



# GODZILLA®

SAVE THE EARTH



ATARI

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

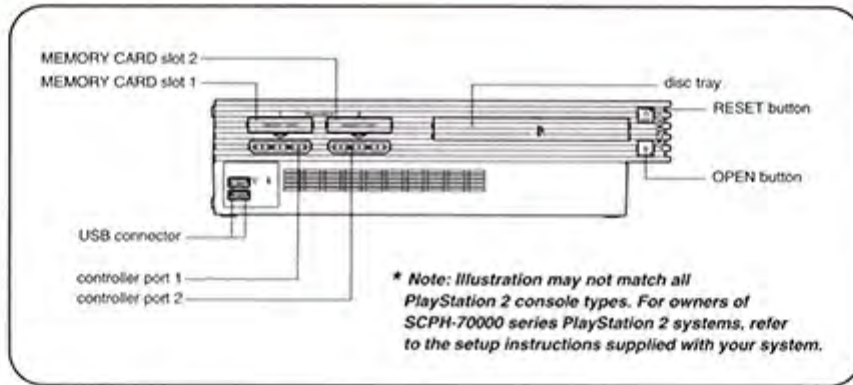
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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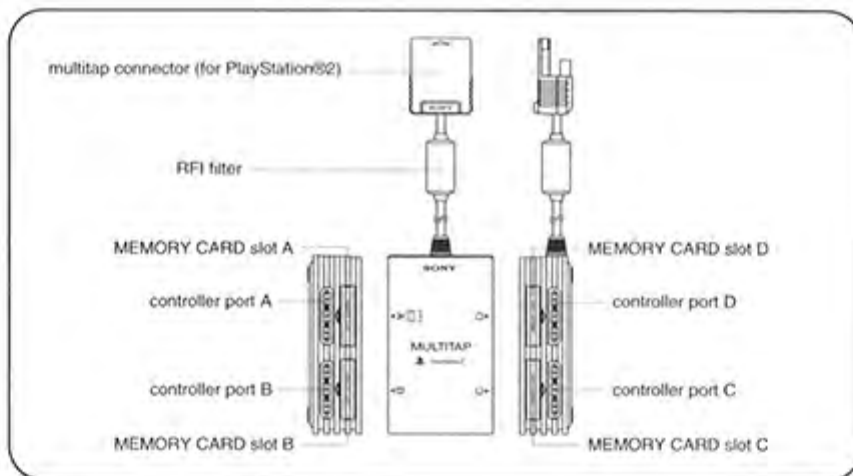
## GETTING STARTED\*



Set up your PlayStation<sup>®</sup>2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Godzilla<sup>®</sup>: Save the Earth* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

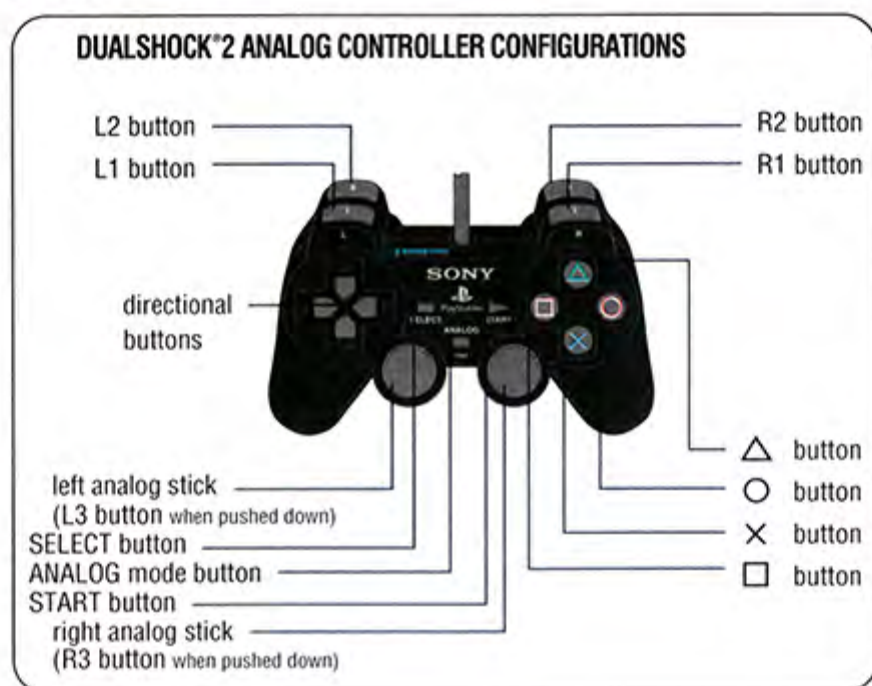
**Note:** The game supports DUALSHOCK<sup>®</sup>2 analog controllers. Digital controllers are not supported.

## Multitap



If three or more people are competing in the *Godzilla<sup>®</sup>: Save the Earth* game on one PlayStation<sup>®</sup>2 game console, you must have a multitap (for PlayStation<sup>®</sup>2) connected to the PlayStation<sup>®</sup>2 game console. Refer to the instructions that came with your multitap for information on how to connect it to the PlayStation<sup>®</sup>2 game console.

## STARTING UP



## MENU CONTROLS

CONTROL	ACTION
Left analog stick or directional buttons	Change highlighted menu item
× button	Accept
○ button	Previous menu

## GAMEPLAY CONTROLS

CONTROL	ACTION
Left analog stick or directional buttons	Move
Right analog stick	Aim Ranged Attack
× button	Punch / Overhead Attack
□ button	Kick / Low Attack / Rising Attack (from the ground)
○ button	Fierce Attack / Rising Attack (from the ground)
△ button	Block
R1 button	Press and hold to charge Beam Attack / Tap to fire Projectile Attack (if available)
L1 button or (□ button + × button)	Grab
× button	Throw (press □ button or ○ button for alternate throws)
× button + ○ button	Rage Attack (in Rage Mode) / Roar (not in Rage Mode)
L2 button	Duck / Cycle Target / Disengage Target / Run
R2 button	Jump / Fly (certain monsters)
L2 button + R2 button	Special Ability (if available)
□ button + ○ button	Taunt
R3 button	Lock / Unlock Target
START button	Pause game

## Move

You can use the **left analog stick** or **directional buttons** to move your monster around.

