

= Super Metroid =

Super Metroid is an action @-@ adventure video game published by Nintendo , developed by its Research & Development 1 ( R & D1 ) division , and programmed by Intelligent Systems for the Super Nintendo Entertainment System . It was released in Japan on March 19 , 1994 , in North America on April 18 , and in Europe and Australia on July 28 . The game was directed and written by Yoshio Sakamoto , and produced by Makoto Kano , with Gunpei Yokoi serving as general manager . It is the third game in the Metroid series .

Super Metroid is a direct sequel to Metroid II : Return of Samus ( 1991 ) . The player controls bounty hunter Samus Aran as she attempts to retrieve a Metroid larva stolen by the Space Pirate leader Ridley . The gameplay focuses on exploration , with the player searching for power @-@ ups that are used to reach previously inaccessible areas . It introduces new concepts to the series , such as the inventory screen , an automapping facility , and the ability to fire in all directions .

Super Metroid received critical acclaim , and is widely considered by many critics and gamers to be one of the greatest video games of all time , owing to its use of atmosphere , gameplay , audio , cinematic elements and graphics . While the game sold poorly in Japan , it fared better in North America and Europe . Super Metroid became popular among players for speedrunning , and its gameplay and design influenced other games , including Shadow Complex and Axiom Verge . The game was followed by the 2002 release of Metroid Fusion and Metroid Prime , ending the series ' eight @-@ year hiatus . Since 2007 , Super Metroid has been released for the Virtual Console service on the Wii , the Wii U , and the New Nintendo 3DS .

= = Gameplay = =

Super Metroid is an 2D , side @-@ scrolling action @-@ adventure game , which primarily takes place on the fictional planet Zebes ? a large , open @-@ ended world with areas connected by doors and elevators . The player controls Samus Aran as she searches the planet for a Metroid that was stolen by Ridley , the leader of the Space Pirates . Samus can run , jump , crouch , and fire a weapon in eight directions ; she can also perform other actions , such as wall jumping ? jumping from one wall to another in rapid succession to reach higher areas . The " Moon Walk " ability , named after the popular dance move of the same name , allows Samus to walk backwards while firing or charging her weapon . The heads @-@ up display shows Samus ' health , the supply mode for reserve tanks , icons that represent weapons , and an automap that shows her location and its surroundings .

Throughout the course of the game , the player collects power @-@ ups that enhance Samus ' armor and weaponry , as well as grant her special abilities , allowing Samus to access areas that were previously inaccessible . The Morph Ball allows Samus to curl into a ball , roll into tight places and plant bombs ; the Spring Ball adds an ability to jump while in Morph Ball form . The Speed Booster can be used to run at high speeds , and can crash onto barriers and enemies . The Space Jump allows Samus to jump infinite times to cover great distances , and the Hi @-@ Jump Boots allow for a higher jump . The Grapple Beam can be used to swing across open areas . The X @-@ ray Scope is used to see items and passages through walls and other surfaces .

Super Metroid features an inventory screen , in which the player can enable and disable weapons and abilities , combine Samus ' weapon beams , or replenish her health by using acquired reserve tanks ; when the supply mode is set to " auto " , the reserve tanks are automatically used if Samus ' health is depleted . The save system from Metroid II : Return of Samus returns in Super Metroid , which allows the player to save and resume the game at any of the save points scattered around the planet . The player can also save the game at Samus ' gunship , which fully recharges her health and ammunition as well . Super Metroid has three endings based on the time taken to complete the game , which determine whether Samus poses with or without her suit . The best ending is achieved when the game is completed under three hours .

= = Plot = =

Super Metroid opens with a narrative by bounty hunter Samus Aran . Samus describes how a Metroid larva hatched from an egg and immediately imprinted upon her , believing her to be its mother . She brought the larva to Ceres Space Colony , where scientists believed that they could harness its power . Just after she left the colony , she received a distress call and returned to find the scientists dead and the larva stolen by Ridley ? the leader of the Space Pirates . Samus escapes from the space colony when its self @-@ destruct sequence is activated , and follows Ridley to the planet Zebes . There , she searches for the stolen larva in a network of caves , and finds that the Space Pirates rebuilt and expanded their base on Zebes .

