

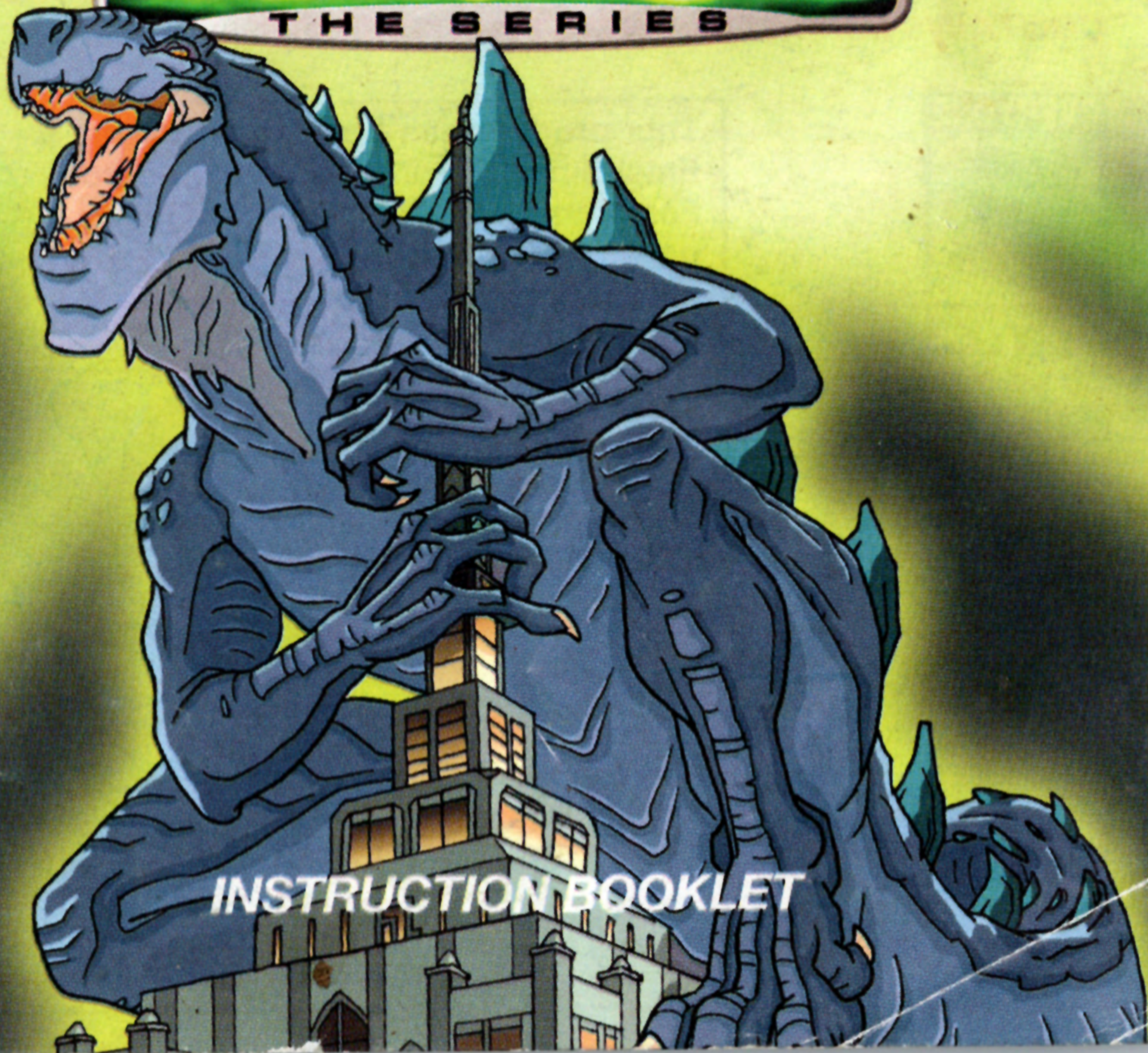
Nintendo

DMG-AZIE-USA

GAME BOY COLOR

GODZILLA

THE SERIES



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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EVERYONE
ANIMATED VIOLENCE

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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Godzilla[®]: The Series

Precautions

- > Always turn the power off before inserting or removing Game Pak from the Game Boy.
- > Do not take apart, crush, bend, or submerge the Game Pak.
- > Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- > Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- > Take a break and stretch after playing for long periods of time.

What Kind of Game Boy Do You Have?

This Game Pak will work on any Game Boy you have, including the Game Boy, Game Boy Pocket, Game Boy Color and the Super Game Boy. The game will automatically be in color if played on a Game Boy Color system, and no further tweaking is necessary. The game will not be in color on the Game Boy or Game Boy Pocket.

The Story

While hatching from an egg deep in the Manhattan sewers, the young Godzilla® bonds with Dr. Nick Tatopoulos. Nick has a strong connection to Godzilla®, and whenever Nick is in danger, all he has to do is call Godzilla® and the huge monster will appear to help him out. Nick is the leader of the H.E.A.T. team, a group of scientists exploring strange events happening all over the world.

