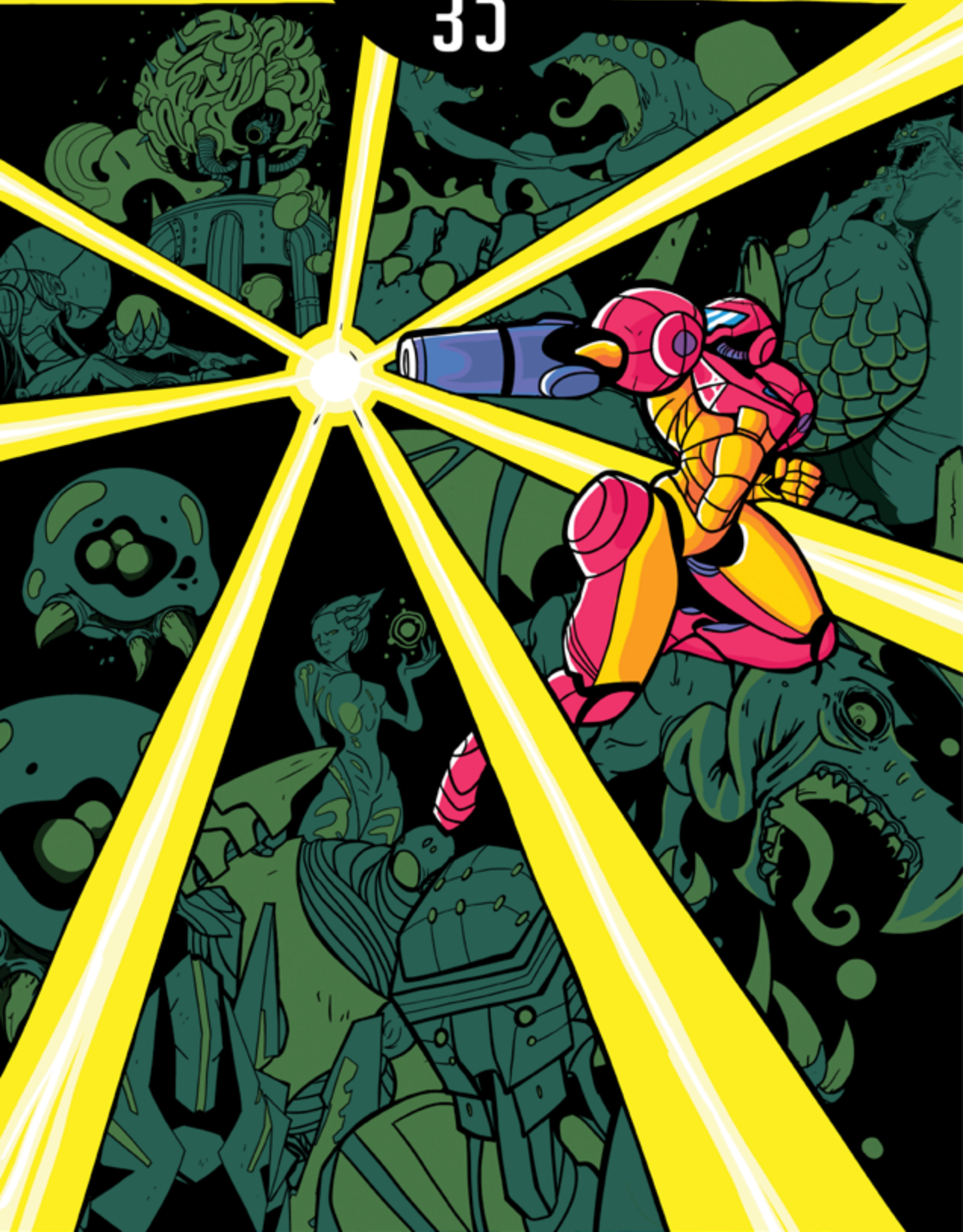


METROID

35



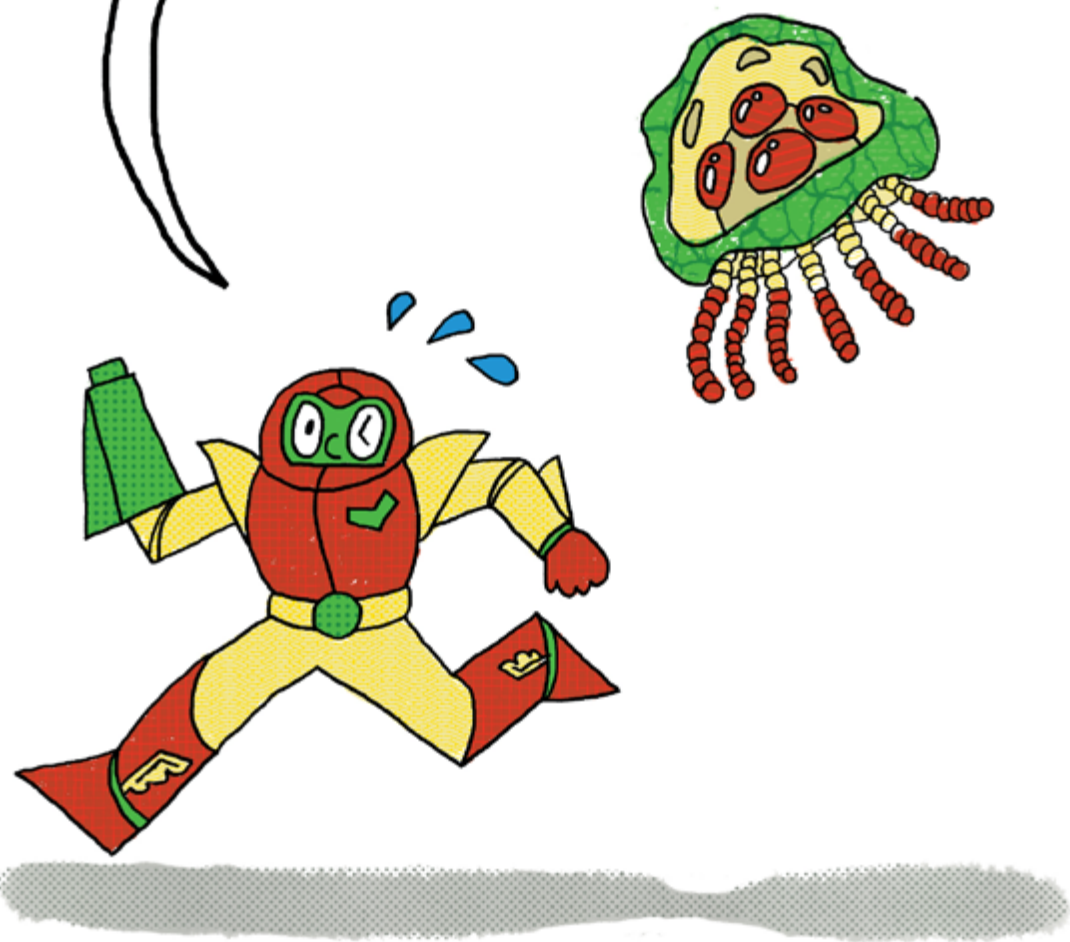


METROID 35

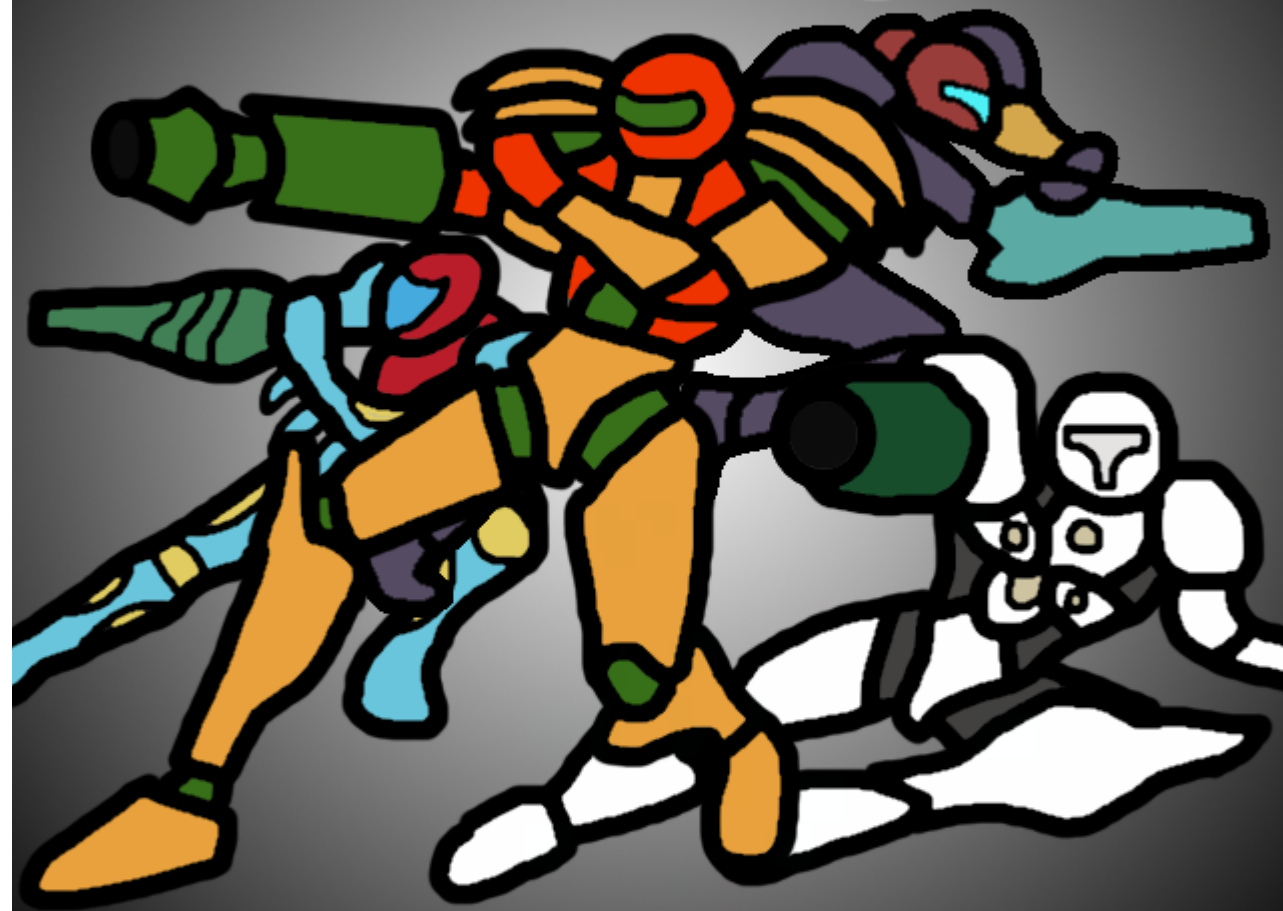


@funky_astronaut

**ZOUNDS! IT'S-
METROID35!**



METROID



35th Anniversary

Cover Designs:

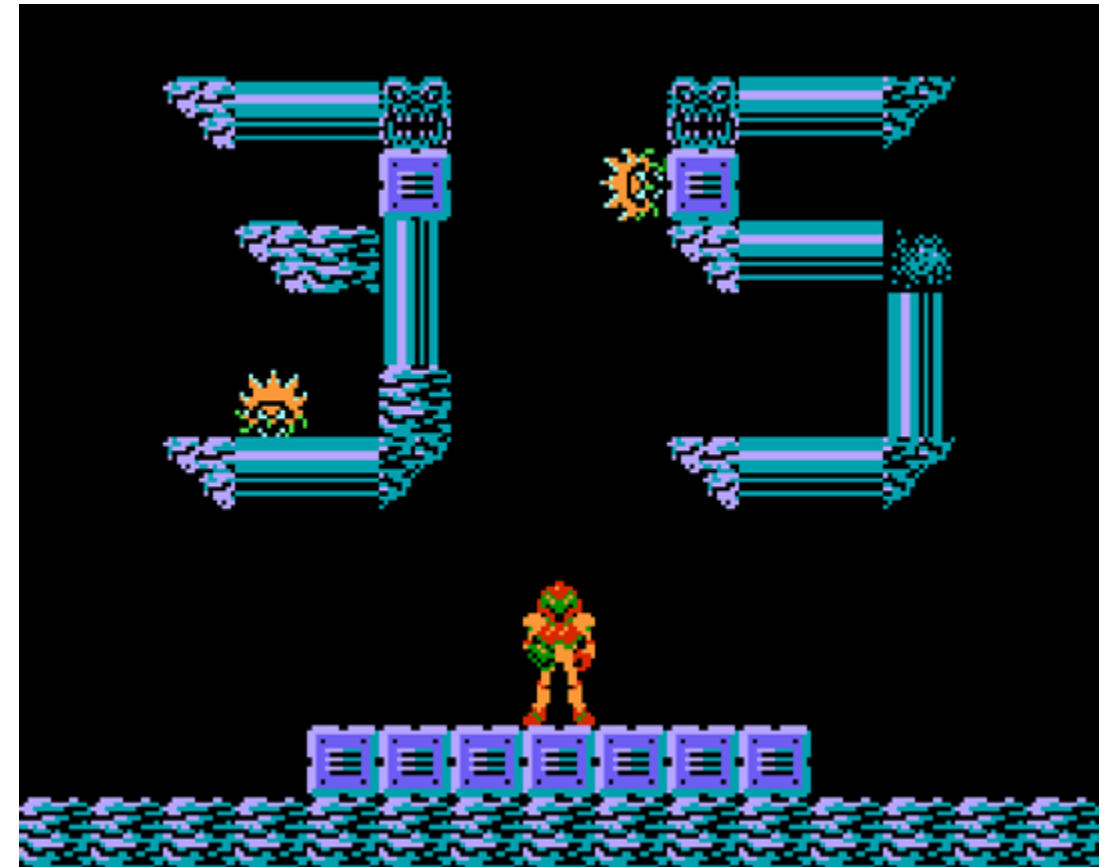
Brendan Albetski
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Funky Astronaut
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Isabel Braman
@ilbraman

QuestBoy1
@quest_boy1



Ryan
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Metroid 35

A 35th Anniversary Zine

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35 Years of Metroid

Thirty five years of Metroid.

Take a second to really breathe that in. Relish in the accomplishment. Soak up the moment. The list of video game franchises that have been around, and continue to be around, after thirty five years is a short one, but now we can officially add Metroid to that elite company. This is an achievement not only for Metroid the series, but for the fans of Metroid. I don't think this moment, this anniversary, was ever supposed to happen, but Metroid fans willed it into existence. Without the most dedicated, loyal, perseverant fanbase in the world, we wouldn't be here talking about Metroid 35. I believe that.

I've been a die hard Nintendo fan all my life. When I was a kid, I poured hours and hours into these fantastical Nintendo games. The Legend of Zelda, Pokémon, Super Mario, Donkey Kong... this was my childhood, and as a 33-year old man, I *still* get lost in those worlds. When Nintendo decided to release a fighting game with all of their larger-than-life characters for the Nintendo 64, I remember being incredibly excited. And yet, when I grabbed my copy of Super Smash Bros., it wasn't the familiar heroes like Link or Mario that I gravitated towards - instead, it was this cool-looking android gunslinger named Samus from something called Metroid. I knew I had to track down and play the game where my new favorite character had come from. After a road trip across our city with my Dad, hitting up every pawn shop and used video game store in town, I had it: Super Metroid.

The game was so enthralling, so emotive, so... different from everything else I had played from Nintendo that I knew, even as a kid, that this was something special. The rest was history.

My story is one of countless stories that form the core of what we're really here to celebrate: the vibrant community of Metroid fans that have stuck with this series through the good times and bad, to will it here, to this day.

Through my work at Zelda Dungeon, I've spent a lot of time around different communities of Nintendo fandoms, and there's something unmistakably different about Metroid fans. For the longest time, I couldn't put my finger on it, but I think I may have finally figured out what it is that makes this community so unique, and I think the key word is right there.

Other series have fans. Metroid is a solidified community working together to ensure the enrichment and longevity of Metroid. You never know with this series what day may be its last, with all the gaps and freezes and missteps that have occurred over the last 35 years, and I think that struggle has brought this community closer than anything else ever could have.

Fans have persevered and created incredible work based off this one property that all of us are hoping see's tomorrow. Places and people like the Metroid Database, Shinesparkers, The Orpheon, Project AM2R, and so many more have given back to this amazing community and created conversation even when Nintendo wouldn't. I'm now proud to add my own humble addition, the Omega Metroid Podcast, to the list.

Maybe that's the other thing about Metroid that makes its fans so unique. In a world where tomorrow is never guaranteed, each new release, each new piece of merchandise, each time a Metroid character gets added to Smash, feels like **our** achievement. You'll hear Metroid fans often complain about how Nintendo has never fully invested in promoting Metroid and making it the mega-franchise it could be, but I think that just makes it even more special to the fans that are here. It's almost like this series is our secret, one that only a select few know about. The fact that its **not** a giant series and that the passion of this fanbase is what has dragged Metroid, with Nintendo kicking and screaming behind it, to the 35 year mark feels like **our** victory.

Truly, the Metroid series belongs to the fans.

This zine is not just a celebration of Metroid, but a celebration of the fans that have brought the series to this incredible anniversary. Throughout this issue, you'll find amazingly talented creators of all kinds. Artists, cosplayers, writers, and so much more have banded together to create something special, a love letter to the series that has given us so much over the years.

Take a second to breathe it in. Relish this accomplishment. Remember this moment. This was never supposed to happen, but it did. Because of Metroid fans like us.

Metroid's 35th anniversary belongs to you.

