

## A short manual that introduce the user to the program

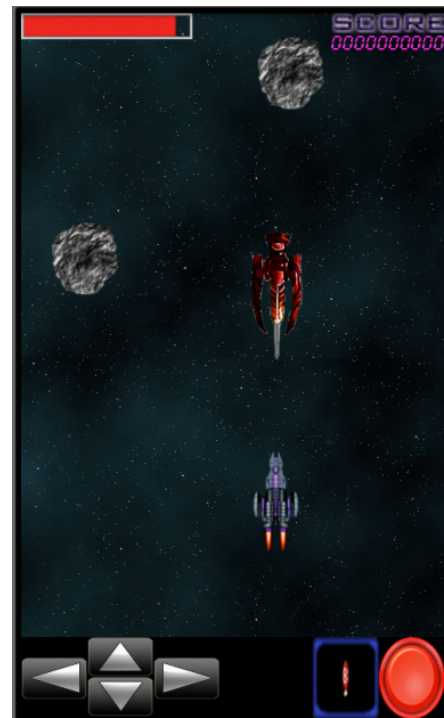
In Gradius the aim is to fly the spaceship as far as possible. There will be asteroids and attacking ships that will try to shot the spaceship down. To avoid these obstacles the user has to use the control buttons and/or the fire button to destroy the them, The user can also change the weapon by pushing the button to the left of the fire button. The weapon that fires projectiles will fire faster but hits a smaller area, the weapon that fires bullets will hit a bigger area but fires slower. The life bar shows how much more hits the spaceship can take before the game is over and the score counter shows how many points the user has received.

From the Main Menu six different choices can be made; Start Game, Highscore, Options, About, Help, Quit. Choosing Start Game will start the game, choosing Highscore a list of the highest results achieved in the game will be displayed. In Options the user can change the volume of both the music played in the game and the sound effects that could be heard when the spaceships fire shoots and when the asteroids and attacking spaceship explode. Choosing About the user will see the names of the people that developed the game and what roles they had. The Help Screen aims at helping the user to play the game. Here is a description of how to play the game and also a screenshot from the game with explanations of what the different buttons do. Pushing the Quit button the game will be closed.

**Start Screen**



**Game Screen**

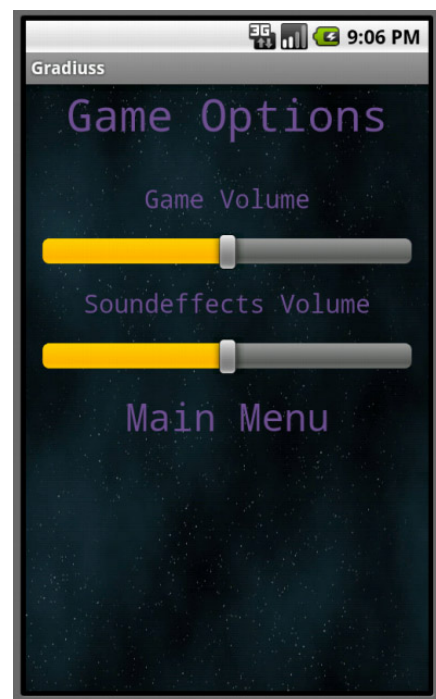


## HighScore Screen

Player	Highscore
rehan	6150
martin	900
patrik	750
mike	450
mike	200

Main Menu

## Options Screen



## About Screen



## Help Screen

