

Super Metroid: Subversion

100% Route - Early Temple Cleanup, Early Suzi

Misc Notes

- Super Metroid: Subversion Map
 - <https://docs.google.com/spreadsheets/d/1NOjQQQxQpBwLk8kX0f107v4d23QrgZY9Mj8V26lpIHs/edit?usp=sharing>
- This route (Early Temple, Early Suzi, route “1”) was made by Komaru on 2022-09-24, and will likely fall out of date. However, if there are minor updates, errors to fix, corrections, etc, feel free to contact me:
 - Komaru#8839 on discord
 - <https://bsky.app/profile/komarulon.bsky.social>
- There have been a few minor alterations to the route, such as moonfalling to Super Missile early. If you want an unchanging version, make a copy. However, if there’s a very major change, I will .live.make a new route doc entirely
- Some strat notes I put in comments
- It is unknown what the current fastest 100% route is. This doc is in a series of a few docs with varying routes
 - This route features Early Temple Cleanup
 - After getting Grapple Beam & Turning Power On, we head out right, and clean up the Fire Temple and Life Temple. Then, we use the new path added in 1.2 to do some items in the Pirate Research Lab.
 - After Turning Power On, we go directly up to the Sky Temple.
 - This option may be slower, because we can do the Pirate Research Lab cleanup later. However, with Early Suzi, we will want these items early.
 - This route features Early Suzi
 - Hyper Torizo can be very difficult!
 - After crashing the space station, we go directly to Suzi Island, without Screw Attack or Plasma
 - This option may be slower, because you will not have Screw Attack and extra damage for Suzi and Hyper Torizo. However, it may be faster, because it involves slightly less backtracking, and having Hypercharge from the crash through Screw Attack.
 - Early Suzi, Early Temple: This document
 - Late Suzi, Early Temple:
<https://docs.google.com/document/d/1KqrcTqkfBcfP3XLsHKD0YdhybHSmwq3eA4p6ToO33Ss/edit?usp=sharing>
 - Late Suzi, Late Temple:
https://docs.google.com/document/d/1M85AMqO1RihbNa88aBKjLXbP3m6Rqml7p1dfZx86_xQ/edit?usp=sharing

Tech to Know

- Left-side Gate Glitch
 - This works in Subversion. Moonwalk recommended, bonk into gate. Angle up, shoot, and quickly moonwalk backwards, second shot should open gate.
 - Alternatively without moonwalk, bonk into gate. Turn around, take the smallest possible step, turn around, run+shoot at the same time to open gate.
- Right-side Gate Glitch
 - In Subversion, you can do this with no beam upgrades by standing a few pixels to the right of the gate
 - Otherwise, the normal method of shooting a missile as you move towards the gate works as well
- Moonfall + Gravity Boots Moonfall
 - <https://wiki.supermetroid.run/Moonwalk#Moonfall>
 - Remove Gravity Boots and perform

The Route

- Space Port
 - Left at *Station Corridor*
 - *Compartments* - 1st path going up, 2nd path going down
 - **Missile**
 - Down at *Station Corridor*
 - Down at *Lounge* - **Gantry Small Ammo**
 - Top Left at *Crew Quarters* - **Small Ammo**
 - Top Right at *Crew Quarters*
 - *Main Engineering* - Glitch gate and make your way to Ridley.
- Surface
 - Hold left to skip the 1st Kago
 - **Morphing Ball**
 - *Ocean Shore* - **Small Ammo** in floor
 - **Gravity Boots**
 - Back to *Impact Crater* - **9 ammo needed**
- Vulnar Caves
 - **E-Tank**
 - Up at *Roosting Cavern* - **6 ammo needed**

