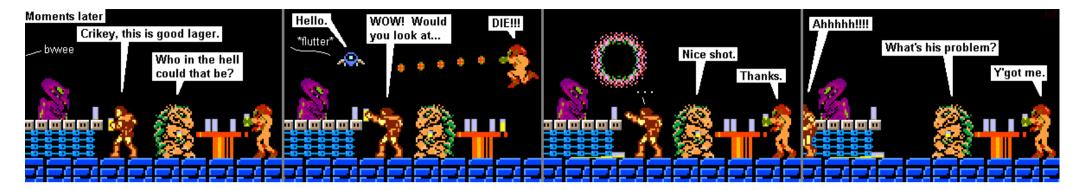
The Crocomire Hunter's weakness



Priorities



The follower



120-122 41

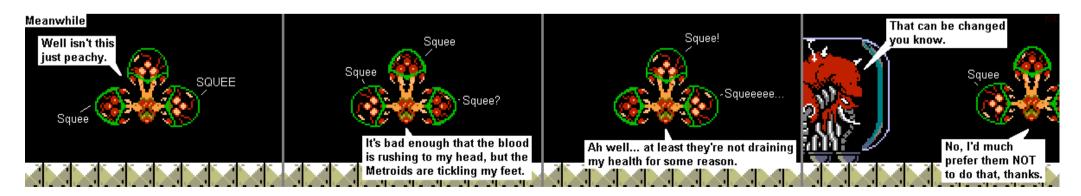
Willpower



Oblivious



Keeping it cool

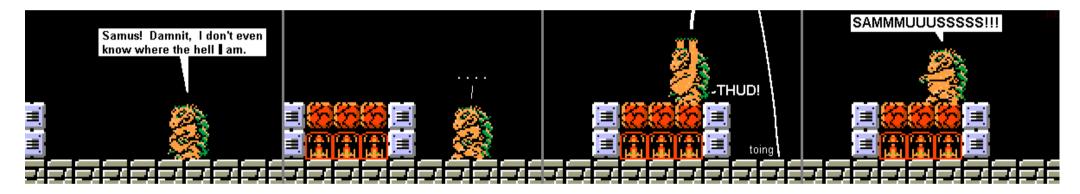


42 123-125

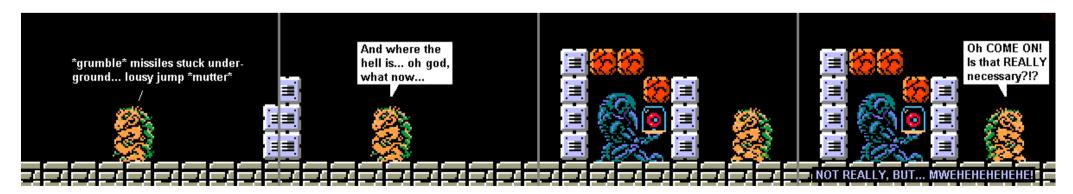
Samus wants attention



Frustration

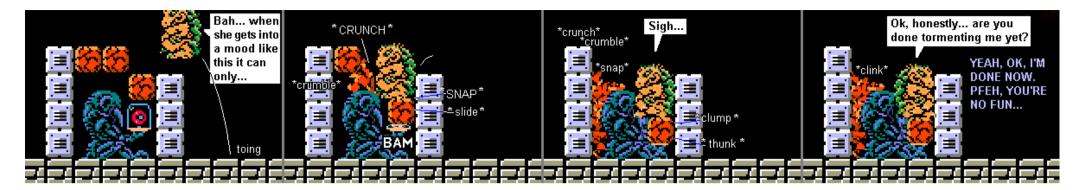


I'm a prick



126-128 43

Salt in the wounds



Samus hides her feelings well



A brief explanation



44 129-131

Intervention



I think we know what's coming...

