

**GAMEPRO**

# PROSTRATEGY GUIDE

**16  
PAGES**

Maps and  
Play-Through  
for the  
World of Metroid

Beat the Bosses,  
Including Kraid  
and Dragon!

Awesome  
Techniques and  
Hidden Weapons



# SUPER METROID

TM

# SUPER METROID

## Strategy Guide SUPER NES

### Mission Briefing



A message from Samus Aran, Space Bounty Hunter:

"I first battled the Metroids on Planet Zebes. It was there that I foiled the diabolical plans of the Space Pirate leader, Mother Brain, to use the creatures to attack galactic civilizations.

"I next fought the Metroids on their homeworld, SR388. I completely eradicated them except for a larva, which, after hatching, followed me like a confused child. I personally delivered it to the

galactic research station at Ceres so scientists could study its energy-producing qualities. The scientists' findings were astonishing. They discovered that the powers of the Metroid might be harnessed for the good of all civilization.

"Satisfied that all was well on Ceres, I left the station to seek new bounty. I had hardly gone beyond the Asteroid belt when I picked up a distress signal. Ceres station was being attacked..."

Your mission: Assist Samus Aran in returning to Planet Zebes to face Ridley, Commander of the Space Pirates, and Kraid, ruler of Brinstar. Stop them before they use the harnessed powers of the Metroids to destroy the galaxy.

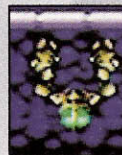
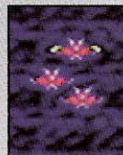


### Enemies

When Samus reaches Planet Zebes, she finds it overrun with a barrage of nasty critters. Some are easy to nail, but others require special strategies.



*These crab creatures reach out to grab you.*



*These enemies can't be destroyed. Try freezing them and then standing on them.*



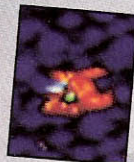
*Use regular Bombs to blow away these enemies.*



*Samus's normal weapon will subdue any of these creatures.*



*To score power-ups, shoot the files that emerge from these pods.*



*A constant stream of enemies comes at you from these generators.*



*You can't destroy these enemies. Wait for them to roll back and then leap over them.*



*You can freeze these deadly skulls, but you can't destroy them.*

# WEAPONS AND STRATEGIES

## 16 X-Ray Scope



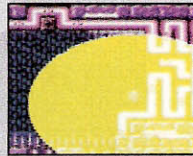
The scope reveals secret passages.

## 15 Grappling Beam



Use the Grappling Beam to swing from the ceiling (or even from enemies).

## 14 Power Bomb



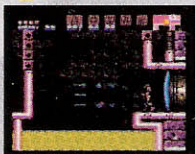
A more powerful version of the Bomb.

## 1 Charge Beam



This chargeable beam weapon is deadly against bosses.

## 2 Ice Beam



Use this beam to freeze enemies and render them harmless.

## 3 Wave Beam



A powerful weapon with deadly waves of energy.

## 4 Spazer



This item gives Samus's weapon three beams.

## 5 Varia Suit



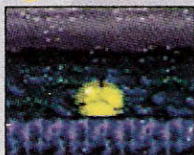
The Varia Suit enables Samus to safely explore heat-screened areas.

## 6 Gravity Suit



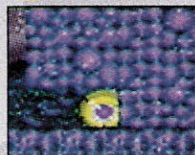
This suit helps Samus move underwater.

## 7 Morphing Ball



The first and most important weapon – you need it to lay Bombs.

## 8 Bomb



Unlimited supplies make the Bomb an essential weapon to pick up.

## 13 Super Missiles



These more powerful missiles are more difficult to come by.

## 12 Missile



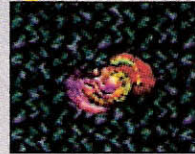
An excellent and plentiful projectile weapon.

## 11 Speed Booster



Once Samus has the Speed Boosters, she can run fast and smash through obstacles.

## 10 Space Jump

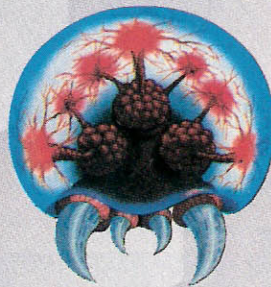
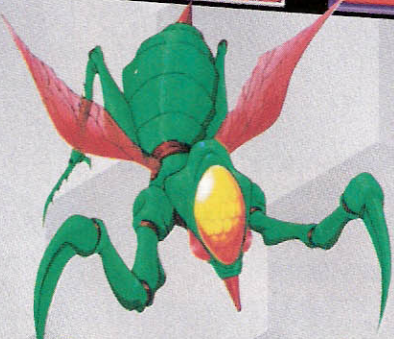
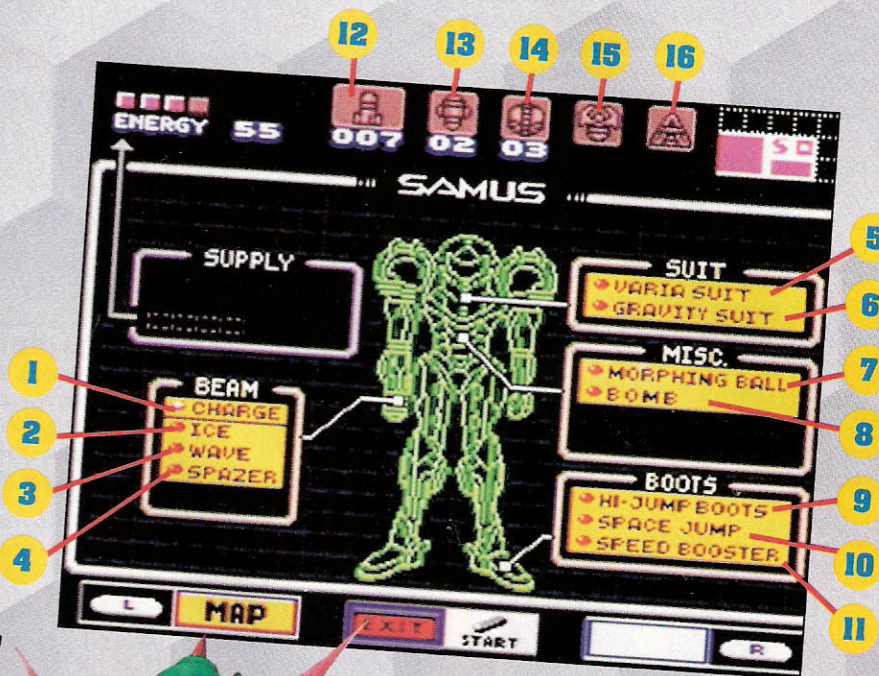


Enables Samus to jump and keep on spinning through space.

## 9 Hi-Jump Boots



Grab these special boots to leap extra high.



