The Adventures of Rad Gravity

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HE SHUT DOWN THE COMPUMIND NETWORK. CUTTING THE INTEGRATED CONDUIT BETWEEN THE WORLDS.

RECENTLY, I DISCOVERED AND ACTIVATED THE PROTO-DIAMONDS. NOW I HAVE DEVELOPED THE MEANS OF REACTIVATING THE COMPUMINDS.

"YOU ARE THE UNION!"

HE PLACED A GUARDIAN BEFORE EACH OF THE COMPUMINDS, AND BURIED ME FOREVER. HE THOUGHT I WAS IN A CAVE!

"HAHAHA!

HE LAUGHED AS THE PLANETS BECAME ISOLATED AND SANK INTO DECAY!!"

YOU ARE THE MOST PROMISING OF OUR SPACE CADETS, AND WE NEED YOU TO PILOT OUR LAST REMAINING SHIP TO FIND THE NINE PLANETS OF THE THREE UNION COMPUMINDS!

"FIND?"

THEY'VE BEEN LOST FOR GENERATIONS. AND WHEN THE NETWORK WAS SHUT DOWN, KILLED ALL DATA CONCERNING THEM!

THROUGH HEROIC EFFORTS, IT HAS RECOVERED THE COORDINATES OF ONE SOLITARY WORLD, IN THE NEAREST ALIEN SOLAR SYSTEM. YOU WILL BEGIN!!"
I will be installed on board your ship. Once you and I reach the first world, you must search the world for a companion—since I do not know which worlds boasted companions.

Will you do it? Rad! The magnitude of the task is almost inconceivable—yet so is the magnitude of the reward!

And you must search for clues to help us find the eight other worlds.

I will process your data as best I can, but you are the one who must master the worlds. If we are to reconnect the network and resolve the United Planets...

I will!
AND SO, HAD GRAVITY BEGIN THE QUEST THAT WILL CARRY HIM FAR BEYOND THE LIFE HE'S KNOWN THUS FAR—to the strange, twisted world of CYBERIA, WHERE KILLER KOROTE GUARD INFORMATION THAT IS VITAL TO HIS MISSION.

BUT CYBERIA IS A BEACON OF HOPE COMPARED TO THE ROTTING CARCASES OF EFFLUVIA, WHERE THE GARbage OF THE UNIVERSE DOES NOT GO TO DIE!
FROM THE LANDS OF THE DECEPTIVE FUTURE IT'S TOO SHORT A TRIP TO THE LAND WHERE DINOSAURS STILL WALK, AND FIRE ASHES YOUR TOES- SAURIA.

THEN IT'S ON TO THE OLD-FASHIONED BEAUTY OF THE CLOUD CITY- HEARING HIGH ABOVE VERDANT VERNAL COOL AND SERENE, IT'S THE ABSOLUTE OPPOSITE UP.
--THE DOWN-AND-DIRTY ANTIQUES OF THE GNOMES WHO PLAQUE FARMERS BY ON OHAR!

AND BETWEEN THE WORLDS ARE THE SHIFTING TERRORS OF THE ASTEROID BELT, WHERE THE ONLY MEANS OF AVOIDING THE CONSTANTLY SWIRLING STONES IS THE PRINCIPLE OF ACTION AND REACTION!

TO MOVE IN ONE DIRECTION, A SPACE CAPTAIN MUST PULL HIS WEAPON IN THE OTHER DIRECTION, TO PUSH HIM ALONG!
Getting Started

1. With your game system and TV or monitor off, insert the Rad Gravity cartridge into your Nintendo Entertainment System, as described in your owner’s guide.

2. Turn on your game system and TV or monitor. Press Start.

3. At the selection screen, press either the up or down arrow keys on the + pad to select either Start or Continue. Press Start or A to begin the game. You can’t Continue until you’ve reached a Password screen.

4. If you want to turn off your machine and pick up where you left off later, you must first die during gameplay for the game to send you to a Password screen. When you want to re-enter the game at the same level, choose Continue at the Rad Gravity title screen and press the A button. Use the + pad to choose the correct letters and numbers by moving the cursor. Every time you want to enter a letter, push A. After entering the complete password, push Start.

   If the password is incorrectly entered, the words ‘TRY AGAIN’ will appear at the bottom of the screen. Press A to re-enter the Password screen. Use the + pad to move forward or backward and correct the wrong letters or numbers.
5. If you die during gameplay, you automatically begin again on the same level.

6. The game can be paused in mid-play by pressing Start. This will put you on the Object Selection screen, where you can wait indefinitely.

