

The background of the entire page is the iconic cover art of the video game Metroid Prime. It features the protagonist, Samus Aran, in her red and gold Power Suit, standing in a large, dark, cavernous space. She is holding a green, pulsating sphere in her right hand. Surrounding her are several menacing alien creatures: a large, multi-eyed, tentacle-like creature to her right, a smaller, bat-like creature to her left, and a large, scaly, dragon-like creature at the bottom. The title "SUPER METROID" is prominently displayed in the center in a large, stylized, orange-to-red gradient font with a black outline. Below it, the words "PERFECT GUIDE" are written in a smaller, white, sans-serif font with a black outline.

SUPER METROID

PERFECT GUIDE

ORIGINALLY WRITTEN BY DR S DOAK PRODUCTIONS
PRESERVED FORMATTED AND EDITED BY JOHN KRUMRINE

SUPER METROID

Perfect Guide

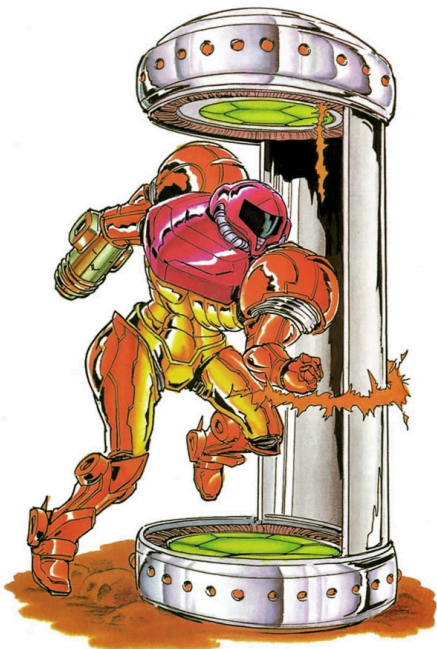
Written by Dr. S. Doak Productions [est. 1997]

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Preserved, formatted, and edited by John Krumrine

Cover artwork by Dave Rapoza



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The original upload of this guide is located at NevermoreStudiosTTS.com.

Throughout this walkthrough, pickups will be posted in an ordered quintet to show how many of the chosen items you should have. It looks like this: **(120,15,20,4,2)**. The numbers indicate how many Missiles, Super Missiles, Power Bombs, Energy Tanks, and Reserve Tanks (in that order) you should have capacity of at that point.

NOTE: This guide is a 100% walkthrough, but it also is meant for speed running the game as efficiently as possible. Because of this, save locations are not always mentioned as you pass them. A couple are suggested here and there. You can always find these locations on your own without straying too far from the path. Now, get hunting!

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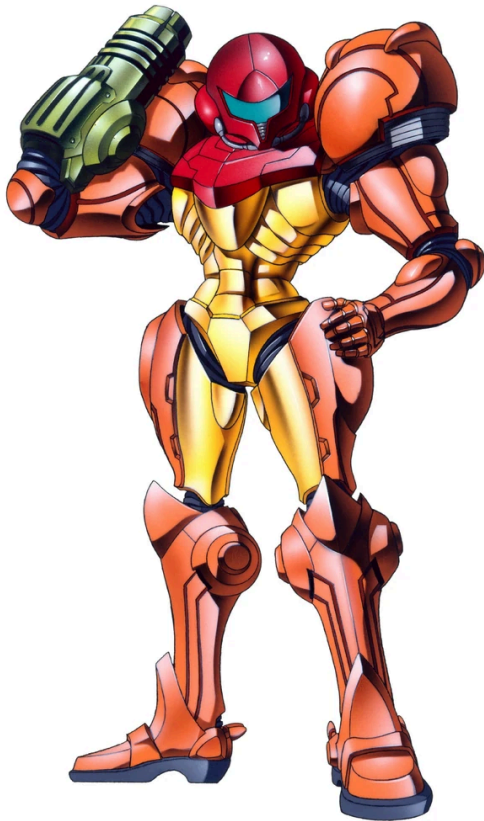
Introduction

Tips and Tricks

This section was written by John Krumrine.

This guide uses several advanced movement techniques in order to take advantage of Samus' full ability and expedite certain items' collection. Explained below are the tricks used. While pretty much all of these are common knowledge nowadays, they may still require some practice to be utilized effectively.

