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Wii

GODZILLA UNLEASHED

Part# 27563M

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INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii™ HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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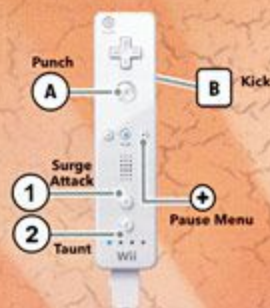


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CONTROLS

Wii Remote™



Nunchuk



Command	Action
A Button	Punch
Swing Wii Remote (Up, Down, Left, Right), A Button	Modified Punch
B Button	Kick
Swing Wii Remote (Up, Down, Left, Right), B Button	Modified Kick
A Button + B Button, Swing Wii Remote (Up, Down, Left, Right)	Fierce Attack
C Button	Distance Weapon/Charge Distance Weapon (aim with Wii Remote)
Z Button	Block
Z Button, Swing Wii Remote	Parry
Z Button, Shake Nunchuk	Rush
Shake Nunchuk	Jump
Shake Wii Remote and Nunchuk together	Grab building or monster / Shake Wii Remote again to throw
1 Button	Activate Power Surge (press again before it's over to launch Power Surge Shockwave)
2 Button	Taunt

HEADS UP DISPLAY (HUD)



1. Health Cells

2. Energy Cells

3. Critical Mass Meter

4. Health Bar

Our world is on the brink of annihilation; havoc and destruction of apocalyptic proportions reign over our lands. The battle lines are drawn!



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GAME MODES

Story

In the landscape of Godzilla Unleashed, Story Mode is its tallest mountain. Here, your actions determine the fate of the world.

As you progress through each chapter of the Story Mode, you encounter new challenges and monsters to battle.



Begin your adventure by first selecting Story Mode. Once you've done that, you'll be asked to start a New Game, Continue the current game, or Load a previously saved game.

New Game: This option starts a new game. Select a Monster Faction using the Right and Left arrows at the top of the screen. Then choose a monster within your chosen faction (note only the Earth Defenders faction is available the first time you play). On the Save Game Screen, select an empty save file slot or save over an existing save file. Once you have completed these steps, the World Map will appear and you can enter any encounters marked by a glowing red circle. Your game is automatically saved to your specified save slot after each encounter. To begin saving into a new slot, select "Save" from the World Map.

Continue: If you already have a game in progress and wish to continue playing it, simply select this option and you will be taken to the World Map where you left off.

Load: Selecting Load will take you to the Load Game screen where you can select any save file that you have previously saved.

Brawl

In Brawl Mode, you can select any unlocked monster and challenge your friends (or the computer) in an epic multiplayer battle. Brawls can contain a total of up to four players. You can choose from four preset multiplayer modes, including Versus, Classic Melee, Classic Destruction, and Last Man Standing. You can also create and save up to four Custom multiplayer modes with the settings tailored to fit your style.

Versus

Be the first to win two rounds by knocking out your opponents.

Classic Melee

Earn points for inflicting knockouts, knockdowns, and combos to your opponents.

Classic Destruction

Earn points for demolishing buildings and other city structures.

Last Man Standing

Be the last monster standing in this one-round battle.

Custom

Create your own game using tons of customizable game rules. Custom Game settings fall under four categories: Victory Conditions, Military Settings, Crystal Powers, and Player Attributes.

CONTROLLING THE MONSTER

Although the general controls are the same for all monsters, not all monsters carry out their attacks in the same way.

Punch/High Attacks



Punch = A Button

The Punch attacks can be modified by swinging the Wii Remote to execute high impact attacks. These attacks have the potential to knock down your opponent.

Swing the Wii Remote in one of four directions (up, down, left, or right) and then press the **A Button** to complete the move. Swinging the Wii Remote in each direction initiates a different type of Punch attack.

High Attack = A Button, Swing Wii Remote Up

Overhead Attack = A Button, Swing Wii Remote Down

Quick Heavy Attack = A Button, Swing Wii Remote Left

Slow Heavy Attack = A Button, Swing Wii Remote Right

(Controls listed are for Godzilla 2000 — controls for other monsters may vary)

Kick/Low Attacks

Kick = B Button

The Kick attacks can be modified by swinging the Wii Remote, just like the Punch attacks. Simply swing the Wii Remote in one of four directions (up, down, left, or right) and then press the **B Button** to complete the move.



