


KONAMI OF AMERICA, INC. 1400 Bridge Parkway  
Redwood City, CA 94065-1567

 and "KONAMI" are registered trademarks of KONAMI CORPORATION.

**KONAMI**<sup>®</sup>

Gradius Galaxies™ is a trademark of KONAMI CORPORATION.  
© 1985 2001 KONAMI & Mobile21 Co., Ltd. ALL RIGHTS RESERVED.

PRINTED IN JAPAN

GAME BOY ADVANCE



AGB-AGAE-USA

TWIN LASER  
DOUBLE  
1ST LASER OPTION  
SPEED UP  
LASER  
MISSILE  
PHOTON TOR

**GRADIUS  
GALAXIES**<sup>™</sup>

INSTRUCTION BOOKLET

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

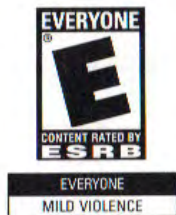
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

## CONTENTS

Story	4
Controls	5
Screen Layout	6
How to Play	6
Options Mode	7
Continues	8
Name Entry	8
Power Up Select	9
Power Ups	10
Stages	12

## STORY

It all began with a single meteorite impact.

Ramiles, the fifth planet in the peaceful and prosperous Gradius system, suddenly lapsed into silence. Moreover, communications ceased from all spacecraft navigating the region. The federal government of Gradius viewed the situation gravely and immediately commenced an investigation to shed light on the mystery.

Soon after, the startling truth was revealed.

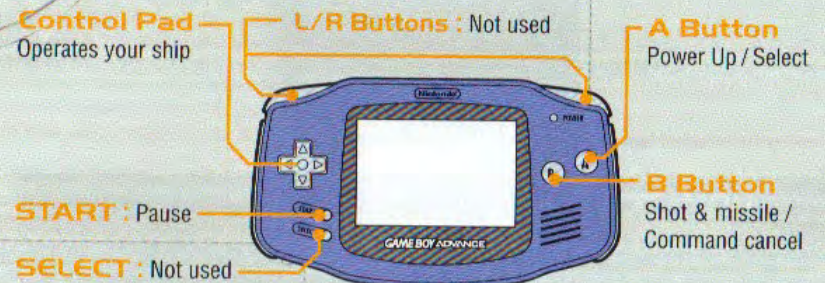
Centuries before, Gradius had destroyed the fortress planet of its enemy, the Bacterions, in a final, decisive battle. As a result, countless planetary fragments imbedded with the self-breeding DNA program of an enemy biological weapon were scattered into space. One of those fragments entered into a wide-range orbit and, after 400 years, returned to the Gradius system as a meteorite. After impacting on Ramiles, the DNA program in the meteorite immediately activated itself. The planet was subdued in mere moments.

With their planet in flames, the people of Ramiles - powerless to counterattack - were crushed with despair. Then one day, an old man, looked up to the sky. Reflected in his eyes was the white vapor trail of a combat ship in flight traced against a crimson-dyed sky. The old man was convinced that the ship was the Vic Viper, a super-spatial temporal fighter he had heard of in legend as a child. Seeing this, a faint hope glowed within the old man's heart.

Now, as the people's distant memories return from the ashes, a new battle is about to begin...

## CONTROLS

The controls are operated as follows.



Button settings can be changed in Options Mode.

**Soft reset:** While you are playing, you can reset the game by pushing the A Button, B Button, L Button, R Button, and START simultaneously.

## SCREEN LAYOUT



## HOW TO PLAY

Insert the Game Pak securely into the Game Boy® Advance and turn on the power switch. The title screen will appear after the opening demo. Press START to display all game modes. Select a mode by pushing the A Button.

\*The opening demo can be skipped by pressing START.

- START** : Starts the game from the first stage.
- CONTINUE** : Starts the game from a chosen stage.
- HINT** : Displays hints for the completion of each stage.
- OPTIONS** : Changes various game settings.

NOTE: The CONTINUE and HINT options can only be accessed for stages that have already been reached.

## OPTIONS MODE

Various game settings can be changed in Options Mode.



**GAME LEVEL** : Set the game's level of difficulty to EASY, NORMAL, or HARD.

**LIFE** : Set the initial number of ships to 1, 3, 5, 7, or 9.

**CONTROLLER** : Change the functions of controller buttons.

SHOT : Fires shots and lasers.

MISSILE : Fires missiles.

POWER UP : Employs power ups.

**RAPID** : Hold this button down to fire shots, lasers, and missiles continuously.

**EXIT** : Exits option mode.

NOTE: Saved data can be erased by moving the cursor to EXIT, holding down the L, R, and B Buttons, and pressing START.

## CONTINUES

After GAME OVER has been displayed, CONTINUE will appear on the screen. To continue the game, select YES and press the A Button. To end, select NO and press the A Button; the RANKING screen or NAME ENTRY screen will appear.

## NAME ENTRY

The player's initials can be entered if the final score ranks in the top ten. Enter 3 initials and select 'END' using the A Button to display the RANKING screen. Press START on the RANKING screen to return to the title screen.

