

Nintendo Gateway - Super NES Executive Game Summary

Game Title **Super Metroid** ®

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Game Description The long-awaited sequel to the Metroid series! Samus Aran, returns as the galaxy's favorite female super-heroine. Help her battle the Space Pirates who have been rebuilding their world for another attack on the Galactic Federation Space Colony.

Controller Information

Control Pad:	Move / Stand / Kneel / Aim Weapon / Become a Sphere
A Button:	Jump / Somersault
B Button:	Run
Y Button:	Not used
X Button:	Shoot / Hold to charge up your weapon
Start:	Subscreen / Pause
Select:	Cycle through weapons
L/R Buttons:	Aim diagonally up or down

Options:

Text:	Play in English or Japanese
Controller Setting:	Customize your controls
Setting:	Icon Cancel; auto or manual
Special Setting:	Moon Walk; on or off

Items and Abilities:

Other Info

Morphing Ball:	Allows you to roll into a ball if you press down twice.
Missiles:	This is a weapon type. Does more damage than the regular gun.
Ice Beam:	Weapon
Wave Beam:	Weapon
Grappling Beam:	Weapon
Bombs:	Destroy walls and can be used to bounce Samus up to otherwise inaccessible areas.
Super Bombs:	Stronger bombs
Screw Attack:	Weapon
Space Jump:	Jump higher
X-ray Scope:	Used for viewing secret passages.
Gravity Suit:	For mobility in water
Spread Bomb:	A game play technique