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GAME BOY®

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DMG-NE-USA

**GRADIUS**  
THE INTERSTELLAR  
ASSAULT™

INSTRUCTION MANUAL

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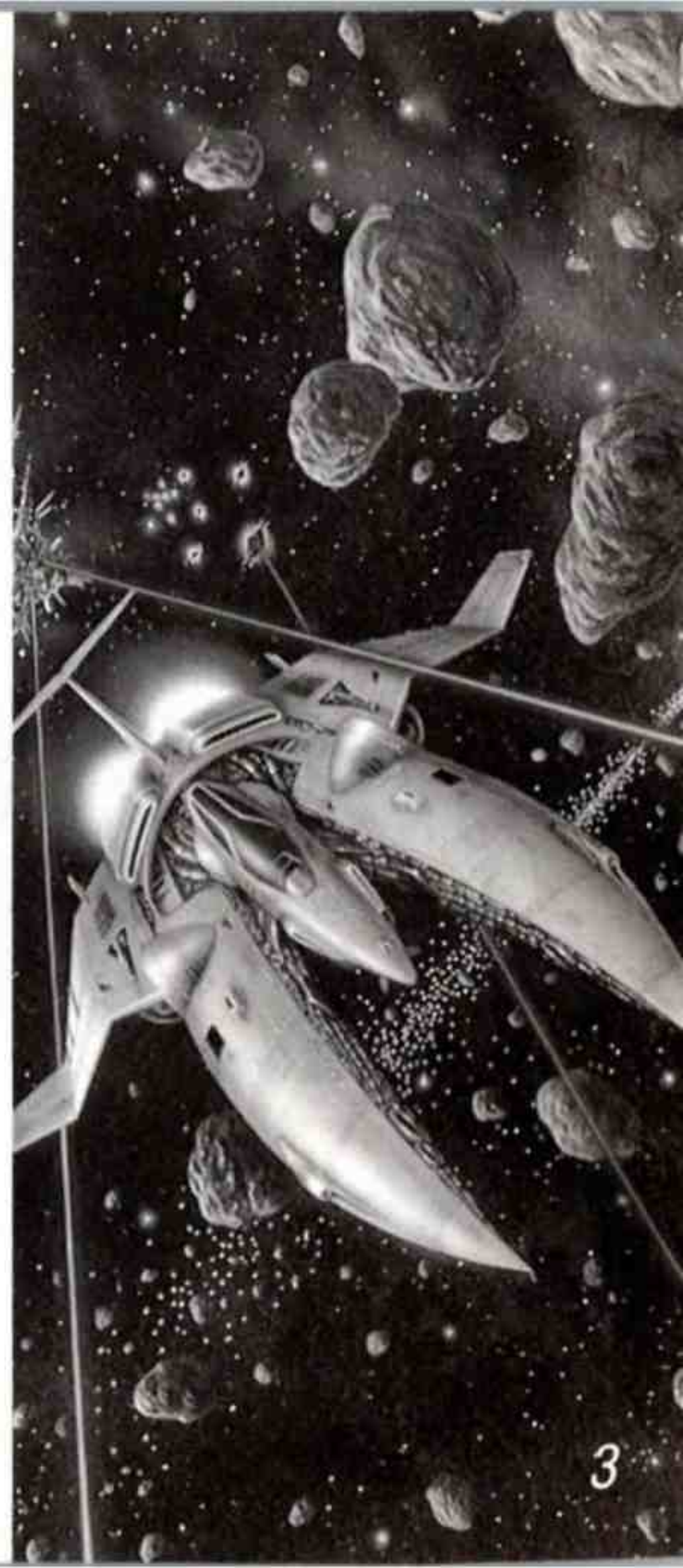
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# CONGRATULATIONS, YOUR SHOT AT STARDOM HAS ARRIVED!

Before initiating an attack against Konami's newest interstellar assault, Starfighter Command recommends that you read this flight manual thoroughly.

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## **1,000,000:1 (THE LATEST ODDS ON YOUR SURVIVAL)**

All is silent, black, cold. The attack has ended, and the spewed alien bile on your flight suit has gotten crusty. Your fingers twitch like the pincers on a fly, as if they were still wrapped around your ship's fire button. Your eyes dart back and forth searching the heavens for more enemy fighters, but the only things looming overhead are the smoldering stars which were destroyed during Bacterion's thirty light-years war. A drop of icy sweat rolls down your forehead and a frigid pain shoots up your leg. The chill comforts you, since it confirms you're still alive.

