



Super Metroid

Play Journal Entries



Christian TheCalzoneZone

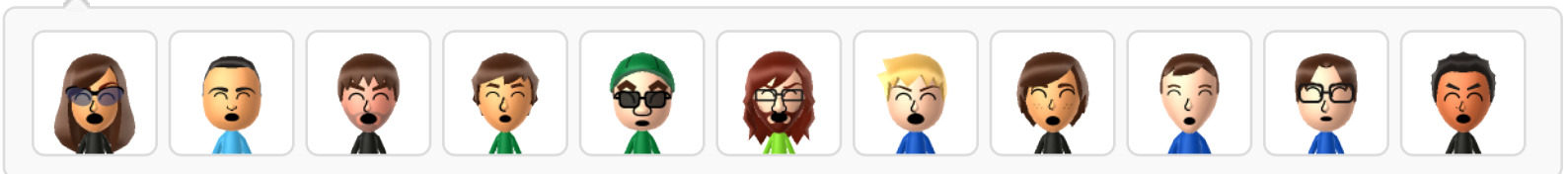
01/07/2017 1:10 AM



Super Metroid Impressions Post! Having played both Metroid and Metroid II: Return of Samus, I am now ready to embark on a game that has been so hyped up at this point that I honestly don't know what to expect. Although I /have/ seen a fair portion of the game before, it was in a speedrun setting in which things were moving far too fast to be understood, so I'm still excited for my own playthrough.

+ Yeah!

11 100



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Christian 01/07/2017 1:14 AM

You can of course comment here to follow my journey through the game, and note that I will leave most comments unSpoilered.

-

Right away I'm greeted with some sweet imagery and a remix of Metroid I's title theme. Yay! I know that other themes come from the NES installment too, and I'm excited to know which ones. The Intermission theme is a given, perhaps Brinstar as well, but what about Kraid's



😊 Yeah!

👤 2 📄



Christian 01/07/2017 1:22 AM

Lair? Norfair? Tourian? The Mother Brain theme which is really more noise than actual music?

Since I see no point in holding this off till later, I'll go ahead right now to say that I've seen the game's ending. You'd think that'd put me out, but not really, actually. It's really cool to know where my Metroid pal from RoS ended up, and I'm not too concerned that I know it from the get-go, either.

Yeah!

1



Christian 01/07/2017 1:35 AM

Alright, there seem to be 3 game demos in total. After watching them all, I gotta say the graphics are soooo pretty! I love them, and I also like how many tiles are revamped 16-bit versions of the ones from the original Metroid. Anyone who's played this game before knows this is no accident, and I'll be talking about that once I get to the proper point in game.



Yeah!?

1



Christian 01/07/2017 1:39 AM

Customizable controls? Japanese language option (on NA carts no less)? Great additions that I most certainly approve of.



Yeah!

1

Ed 01/07/2017 5:33 AM



Zebesian Nerd Guilder reporting in! Must monitor Metroid misadventures...

+ Yeah!

3



Blake 01/07/2017 5:45 AM

Zenithial Notification Guide, waiting for takeoff in anywhere from a few hours to a few months.

+ Yeah!

3



Nintendoer 01/07/2017 6:30 AM

Unoriginal notification-requesting comment.

+ Yeah!

3



Clebbles 01/07/2017 8:36 AM

I'm also gonna lurk this post, but unlike the other 3 commenters, my Mii isn't wearing a blue shirt.

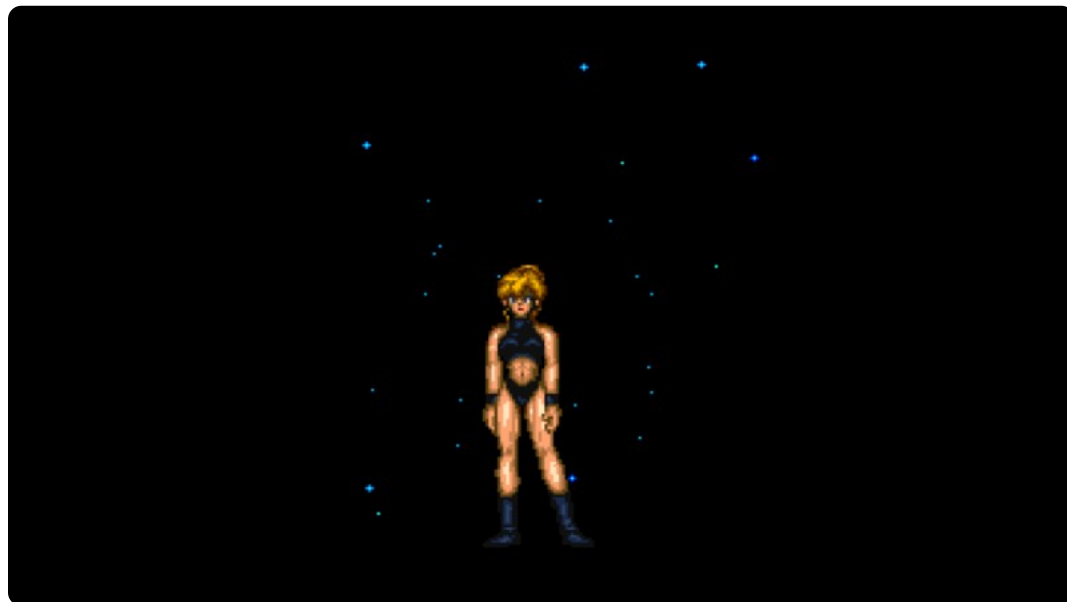
+ Yeah!

2



Stagger 01/07/2017 10:13 AM ·Spoilers

Notify me captain.