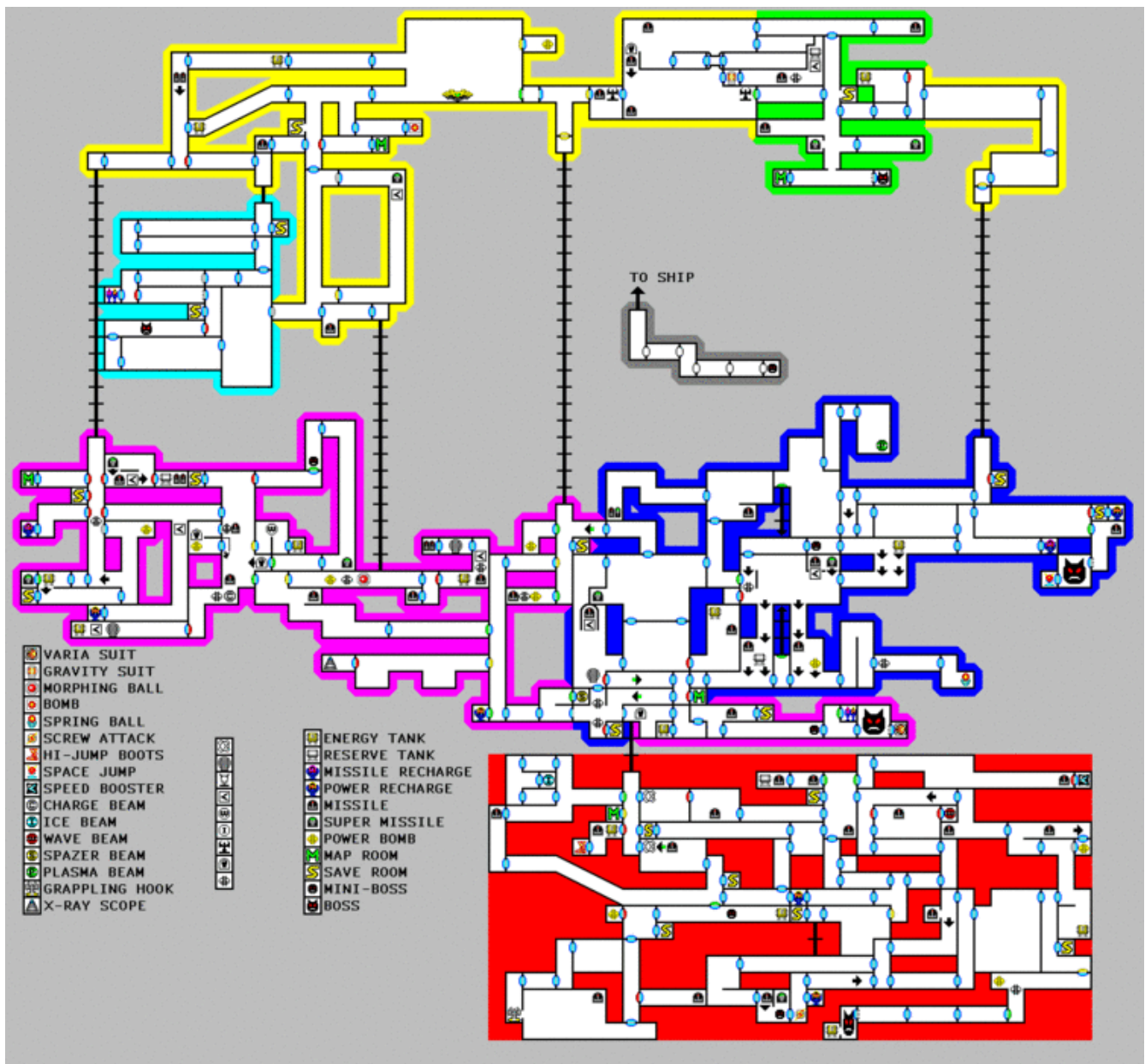
Wall Jump - When Samus is somersaulting towards a wall, immediately press the opposite direction and the jump button at the same time. You should see a quick sprite of Samus pushing off the wall, and she should continue her somersault upwards. Turning back towards the wall and timing another wall jump can be used to ascend certain areas that are usually out of reach or require the High Jump Boots.



Midair Morph - Jump and quickly press down twice in mid-air. Samus will morph to ball mode while elevated. This can be used to quickly enter certain hard to reach passageways.

Super Jump (Known officially as the Shinespark) - After acquiring the Speed Booster, dash long enough to get an energy trail behind Samus. Then quickly press down. Samus will glow and a loud charge sound will be heard. While charged with this, press the jump button to jump straight up until you hit something. This move quickly takes away Samus' energy, but allows her to reach far off locations. Holding R while jumping allows you to do a Super Jump at an angle.

Map of Zebes



Part 1: From the Space Colony - to Kraid

At the Space Colony

- Run through the dark corridors to the end. There is no reason to stop.
- When Ridley appears, run into him several times so he will leave. There is no way to beat him now, so fighting back is a waste of time. His tail does the most damage. When you go under 29 energy units, Ridley will take off.
- Run back to the elevator after Ridley leaves and the station starts to glow.

Down to Brinstar

- As soon as Samus' ship lands, go to the left into the cave, then down the rocky shaft.
- When you reach the familiar shaft (the escape route in the first Metroid), drop down along the wall, count six platforms immediately to the left, swerve to the left after the sixth to avoid the platform sticking out of the wall, then swerve back and shoot down to open the door to the right.
- Go right through the Mother Brain's old room using short jumps. Take the elevator down to Brinstar.
- At the bottom, go left, jump over the big block, and collect the **Morphing Ball**, in exactly the same place it was in the original Metroid. **(0,0,0,0,0)**
- Kneel and destroy the breakable block, then Morph to travel under the big block. Continue to the right until the room with the breakable blocks. Break a path down through them and go to the left at the bottom for the first **Missiles**. **(5,0,0,0,0)**
- Return to the top of the breakable block room, then go to the right to pick up more **Missiles**. **(10,0,0,0,0)**
- Return to the elevator and go up.

The Bomb Battle

- Just left of the elevator room, all five Space Pirates must be destroyed to continue left.
- Use high leaps to quickly go up the familiar shaft. Either avoid the Space Pirates or shoot them from below before they attack.
- Go all the way to the top of the rocky shaft, then go to the right until you can Morph under the rocks. At that point, go down and to the right.
- Open the red door, then refill your energy and Missiles with the Mellows. Then go through the door.
- Collect the **Bombs**. A few seconds later, Torizo appears.
- After defeating Torizo, return to the top of the rocky shaft, but this time go left. Bomb through the wall, then dash to the left until you collect the **Energy Tank**. **(10,0,0,1,0)**
- Use Missiles to destroy the Green Space Pirates, then continue to the left. Run under the Silver Geemers and jump over the Kagots. Take the elevator down to Brinstar.

