

Super Metroid Walkthrough  
Nintendo  
Catfish\_82

Hey all, as always I welcome any and all serious questions or suggestions regarding this walkthrough. If you've read the walkthrough and still can't find something, get somewhere, beat a certain boss, pass remedial gym then by all means drop me a line at [StoneColdMatt\\_82@Hotmail.com](mailto:StoneColdMatt_82@Hotmail.com) and I'll be glad to help any way I can. In addition, I've written this to be displayed on SNES Central ([www.snescentral.com](http://www.snescentral.com)) if you want to borrow a little bit of it or even the whole thing I don't mind, just please ask me, so I know who all is using it. Also, please credit me as the author and why not link back to SNES Central?

#### Game Details:

- Super Metroid created by Nintendo. 1994
- Licensed by Nintendo. 1994.
- Samus Aran, Mother Brain, Kraid, Ridley, and all other characters, storylines, items, weapons etc. Are copyrighted and are the property of Nintendo.
- This walkthrough is the sole property of me (Catfish\_82) and is neither endorsed by nor is it affiliated with Nintendo.

#### Table of Contents:

---

1. Version History
2. The basics
  - a. Controlling Samus Aran
  - b. Maps
  - c. Doors
  - d. Items
  - e. Health
  - f. Weapons
  - g. Suits
  - h. Boots
3. The Walkthrough
  - a. Ceres Space Station in Distress
  - b. Crateria
    - i. Crateria Section Map
  - c. Brinstar
    - i. Brinstar Section Map
  - d. Crateria
    - i. Mini boss: Chozo Statue
  - e. Brinstar
    - i. Mini boss: Spore Spawn
  - f. Norfair
  - g. Brinstar
  - h. Kraid's Lair
    - i. Kraid's Lair Enhanced Map
    - ii. Boss: Kraid
  - i. Norfair
  - j. Brinstar
  - k. Norfair
    - i. Mini boss: Croccomire
  - l. Brinstar
  - m. Crateria
  - n. Wrecked Ship
    - i. Wrecked Ship Section Map

- ii. Boss: Phantoon
  - o. Crateria
  - p. Wrecked Ship
  - q. Crateria
  - r. Brinstar
  - s. Maridia
    - i. Maridia Section Map
    - ii. Collecting M31 Jump Site Detail Map
    - iii. Mini boss: Worm/Dragon Hybrid
    - iv. Boss: Draygon
  - t. Norfair
  - u. Ridley's Lair
    - i. Ridley's Lair Map
    - ii. Mini boss: Golden Chozo
    - iii. Boss: Ridley
  - v. Brinstar
  - w. Crateria
  - x. Tourian
    - i. Boss: Mother Brain
- 4. Speed Run
- 5. Q & A Section

## 1. Version History

---

V1.0: This is the basic walkthrough. Every single item/weapon/suit that I know how to get is in here. I'll add on as I find new things or the locations are emailed to me. I'm quite fond of maps, but those will have to be in a future update.

V1.5: Added section maps for Crateria, Brinstar, Wrecked Ship and Norfair. I'm not going to do a map for Tourian because there's nothing there (as far as I know) and you get the basic map automatically. Since my last update, I've found the location of a few more missiles and super missiles, so those are in here now. The speed walkthrough, and hopefully the locations of the rest of the weapons might find their way into my next update, but I wouldn't count on it.

V2.0: This has been a while in the making. I absolutely hate leaving stuff unfinished, and the fact that the text of this walkthrough and the maps aren't complete has bugged me for the past month and a half (that's roughly the time it's taken me to get around to an update). So, in V2.0, the maps are updated (they're roughly 99.9 % complete, I'm convinced there's one last set of super missiles that have managed to elude me). Also updated is the text within the walkthrough. I'll tell you how to get the new items and whatnot in the maps. The speed guide is still on my mind, but it's going to have to wait just a while longer.

V2.5: Ok, I've found all 230 missiles, 50 super missiles, and 50 power bombs. I've also found all items etc. That's right! I have finally gotten 100%. And it only took me ten years. Rather than get a big head, I'm celebrating by adding a TOC, a Q & A section and just in general cleaning the walkthrough up so it's more aesthetically pleasing. I'm still gonna do a speed guide, man I'm repeating myself here aren't I?

V3.0: At long last, here is the final update. V2.5 has 100%, and all I've done in V3.0 content-wise is put on a speed guide. I've also rearranged some of the headers and such in an effort to make them easier to read. Another major update I did is to sum up what you'll be doing in each section. Previously I'd just put what section you'd be in and I realize that it's confusing. So look for a quick summary of what a section contains beside the section header.

V3.5: Ah me, I've spoken too soon. I do need this one update to spruce up the text and make sure everything flows well. Now, however I believe I'm done. So happy gaming!

---

Super Metroid, or Metroid 3 is the sequel to Metroids one and two and picks up right where they left off. Your introduction to this game is a recap of the past events culminating in your defeat of Mother Brain in Metroid one (for the NES) and finding the hatchling in Metroid two (for the original game boy). In the present (this game) you have just dropped the metroid hatchling off at Ceres station and are on your way out when you receive a distress signal. Looks like Mother Brain is at it again.

## 2. The Basics

### a. Controlling Samus Aran:

Under default settings:

- Shot: X
- Jump: A
- Dash: B
- Item Select: Select
- Item Cancel: Y
- Angle up (aim up): L
- Angle down (aim down): R

I recommend:

- Shot: Y
- Jump: B
- Dash: X
- Item Select: Select
- Item Cancel: A
- Aim up: L
- Aim down: R

### b. Maps:

-Over world: This is the map you'll see when you load a saved game. The section you're in will be highlighted. You can't manipulate this map in any way.

-Section maps: This is the default map you'll receive in a certain area, (Crateria map, Brinstar map etc.) This isn't given to you; you'll have to find the map generator. Sections you have already been in are highlighted in red. While sections you have yet to visit are in blue. The one downfall of section maps is that they don't show hidden areas. Its up to you to find them (or for me to tell you). So for convenience sake, I'll put up a default section map and then add the hidden areas onto it.

When you press the start screen you'll see the map of the area that you're in. If you press R then you'll get to see what armor/weapons/abilities Samus is equipped with or can do. Pressing L will take you back to the map screen, while start will take you back to the game.

### c. Doors:

Throughout Planet Zebes you'll see doors of different colors, they all require different things to open them.

- Blue Door: This is a normal door that can be opened with your normal shot.
- Red Door: This is a locked door that requires five shots from regular missiles or one from the super missile before it will unlock.
- Green Door: Another locked door this one is only opened by one super missile.
- Orange Door: Yet another locked door, you must have a power bomb (set them the same as you would normal bombs) to open one of these.
- Grey/Flashing Door: If a door is gray then you must get a certain item/ defeat a certain enemy before the door will begin flashing. Once it is flashing it can be opened with a normal shot.

If you open locked doors then save your game then the previously locked doors will all be blue upon your return to the game. In other words, if you unlock doors, they stay unlocked no matter where you go.

#### **d. Items:**

- X-Ray Scope: Allows you to look through surfaces to scan for hidden items or pathways. You can't move while using this beam, you can't attack enemies while using it either, but fair is fair so they can't attack you.
- Grappling Beam: A beam of electricity that will allow you to grab onto and swing from certain types of blocks
- Morphing Ball: This allows you to curl up into a ball and get through some of the more narrow passages. When used in conjunction with the spring ball, you'll be able to get to many places.
- Spring Ball: This nifty little device allows you to jump while curled up into a ball. However this is *not* a required item for beating the game. If you find yourself running short on time, then skip retrieving this item.
- Reserve tanks: These handy tanks allow you to store energy in case you find yourself running out of energy at an inopportune time. They have two settings, Auto and manual. If you select your reserve tanks on auto, then they will automatically supply you with energy when you need it. If you select manual, then you will have to be vigilant and supply the energy yourself when you need it.

#### **e. Health:**

- Large Health: A large purple glowing orb it is worth twenty health points.
- Small Health: A smaller purple glowing orb, it is worth five health points.

#### **f. Weapons:**

- Missile: Slightly stronger than your normal shot, the missiles will be your 'fall back' weapon when you need something just a bit more powerful.
- Super Missile: Stronger than a regular missile, the super missile will take out a lot of the tougher enemies and open doors that other missiles can't.
- Bomb: Another staple of Samus' arsenal, the bomb will allow you to create new pathways and explore many places that you would otherwise not be able to get to.
- Power Bomb: A much more powerful blast than the regular bomb, a power bomb will demolish many enemies and blocks onscreen. It will also open certain types of doors.
- Charge Beam: Allows you to charge up a shot so that it becomes the equal of a regular missile in terms of damage. Also if you charge up and then drop down to lay a bomb, you'll lay five or six of them at a time.
- Ice Beam: A freezing shot that will turn enemies into ice. This is useful because you can use frozen enemies as platforms to reach high places.
- Spazer: A nifty little weapon that splits your shot into three separate beams. This allows for a better spread.
- Wave Beam: This is one of the more powerful of the 'normal' shots your beam will move up and down and go through obstacles to reach your enemies.
- Plasma Beam: This is the most powerful normal shot in the game; it will allow you to make short work of even the toughest enemies.
- Hyper Beam: This is the most powerful beam of all; alas you will not get it until you beat Mother Brain at the very end of the game.
- Screw Attack: Taking its name from a cheap 70's porno this.... no I'm kidding. The screw attack allows you to defeat enemies while in a mid-air jump by turning your suit into a weapon.

The beams are often combined to make them even more powerful. However, the spazer and the plasma beam can never be equipped at the same time. Why this is I don't know, but you can have any combination with the two. For example, you can equip the charge beam, the ice beam, the wave beam, and the plasma beam at the same time.

## **g. Suits:**

- Varia Suit: This suit allows you to withstand the searing temperatures of Norfair and other equally hot places.
- Gravity Suit: Allows you to move normally in the aqueous environment of Maridia and other water filled areas.

## **h. Boots:**

- Hi-Jump Boots: Like the name isn't a dead giveaway. These boots allow Samus to reach much higher with her jump.
- Space Jump: This allows you to use air pressure to boost yourself and move through areas without even touching the ground or walls.
- Speed Booster: This allows Samus to run at a greatly increased speed. You'll be moving so fast that you'll be able to bust through blocks, enemies and leap a great distance. While running you'll also store up energy, you'll know by the high-pitched noise you make. If you press down and then jump, you'll jump until you hit something at which point two shadow images of yourself will come out to the left and right and destroy anything they touch. If you press L or R then you'll jump diagonally, if you jump up and then press left or right you'll be able to do a shoulder tackle type dash.

The space jump is tricky to get down; it'll take a bit of practice. The key is making sure you spin when you jump. If you don't spin, you can't do the space jump. Also, make sure you press the jump button as you're going up. If you press it while you're going down than more often than not you won't do the space jump.

In this walkthrough, I go out of the way to get every item I can. So you'll have to bear with me on that. However, like in most games of the metroid series, the faster you complete the time, the better then ending is. As of this posting V2.0, I've just done everything, with the exception of a speed guide, I'm just trying to get the walkthrough out there for anyone who needs help and I'll add on as I find time.