+ Yeah!

1

Christian 01/07/2017 2:00 PM



Blake that was ONE time! Haha, but I'll try to get through this quicker than WWHD.

Welcome aboard, Clebbles! Thanks for popping up, since I didn't expect anyone outside of the ZNG (this group you see before you) to join.

Stagger, it doesn't surprise me in the least that you've gotten the best ending, nor that you've saved the screenshot for it, nor that you felt the need to share it with me now.

Yeah♥

2



Christian 01/07/2017 2:17 PM

Wanted to post this last night but my Internet cut out. Just finished the opening story. I really enjoy the fact that the stories of the first 3 Metroids are linked so closely, and Super Metroid finally mentions it outside the manual and even goes as far as to show "flashbacks" of the first 2 game's endings. That's such a neat concept and sight to behold that I wish was in Zelda games. It was

Yeah!

2



Christian 01/07/2017 2:19 PM

additionally neat to see more revamped tiles, and knowing that the reason the flashbacks were in black and white was a clever solution to Return of Samus, as well as just looking appropriate for a flashback scene.



Yeah!

1



Christian 01/07/2017 6:16 PM

Alright, Ridley escaped with the Metroid and took it back to planet Zebes it would appear. Meaning my mission is to locate and retrieve the Metroid and finish off Ridley. Understood. But who is this new Ridley in the first place? In the first game I killed Ridley, along with his faux counterpart. Question is, is this another fake, a relative of Ridley I, or an entirely new unrelated Ridley beast?



+ Yeah!

0



Duke Haman 01/07/2017 6:37 PM

It's the same Ridley. Pretty much, Kraid, Ridley and Mother Brain actually survived, and have been enhanced.

I pretty much think of these games as either only the first three together, or factoring in the Prime games separately. I hope that makes sense. I'll be talking about these games and the story of them only factoring the original true trilogy here though.

+ Yeah!

1



Stagger 01/07/2017 6:38 PM

Ah, said concept has grown more prevalent in LoZ over time Christian. Some examples: claiming the Ocarina in MM's first three-day cycle; the stained glass depictions in WW's Hyrule Castle; in turn, PH and ST had Niko doing the job; TP is rife w/ OoT allusions; SS had the creation of the Temple of Time w/ an exceptional visual reference; LBW's tour of LttP events through paintings ...

+ Yeah!

2



Duke Haman 01/07/2017 6:39 PM

Take your time and really explore and enjoy this game. It's the ultimate culmination of the Metroid concept.
And two Ridleys? I only remember one in the first game, and two Kraids.

+ Yeah!

1



Stagger 01/07/2017 6:40 PM

As for Ridley, the Prime continuity does a much better job explaining various iterations of Samus' nemesis. I'd have to conjecturally lean on the example set there (or, to the chagrin of others present, use some mumbo-jumbo from Other M) to conjure up an accounting of the undying Space Pirate chieftain in the main series.

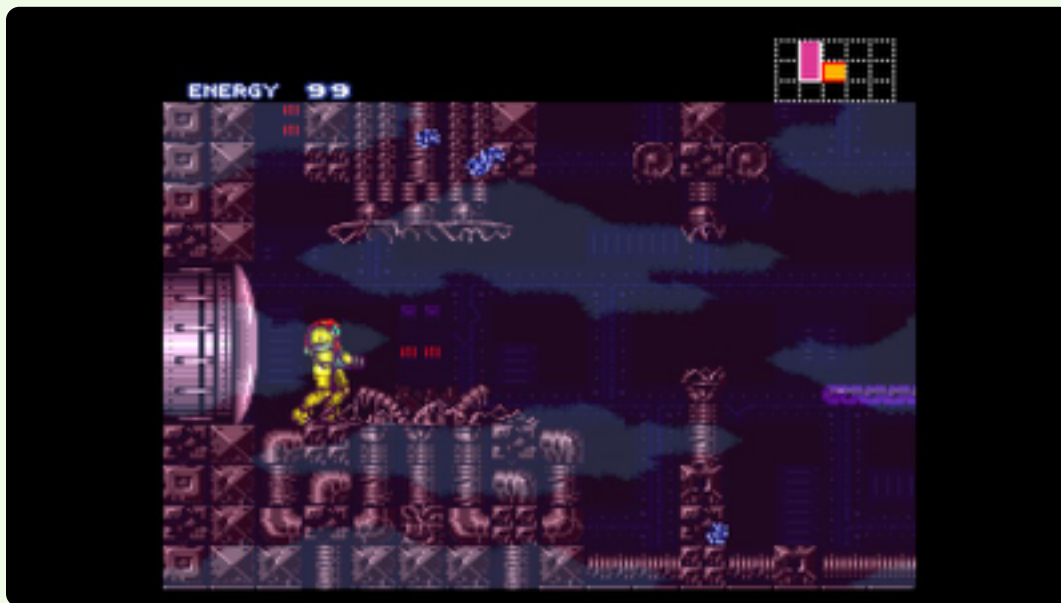
+ Yeah♥

1



Christian 01/07/2017 6:43 PM

I didn't expect I'd get to "that point" as quick as I did. As it turns out, Samus returned to the selfsame location on Zebes she excavated those months? years? earlier, and finds it's exactly as she left it. (Well not *exactly*, but she doesn't know that yet.) When I first discovered this half a year ago, that it's the exact same area only later, I thought it was the coolest thing, and I still do!



+ Yeah!

2



Duke Haman 01/07/2017 6:48 PM

I absolutely love those parts, where you revisit areas from the first game, and see how they look almost exactly the same as they did in the first game. Keep an eye out and you'll see all sorts of familiar architecture in new areas. When I finally played all three games in a row, I finally noticed all these little touches, and just loved it.

