



# GRADIUS

III AND IV

EVERYONE  
**E**  
CONTENT RATED BY  
ESRB



[www.konami.com](http://www.konami.com)



## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

### **HANDLING YOUR PLAYSTATION 2 DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Konami's Gradius III & IV. Please read the instruction manual before starting gameplay, then go ahead and enjoy the game! This manual will not be reissued, so please take care not to lose it.

For your information, Gradius III & IV is an original product of Konami and Konami Computer Entertainment. The software copyrights and trademarks of this game are held jointly by both companies.

### **Disclaimer:**

Konami has taken all steps to ensure this product reaches its customers in safe and proper working order. At the time of purchase, under normal play conditions, the customer acknowledges that with the there will be some minor differences .

### **WARNING**

Gradius III & IV is an original game product created by Konami CO., LTD. and KONAMI COMPUTER ENTERTAINMENT TOKYO CO., LTD., which reserves all the copyrights, trademarks and other intellectual property rights with respect to this game. The exclusive distribution rights to the game are retained by KONAMI CO., LTD.



# CONTENTS

The Controls 3

The Screen 4

Gameplay 5

Option Mode 6

Save/Load 8

## Background Story

Gradius III 10

Gradius IV 14

## Stage Introduction

Gradius III 11

Gradius IV 15

## Power-Ups

Gradius III 12

Gradius IV 16



MEMORY CARD slot 2

MEMORY CARD slot 1

disc tray

RESET button

(OPEN) button

USB connector

S400 i.LINK connector

controller port 1

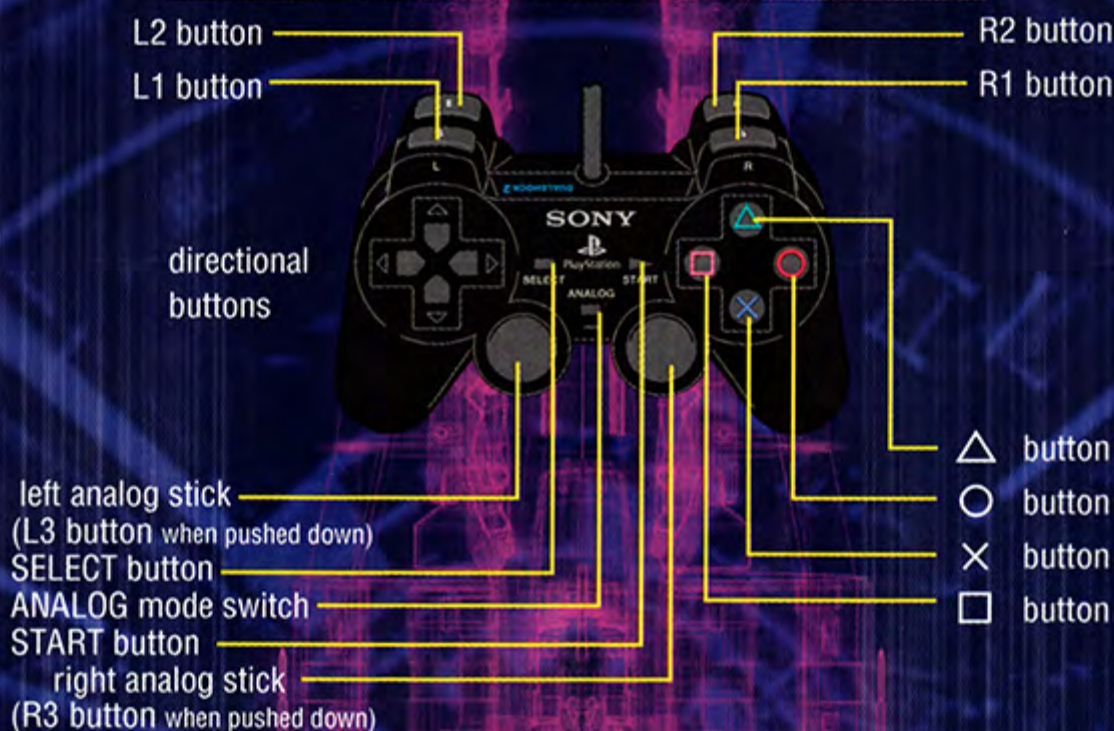
controller port 2



**Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the (SOFTWARE TITLE HERE) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.**



# THE CONTROLS



## Game Reset

Press the **L1 button + R1 button + Start button + Select button** at the same time.

