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SAMUS'S ADVENTURE BEINGS

YEAR 20XX, COSMO CALENDAR.

THERE IS ONE HERO WHO TRAVELS THE GALAXY!!
HE IS THE GALAXY'S STRONGEST CYBORG WARRIOR!!

HIS NAME IS SAMUS ARAN!!
Surely. Samus is now heading for places where there are still enemies left to defeat!!

Samus dealt with formidable space pirates and destroyed them all!!

You're our hero!!

Go for it, Samus!!

He has completed many missions that were said to be absolutely impossible!!
PLEASE SPEAK WITH THE FEDERATION POLICE IMMEDIATELY.

MR. SAMUS.

THIS IS SAMUS ARAN...

YES, HELLO, HELLO?

YEEES... HE HASN'T CALLED IN A LONG TIME.

COMMANDER NEMO IS CALLING YOU.

WEEELL... WHICH WILL I PLAY NEXT?

I FEEL VERY GOOD WATCHING MY PROMOTIONAL VIDEO...

HUUH?

TIME TO GET BACK INTO ACTION!

BEEEP BEEEP BEEEP
Perfect Strategy Guide 10

NO, YOU IDIOT!

AH! IT'S A NEW KIND OF CAPSULE TOY!

TAKE A LOOK AT THIS.

THIS IS THE CAPSULE OF AN UNKNOWN LIFEFORM DISCOVERED ON PLANET SR388.

HUH?

THE STORY IS THAT ROUGHLY ONE MONTH AGO...

HM!!

AND WHAT DOES THAT HAVE TO DO WITH THIS ASSIGNMENT...?

THERE IS AN IMPORTANT MISSION I WANT YOU TO TAKE.

I CALLED YOU FOR ONLY ONE REASON.

AN IMPORTANT MISSION!!
Perfect Strategy Guide

IF THE LIFEFORM IN SUSPENDED ANIMATION WAS BOMBARDED WITH BETA RAYS FOR 24 HOURS, IT WOULD BEGIN TO MULTIPLY.

THEY DISCOVERED THE LIFEFORM FROM PLANET SR388.

THE CAPSULE CONTAINING THE UNKNOWN LIFEFORM WAS LOADED ONTO THE SPACE RESEARCH VESSEL MARINA FOR ITS RETURN TO EARTH.

THIS TERRIFYING LIFEFORM CAN ABSORB ALL KINDS OF ENERGY.

ITS NAME WAS METROID.

THEY ALSO CAPTURED THE CAPSULE.

HOWEVER, SPACE PIRATES UNEXPECTEDLY APPEARED AND DESTROYED THE MARINA.

WHAT?!! CAPTAIN!! THERE IS AN UNKNOWN WARSHIP AHEAD!!
Perfect Strategy Guide

WITH MY POWERS, THAT PLACE WILL BE A CAKEWALK!

"PLEASE DEFEAT THEM FOR CAPTAIN NEMO!!"

NOT EVEN THE FEDERATION POLICE WERE ABLE TO CONQUER PLANET ZEBES, THE SPACE PIRATES' HOMEWORLD!!

HA HA HA

I WONDER IF YOUR SKILLS HAVE GOTTEN RUSTY...

AND YET, THIS IS YOUR FIRST MISSION IN A LONG WHILE.

SO... YOUR MISSION IS TO DEFEAT THE METROID'S AND DESTROY THE SPACE PIRATES' LEADER, THE MOTHER BRAIN!!

HUUH? THAT'S WHY I HAVE A LITTLE TEST TO GIVE YOU...

IF THE METROID WERE TO FALL INTO THE HANDS OF THE SPACE PIRATES AND WAS MULTIPLIED TO BE USED AS A WEAPON, GALACTIC CIVILIZATION WOULD BE DESTROYED!!

WE MUST NOT ALLOW THEM TO GO ON UNOPPOSED!!

PLANET ZEBES!? I WANT YOU TO GO TO PLANET ZEBES!!
WELL! SEEMS YOUR REFLEXES HAVE GOTTEN PULL...........

I CAN ONLY SHOW MY TRUE POWER IN ACTUAL COMBAT.

HUUU....

HI-OH! THINK YOU CAN BEAT ME!?

ATTACK NOW!!

KICK KICK KYAA-AH!!

BUMP HEE-YAH!!
And so, Samus boarded his Cosmo Liner and headed for the fortress planet Zebes.
One month later...
The planet Zebes.

LET'S GO!
COSMO LINER!!

OKAY! THIS LOOKS LIKE A TOUGH FIGHT!!

THERE ARE MANY UNKNOWN FIGHTER CRAFT APPROACHING.

WARNING! WARNING!

I'M ABOUT TO CLEAR LEVEL 4!!

WHAT! AT THIS TIME?!!

AAAHH!! PIRATE SHIPS!!
SAMUS, WHERE HAVE YOU GONE TO??

CLANG CLANG

THE PIRATE SHIPS HAVE BEEN DESTROYED!!

I'M PLUNGING INTO ZEBES' ATMOSPHERE!!

STUPID COSMO LINER!!
EEK!! A MONSTER!!

WHAT ARE THOSE!? AHAH! THERE ARE MORE OF THEM!

GEEMER

I'LL TAKE A LOOK AT THE LOG BOOK OF ZEBESIAN CREATURES THE COMMANDER GAVE ME!

WHERE THE HECK AM I GOING?

THIS SURE IS A CREEPY CAVE.

PHEW... THE MOMENTUM SHOCKED ME INTO THE BASEMENT OF ZEBES.

CRUNCH!
Perfect Strategy Guide

SO I'LL JUMP OVER THESE ROCKS!

WHAT?! THE PASSAGE IS TOO NARROW FOR ME TO GO IN.

WHAT'S THIS!? THERE'S A BALL OVER THERE!!

HUUH!? GET THIS, AND SAMUS'S BODY WILL BECOME ROUND, ALLOWING ENTRY INTO NARROW PASSAGES.

