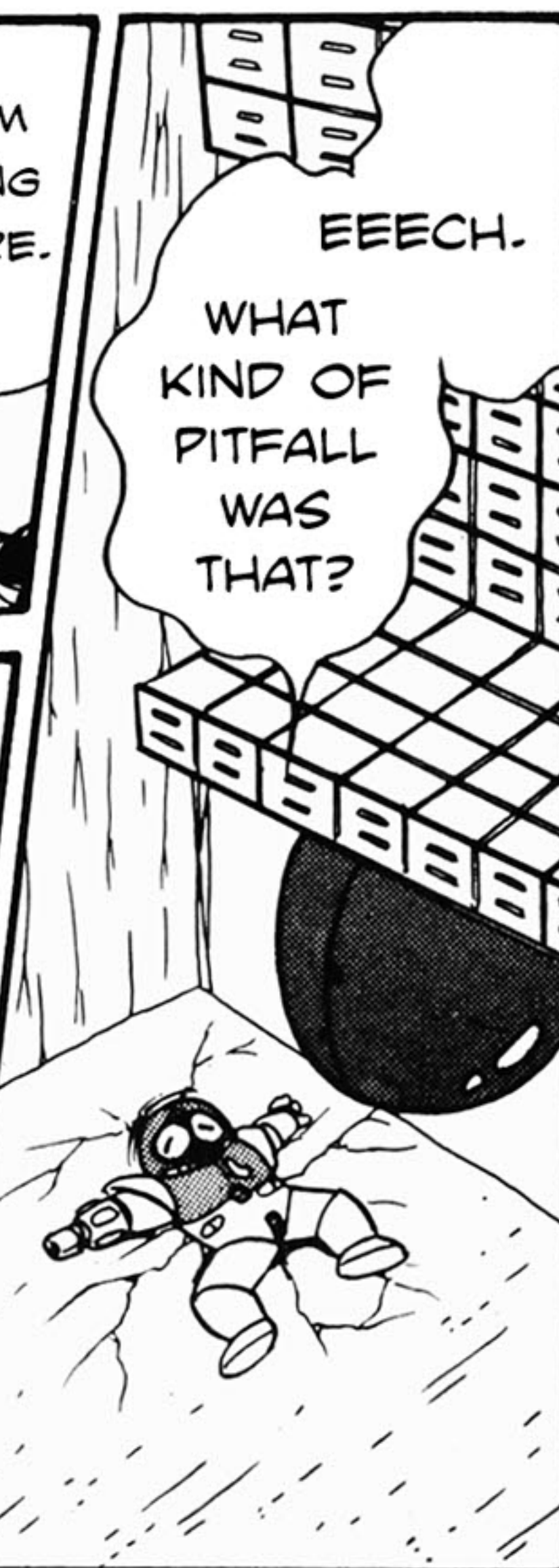
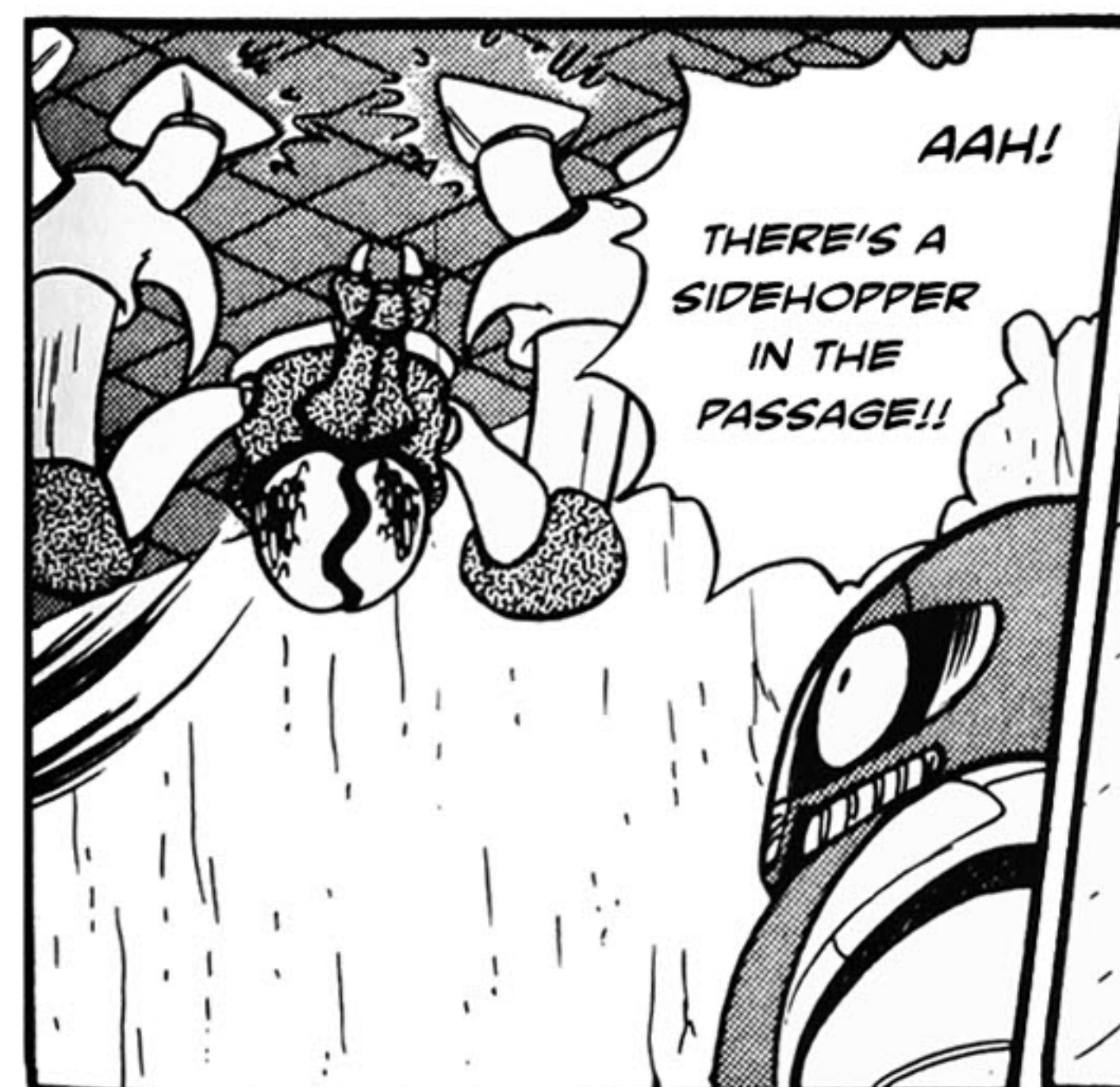
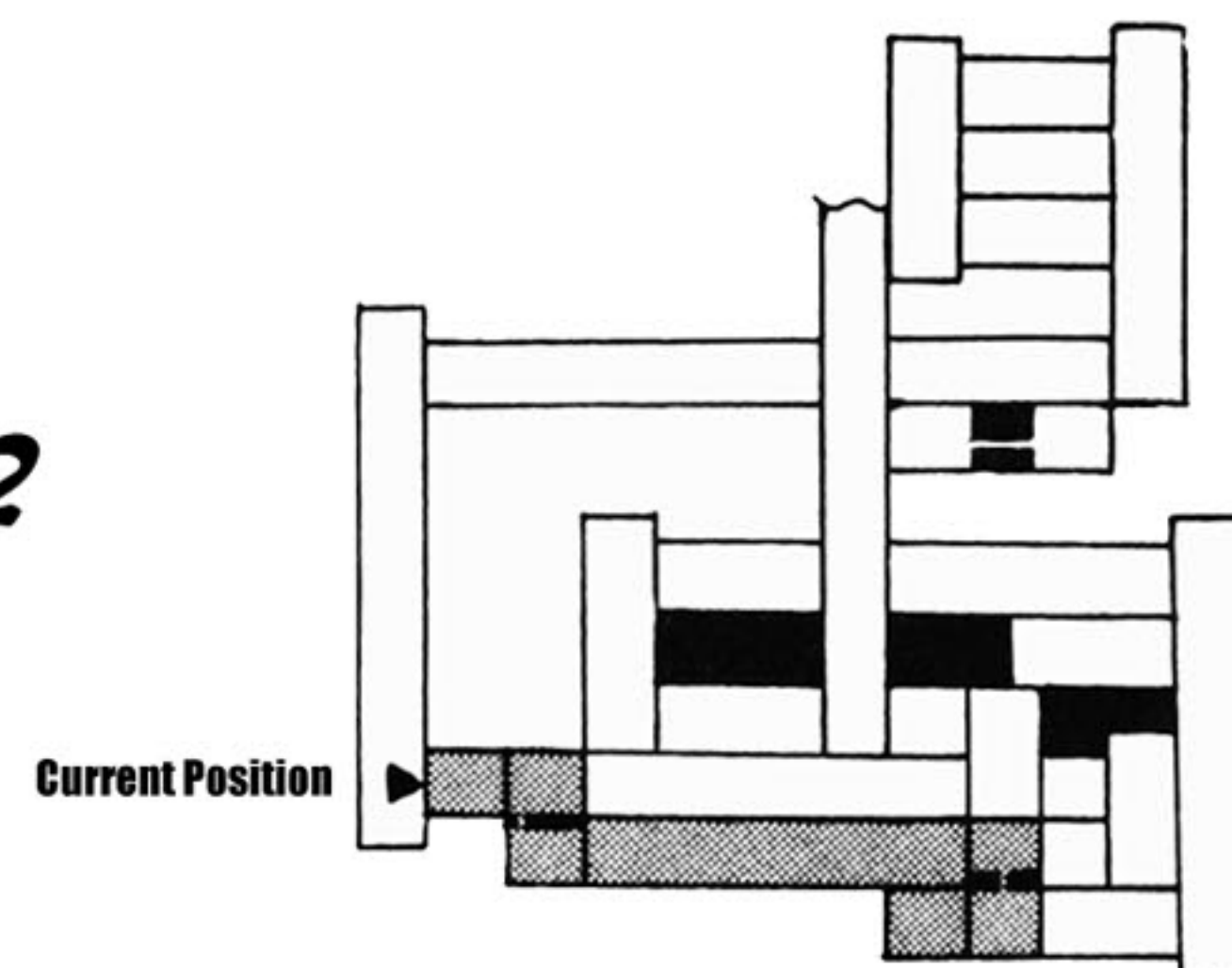




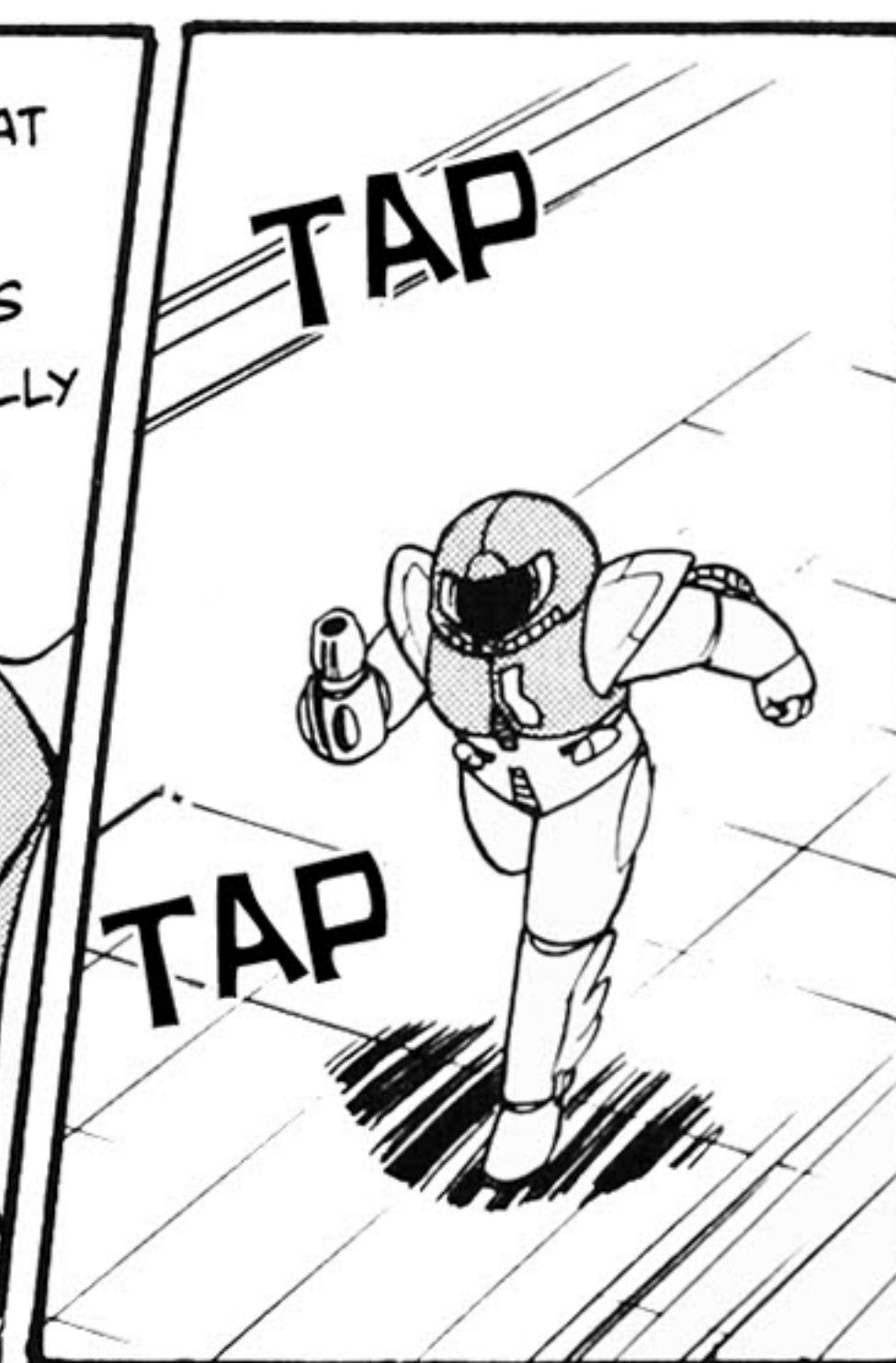
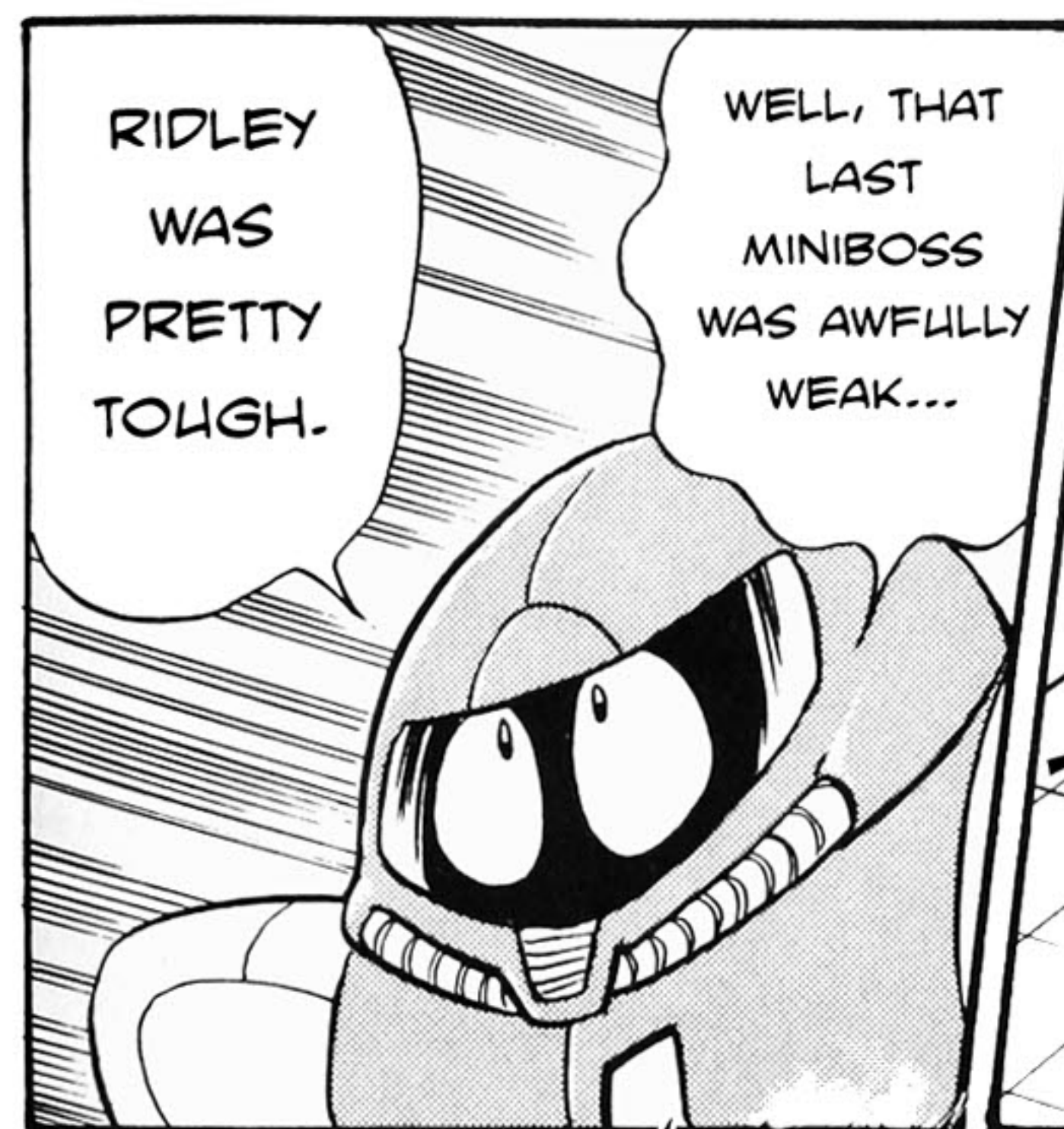
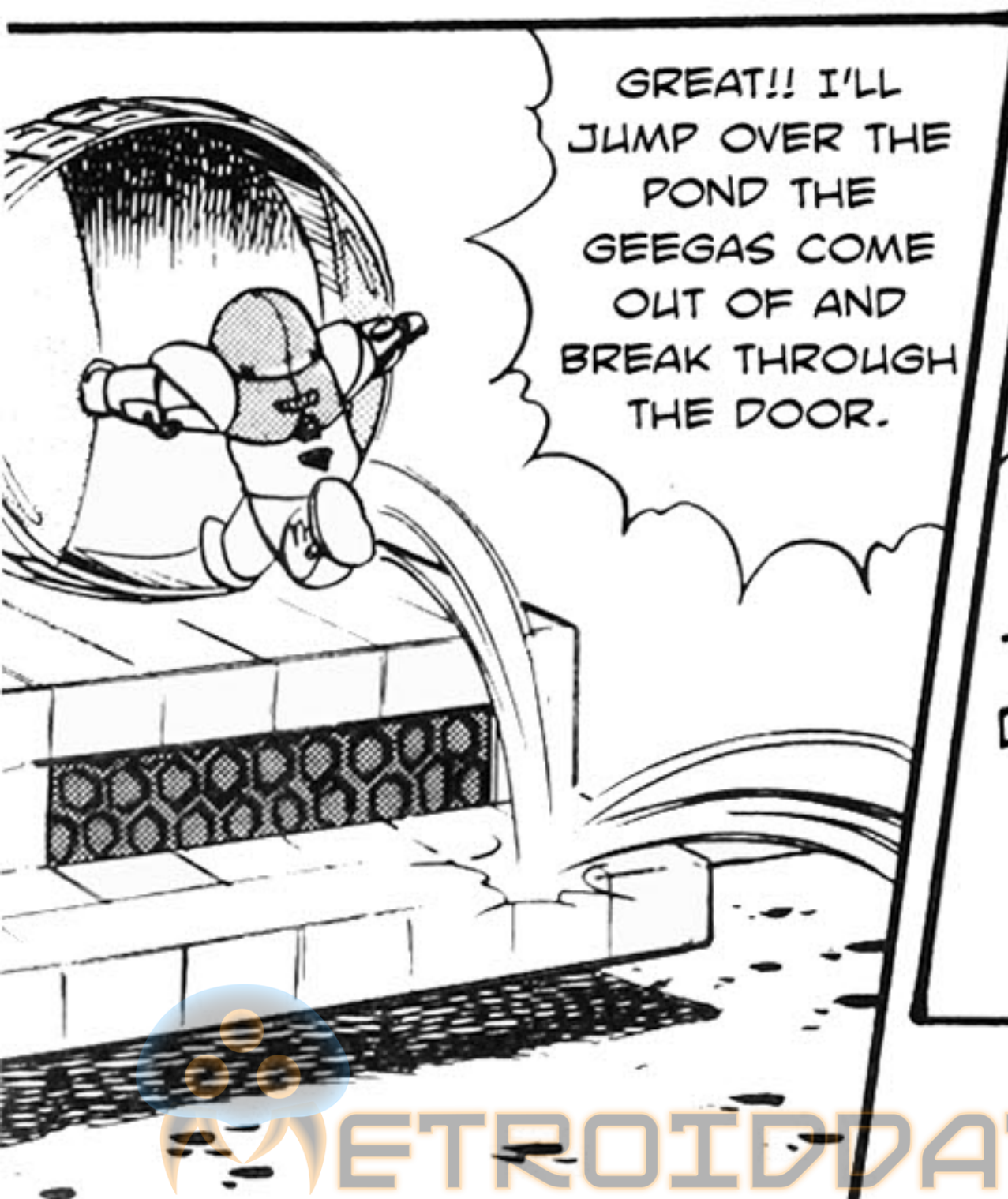
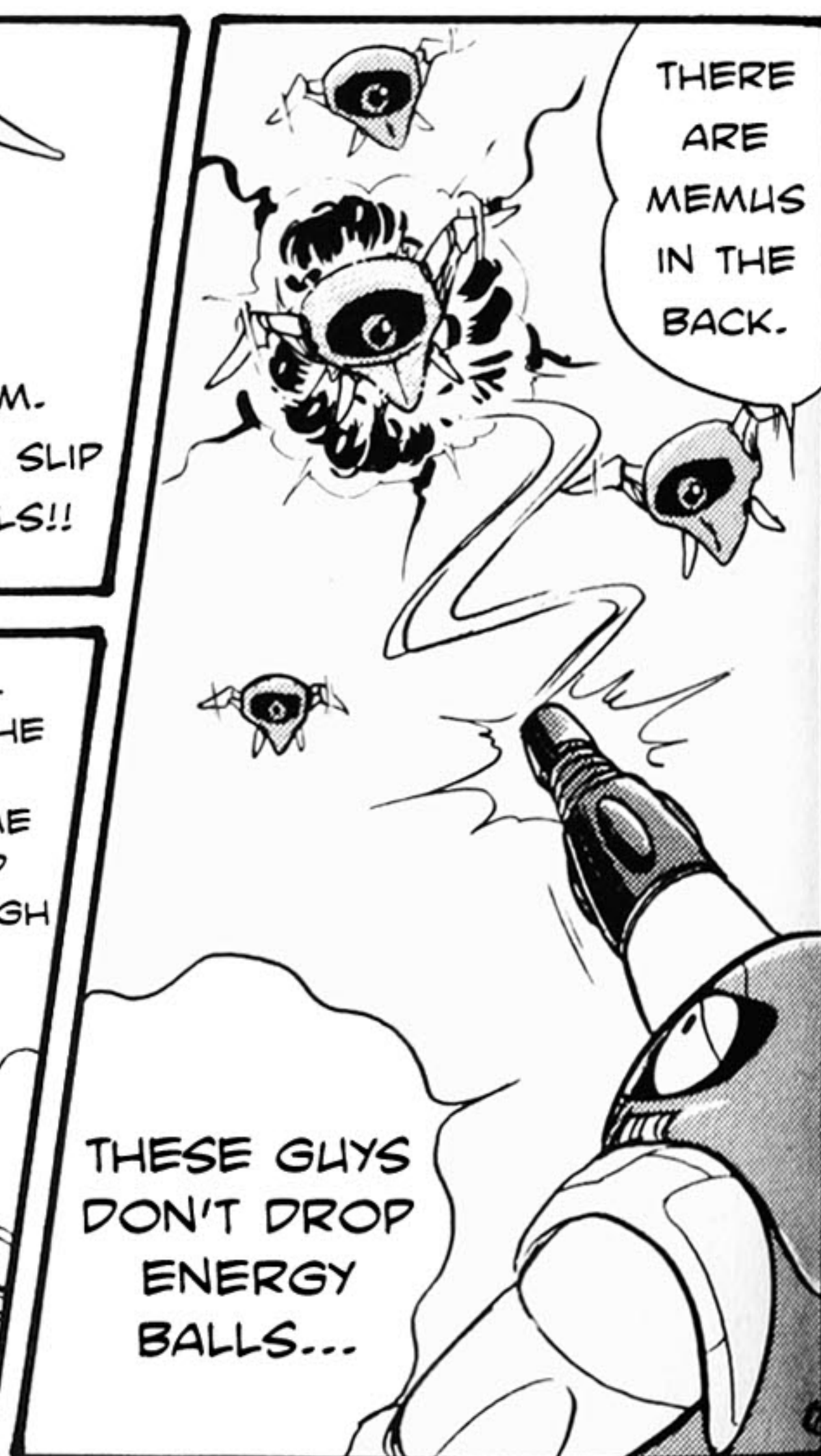
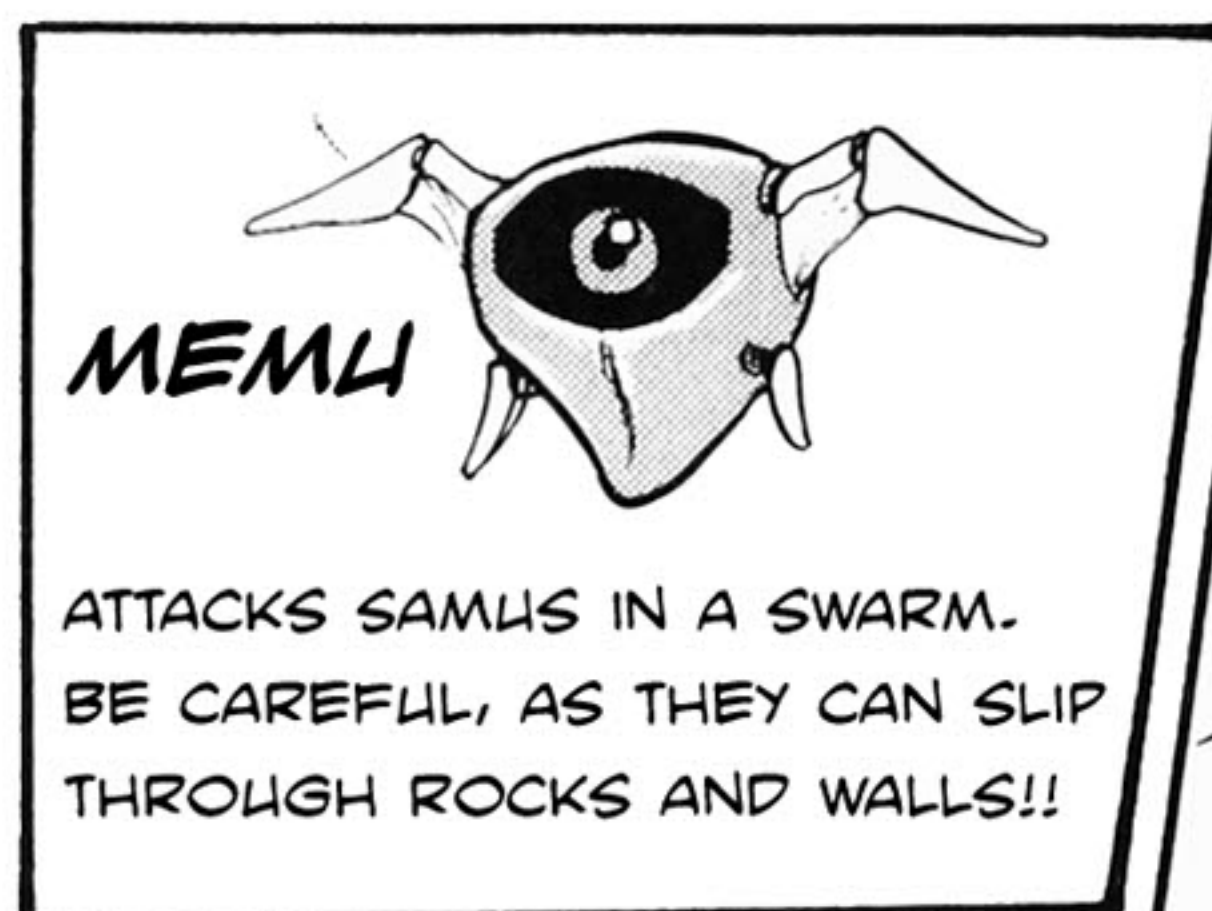
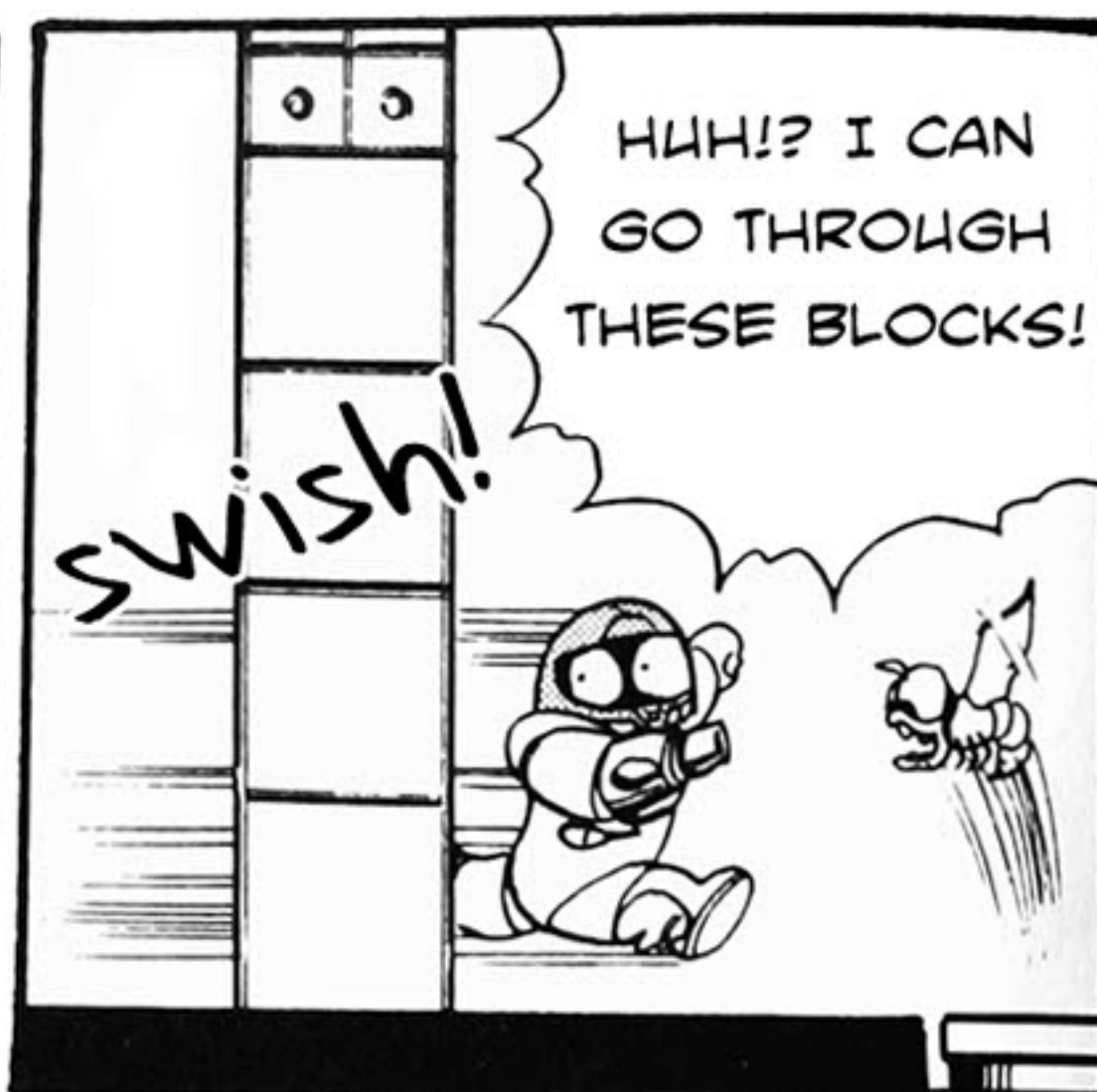