Yeah!

2



Christian 01/07/2017 6:49 PM

It was my understanding that the Prime trilogy was another universe altogether, Duke.

I like your examples, Stag. I guess I was thinking more the story of the other game(s) being directly mentioned in-game, so your ALBW example fits the bill as does parts from WW and MM. Can't speak for Skyward, Hourglass, or Tracks.

Yeah!

1



Duke Haman 01/07/2017 6:53 PM

The Prime games are meant to all be inbetween Metroid and Metroid 2, but it kind of falls apart with how Samus has a totally different ship in MP2... Still excellent games though, don't get me wrong. Retro Studios showed obvious reverence for the originals.

I hate Other M and have mixed feelings about Zero Mission and Fusion though. This is also why I'm so glad you played the NES original.

Yeah!

0



Christian 01/07/2017 6:56 PM

I expected nothing less.

Although, I don't think this actually works out given the dimensions and placement of the rooms in the original.



 Yeah!

 0 



Duke Haman 01/07/2017 6:59 PM

You're right, it isn't exactly the same, but it's MOSTLY the same. I've directly compared these before.

 Yeah!

 1



Duke Haman 01/07/2017 7:02 PM

Oh, you mean how Tourian is so close to this area. It's kind of a stretch, but I like the thought behind it all. Maybe they wanted you to think about how it turns out they were so close, how Samus never realized just how close to the Mother Brain she was at the start of her mission on Zebes back then.

 Yeah!

 1



Stagger 01/07/2017 7:18 PM

@Duke: I labored under the idea that the Prime games shared a timeline with the main series as well, but the most recent official statement from the executive producer of them confirms that they are considered a completely separate continuity.

 Yeah!

 1 



Christian 01/07/2017 8:07 PM

@Stagger Aha!

Looks like another Energy Tank has been stashed up in this area of the wall. How nice of the aliens to restock while I was away.



Yeah

2



Christian 01/07/2017 8:17 PM

Here's a much prettier version of an idea present in the original game: boss statues. Wait a minute, aren't the colors of their eyes the exact same color scheme used by Simon Says electronic toys?



Yeah!

0



Christian 01/07/2017 8:22 PM

Enjoying the music so far. Brinstar's new theme is very odd, but still good. Although, sometimes all I can think of while listening to it is that it sounds like something ripped straight out from an 80s music video, and it takes me out of it a fair bit.



+ Yeah ♥

1



Duke Haman 01/07/2017 8:26 PM

Yeah, I figured that by the time they got to MP3, they were doing their own thing, but it's clear they still respected and loved the originals.
...Though they DID get too Phazon crazy.

+ Yeah!

1



Christian 01/07/2017 8:45 PM

In the same way that it was a relief in Return of Samus to finally be able to shoot down, it's very freeing to be able to shoot diagonally in SM. The controls in general just feel very responsive as well, and 8-directional alien blasting is really fun as a result.



+ Yeah!

2

Jayse 01/07/2017 8:49 PM



Notifications!

...Apparently I don't have any saved screens from this game. Shame. I wanted to post one.

I love Super Metroid. The first time I played it was only last April.

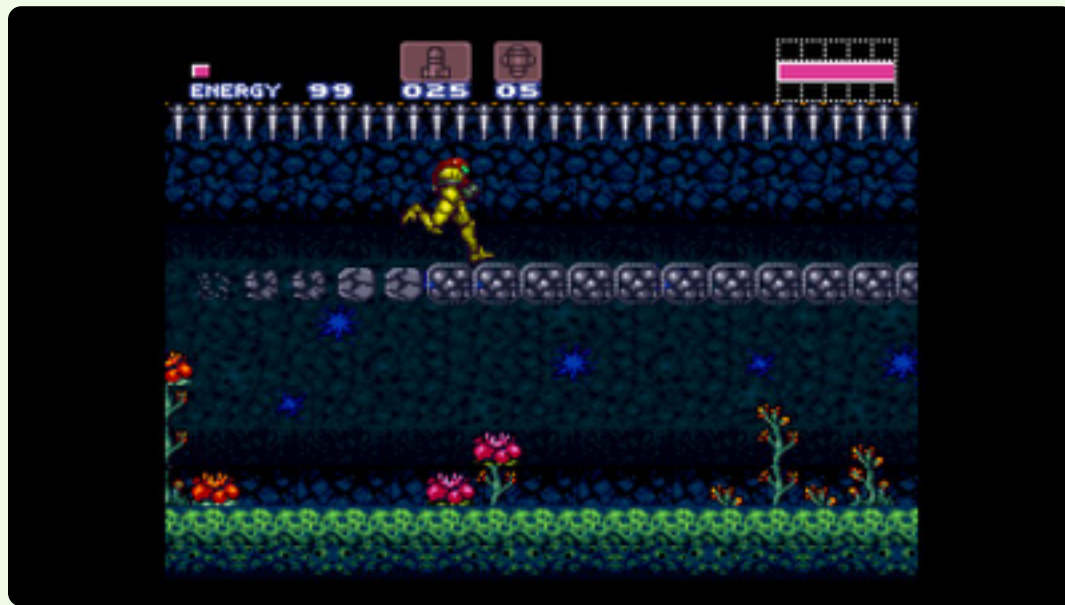
 Yeah!

 1 





Christian 01/07/2017 8:59 PM

I just accidentally discovered that running over disappearing blocks sees you making it safely across them. How awesome!



 Yeah!