# BASIC STRATEGIES

## Open Up



The sliding doors use the same light trick as the tunnel gates. Check the color of the light at the top of the door and then use the appropriate weapon.

## Bombs Away



There are hidden passageways throughout Zebes. Always search for odd-looking blocks, cracks in the ground, and other signs of secret entrances. Even if you don't see any clues, constantly morph and lay bombs everywhere – you never know what you'll find.

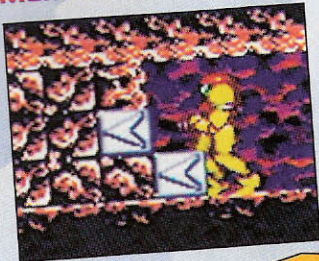
## Charge It Up



The classic Metroid recharge strategy still works: Sit by an enemy generator, blast all the critters as they appear, and collect the power pills they leave behind.



## Mental Block



Sometimes when you try to destroy blocks, gray blocks will appear with symbols on them. The symbols indicate which special weapon you need to break through the blocks.

## Jump 'Em



Once you have the Space Jump, use it to wipe out enemies easily.

## Backtrack



Here's another classic trick: Destroy all the enemies in an area, leave, and return. They're back! You can destroy them again, grab more power, and repeat as often as you like.

## Open Sesame

Opening each of the gates requires different tricks, depending on what color the door is.

### Metal Gates



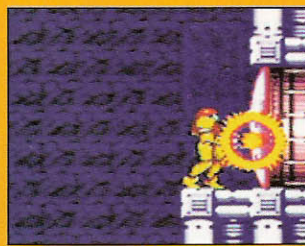
To open a Metal Gate, you must destroy all the enemies in the room or perform some other special action.

### Blue Gates



The regular weapon opens a Blue Gate.

### Pink Gates



To open the Pink Gate, blast it with five regular Missiles.

### Orange Gates



Blow up Orange Gates with the Power Bomb.

### Green Gates

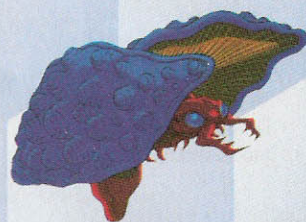


Use one Super Missile to open a Green Gate.

## The End



This game has three different endings. If you finish in more than ten hours, you see the bad ending. If you finish in three to ten hours, you see the normal ending. If you finish in less than three hours, you get the best ending.



# THE BATTLE PLAN

On the following pages, you'll find detailed maps for each area of the game and strategies for finding special items. As you search for the items you need to defeat the final boss, you'll roam from area to area and back again. Many parts of each area will be inaccessible until you've collected a specific weapon. Before you get started, study this checklist: It's the best order to search for the special weapons and fight the bosses.

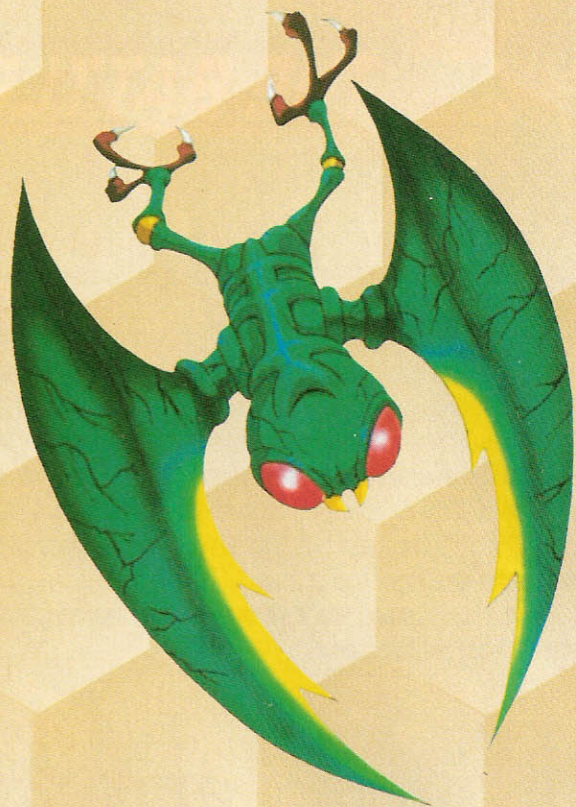
In our next issue, we'll show you the final steps you need to defeat the game.

# SUPER METROID



1. Find the Morphing Ball (Brinstar)
2. Find the Missiles (Brinstar)
3. Find the Bombs (Crateria)
4. Find the Charge Beam (Brinstar)
5. Find the Super Missiles (Brinstar)
6. Find the Hi-Jump Boots (Norfair)
7. Find the Spazer (Brinstar)
8. Destroy Kraid (Brinstar)
9. Find the Varia Suit (Brinstar)
10. Find the Speed Booster (Norfair)
11. Find the Ice Beam (Norfair)
12. Find the Power Bomb (Brinstar)
13. Fight Crocomire (Norfair)
14. Find the Grappling Beam (Norfair)
15. Find the Wave Beam (Norfair)
16. Find the X-Ray Scope (Brinstar)
17. Fight the Phantoon Boss (Wrecked Ship)
18. Find the Gravity Suit (Wrecked Ship)
19. To Reach Maridia (Maridia)
20. Break Glass (Maridia)
21. Find the Worm Boss (Maridia)
22. Fight the Worm Boss (Maridia)
23. Fight Draygon (Maridia)

# CRATERIA

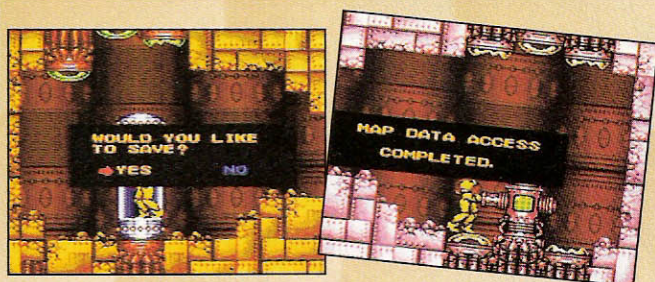


## Key Point – Step 3: The Bombs



After you've grabbed the Morphing Ball and the Missiles in Brinstar, return to the tiny passage in Crateria near the first passage adjacent to your ship. Morph, enter the passage, and you'll find the Bombs down and to the right.