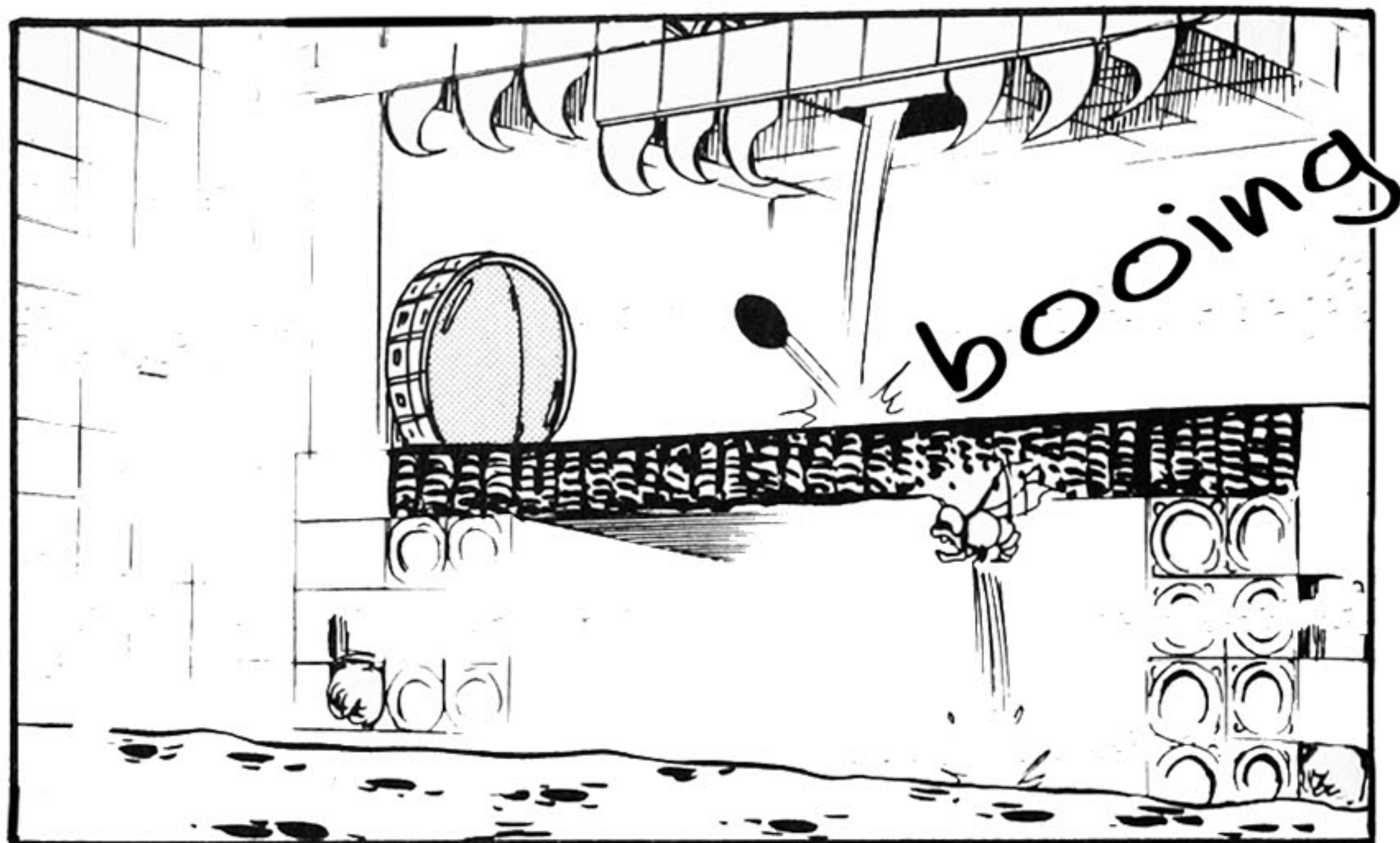
BRINSTAR

MINIBOSS CAVE 2





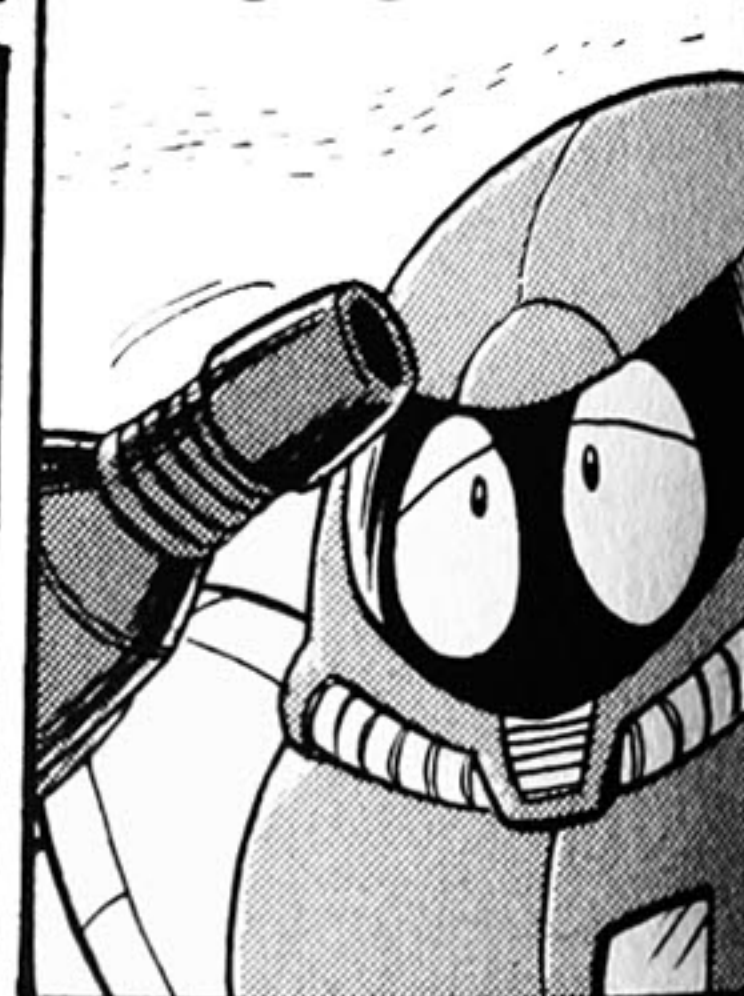




FOR NOW, WHY
DON'T I DEFEAT
THE GEEGAS
COMING OUT
OF THE LIQUID
TO REFILL
MY ENERGY?



IT SURE
IS PRETTY
CREEPY...

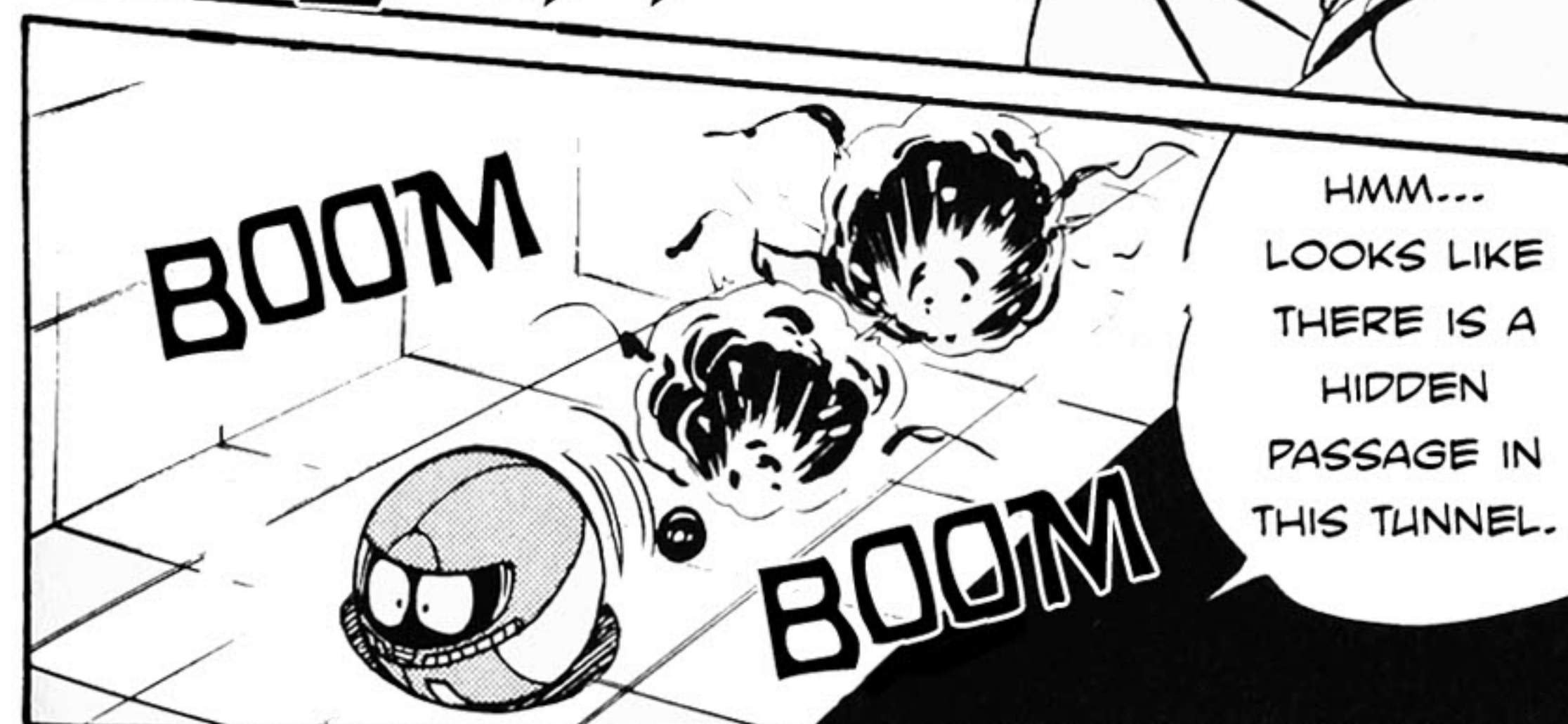


SURELY
THERE
WILL BE
MISSILES
INSIDE!!

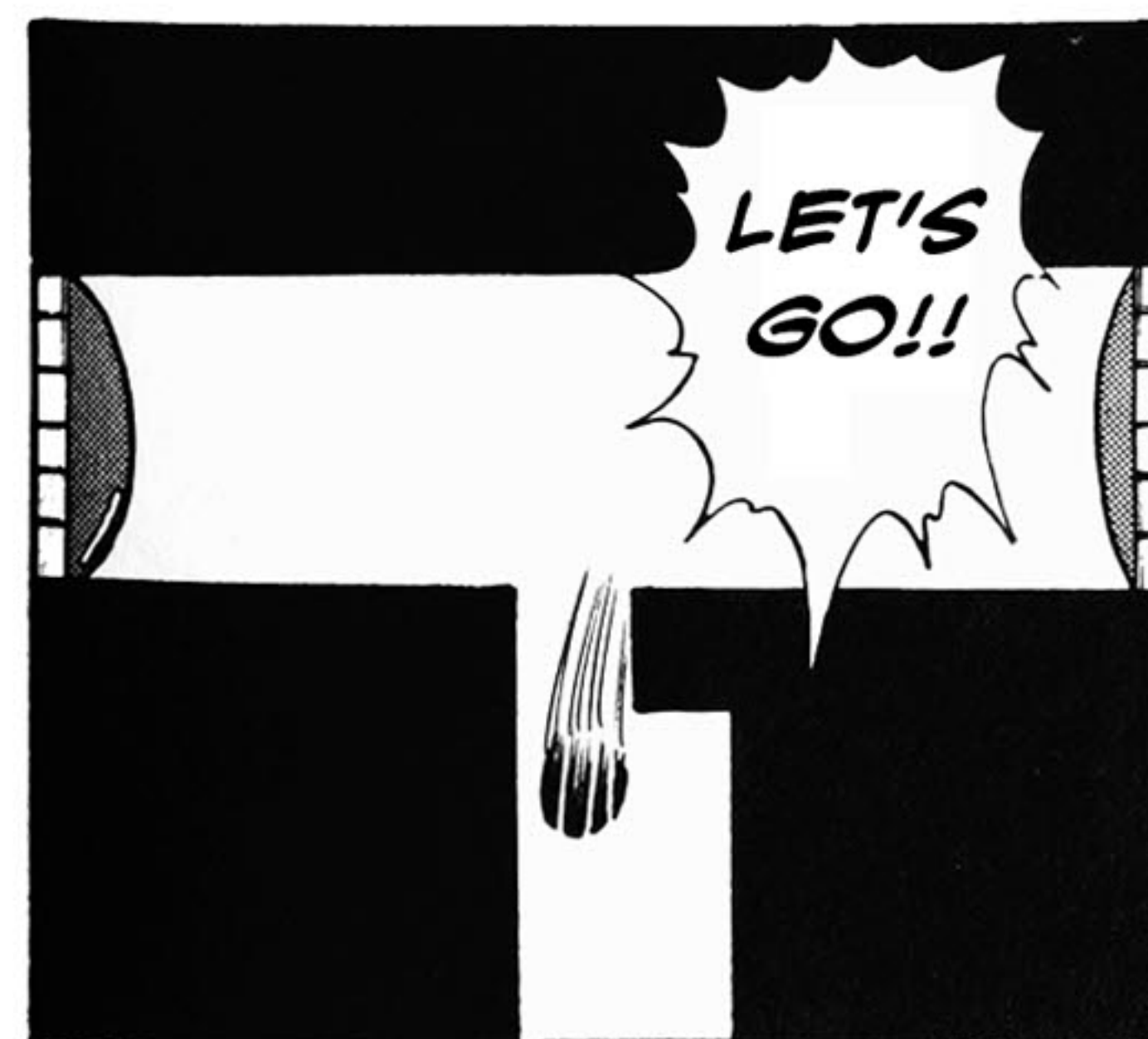
GOOD!
NOW TO
BREAK
THROUGH
THAT RED
DOOR!!



I'LL BEAT THE
SIDEHOPPERS
INSIDE WITH
MISSILES!!



HMM...
LOOKS LIKE
THERE IS A
HIDDEN
PASSAGE IN
THIS TUNNEL.

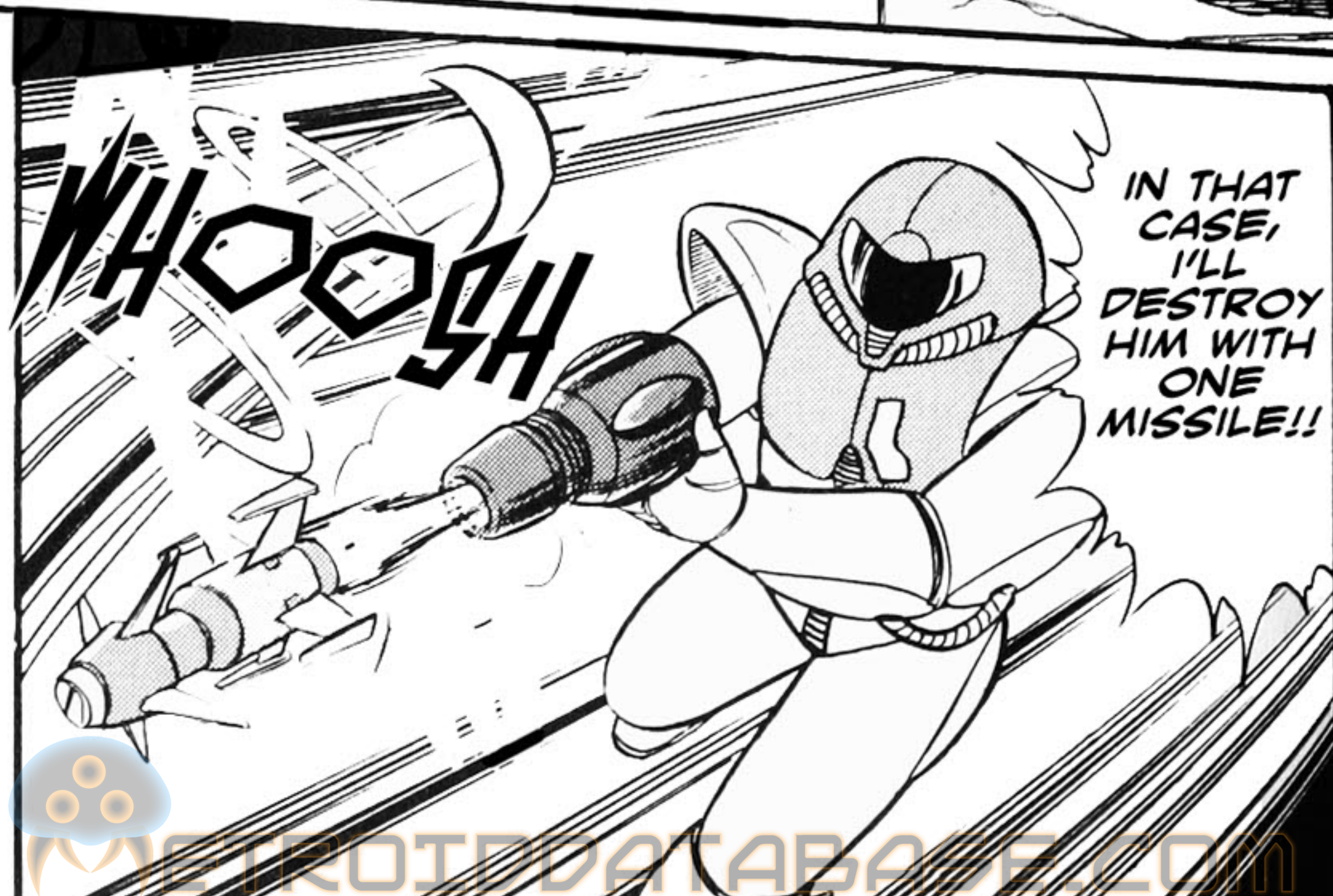


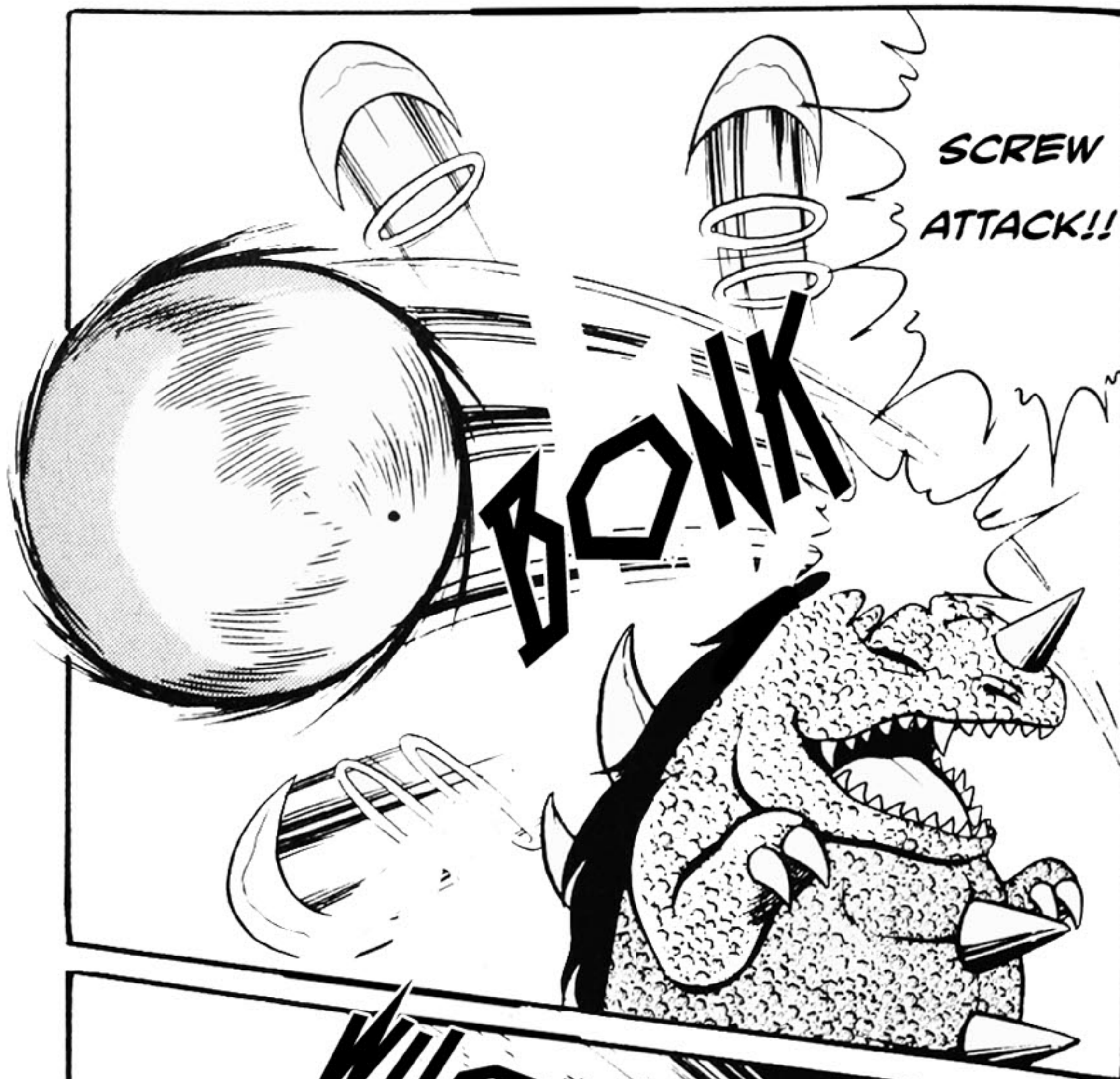
LET'S
GO!!