Along the way , Samus defeats four of the Space Pirate bosses , including Kraid and Ridley , and arrives in Tourian ? the heart of the Space Pirate base . There , she encounters the Metroid larva , which has now grown to an enormous size . It attacks Samus and nearly drains all of her energy before it realizes who she is , and then departs . Samus recharges her energy and confronts Mother Brain , the biomechanical creature that controls the base 's systems and all the enemy forces on Zebes . Mother Brain nearly kills Samus , but is then attacked by the Metroid larva , which drains it of its energy and transfers it back to Samus . Mother Brain recovers and destroys the Metroid in retaliation , but is in turn defeated by Samus with the Hyper Beam ? an extremely powerful weapon created from the energy given to her by the Metroid . Afterward , a planetary self @-@ destruct sequence begins , which Samus narrowly escapes . If the player rescues the Dachora and the Etecoons ? the creatures Samus encountered earlier in the game ? during the escape , they are shown leaving the planet in the distance .

= = Development = =

Super Metroid was developed by Nintendo R & D1 with a staff of 15 people managed by Gunpei Yokoi . The game was directed and written by Yoshio Sakamoto , and produced by Makoto Kano . Intelligent Systems , who co @-@ developed the original Metroid with R & D1 , handled the programming for Super Metroid . The game , which was released almost a decade after the original Metroid game , took half a year to gain approval for the initial idea , and actual development of the game took two more years to complete . When asked why the game took so long to make , Sakamoto responded , " We wanted to wait until a true action game was needed . [ ... ] And also to set the stage for the reappearance of Samus Aran . " Previously visited areas were added to Super Metroid to add a sense of familiarity that would satisfy players of previous Metroid games .

The developers ' primary goal was to make the game a " good action game " . They wanted the game to have a large map , but found it difficult to organize the amount of graphic data involved . Coming up with several ideas , the developers decided to break the game up into many mini @-@ adventures . New weapons are introduced to the Metroid series in Super Metroid , including the Grapple Beam , used to latch a laser beam onto the ceiling . The game is the first in the series to let Samus fire in all directions while moving , and it is among the first open world games to offer the player a mapping facility . The feature shows the outlines of rooms , locations of important rooms , and dots for special items . Shortly before the game 's release , the Entertainment Software Rating Board , a self @-@ regulating organization , was formed in response to the increasing violence found in games such as 1992 's Mortal Kombat . When asked whether he thought that recent game violence controversy would cause any negative backlash for Super Metroid , Sakamoto stated , " We don 't think there 's too much violence in the game . " Using Samus as an example , he explained that her purpose is to maintain peace in the galaxy , claiming , " It 's not violence for the sake of violence . " The game was demonstrated at the Winter 1994 Consumer Electronics Show , and was named the best SNES game at the show by GamePro . Super Metroid was distributed on a 24 @-@ megabit cartridge , making it the largest SNES game at the time of its release . The game 's opening dialogue was voiced by Dan Owsen .

= = = Music = = =

The music for Super Metroid was composed by Kenji Yamamoto and Minako Hamano , and uses 16-bit versions of music from previous games . According to Yamamoto , he came up with the game 's theme by humming it to himself while riding his motorcycle from work . In addition to composing music , Yamamoto served as a sound programmer and created sound effects for the game . These simultaneous roles allowed him " to produce distinct Metroid music with a sound programmer 's ear , with a sound effect creator 's ear , and with the approach methodology and theory of a composer . " The arrangements and remixes of the game 's themes were used in Metroid Prime and its sequels , because Yamamoto wanted " to satisfy old Metroid fans . It 's like a present for them . "

Most of the tracks from Super Metroid were released in an album , Super Metroid : Sound in Action , on June 22 , 1994 . Published by Sony Records under the catalog number SRCL-2920 , it contained 38 tracks and covers a duration of 58 : 49 . The album also include the original Metroid tracks composed by Hirokazu Tanaka , and additional tracks arranged by Yoshiyuki Ito and Masumi Ito .

