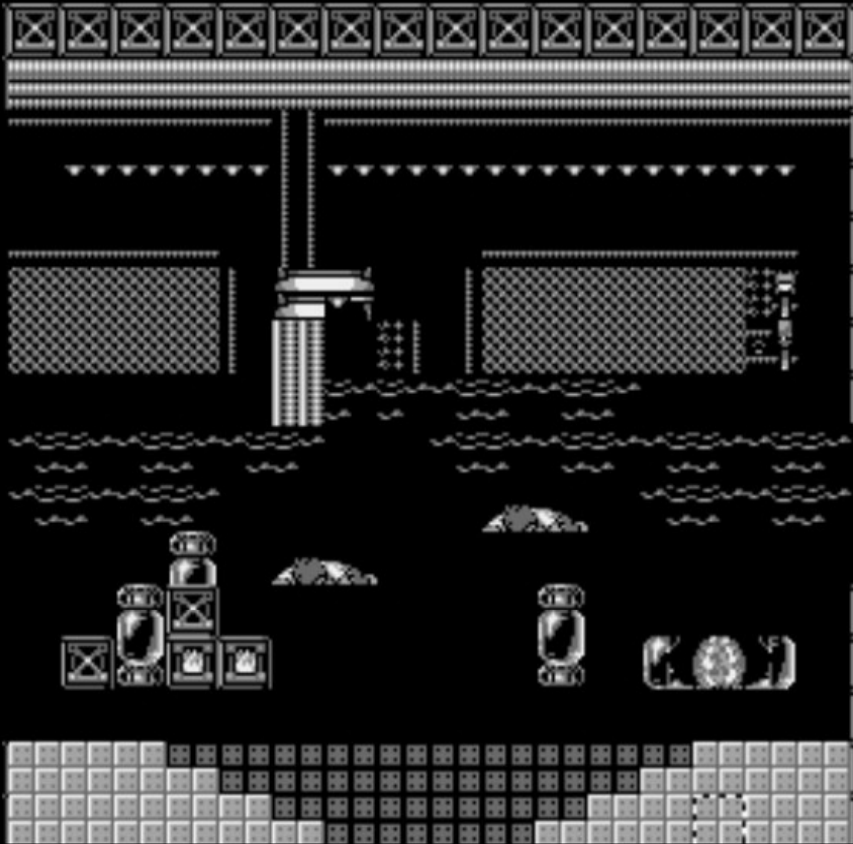


METROID™

DISTRESS CALL: ELIMINATE
PIRATES—RECOVER CARGO

START 1

©1991 Nintendo



Distress call received:

...