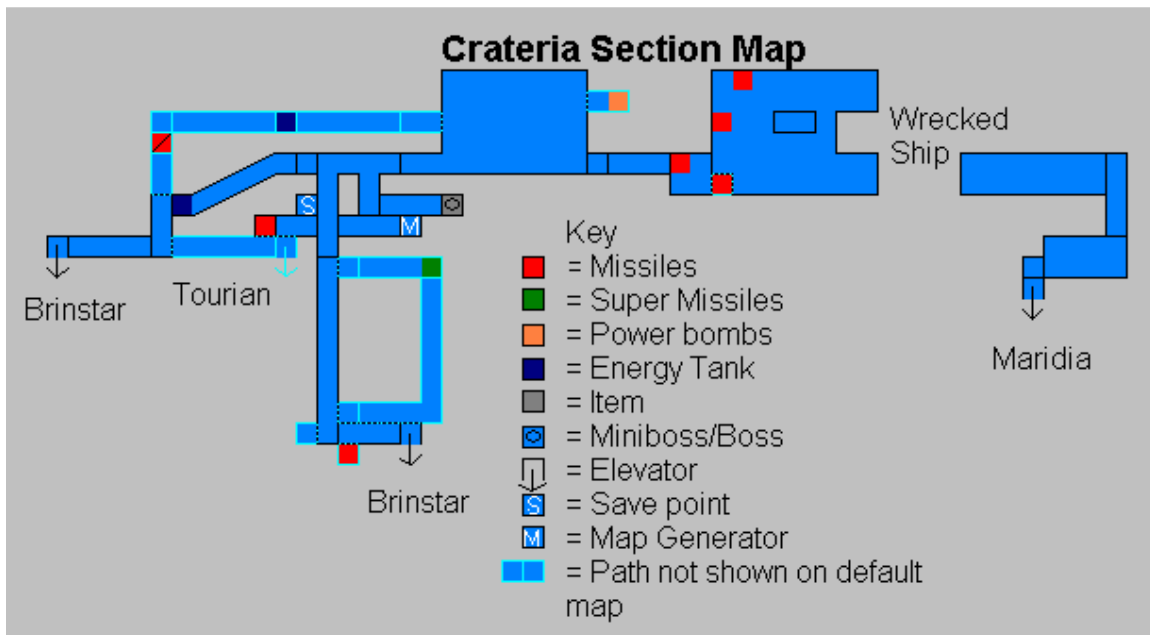
## **3. The Walkthrough**

### **a. Ceres Space Station in Distress (An attempt at rescue)**

For all other sections, I'll do a map of the general area, but for Ceres station, it's so linear that I don't need to do one. Just go down and right, you'll eventually pass through the room containing the machinery in the title screen. The floor is littered with the bodies of the scientists who were studying the metroid hatchling. In the next room you'll find the hatchling still in its glass container. After a moment or two Ridley will show up. He doesn't stick around for long though. If you hit him enough he'll drop the metroid hatchling, pick it up and then bolt. But if your health dips below twenty-nine he'll also split. In the process however, he activates Ceres Station's self-destruct mechanism. You have one minute to escape. Back track up to the elevator to get out. Falling tiles and venting steam slow you down but don't hurt you. After you reach the elevator, sit back and enjoy the cut scene of Samus escaping the exploding Ceres Station. You'll land on planet Zebes, the home of the Space Pirates.

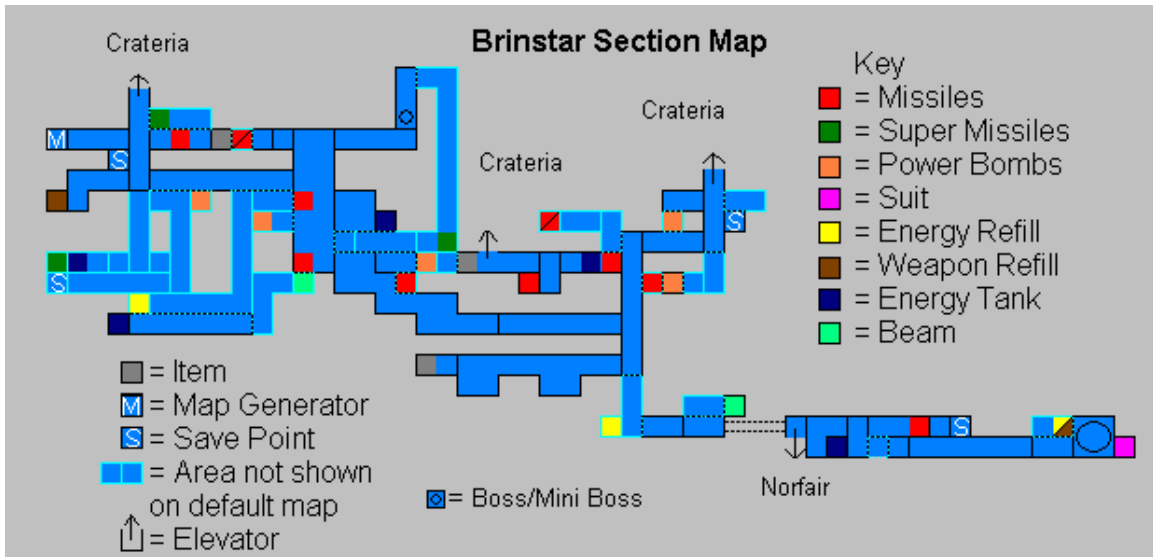
Continued Below

## b. Crateria (Going to Brinstar)



Crateria is the surface world of planet Zebes. It is a gray and dismal place under a constant deluge of acid rain and battered by fierce storms. Not a good place for a vacation really. Emerging from your ship head left and you'll come to a blue door. If you've played metroid before, than you should be familiar with how the doors work. Anyways, just after the door you'll see two little paths that lead down, the paths are much too small for you to fit into at the moment so ignore them for now. Head leftwards until you find yourself able to go down. On your way you'll see three doors, two blue ones, and one red door. Ignore them, and go through the door at the bottom. When you emerge you should instantly recognize where you are. This is the escape tunnel you used in metroid one. It appears that the Space Pirates simply rebuilt over their old hideout. Head down and right and you'll even see the remains of the holding tank that once held Mother Brain. Continue right, and you'll come to an elevator. This takes you down to Brinstar.

## c. Brinstar (Collecting the Morphing Ball and Missiles)



Brinstar is the world just below the surface of planet Zebes. Of all the areas, it is the most lush (although this particular section doesn't look it). Within Brinstar's walls, you'll find a cornucopia of plant and insect life. From the elevator head left, and you'll see the **morphing ball**, also where it was in metroid one. If you press down on the d-pad twice you'll curl up into a ball and be able to access narrow pathways. Now head right past the elevator and through another door. Across from you you'll see a red door. Since you don't yet have any missiles to open it, shoot the blocks on the ground to reveal a path, head on down. Once down, go left (This is how you got to Kraid's lair in Metroid one if my memory serves me correctly.) Inside the next room is a Chozo statue (Chozo's are the native inhabitants of planet Zebes, but they seem to all be in statue form). In the Chozo's outstretched hands is a glowing orb. If you shoot this orb it will reveal **missiles** (M: 1). Each missile icon you collect, will add five to your stock. It goes the same for super missiles and power bombs. Up to this point you've encountered no enemies. But now that you have missiles, Brinstar comes alive. Head back up and unlock the red door to your right. Keep heading right, until you get to the part where the spotlight is shining on you. You'll see more **missiles** (M: 2). These spotlights don't hurt you in any way, but I think they do serve to announce your presence to Mother Brain and company. Now retrace your steps back to the elevator and go back up to Crateria.

#### d. Crateria (Collecting the bombs)

By Now You Should Have Gotten	Suits	Weapons
<b>Items</b>		
- Morphing Ball	- None	- Missiles: 2

Now that you have missiles, Mother Brain's old chamber, and the escape tunnel after her will be filled with space pirates, but they are of the weakest variety so you can kill them easily. As you retrace your steps to the surface of Crateria, open up the red door on the right, head all the way to the right and maneuver your way around the gnats and Reos (dragonfly like creatures) and get the **map of Crateria**. Go back out into the shaft and go through the blue door up one spot and to your left. This is a save point. Save your game and continue on up avoiding or killing the geemers (crawling enemies) and avoiding the rippers (flying slug-like enemies) and head right. At the surface will be more geemers and Skreers (moth-like creatures hanging from the ceiling). Now curl up into a ball and go down that little path you couldn't get to before. You'll have to go down the left hand side, since the right side is blocked by stones that must be bombed to clear. Continue down and go to the right. You'll be in a room with a bunch of little flying insects and

there will be a red door at the end. Unlock this and go in. You'll notice a change in music. This type of music is a pretty good indication that you're about to face a boss. The door behind you has also turned to gray. This means that you must kill something or get a certain item before the door will flash and you can open it. Shoot the orb and retrieve the **bombs** from the chozo's hands. Now run over to the other side and wait. In a minute the Chozo statue will come to life.

i. Chozo Statue:  
Strategy:

The Chozo statue has three attacks to watch for. 1. He'll come over to where you are and wave his arms. This creates fire in the air and damages you if you touch it. 2. He'll spit up a bunch of mini-orbs. These orbs are good for energy and missiles, so shoot them if you need anything. 3. From a distance he'll wave his arm and send energy waves your way. You can jump over the low ones, and duck under the high ones. He'll usually do this a few times before switching up. Use your missiles and aim for his head, and you should beat him in no time at all.

Now retrace your steps to the Crateria surface. Head left, and go down to the holding tank where Mother Brain once sat. Bomb the center and you'll fall down to a secret area. Bomb it once more and you'll go down further and get some **missiles** (M: 3). Now head back up to the surface of Crateria and as you do, go into the blue door on the left that you haven't yet been in. Use your bombs to make your way left. You'll get some more **missiles** (M: 4) from a Chozo statue. Save your game once more and then go up and left. At the surface, you'll have to bomb the left hand wall to get through. You'll head left and then wind up in a long room that goes left and diagonally down. At the very end of this room is an **energy tank** (ET: 1). Now head left and down. There will be more space pirates (Zebesians) in this room. They are tougher than what you've previously faced so use your missiles on them. At the bottom of this room are two doors. The one on the right is red and is the entrance to Tourian and mother brain. Head left, through the blue door. In this next room you'll find some white geemers. They are vulnerable only to the plasma beam, which you don't have yet. Also in this room are some green and red plant-like creatures. If you shoot them, they release a bunch of little hopping animals. So let them be and just move on by. Next is the elevator that will take you to the vegetative part of Brinstar.

## e. Brinstar (Getting to Spore Spawn)

By Now You Should Have Gotten		
Items	Suits	Weapons
- Bombs	- None	- Missiles: 4
- Map of Crateria		
- Energy Tank: 1		

You'll notice that the enemies are tougher here. As you head down, you'll see two red doors opposite one another. Open up the left one and head inside. The door locks behind you and turns gray. You'll have to kill all the enemies in this room before it'll unlock. Bomb your way through the wall and into the next room to get the **map of Brinstar**. Now go back out into the 'main hall' and unlock the door opposite from you. Get up on the platform near the ceiling and run right. You'll see a column coming down to block your path, but that's ok. You'll fall through and be right next to some **missiles** (M: 5). Get them and then bomb the bottom left corner of the column blocking your path back to the main hall. Once out in the main hall go down and unlock the red door on your left. This is a save point, but don't save your game just yet. Instead go down all the way and go in the left hand door. You'll be in a room with some fire fleas that move in a circle. Don't kill them, since they're the only things providing light for the room. There is a missile recharge in the next room. Recharge your missiles, and then go save your game. Next go down and unlock the red door across from the room leading to the missile refill. As you head that way, shooting the Reos and the crab-like enemies, you'll see a pit that can only be accessed with the speed booster. Continue right and you'll come out in a very large room; this room is in fact the



