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HOW TO PLAY

# GRADIUS™

 **KONAMI®**

**Nintendo**

Nintendo of America Inc.  
P.O.Box 957, Redmond, WA 98052 U.S.A.

PRINTED IN JAPAN

# THE STORY

The planet Gradius, a peaceful Earth-like world, is now under all-out space attack from their old nemesis, beings from the sub-space star cluster of Bacterion. The people of Gradius are in danger of being completely destroyed by the amoeboid Bacterions.

To save them, you have just launched the prototype hyper-space fighter, the Warp Rattler. The entire galaxy awaits your duel to the death with the evil Bacterions.

Your objective is the Bacterion superfortress, Xaerous. To reach this, you must steal the enemy power capsules along your route and boost the Warp Rattler's hyper-powers.

You are the last hope for the gentle people of Gradius! You will need all your courage and concentration to win. Get ready to blast off!

# HOW TO PLAY

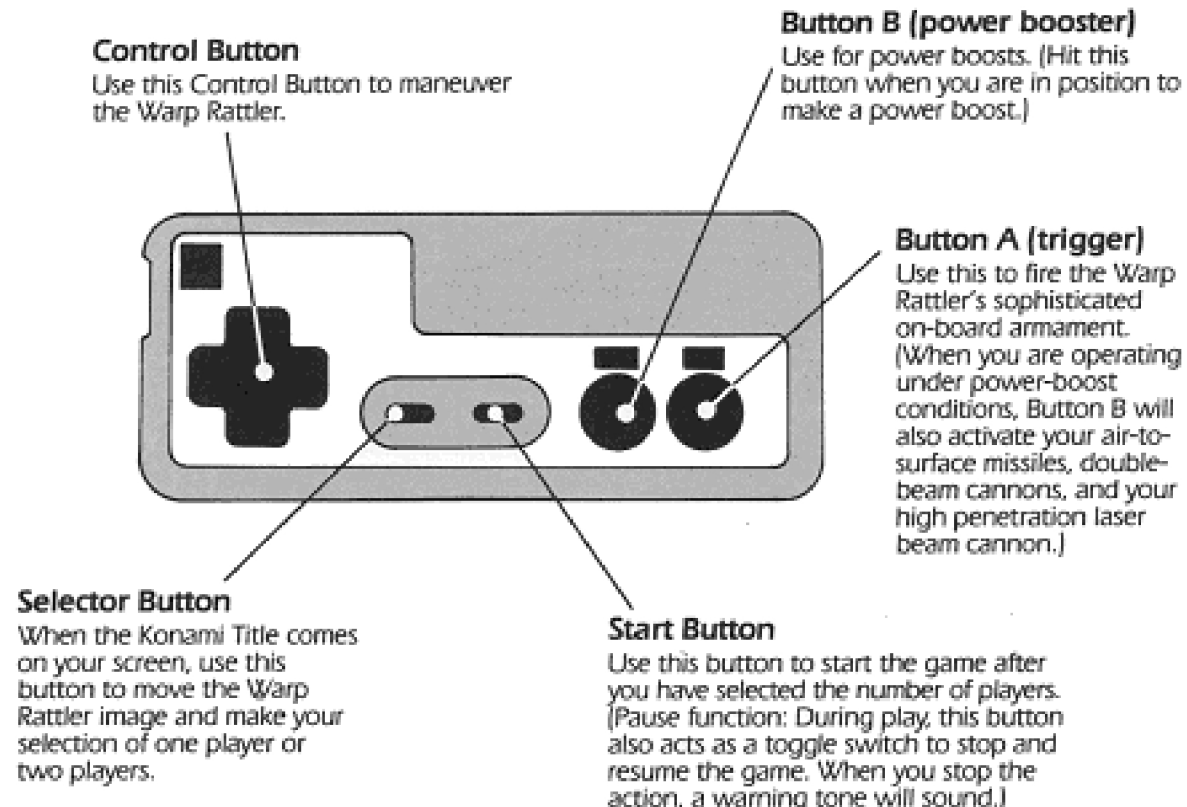
Your mission is to pilot the Warp Rattler into enemy space and destroy Xaerous. You are the only one left who can return peace to the planet Gradius.

It is necessary for you to avoid enemy fire and destroy the hordes of alien Bacterion craft that will come out to attack you as you proceed through the various stages of the game.

GRADIUS can be played either by a single player or by two players. If there are two players, the play alternates from player to player.

A single player can use either Control (1) or Control (2). When two players are competing, use both Control (1) and Control (2).

# Controlling The Action



# Power Boosting

Each time you capture a red-colored enemy power capsule, a series of power boost selection indicators will light up at the bottom of your screen.