High Kick = B Button, Swing Wii Remote Up

Foot Stomp = B Button, Swing Wii Remote Down

Chomp Attack = B Button, Swing Wii Remote Right

Double Flying Kick = B Button, Swing Wii Remote Left

(Controls listed are for Godzilla 2000 — controls for other monsters may vary)

Fierce Attacks



Fierce Attack = A Button + B Button, Swing Wii Remote

Fierce Attacks are particularly powerful attacks that make use of a monster's special attributes. To execute a Fierce Attack, swing the Wii Remote while pressing the **A Button** and the **B Button**. Each monster can have up to four different fierce attacks, depending upon the direction you swing the Wii Remote. For example, Godzilla has three Fierce Attacks: a strong forward-hitting Tail Uppercut (Swing Up); a wide-hitting Tail Spin (Swing Left or Swing Right); and a low Tail Sweep that knocks monsters off their feet (Swing Down). Have fun experimenting with all of the different monsters!



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WEAPON ATTACKS



Distance Weapon Attack = C Button

Each monster has one or more distance "weapons" that it can attack with. For example, Godzilla 2000 can fire a streaming atomic breath weapon over long distances as well as an atomic fireball.

To use your distance weapon, first, make sure your monster has at least one Energy Cell charged (see HUD). To fire a continuous beam, press and hold down the **C Button**. Turn the monster's head to aim your attack by twisting the Wii Remote clockwise (to turn right) or counter-clockwise (to turn left). If you have trouble conceptualizing this, try to imagine you are turning a doorknob. In addition to twisting left and right, you can change the vertical tilt on his head by tilting the Wii Remote up and down.

To fire a single-blast projectile, just tap the **C Button**.

Charge Distance Energy Cells = C Button

To charge your Energy Cells, press the **C Button** after all your energy has been depleted. Hold down the **C Button** to continue charging over time until the Energy Bar is full. See more about Energy in the section below on "Health and Energy."

Power Surge Attack = 1 Button

If you have earned one or more Power Surges in Story mode, you can activate them one at a time by pressing the **1 Button**. Pressing the **1 Button** while under the effect of a Power Surge immediately ends the effect with a devastating burst of energy that extends in all directions. For more information on Power Surges, see the section below on "Power Surges and Critical Mass."

Special Abilities

Some monsters have special actions that only they can perform. Try pressing **A Button + B Button + C Button + Z Button** simultaneously to execute Special Abilities. In many cases, these abilities also require a certain number of Energy Cells.

Block



Block = Z Button

To block, simply press the **Z Button** on the Nunchuk. Blocking an attack slightly reduces the damage you take, but greatly reduces the distance you are pushed backwards and your chance of getting knocked down.

Parry = Z Button, Swing Wii Remote in any direction

GRAPPLE



Grapple = Shake the Wii Remote and Nunchuk simultaneously

To start grappling an opponent give a sharp shake to both the Wii Remote and Nunchuk simultaneously. Your opponent must be within arm's reach before swinging the controllers in order to successfully grapple. A successful grapple will result in the two monsters locking arms and wrestling for the upper hand.

THROW OPPONENT (DURING GRAPPLE)



Throw (your opponent) = During a grapple, press the **A Button**, **B button**, or shake the **Wii Remote**.

Counter Throw = Immediately after opponent's **Throw** attempt, press the **A Button**, **B Button** or shake the **Wii Remote**.

PICK UP AND THROW



Pick up= Shake the **Wii Remote** and **Nunchuk** simultaneously

Monsters and certain objects can be picked up and thrown. Objects such as small buildings can be thrown. Other pick-up and tossable objects throughout the map will be indicated if they are flashing white.

Throw= Shake or flick the **Wii Remote**

To throw an object, first you must have picked it up (see above). Then shake or flick the **Wii Remote** forward as if casting a fishing line or cracking a whip (simple wrist snap will do).

Get to know each monster's block style to know when it is properly defended.

MOVEMENTS



Jump = Shake the **Nunchuk**

Simply shake the **Nunchuk** to jump. You can control the direction of the jump by moving the **Control Stick** in any direction while shaking the **Nunchuk** (or even afterwards—while in mid-air).

Walk/Run = **Control Stick**

Use the **Control Stick** to make your monster move. The more you push the **Control Stick** in any given direction, the faster your monster will move in that direction.

Rush = Hold down **Z Button** + Shake the **Nunchuk**

To make your monster rush, hold down the **Z Button** (as if to block) and shake the **Nunchuk** at the same time. Once you are rushing, you can control your direction with the **Control Stick**. Note that while rushing, you are not able to turn as sharply as you normally could when walking/running. Rushing can be used as an attack to ram an opponent.

Power Surges

Power Surges are temporary abilities that any monster can acquire. These show up about once per monster battle, per monster. These power surges can take several forms:



Type	Effect
Fire Surge	Covers your monster in flames, and increases damage dealt with physical attacks significantly.
Electrical Surge	Monster becomes electrically charged and regains energy at a tremendous rate. Beam damage is also increased. As the effect wears off, the monster might emit a final electrical burst.
Speed Surge	Monster can run faster, attack faster, and jump higher.
Crystal Surge	Monster is encased in Crystal, providing minor protection and increasing ability to channel crystal energy.
Radiation Surge	Monster glows with an eerie light, increasing health and energy regeneration, while impairing regeneration of nearby monsters.
Shield Surge	Monster gains a metallic outer skin, significantly reducing physical damage types, but slowing movement.
Darkness Surge	Monster is surrounded by a large dark cloud, which absorbs and nullifies all ranged weapons.