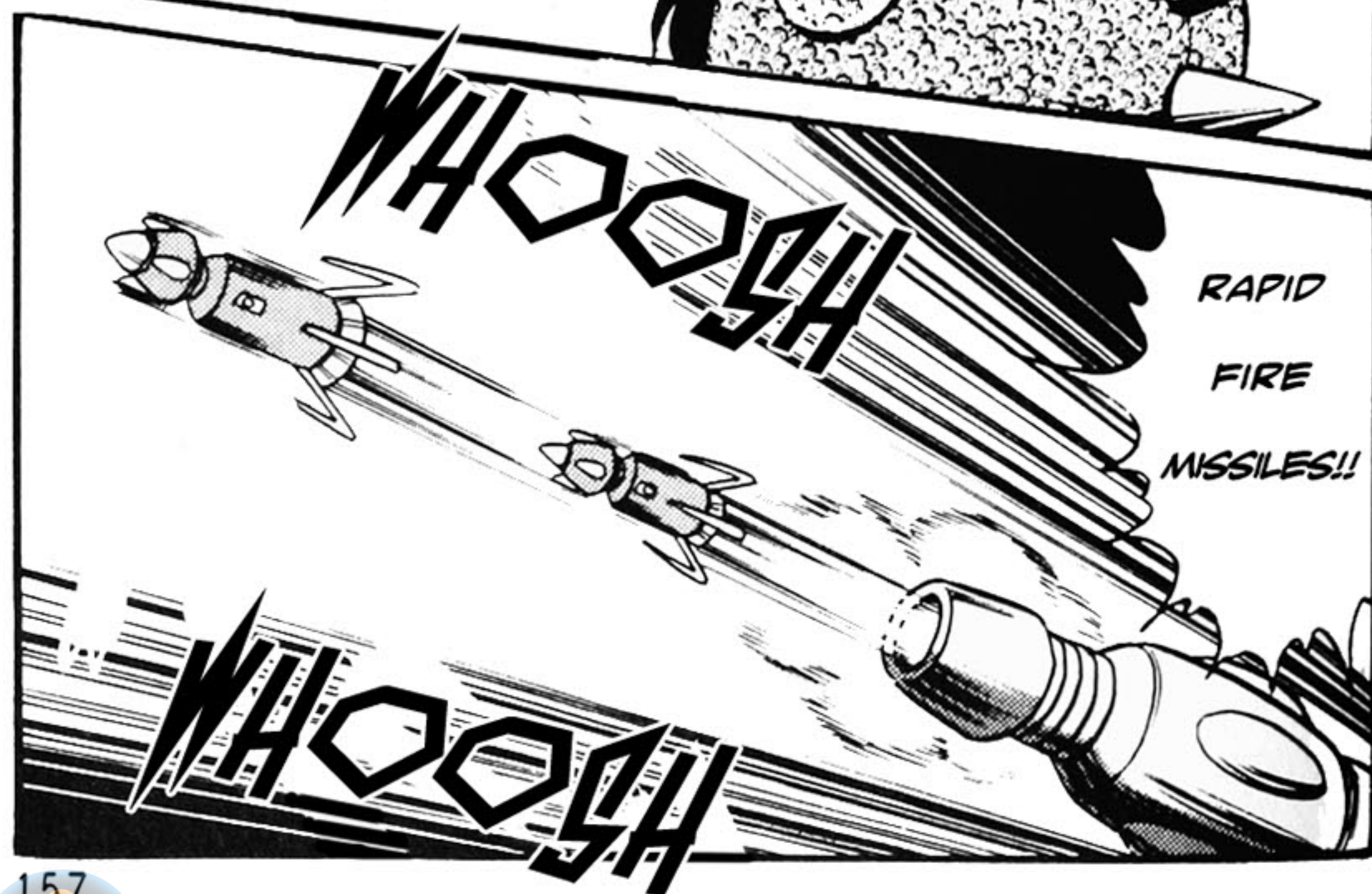
JUST
AS I
THOUGHT!!

AHA!!





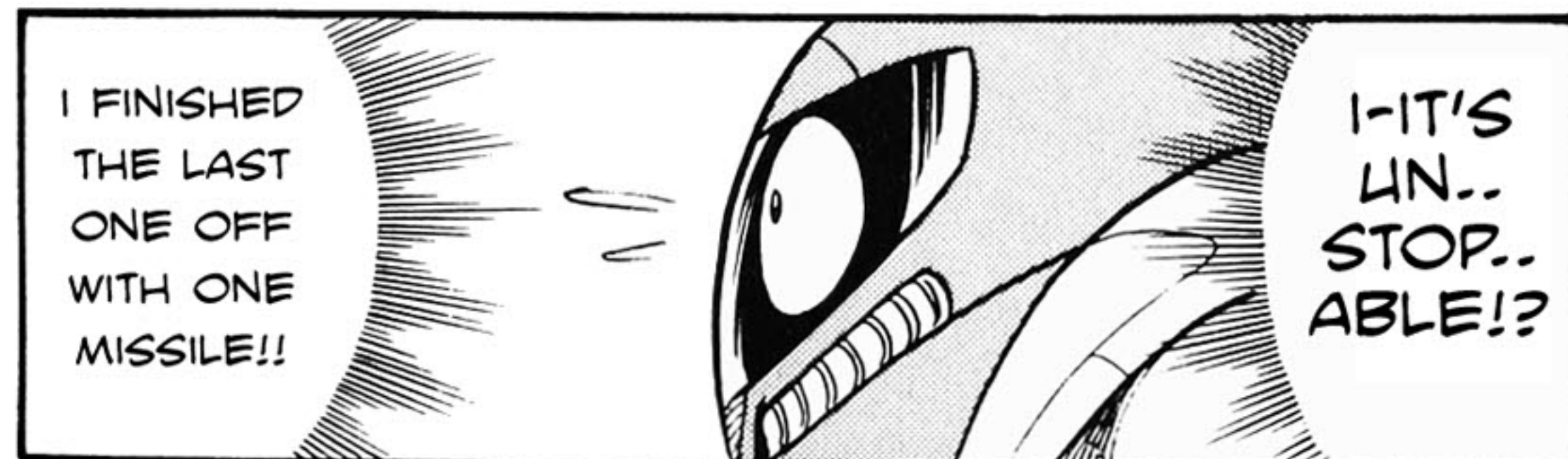
SCREW
ATTACK!!



RAPID
FIRE
MISSILES!!

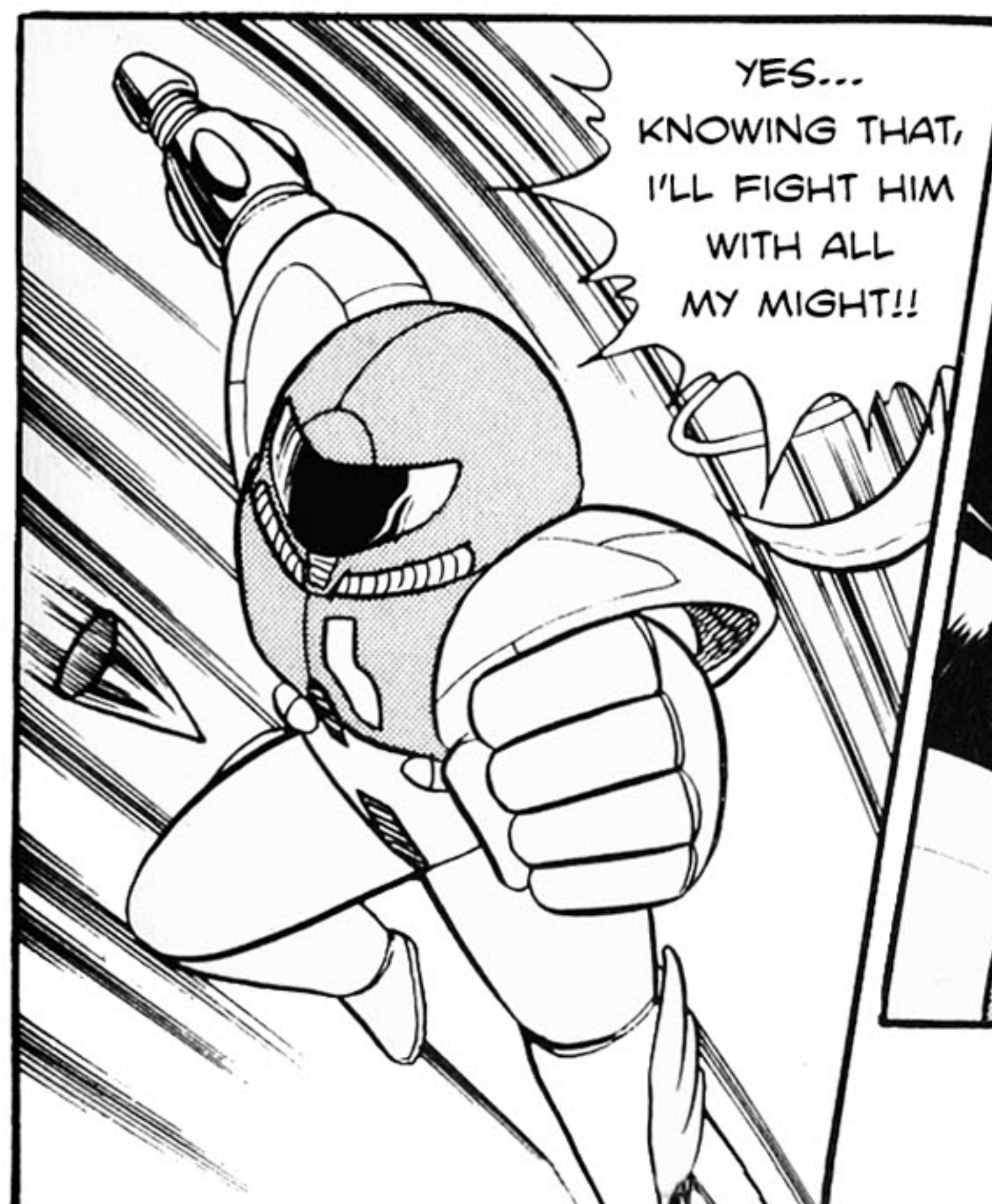


Geh
heh
heh
heh.



I FINISHED
THE LAST
ONE OFF
WITH ONE
MISSILE!!

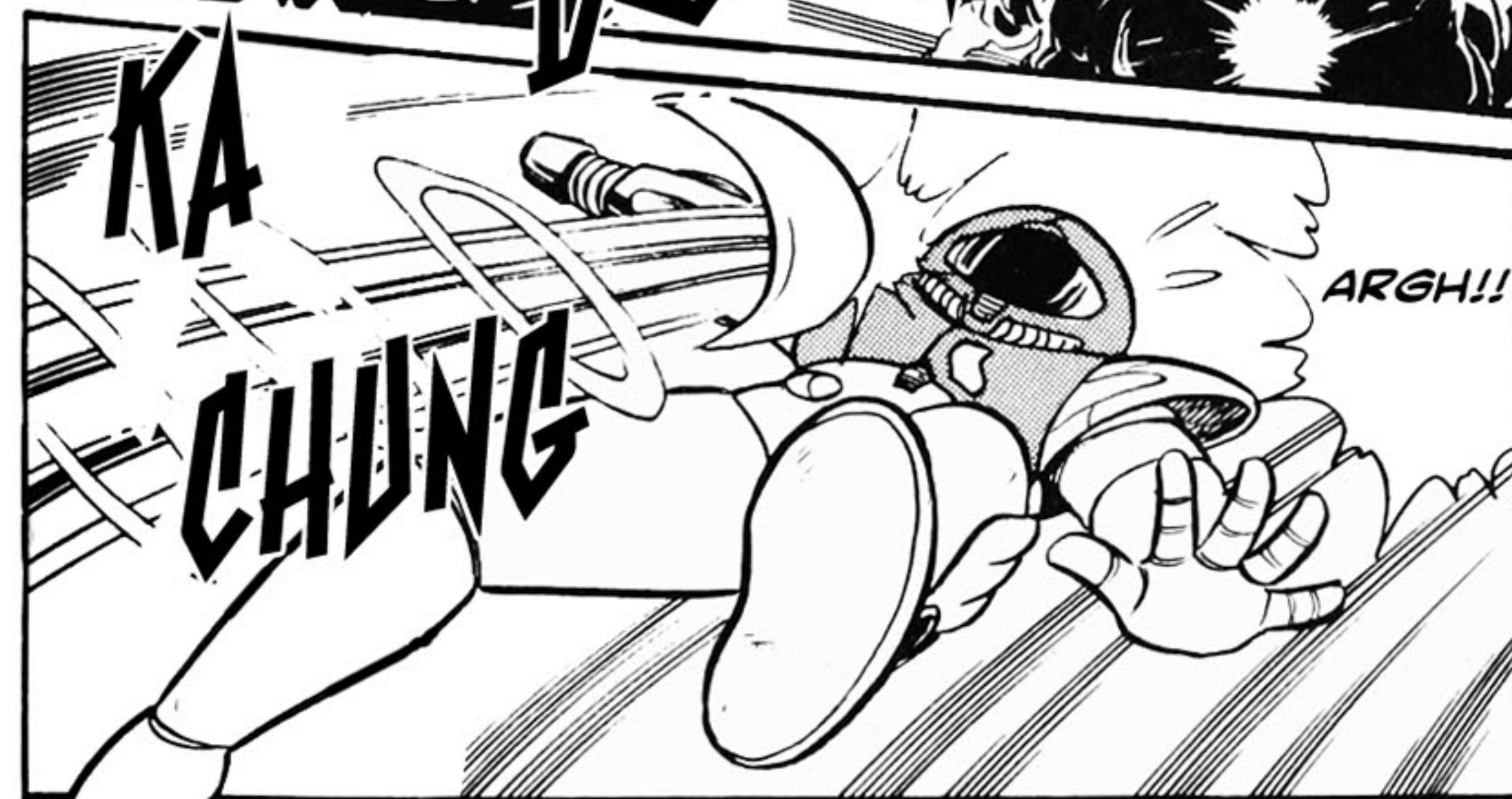
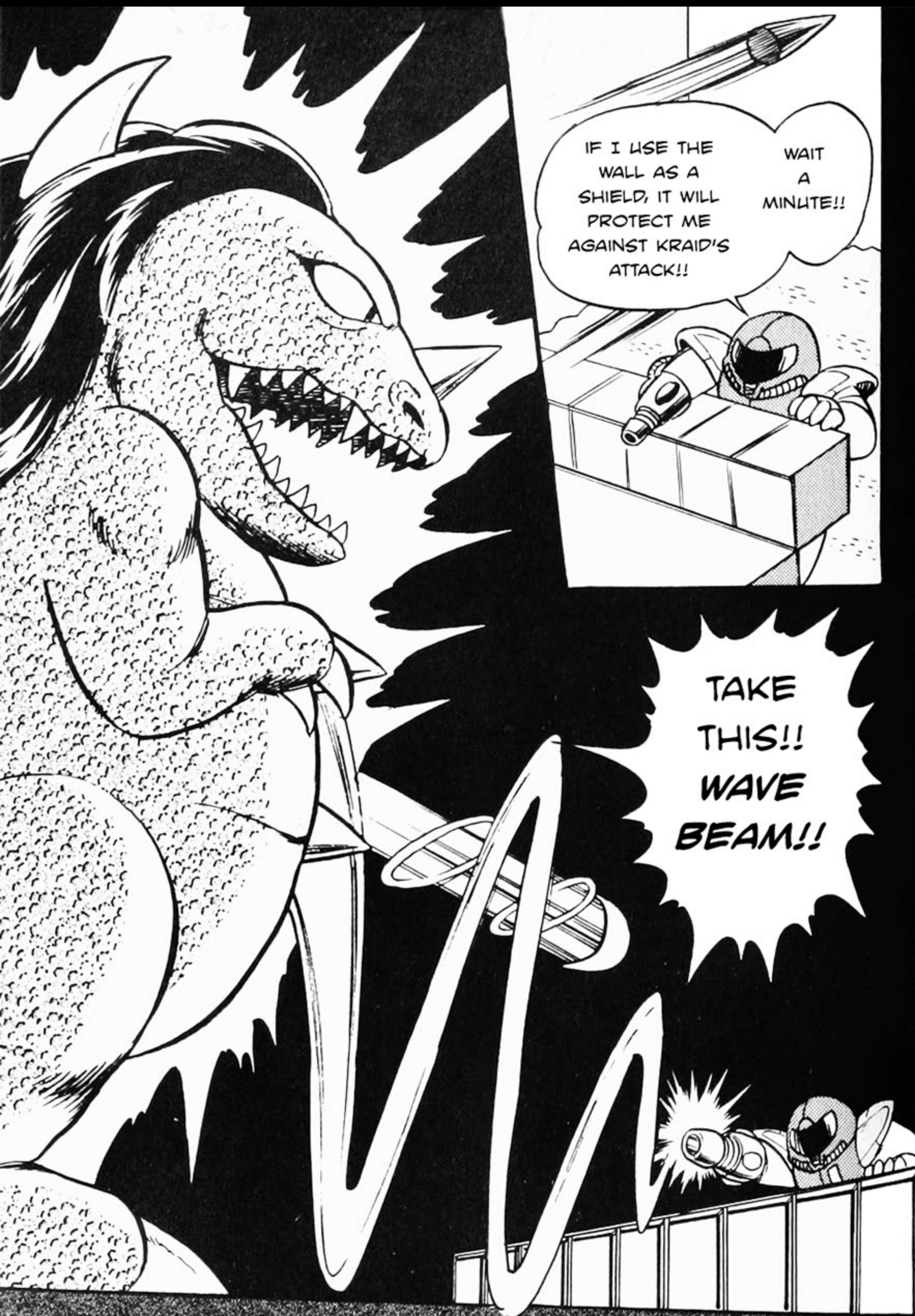
I-IT'S
UN..
STOP..
ABLE!?



YES...
KNOWING THAT,
I'LL FIGHT HIM
WITH ALL
MY MIGHT!!



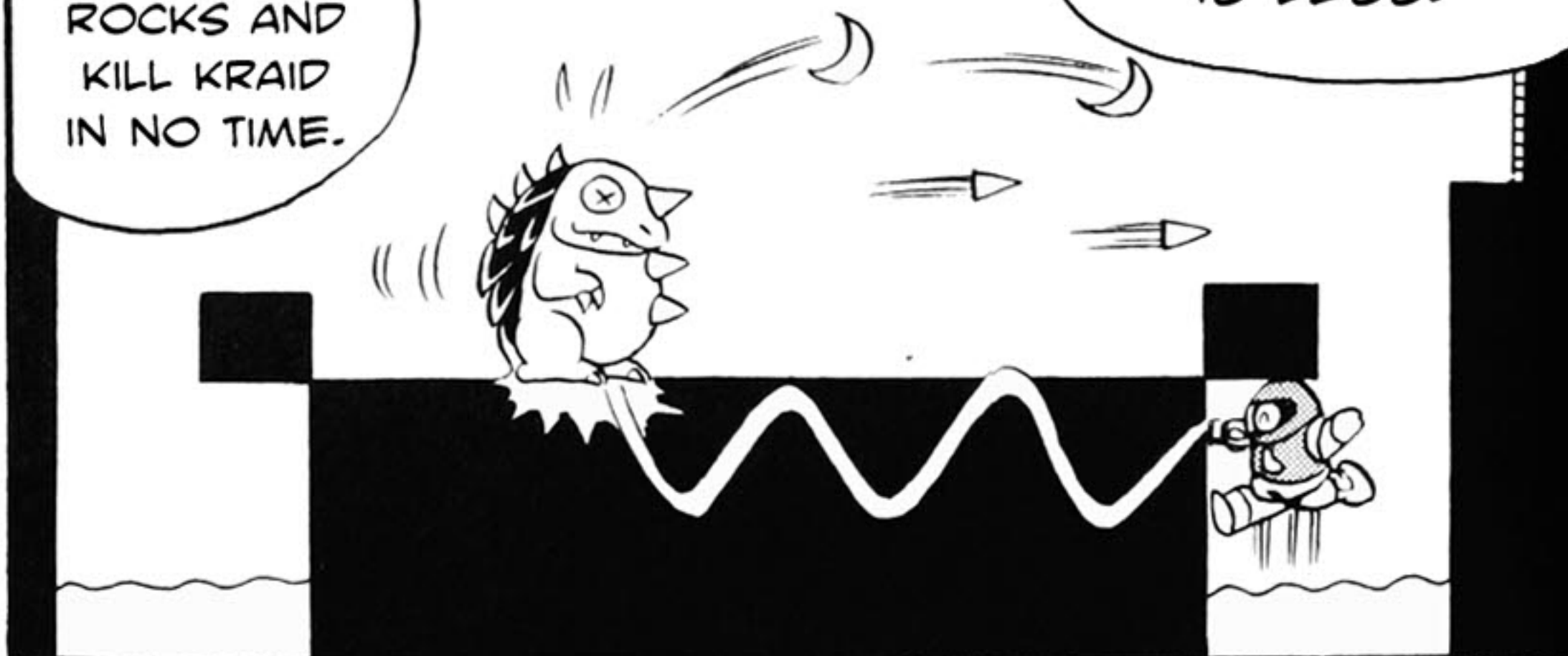
SO THAT'S
IT!! THE
LAST KRAID
WAS AN
IMPOSTER!!



STRATEGY FOR KRAID

IF YOU USE
THE WAVE BEAM,
IT WILL PASS
THROUGH THE
ROCKS AND
KILL KRAID
IN NO TIME.

IF YOU JUMP
IN THE LIQUID,
THE DAMAGE
IS LESS.



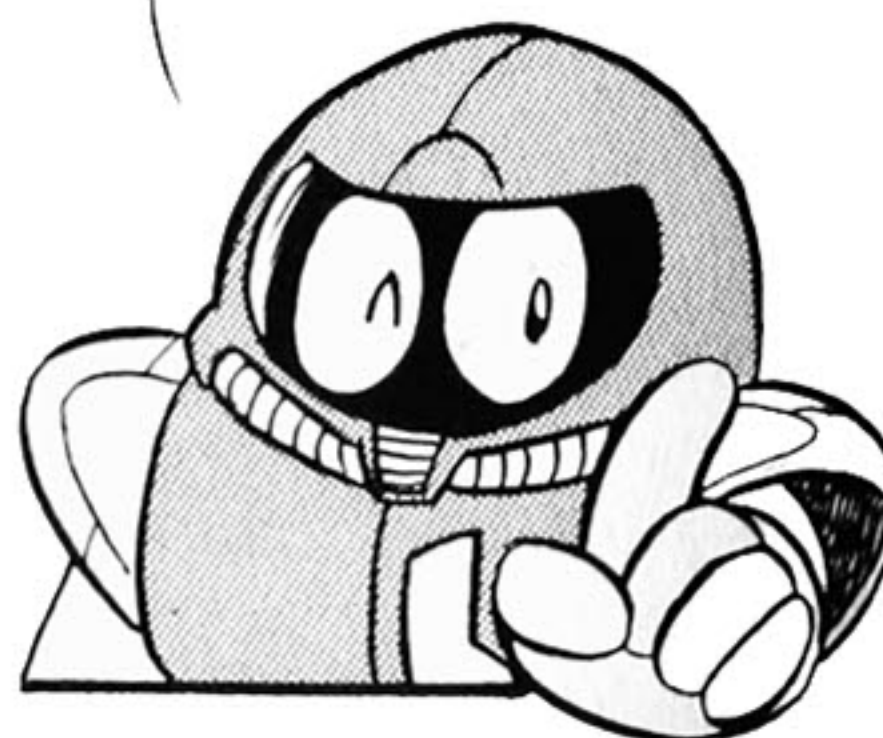
THEN
YOU CAN
BEAT HIM
WITHOUT
TAKING
MUCH
DAMAGE!!