## Key Point – Save and Map Points

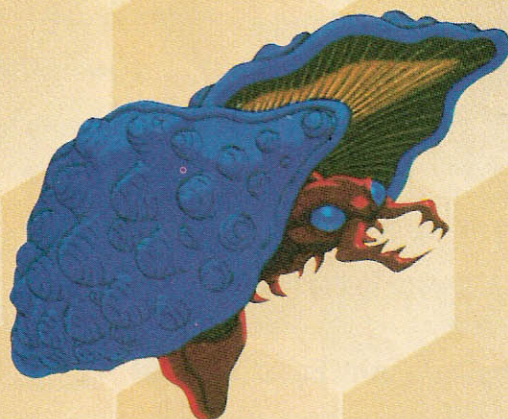


Once you've got the Morphing Ball, Missiles, and Bombs, seek out all Save and Map Points. Save frequently, because you'll die often. Hooking up with the Map Points illuminates all the hidden areas on the map and makes exploring much easier.

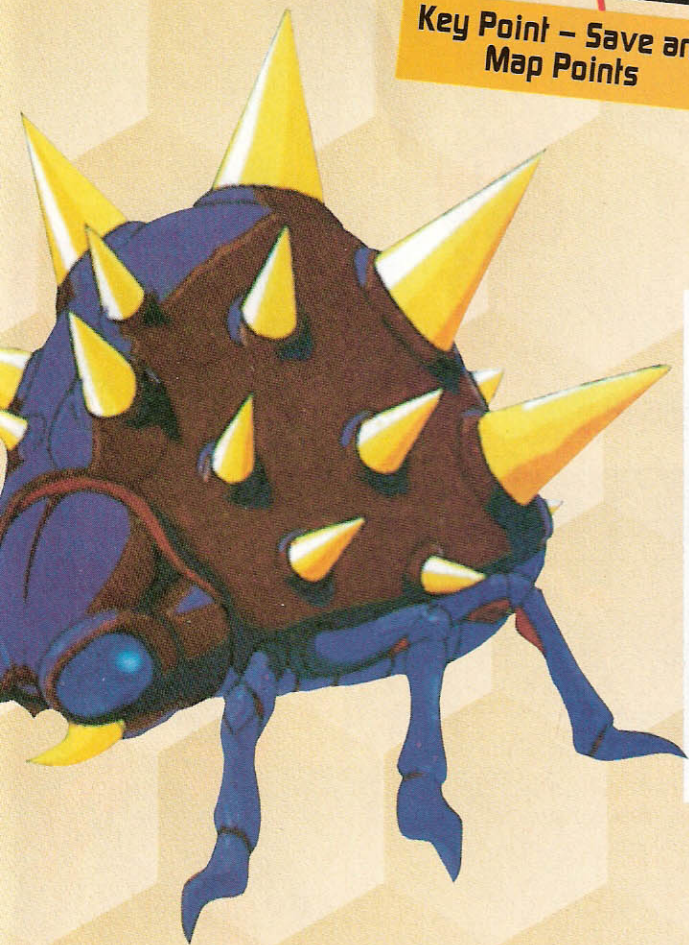
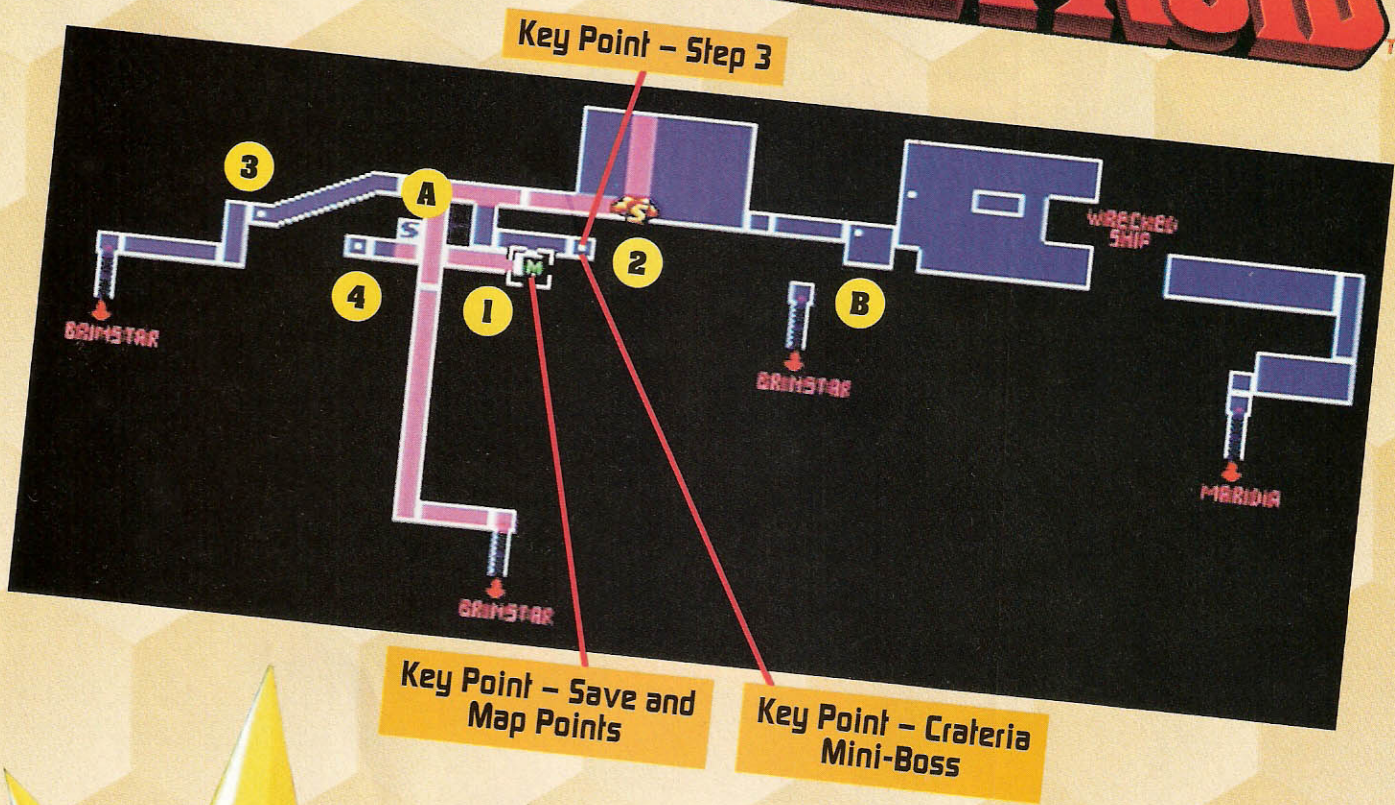
## Key Point – Crateria Mini-Boss









After you grab the Bombs, you can't escape the room until you defeat the first mini-boss. Shoot his fireballs to get Missiles, and use the Missiles to easily destroy the boss.



