



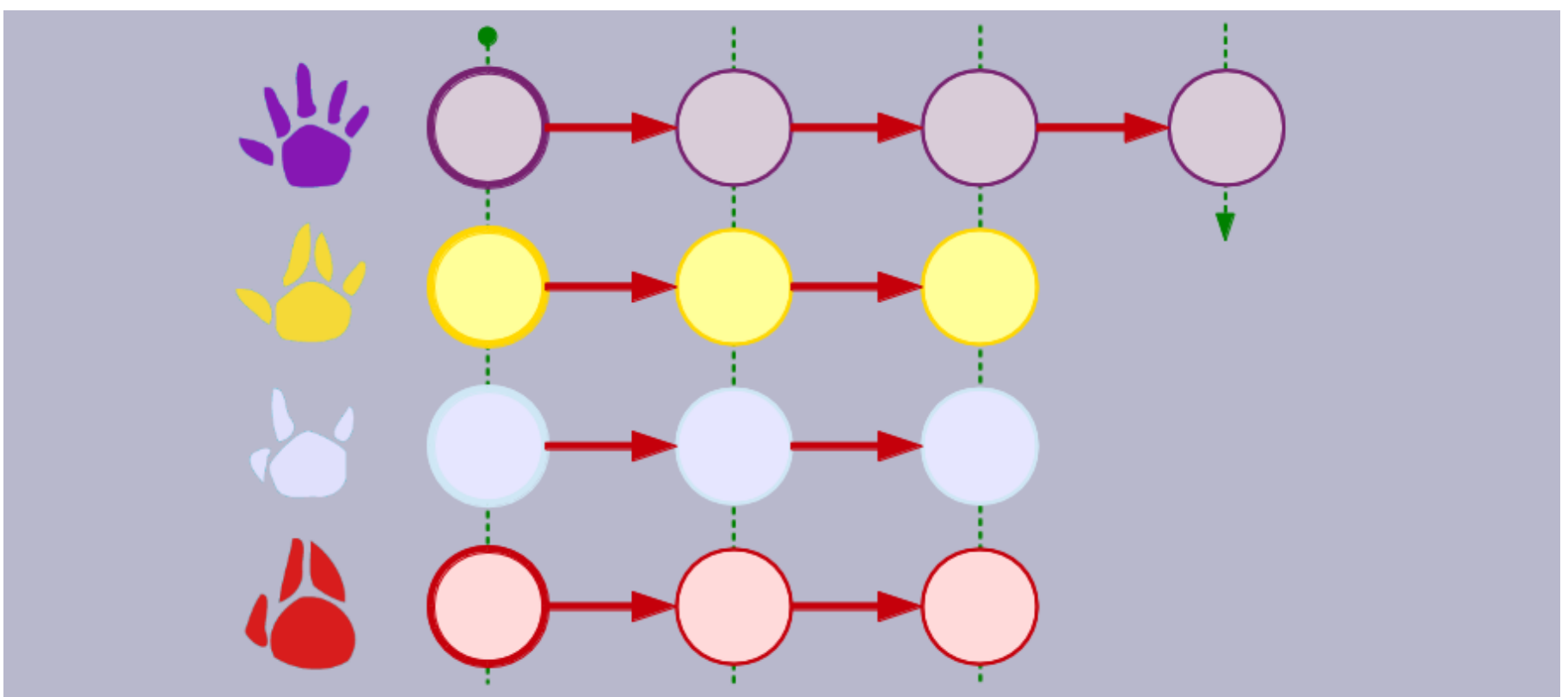
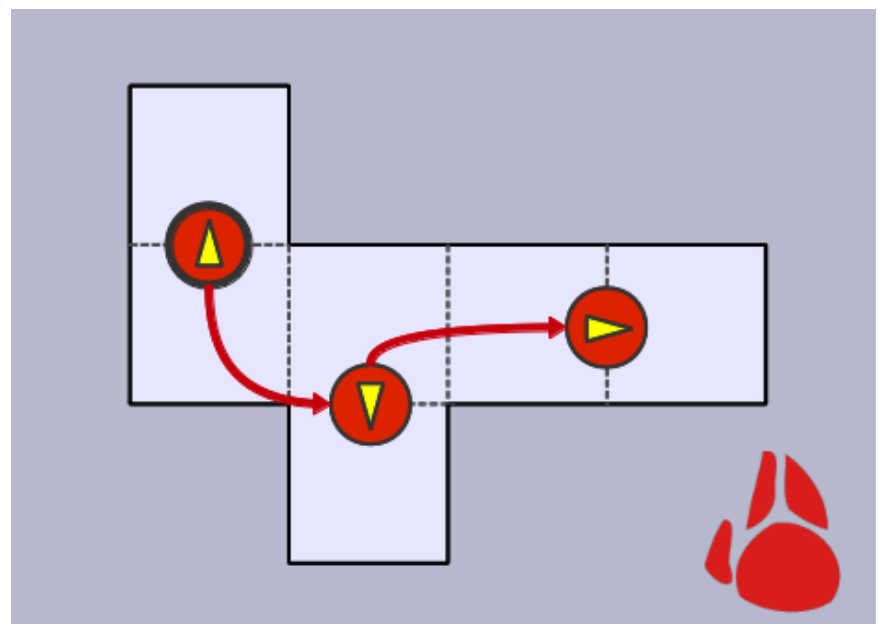
