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NEOZORO

HAND-DRAWN
GAME GUIDES

Metroids are being bred
in captivity. The Galaxy
is not at peace....

The year is 1986. All we know
about Metroid is the original story
as it was presented in the manual.

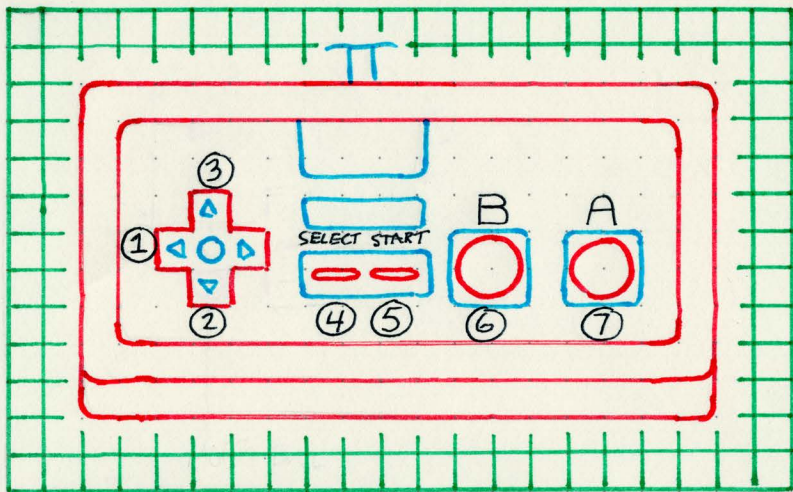
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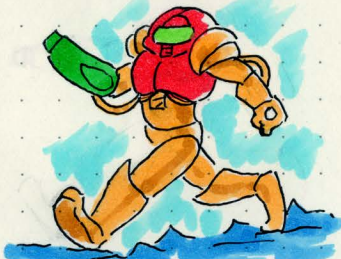
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HOW TO PLAY



① Pushing the D-Pad Left and Right will make Samus move



② Pushing the D-Pad Down will activate the morph ball.



③ Pushing the D-Pad Up will allow Samus to aim upward.



④ The Select button toggles between standard fire and missiles.

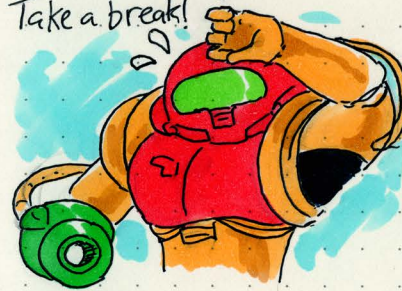
STANDARD MODE



MISSILE MODE



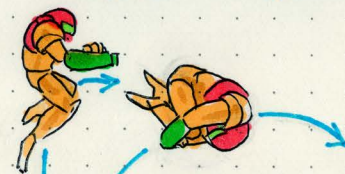
⑤ Pressing start Pauses the game. Take a break!



⑥ Pressing B will make Samus shoot



⑦ Pushing A will make Samus Jump

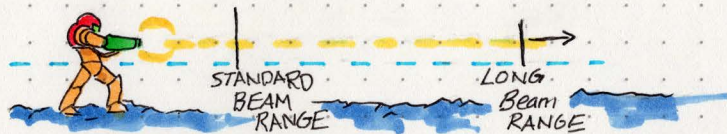


Samus has 2 ways to jump. Running and jumping will make Samus do a somersault. Jumping straight up, then moving forward will cancel the somersault. Both styles of jump have their place.

Many of these moves can be used together. Samus can run, jump, aim up, and shoot all at once.



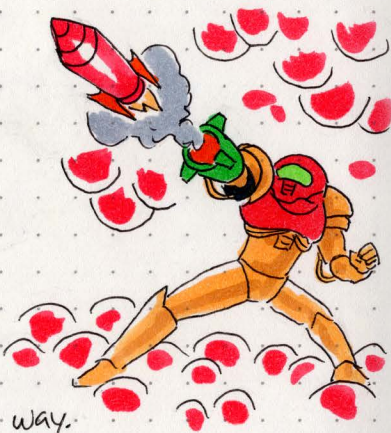
COMBAT TACTICS



Samus begins with only a short range Beam. She cannot fight enemies below her waistline until she finds bombs or the Wave Beam.

Use lots of Missiles!

Once Samus finds her first Missile pack, don't be afraid to use them on larger enemies. The impulse would be to conserve them but there are plenty of Missile pick ups along the way.



Freeze and Missile!

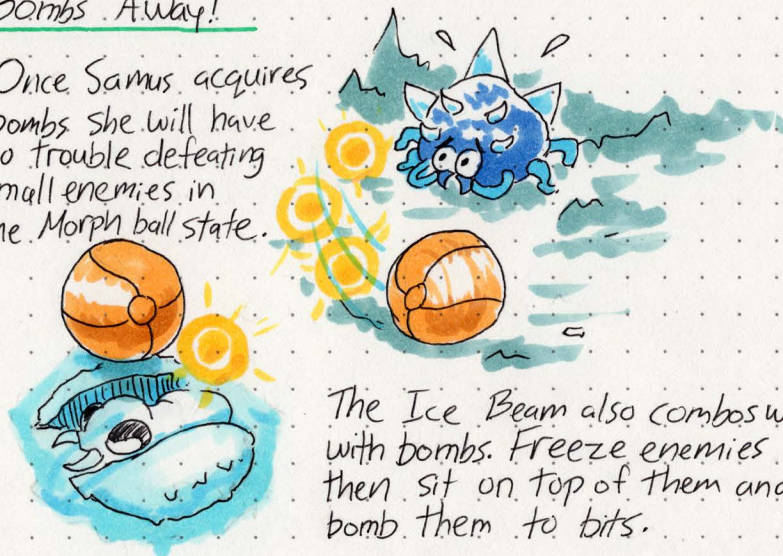
When Samus has the ice beam, she can freeze enemies. Take out frozen enemies with a single Missile blast.

This is also the only way to defeat Metroids, and it's a great battle tactic throughout the game.



Bombs Away!

Once Samus acquires bombs she will have no trouble defeating small enemies in the Morph ball state.



The Ice Beam also combos well with bombs. Freeze enemies then sit on top of them and bomb them to bits.



Refill & Recharge!

If Samus is low on health or missiles, she can easily stock up at an enemy spawn point. There are lots of areas where an enemy will spawn from a pipe. Just sit on top in the Morph Ball and keep bombing.

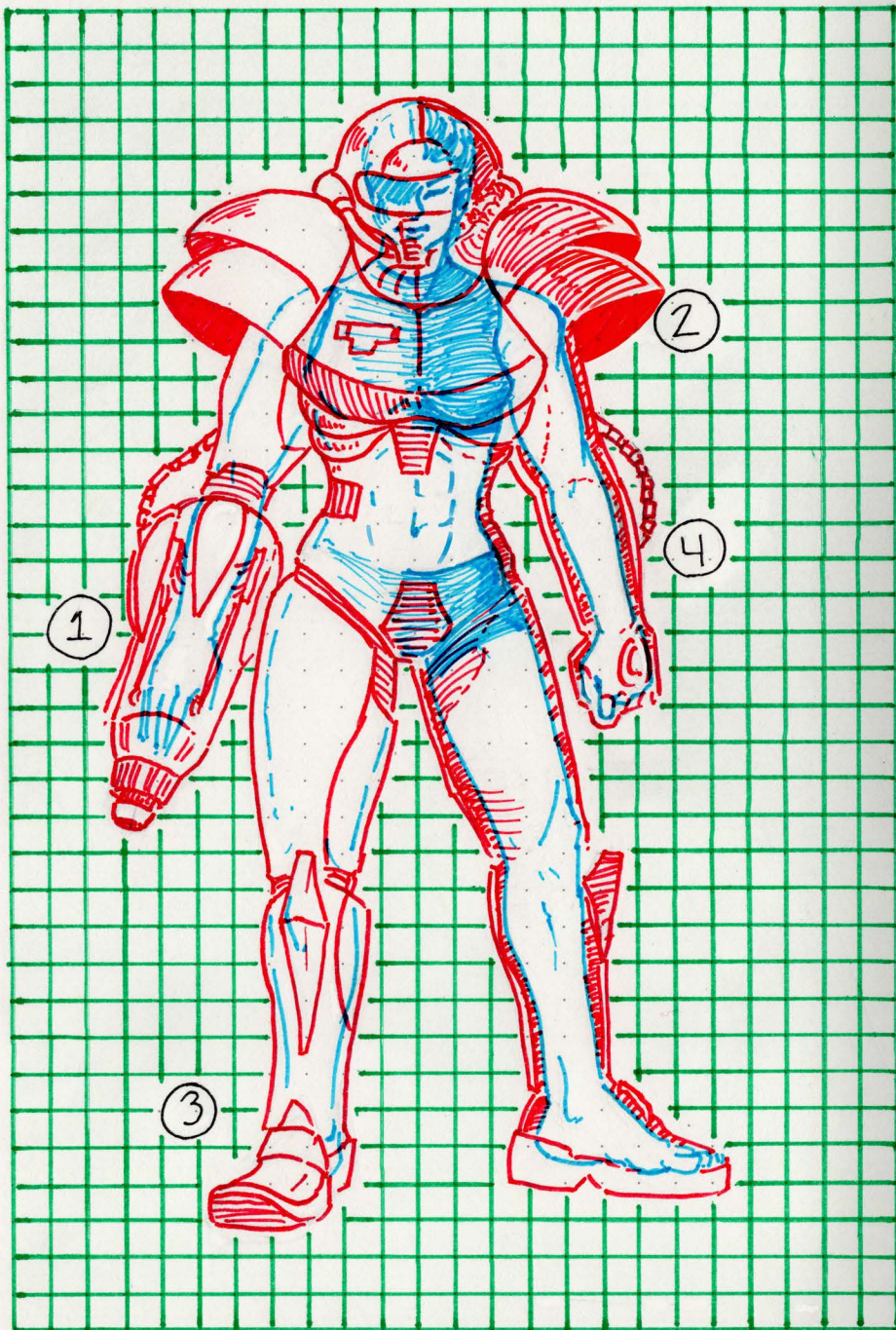


PICK UPS

These often appear when an enemy is defeated.

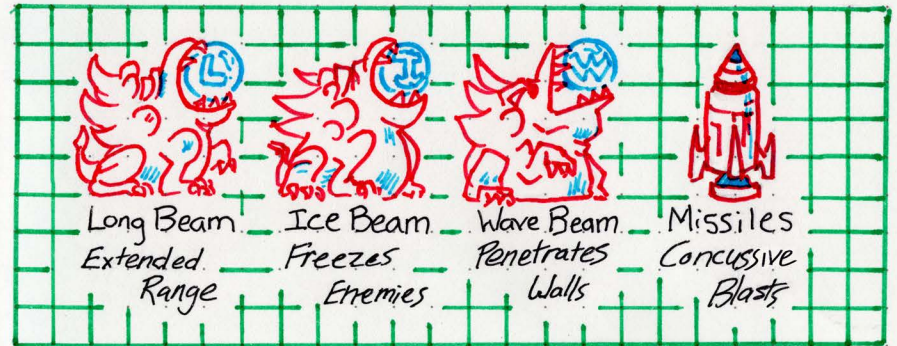
	HEALTH These will give Samus 5HP		MISSILES Refills Samus' Missile count by 2.
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[NOTE: Health and Missile pick ups are both worth 30 in Tourian.]



SAMUS ARAN - ABILITIES

① ARM CANNON



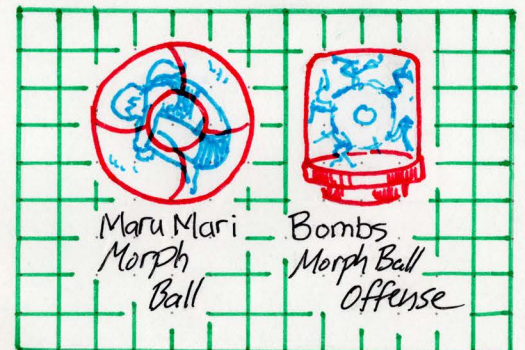
② SUIT ENHANCEMENT



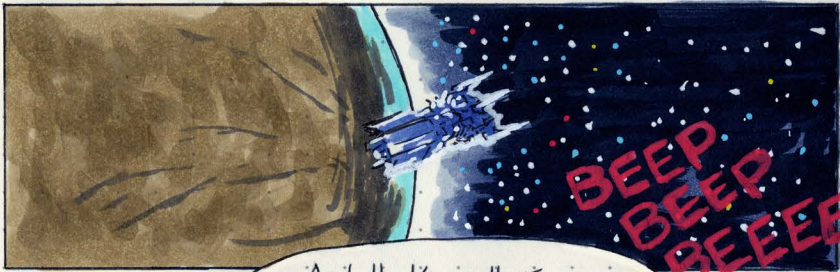
③ BOOTS



④ MISC.

