DMG-ME-UKV-4

Nintendo

GAME BOY

METROID II

RETURN OF SAMUS

INSTRUCTION BOOKLET

Nintendo

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Thank you for selecting the Metroid II™ Return of Samus™ Game Pak for the Nintendo® Game Boy™ unit.

Please read this instruction booklet thoroughly to ensure the maximum enjoyment of your new game. Then save this booklet for future reference.

Table of Contents

The Metroid Story 3
Controller Operations 7
How To Play Metroid 8
The Planet SR388 11
Cybernetic Suit Technical Spec. 13
Items 15
Enemies 23

Precautions

1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and /or GAME BOY unit.
4) Do not clean with benzene, alcohol or other such solvents.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Game Boy unit.
6) Store the Game Pak in its protective case when not in use.

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THE METROID STORY

In the year 2000 of the history of the cosmos, representatives of many different planets in the galaxy established a congress called the Galactic Federation. A successful exchange of cultures and civilization resulted, and thousands of interstellar spaceships ferried back and forth between planets. When space pirates appeared to attack the spaceships, the Federation Bureau created the Galactic Federation Police.

There are many unknown planets throughout the galaxy. Many of these are causes of concern to the Galactic Federation. To take care of this, they employ Space Hunters, the greatest of which is Samus Aran.





Samus' greatest achievement has been the destruction of the pirates' Metroid plans on the planet Zebes. In the year 20XX of the cosmos, an unknown life-form was discovered on planet SR388 by a Galactic Federation deep-space research ship. The research crew took a sample of the creature and placed it into a suspended animation stasis capsule and dubbed the life form "Metroid". On their way back to their home base, the research ship was attacked by pirates who stole the stasis capsule containing the life-form!

The Metroid in suspended animation could easily be brought back to life, and exposure to beta rays was all that was needed to cause it to multiply. This highly dangerous creature will cling to any other creature and suck away its victim's energy.

Samus, by order of the Galactic Federal Police, successfully and singlehandedly penetrated the space pirates' natural fortress on the planet Zebes. After a series of intense battles, Samus destroyed all the Metroids she encountered. Her destruction of the reactivated Mother Brain at the center of the fortress crushed the pirates' evil plans.

After serious consideration of how terrible and destructive the Metroid life form was, the Galactic Federation sent another research ship to SR388. This trip was to make sure there were no more Metroids left on the planet.

After a short time the Federation received an emergency notice from the research base. They had lost contact, and the research ship was missing. The base had already sent a search and rescue party, but after their initial contact, the rescue ship was not heard from again.



A special combat group was assembled consisting of armed soldiers from the Federation Police and was immediately dispatched to SR388. After transmitting their primary landing data, they also were never heard from!

Rumors spread fast, and again, the whole galaxy was seized with the fear of Metroids.

With this limited information, the Federation was positive that a Metroid must still be surviving, hiding deep in the planet underground. Even one living Metroid could easily wipe out an entire planetary civilization. So, the Galactic Federation called its members to an urgent conference to find a way to overcome this menace. They quickly came to one conclusion, which was unanimous and simple·····Give Samus Aran the order to exterminate the Metroids!

The underworld of the planet SR388 is a complicated structure of multi-layered domes and spaces. Some of these contain the ancient ruins of some unknown civilization. These are home to many life forms living on the planet.



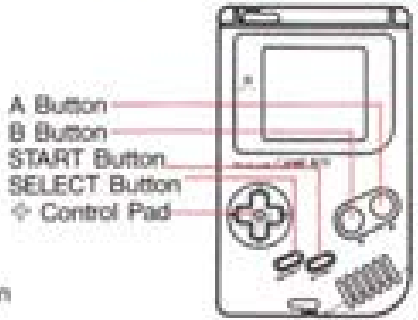


Samus, charged with her mission from the Galactic Federation, hurried to the planet SR388.

Samus' confrontation with the Metroids has started again. You must help Samus save the Galaxy from the Metroids!

Controller Operations

nction of Each Button



A BUTTON

Jump

B BUTTON

Shoots Beam or Missile

✧CONTROL PAD

⇦and⇨ Moves Samus Left or Right

⇧ Aims weapon Up

⇩ Makes Samus curl into a ball
During a jump, will aim weapon Down

SELECT BUTTON

Selects beam or missile

START BUTTON

Pauses game. Press again to release pause

NOTE

If you press A, B, START and SELECT all simultaneously, the game will reset back to the title screen.

How To Play METROID

● Before You Start

Correctly insert the Metroid II The Return of Samus Game Pak into your GAME BOY compact video game system and turn the POWER switch to the "ON" position. "Nintendo" will appear on the screen followed by a short introduction and the title screen.