 1 



Christian 01/07/2017 9:26 PM

Time to stop for the day. Wow, it's been nothing but fun so far! I died twice to the Chozo statue that comes alive but came up with a game plan by the 3rd try. I also encountered a mini-boss (his withered body in the screenshot) that nearly caused another game over, and defeating him was really quite fun. In all, I collected the up to 25 Missiles, 5 Super Missiles, Bombs, 2 additional Energy

 Yeah!

 2 



Christian 01/07/2017 9:29 PM

Tanks, the Charge Shot, and the Hi-Jump Boots today. Tune in later for more, same Metroid channel, same Metroid time.



Yeah!

1



Duke Haman 01/07/2017 10:23 PM

Do you know about wall jumping? You can get to all sorts of places with it and get items you "aren't supposed to have yet". What's so great is that they don't restrict you, they just let you do this.

There's a reason I and many others consider this one of the best games ever made.

Yeah!

0



Duke Haman 01/07/2017 10:24 PM

In 2001, Electronic Gaming Monthly had a list of what they considered the 100 best games ever made, and this was at the top.

Tetris was number 2, by the way.

Yeah!

0



Blake 01/08/2017 8:28 AM

This was a great game. My only regret is that I never played Metroid, Metroid II, and then this game in that order. After playing AM2R I found it apparent that this was a trilogy.

Yeah!

1



Christian 01/08/2017 3:07 PM

There are benefits to playing games in order of release date, Blake, so

that's why I attempt to do so with every franchise I come across. Only a tiny bit of jumping around with Zelda. Alright, fine, a lot.

👤+ Yeah!

👤 2 📦



Nintendoer 01/08/2017 3:25 PM

Duke, spoilers...what if Chris wanted to figure that out himself?

👤+ Yeah!

👤 0 📦



Christian 01/08/2017 3:58 PM

Nintendoer hath returned to Miiverse!

Phew! Kraid down on try #3. Tricky timing on this fight. I'm really, really glad for regenerating health and ammo, it really saved my neck and was a welcome mitigation to the fight with the NES' incarnation.



👤+ Yeah!

👤 1 📦



Brandon 01/08/2017 4:02 PM

Notifs! I played through this a few years ago. I find with these old games even if you do know how it ends it doesn't really matter because the gameplay is so solid and allows for unique play throughs.

👤+ Yeah!

👤 3 📦



Christian 01/08/2017 4:05 PM

Yay, a good prize at the end of it all! Fun Fact: The name "Varia" came

about as the translator's (mis)interpretation of the japanese "Baria", or "Barrier" Suit. I'm guessing this suit is capable of keeping me alive in the rooms that are too hot? pressurized? and normally drain my health as quick as a Metroid. So, yay for new areas! (Unlocking new areas was my favorite part of RoS after all.)



👤+ Yeah!

👤 2 📦



Christian 01/08/2017 5:26 PM

I guessed right, but even the Varia Suit can't protect me from acid, which makes its return from RoS. Now I'm curious as to what's going to happen:

- 1) Will a new suit or upgrade to my current one make me able to withstand the acid?
- 2) Will some action make the acid lower as it did in RoS? If so, what, since it's not going to be meeting a Metroid genocide threshold this time around.



👤+ Yeah!

👤 2 📦



Christian 01/08/2017 5:54 PM

The Speed Booster icon was the only one that evaded me, as in I had no clue what its symbol was for every time it showed up on a block, but now I should be good to go. Unless another surprise item appears?



Yeah!

1



Christian 01/08/2017 6:23 PM

I was worried, but only for a little bit, that I had explored every available room and not found the Ice Beam yet. Weight off my shoulders, even if that weight only weighed a couple pounds. I noticed that I was effectively trapped in Norfair until I found this, so now I can return back to Brinstar and everywhere else I suppose.



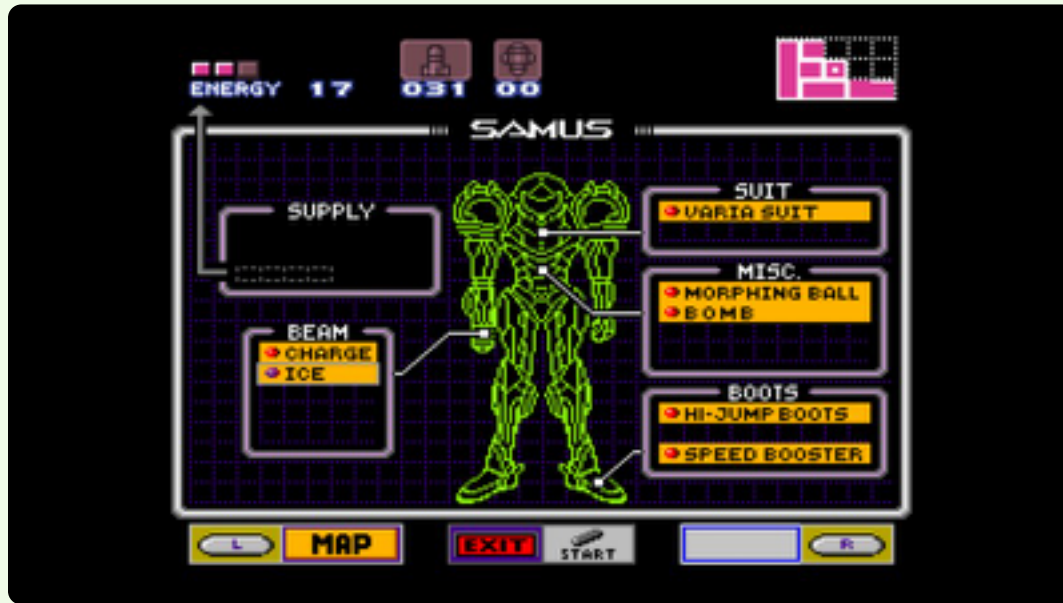
Yeah!