Andy Spiteri

Omega Metroid Podcast Co-Host

@Spiteri316

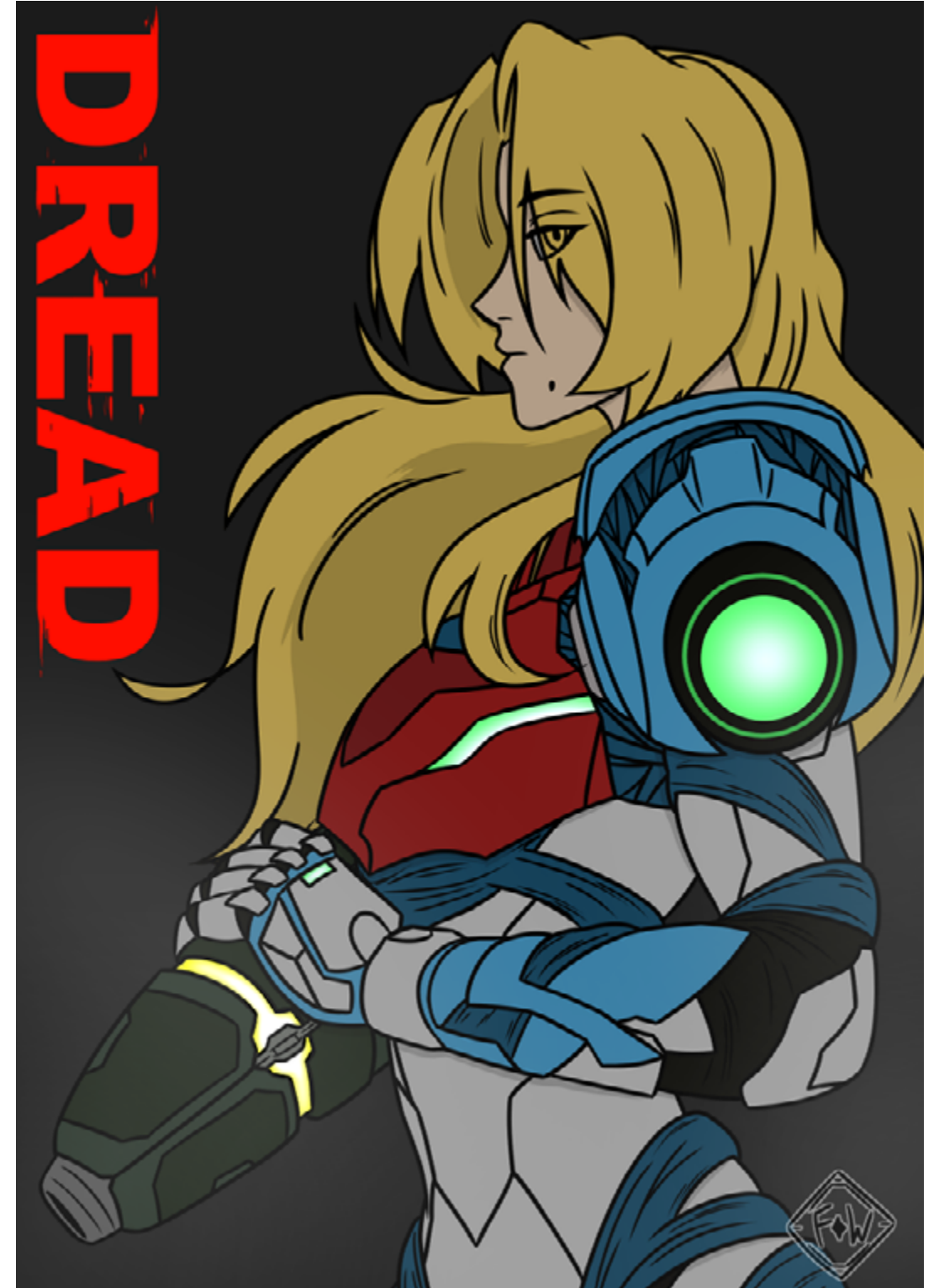
@OmegaMetroidPod

Artwork



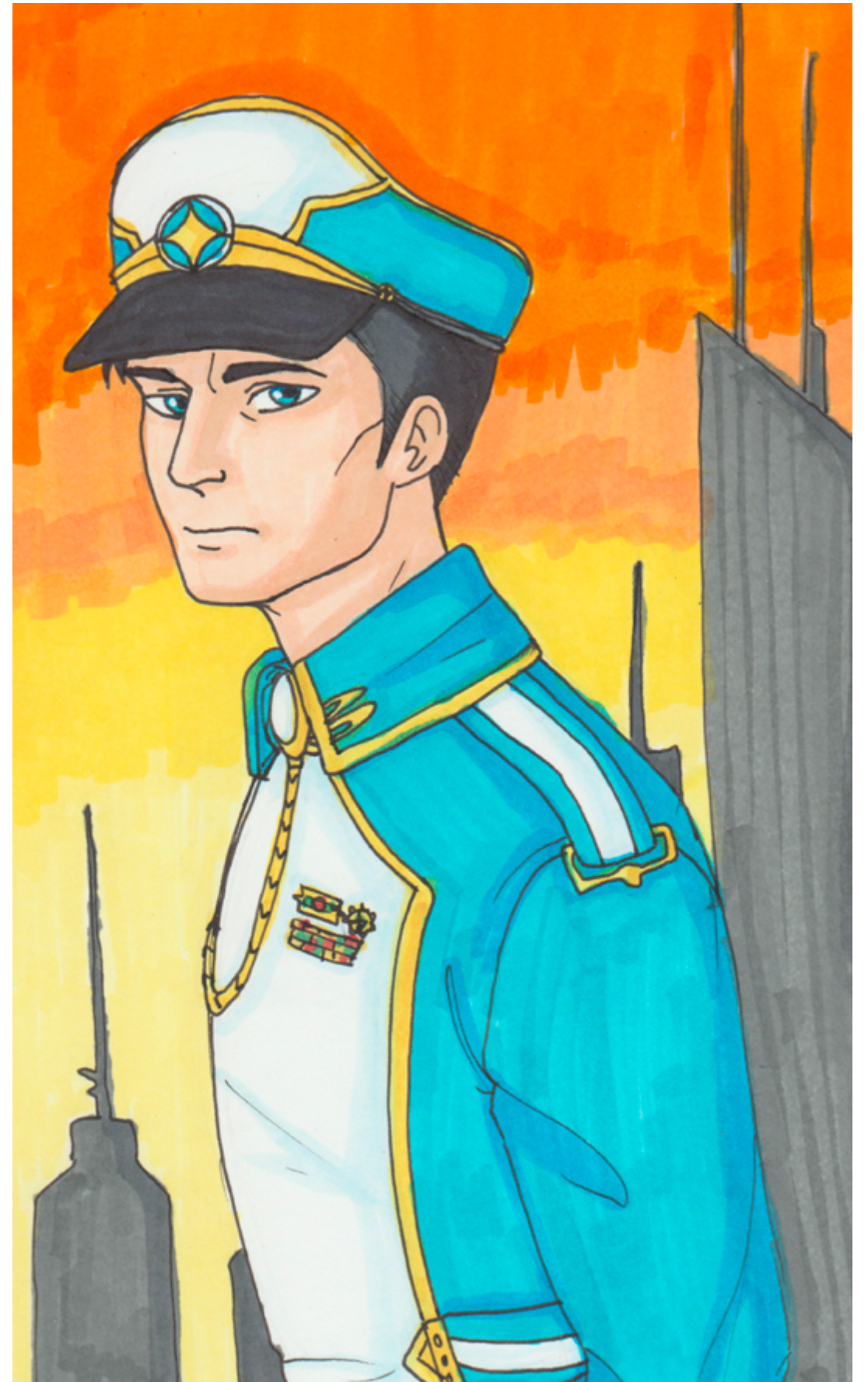
The Last Metroid is in Captivity. The Galaxy is at Peace...

One Final Mission For Peace.





Talis Pai
@Talis_Pai



Dana Maule
@dana_n_drawings

SAMUS



twitter.com/comfortbubble
instagram.com/mycomfortbubble
deviantart.com/comfortbubble
twitch.tv/comfortbubble
you can also find me on youtube!



DARK SAMUS

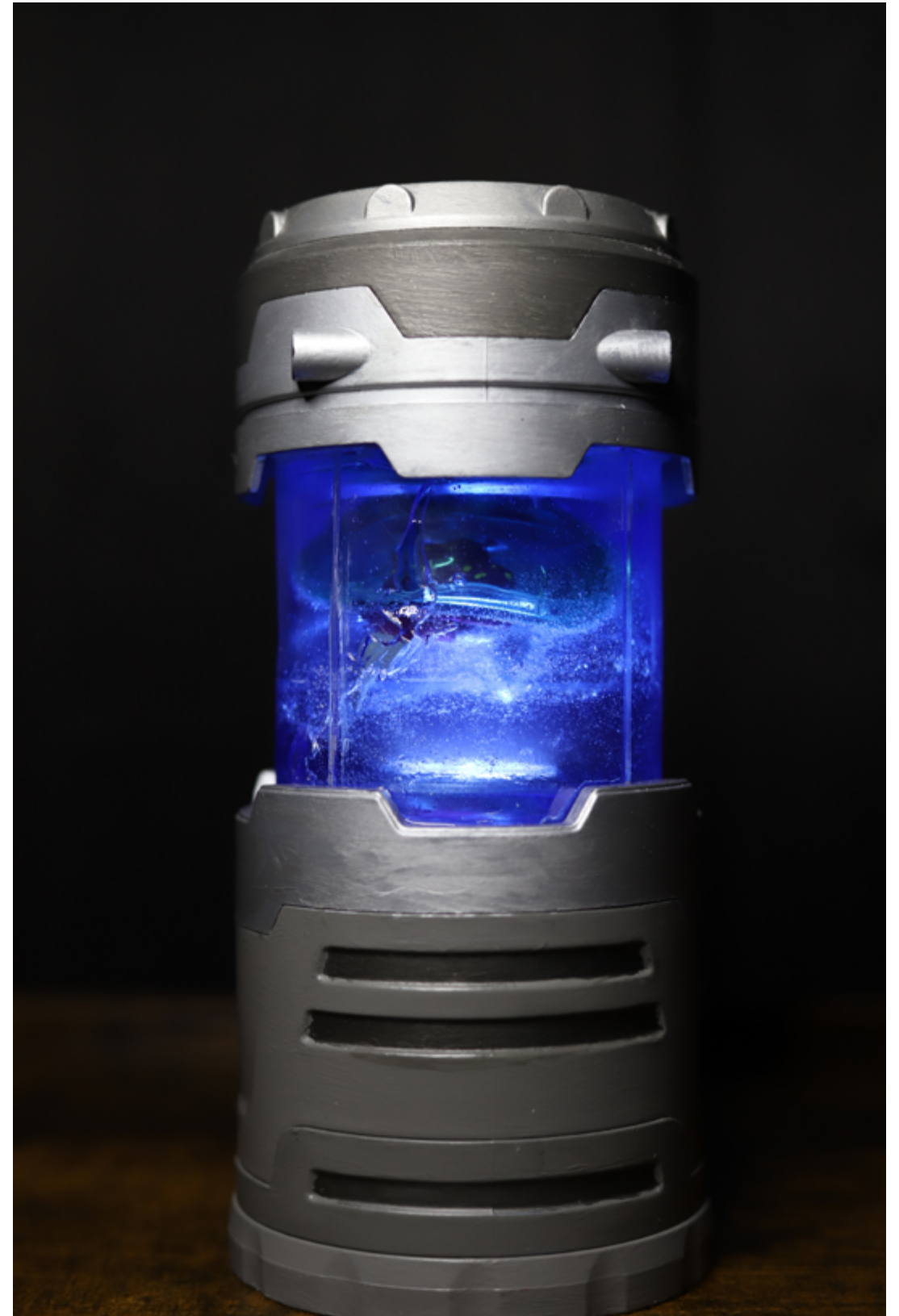


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twitch.tv/comfortbubble
you can also find me on youtube!