## Aim

The **right analog stick** controls your monster's head. When firing a Projectile Attack (see "Ranged Attacks" on the next page), aim with the **right analog stick**. Press and hold the **L2 button** to aim at flying targets.

## Punch

Press the **X button** to punch an opponent. While standing still, press the **X button** to attack with a quick jab. While running toward an opponent (see below, "Disengage / Run"), press the **X button** to attack with a harder, but slower, cross punch.

## Kick

Press the **□ button** to kick. Kicks are generally much more powerful than punches, but slower. Some monsters have special launching kicks that are activated by pressing the **□ button** while running.

## Block & Duck

Press the **△ button** to block. Blocking defends against all attacks except sweeps and ranged weapons.

Press the **L2 button** to duck. Ducking protects against sweeps, but leaves the monster vulnerable to overhead attacks. Ducking also helps keep your monster stable on its feet and can help to avoid some ranged attacks.

## Targeting

If your monster stops moving near another monster, the nearby monster is automatically engaged as your new target. If there are multiple nearby monster targets, tap the **L2 button** to cycle between them. To disengage a monster target and fire at nearby military vehicles, press and hold the **L2 button**.

In game modes that use over-the-shoulder view, press the **R3 button** to lock on to the target currently in the reticle. Press **R3** again to disengage the lock.

## Disengage / Run

While moving, press and hold the **L2 button** to disengage the current target and run.

**Note:** You can use the **R3 button** as an alternative Disengage / Run control.

## Jump

Press the **R2 button** to jump in any direction, or straight up.

## Fly

Some monsters can fly. Press and hold the **R2 button** to make your monster fly.

**Note:** Flying drains a monster's energy reserves.

## Grab / Throw an Opponent

Use the **L1 button** to grab a monster and immobilize it. To throw a grabbed opponent, press the **L1 button** or **X button**. You can also press the **□ button** or **O button** for alternate throws. You must throw the held opponent quickly; otherwise your monster will tire and release it.

## Grab / Throw / Catch a Structure

When you are near a flashing red building, and out of range of another monster, you can grab that building and throw it at an opponent.

Use the **L1 button** to grab a structure and use the **L1 button** to throw. **Note:** Certain monsters can lift larger structures.

Some buildings can be wielded as clubs. After grabbing a building, press the **X button** to swing it like a club, and press the **L1 button** to throw the structure at your opponent.

When a building is thrown at your monster, you can attempt to catch the building by pressing the **L1 button** just before it hits. You need to be facing in the direction of the thrown building to attempt a catch. Be careful though, even the best-timed attempt can go awry!

## Ranged Attacks

Press and hold the **R1 button** to charge your monster's beam weapon; release the **R1 button** to fire. Charging increases the power of the weapon as well as the duration of the blast. Flying monsters may access their beam weapons while in the air by tapping the **R1 button**.

In addition to a beam weapon, many monsters have a projectile weapon. Tap the **R1 button** to fire the projectile weapon. Projectile weapons require a lot of energy and won't function without the minimum energy level. **Note:** Some monsters use ammo for their projectile weapons, rather than energy.

## Beam Fighting

When two monsters fire their beam weapons at nearly the same time, the beams lock together. The monsters must then struggle for dominance by mashing the **X button**, **□ button** and **△ button** to send pulses of energy along the beam. As the fight progresses, both monsters lose energy. The first monster to run out of energy loses the beam fight, and is thrown backward with a tremendous explosion.



## Rage Attack

Pick up a Rage power-up to activate Rage Mode and kick some serious butt. Rage Mode is a temporary state where normal attacks do more damage and monsters gain access to their unique Rage Attacks. Press the **O button** + **X button** to launch a devastating Rage Attack.

## Special Abilities

With the exception of Godzilla<sup>®</sup>, all monsters have a special ability. Activate the special ability by pressing the **L2 button** + **R2 button**. For several monsters, the special ability is a unique way to move, such as teleporting or burrowing. For others it is a specialized attack or defensive move. The special ability of Orga™, Absorb Essence, may only be used while holding another monster.

## Player Colors

Sometimes it's easy to lose track of your monster, especially when there are two or more of the same monster. To keep monsters easily visible, they are tinted with their player color when duplicates of the same monster exist on screen.





## SAVING AND LOADING

The *Godzilla*<sup>®</sup>: *Save the Earth* game automatically saves your progress to a data profile when new monsters, cities or gallery items are purchased and also when battle points are awarded. Each saved data profile requires a memory card (8MB) (for PlayStation<sup>®</sup>2) with at least 252KB of free space inserted into MEMORY CARD slot 1.

### Creating a New Data Profile

1. Choose PROFILES from the Main Menu.
2. Press the  button to create a data profile.
3. Create a profile name: use the **left analog stick** to highlight a letter or numeral and press the **X button** to select. When finished, select END and press the **X button**.
4. Press the **X button** to return to the Main Menu.

### Loading an Existing Data Profile

1. Choose PROFILES from the Main Menu.
2. Use the **left analog stick** to highlight a data profile and press the **X button** to select. If a profile is already selected, press the  button to switch profiles.
3. Press the **X button** to continue.

**Note:** Multiple players may load the same profile.

## SETTING UP YOUR PLAYSTATION<sup>®</sup>2 CONSOLE FOR NETWORK / ONLINE PLAY

### Online Requirements

To play the game online, you must have the following:

- *Godzilla*<sup>®</sup>: *Save the Earth* game disc for the PlayStation<sup>®</sup>2 computer entertainment system.
- Broadband (DSL or Cable Modem) Internet connection.
- Network Adaptor (Ethernet/modem)(for PlayStation<sup>®</sup>2).
- Memory card in MEMORY CARD slot 1 only.
- Network configuration file.

### Network Adaptor (for PlayStation<sup>®</sup>2)

A Network Adaptor (for PlayStation<sup>®</sup>2) is required to play the *Godzilla*<sup>®</sup>: *Save the Earth* game online. Be sure to follow the Network Adaptor (for PlayStation<sup>®</sup>2) instruction manual during installation.



## WELCOME TO **GODZILLA®: SAVE THE EARTH**

Shattering head slams. Atomic fire. Whiplash tail whips. Destroy famous mega-monsters, unrelenting armies and vicious aliens with sci-fi action that kicks serious tail. You are Godzilla®, trampling cities and shaking the planet in a fight to save humanity!

### MAIN MENU

Use the **left analog stick** to navigate the Main Menu. Press the **X button** to make a selection, or press the **O button** to cancel a selection and go back to the previous menu.

