

Manuals.plus /

› Nintendo /

› Super Metroid Game Instruction Manual for Super Nintendo Entertainment System

## Nintendo Super Metroid

# Super Metroid Game Instruction Manual

For Super Nintendo Entertainment System (SNES)

## INTRODUCTION

This manual provides essential information for setting up, playing, and maintaining your Super Metroid game cartridge for the Super Nintendo Entertainment System. Please read these instructions carefully to ensure proper use and enjoyment of the game.



Image: Super Metroid game cartridge and its original packaging. This image displays the front of the game box and the game

cartridge, which is designed for the Super Nintendo Entertainment System.

## SETUP

---

Follow these steps to set up your Super Metroid game on the Super Nintendo Entertainment System:

1. **Connect the SNES Console:** Ensure your Super Nintendo Entertainment System console is properly connected to your television and power source according to its own instruction manual.
2. **Insert the Game Cartridge:** With the SNES console powered off, gently insert the Super Metroid game cartridge into the cartridge slot on top of the console. Push down firmly until it clicks into place. Do not force the cartridge.
3. **Connect Controllers:** Plug your SNES controllers into the controller ports on the front of the console.
4. **Power On:** Turn on your television and select the correct input channel. Then, power on the SNES console. The Super Metroid title screen should appear.

## OPERATING INSTRUCTIONS

---

### Basic Controls

Familiarize yourself with the standard Super Nintendo controller layout:

- **Directional Pad (D-Pad):** Move Samus Aran (up, down, left, right).
- **A Button:** Jump.
- **B Button:** Fire weapon.
- **X Button:** Select item/weapon.
- **Y Button:** Use selected item/weapon.
- **L/R Buttons:** Aim diagonally (L for up-left/down-left, R for up-right/down-right).
- **Start Button:** Pause game, access inventory screen.
- **Select Button:** Cycle through beam weapons (when available).

### Starting the Game

From the title screen, press the **Start** button to begin a new game or load a previously saved game.

### Saving Progress

Super Metroid utilizes a battery-backed save system. To save your game progress, locate a **Save Station** within the game world. Stand on the Save Station and press the appropriate action button (usually **Down** on the D-Pad) to initiate the save process. Ensure the save is complete before turning off the console to avoid losing data.

### Gameplay Overview

As Samus Aran, you will explore the alien planet Zebes, navigating complex environments, defeating hostile creatures, and acquiring power-ups to enhance your abilities and access new areas. The game emphasizes exploration and discovery. Pay attention to your surroundings and experiment with new abilities to progress.

## MAINTENANCE

---

Proper care of your Super Metroid game cartridge will ensure its longevity and reliable performance:

- **Cleaning the Cartridge:** If the game does not start or experiences glitches, the cartridge connectors may be dirty. Gently clean the gold-plated connectors on the bottom of the cartridge using a cotton swab lightly dampened with isopropyl alcohol. Allow it to dry completely before reinserting into the console.
- **Storage:** Store the game cartridge in its original box or a protective case when not in use. Keep it away from direct sunlight, extreme temperatures, dust, and moisture.
- **Handling:** Always handle the cartridge by its plastic casing. Avoid touching the gold-plated connectors directly, as oils from your skin can cause corrosion.
- **Console Care:** Refer to your Super Nintendo Entertainment System console's manual for general cleaning and maintenance instructions.

## TROUBLESHOOTING

---

If you encounter issues while playing Super Metroid, try the following solutions:

- **Game Does Not Start:**
  - Ensure the cartridge is fully and correctly inserted into the SNES console.
  - Clean the cartridge connectors as described in the Maintenance section.
  - Verify that the SNES console is powered on and connected to the TV correctly.
- **Game Freezes or Glitches:**
  - Turn off the console, remove the cartridge, and reinsert it firmly.
  - Clean the cartridge connectors.
  - Ensure the console is well-ventilated and not overheating.
- **Save Data Lost or Not Saving:**
  - Super Metroid uses an internal battery to retain save data. If the battery is depleted, save data may be lost or unable to be saved. This typically requires professional replacement of the internal battery within the cartridge.
  - Always save your game at a Save Station before powering off the console.

## SPECIFICATIONS

---

Feature	Detail
Computer Platform	Nintendo Super NES
UPC	045496830298
ASIN	B00002SVFV
Product Dimensions	5.3 x 3.4 x 0.8 inches
Item Weight	3.2 ounces
Manufacturer	Nintendo
Language	English
Rated	Everyone
Date First Available	January 1, 2000