ROLL ROLL

WITH THIS, SMALL HOLES ARE A CINCH!

MARU MARU!

WHEN YOU DEFEND AN ENEMY, THEY WILL LEAVE BEHIND AN ENERGY BALL. TAKE THESE, AND SAMUS'S ENERGY WILL RECOVER.

WHEN I DEFEND A GEEMER, IT LEAVES AN ENERGY BALL.

OH!!

AS THE NORMAL BEAM'S RANGE IS SHORT, ATTACK THEM WHEN THEY COME NEAR!!

I'LL DEFEAT THE ENEMIES, "BANG-BANG!!" AND COLLECT THE ENERGY!
EKK!!

CHUNK  CHUNK

SKREE

WHEN SAMUS DRAWS NEAR, THEY WILL SPIN AND ATTACK. WHEN THEY BURROW INTO THE GROUND, BE CAUTIOUS OF THE ROCK FRAGMENTS.

IT HEADS RIGHT INTO MY SHOTS!!

THESE GUYS WILL ATTACK FROM ABOVE WHEN I GET CLOSE.

AAAH! IT'S COMING DOWN FAST!!

IF I GET BELOW, I CAN LURE THEM...

THIS TIME THERE ARE BAT-LIKE MONSTERS.

KA- ROY

ROLL ROLL
Perfect Strategy Guide

ZOOPER
ZOOPER
ZEEPER
ZEM!!

KLAATU
BARADA
NIKTO!!

OPEN SESAME!!

AH!!
I CAN FINALLY SEE THE EXIT!

CRUNCH
CRUNCH
CRUNCH

EVEN THOUGH
I HAVE SUCH
INCREDIBLE
INTELLIGENCE!!

AAAH!!
IT WON'T
OPEN!!

BOH!
ahah?

HMM... WHAT
CAN I DO
THAT WILL
OPEN THIS
DOOR...?

THAT'S
NOT AN
AUTOMATIC
DOOR!?

WHAT THE-!!

I'LL
DESTROY
YOU
WITH MY
BEAM!!

ARGH!!
THAT DOES
IT!!
SAMUS!! YOU CAN'T GO TO MOTHER BRAIN'S ROOM UNTIL YOU DEFEAT THE TWO MINIBOSSES!

THEN RIDLEY, THE MINIBOSS OF NORFAIR'S FIERY CAVERNs!!

FIRST KRAID, THE MINIBOSS OF BRINSTAR'S ROCKY CAVERNs!!

I DID IT!! IT OPENED!!

Cared nothing for Geemers and Skrees!!

And so, Samus rolled through the narrow passages...

And ransacked Brinstar while searching for the miniboss!!

CRUNCH CRUNCH
**Perfect Strategy Guide 10**

**Panel 1**
- BEEP
- OH NO!
- AAAH!
- BEEP BEEP
- ENERGY BALL!!

**Panel 2**
- BUT IT CAN'T BE USED AS A WEAPON...
- THE ONLY ONE I HAVE RIGHT NOW IS THE MARU MARU...
- ITEMS ?
- I LOST SOME ENERGY!!
- BEEP BEEP
- ENERGY BALL!!

**Panel 3**
- BUT IT SEEMS THEIR ATTACK POWER IS INFERIOR TO THAT OF THE METROIDS.
- THESE TWO LIVE DEEP INSIDE ZEBES AND WILL RUTHLESSLY ATTACK INTRUDERS.

**Panel 4**
- SEEK OUT THE POWERUP ITEMS HIDDEN ON ZEBES. THESE WEAPONS WILL WORK!!
- THE NORMAL BEAM YOU HAVE WILL PROBABLY NOT STAND UP TO THEM.
When this happens, jump, and it will fly back up.

When the Rio flies to the floor, it is difficult to attack with your beam.

OK!! This time I’ll aim right at where he’s coming.

He went back up.

GRAAA

GRAAA

AHHH!! This time it’s a tough enemy, the Rio!!

RIO

Flies from the ceiling toward Samus. The red ones have strong attack power and the yellow ones are weak. Several shots with the normal beam or one missile will defeat them.

I did it!! An energy ball appeared!!

What a stubborn guy!!

It’s chasing me on the ground!!

Ah! Flap Flap Aah!
Perfect Strategy Guide 10

The Geemers above are easily attacked from the edge of the rock.

Is that your friend I see up here?

Bonk

Hey!!

Though I've climbed only a small ways, I've collected lots of energy.

Stupid ripper, whoop!

Brinstar 2

Current Position ▲

On top of that, it's swarming with enemies!

Jeez, this is a very tall cave...

Ripper

Beams bounce off this organism's hard shell. It moves horizontally left and right. It is possible to destroy the red rippers with missiles.
I SURE AM RELIEVED!

INSIDE IS AN ARTIFICIAL PASSAGE!!

HOW FAR DO I HAVE TO GO IN THIS CAVE...

I GOT TO THE PLACE I JUST CLIMBED TO BEFORE.

What will be Samus's fate?!

KYAAAH!!

OKAY! I'LL RUN IN HERE AT TOP SPEED!!

AH! THE DOOR'S OVER THERE!!

CRUNCH

CRUNCH

CRUNCH

BWOOP

KAPOW
PRESENTING BRINSTAR MAP A!!

To Tourian

LONG BEAM

RED DOORS WON'T OPEN WITH BEAMS!! YOU CAN GO HERE ONCE YOU COLLECT FIVE MISSILES!!

WHEN YOU START, SAMUS'S ENERGY GAUGE WILL READ ONLY 30. WHEN YOU BEGIN, CONCENTRATE ON COLLECTING ENERGY. YOU CAN FILL THE GAUGE TO A MAXIMUM OF 99.

MARU MARU

THOUGH THIS RIO IS A TOUGH ENEMY, IT HAS A HIGH CHANCE OF DROPPING AN ENERGY BALL.

▲ Start

↓ To The Miniboss Cave
Perfect Strategy Guide 10

HMM!
IT'S A PIPE!

IT'S A CAKEWALK HERE!!

