

 **KONAMI**

LIFE FORCETM



THE BIRTH OF ZELOS COULD MEAN THE DEATH OF ZILLIONS

In a remote quadrant of the universe there was hatched a hideous creature. His proud parents, Ma & Pa Deltoid, named their only son Zelos, which in alien lingo means "one mean son of a gun."

As Zelos grew into an adult space monster, his appetite turned ravenous, his temper became ruthless, and his name proved an understatement. It didn't take long for Zelos to leave the nest and go out on his own, devouring everything in sight, including three galaxies, four hundred planets, two trillion lifeforms and a side order of stars.

Then your innocent galaxy appeared on Zelos's menu, and he chowed on an entree of roast Gradius, with the planet Latis for dessert. Now, the only chance these civilizations have of escaping from his digestive tract lies with you.

But your odds look pretty grim, for Zelos is full of floating armada Terror Zones, which are cities that have become a part of Zelos after being eaten. Each of these zones is loaded with tremendous firepower and unbelievable destructive surprises. You'll also find that Zelos's heart and soul are positioned safely behind his traitor fleet.

That means you'll have to devastate the six Terror Zones and blast away their grotesque mayors before reaching Zelos's main artery and putting an end to his eating binge.

HOW TO PLAY

Soaring on the fringes of the Gradian Galaxy in an ultra-blasting, warp speed starship, your mission is to destroy Zelos at all costs.

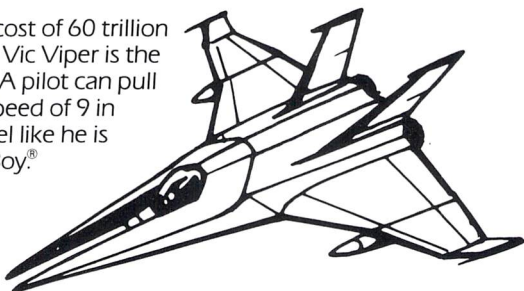
Success won't come easy, though, as you dodge thousands of alien attackers, utilizing your tremendous flying skills. You better have an itchy trigger finger as well, because you'll gain bonus weapons by wasting certain enemies and capturing their pods.

Life Force is a one starfighter game.

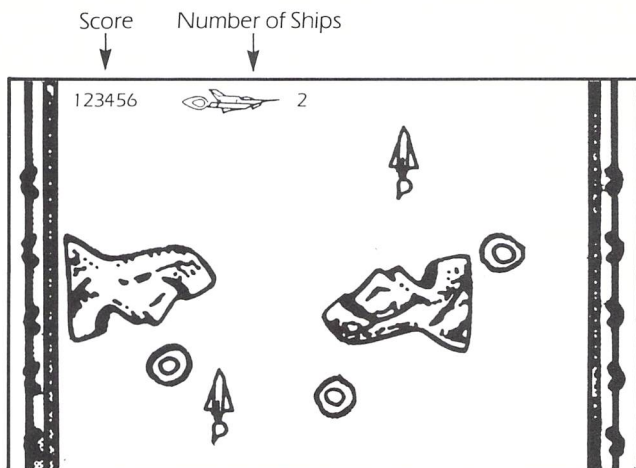
THE STARSHIP OF HEROES

THE VIC VIPER

Constructed at the cost of 60 trillion Gradian dollars, the Vic Viper is the pride of all Gradius. A pilot can pull 600 G's at a warp speed of 9 in this baby and still feel like he is lounging in a La-Z-Boy.[®]



THE GALAXY'S BATTLEFIELD



HOW TO POWER-UP

Blast certain enemy craft and colored power pods will appear. Capture these pods, because they'll add extra firepower to your Vic Viper.

The Vic Viper's arsenal

Every time you gobble up an enemy pod, one of these defense mechanisms will be added to your starship. So, go ahead and stuff yourself!



Speed Up

Allows you to maneuver more quickly.



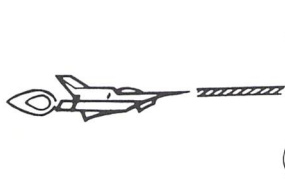
Missiles

Enables you to fire twin Destructo Missiles.