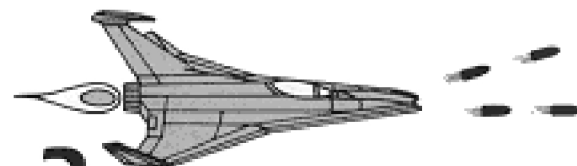
When a desired indicator lights up, hit the power boost button (Button B) to activate that power boost.



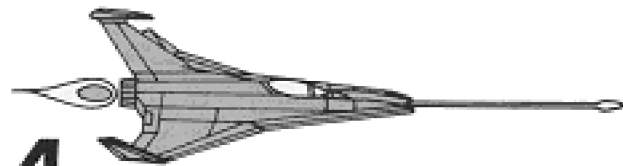
**1 SPEED UP**  
Increases your speed.



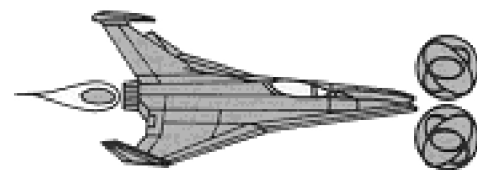
**2 MISSILE**  
Equips you with air-to-surface missiles.



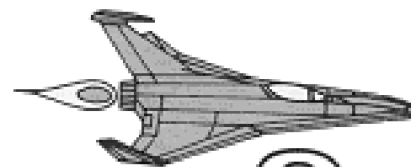
**3 DOUBLE**  
Equips you with double beam cannon; effective against enemy attacks from above.



**4 LASER**  
Powers the Warp Rattler with a high-penetration laser beam cannon.



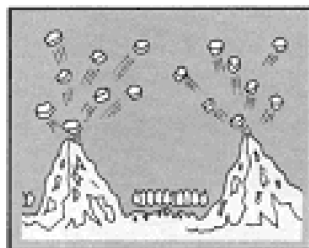
**6 ? (FORCE FIELD BARRIER)**  
This power boost effect equips the Warp Rattler with a force field Barrier, making you invulnerable to enemy attack. When the Barrier turns red, this means that you only have enough force-field power to protect you from one more attack.



**5 OPTION**  
Doppel-ganger capability option. This spins off a ghost-like twin of the Warp Rattler, the Sidewinder. The Sidewinder has all the original firepower of the Warp Rattler and follows you in formation during your attacks. You may create a maximum of two Sidewinders. The Sidewinder duplicates the Warp Rattler's original firepower and has "MISSILE," "DOUBLE," and "LASER" attack capabilities.

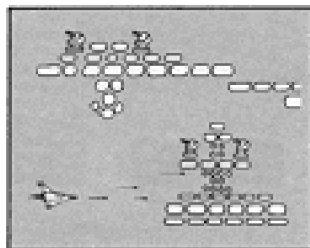
**NOTE:** You may have multiple power boost effects at the same time; however, the double-beam cannon and the laser cannot be used together.

# Under Attack From The Space Invaders



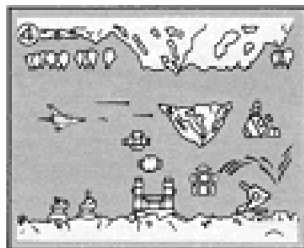
## The Volcanic Stage

Originally this was a green and peaceful satellite. But now, under the attack of the Xaerous space fortress, it has been transformed into an inferno-like advance base for the alien Xaerous.



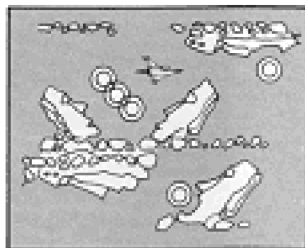
## The Stonehenge Stage

This is an artificially constructed asteroid belt created as a galactic fighter base.



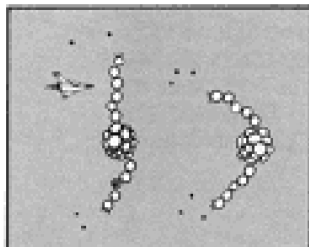
## The Inverted Space Volcano Stage

Like Stage 1, this is an enemy planetoid advance base, but this time up and down have become reversed.



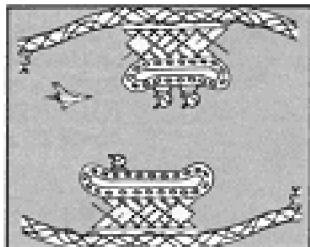
## The Moai Stage

The Moai are great strange heads that resemble the old stone statues of Easter Island on Earth. They were created by an unknown race eons ago in the image of the patron spirits of the galaxy. The Xaerous forces have utilized these as bases for their deadly ion guns.