== Release ==

Super Metroid was released by Nintendo in Japan on March 19 , 1994 ; in North America on April 18 , 1994 ; and in Europe on July 28 , 1994 . It was re-released in Japan on September 30 , 1997 , as a downloadable game for the Nintendo Power flash memory cartridge . It became available as a Wii Virtual Console title in North America on August 20 , 2007 , in Japan on September 20 , 2007 , and in Europe on October 12 , 2007 . In Super Smash Bros. Brawl , Super Metroid is also one of the trial games available in the " Masterpieces " section , which uses Virtual Console technology to emulate older hardware and have time constraints . Super Metroid was released for the Wii U Virtual Console on May 15 , 2013 ; it was initially available during the trial campaign for a cheaper price , and it was reverted to its regular price on June 13 , 2013 . Users who own the Wii Virtual Console version of the game will be able to get the Wii U Virtual Console version for a reduced price . The New Nintendo 3DS Virtual Console version was released on April 14 , 2016 .

== Reception ==

Super Metroid was met with widespread critical acclaim . Chris Slate of the Game Players video game magazine thoroughly enjoyed Super Metroid , claiming that it " easily lives up to everyone 's high expectations " . He was satisfied with how Nintendo mixed complex gameplay with " state-of-the-art " graphics and sound . Slate found the newly added auto-mapping feature something that players really needed , saying that it was the only feature in Super Metroid that the original Metroid should have had . Concluding his review , Slate stated , " Action fans can 't afford to miss Super Metroid . [ ... ] You 'll want to play through again and again even after you 've beaten it . " Nintendo Power mentioned that the game " may well be the best action adventure game ever " , calling it the " wave of the future " . They praised the game 's graphics , sound , and controls , while their only negative comment was , " Even 100 megabits of Metroid wouldn 't be enough . " Electronic Gaming Monthly gave Super Metroid their " Game of the Month " award , comparing it favorably to the original Metroid and applauding the graphics , the many weapons and items available , and the music . Each of the four reviewers gave it scores of nine out of ten . GamePro criticized that the controls are often awkward or difficult and that many of the power-ups are either lifted from other SNES games or simple upgrades of other power-ups in the game , but praised the game 's massive size along with the auto-mapping feature , saying it " makes a potentially frustrating game accessible to a far wider audience . " GamesRadar was pleased with the game 's " phenomenal " soundtrack , complimenting it as " one of the best videogame scores of all time " .

The former British video game publication Super Play , which had three editors review the game , also enjoyed it . The magazine 's Zy Nicholson noted that the game was better than his favorite

game , Mega Man X , describing Super Metroid as " more of an experience than a game " . Comparing the game to the 1986 film Aliens , Nicholson felt that the game was best experienced when played in the dark with the volume turned up . He found the game so compulsive that he was tempted to play " without eating or sleeping " . The publication 's Tony Mott named the game 's atmosphere its best aspect , calling the game a mix of Turrican ( 1990 ) , Aliens , Exile ( 1989 ) , and Nodes of Yesod ( 1985 ) . Appreciating the game 's controls , Mott applauded Nintendo 's ability to create a refined gameplay . He concluded his review by calling Super Metroid " undoubtedly the best game I 've played this year so far " , predicting that anyone who plays the game would be " playing a game destined for classic status " . The third reviewer , James Leach , agreed with Nicholson and Mott that Super Metroid was what Mega Man X should have been . Concluding his review , Leach wrote that Super Metroid contained everything he looked for in a video game : " playability , hidden tricks , powerful weapons and steamingly evil baddies " . After summarizing the reviews , the magazine 's verdict was , " We all love this game . Super Metroid is absolutely marvelous and you should own it . "

IGN called Super Metroid 's Virtual Console version a " must @-@ own " , commenting that although the game was released nine months after the Wii launched , they felt that it was worth the wait . For players who have never played Super Metroid , IGN claims that they owe themselves as gamers to " finally find out about what you 've been missing all these years " . In his review for GameSpot , Frank Provo found it " absolutely astonishing that Nintendo let 13 years go by before making Super Metroid readily available again " , but considered the most important thing was that players " can now play this masterpiece without having to track down the original Super Nintendo Entertainment System cartridge or fumble with legally questionable emulators " . Despite admitting that the Virtual Console version was essentially " nothing more than a no @-@ frills , emulated version of a 13 @-@ year @-@ old SNES game " that was no longer cutting @-@ edge , he was still pleased with it and reiterated his belief that Super Metroid is " one of the best 2D action adventure games ever produced " .

When Super Metroid launched in Japan , GamesRadar 's Andy Robinson noted that it was released " at the wrong place , at the wrong time " . Struggling against more commercially popular games , such as Donkey Kong Country in 1994 , along with the launch of the PlayStation and Sega Saturn video game consoles , Super Metroid sold poorly in Japan . With the help of strong marketing from Nintendo , Super Metroid sold better in North America and Europe , and a year after its release , Nintendo placed it on their Player 's Choice marketing label .

