

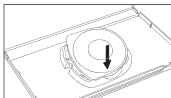
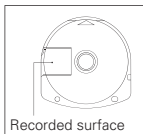
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

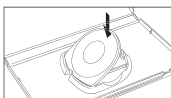
Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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Dedicated to all "GRADIUS" fans

The definitive edition, long-awaited by Gradius fans worldwide, has finally arrived! Take off into space with "GRADIUS COLLECTION" — featuring five great Gradius games in one incredible package!

Includes 5 legendary games

Beginning with the first game in the series, "GRADIUS," this compilation also includes "GRADIUS II," "GRADIUS III," "GRADIUS IV" and "GRADIUS Gaiden." Take control of the Vic Viper and fight your way through dozens of intense, unforgettable stages like the volcano stage and Moai stage!

Save your game at any time

You can save during gameplay, and save the stages you've cleared and your power-ups, too! You can also continue your game from specific points as many times as you want. Players new to shooting games can save frequently, and enjoy more of the game than ever before!

Relive the music of yesteryear

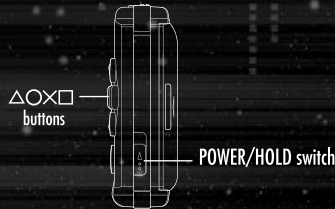
Listen to the music that still brings chills down the spines of "GRADIUS" fans everywhere. Experience the music, and relive the excitement!

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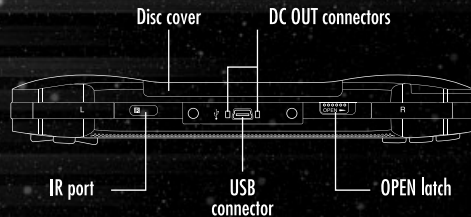
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GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the *GRADIUS COLLECTION* UMD™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

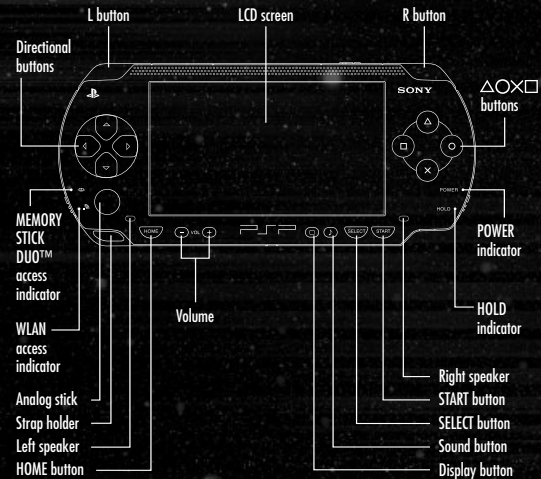
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CONTROLS

PSP™ (PlayStation®Portable) system configuration



Controls for the menu screens and gameplay are summarized below. "GRADIUS COLLECTION" includes five games, but the basic controls are the same for all five. (See page 5 for game screen details.)

Directional buttons:	Select items / Move ship
Analog stick:	Select items / Move ship
○ button:	Cancel / Missile
× button:	Enter / Shoot
□ button:	Power up
△ button:	Press and hold to continuously shoot and fire missiles
START button:	Pause game
HOME button:	End game

* To change the controls, choose "OPTION" or "OPTION MODE" from the title screen of the game, then choose "KEY CONFIG." (For "GRADIUS," see page 6. For "GRADIUS II," see page 8. For "GRADIUS III," see page 10. For "GRADIUS IV," see page 14. For "GRADIUS Gaiden," see page 16.)

* In "KEY CONFIG," if you select "ALL," you can use unused buttons to perform selected functions.

* Press the L, R, START button and SELECT button together to quit playing and return to the "GRADIUS COLLECTION" main title screen.

STARTING UP

Insert the UMD™ into the PSP™ (PlayStation®Portable) system, and the title screen will appear. Press the START button to display the game select screen, and choose the game you would like to play.

Game Select Screen

You can choose a game or mode by selecting an item with the directional buttons, and entering your selection with the X button.