**SELECT button** = (not used)

**START button** = (Select, Pause)

**Left analog stick**  
(move cursor, control fighter)

## LED Display

Confirm that the analog mode is activated by checking that the red light on the LED display is on.

**Right analog stick** = (not used)  
The vibration feature is not used in this game.

## Directional buttons (move cursor, control fighter)

**□ button** = (Power-Up)

**X button** = (Fire)

**△ button** = (Rapid Fire and Missile)

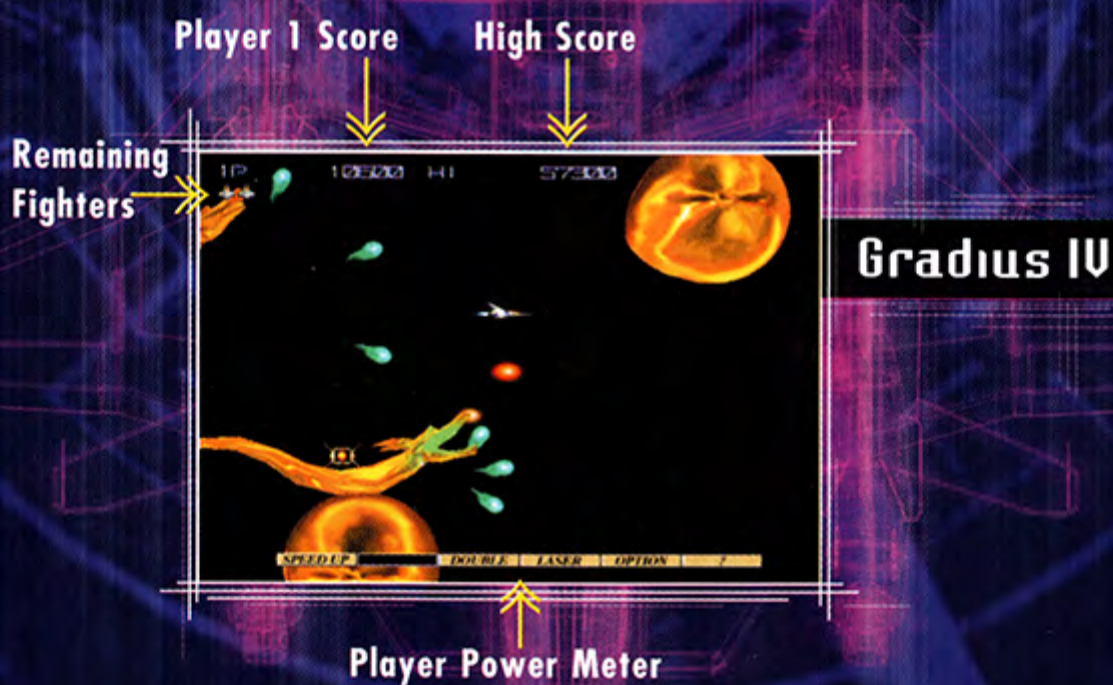
**○ button** = (Select, Missile)  
Button set-up can be fixed in the Option Mode.

If the ALL function is selected, an unused button can be used for a function.

Two players can play **Gradius III & IV** at the same time. Connect two controllers and then take turns playing the game!



# THE SCREEN





# GAMEPLAY

From the "Gradius III & IV" title screen, use the Directional buttons to move the cursor and select either Gradius III or Gradius IV. Press the START button to select the game, and the game's title screen will appear. Use the Directional buttons and the START button to choose the game mode.



- 1 PLAYER ◦ (one player gameplay)
- 2 PLAYERS ◦ (two player gameplay)
- STAGE SELECT ◦ Start the game from the selected stage.