# SUPER METROID



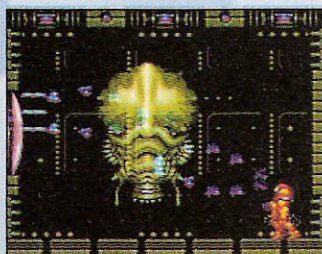
### Map Key

<b>A = Save Point</b> 	<b>1 = Map</b> 	<b>3 = Energy</b> 
<b>B = Missiles</b> 	<b>2 = Your Ship</b> 	<b>4 = Missiles</b> 

# WRECKED SHIP

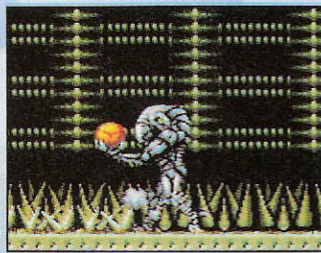
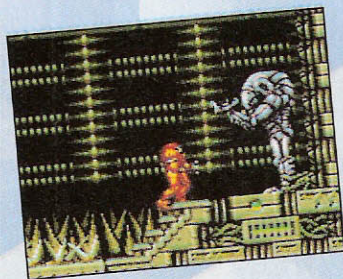


## Key Point – Step 17: Fight the Phantoon Boss



Once you have the Grappling Beam, go to the Wrecked Ship by way of Crateria. Once inside, head down and to the right to battle the Phantoon Boss. To destroy the boss, fire Missiles into his eye.

## Key Point – Step 18: The Gravity Suit



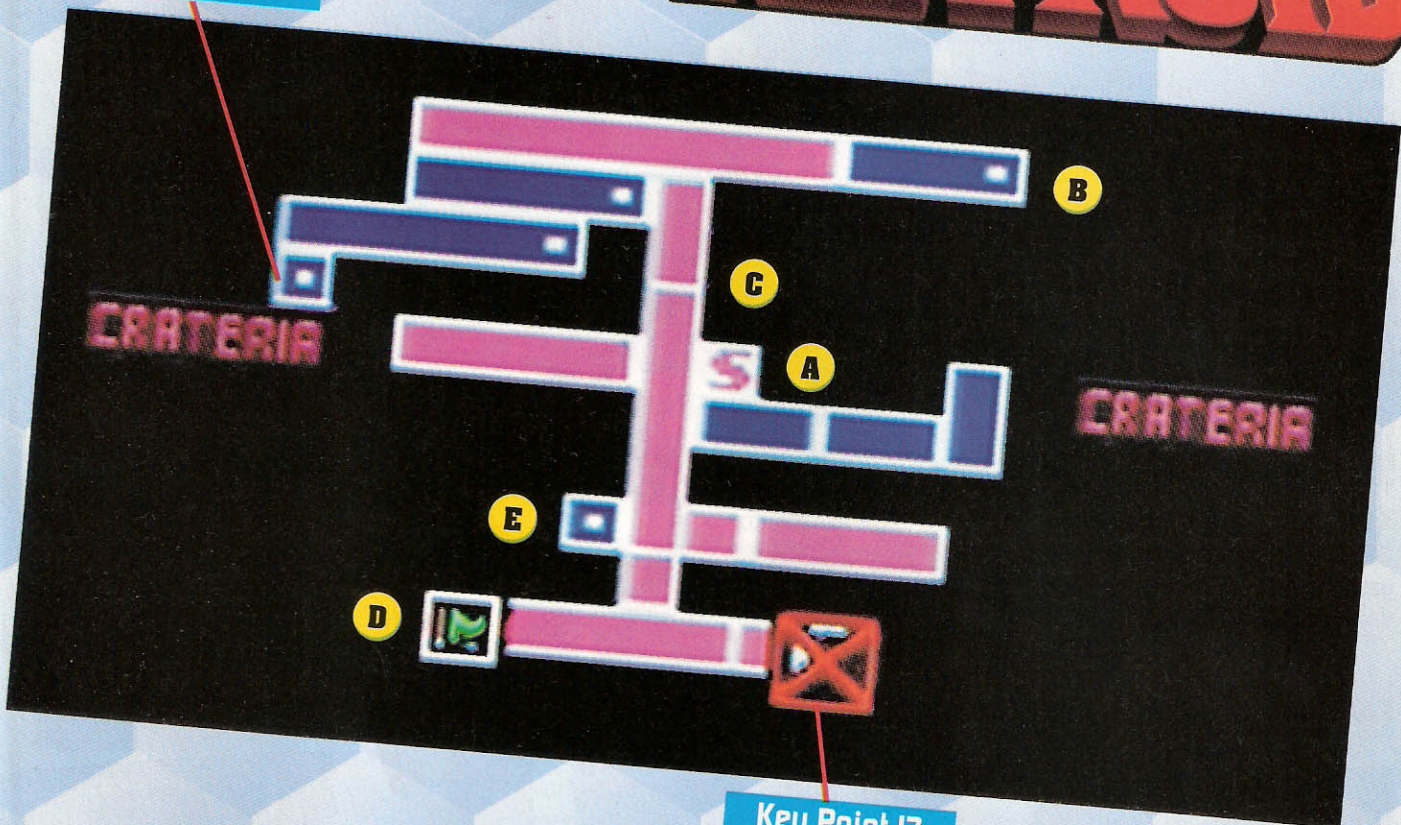
Once you've destroyed the Phantoon Boss, climb up to the upper left-hand corner of the ship. Leave the ship and, when you reach this area of crumbled ground, break into it with Bombs (see Crateria). Go back to the right until you enter the Wrecked Ship again. When you reach the bird statue, become a Morph Ball and sit on its hand. The statue will carry you to the Gravity Suit.





# SUPER METROID

Key Point 18



Key Point 17

## Map Key

**A = Save Point**



**D = Map**



**B = Missiles**



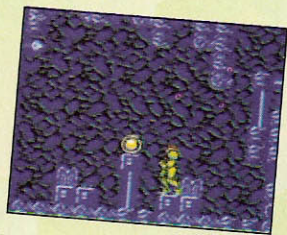
**E = Super Missiles**



**C = Energy Tank**



## Key Point – Step 1: The Morphing Ball



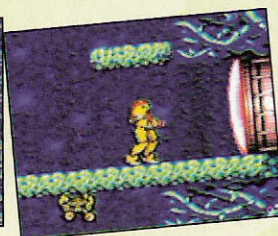
Enter Brinstar via the second elevator from the left in Crateria and then go directly to the left down the passage to find the Morphing Ball.

## Key Point – Step 2: The Missiles



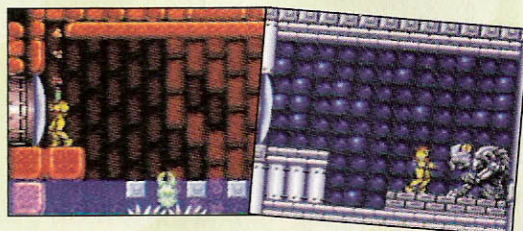
After you've grabbed the Morphing Ball, return to the elevator to Crateria and then move past it to the right. Break through the gate and then break the rocks at the end of the passage. Drop down to find the Missiles.