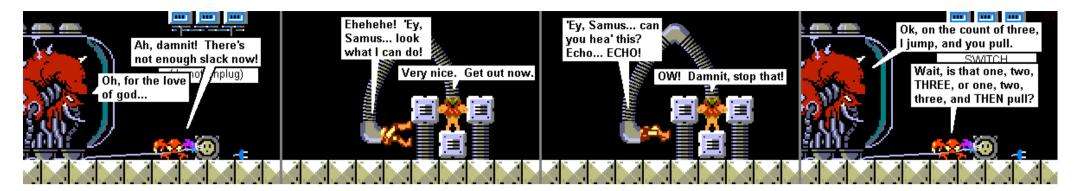


A liiittle more suspense

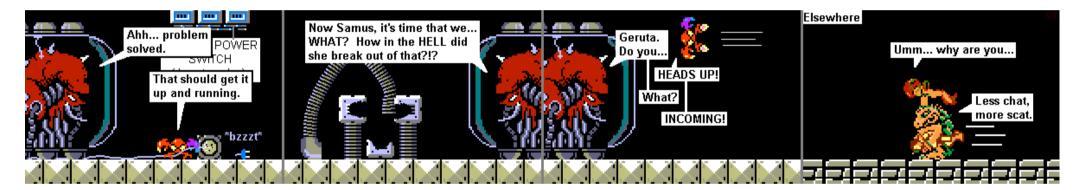


132-134 45

Oh COME ON already



The great escape

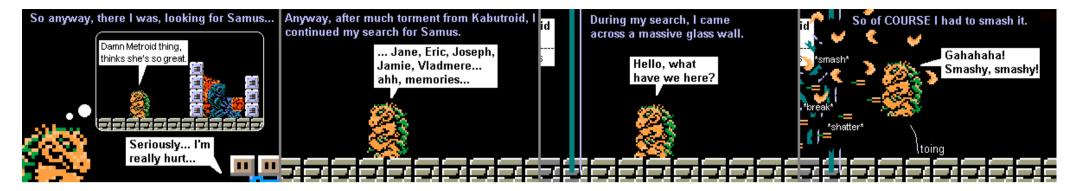


Kind AND gentle



46 135-137

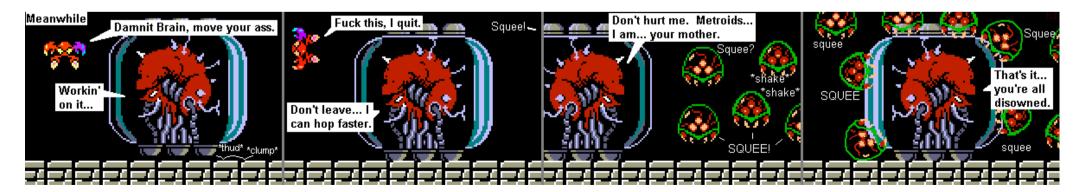
The glass wall



It all makes sense now

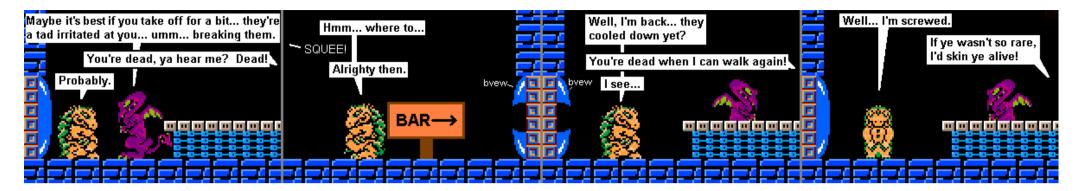


She's no Metroid Queen

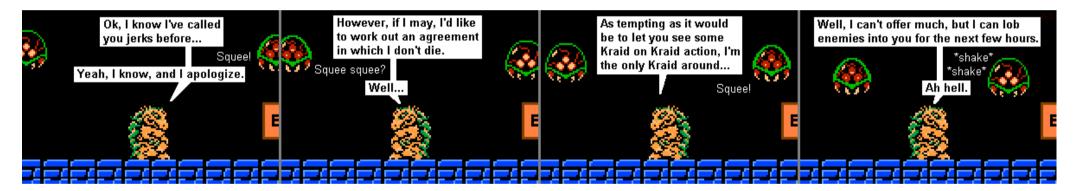


138-140 47

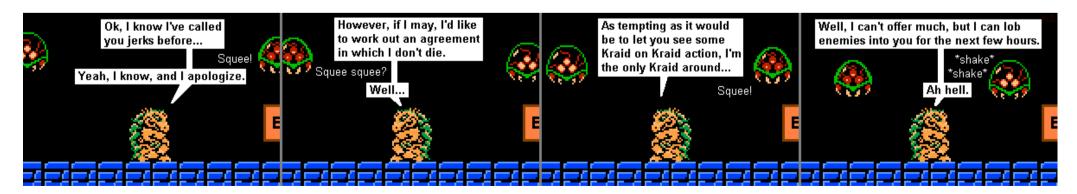
Disgruntled coworkers



Reasoning



Kraid speaks Metroid?