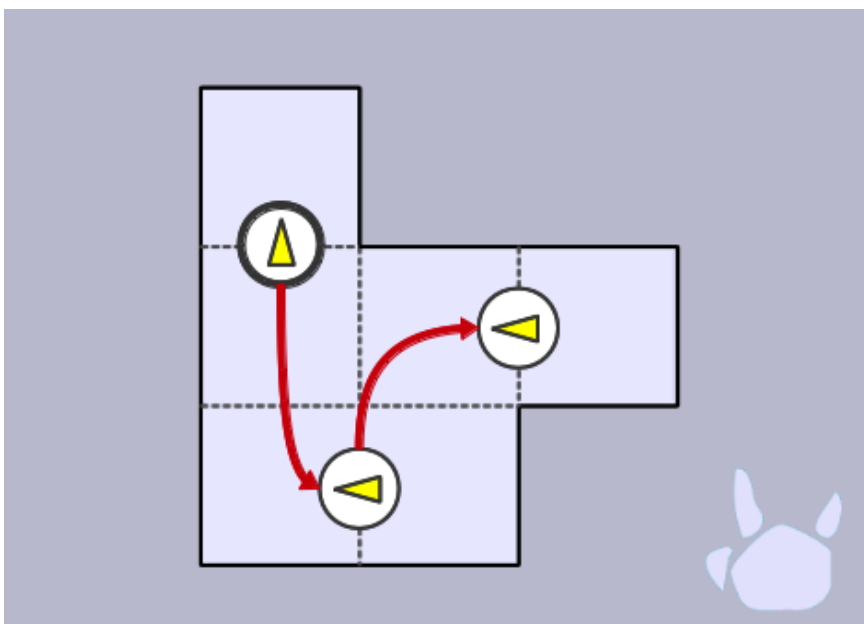
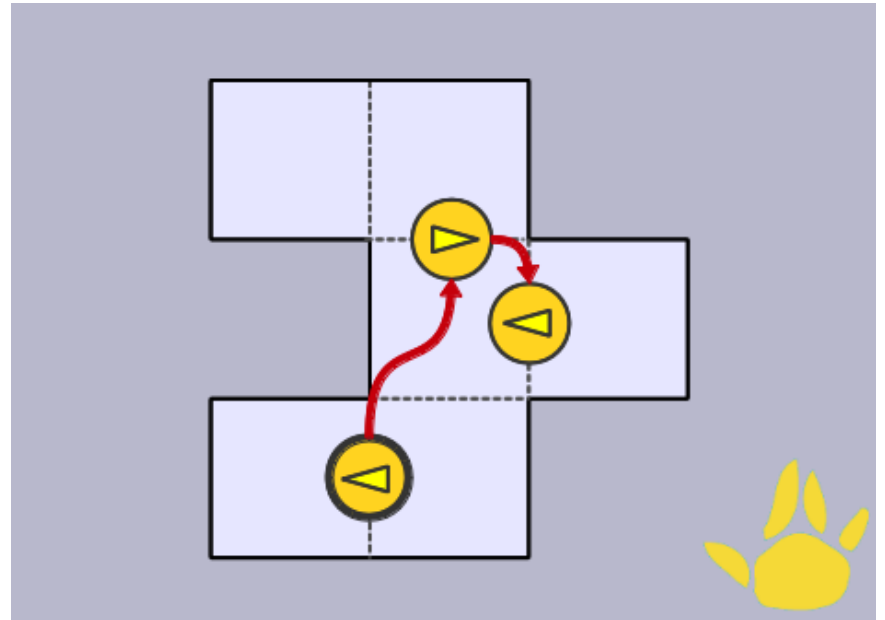
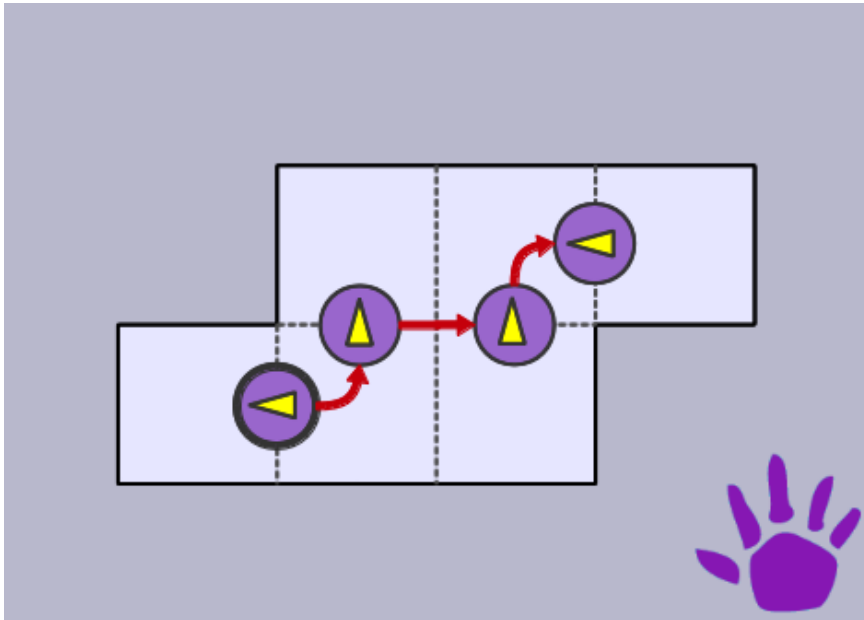
NOTE: No outside knowledge of the METROID universe is required to solve this puzzle.