WHEN SAMUS
GOES THROUGH
THE MINIBOSS,
YOU CAN FIRE
MANY MISSILES!!



YOU CAN USE THIS TACTIC
ON RIDLEY, BUT IT WORKS
BETTER ON KRAID BECAUSE
HE CAN'T JUMP.

HOWEVER, IF YOU
DON'T HAVE THE
VARIA AND WAVE
BEAM, THERE IS A
SPECIAL TRICK FOR
DEFEATING THE
MINIBOSS.



WHEN YOU DEFEAT A MINIBOSS, YOUR MISSILE
CAPACITY WILL INCREASE BY 75!!

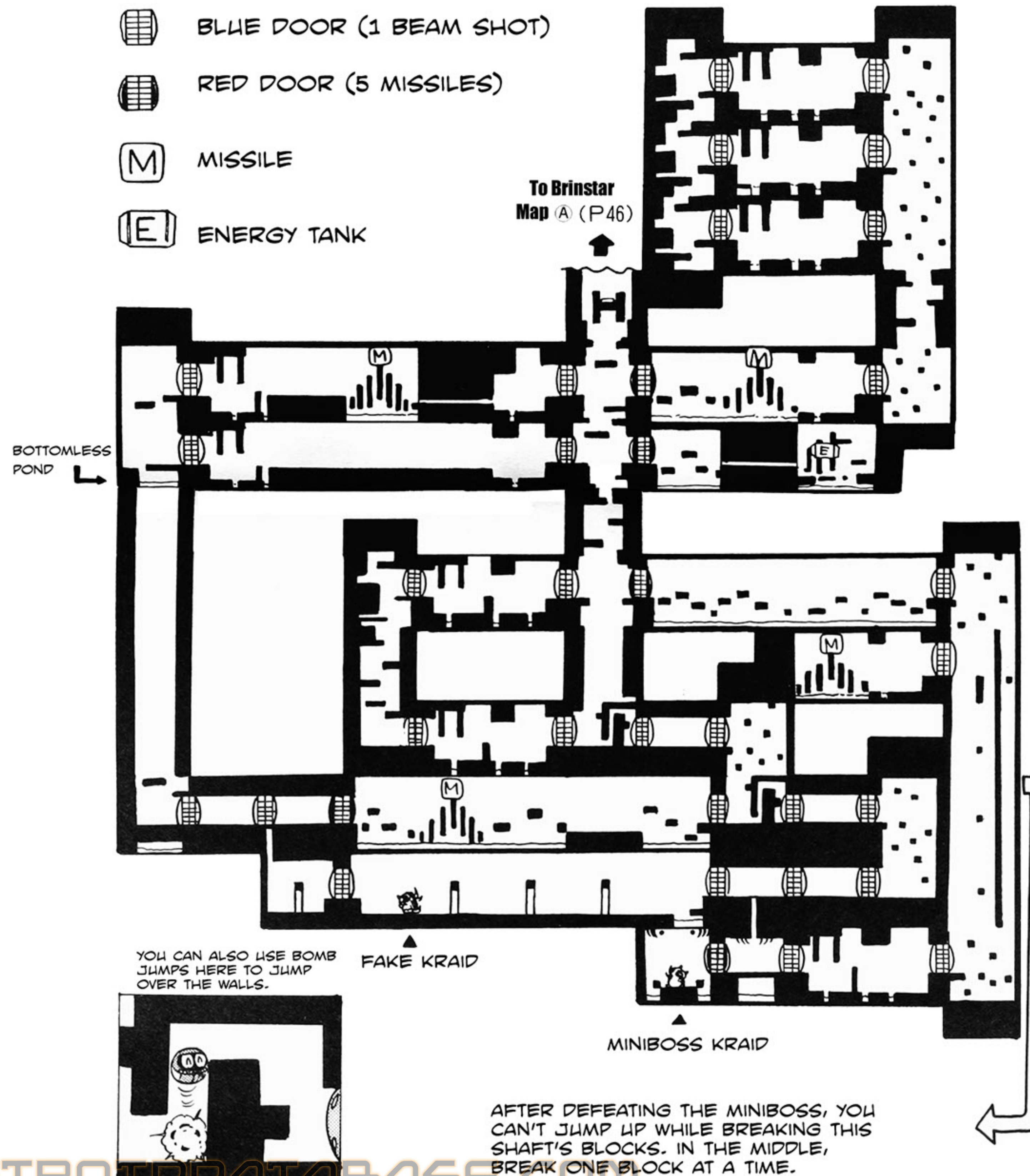
REEAAAARRR

I DID IT!! I
DESTROYED
KRAID!!



THIS IS THE BRINSTAR MINIBOSS CAVE

162



ICE BEAM



IN TOURIAN, THIS BEAM IS ABSOLUTELY NECESSARY!! IF YOU DON'T HAVE IT, GO TO THE ITEM ROOM AND GET IT.

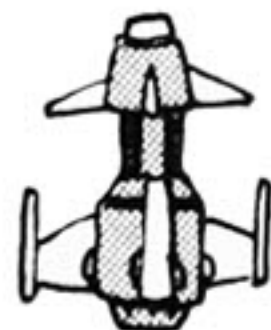
OOPS!! DID YOU FIRST PERFECTLY PREPARE FOR BATTLE!?

ENERGY



DO YOU HAVE ALL FIVE TANKS!? IF THEY'RE NOT FULL, YOU'LL HAVE A TOUGH FIGHT.

MISSILES



IN TOURIAN, SOME ENEMIES CAN ONLY BE DEFEATED WITH MISSILES. IT'S POSSIBLE TO HAVE A MAXIMUM OF OF 255, SO GET A LOT!!



EXCELLENT!! I BLASTED THROUGH THE RED DOOR WITH FIVE MISSILES!!

BYEW
BYEW



KA-
POW

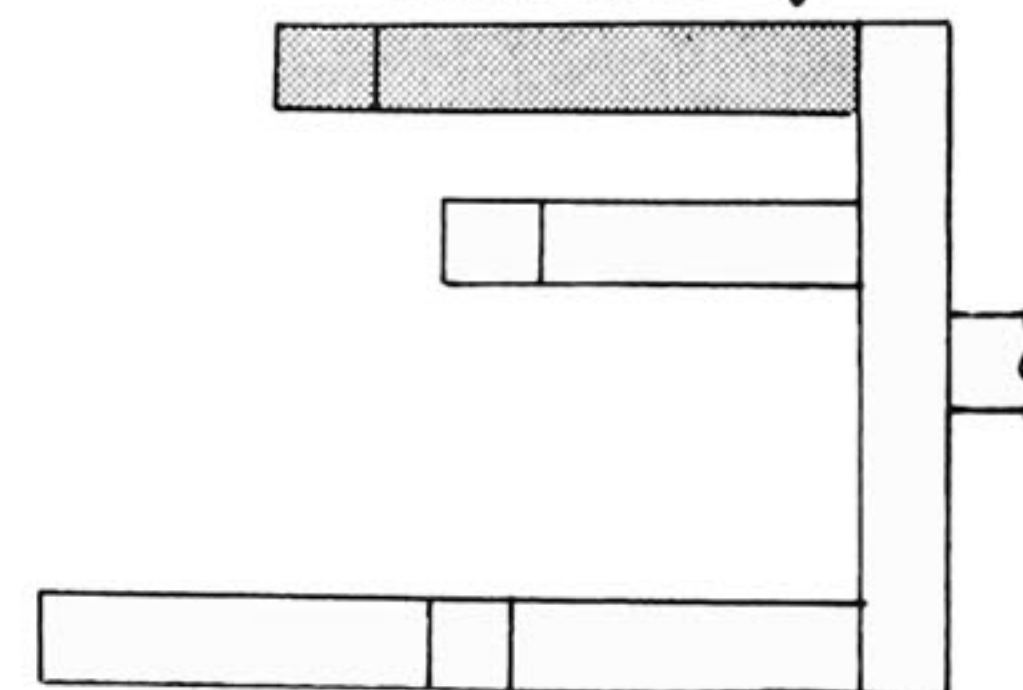
USE THE ZEBBS TO REFILL YOUR ENERGY IF YOU ARE LOW.

BRINSTAR 9

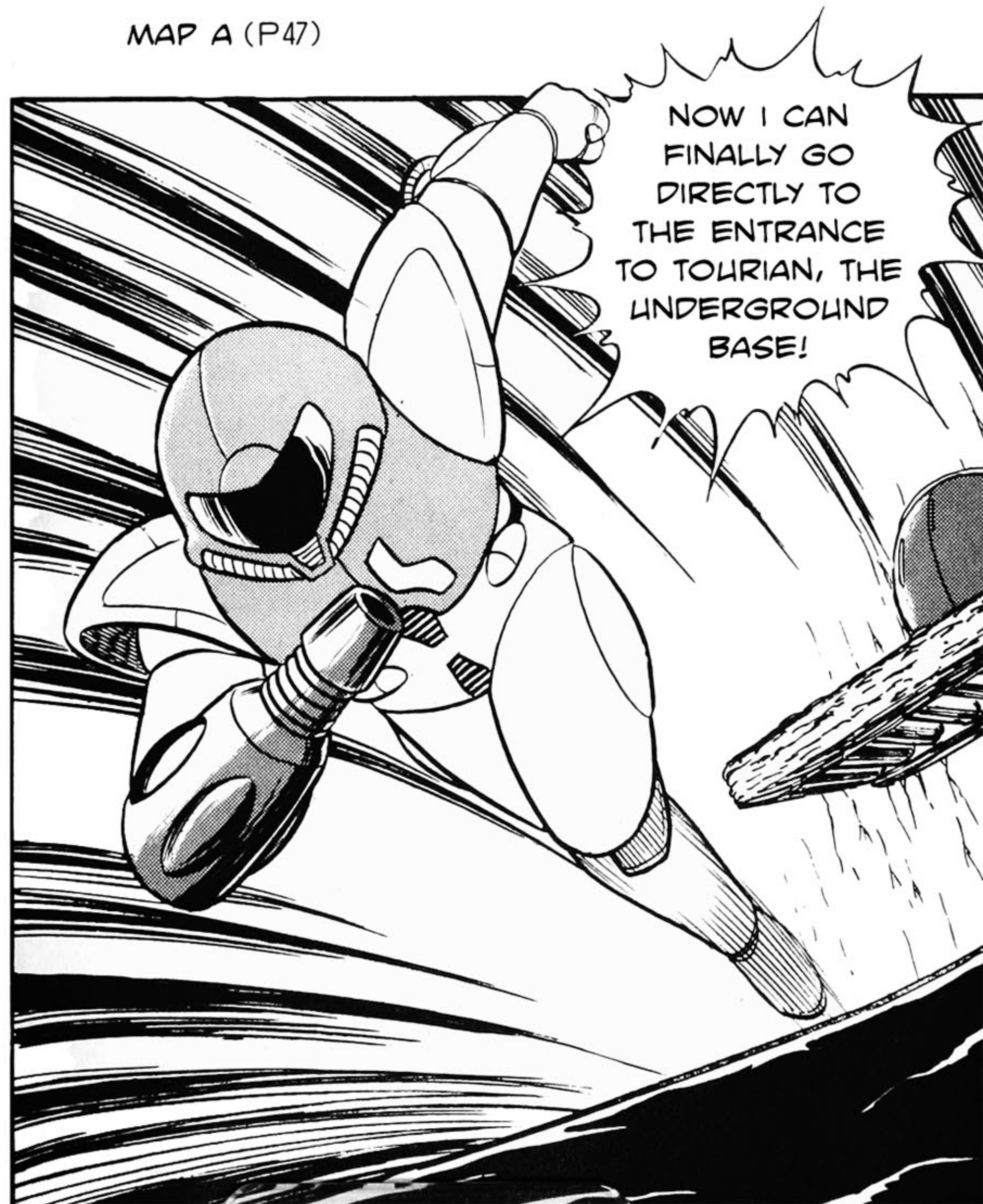
BACK TO BRINSTAR

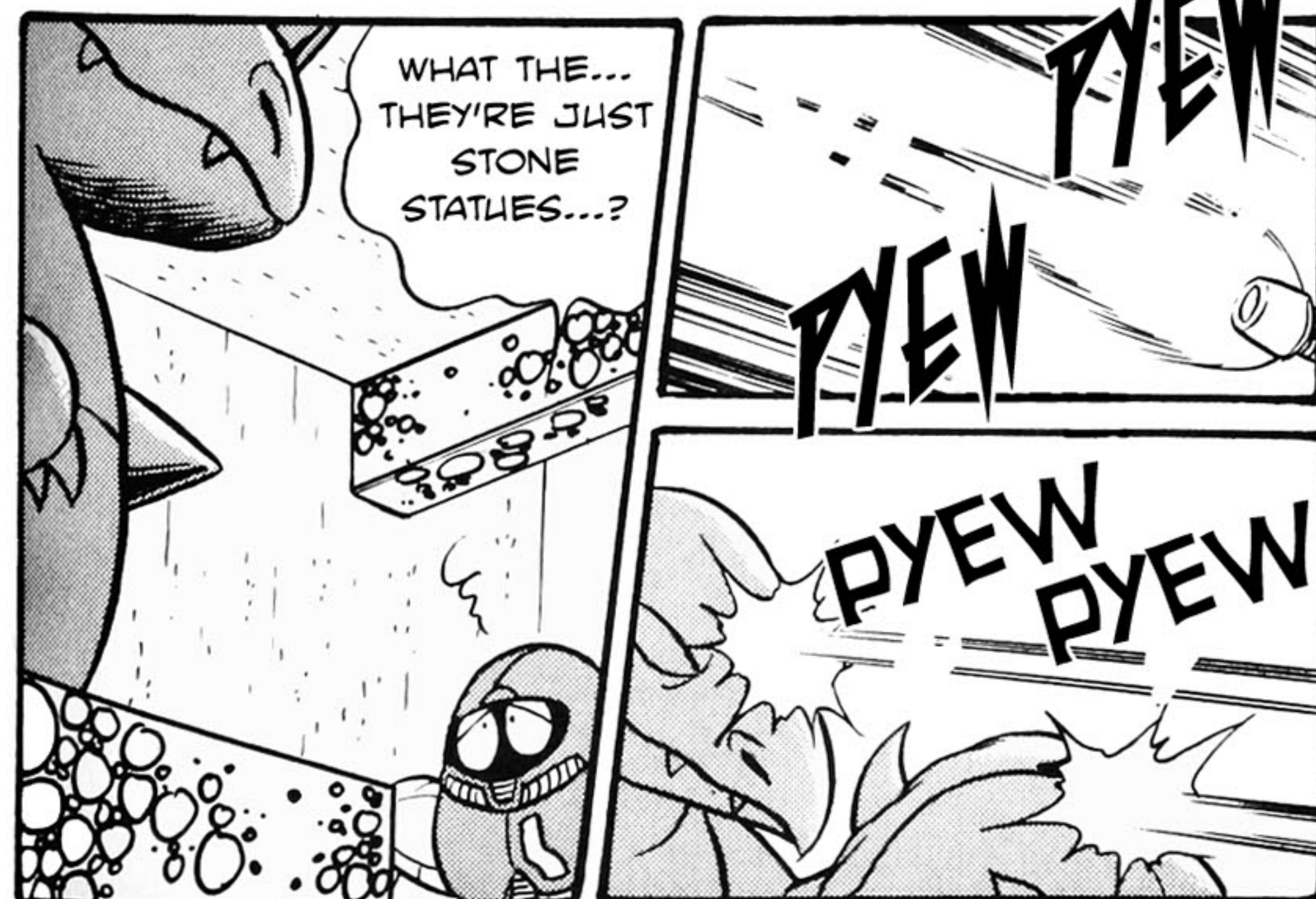
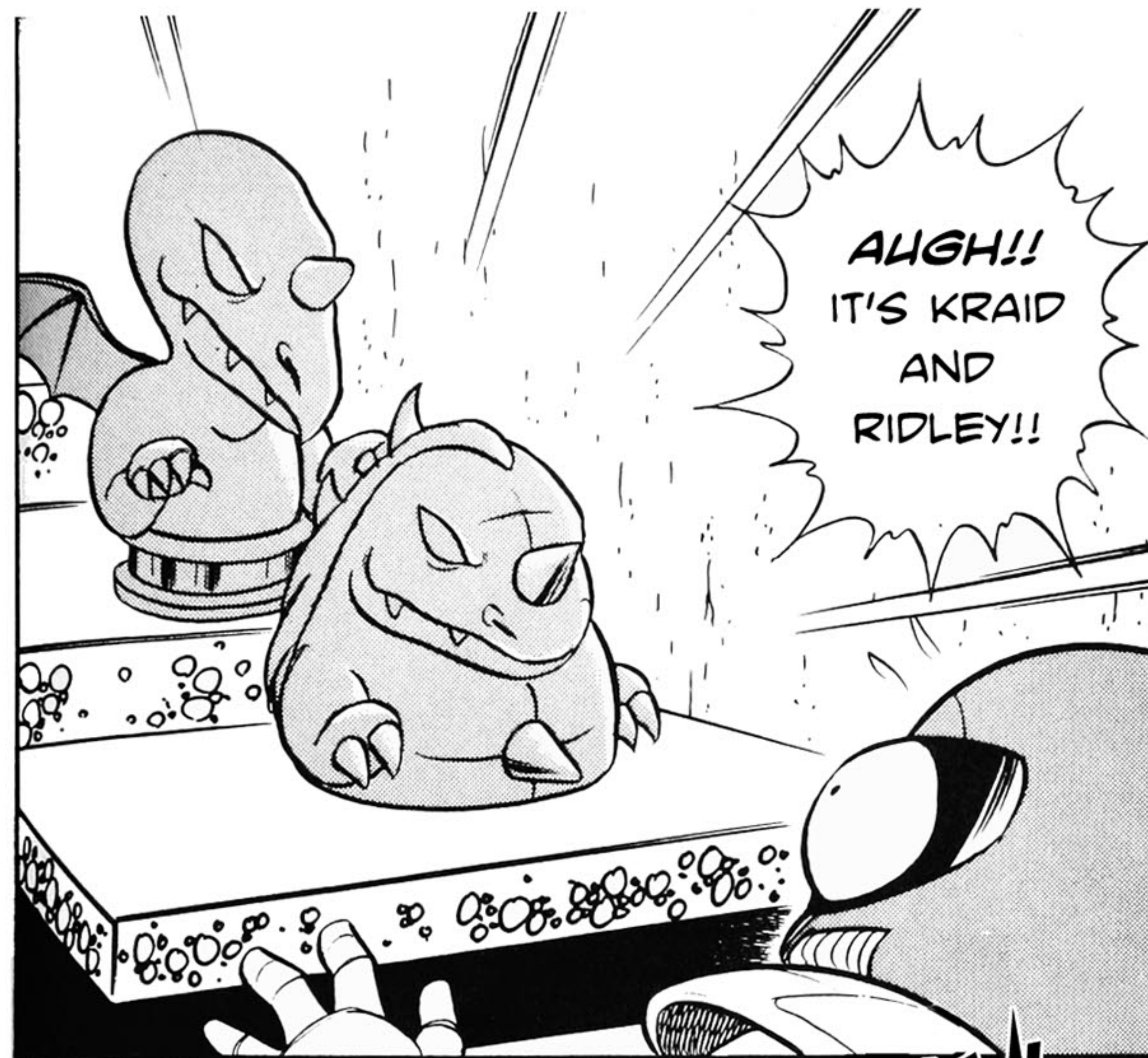
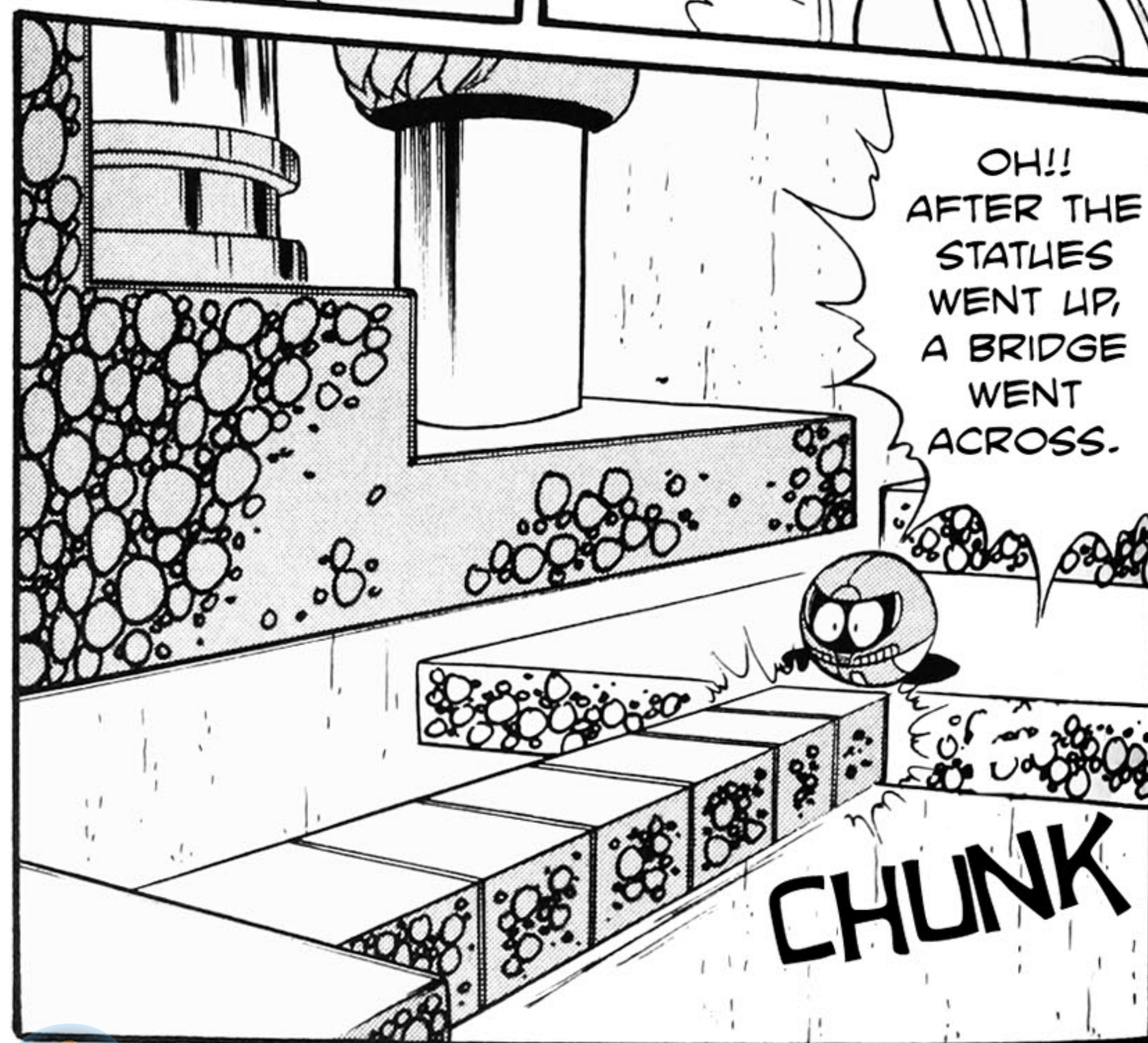
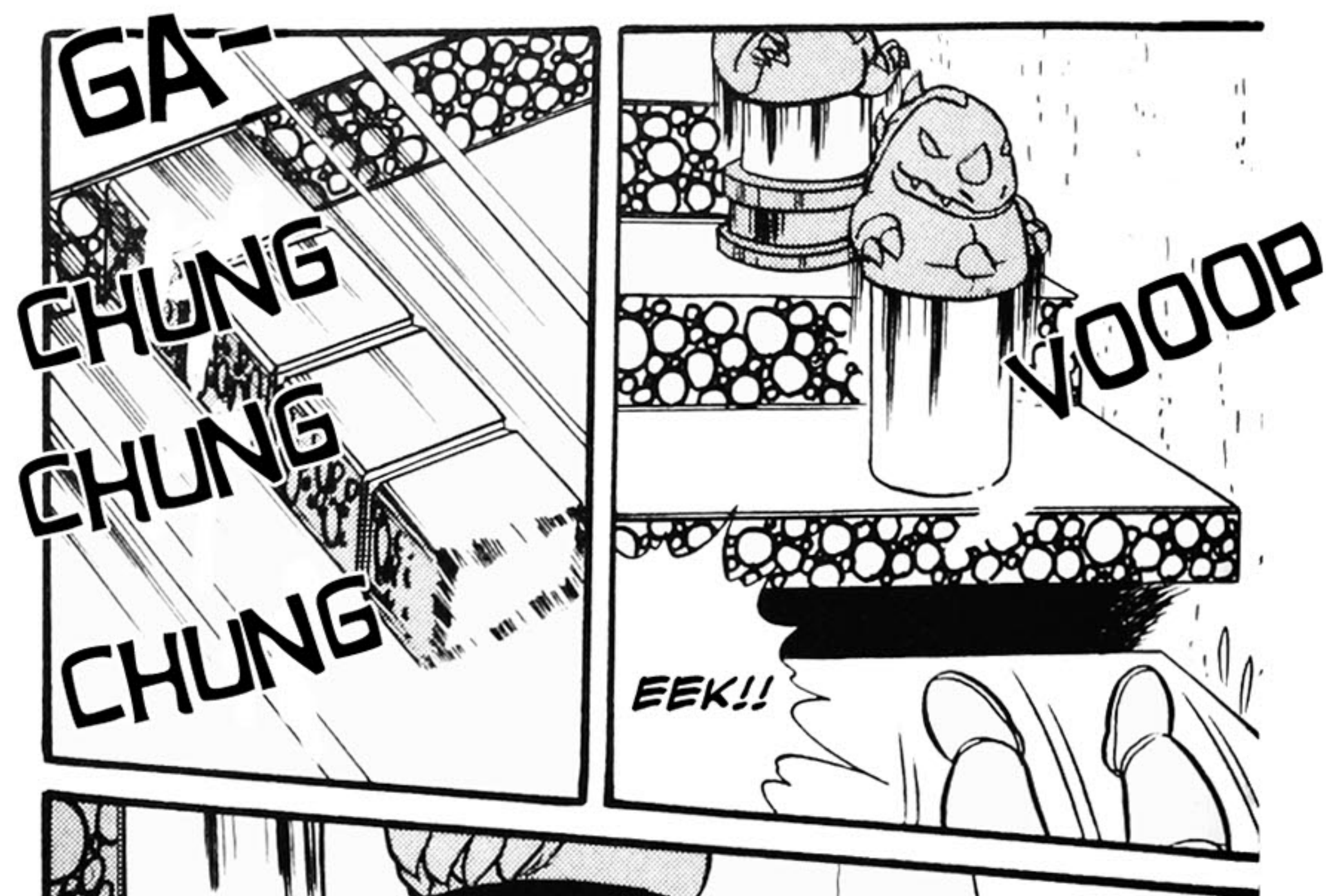
MAP A (P47)