GRADIUS (see pages 06-07)

Control the hyper-space fighter Vic Viper to combat the subspace star cluster, Bacterion.

GRADIUS II (see pages 08-09)

The Bacterions have reemerged. Defeat them and save planet Gradius!

GRADIUS III (see pages 10-13)

Repel the final Bacterion offensive, alongside the entire Gradius fleet.

GRADIUS IV (see pages 14-15)

The Bacterions have once again declared war on Gradius. Battle them and restore peace to the planet!

GRADIUS Gaiden (see pages 16-20)

Head into battle against an unknown enemy with four different fighters!

GALLERY (see below) Listen to game music or watch movies.

LOAD GAME (see page 5) Pick up the game from where you last saved.

DELETE DATA (see page 5) Delete any unneeded data.

Gallery

You can choose from two options—listening to music (“MUSIC”) or viewing movies (“MOVIE”). Use the directional buttons to select an item, and follow the instructions shown at the bottom of the screen.



SAVING DATA

There are two types of data you can save—settings data and game data. “GRADIUS” is used as an example below, but the other games save in the same way.

Requirements for Saving

To save data, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 128KB of free space into the Memory Stick Duo™ slot, and begin the game.

Saving and Loading Settings Data

To save game settings, such as control configurations and difficulty level, go to the title screen, select “OPTION” → “SAVE/LOAD” → “SAVE OPTION DATA.” To load game settings, select “OPTION” → “SAVE/LOAD” → “LOAD OPTION DATA.” Also, you can select “DELETE DATA” to delete settings data.



Saving and Loading Game Data

You can save your current progress by pausing the game and selecting “SAVE GAME.” The data saved includes the stage you are on, your score, and your power-up status. Then, if you select “LOAD GAME” from the pause screen or game select screen, you can resume the saved game from a pre-set point. Also, you can select “DELETE DATA” to delete game data.

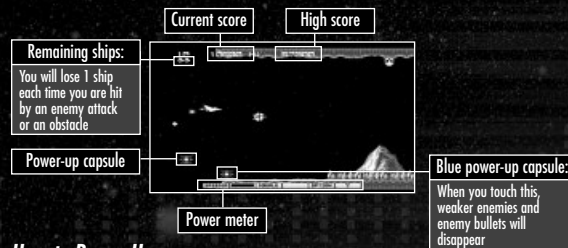


GAME SCREEN

Control your fighter to make your way through swarms of enemies, and defeat the boss to clear the stage. Watch the screen carefully to avoid enemy attacks and obstacles, as you strive to clear all stages and get the high score.

The Game Screen

“GRADIUS” is used as an example below, but the screen is the same for the other games as well. The contents of the power meter do vary by game, however, so see the individual game description pages for details.



How to Power Up

When you defeat certain enemies or enemy squadrons, a power-up capsule will appear. When you pick it up, the items in the power meter will flash in order. To activate a power-up, press the button when the power-up you want is highlighted.

Pausing the Game

Press the START button during gameplay to bring up the pause menu. Select “SAVE GAME” to save your game progress, or “LOAD GAME” to load a saved game.

GRADIUS

Defeat enemies and collect power-up capsules to power up your ship in the most efficient order. As you get used to the game, try changing your armaments to best suit each situation.

STORY

Across the galaxy, there exists a distant planet known as Gradius. A lush, beautiful world, the planet Gradius has thrived in peace for many years. Unfortunately, that peaceful existence came to a sudden end when Gradius became the target of a subspace star cluster known as Bacterion. Facing inevitable defeat before their ruthless invaders, Gradius has pinned its last hopes on the hyper-space fighter Vic Viper.

Its target is the enemy fortress, Xaeros. The only way to put an end to the war is to plunge deep through the enemy forces and destroy its very core.

And so, the Vic Viper takes off, far into the depths of space!

Title Screen

After you select "GRADIUS" from the Game Select Screen, the warm-up screen will appear. Press the START button to display the title screen. Use the directional buttons or analog stick to highlight an item, then press the X button or START button to make your selection.