3

Christian 01/08/2017 6:31 PM



Another much needed change for the series. Simply through selecting the beams on the pause menu I can switch them out at will, rather than have to trek across the entire planet to re-equip the beam of your choosing. Also, I didn't expect this, but you can also combine the effects of your beams by having multiple selected. I assume only to a point, however, as having every beam active at once would



Yeah!



Christian 01/08/2017 6:31 PM

surely lead to an insanely overpowered weapon.

Yeah!

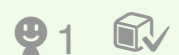


Christian 01/08/2017 6:57 PM

Yes! After the Ice Beam, finding this was at the top of my agenda.



Yeah!





Christian 01/08/2017 7:11 PM

Aha! I just outsmarted the game! In Crateria, there's a Missile surrounded by water, and I'm not supposed to be able to get it until I can either move through water without being weighed down or have the grappling hook type item. But all I had to do was jump at the Missile from an angle on a ledge halfway down the left wall.



+ Yeah!

2



Christian 01/08/2017 7:14 PM

Just posting this so you can see the distance traveled. Starting from the ground my gun is pointing at and ending up on top of the pillar to reach the Missile.



+ Yeah!

1



Blake 01/08/2017 7:14 PM

Outsmarting the game is definitely one of the better parts of the Metroid

series.

+ Yeah ♥

0



Christian 01/08/2017 7:30 PM

Made this into its own post but for consistency's sake I'll say it again here: Not only did I find a hidden Missile in this Chozo item room, but there was yet another Missile hidden in said hidden room! Very tricky, Nintendo.



+ Yeah!

2



Christian 01/08/2017 8:19 PM

Oookay. I'm very stuck. I fell into this area after being fooled into thinking I was getting another Energy Tank, and after 30 minutes still haven't found the way out.



+ Yeah!

1

Christian 01/08/2017 8:30 PM



Right now's a good time to stop for the day, then. Today I got:

- Up to 55? 60? Missiles
- Up to 10 Super Missiles
- 5 Super Bombs
- Ice Beam
- Strazer Beam (I believe its name was)
- Varia Suit
- Speed Booster
- a Reserve Tank

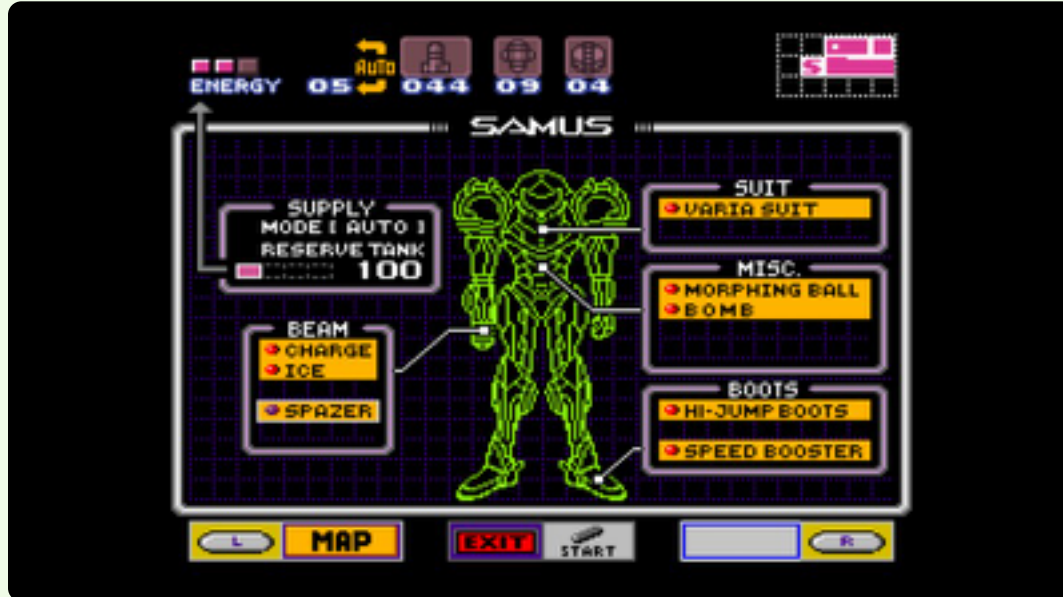
And of course a large portion more of the map discovered. Tune in next time...

Yeah!

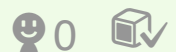


Christian 01/08/2017 8:34 PM

POWER Bomb and SPAZER Beam, rather. Also, forgot to mention another Energy Tank. Now I'm done.



Yeah!



Duke Haman 01/08/2017 9:03 PM

What did I spoil? I'm trying to be careful. The wall jumping? That takes a lot of practice to get right.

Christian, is that the room with the bird running back and forth? Pay attention to it and it'll show you how to do a certain move.

Yeah!





Christian 01/08/2017 9:48 PM

I don't think you spoiled anything Duke. Not the bird room, the room with the 3 green animals.



Yeah!

0



Duke Haman 01/08/2017 10:00 PM

Need help with that?

Yeah!

0

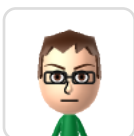


Christian 01/09/2017 12:27 PM

Let me get back to you after I try again later today.

Yeah!

0



Clebbles 01/09/2017 4:57 PM

Oh, you're at the wall jump "tutorial" area. It doesn't really do a good job of teaching you how to wall jump, but the only way out is to learn how to, at least a bit. Good luck!

Yeah!