Exploring Brinstar

- Go to the bottom of the shaft and go through the lower right red door.
- Dash right through the corridor, stopping to bomb the barrier in the middle.
- Once in the big central room of Brinstar, go up, and follow the path up to the red door in the upper right corner.
- Use Missiles to destroy the Alien Kihunters (they must be destroyed to continue), then go up to the battle with Spore Spawn.
- After defeating Spore Spawn, go up and to the right, then fall down the very long and narrow shaft and collect the first **Super Missiles**. (10,5,0,1,0)
- Move to the left, using Super Missiles on the green door and the special block. Once in the big room, go down and to the left and collect some **Missiles**. (15,5,0,1,0)
- Morph, bomb, then go down to the **Charge Beam**. (15,5,0,1,0)
- Return to where the last Missile was, then go right, use the Midair Morph Technique or bombs to go through the raised narrow passage, then go through the door to the right.

Flinging to Norfair

- Travel down and right through the diagonal room until you see a pipe at the top of a wall. Use the Wall Jump to get to the pipe, then Morph and roll to **Missiles**. (20,5,0,1,0)
- Continue to the right. Dash over the crumbling bridge. Once at the brown shaft, go down to the bottom and go right. When you enter the room with a breakable block overhead, shoot the block and wall jump up the wall, then go to the right to collect the **Spazer** item. (20,5,0,1,0)
- Go back down, using a shortcut by bombing the floor in a narrow passage, then to the right. Take the elevator down to Norfair.
- Go left into the lower left door. Follow the Sova through the narrow passage, destroy it by shooting down. Go to the left to collect the **Hi-Jump Boots**. (20,5,0,1,0)
- Wait for the Sova and kill it (must be destroyed), then go up and get the Missiles. Morph and bomb to the right and collect the **Energy Tank** before exiting the room. (25,5,0,2,0)
- Go up the elevator.

Highway to Kraid

- Break the blocks to the right of the elevator with Super Missiles, then continue right into Kraid's hideout.
- Only one bomb is necessary to blast through the wall to the right of the metal door.
- In the room with the Alien Kihunters, look for a weak spot in the floor. Blast it and go down.
- In the long green room, use the beam on the Green Space Pirates, then use a Super Missile on the Mini-Kraid. The Mini-Kraid will leave behind enough Super Missiles to fully refill your supply.
- Destroy the Zebs in the last room before Kraid if you need energy or ammo, then give the eye guardian three Missiles.
- Defeat Kraid, then collect the **Varia Suit** in the next room. (25,5,0,2,0)
- Return to Norfair.



Part 2: From Kraid - to Phantoon

To Phantoon - The Pace Quickens

- Once in Norfair, enter the upper righthand room.
- Go straight through the first room.
- In the second room, go down into the third "dip". Stand on the ground just to the left of the lava and shoot down diagonally to the right. Morph to collect the **Missiles. (30,5,0,2,0)**
- In the third room, morph and roll under the rock formations until the lava can hurt you, then jump from platform to platform.
- Go to the lower right corner of the big bubble room to pick up some **Missiles. (35,5,0,2,0)**
- Return to the center of the big bubble room and shoot down, then bomb through the narrow passage. Once at the bottom, take the door going down.
- Go down, then to the right. Avoid the Magdollites. Where the lava rises, make it snappy to prevent the Funes from starting to shoot fireballs.
- In the next room, wait for the Trippers and once on board, morph to avoid the spikes.
- In the next room, use the Charge Attack to avoid taking hits from the Alcoons and Multiviolas.
- Open the green door in the upper right corner of the big bubble room. Go up and to the right. Shoot the Gamets if you need more energy.
- Dash to the right. Right before the red door, shoot straight up to reveal some **Missiles. (40,5,0,2,0)**
- Enter the red door to collect the **Speed Booster**. Dash to the left to avoid the quickly rising lava.
- Go down the narrow passage in the big bubble room, then take the door to the left.
- Dash left through the long corridor.
- Save! Rest your hands. Prepare them for the next long, but not as long, jaunt.

The Cooldown

- Go up to the upper lefthand door in the entrance shaft to Norfair.
- Dash to the left. In the next room, jump over the pools of lava. Don't bother using the Trippers.
- Use the Midair Morph to go straight up in the next room, then go to the right (look for the Sovas). If you cannot do the Midair Morph, go up and around, then drop down. Go to the right to collect the **Ice Beam. (40,5,0,2,0)**
- Go back to the left and use the Wall Jump to go straight up. Again, if you cannot do the Wall Jump, drop down, then take the Fune stridden path up.

- Freeze the Boyons and the Ripper II in the next room to avoid taking a hot dip.
- Bear the crumbling floor, then morph and bomb and roll to the door along the narrow upper path. Return to Brinstar.
- Go left and up the brown shaft, freezing the Rippers along the way. Slowly navigate the spiked room.
- Go down at the next turn upward. Go to the left through the green door at the bottom.
- Freeze the Boyons so they do not jump up while you are crossing them, then collect the first **Power Bombs**. (40,5,5,2,0)
- Use a Power Bomb to destroy the wall to the left and collect the **Missiles** on the pedestal. (45,5,5,2,0)
- Return to Norfair.

