

Gradius: The Interstellar Assault

Release year: 1991

System: Game Boy DMG

Scrolling shooters were quite popular in the 8 and 16 bits era. Gradius is a series from that genre developed by Konami that had a lot of success both in arcades and home consoles.

Gradius: The Interstellar Assault is the second entry of the series in the Game Boy.

The game is a bit short, five stages, each with a boss in its end. It contains a good variety of enemies as well of scenery.

The gameplay is great and holds elements well known in the series, like the upgrade power bar, in which the player collect power ups in the stage that will move the selection in the bar, allowing the player to select which upgrade to choose, creating strategies that can be used in each level.

What stands out in this game is how smooth and beautiful it is! The limitations imposed by DMG don't seem to harm the game, the action runs great and we don't see any frame-drops and even with the super limited color palette that the device have, everything looks great and consistent!

The DMG is a system that doesn't have that many games in that genre, probably due its hardware limitation?

So even though this entry in the genre is a short one, its well polished gameplay and graphics makes every second of it worth playing!