Samus Amigurumi



Samus Amigurumi by Remecroches



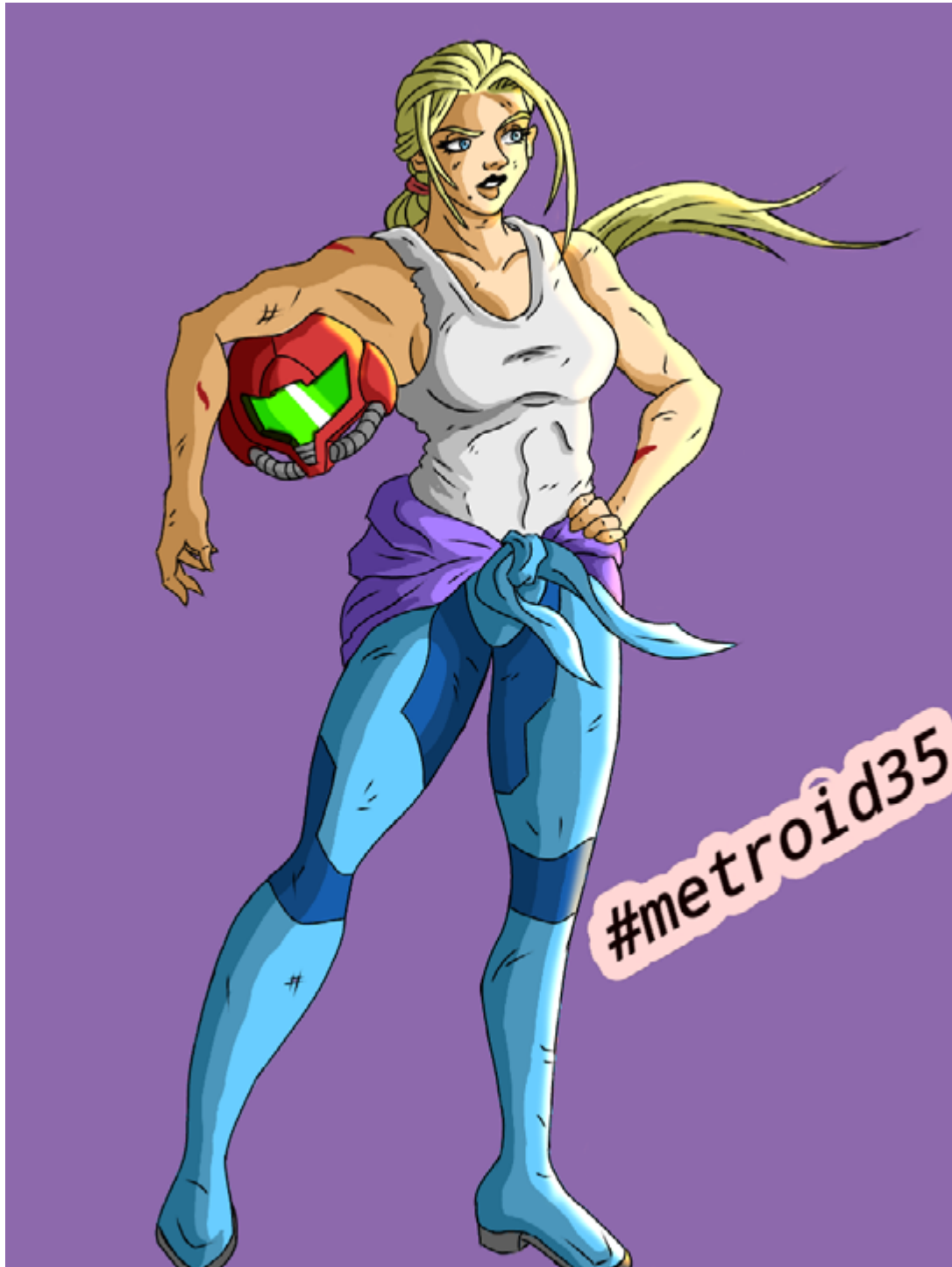




Austin Aycoth
@Myrddin_Lines



Austin Aycoth
@Myrddin_Lines

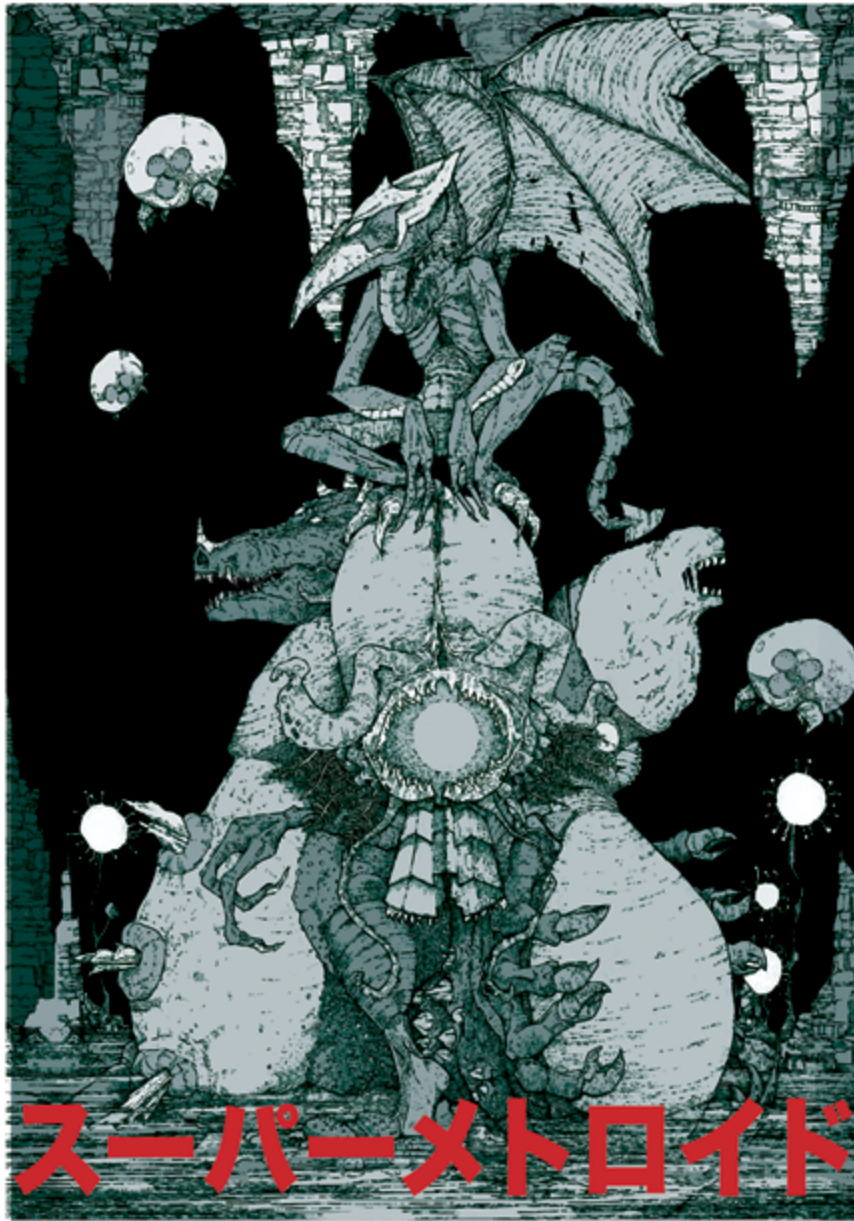




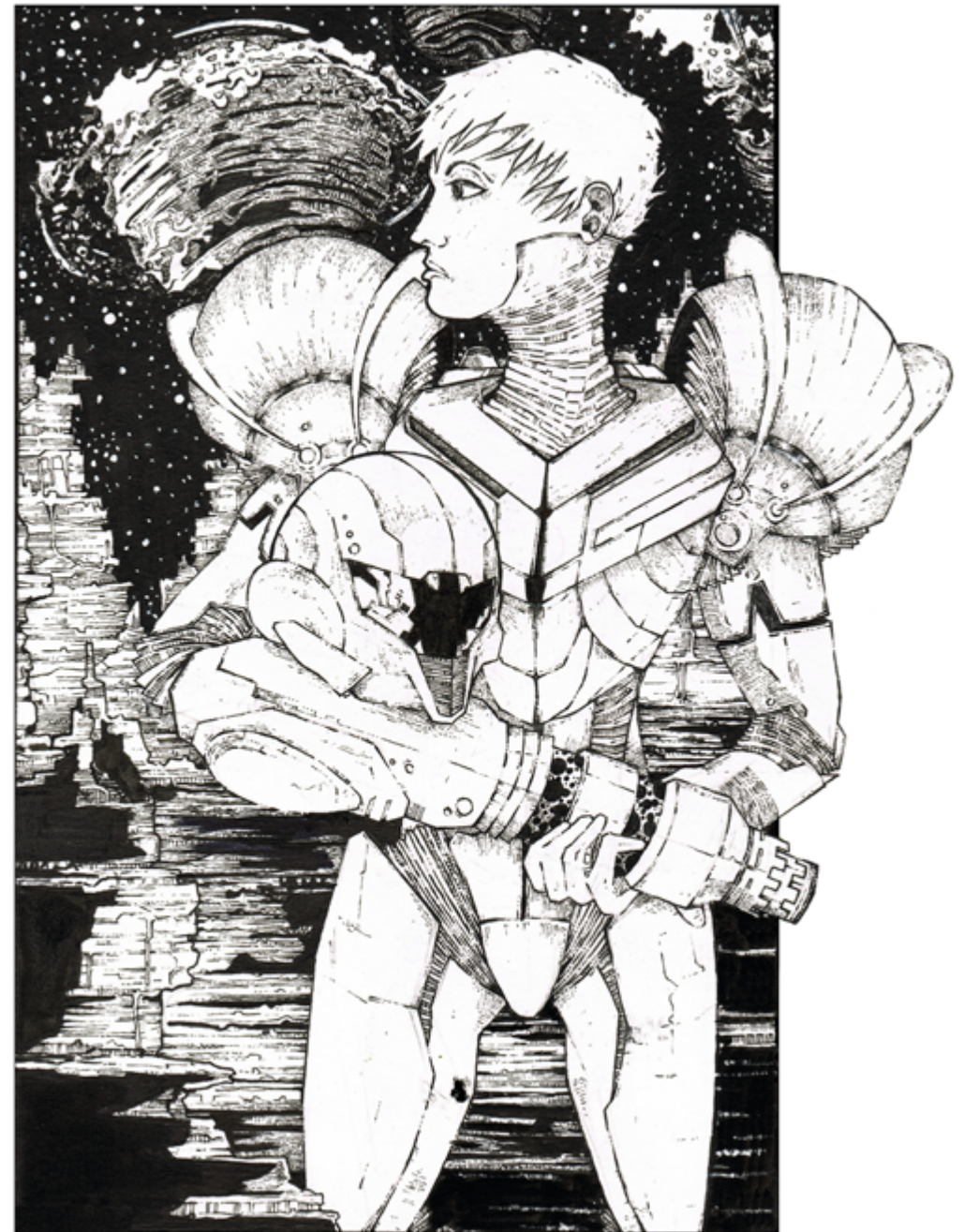
HamsterBomb
@ HamsterBombAlex

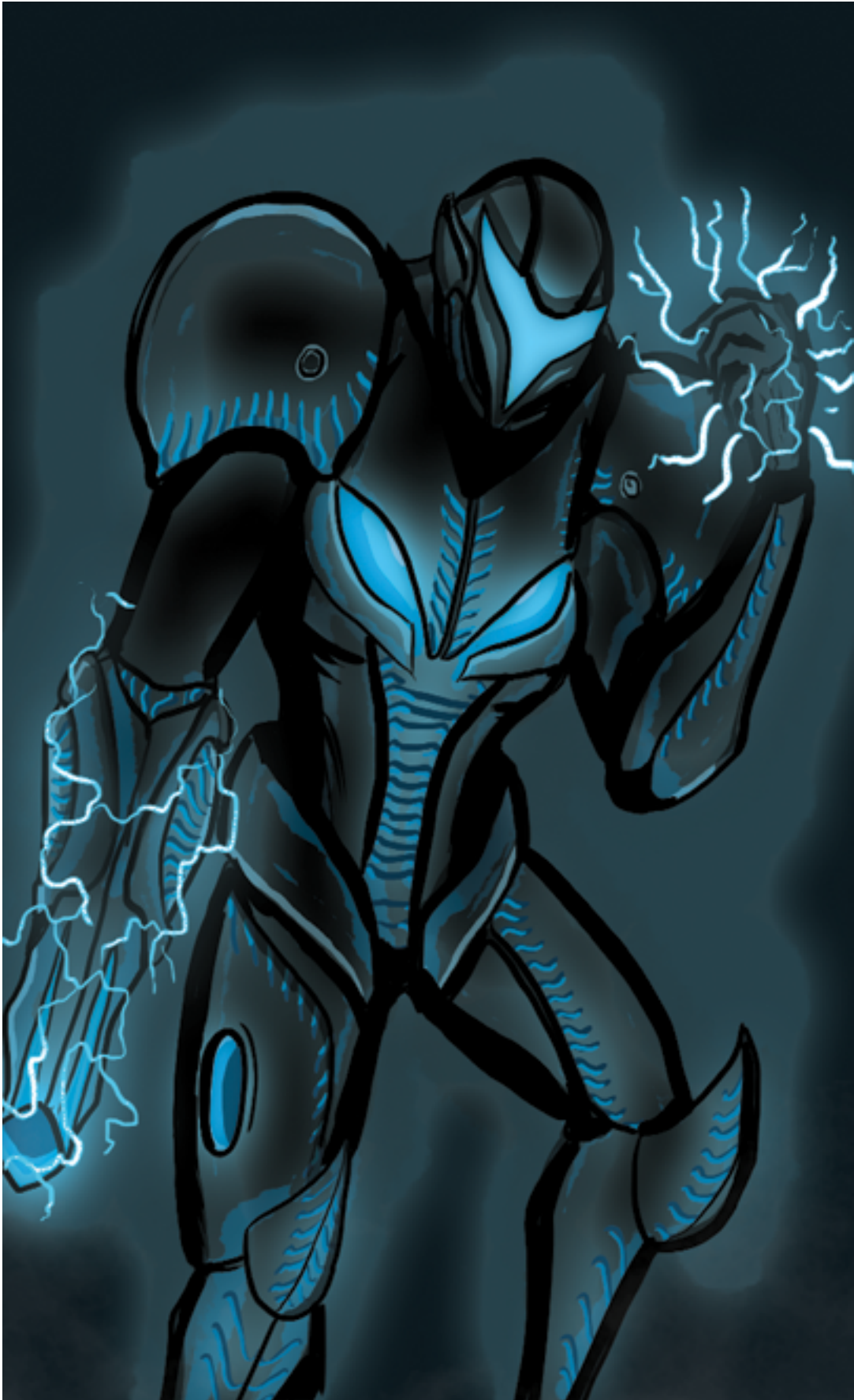


Primal Darkrai
@primal_darkrai

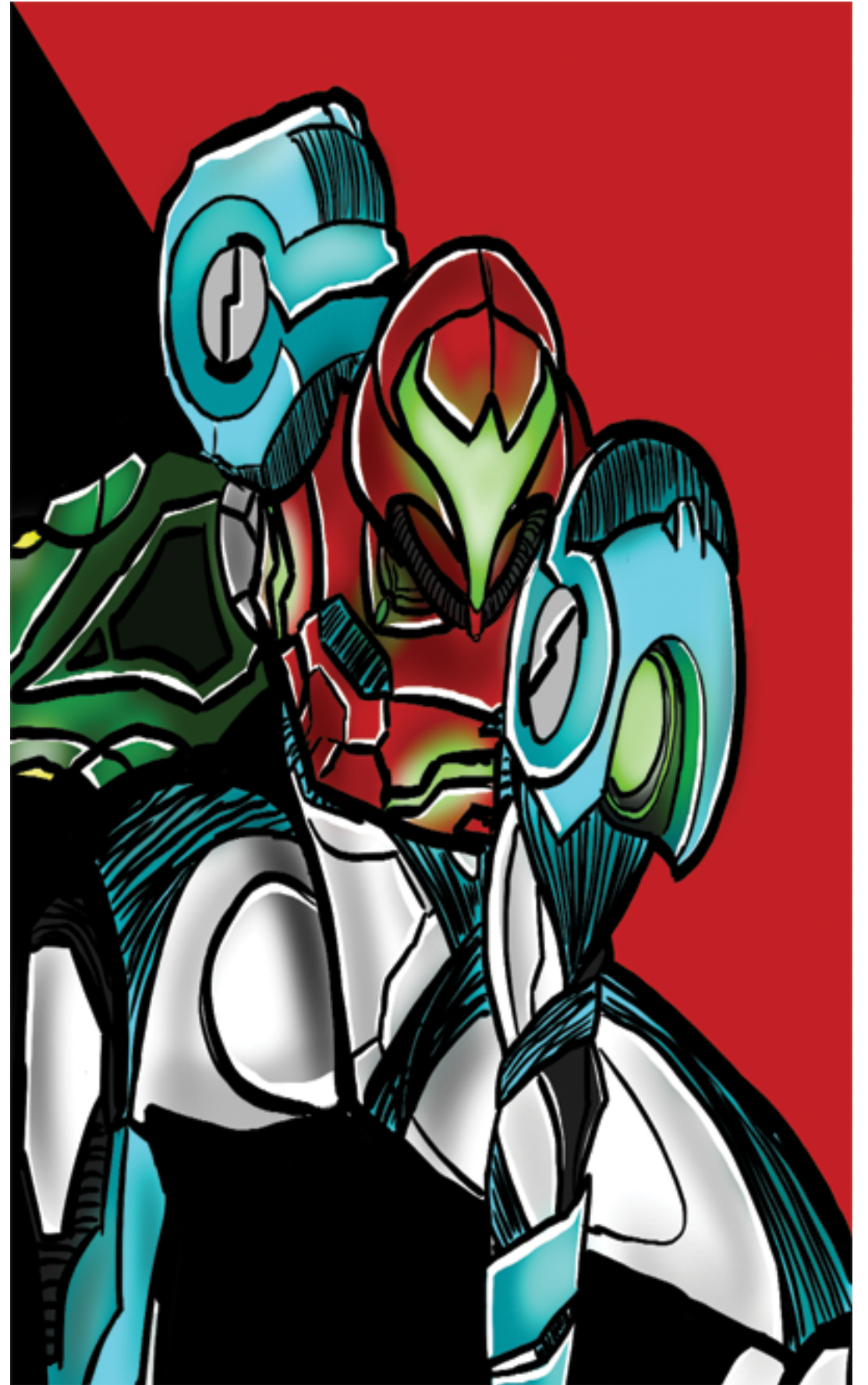


METROID 3
EXECUTIVE PRODUCER GUNPEI YOKOI PRODUCED BY MAKOTO KANE DIRECTED BY YOSHIO SAKAMOTO
STORY BY YOSHIO SAKAMOTO MUSIC KENJI YAMAMOTO ART BY HIROFUMI MATSUOKA, MASAHKO MASHIMO,
HIROYUKI KIMURA and TORU OSAMA NINTENDO F&D INTELLIGENT SYSTEMS
R 70MM DOLBY DIGITAL DOLBY DIGITAL IN SELECTED THEATRES Nintendo





Arjan
@The_Arjanator



Arjan
@The_Arjanator

Underwater Euphoria



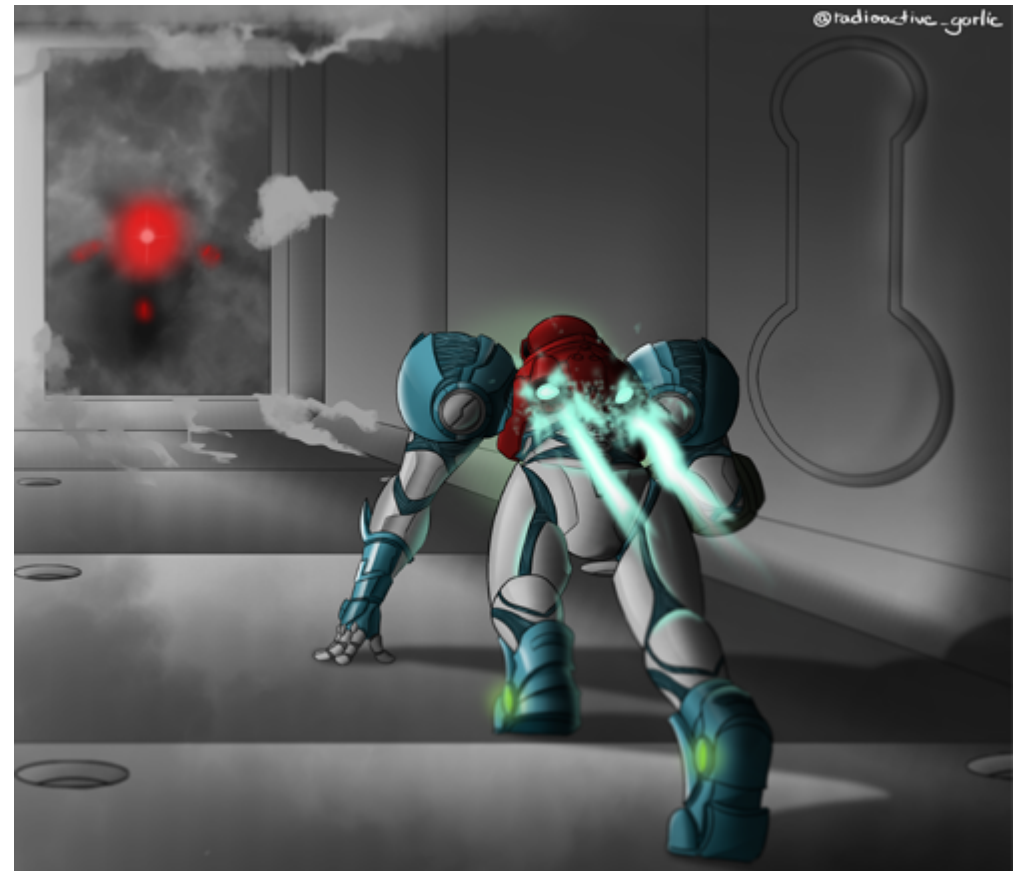
TorvusBolt
@TorvusBolt



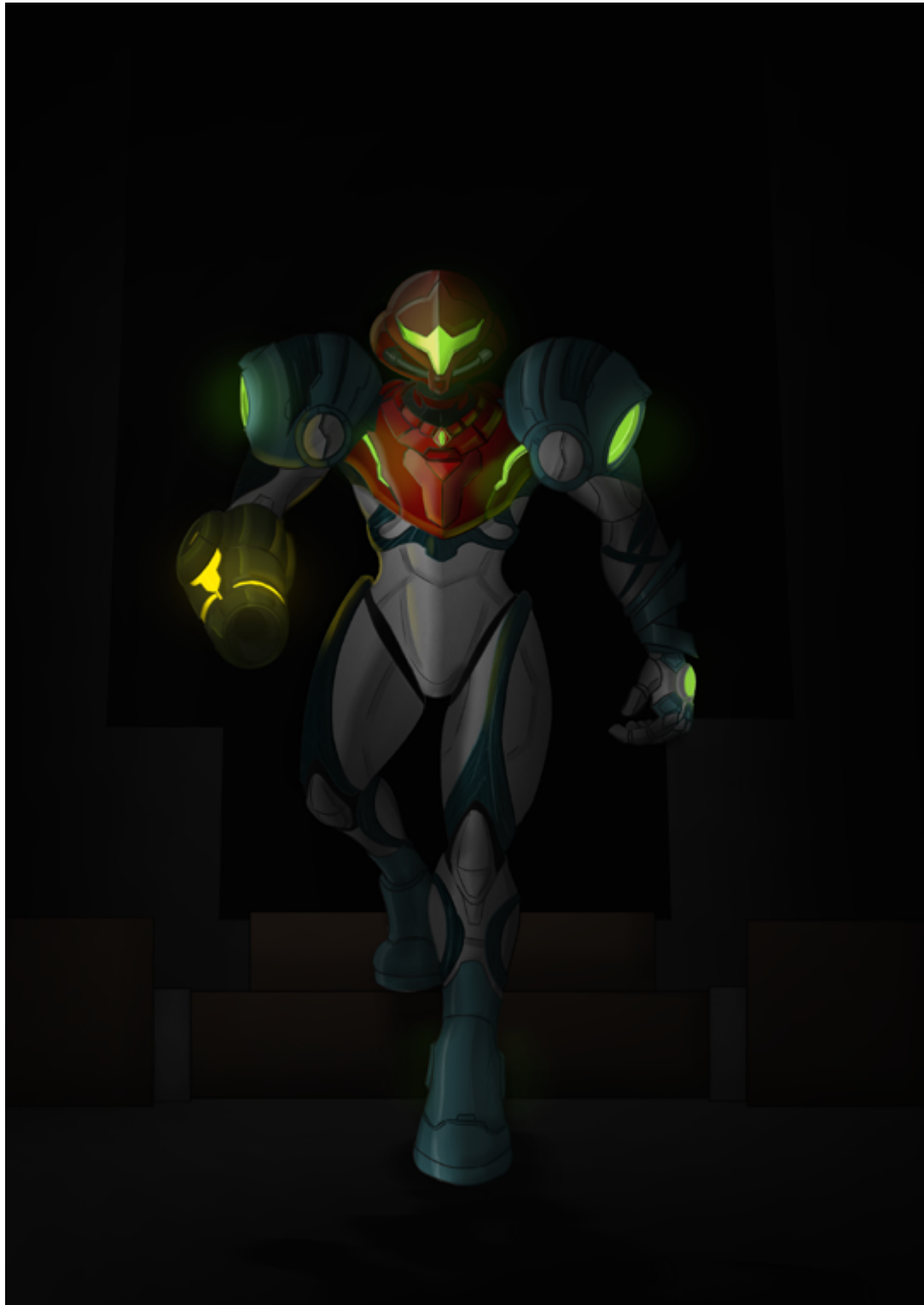
Osaj
@DennisOsaj



Volt
@voltoise



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@radioactive_garlic



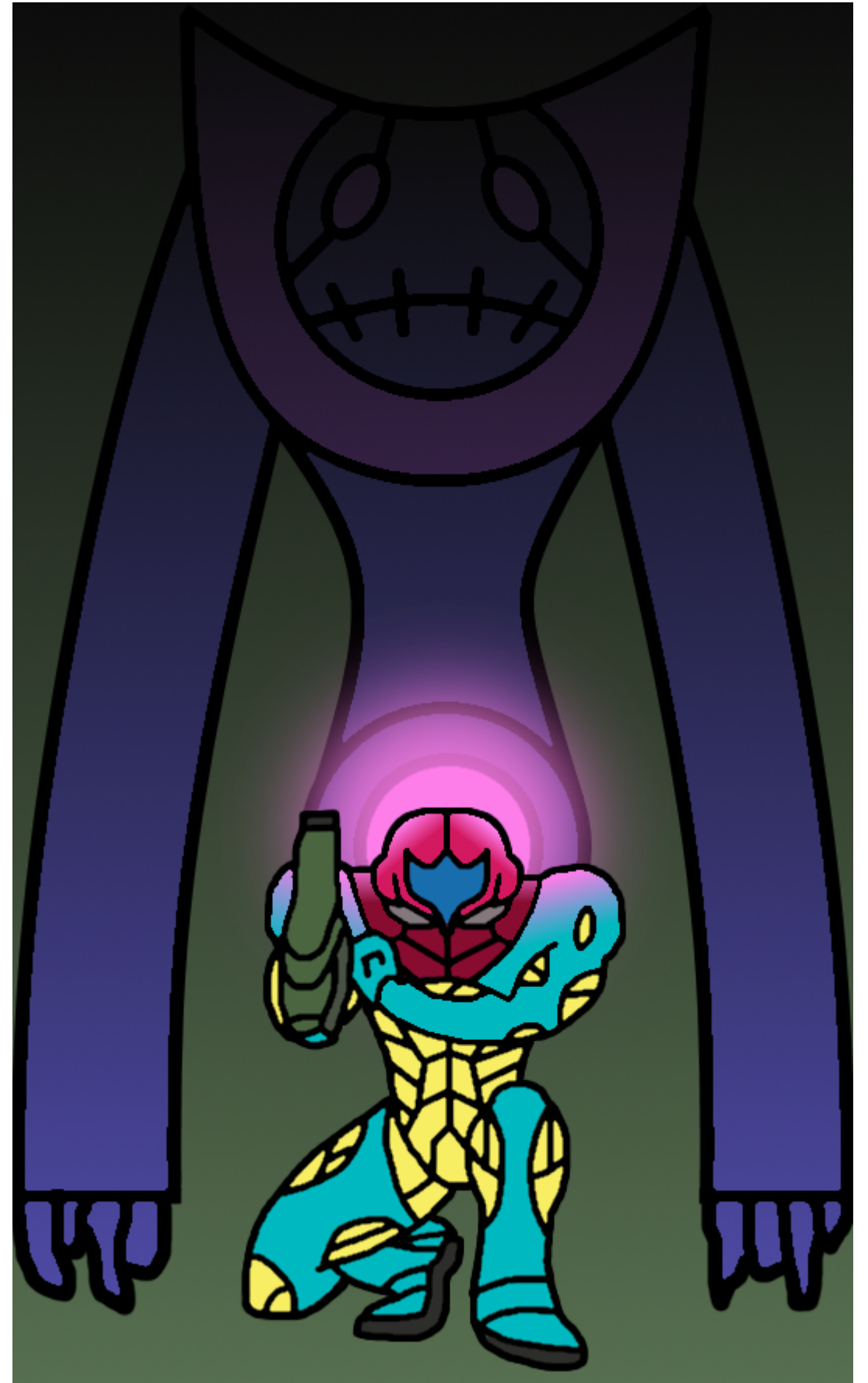
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@radioactive_garlic