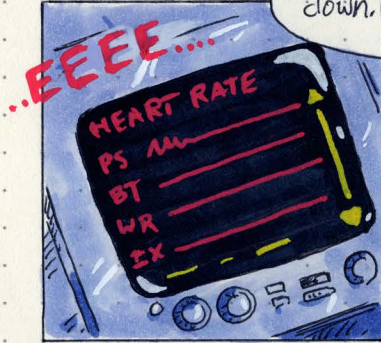


THE GALACTIC FEDERATION STARSHIP



BEEP
BEEP
BEEEE...

And that's another one down. What should we do, sir?



...EEEE....



We can't send any more troops. We've lost too many lives. Have we heard from any of the bounty hunters yet?



They know it's a suicide mission. Captain, I think we should contact Samus Aran...



Ugh...



There you go with the cyborg again! He's too difficult to deal with! No!



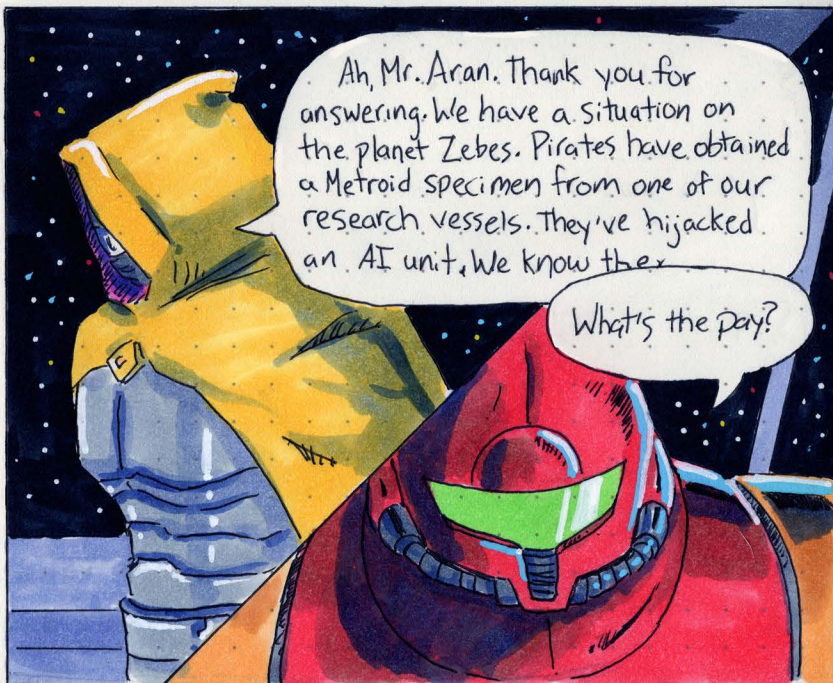
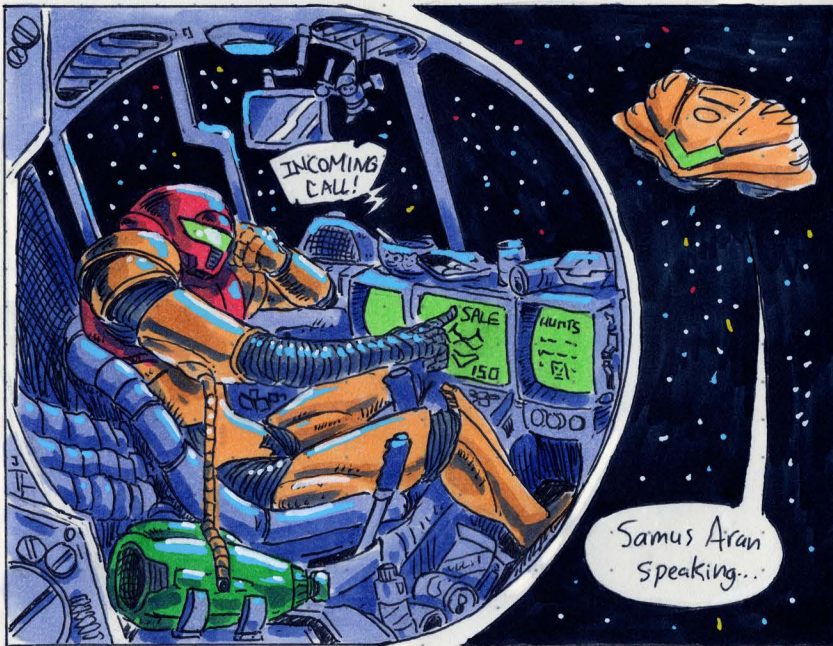
Yes; but Captain, his track record is spotless. We've already lost too many men. The longer the Pirates have the Metroids the worse this is going to get!



Hmmm...

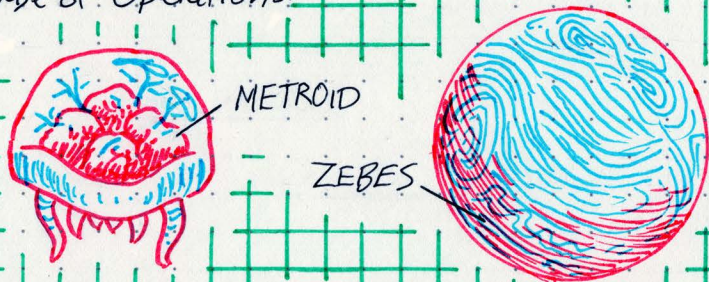
He's right.

FINE



HUNTING ORDER

Pirates raided R&DL, the Galactic Federation's Research Ship. In addition to the costly damage and grave loss of life on the vessel, the Pirates have stolen the ship's **METROID** specimen and brought it back to the planet **ZEBES**. It's a captured planet that the Pirates fortified and turned into their home base of Operations.



We are also aware the Pirates have reactivated and reprogrammed Zebes' decommissioned central computer system called **MOTHER BRAIN**. The Pirates are over-exposing the **METROID** specimen with beta rays, which is producing multiple **METROIDS**. This controlled breeding also allows them to genetically modify the **METROIDS** and it has been reported that they'll be able to link the **MOTHER BRAIN** to them. The Pirates will use this telepathic link to weaponize the **METROIDS**. They'll be unstoppable and continue to plunder planets and ships across the galaxy.

MARKS



RIDLEY - Ridley led the attack on R&DL. He started as a small time smuggler but over the years he became more ruthless & rose in the ranks amongst his band. He gained enough influence in the outer coast of the galaxy where he was able to assume complete control over what was left of Zebes, and several other dying planets.



KRAID - One of the top crime bosses in the galaxy. While they generally don't see eye to eye, the Pirates and the mafia made a lot of money working together. Anything to push back against the Galactic Federation. He's got deep pockets; just one of the reasons he was able to "hire" scientists to restore **MOTHER BRAIN**.



MOTHER BRAIN - Zebes' central computer system. The Pirates have been able to fully rebuild and reprogram her. She is a highly advanced organic AI system that provides the Pirates with the knowledge needed to breed **METROIDS**. She is able to telepathically link to the **METROIDS** and control them. These computers have been decommissioned across the galaxy for a reason - they're a little too smart.



METROID - Thankfully the pirates aren't far enough into their plan that the only **METROIDS** currently on **ZEBES** are larva. Regardless, these are the same highly dangerous creatures from SR-388, with the ability to suck the life force out of their prey. With **MOTHER BRAIN** already in control, they'll be targeting anyone who steps into their lair. We cannot stress how important it is that they be eradicated. We can't have them make it to adulthood.

THE PLANET ZEBES

Key Items -

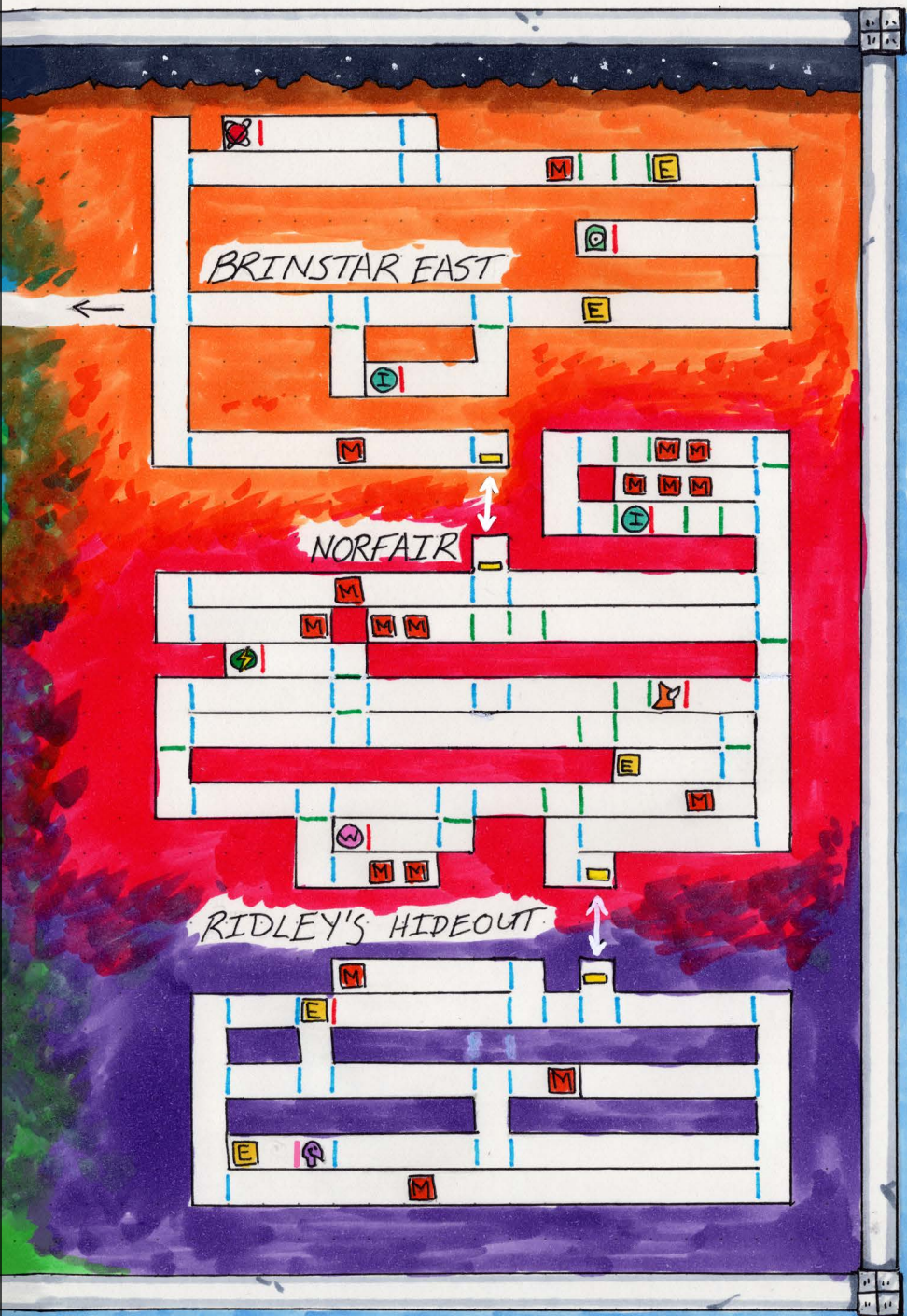
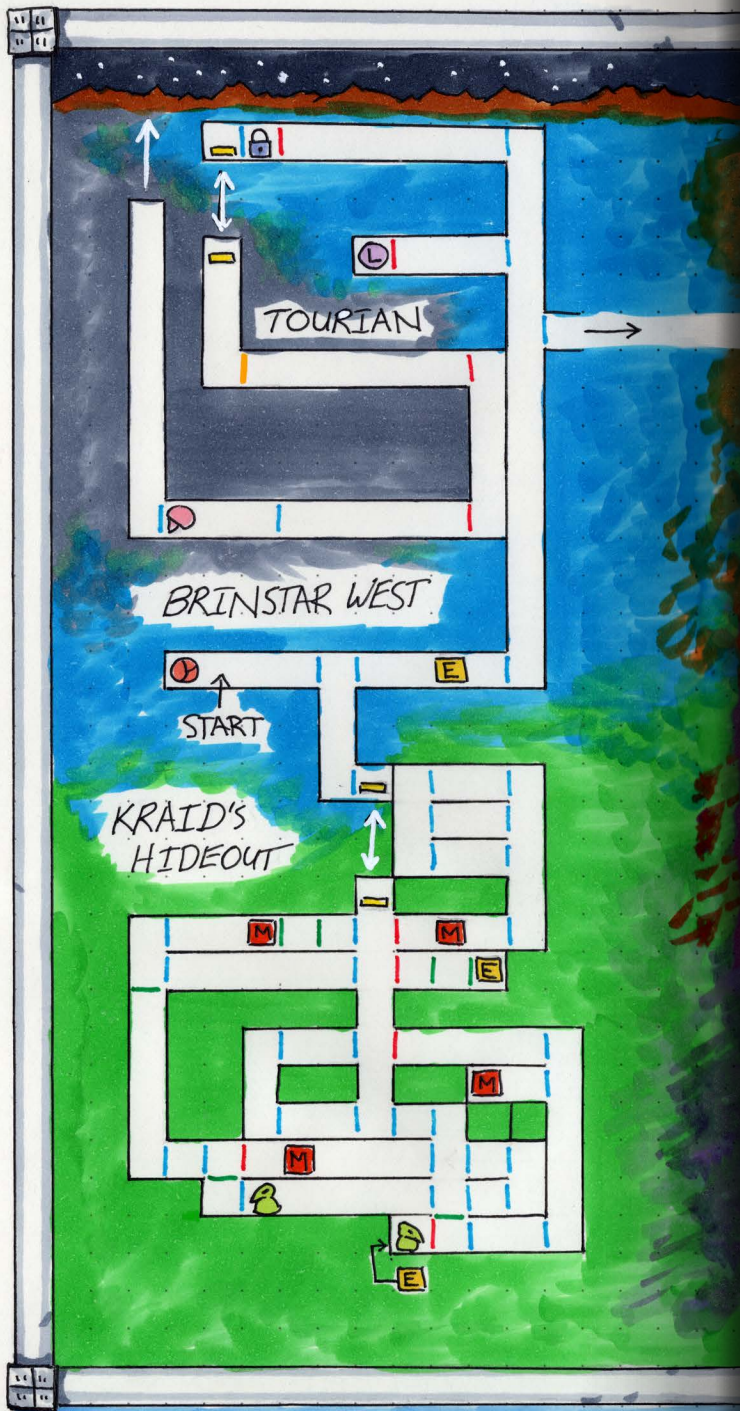
- Bombs
- Energy Tank
- High Jump Boots
- Ice Beam
- Long Beam
- Maru Mari (Morph Ball)
- Missile Tank
- Screw Attack
- Varia Suit
- Wave Beam