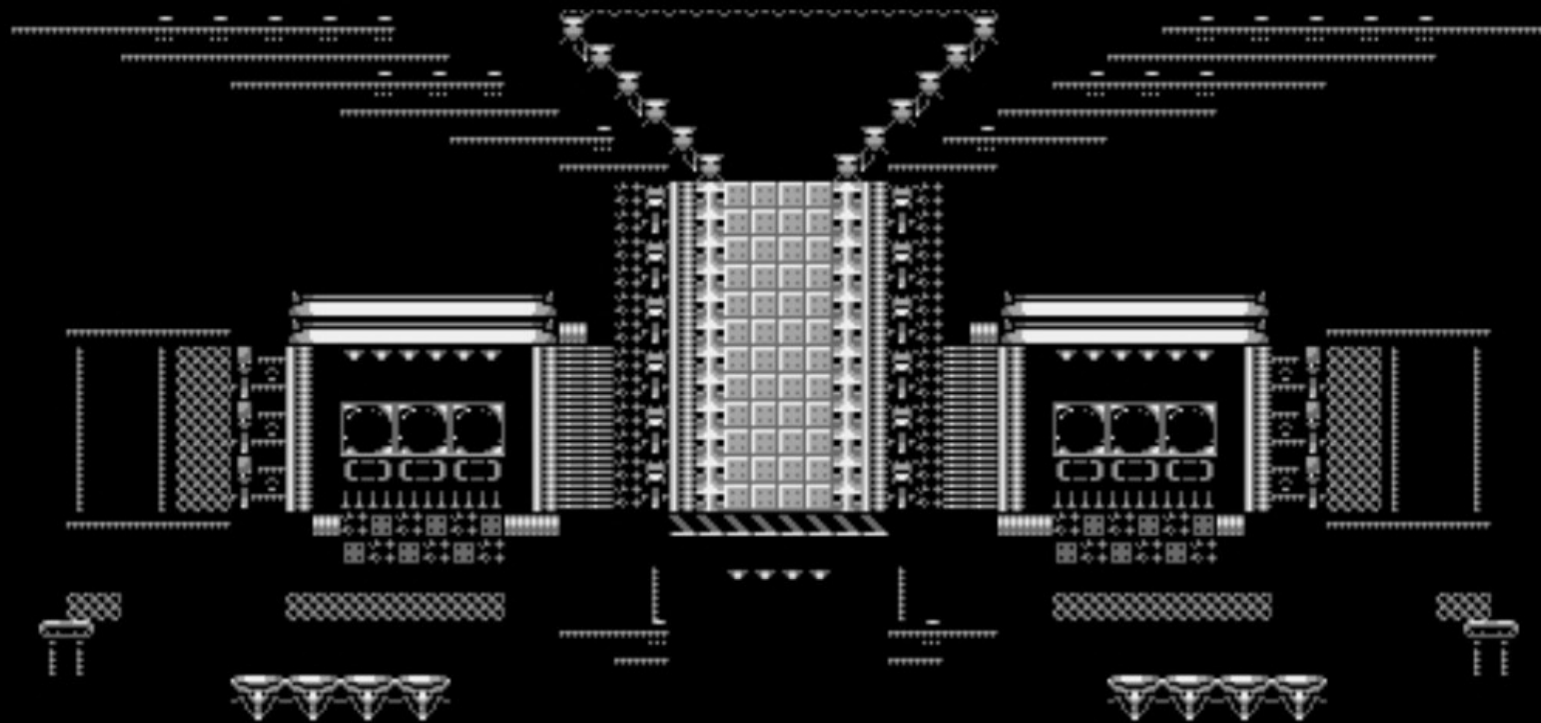
Research satellite has come under attack. Rather than risk our military project falling into the wrong hands, we have executed Process 0 eliminating all occupants.

...

With the station automata failing and organic matter weaponized there is nobody to save.

...

We rather ask that you eliminate those who have come here, and return our prototype bioweapons to the proper authorities, under article 36-C of the Galactic Border Treaty.



Mission:

Dock at the research station and investigate the situation.

Eliminate 21 pirates at all costs.

Recover 35 equipment systems if able.

The station map will be provided (press Pause to view).

In-Game Time

Items Found / Total

Total targets remaining

00:05 00/35 21



Targets in area*

Selected Beam*

Samus location

Save zone

Enter next area

Item/Beam/Tank*

Energy Refill

*Crosshair for target in area is removed when eliminated.

*Press 'Select' while viewing map to swap between beams you have found.

*Item/Beam/Tank dots disappear once collected.

BEAMS



Ice: Freezes enemies in place. Slight increase to attack power.



Wave: Passes through solid walls, and will not reflect off ricochet tiles. Moderate increase to attack power.



Plasma: Ignores enemy defenses and destroys flammable crates and other bombable tiles. Considerable attack power increase.



Spazer: Fires 3 projectiles, one straight and two at 30 degree angles. Extreme increase to attack power.

If you have collected at least two of these beams, you may select from them by pressing missile toggle while viewing the map.

CORE SYSTEMS



Bombs: Considerable damage to vulnerable enemies. Destroys flammable crates and certain other tiles. No effect on ricochet tiles. IBJ technique not required.



Spiderball: Allows Samus to travel along surfaces while morphed - even one-way tiles! Hook tiles, spikes and water will dislodge Samus from wall.



Springball: Allows Samus to jump while morphed. Combine this with bombs, spiderball, hijump or displacer items for very broken movement combos.