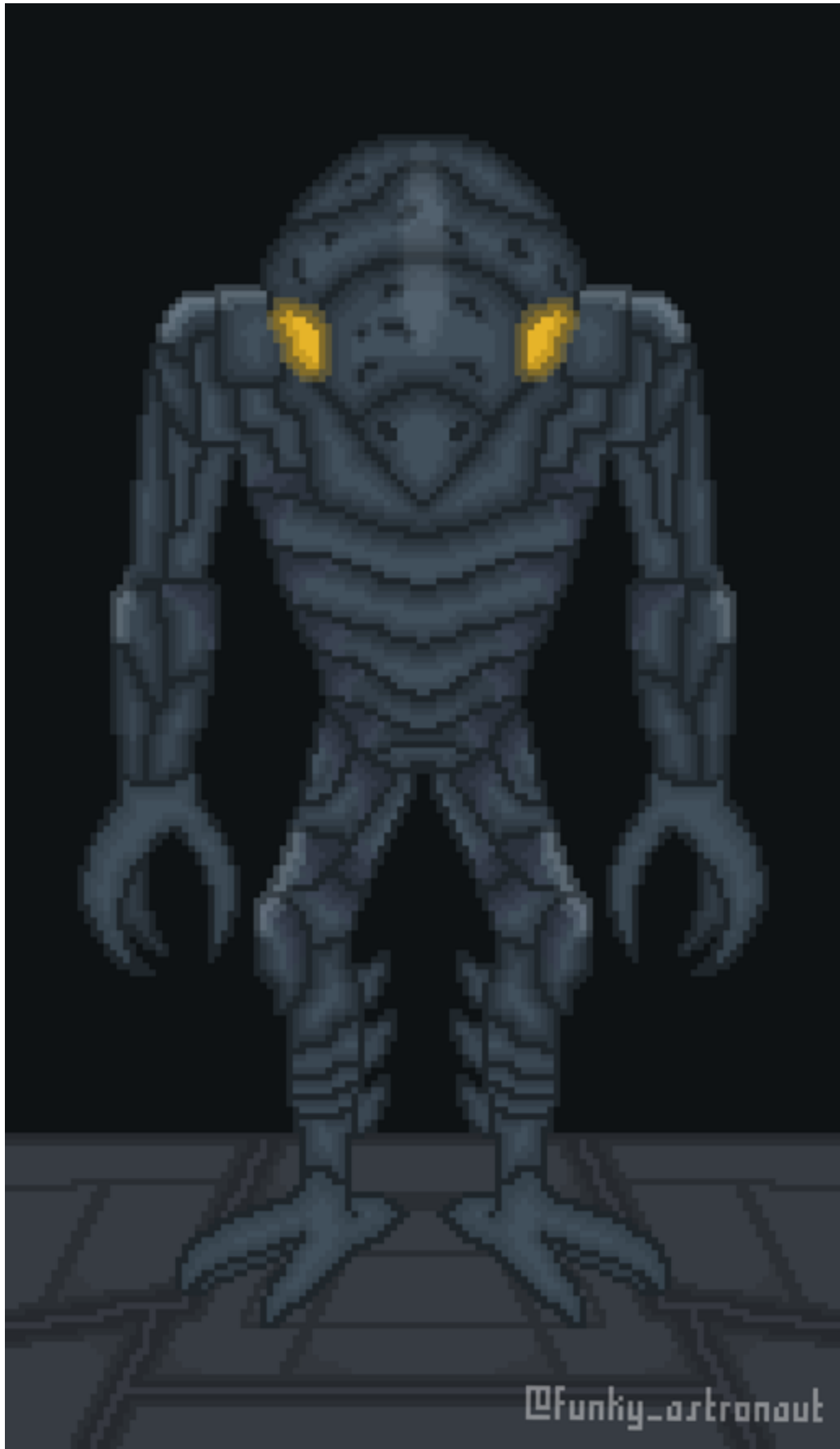
Solomon Mansfield
@SolomonMcMan



Doominal_Crossing
@DoominalCross



QuestBoy1
@quest_boy1



Funky Astronaut
@funky_astronaut



Funky Astronaut
@funky_astronaut



Funky Astronaut
@funky_astronaut



Funky Astronaut
@funky_astronaut

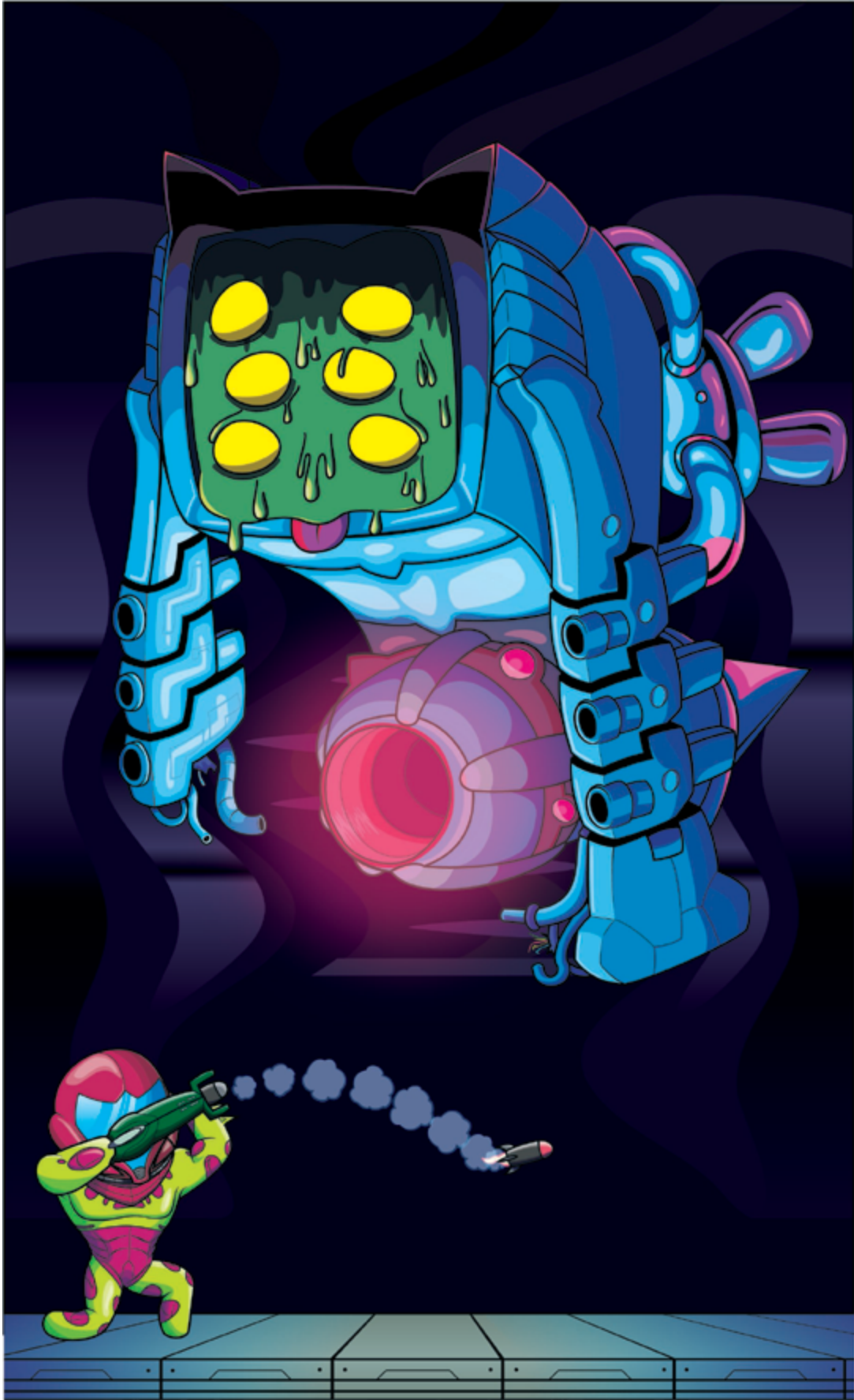
Boss Rush



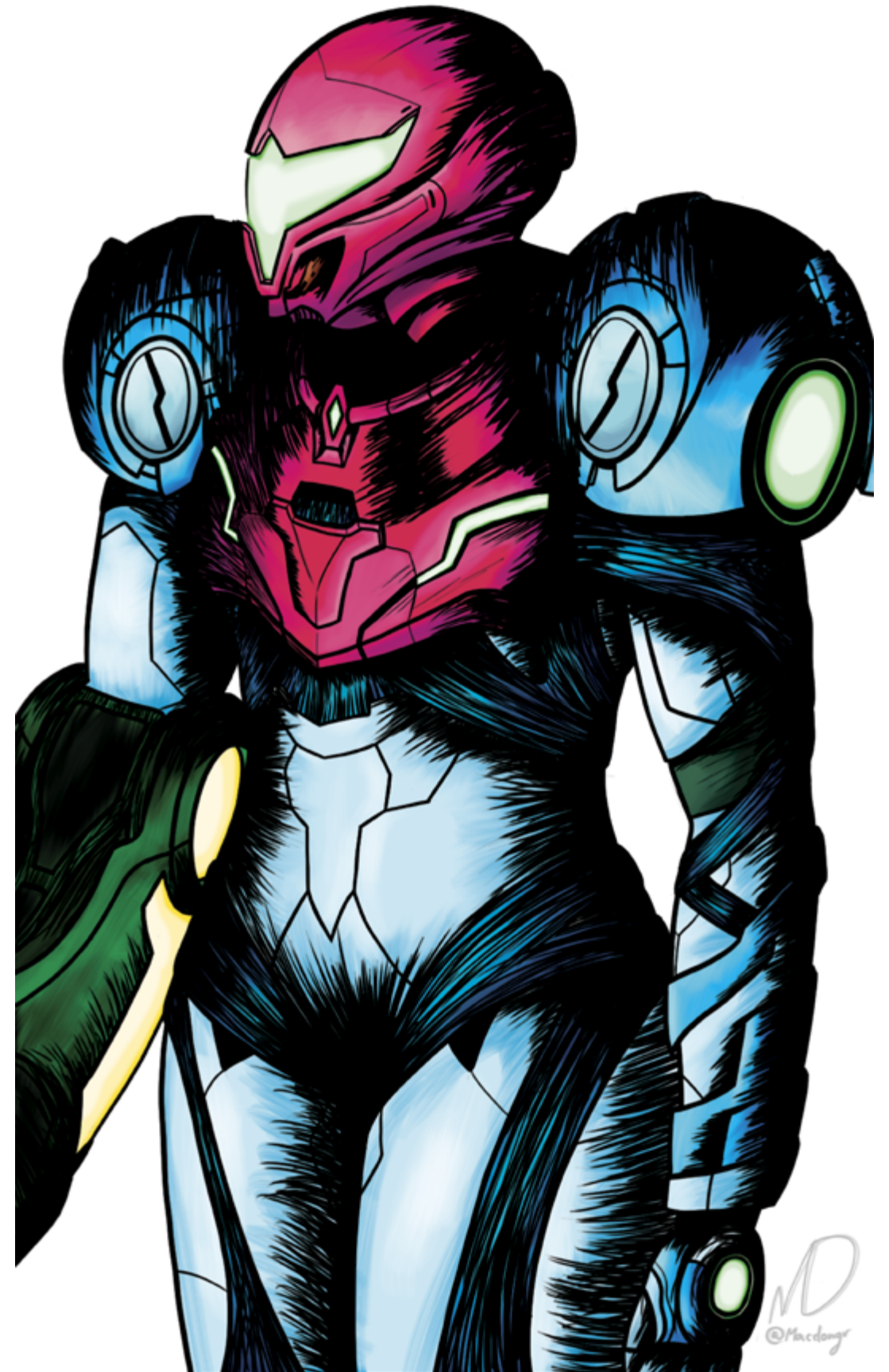
Leg
@Leg85551149



DarkPrime25
@DarkPrime25



Logan Macdonald
@Macdongr



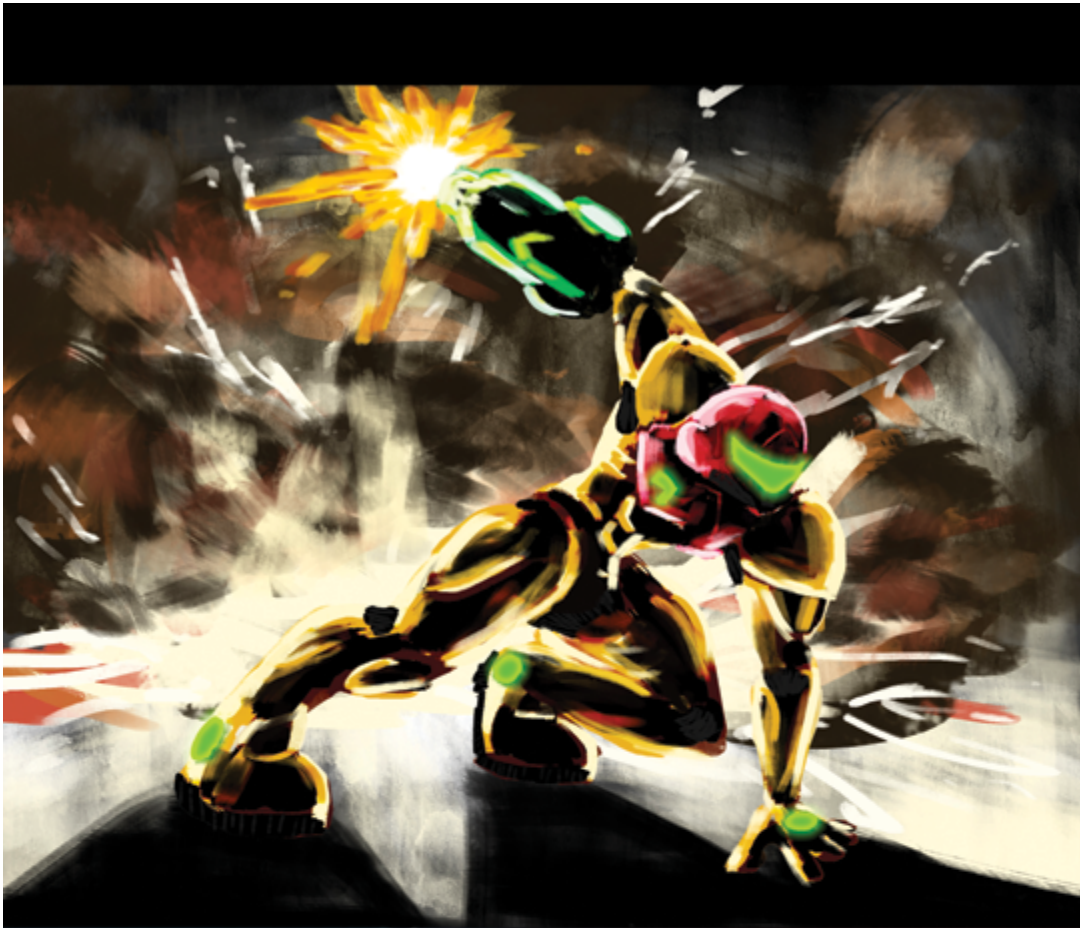
Logan Macdonald
@Macdongr



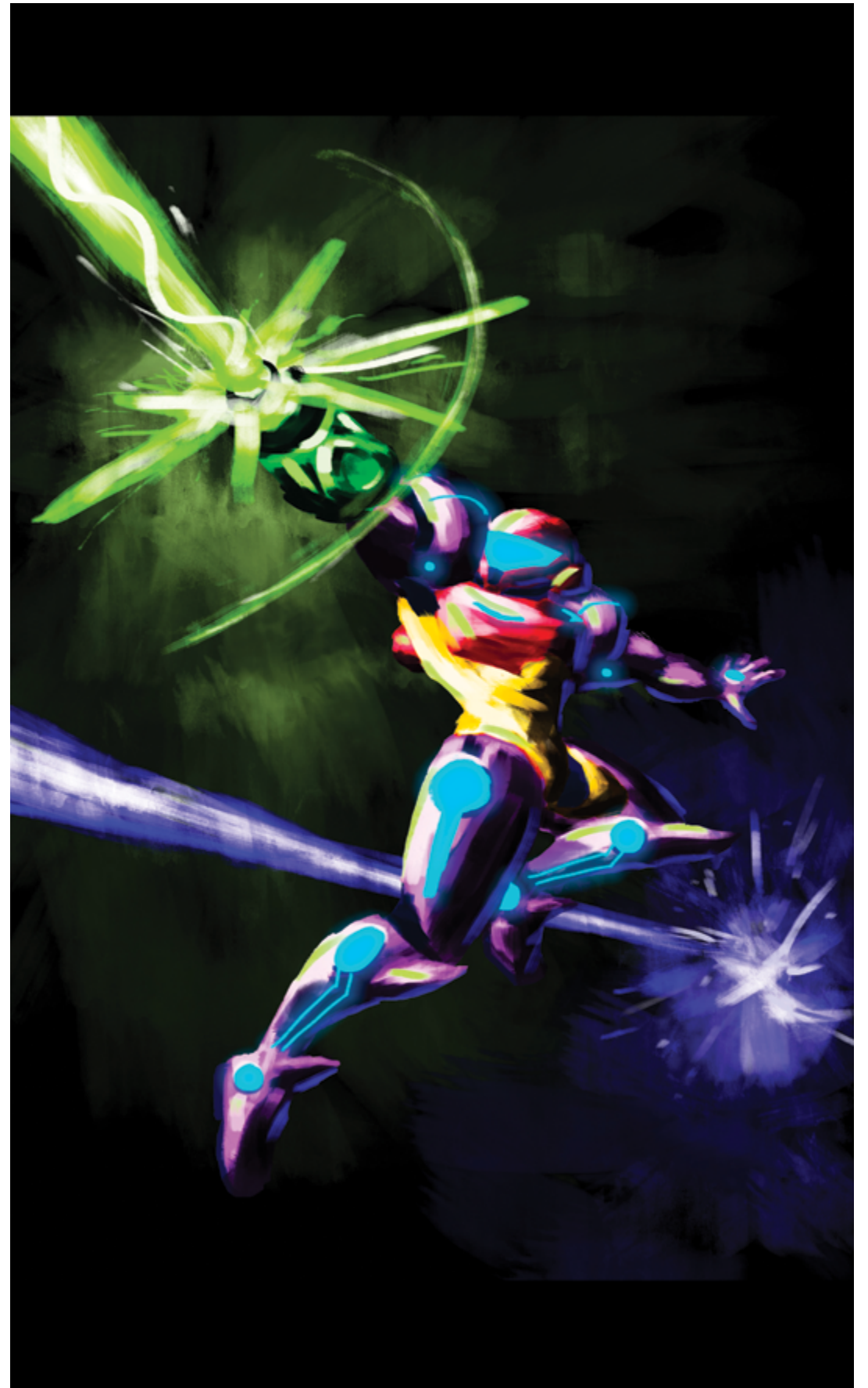
ItsJustWeedy
@itsjustweedy420



Charlie Rose
@mootroidxproductions



Charlie Rose
@mooxproductions

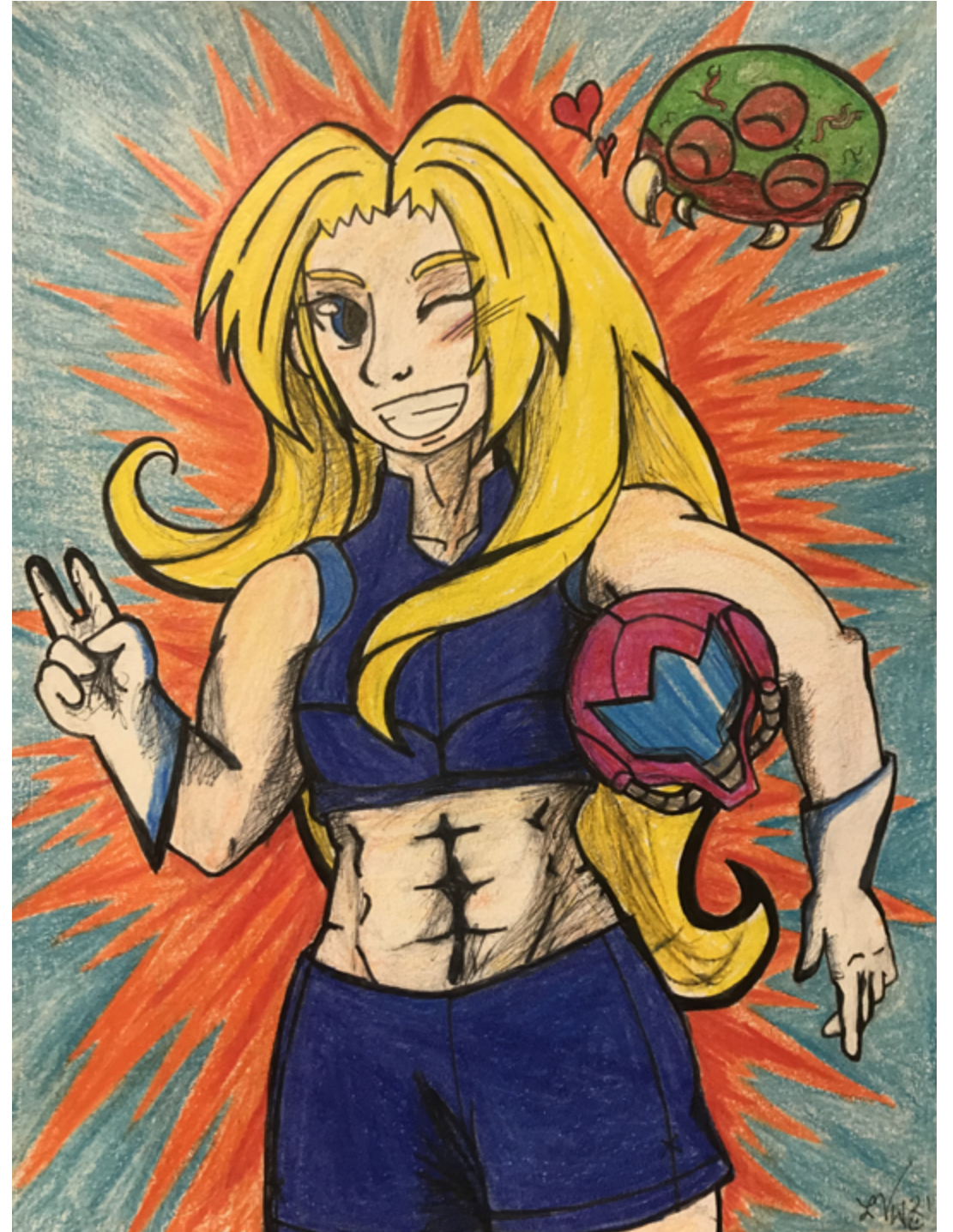


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Alex C Watts
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Alex C Watts
@Wattsydraws



Marvin H.
@MrGrinsekatz



Marvin H.
@MrGrinsekatz

Written Work

Lost (and Found)

When I put together this zine, I asked everyone a very simple question: “Why do you like Metroid?” The answers I received were diverse, but there was a common thread between all of them: exploration. What is it about Metroid games that makes players want to explore? And why is becoming lost such a compelling concept for games?

Metroid was released on August 6th, 1986 for the Nintendo Famicom Disk System. It immediately set itself apart from other games in the Famicom’s library. With Hirokazu “Hip” Tanaka’s spare, haunting theme on the title screen, players knew that THIS would be a game unlike any they’d played before. When the game booted up and the player took control of a robot-like character named Samus Aran, they learned that, in this game, they would be expected to go in every direction, not just to the right. The genius of the game design that guided players towards the Morph Ball showed players that yes, in games, you could go anywhere. Like its sister game The Legend of Zelda, Metroid opened its world up for exploration and let players take control.

However, unlike The Legend of Zelda, Metroid focused on the mental and emotional sensation of exploration as well. Players were forced to create maps of Zebes as they searched the depths for Mother Brain. They dealt with the terror of fighting Ridley and Kraid over pits of magma. They dealt with the isolation of being one person against a hostile world. They struggled with the frustration of becoming lost and having to return back to where they came from. In short, players began to feel the same emotions that Samus Aran felt.

This concept of exploring an interconnected world was not a new idea, but Metroid took that concept a step further and helped players connect to the main character through game design. It established ideas that eventually became known as the “Metroidvania” genre. Games like Castlevania: Symphony of the Night, Hollow Knight, and Axiom Verge have expanded upon Metroid’s ideas, but that concept of becoming lost, only to find that with new upgrades, you can go a little bit further in older areas than you could before, is the common thread that connects the genre together.

In today’s world, there aren’t many places where a person can get lost. Technology such as GPS and phones have made knowing exactly where one is a simple thing. Maybe there is something inside each of us that longs to be lost, to fall off the path and into the woods. Maybe that is why players are drawn to Metroid - because becoming lost is the first step towards finding your way.

Isabel Braman
@ilbraman

New Memories

2021 has been quite the year for me, which I think is notable considering the year we all had in 2020. I've been up, I've been down. I've been feeling great. I've been sick. It's like we're returning to normal, kind of, but to a normal I'm not familiar with, so can that be normal at all?

Needless to say I wanted to get something into the zine. As much as I wanted to capture a visual or a memory that really defines Metroid to me, I'm no artist, and I'm certainly no time management expert either, so here we are.

I thought about what feeling I wanted to capture when I originally planned those scenes in my head.

I thought about long car trips in the backseat of my parents' Plymouth to ice hockey games, glued to my Gameboy Advance beneath the dim glow of my squiggly worm light.

I thought about the warm dining lodge of the dude ranch my family would go to on vacation for the winter, where I'd sneak quick moments of blasting Metroids and absorbing X Parasites in between bites of savory smoked sausage and fluffy waffles.

I thought about the nights I spent in my childhood bedroom with all the lights off, exploring the depths of Tallon and Aether, as I pushed myself further into the unknown, trying my best to be my bravest. At least, until I got the right visor.

I thought about long days of clan battles and scrimmages, getting together with friends and allies on alien worlds and doing battle, chirping at the hinge of my DS held as close to my face as possible so they could hear every last word.

I thought about what Metroid meant to me, and I thought of these moments. These memories.

I'm very grateful to have these moments, and to be able to remember them fondly.

I'm not surprised how hooked I became. In Metroid, you go out there and make it all happen on your own. Just you and the world, and how you decide to take it on. You get lost in these lush, enthralling worlds that you almost don't want to leave, yet you can't wait to visit the next. And you don't just feel like you're making a difference, you know you are.

I'm excited for what's next in store for Metroid, too. I became a Metroid fan in the golden age of the series, right at the turn of the century, with the 2000s bringing us so many amazing Metroid games in such a short period of time. With Metroid Dread on the horizon, and Metroid Prime 4 hopefully not too far behind in its wake, I truly believe we're entering another era, another golden age for Metroid. I think there's a lot more on the way than we could possibly imagine.

I can't ever go back and relive those days of playing Metroid as a kid. And that's okay. Nostalgia is nostalgia for a reason. I will always cherish those memories.

But now, I'm ready to create new moments. New memories. New Metroid memories.

You can't recreate the details of your past that are responsible for those good moments in your life, but you can find those feelings again in new experiences.

I can't wait to try what these new games have to offer. To talk endlessly with friends and other Metroid fans about these new games. To beat them again and again until my fingers are sore, and then beat them some more.

I think it's all going to work out in the end. I don't know, I just have a good feeling about it.

Happy 35th Anniversary to Metroid and all the Metroid fans out there. Here's to another 35!

Dakota Lasky

Omega Metroid Podcast Co-Host

@dakcity_

@OmegaMetroidPod

Fusion

How Metroid Strengthened My Relationship

I was a late bloomer to Metroid. I think I first played Metroid Prime in high school when I was first really discovering Nintendo's catalog (I was a Playstation kid). At the time (and even still sometimes), I really detested puzzle-based games and backtracking. No matter how well I did in school or how I could articulate words, I would always get stumped by video game problems. Often relying, to my chagrin, on guides. So, I gave up on a lot of games. Metroid Prime among them.

I came back to Metroid Prime a number of years later. This time it was on the Wii U with Metroid Prime Trilogy. I actually played through the entirety of Prime this time, with the help of a guide. It was an accomplishment, but I wanted MORE. Metroid Fusion was the first 2D Metroid I remember picking up (I may have played Super in passing prior, but my timeline is a bit perplexed). I loved Fusion but due to how my stupid brain works, I lost interest and put it away. I eventually bought a used SNES cartridge of Super Metroid, got stuck, got pissed, and left it. But I always had a feeling I would return.

