

Gradius III Weapon/Boss FAQ

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Gradius III Weapons/Boss FAQ

Version 1.6

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1. Author's Note

Hello! Since this game is pretty old, I've decided to make a guide. Anyways, welcome to my guide! In this guide of mine, I'll show you some weapons and secrets that is featured in the game. So sit back, relax and enjoy the New Year!!!

2. Why made this FAQ?

It's not that someone forced me to do this, I just wanted to remember this game and how addictive I was....nuff said. Let's get it on!!
dingding

3. Weapons Galore

There are two types of mode that you can choose. And they are:

3.a Type Mode

In this Mode, you can choose a set of weapons but you cannot change it

once you choose a certain set and as for the Shield, you have a choice of either the Shield or Force Field (the Bonus Weapons are randomly chosen). Here are the 4 Sets that you can choose.

Set 1

Speed Up

Missile: Missile

Double: Double

Laser: Laser

Option: Option

The Author calls it: The Standard Set

Comment: This was used on the first Gradius. Ahh, the memories.....

Set 2

Speed Up

Missile: 2 Way Missile

Double: Tailgun

Laser: Ripple

Option: Option

The Author calls it: The Directional Set

Comment: Put the 2 Way and Tailgun. There! Now the enemies above and below you are no match! Even the front and behind!!

Set 3

Speed Up

Missile: Spread Bomb

Double: Vertical

Laser: Cyclone Laser

Option: Option

The Author calls it: Uh...The Power Set?

Comment: I can't think of a good name but hell the Spread Bomb packs a punch!

Set 4

Speed Up

Missile: Photon Torpedo

Double: Back Double

Laser: Twin Laser

Option: Option

The Author calls it: Now this is a tough one.....

Comment: The thing I like is the Photon Torpedo...

3.b Edit Mode

Now this is a favorite. You can pick anything you like from 6 Categories (Missile, Double, Laser, Option, ? and !) and the possibilities are endless! Experiment different weapons and test it in the space!!

I) Missile Category

1. Standard Missile - Sends a missile downward as it travels.

Rating: 3/5

Travels?: Yes. Down only.

Comment: Good for below but you'll be having trouble at the top.

2. Hawk Wind - If the ship is at the top, it will send upwards and if it's at the below, it will fire downward as both missiles travel.

Rating: 5/5

Travels?: Yes. Both Up and Down.

Comment: I call this a sweet!! It's also good if the ship is at the middle and expect mayhem!!

3. 2 Way Back - Sends both missile up and down behind the ship.

Rating: 4/5

Travels?: No.

Comment: I also like this one but the downside is it doesn't travel so stick to Hawk Wind.

4. Small Spread - Sends 2 missiles downward and does a small explosion, destroying enemies.

Rating: 2/5

Travels?: No.

Comment: Ugh. I hate this. This is only good for enemies below.

II) Double Category

1. Standard Double - Fires a second vulcan 30 degrees diagonally upward.

Rating: 3/5

Comment: No idea.

2. Vertical - Fires a second vulcan upward.

Rating: 4/5

Comment: If you use it in the Gauntlet Stage (Shadow Dancer boss....you know....the two big icky black spiders?), you shouldn't have a big problem to those big bad mothers.

3. Tailgun - Fires a second vulcan backward.

Rating: 4/5

Comment: This is a good one. Put it with 2 Way Back (or if you're using the Directional Set) and you have a directional fire!!!

4. Back Double - Fires a second vulcan 30 degrees diagonally backward.

Rating: 2/5

Comment: This is a no good Double. I don't know where this one can fire at.

III) Laser Category

1. Twin Laser - Fires an "Equal Sign" laser.

Rating: 3/5

Pierces Enemy Defense?: Yes.

Comment: Think the Standard Laser but with some broken lines.

2. Ripple - Fires a ripple laser, destroying multiple enemies.

Rating: 4/5

Pierces Enemy Defense?: No.