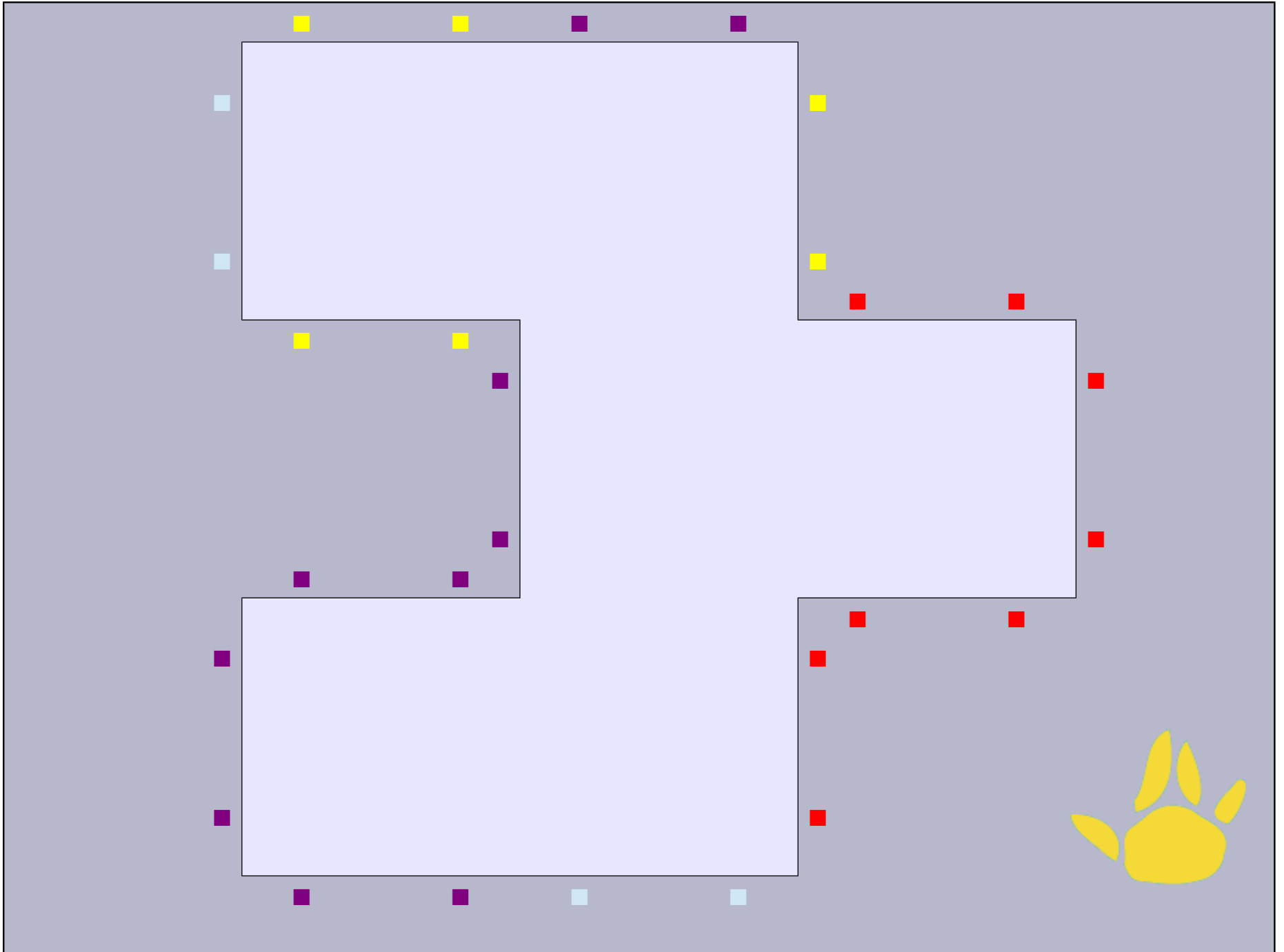
SAMUS ARAN finds herself on an alien planet yet again, this time under the guidance of an unknown benefactor. The voice on her comm directs her toward a weapons cache:

"Turn here. This hallway leads to all the missiles and bombs you could ever possibly want."