## **BLAM! BLAM! BLAM! BLAM! BLAM!**

Fire suddenly erupts on all sides of your ship, jolting your head and smashing it into the gravity shield. You shake off the impact in time to see a swarm of doomships closing in on you. Warning signals illuminate your cockpit, but it's too late. They've used their cloaking devices to initiate the ultimate surprise attack. Your only hope now is to escape into the Akarian Asteroid Field, where you can regain your senses and hopefully survive long enough to outflank and then reengage the enemy. You fire your thrusters and rocket toward the risky sanctuary, hoping it's your lucky day.



## HOW TO GO ON THE OFFENSIVE

To begin, place the Game Pak into the Game Boy and turn on the power. "Nintendo" will appear, followed by "Konami". Press the Start Button to advance to the Title Screen. You'll begin the battle with three starfighters. Bonus starfighters can be added if you score big enough points. When your final ship is roasted...well, you know what that means.

## TITLE SCREEN

Here you can choose GAME, PRACTICE or OPTION. Press the Control Pad Up or Down to make your selection, then press the Start Button.



## GAME MODE (AKA: YOUR INTERGALACTIC DOOM SENTENCE)

If you select the Game Mode, the Weapon Select Screen will appear. Press the Control Pad Left or Right to choose specific set ups for Intruder Missiles, Double Guns 'A Blazing or Laser Warfare. Then press the Control Pad Up or Down to choose from different attack options within each of these primary weapons categories. Finally, press the Start Button or A Button to begin your mission.



### **Intruder Missiles Options**

- Normal: Missiles seek out targets at a downward diagonal angle.
- 2 Way: With a second power-up, missiles will fire upwards and downwards.
- Tail Gun: Missiles are fired from the rear. With a second power-up, they will fire upwards and downwards.

### **Double Guns 'A Blazing Options**

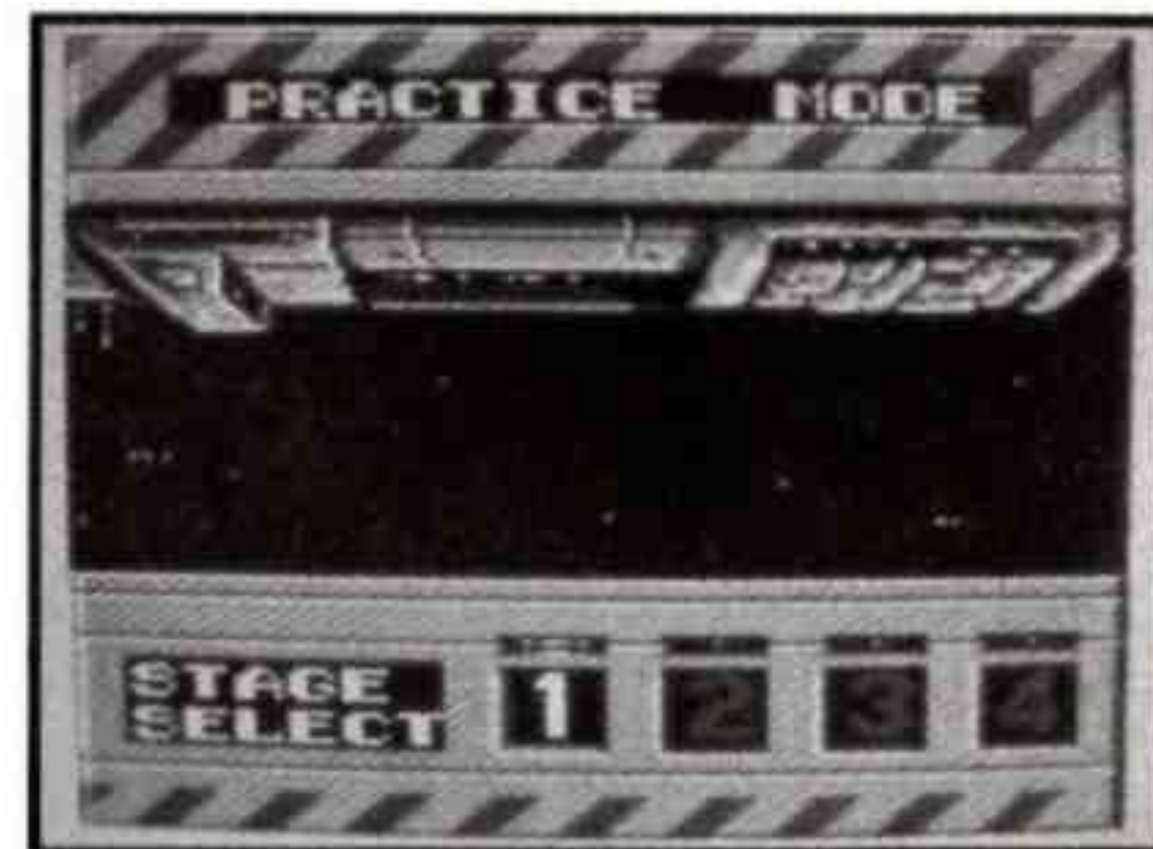
- Normal: Blasts are fired forward and diagonally upward.
- Twin Cannon: Parallel blasts are fired in unison.
- Tail Gun: Blasts are fired from the rear.