48 141-143

Self-defense



Creator intervention



Speedy the plot device

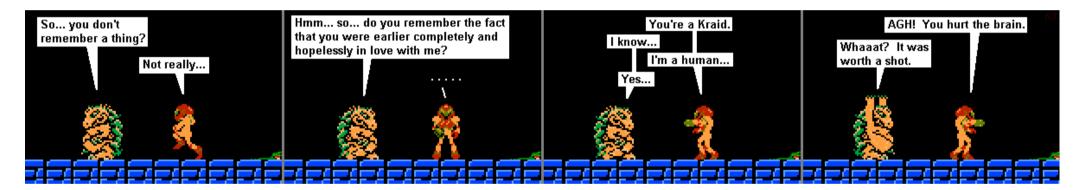


144-146 49

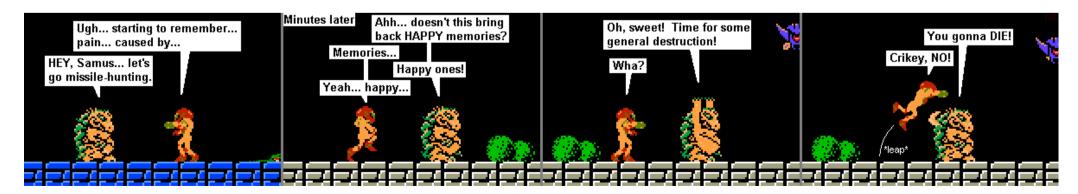
The results of overmedication



It WAS worth the shot...