Inside Central Norfair

- Enter the upper lefthand door. Dash to the left and use a Power Bomb where the floor breaks. Go down and to the left.
- In the shaft, the platform crumble when you step on them. Jump up as soon as you land on them. Jump up to the ceiling above the third platform (far left), shoot the wall below the ceiling and collect the hidden **Missiles**. (50,5,5,2,0)
- Fall down the shaft, then go to the right. Dash through the corridor until you reach a green floor door. Open the door and fall through to the Crocomire's lair.
- Knock Crocomire into the lava, then jump through the lava to the **Energy Tank** while it is gasping for life. Return to the spiked wall before Crocomire's bones get there. (50,5,5,3,0)
- In the next room, go down. Fall down the shaft, then enter the red door to the right. Be careful in that room (the lava rises and falls). You'll want at least a 120 energy unit reserve after you collect the **Missiles**. (55,5,5,3,0)
- Take the shaft to the bottom. In the next room below, detonate a Power Bomb to destroy the blocks. Then go all the way to the right and dash left. Press down at the end of the runway, then wade about four blocks into the lava and perform a Super Jump. Timing and placement are critical. Veer to the right once you hit the ceiling and collect **Missiles**. (60,5,5,3,0)
- Return to the runway and perform a Super Long Jump to a distant ledge. In the next room, pick up the **Grappling Beam**. (60,5,5,3,0)
- Go up, right, up again, right again, then shoot the green part of the gate with a Super Missile to return to the top of the long shaft. Use of the Grappling beam is essential in these rooms.
- In the room above, grapple onto the Grey Ripper and swing to a red door. **Power Bombs** are inside. Destroy Gamets at the pipe if you need energy. Return to the ceiling door in Crocomire's lair. (60,5,10,3,0)
- Go up to the top of the shaft and go left. Once in the big room, go up. Grapple across the gap and collect **Missiles**. (65,5,10,3,0)
- Continue left, then up, and right into the Save Point. Save!

Swing Away

- From the Save Point, dash to the right.
- In the big bubble room, set off a Power Bomb, then go up. Freeze a Waver and step on it to reach the door in the upper left corner.
- Collect the **Missiles**, then use the Five Bomb Drop on that platform to trigger a gate to rise from the floor. Shoot the breakable block, then jump on the gate and use the Midair Morph to enter the narrow passageway. **(70,5,10,3,0)**
- In the dragon room, shoot the leftmost block platform to uncover **Missiles**. Then do a Wall Jump on the ledge to the left and veer left to collect the first **Reserve Tank**. **(75,5,10,3,1)**
- Return to the big bubble room. Grapple across the gap, then take the lower door to the right.
- Continue down until the red door, then go right.
- Carefully jump from platform to platform, then shoot the gate. Collect **Missiles**. Grapple across the next gap to reach the room with the Wave Beam. **(80,5,10,3,1)**
- Instead of Grappling back across the gap, fall onto the spikes. They will crumble. Go back left to the shaft.
- Go up the shaft, jump down through the big bubble room, set off a Power Bomb. Then Dash back to the Save Point. Save if you want.

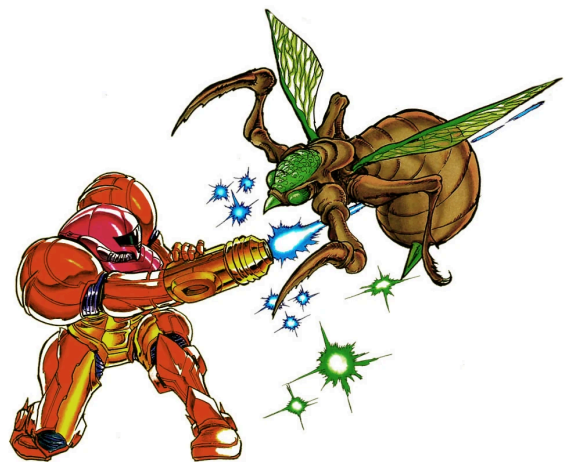
Take a Trip to the Ship

- Return to the cutoff where you got the first Power Bombs. This time, go up. Go to the upper left door in that shaft.
- Destroy the Side-Hoppers (a must), then detonate a Power Bomb. Fall through the leftmost flower to some **Power Bombs**. **(80,5,15,3,1)**
- Return to the shaft and go down and to the right to the Save Point. Save if you want to, then go up to the elevator and take it to Crateria.
- Go up the shaft, then to the right. In the next room, Grapple to the **Missiles**, then Grapple to the right. **(85,5,15,3,1)**
- Carefully use a combination of jumps and Grappling to cross the water section. Enter the ship.
- Go right to the main shaft, then down. At the bottom of the wall just to the left of the first metal door, bomb and roll to the left into a secret passage. At the left end of the room, collect **Missiles**. Return to the main shaft. **(90,5,15,3,1)**
- Go all the way to the bottom. At the bottom, go right. Shoot the eye guardian with three Missiles, then fight Phantoon.