Varia: This heavy suit slows Samus down a little but greatly increases her defense to damage. It also grants immunity to damage from toxic gas and acid.

SUIT SYSTEMS



Jump Jets: Grant Samus additional jump height. Can be used to good effect with Displacer, Space Jump or Springball.



Space Jump: With this upgrade, Samus can perform multiple jumps in midair, provided she has not started to descend at too great a speed.



Dash Boots: These increase Samus speed while moving on the ground in Power Armor, or counters the speed loss caused by the weight of Varia Armor.

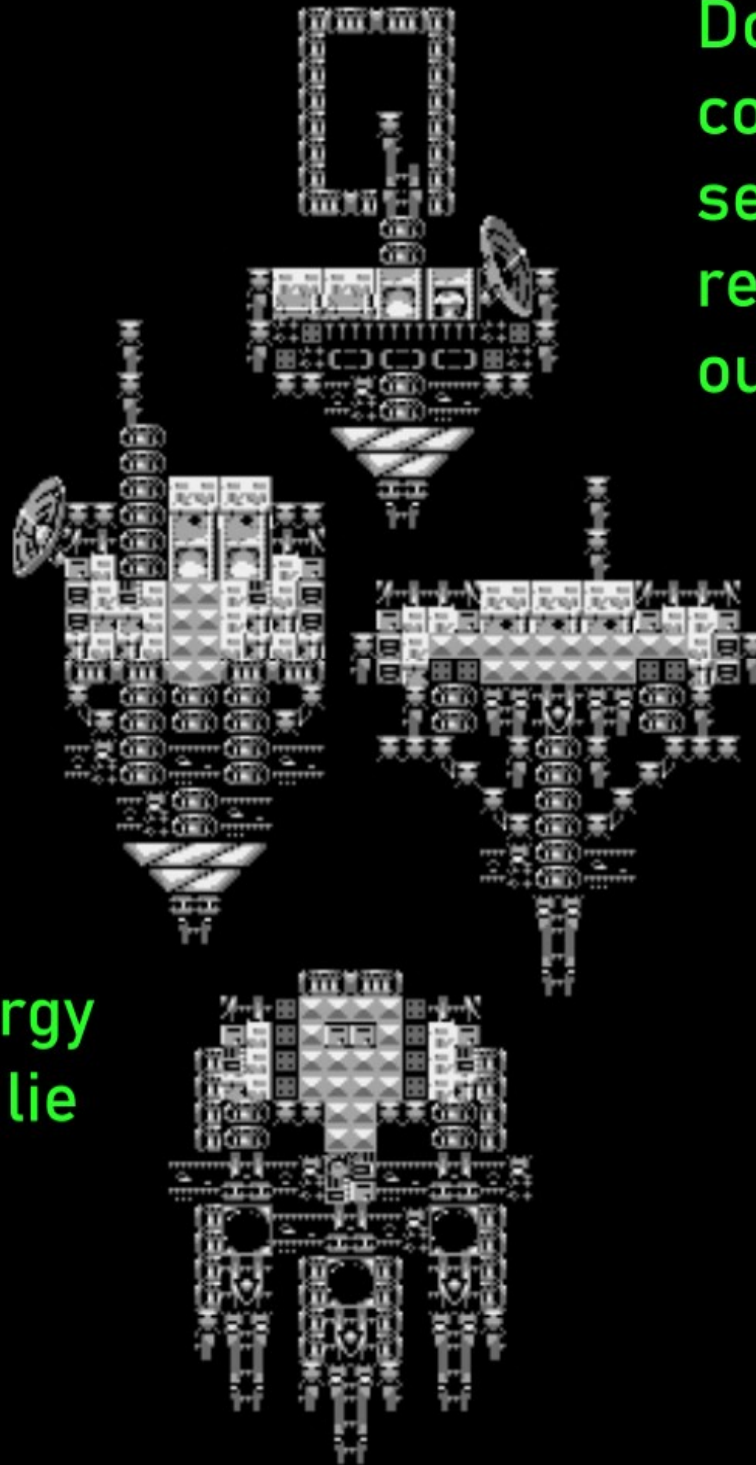


Displacer: Emits a field allowing Samus to retain full mobility in fluids like water, ooze and acid, even while morphed, and ignores magnetic force of hooks.