*NOTE: When you CONTINUE, your score will not be considered in the high score category because high scores are based off of one credit.*



## POWER UP SELECT

Choose a POWER UP system before starting the game with START or CONTINUE.

### 1. Power Meter Select (choose from four kinds, A~D.)

#### A. Balanced type

SPEED UP MISSILE DOUBLE LASER OPTION

#### B. Wide area type

SPEED UP 2-WAY TAIL RIPPLE OPTION

#### C. Power type

SPEED UP PHOTON TAIL THRUST OPTION

#### D. Air-to-ground type

SPEED UP SPREAD DOUBLE TWIN OPTION

### 2. Shield Select (choose from two kinds, S or F.)

S. SHIELD : Strong forward-facing shields.

F. F-FIELD : Surround shields.

### 3. Power Up Method Select (choose from two kinds, A or M.)

A. Semi-auto power up : Computer assisted power up.

M. Manual power up : Player controlled power up.

Start the game by selecting OK when power up selections are complete.

## POWER UPS

A power capsule will appear when certain enemies and formations are destroyed. Take the capsule and the power up types displayed on the power meter will light up in rotation. Press the power up button when the desired power up is highlighted.



Power Up Capsule



A blue capsule will destroy all enemies and shots from the screen.

### Power Up Types



#### SPEED UP

Speed can be increased up to five times.



#### MISSILE

Fires missiles down. Destroys enemies on the ground.



#### 2-WAY MISSILE

Fires missiles up and down.



#### PHOTON TORPEDO

Fires missiles down and forward. Penetrates small enemies.



#### SPREAD BOMB

Fires missiles forward and down. Explodes in a wide range when it hits the ground.



#### DOUBLE

Fires shots diagonally forward and up in addition to normal shots.



#### TAIL GUN

Fires shots to the rear in addition to normal shots.



#### LASER

Fires a long laser beam.



#### RIPPLE LASER

Fires a ring diffusion laser beam.



#### THRUST LASER

Fires a piercing laser beam.



#### TWIN LASER

Fires two short lasers.



#### OPTION

Creates a small copy of your ship to attack simultaneously. A maximum of four options can be added.



#### SHIELD

Two shields attach to the front of the ship, deflecting ten attacks.



#### FORCE FIELD

A force field envelops the ship, deflecting three attacks from any direction.

As to MISSILE, DOUBLE, and LASER, you can power up two levels.

\*DOUBLE and TAIL GUN cannot be employed in conjunction with the LASER series.

## STAGES

1. Meteorite Stage
2. Glass Stage
3. Artificial Galaxy Stage
4. Underground Volcano Stage
5. Moai Stage
6. Organic Stage
7. Comet Stage
8. Fortress Stage

## CREDITS

**DEVELOPED BY**  
Mobile21 Co., Ltd.

**DIRECTOR**  
Hideaki Fukutome  
**PROGRAMMER**  
Fuyuhiko Fujimoto  
Kazuaki Nakanishi  
**PROTO DESIGNER**  
Yoshiaki Kadowaki  
**DESIGNER**  
Takahiro Toda  
Daisuke Nishida  
Nobuko Kawarai

**SOUND DESIGNER**  
Kaori Takazoe  
Hirofumi Sano  
Shigemitsu Goto  
**SPECIAL THANKS**  
Kaz Nirasawa (KONAMI)  
**PRODUCER**  
Hiroaki Sato

**PUBLISHED BY**  
Konami of America, Inc.

**LOCALIZATION PRODUCER**  
Ken Ogasawara

**PRODUCT MANAGER**  
Wilson Cheng  
**EXECUTIVE VP SALES,  
OPERATIONS, &  
MARKETING**  
Dick Whuk  
**VP MARKETING**  
Chris Garske  
**DIRECTOR OF MARKETING**  
Rick Naylor  
**SENIOR MANAGER,  
CREATIVE SERVICES**  
Monique Catley

**DIRECTOR OF MARKETING  
COMMUNICATIONS**  
Cherrie McKinnon  
**DIRECTOR OF PR**  
Chris Kramer  
**CONSUMER SERVICES**  
Jama Carter  
Mark Gonzalez  
**SPECIAL THANKS**  
Kaz Nirasawa, Dennis Lee, Jason  
Enos, Yukako Hamaguchi,  
Catherine Fowler, Barbara Loo,  
Jean Chung, Everyone@KOA

## WARRANTY AND SERVICE INFORMATION

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 the fine Konami products.  
**Konami Game Hint & Tip Line: 1-900-896-HINT (4468)**

- 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.

**Konami of America, Inc.**  
1400 Bridge Parkway, Redwood City, CA 94065 Phone: 650-654-5600

### KONAMI OF AMERICA, INC. LIMITED 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 software program 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 software 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 SOFTWARE 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.

**Konami Online: World Wide Web - <http://www.konami.com>**

Konami is a registered trademark of KONAMI CORPORATION.