### **Laser Warfare Options**

- Normal: A direct laser beam will enhance your attack power.
- Twin: Parallel lasers will increase your striking range.
- Ripple: Widens your blast field.

## PRACTICE GALAXY (YOUR TUNE-UP TO TERROR)

If you select Practice Mode, you'll first choose your weapon (see Game Mode for details). After making your selection, press the Start Button and the Stage Select Screen will appear. Press the Control Pad Left or Right to select from levels 1–4, then press the Start Button. Sorry, but there's no warm-up for level 5. You'll have to fly through that level by the seat of your space suit!



## OPTION MODE (DECIDE YOUR LEVEL OF COURAGE)

If you select the Option Mode, you'll get the chance to set up the parameters of your mission.

Options include the Level of Difficulty: Easy, Normal, Hard. Rapid Fire: On or Off. BGM (Background Music): On or Off. You'll also select the Trigger Type, assigning the A and B Buttons to either FIRE or POWER-UP.

First select a set-up category by pressing the Control Pad Up or Down. Then press the Control Pad Left or Right to review the options in each category. For Background Music you must press the A Button to hear your selection. When you've finished, move the cursor to EXIT and press the Start Button.



# FLIGHT CONTROLS

## CONTROL PAD

Press Up, Down, Left or Right to guide your starfighter.

## START BUTTON

Press to pause and unpause the attack.

## SELECT BUTTON

Not used during combat.



## A BUTTON

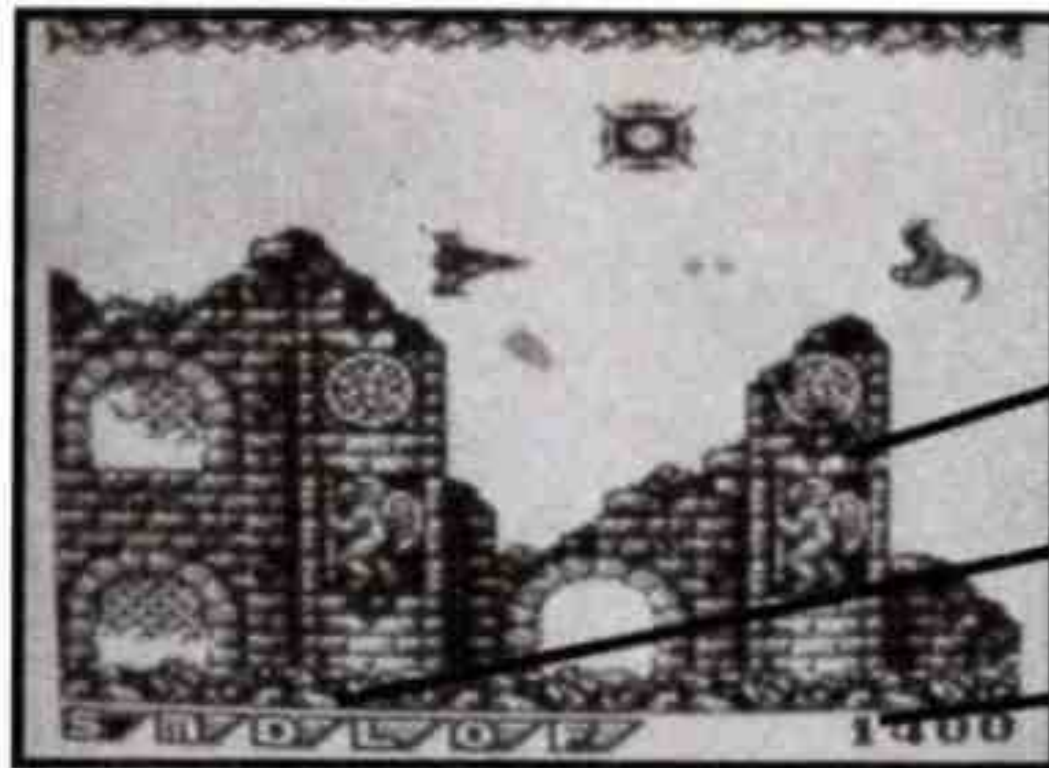
Press to activate power-up weapons.