## Key Point – Step 4: The Charge Beam



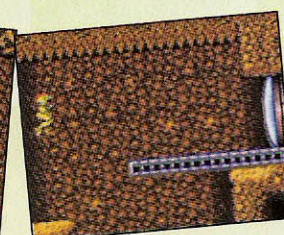
Enter Brinstar via the far-left elevator from Crateria. Climb off the elevator and enter the lower right-hand Pink Gate. Drop all the way down the main shaft. You'll find hidden Missiles on the left-hand side. At the bottom, break through the rocks to the right of the Missiles to find a hidden room with the Charge Beam inside.

## Key Point – Step 7: The Spazer



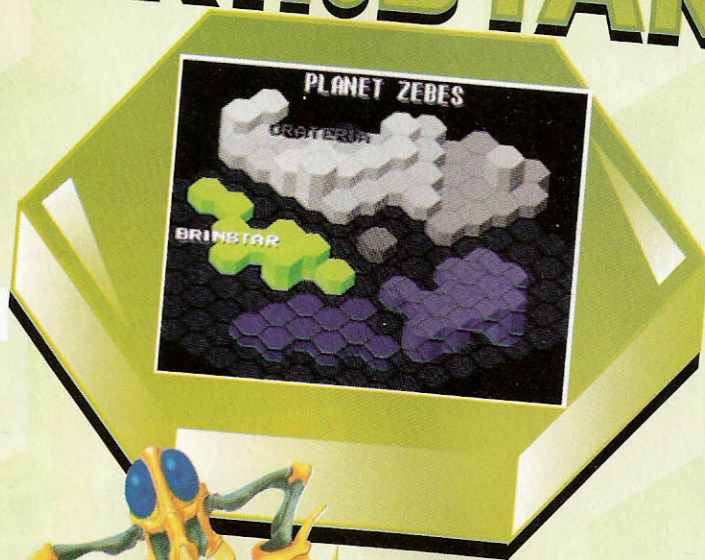
After you return from Norfair with the Hi-Jump Boots, go to the left off the elevator. After you pass the snapping water creatures, enter this secret passage by shooting up at the ceiling. You'll find the Spazer up and to the right.

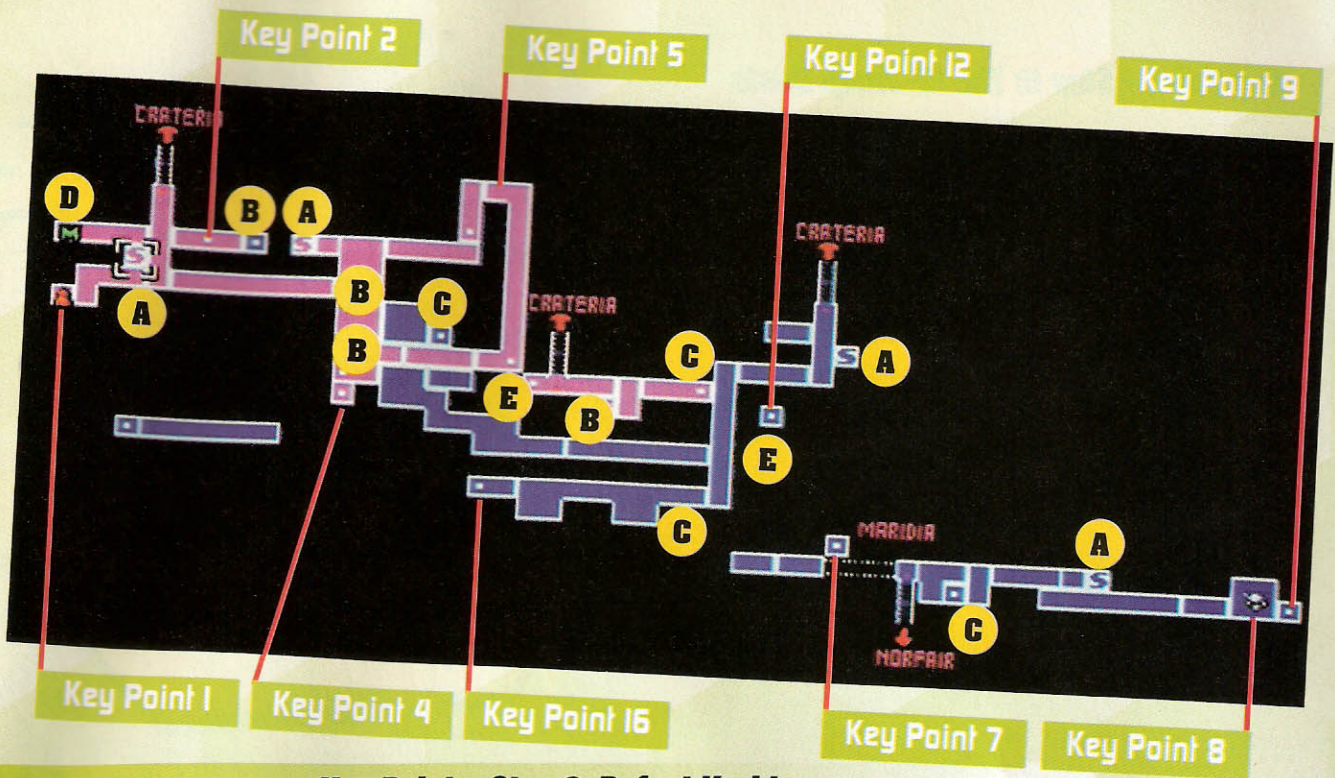
## Key Point – Step 5: The Super Missiles



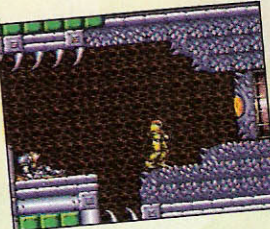
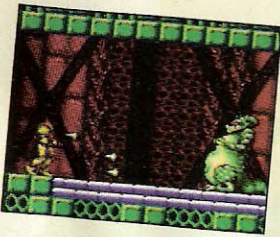
After you've grabbed the Charge Beam, climb back up the large shaft. At the top, enter the Pink Gate to your right, then go through the gate that leads up. You'll eventually reach a mini-boss, Spore Spawn. Destroy the boss by jumping and firing missiles into it when its shell splits open. After you destroy the boss, jump into the pipe just above it. Drop into the pipe and down to a hidden room with the Super Missiles inside.