#### Action Mode (1 Player)

Brawl your way through an intense sequence of monster battles. Earn battle points by destroying military vehicles, KOing (knocking out) opponents in the shortest time possible and finding as many elusive G-Cells as possible. Use battle points to unlock additional cities and monsters. **Note:** In Action Mode, when selecting a monster, the game displays which types of damage each monster can inflict, in order of severity. The game also indicates which damage types the monster can resist, either wholly or partially, as well as the damage types to which the monster is most vulnerable.



#### Versus Mode (1 or 2 Players)

To win, you must KO your opponent or have the most health remaining when time runs out. After each Versus Mode battle, you have the option to fight the same battle again.

## Melee Mode (1 to 4 Players)

Compete in a multiple-round melee where KOed monsters respawn and keep battling. You can play individually or split up into two teams.

Points are awarded for knockdowns, KOs and use of combos. The player who wins the set number of rounds, or has the most points at the end of a KO-a-thon is, declared the Melee champ. **Note:** In City Destruction Mode, players receive points for city destruction only.

## Survival Mode (1 Player)

Try to KO as many opponents as possible before your monster's health reaches zero. You must KO each opponent before time runs out, or the match is over. Your score is based on how many monsters you KO and how quickly you beat them.

Survival Mode battles utilize a three-minute time limit and take place within a single arena. Your monster's health bar is replenished after certain fights, but the amount of health you receive diminishes as you progress through the battles.

## Challenges (1 Player)

Compete in one of two timed challenge events. Additional challenges are unlocked when you encounter them in Action Mode. **Note:** The points earned in Challenge Mode are not battle points and do not count towards purchases at the Store.

### Battleships

- Destroy battleships for points.
- Earn 5000 points before time expires.

### Vorillium Basketball

- Make as many baskets as you can in three minutes.
- When time is up, the monster with the most points wins.

## Multi-Player (1-4 Players Online)

Play a game via the Internet or LAN (Local-Area Network) and try to dominate your friends online (see "Online Play" on pages 12-13).

## Purchase Items

Spend battle points earned in Action Mode to unlock monsters, cities, gallery items and more.

## Gallery

View original artwork and high-resolution images of the classic monsters used in the game.

## Options

Adjust audio and controller settings, and view high scores (see next page).

## Profiles

Create, edit, load and delete player data profiles (see page 7, "Saving and Loading").

## Godzilla® Final Wars Gallery

View still images from the *Godzilla® Final Wars* film.

## OPTIONS

### Audio

**Voice Overs:** Adjust the volume of in-game and menu voices.

**Music:** Adjust the music volume.

**Sound FX:** Adjust building destruction noise and other sound effects.



### Controls

**Vibration:** Select a DUALSHOCK®2 analog controller and press left and right on the **left analog stick** to toggle vibration ON / OFF.

**Invert Y:** Select a DUALSHOCK®2 analog controller and press up and down on the **left analog stick** to toggle Invert Y-Axis controls ON / OFF.

### High Scores

View the rank, score, name and monster of choice for the top 10 players in each gameplay mode and difficulty level. Press up and down on the **left analog stick** to select a mode. Press left or right on the **left analog stick** to select a difficulty level.

## THE GAME SCREEN

**Monster HUD:**  
Displays a monster's status.



**Timer:** Counts down the time left in the current round.

### Monster Status HUD detail

**Health Bar:** Displays health level. Your recent damage appears in red.

**Monster Name**



**Points:** The HUD displays the number of points you've scored in Melee, Team Mele, or Destruction Mode

**Rage Mode:** The HUD glows red when you pick up a Rage power-up, indicating that you are in Rage Mode

**Energy Bar:** Your Energy Bar decreases when you use your Beam Weapon or special moves, and lights up during a beam fight.

## ENERGY MANAGEMENT

Many special moves, some attacks and all projectile weapons require energy. If you do not have enough energy you will fail to use the weapon or ability, so watch your energy carefully before you begin using your weapons and abilities. Managing your monster's energy bar is a key strategy to master.

Most monsters regain energy slowly over time, though several monsters regain their energy by more exotic means.

Firing a charged weapon requires three blocks of energy, or 25% of the Energy Bar regardless of the length of time you charge. However charging up longer will do significantly more damage.

## POWER-UPS

Power-ups are dropped by UFOs and come in several varieties. Walk over a power-up to receive its benefits.

### Health Power-up



Your monster receives an instant, life-saving boost. **Note:** Health power-ups are not available in Survival Mode.

### Rage Power-up



Activates Rage Mode. In Rage Mode, normal attacks deal 120% damage and additional knockback power. Additionally, each monster gains access to its special Rage Attack. Rage Mode lasts for 25 seconds.

### Energy Power-up



Fully restores a monster's energy meter and temporarily increase its energy recharge rate. Energy power-ups increase ammo counters for monsters that require ammo rather than energy.

### Air Strike Power-up



Battra™, or the Super X3™, immediately flies in and bombards your opponent from the air. When your opponent acquires the Air Strike power-up, take cover near or behind buildings. If you can't take cover, try to stay on the move!

## THE STORE

The store is where you can spend battle points to unlock monsters, new arenas, gallery items and more. You earn points by playing the game in Action Mode. You can earn more points by beating your previous high scores, playing through Action Mode as different monsters or by selecting a harder difficulty setting.



## ONLINE PLAY

### Network Configuration

A network configuration must be saved to your memory card before you can play online. To create a network configuration, use the Network Adaptor Start-Up Disc provided with your Network Adaptor (for PlayStation®2), or follow these steps:

1. Insert a memory card with at least 94KB of free space into MEMORY CARD slot 1.
2. Choose MULTI-PLAYER from the Main Menu.
3. Use the **left analog stick** to highlight a data profile and press the **X button** to select, then press the **X button** to continue.
4. Select ONLINE PLAY or NETWORK PLAY.
5. If ONLINE PLAY is selected, read the ESRB notice, press the **X button** to continue, read the Online User Agreement and press the **X button** to accept. To decline the Online User Agreement, and cancel network configuration setup, press the **O button**.
6. Press the **□ button** to open the Network Settings Menu and select ADD.
7. Select HARDWARE, select SCE/ETHERNET (NETWORK ADAPTOR) and then select AUTO DETECT (recommended setting). As needed, press the **△ button** to access advanced settings.
8. When prompted, select OK and enter your ISP (Internet Service Provider) settings. If your ISP requires a user ID and password, select REQUIRED and enter any applicable information.
9. Enter your IP address. If your ISP uses DHCP (Dynamic Host Configuration Protocol), your IP address is assigned automatically and you do not need to enter it. If your ISP requires a static network address, select MANUAL and enter the IP address. As needed, press the **△ button** to access advanced network settings.
10. Set the DNS address, as needed. Most ISPs will accept the AUTO setting. Select MANUAL to manually enter a DNS address.
11. At the Name Your Setting screen, press the **X button** to display a virtual keyboard, which you can use to give your configuration a name, if you choose.