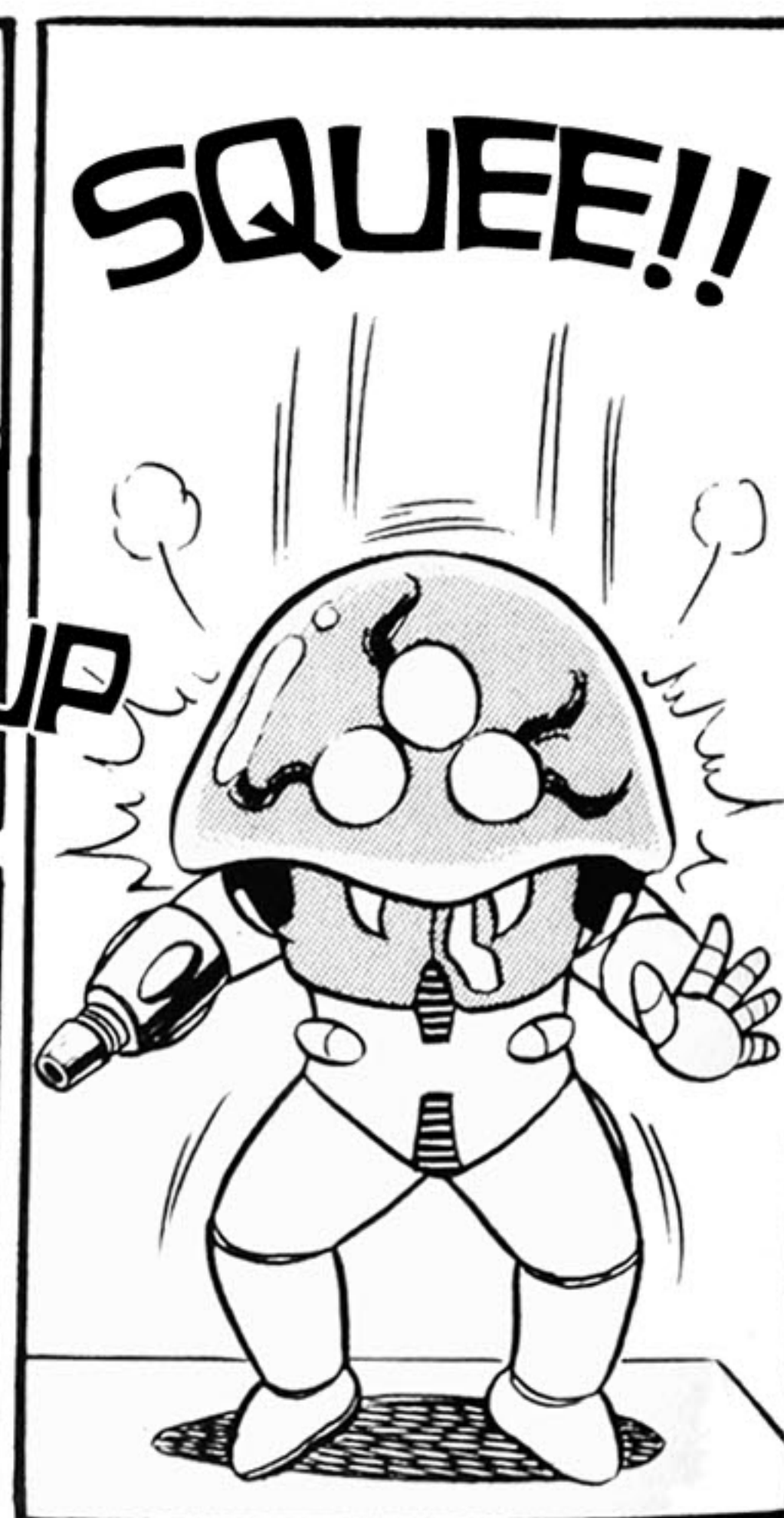
Current Position ▼



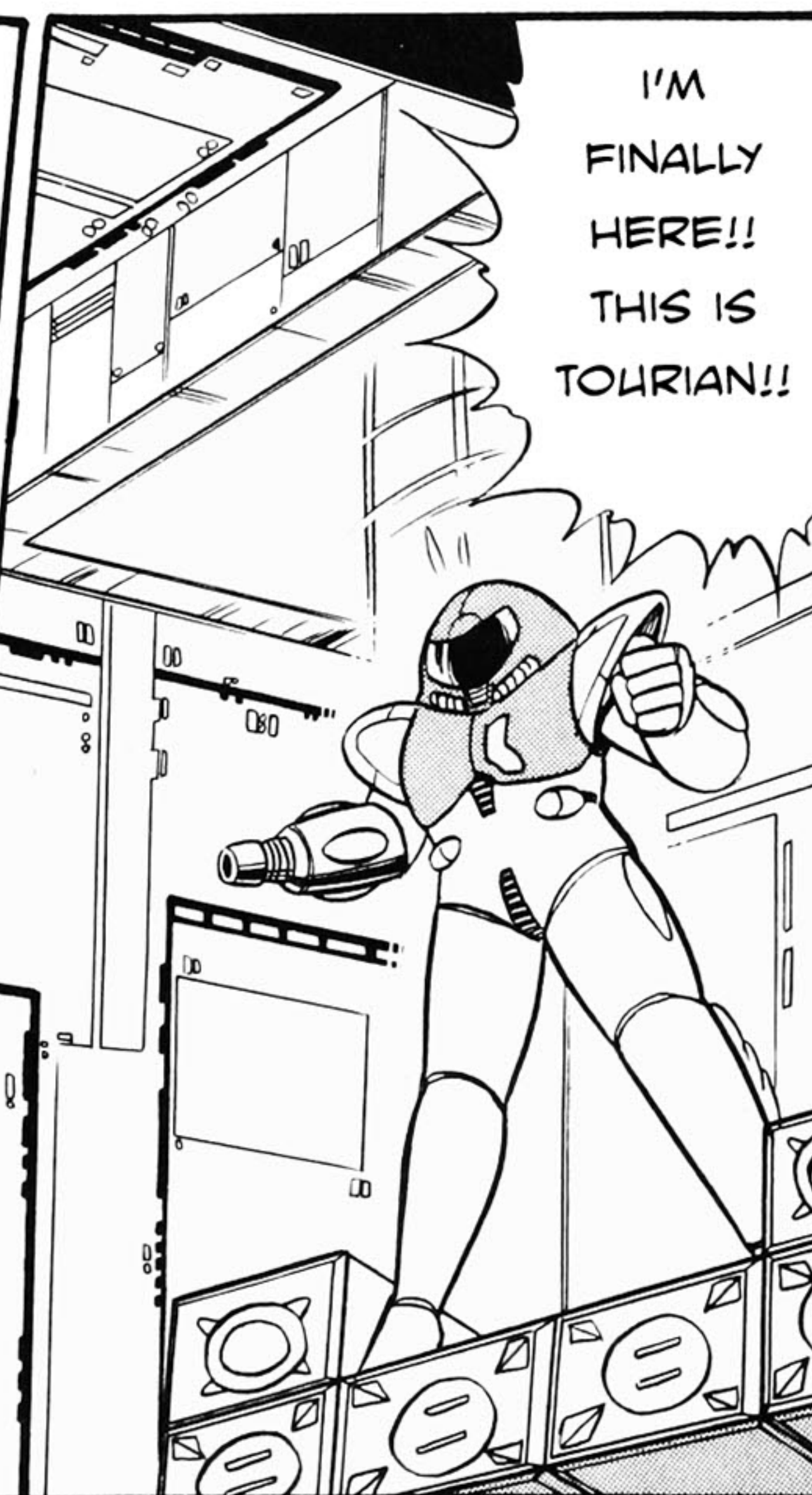
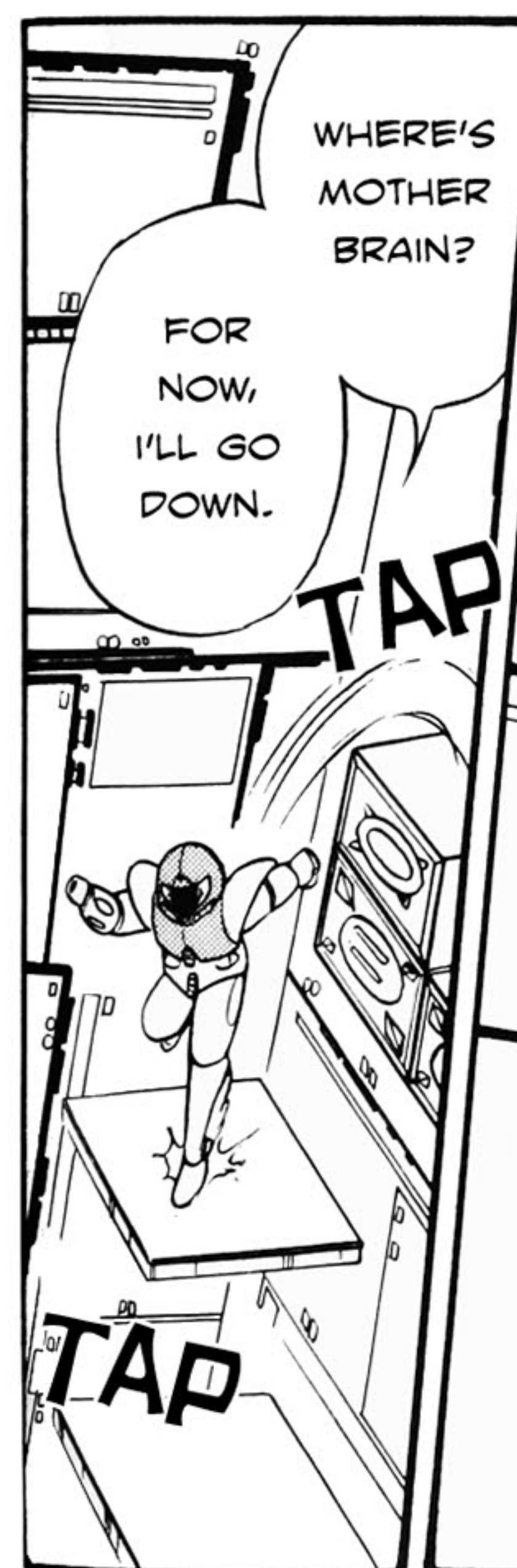
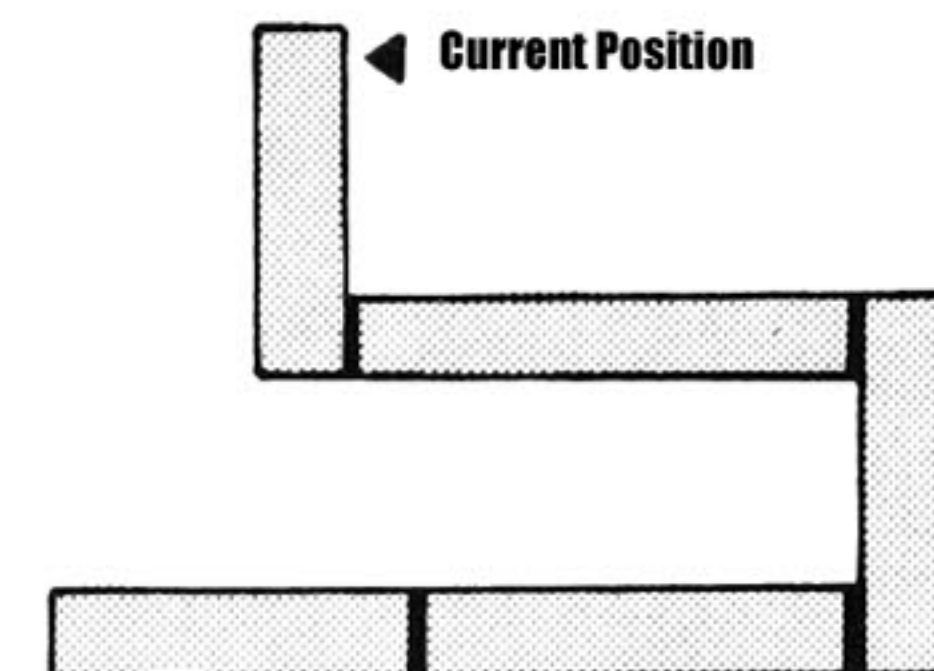
NOW I CAN FINALLY GO DIRECTLY TO THE ENTRANCE TO TOURIAN, THE UNDERGROUND BASE!

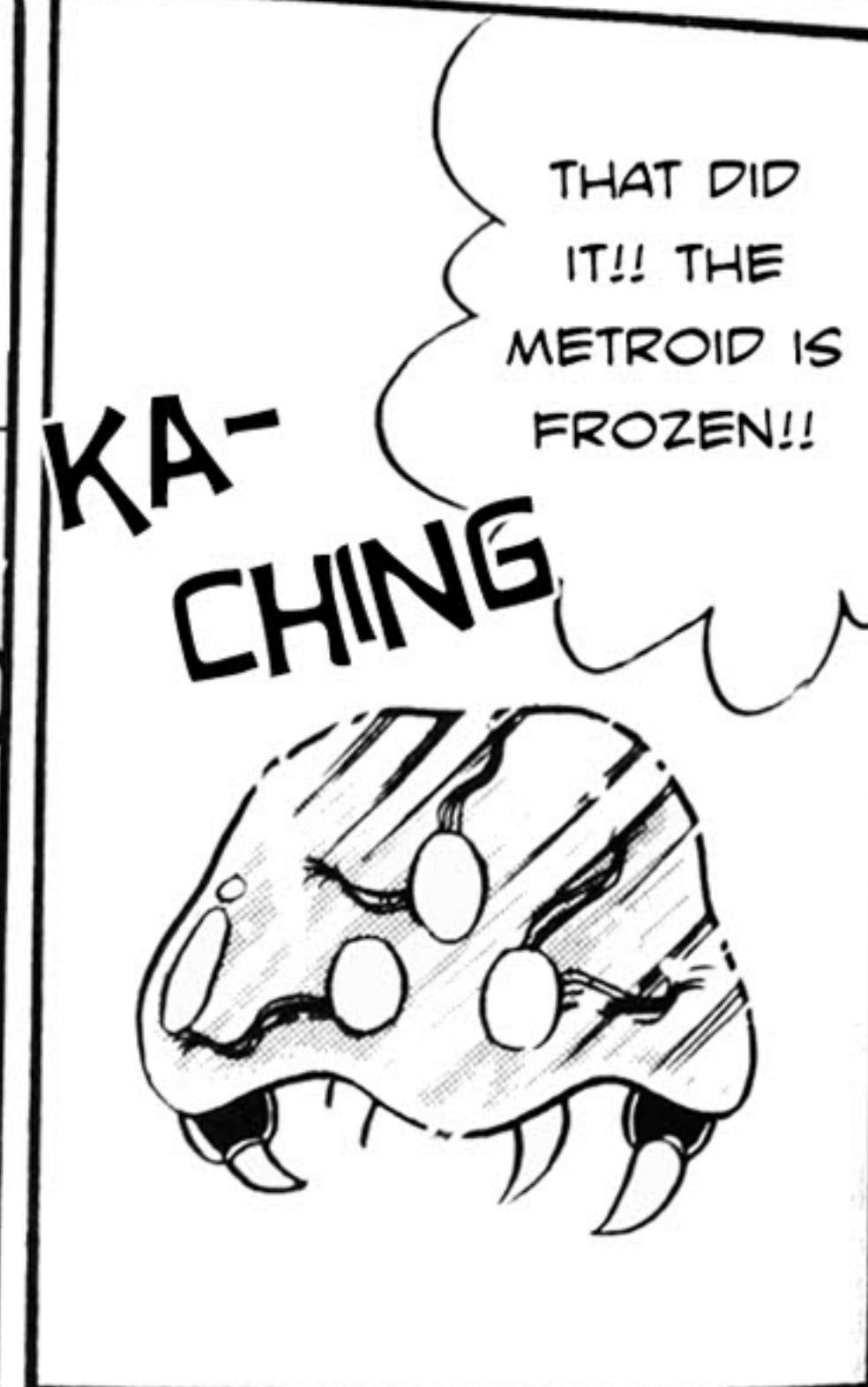
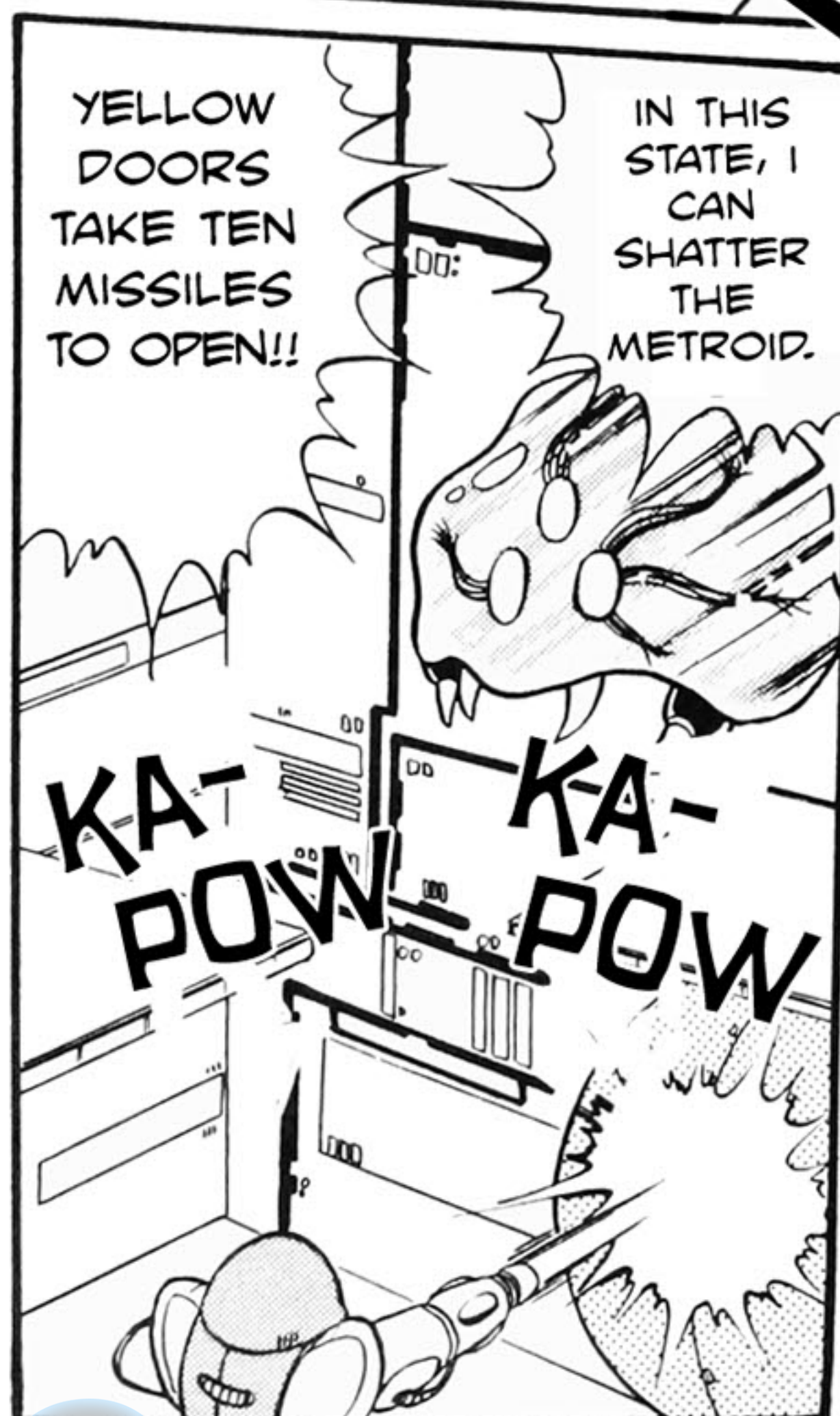
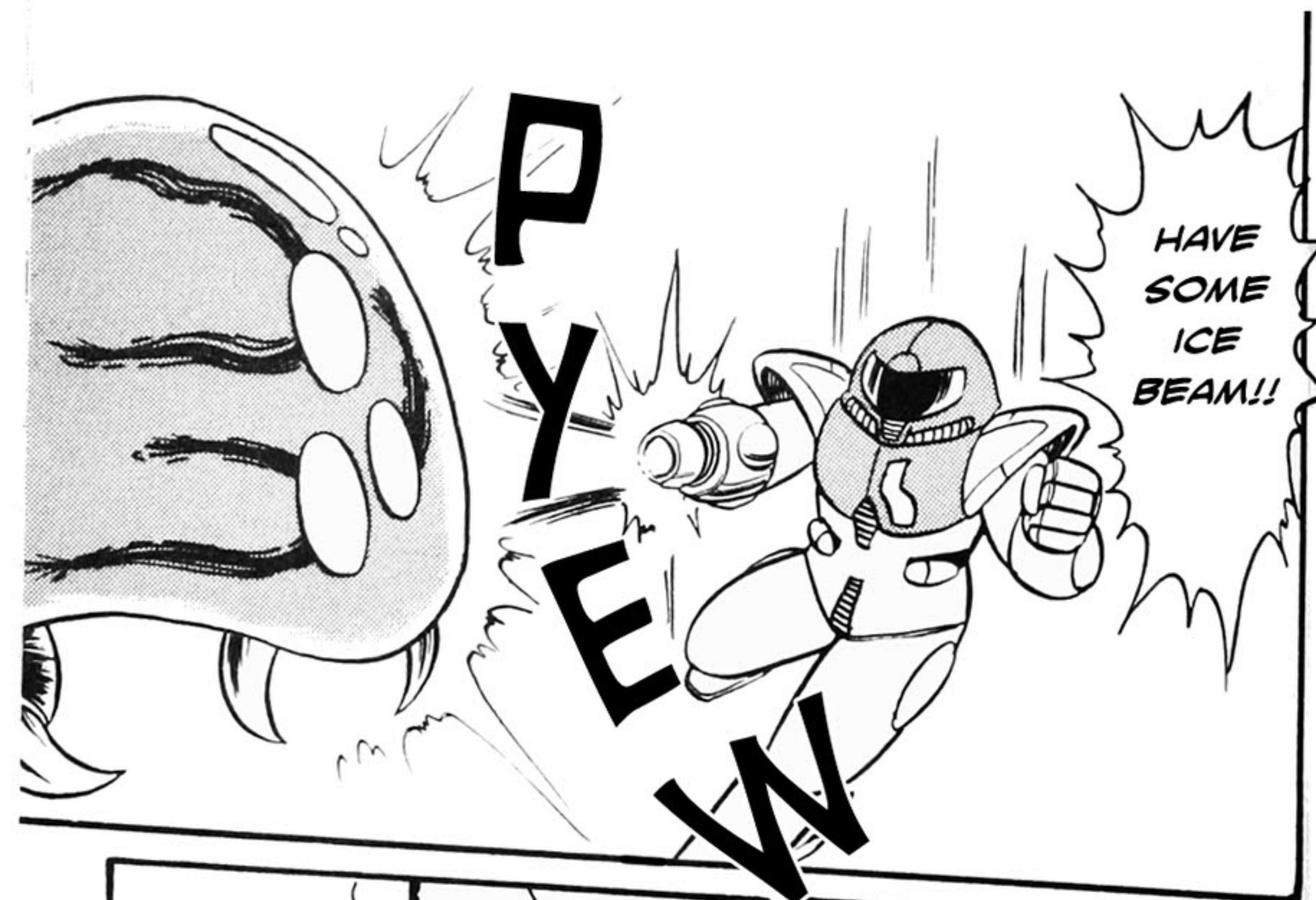