1





Christian 01/09/2017 7:59 PM

Alright, thank you Clebbles. I was certain I had arrived at the point in the game where wall jumping was officially taught to the player, but after a minute or two of mashing buttons and failing I felt like I needed a special

weapon. I'll be keeping at it, then, whether that be in just a bit or tomorrow if it turns out I have no time to play today.

 Yeah!


 0 



Christian 01/09/2017 8:01 PM

*special item, although a weapon wouldn't hurt either.

 Yeah!♥

 0 



Duke Haman 01/09/2017 10:57 PM

Want advice on how to do it?

 Yeah!

 0



Ed 01/10/2017 4:23 AM ·Spoilers

I know you're aware of this by this point, but wall jumping in this game has slightly different controls from most other games... Instead of holding towards the wall you're jumping against, you flick the control stick away from the wall (and press jump, of course) when you touch it.

 Yeah!

 0



Ed 01/10/2017 4:25 AM

^Spoiler'd comment is the secret to wall jumping, which is just a control technicality, not a puzzle you need an item to solve. Read at your choosing.

 Yeah!

 0



Christian 01/10/2017 6:21 PM

Alright.

Alright.

I finally scaled this terrible pit! It took me 10 minutes to discover the basic mechanic of wall jumping, and an additional 10 to be able to pull it off 4 times in succession and reach the top. I was determined to discover it on my own, but the gesture was appreciated, Duke and Ed™.

This tripped me up so much. The timing needs to be *exact*, and the execution of the trick



Yeah!

2



Christian 01/10/2017 6:26 PM

as a result feels like I'm doing a glitch rather than an intended mechanic. Maybe I'll get better at it, but currently it's a real pain to get to work.

Happy to be able to move on to the rest of the game now!



Yeah!

1



Nintendoer 01/10/2017 6:48 PM

Yeah, it gets easier with practice. There's actually a lot of leniency involved with wall jumping in Super; as long as you press jump while Seamus's Sprite is in the "ready" position, you'll succeed.

The trick shown above is much easier to perform, trust me. =P



Nintendoer 01/10/2017 6:49 PM

"Seamus"? I can't say I know what that is...



Christian 01/10/2017 6:50 PM

Sorry ND, I immediately deleted the post since I realized what was happening in it, heh heh. You're right. The bird room's a breath of fresh air compared to the green animal room.



Christian 01/10/2017 6:53 PM

Seanmus Connery? He's a good actor.



Stagger 01/10/2017 6:54 PM

Man, Song of the Deep should have had a Seamus character. :p Wall Jumping does get a lot easier with practice in Super. That I can attest to.



Jayse 01/10/2017 7:23 PM



I'll throw in a third testimony that wall jump gets easier with practice. :p I had a hard time doing it at first as well.

 Yeah 

 0 



Christian 01/10/2017 8:08 PM

I reached Crocomire and put in a good 4 attempts at finishing 'im, but it doesn't seem likely I'll be able to with my current getup. Even after unleashing my entire arsenal on this guy, it doesn't even bring him to phase two, so I'm coming back once I'm stronger. Ahh, takes me back to the original Metroid. (Yes, I know about the second phase. And it is awesome.) Screenshot shows me dying up



 Yeah!



 2 



Christian 01/10/2017 8:09 PM

up against the spike wall, since Croc loves to slowly advance on you so he can ram you into it once close enough. Crafty devil...

 Yeah!

 1 



Christian 01/10/2017 8:21 PM

I'm able to view the entrance to Ridley's before I can actually access it. It's right- there! But I just can't reach it- yet. Miyamoto approved. (He loved adding things like this in Zelda games, it was one of his favorite things.)



+ Yeah!

3



Christian 01/10/2017 8:39 PM

This game is easy to outsmart. I knew this had to possible, and so it is.



+ Yeah!

1



Stagger 01/10/2017 9:19 PM

So easy to outsmart that Crocomire still owns that bridge, eh? :p

+ Yeah♥

3



Christian 01/10/2017 11:58 PM

You can't pull that Stagger, it's a whole 'nother ballpark.

+ Yeah♥

1

Clebbles 01/11/2017 4:10 AM



I'm not sure how much you know about Crocomire, but I find it helpful to have a lot of super missiles going in. Like maybe 20-ish

Yeah!

0



Duke Haman 01/11/2017 11:02 AM

Careful use of the charge beam is all you need really.

Yeah!

1



Christian 01/11/2017 12:38 PM

Clebbles, I know Crocomire's name from various Metroid fan sites I've seen, and I know about his second phase from seeing it out of context in a speedrun, as mentioned on the main post. I either have 15 or 20 Super Missiles. I realize I was perhaps too hasty ending my attempts on him, there's still more I can try, so I'll try again real soon.

Yeah!

0



Christian 01/11/2017 12:39 PM

Oh, I can tell I have 15 without even booting the game up just by looking at my past screenshots. Here goes.

Yeah!

0



Christian 01/12/2017 12:44 AM

I've learned my lesson, I won't be too quick to call it quits next time and assess my situation better.

I think it's really funny how I even specifically mentioned Crocomire pushing you towards the left side, but I didn't look into that further, and not even think about how I could turn that around and use it against him.

Well, now that it's said and done, and I understand things better, I must



Yeah!

2



Christian 01/12/2017 12:49 AM

say that was my favorite fight thus far. Really neat to see the higher level of complexity in this fight, in comparison to Metroid 1 and 2. My memory of this fight from the speedrun I saw was very off.

As a side note, Crocomire dying was the most grotesque thing I've seen on the Super Nintendo. Very surprising to behold.



Yeah!

3



Duke Haman 01/12/2017 1:47 PM

I think everyone loves that part.

Yeah!

3

Christian 01/12/2017 3:56 PM



Rightly so. It's awesome.