## B BUTTON

Press to fire weapons.

*NOTE: You can restart the attack by holding down the A, B and Select Button, then pressing the Start Button.*

*Also remember, you can reverse the A and B Button functions in the Option Mode.*



## FIELD OF HONOR

Weapon

Power-up Indicator

Score

## THE IN-BETWEEN SCREEN

Overall High Score

Present Score

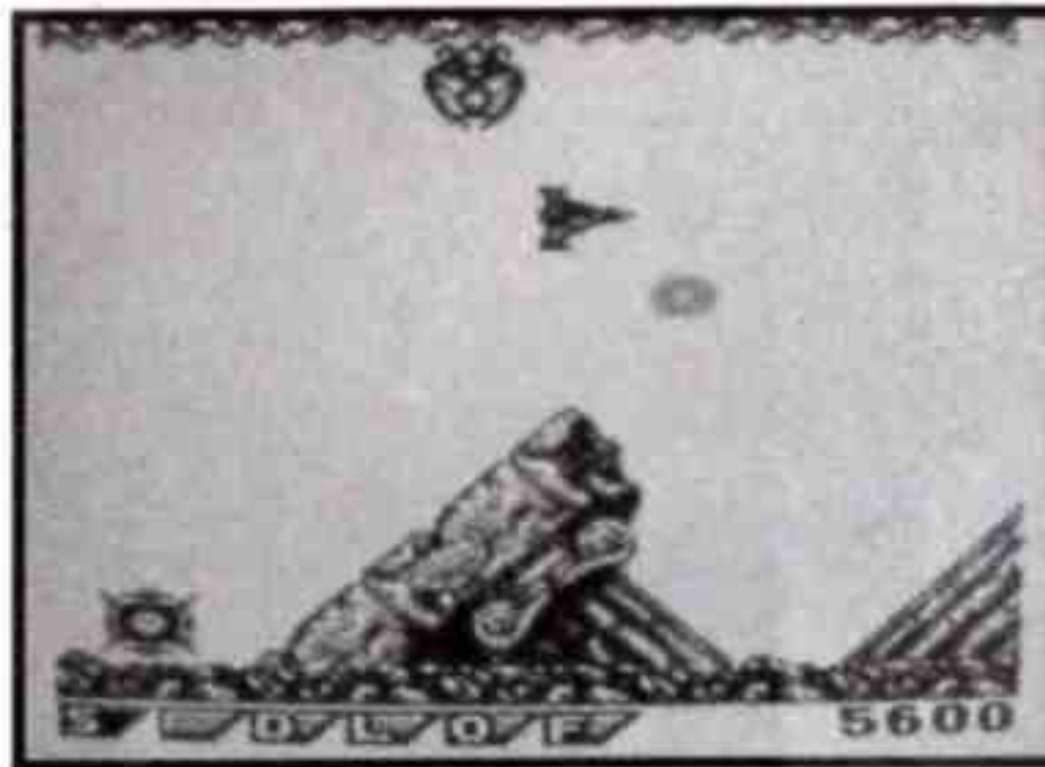
Number of Starfighters Remaining

|           |       |
|-----------|-------|
| SHIP LOST |       |
| TOP SCORE | 30000 |
| SCORE     | 14500 |
| REST      | 00    |

## TO CONTINUE OR NOT TO CONTINUE, THAT IS THE QUESTION

After your final starfighter bites the meteor dust, you can choose to CONTINUE or END your mission. If you select CONTINUE, you'll resume from the level where you took your last breath. Make your choice by pressing the Start Button for Yes or the Select Button for No.