# BRINSTAR



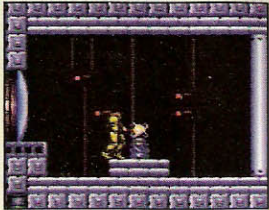


### Key Point – Step 8: Defeat Kraid



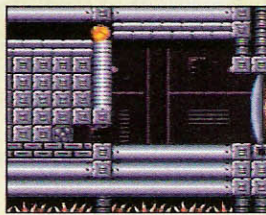
Armed with the Spazer, return to the elevator to Norfair. Use a Super Missile to blast through the wall to the right of the elevator and continue right until you meet up with Kraid. His first incarnation is easy to defeat, but when he transforms into his true size, it's a deadly battle. He's only vulnerable when his mouth is open. Shoot Missiles and Super Missiles directly into it.

### Key Point – Step 9: The Varia Suit

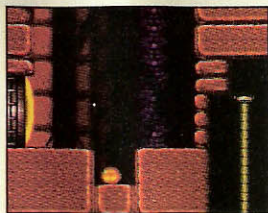


After you defeat Kraid, go to the room just beyond him. Inside you'll find the Varia Suit.

### Key Point – Step 16: The X-Ray Scope



Back to Brinstar one more time to find the scope. Return to the gate (on the left of where you enter from the elevator) that opens with a Power Bomb. Use the Grappling Beam to swing all the way across to the left (in the dark). When you reach the area with the Scope, you'll have to use a bomb to get the pedestal to move so you can enter the room.



past some voracious vegetation, break the floor and go through the Green Gate to find the Power Bomb.

### Map Key

A = Save Point



B = Missiles



C = Energy Tank



D = Map

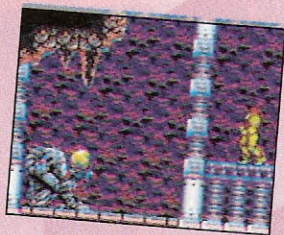
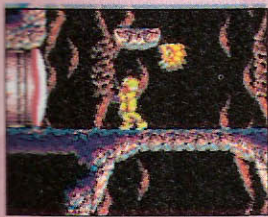


E = Super Bomb



Return to Brinstar from Norfair and move to the left past the elevator. When you reach the large shaft, freeze the enemies with the Ice Beam and use them as platforms to climb to the top of the shaft. At the top, go to the right and break through the rocks. After you dodge

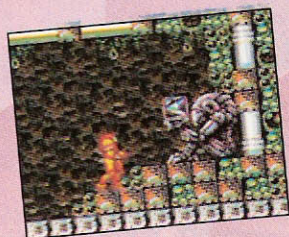
## Key Point – Step 6: The Hi-Jump Boots



After you've collected the Super Missiles in Brinstar, journey down to Norfair to find the Hi-Jump Boots. Climb off the elevator and drop down the shaft until you reach a Pink Gate on the lower left. Go through the gate and blast the rocks on the floor to enter the lower Blue Gate. You'll find the Hi-Jump Boots inside.

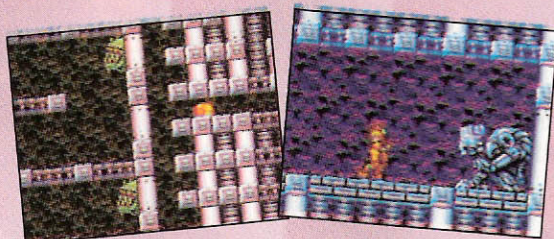
## Key Point – Step 10: The Speed Booster

The Speed Booster is on the far upper right-hand side of Norfair. Head right at the bottom of the elevator. Travel through the large caverns and then break through the rocks. Go down and to the right, and then climb up as high as possible. Go through the gate on the right.



You'll find the Speed Booster at the end of the passage.

## Key Point – Step 11: The Ice Beam



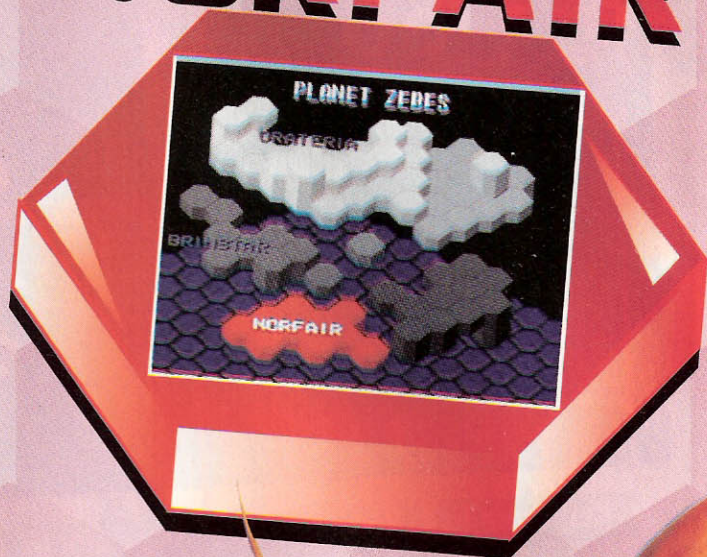
Return to the main elevator into Norfair and enter the gate on the left. Work your way left as far as you can, past the bullet-spitting enemies. Then climb up and move right. Instead of entering the gate you reach, morph into a ball and break a hole in the ground just below the gate. Stay in a ball and fall. Angle right as you fall to enter a secret passage in the wall. Hidden inside is a chamber with the Ice Beam.

## Key Point – Step 13: Fight Crocomire



Return to Norfair for a tough battle with Crocomire. The larger your stock of Missiles (a minimum of 40) and Super Missiles, the easier it is to defeat him. Use the map to search for all Missile stores. After the elevator, use the gate to the left. Proceed down and to the left. Use the Power Bomb when necessary to