Fast forward to the year 2017, I'm now in a relationship with a wonderful woman. We got along great. She's the most intelligent person I've ever met, but still loves goofy humor, horror movies, and video games! She's not much of a gamer herself, she does love Donkey Kong and Mario Kart though. But she really enjoys watching me play video games, something I hadn't really experienced before. To coincide, that was the year Metroid Prime 4 was announced (LORD HAVE MERCY IT HAS BEEN THAT LONG!?) and Samus Returns came out. I bought a 3DS just to play Samus Returns. In the meantime, I bought Super Metroid on my 3DS and played through it the summer before Samus Returns.

Despite being a handheld experience, I would often play it while lying next to my girlfriend. Initially showing little interest, she became enthralled when I battled Ridley. The seed was planted. She didn't get to see much of Samus Returns, I mostly played that by myself. She did witness me get enraged fighting the Diggernaut, which I think is still the hardest boss in Metroid history. But the fateful day came when the SNES Mini came out. My girlfriend and I split it 50/50. One of the first games we played that night was Super Metroid. Little did I know that this would solidify a major touchstone of our relationship.

I mentioned before that I am often stumped by gaming puzzles. Well, my partner happens to love puzzles. She was kind of my hype person, my manager, my coach in a way. When I would get stumped, she would suggest ideas I had never even considered. We'd still have to occasionally acknowledge a walkthrough, but for the most part, we beat Super Metroid...together. Soon after that, I tracked down a Retron5 system and we played through Metroid Fusion and Metroid Zero Mission. She made me a better player. When I was lost, she helped guide me. When I was stumped, she helped enlighten me. When I was angry, she consoled me. And when I was victorious, she cheered with me!

This has become a staple in our household. Every year, usually around Christmas and New Year's, we play through Super Metroid, Fusion, and Zero Mission back-to-back to back. And it's never gotten old, and we've gotten better. Very rarely do I need to look at a guide. It is a tradition that I hold very dear. Metroid strengthened our bond. It brought us closer, it showed the ugly side of both of us too, but that made us stronger. We've even bridged the gap to other Metroidvania's. Symphony of the Night, Guacamelee, Blasphemous, even stuff like Resident Evil or Dark Souls. I hit the jackpot with this one. I never imagined having a partner like her, and I thank Metroid (and my boy Ridley!) every day for bringing us even closer together.

So, thank you to Metroid, and thank you to Jacqueline Paige.

Russell M. Moran
@FussyRussy8960

Grateful for 35 Years

Dear Metroid fans,

Is it time to say something profound and deep? Okay, here goes:

Wow, 35 years. That's a long ass time. Five years younger than me! In that time, we've seen the release of 11 (almost 12) mainline titles, 2 spinoffs, and 6 Smash Bros. games featuring Samus. Then we have **Metroid Blast** within **Nintendoland** that I guess everyone forgets about. And of course, who could forget about **AM2R**, the game people claim was the cause of **MSR's** poor sales (entirely untrue). Lastly, I can't forget to mention the countless number of inspiring hacks out there that let folks go on all new unofficial Samus adventures. Whether we'd like to admit it or not, there's A LOT of Metroid out there. Surely not as much as Mario or Zelda or even Megaman, but still, there's a lot. (Accessibility of these games, however, is another story entirely.) We're grateful for every second we get with these games. **They're really good.**

Over the nearly 20 years of being "A Metroid Fan on the Internet™" I've seen fans come and go, and I've seen the landscape change. Most notably, I've seen it **expand**. I've met countless other people who have all discovered the series through various means, fell desperately in love with it, and decided, "Hey, I **love Metroid!** And I want to talk to people about it, **NOW!**" And the Metroid Database has been one of those places. For a time, it was the place. Nowadays, maybe not so much - but the alternatives are much more vast and easily accessible than ever before. It takes less than a moment to find a Metroid community online. I'm grateful for that, too. And I'm also grateful that so many people (tens of thousands of you, apparently!) hold the MDb with the highest regard possible as one can find in a fandom website. Regardless of how you use us, we're a launchpad into your own personal fandom. **We're 35 years of video game history.** We're intricate knowledge, translated articles and comics, multimedia resources, and a place where you can find strats and tips on the whole series. But in the end, that's really all it is - a fandom website. We're just **people**, not celebs. And we never ask to be anything more than that. Sharing a passion with other people is easy. But cataloging that passion into an independently run website with a budget of nearly nothing can be quite difficult. It's not a road I could recommend many people should take.

The series has had its ups and downs for sure. But does a game need to be crucified each time something goes slightly awry, straying **slightly** from a fan's vision of "How It's Supposed to Be"? Do we need hour long YouTube expositions and retrospectives cataloging and nitpicking each and every aspect of why one or two specific cutscenes have given **you** PTSD and nightmares and triggers you to make a comment about it every time someone dares to even mention its loathsome name?

Do we need to scream obscenities, shaking our collective fists at the clouds, cursing certain game directors for the gall of making certain storyline decisions that are subjectively questionable? Maybe there's a level of maturity some need to discover within themselves. Maybe it's something folks would rather take to their grave. Or maybe, **just maybe**, some will learn to move on. For me, I'd rather be grateful.

I don't have all the answers, and don't claim to, but I do know that I love Metroid. And I love it along with each and every one of you. The community has given me more personal joy, satisfaction, and hope than one could have. It is because of **you**, why I keep doing what I'm doing. I am the one who's grateful for **you**, and I'm grateful for Metroid. I can only hope to keep the passion burning for a bit longer. Thanks for making it worth the time spent. Who knows what the next 35 years will hold?

Keep on gaming,

Ryan Barrett, A Big Metroid Fan on the Internet™
Webmaster, **Metroid-Database.com** | @metroiddatabase

P.S. Super big shoutouts to my staff and every single person who's ever contributed to the MDb over the years and Isabel Braman for making this super kick ass zine! <3

Starting

It's like starting over again.

It *is* starting over again.

Guiding the ship down somewhere safe. Somewhere she has to guess is safe.

It's not like she hasn't done it before. Taken on a mission of her own, or have the hunt selected by the Federation or someone else. Stare at the gunship's porthole opening as the rain tumbled in. Hand hesitating at the elevator controls.

But the calm before the storm had the tendency to render her accomplishments null, tear her armor back to basic. Or to make them weigh on her heavier than lava or snow, feeling the baggage of them all at once.

Phaaze, Zebes, BSL, Adam, the infant. She could run faster than the destruction of them all, speedboost right past them and shinespark into the depths of space where none could find her.

When she presses the button, when she rises to an audience of rain and fauna cries, she takes a breath and slips beneath the visor.

Because she is Samus, and she has landed

Silence

Cries of death, screams of pain, life energy absorbed, broadcasted. The birds of SR388 made too much noise as they were eaten alive.

Their ultimate warrior challenged the very definition of such; does a warrior protect and defend, or murder and kill? However so, Metroid had no interest in its namesake because it was an animal and would not comprehend more than craving.

The Chozo would carve off this decaying arm, and seal off this unprecedented mistake. Lest for all that was sacrificed, and for what Metroid stood for, be turned to dust.

