

# SUPER METROID

TEMPLE OF THE WINDS™

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*a hack by Moehr and Albert V.*

INSTRUCTION BOOKLET

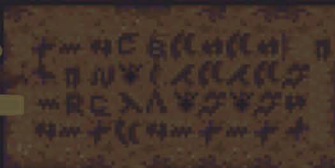
**SUPER METROID**<sup>®</sup>  
ENTERTAINMENT SYSTEM

"Originally we created Nazca to experiment with silicate life. We had not used the temple for ages. Nor had the Ankir who inhabited the system. When they did return they found their former outpost had been claimed by the Avar."



"The Ankir were physically powerful beings similar to reptiles. They also had sophisticated technology, having been taught by our hand. The Avar, on the other hand, were less powerful and had fewer resources, having hidden here to avoid retribution and advance their dark arts."

"Their dark arts were potent though. When the Ankir returned, the Avar subverted our temple guards to defeat them, and then bound their essence to the sentries and relics of the temple."



"The Artifacts are not safe on Nazca, and we will soon have need of them. You shall continue your training by recovering the artifacts for us."



Those were the last words the Chozo spoke to you before you began your journey to Nazca, to test your skill in the Temple of the Winds.



*[View of the Temple of N'Amn'Ra, ancient fortress of the Ankir]*

## CONTROLLER SETTING MODE

SHOT	X
JUMP	A
DASH	B
ITEM SELECT	SELECT
ITEM CANCEL	Y
ANGLE UP	R
ANGLE DOWN	L
END	

Defaults:

L/R: Aim diagonally

L+R: Aim up when crouched

D-pad [cross]:

Press left/right to change facing

Hold left/right to move

Press down to crouch, press again  
to change to Whirlwind [upgrade]

Hold down if jumping to aim down

Press up to brake movement

Press up if crouched to stand up,  
or to end Whirlwind form

Hold up to aim up

Note: Japanese Text is disabled.



Select: Change HUD item

Start: load Map/Status screen

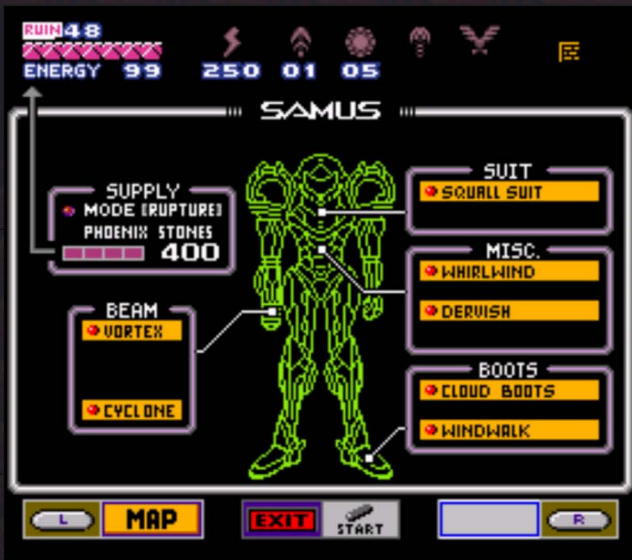
Y: Press/Hold to empty hands of  
HUD selection

X: Press to fire Beam or use HUD  
weapon, Hold to charge a beam  
or use Vortex Shield [upgrade]

B: Hold while moving to Dash or  
to use Windwalk [upgrade]

A: Press/hold to jump/jump higher,  
use while moving to spinjump





**Above is the equipment menu for Temple of the Winds with all items and expansion capacity. You will also need to collect Medicine and Tomes for a 100% finish.**

*The HUD has been modified to indicate which part of the Temple and which room number you are in. The rooms are referenced by number later in this manual in the hints and tips portion.*

- Also all equipment has modifications or new uses. In particular:*
- *The Sun Flare [HUD item 3] can be used while kneeling, you do not have to be morphed to use it.*
  - *Speedboosting takes far less space and shinesparks use less health. Press forward before run to speed up even faster.*
  - *Hold jump with windwalk engaged to float on cyclones or in strong water currents.*
  - *While morphed, Samus can charge her beam, hold a charge, or activate the Vortex Shield [SBA].*
  - *Reserve Mode [Safe] is as the old Auto mode. [Rupture] will permanently destroy one Phoenix Stone to restore full health.*
  - *The Guardian Wings [HUD item 5] totally replace X-Ray scope. It reduces gravity to enable very high leaps and slow falls.*



**Tomes:** Ancient artifacts pre-loaded with data by the Chozo to guide you on your trial. Collecting these augments the power of Thunder.