Bosses -

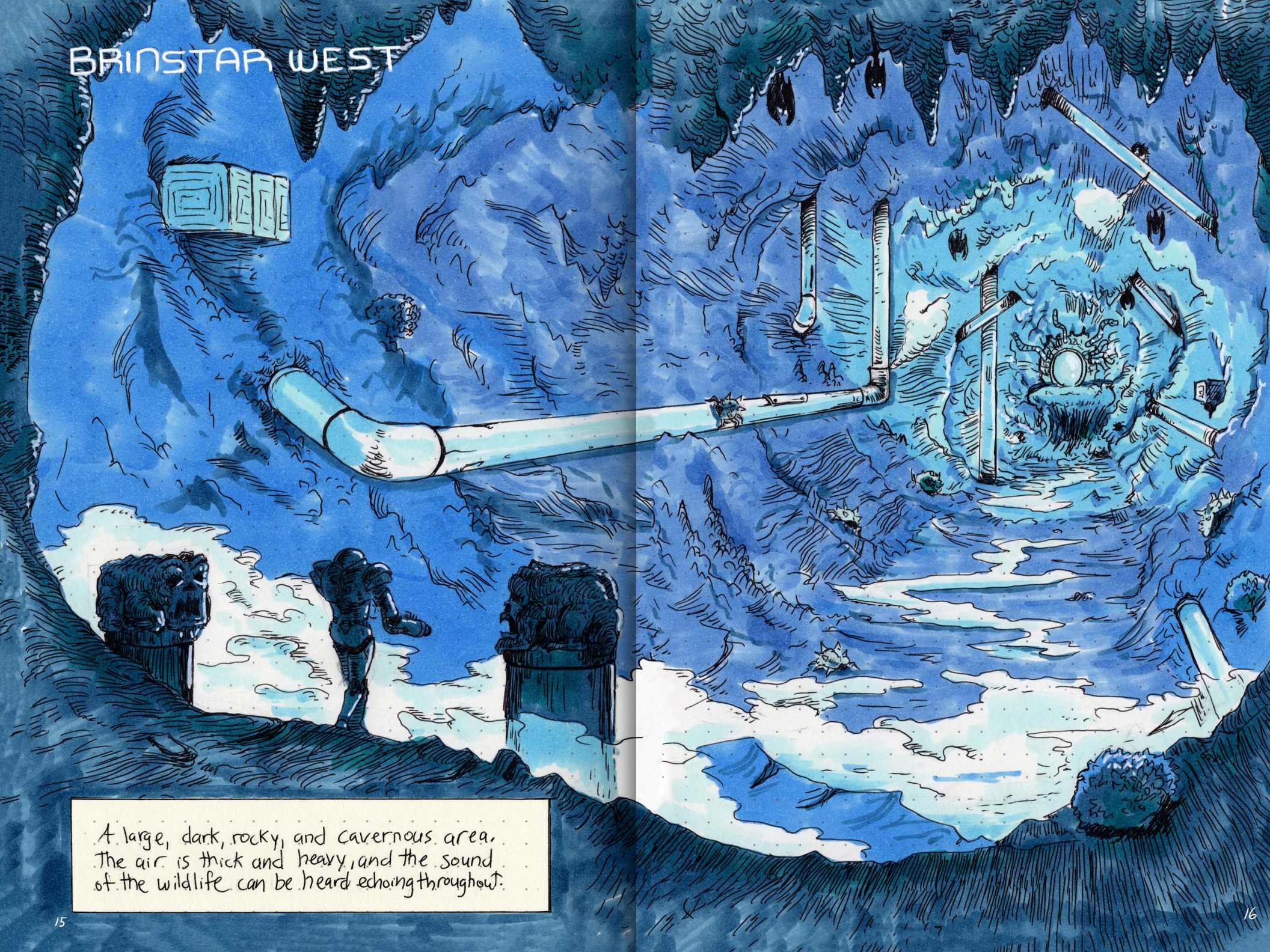
- Fake Kraid
- Kraid
- Mother Brain
- Ridley

Doors -

- 1 Shot
- 5 Missiles
- 10 Missiles
- 10 Missiles
- Secret Spot
- Tourian Lock

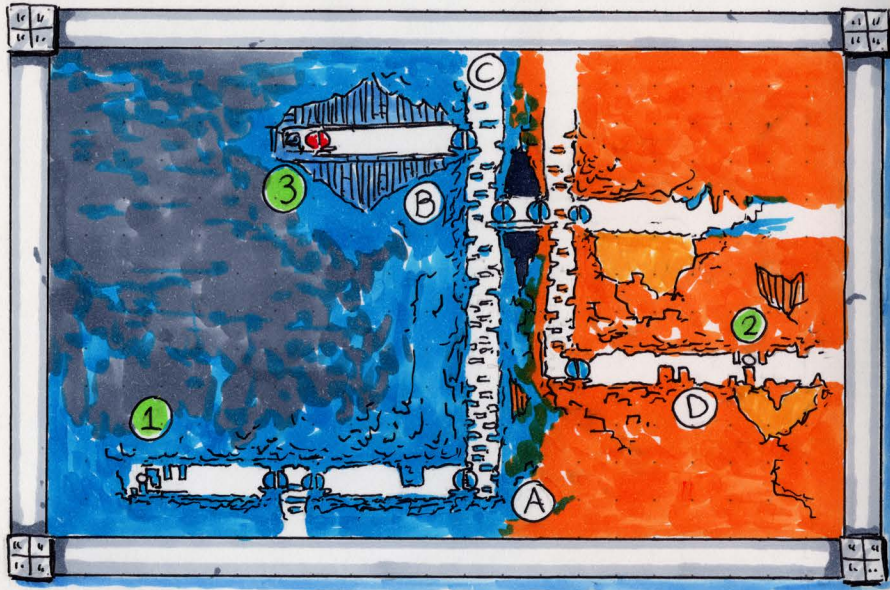


BRINSTAR WEST



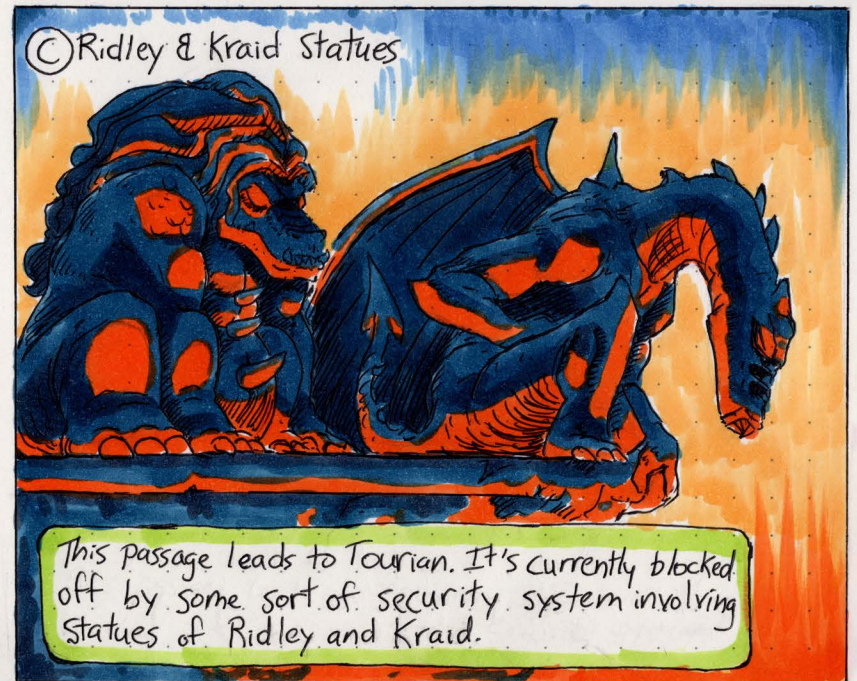
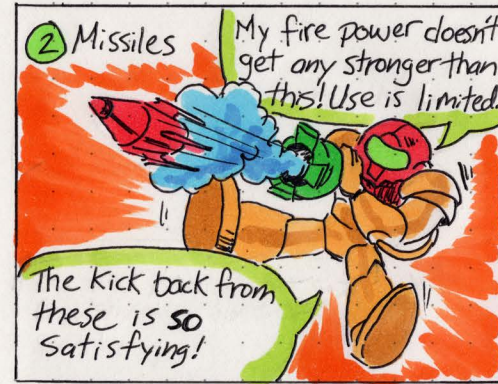
A large, dark, rocky, and cavernous area. The air is thick and heavy, and the sound of the wildlife can be heard echoing throughout.

BRINSTAR WEST



OBJECTIVES

- ① Morph Ball
- ② Missiles
- ③ Long Beam



BRINSTAR W. WILD LIFE

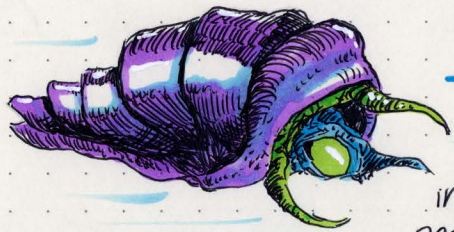


Zoomer

Slow moving creatures with the ability to climb any surface. They're mostly harmless, but the sheer volume of them combined with their spiked exoskeleton means many of them will have to be eradicated.

Skree

These creatures spend most of their time roosting at high to reach locations. When they feel threatened they barrel down from their perch at intruders.



Ripper

Rippers constantly sweep an area looking for smaller insects to feast on. Their nearly indestructible carapace means they should be avoided. They make great platforms when frozen.