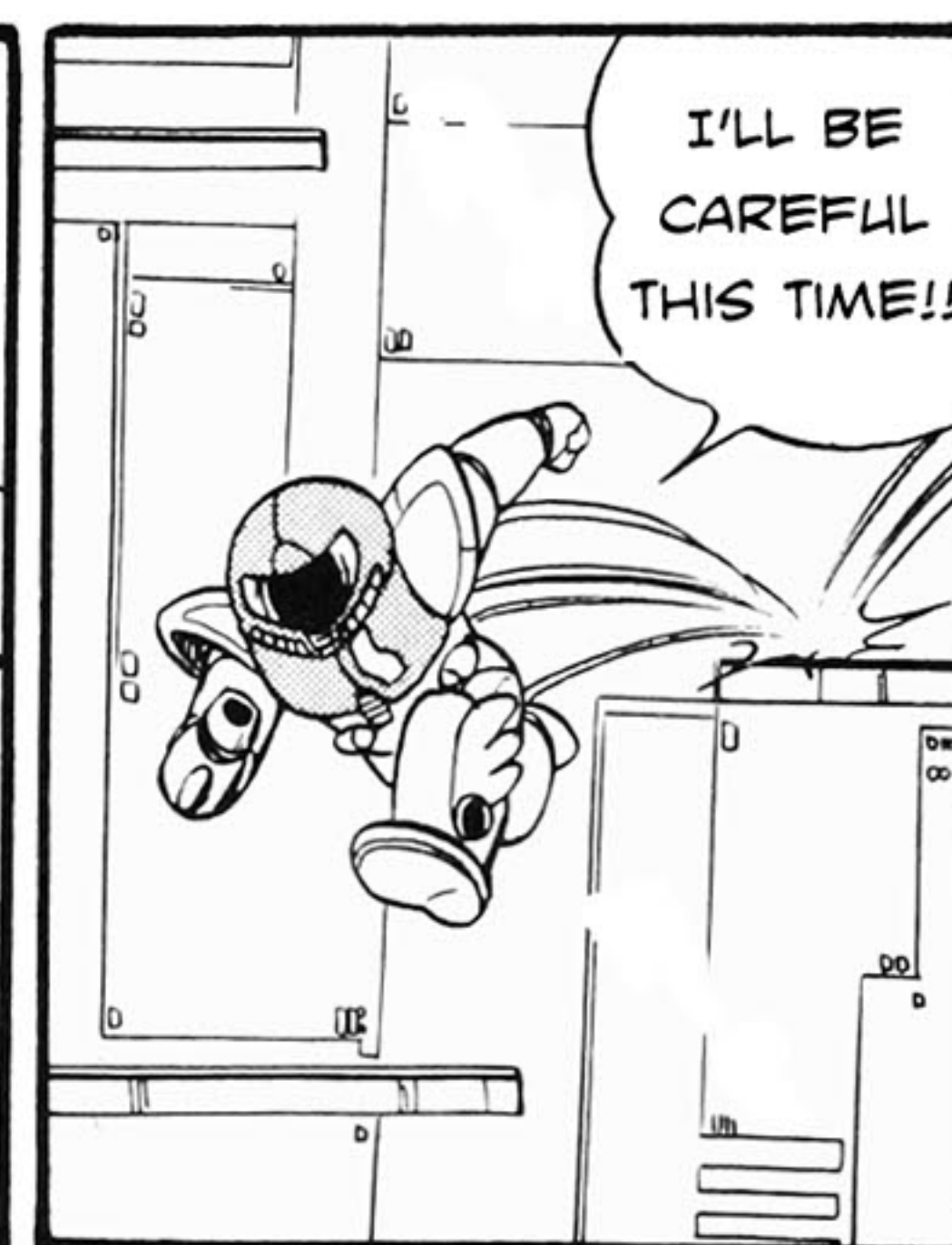
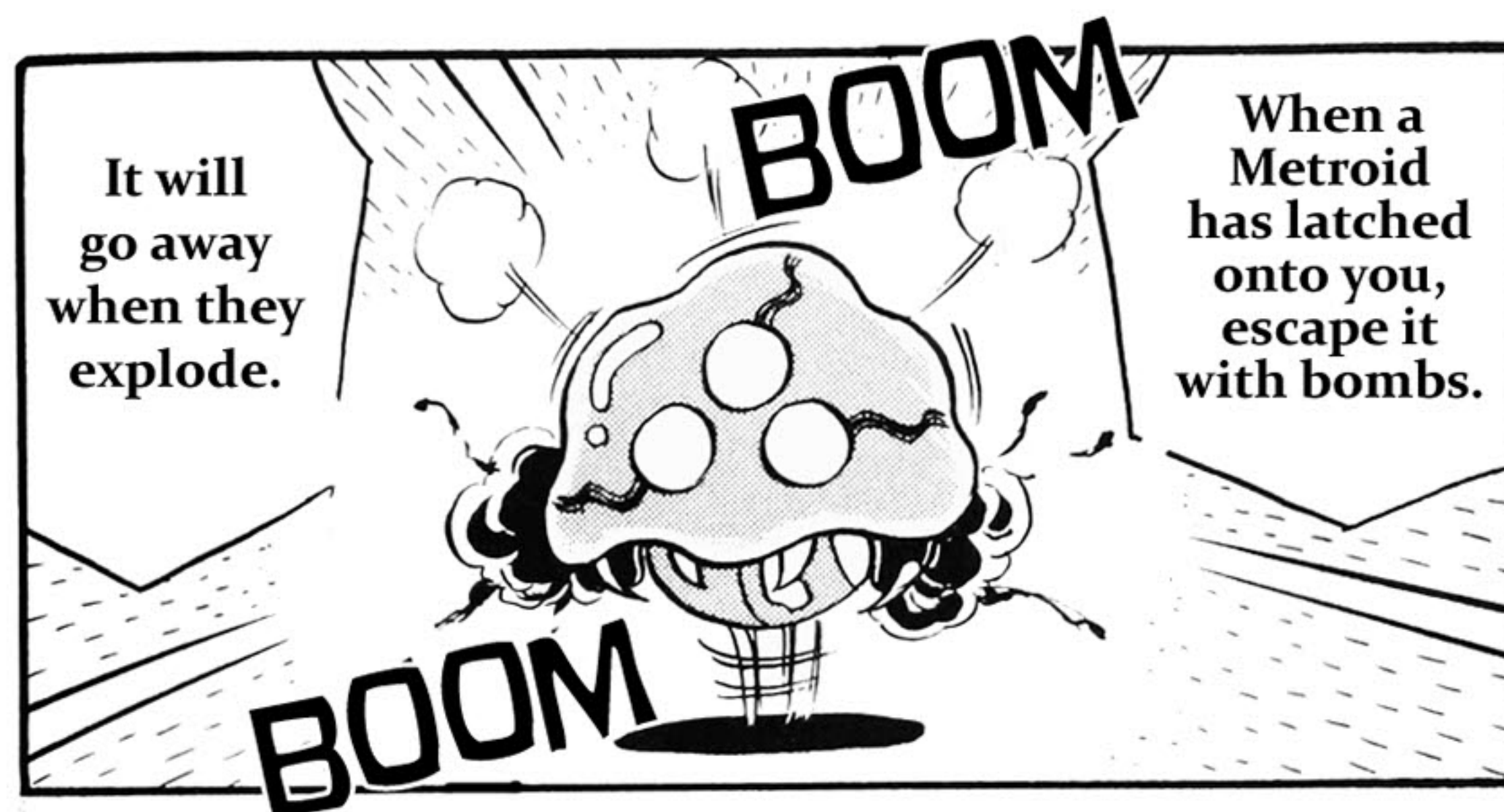


TOURIAN





IF YOU USE A WEAPON OTHER THAN THE ICE BEAM, THE METROID RETREATS TEMPORARILY, SO IT ISN'T VERY EFFECTIVE.



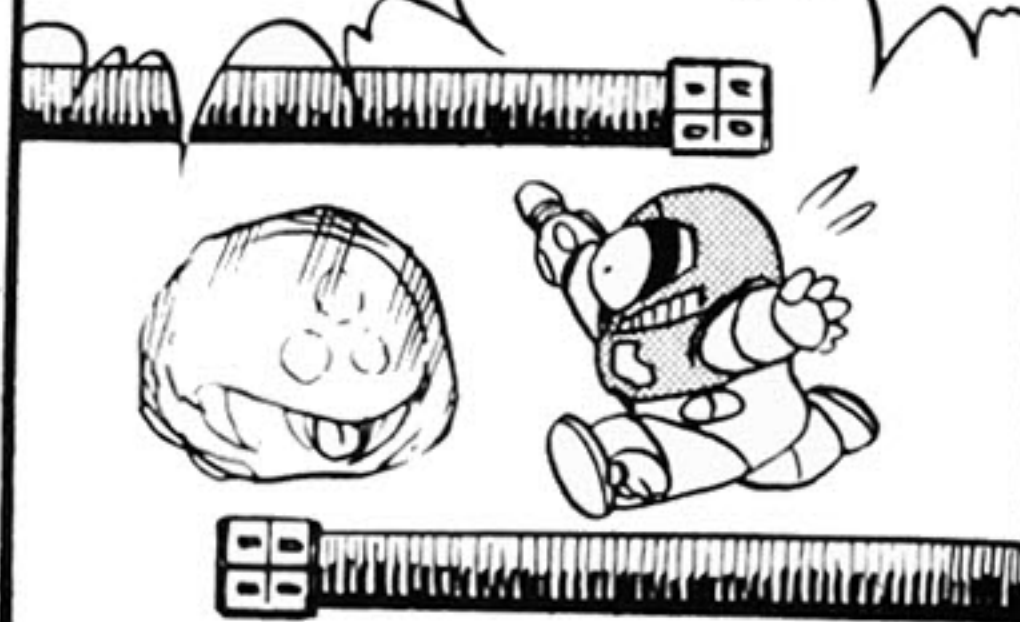
Perfect Strategy Guide 10

In addition, they often leave behind Energy Balls and Missiles (maximum of 30 units).

After a Metroid is frozen, it can be defeated with five missiles.

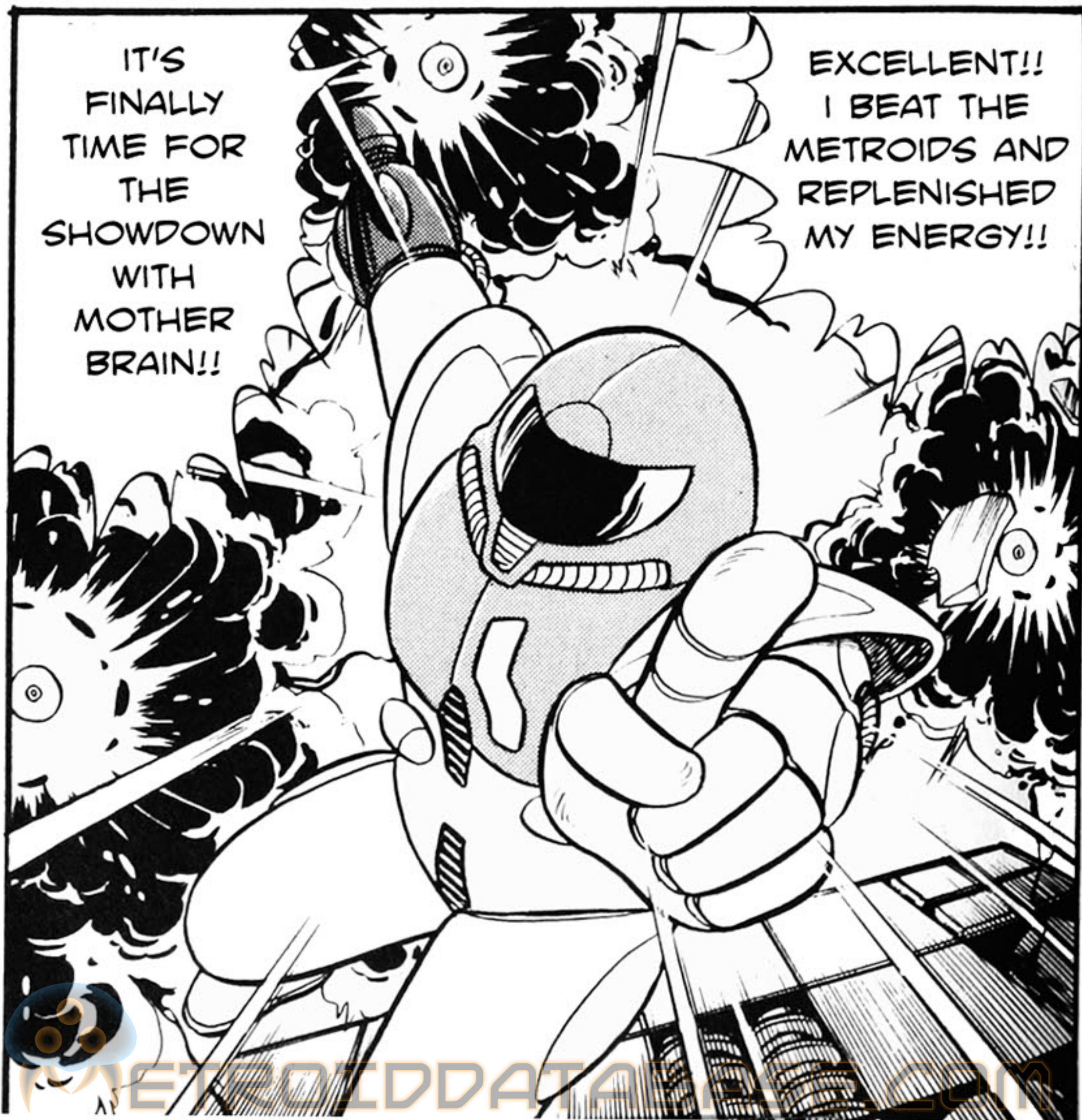
A METROID IS BLOCKING THE PASSAGE!!

OH CRAP!!



IT'S FINALLY TIME FOR THE SHOWDOWN WITH MOTHER BRAIN!!

EXCELLENT!! I BEAT THE METROIDS AND REPLENISHED MY ENERGY!!

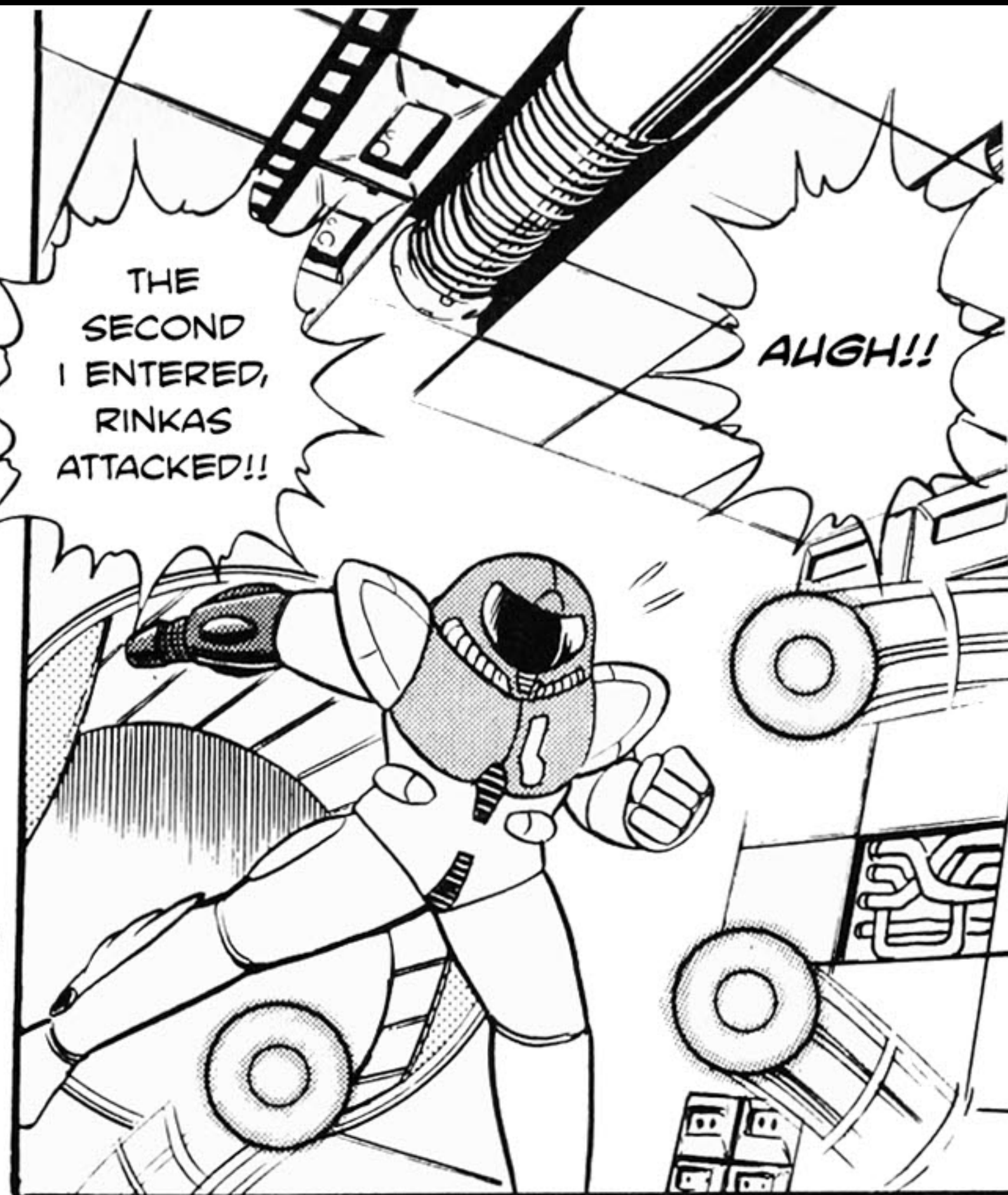


RINKA

THESE FIREBALLS SUDDENLY ERUPT FROM THE BASE'S WALLS. THEY CAN BE DESTROYED WITH SCREW ATTACK AND ICE BEAM.

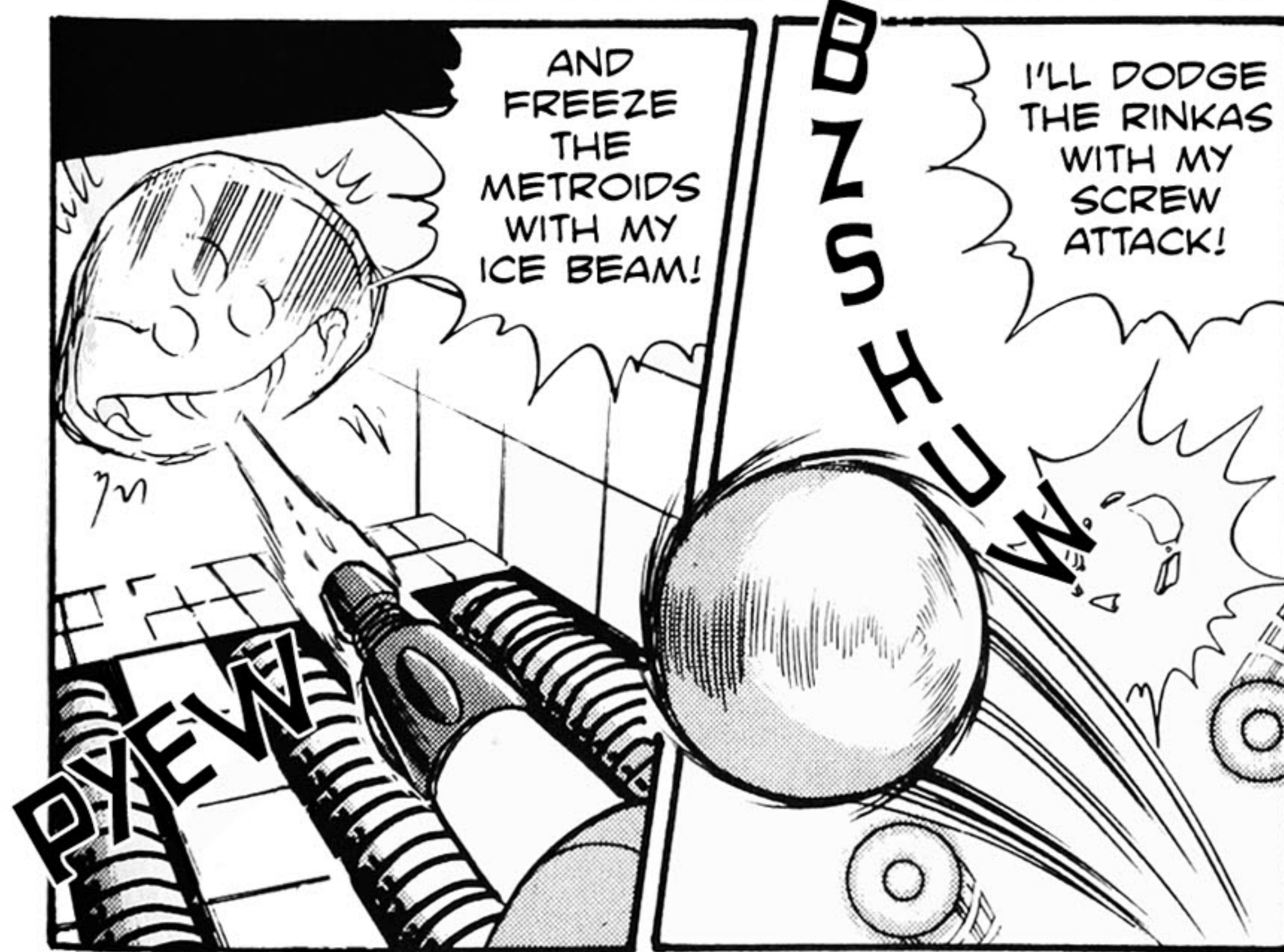
THE SECOND I ENTERED, RINKAS ATTACKED!!