The H.E.A.T. team is made up of the best in their field. Randy Hernandez is a teen hacker with supreme computer skills. Monique Dupre is an operative of the SDECE (the French Secret Service), brought aboard the H.E.A.T. team because of her weapons expertise. Dr. Elsie Chapman is a bio-paleontologist and the head of the original Godzilla® research team. And there is the fussy Dr. Mendel Craven, a robotics and electronics genius who built N.I.G.E.L., an impressive robot who can go places too dangerous for humans.

Godzilla® is still young and learning how to use all his powers. Godzilla® is huge and powerful, but he isn't impenetrable. You'll have to help him save Nick, the H.E.A.T. team, and the planet from new creatures the world has never seen before and has no idea how to stop. The story begins in Harbour City, where the H.E.A.T. team has called in Godzilla® to take out the Crackler, an electrifying enemy.

Quick Starting the Game

1. Turn off the unit.
2. Insert the Game Pak.
3. Turn on the unit.
4. Press Start to go to the Main Menu.
5. Press Start again to begin a new game.

Options Screen

From the Main Menu, select Options to change one of these settings: Game Difficulty, Credits and Volume. Each can be highlighted by pressing ↑ or ↓ on the Control Pad. When an option is highlighted ←, → or A Button will adjust each one of them. The B Button will return the player to the Title Screen.

Controlling Godzilla®

Control Pad	Start	Select	A Button	B Button
Left: Block Up: Tilt head up Down: Tilt head down	Pause/Skip Story	Foot Stomp	Fire (hold)+right: Bite	Tail Whip (hold)+right: Claw Swipe

Godzilla's® Mission

Godzilla® has to clear a path for the H.E.A.T. team and get to the bottom of all these mutant attacks. Without any time to lose, Godzilla® will plow through the city to his destination. If Godzilla® takes too much damage while under attack, he won't be strong enough to continue walking.

Destroy anything that gets in Godzilla's® way by using Godzilla's® arsenal of attacks. Each enemy responds differently to an attack, so keep your attacks varied to find the best way to defeat an enemy.

The rest of the world is counting on Godzilla®, so make sure he isn't defeated.

New Abilities and Level Ups!

As Godzilla® takes down the enemy, he earns experience points. Collect enough experience and Godzilla® will discover new abilities or upgrade an existing one to be stronger.

Godzilla® will start the game with only 3 abilities: Fire Ball, Tail Swipe and Block. The other abilities: Foot Stomp, Claw Swipe and Bite, will be learned as Godzilla® gains experience.

Fireball The Fireball will be available at the start of the game. This is Godzilla's® standard move and has average-to-good effectiveness against all enemies. Level Ups affect the strength, speed and range of the Fireballs.

Foot Stomp This will only be effective against ground based enemies, airborne enemies will not be affected. The Foot Stomp will send vibrations along the ground and cause damage to enemies that it makes contact with. As the wave travels along the ground, it will become weaker for each enemy it takes out.

Claw Swipe The Claw Swipe is more effective when used for mid-screen close range attacks. As Level Ups are achieved on this move, the strength, speed and range will increase.

Bite The Bite is another close range attack, although it can be directed by the player. It is most effective against armored enemies although the bite takes a little longer than the other moves and therefore leaves Godzilla® slightly vulnerable. As Level Ups are achieved the strength and speed with which this move occurs will increase.

Tail Swipe The Tail Swipe is more effective for mid-screen long distant attacks. A Level Up will increase its strength, speed and range.

Blocking Blocking is an essential ability and reduces all oncoming attacks by 90%. Godzilla® will bow his head and bring his arms up to cover his head shielding his body from all imminent attacks. Blocking depletes the Block Meter. When the Block Meter is fully depleted Godzilla® will be unable to block until the meter restores. This ability is not affected by Level Ups.



Health and Fire Meters

Godzilla® will also have a Health Meter and a Fire Meter. As the Health Meter depletes it will automatically restore, although at a slower rate. Make sure the Health Meter doesn't deplete all the way down to nothing.

The Fire Meter will deplete whenever the player uses Godzilla's® Fire ability and will also restore automatically, although at the same rate that it was depleted.

Screen Information

Health Meter / Fire Meter / Block Meter / Boss Meter / Score / Next Ability to Get a Level Up

Passwords

After completing a level, be sure to note the password. From the Main Menu, select Password to enter a password. Use the Control Pad to scroll through the alphabet, and the **B** Button to select a letter. If you make a mistake, use the arrow symbols to move forward and back through the password. When a password has been input, the **START** will execute it.



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Customer Support Line

Call 1-970-392-7022 for technical support, if your game is defective, or the game is not working properly.

Hint Line

Call 1-900-903-4468 (US) 1-900-677-4468 (Can) for tips to solving all of the toughest levels in Godzilla®: The Series. Please be sure to get your parents permission before calling. Each call will cost \$0.95 per minute.

Web Site

Also, if you have an internet connection, try www.cravegames.com for 24-hour customer support, tips and tricks, and a whole bunch more at your fingertips.

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If you liked this game, you'll love Gex, MIB, EWJ and Pitfall.
No, really, you will.



GEX



MIB



EWJ



PITFALL



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