Comment: I found this a good one. Destroying a lot means more!!

3. Energy Laser - Fires a medium or large ball of laser by holding the

Shot Button. Tap the Shot Button for small shots.

Rating: 6/5

Pierces Enemy Defense?: Yes.

Comment: The Big Bang packs a blast!! Bosses beware! You have been warned!!

4. Cyclone Laser - Fires a cyclone laser.

Rating: 4/5

Pierces Enemy Defense?: Yes.

Comment: A laser that is more powerful than the Standard Laser and the Twin Laser.

IV) Option Category

1. Standard Option - Summons a replica orange ball that can aid you. Can move in any way as you move.

Rating: 3/5

Comment: This can be boring if you use it.

2. Snake Option - Same as the Standard Option but it slithers as you move.

Rating: 2/5

Comment: I can't make a good fire if it slithers. It's annoying.

3. Formation Option - Can do a V formation if the 4 Formation Option are all used up.

Rating: 4/5

Comment: Wow. It's a good one!

4. Rotation Option - The option rolls and it's like a barrier....

Rating: 4/5

Comment: This is a useful option. For close firepower.

V) ? Category

1. Standard Shield - Provides a shield in front of your ship.

Rating: 3/5

Disappears after: 14 Hits

Comment: Be careful not to get hit behind.

2. Reduce - Shrinks your ship, making easier to avoid hits.

Rating: 3.5/5

Grows back after: 2 Hits

Comment: Surely it's good but if you get hit twice, it's bad.

3. Rotation Shield - Provides 2 rotating shields, preventing any kind of attacks either front or behind.

Rating: 3/5

Disappears after: 14 Hits

Comment: Pick this rather than the Standard Shield but once it became small, you're done deal.

4. Force Field - Provides a barrier in your ship.

Rating: 3/5

Disappears after: 3 Hits

Comment: This is also good but 3 Hits? Give me a break!

VI) ! Category

1. Speed Down - Reduces your speed by 1.

Rating: 1/5

Comment: The most useless Weapon. You have to limit the use of Speed Up rather than using this.

2. Life Option - Your current lives is equivalent to the number of Options (Any kind of Option and a maximum of 4 lives).

Rating: 1/5

Comment: This is a bad mother. I hate wasting my lives to this one!

3. Full Barrier - If all of the Shields is in the lowest, use this to bring it to full.

Rating: 2/5

Comment: This is almost useless if you don't use it but it'll save you from death.

4. Mega Crush - Flashes the screen making everything totally destroyed.

Rating: 4/5

Comment: FEEL THE POWER OF THE NEGATIVES!!!!!! Move away Blue Pods!!

3c. Type Mode-only Weapons

These weapons are only available in Type Mode.

I) Missile Category

1. Spread Bomb - Sends a missile 45 degrees downward, causing a large explosion and hitting enemies.

Rating: 3/5

Travels?: No.

Comment: Beefed up version of Small Spread but it packs an even more.

2. Photon Torpedo - Sends a missile downward and destroys as it travels.

Rating: 3.5/5

Travels?: Endless Yes. Down only.

Comment: Cool!

3. 2 Way Missile - Sends 2 missiles up and down in front of the ship.

Rating: 4/5

Travels?: No.

Comment: Same as the 2 Way Back but it's in front instead.

II) Laser Category

1. Standard Laser - Fires a thin laser.

Rating: 3/5

Pierces Enemy Defense?: Yes.

Comment: Your good ol' laser ready to kick back!

4. Boss Strategies

This was applied only on Normal Mode. Easy, Hard and Arcade may be too easy and too hard (especially Hard and Arcade) that will make you

furious and throw your SNES out of the window (now don't throw it!! Your parents bought 'em for ya!! It's precious so calm down, Ok?). Now if I only have the Manual of this game, I can detect the name of the Bosses easily...I can only remember some so if you know the others, please do e-mail me and I'll give you a pleasant Thank You!!