The Chozo could not leave this overgrowth unattended.

A demilitarized starship set a course for planet SR388, with an army and commanders on board. To snap shut the whining beaks of dreamers cawing on far too long.

For what is birthed by Chozo, is not invulnerable to their wrath.

The Ambush

The squadron disbanded quickly, quietly, in many different directions.

Foliage rustled as they passed through it, leaping and bounding through the dense forest in an effort to put distance between them and the Federation pursuers. They didn't slash at their obstacles like they normally would. Only their claw tracks in the dirt would be evidence of their brisk passing. Still too much.

The burns on Seether's leg still protested as she ran, making her pant and spit all the way to the rendezvous point. It had been roughly set, somewhere up in the mountains where a dropship had somehow broken atmosphere undetected. It would take them all days to reach, and she knew if she didn't make it, they would leave without her.

Setting herself down behind a tree, wheezing without abate, her body predicted her fate. Disappointed with the distance she'd made, she would most likely leave this planet in a federation craft instead of a pirate one. She cursed in her garbled tongue, and no one knew what she meant for miles.

Norion's sun swung low, the atmosphere a rich gold before dying off, meaning she hadn't moved since late afternoon. Curved, plated legs slid against dirt as she heaved herself back up to travel in the night. It still wouldn't be easy to navigate -- the g-feds could most likely detect her heat signature with ease, so the dark didn't hide her, while she had nightvision augs that were well past replacement date. She weighed the pros and cons of continuing, finding the cons a sack of bricks weighing her back. She decided to continue, limping into the night.

It was into roughly two hours of lame travelling when she first heard a noise made by something other than herself. Thoughts rushed to her nearly as fast as the adrenaline and she whirled around, wrist-mounted canon firing shaky, rapid shots. She'd struck a tree branch where seconds prior a small animal had leaped away from, screeching its head off startlingly loud for a creature its size. Damn! She swore, feeling her Phazon reserve leak and seep onto her arm again.

They'd given her this wretched blue substance and pushed her into a cramped ATC, then shoved her off again into the battlefield as High Command attempted this manufactured youth of a Federation planet. Lowering her arm and taking in as much air as her puny lungs could withstand, she wondered how lucky she actually was, to be forgotten here, waiting to be found deep in enemy territory, as opposed to slave labour in the farms and kitchens that kept the armies rationed.

Then, just like that, she didn't wonder any more. A silent, well aimed shot travelled through her skull, making her body crumple quietly without a complaint onto the forest floor. 30 seconds later, a small team of federation troopers emerged from the bushes. They made sure she was dead by nudging her with their boots. The others didn't have long now until they were ambushed and met with a similar fate.

ChozoHermit
@ChozoHermit

Music



Harmony of a Hunter Returns

Shinesparkers are excited to announce our sixth album in the “Harmony of” series. *Harmony of a Hunter Returns* is a massive sixty-five-track album spanning five hours and celebrating the thirty-fifth anniversary of the Metroid franchise, covering music from every entry in the series in a wide range of different genres. The project also commemorates ten years of albums by Shinesparkers, coming full circle from our first Metroid-themed album, *Harmony of a Hunter*. It is our second largest album to date and the largest album we have produced dedicated to a single series.

The name “Returns” was chosen for several reasons, most notably because it was a return to Metroid albums after many years. It also signifies the many returning musicians from all previous projects, and it serves as a nod to a recent Metroid video game release “Metroid: Samus Returns”. We also returned to a few features of previous albums, such as a story-driven Ridley piece paying homage to *Harmony of a Champion’s* narrative, a Brinstar cover that is highly inspired by the Super Smash Bros. series representing Harmony of Heroes, and the return of HiScore, who have created yet another incredible Metroid medley like they did back in 2012 with *Harmony of a Hunter: 101% Run*. This track in particular, is one of the longest tracks we have ever produced, at almost twenty-five minutes long!

It was also an opportunity to cover some themes we were unable to include in previous releases, such as a selection of boss themes like the Emperor Ing (Metroid Prime 2: Echoes) and Vorash (Metroid: Other M). I am personally delighted that we were able to include the credits to Metroid Prime 3: Corruption on this release too, titled “Corruption Consumed”, which serves as the finale for this album. It is something we were unfortunately unable to deliver in the past.

We have done our best to cover as much music from across the series as possible, packed to the brim with as many Metroid themes as we could. But when we began this project, Metroid: Samus Returns was the latest entry in the video game series. Since then, Metroid Dread has been announced for the Nintendo Switch, and so we spent a bit of extra time to cover this upcoming game in our release.

While the album includes lots of well-known names, there are also many bright and talented new people that have contributed their time and experience to this project, some of whom were already familiar with, or fans of our previous releases.

The world has suffered a challenging time over the past eighteen months, and this project has given some of the people involved a sense of purpose and distraction from the concerns of Covid-19. When the idea for a new album was floated back in July 2020, the response from those contacted was overwhelmingly positive.

Due to restrictions at the time on group gatherings, we were unable to see bands and groups come together to create music this time around. However, that didn’t prevent us from organising some remotely-recorded performances, such as “Call of the Warrior” (Super Metroid), by Vincent Rubinetti and The Reddit Symphony Orchestra, or the aforementioned “Corruption Consumed”, by Julia Seeholzer (feat. The University of San Diego Choral Scholars & guests). One of our hopes is that our album will equally help others through these difficult days as we look forward to a much brighter future.

While this project has been a mostly positive distraction for me, I had a more personal reason for wanting to organise a Metroid album again. In May 2020 I received the sad news that an old friend that I had lost touch with who originally encouraged me to play Metroid for the first time, had passed away a couple of years prior. While the news hit me pretty hard at the time, I decided that I wanted to produce an album in his memory, with the blessing of his family. If it wasn’t for Jesse, I may never have found Metroid at all and, in turn, would never have directed and produced projects like this. I hope people will spare a thought for Jesse when they listen to this album and help to keep his memory alive.

Like our previous projects, *Returns* features some incredible artists who have created several pieces of extraordinary artwork in a variety of different styles, inspired by entries from the Metroid series. This time around, we decided to make the art pieces a bigger part of our album artwork, which fill the space while retaining the feel of our earlier designs with the familiar Screw Attack and stars.

Harmony of a Hunter: Returns is a collaborative effort, without which this project would not be possible. My heartfelt thanks go out to the entire team for helping to make this project a reality, especially to my two Assistant Directors Zack Parrish and Sebastian Mårtensson, who have also contributed arrangements to the project, both individually and in a collaborative capacity.

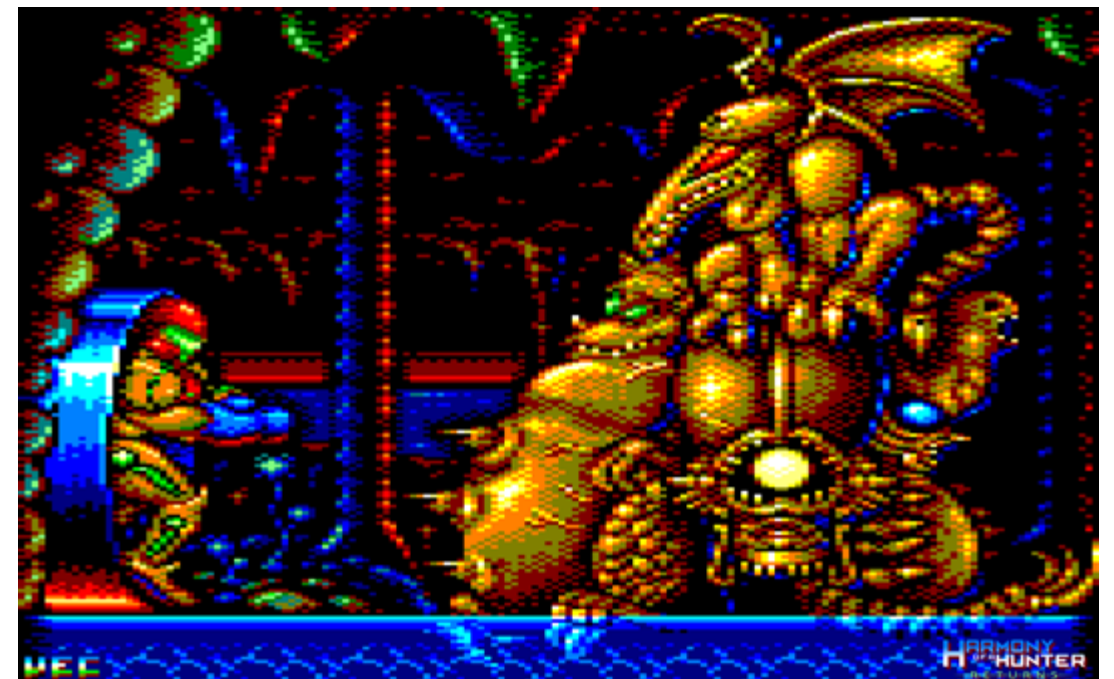
Harmony of a Hunter: Returns will be available as a free download from August 6th 2021 via the album’s dedicated website which will be updated over time with further content. You can also use it to check out our previous albums and learn more about the people behind these different projects.

Darren Kerwin
Producer/Director, *Harmony of a Hunter: Returns*
@Shinesparkers

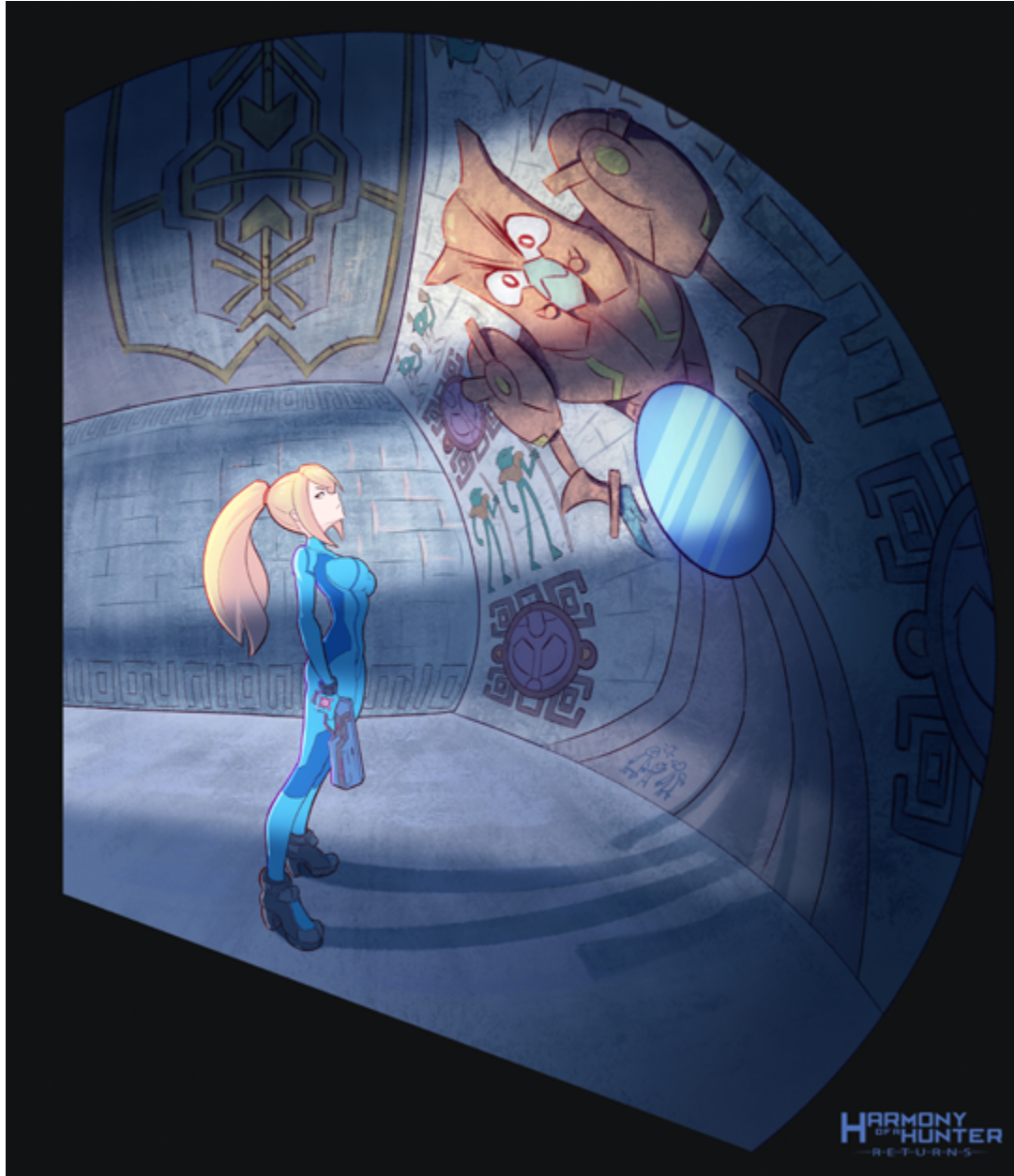
Album website: <https://harmony.shinesparkers.net>



Nate Horsfall
<http://www.lightningarts.com/>



Vectrex28
@FG_Software



garlagan
@garlagan



David Verstraete
<https://www.artstation.com/porvia>

The Heartbeat of a World

From every corner of the world in a Metroid game, there is an echo of a forgotten time. A world that was once vibrant breathes slowly. And the footsteps of a lone bounty hunter follows the cadence of a half-remembered song.

Music is an integral part of the Metroid series, helping to give it a unique identity among other series. In some series, music is woven into the background of the world, intended to be just considered as part of the decoration. In Metroid, however, music and sound design are one of the key pillars to creating the places that Samus Aran explores.

Consider how each area of Zebes has a unique theme, from the jazzy tunes of Brinstar to the ominous chants of Norfair. When a player explores these areas, these themes become markers of the places that they represent. Without even using a map, a player can explore through Zebes with the help of their ears and become attuned to the smallest changes.

In later games, callbacks and echoes of earlier songs become scattered memories for both Samus and the player. Lower Brinstar is remixed and reused in Metroid Prime 2: Echoes as the haunting, evocative Subterranean Torvus Bog Theme. As missions change for Samus and new threats come for the galaxy, these callbacks show that Samus (and the player) have faced threats like these before and been able to overcome.

The composers for the Metroid series (Hirokazu Tanaka, Kenji Yamamoto, and Minako Hamano in particular) and the audio designers (from Scott Peterson and Clark Wen to Emilio Gutiérrez López and more) deserve applause and accolades for their hard work. They have worked tirelessly to help craft one of the key components of the worlds that players have loved to get lost in.

This honor also extends to the fans. From their hard work, new life is breathed into these beloved songs. New melodies are grafted onto established harmonies. And the hunter returns to a new, yet oddly familiar world.

Isabel Braman
@ilbraman

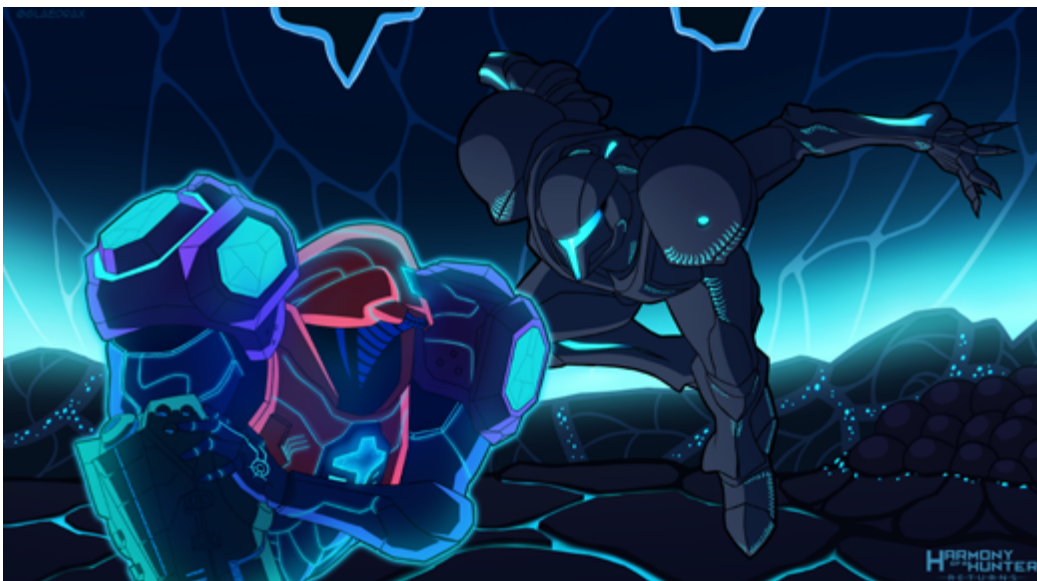
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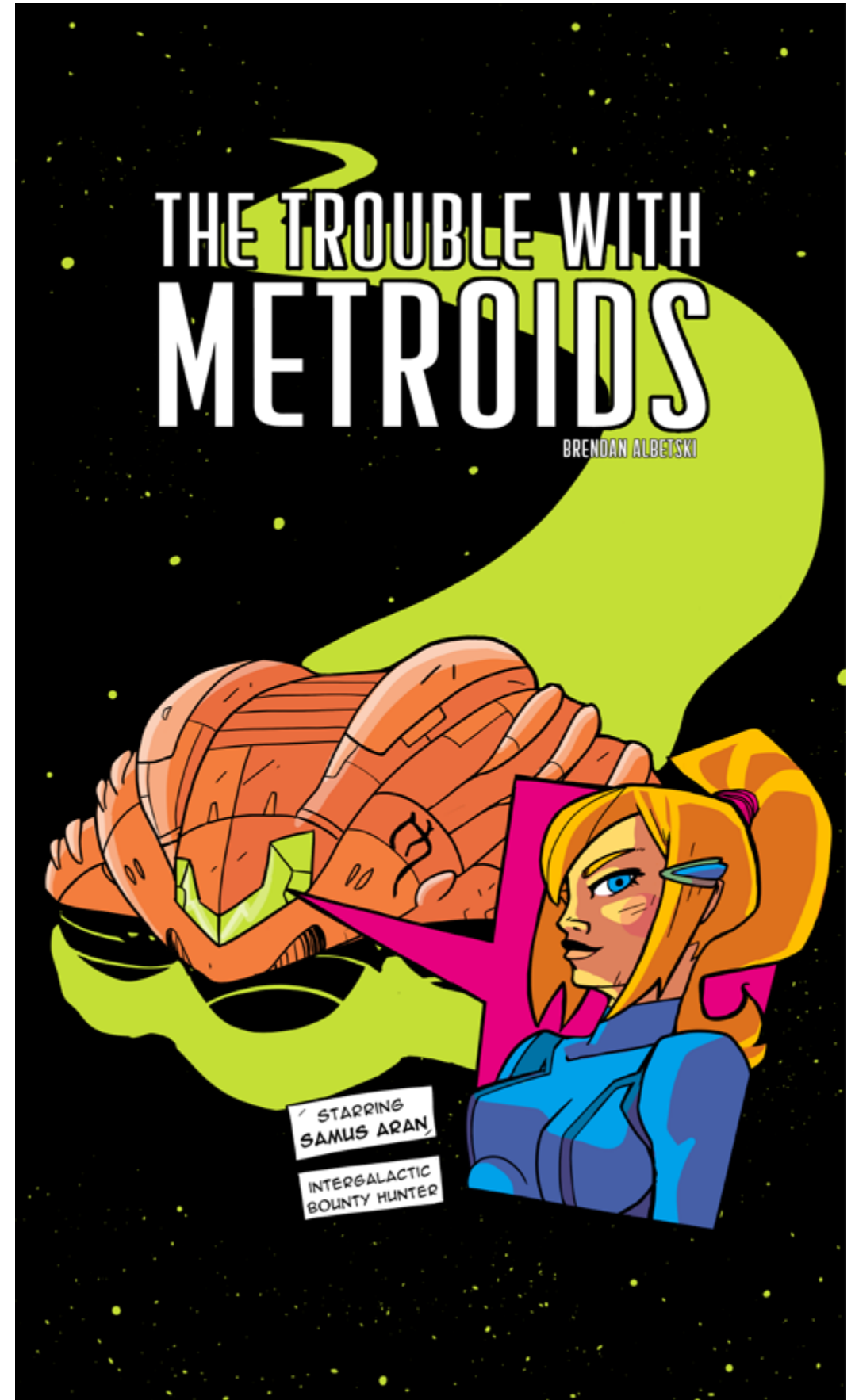