Zeb

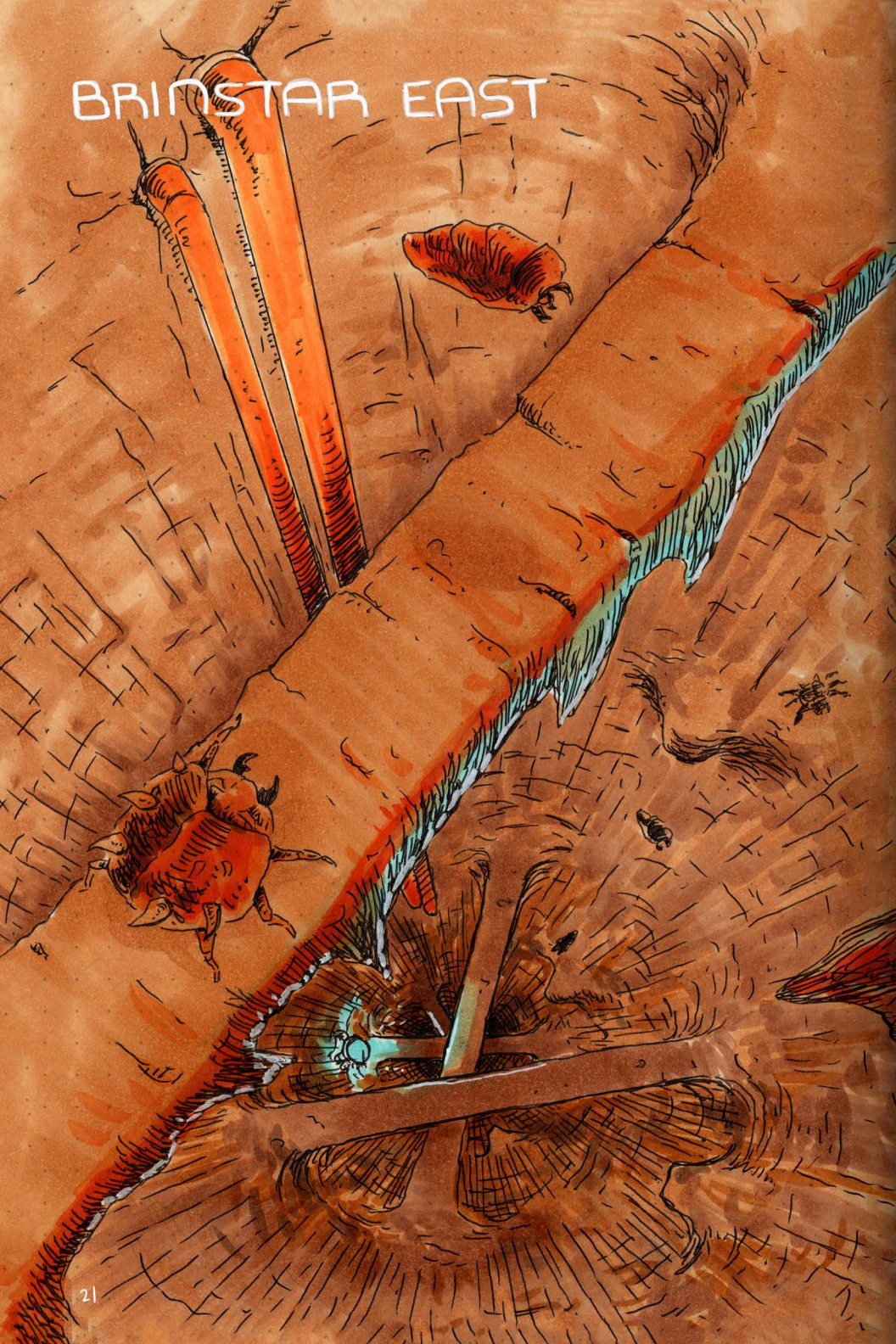
Flying creatures that seem to have infested nearly all of the ducts running through Brinstar. They have an endless amount of workers that will protect their nests from invaders.



Rio

Heavily armored and hostile, they tend to swoop in low to catch their prey, but can be thrown off their trail by jumping upward.

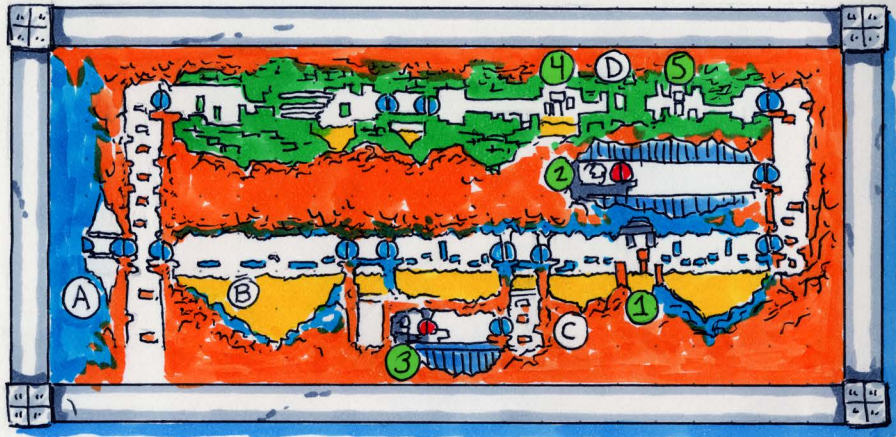
BRINSTAR EAST



The rocky terrain of Brinstar takes on a beautiful golden hue. Pockets of magma warm the area. The creatures seem a little more restless here.



BRINSTAR EAST



OBJECTIVES

- ① Energy Tank
- ② Bombs
- ③ Ice Beam
- ④ Missiles
- ⑤ Energy Tank

A Brinstar Bridge

This pathway acts as a bridge between both halves of Brinstar. I think of it as the hub of Zebes.

B Escaping Lava

Magma burns! The first time I fell in, I panicked. Once I settled down & didn't move, I was able to jump freely from it.

① ⑤ E-Tanks

This adds 100 units of power to my suit! Feels good!

2 Bombs

When I'm in the Morph Ball I can drop bombs now. I can blow holes in all sorts of areas.

C Using Bombs

I was able to blow through the floor & fall behind this stream of magma. This terrain regenerates as though it's alive. I need to time my jump as it reappears.

3 Ice Beam

This will stop creatures dead in their tracks. It feels like I have my hand in a freezer! Brr!

4 **D** Secret Walls

Zebes is full of secret ducts. I can blow holes into. With bombs I can sneak through this area. I should blast areas that seem like a dead end.

MYSTERIOUS STATUES



These large statues are located all throughout Zebes. Their origin is unknown, but it is likely that they are what remains of the civilization that once walked this planet.

Each statue holds an orb that contains an incredible special ability. Oddly enough, it seems that the Pirates have not been able to harness these powers for themselves. The technology found within these orbs appears to be scripted in a way where they are only compatible with hardware from the same family.

Despite being statues, there is a spiritual presence about them. As if there is a ghost inside the shell, silently watching and judging.

Why do they react to my suit?



BRINSTAR E. WILD LIFE

Waver

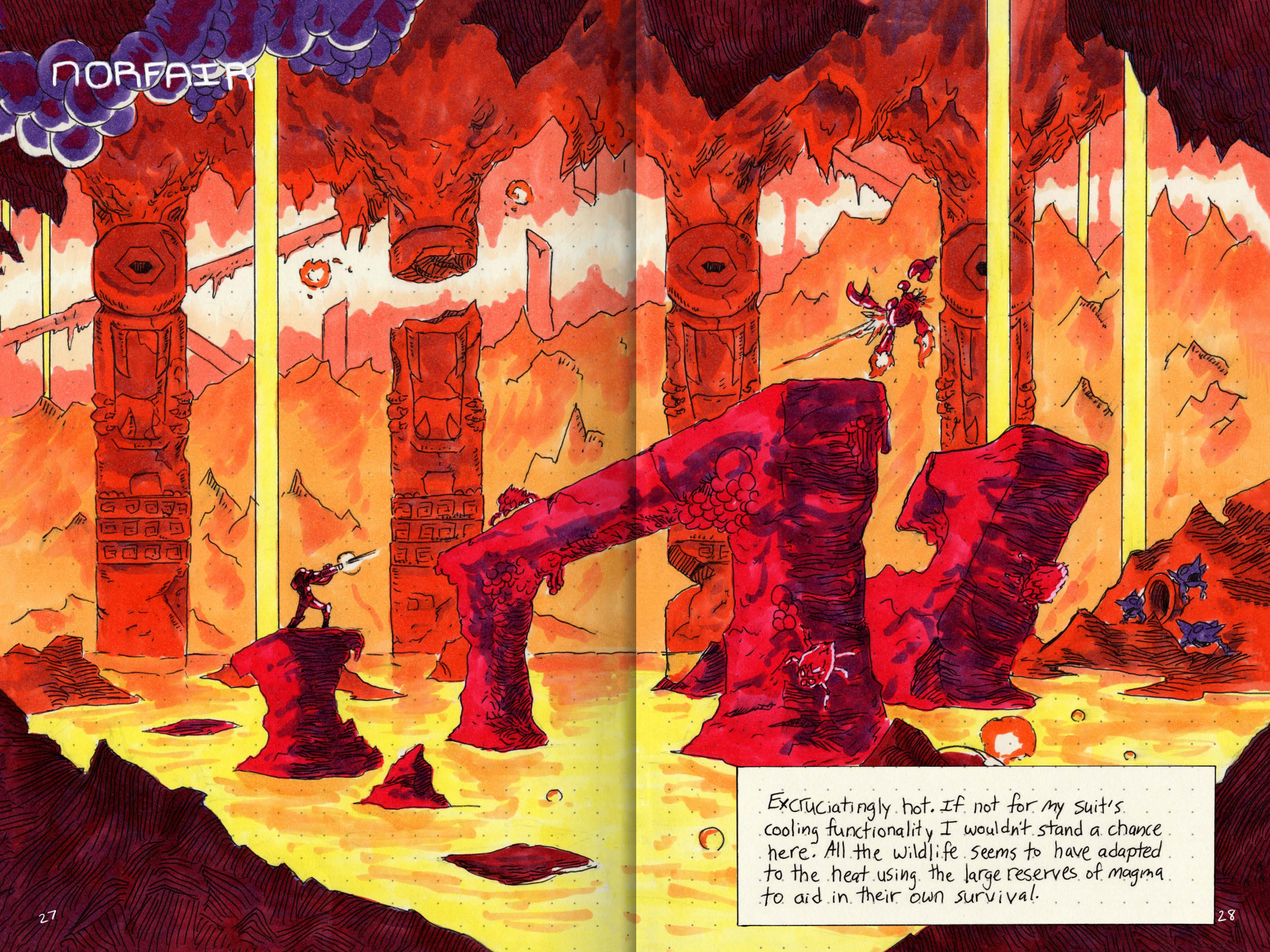
Move in unpredictable wave-like patterns. They use quick bursts of their clam shell sides to propel them upward, and their light weight allows them to ride the air.



Mellows

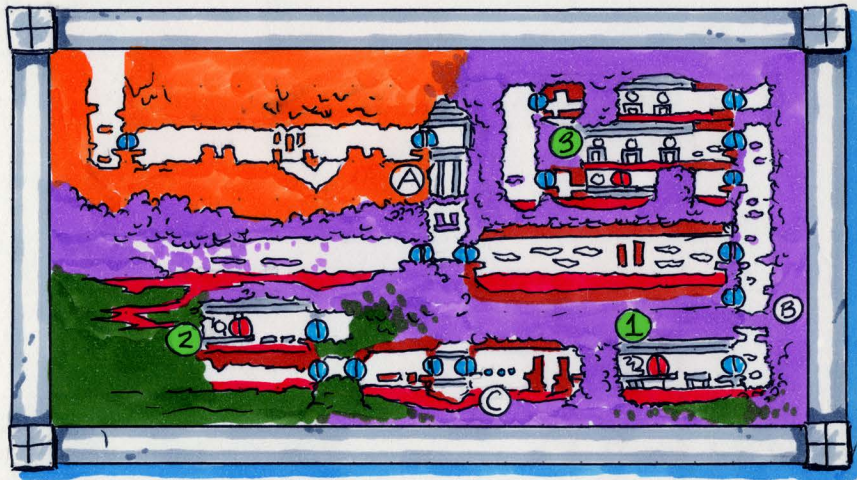
Essentially giant gnats that group together in swarms. They can travel to different locations and rooms.





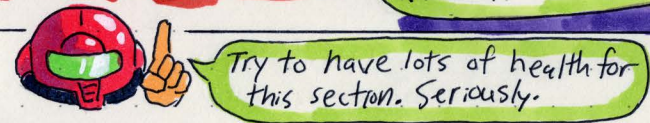
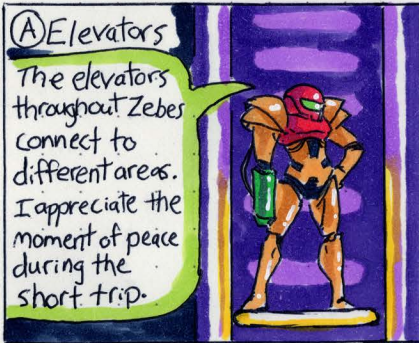
Excruciatingly hot. If not for my suit's cooling functionality I wouldn't stand a chance here. All the wildlife seems to have adapted to the heat using the large reserves of magma to aid in their own survival.

NORFAIR



OBJECTIVES

- ① High Jump Boots
- ② Screw Attack
- ③ Loads of Missiles



Begin heading back to (A).

■ NORFAIR WILDLIFE



Nova

Small creatures with similar behavior to a Zoomer. Their body is covered with a thick wool coat that stores heat.

Geruta

Extremely aggressive and hostile. They combust stored magma in their hind legs which allows them to glide.



Squeept

A magma crustacean. Leaps out of magma often to cool down. Make good platforms when frozen.

Norfair Ripper



A Ripper that has adapted to live in areas of extreme heat. Similar to Geruta, they use magma to assist in flight, making them faster than Rippers in Brinstar.



Mella

The Mellows of Norfair. Much like other creatures in Norfair, they've adapted to the heat.

Gamet

Like the Zeb, they have infested the ducts of Norfair. They have a slick heavy shell.