1 PLAYER: Begin a game.

OPTION: Adjust various settings. Use the directional buttons or analog stick to move up or down to select an item, and then press left or right with the directional buttons or analog stick to adjust the setting. Press the START button to finish adjustments.

EXIT GAME: Return to the Game Select Screen.

OPTION

GAME LEVEL: Select a difficulty level from 1 to 6.

LIFE: Select the number of ships you start with.

POWER UP: Choose "SEMI-AUTO" to power up automatically or "MANUAL" to power up manually.

HIT SIZE: Set the collision detection for your ship to "NORMAL" or "SMALL." ("SMALL" will make it more difficult for enemy attacks to hit you.)

WAIT LEVEL: When set to "1," the game's processing speed will be identical to the arcade version.

SCREEN SIZE: Select the size of the screen.

SCREEN ZOOM: Select the zoom rate for the screen.

DEFAULT: Set your options settings to "TUNED" (default settings for GRADIUS COLLECTION) or "ORIGINAL" (default settings for the original game).

KEY CONFIG: Change your control layout settings. The controls for adjusting these settings are the same as in "OPTION."

SAVE/LOAD: You can change your autosave settings or save settings data. If you turn autosave to "ON," your settings data will be saved automatically whenever you make adjustments.

Power-up Types

	SPEED UP	Your ship's speed is increased. You can boost your speed in five stages.
	MISSILE	Fires missiles diagonally downward to hit enemies on the ground.
	DOUBLE	Fires another shot diagonally above, in addition to your standard shot.
	LASER	Fires a powerful laser cannon that can penetrate enemies.
	OPTION	Adds a copy of your ship to attack enemies. Up to four ships can attack at once.
	SHIELD	Absorbs attacks from ahead for a set number of times.

Game Over

If you lose your ship when you have no lives left, it's game over. If your score is high enough to make the top 10, you can enter your profile.

GRADIUS II

Before gameplay begins, you can choose from four types of power meters. Try different power meters to find the one that best matches your playing style.

STORY

Two years ago, the planet Gradius was suddenly attacked by a Bacterion invasion fleet. On the brink of defeat, Gradius launched its last hope, the hyper-space fighter Vic Viper. The Vic Viper drove deep into the heart of the enemy forces and destroyed the Bacterion stronghold, the fortress Xaerous, and brought victory to Gradius.

But now, the Bacterion menace is again threatening the planet Gradius. This time, the attack is led by a new enemy—a special unit known as Gofer.

The Gradius forces again look to their savior—the Vic Viper—to save them from annihilation.

Title Screen

If you press the START button on the title screen, the choices below will appear. Use the directional buttons or analog stick to highlight a selection, and then enter your selection.



- 1 PLAYER:** Begin a game, starting with the power meter selection screen.
- OPTION:** Adjust various settings. Use the directional buttons or analog stick to move up or down to select an item, and then press left or right with the directional buttons or analog stick to adjust the setting. Press the START button or select "EXIT" to finish adjustments.
- EXIT GAME:** Return to the Game Select Screen.

OPTION

- GAME LEVEL:** Select a difficulty level from 1 to 4.
- EXTEND:** Select the number of points required to receive an extra ship.
- LIFE:** Select the number of ships you start with.
- POWER UP:** Choose "SEMI-AUTO" to power up automatically or "MANUAL" to power up manually.
- WAIT LEVEL:** When set to "1," the game's processing speed will be identical to the arcade version.
- HIT SIZE:** Set the collision detection for your ship to "NORMAL" or "SMALL" ("SMALL" will make it more difficult for enemy attacks to hit you.)
- SCREEN SIZE:** Select the size of the screen.
- SCREEN ZOOM:** Select the zoom rate for the screen.
- DEFAULT:** Set your options settings to "TUNED" (default settings for GRADIUS COLLECTION) or "ORIGINAL" (default settings for the original game).
- KEY CONFIG:** Change your control layout settings. The controls for adjusting these settings are the same as in "OPTION."
- SAVE/LOAD:** You can change your autosave settings or save settings data. If you turn autosave to "ON," your settings data will be saved automatically whenever you make adjustments.
- EXIT:** Return to the "GRADIUS II" title screen.