SATELLITE ZONES

Biotech labs: Most of the technology work happened here. The systems for water and heating are also located here.

Engineering: Energy core and cooling lie beneath the ops center and a research lab.



Docks: Due to constant construction, some sections of this area remain incomplete or outside the satellite.

Factory: Used to provide production facilities, storage, and shipping bays, along with some workers quarters.

OBJECTS OF INTEREST



Beam Bubble: This tile will collapse when fired at, and then reform after a short pause. If Samus is in contact with it when it reforms, it will inflict damage.



Acid Cloud: Drifting up from the depths of the station, they will damage Samus if she moves through them without the Varia suit. Often they signal peril nearby.



Egg Sac: Modified to produce weapon materials. Most harm you on contact, but confer 5 missile ammo as well. Some contain items and are marked on the map.



Drop Ceiling: Samus can fall through these from above and will not be able to move through them from below. Keep an eye out for them! These are solid to enemies.



Ricochet Tile: Beams that hit these will destroy them. Beams other than wave turn clockwise by 90 degrees when they collide. Bombs have no effect.



Flammable Crate: These can be destroyed by bombs or the plasma beam. Other items have no effect on them.



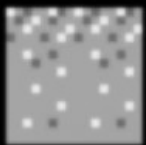
Enemy Destructible Tile: Certain enemies destroy these tiles when they contact them. Sometimes you will need enemy assistance to clear these tiles.



Jump-through platforms: Samus can pass through these from below, and can stand on top of them. These are solid to enemies.



Hooks: These will impede Samus vertical movement upwards, but can be used to jump across pits in areas with low ceilings, or rolled along in morph form.



Liquids: These come in a few forms, all of which impede Samus movement and some of which can cause physical harm.

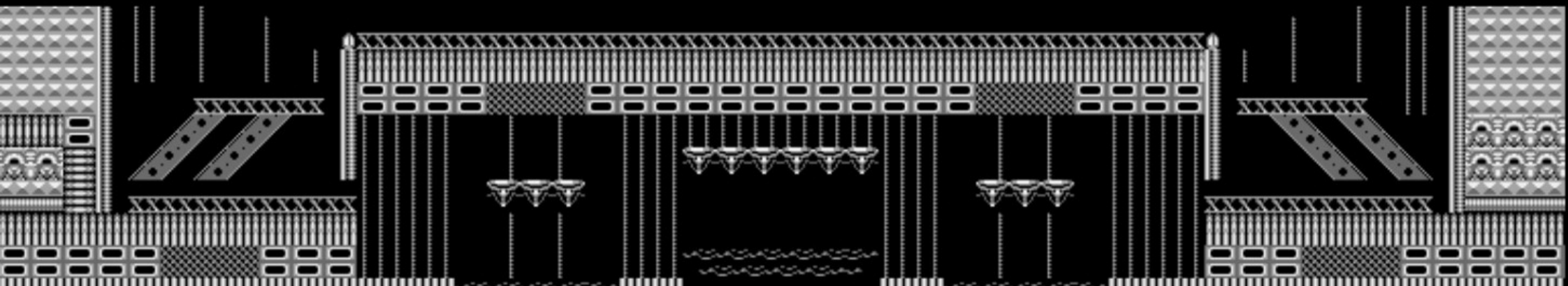


Heated Liquid: This dangerous fluid is produced and used by various space station systems, and will cause damage if you enter it without Varia equipped.