### Online Game Setup

To play the game online, choose MULTI-PLAYER from the Main Menu and then complete the following steps:

1. Select and confirm the network configuration you wish to use.
2. Once you have chosen a network configuration, the Network Adaptor (for PlayStation®2) initializes automatically. This may take 10 seconds or more.
3. When the Network Adaptor (for PlayStation®2) is initialized and your PlayStation®2 computer entertainment system is online, a message will appear on the screen prompting you to Host a new game or Join an existing game. (see below).
4. Press the **X button** to join a game, or press the **□ button** to host a game.
5. When an online game ends, you will be returned to the GameSpy screen.

### To Join a Game

Highlight an available game that is looking for players and press the **X button** to join. Be aware that the host player can end a game at any time and/or eject players from the game.

## To Host a Game

1. Select a city and press the **X button**.
2. Press the **Δ button** to select a game type.
3. Select a monster and press the **X button**.
4. Choose your team color by pressing left and right on the **left analog stick** (if playing on teams).
5. Add COM (computer) players by pressing the **START button**.
6. Once all players have joined, press the **X button** to start the game.

Internet play requires use of servers maintained by third parties. Atari does not control, and disclaims any responsibility and liability for, the functioning and performance of such servers and any content on them or otherwise available through them.

## Firewalls and Port Range List

Neither Atari, GameSpy nor SCEA endorse or recommend specific routers or other broadband devices for online gaming. In addition, Atari Technical Support as well SCEA Consumer Services do not troubleshoot issues related to router configuration. Nonetheless, because routers are in common use in North America and worldwide, and some games may perform properly with some properly configured broadband routers, the following information is provided for those who may wish to adjust the settings for their broadband router.

ATARI IS NOT RESPONSIBLE FOR ANY DAMAGE OR LOSS OF DATA RESULTING FROM THE USE OF ANY DEVICE CONNECTED TO A PlayStation®2 COMPUTER ENTERTAINMENT SYSTEM OR RESULTING FROM THE ADJUSTING OF ANY SETTINGS THEREOF. USE THE FOLLOWING INFORMATION AT YOUR OWN RISK!

To ensure the greatest chance of success playing the game over the Internet satisfactorily, we recommend you open (or forward) the following **UDP ports: 1000, 1001 and 1002**.

For details on firewall port configuration, please refer to the instruction manual provided with your firewall software or device. **Important Note:** the *Godzilla®: Save the Earth* game does not support NAT (Network Address Translation).

ATARI RESERVES THE RIGHT TO TERMINATE THE ONLINE FEATURES(S) FOR THIS PRODUCT AFTER THE 90-DAYS NOTICE.

## MONSTERS

Each playable monster employs a unique fighting style with its own resistances, vulnerabilities, unique attacks and weapons. Learn the special moves of each monster to realize that monster's potential. You can unlock additional monsters by purchasing them from the Store.

**Note:** In the following tables, to "move up" press up on the **left analog stick** or press the **up directional button**. To "move down," press down on the **left analog stick** or press the **down directional button**. To "move toward" or "move away," press the **left analog stick** or **left/right directional buttons**, toward or away from your opponent (left or right, depending on which side of the screen you're on).

# ANGUIRUS™



BLUNT ATTACKS	
Forefoot Stomp	Down + X button
Mule Kick	Up + □ button
Drop Kick	Away from opponent + □ button
Twisting Axe Kick	R2 button, □ button
EDGED ATTACKS	
Pulverizing Shell	X button (with back to opponent)
Bite	Down + □ button
Bone Charge	Toward + □ button
Heavy Spike Hook	Toward + ○ button
Aerial Spike Spin	Up + ○ button
Whirly-gig	Down + ○ button
Thunderball	Press and hold L2 button + R2 button
Air Thunderball	R2 button, X button
Bone Uppercut	Toward + X button
Shell Block	Aim shell towards opponent with left analog stick
WEAPON ATTACKS	
Sonic Roar	Press and hold R1 button to charge; release to fire
SPECIAL ABILITIES	
Spiked Carapace Block	Blocks by Anguirus™ are highly effective, and can damage opponents
4-legged Defense	While on all fours, Anguirus™ is immune to sweeps and overhead attacks and also takes half damage from weapon fire.



# BARAGON™



<b>BLUNT ATTACKS</b>	
Helicopter Spin	Away from opponent + X button
Take to the Sky	Up + X button
Scissor Flip Kick	Up + □ button
Bellyflop	Away + O button
Cartwheel	Down + O button
Head Stomp	R2 button, □ button
Aerial Cartwheel	R2 button, O button
<b>EDGED ATTACKS</b>	
Horn Uppercut	Toward + X button
Horn Charge	Toward + □ button
Earth Explosion	While burrowed, press O button
Rend & Tear	After pouncing on opponent, press □ button
<b>WEAPON ATTACKS</b>	
Fire Breath	R1 button
Earthquake	Down + □ button
Lava Eruption	While in Rage Mode, press X button + O button
<b>SPECIAL ABILITIES</b>	
Burrowing	R2 button + L2 button
Grave Digger	While burrowed under opponent, press L1 button
4-legged Defense	While on all fours, Baragon™ is immune to sweeps, concussive damage and takes half damage from weapon fire
Quick Weapon	Baragon™ can fire his weapon while moving
Acrobat	Baragon™ can execute jumping attacks whenever he is in the air

# DESTOROYAH™



## BLUNT ATTACKS

Death From Above	Away from opponent + X button
Wing Destruction	Toward + X button
Blindside Wing	While running press X button
Heavy Wing Uppercut	Down + X button

## EDGED ATTACKS

Merciless Kick	Away + □ button
Clawed Devastation	Up + □ button
Scorpion Strike	Away + ○ button
Launching Kick	R2 button then □ button