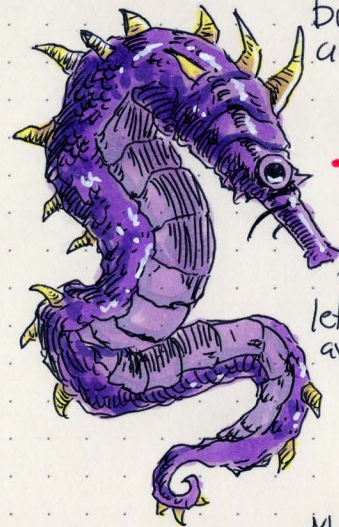


Polyp

Norfair has a series of exhausts to pump out heat. Polyps build up inside these vents and are often scattered into the air.

Dragon

Long extinct across the galaxy and yet Zebes is the only planet to have any left. Best to avoid them.

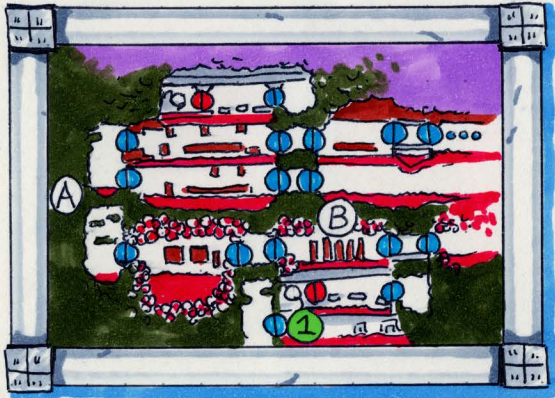


Multiviola

A small creature engulfed in flame. It looks like a fireball that aimlessly floats around, but it is in fact a living creature.



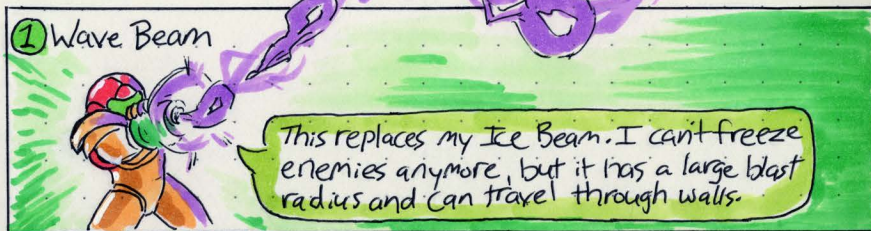
WAVE BEAM (OPTIONAL)



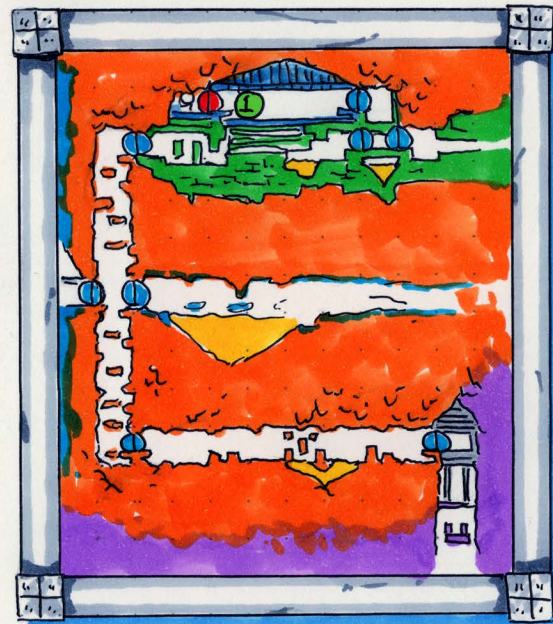
INCOMING MESSAGE
Origin Unknown:
"I personally skip the Wave Beam. This area is deadly, and the Ice Beam has to be picked up again later. Go for this only if you want to try it out."

OBJECTIVE
① Wave Beam

STARTING FROM SCREEN ATTACK RH

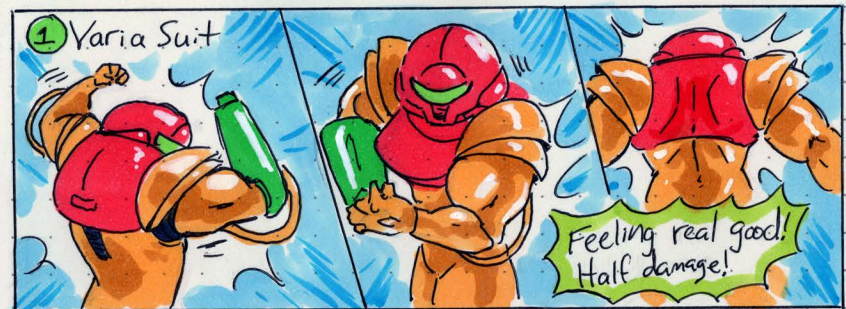


BACKTRACK TO BRINSTAR E.



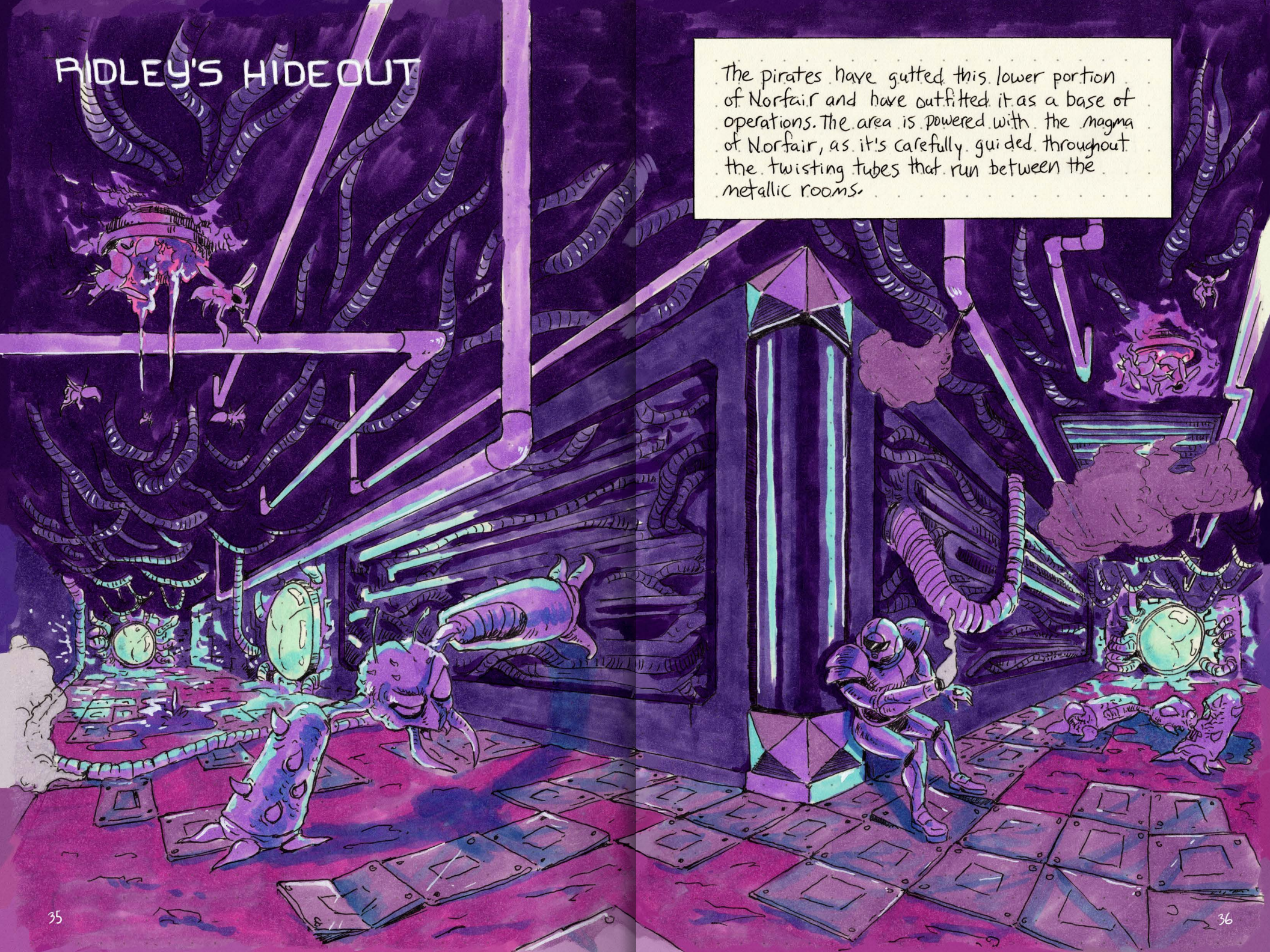
OBJECTIVE
① Varia Suit

At this point I've found all my major upgrades. Now it's time for the real marks.

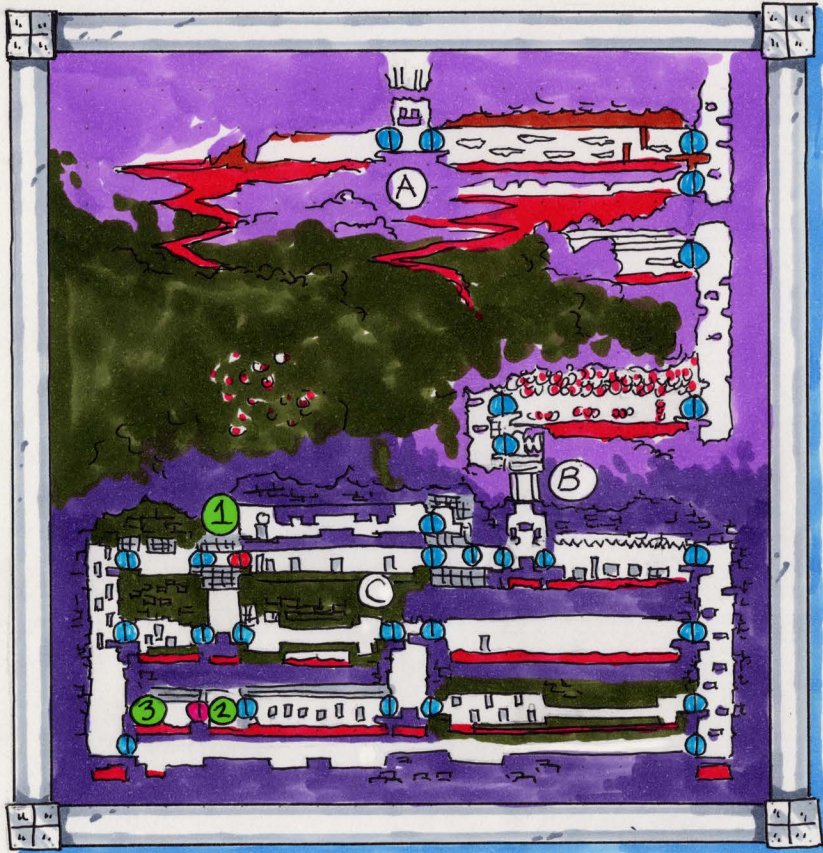


RIDLEY'S HIDEOUT

The pirates have gutted this lower portion of Norfair and have outfitted it as a base of operations. The area is powered with the magma of Norfair, as it's carefully guided throughout the twisting tubes that run between the metallic rooms.