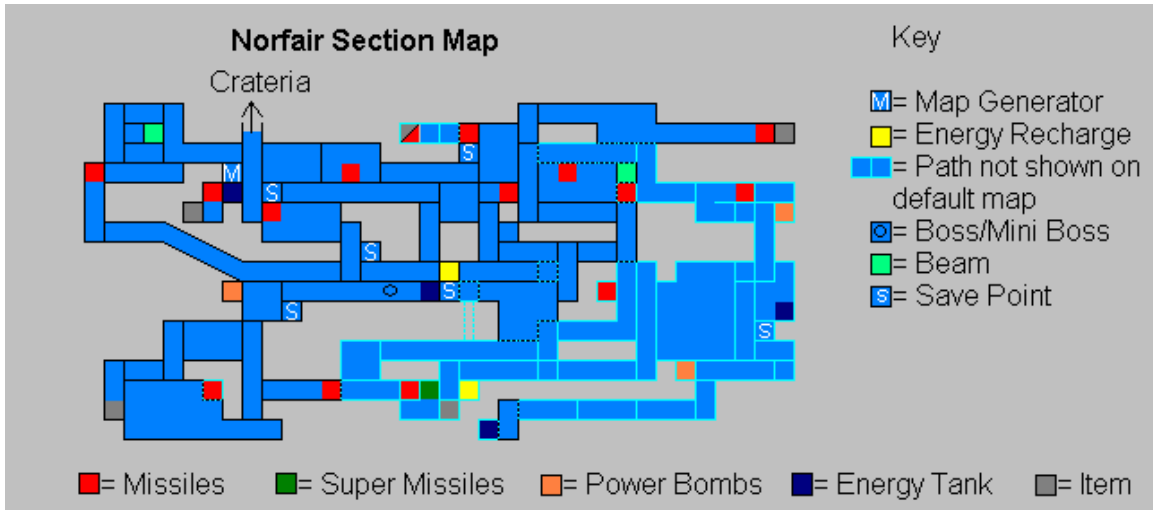
largest room in Brinstar. In this large room work your way to the very bottom left hand corner. There on a pedestal you'll see **missiles** (M: 6). If you look to the right, you'll see two blocks that seem out of place. Bomb them and then fall through the little area to find a Chozo statue holding an orb. This is the **charge beam**. Get this and then go back up. Work your way to the top left hand corner of the large room; you'll see a ledge leading off screen. Bomb your way through to reach a save point. Save your game and then come back out and to the right. Go right and unlock the red door. There will be some flying key hunters (flying praying mantis like creatures). You must kill them all to unlock the door. When you go up, you'll have to fight Spore Spawn, the mini-boss of Brinstar.

i. Spore Spawn:  
Strategy:

Spore Spawn doesn't really have an actual attack. He just moves around in a predicable figure eight pattern. The only thing you have to worry about is the pollen that is falling down. They float in a zigzag pattern and are good for energy or missiles should you need it. Also try and stay out of Spore Spawn's way. Stay in a corner until he stops and opens up, revealing his core. This is the only vulnerable part. Once he shows his core, switch over to missiles and blast him. Like many of the bosses here, Spore Spawn gets faster as he gets weaker. Just be patient and you should do fine.

Once Spore Spawn is dead, use his body as a platform to get up to the next part of the corridor. Go up and to the right. At the very end of this room is a pipe that enemies usually come out of. But nothing is coming out of this one. Hop up on it and you'll fall through. After falling for a while you'll land right next to a Chozo statue. It is holding **super missiles** (SM: 1). Now head left, you'll be using your super missiles to open a locked door and blast through some blocks. Now go down and to the bottom left hand corner of the large room, where you got the missiles. Now go right and use a bomb to propel yourself over the block. Use a super missile to unlock the door to the right and head in. Go down and to the right. As you're going along you might notice a column blocking your path. You'll see a blue button above it. These buttons function just like the doors do in regards to what opens them. Shoot the blue button with your normal beam and the column will open. The next room has a fall away platform and many cacatacs (walking cactuses). You can run fast enough to make it over the platform. The next room is a vertical corridor (and on an unrelated side note, has some of the most beautiful music of the game). You can't jump high enough to go up, so down is your only option. As you head down you'll get to a point where you will see an orange door behind a large stone. Before it are several smaller stones of the same type. You can shoot downwards to open a path. Afterwards, it's a straight fall down past some yellow rippers. At the very bottom to the left is a green door. Behind it is an energy refill. Now head right. You'll go through two rooms. Remember the second room, it has a large hole in the ceiling in the middle of the room. But ignore it for now, because it leads nowhere. The next few rooms are actually part of Maridia, but continue on through them and you'll come to an elevator. This leads down to Norfair.

## f. Norfair (Getting the Hi-jump boots)



By Now You Should Have Gotten		
Items	Suits	Weapons
- Map of Brinstar	-None	- Missiles: 6
		- Charge Beam
		- Super Missiles: 1

In the main corridor of Norfair, head down, as you go you'll see a green door, an orange door, and a red door, all on the left hand side. Enter the red door. The door will lock after you, and you'll see an **energy tank** (ET: 2). Grab it and walk left. One of the blocks will disappear and drop you down, curl up into a ball and continue left. You'll go down and then you'll see a blue door. Go in here. In this room there is a Chozo statue holding an orb, but a column of blocks blocks it. Shoot the top two blocks to reveal a way to get to the statue. The Chozo statue is holding the **Hi-jump boots**. Now you'll be able to get to a lot of high up places. On your way out, you'll have to go up, collect the **missiles** (M: 7). Now wait for the orange geemer to come to you and kill it. The door out will now unlock. The first thing you should do is go back up to Brinstar.

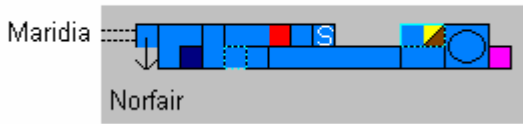
### g. Brinstar (Getting Ready for Kraid)

By Now You Should Have Gotten		
Items	Suits	Weapons
- Energy Tank: 2	- None	- Missiles: 7
- Hi-jump Boots		

Once you're back in Brinstar, back track your way through Maridia and to that room in Brinstar that had a hole in the ceiling. Since you're coming in from the right side, go to the far left of the room, right next to the door. Shoot straight upwards and a hole should appear. Jump up through this hole and bomb the stone blocking the path. Once it's cleared, duck down and shoot the second block. Now roll through and unlock the green door. Inside is the **spazer**; it allows your shot to spread out. Now go back to the elevator to Norfair. Don't go down, instead go to the right hand wall and use a super missile on the three blocks there on the wall. A path will open up. Head inside and you'll be at the entrance of what I like to call Kraid's lair.

### h. Kraid's Lair (Beating Kraid for the Varia Suit)

## Kraid's Lair Enhanced Map



In this next little room, jump up into the mouth of the statue in the top right hand corner. Go through the door and bomb the floor right next to the door to open a path downwards. You'll pass a gray door, this will unlock once you've defeated Kraid. Bomb the wall opposite the gray door and a narrow passage will open up. Head right and up. In the next room there will be some more flying key hunters. After killing all of them, head all the way to the right and bomb the little notch in the floor to open up a path that leads to a save point. Save your game and then head back out into the room with the key hunters. There is a very large crack in the floor of this room that you must shoot/bomb to get to the next room. Head down and right. You'll be in a long green tiled room with several space pirates, kill them and head right. As you move along you'll see needles flying at you. Since there are spikes on the ceiling, you can't really avoid them, but they don't do much damage. At the end of this hall is a mini-kraid. Once you've killed him and entered the next room, shoot directly up; follow this new path to get to an energy recharge, and a missile refill. Now go back down and right. You'll get to the body of a previous adventurer (who didn't have this handy dandy walkthrough) and just beyond that, you'll see a 'growth' with one eye that guards the door to bosses. When his eye is open, hit it with missiles. It takes three to kill it. Now you're ready for Kraid.

ii. Kraid:  
Strategy:

When you first enter his chamber, all is quiet. Suddenly the spike bed starts to rumble, stones fly everywhere as Kraid partially emerges from the ground. Kraid is immense, both in height and girth. While partially in the ground Kraid has several attacks. 1. He'll shoot rocks out of his mouth. These aren't too hard to dodge. 2. He will move forwards in a bid to hit you with his claws. The best defense for this maneuver is a good offense. Use your normal shot to hit him in the face. His eyes will glow for a second, and then he'll open his mouth to roar. When he does this, quickly switch over to super missiles and hit him in the mouth. Once he's taken a few hits he'll emerge completely from the ground. When he's fully out he adds on several attacks. 3. He'll move forwards in an attempt to squash you up against the wall with that gut of his. Every time you hit him he moves back however, so try and hit him as many times as you're able. 4. Platforms that are spiked on the sides emerge from his navel. These fly in a straight line, unfortunately they fly directly over the ledges you need to be standing on to reach Kraid's head. Your only recourse is to jump over them. 5. He releases massive amounts of claws that fly all over the room. It's next to impossible to avoid all of these, but they don't do that much damage and they're good for energy and missiles. Keep shooting him in the mouth all the while avoiding the spiked platforms and the flying claws as best you're able. When compared to the other bosses of Zebes, Kraid is relatively weak, especially for his size. This battle shouldn't last too long.

When he's dead, head right and you'll receive the **Varia suit** that will allow you to withstand the temperature extremes of Norfair. Now make your way back to the gray door just on the inside of Kraid's lair. Inside are a bunch of energy draining grasshopper like insects. Use missiles to kill them and if one does happen to latch onto you, then shoot directly up to kill it. There are three cracks in the ceiling of this room. Shoot the third one to reveal an **energy tank** (ET: 3). Now head to Norfair.

### i. Norfair (Getting the speed booster and ice beam)

By Now You Should Have Gotten		
Items	Suits	Weapons
- Energy Tank: 3	- Varia Suit	- Spazer

Once in Norfair, take the very first door on the right and you'll be in a large room where the air ripples with heat. In this room are some orange geemers, and flying gerutas (flying crab-like things). Make your way to the right and into a second large room. As you get to the right hand side of this room, shoot down and right into the last little pool of lava right before the door.

**Missiles** (M: 8) will appear. Continue on through the door and you will be in a room where the lava is rising and you must make your way past the dragons that spit at you. Towards the end of this room, the composition of the ground seems to be made out of greenish bubbles. Once in the next room, everything will be composed of the bubbles. This is the 'bubble room' that I'll occasionally refer to. Walk right, past two gargoyle statues and then in the little pocket shoot downwards. You'll open up a path and be able to get to a small room that contains some **missiles** (M: 9), a red ripper, and some spikes. Now go back up and bomb the space in between those two gargoyle statues to open a path downwards. You'll have to bomb a few more spots, and watch out for the orange geemers that are also in this narrow tunnel. When you come out, you'll see two doors. One leads left, and the other one leads down. Take the door leading down, and as you descend, ignore the first door on your right, instead take the second door on the right. In this next room, you'll see some multiviolas (spherical enemies that fly around) and magdollites (creatures that rise up and hurl lava at you). Go past these and into the next room. You'll have a choice of going down or right. Go right and when you get into the next room, lava will start to rise. Quickly go right and up past the green worm monsters spitting blue fireballs. Once you're up go left. You'll have to ride two 'living' platforms to get across the lava. The second one sinks under your weight so be warned. In the next room, you'll be in a vertical corridor where as you go up, you'll see two doors leading right. They both lead to the same room, where you'll eventually get the wave beam, but ignore it for now. Continue to the top and then left. You'll come out in a different part of the 'bubble room' that you couldn't access before. Go up, near the orange cacatac, and head right. There will be three skrees in this room kill them and then step out onto the second platform above the lava. Now shoot up and a path will open. In this new room hold down the dash button and head right, stopping for nothing. After a while you'll come to a new room. Right before the door, shoot up and you'll get some **missiles** (M: 10). Behind the next door is a Chozo statue holding the **speed booster**. Once you have that, lava will begin to fill the room. Quickly exit and run left. The lava rises almost as fast as you can outrun it. Now head back out into the 'main' bubble room and head down and bomb between the two gargoyle statues once more. This time head left. You'll see a path leading down, but ignore it and continue left through the door. Next is a long corridor in which you will need to use your speed dash to clear both a path, and kill some cricket enemies. Now you'll be in a room with a save point, and just past that is the main hall of Norfair. Go up and to the very first door on the left. Speed dash through the columns that try to block your path and go right. Use the living platforms to help you get across the lava and to the next room. In the next room, avoid the green monster worms spitting blue fireballs and go up. When you get to the door at the top right hand corner of this room stop. Get right up next to the door and bomb where you're standing. You'll open up a path. Stick to the right hand side and go down and curl up into a ball. Make your way to the small passageway leading right off screen by weaving in and out of the blocks. There are three orange geemers in this little room right before the door. They sometimes come out of the path as you're trying to get in, so watch out for them. In the room to the right is the **ice beam**. Now you'll be able to freeze enemies and use them for platforms. Now go back out and work your way back up to the door that you didn't go through. Now go through it and use your newly acquired ice beam to help you freeze the jumping sponges and get past the lava. You'll come out a door and fall downwards. You'll land in an upper section of the room with the columns blocking your path. Curl up into a ball and head right. You'll fall through the ceiling right near the door and will be back out in Norfair's main hall. You're not done with Norfair, but there's not much you can do without power bombs, so head back up to Brinstar.