There are geemers and skrees inside.

PYEW

This must be a warp pipe from Super Mario Bros!!

I know what this is!!

UHGH. Looks like I fell all the way to the bottom.

It's hard work climbing up these!

Excellent!! I can do more exploring!!

Hey!! Is that another door?

YOOOWCH!!

WA HA HA

This will take me to the next cave in comfort!!

PYEW

BWOOP
Perfect Strategy Guide

OH WOW!! WHAT'S THAT?!

SO I'LL BE FINE FOR AWHILE. urp

I FINALLY HAVE FULL ENERGY.

THE NUMBER OF MISSILES YOU HAVE IS LIMITED, SO DON'T WASTE THEM.

WA HA HAA!!

MISSILE

WHOOOSH WHOOSH

WHOOOSH WHOOSH

THESE ARE SURPRISINGLY WEAK CREATURES.

I GOT MY FIRST WEAPON!! YESS!!

EKK!! I DIDN'T KNOW THAT WAS A ZEB NEST!!

ZEB

THIS BEETLE MONSTER FLIES OUT OF VENTILATION SHAFTS. THEY ARE WEAK, SO YOU CAN COLLECT FULL ENERGY BY SHOOTING EACH ONE THAT COMES OUT.

EXCELLENT! THIS TIME I COLLECTED A TON OF ENERGY!!
On top of that, his memory was quite sketchy because he was in dire straits.

He had a poor sense of direction and had forgotten where he was going.

Samus was in trouble ... 

WHUMP

CRUNCH

THIS PLACE LOOKS THE SAME AS THE LAST!!

I CAN'T DO ANYTHING ABOUT THAT!!

I'LL HAVE TO SEARCH THEM ONE BY ONE!

YAA-AH!

PYEW

BWOOD

IF I COULD ATTACH SOME SORT OF SIGN TO THE PLACES I'VE BEEN...

I WONDER IF I'VE BEEN THROUGH THIS DOOR ALREADY...

I GOT SO EXCITED THAT NOW I'M LOST...

WELL!!?

OR AM I JUST IMAGINING THINGS?!

I THINK I'VE BEEN HERE BEFORE...

ANYWAY, I'LL JUST CHECK OUT THE NEXT PLACE.

TAP

TAP

TAP

TAP

TAP

TAP
Perfect Strategy Guide

I'LL BE OK
ONCE I GET
INSIDE THIS
DOOR!!

AAAUGH!!
IT'S
RIO CITY!!

CRASH

WHAT!!?
Red doors will
open with five missiles!!

WHAT!!? MY
BEAM DIDN'T
OPEN THE
DOOR!

TAKE THIS!!
FIVE
RAPID-FIRE
ROCKETS!!

WHOOOSH

OH WOW!!

THIS IS THE
FIRST TIME
I'VE BEEN
HERE...

HEY!! THERE'S
A RED DOOR
ON THE
OTHER SIDE!!

I WONDER
WHAT'S
BEHIND IT!!

BRINSTAR 4
(BACK TO MAP A)
With the Long Beam, it's easy to beat distant enemies!!

Flash
I hit it with my beam, and it changed into an item!

This is a power-up item!!

It's holding a crystal ball......

Long Beam

When you get this, your beam's range extends. You can combine it with the Ice Beam and the Wave Beam.
Perfect Strategy Guide

If I don't get out of here fast, my energy will be drained!

SPASH SPLASH
When the Waver took my energy, it kicked me into the water!

Flap Flap
Somehow, I'm relieved to enter the passage behind that door.
PHE-EW.

If I time my jumps well, I can escape!!

Bonk
IEEE!! It's hard fighting a Waver in a narrow passage!!

Waver

Geez!! This place is full of Wavers!

AA-AH!!

These guys are easy to shoot from below!

SPLOOSH
One missile takes them down just fine!!

This creature flits around like ocean waves. They're difficult to aim at and hard to defeat, so it's ok to run.
I'VE FOUND A NEW ITEM!!

This shaft is no trouble at all!!

Hey!! What's that over there?

Bong Bong

Energy Tank

One tank will increase your energy by 100 points. The instant you pick one up, your energy will be fully recharged, so it is convenient to collect one when you are short of energy.

Bomb

Let's you set bombs in ball form. It's good for damaging enemies on the ground and destroying rocks.

Power up!!

Great! I'll set this tank in my chest.
There's yet another cave in here.

Oow-wwww....

Excellent! I'll barge in there now!!

Hey hey!! Here's another door!!

No matter how many I use, there's always more.

ROLL ROLL

It's fun defeating Geemers on the ground!

Yeah! Bombs sure are convenient!

I'll go and check.

I wonder what's down here...

Roll

I made a hole in the tunnel!

What's this?!

Bombs and beams will blast open the rocks. However, they will fill back up after a short time.
Finally! I've found an item statue!

Travels in groups through rocks and walls. These weak creatures are defeated in one shot.

However, these guys are quite weak.

Mellows were waiting for me right when I entered.

Ice Beam

Pyew

What is it this time...?

Freezes enemies for a short period of time and can also destroy them. Can't be combined with the wave beam.

Yess!! It's the Ice Beam!!

Five missiles for the red door!!

I'll slip past these tough rios!!

Boom

Kaboom
Perfect Strategy Guide

Looks like I can open up a hole with a bomb.

However, if I quickly double back...

There's a dead end in this cave.

Which one should I go through!?

Are the pipes passages this time?

Hey! You can't move! Serves you right!!

Ka-ching! Ka-ching!

The ice beam will even freeze up weak enemies!!

This time around, I can defeat them with bombs!!

Aah!! There are even enemies inside the pipes!

Travel through the highest passage. Don't go through the other pipes, or you will fall in the water or find a dead end.

However, after awhile, the ice melts and the enemy breaks free!!
STRATEGY FOR BLOCKED CAVES

Then, jump into the hole above to enter the passage in the rocks.

In this section, first break the rocks above with your beam.

The force of the bomb's blast will let you enter the rocky passage.