● Beginning The Game

When the title screen appears, use⇦or⇨on the ✧Control Pad to select START 1, START 2 or START 3.
Then press the START Button to begin.



You can save three different games. For detailed instructions on saving your game, see page 10.



Reading The On Screen Display



During the game, data will appear on the bottom of the on screen display, as shown in the picture above.

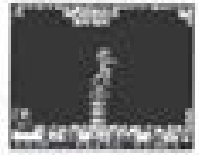
ENERGY ..... The units of energy that Samus currently has. Each filled tank holds 100 units.

MISSILES ..... The number of missiles that Samus has.

METROID DETECTOR ..... The number of Metroids detected on the planet. This detector can also show other information about Metroids.

★About Saving The Game

You may only save the game when you reach a SAVE POINT. These will appear during game play.



When Samus stands on the SAVE POINT, the message "SAVE...PRESS START" will appear at the bottom of the screen.
Press the START Button and your progress will be saved. When "SAVE...COMPLETED" appears, you may continue playing the game, or you may turn the power switch to "OFF" so that you may resume your game later.

There are several SAVE POINTS in the game. The last save made will be the point at which Samus' status will be recorded.

This game has battery back up, so saved data will be stored even if the GAME BOY is turned off.

★Deleting A Saved Game



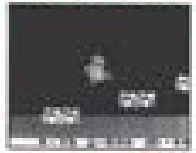
To begin a new game after you have already saved data to all three file numbers you must first clear the file that you wish to save to. Using the ✣ Control Pad, select the file number you wish to clear, then press the SELECT Button. The world CLEAR will appear below START. Then press ○ on the ✣ Control Pad and the START Button simultaneously. You will hear a small explosion indicating that the file has been deleted.

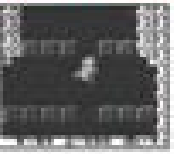
The Planet SR388

mus, you are charged with the destruction of all Metroids existing on the planet R388

Star Ship







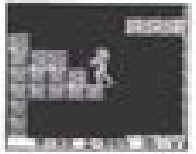
Some walls can be destroyed by using the beam. However, some must be destroyed with a bomb. Often you must blow out a wall to proceed. There are many hidden paths and pitfalls.

Metroids are hiding in the dome-like caverns, corridors and tunnels. Additionally, a number of strange life forms live in the underworld that will attempt to prevent you from completing the mission.

The underworld of the planet SR388 is a complex maze shape.

The underworld of SR388 has many different areas. The tunnels between each area are filled with a dangerous liquid that will deplete Samus of her energy. When an earthquake occurs, the liquid may drain away or fill in areas of the tunnels. Watch out for the liquid! You must learn to work around it.





Some areas in the caverns appear to be the ruins of an ancient civilization. Check these areas carefully. You may find useful items to make Samus more powerful. It is essential to your task to hunt for these power items.

According to the report sent to us by the Galactic Federation Special Squadron, the only effective way to destroy a Metroid is by using missiles. Be aware that when the Metroid moults it undergoes a metamorphosis. Each time a Metroid changes its shape, it gets stronger and more powerful.

This mission to exterminate this terrible creature will be a task of extreme difficulty.

Cybernetic Suit Technical Spec

amus Aran With Full Equipment



HELMET

OXYGEN SUPPLY EQUIPMENT

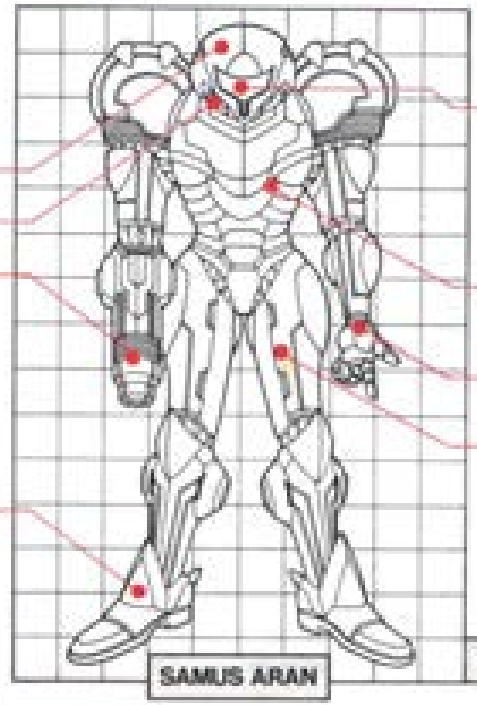
WEAPONS HAND

Shoots beam or missiles. When missiles are active, the barrel will be open. The supply of missiles is limited, and it will be necessary to reload. There are many different kinds of beam weapons. The beam that will be fired will depend on which item was last found and equipped.