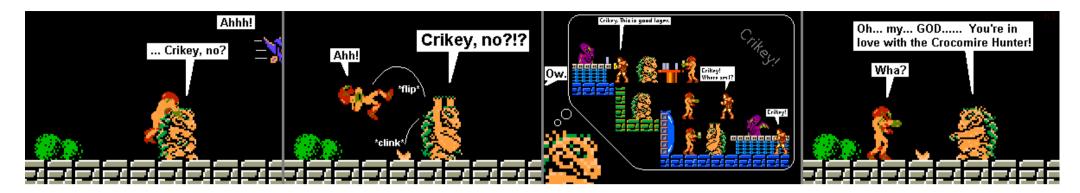


A change of mind



50 147-149

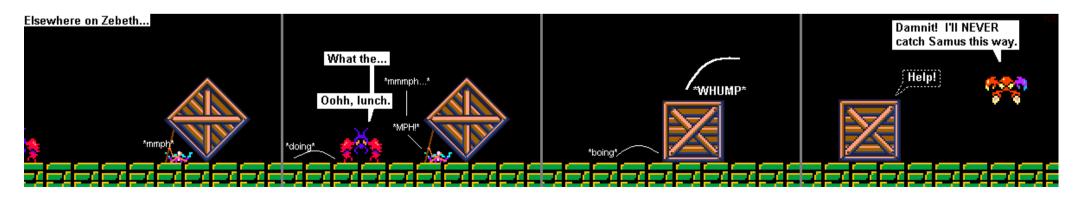
Samus' secret



Realization sets in

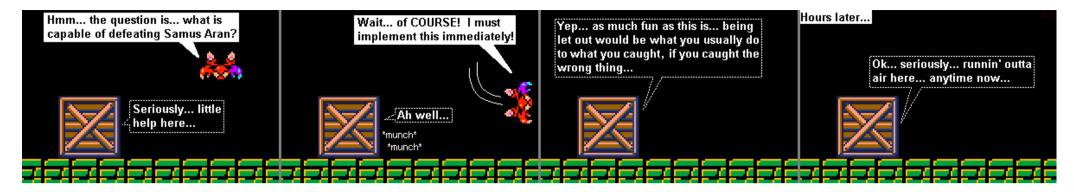


Catching up



150-152 51

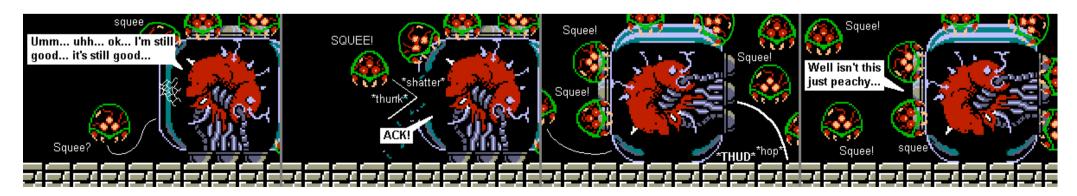
Forgotten



Speedy strikes again



Immobile

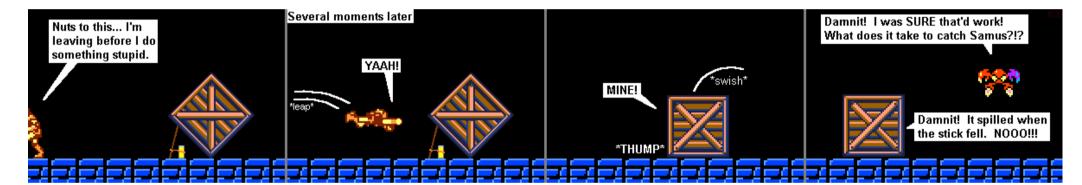


52 153-155

Decisions, decisions



Oblivious



Alone with your thoughts



156-158 53

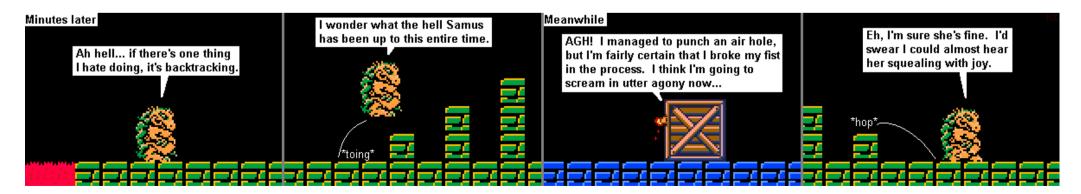
Renovations



And then there was one



Lack of power suit

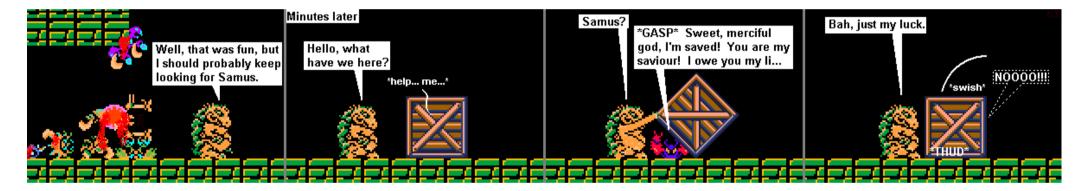


54 159-161