Space Travel

When the game begins, you, Rad Gravity, are on the bridge of your ship, hovering over the first world you want to explore. On the planet's surface is a blinking point marking the Teleport Locations given you by Kairos the computer. There is also a blinking point in space, marking the edge of the solar system. Use your + pad to choose the point you want, then press the A button to travel there.

At the edge of the solar system, you can see all the worlds in that system, and you can visit them, but you can only land on worlds whose Teleport Locations you've found. Thus, as the game begins, you can only land on the one world where you began, and that's what you should do.

Whenever you're at the edge of the solar system, choose the world you want with your + pad and press A to go there. When you near your chosen world and see the Teleport Locations blinking at you, press A to beam down. If you don't see a blinking point, there is no way to land.

When you start to beam down, Kairos will tell you about the world.

In each location, your primary goal is finding new Teleport Locations, but there are other treasures, and some are hidden in very strange places. Explore each world thoroughly, read any messages carefully, and listen to the music.

To return from a world to your ship, use your Communicator by selecting it and pressing Start (see Objects below). You'll usually do this after completing a world, but every time you return, all your life points are restored, so don't be afraid to bail out if you're about to die on a world. When you return to the world, you'll be back at the beginning of its adventures, but at least you'll be alive.
Movement

Move Left, Right, Up and Down with the + pad.

Jump with the A button. Remember that gravity differs on different worlds, so the
height of your jump will change. To jump through some obstacles, or jump to a lower
level, use the A button while pushing the + pad down.

Objects

During play, push Start to pause the action and see your inventory.

Move Left and Right to choose an object with the + pad.

Push Start to restart the action with the object you selected.

Activate any weapon with the B button.

Here are the objects you'll find—

Teleport Beacon—Very useful. Pressing B throws it where you
want it, and B again teleports you there.

Communicator—Allows you to teleport back to your ship after your
mission on each planet is complete. Also, at any time during
gameplay, you can use it when you're in need of energy and about
to perish.

Translator—Gives you the ability to comprehend alien text messages.

Energy Disk—Lets you float over dangerous areas for a short amount of
time. But you can only use one object at a time, so you can't shoot,
say, while floating on the disk—and using the energy disk costs your life
energy.

Armor—There are three types of armor, each with a different level of protection.
Check 'em out!

Weapons—

There are seven types of weaponry:

Lasersword—This hand-to-hand combat weapon is given to you at
the start of the game and is useful at close range.

Super Laser—A high powered version of the laser sword, this
weapon gives you a higher level of attack and longer range.

Power Pistol—A gun that fires electro bolts that can vaporize your
enemies in milliseconds.

Vertigo—Similar to the power pistol, but with this weapon, you can
fire up and down to take out enemies above and below you.

Maxiumx—The most powerful of all pistols.

Saurian Crystals—Highly explosive crystallized nitroglycerine that,
when thrown, detonates and destroys your enemy instantly.

Crystal Bombs—Even worse.
Top Secret Clues

Cyberia
- Let your enemies destroy each other by jumping or ducking out of the way of their attacks.
- Remember to check for secret items.
- You can avoid the big robots by jumping over them.

Effluvia
- Don’t let the “aluminum foil” monsters get near your head. If they grab on to you, “use your head” to dislodge them.
- Step into a fire pit occasionally. You’ll get burned but you may find a nice surprise.
- When jumping on bubbles, your momentum will carry you after you clear the first bubble.

Sauria
- Try not to bother the baby dinosaurs. They can be nasty when disturbed.

Turvia
- The tree branches are great platforms for jumping.
- Remember to talk to the mayor. He’ll give you valuable information.

Vernia
- Learn the flying pattern of the birds and fire before they appear on the screen.
- An item picked up on Sauria will help you defeat the deadly Trogals.

Asteroid Belt
- Fire as often as you can when floating through the asteroids, to push yourself along.
- Once inside the derelict ship, you’ll need to find the keys.

Utopia
- Watch out for exploding robots.
- Try moving damaged robots.
Odar

- When grabbed by an enemy, push the jump button to release Rad from its deadly grasp.
- It will require some thought to get to the underground maze.
- In the maze, the blocks can be very useful.

Volcania

- Check out all craters.
- In the cavern, beware of falling stalactites. Take it slowly when jumping from ledge to ledge.

Telos

- Its origin and purpose remain a total mystery...

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• Reorient the receiving antennas
• Relocate the NES with respect to the receiver
• Move the NES away from the receiver
• Plug the NES into a different outlet so that the computer and receiver are on different circuits.

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How to Identify and Resolve Radio - TV Interference Problems.