

Super Metroid Strategy Guide

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Super Metroid Walkthrough Just click on the relevant section below and it will take you to the walk-through for that area. Items and upgrades are highlighted in red .

~~Walkthrough - Super Metroid Wiki Guide - IGN~~

A complete super metroid walkthrough, giving the most efficient way to get all missiles and items. It also includes a map, special techniques, item locations, and more! Super Metroid is one of the best games for snes. Super Metroid is the third game of the Metroid series (Metroid, Metroid 2, Super Metroid, Metroid Fusion, Metroid Prime, Metroid ...

~~Super Metroid: A complete walkthrough, a map, and guide to ...~~

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Super Metroid was the third installment in the Metroid franchise and was released on March 19, 1994 for the SNES.The game follows bounty huntress Samus Aran as she travels to Planet Zebes to battle the Space Pirates. The game takes place immediately after the events of Metroid II: Return of Samus.Samus delivers the last infant Metroid to the scientists at Ceres Colony, where they discover that ...

~~Super Metroid - StrategyWiki, the video game walkthrough ...~~

Super Metroid/Walkthrough. The walkthrough is split up by region; although at the end of the walkthrough a separate section should be created for the listing of how to get all of the remaining items in the area (for use when Samus is fully equipped, later in the game). The normal walkthrough will guide players through the game with the goal of finishing the game, not finding everything, and thus every missile upgrade and Energy Tank will not be listed in the main walkthrough.

~~Super Metroid/Walkthrough - StrategyWiki, the video game ...~~

After the initial sequence, which details the events leading up to Super Metroid, you'll find yourself in Ceres Station on an elevator. From here, make your way down and right through the station...

~~Super Metroid - Guide and Walkthrough - Super Nintendo ...~~

Walkthrough. Zebes is an intricately detailed maze of caverns, hidden rooms and death traps. The walkthrough chapters below will help you traverse the many environments of Zebes, just keep in mind that we'll concentrate on getting through the game world successfully in this section, the bosses and power-up locations are detailed in their own areas.

~~Walkthrough - Super Metroid (Metroid Recon)~~

First Power Bombs. -Brinstar: The top door on the long red shaft and through the spikey room. ---Press select 3 times to turn power bombs on, then press the fire button (x) while in a ball. Crocomire. -Norfair: Power Bomb the room before you get the ice beam (the one with the gates) and it will lead you to Crocomire.

~~Items - Super Metroid: A complete walkthrough, a map, and ...~~

Metroid Prime. Official Nintendo Power Guide. 57MB. Metroid Prime 2 Echoes. Official Nintendo Power Guide. 50MB. Metroid Prime 3 Corruption. Licensed Guide by Prima. 64MB. Super Metroid. Official Nintendo Guide (Oversize German box) 36MB. Metroid Prime & Metroid Fusion. Official Strategy Guide 2-in-1 by Prima. 66MB. Metroid Other M ...

~~Metroid Database Guides~~

Super Metroid is a relatively non-linear game. This walkthrough will guide you through the natural route while making sure you're well-equipped to deal with everything it will throw at you. To be honest, you probably shouldn't follow this guide to the letter. Take your time and go exploring every now and then.

~~Super Metroid Walkthrough 1. Beginning to Bomb Torizo~~

For Super Metroid on the Super Nintendo, GameFAQs has 40 guides and walkthroughs.

~~Super Metroid FAQs, Walkthroughs, and Guides for Super ...~~

Other Metroid playthroughs:Metroid (NES): <http://www.youtube.com/watch?v=BEgpO595Z1s>Metroid II (Game Boy): <http://www.youtube.com/watch?v=-tLXh1XBofU>More is ...

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Walkthrough. Note that this section will contain some spoilers.. At several points, you'll be presented with options for proceeding. Such is the nature of Super Metroid, a non-linear game before ...

~~Super Metroid FAQ/Walkthrough v1.1 - bover_87 - Neoseeker ...~~

Once you have taken the lift up to Brinstar exit the room to the left. Follow the blue hatches to the left until you enter the room with pools of water and the claw enemy. Make your way through...

~~Back to Brinstar - Super Metroid Wiki Guide - IGN~~

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Walkthrough. Now it's time to make it through this station alive. You'll find a heavy amount of detail within the directions below, just remember that there's many ways to go about completing the game - this is only one suggested method. You'll be right at home if you're a veteran Super Metroid player, many of the techniques found in that game ...

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