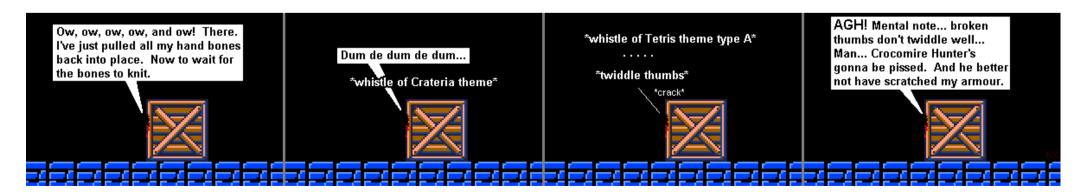
Damn union members



My saviour

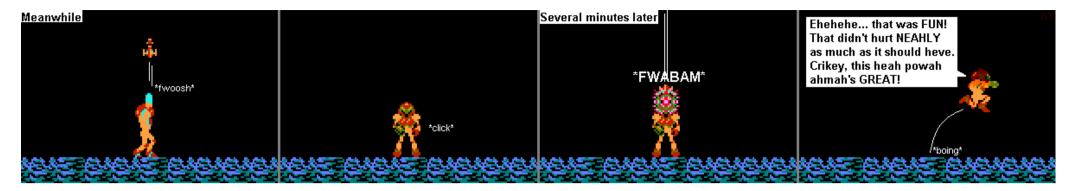


Boredom



162-164 55

Foolish games



Another chance ruined

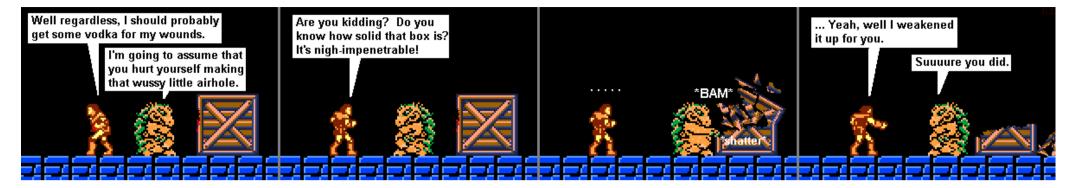


What about me?



56 165-167

Saving face



Testing



The test fails



168-170 57

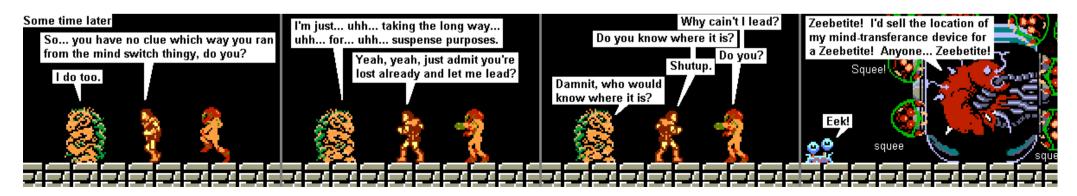
Revenge



Prolong the humour



Now on sale...



58 171-173

Way to pay attention



Great leader Kraid



Murphy's law

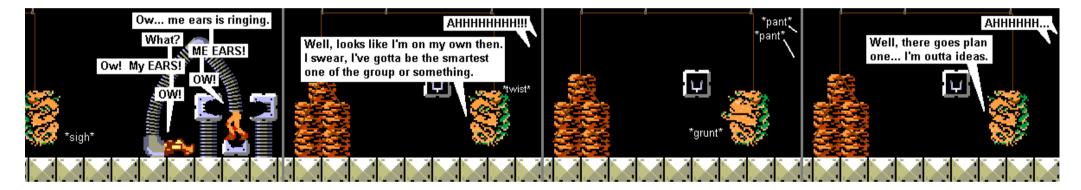


174-176

From bad to painful



Plan number one

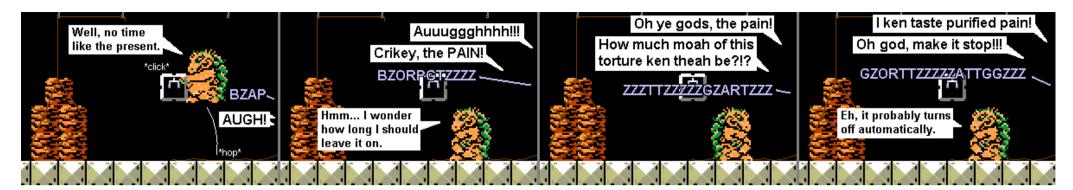


At least...