HIGH JUMP BOOTS

This increases Samus' Jumping ability tremendously.

mus can wear up to 14 different kinds of items. Make sure to arm her efficiently and ke good use of each item obtained.



INFRARED RAY SCOPE

Allows Samus to see, even in the dark.

NORMAL SUIT

LEFT HAND

BARRIER SUIT

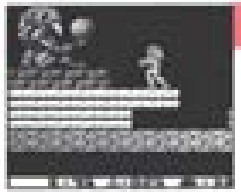
Becomes enabled when Samus finds the Varia.

Height : 1m 90cm Weight : 90kg

ITEMS

ese items will help Samus increase her offensive and defensive powers.





Artifactor Statue

This is a relic of an ancient civilization. This statue holds the "Item Sphere".



Item Sphere

Usually, the power items (except missile type and energy type items) are hidden in an Item Sphere. Shoot the Item Sphere with a beam to make the item appear, then touch it to equip.





Missile Pod

This item allows Samus to hold more missiles. It also replenishes Samus' stock of missiles to maximum.

Missile Battery

Reloads all missile pods to maximum.







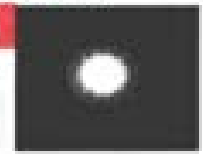


Energy Tank

This item will increase Samus' amount of storable energy and will refill all life energy to maximum.

Big Energy Ball

This will refill all energy tanks to maximum.







After destroying some of the creatures on the planet SR388, they may turn into Small Missiles or Energy Balls.
These items will allow Samus to recover missiles and energy.

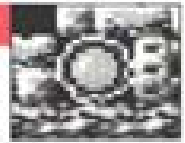




Bomb

After obtaining the bomb, press the B Button while in the ball shape to set a bomb. Bombs have the power to hurt enemies, and to break through some floors, walls, and ceilings.

Spider Ball





When Samus has assumed the ball shape, she can activate the Spider Ball by pressing Down on the ✧ Control Pad. This "sticky ball", gives her the power to move across the walls and ceiling unhindered by gravity. To maneuver, use the ✧ Control Pad. To return to the regular ball, press the A Button.





High Jump Boots

With these boots, Samus can jump more than twice as high as she normally can.





Spring Ball

This allows Samus to jump while in the ball shape.



Space Jump



With this item Samus can jump continuously through the air while spin jumping. Learn how to use this item effectively by hitting the jump button again before she touches the ground and Samus will be able to do a perpetual jump. It may require some practice, but keep trying!





Screw Attack

This allow Samus to destroy enemies she contacts while spinning through the air.



Varia

This item effectively doubles the energy absorption of Samus' cybernetic suit, enabling her to withstand enemy attacks much more effectively.









Star Ship

This is Samus' elite custom scout ship designed to travel interstellar distances. Samus traveled to the planet SR388 it. This ship is her base of operations for this mission. Samus may restore her energy and reload her missiles by returning to it.

Beams

When Samus equips a beam type item, her normal beam will change to that beam.

NOTE
She cannot have 2 different beams simultaneously.





Ice Beam

This beam will freeze an enemy for a short period of the time, making them unable to move.
Samus can jump on a frozen enemy without receiving damage.



Wave Beam

The beam travels in a wave shape. It is a very powerful beam and has a wide range of effect.











Spazer Laser Beam

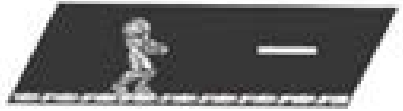
A three way beam with an extremely wide focus is fired when this weapon is discharged.



Plasma Beam

This extremely powerful weapon fires a beam that can even penetrate solid walls.
It is the strongest and most destructive of all of the beam type items.







ENEMIES

On the planet SR388, there are a variety of life-forms to be found. Additionally there are several mechanical creatures left from the ancient civilization that are still present and functioning. Samus must be careful of these, as they will attack immediately when she approaches.



YUMBO

Flies unsteadily in the air.



TSUMURI

This snail-like creature has very sticky legs and will creep along the walls and ceilings of the caverns.



DRIVEL

They move back and forth in the air. When Samus approaches, they will spit a strong liquid acid.



SKREEK

They usually hide in the gaps in the ground or in the liquid. They will suddenly appear to attack, spitting bullets from their mouth.



HORNOAD

Be wary of this hopping enemy.



MUMBO

This enemy flies in the air.



SEPTOGG

This unusual shaped creature floats in the air. Samus can ride on it without damage.



CHUTE LEECH

Usually they will lay quietly on the ground or in the liquid. But, when Samus comes close, they will jump up to attack, falling down like a leaf from a tree.



