

Super Metroid Checklist

Criteria

- Bombs:
- Missile Tanks (8):
- Super Missile Tanks (1):
- Power Bomb Tanks (1):
- Energy Tanks (2):

Wrecked Ship

- Gravity Suit:
- Missile Tanks (3):
- Super Missile Tanks (2):
- Energy Tanks (1):
- Reserve Tanks (1):

Brinstar

- Charge Beam:
- Morph Ball:
- Spazer:
- Varia Suit:
- X-Ray Scope:
- Missile Tanks (12):
- Super Missile Tanks (3):
- Power Bomb Tanks (5):
- Energy Tanks (5):
- Reserve Tanks (1):

Norfair

- Grapple Beam:
- Hi-Jump Boots:
- Ice Beam:
- Screw Attack:
- Speed Booster:
- Wave Beam:
- Missile Tanks (15):
- Super Missile Tanks (1):
- Power Bomb Tanks (3):
- Energy Tanks (4):
- Reserve Tanks (1):

Maridia

- Plasma Beam:
- Space Jump:
- Spring Ball:
- Missile Tanks (8):
- Super Missile Tanks (3):
- Power Bomb Tanks (1):
- Energy Tanks (2):
- Reserve Tanks (1):

Totals

- Missile Tanks (46):
- Super Missile Tanks (10):
- Power Bomb Tanks (10):
- Energy Tanks (14):
- Reserve Tanks (4):