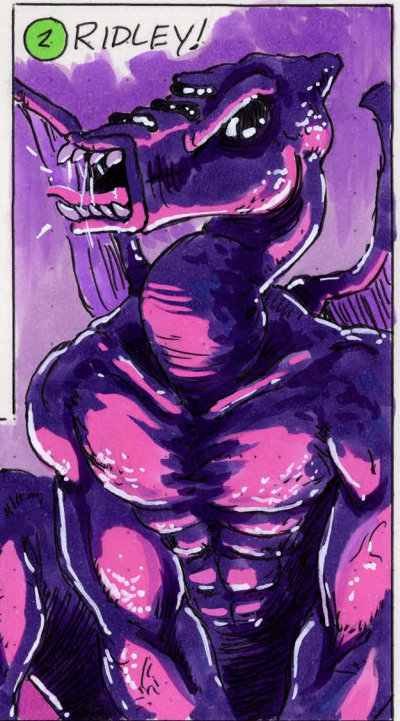
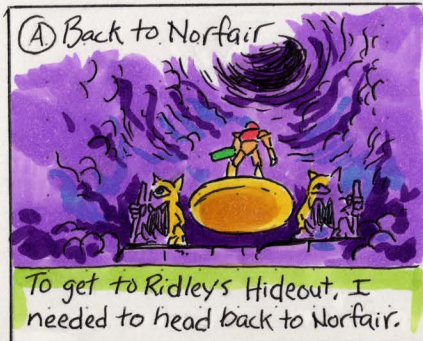


□ RIDLEY'S HIDE OUT



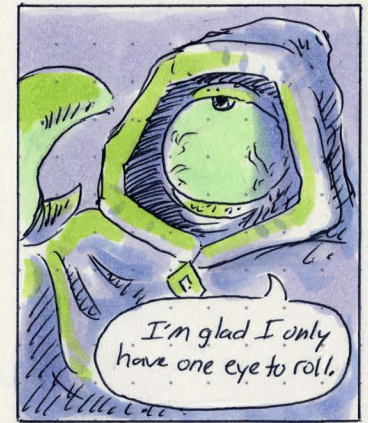
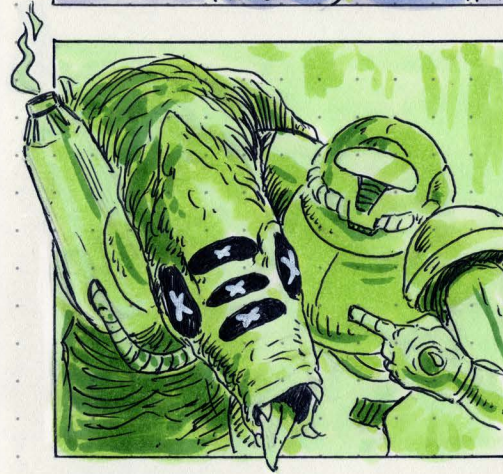
OBJECTIVES

- ① E-Tank ② Ridley ③ E-Tank





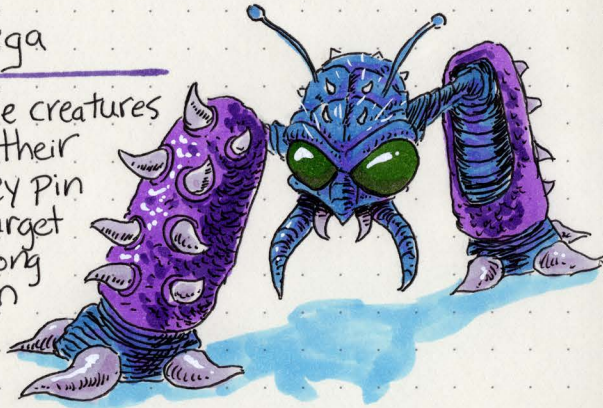
MEANWHILE AT THE GALACTIC FEDERATION STARSHIP



■ RIDLEY'S HIDEOUT WILDLIFE

Dessgeega

Large, aggressive creatures that leap onto their prey. Once they pin down their target with their strong legs, they begin to eat with their long pincers.



Viola

Multiviola larva. They're still engulfed in flame at a young age, but do not have the ability to propel themselves.



Holtz

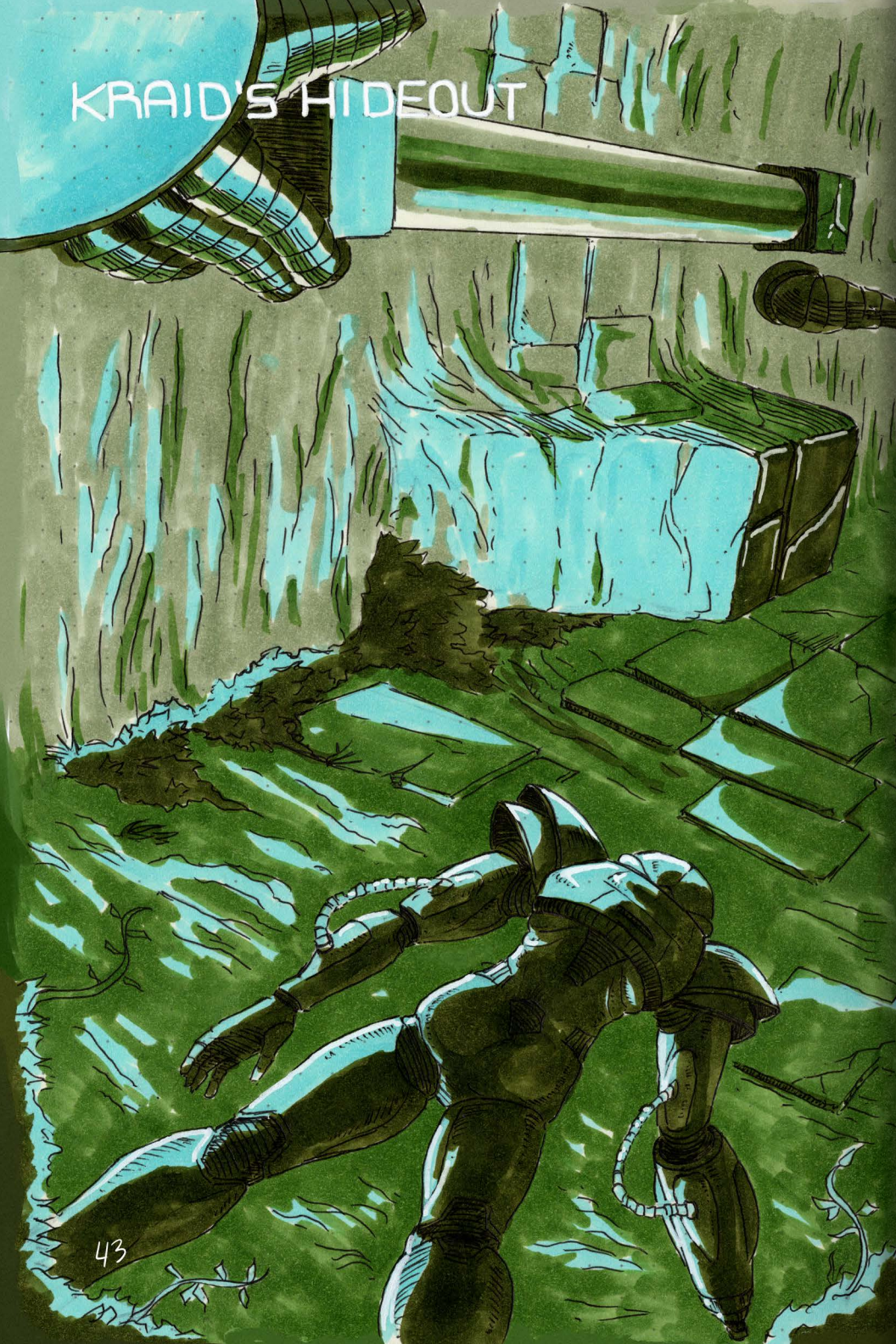
Magma-powered, armor-plated creatures that tend to hover up toward the ceiling. They will descend upon anything that they feel is a threat.

Zebbos

Similar to the Zeb and Gamet before them, these creatures have infested the ducts of Ridley's Hideout. They work together to protect their hive from incoming intruders.

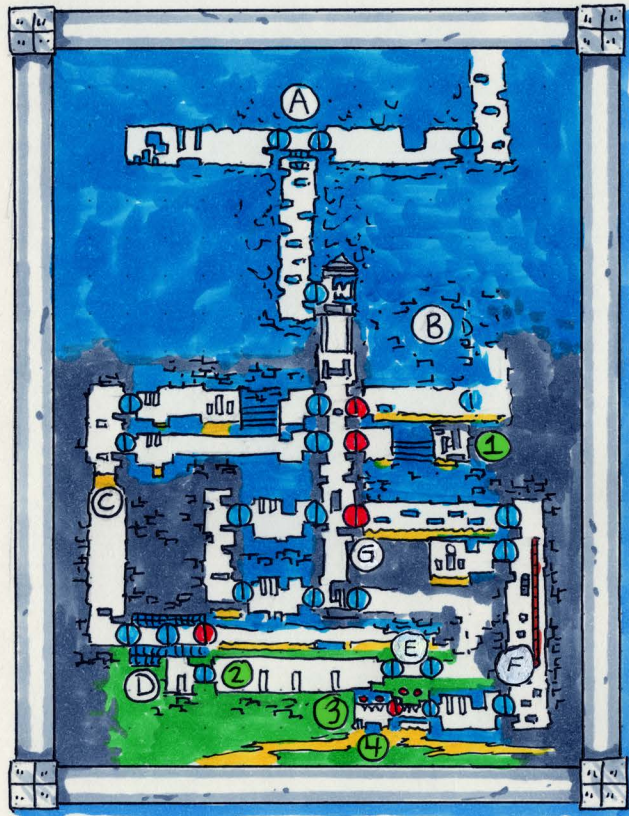


KRAID'S HIDEOUT



Cold and damp. The musky smell reminds me of an old leaky building after a long day of rain. There is an eerie, dead feeling here that makes me feel uncomfortable.

□ KRAID'S HIDEOUT



OBJECTIVES

- ① E-Tank
- ② Fake Kraid
- ③ Kraid
- ④ E-Tank

① Enter through Brinstar W.

I can enter Kraid's Hideout near the starting point of Brinstar.

② Don't Bother

My scanners show a series of complicated rooms full of creatures but no signs of anything useful. Skip it.

③ E-Tank

Use the Morph Ball to solve this one.

④ Fake Magma

One way trip!

⑤ Secret Floor

⑥ Fake Kraid

It's Kraid! Or is it?

⑦ Bomb to Kraid's Room

⑧ KRAID!

TIPS TO FIGHT KRAID ON NEXT PAGE!

⑨ E-Tank

I can reach this with the morph ball.

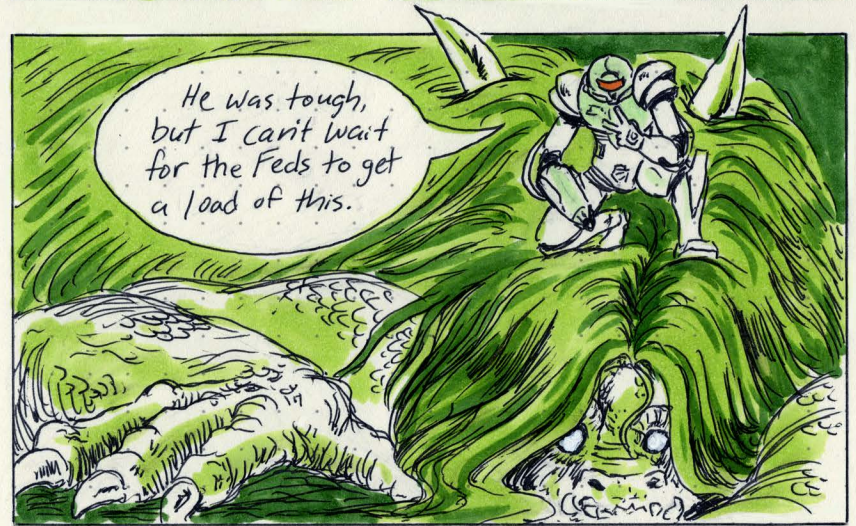
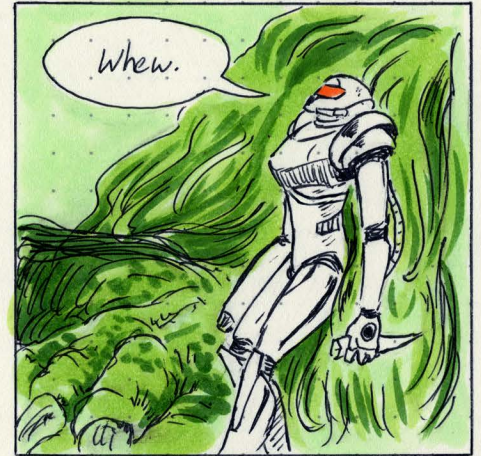
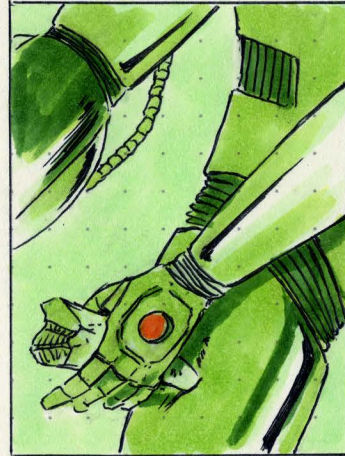
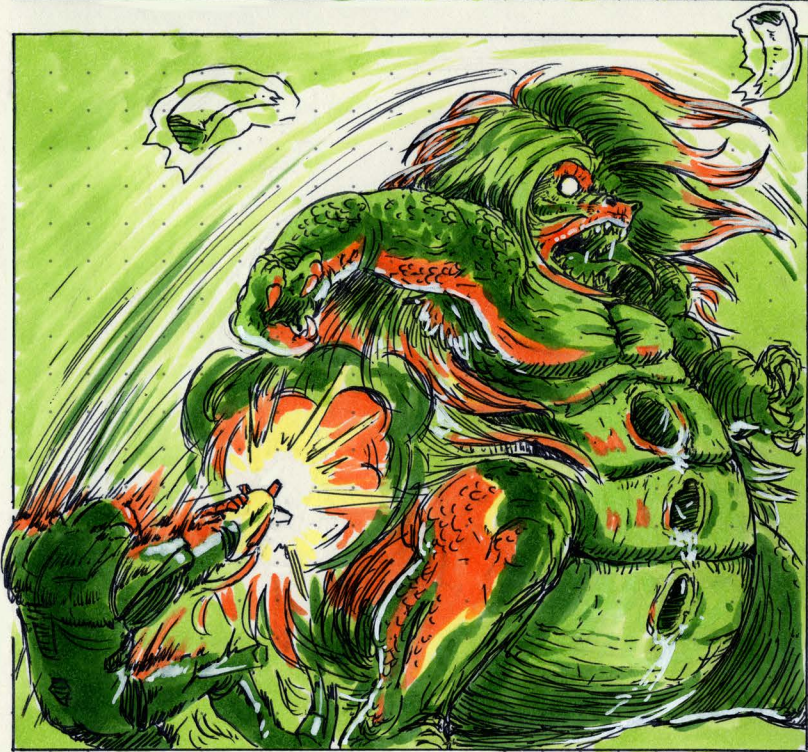
⑩ Using Platforms to escape

If I stand right on the edge, jump and shoot I should be able to make it up here without falling.