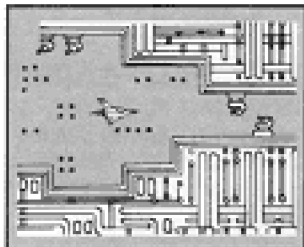
## The Antennoid Stage

Giant living tentacle-like antennae, floating through space! If they sense the presence of another living being, they shoot out deadly poison capsules.



## The Amoeboid Stage

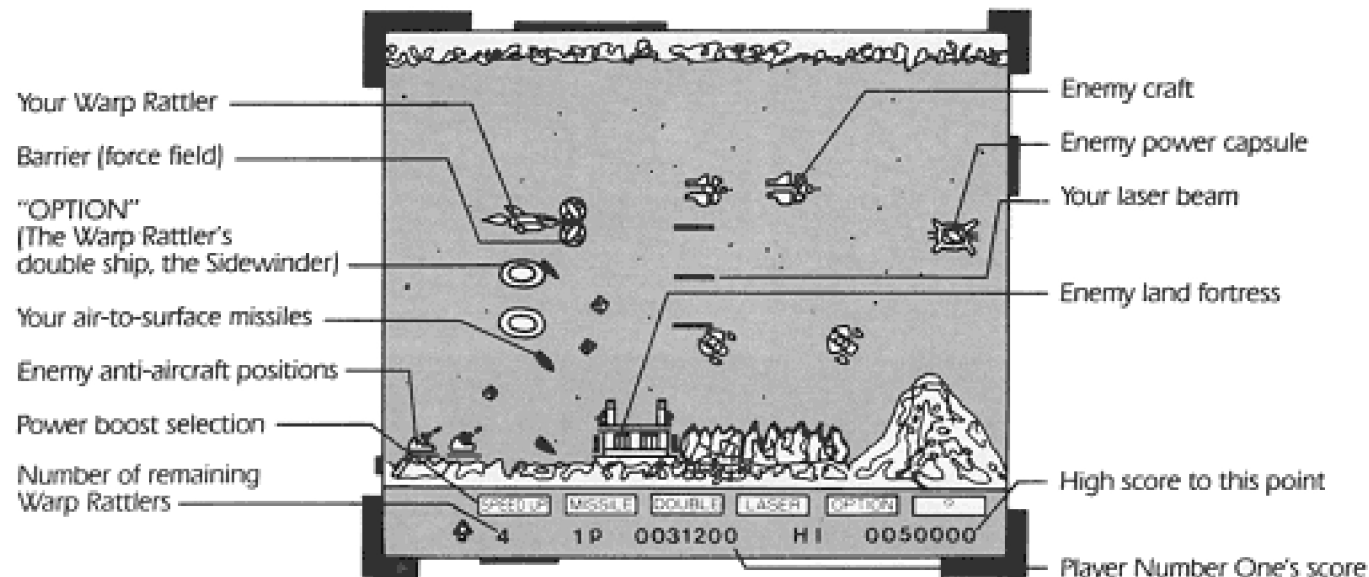
Huge amoeba-like organisms from the unknown reaches of space. They are primitive but have an incredibly strong life-force and will pursue relentlessly any life form that invades their living space.



## The Xaerous Superfortress Stage

The ultimate stage of the game! This fortress lies at the very heart of the nerve center of the Bacterion Empire and is controlled by a complex biocomputer.

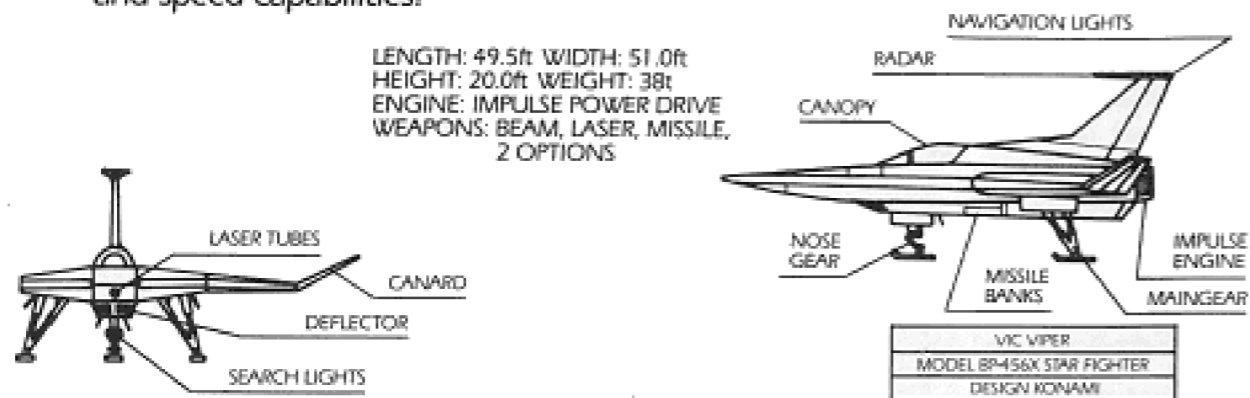
# Here Is What Your Screen Will Look Like:



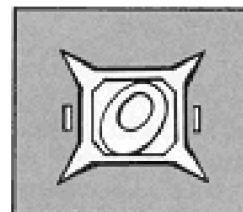
# Characters And Components Of The Game

## The Warp Rattler

The galaxy's most sophisticated starship. Pride of the Gradius Defense Forces! This tiny craft has been jam-packed with amazing armament and speed capabilities!



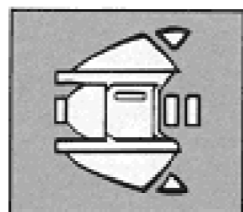
LENGTH: 49.5ft WIDTH: 51.0ft  
HEIGHT: 20.0ft WEIGHT: 38t  
ENGINE: IMPULSE POWER DRIVE  
WEAPONS: BEAM, LASER, MISSILE,  
2 OPTIONS



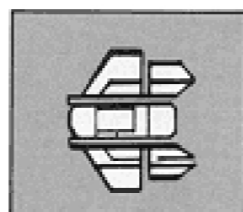
**Enemy power capsule**  
[Red] 500 points  
Pulse-energy capsules



**Fan**  
100 points  
Neutral zone patrol craft



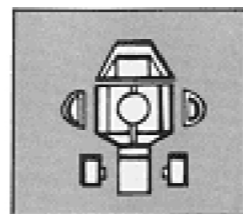
**Rugurr**  
100 points  
Standard Xaerous fighter



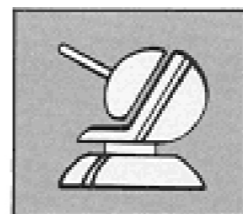
**Garrun**  
100 points  
Xaerous high-speed pursuit spacecraft



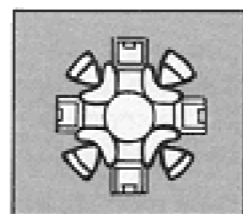
**Dakker**  
100 points  
Ambulatory anti-aircraft robot cannon



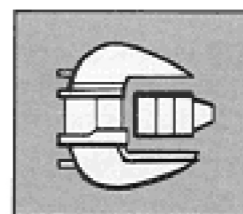
**Jumper**  
100 points  
Mobile robot



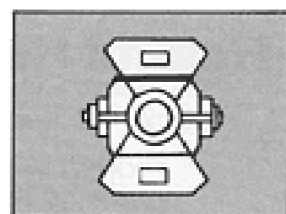
**Dal #01**  
100 points  
Anti-aircraft plasma cannon



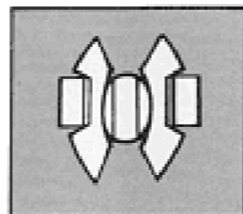
**Zab**  
100 points  
Space mines (move through both time and space)



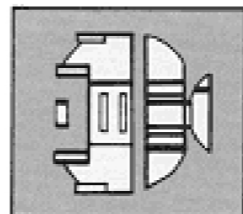
**Foss**  
100 points  
Standard Xaerous cruiser



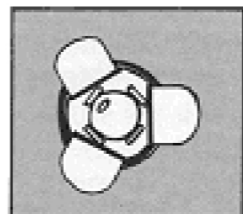
**Rashe**  
100 points  
Xaerous fighter scramble formation



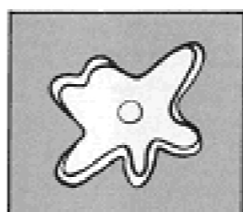
**Venus**  
100 points  
Commando reconnaissance craft



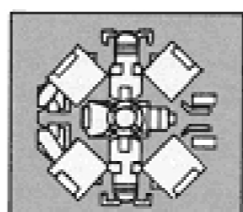
**Uska**  
100 points  
Xaerous communication ship