# BEFORE FIGHTING IN THESE INFECTED AREAS, BE SURE YOU'VE GOT ALL YOUR SHOTS!

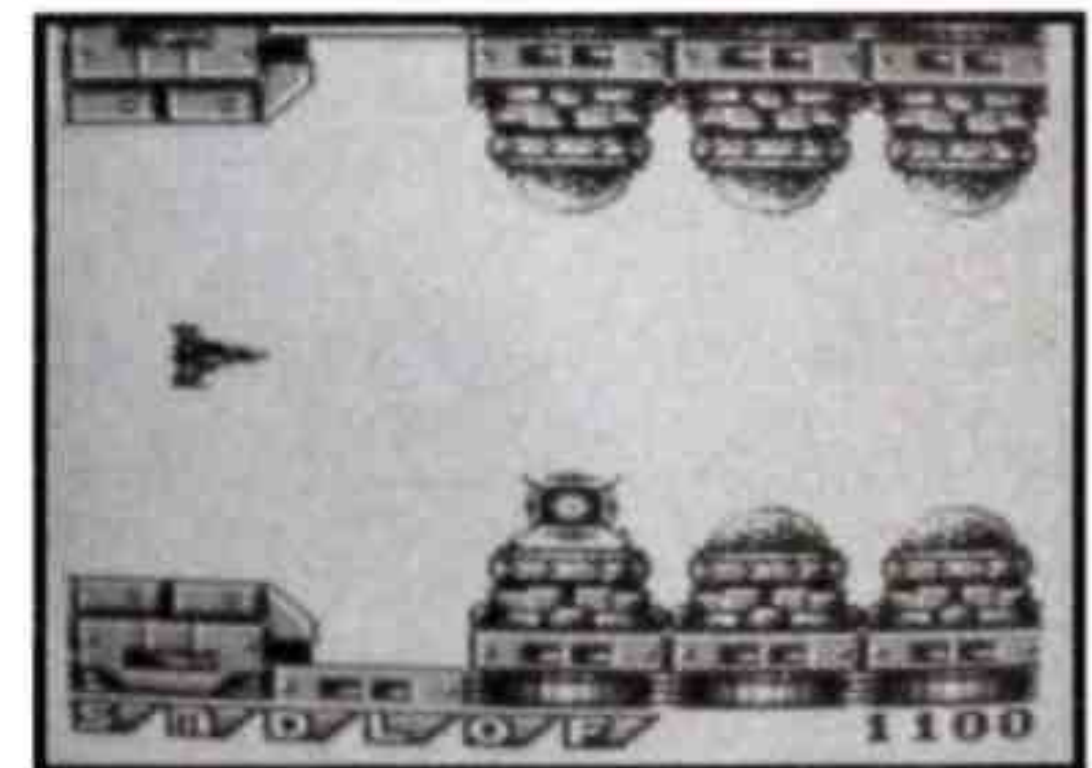
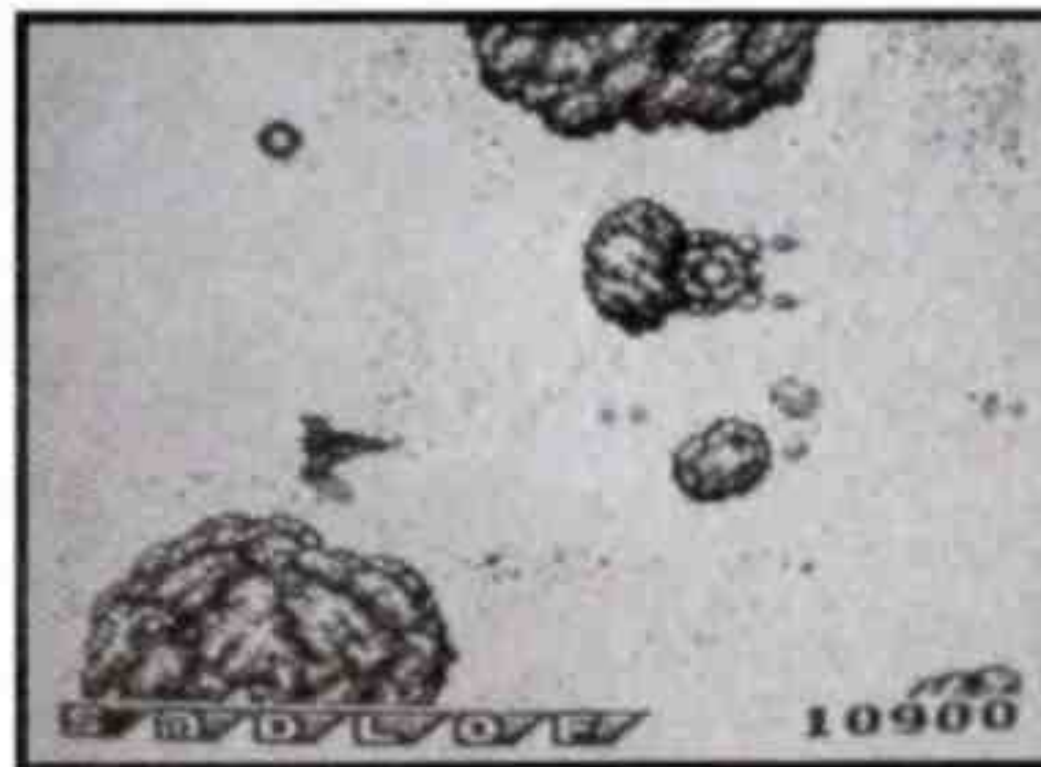


## Rubble Resort

Just past the Akarian Asteroid Field lies the Beast Squadron's front lines, which was once a vacation hot spot before being burned by the Beast Squadron.