Set a bomb in the corner on the right!!

This way, you can roll through the passage and enter section (2), the room with the Rio.

I CAN'T CONTINUE FORWARD!!

WHAT-AT!?

HOW CAN I GO FURTHER!?

MY BOMBS WON'T OPEN A HOLE...

FOR AWHILE, I'VE BEEN GOING THROUGH CAVES WITH ZEB'S AND RI'S COMING OUT OF NARROW PASSAGES.

HOWEVER, GOING THROUGH HERE, I'VE FOUND ANOTHER MISSILE!

WHILE THESE TECHNIQUES WILL GET YOU TO THE OTHER CAVE, THEY CAN BE USED IN OTHER PLACES AS WELL. TRY THEM WHENEVER YOU FIND A DEAD END.
There's nothing here except for a strange pedestal in the middle.

What is this place?

Chunk

Wh- Oah!

Tap

What things are lying in wait for Samus below?

I-is this an elevator?

A little bit later...

Crunch

Crunch

Crunch

Now that I have this, I'll drop right into this shaft!

What will I find when I go in this room?

Geez, I wonder how far this path goes.
PRESENTING BRINSTAR MAP B!!

You can get this once you have the high jump boots.

Blue door (1 shot)  Red door (5 missiles)

Missile  Energy tank

Bomb  Energy tank

There are zebs living here!! This is a great place for collecting energy.

Though there are no rocks here, you can keep going up if you have the high jump boots.

To Norfair map A

(P88)
However, if he collects the numerous items in Norfair, the fight after will be easy.

In Samus's current state, it would be very difficult for him to fight the miniboss.

But I still haven't found the miniboss of Brinstar...

OK! I will collect items right and left, one after another!!

Even Norfair is swarming with enemies.

I should be able to collect energy by killing weak enemies.

At the bottom of the elevator are the fiery caves of Norfair!!
GERUTA

A Geruta’s skin emits high temperatures, and it releases the energy stored inside its body to fly around. It has the same toughness as the RIO, and pink ones are weaker than the red ones.

Augh! It’s a tough enemy, the Geruta!!

SPLOOSH

I can defeat this guy with one missile blast!!

Lava works the same as the water in Brinstar - if you fall in, it will drain your energy! 

Augh! I stepped on a Nova!!

I’ve done rock jumping many times in Brinstar, so this place is a cinch!

LWA-AAA-AAAAHH!
This guy can't be defeated with beams. Timing is important.

**SQUEEPT**
Jumps out of the lava, then falls back in again. Red ones can be destroyed with a missile.

**BLUB BLUB**
I wasn't careful of the enemies on the platforms...

**Ugh... it also melted a small part of my suit.**

However, if I freeze 'em with the ice beam, I can safely get across!!

**KACHING KACHING**

**THERE ARE EVEN ENEMIES INSIDE THE LAVA?!**

**WHAT THE--!!**

**YY-OH CH!**

**BLOOD**

**CHOMP**
Perfect Strategy Guide

AND WHEN YOU GO DOWN, YOU'LL BE FOLLOWING THE RIGHT CAVE.

WHEN YOU COME TO THIS ROOM, FIRST GO DOWN, THEN OPEN A HOLE IN THE GROUND WITH BOMBS.

BOOM

OH!! HERE'S ANOTHER DOOR!!

I'M BUSTING IN HERE NOW!!

YIKES!! THIS RIPPER IS BLOWING FIRE OUT ITS BACK!!

OUT THE DOOR AND INTO ANOTHER SHAFT.

RIPPER II

EVOLVED FROM THE RIPPERS IN BRINSTAR. IT IS FASTER THAN THE RIPPER AND CAN'T BE DEFEATED BY MISSILES.
Perfect Strategy Guide 10

I've discovered another item statue!!

Open the red door with missiles!

It's spitting fire out of the lava!!

Augh! What is that thing??

Bloop

This time, the item is the high jump!

Whee!

However, I can evade them with good timing, so it's not that big a deal.

Dragon

This creature spits fire toward Samus from inside the lava. It is difficult to defeat, as it only lives inside the lava.
Perfect Strategy Guide

I collected a total of five missile containers.

Now that I have this item, I can see what's in the cave above.

With the high jump, I can reach tall places in a single bound!!

But I've got to be cautious of the red geruta around here!

Now I can jump one and a half times higher!!
WITH THIS, DAMAGE FROM ENEMIES IS HALVED!!

INSIDE THE CAVE IS THE VARIA!

I’LL BREAK THE ROCKS IN THE FIRST PASSAGE AND CLIMB INTO THE CAVE ABOVE.

I JUST BACKTRACKED TO BRINSTAR WHERE THERE’S AN IMPORTANT ITEM!

EARLIER, I COULDN'T GET HERE WITH THE NORMAL JUMP.

AFTER THIS, THERE’S A RED DOOR TO THE CAVE BEYOND.
PRESENTING NORFAIR MAP A!!

First off, it is important that you get the high jump. It will allow you to collect the missiles in each location. There are also lots of holes in the walls!!

MISSILE
ICE BEAM
HIGH JUMP
BLUE DOOR
RED DOOR
(to 1 shot)
(5 MISSILES)

To Norfair Map B
(P112)

To the Norfair Miniboss Cave
(P136)

WHOLE MAP OF NORFAIR
Perfect Strategy Guide

**NORFAIR 3**
**MAP B**

Don’t be hasty!

There are three kinds of enemies inside!!

After exiting the wall, there’s some tall rocks ahead.

**MULTIVOLA**

This simple lifeform flies around by reflecting off the walls. They can’t be defeated without pumping a considerable number of shots into them.

**KA-CHING**

In that case, I’ll freeze them with the ice beam.

First, I’ll set bombs here in the room where the high jump was.

Then a hole opens and I can pass through the wall ahead.

I can challenge Norfair again!!

With the Varia, I’m ready for anything!!
There aren't any platforms here!?!?

Oh my gosh!!

Hup! Hup!