- Ignore *Way of the Watcher* time puzzle, just head up
- **Speed Ball**
- Bottom left at *Way of the Watcher - Monitoring Station* **Small Ammo**
- Right at *Roosting Cavern*, head towards Bombs - **7 ammo needed**
- **Bombs, Bomb Torizos**
- *Hall of the Elders* - **Small Ammo**
- (Optional - timeloss?) - *Cistern* - **Space Jump Boost**
- Right at *Cistern Access Tunnel*
- Top left at *Causeway - Causeway Overlook* - **Small Ammo**
- Pirate Research Lab
 - (Optional, unknown time) - *West Corridor* - head right for **Damage Amp**
 - Down Left at *West Corridor* for **Hi-Jump**
 - Head through Hydrology Gauntlet
 - **Aqua Suit**
 - Head out left towards the Ocean
- Vulnar Caves
 - Down in *Trophobiotic Chamber*, **Small Ammo** first, then **E-Tank**
 - Left out towards the Ocean
- Surface
 - *Ocean Shore* - **Small Ammo** in ceiling
 - *Ocean Shore* and *Ocean Shallows* - Moonfall into Green Door
- Ocean Floor
 - Down in *Sediment Canyon*, **Small Ammo**
 - Right, then down the sand pit. *Eddy Channel* **Small Ammo**
 - Left to **Super Missile**, head up and out
 - Left in *Meandering Passage*, **Small Ammo**
 - Right in *Meandering Passage*, towards surface
 - Left in *Ocean Shallows*, Head towards Kraid. **Refuel Tank**
 - **Kraid, Dark Visor**
 - Right in *Sea Cave Upper Hall*
 - Up left in *Sea Cave Shaft*, **E-Tank, Small Ammo**
 - Right in *Sea Cave Shaft*, all the way back to the caves
- Vulnar Caves

- Hope you didn't forget that Small Ammo and E-Tank earlier (Down in Trophobiotic Chamber)
- Down Left in *Roosting Cavern*
- Gate glitch to **Charge Beam**, if you want it for Phantoon
- Gate glitch to **Spore Spawn**, **Wave Beam**
- Head out right
- Right at *Crumbling Basement* to **Damage Amp**
- Down Right at *Crumbling Basement* towards Pirate Research Lab
- *Epiphreatic Cave* - **E-Tank**
- Pirate Research Lab
 - Up Left in *Central Corridor*, head to **Spazer**
 - Middle left door in *East Corridor*, **Large Ammo**
 - Do not go left in *Foyer* for Energy Refill - Life Temple has one
- Life Temple
 - Right in *Briar*, skip the Small Ammo
 - Energy Refill if you need it
 - Bottom Left in *Veranda*
 - Middle Right in *Chamber of Stone*
 - **Crocomire**, **Speed Booster**, **Refuel Tank**
 - Leave Jungle's Heart, head back the way you came (through the save room)
 - Right in *Chamber of Life*, **Space Jump**
 - Right in *Veranda*, **Accel Charge**
 - Up Left in *Veranda*, head up towards Sky Temple
- Surface
 - *Norak Escarpment*, **Large Ammo**
- Sky Temple
 - *Summit Landing*, **E-Tank**
 - Left
 - Left at *Stair of Night*
 - No need to refill, you just picked up an E-Tank
 - Bottom Right *Anticipation Chamber*, **Accel Charge**
 - Up Left in *Anticipation Chamber*, head towards Phantoon

- **E-Tank, Phantoon**
- **Varia Suit, Space Jump Boost**
- **Refuel Tank**
- **Cargo Transit Rail**
 - Right through turbo tube at *West Terminal*
 - Bottom right at *Transit Concourse, Mezzanine Concourse* **E-Tank**
- **Vulnar Caves**
 - Head down and left to *Roosting Cavern*, then down
 - Grab **Charge Beam** if you skipped it earlier
 - *Hot Spring* - **Refuel Tank**
- **Verdite Mine**
 - Up left at *Verdite Mines*, **Large Ammo**
 - Down right at *Verdite Mines*, **E-Tank**, if not near full energy
 - Down left at *Verdite Mines*, elevator
 - Up right at *Magma Lake Access*, **Small Ammo**
 - *Magma Lake*

- Moonfall to Power Bombs

- <https://www.youtube.com/watch?v=aRyFUsBh3TE>

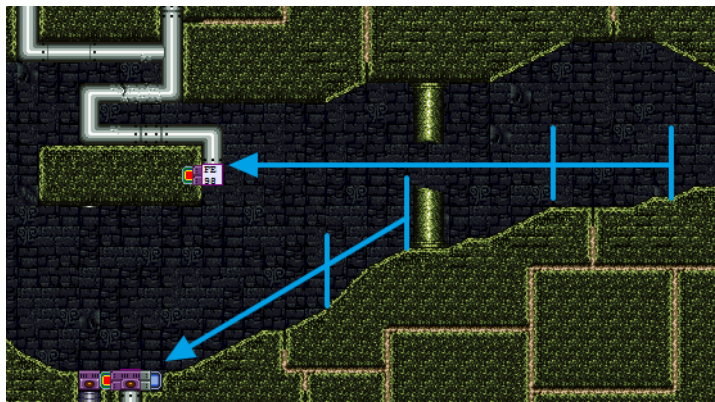


- Moonfall without grav boots into spinjump, hold right entire time
 - OR
 - Kill Golden Torizo (GT), **Large Ammo**
 - **Power Bomb**
 - Left Up out of *Magma Lake*, elevator back up
 - Bottom right of *Raging Pit*, **Small Ammo**
 - Top right of *Raging Pit*
 - If skipped earlier, down right at *Verdite Mines*, **E-Tank**
 - If not skipped and hurting, refill energy at *Verdite Mines Save Station*