Part 3: From Phantoon - to Draygon

To Draygon - The Water Vs. Samus Aran

- After you defeat Phantoon, go left then up the main shaft, and enter the first metal door on the left. Collect the **Super Missiles**. (90,10,15,3,1)
- Go right past the main shaft. Shoot the robots several times to knock them out of your way. Explode a Power Bomb at the wall on the right, then use the Midair Morph to enter the second passageway from the bottom. This leads to **Super Missiles**. (90,15,15,3,1)
- Return to the main shaft and go all the way to the top. Save if you want at the Save Point.
- In the top corridor, you must destroy all of the enemies to open any door. Start from the left in your killing campaign, open both doors and enter the right door. Shoot the robots to knock them out of the way, then collect some **Missiles**. (95,15,15,3,1)
- Return to the top corridor, defeat all of the enemies, then take the left door.
- Run to the left across the platforms until you see a Tripper. Hop on and wait for another Tripper at a higher altitude moving in the opposite direction. (You should be near the left wall) Hop on, shoot upward to where the rock meets the sky at the very top of the screen. Jump up to collect the **Missile** item. (100,15,15,3,1)
- Fall downward then look for a special block near the left wall that is part of the ground. Destroy it with a Super Missile. Drop into the rock. To the lower left is a **Missile**. Be very careful! One false move and a rock may crumble, sending you downward to the watery section. Return the way you came. (105,15,15,3,1)
- A little farther to the right, shoot downward and take the narrow passageway to the right. This passageway leads to a cave then back to the Wrecked Ship.
- Use a combination of running and jumping over the spikes to reach the Chozo statue. You'll lose some energy, but it is faster than Grappling across. Morph in the Chozo Statue's hands. It will carry you to the left, then down.
- When it releases you, go to the right. Knock the robots into the pits, set off a Power Bomb next to the Chozo statue carrying some **Missiles**. (amazingly enough, the Missile item will hang in midair!) Return to the left, then dash to the right. (Collecting the Missile item during the dash will not slow you down) Press down right before the wall, then perform a Super Jump. At the top, drop down, jump across a hidden gap, then collect a **Reserve Tank**. (110,15,15,3,2)
- Return to where the Chozo statue dropped you off. Go to the left to collect the **Gravity Suit**. (110,15,15,3,2)
- Exit to the left. Veer to the right to land on a platform in the watery section. Reenter the ship and go down in the main shaft to the first metal door on the right. Go right, then up, then left. Fall onto the spiked floor and Wall Jump on the left wall to the **Energy Tank**. (110,15,15,4,2)
- Fall onto the spikes again and use the platforms to return the way you came. Save if you want at the Save Point.



To Draygon - Samus' Smorgasbord

- Exit the ship via the corridor directly to the left of the Save Point. Run along the ocean floor until you hit the left wall. Shoot it and enter the tunnel. Collect **Missiles** in there. **(115,15,15,4,2)**
- Return to dry land, then go left until Samus' ship. Enter it and save.
- Go left and then down the rocky shaft. Enter the blue door opposite the red door. Set off a Power Bomb to destroy the four blocks; roll to the left. Collect **Missiles** in the next room. On the way back, bomb the first block and slip into the shortcut. **(120,15,15,4,2)**
- Fall down the right side of the familiar shaft. Bomb the wall at the ledge that stops you. Detonate a Power Bomb just inside the wall to open the yellow door just ahead.
- In the long corridor, freeze the Boyons, then run back to the left. Dash to the right and perform a Super Jump next to the wall. Collect the **Super Missiles**. **(120,20,15,4,2)**
- Go left, Grapple across the spikes, then bomb back to the left. Once in the familiar shaft, fall down the right side again, but this time, fall all the way to the bottom.
- In the old battle room, set off a Power Bomb above Mother Brain's old homestead. Roll down to **Missiles**. **(125,20,15,4,2)**
- Destroy all the Space Pirates in the room, then take the elevator to Brinstar.
- From the elevator, run to the right. Explode a Power Bomb in the third room below the big block complex, then dash and perform a Super Jump through the hole. At the top, continue to the left. At the far left, collect **two Missile** items, one hidden at the base of the pedestal. **(135,20,15,4,2)**
- Return to the third room. Grab the **Energy Tank** in the ceiling (in the same place as in the original Metroid). **(135,20,15,5,2)**
- To the left of the Morphing Ball pedestal, set off a Power Bomb. Collect the **Power Bombs**. Then set off another Power Bomb. Go to the left and destroy the Side-Hoppers (a must), then go to the left. **(135,20,20,5,2)**
- Go left the big room in Brinstar. Go up then right through the first door to the right. Destroy the Side-Hoppers, and open the metal door then Wall Jump up the wall, shoot the gate, do it again, and fall down on the other side. Collect an **Energy Tank** on the other side. Return to the other side of the wall.. **(135,20,20,6,2)**
- Return to the long corridor. Walk through it then set off a Power Bomb to destroy the barrier, then continue to the left. In the green shaft, explode a Power Bomb at the bottom. Go down.
- At the bottom of the lower shaft, go left. Use a Power Bomb to destroy the Beetoms, then continue left. Run to the left to six blocks before the Energy Tank, then run back and then left and do a running jump across a hidden pit to the **Energy Tank**. Continue to the left and collect some **Super Missiles**. **(135,25,20,7,2)**
- Fall down the pit to a spiked room full of annoying foes. Carefully navigate this room.
- Wall Jump up the shaft, then use the Midair Morph to enter the narrow tunnel to the right. Collect a **Power Bomb** item. **(135,25,25,7,2)**
- Go left to the lower shaft and go to the upper right-hand door in the green shaft.