## Bacterion's Command and Control Center

This level is probably your most critical target. After all, if you shut down the brains of the operation you'll have a better chance of out-smarting Bacterion.

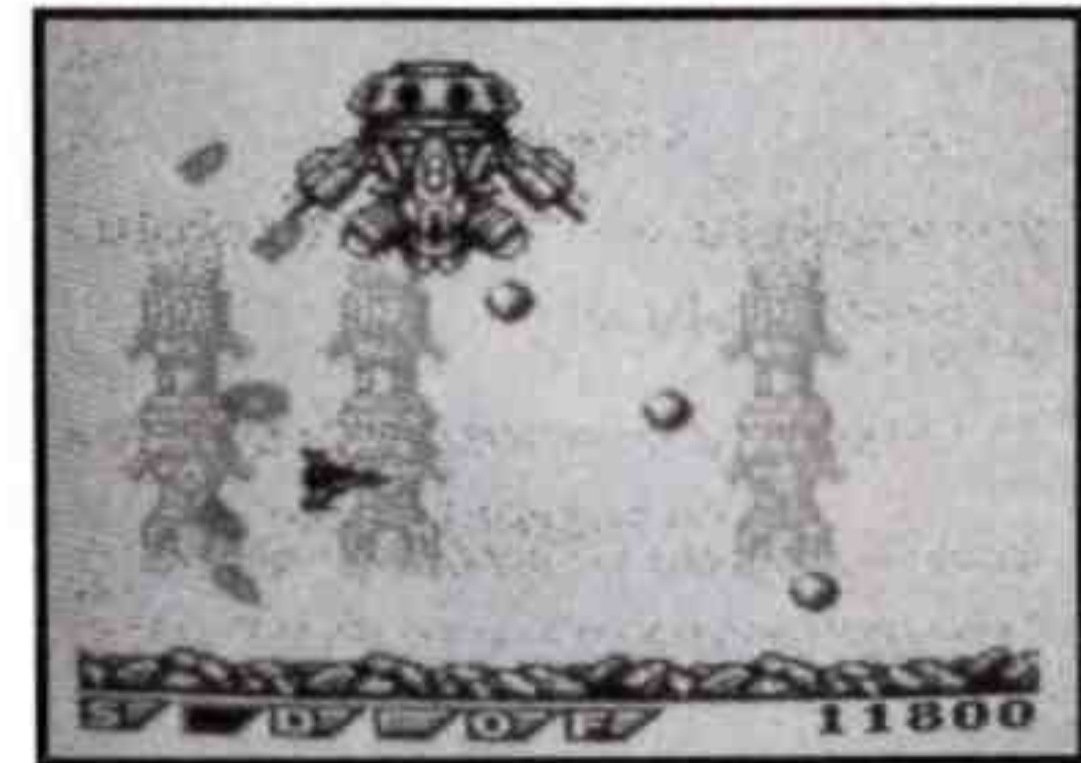


## The Askikin Meteor Belt

Welcome to the Beast Squadron's lair. It's a radical area heavily defended by all sorts of cosmic creeps, including rolling Bone Heads from the Stone'em Galaxy.

## The AAAAAAAAAAAAAAAAAARGH! Zone

Alien cruise missiles will zip toward you from all angles of the galaxy. The fire will be so intense, you'll probably have to pause the mission to splash some cold water in your face. Blam! Splash! Blam! Splash! Blam! Splash! It's enough to make you scream.



## The Fifth Dimension

Often confused with a popular singing group from the 1960's, this level will separate the ultimate starfighters from the wimpy ones. It's packed with dozens of Bartanium Booby Traps, probably a starfighters biggest single fear. Note: This level isn't included in the Practice Galaxy. To reach it, you must be one lucky son of a ray gun!



## **POWER-UP SPHERES, WITHOUT THEM YOUR GOOSE IS COOKED**

Certain members of the Beast Squadron carry a power-up generator aboard their ship. Some missile batteries have them as well. When you turn these ships or fortifications into space shrapnel, the power-up sphere will remain. Capture these spheres and your Power-Up Gauge will advance. When the power-up you desire is illuminated, press the A Button.

### **The Mega Blast Device**

A few specially selected enemy squadron leaders are equipped with Mega Blast Devices. Capture these and you'll definitely have a blast wiping out a screen-full of enemies.