## j. Brinstar (Getting your first power bombs)

By Now You Should Have Gotten		
Items	Suits	Weapons
- Speed Booster	- None	- Missiles: 10
		- Ice Beam

Work your way past Maridia, and into the corridor where you found the energy refill. Freeze the rippers and use them as platforms to get back up the corridor. You'll get to the door that you used to enter this corridor, but go up past it, there'll be more rippers to use as platforms and keep going up. When you're at the top, head right. You'll be in a room with a bunch of worm looking monsters that to me vaguely resemble that giant sand monster that Luke Skywalker almost jumps into in Star Wars. These monsters are on the floor and ceiling. Flies come out of some of them. Head right and the door will lock behind you. You'll have to acquire power bombs to get back through, never fear though. Look on the ground; you'll see two little blocks. Like the others, you can shoot through them and open up a pathway. Do so and you'll find yourself in a room with some caterpillar like creatures that emerge from shells. Towards the bottom is a locked door. Unlock it and make your way left. Use the jumping sponges to make platforms until you get to a Chozo statue. The Chozo has **power bombs** (PB: 1) for you. As soon as you get them, lay one in the statues hands. The wall behind it will disappear and you'll get some more **missiles** (M: 11). Now head up back past the caterpillars and continue up to the very top door on the left just before the elevator. Inside are several large side hoppers. You'll notice that several of those monsters have worms that try and grab you growing out of them. Align yourself over the one worm monster that has nothing growing out of it and lay a power bomb. You'll destroy the platform and fall through the monster into a secret room with more **power bombs** (PB: 2). Now you're ready for Norfair. Head back to the elevator that leads to Norfair (Don't open that orange door behind the large block, you need the grappling beam to get what's inside). Before you go down, go right and back into Kraid's lair. Work your way to the room that had all the key hunters in it. At the far right of the room lay a power bomb; you'll see a path open up. Lay bombs and use them to 'jump' your way up and through that little path. When you land, lay a bomb and you'll collect more **missiles** (M: 12). Now make your way back to Norfair.

## k. Norfair (Getting to the Croccomire)

By Now You Should Have Gotten		
Items	Suits	Weapons
- None	- None	- Missiles: 12
		- Power Bombs: 2

In the main hall of Norfair, power bomb the second door on the left hand side to get the **map of Norfair**. Now go back up to the top left hand door (where you went to get the ice beam). Once you've gotten past the columns, power bomb the area where you see the power bomb icons. Go left and kill the fire fleas and the hoppers. In this next little vertical room, there are **missiles** (M: 13). They are directly across from the door (you'll have to shoot the wall to reveal them). The problem is that all the platforms are fall through, and you'll most likely fall right through with no time to actually collect the missiles. Don't worry you can come back to them later. Now, in the next room speed dash to the right until you bust through a wall and see two doors. One is green, and the other is blue. Don't go in any of them yet, instead head up and kill the two cacatacs and go in that door to the right and save your game. Now go back down and go through the green door. You'll now have to face off against the Croccomire, the mini-boss of Norfair.

i. Croccomire:  
Strategy:

The Croccomire has three attacks to watch out for. 1. He'll try and claw you. This is easily avoidable if you just don't get to close to him. 2. He spits rocks at you. These aren't too hard to dodge but you'll probably end up getting hit with them a few times. 3. If you don't attack often enough, the Croccomire will start moving forwards. This seems harmless enough, but there is a spiked wall off to the left, so if you let him back you up, then you can get trapped. The strategy for the Croccomire is remarkably similar to the one you used for Kraid. Hit the Croccomire with a normal shot, wait for him to open his mouth and blast him with something more powerful, namely a missile or super missile. He doesn't really take damage, but the strength of what you hit him with is proportional to how far back he moves. As you back him further and further up, you may notice that he's inching out over a section of blocks that are of a different color than the others. Once the Croccomire is entirely out on these blocks, they crumble under his weight sending him straight into the boiling lava. You get to watch as the Croccomire desperately tries to escape while his flesh melts off of him. Finally with one last cry, the Croccomire sinks to the bottom. Now you may notice a trail of bubbles heading through the lava off towards the left. Follow them until you get to the spiked wall. Wait until the screen stops scrolling and then get as far right as you can. The spiked wall trembles then flies apart as the Croccomires skeleton leaps out, (guess that's what they call 'bad to the bone'). But instead of attacking you, it collapses harmlessly to the ground. Now you're free to go on.

Head left and you'll come to a large room with two ways to go. Head right and save your game. Now take the door leading down, you'll have to go down again. As you fall, you'll see a red door. Go inside and wait until the lava recedes to go right. There are **missiles** (M: 14) at the end of this room. Now head left and down again. In the room where you took the long fall, take the door at the bottom. You'll see a bunch of rocks blocking your path. You need to power bomb these, so you can get a good running start. Once your path is clear. Get a good running start and run left jumping off the small ramp and you should land right beside a door on the upper left hand side of the large room. In the next room you'll get the **grappling beam**, a nifty little device that will let you swing on blocks that have a '+' on them, and on certain kinds of enemies as well. Go back out the door and to the large room. Use your grappling beam on the metal rippers patrolling at the ceiling to swing you're your way to the upper right hand corner of this large room where you'll get more **missiles** (M: 15). Go back into the room where you got the grappling beam and head up and right. In the room with all the worms spitting blue flames, get to the top most platform and shoot your grappling beam straight up, you'll latch onto one of the blocks to pull yourself up. When you finally get out and emerge in the vertical corridor where you took a long fall, head up. When you get to the room where you last saved your game, use the metal ripper flying at the top of the room as your attachment point and use your grappling beam to swing across the room where you'll land at a door which leads to **power bombs** (PB: 3). Now go back to the room where you fought the Croccomire. Use your grappling beam to swing all the way over the lava to the right and get the **energy tank** (E: 4). Now go to the room right above the Croccomire's chamber and take the blue door on the right. Now head down that hallway and as soon as you see a door leading up, take it, there are some red space pirates and white geemers in here. Now you'll be close to the bubble room. Go right and then down and right once more (this area should be familiar to you, it's the way you went to get the speed booster). When you get to the part where dragons are popping out of the ground, and the multivolas are flying around, and those two doors I'd told you earlier to ignore, enter the second door you come to. Jump across the moving platforms to get some **missiles** (M: 16). Use your grappling beam to get across and in the next room you'll find the **wave beam**. This will allow your shot to go through some obstacles. *Side Note: If you're doing a speed run, you need to collect the wave beam earlier. To do this, go into the room and land on the spikes, you'll take damage. Quickly jump off the far right wall and up onto the ledge containing the door to the wave beam. Exit the room through the spike bed, some of them are fall through.* Now go to the bubble room and make your way to the top left hand corner. In here you'll find some **missiles** (M: 17) in a room with a geruta. In this room if you'll shoot at the bottom left hand corner, a platform will rise from the lava. Get on this and take it up to a secret path through the wall. Head left and you'll see dragons coming out of the lava to spit at you, and orange geemers circling little 'stepping stones'. If you'll shoot the last stepping-stone, it'll disappear and leave **missiles** (M: 18). Now just to the left of these missiles is a glowing orb. This

orb is in actuality, a **reserve tank** (RT: 1). Now you need to get back to Brinstar, but instead of going the direct route, work your way to the room just above the Croccomire (remember your wave beam can shoot through objects so you'll be able to get back across that one column since you can shoot through it). From there go up and left into the large room. There you'll be able to collect the **missiles** (M: 19). Shoot the column and you'll come out at the bottom of the main hall of Norfair. Now take the elevator back to Brinstar.

## I. Brinstar (Getting Items at the bottom of Brinstars 'Main Hall')

By Now You Should Have Gotten		
Items	Suits	Weapons
- Map of Norfair	- None	- Missiles: 19
- Grappling Beam		- Power Bombs: 3
- Energy Tank: 4		- Wave Beam
- Reserve Tank: 1		

In the same long corridor where you used the rippers as stepping-stones, work your way up to the first orange door you see, it'll be on the left. Head inside and you'll find more of the fireflies that light the room. Like before, you don't want to kill them, simply wait until they are out of your way and then freeze them. They still emit light while frozen, and you don't have to kill them. In the second part of this room, you'll have to swing across a bed of spikes all while pincher worms grab at you and wavers are flying around the room. Once you make it past this and go into the next room, bomb the first ledge you come to, and a pipe will come up and transport you to narrow passage, move left and you'll come out near a Chozo statue. This one has the **x-ray scope** that will allow you to see hidden items and passages. With your new scope, you'll easily be able to find your way out of this room. Once back in the corridor, go up and take the next door on the left. Work your way to the second set of pipes (from the left hand side of the room) and you'll notice that nothing is coming out of the upper pipe. Jump up into it to get some **missiles** (M: 20). Just before the first pipe of the room (from the left) is a little area. Jump up there and go right, there'll be some big side hoppers in the next room. Bomb the bottom corner of the wall and on the next area get some more **power bombs** (PB: 4). If you power bomb the right hand wall then it'll disappear and you'll come out in the part of Brinstar where you got the morphing ball. Continue right until you get to the room where you got the second missile icon, shoot up into the ceiling right near where the spotlight was, and you'll reveal an **energy tank** (E: 5). Now that you have the hi-jump boots, retrieving the tank is easy. Now go to the large room in Brinstar, the one where you got the charge beam. About midway in this room and to the left are some **missiles** (M: 21) that you'll need to use the grappling beam to get to. Once you've gotten the missiles, lay a power bomb and go through the section that clears out. Just under the missiles is a walk through area. At the end of this secret little area is a place where you shoot a super missile into the floor. The spot you need to shoot should be obvious, but use your scope if you can't find it. Drop down to receive some more **power bombs** (PB: 5). You'll come out in a fall down zone. And now make your way to the large room, midway up but this time on the right hand side. Open it up and head inside. In this room are several side hoppers, some of them large, and some of them small. Also you have a single block to attach your grappling beam to. Kill the side hoppers and get up on top of the block. Now shoot up and right to open the column blocking your path and you can then swing off the block and up into the next little area. In the other room there is an **energy tank** (E: 6) waiting for you. To get back up, and out into the main room, get to the left hand corner of the tall block in your way. Bomb the base and you'll fall into a little nook, bomb again and a column will rise up and take you out. Now make your way up to the far left hand side of Brinstar (where you got the map etc.). In the first room on the right where you got the missiles but couldn't get anything else, jump up on the platform and dash through. At the end in a separate room you'll get the second **reserve tank** (RT: 2). At the bottom of the Chozo statue you'll see a pipe leading off to the right. The pipe is hollow so go through it to get some more **missiles** (M: 22). Lay a bomb on the stand holding the missile icon, some blocks in the wall will disappear, keep doing this until you reveal another set of **missiles** (M: 23) As soon as you go back out into the other room, the

columns will go down hemming you in. Don't worry; simply shoot the ceiling right next to the first column you see. A space will open up and you can go in. Go up and then head left. You'll get some **super missiles** (SM: 2) and fall through the floor. Now you come out at the beginning of the room that you entered, right near the exit to Brinstar's main hall. In the main hall, go all the way down and power bomb the floor with the crab enemy right under it. Go through the little hole, go down and then left. You'll see an **energy tank** (E: 7) there on the ground, but right before it is a fall through zone. Use your scope to see exactly where you need to jump. On the other side of the hole and the energy tank are more **super missiles** (SM: 3) in the next room. Now you can go back out and fall through the hole. Keep going right and you'll see three little creatures. They don't hurt you, in fact they teach you the wall jump.