- Dash across the crumbling blocks and enter the door to the right. Collect the Reserve Tank, then move farther into the antechamber. Explode a Power Bomb and collect the **two Missiles** revealed. (145,25,25,7,3)
- Return to the left where the gates now block the way. Go up and to the left to collect another **Super Missile** item. (145,30,25,7,3)
- Now to the left of the gates, dash on the crumbling floor then fall onto the next **Missile** item. Bomb your way out and return to the pink corridor. (150,30,25,7,3)
- Dash through the corridor, then jump right after you bust through the barrier. Continue to the right.
- Go down slightly in the big pink room and Grapple across to the **Missiles**. Set off a Power Bomb and go left through the wall into the next room. (155,30,25,7,3)
- Destroy the Side-Hoppers, then shoot a Super Missile at a weak point in the ground. Fall through to collect **Power Bombs**. (155,30,30,7,3)
- Bomb to the left of the pedestal, then roll to the right. When you cannot roll further, jump and Midair Morph to get to the door.
- Return to where you got the Charge Beam. Set off a Power Bomb. Roll through the pipe, then go down and left to another room. Dash to the left to an **Energy Tank**. (155,30,30,8,3)
- Return to the brown shaft. Go down. Explode a Power Bomb to the right of the yellow door. Go left. Grapple through the room to the **X-Ray Scope**. Return to the shaft. (155,30,30,8,3)
- Go to the big glass pipe near the elevator to Norfair. Break it with a Power Bomb, then go down and to the right to a Save Point. Save if you wish to. (Highly recommended!)

The Lesser Undersea Battle - Botwoon

- From the Save Point, go up. Go right at the first door. Shoot the door to the left once in the corridor, shoot the gate, destroy the enemies, then dash from the right. Press down before leaving the room. Timing is critical. Super Jump at the farthest left bright plant. You'll zoom up and collect a **Missile** item. (155,30,30,8,3)
- Go up, then right. Roll down the wall and hold left to enter a secret passage which leads to **Super Missiles**. (160,35,30,8,3)
- Exit the secret passage and fall to the floor. Run along the floor, then go up. Latch onto a Powamp and swing up to the grapple point then over to a ledge on the right. Run and jump up to a platform made up of Grappling blocks. Grapple right to the door.
- Go down, then right. In the next room, the big pink room, use a Power Bomb to destroy the blocks in the way down, then go to the left and save.
- Dash to the right, then Super Jump up the gap in the overhang to the right. To the right are **Missiles** and **Super Missiles**. (165,40,30,8,3)
- Fall down the hidden pit, then run and jump to the left. Grapple across the gaps between the walls, then go up.
- Destroy the wall in the way, then dash and knock down the walls on the far right.
- Enter the next room to battle Botwoon.

The Greater Undersea Battle - Draygon

- After you defeat Botwoon, go to the right. In the next room, dash. You'll dash under the Puyos and over the quicksand. Jump left up onto the pink blocks and roll through them. When you stop, bomb and use the boost to continue on your way. After you fall back down after the second bombing, don't go left. If you do, a fake block awaits. Instead, bomb again and you'll reach the **Energy Tank**. (165,40,30,9,3)
- Return to the left and dash again. Destroy the Puyos first though. In the next room, take the door in the upper right corner. Wall Jump or use the Grappling Wall Jump.
- Use a combination of Grappling, Wall Jumping, and Grappling Wall Jumping to get through the next room. At the right end of the room, take the lower door.
- The spikes in the next room are fake, so you don't have to worry about getting hurt. Go to the right end of the room and shoot the wall. Collect the **Missiles**. (170,40,30,9,3)
- Fall through the fake flooring on the left side of the room. Shoot the eye guardian with a Super Missile, then enter Draygon's lair. After the fight, grab the **Space Jump** in the next room. (170,40,30,9,3)



Part 4: From Draygon - to Ridley

To Ridley - The Great Maridia Item Swipe

- Return to the room left of the big room with all the Grappling blocks. This time, take the upper left door.
- Go left until you reach the sandy room. When the path splits in the sandy room, go right. Then go left again. Space Jump up to the metal door.
- In the next room, go to the top, then right. Jump over the pile of eggs. In the next room, go to the lower right corner to collect the **Plasma Beam**. (170,40,30,9,3)
- Destroy the six Space Pirates (a must), then return to just outside the metal door. Space Jump, making your way up and around the overhang. From there, go up, left, and back down, then left to a green floor door.
- Enter the express elevator. When you exit, go down, then right.
- In the room with the single Grappling block, hang on it to break it, then jump through the gap. Space Jump up and around the wall to a door on the right.
- Quickly detonate a Power Bomb before the Shaktool gets to the wall. The Shaktool will dig a path through the sand for you.
- In the next room, morph and roll through the passages to the **Spring Ball**. Spring up on the way back to the corridor with the Shaktool. (170,40,30,9,3)
- Travel all the way to the left, then down, left, down in the broken pipe room, left, then fall through a hidden hole to the Maridia-Brinstar crossroads. From there, go up.
- Go right at the second door from the bottom on the right (the bottom being where you once took off during a Super Jump). Go up, right, and back down, then right through a hidden passage.
- In the big chamber, Space Jump up to the Energy Tank, then jump to the right. Land on the wall, shoot downward, then fall along the wall to collect a **Missile** item. (175,40,30,10,3)
- Go back to the left. Go up and through the door to the big open section. Space Jump up to the door in the upper righthand corner.
- In the next room, go up until you reach the sandy area. At that point, go right to a **Missile**. (180,40,30,10,3)
- Return to the left, go up, then left. Continue left, then up, left, and finally down. At the dead end are **Missiles** and **Super Missiles**. (185,45,30,10,3)
- Return to the pink area. Go down, then right, then down again, to the Save Point.
- Save!
- Dash all the way to the right, shoot the floor, then go back left under the pink pipe. Sink into the first sand trap.
- First, go to the left and collect the **Missiles**. Then jump onto the ledge just to the right of the sand fall. Go up, to the right, then down to the left (in Spring Ball form so you won't fall through the crumbling blocks) through the narrow hole to the **Power Bombs**. (190,45,35,10,3)