POWER METER SELECT

After you select "1 PLAYER" from the title screen, the power meter select screen appears. Use the directional buttons or analog stick to choose a power meter, and press the X button to enter your selection. If you do not enter your selection before time runs out, the currently highlighted power meter will be used.



SHIELD SELECT

After you select a power meter, you can select a shield type. Use the directional buttons or analog stick to choose a shield, and press the X button to enter your selection. After you select a shield, the game will begin.



Game Over

If you lose your ship when you have no lives left, it's game over. A countdown will begin, and if you press the START button before it reaches zero you can continue the game, but your score will return to 0. If your score was high enough to make the top 10, you can enter your profile.



Power-up Types

The four power meters contain the power-ups below. Learn how they are different, and use the power meter that best suits your playing style.

	SPEED UP	Your ship's speed is increased. You can boost your speed in five stages.
	MISSILE	Fires missiles diagonally downward to hit enemies on the ground.
	SPREAD BOMB	Fires bombs diagonally downward for a wide explosion.
	PHOTON TORPEDO	Fires torpedoes downward. Can penetrate through smaller enemies.
	2-WAY	Fires one missile up and one missile down.
	DOUBLE	Fires another shot diagonally above, in addition to your standard shot.
	TAIL GUN	Fires another shot backwards, in addition to your standard shot.
	LASER	Fires a powerful laser cannon that can penetrate enemies.
	RIPPLE	Fires a ring-shaped laser that expands as it moves forward.
	OPTION	Adds a copy of your ship to attack enemies. Up to four ships can attack at once.
	SHIELD	Absorbs attacks from ahead for a set number of times.
	FORCE FIELD	Protects the ship from attacks from any direction for a set number of times.

GRADIUS III

With a wide variety of power-ups and the ability to choose types of missiles and lasers, there is now an added element of strategy in the power meters.

STORY

Far across the deep, dark void, in the depths of the darkest of galaxies...

The merciless villains known as Bacterion awoke from their slumber, launching their final, all-out invasion to fulfill their evil ambitions—"Dark Force."

The Dark Force proved to have a destructive power of unimaginable magnitude, overpowering and destroying everything in its path. The planets surrounding Gradius were eliminated one by one, and the invasion had now turned to target the planet Gradius. The government of Gradius mobilized its entire fleet against the threat, but the fleet's heroic efforts are being thwarted by the enormous power of the Dark Force.

Again, the fate of Gradius depends on the hyper-space fighter Vic Viper. With the entire universe hanging in the balance, can the Dark Force be vanquished for good?

Title Screen

After the introductory movie, the title screen will appear. Use the directional buttons or analog stick to select an item, and press the **X** button or **START** button to enter your selection.



- 1 PLAYER:** Begin a game, starting with the mode selection screen.
- OPTIONS:** Adjust various settings. Use the directional buttons or analog stick to move up or down to select an item, and then press left or right with the directional buttons or analog stick to adjust the setting. Press the **START** button or select "EXIT" to finish adjustments.
- EXIT GAME:** Return to the Game Select Screen.

OPTION

- GAME LEVEL:** Select a difficulty level from 1 to 6.
- EXTEND:** Select the number of points required to receive an extra ship.
- LIFE:** Select the number of ships you start with.
- POWER UP:** Choose "SEMI-AUTO" to power up automatically or "MANUAL" to power up manually.
- HIT SIZE:** Set the collision detection for your ship to "NORMAL" or "SMALL." ("SMALL" will make it more difficult for enemy attacks to hit you.)
- WAIT LEVEL:** Choose a higher number to increase processing speed.
- SCREEN ZOOM:** Select the zoom rate for the screen.
- DEFAULT:** Set your options settings to "TUNED" (default settings for GRADIUS COLLECTION) or "ORIGINAL" (default settings for the original game).
- KEY CONFIG:** Change your control layout settings. The controls for adjusting these settings are the same as in "OPTION MODE."
- SAVE/LOAD:** You can change your autosave settings or save settings data. If you turn autosave to "ON," your settings data will be saved automatically whenever you make adjustments.
- EXIT:** Return to the "GRADIUS III" title screen.