60 177-179

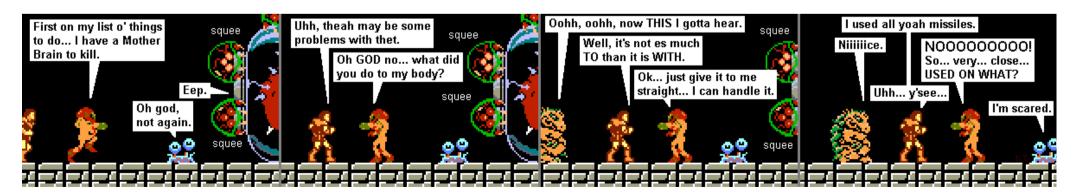
The switchback



Back to priorities



Saved by the Croc

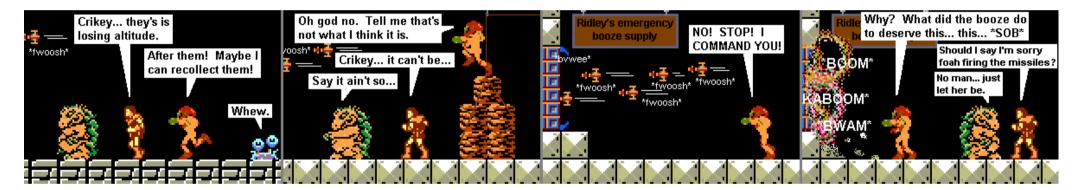


180-182

Testing



Croc's test completed

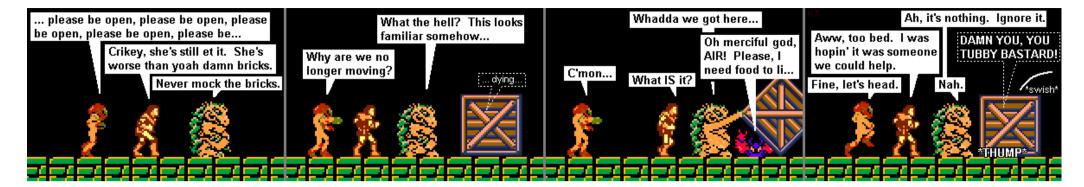


Deserted



62 183-185

An old friend



Building intrigue

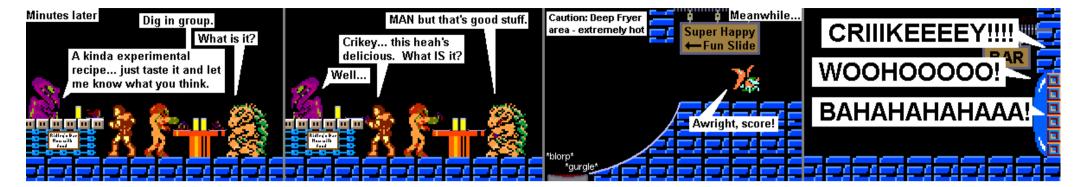


Take two



186-188

Take 3, 4, and 5



Descriptions



Psy the plot device



64 189-191

Denial



Feeling pity



There is no sp... uhh... bill



192-194 65

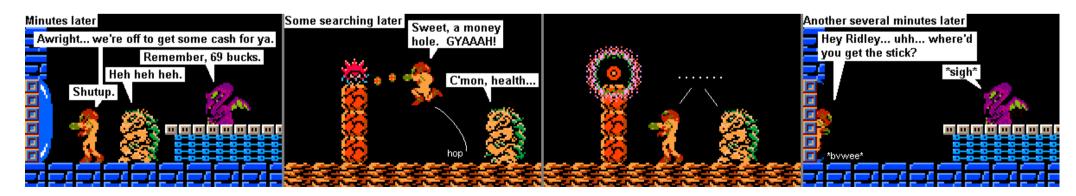
The eternal question



The many uses of the stick



More problems



66 195-197

Everybody wants some



Prolong the agony



Enter the forest



198-200 67

Got Wood?



Plothole closure



Backup plans

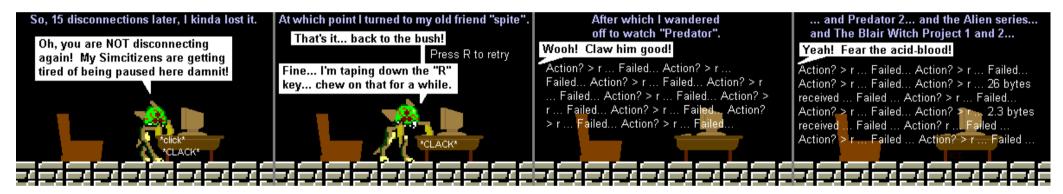


68 201-203

Connectivity issues



Retry



Let there be poplar-bush!