## WEAPON ATTACKS

Horn Katana	Press ○ button
Fearsome Charge	Toward + ○ button
Sky to Ground Strike	Up + ○ button
Micro Oxygen Spray	Press and hold R1 button to charge; release to fire
Oxygen Absorber Mines	Tap R1 button
Oxygen Deprivation	R2 button + L2 button
Oxygen Destroyer	While in Rage Mode, press X button + ○ button

## SPECIAL ABILITY

Excellent Nuclear Resistance	Destoroyah™ takes significantly less damage and knockback from Nuclear attacks
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# GIGAN™



<b>BLUNT ATTACKS</b>	
Blunt Jab	Press <b>X</b> button
Sluggo Spin	Away from opponent + <b>O</b> button
<b>EDGED ATTACKS</b>	
Hammerclaw	Toward + <b>X</b> button
Buzzsaw Lunge	Away + <b>X</b> button (press and hold away + <b>X</b> button for additional damage)
Claw Uppercut	Down + <b>X</b> button
Lunging Double Kick	Up + <b>□</b> button
Twirling Power Blades	Toward + <b>O</b> button
Sommersault Blades	Up + <b>O</b> button
Flying Buzzsaw Swoop	<b>R2</b> button, <b>O</b> button
Spike Roll	Down + <b>O</b> button
Rending Overhead Kick	<b>R2</b> button then <b>□</b> button
Sawmill	While holding, press <b>□</b> button
Running Blade Punch	While running, press <b>X</b> button
Whirlwind Assault	While in Rage Mode, press <b>X</b> button + <b>O</b> button
<b>WEAPON ATTACKS</b>	
Laser Eye	Press and hold <b>R1</b> button to charge; release to fire
Shotgun Burst	Tap <b>R1</b> button
<b>SPECIAL ABILITIES</b>	
Teleport	Tap <b>R2</b> button + <b>L2</b> button to teleport straight. Press and hold to blindsides an opponent
Excellent Alien Energy Resistance	Gigan™ takes significantly less damage and knockback from Alien Energy attacks

# GODZILLA® 90'S



## BLUNT ATTACKS

Jab	× button
Double Hammer	Away from opponent + × button
Tail Snap	○ button
Falling Tail Whip	R2 button, ○ button
Double Tail Sweep	Down + ○ button (press and hold)
Tail Uppercut	Toward + ○ button
Running Headbutt	Toward + □ button
Stomp	Down + □ button
Tail Slam	○ button (with back to opponent)

## EDGED ATTACKS

Combo Crossover Claw	Up + □ button
Running Kick	While running, press □ button
Uppercut	Down + × button
Jump Kick	R2 button, □ button
Double Kick	Away + □ button
Strong Hook	Up + × button

## WEAPON ATTACKS

Blue Atomic Breath	Press and hold R1 button; release to fire
Fireball	Tap R1 button
Finishing Breath	While in Rage Mode, press × button + ○ button

# GODZILLA® 2000



<b>BLUNT ATTACKS</b>	
Tail Snap	Press <b>O</b> button
Tail Uppercut	Toward opponent + <b>O</b> button
Spinning Tail	Up + <b>O</b> button
Tail Sweep	Down + <b>O</b> button
Tail Slam	<b>O</b> button (with back to opponent)
<b>EDGED ATTACKS</b>	
Swipe	Press <b>X</b> button
Strong Bite	Up + <b>□</b> button
Running Punch	While running press, <b>X</b> button
Uppercut	Down + <b>X</b> button
Double Kick	Away + <b>□</b> button
Nuclear Uppercut	While holding, press <b>□</b> button
Jump Kick	<b>R2</b> button, <b>□</b> button
Overhand	Up + <b>X</b> button
Hammerfist	Toward + <b>X</b> button
Ferocious Swipes	Away + <b>X</b> button
<b>WEAPON ATTACKS</b>	
Red Atomic Breath	Press and hold <b>R1</b> button to charge; release to fire
Fireball	Tap <b>R1</b> button
Nuclear Pulse	While in Rage Mode, press <b>X</b> button + <b>O</b> button

# KING GHIDORAH™



## BLUNT ATTACKS

Neck Punch	Press <b>X</b> button (while running)
Rising Dragon	Up + <b>X</b> button
Triple Uppercut	Down + <b>X</b> button
Dragon Death Kick	Away from opponent + <b>□</b> button
Dragon Stomp	Down + <b>□</b> button
Bodyslam	<b>R2</b> button then <b>□</b> button

## EDGED ATTACKS

Flying Uppercut	Toward + <b>O</b> button
Dragon Sweep	Down + <b>O</b> button
Dual Tail Slap	<b>O</b> button (with back to opponent)
Landing Bite	<b>R2</b> button then <b>X</b> button
Lunging Bite	Toward + <b>X</b> button

## WEAPON ATTACKS

Triple Lightning	Press and hold <b>R1</b> button to charge, release to fire
Hurricane Winds	Press and hold <b>O</b> button (while flying)
Blunting Wind	Up + <b>O</b> button
Flying Double Lightning	Tap <b>R1</b> button (while flying)
Deathstorm	While in Rage Mode, press <b>X</b> button + <b>O</b> button

## SPECIAL ABILITIES

Electrical Regeneration	Press <b>R2</b> button + <b>L2</b> button to convert energy into health
Tail Impale	<b>L1</b> button (with back to opponent)
Flight	Press and hold <b>R2</b> button
Superior Blunt Resistance	King Ghidorah™ takes significantly less damage and knockback from blunt attacks

# JET JAGUAR™



<b>BLUNT ATTACKS</b>	
Viper Jab	Press <b>X</b> button
Drunken Monkey	Press <b>O</b> button
Leviathan's Slap	Press <b>O</b> button (while large)
Spider's Charge	Press <b>O</b> button (while small)
Jaguar's Leap	Down + <b>O</b> button (while large)
Mongoose Strike	Toward + <b>X</b> button
Hyena's Kick	Away + <b>□</b> button
Falcon Strike	Up + <b>X</b> button
Kangaroo Elbow	<b>R2</b> button, <b>X</b> button
Behemoth Slam	<b>R2</b> button, <b>O</b> button (while large)
Twisting Tiger Kick	Up + <b>□</b> button
<b>EDGED ATTACKS</b>	
Mantis Chop	Away + <b>X</b> button
Crane Twist	Down + <b>X</b> button (Stunning attack)
<b>WEAPON ATTACKS</b>	
Handclap	Press <b>R1</b> button
Handclap (large)	Press <b>R1</b> button (while large)
Rhino Pound	Away + <b>O</b> button (while large)
Tornado	While in Rage Mode, press <b>X</b> button + <b>O</b> button
<b>SPECIAL ABILITIES</b>	
Change Size	Press <b>R2</b> button + <b>L2</b> button, then any button to choose size
Reflection Shield	While small, Jet Jaguar™ cannot be harmed by weapons.
Weapon Reflect	While small, block a weapon with <b>△</b> button to bounce it back to it's source!