Doing the wall jump:

The wall jump is tricky. First of all, you must be spinning before you'll be able to do it, so don't hold down the dash button. If you do, you'll most likely jump without spinning. Secondly you must press firmly against the wall you are trying to jump off of and then press the opposite direction and the jump button at the same time. What I usually do is spin jump and then press up against the wall and let myself fall for a second. Then I press the D-Pad in the opposite direction, and the jump button at the same time.

Wall jump all the way up. If you get up and then can jump right and curl into a ball really quickly, then you can go into a room and get some more **power bombs** (PB: 6). Now get out of there and take the elevator to Crateria.

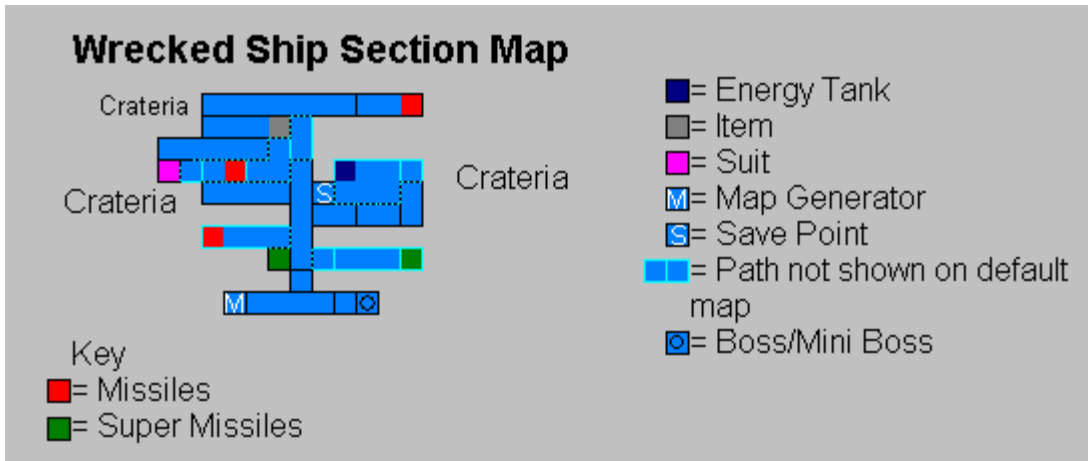
### m. Crateria (Heading towards the wrecked ship)

By Now You Should Have Gotten		
Items	Suits	Weapons
- X-Ray Scope	- None	- Power Bombs: 6
- Energy Tank: 7		- Missiles: 23
- Reserve Tank: 2		- Super Missiles: 3

You're ready for the wrecked ship, but first make a detour. Head for the old escape shaft (from Metroid One). Right above the door leading to mother brains holding tank is a secret passage way. Look for the first blue platform that is against the wall on the right hand side. Bomb the wall to reveal the passage. In this next room, you'll have to go freeze the jumping sponges, then run back to the door way, get a good running start and speed dash and super jump straight up. You'll come up next to some **super missiles** (SM: 4). To get out, head left and swing over the spikes and bomb the space to come back out into the old escape tunnel. Head up to the surface and go to your ship. Use your speed dash and then hold the R button and super dash. Do this to the left of your ship, and you'll diagonally dash up to a ledge near the upper right hand corner. There is an orange door to open, and inside is rising and receding lava, green dragons, and more **power bombs** (PB: 7). Now head back to your ship. I recommend dropping in to refill on energy and weapons, as well as save. When you're done, go on to the right and past a green door to an orange door. Open it, and you'll see some more **missiles** (M: 24) you'll also notice that some of the grappling beam blocks along the ceiling are darker than the others. These blocks are unstable and after a few seconds of hanging from them, they will disappear and drop you. Anyway, keep right and you'll cross some metal scaffolding that's over water. Eventually you'll come to a green door. Unlock this and you'll be in the wrecked ship.

### n. Wrecked Ship (Beating Phantoon)





By Now You Should Have Gotten		
Items	Suits	Weapons
- None	- None	- Missiles: 24
		- Power Bombs: 7
		- Super Missiles: 4

You'll notice that it is eerily quiet inside the ship. Nothing appears to be working save a few blue doors. You don't want to stay still too long in this place because Coversns (weird fused ghost skulls) will appear right where you are standing in an effort to hurt you. If, in the course of going down or up in the wrecked ship there appears to be a dead end, try shooting or bombing parts of the floors. That usually opens something up. If all else fails, use your x-ray scope – it never lies. When you get to the bottom, you'll see a green door leading down. Enter and head right. At the right hand wall, curl into a ball, roll through the bottom, and bomb your way through. You'll see one of those "growths" guarding the boss' door. Kill that, and prepare to meet Phantoon.

ii. Phantoon:  
Strategy:

Phantoon is an ugly apparition that looks to me like a giant octopus minus the arms. He has a couple of attacks to watch out for. 1. He flies along dropping blue fireballs that bounce around all over the place. You can usually destroy these for energy or missiles. 2. He'll appear off to the side while a line of fireballs drop from the top of the screen. He'll usually open his eye while doing this, so equip the strongest thing you've got, which will be super missiles, and blast him in the eye. 3. (This is a counter to when you hit him with something strong, i.e. the super missiles) He'll appear in the top middle of the screen and throw wave after wave of blue fireballs starting from opposite sides and alternating each time. These are extremely hard to outright dodge. The best thing to do is charge up your shot and jump directly into them, making sure you spin. This way, you won't take any damage. 4. He'll suddenly appear with eye open and throw out a blue ring of fire. Try to hit him with a super missile or regular missile when his eye is open. 5. This is a variation of number one. He'll fly around, invisible, and drop blue fireballs. Keep pounding on him and eventually he'll die.

Now that the cancerous Phantoon is gone, the wrecked ship suddenly springs to life. Work robots, long dormant, once again begin their chores. Flying atoms, previously trapped in glass containers, now roam freely about the ship. Key hunters (praying mantis-like creatures) also inhabit the ship. From Phantoon's room, head left, all the way to the other end of the hall. In the next room, get the **wrecked ship map** and head back to the main hall of the wrecked ship. Go back up into the first flashing door on the left. Inside you will see **super missiles** (SM: 5). Directly across the room is a spot to bomb. Use your scope to find it. Go ahead and get through.

Go through the door, head right, and at the end of this room, use your scope to find your way through. Your reward is more **super missiles** (SM: 6). Back out into the main hallway, just above the room with the super missiles is another spot to bomb (use your scope). At the end of this rather treacherous hall are **missiles** (M: 25). Now head up to the top of the hall (As you go up, ignore the other flashing door for the moment) and kill everything in this room. Head right and grab the **missiles** (M: 26). Head left and you'll be back out in Crateria.

### **o. Crateria (On your way to the gravity suit)**

By Now You Should Have Gotten		
<b>Items</b>	<b>Suits</b>	<b>Weapons</b>
- Map of Wrecked Ship	- None	- Super Missiles: 6
		- Missiles: 26

The first thing to do is wait for a minute. You'll eventually see one of those green flying animals that you can use for platforms. It's flying your way, hop up on it and let it carry you off to the left along the top of the screen. You'll be heading towards a wall, shoot this wall to reveal **missiles** (M: 27). Now head down and to the left. You'll see a maze of pathways below you that require you to be balled up in order to maneuver. Use your scope to find a point where you can use a super missile to enter the maze. Grab the **missiles** (M: 28). Now head back up and right a ways. There is another point that you can simply shoot through to enter the maze. Head right and enter the door. Now you're back in the wrecked ship.

### **p. Wrecked Ship (Getting the gravity suit)**

By Now You Should Have Gotten		
<b>Items</b>	<b>Suits</b>	<b>Weapons</b>
- None	- None	- Missiles: 28

The door will lock behind you, that's okay. Use your grappling beam to cross the spikes in this room. At the end of the room is a Chozo statue with outstretched hands. Curl up into a ball in its hands. The statue will grip you tight, and take you to a secret floor below the spike bed. Head left and get the **gravity suit**. Go back right and the Chozo statue has disappeared. Bomb the bottom left hand side of the room where the statue dropped you off. Go right, push the robots into the pits and grab the **missiles** (M: 29). Next, place a power bomb in the statue's hand. It, along with a section of the wall, will disappear. Get a good running start and super jump against the far right hand wall. You'll end up in an area where you'll see an orb. This orb is actually a **reserve tank** (RT: 3). Right before it is a fall through zone. Use your scope to see exactly where it is so you can jump over it. Work your way to the room where you got the gravity suit. Head left and back out into Crateria. Go back down and go back in the entrance to the wrecked ship you used originally. Go to the room just under the save point (the flashing door I told you to ignore earlier) and head right and up. Make sure you don't take the blue door to the right that leads out to Crateria. Keep going up, and unlock the red door and head left using the grappling beam and platforms to get across and get an **energy tank** (E: 8). Now exit back to Crateria, in the direction of your ship.

### **q. Crateria (Passing through to Brinstar on your way to Maridia)**

By Now You Should Have Gotten		
<b>Items</b>	<b>Suits</b>	<b>Weapons</b>
- Reserve Tank: 3	- Gravity Suit	- Missiles: 29
- Energy Tank: 8		

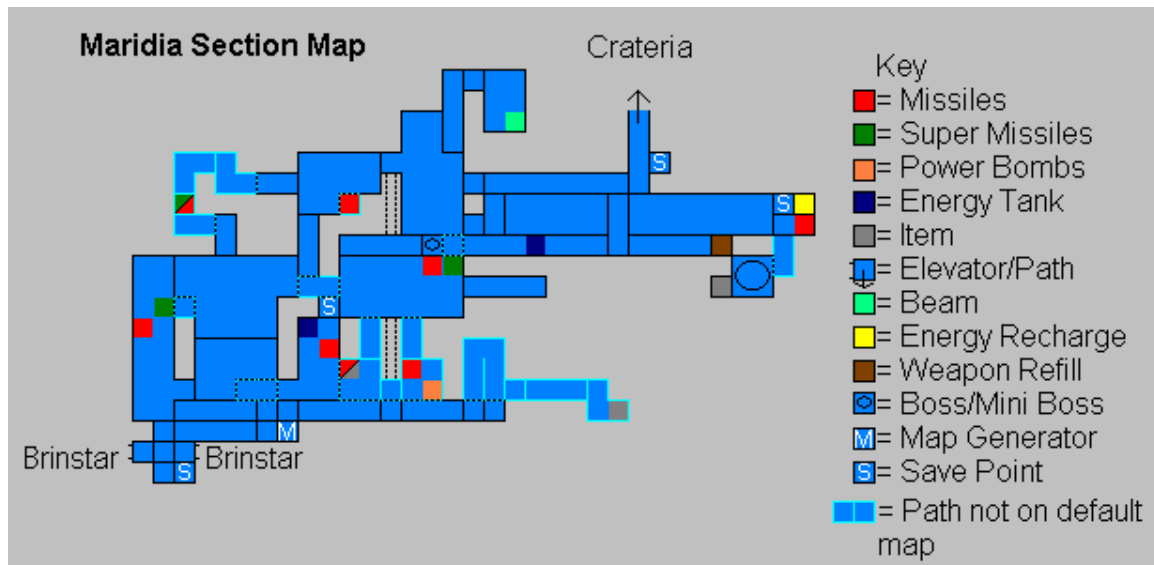
In perhaps your first true test of the gravity suits abilities, jump in the water right before the wrecked ship. Go all the way to the left and right under the little bit of scaffolding that is totally underwater is a block you can shoot. Go through to collect **missiles** (M: 30). Now continue on to Brinstar (you can take the elevator that's between your ship and the wrecked ship. The entrance to it is in the room with the two key hunters. Just shoot the floor in the middle of the room, and you'll see the elevator. It takes you to the long corridor in Brinstar (near where you got your first power bombs)).