My ship is equipped with:

Speed Up

Hawk Wind

Vertical

Cyclone Laser (or Energy Laser)

Formation Option (or Standard, Rotation)

Force Field (or Reduce)

Mega Crush

Oh, you can also use this but it's up to you if you can think of something else. I call this the anti-Boss set!!

Stage 1 Boss: Earwig Scorpion

Strategy:

I assume that you have 2 F.Option and the C.Laser activated. Once it appears, start firing and avoid the little critters flying so as the yellow ball the Boss is releasing. It'll keep on extending it's body if you don't fire the core so just keep on firing. For an easier battle, use Energy Laser and it's toast!!

Stage 2 Boss: Bubble Brain

Strategy:

First, don't fire but move up and down. Why? It haven't opened it's eye yet so when it does, fire until it reaches the main target and don't forget to fire the annoying bubbles. For those who are playing on Hard and Arcade, you need to wait a couple of seconds before it opens and move ASAP!!

Stage 3 Boss: QB2B (not sure about the name, though)

Strategy:

You will be faced-off with a bunch of "Volcano Tops" (yup, that's what I call 'em) so destroy them and after that, the background will turn black and don't get hit at the dead end (it happened to me so try to stay back at the very left side of the screen). Then, the boss will appear and now it's a battle of impatience. Now when I say "impatience", it'll fire a laser so go inside and avoid the laser in a diamond pattern (don't attack yet) and once the three blue core opens, fire immediately and avoid the 5 lasers then it'll do the laser trap again so do the same strategy. If you destroy the two blue cores, it'll do the laser trap and this time, it will fire 4 lasers at you so destroy the core behind and you're done.

Stage 4 Boss: Mega Monolith

Strategy:

Now this 2 heavy head golems will make your head spin. If you fire either their mouth when it opens, the screen will shake and some falling debris will appear so fire or avoid them. There.

Stage 5 Boss: Two Headed Scorch Dragon

Strategy:

These Dragons will make you a lot furious. Now make sure all 4 Options are in your ship, and when they appear, fire and avoid the fire they're releasing. Let them trap you so that they're in a circle, this is your chance to fire while they're rotating and if either one of them is dead, the other one will go somewhere and starts firing fireballs furiously!! You need to evade a lot and do also the same strategy. When the other head is gone, their bodies will burst and evade it!! I was shocked when they burst...

Stage 6 Boss: Bulbous

Strategy:

Before we start, I assume that the Speed Up is in the third level (meaning you used at the beginning of the stage [Spd Up lvl 2] and now [lvl 3]). Stay at top so you won't get crushed at the bottom and watch out for those lil' flowers that fires at you, they can be a lot of annoying! After it uses its "sucking you up", it'll go down the screen and move to the right so go the top left and down as it get close and do the sucking you up again, do also be careful on the tiny flowers, Ok? Once it goes back, it'll do the same thing. Keep firing and watch it burn.

Stage 7 Boss

Strategy:

It starts moving behind so go up and avoid its laser that it quickly fires at you. After that, it'll throw its blue cores ricochet at the screen. Keep firing at those cores and dash your way to victory!

Stage 8 Sub Boss 1

Strategy:

It is assumed that you must be at full power, nothing left but the ! and your Double at the Power Up Bar but if not, that's fine as long as you know what you are doing. You will be faced off with a couple of sub bosses in this stage so there will be no intermissions in that. First, the sub boss moves fast so get even with it. Fire when it releases it missiles and follow it. After a couple of shots, it'll release a thick laser that you've never seen!! Evade it and keep firing. One down but there's still a lot of way to go.

Stage 8 Sub Boss 2: Ice Ice

Strategy:

It comes out behind so go down and be careful on the tentacles, it fires blue fireballs. Wait for it to open its core, avoiding both the laser and the blue fireball. When it opens, fire at the center and keep avoiding it!! Eventually, the second's toast!!

