NES-GR-USA

HOW TO PLAY



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Congratulations on your purchase of Gradius, another in the proud line-up of Konami's carefully researched high-precision computer games. For maximum enjoyment it is recommended that you read this instruction manual thoroughly before you begin your adventure with Gradius.

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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

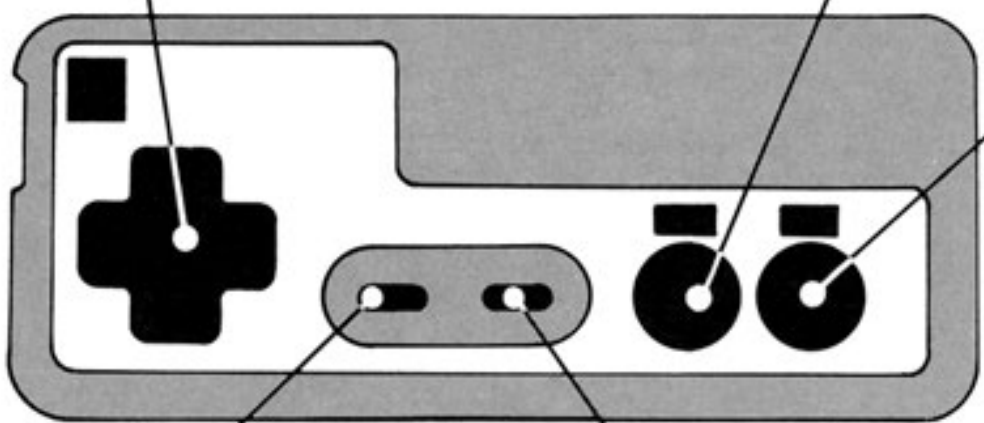
Your mission is to pilot the Warp Rattler into enemy space and destroy Xaerous. You are the only one left who can return peace to the planet Gradius.

It is necessary for you to avoid enemy fire and destroy the hoards 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



Control Button

Use this Control Button to maneuver the Warp Rattler.

Button B (power booster)

Use for power boosts. (Hit this button when you are in position to make a power boost.)

Button A (trigger)

Use this to fire the Warp Rattler's sophisticated on-board armament. (When you are operating under power-boost conditions, Button B will also activate your air-to-surface missiles, double-beam cannons, and your high penetration laser beam cannon.)

Selector Button

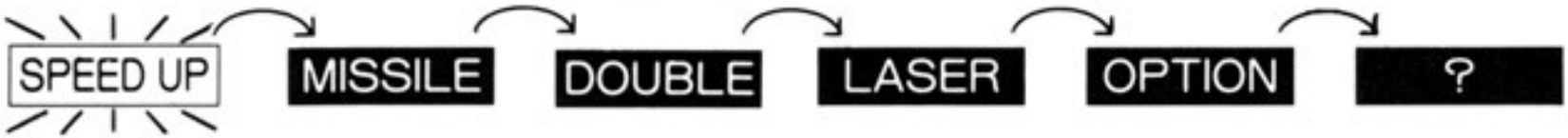
When the Konami Title comes on your screen, use this button to move the Warp Rattler image and make your selection of one player or two players.

Start Button

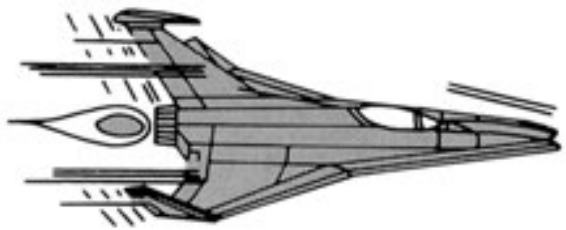
Use this button to start the game after you have selected the number of players. (Pause function: During play, this button also acts as a toggle switch to stop and resume the game. When you stop the action, a warning tone will sound.)

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.



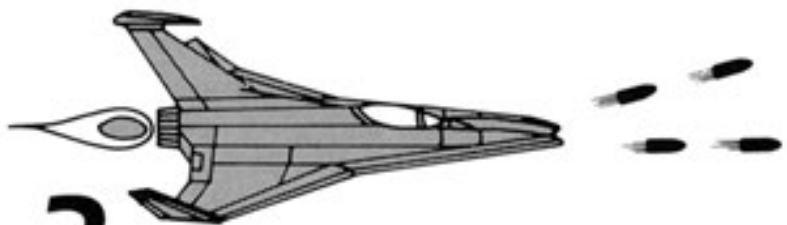
When a desired indicator lights up, hit the power boost button (Button B) to activate that power boost.