### r. Brinstar (Getting to Maridia)

By Now You Should Have Gotten		
Items	Suits	Weapons
- None	- None	- Missiles: 30

Make for the large room and get to the point where you got the charge beam. Lay a power bomb in this room. A section of the pipe below the Chozo statue will disappear. Go through this pipe and you'll be in a room that heads down and left. Follow it down you'll get to a room with water in it. First go through and kill all the caterpillars. Next go back to the entrance and get a good running start and speed dash to the left. You'll wind up in a room with an **energy tank** (E: 9). Now head to the bottom right part of Brinstar, as if you were going to Norfair or Kraid's lair. When you get to the glass tube that is part of Maridia, stop. Lay a power bomb in this glass tube. It'll explode and you'll have access to Marida.

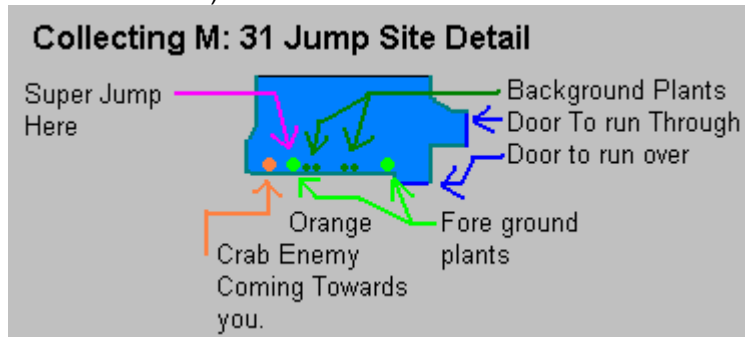
### s. Maridia (Getting to and beating Dragon)



By Now You Should Have Gotten		
Items	Suits	Weapons
- Energy Tank: 9	- None	- None

Now that you've arrived in Marida in rather spectacular fashion, the first thing you should do is save your game. From the shattered tube head down and through the red door. Inside is a save point. Now go back up and past the broken tube and to the door at the top of the room. You'll be in a long vertical room. This room is what I'll refer to the main hall of Maridia, even though it's nothing of the sort. Go up the main hall ignoring the first two doors. As you go up you'll see **missiles** (M: 31) getting them is tricky, but it can be done. Go back to the bottom of the 'main

hall and enter the door to the right. In here you'll find a column that can be raised by a super missile, and a lot of orange crab enemies. Raise the column, kill the crab enemies and go back and reopen the door back out into the main hall but don't go out yet. Now, run over to the other side of the room and get a good running start. Make sure to press down right before you run through the door, when you come out, quickly go across the door leading down, and align yourself over the second plant in the foreground. You'll also have to freeze the crab coming towards you. Super jump straight up and you'll get the missiles, (see the diagram if you need more clarification).



Also near the missiles are super missiles; fortunately they don't require so many acrobatics to retrieve. Keep heading up and then go right. You'll be in a very large room that requires the grappling beam to get across to the door on the other side. Before you do go across however, you should go down on the left hand wall side of this room. If you wait for a minute, you'll see an orange crab-like enemy emerge suddenly from the wall. Use the scope if you need to. Go through this little tunnel to get the **super missiles** (SM: 7) you saw back in the main hall. Back in this other room however, you should go right using your grappling beam. If you should happen to miss and fall down, there are these weird balloon-like creatures that rise and sink. Should you need it, you can hook them with your grappling beam to get back up. As you go right along the blocks, you'll see a door leading up. The only thing up this way is a secret entrance to Brinstar (that you can use to get to Crateria or the Wrecked Ship). So ignore it and continue right. In the next room there will be pink pipes. You'll see a path going up, and a path going down (that you must shoot to access). Head up for the moment into a large 'sandy' room filled with skulteras (mechanical fish) and owtches (crawling critters that bury themselves in the sand as you approach). There are also creatures that lay flat on the ground and jump up and float down when you get near. They look like stingrays to me. Head right and walk right through the wall to get some **missiles** (M: 32). Now go left and up. Stay to the left hand side of this room and you'll see a door. Go through this door avoiding the owtches, and the flying gnat-like insects. The end of this room looks like a dead end, but you can simply walk through. Right after this walk through area, a couple of the flying insects will come at you. Freeze them and use them as a platform to reach the next door. Head left and down. At the bottom of this room, you'll see one of those stingrays. Kill it and then there will be a fall through zone right where the ray was resting. Inside this area are **missiles** (M: 33) and **super missiles** (SM: 8). Now retrace your steps to the room with pink pipes. Shoot down in the middle of the room to open a path. Head down and you'll enter a room leading right. The next room is what I like to call the central room because it neatly splits Maridia in half. You will almost always have to travel through this room to reach the other half. It is also a bit more open. Go down as far as you're able and then lay a power bomb. It'll open up a path. The central room has no enemies other than snails that are impermeable to everything except power bombs and the speed dash. If you'll go right while staying on the ground, you'll see a little space leading up; it'll be near the right hand side of the room. You need to speed jump up through this space. So get a good running start and jump up this space. You'll see some **missiles** (M: 34), but right before them is a fall through zone. You'll have to carefully jump over it and then you can get some **super missiles** (SM: 9). Now go down via the fall through zone and you'll land next to a door. Ignore it for now, instead head to the door that is at the very top left of this room (not the one you entered from, there is a door above it). You'll have to get there by going left along the top of the room and using your grappling beam, or you can just wall jump up the side of

the room leading up towards it. In the next room, you'll see a bunch of mochtroids (the space pirates first attempts at cloning metroids). The mochtroids are harmless, but annoying. Most of the walls in this room can be shot and cleared that way, but you'll have to speed dash through a few. Try to stay on the ground and clear up enough space to get up to speed. When you do, speed dash to the right to reach the door you need to take. In the next room you'll meet up with the mini-boss of Marida, a worm/dragon hybrid.

### iii. Marida Mini-boss:

#### Strategy:

The mini-boss of Maridia has several attacks to watch for. 1. He'll come out of a hole and swim around the room in a random fashion. This is one of your better opportunities to hit him. 2. (This is usually after being hit) He'll stick his head out of one of those holes and fire a volley of green energy projectiles at you. He usually emerges from the hole after doing this. Like Spore Spawn from Brinstar, this mini-boss gets faster as he gets weaker. By this point you should have at least forty-five super missiles, so just equip them and blast away at his head (his only vulnerable part).

After defeating the mini-boss you'll continue right and you'll come across some orange blobs that hop around. You'll also see an energy tank in a bunch of blocks over a quick sand pit. Use your scope to scout out your path. It's tricky, but what you're going to want to do is get a running start and jump up against the top blocks, quickly roll up into a ball and go into the tunnel. Now just roll over to the **energy tank** (E: 10), when you're done, just roll back out to the left, get a good running start and speed dash through the blocks and over the quicksand. Once past all that you'll be in a room with more mochtroids and grappling beam blocks on the sides of the walls. If you happen to find yourself running low on missiles, simply roll through the bottom right hand corner of the wall right after the entrance to this room. You'll have to make your way over some roly-poly like enemies, but at the end you'll find the weapon refill, and can speed dash your way out. Now make your way past the gray door, it won't unlock until you kill Draygon, the boss of Maridia. Now head right and you'll be in a large room with grappling beam blocks, mochtroids, and a quick sand pit for a floor. Behind the red door at the top right hand corner of this room is a save point and an energy refill. At the bottom right corner of this room is a green door. Unlock that and go in, there are grappling beam blocks over the spike pits in this room. But the spikes in this room don't hurt you at all. Jump over the first pit for a minute and go right. At the end of the room you'll want to shoot the middle pipe, use your scope, to get **missiles** (M: 35). Now go back to the first spike pit and jump in. You'll fall through and come down. At the bottom is a 'growth' tenaciously guarding the door to Draygon. Kill it and head inside.

### iv. Draygon

#### Strategy:

There are two ways to beat Draygon, the easy way and the hard way. The hard way is for people looking for a challenge. When you first come into Draygon's chamber, all is quiet. But four evirs (mini-Draygons) do a shuffling dance across the floor before Draygon will emerge, so you've got a few seconds. No doubt you've noticed the three wall cannons (the fourth is already destroyed). No matter how you choose to fight Draygon, you need to destroy those cannons; otherwise they'll be taking cheap shots at you throughout the fight while you're distracted.

#### The Hard Way:

Draygon has three attacks to watch for. 1. He'll make a slow pass of the room while releasing a large quantity of gray looking little sponges. While these don't hurt you, they do slow you down immensely, and once you've been slowed, Draygon will use his second attack. 2. He'll grab you and then take you up in the air/water and whip you with his tail. This relieves you of a substantial chunk of your health. 3. He'll make a quick swoop down at you. Draygon is hard to hit while he's throwing out those gray blobs, he's impossible to hit while he's holding you, so your

best chance to hit him is when he makes the quick sweep of the room. This is the only time his vulnerable belly is exposed. When you do get the chance, unload on him with your most powerful weapons. Eventually he'll die.

#### The Easy Way:

Allow Draygon to grab you. As he's taking you up, he's also moving back and forth. When he gets close enough, use your grappling beam to latch onto one of the destroyed cannons. This will electrocute both you and Draygon. You'll take damage, but Draygon will take much more. He doesn't last long.