- Get out of this room by slipping through the sand on the right side of the room. Go all the way around to the Save Point in the big pink room. Save if you want.
- Go to the same area (under the pipe), but this time fall through the left sand trap.
- Jump onto the ledge just left of the sand fall. Spring up and set a bomb to destroy the block in the way, then go up, left, do the same thing, then bounce up to a narrow tunnel that forks. The left tunnel leads to Missiles, the right tunnel to the final **Reserve Tank**. (195,45,35,10,4)
- To escape, fall through the sand on the left side. At the Maridia-Brinstar crossroads, go right, into Kraid's hideout.
- Go to the right wall of the Alien Kihunter room and set a Power Bomb. Spring up and over to **Missiles**. (200,45,35,10,4)
- Enter the metal door to the left of the one bomb wall. Detonate a Power Bomb to destroy all the Beetoms (a must), then collect the **Energy Tank** in the ceiling. (200,45,35,11,4)
- Return to Norfair.

Ridley's Treasure House

- Dash through the long corridor. In the bubble room, go down. Go right, then down, then left into the room with the big pool of lava.
- The Gravity Suit and the Space Jump must be equipped. Fall down to the bottom, then Space Jump up to the entrance to Ridley's hideout. Save to the left if you want before taking the elevator.
- At the bottom of the elevator, go left. Do not stop until you cannot go any further. Destroy the wall with a Power Bomb, then morph in the Chozo's hands. The lava will drain away.
- Use a Power Bomb at the bottom to quickly destroy the blocks in the way. Avoid the enemies in the next room. In the next room, Space Jump over the crumbling blocks to a **Missile** item. (205,45,35,11,4)
- Fall through the crumbling blocks. The Golden Torizo will fall from the ceiling, and a few seconds later, the fight will begin.
- After you defeat it, go to the next room to pick up the **Screw Attack**. (205,45,35,11,4)
- Return to the Golden Torizo room. Use the Screw Attack to destroy the blocks in the upper righthand corner of the room to reveal the final **Super Missile** item. (205,50,35,11,4)
- Return to the Screw Attack room. Go up, then to the right. Use a running, Screw Attack Space Jump to quickly blast through the column room.
- Go all the way to the top of the shaft, then left, then down. Morph and bomb the leftmost block of the upper beam of the two that are a block apart. Roll to the left for **Missiles**. (210,50,35,11,4)
- Be careful on the way out; the blocks crumble. Return to the door on the right near the top of the shaft.

The Road to Ridley

- Open the door, then Spin Jump into the huge room. Fall all the way to the bottom, then Space Jump up, following the platforms, up to the top, right door. Move fast, because the room rapidly fills with lava.
- In the next room, activate a Power Bomb to clear the bombable blocks, then go down. Enter the Save Point.
- This is the last Save Point before Ridley, so it's a good idea to save. While here, highlight Power Bombs; you'll want to detonate several in the next few sections.
- Go down from the Save Point. Use a Power Bomb where blocks block the way.
- Set a Power Bomb midway through the tunnel to destroy the block in the way and open the yellow floor door. Stay in ball form as you pass through the door.
- Set another Power Bomb as soon as you enter the room. Spring into the tunnel.
- Set yet another Power Bomb midway through this second tunnel. After you exit, Screw Attack through the Desgeegas. Go as far left as you can, and set a fifth Power Bomb. It will destroy the headless statue blocking the way down and clear the way to the left. Stay in ball form and collect the **Power Bombs. (210,50,40,11,4)**
- Go down where the headless statue was and morph. Equip Super Missiles. Ride the lifts down only as little as possible, then fall the rest of the way. On the second lift, shoot the green door as early as possible. Go to the left.
- You must destroy the Metal Space Pirates to continue to the left. They will give you an energy boost when you defeat them.
- You're on the home stretch to Ridley now. Screw Attack quickly through the last two rooms. Only bother destroying the enemies if you're low on energy. Shoot the eye guardian with a Super Missile, then enter Ridley's layer.
- Clobber him in the long-awaited rematch, then collect the **Energy Tank** hidden in the lower right corner of the room to the left. **(210,50,40,12,4)**