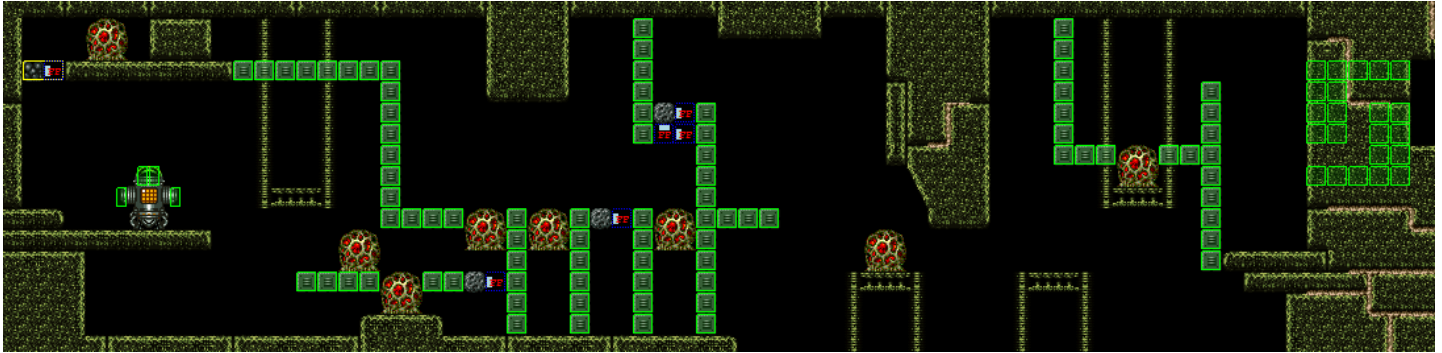
- Right out of *Verdite Mines*
- (Optional) *Lava Pool Large Ammo* - Recommend 400 energy, do not get hit
- *Elevator to Vulnar Caves N* - Elevator up
- *Vulnar Depths Elevator E* - Elevator down
- The Hive
 - Bottom left *Hive Main Chamber*
 - *Hive Crossways*, Gamet refill if needed
 - Upper-right Red Door in *Hive Crossways* to *East Hive Tunnel*
 - Left in *Path of Fire*, **Damage Amp**
 - Right in *Path of Fire*, **Ice Beam**
 - *Outer Chamber*, refill on Gamets, then head left
 - *Slag Heap* magma dive for **Large Ammo**
 - Up left out of *Outer Chamber*
 - Up *Hive Crossway*, right for **Large Ammo**, left for **Refuel Tank**
 - *Hive Main Chamber*, **Large Ammo** in wall, then up left
 - *Elevator to Vulnar Caves E* - Elevator up
 - *Placid Pool Small Ammo*
 - *Vulnar Depths Elevator N* - Elevator down
- Geothermal Energy Plant
 - Right at *Elevator to Vulnar Caves N*
 - *Generator Central Corridor*
 - Moonfall Path
 - Moonfall through laser
 - Head right, moonfall again to **Power Off**
 - Up and left to **Grappling Beam** & **E-Tank**
 - OR
 - Take normal path
 - **Grappling Beam**
 - Right to **Power Off**
 - Bottom left at *Generator Central Corridor* - **E-Tank**, then back up right
 - Middle right at *Generator Central Corridor*