## **YOUR STARFIGHTER'S POWER-UP GAUGE**

Memorize the power-up sequence on this gauge.

- S** is for the speed-up. You can increase your speed up to five times.
- M** is for missiles.
- D** is for double firepower.
- L** is for the laser beam.
- O** is for the offensive Ghost Fighter.
- F** is for the force field.

*NOTE: D and L can't be combined. If the Force Field is hit three times, it will be inoperable until you power-up with it again.*

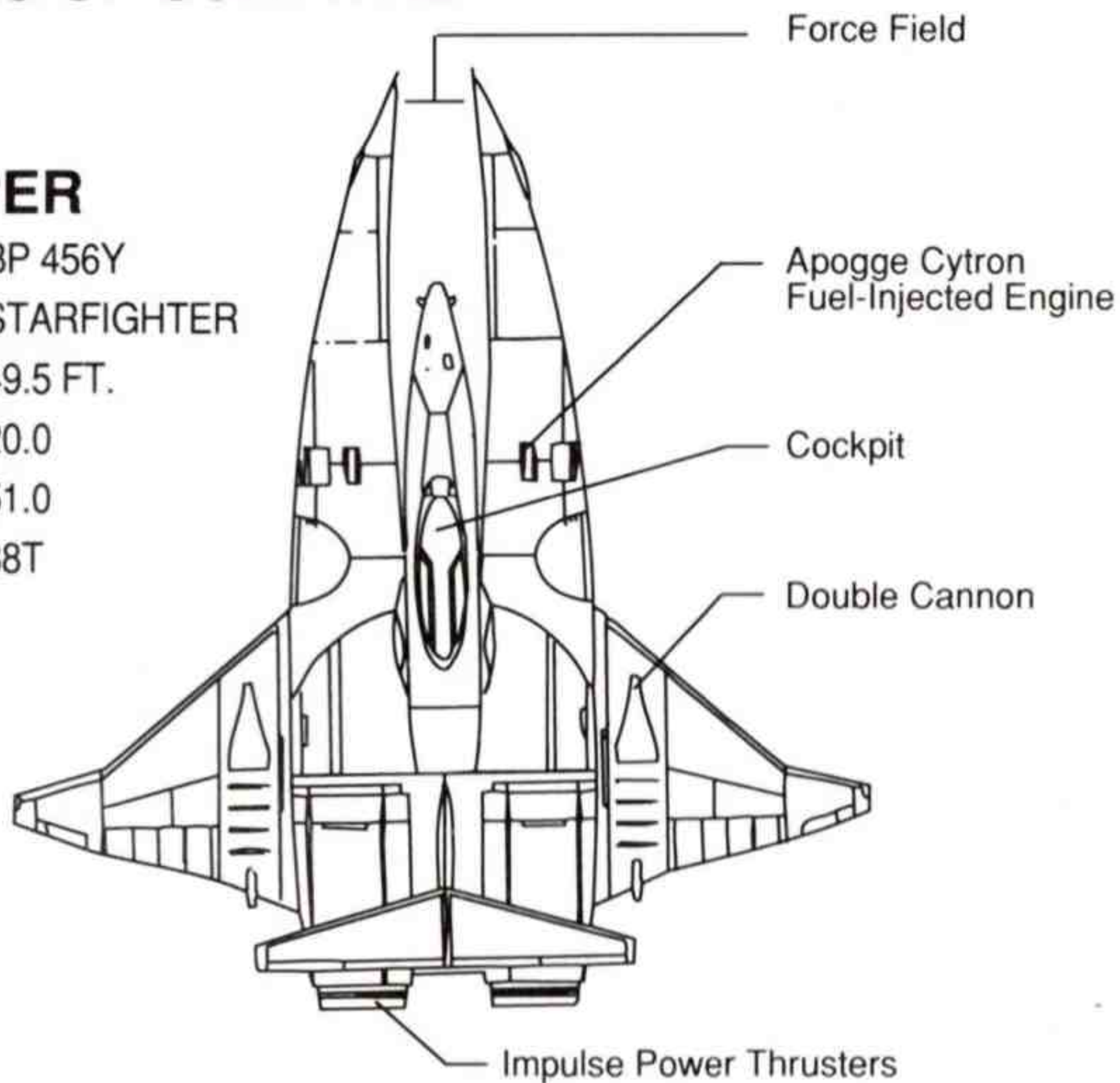
## HINTS YOU CAN'T LIVE WITHOUT

1. Whenever possible combine D and M. This technique is a sure fire way to destroy tons 'o enemies. Remember. The key is to select a balance of weapons that fire in many different directions.
2. Realize that D and L cannot be combined. Be sure to select the most effective of the two, depending on the battlefield or enemy.
3. Select O and you'll have the infamous Ghost Fighter as your wingman. Talk about the ultimate shotgun formation. You can have up to 2 Ghost Fighters beside you at once. Overall, it's a pretty awesome way to waste your foes.
4. Don't forget that the S option can be selected a maximum of 5 times. It's a great way to blow by obstacles...as long as you have the nerve and skill to hyper-speed safely.
5. Finally, try to reach full power-up with each weapon option. That way, your Power-Up Gauge will always be in the F position, and your shields can remain operational for the majority of the mission.