MODE SELECT

After you select "1 PLAYER" from the title screen, the mode select screen will appear. Use the directional buttons or analog stick to select an item, and press the **X** button to enter your selection.



Technical: Normal mode—play to the end of the game

Beginner: Easy mode—play through three stages

WEAPON SELECT

Choose a power meter. Press left or right using the directional buttons or analog stick to choose "TYPE SELECT" or "EDIT MODE." (See power-up types on pages 12–13.)



TYPE SELECT

Highlight "TYPE SELECT" with the cursor, then press up or down using the directional buttons or analog stick to select a power meter. Press the **X** button to enter your selection.



Select a shield type in the same way to proceed to the game.



EDIT MODE

Highlight "EDIT MODE" with the cursor, then press the **X** button to put together your own power meter. Not all power-ups are available here, but certain power-ups are only available in this mode. Use the directional buttons or analog stick to select a missile type, then press the **X** button to enter your selection.



Select laser and shield types in the same way. When you have made all of your selections, you can proceed to the game.

For the "!" in the power meter, this will automatically be set to "MEGA CRASH" if you choose "TYPE SELECT," but if you choose "EDIT MODE," you can select from three different types.

Game Over

If you lose your ship when you have no lives left, it's game over. If your score was high enough to make the top 10, you can enter your profile.



Note: If the Game Level is set to 1 or 2, your game will end when you clear all stages, and you cannot play a second time.

GRADIUS III

Power-up Types

The following power-ups are available in the game, but certain power-ups are available only in "TYPE SELECT," and others are available only in "EDIT MODE." Review the items below to see which option you want to choose.



	SPEED UP	Your ship's speed is increased. You can boost your speed in five stages.
	MISSILE	Fires missiles diagonally downward to hit enemies on the ground.
	CONTROL MISSILE	Use the directional buttons or analog stick to fire missiles in the desired direction.
	SPREAD BOMB	Fires bombs diagonally downward for a wide explosion.
	UPPER MISSILE	Fires a missile upward that flies along the top of the screen.
	PHOTON TORPEDO	Fires torpedoes downward. Can penetrate through smaller enemies.
	SMALL SPREAD BOMB	Fires bombs backward to explode on impact.
	2-WAY MISSILE	Fires one missile up and one missile down.
	DOUBLE	Fires another shot diagonally above, in addition to your standard shot.
	FREE WAY	Fires another shot in the direction indicated with the directional buttons or analog stick, in addition to your standard shot.
	TAIL GUN	Fires another shot backwards, in addition to your standard shot.
	SPREAD GUN	Fires one shot above and one shot below your standard shot. Can be powered up in two steps.
	VERTICAL SHOT	Fires another shot straight up, in addition to your standard shot.

	LASER	Fires a powerful laser cannon that can penetrate enemies.
	TWIN LASER	Continuously fires two short laser bursts.
	RIPPLE LASER	Fires a ring-shaped laser that expands as it moves forward.
	ENERGY LASER	Continuously fires energy bursts.
	CYCLONE LASER	Fires a swirling laser with greater penetration ability.
	OPTION	Adds a copy of your ship to attack enemies. Up to four ships can attack at once.
	SNAKE OPTION	The copies of your ship have inertia and can be pulled around.
	FORCE FIELD	Protects the ship from attacks from any direction for a set number of times.
	SHIELD	Absorbs attacks from ahead for a set number of times.
	FREE SHIELD	Place up to 8 shields around your ship.
	REDUCE	Shrink the size of your ship in two stages.
	MEGA CRASH	Clear the screen of weaker enemies and enemy shots.
	SPEED DOWN	Reduce speed if it has increased too much.
	NORMAL	Returns equipped DOUBLE and LASER power-ups to normal shots.
	REMAIN OPTION	The number of remaining ships is converted into Option copies. (Up to 4 ships)

GRADIUS IV

Use the new power-ups to your advantage to clear all stages. If you're having problems, save often to practice problem areas.