**Medicine/Poison:** Medicine restores all lost health and augments Thunder. Poison reduces current health by 25%.



**Power Stones:** Increase health.



**Phoenix Stones:** Safe mode refills suit power tank for tank when the suit fails; Rupture 1 tank for a full refill and also augment Thunder.



**Thunder Vial:** Increases your maximum charge capacity for Thunder and also replenishes your supply.



**Sun Flare:** A powerful attack that also vaporises water. Can be used while kneeling. Some temple areas react to one who holds these.



**Cloud Boots:** Reduce damage from enemies and rough terrain, as well as increase your jump height and stabilize you in strong winds.



**Whirlwind/Dervish:** This artifact grants the bearer both powers. You also windwalk in less space in this form, and can use vortex shield.



**Windwalk:** Increases running speed, and strong winds have even less effect; when active evade enemies and enable shinesparks.



**Squall Suit:** Arcane Chozo technology that reduces damage to the wearer and aids in recovery, it also wards against arcane fields.



**Guardian Wings:** When activated, this mysterious device creates a low gravity field around you, enabling high jumps and slow falls.



**Voltaic Lance:** This device serves as a grapple beam, it can also destroy stone and earth structures and dissipate protective fields.



**Cyclone Beam:** Faster but less powerful than the Power Beam, it can pass through cracks in walls and wrap around foes.



**Vortex Shield:** Charges your suit with energy that can damage foes on contact, be diverted to your beam, or activate a cyclone barrier.



**Falcon Soul:** A mysterious Chozo artifact of great power that can obliterate your targets with arcane energy. Its ammo is limitless.

# TESTING YOUR SKILLS



Tomes offer clues provided by the Chozo for use during your training. Additionally each one you collect increases the damage that Thunder deals to enemies.



Cloudboots increase your jump height and let you pass through cyclones more easily. They also improve defense and provide some protection against spikes.



Thunder is a powerful weapon to use against your foes, but can also remove some obstacles such as statues, boulders, or the chrysalis of attacking Myria.



The Voltaic Lance functions as a grapple beam. Additionally it can overload the deflection field of Heavy Armor sentries, allowing you to fire upon them.



The Cyclone Beam cuts through walls and enemies. While a bit weaker than your Power Beam, it is much faster, especially if the Vortex Shield is not equipped.



# USING YOUR ENVIRONMENT



The Vortex Shield works as a charge beam that can also create a powerful cyclonic barrier. It consumes 5 Thunder ammo. It can be activated while morphed.



The Voltaic Lance can be used while the Vortex Shield is active, allowing you to fire at foes and open doors while protected from approaching enemies.



The Sunflare is offensively used as a powerbomb that can be fired while kneeling, no morphing required. Additionally it will clear water from a room.



Some statues respond to one who carries the Sunflare and will move to open the path to you. Just having it is enough - you don't need to detonate one.



The Squall Suit offers powerful defense and restorative abilities. Additionally while wearing it, it will dispel the arcane energies of the Heatwave with mystic rain.



## EXCEEDING YOUR LIMITS



Windwalk allows you to run with great speed. You won't damage enemies while running, but will avoid their attacks. It takes very little distance to use.



Pressing forward before running lets you accelerate with even less distance required. You can store this energy to use a shinespark, which uses very little energy.



Windwalk will enable you to ignore the effects of weaker cyclones altogether. In more powerful ones you can hold jump to slowly ride up them.



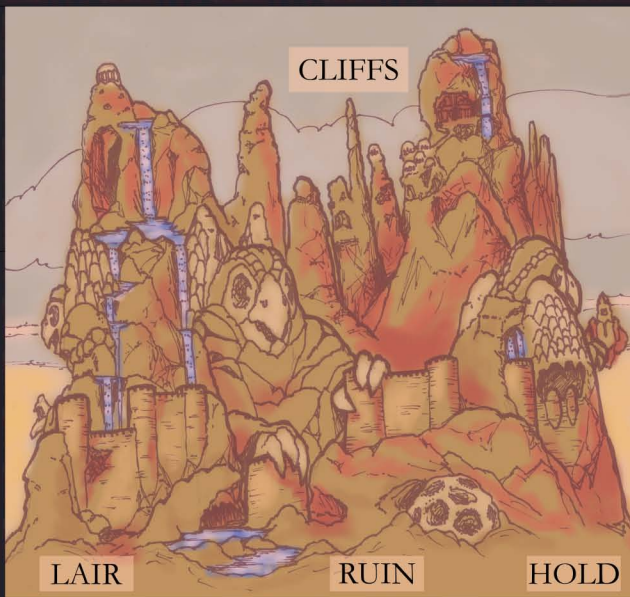
Similarly, Windwalk will let you float upwards if you hold jump in water with a strong current, and you won't be blasted back in rooms with the Heatwave.