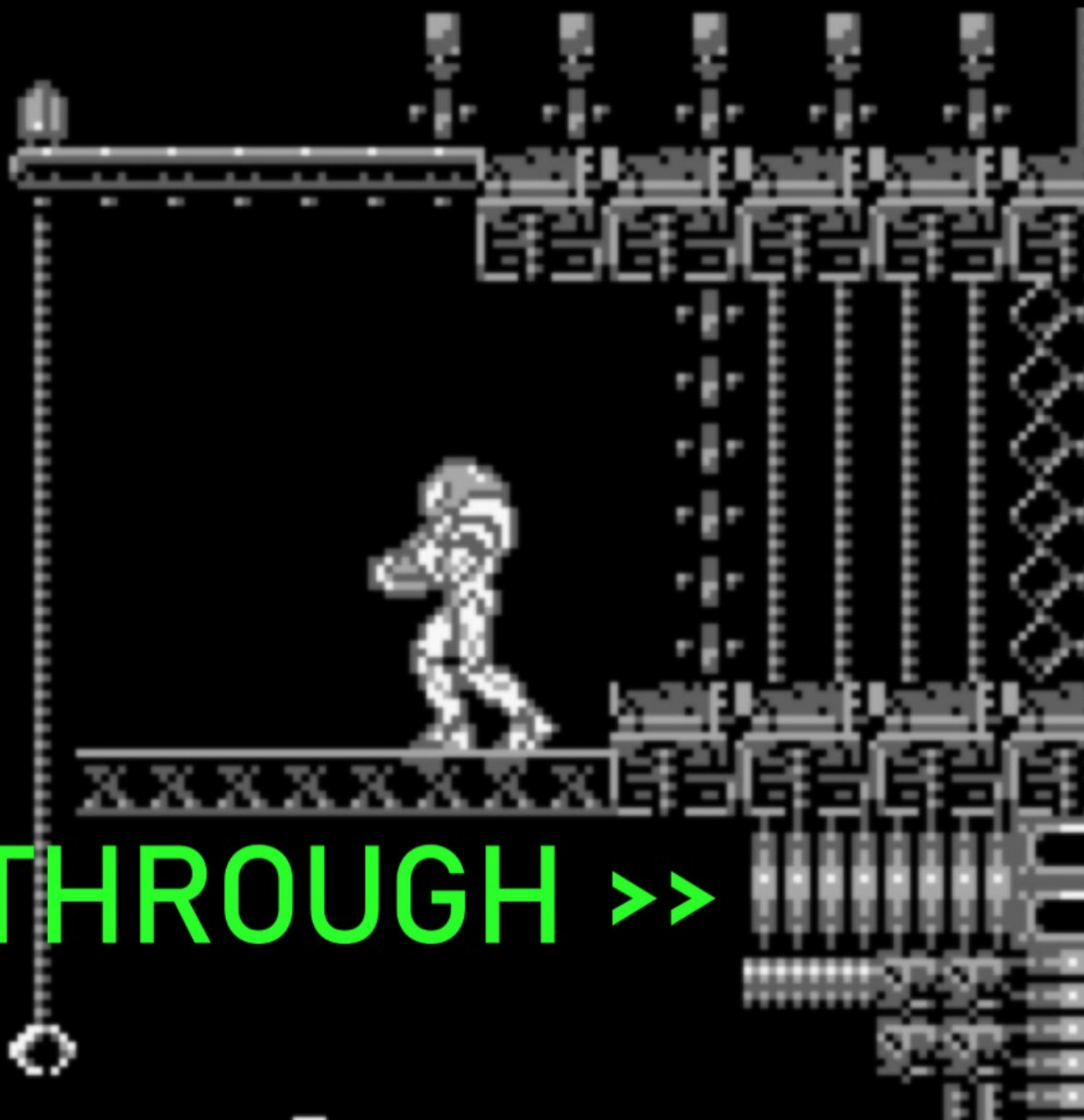
Spikes: These come in a wide variety of forms. Some of the organic ones can be destroyed with bombs or plasma beam.

SPOILERS AHEAD:



Turn page for

WALKTHROUGH >>



1 Docks: Check the map to notice an Etank available for collection. After finding the save zone, try to get to the lower energy refill; this will put you on the right track. You'll need to return here after exploring other areas.

2 Warehouse: You start in the warehouse area, where you can find two important items and 2 targets. A third item is located outside; you may have more luck getting it by crossing higher up than struggling lower down. The third target is close by. The remaining four targets are in the factory basement, but you might want some more powerful items from the next area before exploring too much.