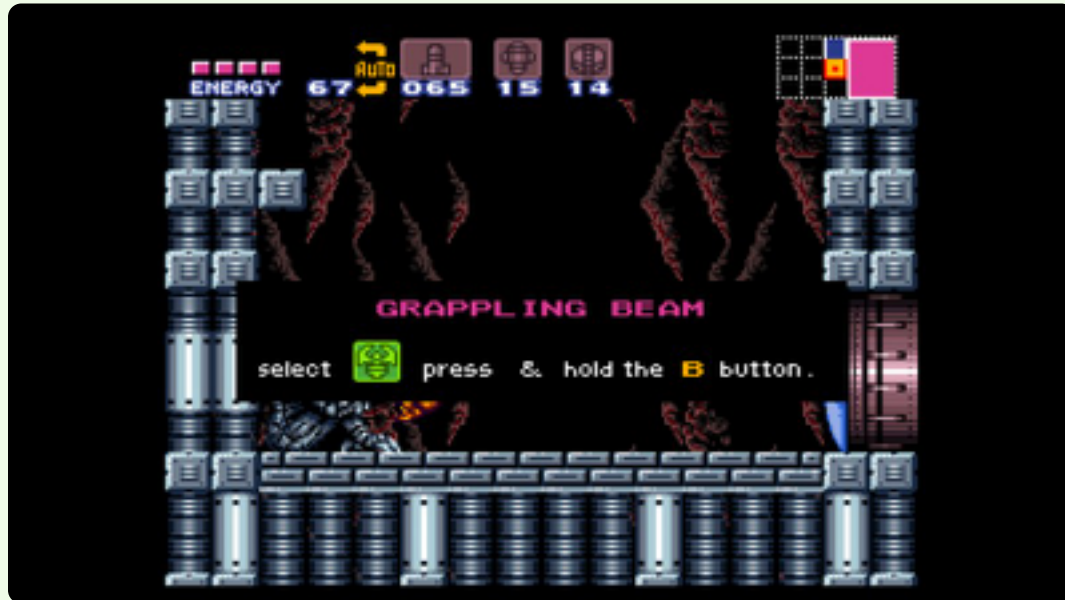
Yeah!

1



Christian 01/12/2017 11:11 PM

Yay! Getting here admittedly took several tries, as I had to discover that I needed to stay blue and running before I jumped, rather than stop and super jump.



Yeah!

1



Christian 01/13/2017 12:09 AM

Phantoon down on the first try, I was lucky. There's not much to him, unfortunately.



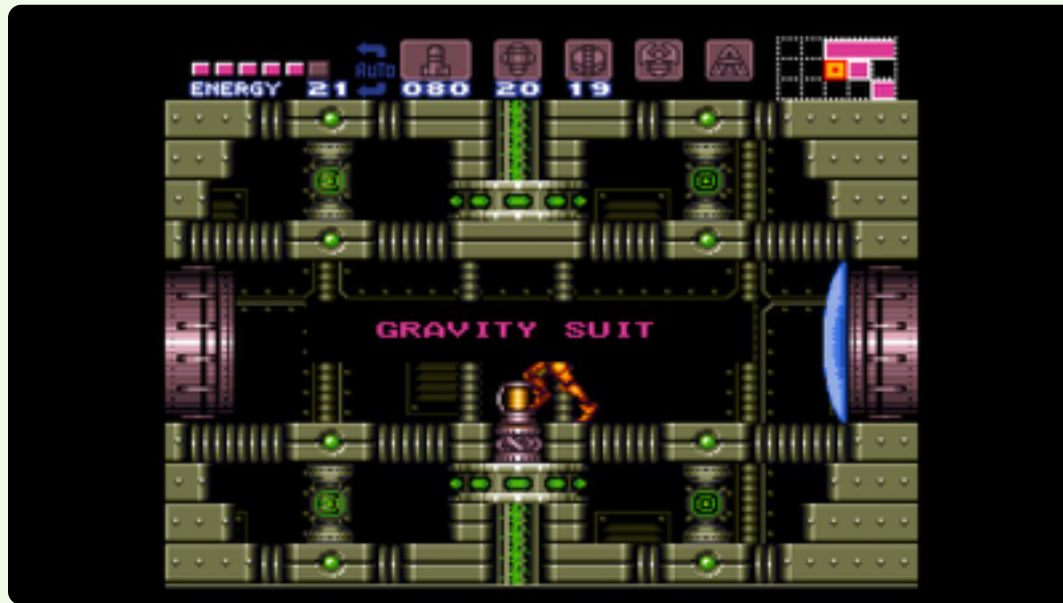
Yeah!

0

Christian 01/13/2017 12:32 AM



Neat way to get an item, being brought here by the Chozo statue an' all. I felt a butler air to him, maybe since his posture reminded me of a butler/waiter carrying a dish on a silver platter.



Yeah!

2



Stagger 01/13/2017 12:33 AM

Phantoon can be a wild animal if you attempt a certain seemingly effective armament instead of taking it nice and easy ...

Yeah

0



Christian 01/16/2017 1:55 PM

Having a lot of fun in Maridia, a region brand new to the Metroid universe. Much of it is underwater, but some places such as here aren't, and you can even see icicles hanging from the ceiling. It's a really neat looking place, and I think it's my favorite area in the game now.



Yeah!

0



Christian 01/16/2017 2:05 PM

What, already?! Get back to Tourian, your part hasn't come yet! ... So this is unexpected. Am I in for the standard Metroid fare; Ice Beam and 5 Missiles I hope?



+ Yeah!?