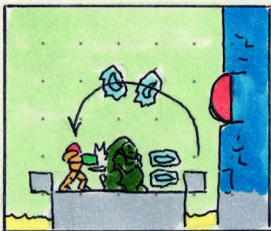
⑪ Freeze Rippers

I can freeze the Rippers to climb out of this area and go back to Brinstar.

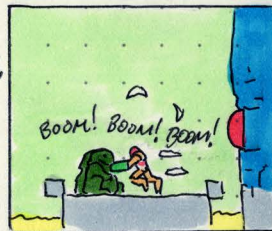
If I have the Wave Beam, I'll need to fake a roundabout way.



ICE BEAM APPROACH — OR — BRUTE FORCE IT



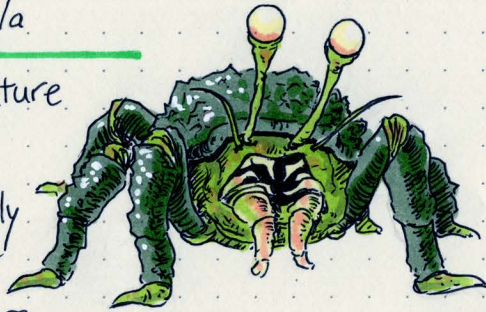
With the Ice Beam, freeze Kraid's projectiles, jump over him & load him up with missiles. Lots of health or no Ice Beam? Just shove missiles right into Kraid's face.



▣ KRAID'S HIDEOUT WILDLIFE

Zeela

A crab-like creature with two large protruding eyes. They're relatively harmless, but are often found in tight spaces where they need to be cleared out.



Geega

More creatures with a strong affinity for Zebes' duct system. They feast on mold, which can be found in great abundance in this lair.



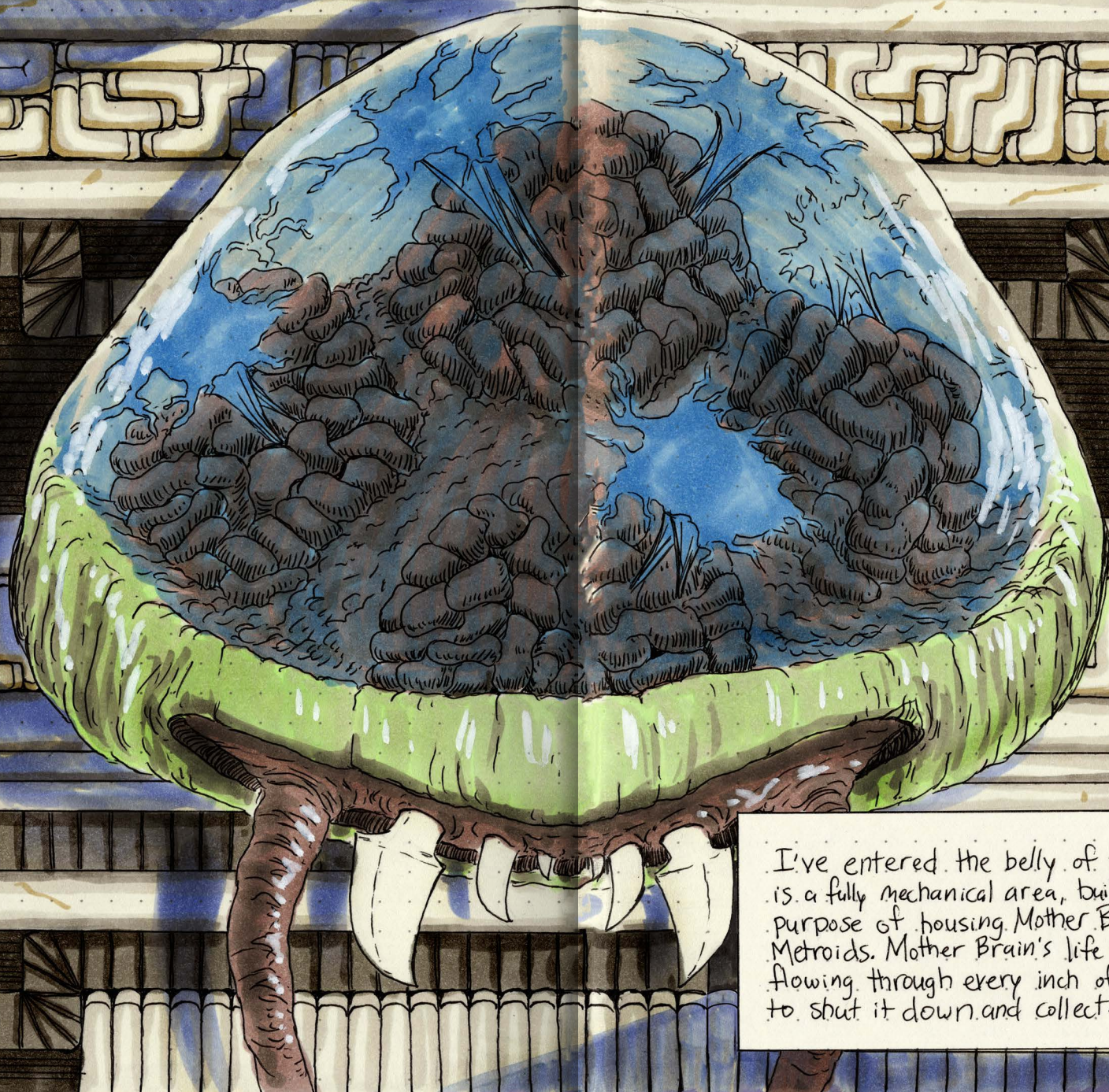
Memu

Small creatures that stay together in groups. They will also move between locations and swarm anything they think they can eat.



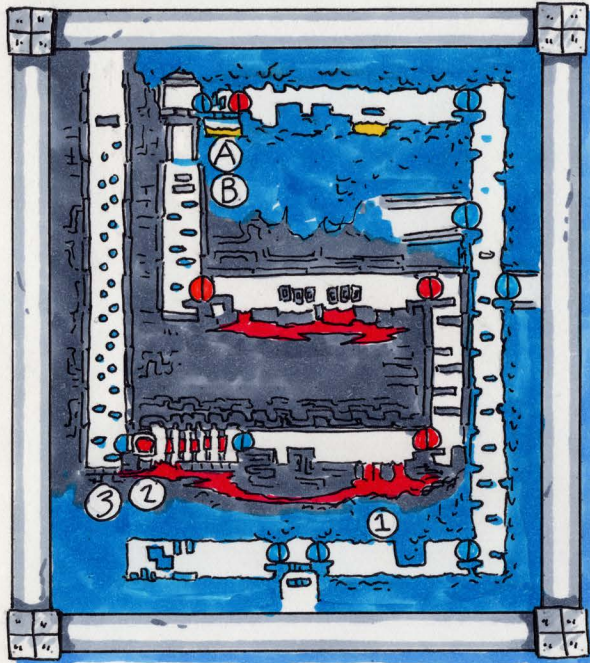
Side Hopper

Perhaps the most deadly natural predator on Zebes. They're much larger than the other creatures found on this planet. Cousin to the Dessgeega species, they use their large legs to pounce on to prey, too.



I've entered the belly of the beast. This is a fully mechanical area, built solely for the purpose of housing Mother Brain, and now the Metroids. Mother Brain's life force can be felt flowing through every inch of this place. Time to shut it down and collect.

TOURIAN



OBJECTIVES

- ① E-Tank
- ② Defeat Mother Brain
- ③ Escape

Before heading to Tourian, I should stock up on health and missiles.



① E-Tank



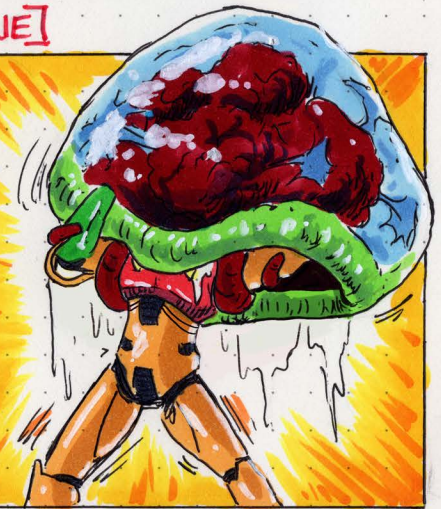
② Shoot the statues



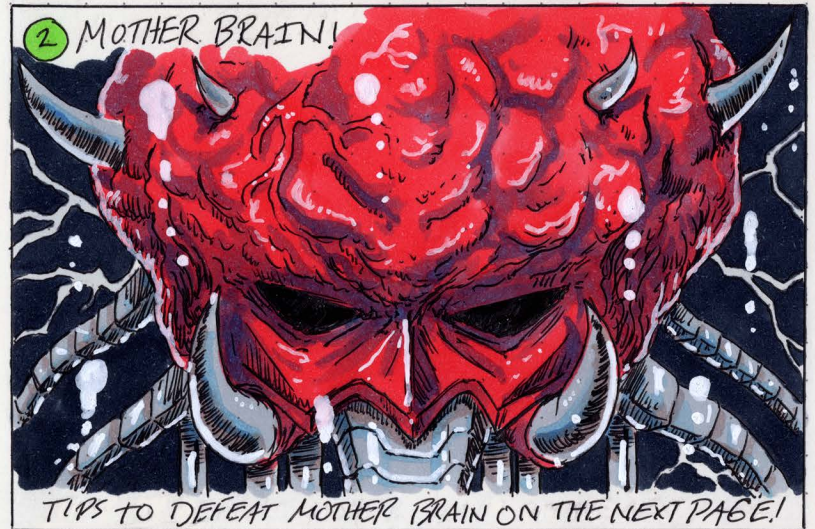
[NO ICE BEAM? GET ONE]

③ Metroids

They weren't kidding about these things. Even as larva they're deadly. One latched onto me and I went numb. I was able to escape with a bomb. They need to be frozen and put to rest with a missile.