1 SPEED UP
Increases your speed.



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

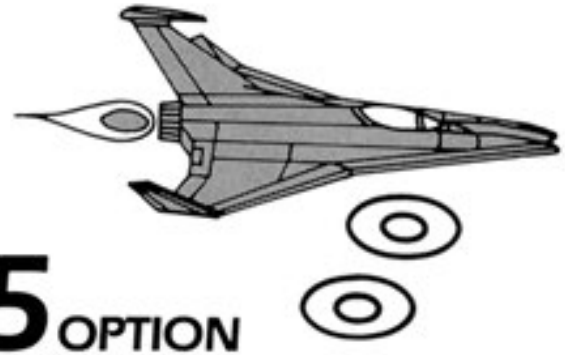


3 DOUBLE
Equips you with double beam cannon; effective against enemy attacks from above.



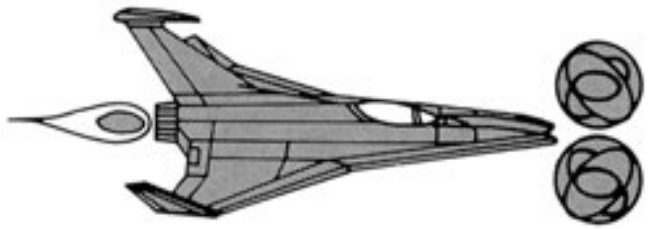
4 LASER

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



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.

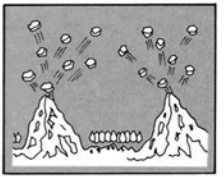


6 ? (FORCE FIELD BARRIER)

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.

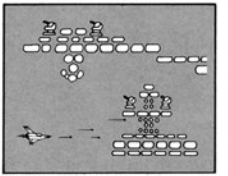
NOTE: You may have multiple power boost effects at the same time; however, the double-beam cannon and the laser cannot be used together.

Under Attack From The Space Invaders



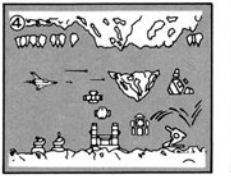
The Volcanic Stage

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.



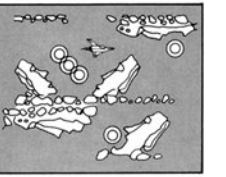
The Stonehenge Stage

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



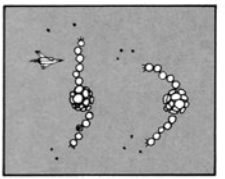
The Inverted Space Volcano Stage

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



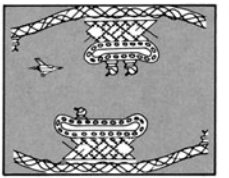
The Moai Stage

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.



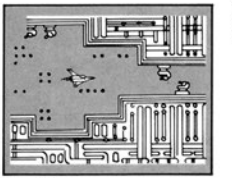
The Antennoid Stage

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



The Amoebold Stage

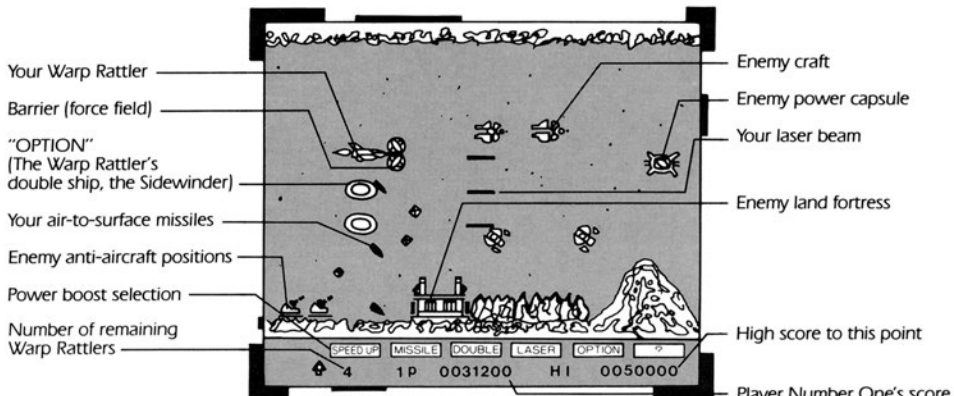
Huge amoeba-like organisms from the unknown reaches of space. They are primitive but have an incredibly strong life-force and will pursue relentlessly any life form that invades their living space.