- Bottom Right in Hive Burrow
- Upper-right (formerly) Red Door in *Hive Crossways* to *East Hive Tunnel*
- Fire Temple
 - Up right in *Path of Fire*
 - Magma dive in *Ancient Shaft* for **Space Jump Boost**
 - Up left in *Ancient Shaft*, **E-Tank**
 - Right in *Ancient Shaft*, **Small Ammo**
 - Right in *Ancient Basin*
- Life Temple
 - Down in *Wellspring*, **Damage Amp**
 - Down right in *Water Garden*, **Small Ammo**
 - Up left in *Chamber of Stone*
 - Charge a shinespark, then go through the door.
 - Turn around, open the door.
 - Shinespark left. **E-Tank**
 - Short charge, shinespark right through door you just opened
 - Up right in *Chamber of Stone*, charge a shinespark
 - Shinespark up *Veranda*, head left
 - Power Bomb in *Briar Bypass*, **Space Jump Boost**
 - Down for **Small Ammo**
 - Head left out of Life Temple
 - Down in *Norak Perimeter* (new path in v1.2)
- Pirate Research Lab
 - **E-Tank**
 - Left out of *Containment Area*
 - **Small Ammo, Large Ammo** in *Central Corridor*
 - Left out through *Central Corridor Save Station*
 - Shinespark up *Construction Site*
 - Right through *Loading Dock Security Area*
 - **Damage Amp** if you skipped it earlier
 - *Loading Dock Elevator*
- Space Station
 - Up left in *Cargo Bay*, left to **Metroid Suit**

- Up right in *Station Corridor*, *Ready Room* **E-Tank**
- Head towards *Bridge*, **engage TN578 Collision Course**
- Escape
- Surface
 - Under ship, **Accel Charge**
 - Top left open area, **Space Jump Boost**
 - Top left door, **Refuel Tank**, **Small Ammo**
 - *Ocean Shore*, tunnel through Cargo Ship
 - Make your way to the bottom of *Ocean Shallows*, go through right door
 - Down *Sediment Tunnel* sandpit, **E-Tank**
 - Top of *Meandering Passage*
 - Bottom left of *Submarine Crevice*
 - Break tube, right to **Space Jump Boost**
 - **Damage Amp**
 - Top left of *Submarine Crevice*
 - Shinespark up top left of *Sea Caves Lower Hall*
 - **Small Ammo** in *Tram to Suzi Island*
- Suzi Island
 - *Flooded Atrium* - 4th left door from bottom, go all the way left to *Echo Climb*
 - Bottom left of *Echo Climb*, **Cypher 2**
 - Shoot on the flat bit, then the steep angle going down:



- Up *Echo Climb*, order doesn't matter:
 - Right for **Large Ammo**
 - Left for **Cypher 3**. Try Dark Visor and map:



- Back to *Ancient Arcade*, bottom right to Bowling Torizo
- **Cypher 1**
- *Flooded Atrium*, bottom left door
- *Suzi Ruins Map Station Access*, bottom right **Large Ammo**
- Back to *Flooded Atrium* - 3rd right door from bottom
- *Portico* **Small Ammo**
- Suzi Reef
 - Right at *Moughra Lagoon*
 - Run speed through door, select Supers. Shoot super in *Tower Rock*, deselect, hold charge, then spam jump. You will need 4 space jumps (or 3 with timing instead of mashing jump)
 - Right, **Cypher 6**
 - Down right, **Cypher 5**
 - *Spine Reef*, hole in wall on left, **Small Ammo**
 - *Spine Reef*, up left
 - Up *Tower Rock*, **Small Ammo**
 - Down left *Tower Rock*
 - Down left at *Moughra Lagoon*
 - Left at *Reef Floor Fissure*, **Small Ammo**
 - Right at *Reef Floor Fissure*, **Cypher 7**
 - Up left at *Moughra Lagoon*
 - Top left *Atrium*
 - Shoot top 3 buttons, **Cypher 4**
 - Top right *Atrium*
- Thunder Laboratory
 - *Convocation Grounds* - Right for refill, left middle for save

- **Hyper Torizo, Hypercharge**
- Bottom left *Convocation Grounds*, **Small Ammo**
- Head all the way back out, 100% done here
 - Worry about kihunters and fish. Hypercharge Metroids in Ocean Floor to refill ammo. Next farm is Gamets before GT.
- Ocean Floor
 - Come out at *Sea Caves Lower Hall*, go up
 - Right at *Sea Cave Upper Hall*, through *Sediment Tunnel*
 - Up, then right to *Sandy Gully*, **Small Ammo**, fall through sand
 - 100% done here
 - Right until elevator
- Verdite Mine
 - If skipped earlier, right across to *Lava Pool*, **Large Ammo**, turn around go back
 - Bottom left at *Verdite Mines*, elevator down
- Magma Lake
 - Left, **Space Jump Boots**
 - If you skipped Golden Torizo (GT), right at *Magma Chamber*, **Large Ammo**
 - Down right *Magma Chamber*
 - Bottom left of *Blazing Chasm*, **Small Ammo**
 - Bottom right *Magma Plume*
 - *Magma Lock* - No need for gate beam puzzle, just shoot wave through the gate at the bottom. If it doesn't connect, use moonwalk to scroll the screen a little bit left
 - *Draygon*, **Plasma Beam**
 - Top right *Magma Plume*, (Bombs can help) **Accel Charge**
 - Up *Magma Plume*, follow Thermal Reservoir paths to *Conduit Hall*
 - Go up, **Power On**
 - Back down, left at *Conduit Hall*, **Small Ammo**
 - 100% done here
 - Right to *Thermal Reservoir β*
 - Up at *Thermal Reservoir β* to Elevator
- Sky Temple