I'll lose energy the instant I fall into that lava!

And there are dragons spitting fire from below!!

Jump where the arrow shows.

Ah hot hot hot!!

Sploosh

What!? I couldn't reach it!!

This ripper II is a booster for my jump!!
BZZZ

THANKS TO THEM, MY FACE IS A MESS.

POLYS CAME OUT OF THE VENT.

I SURE LOST A LOT OF ENERGY...

GEEZ... THAT WAS HORRIBLE.

BONK BONK BONK

AUUGH!! THIS TIME IT'S A GAMET ATTACK!!

OH!? I'VE NEVER SEEN A VENT LIKE THIS ONE.

POLYP

POISONOUS LAVA FLIES OUT OF THIS VENT. BE CAREFUL BECAUSE IT WILL APPEAR SUDDENLY.
**Perfect Strategy Guide**

**PHEW...**
I'M ALL FILLED UP.

**CRUNCH CRUNCH**

HOWEVER, I HESITATE TO GO IN THERE BECAUSE I CAN DESTROY THE CEILING AND GO UP.

AFTER GOING THROUGH THE ROOM WITH THE GAMETs, I CAN SEE THE NEXT DOOR.

**BOOM**
THIS GUY IS EASY TO KILL WITH THE BEAM.

**GAMET**
GAMETS FLY TOWARD SAMUS FROM THE VENTS. THE PINK ONES ARE WEAKER THAN THE RED. COLLECT ENERGY WHEN THEY COME TOWARDS YOU.

**KA-POW**

HOW MANY CAN COME OUT OF HERE--!!

EXCELLENT! THE GAMETS WILL REPLENISH MY ENERGY AND MISSILES!!

THAT'S BECAUSE THERE'S AN ITEM ROOM IN THE CAVE ABOVE!
I finally got the screw attack!!

I'll evade the dragon's attacks...

Screw Attack

Defeat enemies by spin jumping.

And break through the red door into the item room!

Psshw
However, small platforms require delicate controls.

This can defeat tough enemies in one hit.

GYA AH!!

I got some energy in there, so I'll drop down this shaft in one leap!

Ahead are more pink gamets.

I can smash the multiviola with the screw attack!

BZSHHU

BOOM
I'll keep going forward anyway.

This place is swarming with more dragons.

This cave sure has some strange rocks...

Even if you go into the lava here, you won't take any damage.

However, bombs will open a hole in the bottom!!

Not again!

Ahgh!! There's lava at the bottom!? WHAAAT THE--!
Perfect Strategy Guide

GREAT!!
I'M FINALLY PAST THAT BOULDER!

YOU CAN DESTROY THE ROCKS WITH YOUR BEAM. GET ON TOP OF THE BROKEN ROCKS. THE STALACTITES IN THE TOP RIGHT WILL BLOCK YOUR WAY, SO BREAK THE ROCKS WITH A BOMB AND DESCEND.

I'M VERY RELIEVED THERE AREN'T ANY ENEMIES.

NOW THAT I'M PAST THOSE TWO BIG ROCKS, HERE'S A BLUE DOOR PASSAGE.

CRUNCH
CRUNCH

I JUST BREAK THROUGH BARRIERS!!

AND IF I WADE THROUGH THE LAVA, I'LL TAKE TOO MUCH DAMAGE.......

WHOOA! WHAT THE-? THIS IS ONE MASSIVE ROCK!!

DOESN'T LOOK LIKE I CAN LEAP OVER IT.

GRRR... THAT DOES IT!!
Perfect Strategy Guide

I've got to be careful because there are enemies even here.

Ugh.

Jump these rocks cautiously, one step at a time. There are two places you can't get out of.

When you go through the lava, there will be a new cave.

When you exit the blue door over here, place a bomb on the ground below.

And yet, more challenges remain.

Whoah!! There's huge rocks again!!
I finally got the wave beam!!

There must be an item room over there.

Wave Beam

This beam flies in a wave pattern and is more powerful than the normal beam.

And bust through the red door!!

I'll avoid the dragons' attacks....
I'll enter and see.

I wonder what this room is.

Although I've collected all the items, I've come to another strange place.

One hour later

The room Samus discovered... It looked like the entrance to Hell.

WOAH!! TH-THAT'S--!!

Now I can locate the remaining missiles and energy tanks!

After getting that, fighting is easy.

CRUNCH CRUNCH

With the wave beam, I can destroy enemies on the ground!!

BOOM

What's more, it can conveniently pass through rocks!
PRESENTING NORFAIR MAP B!!

IF YOU HAVE THE WAVE BEAM AT THIS WALL, YOU CAN CLIMB TO THE RIGHT.

ENTIRE MAP OF NORFAIR
Perfect Strategy Guide

TAP TAP

There are two more doors at the bottom, so I'll see what's in the left one.

WoW OW

Hey!

This artificial passage leads into a second one...

I used the elevator to descend to the bottom. It's an eerie cave!!

There's a hole in the ceiling!

Hey!!

I'll shoot the ceiling and see what happens.

Hm. This is kind of suspicious.
Perfect Strategy Guide

AHH!! THIS TIME IT'S ZEBS!!

I BEAT THOSE HOLTZ IN ONE HIT.

I'M SO COOL.

IT'S TOUGH FIGHTING HERE BECAUSE THE PASSAGE IS SO NARROW!!

THERE ARE EVEN NEW ENEMIES!! THERE'S A DIFFERENT CAVE UP HERE.

ZEB

THIS BEE MONSTER FLIES OUT OF THE AIR VENTS. IN NARROW PASSAGES, IT IS EASY TO TAKE LOTS OF DAMAGE, SO IT IS INEFFICIENT TO COLLECT ENERGY IN THOSE SITUATIONS.

BOOM BIZHUU!

TAKE THIS SCREW ATTACK!!

HOLTZ

THE HOLTZ ATTACKS SAMUS, COMING FROM THE CEILING. ONE MISSILE OR SCREW ATTACK CAN DEFEAT IT.
NORFAIR
MINIBOSS
CAVE 2

I'LL CERTAINLY GET ENERGY IF I DEFEAT THEM!!