After you kill Draygon, those four little evirs that you saw at the beginning, come down and take Draygon's body away. Now you're free to collect your prize, the **space jump**. The space jump allows you to spin rapidly and make jumps in mid-air. Now you can navigate whole rooms without once touching the ground. Now make your way back to the gray door you passed earlier, first stopping at the energy refill on your way. In the gray door, you'll find a room containing purple cacatacs that give super missiles upon their demise. Head on through the next few rooms until you come to a large sandy room. On the left hand side of this room is a green door that leads down. This is one of the entrances to a long pipeline that takes you to another part of Maridia. On the other side of this room (more towards the upper center part of the room) is yet another flashing door. Enter this one, head up and go right and you'll be in a fairly large room containing red space pirates. These guys are immune to your shot and block it with ease. Avoid them until you get to the bottom right hand corner. There you'll find a Chozo statue holding the **plasma beam**. Now you must kill all the space pirates to escape the room. Backtrack your way to the pipeline. Take that and then go right once you get out. Head past the falling sand and the evirs that shoot thorn balls at you. In the very next room you'll see a solitary grappling beam block. Grab hold of it and then let go, when it disappears jump up into it and head up. When you get to the top however, gnat creatures will attack you. Watch out because they can knock you back down the shaft. Head right and down and through the door. Inside is a mechanical creature slowly going around the room. Don't kill it; instead lay a power bomb and it'll destroy the column in front of the sandy material. The creature will destroy the sand thereby clearing up a path for you. Once the creature's done clearing the sand you can kill it if you want. Now go through the door and down the hole to get the **spring ball**. This allows you to jump while curled up into a ball. Now make your way back to the left, past the pipeline. Once you've got the spring ball, head left, past the Evirs, and go until you see another broken glass pipe (Not the one you busted). You'll see some purple blocks in the center of the room, near the ground. Roll under them and you'll fall through to another room. Go right and get the **map of Maridia** (I know its mostly useless now since you've gotten most everything, but you should still get it to get a high collection rate). Next, you should get to the main hall, and in here, you should go in the second door on the right. Head to the right bottom hand corner with a red space pirate, kill him and walk through the wall. You'll eventually emerge in a room with a mother 'turtle' and her young ones. Mama turtle doesn't look happy to see you, and attacks. Simply jump up using your space jump and go all the way to the top of the room and to the left to get an **energy tank** (E: 11). Now, Head over to the right hand wall and find a place you can land. It'll be a tiny rock outcropping near the top right hand corner. Shoot downwards to reveal some **missiles** (M: 36). Now go to the central room and to the bottom. Run all the way over to the right and shoot downwards. A section of the pipe floor will vanish letting you get underneath the floor. Go over and get out into the middle of the first sand pit. You'll sink down, be taken through a weird little path full of those 'balls' you first encountered in the Wrecked Ship. When you emerge, you're in a little room containing some **missiles** (M: 37) to your left, and some **power bombs** (PB: 8). Having the space jump and the spring ball makes all this much easier. Now when you're done, go to the quicksand on the floor near the right side of the room, and you'll fall through and land in the room with the Evirs (as if you were coming back to the main hall from collecting the spring ball). Now repeat the process (i.e. go back to central room and get under the floor). But this time, go down the second (furthest left) quicksand pit. There are more **missiles** (M: 38) and the fourth and final **reserve tank** (RT: 4). Getting to them is tricky; the only floor that you can jump off of is made up of fall away blocks. What you're going to

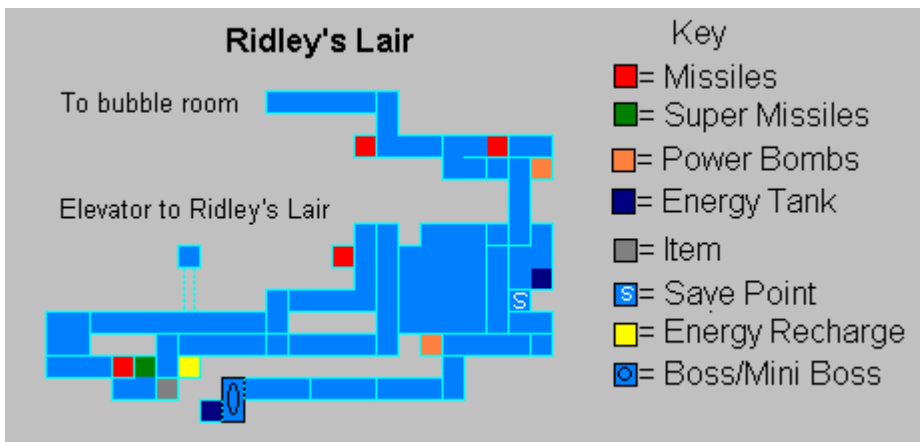
have to do is curl up into a ball, edge out of the solid ground and jump up and in the little path leading to the missiles and RT. It is the humble opinion of this walkthrough writer that getting M38 and RT4 is flatly impossible without the spring ball. When you've gotten all that, get in the quicksand at the bottom, near the left hand side. It'll take you out to the Evis, (again as if you were returning from collecting the spring ball. Finally you've gotten all that Maridia has to offer. Now make for the elevator to Norfair, we're almost through.

### t. Norfair (To Ridley!)

By Now You Should Have Gotten		
Items	Suits	Weapons
- Space Jump	- None	- Super Missiles: 9
- Spring Ball		- Missiles: 38
- Energy Tank: 11		- Plasma Beam

Once you're in Norfair, go as if you were trying to get the wave beam. But when you see a path leading down (the one with the blue multiviola orbiting a platform) take it. At the bottom is an orange door. Open it and go inside. The lava in this room won't hurt you, but you need to watch out for those green wall monsters spitting blue fireballs. Go down and then back up, in sort of a large "U" pattern. Go through the door at the left and in the next room is an elevator leading down and across from that is a save point. Save your game. The elevator takes you to the part of Norfair that I like to call 'Ridley's Lair', the enemies here are very tough so don't be afraid to break away and go find an energy refill/weapon recharge should you need one.

### u. Ridley's Lair (Beating Ridley)



Upon arriving in Ridley's lair, head left across the lava avoiding the spitting dragons and the jets of flame coming from mid air platforms. In the next room space jump across the lava and you'll see a Chozo statue hidden behind some bricks. Lay a power bomb to clear away the bricks and then curl up into a ball in the Chozo's hands. The lava will drain and you'll be able to proceed downwards. Fall through the space at the bottom and bomb the blocks in your way. Now head right. You'll face some bigger versions of the gnat-like insects you faced in Maridia, and magdollites. In the next room you'll see some missiles and hear a change of music. Space jump over to the **missiles** (M: 39). Now fall through the platform and you'll face the mini-boss of Ridley's lair.

ii. The Golden Chozo Statue  
Strategy:

The strategy you will use against the golden Chozo is pretty much the same you used against the one you fought for the bombs. There are five things to watch for when fighting this guy. 1. He'll wave his arm sending out energy waves, just like the previous one. But these waves are much faster; in fact you'd be better off just staying in the air until he's finished throwing them. 2. He spits up the mini-orbs that are good for energy, again just like the other Chozo you fought. 3. He'll spit up gray orbs that turn into little flying creatures that come at you. These are fairly easy to dodge. 4. He'll shoot rings of fire from his eyes. This is usually in a straight line so you should be able to dodge this. 5. He'll jump around. This is usually once he backs you into a corner; he'll jump back across the screen. He will usually follow his jump with attack number one. Unlike the Chozo statue you fought in Crateria, the golden Chozo is impervious to your normal shot, he dodges regular missiles with ease, and he just catches your super missiles and hurls them back at you! The only thing you can hit him with is a charged up shot.

Once the golden Chozo is dead, head right through the flashing door to claim your prize. A (nonliving thankfully) Chozo statue holds the **screw attack**. This complements the space jump. When you are in the air and spinning, your suit will function as a weapon as evinced by the green electrical bolts surrounding you when you jump. Head back into the room where you fought the Golden Chozo. When he fell down from the ceiling to face you, he fell straight down. Get to the spot where he landed and go straight up. Use the screw attack to get into the little bricks above you. When you've to space to stand, shoot the left hand side of this space to reveal **super missiles** (SM: 10). Now head upwards, using your new toy to bust through the ceiling of the room in which you received it. The first door you come to contains an energy recharge. After you've replenished your health, take the second door and you'll be in a room with a bunch of red flying rippers that are moving incredibly fast. If you make sure you're spinning as you cross the room, you will take no damage from the rippers. In the next room continue right, and then you must get through a bunch of columns blocking your path, all this while lava is rising, and two snakes made out of fire circle around the room. Now head up, once you get to the top of the room, shoot upwards. You'll shoot away some blocks, head up some more and then left. Now you have to go down. Shoot through the center blocks. Now get to the far left hand corner and bomb the floor and you'll drop down and can roll to the left. You'll come to another little room in the shape of a heart and there will be **missiles** (M: 40). You can head down, but will see some multivolas that are flying extremely fast. Shoot down through the floors to freeze or kill them before going down. You'll also face some giant mutant side hoppers as you go left. When you get to the door, you'll fall down, and there'll be some limey yellow colored space pirates, lay a power bomb on the floor. And go down the central path. You'll be back in the room where the two blue multivolas are circling, and go right, past the fire snakes room, and up. Now go right through the blue door, you'll drop down a great distance, but will immediately have to get back up to the door in the top right hand corner of the room. Lava rises fairly quickly in here. So ignore the space pirates and whatever item they may drop. In the next room, go over the two blocks, and through the next door. Right across from you is one of those green worm monsters that shoot blue fireballs. Lay a power bomb and it'll kill the worm. Walk through the wall where it was. You'll walk through another wall and then fall through two walls. Go left and down and then right. Use your space jump extensively and try not to kill the fireflies. You're reward is an **energy tank** (ET: 12). Now retrace your steps back out into the little hall where you killed the worm monster. Go up all the way until you see a blue door. Walk through the wall on the opposite side. Go through the door and head left, killing the dragons that pop out of the ground. Next head up and when you see the blue door go in it. In this next room you'll have to avoid the rising/receding lava, and the jets of flame shooting out of the gargoyle statues. Go left all the way, and when you see the path leading up, stop. In the little ledge just out of the rising/receding lava is a place to bomb. Bomb it and then roll through to the left. You'll see the **missiles** (M: 41). (A useless fact: If you want to know where you are right now relative to the rest of Norfair, this room containing the missiles (M: 41) is right under the room containing the wave beam). Now backtrack your way across the rising/receding lava. When you emerge from the door, go right and you'll see more **missiles** (M: 42) sitting there. Behind it, is a pathway, use your scope to figure it out. Head right and down the door. Shoot the stone gargoyle, and then jump up on top of the right hand side to get the **power bombs** (PB: 9). Do the same thing to the gargoyle and blocks on the other side of this little room and go through



the door, you'll recognize where you're at. Retrace your steps to the room with the two blocks on the ground. Shoot or bomb one of those little blocks on the ground and then bomb your way down into a vertical corridor. The red key hunters in here are strong so watch out. Save your game as you go down. Bomb the blocks at the bottom and go right through the tunnel. Bomb your way out and power bomb the door open. You are now in what I like to call Ridley's inner sanctum. Bomb the little place right above the spikes on the left hand side and go through. At the end of the room filled with large hopping creatures, are three statues. The middle one looks damaged and it is blocking an obvious path. But get on the far left hand statue and lay a power bomb. Both the large statue blocking the path and a small path to the bottom left of the statue will open up. Go in this little path to get to a secret room containing **power bombs** (PB: 10). Now go through the path under the statue. Go down on the spiked platforms and left. Inside are two gray space pirates. They are heavily armored and are invincible until they briefly turn yellow. When they are dead, the door will unlock and you can go on. Continue left until you see the 'growth' guarding the door to Ridley. Make sure you're at full health and are stocked to capacity with missiles.

iii. Ridley  
Strategy:

There are a few things you'll notice upon entering Ridley's chamber. One, it's empty! But not for long, just like he did at the space station, Ridley's eyes will materialize a second or two before the rest of him. As he appears, the section under you fills with lava. With a roar, Ridley takes to the air. Ridley spends all his time in the air, so most of his attacks involve him attacking from above.

1. He'll use his tail like a spear to try and come down on top of you. There isn't really much you can do to avoid this other than staying mobile.
2. He'll let loose a volley of fire balls (just like at the colony) this is usually while he's a little higher up in the room.
3. He'll pick you up, fly up near the top of the room and whack you with his tail. Try to keep moving and he'll have a tougher time grabbing you.
4. He'll swoop down at you. Use your super missiles and aim for his body and head. His tail is invincible. Once you've depleted your stock of super missiles, switch over to regular missiles and blast him. When he's finally had enough, he'll fly to the center of the room and explode.

In the adjacent room, you'll see the broken canister that housed the metroid hatchling. But the canister is broken and the hatchling is nowhere to be found. The good news however is that you're ready for Tourian and there is an **energy tank** (E: 13) in this room, just below the door, shoot the wall to reveal it. Now Head to Brinstar.