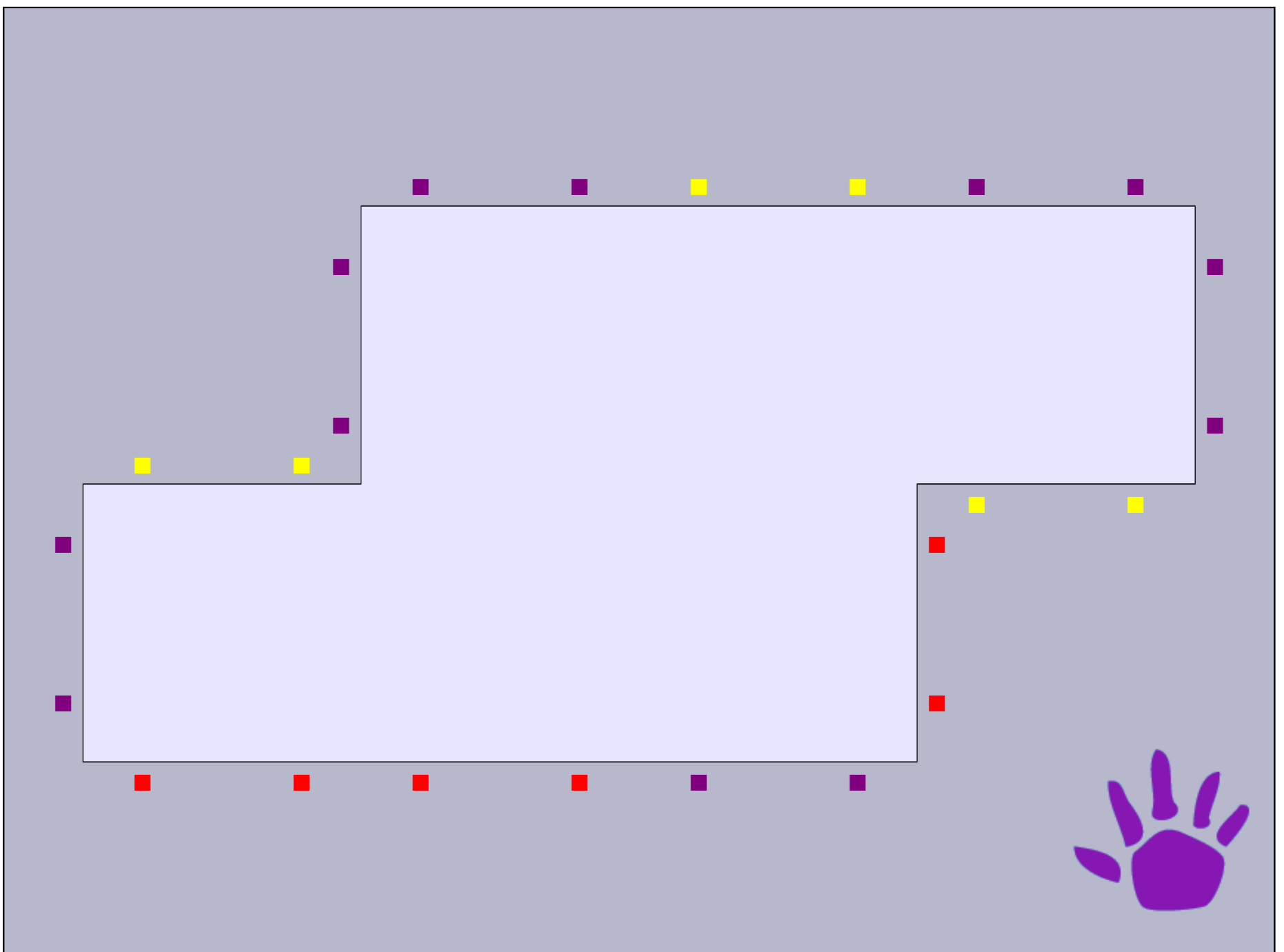
Samus cautiously peers down the length of the corridor, just as an explosion goes off! As seems to often happen on these alien planets, the blast badly damages her suit. Worst of all, her arm cannon shatters into several pieces. It's clear that the mysterious voice on the other end of the line doesn't plan on holding up her end of the bargain.

Fortunately Samus still has access to her weapons schematics. With their help, she should be able to repair her weaponry and bring its four firing patterns back online. With her weapons restored, she should be well equipped to hunt down the treacherous patron, whoever she might be.