Guardian Wings let you soar from the ground to the top of a room and float down slowly. You can fire beams or use the Vortex Shield while using them.

# TEMPLE APPROACH

## NAZCA ROCK COLUMNS



**Cliffs:** This is where your mission begins, amidst Avar statuary and Ankir fossils. The challenge is moving through the eroded cliffs and strong winds. Foes here are manageable.

**Ruin:** This is the largest area of the temple complex, it has strong foes and many traps. The Heatwave blasts through the bottom levels of these rooms, annihilating the living. Proceed with caution! Use the proper weapon to handle each foe.

**Lair:** The Avar claimed this area of the temple as their own and will fight any intruders with tenacity. Rely on weapons that can handle larger numbers of foes as you move through.

**Hold:** The path to the Chozo's greatest artifact is protected by a mighty fortress that cannot be entered from the ground.





## Brief History of Nazca: The Ankyr and Avar Conflict



The return of the Ankyr to Nazca was perhaps inevitable. They were in the second expansion of their species, busily recolonizing outposts that had long been abandoned in their system to place an exploding population. Though not a numerous race, their homeworlds were resource-poor, and the needs of an individual Ankyr were intense.

The Avar had long-studied our runes and had some understanding of who the Ankyr were. They laid many traps all over Nazca and in the Temple in particular. They also prepared facilities to render the essence of their foes into stable energy vortices to control our sentries. Finally, they destroyed the atmospheric stabilizers, creating intense storms.



With communications from the surface impossible to receive in orbit, the Ankyr had few options but to land near the Nazca Columns. The Avar allowed them to survey enough to send up the all-clear.

Each time their shuttles returned to orbit, the Avar assaulted the newly arrived Ankyr, suffering losses they could afford to sustain. The few who escaped met their end inside the temple, having long ago lost the knowledge to activate our artifacts.

The Avar then sealed the spirits of the Ankyr inside our sentries, turning them into their puppets.



**Warning! The foes on Nazca are silicon-based lifeforms or psionic entities! Only the most powerful can be processed for energy or ammo! Return to your ship as needed!**



**Sket:** Small but persistent, they seek out electric fields and given time may bore into your suit.



**Gibir:** Usually content to guard their nest, but some will actively chase after intruders



**Krub:** Fast but fragile, they can do some damage in numbers before you can crush them



**Seket:** Slower than Krubs, they don't hit as hard but will require weapons to take down.



**Bocaro:** Opportunistic hunter that will attack other silicades as readily as it attacks you.



**Blinkbug:** Harmless. Flicker a signal as they flee you.



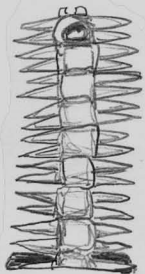
**Fruca:** Harmless. If you keep your hands empty as you approach, you might catch one.



**Corush:** A large silicade that scrapes food from rocks, then stores it as energy which you might find a way to collect.

**Tronki:** A swift creature who will steal your Thunder if it gets close enough.





**Miria:** A dangerous silicate with a sturdy carapace that erupts without warning from its burrow to attack intruders, then hardens into a rocklike chrysalis. Used as traps by the Avar.

**Amara:** This restless stone guardian watches over the temple for Amra, who can see through its eyes.



**Avar:** The inheritors of Nazca, related to the Ankir but separated and diverged a long time ago. When rediscovered by the Ankir invaders, the Avar defeated them by utilizing spirit energy to animate the sentry statues guarding the Chozo ruins. Now the souls of the Ankir are used to power the temple guards.



**Hawlco:** Creatures bred by the Avar to defend against foes, they attack in packs and reproduce by spores released upon death.



**Beza:** A rare hostile silicate whose shell is impregnable.

**Homonculo:** Souls of the Ankir; some may yield energy.



**Avar Statue and Ankir Fossils:** Often these can be destroyed with the proper weapons, some hide secrets or block passages until the correct trigger is found. There may be other statues that respond to the one who wields the proper artifacts!



