

Gradius: Gaiden

Release year: 1997

System: Playstation

Gradius: Gaiden was an entry in the famous Gradius series. This entry debuted in the Sony Playstation system and was exclusive to Japan until 2006 when the game first came to the west on the Gradius Collection release for the PSP.

If you know the series, then there isn't much surprises here, the game features the same classic upgrade mechanic, where the player collects power orbs, and can select which upgrade to get.

As the name suggest (as Gaiden in Japanese translates to side history), this is a somewhat spin off from the main series, happening way into the future compared to main game.

The only really new addition in the game is that it features a simultaneous coop multiplayer mode, where two players can join forces to beat the levels.

But even by keeping the classic formula, the game wins the players respect by taking the advantage of the console power and delivering an exceptional graphical experience, beautiful scenarios and creative bosses.

Bosses are also a worth mentioning feature of this game. This entry features interesting bosses packed with a lot of action and challenges.

Of course being a Gradius game, it can be quite hard and it is not for faint hearted, save states will be your friend if you don't want to repeat the same level over and over and over again.

If you enjoy shmups and if you enjoy this series, this is a must play, it will be difficult to find another entry in the genre with such beautiful graphics and great gameplay.