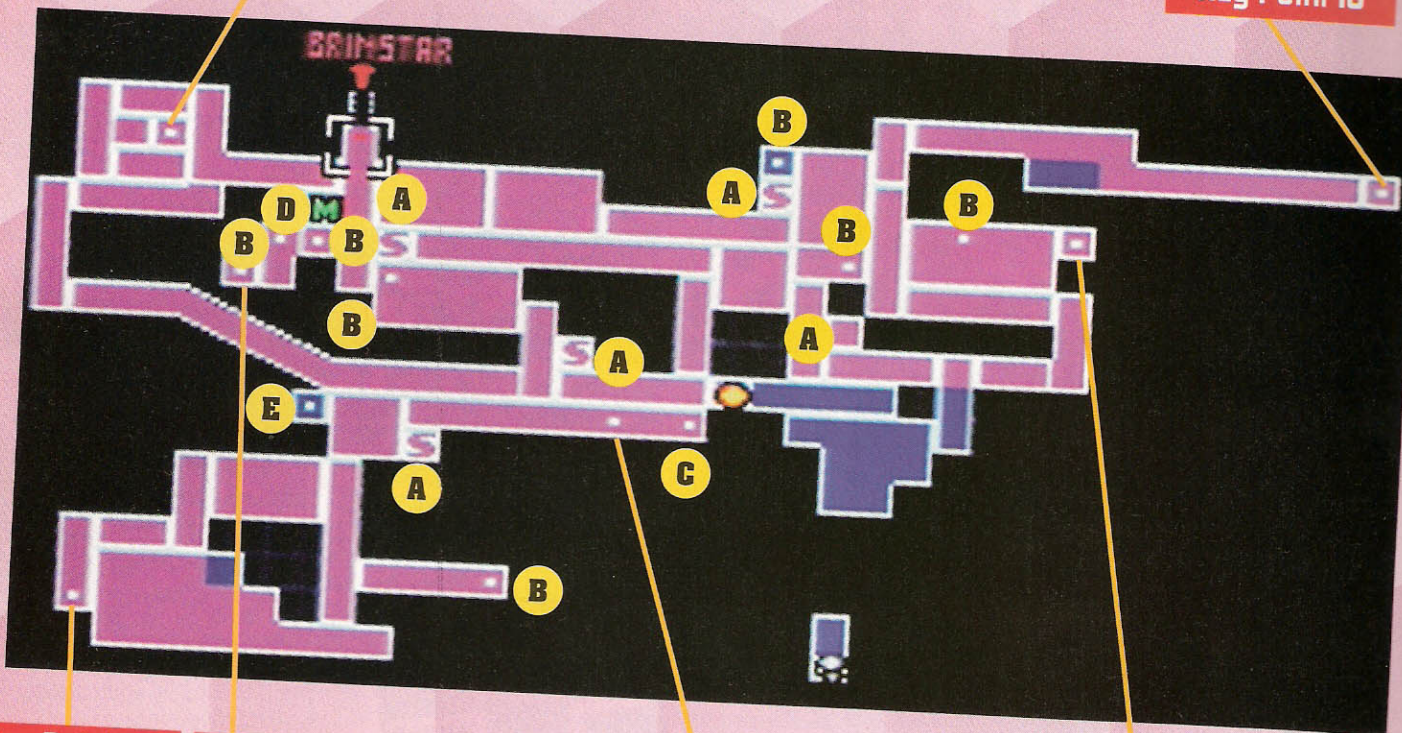
# NORFAIR



open gates. Then head down a slope to the right. When you reach the gate that leads to Crocomire, first climb up and use the gate on the right to save your game. Drop down to Crocomire and quickly move to the right, just out of reach of him. Now rapidly fire Missiles or Super Missiles into his mouth whenever it opens. To destroy this beast, you must back him up until the ground beneath him crumples. Don't let him touch you (you'll lose too much ground).

Key Point II

Key Point IO



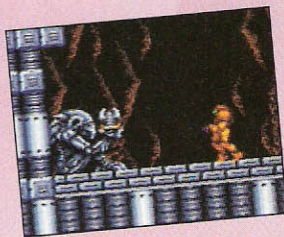
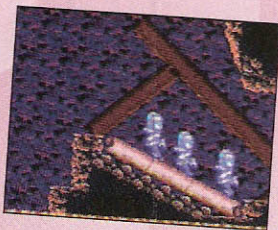
Key Point 14

Key Point 6

Key Point 13

Key Point 15

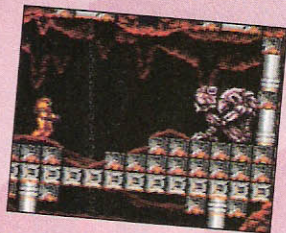
### Key Point – Step 14: The Grappling Beam



After you've destroyed Crocomire, grab the Energy power-up behind him and then run back to the left to the spiked wall. The wall breaks and Crocomire's skeleton appears to give you one last fright. Head down and to the left. To make the high jump, use the Speed Booster to run rapidly up the slope and jump just as you reach the edge of the path. The Grappling Beam is in the lower left-hand corner of Norfair.

### Key Point – Step 15: The Wave Beam

Once you have the Grappling Beam, you can get the Wave Beam. Return all the way to the upper right area of Norfair. Go to the Missile platform that is suspended high in a large room. Use the Grappling Beam to swing to a ledge to the right of the Missile Platform. Inside you'll find the Wave Beam.



### Map Key

A = Save Point

D = Map



B = Missiles

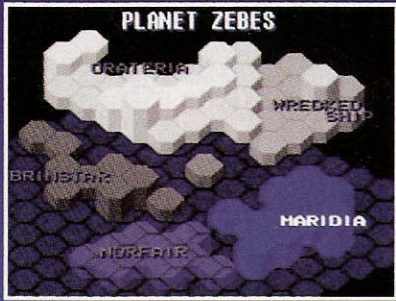
E = Power Bomb



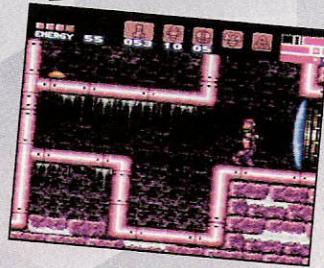
C = Energy Tank



# MARIDIA



## Key Point – Step 21: Find the Worm Boss



Finding the Worm Boss is really tough. After you break the glass tube, climb up as far as you can. Go through the Gate in the ceiling. Take the upper right-hand Gate. In the next room, do some really tough Grappling to cross all the way to the next upper right-hand Gate. Then break the blocks to fall down through the floor. Go right through the next Gate. Use the Super Bomb to reveal the openings. Drop down and enter a large room. Use the Grappling Beam to climb and swing to the upper left-hand corner of this room. Go through the door in the ceiling. Head to the right and you'll eventually enter a room with the Worm Boss.

## Key Point – Step 19: Reach Maridia



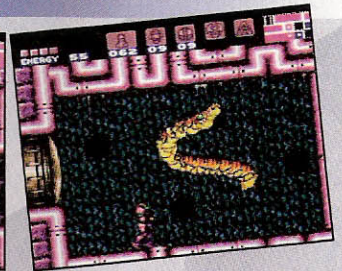
Reaching Maridia is a little tricky. Exit the Wrecked Ship to the right. You'll wind through a complicated passage and eventually see a door down and to the left. Use the X-Ray Scope to find the secret passage that leads to the door.

## Key Point – Step 20: Break the Glass



Maridia is a huge area. Watch out for the quicksand. You'll find a glass tunnel down and to the left. When you enter it, use a Missile to break the walls.