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:

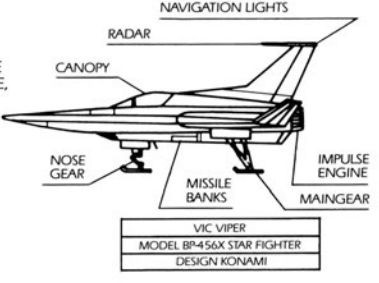


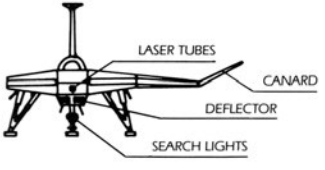
Characters And Components Of The Game

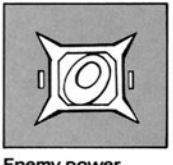
The Warp Rattler

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



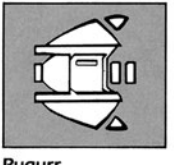




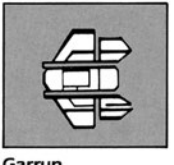
Enemy power capsule
(Red) 500 points
Pulse-energy capsules



Fan
100 points
Neutral zone patrol craft



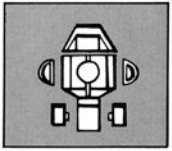
Rugurr
100 points
Standard Xaerous fighter



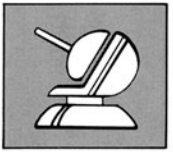
Garrun
100 points
Xaerous high-speed pursuit spacecraft



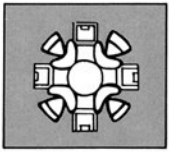
Dakker
100 points
Ambulatory anti-aircraft robot cannon



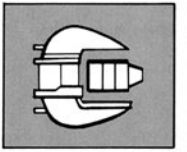
Jumper
100 points
Mobile robot



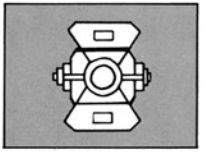
Dai #01
100 points
Anti-aircraft plasma cannon



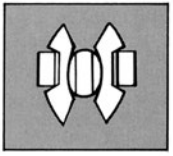
Zab
100 points Space mines (move through both time and space)



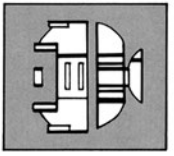
Foss
100 points
Standard Xaerous cruiser



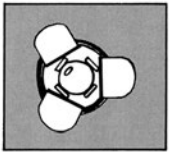
Rashe
100 points
Xaerous fighter scramble formation



Venus
100 points
Commando reconnaissance craft

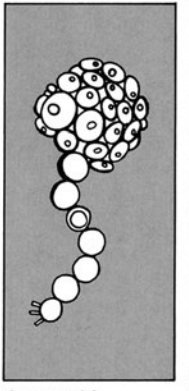


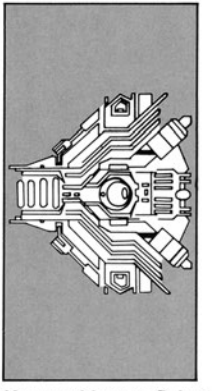
Uska
100 points
Xaerous communication ship

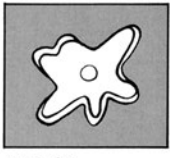


Tild

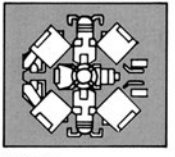
Xaerous midget ring flier



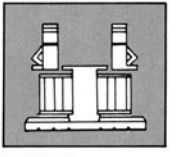




Amoeba
100 points
Deadly organic antimatter



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

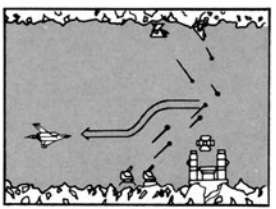
Xaerous big core fighters
Destroy entire core: 10,000 points. Destroy center only: 500 points Xaerous mother ship

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!

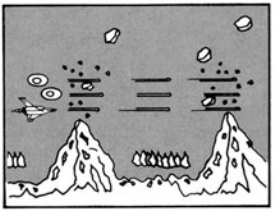
Advanced Attack and Defense Maneuvers



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

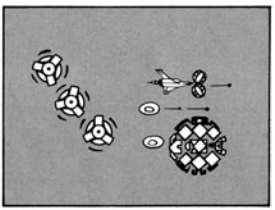
Pay careful attention to the power boost selection indicators at the bottom of your screen. Choose the appropriate power boost considering the stage you are in at the time.

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)



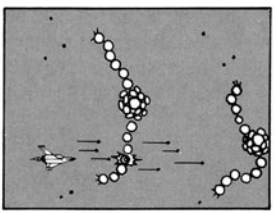
When you are in the Volcanic Stage, it is not enough just to escape from the volcanoes; use your laser cannon and doppel-ganger option to blast the rocks for a higher score. (Fig. 2)

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!

Treat Your Konami Game Carefully

• This Konami Game cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

SCORES



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