For Gradius III only

- OPTION MODE ◦ Change game settings (see page 6)
- MAIN TITLE ◦ Return to the Main Title screen



# WHEN ALL FIGHTERS HAVE BEEN DESTROYED

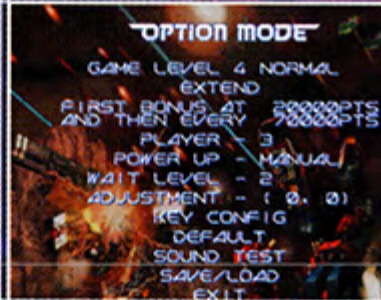
## Gradius III

There are no 'continues' in this game. The game can only be played once in the EASIEST and VERY EASY GAME LEVELS. For this reason, STAGE SELECT and LOOP 01 modes are selectable.

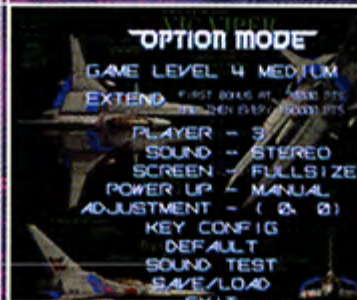
## Gradius IV

There are no 'continues' in the MEDIUM to HARDEST GAME LEVELS.

# OPTION MODE



OPTION MODE  
GAME LEVEL 4 NORMAL  
EXTEND  
FIRST BONUS AT 20000PTS  
AND THEN EVERY 70000PTS  
PLAYER 3  
POWER UP - MANUAL  
WAIT LEVEL - 2  
ADJUSTMENT - ( 0, 0 )  
KEY CONFIG  
DEFAULT  
SOUND TEST  
SAVE/LOAD  
EXIT



OPTION MODE  
GAME LEVEL 4 MEDIUM  
EXTEND FIRST BONUS AT 20000 PTS  
AND THEN EVERY 70000 PTS  
PLAYER - 3  
SOUND - STEREO  
SCREEN - FULL SIZE  
POWER UP - MANUAL  
ADJUSTMENT - ( 0, 0 )  
KEY CONFIG  
DEFAULT  
SOUND TEST  
SAVE/LOAD  
EXIT

In this mode, various game settings may be changed.

## GAME LEVEL

Gradius III - Choose from 6 difficulty levels. (EASIEST - VERY HARD)

Gradius IV - Choose from 8 difficulty levels. (EASIEST - HARDEST)

## EXTEND

Select how many points are required to earn extra fighters.

## PLAYER

Select the number of fighters available at the start of the game.

Gradius III - Choose from 1-9 fighters

Gradius IV - Choose from 3-9 fighters



## POWER-UP

Select Power-Up method.

**MANUAL:** The Power-Up method is selectable

**SEMI-AUTO:** The Power-Up method is computer-assisted

## ADJUSTMENT

Adjust the position of the screen.

## BUTTON CONFIGURATION

### POWER-UP

Press to select Power-Ups

### FIRE

Press to fire normal shots and lasers

### RAPID FIRE

Press and hold for rapid fire normal shots

### RAPID MISSILE

Press and hold for rapid fire missiles

### DEFAULT

Returns changed settings to the default setting.

## SOUND TEST

Listen to the music played during the game.

Start Music

○ button

Stop Music

⊗ button

## SAVE/LOAD

Save or Load games with a Memory Card (8MB)(for the PlayStation®2).

## EXIT

Exit the OPTION mode.

---

### Special Options only for GRADIUS III

**WAIT LEVEL** Controls game speed. (OFF/Level1/Level2)

Since the PlayStation2 processor is faster than the original arcade hardware, players may want to decrease the game speed. Choose from OFF (HARD game speed) to Level2 (EASY) settings.

---

### Special Options only for GRADIUS IV

**SOUND** Select Stereo or Monaural sound

**SCREEN** Select Arcade or Full size screens



# SAVE / LOAD PROCEDURES

A PlayStation2 (8MB) Memory Card is required to SAVE or LOAD game data.

From the OPTION mode screen, select SAVE/LOAD to advance to the SAVE/LOAD screen.