## Key Point – Step 22: The Worm Boss



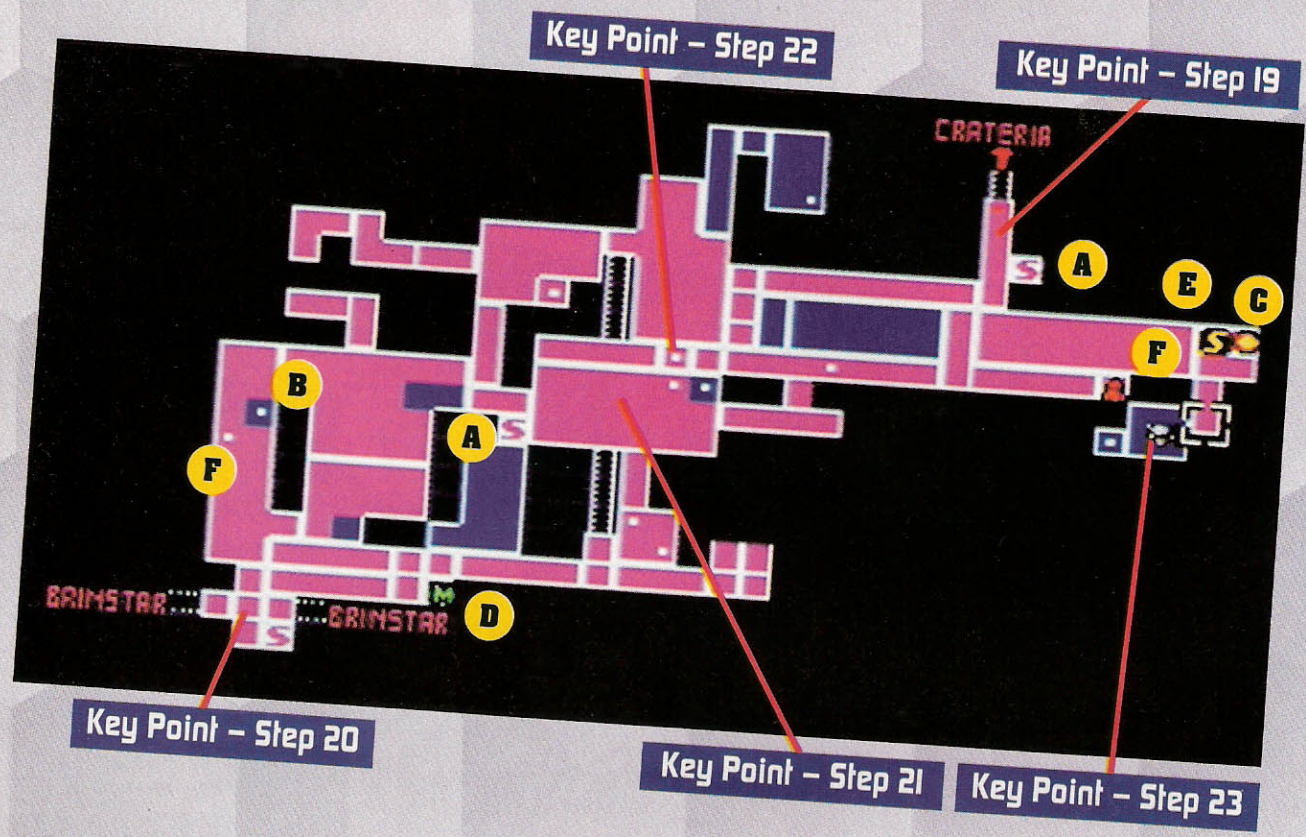
Destroy the Worm Boss by firing Missiles and Super Missiles at his head as he pokes it out of the holes in the wall.

## Key Point – Grappling Trick

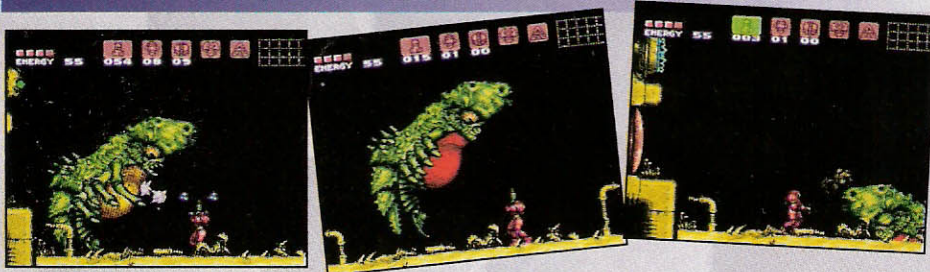


Turn off the Gravity Suit when you're trying to swing in Maridia. Otherwise you'll find it's too hard to make the precision Grapples.

# SUPER METROID™



**Key Point - Step 23: Fight Dragon**



After you've defeated the Worm Boss, journey down and to the right until you reach the lair of Dragon. Destroy the two enemy generators along the wall on either side, and then fire Missiles and Super Missiles at Dragon's stomach.

**The Final Battle**

For details on Samus' final climactic battle and how to beat Super Metroid, see the next issue of GamePro magazine!



**Map Key**

**A = Save Point**



**C = Energy**



**E = Power Bomb**



**B = Missiles**



**D = Map**

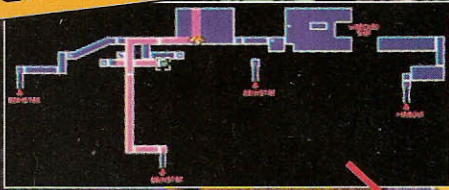


**F = Super Missiles**

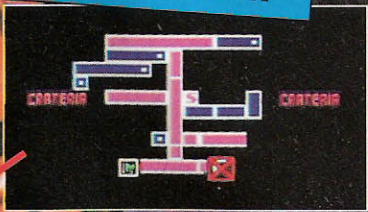


# All the Realms of Planet Zebes

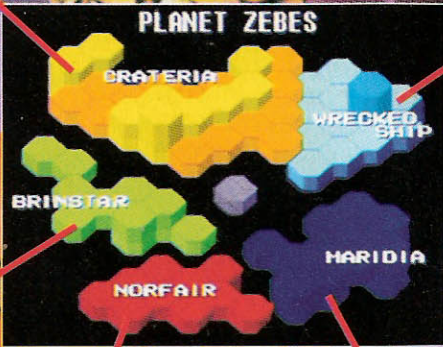
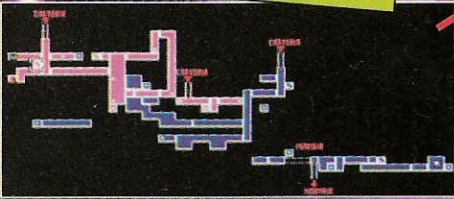
**CRATERIA**



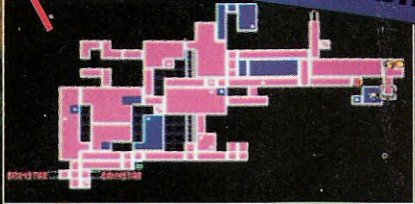
**WRECKED SHIP**



**BRINSTAR**



**MARIDIA**



**NORFAIR**

