

Metroid Guide

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Metroid Guide

Metroid Wiki has an article about: Metroid (game) Metroid is the first game in the Metroid series of video games. It was originally released for the Famicom Disk System on August 6, 1986, and later for the Nintendo Entertainment System in August 1987 (North America) and on January 15, 1988 (Europe). It was the thirteenth best selling Famicom game released in 1986, selling a reported 1,040,000 copies throughout its lifetime.

Metroid - StrategyWiki, the free strategy guide and ...

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For Metroid on the NES, GameFAQs has 23 guides and walkthroughs.

Metroid FAQs, Walkthroughs, and Guides for NES - GameFAQs

In case you aren't planning to follow this walkthrough very closely, here are a few tips to help you get through the game easily: 1. The ending you get is based on how long it takes you to finish the game. Because of this, there are lots of things in... 2. Metroid is FULL of glitches, and many can ...

The Ultimate Metroid Walkthrough - Gravel Studios

Introduction Super Metroid is a combo platformer/third-person shooter. It's the third installment of the Metroid series, after Metroid (NES) and Metroid II (GB). Arguably the best 2D installment in...

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

Summary: In Super Metroid, players once again slip into the role of galactic bounty hunter Samus Aran and in an interesting twist on the previous games, attempt to retrieve the last surviving ...

Walkthrough - Super Metroid Wiki Guide - IGN

Walkthrough. Zebes is an endless maze crawling with Space Pirates of all shapes and sizes. We'll be travelling through the planet in search of Kraid, Ridley and finally Mother Brain.

Walkthrough - Metroid (Metroid Recon)

Super Metroid: A complete walkthrough, a map, and guide to all items and bosses. 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: A complete walkthrough, a map, and guide to ...

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)

All maps have either been submitted voluntarily or used with expressed permission of the author. Metroid Metroid II Return of Samus Super Metroid Metroid Fusion Metroid Zero Mission Metroid Other M Maps by Falcon Zero Metroid Samus Returns AM2R Metroid Prime Maps by Falcon Zero Metroid Prime Hunters Maps by Falcon Zero Metroid [...]

Metroid Database Maps

This page contains a list of cheats, codes, Easter eggs, tips, and other secrets for Metroid for NES.If you've discovered a cheat you'd like to add to the page, or have a correction, please click ...

Metroid Cheats - NES Cheats Wiki Guide - IGN

Super Metroid Nintendo Player's Guide (referred to simply as Super Metroid Player's Guide by itself) is the official NTSC strategy guide for Super Metroid, published by Nintendo and written by then-Rare developer, Paul Weaver. The book is fully scanned and available on the Internet Archive here:

Super Metroid Nintendo Player's Guide - Wikitroid, the ...

A great guide for a classic game. Particularly when playing older games, there are enough differences and hidden items in games to make a modern guide almost a necessity to playing the game. This guide walks through all key items, enemies, bosses, and the various areas of metroid that need tackled.

NES Classic: The Ultimate Guide To Metroid: Guy, BlackNES ...

Walkthrough Table of Contents. There are a total of 9 areas in Metroid: Samus Returns - the Surface where you start and 8 Areas inside SR388. Each one of them is unique and quite fun to play...

Metroid: Samus Returns Walkthrough and Guide - Neoseeker

The guide contains a strategy walkthrough for the game, a biography of Samus Aran 's early life (from the in-universe Second Office of Trentesse), storyboards of important sequences (such as the Metroid Theft Incident, the Etecoons in Hell, and the Final Conflict), an interview with the development team, and readings of Samus's dreams by fortune teller Ariadne Yuko.

Nintendo Official Guide Book for Super Metroid | Wikitroid ...

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

Anyone who has the Metroid Fusion guide will know the basic layout. The maps each have a number at each important location. That same number is called in the text, and it tells you what to do. The boss strategies are simple and easy to follow (it isn't like Metroid Zero Mission is a hard game anyway).

Metroid: Zero Mission: Game Boy Advance: The Official ...

METROID BOOK Guide METROID Other M. \$21.00 + \$25.00 shipping . METROID BOOK Guide 2 GB 1992. \$72.00 + \$25.00 shipping . Picture Information. Opens image gallery. Image not available. Mouse over to Zoom-Click to enlarge. X. Have one to sell? Sell now - Have one to ...

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