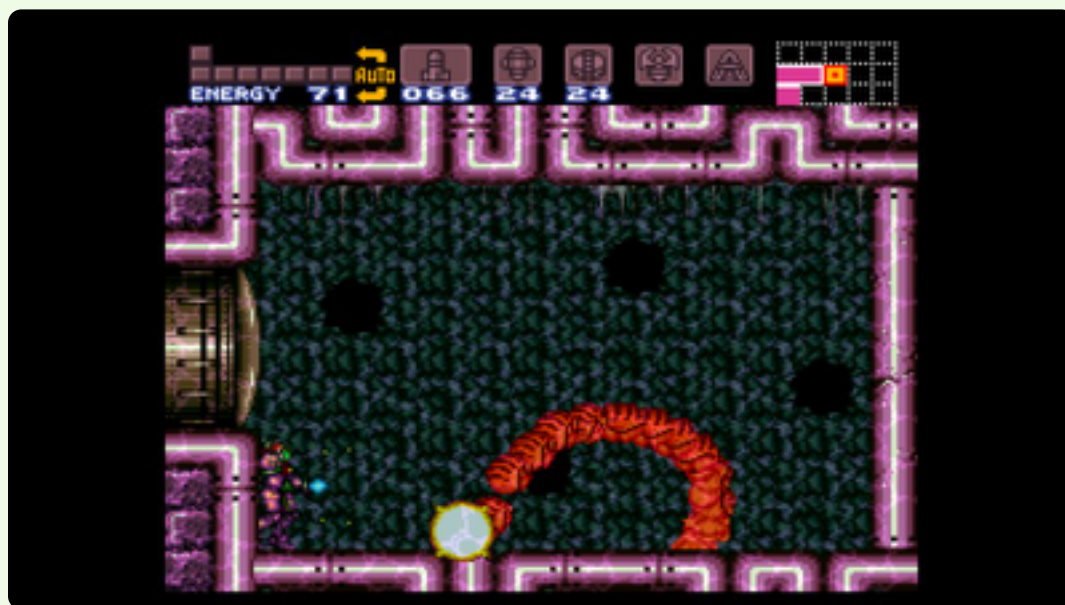
2



Christian 01/16/2017 2:13 PM

No Missiles required, actually. Feels really different.

Who was this dragon I just killed; did he have a name? He looked pretty neat when he was curling really fast.



+ Yeah!

1



Nintendoer 01/16/2017 2:26 PM

No, false alarm. Those are Mocktroids. =P

Yeah!

4



Christian 01/16/2017 3:07 PM

Aha, that would explain 'em, ND. I had my doubts as soon as I realized how pathetically puny they were; the Grappling Beam, which does nothing to the majority of enemies, instantly kills them! Fakes indeed, these are Metroid wannabes.

5th attempt on this flying green boss, who's the first that I never learned a name for. His fight had a lot going on and was very frantic, quite fun as a result.



Yeah!

2



Christian 01/16/2017 3:12 PM

Yes! The best item from Return of Samus makes a return to Samus! (Sorry, I've been wanting to say that stupid joke on all the past returning elements from RoS.) If it weren't still for that pesky acid, I'd be invincible right now, eh?



Yeah!

1



Clebbles 01/16/2017 3:46 PM

The orange dragon boss is named Botwoon, and the flying green guy is Dragon, just so you know.

Yeah!

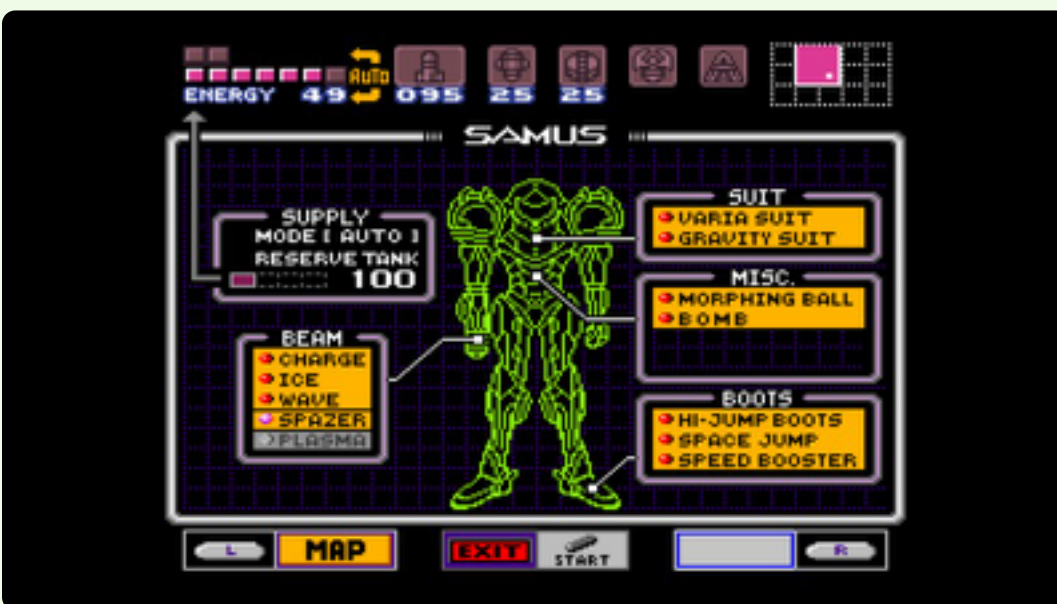
2



Christian 01/16/2017 3:52 PM

Well, my prediction was only half right. You can have up to 4 Beams equipped simultaneously, and have to make a decision between the Spazer and Plasma Beams. Plasma please. I really prefer this new system to equipping Beams.

See you all in Part 2!



Yeah!

1

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