Please do not remove the Memory Card during a game.  
This game only uses Memory Card Slot 1.  
PlayStation Memory Cards cannot be used.

## LOAD

Load a saved game from a Memory Card (8MB)(for the PlayStation®2).  
Gradius III & IV game data from previously saved games will be automatically loaded when the power is switched ON.

## AUTO SAVE

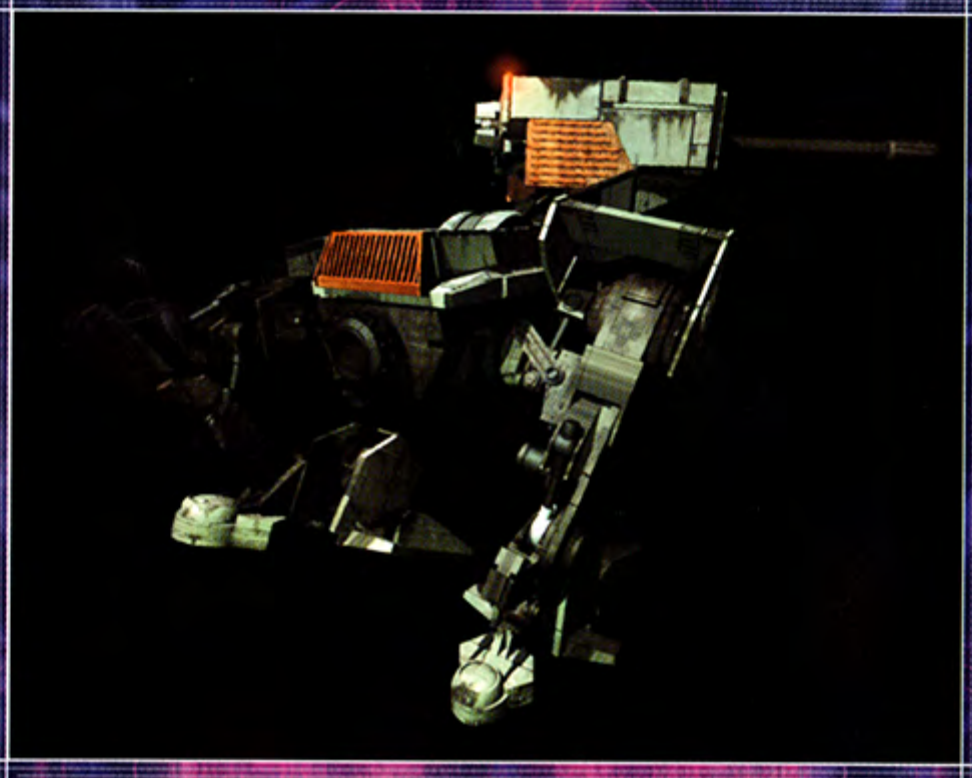
If this feature is ON, game data will automatically be saved to Memory Card Slot 1 when a game is finished.

## SAVE

Save back-up data to a Memory Card (8MB)(for the PlayStation®2)









# Background Story

## GRADIUS III - From Legend To Myth

In the darkest reaches of infinite space, pure evil lies in wait ... The Dark Forces led by the god of destruction, Bacterian, prepare to launch a massive onslaught against the planet Gradius. Possessing unstoppable power, the Dark Forces threaten to plunge the Universe into total war and complete annihilation.

Their invasion force smashes the Gradius defenses, and the surrounding planets soon fall like dominoes. Now Bacterian's evil grasp reaches for the heart of the resistance...planet Gradius itself....

To counter the oncoming threat the United Gradius World Forces gather all their fighter craft. Half of them form a defensive net - the other half a strike team. But they are badly outnumbered and The Dark Forces easily tear through their thin frontline. No fighters survive the slaughter....

In a last gasp move, the United Gradius World Forces send out two fighters, previously considered too dangerous for combat missions: The InterDimensional VIC VIPER fighters.