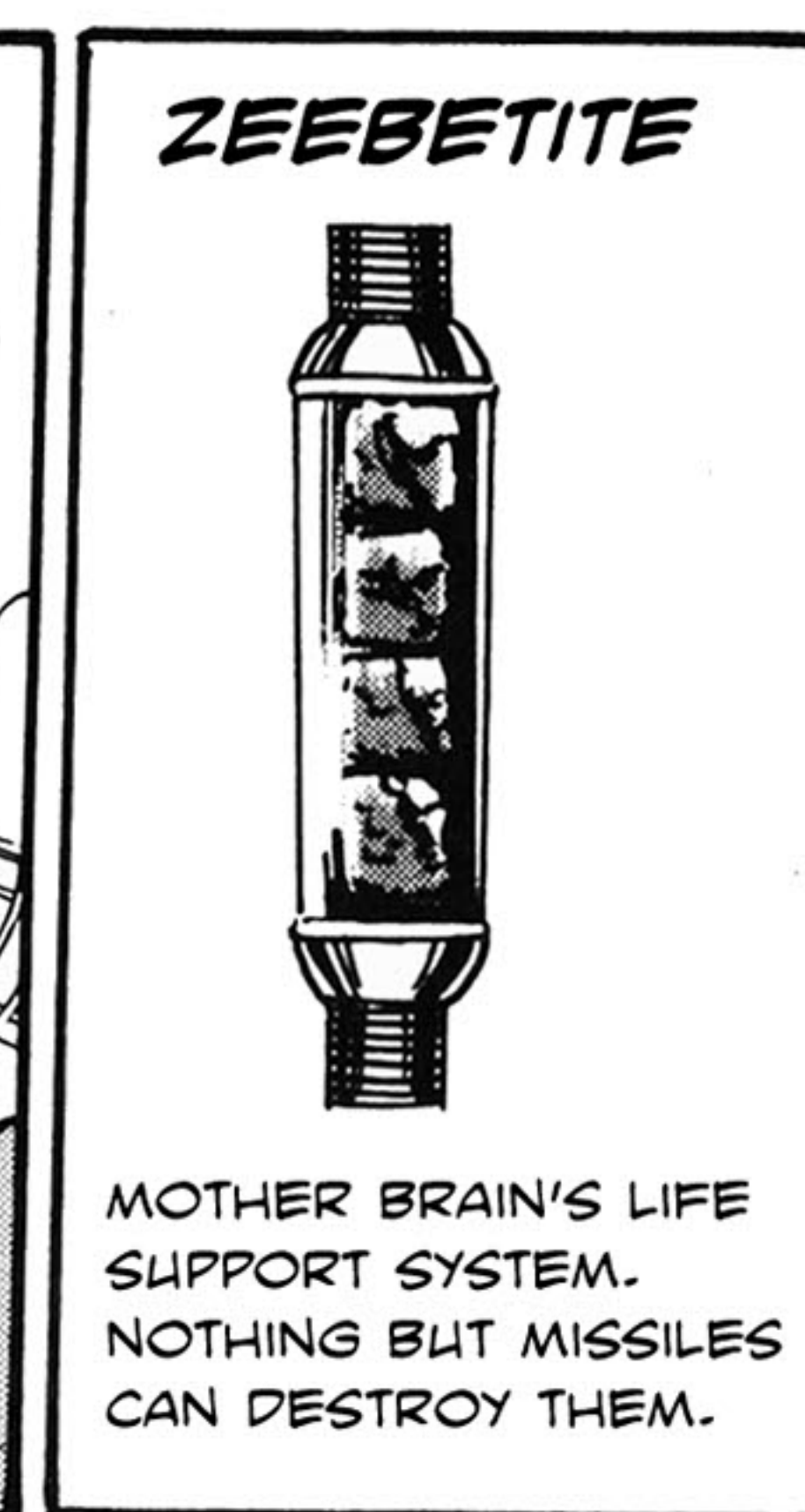
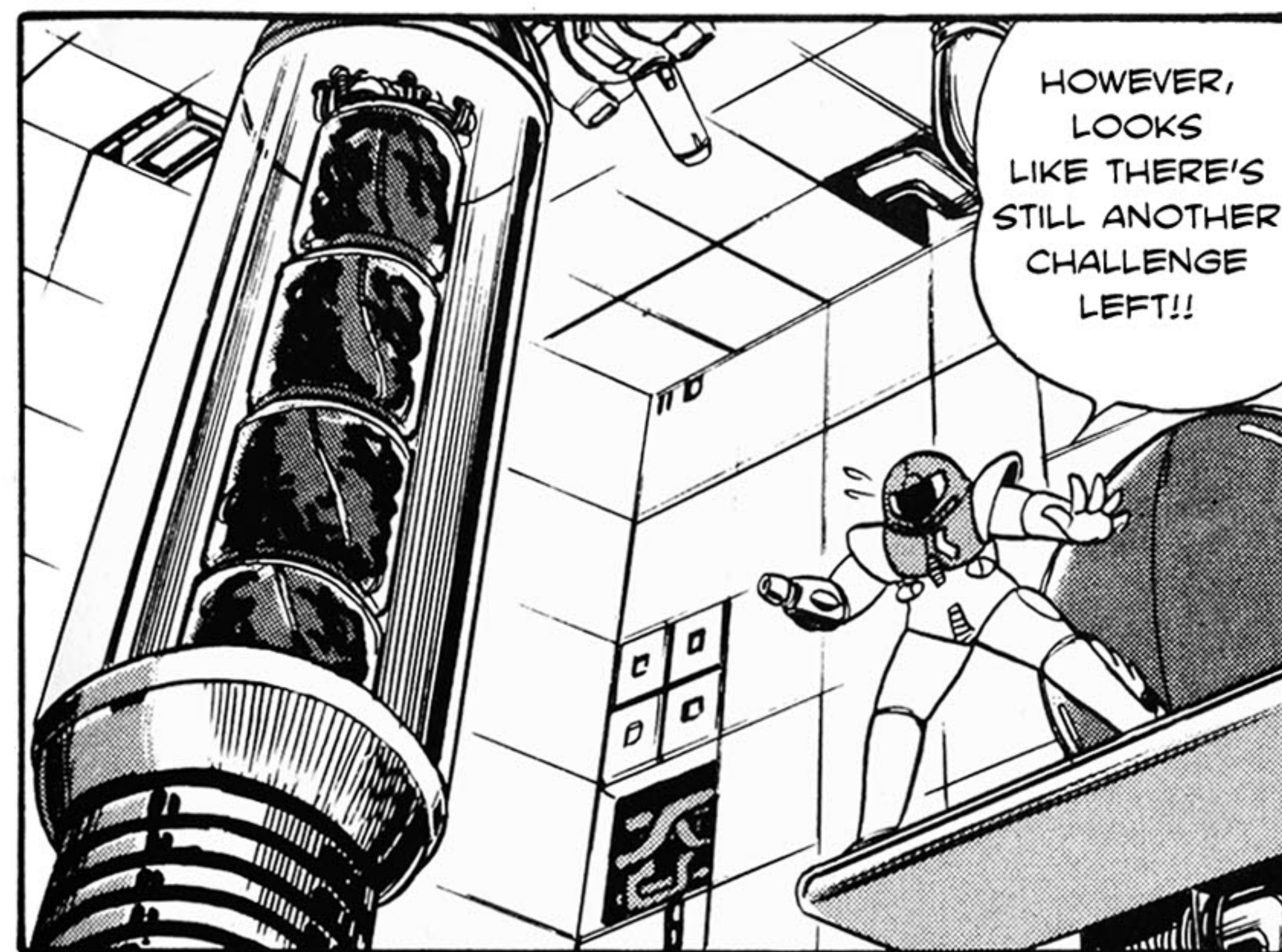
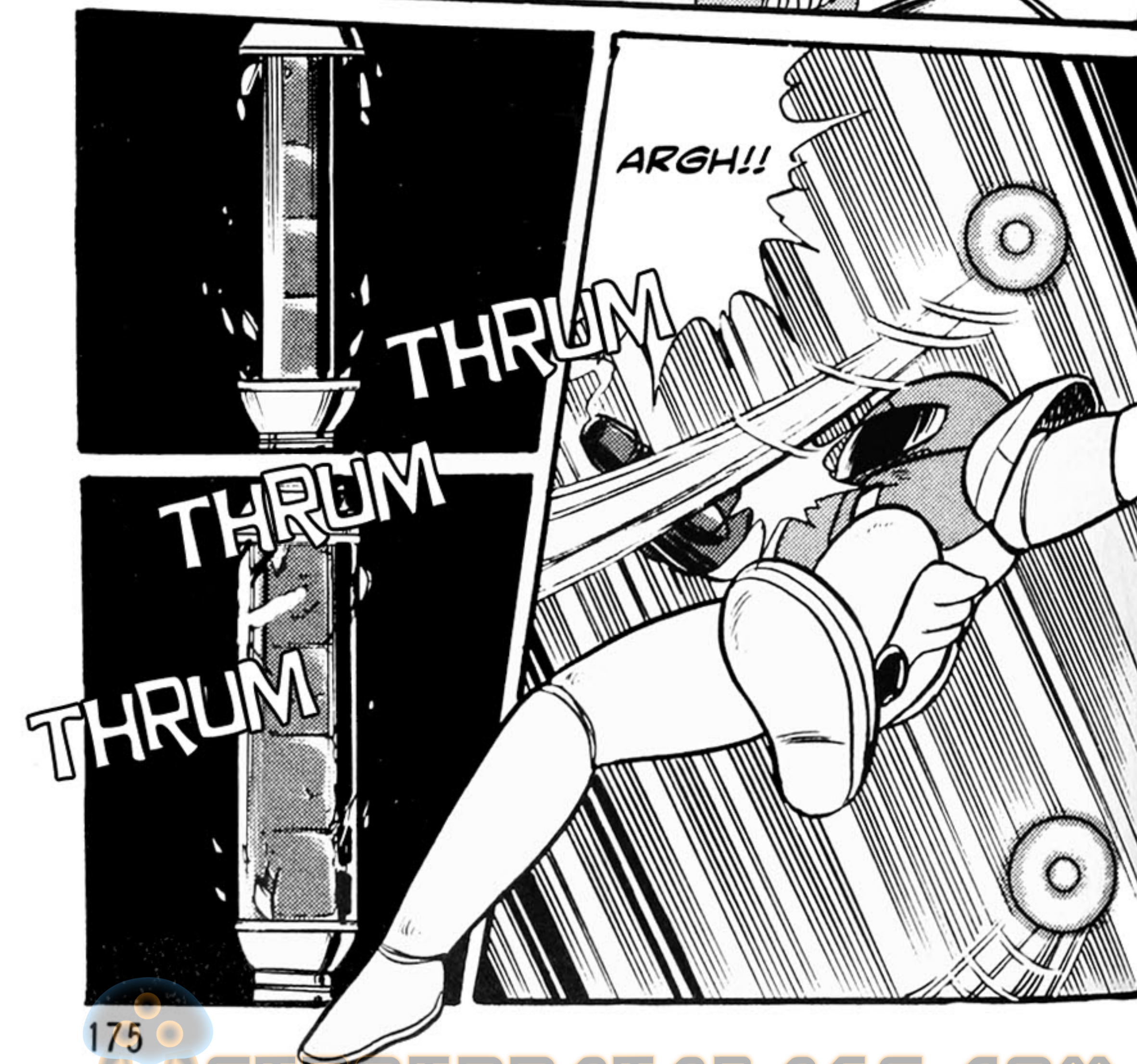
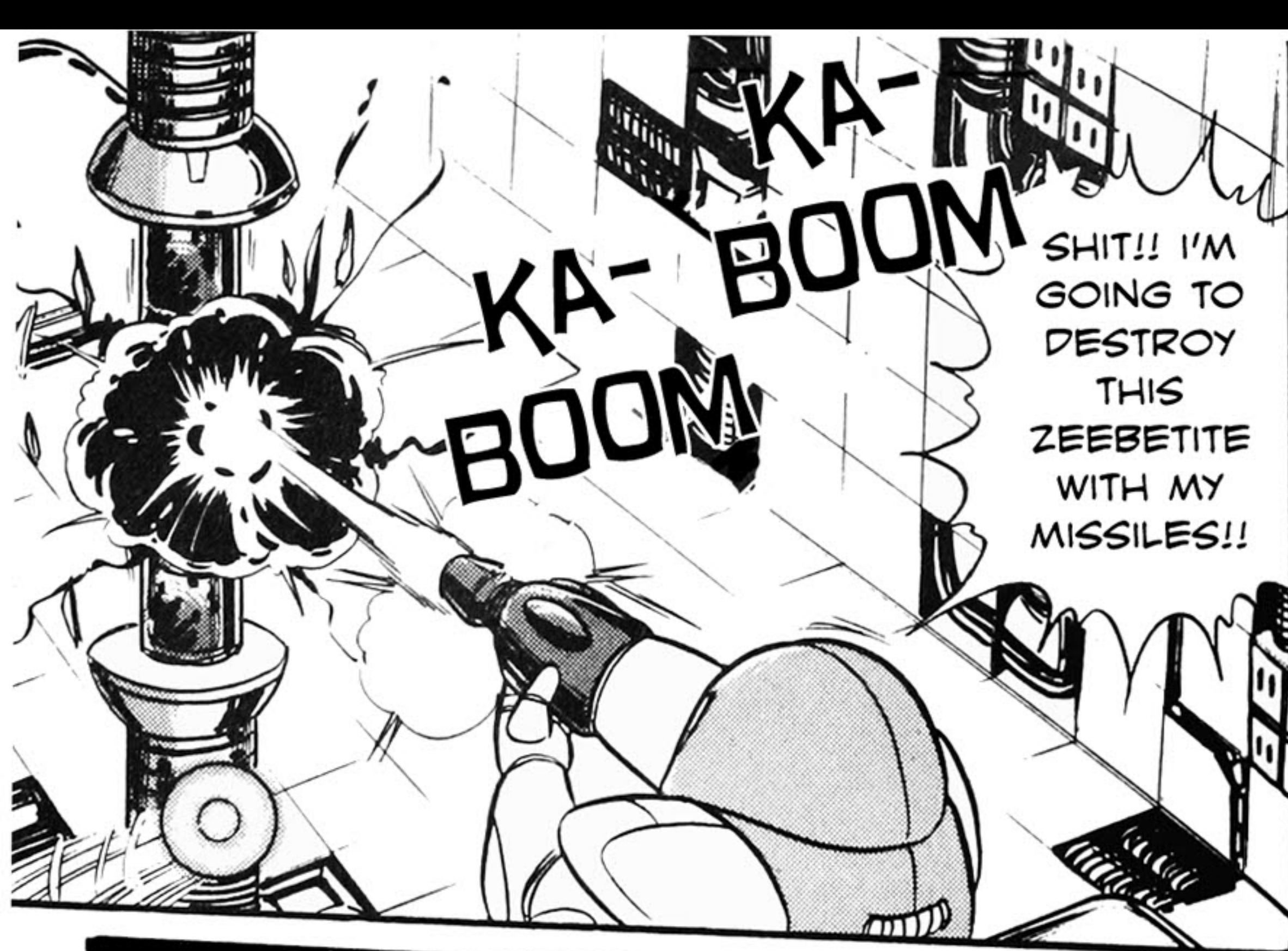
AUGH!!

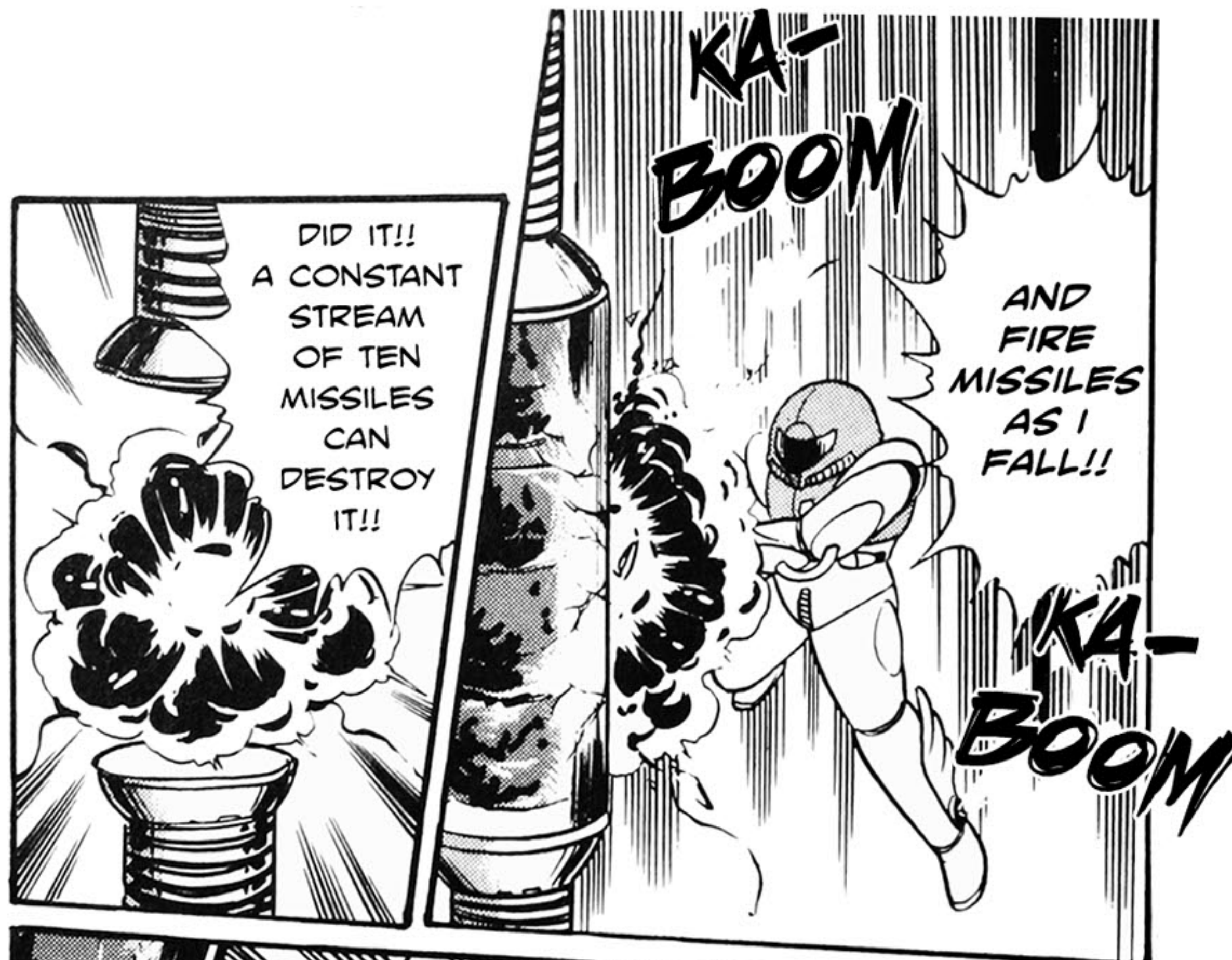


AND FREEZE THE METROIDS WITH MY ICE BEAM!

I'LL DODGE THE RINKAS WITH MY SCREW ATTACK!





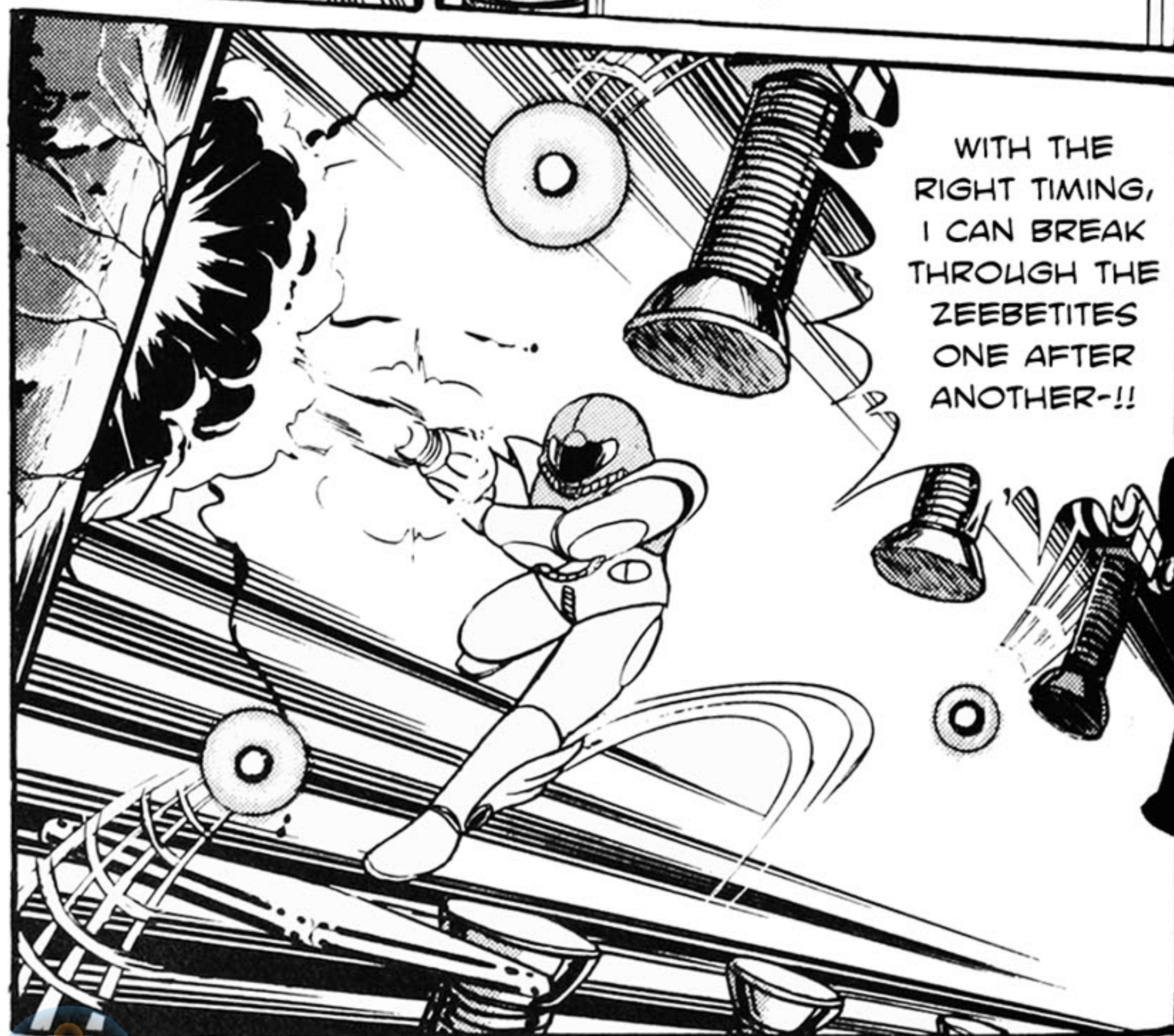


DID IT!!
A CONSTANT
STREAM
OF TEN
MISSILES
CAN
DESTROY
IT!!

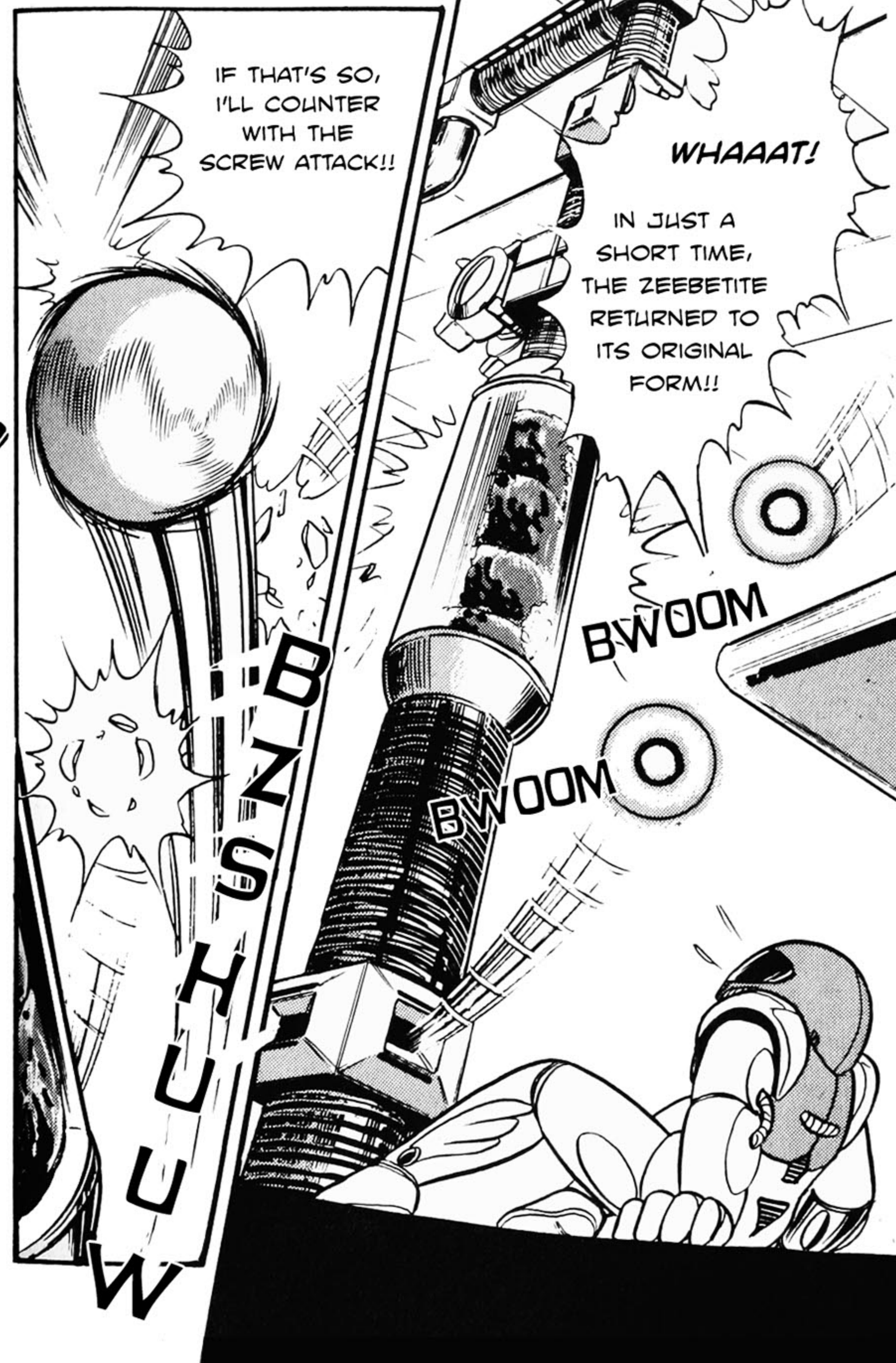
KA-
BOOM

AND
FIRE
MISSILES
AS I
FALL!!

KA-
BOOM



WITH THE
RIGHT TIMING,
I CAN BREAK
THROUGH THE
ZEEBETITES
ONE AFTER
ANOTHER-!!



IF THAT'S SO,
I'LL COUNTER
WITH THE
SCREW ATTACK!!

WHAAAT!

IN JUST A
SHORT TIME,
THE ZEEBETITE
RETURNED TO
ITS ORIGINAL
FORM!!

BWOOM

BWOOM

BWOOM



YOU
WON'T
COME BACK
ALIVE,
SAMUS!!

YOU
DESTROYED
MY LIFE
SUPPORT!!

THRUMM
THRUMM



I CAN
FINALLY
SEE IT!
YOU'RE
THE
MOTHER
BRAIN!!

YOU CAN'T
DEFEAT
ME WITH
THOSE!!

HA HA
HA! IT'S
USELESS!!

BA-
SHUU

GA-
AH!

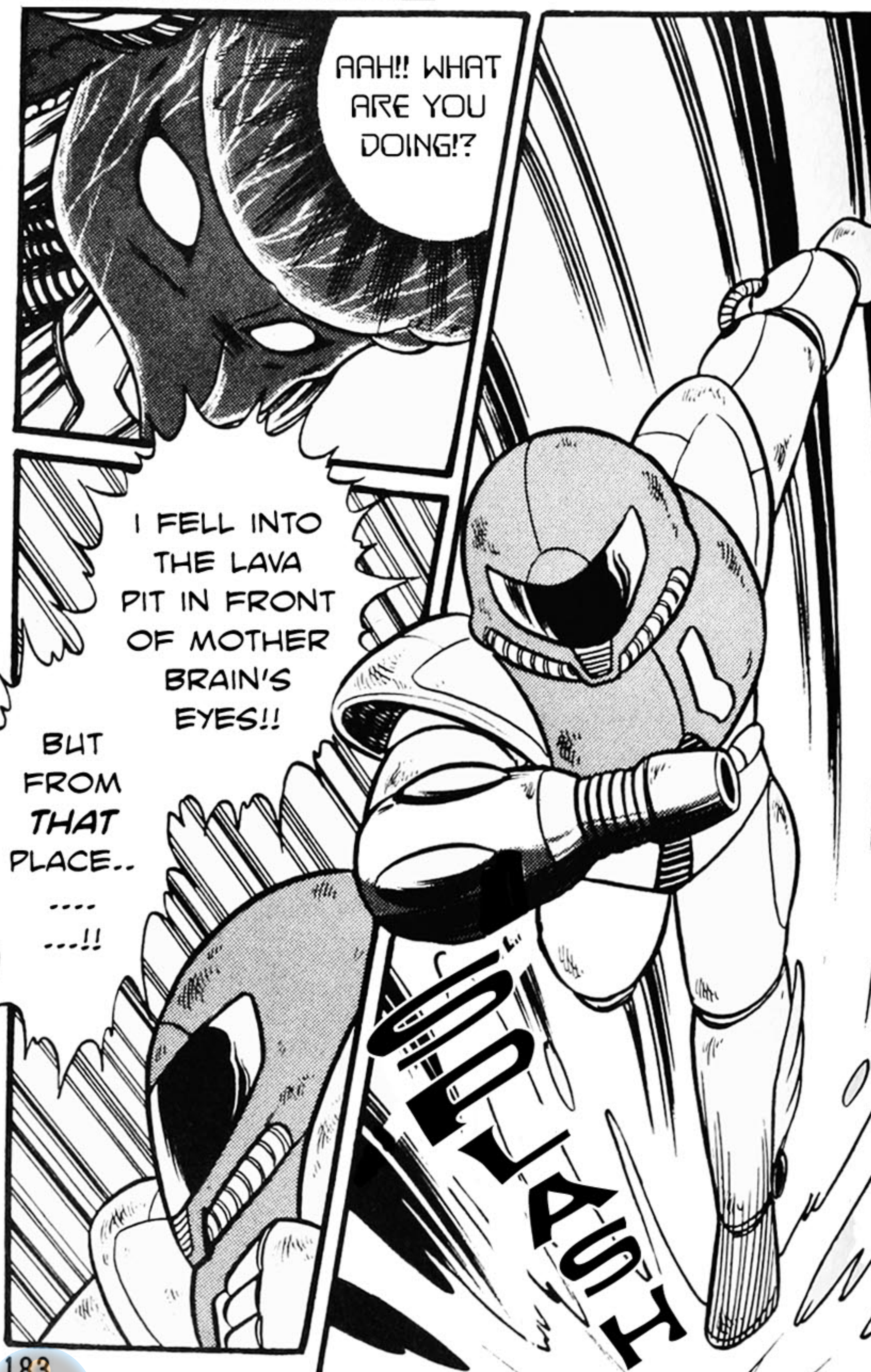
BA-
SHUU

IT DIDN'T
TAKE DAMAGE
EVEN WHEN
I SHOT IT
AT POINT
BLANK!!