STORY

The name "Bacterion" was but a faraway memory, long forgotten as the planet Gradius enjoyed years of peace and prosperity.

But the nightmare was not yet over. Another invasion came with a force that was as overwhelming as it was sudden, and the forces defending Gradius were nearly helpless. Surrendering seemed to be the only option...

It was then that a single, white fighter could be seen rising up in the skies above Gradius...

Title Screen

After the introductory movie, the title screen will appear. Use the directional buttons or analog stick to select an item, and press the **X** button or **START** button to enter your selection.



- 1 PLAYER:** Begin a game, starting with the power meter selection screen.
- OPTIONS:** Adjust various settings. Use the directional buttons or analog stick to move up or down to select an item, and then press left or right with the directional buttons or analog stick to adjust the setting. Press the **START** button or select "EXIT" to finish adjustments.
- EXIT GAME:** Return to the Game Select Screen.

OPTION

GAME LEVEL:	Select a difficulty level from 1 to 8.
EXTEND:	Select the number of points required to receive an extra ship.
LIFE:	Select the number of ships you start with.
POWER UP:	Choose "SEMI-AUTO" to power up automatically or "MANUAL" to power up manually.
HIT SIZE:	Set the collision detection for your ship to "NORMAL" or "SMALL." ("SMALL" will make it more difficult for enemy attacks to hit you.)
WAIT LEVEL:	Set to "1" to make processing speed identical to the original version.
SCREEN ZOOM:	Select the zoom rate for the screen.
DEFAULT:	Set your options settings to "TUNED" (default settings for GRADIUS COLLECTION) or "ORIGINAL" (default settings for the original game).
KEY CONFIG:	Change your control layout settings. The controls for adjusting these settings are the same as in "OPTION MODE."
SAVE/LOAD:	You can change your autosave settings or save settings data. If you turn autosave to "ON," your settings data will be saved automatically whenever you make adjustments.
EXIT:	Return to the "GRADIUS IV" title screen.

POWER METER SELECT

After you select "1 PLAYER" from the title screen, the power meter select screen appears. Use the directional buttons or analog stick to choose a power meter, and press the **X** button to enter your selection. If you do not enter your selection before time runs out, the currently highlighted power meter will be used.



SHIELD SELECT

After you select a power meter, you can select a shield type. Use the directional buttons or analog stick to choose a shield, and press the **X** button to enter your selection. After you select a shield, the game will begin.



Game Over

If you lose your ship when you have no lives left, it's game over. A countdown will begin, and if you press the **START** button before it reaches zero you can continue the game, but your score will return to 0. If your score was high enough to make the top 10, you can enter your profile. Note: If the Game Level is set to 4 or higher, you cannot continue if your game ends on the final stage.



Power-up Types

Try using the newly added power-ups!

	SPEED UP	Your ship's speed is increased. You can boost your speed in five stages.
	MISSILE	Fires missiles diagonally downward to hit enemies on the ground.
	PHOTON TORPEDO	Fires torpedoes downward. Can penetrate through smaller enemies.
	SPREAD BOMB	Fires bombs diagonally downward for a wide explosion.
	2-WAY MISSILE	Fires one missile up and one missile down.
	VERTICAL MINE	Creates a vertical blast. Use the directional buttons or analog stick to direct it.
	FLYING TORPEDO	Fires forward. Determine its altitude by how long you hold down the O button.
	DOUBLE	Fires another shot diagonally above, in addition to your standard shot.
	TAIL GUN	Fires another shot backwards, in addition to your standard shot.
	LASER	Fires a powerful laser cannon that can penetrate enemies.
	RIPPLE LASER	Fires a ring-shaped laser that expands as it moves forward.
	AMOR PIERCING	Fires a laser cannon with greater penetration.
	TWIN LASER	Continuously fires two short laser bursts.
	OPTION	Adds a copy of your ship to attack enemies. Up to four ships can attack at once.
	SHIELD	Absorbs attacks from ahead for a set number of times.
	FORCE FIELD	Protects the ship from attacks from any direction for a set number of times.