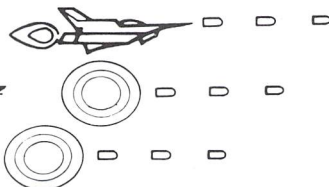
Ripple Laser

Wipes out enemies who are attacking from scattered positions.



Plutonic Laser

We're talking serious destruction capabilities with this sucker!



Option

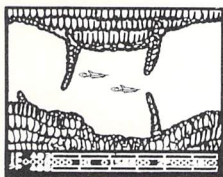
This gives your ship up to two extra attackers.



Force Field

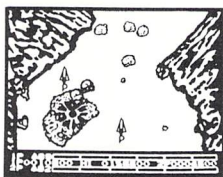
When activated, this gives you awesome protection against enemy fire.

THE TERROR ZONES



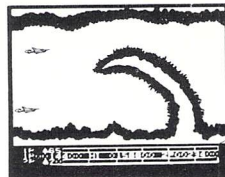
Cell Stage 1

The first Terror Zone you'll encounter comes from the Phenom Galaxy. Awaiting you here is the dreaded Death Hand, a menace that has proved fatal to less skillful starfighters.



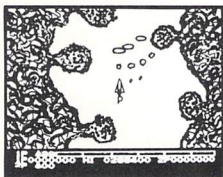
Volcanic Stage

Terror Zone II is a disaster area from the Baltic Galaxy. This is one of Zelos's favorite allies, since he gets his jollies having molten lava spit in your face.



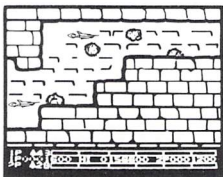
The Prominence Stage

Scorching fire creatures rage out of control in Terror Zone III. And of the hundreds of previous pilots, only a handful have blasted outta here without getting their tails burned.



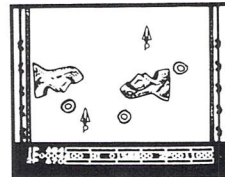
Cell Stage 2

Tiny life forms from the Ithaca Galaxy roam Terror Zone IV. It's here that you'll also be pitted against ferocious internal cells that'll zap you when you least expect it.



Temple Stage

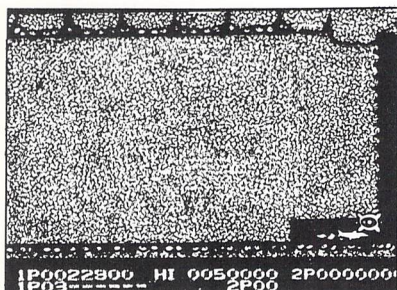
Oh no! The ancient city of temples from the planet Latis has turned against you. What a heartbreaker.



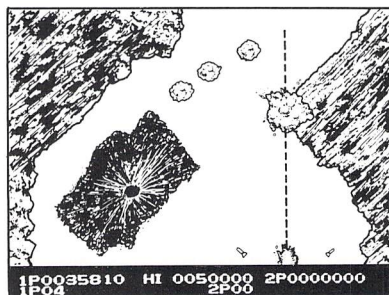
Mechanical City Stage

Zelos's final barrier is naturally his most destructive. If you make it past here you'll have only the mighty one's heart to destroy. For the sake of millions, let's hope you survive.

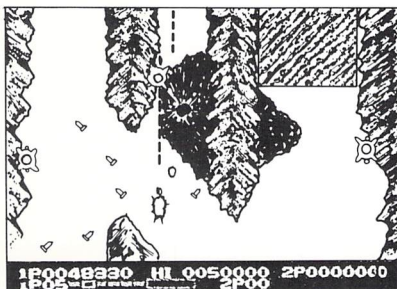
TIPS TO LIVE BY



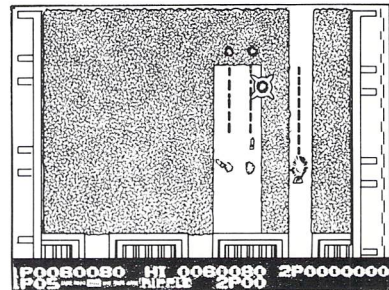
The 1-Up is near the bottom of the screen.