Ifrit: Powerful echoes of the long dead Ankir who haunt the ruins, looking for vengeance.



Armor: Chozo sentries animated by Avar rituals that bind the Ankir to the metal shell, they attack with a wide variety of weaponry. Some can fly.

Heavy Armor: An even more powerful sentry with a refractor shield that usually still functions and a dizzying array of weapons.



Toroid: A flying drone that siphons Thunder ammo on contact.



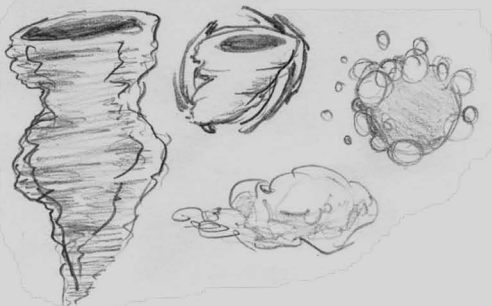
Tozo: A hovering drone that fires sharp blades at intruders



Azirae: Potent energy traps that will actively seek and chase you.



Poltergeists: Souls of the Ankir haunt the temple grounds and manifest as dangerous supernatural phenomena. Some forms may not be overcome.







**Astra:** Leader of the Avar. Its true weak point has been removed from its body to grant it a new form, and it utilizes an Ankir phoenix stone reverse-engineered by the Avar to rise from death and continue pursuit of its foes.

**Nebula:** An Ankir warrior whose soul has been trapped in a crystal, it uses psionic attacks against you that can distort your perception of reality. Shatter the crystal to release this spirit.



**Orion:** The soul of an Avar psion possesses this Avar statue as homage to the Chozo who granted the Avar sentience. It will attack with psionic blasts and electrical energy.



**Triton:** An elemental spirit that guards the lair of the Avar, who infest the western reaches of the Temple of the Winds. It can camoflaugue itself and is difficult to damage.



**Ket:** This is a lesser deity of the Avar, Chozo statuary animated to destroy invaders.

**Amra:** A sentinel left behind by the Chozo to eliminate any who seek to acquire the artifacts within, altering the temple and moving and augmenting its guards to suit its needs.

# For the Reckless Traveller



The Ankir stored their map in a data table in the observatory atop the westmost cliff. It looks a little different than the Chozo stations you are familiar with.



The Chozo built data terminals in several areas of the temple. You can back up your data here, but also charge your suit (only to half power, due to malfunction.)



The Heatwave blasts the lowest rooms of the Ruin area. It is deadly and powerful enough to carry you away. A careful eye can find these rooms on the map.



The Ankir brought power stones and phoenix stones to Nazca, along with medicines suited to carbon-based life. They brought poison as well for use on the Avar. A wary hunter can spot the difference! Look carefully.



Chozo architects locked access to certain areas of the temple by requiring a visitor to possess the proper artifact. If you can't progress immediately you may need to find an artifact in a different room first, or defeat one of several guardians.



# IDOLS AND DEITIES OF NAZCA AND THE TEMPLE



ANKIR: SISTERS OF TWO SUNS



ANKIR: THE POISON GOD



AUAR: IL. THE SPEAKING GOD



ANKIR: THE WORLD DREAMER



AUAR: KET. THE PROTECTOR



CHOZO: MUR AND YR. KEEPERS  
OF DEATH'S DOORS



AUAR: THE LYING EARTH



CHOZO: AMRA THE UNDYING



CHOZO: KAHR, LIHR, AND AHAR.  
THE ELEMENTAL DANCERS







**SPOILERS !!**

# **!! SPOILER ALERT !!**

## **A BRIEF GUIDE TO THE TEMPLE OF THE WINDS**



You make your arrival on Nazca to find yourself on a pitted cliff with strong winds. If you fall your gunship is ready to collect you and will return you to the landing site. As you leave the ship, you notice a door in the cliff to your left.

You head through the door and along a path that winds up inside the cliff then along it. You use antigrav lifts to ascend to an observatory.

Searching inside you find Cloud Boots and a map left by the Ankir which you download. You then make your way back to the ship.

You notice that with the Cloud Boots equipped, you are able to more easily jump through the strong cyclones of the cliffs. You barely cross a chasm where a broken bridge once spanned, then jump upon its dangling supports to ascend.

**SPOILERS !!**

**SPOILERS !!**

You continue on your journey, following an old path east and up the mountain to the temple entrance at its summit. You activate the antigrav lift sealing it, then drop down onto a chute that dumps you into the main entrance of the Ruins.