Stage 8 Sub Boss 3

Strategy:

Will you, a small ship, can avoid a big ship packing with 14 lasers firing at you? I think so. I suggest that you should use Speed Up before this. Whenever it move up or down, it fires. Remember that when both cores are opened, then fire. If either is destroyed, it will unable to use the laser so that is now your chance! Destroy the other one and sigh.

Stage 8 Sub Boss 4

Strategy:

This Big one will make you furious, trust me. See the core at the middle? Easy to reach, you think? Wrong!! It will rotate and fires missiles at you!!!! Keep an eye on the missiles before at the core then fire, you may not know when you'll be dead so have that keen sight of yours clean!

Stage 8 Boss: Grim

Strategy:

Now THIS is the boss!!! It starts spreading its wings and fire so be alert (or for an easy one, stay at the bottom, you'll evade most of the lasers) then it curls up and charges at you so evade it. Later that, it wings is at 45 degree and still fires it on you so fire it back immediately.

Stage 9 Area 1 Boss

Strategy:

This is pathetic. Fire at the middle, top, bottom and the three cores. Simple as that.

Stage 9 Area 2 Boss: Shadow Dancer

Strategy:

It's alright if you didn't use the Double Power Up here. The first is at the back so go under him and fire. Do also to the second one that appears at the front and be careful to some distractions.

Stage 10 Boss: Bacterion

Strategy:

From all the hard work, this is the last boss. Fire in his mouth and avoid the purple balls. Do the same strategy, sit back, relax and enjoy the ending!!!

----- 5. Secrets Revealed -----

Extend Option Trick

This only work on Formation and Rotation Option. In order to use this trick, you must have 4 Options in your ship and collect the Power Up Pods (the red ones) until you put in the Option box. Finally, hold the Power Up Button (or A Button in the Configuration) and see it extend!!

Full Power Up

Ever been sick of collecting power ups? Well not to worry! Pause the game and press Up, Up, Down, Down, L, R, L, R, B and A!! Presto! You are ready to bash ass!!

Arcade Mode

In the Option Screen, highlight the Game Level and tap A 16 times per second and it will change to "ARCADE" Mode. Now the game is more challenging!!

Extra Credits

At the Game Start Screen, tap X as fast as you can, increasing the Credit Capacity. If the screen fades away, you have to start all over

again.

Suicide Code

Wanna die the "Easy" way? Pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A then unpause and BOOM!! The screen will flash and you've just killed your own ship manually!!!!

30 Extra Lives

Highlight either 1 Player or 2 Player, hold Left, press A three times and press START.

Random Weapon Selection on Edit Mode

At the Edit Mode Weapon Select Screen, hold Select and Press X, Y, X, Y alternatively and it will go randomly.

Insane Demo Mode

When you see the opening movie, hold A until to the title screen and when the demo starts...that's how the game is played!!!

6. Version History

Version 1.0 (January 1, 2005)
Happy New Year!! Started and finished this FAQ.

Version 1.2 (January 4, 2005)
Added the Suicide Code and found some errors.

Version 1.5 (February 8, 2004)
Kong Hei Fat Choi!!! Sorry for the long late (due to some submissions on projects in school), added some Secrets and the Boss Guide.

Version 1.6 (February 12, 2005)
Added some Secret and JS Prom will be tonight!!! Boo-yah!!

7. Credits

I wish to thank the following:

<Konami>
For making this classical game!

<You (yes, YOU!)>
For reading this guide.

<GameFAQs>
For posting my FAQ.

<Me>
For making this guide and being an addict to this game.

If you have any questions, suggestions, your New Year's Resolution, Fireworks, Trumpets, or whatsoever e-mail to this new e-mail addresses at jessy_grander@yahoo.com or shannoncastle@yehey.com. Offensive messages will be ignored, so be forewarned. This FAQ cannot be duplicated, reproduced or sold nor plagiarized without the Author's

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