I ENTERED HERE AND MULTIVIOLAS CAME IN DROVES!

THE ZEBS STUNG ME AND MANGLED MY FACE!!

I'VE HAD SUCH TROUBLES.

YES YES!! THERE ARE MISSILES IN THIS PLACE!!

THEY MARRED MY BEAUTIFUL PHYSIQUE!!

GRAAh!

SPLOOSH

But be careful of the pit before it!!
WOAH!! WHAT THE HELL IS THIS!??

I CAN QUICKLY REFILL MY SUPPLY.

I CAN'T CLIMB THIS HIGH WALL!!

THIS GUY LEAVES BEHIND LARGE ENERGY AND MISSILES LIKE THE MULTI-Viola.

BOOM

BOOM

OOF!

BONK

HMM?!

BOOM

BZSHUU

GRAAH

AAUGH!!

DESSGEEGAS!!

GRAAH

GRAAH

DESSGEEGA

HOWEVER, THEY'RE EASY TO BEAT WITH THE SCREW ATTACK!!

JUMPS REPEATEDLY, ATTACKING SAMUS. THE MINIBOSS COMES AFTER THEM.
Perfect Strategy Guide

STRATEGY 2

USE THE FORCE OF YOUR BOMBS TO GO UP THE WALL. (IT'S EASY IF YOU HAVE A TURBO CONTROLLER!)

Hey!! What are you doing, Commander!?!

Hahaa--! I finally got over the wall!

10 minutes later

STRATEGY 3

Use bombs to enter the lower passage.

Fact is, there's an open passage below.

Geez... What a pest!!

Isn't there another way?!

Lazy bum!! If you're a young guy, how can you spit out so many complaints!!

But it would be a pain in the neck to get the ice beam now...

I think this barricade has you perplexed.

Great!! I'm waiting, Commander Nemo!
Perfect Strategy Guide

After seven blocks, jump with all your might, or you'll fall in!!

There is a pitfall in the artificial passage with the energy tank!!

WHAT WAS THAT!!? CRANKY OLD GEEZER!!

And so, Samus thanked Commander Nemo for helping him overcome the challenge.

MY GOAL IS TO DEFEAT THE MINIBOSS!!

THAT'S OK!!

LUGH...

I CAN'T GET BACK UP THERE. I'LL HAVE TO TAKE A DETOUR.

WHOOP

HIIH!!

HEEY, HEYY!! THERE'S AN ENERGY TANK HERE!!

IT'S JUST SITTING THERE!!

WHHEE!! I GOT IT!!

TAP TAP TAP
NORFAIR
MINIBoss
CAVE 3

WHOOOP

WAAAH!
I FELL
IN...

HOW FUTILE...

TIME YOUR JUMP WELL HERE,
AS IT'S EASY TO FALL IN.
MISSILES ARE IN THE DOOR AHEAD.

Huh? I exit this door, and there's another beyond.

But those rocks look like they will block my jump.

However, if I beat them, I'll certainly gain energy!!

This place is swarming with Deesgeegas!!

Current Position
BOOM

This time I'll screw attack!!

AUGH!! There's a Holtz above!!

PHEW... though I fell in the lava, I still managed to struggle to the door.

SPLOOSH

KYA-AH!!

VIOLA

Because the platforms are so small, I'll have to be careful.

There are Violas in the cave just left of where I fell.

These multiviola larva creep around the floors and ceilings. The green ones take two shots to beat, while the yellow ones take four.

BASHUU BASHUU

OK! Missile break-in!!
GA

SHUU

UH-OH!! THIS GUY SPITS OUT FIREBALLS WHEN HE JUMPS!!

BOOM BOOM

WOAH!! IT'S RIDLEY, THE MINIBOSS OF NORFAIR!!
I'll stop it with the wave beam!!

I'll just attack it!!

Firing missiles!!

Whoosh

Raaar

Screw attack!!

Booom
However, the fireballs won't get you with this strategy!!

Though if you attack from the front, you'll take considerable damage from his fireball attacks.

Missiles and the wave beam work well against Ridley.

You beat Ridley!!

I did it!!

Cowardly point

If you shoot while jumping in the lava, you won't take as much damage as you would from the fireballs.

Attack Ridley from beneath the floor!!

Coward!
THIS IS THE NORFAIR MINIBOSS CAVE!!

MISSILE (M)  ENERGY TANK (E)

BLUE DOOR (1 SHOT)  RED DOOR (5 MISSILES)

To Norfair
Map B (P.112)

MINIBOSS RIDLEY

THIS IS A MULTIViola NEST!!
USE IT TO COLLECT ENERGY.

THE BOTTOM IS A ZEB NEST!! AS THE PASSAGES
ARE NARROW, IT'S EASY TO TAKE DAMAGE!!
This is the entrance to Brinstar's Miniboss Cave. It is located close to the start point.

NOW THEN... IT'S GREAT THAT I'VE DEFEATED RIDLEY, BUT I'M MISSING BRINSTAR'S MINIBOSS, KRAID.

I'VE FINALLY FOUND IT!! THE ENTRANCE TO THE MINIBOSS CAVE!!

OH WOAH!! THERE'S A HOLE HERE!!

AUGH!! A GEEMER!!

BOOM

THIS TIME, I'LL BLAST IT WITH BOMBS!!
Perfect Strategy Guide

IF I FELL IN, IT WOULD BE DIFFICULT TO ESCAPE!

However, be cautious, as enemies will attack even in the water.

I CHECKED THE FIRST CAVE TO THE RIGHT.

FOUND A MISSILE CONTAINER!

I'LL OPEN A HOLE IN THE WALL TO GET TO THE ROOM’S INTERIOR.

THERE'S ALSO AN ENERGY TANK IN THE CAVE BELOW.

If you follow the path of the arrow, you can collect the tank and escape from the room.