## v. Brinstar (Getting items, then Tourian)

By Now You Should Have Gotten:		
Items	Suits	Weapons
- Energy Tank: 13	- None	- Screw Attack
		- Missiles: 42
		- Power Bombs: 10
		- Super Missiles: 10

Get to the part of Brinstar where you collected the morphing ball, and M: 1 and 2. and later on that energy tank in the ceiling. Right at the part where you collected the energy tank, lay a power bomb. Some blocks will disappear. Now do a speed jump up the center of this. You'll come up to a secret room. Go left and walk across the invisible platform near the ceiling. In the next room you'll get **missiles** (M: 43). If you'll shoot down and left at the bottom of the pedestal that the podium the missiles were on, more **missiles** (M: 44) will be revealed. Now take the elevator that will put you back out in Crateria in the section between your ship and the Wrecked Ship.

## w. Crateria (Getting to Tourian)

By Now You Should Have Gotten:		
<b>Items</b>	<b>Suits</b>	<b>Weapons</b>
- None	- None	- Missiles: 44

When you arrive in Crateria, make a beeline for your ship. Stock up on energy and missile refills here too. Next. Use your space jump and screw attack to go up about midway up the left hand wall in the same area your ship is in. You'll start to bore through the wall. When you see a door, take it. The next room is filled with rising/receding lava, blocks that can be destroyed by your screw attack, wavers, and pinching worms. Head left and through the next door. You'll see a Chozo statue holding the final **energy tank** (ET: 14). Now blast through the floor and bomb through the block in front of the pipe, take it under the statue and then continue left. You'll see more blocks, and rising/receding lava, but the ceiling has spikes on it. When you get to the end, it looks like a dead end. But the area where the spikes touch can be destroyed by your screw attack. Continue through the door. Shoot away all the blocks in this next room, but use your scope to examine the ground. There's a section of fall away blocks. You need to jump out into the exact middle of these. You'll fall, and as you do, shoot out the blocks that prevent you from reaching either side. You'll get two sets of **missiles** (M: 45) and (M: 46). Now remember way back, (on page eight to be exact) when I told you where the entrance to Tourian was? From the spot you emerge back into the main pathway of Crateria, head for that entrance. Head through the corridor, there are no enemies to worry about. Once you get to the end, enter and you'll find a 'grotto' with a statue consisting of the four bosses you've faced. After a minute, the statue sinks and reveals the elevator to Tourian.

## **x. Tourian (Getting to and beating Mother Brain)**

The map of Tourian is provided for you and there are no secret rooms or anything of that sort to get. When you get off the elevator, save your game in the nearby room. In the first part of Tourian, you'll go along and kill metroids. The space pirates finally got it right and actual metroids are around. You should first freeze them and then pump five missiles into them. You must kill all metroids in one area in order to advance, and if one should happen to latch onto you, go through the last door you've been through to get it off you. When you get to the second part of Tourian, you'll hear a change of music and see side hoppers you can't kill. Quickly go past them. The next room features side hoppers, geemers, rippers, and a Chozo (not a statue, but a corpse of an actual Chozo), that have all been sucked dry. Make your way left and you'll see a solitary side hopper that comes from the left side of the screen. Suddenly a giant metroid attacks it and quickly sucks it dry. Not satiated, it comes after you. There is nothing you can do to avoid the metroid, and you cannot outrun it. It latches onto you and quickly draining you of all but one unit of health before it recognizes you. In case you haven't figured it out, this is the metroid hatchling, grown to gigantic proportions. It eats its vitamins apparently. The metroid hovers over you apologetically for a moment before taking off. Now down to one unit of health, you must brave mother brain, who is in the next room...I'm kidding of course. In the next hall there is an energy refill so you're in luck. Now go right past the 'growth' and on down. You may recognize the setup. It's a replica of Mother Brain's chamber from metroid one. But in case you've never played metroid one and don't know what to do, shoot the little red pipes with missiles until they disappear. Once you've destroyed them all, you're ready for mother brain.

**\*\*Spoiler Alert\*\***

The Mother Brain strategy section, and the part on escaping Tourian contain spoilers, you've been warned.

i. Mother Brain  
Strategy:

When you first glimpse her, Mother Brain is sitting in that glass holding chamber, this is her form one, and while she's in it, she doesn't attack you directly, She just sits there and takes damage and lets you take damage by getting constantly hit by those damnable red rings and bullets that are flying all over the place. However, once all the glass has been broken on her holding tank, the machinery keeping her in place will explode and her head will fall to the floor where after a moment the rest of her body will rise up. Now the real fun begins, in this form she has five attacks. 1. She shoots blue rings of energy at you. These fairly easy to dodge but are annoying when you're leaping in the air to avoid one of her fire based attacks and she targets you with the energy rings. 2. She shoots a plasma beam, just like the space pirates. Since she doesn't look down while she's doing it, the beam goes in a straight line, near the top of the room and is easily dodged. 3. She spits out a ball that bounces a few times before settling on the ground and exploding, sending a wave of flame in both directions along the floor. This is easily avoidable; just jump high in the air while the flames are on the ground. The only problem is that this is when you're most vulnerable to her blue energy rings. 4. She will shoot a massive flame wave from her hand(s). In most situations this flame wave is dodged because she tends to target you while in mid air, thereby shooting where you once were, not where you are now or will be. Up to this point you may be thinking that her attacks seem kind of weak, especially for the final boss of the game, and you'd be right. Well once she's had enough of you, she'll bust out a fifth attack. This fifth attack is her ultimate attack, she'll charge up energy for a bit and then drill you with the hyper beam, there is no avoiding this attack and it eats up quite a bit of your health. And if you're still moving after one, she's not shy about charging up and serving you with a second or even third helping.

When you're finally down and out, Mother Brain will charge up one more hyper beam ready to finish you once and for all, but suddenly in the nick of time (the only way of saving someone. I don't mean to go off on a tangent here, but just once, I'd like to see a game in which some other character offs the lead bad guy thereby saving you the trouble and beating the game for you.) the giant metroid returns and attacks Mother Brain. The metroid sucks her dry, and then starts to give you energy. In the meantime, Mother Brain revives (apparently she's got reserve tanks too) and attacks the metroid for helping you. As the metroid weakens it lifts up off you, as both you and Mother Brain watch, the metroid makes one last attempt on Mother Brain's life. But with a final blow, Mother Brain kills the metroid, who before it dies, imparts upon you the **hyper beam** that it stole from Mother Brain while taking her energy.

Armed with the hyper beam, this fight should be short and sweet. Mother Brain still has all her old attacks, but if you time it right, she won't even be able to get an attack off. With the hyper beam in your possession she quickly dies.

With the death of Mother Brain, the planet's self destruct mechanism is triggered and you have about three minutes to escape before you die along with the planet. From her chamber head left, shoot through the columns that try and block your path. Now go down and then right. In this large room, speed dash all the way to the right and then speed jump all the way up to the door. Go up and follow the path in the next room, you'll have to be quick, because the room is filling with lava. Once through the door, dash right and you'll wind up in the escape tunnel from metroid one. Go up and then right on the surface of Crateria, and if you have time to spare, and are in a generous mood, go to the room where you got the bombs. There in that room is the ostrich looking creature that showed you how to super jump, as well as those three little creatures that taught you the wall jump. Use your hyper beam and blast out the opposite wall, and they'll thank you kindly and make good their escape. Now go back up to the surface, get in your ship and get out of there. Mission accomplished. Congratulations.

#### 4. Speed Run

For the speed run, I am assuming that you have knowledge of the game, and what pathways lead where. I'm gonna be a total bastard and tell you to get an item and leave it to you

to find the path. I STRONGLY suggest that you read over any section you think you might have trouble with before attempting the speed run. If you do get lost, make sure to pause the game before checking out the map (either mine or the in game one). The clock isn't running when you're not controlling Samus. And to help you remember it, I've composed this simple rhyme:

If butt you ain't kickin'  
Then the clock ain't tickin'

#### Ceres Station

1. Defeat Ridley and escape the exploding space station

#### Planet Zebes

1. Collect **Morphing Ball**
2. Collect **M: 1**
3. Collect **M: 2**
4. Collect **Bombs** and defeat the Chozo statue
5. Collect **E: 1**
6. Collect **M: 5**
7. Get **Section Map of Brinstar**
8. Collect **M: 6**
9. Save your game near Spore Spawn
  - a. Estimated Time Elapsed (ETE): 00:08 ± :01
10. Kill Spore Spawn and Collect **SM: 1**
11. Get **ET: 2, M: 7**, and the **Hi-Jump Boots**
12. Collect **Spazer**
13. Kill Kraid, collect **Varia Suit** and **ET: 3**
14. Get **M: 8**
15. Collect **M: 9**
16. Collect **M: 16**, and **Wave Beam**
17. Get **M: 10, Speed Booster**
18. Collect **Ice Beam**
19. Get **PB: 1**
20. Collect the **Section Map of Norfair**
21. Save your game right before the Croccomire
  - a. ETE: 00:27 ± :02
22. Kill Croccomire
23. Collect **M: 14**, and **Grappling Beam**
24. Collect **ET: 4**
25. Get **M: 19**
26. Collect **M: 24**
27. Kill Phantoon, collect **M: 25, 26, 29, 30, SM: 5, 6**, the **Gravity Suit, RT: 3**, and **ET: 8**
28. Save on your ship
  - a. ETE: 00:45 ± :03
29. Collect **RT: 2, M: 22, 23, SM: 2**
30. Get **ET: 7, SM: 3**
31. Collect **ET: 6, 9**
32. Bust Glass Tube and Enter Maridia, Save your game below the tube
  - a. ETE: 00:51 ± :04
33. Collect **SM: 7**
34. Collect **M: 32, 33**, and **SM: 8**
35. Get **M: 34, SM: 9**
36. Kill the mini-boss of Maridia
37. Collect **E: 10**
38. Save above Draygon's Lair
  - a. ETE: 00:57 ± :05
39. Get **M: 35**

40. Kill Draygon and get **Space Jump** and **Plasma Beam**
41. Get **M: 39, SM: 10**
42. Collect **ET: 12**
43. Save game before Ridley, Kill Ridley and Get **ET: 13**
  - a. ETE: 1:10 ± :06
44. Save at first point in Tourian, kill Mother Brain and escape planet
  - a. ETE: 1:22 ± :07
45. Enjoy the ending.

Resulting Clear Time: 1:32

Collection Rate: 60%

#### 5. Q & A Section:

---

Q: Is it better time wise to save often, or not save much at all?

A: It's really a matter of personal preference. Personally I've played Super Metroid so much that I don't save much at all. Of course I still save right before bosses, you never know what could happen. But if you're trying to do a speed run, I'd save often, that way you can always start at the last save point if you should accidentally mess up or get lost.

Q: Why do you put names to some of the creatures, yet let others go nameless?

A: I own this game on a cartridge, and I also have the instruction manual. So the enemies I've given names to are the ones listed in the manual. If I were to get names for the other's, I'd have to take them from another site, and I don't like to borrow from other sites, and would rather let them go nameless then have to get it from someone else's web page/ Walkthrough.

Q: What's the maximum number of missiles, super missiles, and power bombs I can collect?

A: 230 missiles, 50 super missiles, and 50 power bombs. And as of V2.0, all that's in there.

Q: What's the fastest you've gotten 100%?

A: I did it in 2:59, and it was while writing V2.0. So I just barely made it, and to tell the truth, I'm satisfied with that. In the meanwhile, hopefully the speed guide will help those of you seeking for even faster times out. UPDATE: My new speed record is 1: 32, which is what I got while putting together the speed run.

Q: How does the ending vary with time?

A: Good question. There's three endings the best one is gained by beating the game in under 3:00, the next best ending is gained from beating the game in 3:01-5:00 (I think 5:00 is right) and the worst ending is gained by beating the game in over 5:00 hours. None of the endings depend on your rate of collection however. Getting 100% is for bragging rights only.

---