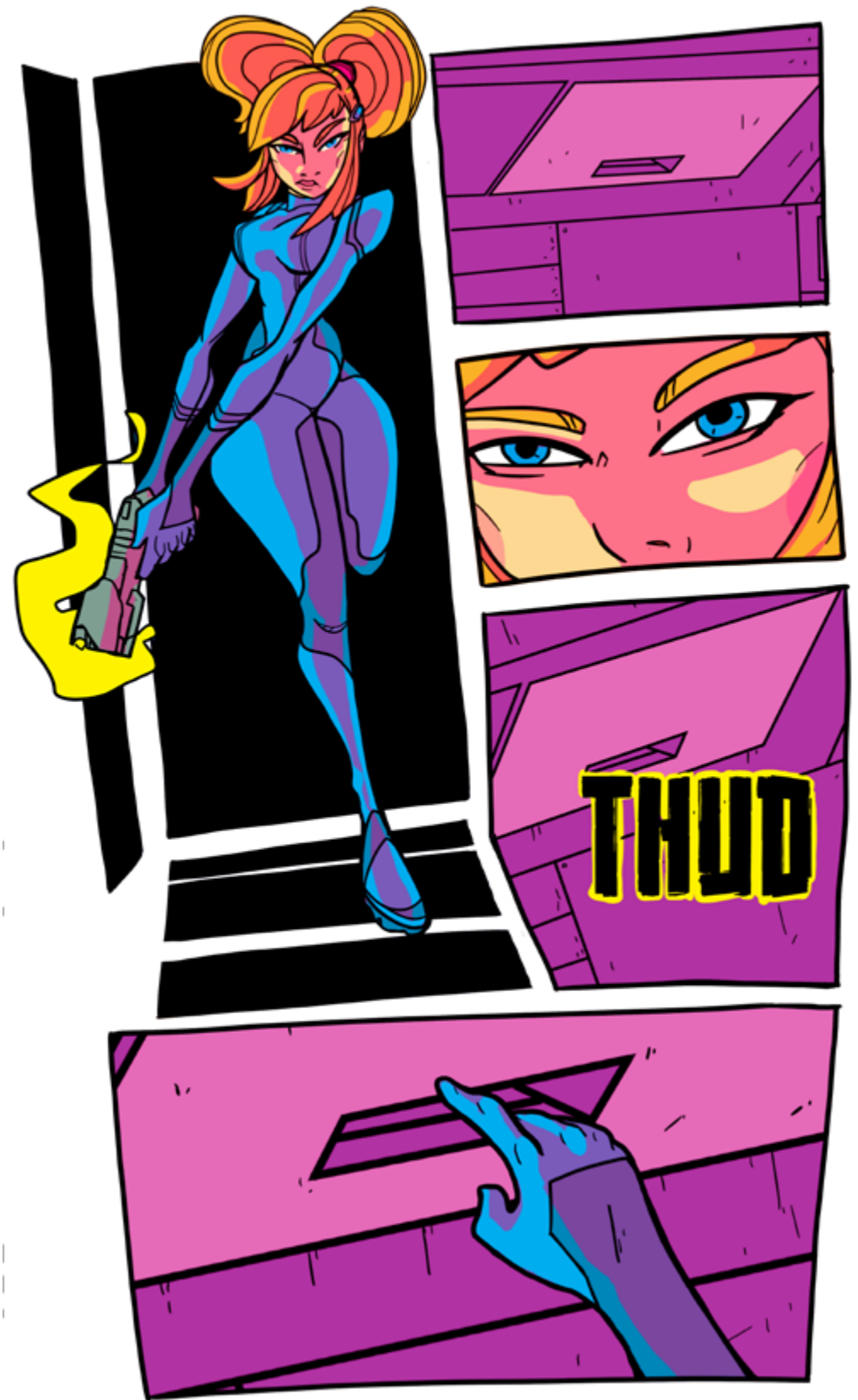
1) **Geoffrey Boulter**
<https://www.artstation.com/disturbug>

2) **Heather Wright**
https://vibrant_crow.artstation.com/

3) **Glaedrax**
@Glaedrax

Comics







Brendan Albetski
@helltobreakfast

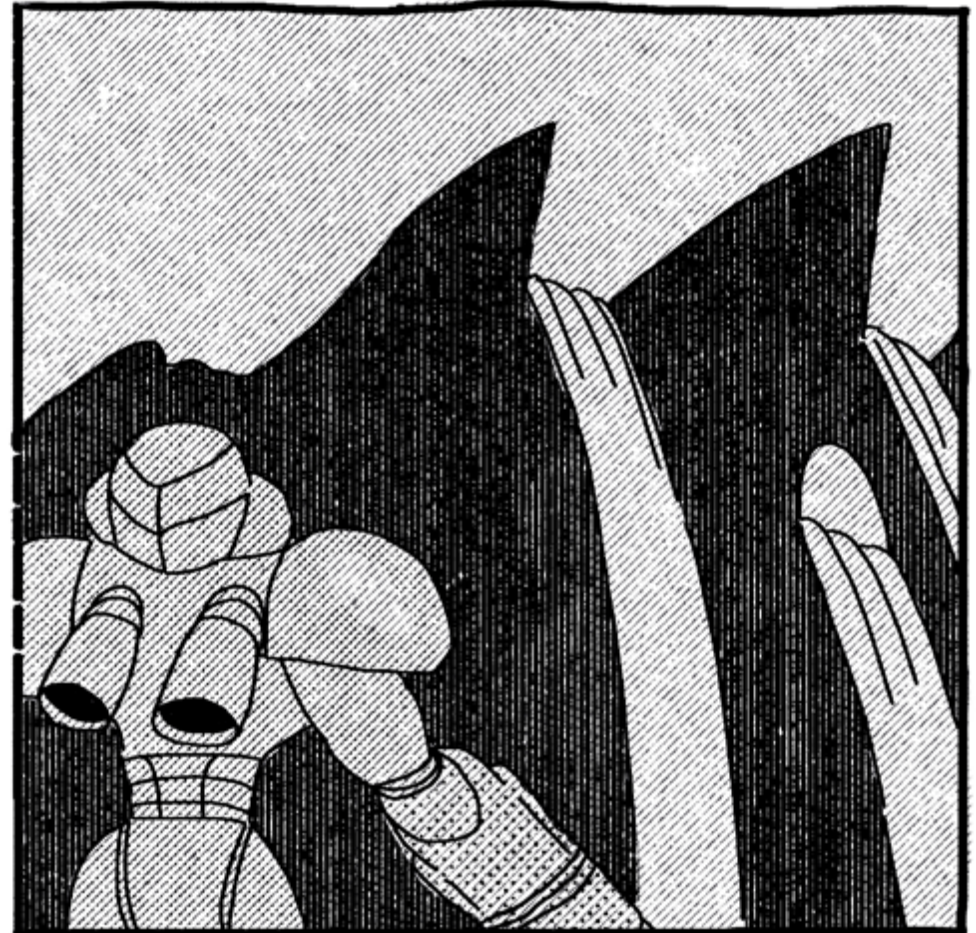


Brendan Albetski
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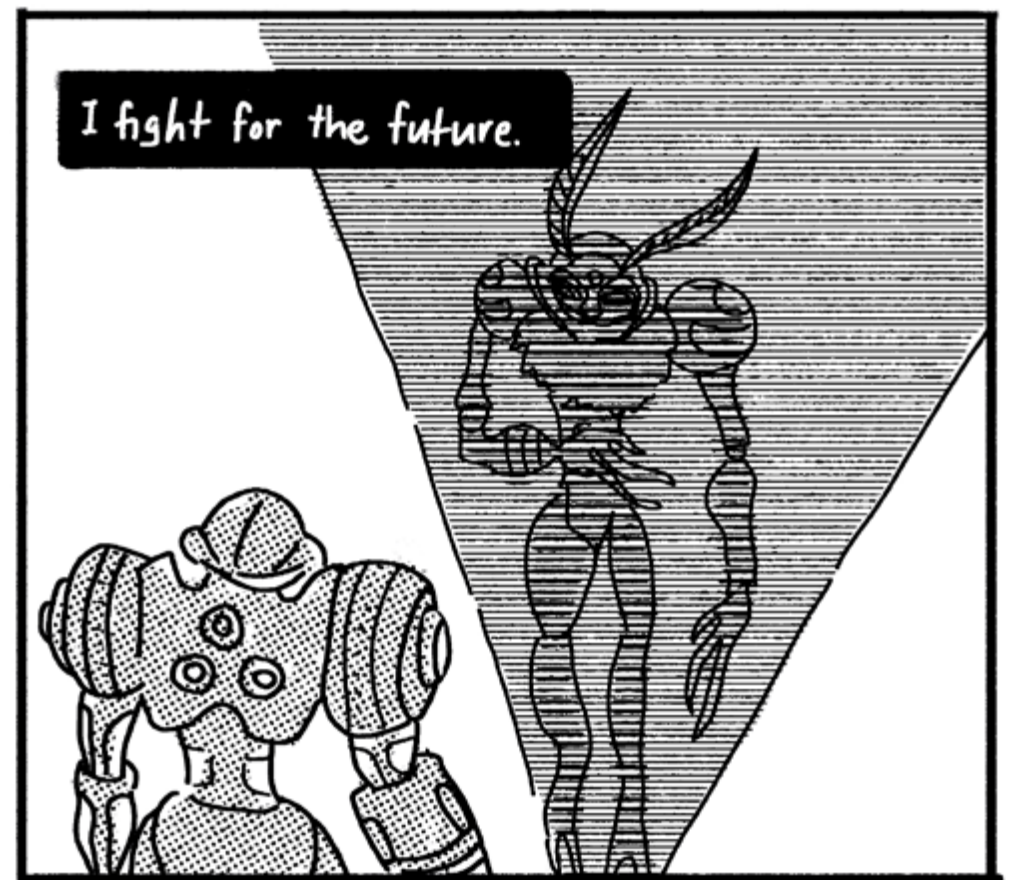
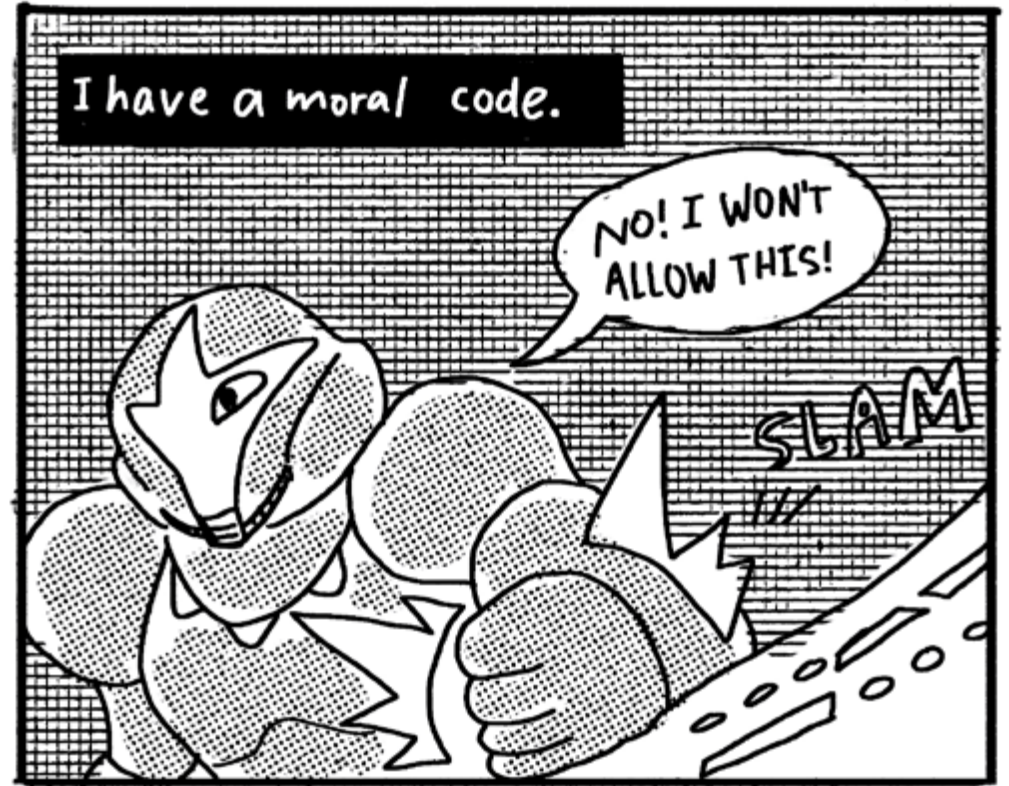
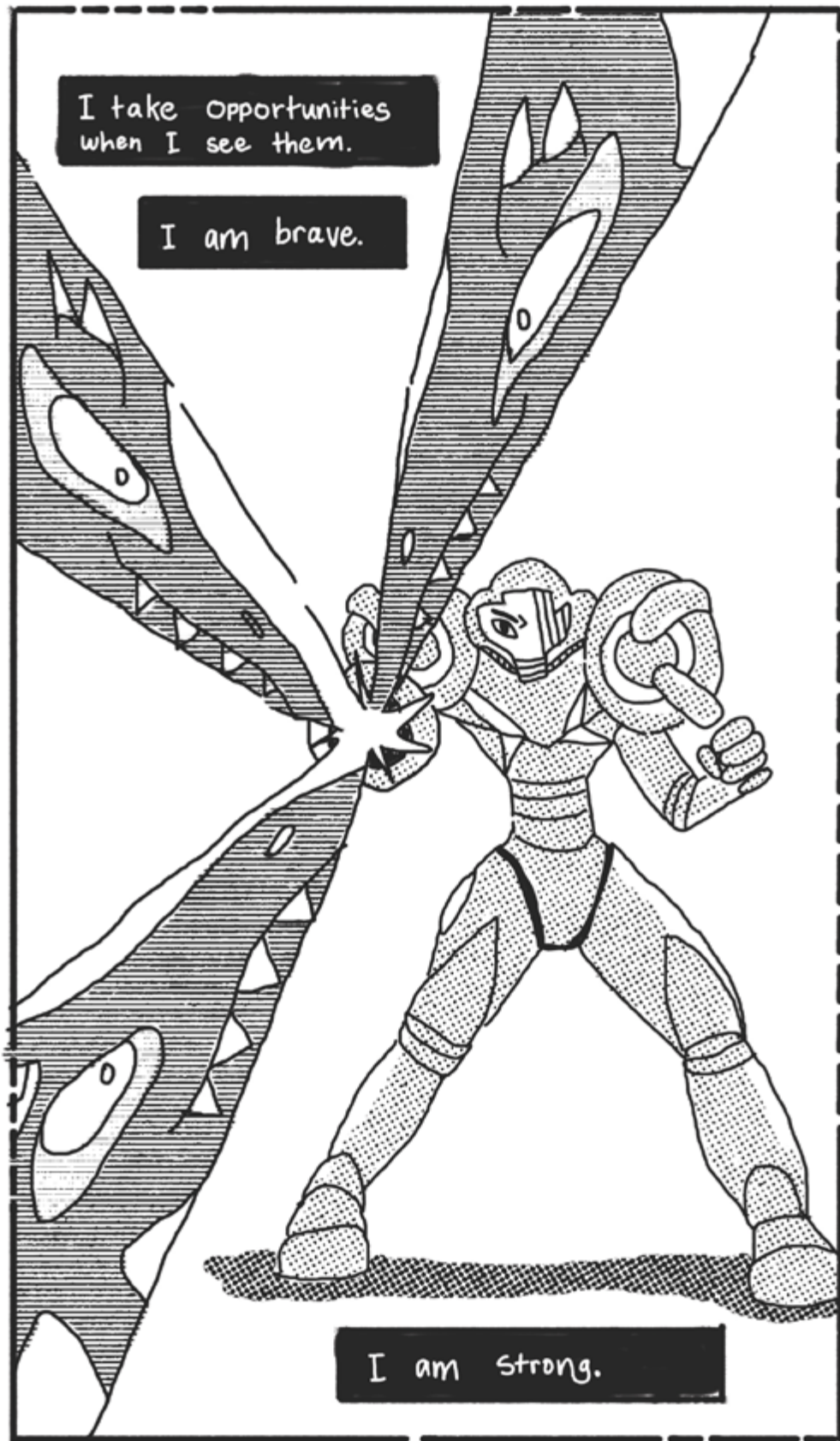
Heroic

ISABEL BRAMAN

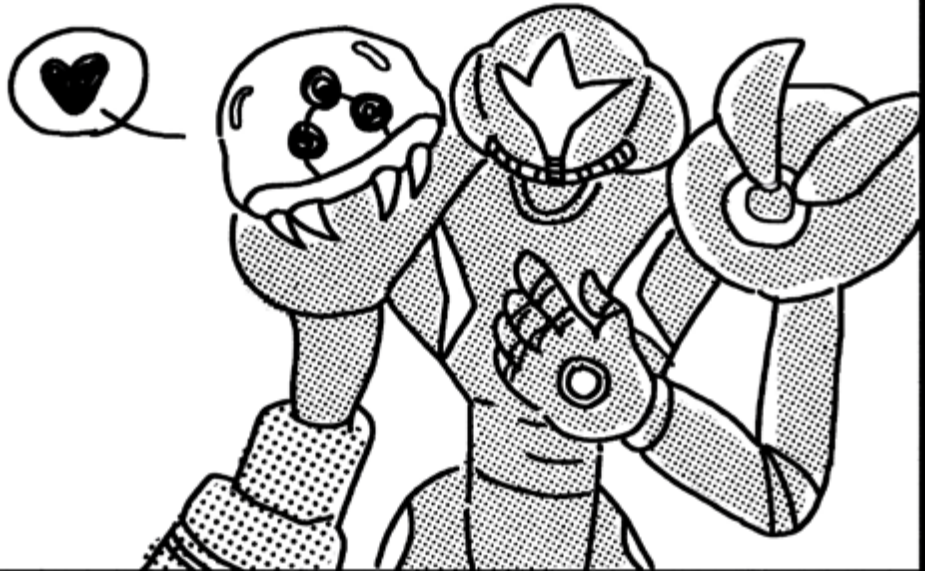
for a brief while, I am you.