GRADIUS GAIDEN

You can choose from four fighters. Each fighter powers up differently, so it's important to choose a fighter that matches your playing style. Or, try different attacks with different fighters!

STORY

At the end of the third Bacterion war ("GRADIUS III"), the planet Gradius was freed from the terror of obliteration as the core of the Bacterion forces was destroyed.

Several hundred cycles later... The people of Gradius rebuilt their civilization to new heights of prosperity during a long era of peace, but the nightmare returned once more.

Long feared as the "Expanse of Darkness," the Black Nebula was an area of mystery and terror, and all were forbidden to pass near it. And not long after an exploration vessel disappeared in the nebula, nearby planets and colonies began falling prey to attacks by unknown forces.

The military forces of Gradius, accustomed to the long era of peace, suffered defeat after defeat, and the unknown invasion force soon loomed over the planet Gradius itself. The military commanders of Gradius, out of options, played their last card—a strike by four new hyper-space fighters at the heart of the enemy invasion, the center of the Black Nebula. Four pairs of wings now head for the inky depths of the galaxy, with the fate of Gradius resting on their shoulders.

Title Screen

If you press the **X** button or **START** button on the title screen, the choices below will appear. Use the directional buttons or analog stick to select an item, and press the **X** button or **START** button to enter your selection.



- 1 PLAYER:** Begin a game, starting with the fighter selection screen.
- OPTIONS:** Adjust various settings. Use the directional buttons or analog stick to move up or down to select an item, and then press left or right with the directional buttons or analog stick to adjust the setting. Press the **START** button or select "EXIT" to finish adjustments.
- EXIT GAME:** Return to the Game Select Screen.

OPTION

GAME LEVEL:	Select a difficulty level from EASIEST to HARDEST.
EXTEND SCORE:	Select the number of points required to receive an extra ship.
LIFE:	Select the number of ships you start with.
GAUGE EDIT:	Turn Gauge Edit on or off. (See page 27 for details.)
DEFAULT GAUGE EDIT:	Go to a settings screen to adjust the power meter order at the beginning of the game. (See page 27 for controls.) Press the START button to finish editing.
WAIT LEVEL:	Set to "1" to make processing speed identical to the original version.
HIT SIZE:	Set the collision detection for your ship to "NORMAL" or "SMALL." ("SMALL" will make it more difficult for enemy attacks to hit you.)
SCREEN ZOOM:	Select the zoom rate for the screen.
SOUND ADJUSTMENT:	Adjust various sound settings.
DEFAULT:	Set your options settings to "TUNED" (default settings for GRADIUS COLLECTION) or "ORIGINAL" (default settings for the original game).
KEY CONFIG:	Change your control layout settings. The controls for adjusting these settings are the same as in "OPTION."
SAVE/LOAD:	You can change your autosave settings or save settings data. If you turn autosave to "ON," your settings data will be saved automatically whenever you make adjustments.
EXIT:	Return to the "GRADIUS Gaiden" title screen.

PLAYER SELECT

After you select "1 PLAYER" on the title screen, the player select screen appears. Use the directional buttons or analog stick to select a fighter, and press the **X** button or **START** button to enter your selection. The power meters vary according to the fighter selected.



BARRIER SELECT







Next you can select a shield. Use the directional buttons or analog stick to select a shield, and press the **X** button or **START** button to enter your selection.



GRADIUS GAIDEN

Power-up Types

The following power-ups are common to all fighters. For other fighter-specific power-ups, see the fighter descriptions on pages 19-20.

	SPEED UP	Your ship's speed is increased. You can boost your speed in five stages.
	OPTION	Adds a copy of your ship to attack enemies. Up to four ships can attack at once.
	SHIELD	Absorbs attacks from ahead for a set number of times.
	GUARD	Prevents damage from collisions or enemy attacks.
	FORCE FIELD	Protects the ship from attacks from any direction for a set number of times.
	LIMIT	Protects your ship and makes it invincible for 3 seconds after activation.

POWER UP SELECT

You can choose "MANUAL" to power up manually, or "SEMI-AUTO" to power up automatically. Use the directional buttons or analog stick to select one, and press the **X** button or **START** button to enter your selection.