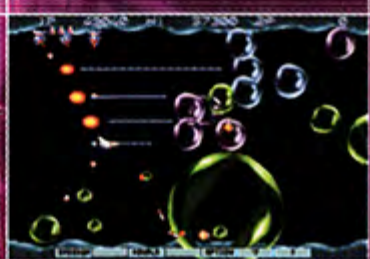
The fighters take off for the heart of darkness to join the fray that will decide the fate of the Universe...



# STAGE INTRODUCTION = Gradius III



1. Desert Stage  
Boss Goliath



2. Bubble Stage  
Boss Bubble Eye



3. Volcano Stage  
Boss Core Mark III



4. Turbo Stage



5. Moai Stage  
Boss Dogas/Vaif



6. Cell Invasion Stage  
Boss Gregol



7. Lava Stage  
Boss Wyvern  
(1st form)  
Vulture Dragon  
2nd form



8. Plant Stage  
Boss Choking Weed



9. Crystal Stage  
Boss Lizard Core



10. Final Stage



# Power-Ups

Power-Up capsules will appear after certain enemies are defeated. After getting a Power-Up capsule, the fighter's Power Meter will light up. Collect more capsules to cycle through the different types of Power-Ups. When the desired Power-Up is lit, push the Power-Up button to select it.



Power-Up Capsule

## POWER METER

At the start of the game, choose 1 of 4 different Power Meters. (A-D)  
There are 3 types of Shield Power-Ups. (A-C)

## POWER METER

SPEED UP MISSILE DOUBLE LASER OPTION ?SHIELD

## POWER METER SETTINGS (choose 1 of 4 types)

A	SPEED UP	MISSILE	DOUBLE	LASER	OPTION		MEGA CRASH
B	SPEED UP	SPREAD BOMB	TAIL GUN	RIPPLE LASER	OPTION		MEGA CRASH
C	SPEED UP	2-WAY MISSILE	VERTICAL SHOT	CYCLONE LASER	OPTION		MEGA CRASH
D	SPEED UP	PHOTON TORPEDO	FREE-WAY SHOT	TWIN LASER	OPTION		MEGA CRASH

## SHIELD SETTINGS (choose 1 of 3 types)

A	SPEED UP	MISSILE	DOUBLE	LASER	OPTION	FORCE FIELD	
B	SPEED UP	MISSILE	DOUBLE	LASER	OPTION	SHIELD	
C	SPEED UP	MISSILE	DOUBLE	LASER	OPTION	FORCE FIELD	

## EDIT MODE

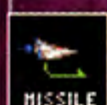
Create a custom Power Meter in this mode.  
Some Power-Ups are not available in this mode.



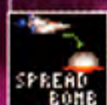
## POWER-UP EXPLANATIONS



**SPEED-UP**  
Speed can be increased up to 5 times.



**MISSILE**  
Fires missiles that fly along the ground.



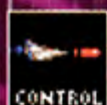
**SPREAD BOMB**  
Drops bombs to the rear that explode in a wide blast.



**PHOTON TORPEDO**  
Fires torpedoes straight down to blast ground forces and penetrate small enemies.



**2-WAY MISSILE**  
Fires missiles straight up and down.



**CONTROL MISSILE**  
Manually move the missile up or down with the Directional buttons.



**UPPER MISSILE**  
Fires missiles that fly along the top of the screen.



**SMALL SPREAD BOMB**  
Drops bombs to the rear that explode on contact.



**DOUBLE**  
Fires shots straight ahead and up at a 45° angle.



**TAIL GUN**  
Fires shots straight ahead and straight back.



**VERTICAL SHOT**  
Fires normal shots straight up.



**FREE-WAY SHOT**  
Fires normal shots in multiple directions. Shots are controlled by the Directional button.



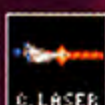
**SPREAD GUN**  
Two Power-Up levels are possible, each with increasing firepower. Fires shots that fan out in front of the fighter.



**LASER**  
Fires a penetrating laser beam.



**RIPPLE LASER**  
Fires wide ring diffusion lasers.



**CYCLONE LASER**  
Fires a powerful, twisting laser.



**TWIN LASER**  
Fires twin lasers.



**ENERGY LASER**  
Fires a laser ball.



**OPTION**  
A maximum of 4 extra phantom fighters can join in the attack! The phantom fighters mirror the main fighter's movements.