== Awards and accolades ==

Super Metroid received several awards and honors . Electronic Gaming Monthly named it Game of the Month for May 1994 , gave it an Editors ' Choice award , awarded it as the Best Action Game of 1994 , and named it the Best Game of All Time in 2003 . In IGN 's yearly Top 100 Games of All Time lists , Super Metroid was ranked 3rd ( 2003 ) , 10th ( 2005 ) , 4th ( 2006 ) , and 7th ( 2007 ) . GamePro listed Super Metroid as one of the 15 Retro Games for the Wii You Must Play . Super Metroid was placed 1st on GamesRadar 's list of the Best Super Nintendo Games of All Time , beating out Chrono Trigger ( 2nd ) and The Legend of Zelda : A Link to the Past ( 3rd ) . Super Metroid was also named the best Super NES game of all time by ScrewAttack , beating out The Legend of Zelda : A Link to the Past ( 2nd ) and Final Fantasy VI ( 3rd ) . Classic Game Room 's CGR Undertow series named Super Metroid the best Super NES game of all time as well , beating out The Legend of Zelda : A Link to the Past ( 2nd ) and Super Mario World ( 3rd ) . Nintendo Power named Super Metroid the best game in the Metroid series , beating out Metroid Prime ( 2nd ) and Metroid : Zero Mission ( 3rd ) .

== Legacy ==

After Super Metroid 's release , there would not be another sequel for eight years , as none of the games in the Metroid series up to this point had enjoyed the level of success that the Mario and The

Legend of Zelda franchises had . Yokoi , who had involved in producing the first two Metroid games , left Nintendo after the commercial failure of the Virtual Boy , and died in 1997 in a car accident . During the series ' hiatus , fans eagerly awaited a Metroid title for the Nintendo 64 . Sakamoto considered creating an N64 title , but was not interested in being part of its development , mainly because of the console 's controller . Nintendo approached another company to make an N64 Metroid , but the offer was declined because the developers thought they could not make a game that could equal Super Metroid 's standards . Mario and The Legend of Zelda series creator Shigeru Miyamoto said that Nintendo " couldn 't come up with any concrete ideas " on the N64 game . Super Metroid 's co -@-@ developer Intelligent Systems considered continuing the series on the Game Boy Color , but the idea was dropped due to the handheld 's technical limitations .

In 2002 , two new Metroid games were released by Nintendo , marking the return of the series after an eight @-@ year hiatus . The games were Metroid Fusion , a 2D side @-@ scroller developed for the Game Boy Advance by Nintendo R & D1 , the same team that developed Super Metroid ; and Metroid Prime , a first @-@ person action @-@ adventure game developed for the GameCube by Retro Studios ? Nintendo 's first @-@ party developer based in Austin , Texas , and the first Metroid game to feature 3D computer graphics . Both Fusion and Prime garnered critical acclaim , with the latter winning several Game of the Year awards . After Metroid Prime , three more games in the first @-@ person perspective and a pinball spin @-@ off were released , including its sequel , Metroid Prime 2 : Echoes .

As Super Metroid gave players awards based on how long it took them to complete the game , it has become a popular choice for speedruns , a style of play in which the player intends to complete the game as quickly as possible for the purpose of competition . With the releases of Super Metroid and Konami 's 1997 game Castlevania : Symphony of the Night , the formula on exploration and weapon upgrading elements these games presented would form the foundations of the " Metroidvania " genre . The gameplay and design of Super Metroid influenced other games , such as Chair Entertainment 's Shadow Complex , and Tom Happ 's Axiom Verge . Marty Sliva of IGN writes that The Swapper , a puzzle @-@ platform game developed by Facepalm Games , is " just might be the closest thing to Super Metroid 's atmosphere that I ? ve ever played . "

Several ROM hacks of Super Metroid have been released by fans , which added new features that are not included in the original game . Super Metroid : Redesign , created by " drewseph " in 2006 , features new items , expanded areas and modified physics . In 2011 , a Japanese hacker " SB " released a ROM hack titled Metroid : Super Zero Mission , which intends to combine elements from Super Metroid and the later @-@ released Metroid : Zero Mission .