# MECHAGODZILLA™ 2



## BLUNT ATTACKS

Mecha Uppercut	Down + X button
Spin Punch	Up + X button
Slamming Metal Strike	Away from opponent + X button
Cross Punch	While running, press X button
Low Blow	Toward + X button

## EDGED ATTACKS

Double Kick	Away + □ button
Roundhouse	Toward + □ button
Charge Sweep	Press □ button while running; or press down + □ button
Very High Kick	Up + □ button

## WEAPON ATTACKS

Plasma Cannon	Press ○ button (requires no energy)
Laser Eyes	Press and hold R1 button to charge; release to fire
Finger Rockets	Tap R1 button (requires ammo)
Plasma Uppercut	Up + ○ button (requires energy)
Flying Laser Eyes	Tap R1 button (while flying)
Jet Sweep	Down + ○ button
Heavy Plasma Cannon	Away + ○ button (requires energy)
All-Weapon Strike	While in Rage Mode, press X button + ○ button

## SPECIAL ABILITIES

Superior Edged Resistance	Mechagodzilla™ 2 takes significantly less damage and knockback from edged attacks
Flight	Press and hold R2 button
Super Leap	Press R2 button + L2 button (requires energy)



# MECHAGODZILLA™ 3



<b>BLUNT ATTACKS</b>	
Dual Slam	Toward opponent + <b>X</b> button
Cruise Assault	Toward + <b>O</b> button
Grand Slam	Away + <b>X</b> button
Shoulder Rocket Charge	Press <b>R2</b> button + <b>L2</b> button
<b>EDGED ATTACKS</b>	
Low Kick	Press <b>□</b> button
Tail Stab	Press <b>O</b> button
Double Kick	Away + <b>□</b> button
Roundhouse	Toward + <b>□</b> button
Superior Tail Stab	Away + <b>O</b> button
Circle Sweep	Down + <b>□</b> button
Flying Kicks	Up + <b>□</b> button
Upwards Tail Spike	Up + <b>O</b> button
<b>WEAPON ATTACKS</b>	
Mouth Cannon	Press and hold <b>R1</b> button to charge; release to fire
Rocket Pack	Tap <b>R1</b> button (requires ammo)
Plasma Sword	Grab opponent with <b>L1</b> button
Flying Mouth Cannon	Tap <b>R1</b> button (while flying)
Jet Sweep	Down + <b>O</b> button
Absolute Zero Cannon	While in Rage Mode, press <b>X</b> button + <b>O</b> button
<b>SPECIAL ABILITIES</b>	
Excellent Edged Resistance	Mechagodzilla™ 3 takes significantly less damage and knockback from edged attacks
Flight	Press and hold <b>R2</b> button

# MEGAGUIRUS™



## BLUNT ATTACKS

Hooking Clawed Uppercut	Away from opponent + <b>□ button</b>
Underhand Maul	Up + <b>× button</b>
Vortex Spin	Toward + <b>□ button</b>
Tail Switch	Toward + <b>○ button</b>

## EDGED ATTACKS

Swift Sting	<b>R2 button, ○ button</b>
Twin Pincers	Down + <b>× button</b>
Clawed Sweep	Toward + <b>× button</b>
Overhead Cleave	Away + <b>× button</b>
Diving Impale	Away + <b>○ button</b>
Skewering Charge	Up + <b>○ button</b>
Piercing Strafe	Down + <b>○ button</b>
Meganulon Swarm	While in Rage Mode, press <b>× button + ○ button</b>

## WEAPON ATTACKS

Weapon Fire	Tap <b>R1 button</b> (with stolen weapon)
Flying Weapon Fire	Tap <b>R1 button</b> (with stolen weapon, while flying)
Energy Discharge	Tap <b>R1 button</b> (no weapon)

## SPECIAL ABILITIES

Energy Parasite	Successful tail strikes steal 1 bar of energy for Megaguirus™
Weapon Steal	While holding a monster, press <b>× button</b> (with no weapon)
Health Steal	While holding a monster, press <b>□ button</b>
Inertia-less Flight	Press <b>R2 button + L2 button</b> (requires ammo)
Energy Steal	While holding a monster, press <b>○ button</b>

# MEGALON™



<b>BLUNT ATTACKS</b>	
Horn Uppercut	Toward opponent + <b>X</b> button
Sweeping Excavation	Toward + <b>O</b> button
Slugger Kick	Toward + <b>□</b> button
Paralyzing Bash	Up + <b>X</b> button
<b>EDGED ATTACKS</b>	
Cranial Incision	<b>R2</b> button, <b>X</b> button
Root Canal	Down + <b>X</b> button
Drill Punch	While running press <b>X</b> button
Ambidextrous Drill	Up + <b>□</b> button
Surprise Lunge	<b>O</b> button (with back to opponent)
Spine Breaker	While holding an opponent, press <b>□</b> button
<b>WEAPON ATTACKS</b>	
Horn Lightning	Press and hold <b>R1</b> button to charge; release to fire
Napalm	Tap <b>R1</b> button (requires energy)
Energy Punch	Press <b>O</b> button
Energy Arc	Up + <b>O</b> button
Magnetic Vortex	While in Rage Mode, press <b>X</b> button + <b>O</b> button
<b>SPECIAL ABILITIES</b>	
Extreme Blunt Vulnerability	Megalon™ takes tremendous damage and knockback from Blunt attacks
Electrical Immunity	Electrical attacks deal no damage to Megalon™. Electrical damage replenishes some of the health of Megalon™
Burrowing	Press <b>R2</b> button + <b>L2</b> button
Burrow Grab	While burrowed under opponent, press <b>L1</b> button