GAWRON

This enemy lives in a nest with many of its kind. When Samus approaches, they will start attacking, one after another.





GULLUGG

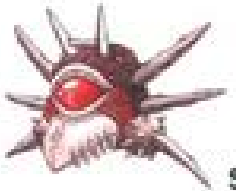
This creature flies around and around in the air.





BLOB THROWER

This plant creature spits out little blobs.





SENJOO

Spinning the rings on its side, this creature floats in the air and attacks at a perpendicular angle.





SEEROOK

Moves back and forth on the ground.





MOHEEK

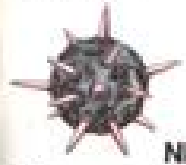
Usually quite tame, but if Samus touches its tendrils, she will be hurt badly.

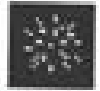




SKORP

They come out from their holes to attack with their disk saws.





NEEDLER

They move along the walls and the ceilings.





GLOW FLY

When dormant, they stick upon the wall with their abdomen flashing. When Samus comes close, they will roll up and crash into her.





YUMEE

This creature will pop out of the ground and try to sting Samus with its sharp horn.





FLITT

Samus will not receive any damage even if she touches them.
Look closely for them, as they have a tendency to conceal themselves.





MEBOID

This is an amoeba-like creature. They just move back and forth.





OCTROLL

When Samus comes close, they fall fluttering downward.





ARACHNUS

It will roll up its body like an armadillo, then rush at Samus.





TPO

This robot may be small, but it will do damage.





WALLFIRE

A robotic, proximity detecting sentry mounted upon the walls.

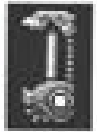




SHIRK

This robotic enemy is programmed to crush targets with its sharp nail.





AUTRACK

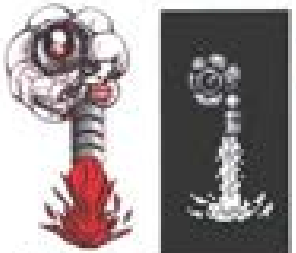
This robotic guardian can be found in various places. They have a long neck that is usually withdrawn, but it will extend it and attack with a laser beam.





AUTOAD

Another type of robot, presumably left over after the demise of the ancient civilization. They now hop around out of control.



AUTOM

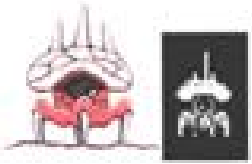
Watch out for this robot's severe firepower.





GUNZOO

This multi-gunned robot fires at anything that moves.



GRAVITT

It comes out of the ground and rushes at Samus, then darts back underground.





PINCHER FLY

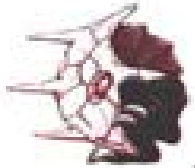
A fly-like creature found in some areas. If touched, they will damage Samus, but they will not attack on their own.





HALZYN

It flies unsteadyly in the air. The hard shell on both sides of its body keeps it safe from beams fired its way.





MOTO

When Samus comes close, they will dash at her. They have a hard shell that protects them from beams.





PROBOSCUM

Originally programmed as a worker, not a fighter, this robot is out of order and out of control.





RAMULKEN

Their bodies are protected by a hard shell, and beams will not affect them. Their only weak point is their legs!





METROID

This is their first shape after hatching from eggs. They will cling to any creature that they can find, drawing its victim's life energy away.





ALPHA METROID

This the shape of a Metroid after its first moulting.





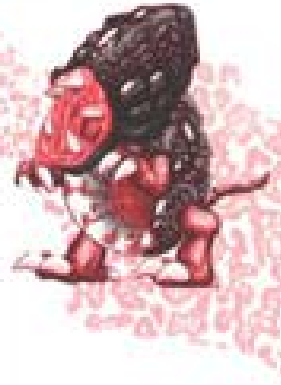
GAMMA METROID

After moulting from the lesser mutation, the Metroids will grow much larger, gaining the power to attack with lightning bolts.



ZETA METROID

Multiple mutations will cause a Metroid to continue to grow into an even larger and more powerful adversary.







OMEGA METROID

This mutation is absolutely huge, its power, incredible!

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Nintendo Game Boy GAME PAKS

THE Games Ltd ("THE") warrants that this Game Boy game pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during the 90-day limited warranty period, THE will repair or replace the defective pak, at its option free of charge. To receive this warranty service, contact the Nintendo Customer Support Team on 01703 623200.

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THE provides an out-of-warranty repairs service for installation, maintenance and service of Nintendo products. For full details of the charges and services available, please contact the Nintendo Customer Support Team on 01703 623200.

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[1198/UKV/GB]



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