You collect the container there which holds the dual Chozo artifacts of Whirlwind and Dervish, and can now morph into a small tornado that can move swiftly or fly upwards a bit.

The path up is sealed so you check left and right, either path has grappleable blocks along the walls above, so instead you head down to the next room, which is below the entrance hall.

There you find the Voltaic Lance which you use to fight the heavy armor, removing its shield. But you've taken some damage at this point so you decide to check the entrance hall again.

Even though it is now guarded the entrance is unsealed. You head back to your ship. You can collect more powerups at the cliffs now with the aid of the Whirlwind artifact.

Recovered, you return to the Ruins and explore west of the entrance as the path is dry. You find the Cyclone Hall, a large, well-guarded room that you explore to find a small chamber that yields the Cyclone Beam artifact.

**SPOILERS !!**

**SPOILERS !!**



Beam in hand you head back up to the ship to restock, and then return to explore the room above the Cyclone Hall. Crossing it you see an artifact protected by a statue that you cannot remove it from. You continue on your way.

Shortly you come across a save zone in a small hall just outside the Ruin. You recharge your suit and send your data back to your ship.

Continuing west you come upon a flooded tower. After a small battle the Vortex Shield is revealed, and the path further into the Lair is cleared.

The path through the lair twists and climbs through ruined structures and halls and towers claimed by the Avar. But eventually you obtain the Windwalk artifact, and have your first trial.

After, you use the Windwalk to break through the wall in the chamber you found it in, and continue up a tower to obtain the Sun Flare.

Capable of clearing water from rooms, you head back to the Ruin to explore the east sections. In a small chamber you find the Guardian Wings.

You head to the lowest section of the Ruin's west side. Braving the Heatwave, you obtain the Squall Suit, which turns the Heatwave to rain.

The last artifact remaining is the Falcon Soul, locked away in a vault in the temple's Hold area. You leap from a precipice on the east of the Ruin into the sky to get there. The rest is yet to come...

**SPOILERS !!**

**SPOILERS !!**

## ROOMS OF THE TEMPLE:

### Cliffs

- 01 - Nazca Cliff
- 02 - Bocaro Cave
- 03 - Teller Way
- 04 - Teller Rift
- 05 - Solarium
- 06 - Ankir Villa
- 07 - Temple Gate
- 08 - Waterfall
- 49 - Chozo Cliff
- 50 - Ruined Dock

### Avar Lair

- 19 - Sunken Tomb
- 20 - Soul Spire
- 21 - River Cell
- 22 - Sunken Path
- 23 - Avar Tower
- 24 - Grotto Path
- 25 - Silent Hall
- 26 - The Watcher
- 27 - Hall of Ket
- 28 - Spirit Cell
- 29 - Rune Spire
- 30 - Solar Cell
- to Ankir Ruin B

### Ankir Ruin A

- 10 - Entry Hall
- 11 - Aquaduct
- 12 - Mezzanine
- 13 - Storm Shaft
- 14 - Grand Hall
- 15 - Eaters Cell
- 16 - Balcony
- 17 - Gazers Cell
- 18 - Broken Path
- to Avar Lair --

### Temple Stronghold

- 43 - Skyway
- 44 - Avar Aerie
- 45 - Temple Ket
- 46 - Heart Forge
- 47 - Mausoleum
- 48 - Amra Tower

### Ankir Ruin B

- 31 - Ruined Well
- 32 - Seeker Cell
- 33 - Parapets
- 34 - Soul Anvil
- 35 - Waterworks
- 36 - Sepulcher
- 37 - Catacombs
- 38 - Sentry Cell
- 39 - Tomb of Ket
- 40 - Earthworks
- 41 - Cellar Path
- 42 - Precipice





THIS PROJECT WOULD NOT HAVE SEEN COMPLETION  
WITHOUT A HUGE AMOUNT OF HELP.

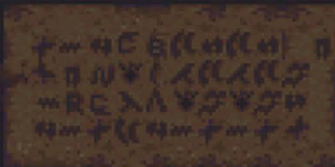
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AND THE METROID CONSTRUCTION COMMUNITY FOR ALL  
THE TEACHING, ADVICE, AND FEEDBACK, AS WELL AS  
THE "BERSERKER CONTEST" THAT SPARKED THE IDEA.



**See you again in "Super Metroid: Enmity!" - Moehr**