- Right (Refill at save point if low on Energy)
- *Frozen Lake Wall*
 - **Damage Amp**
- Head out left
- At save, if only 599 Energy, take off Metroid Suit or prepare to Crystal Flash around *Glacier's Reach*
- *Icy Flow*, bottom right, **Accel Charge**
- *Icy Flow*, next one up, **Small Ammo**
 - Set up a short charge here for the Small Ammo
- *Glacier's Reach*, **Large Ammo**
- If failed, *Frozen Trail* speed boost, **Small Ammo**
- Left
- *Antechamber*, **Small Ammo**
- Left, *Preparation Chamber* refill if necessary
- Up in *Preparation Chamber*
- Left in *Anticipation Room*, **Large Ammo**
- Up left *Anticipation Room*
- Ridley, up right to *Solarium*
- **Screw Attack**
 - Shoot switches these many times: 3 2 3 1 1
 - Switch 1: once
 - Switch 1+2: twice
 - Switch 3: thrice
 - Switch 4+5: once
 - 100% done here
- Head to *Summit Landing* Elevator to go down
 - Bottom right of *Solarium*
 - Right through *Deliberation Chamber*. Don't use Energy Refill
 - Down *Stair of Night*
- Vulnar Caves
 - Down *Mezzanine Concourse*
 - Left in *Ruined Concourse* towards Bombs
 - *Path of the Warrior*

- Order doesn't matter
 - Down, *Crypt Refuel Tank*
 - Up, *Warrior Shrine Small Ammo, Small Ammo, E-Tank*
- Right out of *Path of the Warrior*
- Down in *Hall of the Elders*
 - **Small Ammo** if you skipped it earlier
- *Cistern Space Jump Boost* if you skipped it earlier
- Left in *Cistern Access Tunnel*, Up in *Roosting Cavern*
 - Order doesn't matter
 - Bottom right to **Small Ammo**
 - Top
 - *Way of the Watcher* speed puzzle, top left, **Small Ammo, E-Tank**
 - **Archives Space Jump Boost**
- Left in *Roosting Cavern*
 - Order doesn't matter
 - Up left, **Accel Charge**
 - Up right, **X-Ray Scope**
 - Glitch through walls:
 - <https://www.youtube.com/watch?v=0OVQtTS7ki0>
- Head to Service Sector item
 - Right to *Ruined Concourse*, then Down
 - Down left in *Crumbling Basement*
 - Shinespark up to **Large Ammo**
 - Two Similar Routes:
 - Right, then up *Construction Site*, then right to Pirate Lab
 - *Hydrodynamic Chamber Large Ammo*
 - *Restricted Area Large Ammo*
 - Right only until *Central Corridor*
 - *Restricted Area Large Ammo*
 - *Hydrodynamic Chamber Large Ammo*
 - Right out of *Central Corridor*, leave Pirate Research Lab
- GFS Daphne

- *Norak Escarpment* **Large Ammo** if skipped earlier
- 370 Ammo
- *Rocky Ridge Docking Port* γ **Large Ammo**
- Down at *Wrecked Crew Quarters*, **Small Ammo**
- Down right at *Wrecked Crew Quarters*
- Right through *Wrecked Command Deck*, **Small Ammo**
- Should be at 390 Ammo, 7 Refuel tanks, X-Ray
 - Pause will show 99.1%
- Aurora Unit Phase 1 if skipped earlier
- **Arm Antimatter Warheads** (390 Ammo)
- Aurora Unit Phase 2 & 3
- Escape
- At Transit Concourse, take bottom left Screw Attack route
- **Large Ammo**
- Ship
- **GG**