3

Engineering: Heading to the 3rd map, you can move up towards a small set of rooms near the center, or down through three large vertical shafts and the rooms connecting them. Your goal is to cross the map, and it is fairly safe to do so on the lower route if you don't descend into the depths. You'll eliminate one target on the way, and can acquire a beam.

4

Ecodome: Head to the heights of the exterior of this area to access an important defensive item. There is an enemy target in an exterior room; after defeating it head down as far as you can and sneak into the water treatment area. You'll find another important mobility item inside this zone along with a second target.

5

Biotech: Exit the water treatment facility and ascend the tall vertical wall, towards an energy refill in the dome exterior. After restoring your health, drop down along the right to enter the biotech labs. You'll immediately find a target, then descend to find a beam and an item. Continue working your way toward the bottom of the map.

6

Thermal: The final 3 targets of this map lurk down here. If you start on the right and then work your way left and up, you'll emerge near the Docks. Return to your ship to restock missiles if needed; if not, head up and back to the Ecodome exterior. Cross through the center and return to Engineering, one map to the

7 Operations: Head to the group of small rooms in the upper center of this map. Head right across the long hall and proceed to the last beam, then double back. Hunt down 4 targets in this area, and obtain 2 items. Then, head to the depths to obtain the last item and eliminate the last target. Exit this map to the right.

8 Factory: As soon as you return to the Warehouse map, head down to the Factory depths. 4 targets await you here. Start off heading left, then clear the center, then clear the depths, then head back up and clear the right side. With all targets gone, exit the map on the right.

9 Exit: The last target will be encountered on the return to your ship. Defeat it, then leave the station.

Special thanks

RT-55J for the source work, ASM help, build scripts and testing
Conner for LAMP M2 level editor and testing
P.JBoy for the disassembly work and ASM help
Digital Mantra for testing, feedback, and map glyph
L00-E and nlce-T for testing and m2 hacking comraderie
Liam for ROSE editor and inspiration
Paragon, Dirtcat, and Mindflower for watching this come together, and testing once it did
Albert V. for inspiration and support
Mariofan2468, neen, Benox50, Exister, Scyzer, OmegaDragnet7, the Dopefish, and anyone else who's looked at this along the way, especially in the little m2 server.

**METROID
CONSTRUCTION**

built in **LAMP**



ConConner/LAMP

Feature-rich editor for the GameBoy game Metroid II: Return of Samus



<https://github.com/ConConner/LAMP>

- Creation of project files and ROM compilation
- Area/room view with duplicate data guides
- Object, screen and transition editing
- Tiledset view, editor, and definitions
- Tile editing

*distressCall can be edited in LAMP



Also try

KARID-X

Samantha Arantes, middle of the road Space Hunter Extraordinaire, has just completed yet another mission for hire- obtaining the head of the parasitic life vein Karid-X. But now she must face her most difficult challenge yet: get to the dry cleaners to get her suit cleaned. Brave the horrors of local traffic, a broken economy, unreliable home automation, and less-than-attractive neighbors in this quest for cleanliness!

With the current demo featuring award-winning art, one (1) devious puzzle, and a boulder gun, Samantha Arantes vs. Karid-X2 will leave you wanting more. Leave a comment on the game's page on itch.io if you want to see the full, completed, and unredacted version of Samantha Arantes' exploits in the near-to-distant future!

PLAY IT NOW AT <https://rt-55j.itch.io/karid-x2>



Also try

MARIORDOID

MARIMUS RETURNS



The princess has been kidnapped, but she is not in another castle, but on another planet! Bowser has kidnapped the princess (again!) and taken her to the alien planet SR388, where he has made it his base. Control Marimus to search the planet's cave system and kill all the Koopas as you try to rescue the princess. The bizarre gravity of SR388 means that you don't have the necessary force to stomp on enemies, so you will have to shoot them with your new gun. Find new abilities, such as the Tanooki Suit, P-Wing and Bombs to explore new areas and kill every Koopa on the planet!

distress call
sr5202388
> respond