BRINSTAR MINIBOSS CAVE 1

ZEELA CRAWLS AROUND THE FLOOR AND CEILING, MOVING ITS EYEBALLS.

AS I SUSPECTED, BOTH THE MINIBOSS CAVE AND THE ENEMIES ARE REALLY CREEPY...

woogle woogle
GRAAH
GRAAH

HM!? I EXITED THE WALL AND THERE'S ANOTHER MISSILE!!

SKREES AND GEEGAS ARE WAITING IN THE CAVE TO THE LEFT!

SIDEHOPPERS!!

UH-OH!

SIDEHOPPERS!!

boing!

SIDEHOPPER
THIS TOUGH ENEMY HOPS AND JUMPS WHEN ATTACKING.

OH! I CAN BOMB JUMP TO ENTER THE WALL!

GEEGA
FLIES OUT OF THE VENTS. AS THEY ARE WEAK, IT IS EASY TO COLLECT ENERGY FROM THEM.
SPASH

GAHH! THAT WASN'T THE BOTTOM!!

I WENT THROUGH THE DOOR AND THERE WAS A SHAFT!!

IEEEE! I'M FALLING!!

BECAUSE THE PLATFORMS ARE SO NARROW, I HAVE TO BE CAREFUL WHILE FIGHTING!!

BA-CHO!

GEEGAS ALSO ATTACK FROM THE LIQUID!

I'LL CUT MY WAY THROUGH THESE GEEGA PIPES.

I FINALLY GOT SOME MISSILES!!

BUT THERE'S WATER BELOW - I'M SAVED!!

YES!!
Brinstar
Miniboss Cave 2

Missiles are effective when you're in narrow passages!!

I'll lay a bomb beneath the door.

There's a way down in the second passage.

I'll break through the door.

But I'm hanging in there.

Eeech.

What kind of pitfall was that?

Aah!

There's a sidehopper in the passage!!
Firing missile!!

I slipped past that attack easily.

Whoosh

I finished him off in one blow!!

Yes!!

Whupupup

Finally found him!!

Kraid, Brinstar's miniboss!!
BWEK

THESE GEEGAS ARE A CINCH!!

GUH!? I CAN GO THROUGH THESE BLOCKS!

MEMU

ATTACKS SAMUS IN A SWARM. BE CAREFUL AS THEY CAN SLIP THROUGH ROCKS AND WALLS!!

TAP

TAP

RIDLEY WAS PRETTY TOUGH...

WELL, THAT LAST MINIBOSS WAS AWFULLY WEAK...

TAP

TAP

I’LL FOCUS ON FINDING THE REMAINING MISSILES!!

THAT’S OK!!

GREAT!! I’LL JUMP OVER THE POND THE GEEGAS COME OUT OF AND BREAK THROUGH THE DOOR.

THOSE GUYS DON’T DROP ENERGY BALLS...
I'll beat the sidehoppers inside with missiles!!

For now, why don't I defeat the Geega coming out of the liquid to refill my energy?

What is this place?

It sure is pretty creepy...

Hmm... Looks like there is a hidden passage in this tunnel.

Surely there will be missiles inside!!

Good! Now to break through that red door!!

Let's go!!

Just as I thought!!

Aha!!
What!?
There's another Kraid in here!

Whooosh
In that case, I'll destroy him with one missile!!

Whupupup!
SCREW ATTACK!!

BONK

I finished the last one off with one missile!!

Geh heh heh heh.

I-it's un... stop... able!?

WHOOOSH

RAPID FIRE MISSILES!!

YES... knowing that, I'll fight him with all my might!!

SO THAT'S IT!!! The last Kraid was an imposter!!
If I use the wall as a shield, it will protect me against Kraid’s attack!!

Wait a minute!!

Take this!!
Wave beam!!

Ka-chung

Argh!!

Damn!! That boomerang attack knocked me into the liquid!!

Whump
STRATEGY FOR KRAID

IF YOU USE THE WAVE BEAM, IT WILL PASS THROUGH THE ROCKS AND KILL KRAID IN NO TIME.

IF YOU JUMP IN THE LIQUID, THE DAMAGE IS LESS.

THEN YOU CAN BEAT HIM WITHOUT TAKING MUCH DAMAGE!!

WHEN SAMUS GOES THROUGH THE MINIBOSS, YOU CAN FIRE MANY MISSILES!!

HOWEVER, IF YOU DON'T HAVE THE VARIA AND WAVE BEAM, THERE IS A SPECIAL TRICK FOR DEFEATING THE MINIBOSS.

YOU CAN USE THIS TACTIC ON RIDLEY, BUT IT WORKS BETTER ON KRAID BECAUSE HE CAN'T JUMP.

WHEN YOU DEFEAT A MINIBOSS, YOUR MISSILE CAPACITY WILL INCREASE BY 75!!
THIS IS THE BRINSTAR MINIBOSS CAVE

- BLUE DOOR (1 BEAM SHOT)
- RED DOOR (5 MISSILES)
- MISSILE
- ENERGY TANK

To Brinstar Map A (P46)

YOU CAN ALSO USE BOMB JUMPS HERE TO JUMP OVER THE WALLS.

FAKE KRAID

MINIBOSS KRAID

AFTER DEFEATING THE MINIBOSS, YOU CAN'T JUMP UP WHILE BREAKING THIS SHAFT'S BLOCKS. IN THE MIDDLE, BREAK ONE BLOCK AT A TIME.
ICE BEAM

In Tourian, this beam is absolutely necessary!! If you don’t have it, go to the item room and get it.

OOPS!! Did you first perfectly prepare for battle?!

ENERGY

Do you have all five tanks!? If they’re not full, you’ll have a tough fight.

MISSILES

In Tourian, some enemies can only be defeated with missiles. It’s possible to have a maximum of 255, so get a lot!!

EXCELLENT!!
I blasted through the red door with five missiles!!

PYEW
PYEW

USE THE ZEBS TO REFILL YOUR ENERGY IF YOU ARE LOW.