# MECHA-KING GHIDORAH™



## BLUNT ATTACKS

Triple Smash	Up + X button
Twisted Assault	Away from opponent + X button
Lunge Smash	Toward + X button
Launching Kick	Toward + □ button

## EDGED ATTACKS

Snap	Press X button
Two Tail Reverse	Away + O button
Floating Sweep	Down + O button
Calculating Spin	Up + O button

## WEAPON ATTACKS

Gravity Beams	Press and hold R1 button to charge; release to fire
Tasers	Tap R1 button (requires ammo)
Flying Gravity Beams	Tap R1 button (while flying)

## SPECIAL ABILITIES

Extreme Weapon Vulnerability	Mecha-King Ghidorah™ takes tremendous damage from all types of weapons, excluding concussive weapons
Energy Absorbing Shield	Mecha-King Ghidorah™ can absorb health from any weapon attacks blocked by his shield
Invincibility	While in Rage Mode, press X button + O button to become invincible for a few seconds
Energy Recharge	Press R2 button + L2 button to regain your energy at the expense of some health

# MOGUERA™



<b>BLUNT ATTACKS</b>	
Zip Jab	Press <b>X</b> button
Torso Orbit	Away from opponent + <b>X</b> button
Boosted Uppercut	Up + <b>X</b> button
Normalizing Descent	<b>R2</b> button, <b>X</b> button
<b>EDGED ATTACKS</b>	
Drill Peck	Down + <b>X</b> button
Isomorphic Drill	Toward + <b>X</b> button
Amplified Drill	Press and hold <b>□</b> button (with treads charged)
<b>WEAPON ATTACKS</b>	
Spiral Grenades	Press and hold <b>□</b> button
EMP bomb	Tap <b>□</b> button (Stunning attack)
Spark Shower	Tap <b>○</b> button
Auto Lasers	Press and hold <b>○</b> button
Eye Lasers	Press and hold <b>R1</b> button
Plasma Laser	Tap <b>R1</b> button (requires ammo)
Photonic Storm	While in Rage Mode press <b>X</b> button + <b>○</b> button
Descending Spiral Grenades	<b>R2</b> button, <b>□</b> button
<b>SPECIAL ABILITIES</b>	
Tread Movement	MOGUERA™ moves in all direction on treads.
Tread Charge	Press and hold <b>L2</b> button to charge you treads for super-speed!
Energy Absorbing Armor	When MOGUERA™ blocks a weapon attack, some of the energy is diverted to the weapons. It appears as ammo.
Extreme Electrical Vulnerability	MOGUERA™ takes tremendous damage and knockback from Electrical attacks.
Boosted Jump	After jumping with <b>R2</b> button, press <b>R2</b> button again

## MOTHRA™ LARVA



### BLUNT ATTACKS

Nose Jab	Press <b>X</b> button
Dual Cut	Up + <b>X</b> button
Head Dive	Toward opponent + <b>X</b> button
Carapace Roll	Down + <b>X</b> button

### EDGED ATTACKS

Tail Spike	Press <b>O</b> button or <b>□</b> button
Twisting Overhead Spike	Up + <b>O</b> button or <b>□</b> button
Hooked Spike	Down + <b>O</b> button or <b>□</b> button
Lunging Spike Roll	Toward + <b>O</b> button or <b>□</b> button

### WEAPON ATTACKS

Webbing	Tap <b>R1</b> button (Stunning attack)
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### SPECIAL ABILITIES

Peaceful	Mothra™ Larva does not enter Rage Mode. Rage power-ups give health and energy instead
Metamorphic Cocoon	Press <b>R2</b> button + <b>L2</b> button to pupate into Adult Form.

# MOTHRA™ ADULT



<b>BLUNT ATTACKS</b>	
Wing Roll	Toward opponent + <b>X</b> button
Ringing Ears	Down + <b>X</b> button
Twirling Dive	<b>R2</b> button, <b>□</b> button
Focused Wing Smack	Away + <b>X</b> button
<b>EDGED ATTACKS</b>	
Gliding Sting	Away + <b>□</b> button
Power Sting	Up + <b>□</b> button (requires ammo)
Multi Sting	Down + <b>□</b> button (requires ammo)
Stunning Sting	<b>□</b> button (with back to opponent; Stunning attack)
<b>WEAPON ATTACKS</b>	
Antennae Beam	Hold <b>R1</b> button to charge, release to fire
Poison Cloud	Down + <b>O</b> button
Cry for Peace	Up + <b>O</b> button (requires energy)(Stunning attack)
Blissful Wind	Toward + <b>O</b> button
Knockout Gust	<b>R2</b> button then <b>O</b> button
<b>SPECIAL ABILITIES</b>	
Peaceful	Adult Mothra™ does not enter Rage Mode. Rage power-ups give health and energy instead.
Reflecting Scales	Away + <b>O</b> button (press and hold) will reflect weapon attacks



<b>BLUNT ATTACKS</b>	
Knuckle Slap	Down + X button
Spinning Backhand	Away from opponent + X button
Charging Body Check	Toward + □ button
Flying Lunge	Away + □ button
Ankle Grab	Down + O button
<b>EDGED ATTACKS</b>	
Ferocious Clawed Uppercut	Toward + X button
Cobra Strike	Up + O button
Vaulting Kick	Up + □ button
Deadly Claw Swipe	Press □ button or O button (while prone)
Toe Poke	Down + □ button
<b>WEAPON ATTACKS</b>	
Shoulder Cannon	Press and hold R1 button to charge; release to fire
Paralyzing Goo	Tap R1 button (requires energy)
Shoulder Cannon Overload	While in Rage Mode, press X button + O button
<b>SPECIAL ABILITIES</b>	
Superior Blunt Resistance	Orga™ takes significantly less damage and knockback from blunt attacks
Running Grab	Press L1 button (while running)
Absorb Essence	While holding a monster, press R2 button + L2 button
Jump Grab	R2 button, O button



# RODAN™



## BLUNT ATTACKS

Overhead Wing Rake	Up + X button
Flying Windshear	Toward opponent + O button (Long-range attack)
Air Superiority	R2 button, X button
Barrel Roll	R2 button, O button
Head Smack	Toward + X button
Wing Uppercut	Down + X button

## EDGED ATTACKS

Swing Sweep	Away + □ button
Bicycle Uppercut	Up + □ button
Flying Sweep	Down + O button (Long-range attack)
Diving Kick	R2 button, □ button