GAUGE EDIT

Finally, you can change the order of your power meter. Select the power-up you want to switch using the directional buttons or analog stick, and press the **X** button to enter your selection.

Select the spot you want to place the power-up in the same way, and the exchange is complete. Select "OK" and press the **X** button to begin the game.



Game Over

If you lose your ship when you have no lives left, it's game over. A countdown will begin, and if you press the **START** button before it reaches zero you can continue the game, but your score will return to 0. (You can continue once for each "CREDIT" you have.) If your score was high enough to make the top 10, you can enter your profile.



CREDIT




Gradius Gaiden Fighters

All of the equipment on the fighters can be powered up in two stages.

VIC VIPER






The first hyper-space fighter developed for the Gradius military, and still one of the mainstays of the fleet. It has long-distance strike capabilities, high maneuverability and powerful armaments, all combined in a single balanced design. Its prototype was introduced in the first Bacterion war. In the hundreds of years that followed, the same design philosophy has kept the Vic Viper series true to its roots. The current model is the 11th generation Vic Viper.

	MISSILE	Level 1: Fires missiles diagonally downward to hit enemies on the ground. Level 2: Missiles penetrate enemies rather than detonating on impact.
	DOUBLE	Level 1: Fires another shot diagonally above, in addition to your standard shot. Level 2: In addition to the above, fires another shot backward.
	LASER	Level 1: Fires a powerful laser cannon that can penetrate enemies. Level 2: The laser's range is increased.

LORD B



After the first Bacterion war, the planet Lattis — an ally of Gradius — was attacked by the elite Xaerous Force of the Bacterion fleet. Lattis was unable to withstand the Bacterion assault, but the eldest prince of the royal family, Lord B, escaped the planet alone in a prototype craft. Later, he led the liberation of his home planet, aided by reinforcements from Gradius. Years later, when Lord B's prototype craft was adopted as a combat fighter for the Lattis military, it was named after the prince who fought to save his planet.




	2-WAY MISSILE	Level 1: Fires one missile up and one missile down. Level 2: Missiles travel along the surface instead of detonating on impact.
	RIPPLE LASER	Level 1: Fires a ring-shaped laser that expands as it moves forward. Level 2: Adds residual lasers for enhanced damage.
	DISRUPTOR	Level 1: Fires a high-speed laser forward. Level 2: Widens the laser beam to damage enemies in a wider area.

GRADIUS GAIDEN

JADE KNIGHT






A heavy assault fighter designed during the later years of the third Bacterian war to complement the Vic Viper. Developed in conjunction with the Falchion. Research and development budgets were cut when the war ended, and the project was put on hold in the basic design stage. With the current crisis, however, development was re-activated, and a prototype was created just in time for this mission.

	SPREAD BOMB	Level 1: Fires bombs diagonally downward for a wide explosion. Level 2: Bombs split into two after being fired.
	ROUND LASER	Level 1: Fires a round laser blast around the ship, in addition to the standard shot. Level 2: Increases the radius of the laser blast.
	PULSE LASER	Level 1: Continuously fires two short laser blasts. Level 2: Continuously fires three short laser blasts.

FALCHION B



A combat fighter developed in conjunction with the Jade Knight, designed to complement and support the Vic Viper. It boasts a new firing system and the newest railgun model with a wide firing range. The Falchion B's design was finalized with an emphasis on close-range interception of enemy craft, but underwent further modifications for this mission to upgrade its long-range attack capabilities. The beta designation added to the Falchion name indicates the difference between the initial design and the upgraded design.

	ROLLING MISSILE	Level 1: Splits in two directions at the surface and explodes after a set time. Level 2: Increases the time before explosion.
	AUTO AIMING	Level 1: Automatically targets enemies in the 90-degree quadrant above and in front of the ship. Level 2: Automatically targets enemies in the 180-degree range above the ship, from front to back.
	GRAVITY BULLET	Level 1: Fires ordinance that explodes on impact with enemies, and multiple impacts cause chained explosions. Level 2: Expands the explosions' blast area.

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