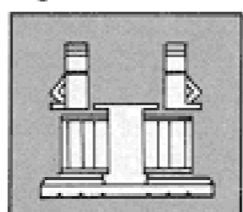
**Tild**  
Xaerous midjet ring flier



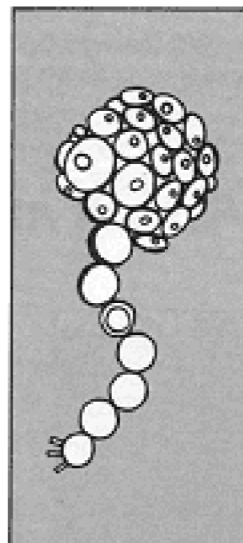
**Amoeba**  
100 points  
Deadly organic antimatter



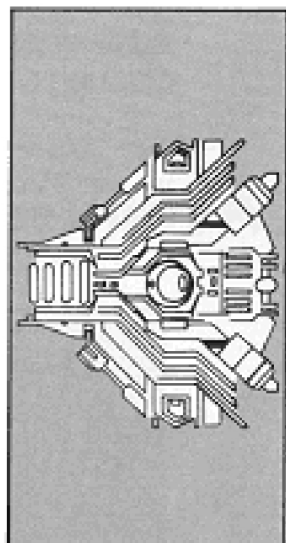
**Mazar**  
3,000 points  
Xaerous mid-sized ring flier



**Dagoom**  
1,000 points  
Enemy scramble hatch



**Antennoid**  
Destroy heart: 5,000 points  
Destroy arm: 1,000 points  
Rapidly multiplying space antennoid creatures



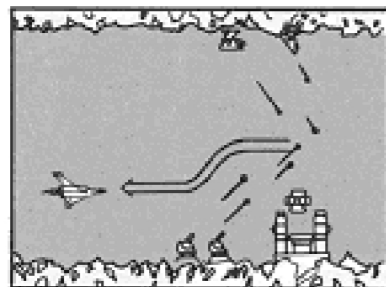
**Xaerous big core fighters**  
Destroy entire core: 10,000 points.  
Destroy center only: 500 points  
Xaerous mother ship

## Helpful Hints

Hidden within the game play of GRADIUS are ways to obtain bonus points and to perform extraordinary maneuvers. The keys to get bonus points and to perform these maneuvers are buried within the program. Hopefully, you will be able to discover these in the playing of this game.

We would appreciate hearing from you, if and when, you do discover some of these. We will give you one hint...it is possible to warp through a stage if you fulfill certain conditions. Good Luck!

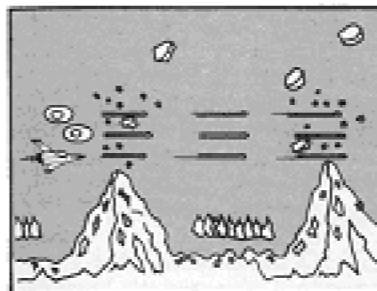
## Advanced Attack and Defense Maneuvers



Attack the Red Enemy craft without letting them escape; then steal their power capsules.

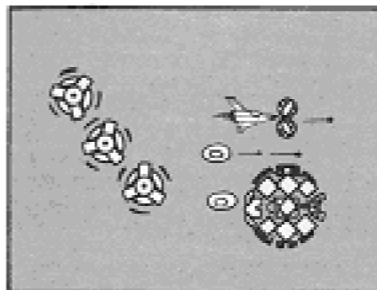
Pay careful attention to the power boost selection indicators at the bottom of your screen. Choose the appropriate power boost considering the stage you are in at the time.

The enemy projectiles are intelligent weapons; they will anticipate your flight path and follow your escape maneuvers. Be careful not to get caught napping. (See Fig. 1)



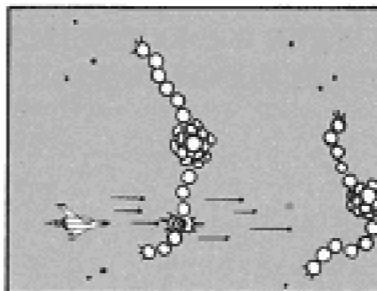
When you are in the Volcanic Stage, it is not enough just to escape from the volcanoes; use your laser cannon and doppel-ganger option to blast the rocks for a higher score. (Fig. 2)

If you can get one of the special blue power capsules, all the enemies visible on your screen will be destroyed at once.



Watch out for the enemy Dakkers! They will appear suddenly, attacking from both above and below out of the left side of your screen.

Use the doppel-ganger "OPTION" to blast the Mazar spheres with the Sidewinder's extra firepower.



When you run into an antennoid creature, go after the red spheres in the arm portions to destroy the arms. If you can get the central nucleus, the whole thing will go up in smoke! (Fig. 4)

When your force field Barrier turns red, this means that you only have enough force-field power to protect you from one more attack. Get ready to use your next power boost Barrier!