Part 5: From Ridley - to Mother Brain... and beyond

To Mother Brain - Filler Up

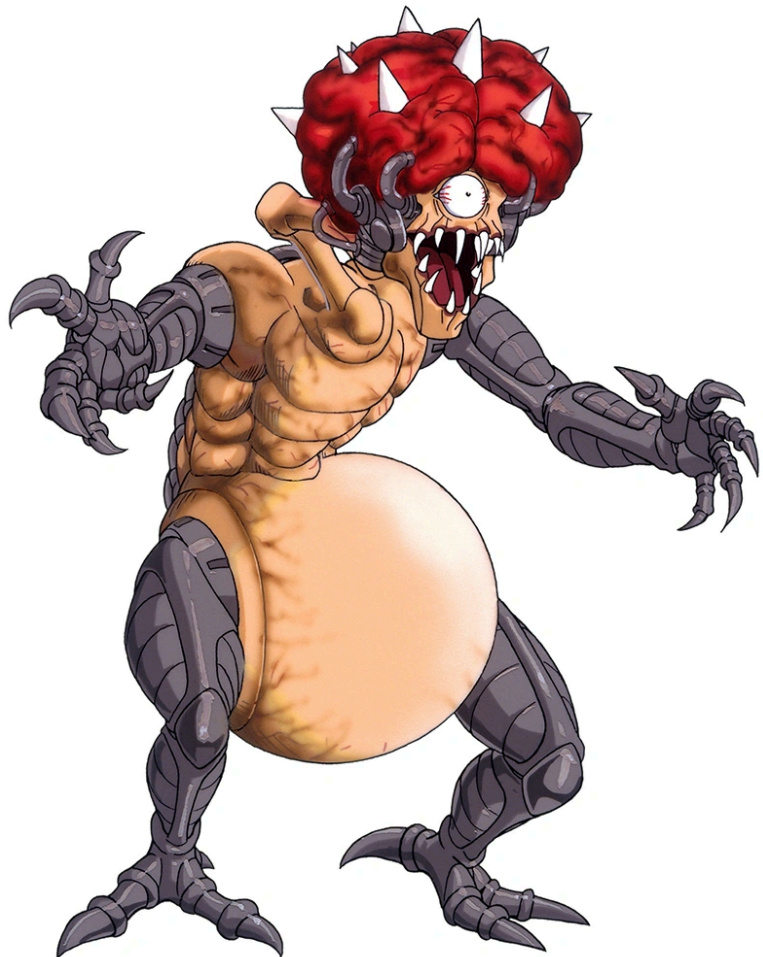
- Return to the Save Point. Do not stop for anything. Save if you want. Go up, then right.
- Shoot the Nahime with a Super Missile, then Space Jump around to an **Energy Tank**. (210,50,40,13,4)
- Go back up to where the Nahime was, then go all the way up. At the top, go left through the wall.
- Go left, up, and right to a **Missile**. (215,50,40,13,4)
- To get through the metal maze, morph. Bomb the top blocks and hold right. Eventually, you'll make it to a floor door. Detonate a Power Bomb as soon as you enter the next room, then collect **Power Bombs**. (215,50,45,13,4)
- Go left through the wall again, go left and up, but this time, go left through the door. Bounce through the next room. When the path turns upward, bomb the third block from the right on top of the first overhang in the shaft (hanging one block off the ground). Go left to collect some **Missiles**. (220,50,45,13,4)
- Return to the shaft and go up. At the top, shoot through the center of the roof to create a path upward. Go left.
- Go to the left. Eventually, you'll be back somewhere familiar. Go to the long corridor, dash to the left, then escape Norfair.
- Go left from the elevator until the Maridia-Brinstar crossroads. Go up from there. Follow the same path as to the big pink room, but go straight up past the left Powamp to a ceiling door. Go up, then left. You'll be back in the brown shaft in Brinstar. Continue up the rocky shaft, then go left to Samus' ship.
- Save! This should be the last Save Point before the end of the game.
- Space Jump up and to the right to a ledge high in the sky. Enter the cave and collect the final **Power Bombs**. (220,50,50,13,4)
- Return outside, then run and perform a Super Long Jump off the end of the ledge. You'll end up breaking the wall on the left. Continue breaking the wall, then head to the left. Screw Attack through all of the blocks. Equip Power Bombs at the door, before you go to the next room.
- Detonate a Power Bomb just inside the room, then run for the **Energy Tank**. Roll through the pipe under the Chozo. Continue to the left to the next door. (220,50,50,14,4)
- Destroy all the shootable blocks in the next room before you continue. Then Spring on two adjacent piles of crumbling blocks. End up in the center between the two piles and ride it down. When you see the **two Missile items**, shoot the walls to the left and right and carefully jump over to them. There is one on each side. After you collect both, fall down the rest of the pile of crumbling blocks. (230,50,50,14,4; full power! This quintet will not be shown anymore.)
- Use a Power Bomb when you cannot go down further, then go down the shaft with the Green Space Pirates. At the bottom, go right.
- Dash through the corridor, then enter the room of the Golden Statues.
- The Golden Statues will slowly fade, one by one, then a path will be created to the elevator to Tourian.

Return of the Baby Metroid

- The way through the first half of Tourian is straight forward. All of the Metroids must be destroyed to go to the next room. After you freeze them, pump a Super Missile into them. You can stop the Rinka flows by freezing them.
- When you enter a room with two Blue Side-Hoppers, Screw Attack through them. Continue to the left.
- When the screen stops scrolling, a Blue Side-Hopper will slowly move onto the screen, then the Giant Metroid will come and suck it dry. After it is turned to sand, it will do the same to you. However, it will stop when you have 1 energy unit left. After you can get up, shoot through the barnacle type stuff and go left, then down.
- At the bottom of the barnacle-filled shaft, go left. You'll be able to refill all of your precious energy at the Energy Charge Unit.
- From there, go right. Space Jump through the next room; shoot the eye guardian with a Super Missile. Go down the next room, then go left at the bottom to the final battle.

The Grand Finale

- Battle through the three parts of the battle with Mother Brain, then as she buys the farm, Be prepared to jump for the gate to the left as it explodes and the timer starts ticking.
- Blast the gates in front of you, then go left and down.
- Shoot a beam down the right side. It will open the door, allowing you to fall through.
- Dash along the bottom, then Super Jump at the far right side of the room.
- In the next room, go all the way to the top, then fall all the way to the bottom on the other side, then go up to the upper left corner of the area. Run to the right.
- The next section should be very familiar. Space Jump up one side of the shaft, then quickly make it to Samus' ship. Press down on the top and you're done!



MISSION COMPLETE



SEE YOU NEXT MISSION

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