**SNAKE OPTION**  
The phantom fighters trail the main fighter like a whip.



**FORCE FIELD**  
A protective field surrounds the fighter, protecting it from attacks from all directions.



**SHIELD**  
Attaches 2 shields to the front of the fighter.



**FREE SHIELD**  
Freely position shields around the fighter.



**REDUCE**  
Decreases the size of the fighter. 2 Power-Up levels can be used.



**MEGA CRASH**  
Disintegrates all enemies and enemy shots on the screen.



**NORMAL**  
Returns powered-up weapons to the normal, original setting.



**SPEED DOWN**  
Decreases the fighter's speed.



**REMAIN OPTIONS**  
Exchange phantom option fighters for extra fighters. A maximum of 4 extra fighters are available.



# Background Story



## Gradius IV = Revival =

A distant memory....

The doomsday planet Bacterian has long been forgotten and Planet Gradius is enjoying a time of restored peace and prosperity. However their worst nightmare is about to become reality...again.... Suddenly, out of nowhere, a massive attack force appears, overwhelming the Gradius Defense Forces.

Just when things are looking hopeless, a lone fighter screams across the sky. The battle for freedom is joined once more.....



# Stage Introduction = Gradius IV

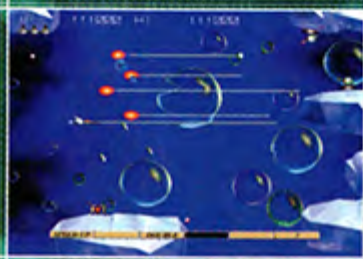


## 1. Liquid Metal Stage

Boss Yorogaton  
Chimera

## 2. Plant Stage

Boss  
Dendrodium



## 3. Bubble Stage

Boss Bubble Core

## 4. Magma Stage

Boss Gillador



## 5. Moai Stage

Boss Alpha &  
Omega

## 6. Cell Stage

Boss Viral

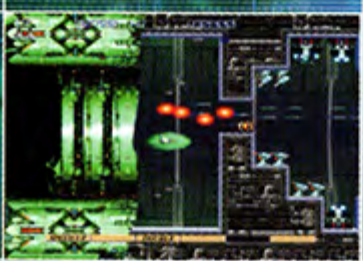


## 7. High Speed Stage

Boss Rolling Core

## 8. Boss Parade

(1 on 1  
with bosses)



## 9. Fortress Stage



# Power-Ups

Power-Up capsules appear after certain enemies are defeated. After getting a Power-Up capsule, the fighter's Power Meter will light up. Collect more capsules to cycle through the different types of Power-Ups. When the desired Power-Up is lit, push the Power-Up button to select it.



Power-Up Capsule

Grab the Blue Capsule in the middle of the screen to destroy all enemies and enemy shots on screen.



## POWER METER

At the start of the game, choose 1 of 6 different Power Meters. There are 2 types of Shield Power-Ups.

## POWER METER

SPEED UP	MISSILE	DOUBLE	LASER	OPTION	SHIELD
----------	---------	--------	-------	--------	--------

## POWER METER SETTINGS (choose 1 of 6 types)

SPEED UP	MISSILE	DOUBLE	LASER	OPTION	
SPEED UP	SPREAD BOMB	TAIL GUN	LASER	OPTION	
SPEED UP	PHOTON TORPEDO	DOUBLE	RIPPLE	OPTION	
SPEED UP	2-WAY MISSILE	TAIL GUN	RIPPLE	OPTION	
SPEED UP	VERTICAL MINE	DOUBLE	ARMOR PIERCING	OPTION	
SPEED UP	FLYING TORPEDO	TAIL GUN	TWIN LASER	OPTION	

## SHIELD SETTINGS (choose 1 of 2 types)

SPEED UP	MISSILE	DOUBLE	LASER	OPTION	SHIELD
SPEED UP	MISSILE	DOUBLE	LASER	OPTION	FORCE FIELD



## POWER-UP EXPLANATIONS



### SPEED-UP

Speed can be increased up to 5 times



### MISSILE

Fires missiles that fly along the ground.