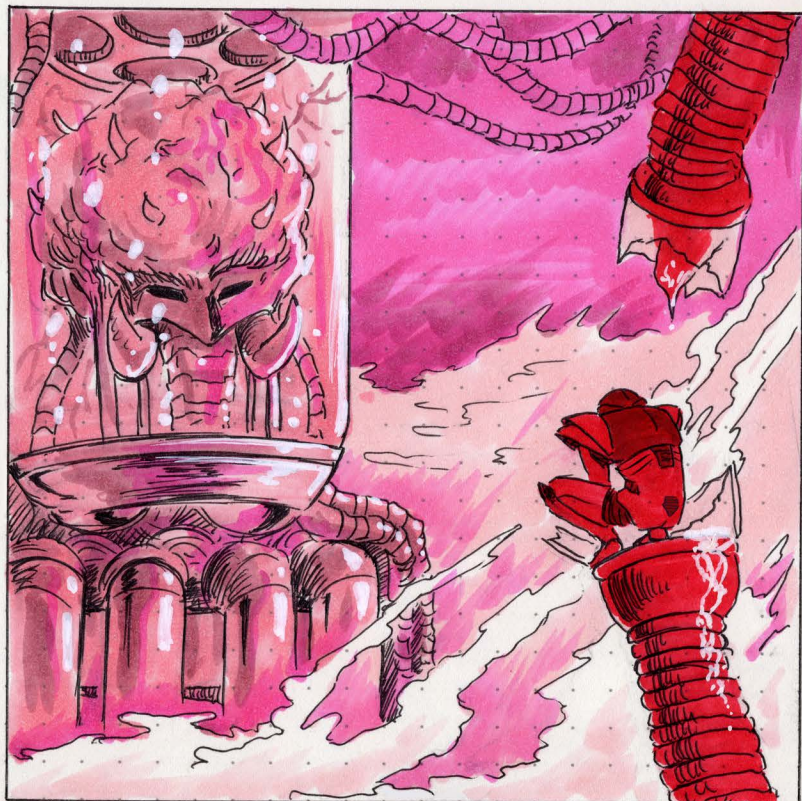
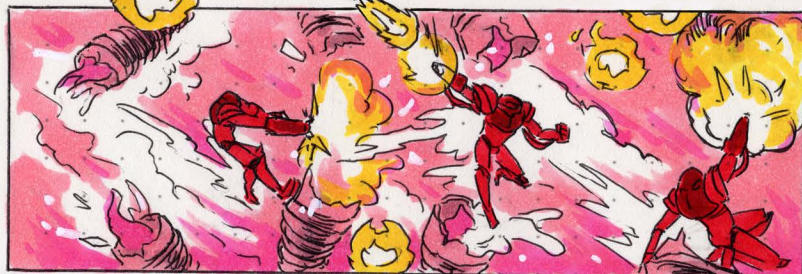
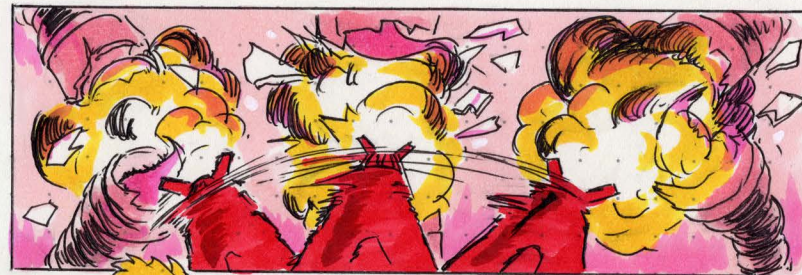
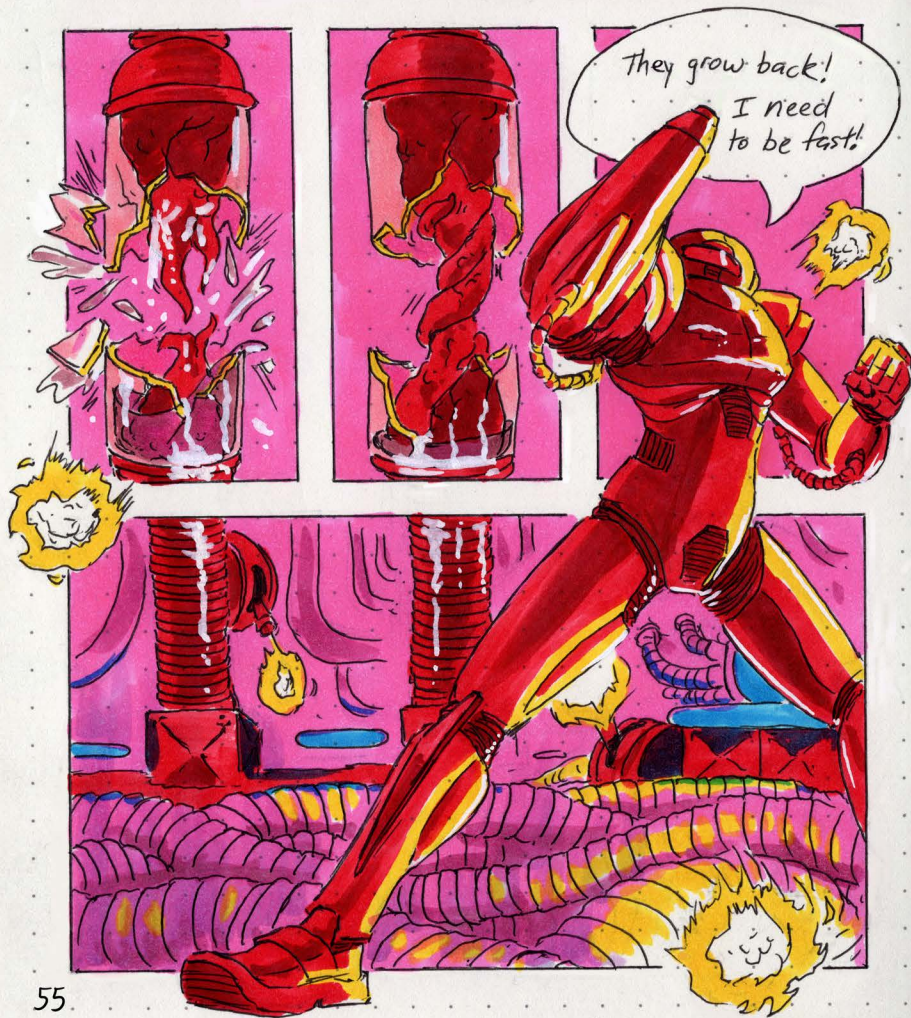
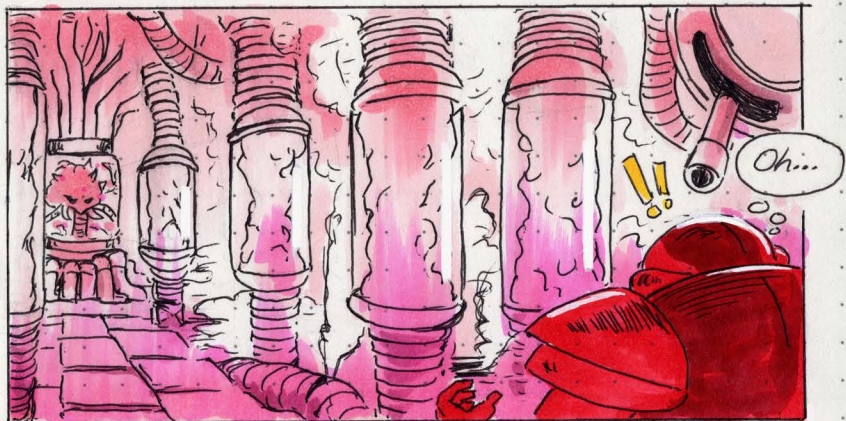


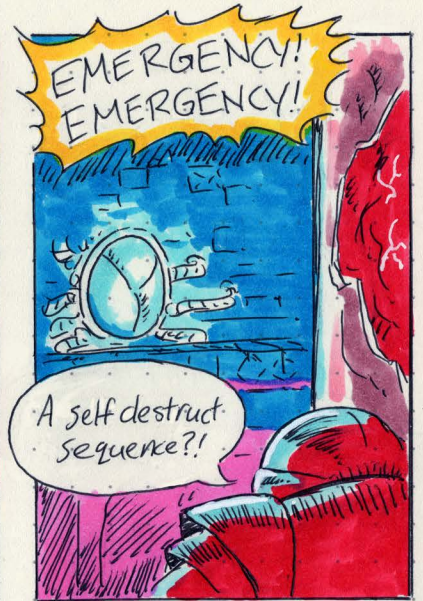
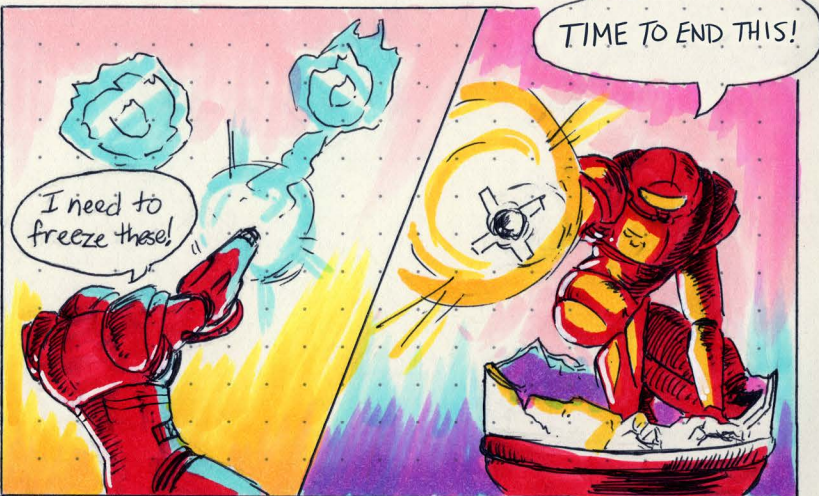
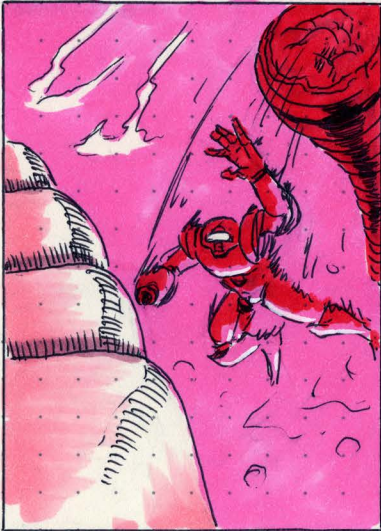
② MOTHER BRAIN!

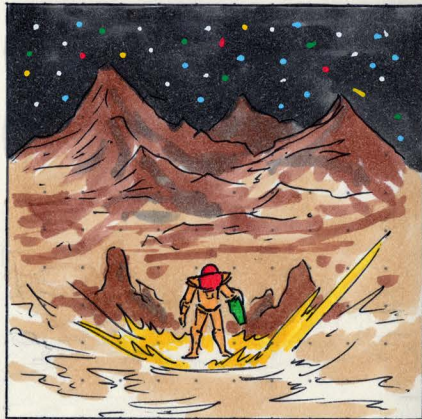
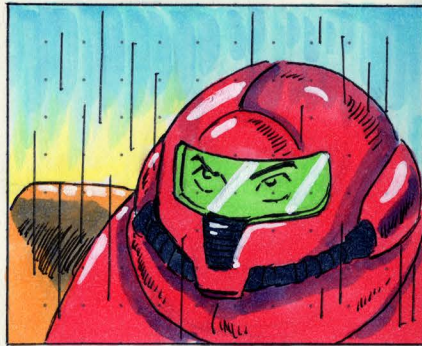


③ Escape!









MISSION ACCOMPLISHED

✓ Ridley ✓ Kraid ✓ Metroids ✓ Mother Brain



INCOMING

Samus,

Congratulations on a job well done. Payment has been wired to your account.

Thank you for your hard work.

-the Galactic Federation



You've terminated the Space Pirates, decimated the Metroids and melted Mother Brain. Now how quickly can you do it all again?

TOURIAN LIFEFORMS



Metroid

A dangerous species smuggled from Planet SR-388. It can drain life force directly from its prey. Their outer shell is impervious to standard fire and missiles. However, they are weak to ice.



Rinka

Strange circular organism that seems to aid in protecting both the Metroids and Mother Brain from intruders.



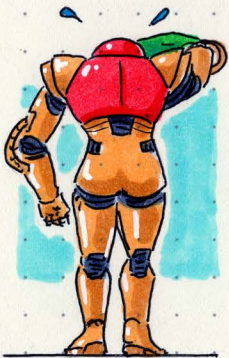
Zeebetite

Mother Brain's life support system that runs through Tourian, and is powered by Zebes' natural resources. Continuous missile blasts are the only way to break through them as they regenerate quickly.

ENDINGS

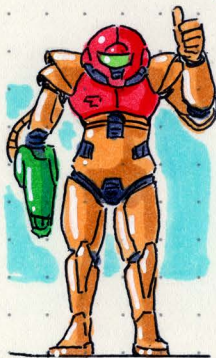
There are 5 different endings in Metroid. The ending you get depends on how long it takes you to play through the game.

Bad Ending



10+ Hours

Standard Ending



5-10 Hours

Good Ending



3-5 Hours

Great Ending



Less than 3 Hours

Best Ending



Less than 1 Hour

Press Start after credits to begin a new game as Suitless Samus

SUITLESS SAMUS QUEST



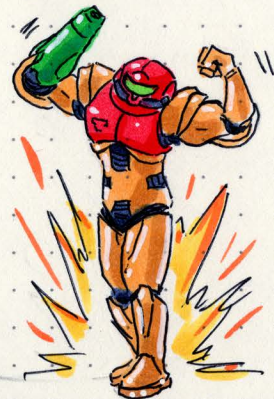
If you manage to get the "Great Ending" you can start a new quest from the end of the credits as Suitless Samus. You will begin with all the major power ups sans E-tanks and missiles.

On this quest the focus should be on hunting down Ridley and Kraid as quickly as possible to get the "Best Ending".

PASSWORDS [Enter on the Passwords Screen]

JUSTIN BAILEY

One of the most famous codes of all time! Start inside Norfair almost fully powered up, including Ridley and Kraid defeated. Find an Ice Beam & go storm Tourian as Suitless Samus!



NARPAS SWORD0
000000 000000

Start the game with all major power ups, infinite missiles, and invincibility. An easy way to learn Metroid.

▣ CREDITS AND THANKS

And with that, the 4th volume of Hand-Drawn Game Guides comes to an end. I really hope you enjoyed this book!

See you next Mission!

Phil

CREATED BY - Philip Summers

EDITED BY - Randy Yasenchat

PLAY TESTED BY - Dan Gillespie
Brian Wall

SPECIAL THANKS -

Frank Summers, David Cumbo
and every single
person that has
supported this
project!