KA-POW

Back to Brinstar

Map A (P47)

Now I can finally go directly to the entrance to Tourian, the underground base!
GA-CHUNG CHUNG CHUNG

VOOOP

EKK!!

OHH!! AFTER THE STATUES WENT UP, A BRIDGE WENT ACROSS.

WHAT THE... THEY'RE JUST STONE STATUES...?

PYEW

PYEW

PYEW PYEW

AUGH!! IT'S KRAID AND RIDLEY!!
TOURIAN

IT WON'T COME OFF!!

EEK!! IT GOT MEEE!!

SQUEE!!

WHERE'S MOTHER BRAIN?

FOR NOW, I'LL GO DOWN.

I'M FINALLY HERE!! THIS IS TOURIAN!!

IT'S SUCKING OUT MY ENERGY!!

OH CRAP!!

KICK

WHUP

TAP

TAP

Urp

Urp

AAAH!! A METROID!!

For now, I'll go down.
It will go away when they explode.

But it drained a ton of energy...

I lost weight...

Phew... it finally went away!!

Aah!! Another one appeared!!

I'll be careful this time!!

Yellow doors take ten missiles to open!!

In this state, I can shatter the Metroid.

That did it!! The Metroid is frozen!!

Ka-ching!

Ka-pow! Ka-pow!

If you use a weapon other than the ice beam, the Metroid retreats temporarily, so it isn't very effective.
In addition, they often leave behind Energy Balls and Missiles (maximum of 30 units).

After a Metroid is frozen, it can be defeated with five missiles.

A METROID IS BLOCKING THE PASSAGE!!

OH CRAP!!

IT'S FINALLY TIME FOR THE SHOWDOWN WITH MOTHER BRAIN!!

EXCELLENT!! I BEAT THE METROIDS AND REPLENISHED MY ENERGY!!

RINKA

THE SECOND RINKAS ATTACKED!!

AUGH!!

THESE FIREBALLS SUDENLY ERUPT FROM THE BASE'S WALLS. THEY CAN BE DESTROYED WITH SCREW ATTACK AND ICE BEAM.

AND FREEZE THE METROIDS WITH MY ICE BEAM!

BZSHUW!

I'LL DODGE THE RINKAS WITH MY SCREW ATTACK!
KA-BOOM!

SHIT!! I'M GOING TO DESTROY THIS ZEEBETITE WITH MY MISSILES!!

ARGH!!

THRUM

THRU M

THRU M

AhGH!!

CANNONS ARE ATTACKING FROM ABOVE!!

PLUG, RINKAS ARE BUBBLING UP!!

MOTHER BRAIN'S LIFE SUPPORT SYSTEM. NOTHING BUT MISSILES CAN DESTROY THEM.

HOWEVER, LOOKS LIKE THERE'S STILL ANOTHER CHALLENGE LEFT!!
DID IT!!
A CONSTANT STREAM OF TEN MISSILES CAN DESTROY IT!!

KA-BOOM

AND FIRE MISSILES AS I FALL!!

KA-BOOM

IF THAT’S SO, I’LL COUNTER WITH THE SCREW ATTACK!!

WHAAAAT!
IN JUST A SHORT TIME, THE ZEBETITE RETURNED TO ITS ORIGINAL FORM!!

WITH THE RIGHT TIMING, I CAN BREAK THROUGH THE ZEBETITES ONE AFTER ANOTHER-!!

BZZSHUUUW

BWWOOM

BWWOOM
I can finally see it! You're the Mother Brain!!

THRLUMM

THRLUMM

You won't come back alive, Samus!!

You destroyed my life support!!
Perfect Strategy Guide

YOU CAN'T DEFEAT ME WITH THOSE!!

HA HA HA! IT'S USELESS!!

BA-SHUU

GA-AH!

BA-SHUU

IT DIDN'T TAKE DAMAGE EVEN WHEN I SHOT IT AT POINT BLANK!!

KA-BOOM

KA-BOOM

KA-BOOM

I WON'T DIE SO EASILY!!

TAKE THESE MISSILES!!
AHH!! WHAT ARE YOU DOING!!

I FELL INTO THE LAVA PIT IN FRONT OF MOTHER BRAIN'S EYES!!

BUT FROM THAT PLACE...

SHIT!! I'M ALMOST OUT OF ENERGY...

BUT WHO WILL SAVE GALACTIC CIVILIZATION IF I'M GONE!!

WAIT!! I MIGHT KNOW ITS WEAK POINT!!

I WILL NOT DIE HERE...
DID IT!!
FINALLY BEAT THE MOTHER BRAIN!!

TABOOM

RAPID FIRE MISSILE ATTACK!!

KABOOM

KABOOM

GLO00X
Go for it, Samus!!
You're our hero!!

Samus's adventures will continue forever!!

The Metroids in Tourian were engulfed in flames. Galactic Civilization was saved!!

And so, Samus defeated Mother Brain and safely escaped to the surface!!

However, with bravery, you will have the chance to meet the true Samus!

No one knows the identity of Samus, the Galaxy's hero.
DESTROY THE MOTHER BRAIN AND AN EMERGENCY WILL HAPPEN!! THE GAME WILL CONTINUE FURTHER!!

PRESENTING THE MAP OF TOURIAN!!

- YELLOW DOORS TAKE 10 MISSILES.

- IF YOU DESTROY ALL THE ZEBETITES AND TRY THE GAME AGAIN, THEY WON'T BE RESTORED!!

- SHOOT 32 MISSILES INTO MOTHER BRAIN FROM A CERTAIN PLACE TO DESTROY IT!! LOOK AT THE MAP FOR WHERE TO FIND THAT PLACE.

- BLUE DOOR (1 BEAM SHOT)

- RED DOOR (5 MISSILES)
THIS IS THE WHOLE MAP OF ZEBES!!

MARU MARI
LONG BEAM
ICE BEAM
VARIA
SCREW ATTACK
WAVE BEAM
HIGH JUMP
BOMB
ENERGY TANK
MISSILES
Aaah... I'm falling again...

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