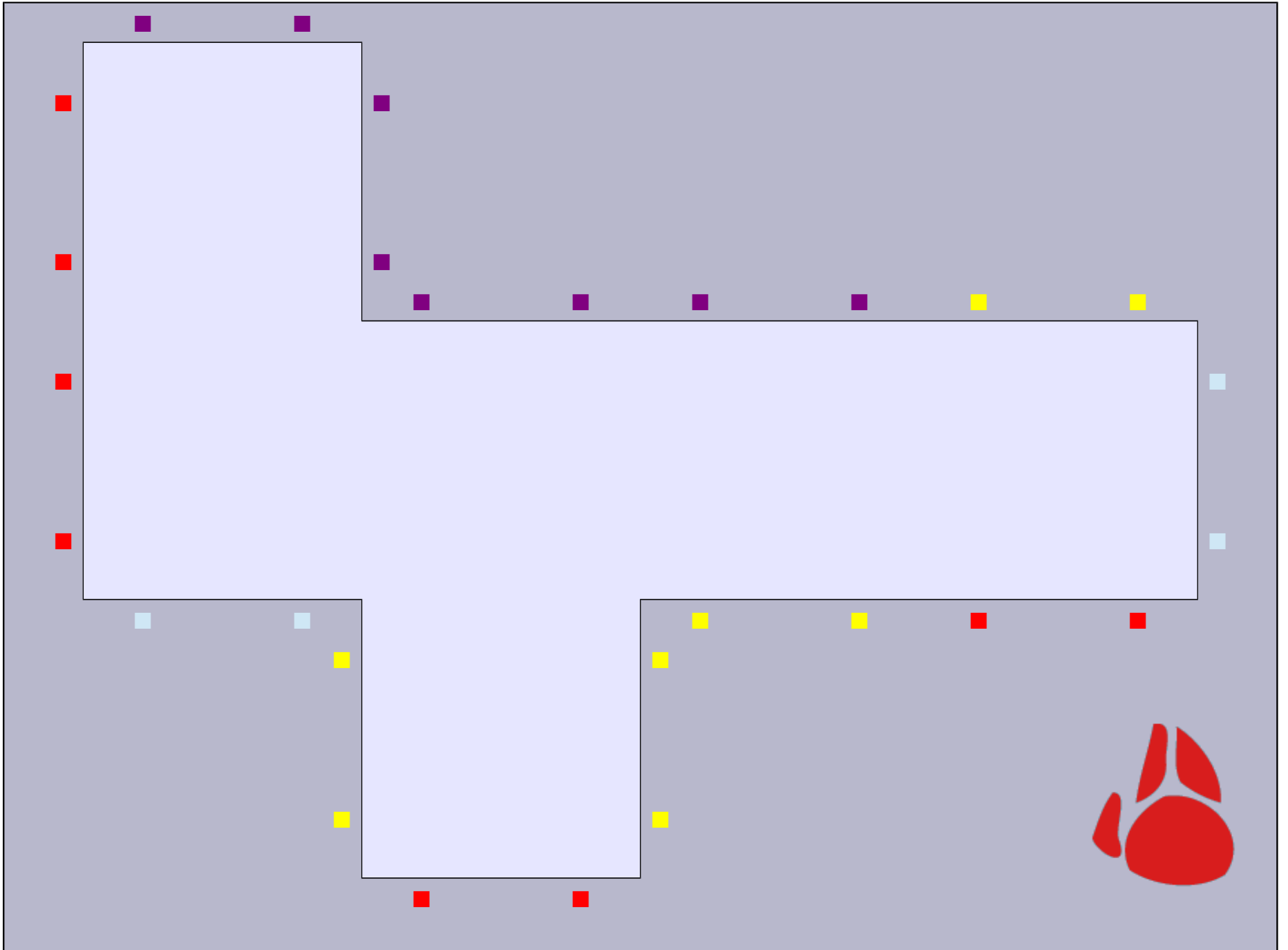




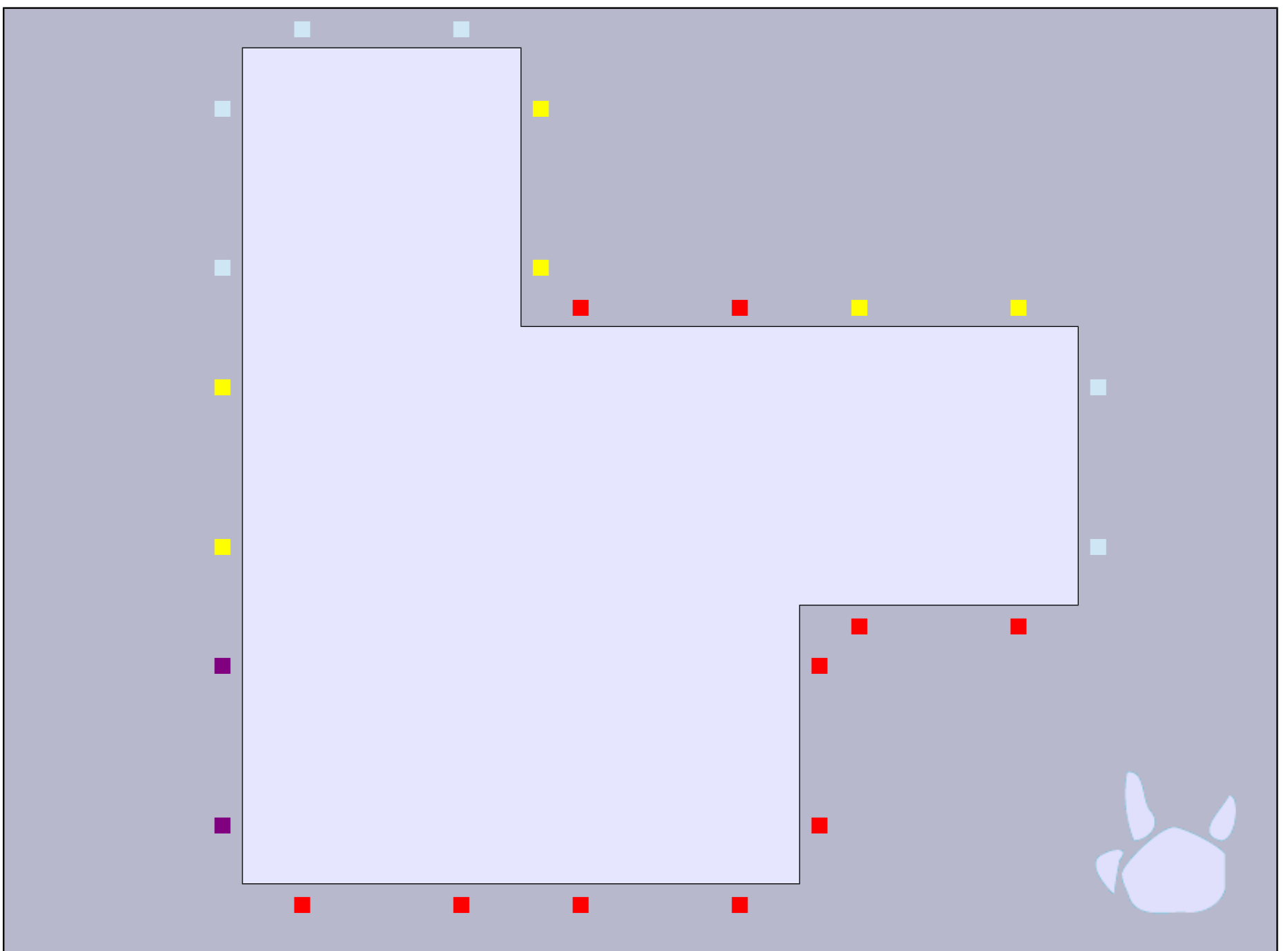
Power Beam



Wave Beam



Plasma Beam



Ice Beam

Samus' Arm Cannon Tiles – Cut pieces out on RED solid line, then fold in half on YELLOW line to create six double-sided tiles