WHY!?

POOKA
POOKA
POOKA

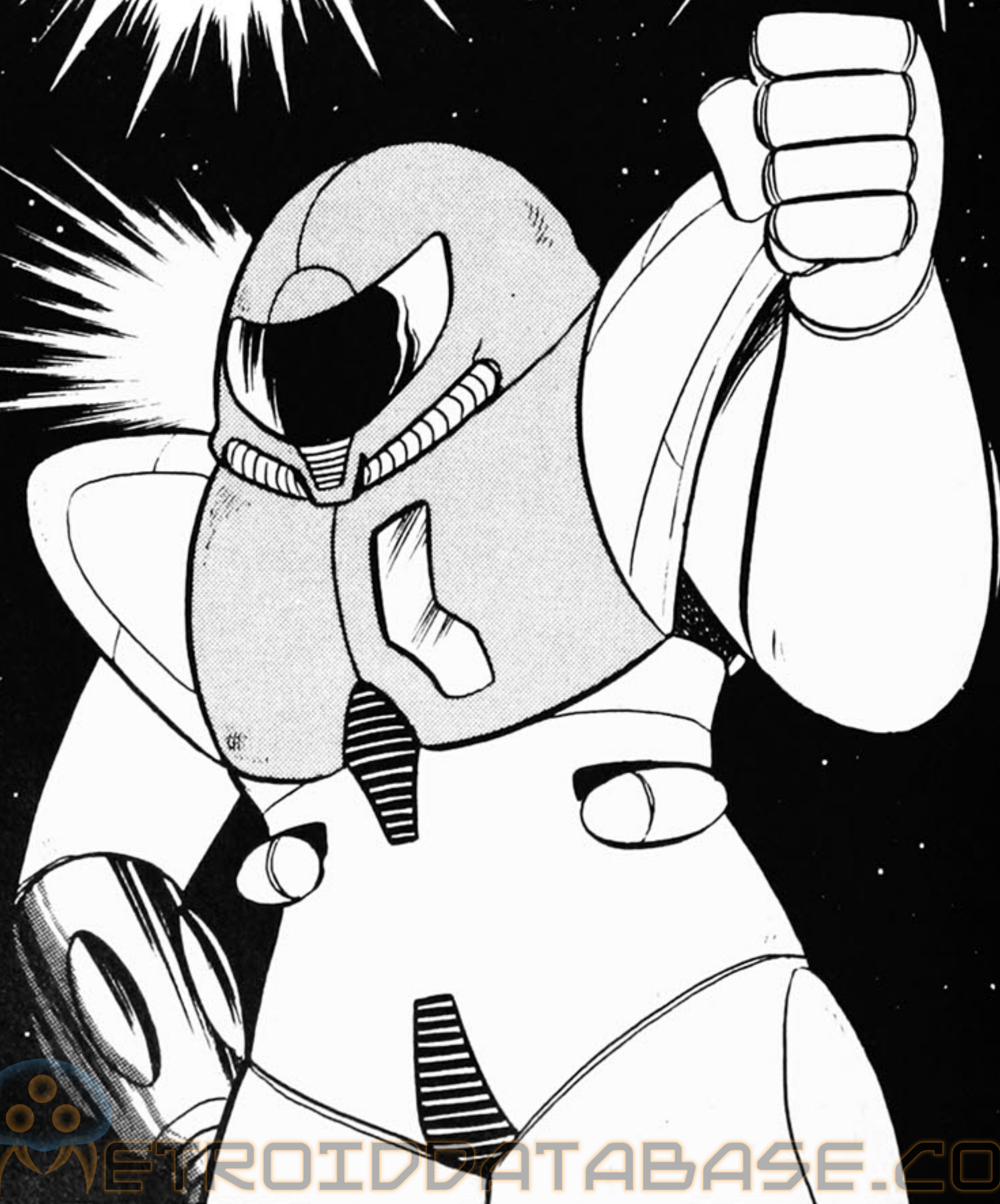






Go for
it, Samus!!
You're our
hero!!

Samus's
adventures
will continue
forever!!

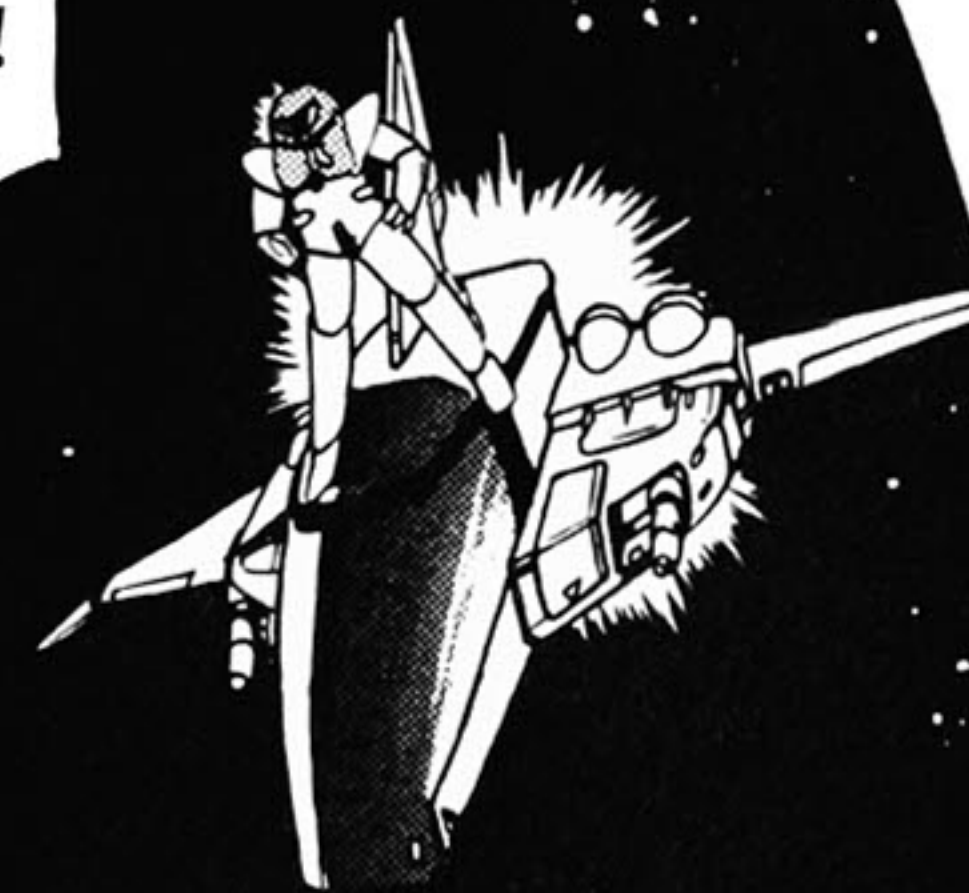


The Metroids
in Tourian
were engulfed
in flames.
Galactic
Civilization
was saved!!

And so,
Samus
defeated
Mother Brain
and safely
escaped to
the surface!!

However, with
bravery, you
will have the
chance to meet
the true Samus!

No one
knows the
identity of
Samus,
the Galaxy's
hero.



DESTROY THE
MOTHER BRAIN
AND AN EMERGENCY
WILL HAPPEN!!
THE GAME WILL
CONTINUE FURTHER!!

PRESENTING THE MAP OF TOURIAN!!

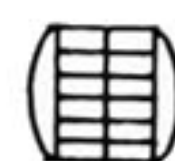
→ To Brinstar
Map A (P47)

shlurp
shlurp

Kiiyaaah!!

YELLOW
DOORS TAKE
10 MISSILES.

- IF YOU DESTROY ALL THE ZEEBETITES AND TRY THE GAME AGAIN, THEY WON'T BE RESTORED!!
- SHOOT 32 MISSILES INTO MOTHER BRAIN FROM A CERTAIN PLACE TO DESTROY IT!! LOOK AT THE MAP FOR WHERE TO FIND THAT PLACE.



BLUE DOOR
(1 BEAM SHOT)

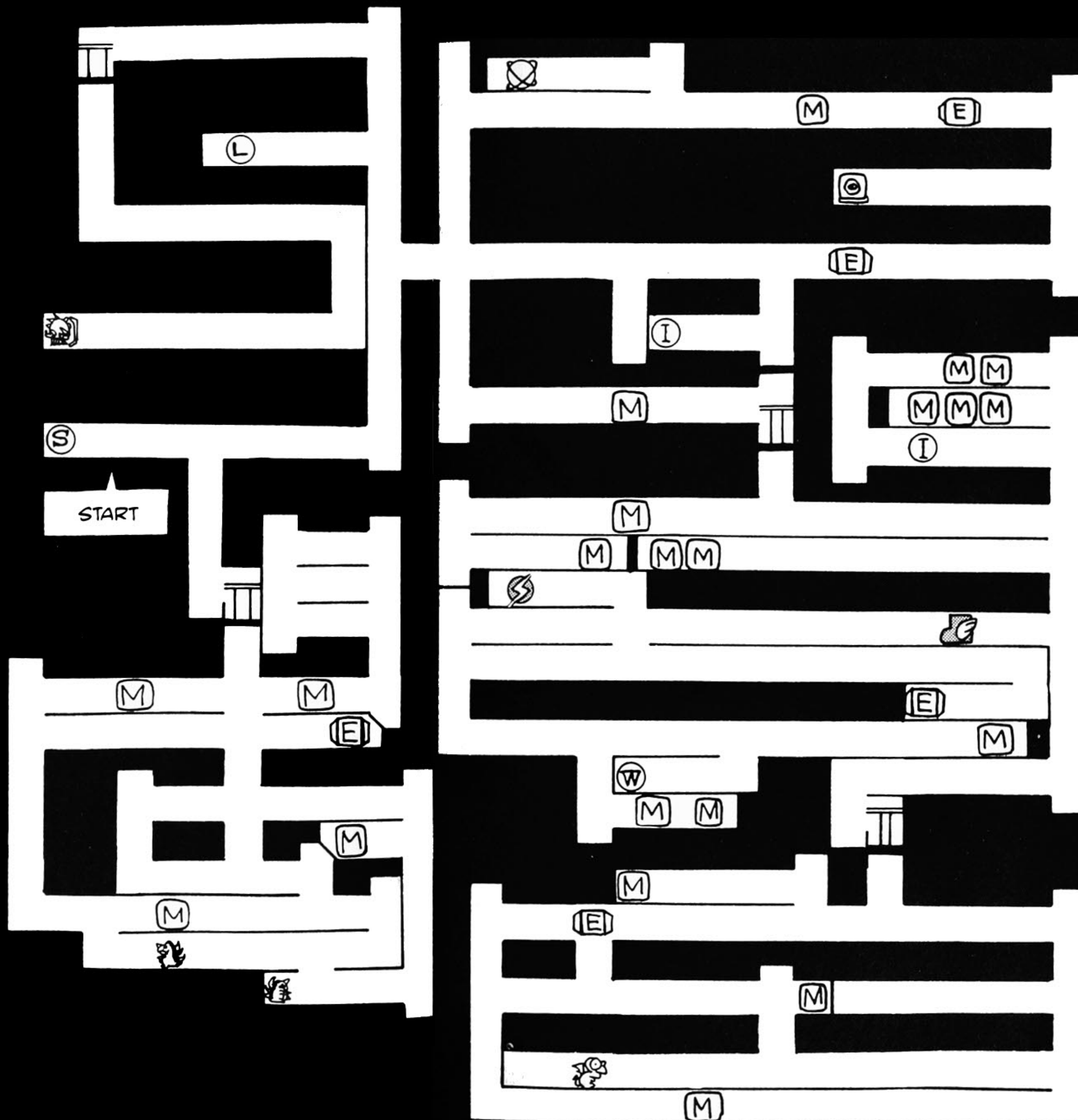


RED DOOR
(5 MISSILES)

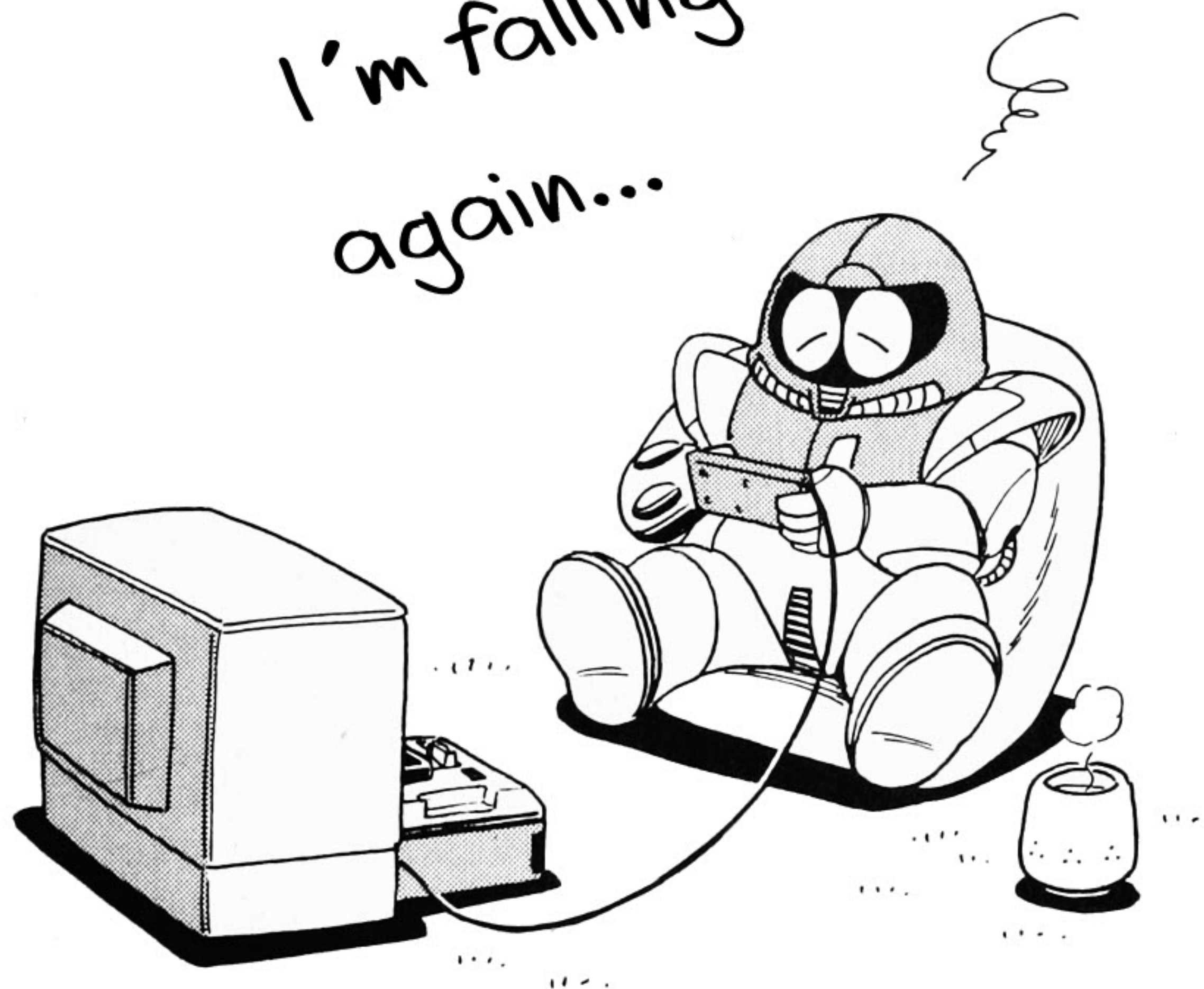


**THIS
IS THE
WHOLE
MAP OF
ZEBES!!**

- (S) MARU MARI
- (L) LONG BEAM
- (I) ICE BEAM
- ⊗ VARIA
- ⚡ SCREW ATTACK
- (W) WAVE BEAM
- 👉 HIGH JUMP
- 🎯 BOMB
- (E) ENERGY TANK
- (M) MISSILES



Aaah...
I'm falling
again...



PRODUCTION STAFF

COMPOSITION & PRODUCTION
MINAZUKI YUU

ARTIST
IZANAMI ROH (DESIGN COLLABORATION)
SUZUTOH IDZUMI



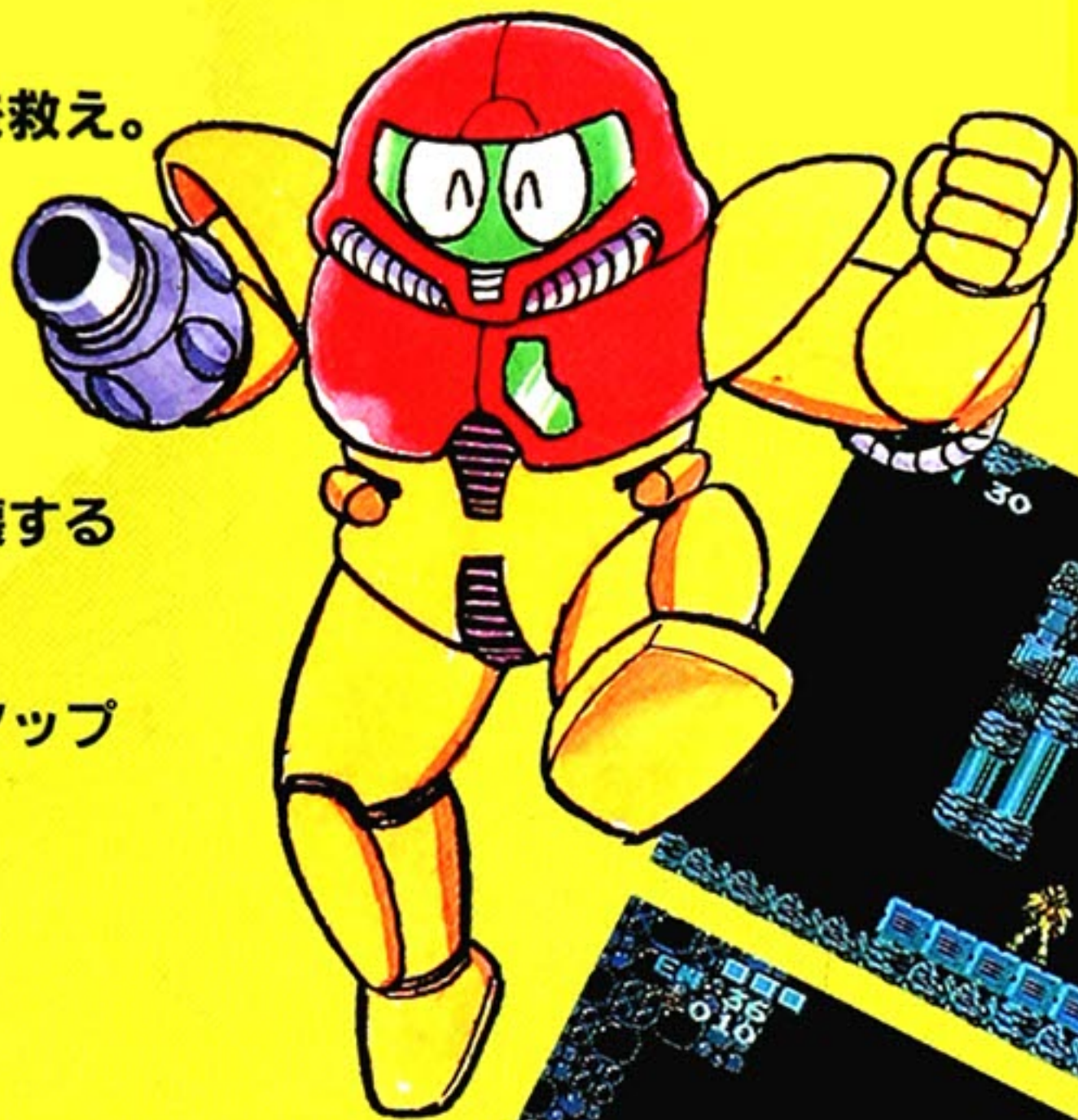
銀河文明滅亡の危機を救え。

超能力戦士サムスが、

マザーブレインを破壊する

コツを、要塞内完全マップ

付きで、完ペキ伝授!!



**WANPAKKU
COMICS**

徳間書店

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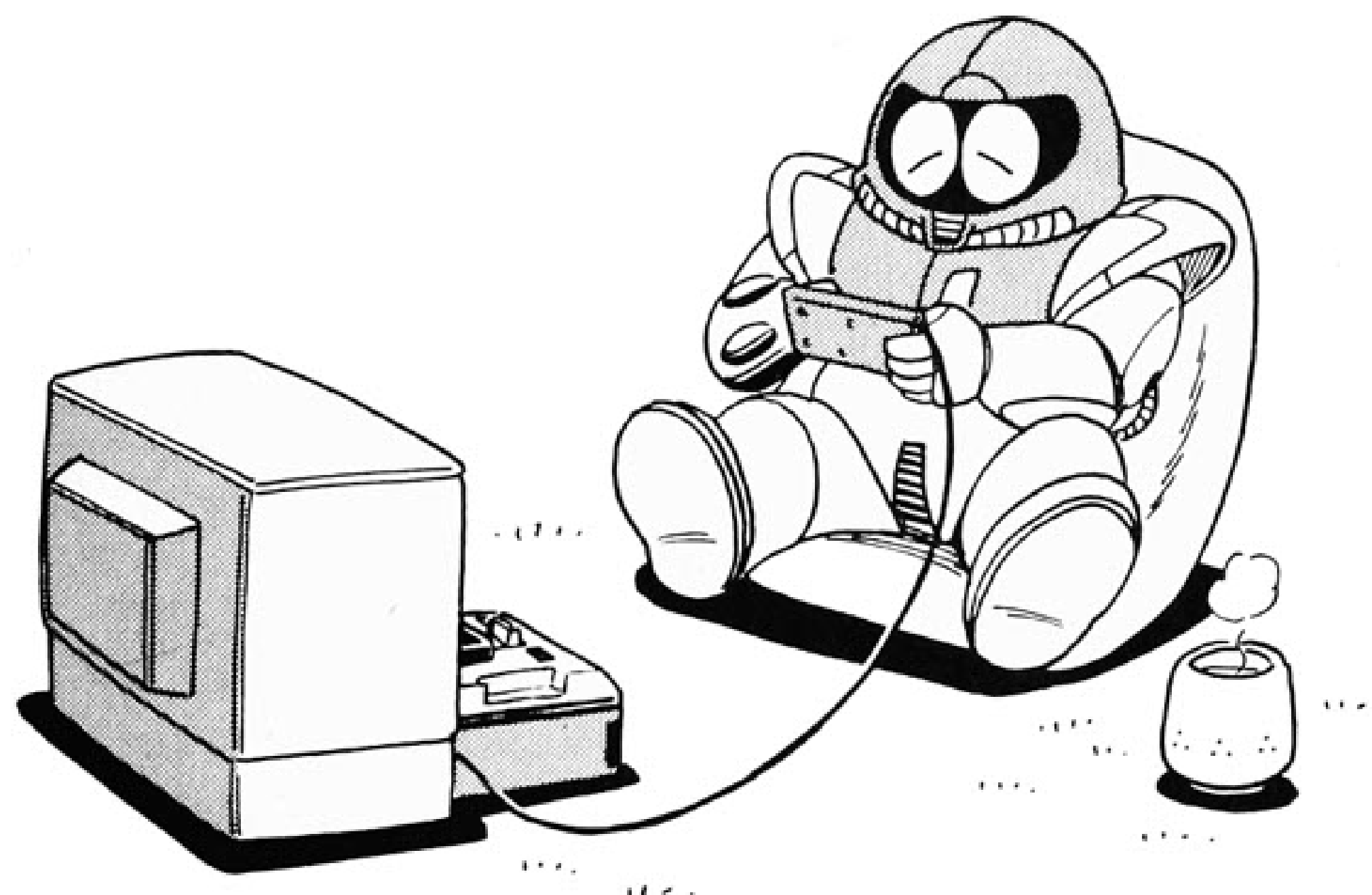
落丁・乱丁の場合はおとりかえいたします。

装丁 / 水野敏雄

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