### SPREAD BOMB

Drops bombs to the rear that explode in a wide blast.



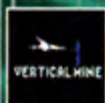
### PHOTON TORPEDO

Fires straight down to blast ground forces and penetrate small enemies.



### 2-WAY MISSILE

Fires missiles straight up and down.



### VERTICAL MINE

Throws mines in the direction the fighter is flying. When a mine comes into contact with an enemy or the timer runs out, a vertical blast is detonated.



### FLYING TORPEDO

Torpedoes fly from above and below the fighter. Hold the button to change the height of the flight path.



### DOUBLE

Fires shots straight ahead and up at a 45° angle.



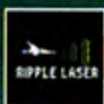
### TAILGUN

Fires shots straight ahead straight back.



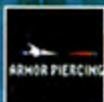
### LASER

Fires a penetrating laser beam.



### RIPPLE LASER

Fires wide ring diffusion lasers.



### ARMOR PIERCING

Fires an armor piercing shot.



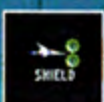
### TWIN LASER

Fires twin lasers.



### OPTION

A maximum of 4 phantom fighters can join in the attack!



### SHIELD

2 front shields protect the fighter from a maximum of 10 frontal hits.



### FORCE FIELD

Completely envelopes fighter in protective shell and absorbs a maximum of 3 direct hits from any direction.



# CREDITS

PRODUCED BY:

KCET

BRAND MARKETING MANAGER, ACTION:

RICK NAYLOR

PUBLISHED BY:

KONAMI OF AMERICA, INC.

PRODUCT MARKETING MANAGER

WILSON CHENG

PRODUCER:

KEN OGASAWARA

CREATIVE SERVICES MANAGER:

MONIQUE CATLEY

VICE PRESIDENT OF MARKETING:

CHRISTOPHER MIKE

PACKAGE AND MANUAL LAYOUT

SCOTT ALLEN

VICE PRESIDENT OF SALES:

BRAD WILDES

PRODUCT SPECIALIST:

CAPTAIN ENOS

VICE PRESIDENT OF OPERATIONS:

LINDA STACKPOOLE

CONSUMER SERVICES

JAMAL CARTER

MARKETING COMMUNICATION MANAGER:

CHERRIE MCKINNON

SPECIAL THANKS:

AKIRA HINEBUCHI

SCOTT DOLPH











## WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc.  
1400 Bridge Parkway  
Redwood City, CA 94065

## CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

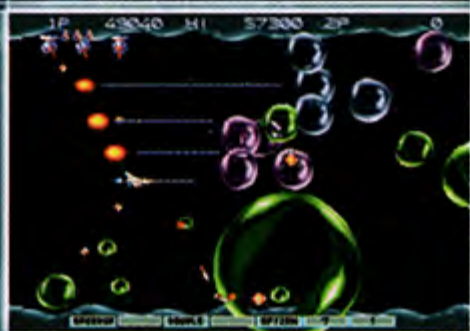
- \* \$0.95 per minute charge
- \* \$1.25 per minute support from a game counselor
- \* Touch tone phone required
- \* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.





# SHOOT the CORE!



**INNOVATIVE** enemies



**VIBRANT** environments



**EXCITING** explosive action



**Fight HUGE** boss enemies

The ultimate arcade shooter is back with two perfect conversions and extras rolled into one adrenaline pumping game! Are you ready for insane weapon selections, fiercest boss enemies, and two of the most challenging shooters ever made?

Here's your chance... ACE!

- Vast array of upgradeable weapons and enemies
- All new CG movies for both Gradius III and Gradius IV
- Extra added options not found in the arcade versions
- High difficulty levels provide hours of challenge

Konami of America, 1400 Bridge Parkway, Suite 101, Redwood City, Ca 94065.

Konami © is a registered trademark of Konami Co., Ltd. All rights reserved. Gradius is a registered trademark of Konami co., Ltd. ©Konami 2000. All Rights Reserved. 20002

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.