## WEAPON ATTACKS

Uranium Heat Beam	Press and hold R1 button to charge; release to fire
Flying Heat Beam	Tap R1 button while flying
Heat Spiral	While in Rage Mode. Press X button + O button

## SPECIAL ABILITIES

Extreme Edged Vulnerability	Rodan™ takes tremendous damage and knockback from Edged attacks
Heat Immunity	Heat attacks deal no damage to Rodan™. Heat damage replenishes some of the health of Rodan™
Superior Flight	Press and hold R2 button
Fly Escape	Press R2 button + L2 button

# SPACEGODZILLA™



BLUNT ATTACKS	
Telekenetic Uppercut	Down + <b>X</b> button (requires energy)
Hook Fist	Away from opponent + <b>X</b> button
Shove	Toward + <b>X</b> button
Forward Kick	Toward + <b>□</b> button
Super Tail Whip	Up + <b>□</b> button
Crystal Bat	Toward + <b>O</b> button (unblockable!)
Crystal Rock Throw	Away + <b>O</b> button
EDGED ATTACKS	
Downwards Double Kick	Away + <b>□</b> button
Skull Stab	Up + <b>X</b> button (Stunning attack)
Hovering Clawed Uppercut	While running (hovering) press <b>□</b> button
WEAPON ATTACKS	
Spiral Lightning	Hold <b>R1</b> button to charge, release to fire
Flying Spiral Lightning	Tap <b>R1</b> button while flying
Telekenetic Shove	While running (hovering) press <b>O</b> button
Crystal Shards	Up + <b>O</b> button (requires nearby crystal)
Crystal Beam	Down + <b>O</b> button (requires nearby crystal)
Crystal Prison	While in Rage Mode, press <b>X</b> button + <b>O</b> button
SPECIAL ABILITIES	
Crystal Synthesis	Press <b>O</b> button to generate Crystals
Crystal Absorption	Press <b>R2</b> button + <b>L2</b> button to destroy all Crystals and regain health
Crystal Resonance	Nearby Crystals increase the energy gain rate of SpaceGodzilla™
Telekenetic Grab	SpaceGodzilla™ grabs buildings and opponents with his mind, rather than his arms
Flight	Hold <b>R2</b> button to fly
Excellent Alien Energy Resistance	SpaceGodzilla™ takes significantly less damage and knockback from Alien Energy attacks

## TIPS AND HINTS

- Although they all have unique strengths and weaknesses, every monster can be a powerhouse when played to its full potential.
- Your opponents will vary in their abilities, strengths and weaknesses. For instance, a highly effective combo used versus Gigan™ might be worthless against Baragon™. Don't give up on any attacks just because they seem ineffective against your early opponents.
- Learning when to run and when to walk is a key strategy to master. Running monsters move much faster, but cannot grab opponents or fire their beam weapons.
- Physical attacks typically deal edged or blunt damage. Learn to recognize the different types of attacks by the unique effects they create on impact. Blunt attacks yield circular blue hit effects, while edged attacks yield spiky orange flashes.
- Ranged attacks deal one of the eight exotic types of damage: explosive, concussive, poison, heat, frozen, electrical, nuclear or alien energy. Some monsters have specific weaknesses or resistances to certain forms of damage.
- All monsters have attacks not listed in their printed move lists, so experiment with different button combinations and analog stick positions. Try attacking while in mid-jump, or when an opponent is behind you. Sometimes pressing and holding a button longer, or releasing earlier, can change the attack in interesting ways.
- Fully charged beams are more powerful than partially charged beams. A small charge will damage opponents only slightly and will interrupt some attacks. Charging for at least one second will interrupt any attack, and knock monsters out of the air. A 100% charge will knock your opponents down and deliver MASSIVE damage.
- Avoiding attacks is often the best way to survive. Use ducks and jumps to avoid attacks entirely if possible, and seek shelter to avoid ranged weapon strikes.
- All blocks have a counter — remember to use sweeps, weapons and overhead strikes if you face an opponent who is adept at blocking and dodging.
- If you grab while ducking, your monster will try to pick up a building, even when very near to another monster.
- Monsters that are off the ground cannot be grabbed. Jumping and flying are the best ways to avoid being grabbed.
- If your monster is grabbed, mash the attack buttons — you can break free before your opponent has an opportunity to throw you!
- Energy weapons can be very powerful, especially when you're on the receiving end. Remember that blocking monsters, or monsters lying prone on the ground, take only half damage from ranged attacks.

- To auto-target enemies in the air, press and hold the **L2 button** while firing your beam weapon. Use the **right analog stick** to override and target manually.
- Try using the right analog stick to move your monster's head around, even when not firing a weapon!
- The human military (tanks, helicopters) will attack the closest monster that they feel is threatening the city. Destroying groups of tanks or helicopters provides a temporary relief, but it's best to turn their ire toward your opponent.
- Most arenas have green containment fences around the perimeter. These energy barriers will not cause damage to your monster, but they can be used to corner an opponent and chain multiple attacks for increased damage.
- When you beam-fight with an opponent, the color of your energy pulses determine the winner. Red pulses trump blue, blue pulses trump green, and green pulses trump red.
- You may change the color of your beam-fight pulse only once per color.
- Sometimes the water can work to your advantage. Monsters knee-deep in water can't jump.
- Try to remain in Rage Mode as long as possible before executing your rage attack.





NOTES:



**NOTES:**

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Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

[atari.com/us/tos](http://atari.com/us/tos)

## TECHNICAL SUPPORT (U.S. & CANADA)

### Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

[atarisupport.com](http://atarisupport.com)

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.


**Note:** In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

### Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7106**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last**



**five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

### **Product Return Procedures in the United States & Canada**

In the event our technicians at **(425) 951-7106** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

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If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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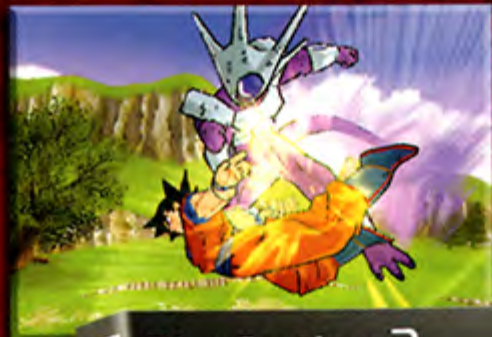
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