Attack the erupting volcanos with all the firepower you can muster.

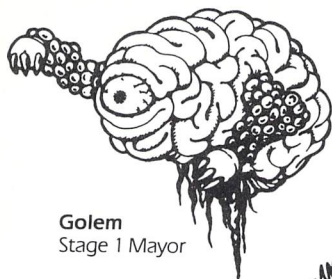


Take the middle passageway for 5000 points.

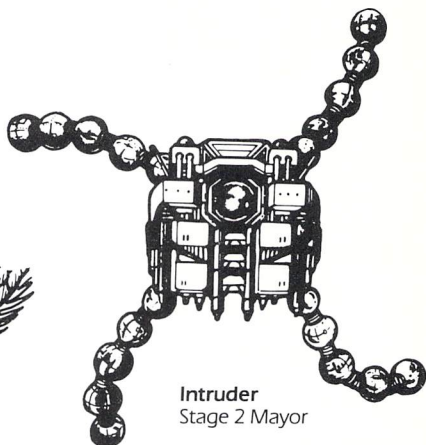


Go for the center right gate, destroy the wall and slip inside. Try different options, and the 1-Up will be yours for the taking.

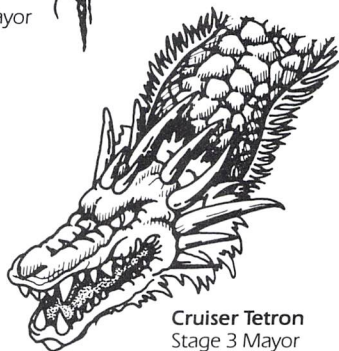
THE ENEMY MAYORS AND THEIR MIGHTY GOVERNOR



Golem
Stage 1 Mayor



Intruder
Stage 2 Mayor



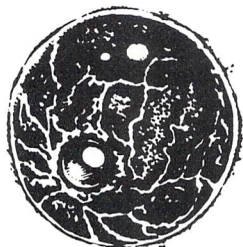
Cruiser Tetron
Stage 3 Mayor



Giga
Stage 4 Mayor



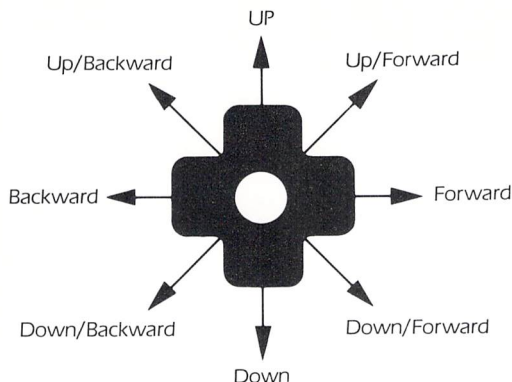
Tutankhamanattack
Stage 5 Mayor



Zelos's heart and soul
Stage 6 — The supreme
Governor of this planet
eating galaxy.

CONTROLLING YOUR DESTINY

The Joystick



Press the Joystick Fire Button to blast the enemy.

THE HIGH SCORE SCREEN

At the end of the game, if your score ranks in the top 10, you'll get to put your initials on a scoreboard reserved for only the most elite starfighters.

To enter your initials, move the joystick right or left to move the cursor from A-Z.

When the letter you want is displayed press the fire button. Do this for each of your initials.

INSTRUCTIONS FOR COMMODORE® 64/128/128D

WHAT YOU NEED:

Commodore 64, 128 or 128D computer.

1541 or 1571 disk drive.

Monitor or TV (Color recommended)

One joystick required.

LOADING

Turn off your computer and remove all cartridges. Plug the joystick into Port 2. Turn on your computer, disk drive and monitor.

If you have a Commodore 128, type **G064** and press **RETURN**. When the prompt **ARE YOU SURE?** appears, type **Y** and press **RETURN**. Insert the disk into the drive, label side up. Type **LOAD "*" , 8, 1** and press **RETURN**.

Note: Do not attempt to load the game with an external fast load cartridge, or any other cartridge, as the game will not load.

To end your mission, remove the disk and turn off the computer.



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