204-206

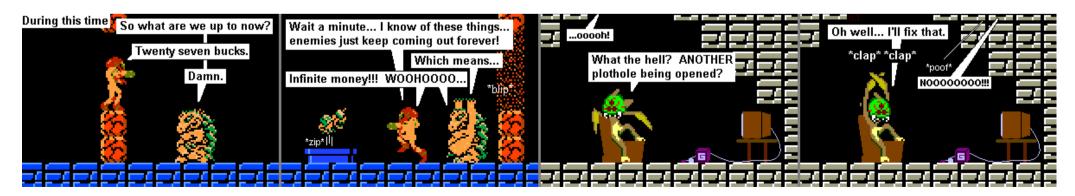
The location



Damn mumbling

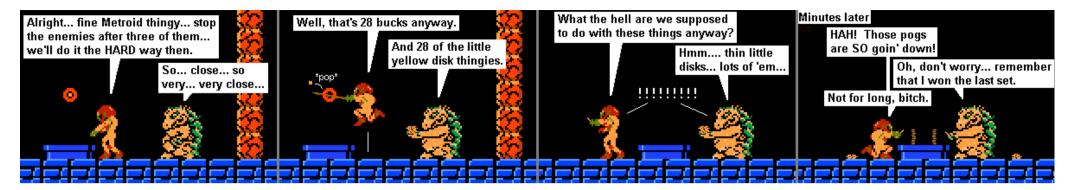


More plothole closing



70 207-209

The new game



Not the quietest bunch



1337 skillz

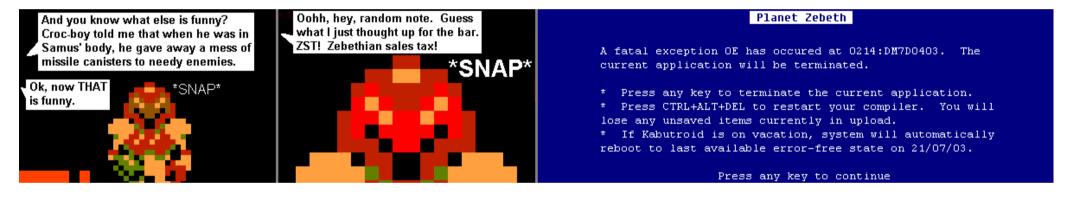


210-212 71

Saying too much



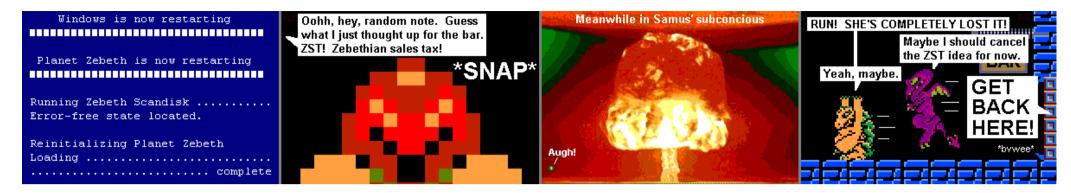
Fatal error



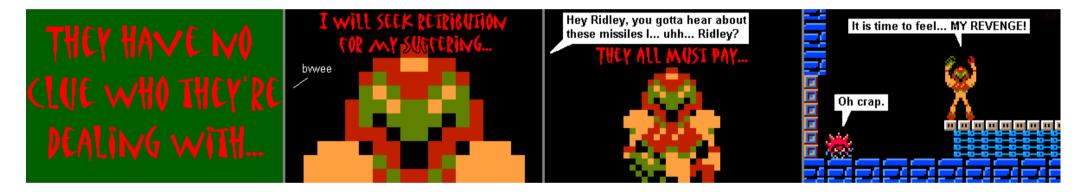
Rebooting



72 213-215



Retribution



Analysis

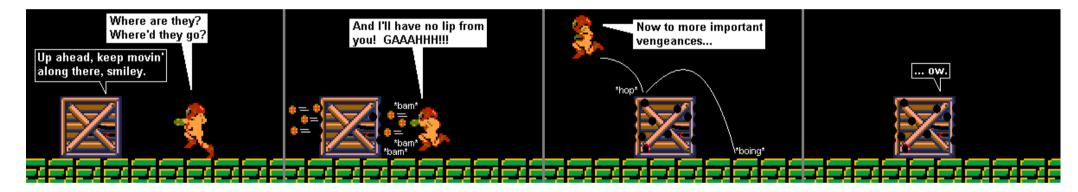


216-218

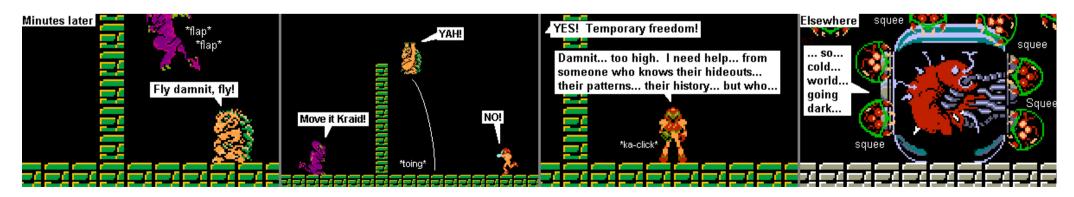
Old "friends"



Zero tolerance



Inside knowledge



74 219-221

Overzealous



Liiiiiiive!