# YOUR MEANS OF SURVIVAL

## VIC VIPER

MODEL BP 456Y  
CLASSIFICATION: STARFIGHTER  
LENGTH: 49.5 FT.  
HEIGHT: 20.0  
WIDTH: 51.0  
WEIGHT: 38T



# BACTERION'S BEAST SQUADRON (THEY'RE LOOKIN' TO TAKE A BITE OUT OF YOU!)



The Beast Wagon



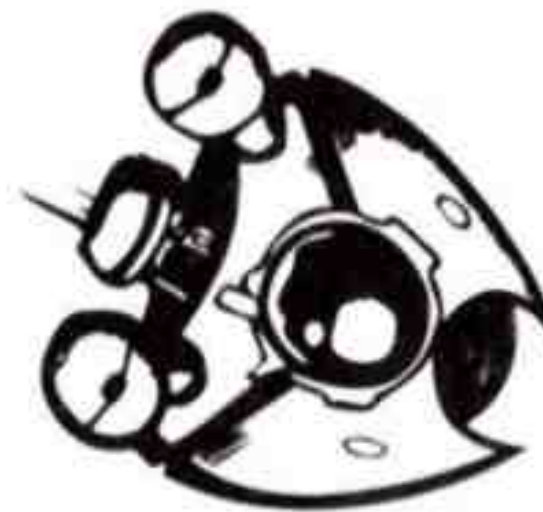
Meat 'N Bones Crusher



Scorpoid



Forubian Flem Ball



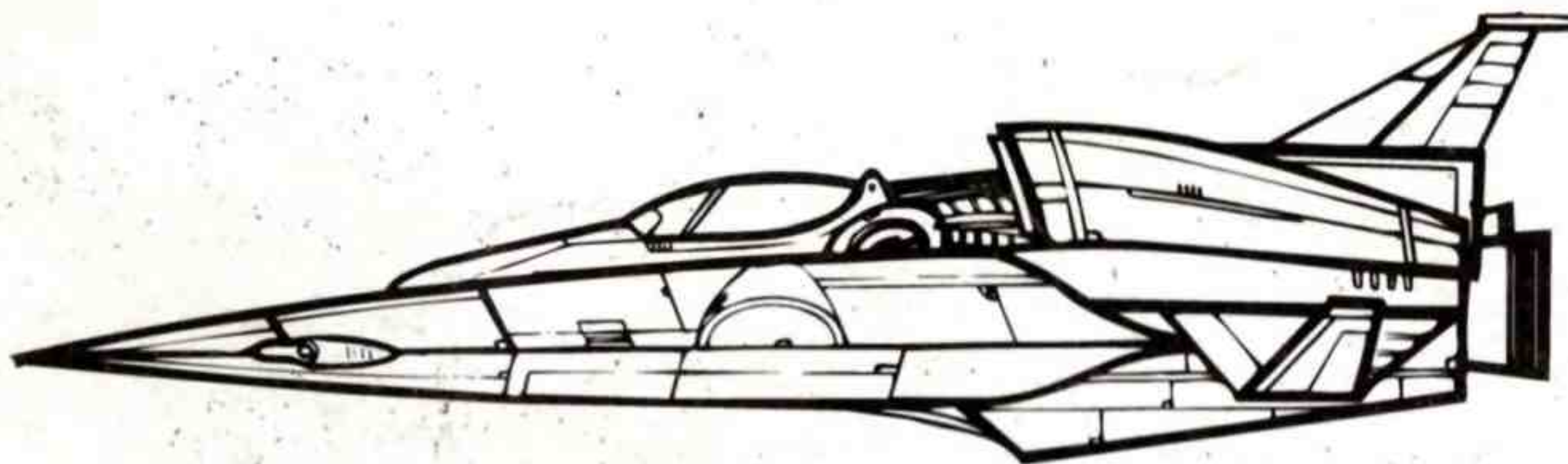
BBQ-1



Slobbering Slug  
from Saliva 7



Missile-Toe Laser Battery



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