I am intrepid. An explorer.



I am compassionate.
I am kind.

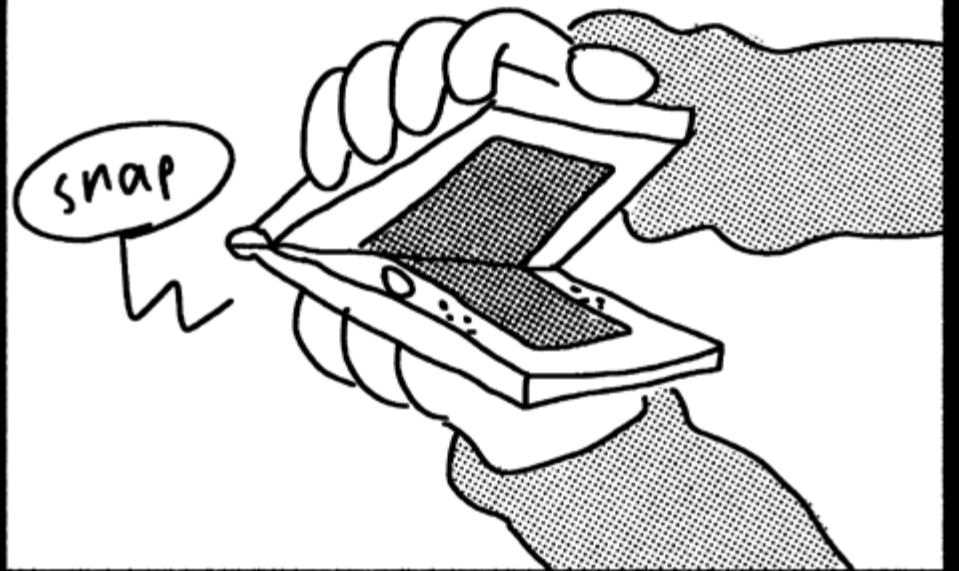


Then the spell breaks.



And I'm back to being me.

However...

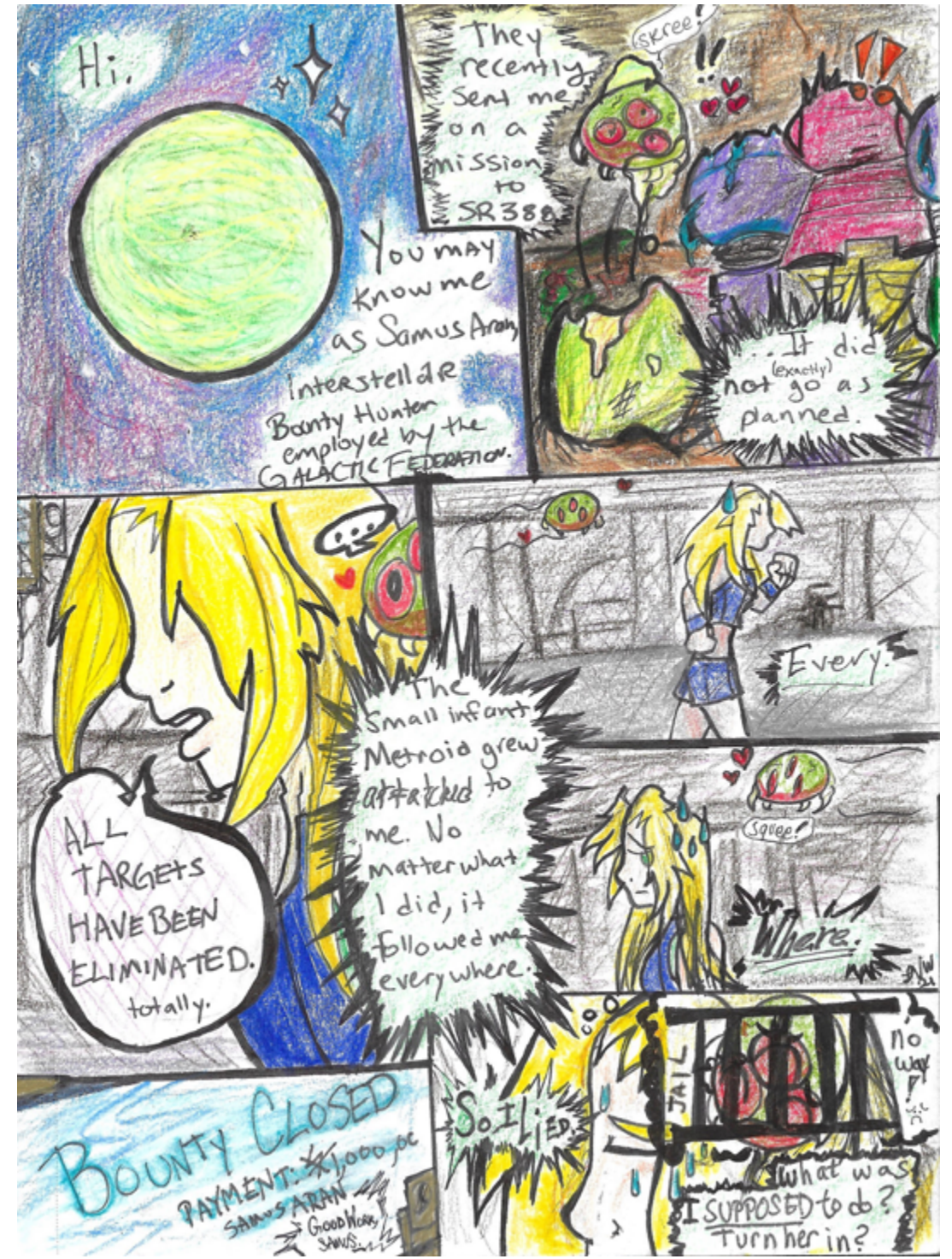


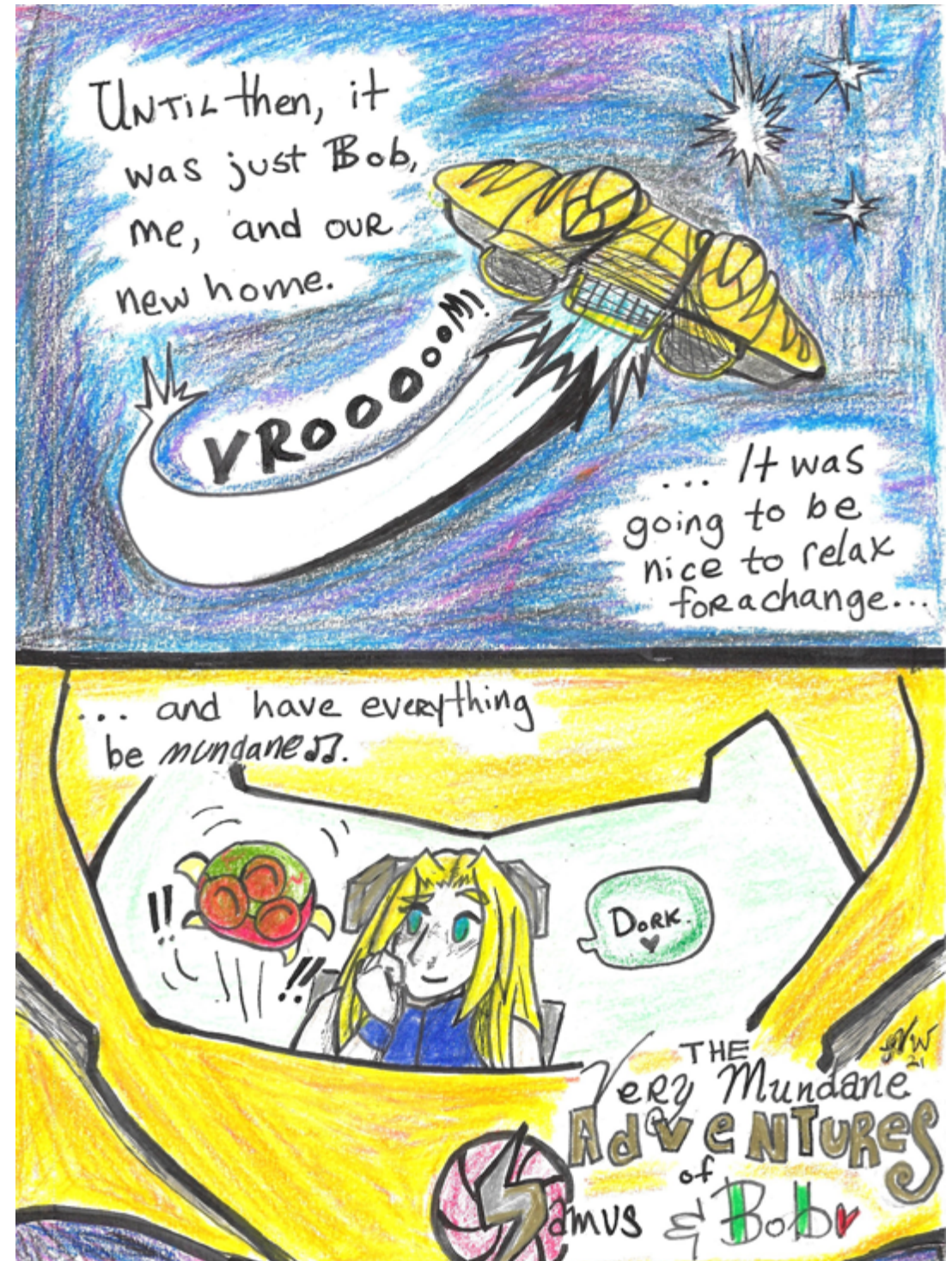
I can strive to
be like you,



see ya.

as best as I can.





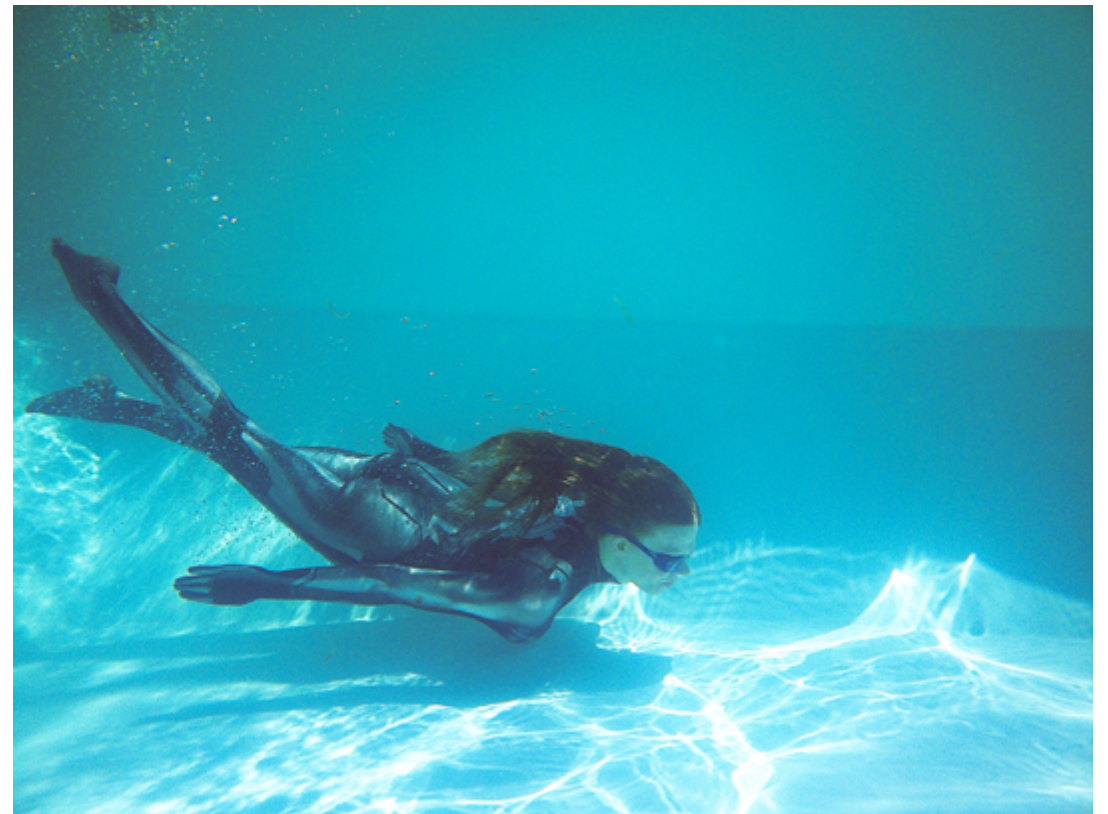
Cosplay





Jazmine Cosplays
@AllThatJaz22

Photography:
Victoria Pickering



Kelly Crystal
Facebook: Kelly Crystal



Son of Fire Cosplay
@son_of_fire_cosplay

Photography:
Noah Smith



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Photography:
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Gioia Marzullo
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Syrus
@syruscosplay



Robert C. Maitland
Facebook: Robert C. Maitland



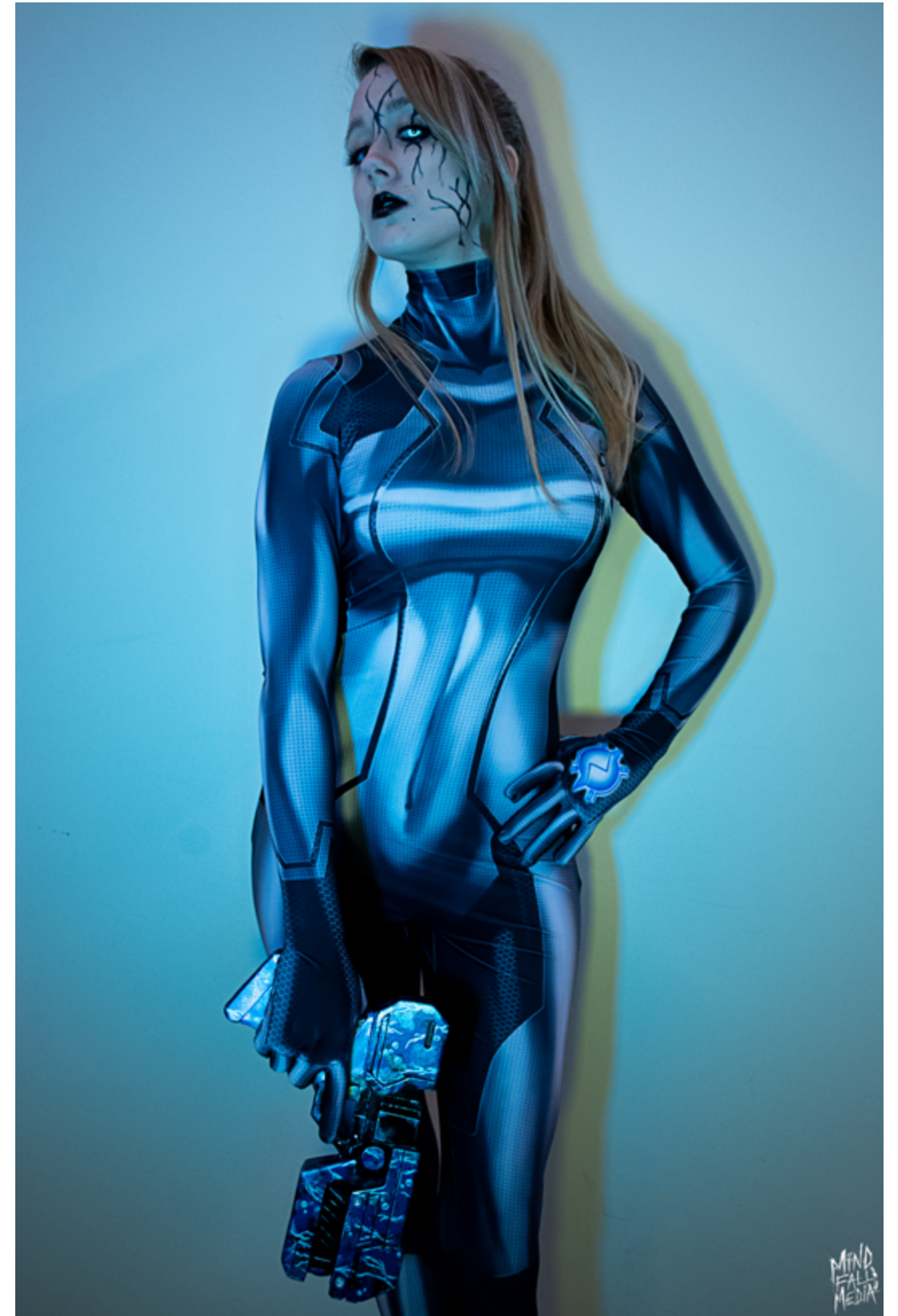
Robert C. Maitland
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Photography:
Corwyn Johnson (Mindfall Media)

Paralyzer:
Zadra



Paralyzer:
Zadra

Photography: **thegeekygamer**girlcosplay
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Photography:
Alex Rose



Photography:
Birmingham Photography

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Thank You

To the Developers:

Thank you to Nintendo, Retro Studios, Team Ninja and MercurySteam for the games that we have loved to play over the last 35 years. This series of games has brought joy to so many who have played them. Thank you for the countless hours, the long nights, the care that you put into crafting the Metroid series. Your work does not go unnoticed nor unappreciated.

To the Fan Developers (Including the teams behind *AM2R* and *Prime 2D*):

Thank you for the games, hacks, and randomizers that you have created. They are the ultimate love letter to the Metroid series. They are truly a beautiful and polished result of years of hard work and determination. Thank you for the love and care that you have poured into these games. Your work is rightfully held up as shining examples of what passionate fans can create.

To the Community:

Thank you to the Metroid fan community. Your passion for this series, your dedication to it just astounds me. Thank you for the artwork, the writing, the videos, the podcasts, the music, the speedruns, the memes, the cosplay, the general outpouring of love that you have given this series. Every time I see another astounding work, it gives me more motivation to make something that is even a fraction as good.

Thank you for contributing to this zine. It has been a labor of love (and a second job) for me for the last few months. But as I look back at the amazing people that I have connected with in the Metroid community, I realize that I wouldn't give up those months for anything in the world.

I look forward to the next 35 years in Metroid's history, and the astounding games that I know will come from it.

Isabel Braman

@ilbraman

@metroid35

The image features a dark, blue-toned space background with a grainy, starry texture. A bright, glowing yellow and blue planet is positioned in the center-left. Several glowing blue spheres of varying sizes are scattered throughout the scene, some appearing as bokeh effects. The overall aesthetic is futuristic and cosmic.

See you next mission!