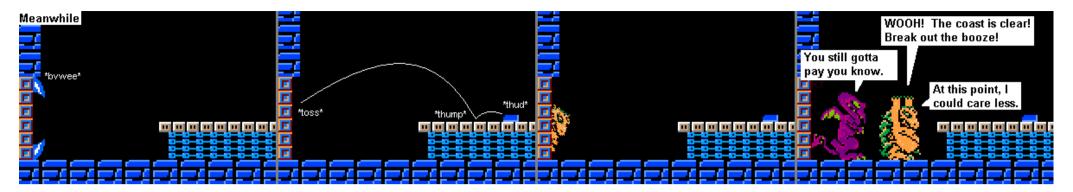


Metroidy aftertaste



222-224

Testing the water



Alliance v.2



Alliance v... wait, never mind



76 225-227

Instant diet



Attempt 1: Blitz



Minions unite



228-230 77

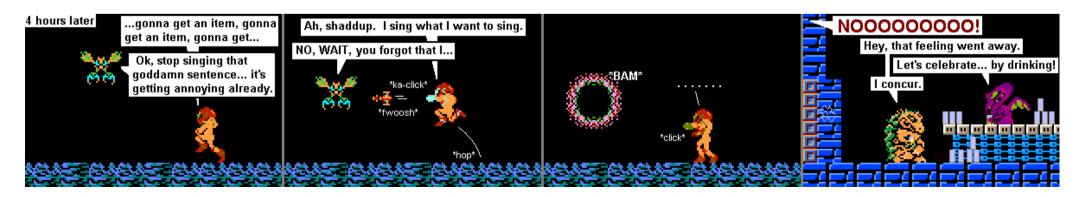
Attempt 2: Deception



Regrouping

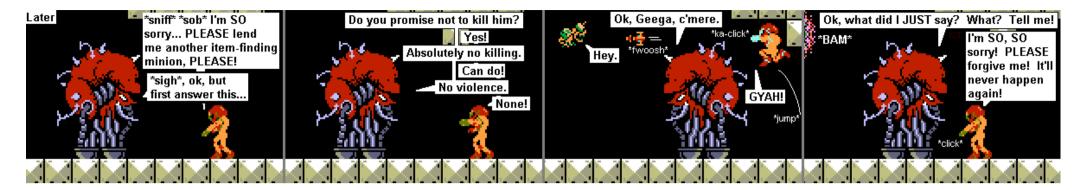


Fatal mistake



78 231-233

Force of habit



Precautionary measures

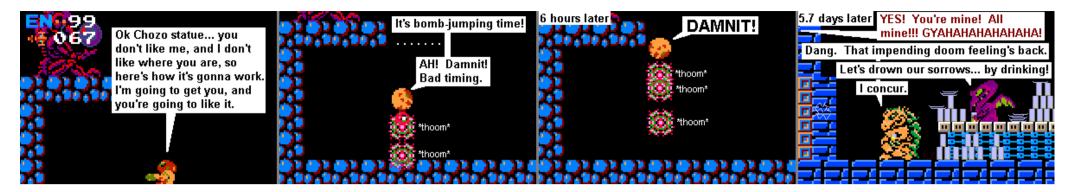


So close...

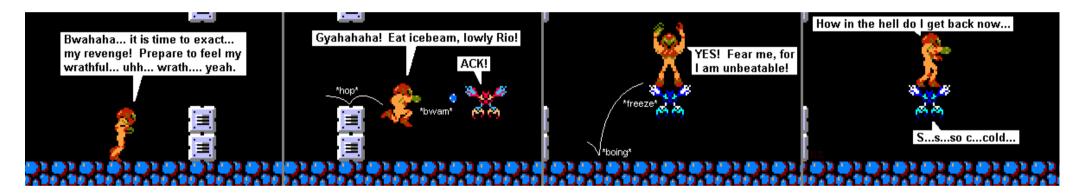


234-236

Stubborn



Losted



Everybody wins



80 237-239