Press the **1 Button** to activate your Power Surge, and then press the **1 Button** again before it's over to perform a powerful Power Surge Shockwave attack

Critical Mass

The other effect that crystals can generate in monsters is Critical Mass. Critical Mass is a powered-up status that gives the monster more damage and endurance, but also reduces defense. When monsters reach Critical Mass, they glow red, indicating that they have absorbed more power than they can handle.



You can use Critical Mass as an opportunity to attack other monsters more ferociously, using the damage bonus as an asset, or treat Critical Mass as a more vulnerable state and avoid direct confrontation while the effects last. Critical Mass also tends to draw the wrath of the military, and makes it difficult to retain your monster allies.

Each of the four factions have their own attitudes towards the absorption, destruction, and use of Power Surges. Making decisions about how and when you allow your monster to use the power of the crystals has a major impact on how monsters from the different factions will react to you in Story Mode.



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HEALTH AND ENERGY

Health

Your monster's health is represented by the top two bars in the HUD. The top bar contains six sections or "cells" that represent your monster's overall health. The second bar represents the health of only one cell (the current cell at risk of being damaged). When the second bar is completely depleted, because of damage your monster has sustained, then another cell on the top bar will become empty. When the top two bars are completely empty, then your monster is knocked unconscious and considered defeated.

Note that the second bar will regain health over time if your monster is not damaged. However, only the health of the current cell can be regenerated. For example, if your monster has three empty cells in the top bar, it cannot regain its full overall health again (five cells full in the top bar and second bar completely full—representing a total of six cells).

Also note that basic Punch and Kick attacks cannot fully deplete a cell. Only an attack that results in a knockdown can do permanent damage to the current cell (represented by the second bar), forcing the opponent to start losing health in the next cell.

Energy

Energy is represented by the four cells in the third bar in the HUD. You must have at least one Energy Cell charged in order to use any of your distance weapon attacks. The more Energy Cells you have charged, the longer you can sustain a continuous beam attack and the more times you can fire a single-blast projectile.

To refill your Energy Cells, hold down the C Button to accumulate energy. You can continue to refill Energy Cells as you fight, but doing so prevents your monster from regenerating health. Destroying one of the smaller yellow crystals in the environments will instantly bring your monster to maximum energy.

FACTIONS

All monsters are categorized into four Factions: Earth Defenders, Aliens, Global Defense Force, and Mutants. All Factions have the same basic goal—to claim dominance over the Earth—but for different reasons.

In Story mode you can play from the perspective of any of the four Factions; each takes a slightly different path toward the ultimate showdown.

Earth Defenders

Earth Defenders fight tooth and nail to protect their home planet from any global threats. They tolerate humankind but are known to rampage through cities when provoked. The Earth Defenders see the crystals as a blight on the earth and destroying them is their primary goal—even if they have to destroy a few cities along the way. Earth's monster Defenders are: Godzilla, Anguirus, Fire Rodan, Baragon, Mothra, King Caesar, and Varan.

Earth Defender monsters will ally themselves with any monster who destroys the crystals which grow in each environment. However, the Earth Defenders will mistrust and attack monsters who succumb to the crystals and attain Critical Mass.

Global Defense Force

Global Defense Force monsters are human-engineered military robots that are activated to defend against all monster threats. These mecha-monsters have electronic brains and are autonomous. A Global Defense Force unit's role is to protect humanity from attacking monsters or from alien invasion. However, because they are autonomous, they are vulnerable to the corrupting power of the alien crystals. They are: Kiryu, MOGUERA, Jet Jaguar, Mechagodzilla 2, and Mecha-King Ghidorah.

Global Defense Force monsters will sympathize and ally with any monster who studiously avoids damaging human structures, or who makes a concerted effort to destroy Alien military forces. Conversely, they will engage and destroy monsters who indiscriminately attack human cities.

Aliens

Alien monsters are creatures from other galaxies that have aligned with the Vortaak—an evil alien race bent on conquering Earth. These Alien monsters do the Vortaaks' bidding. Their primary goal is to conquer Earth in the name of Vortaak by defeating any monster that gets in their way. They are: Gigan, King Ghidorah, Megalon, Orga, and Mechagodzilla.

Alien forces are relying on collecting Power Surges to bring their invasion to victory. Any monster destroying power Surge crystals will be attacked without mercy. Monster who preserve and collect Power Surges or destroy human military vehicles may be treated as friendly to the Vortaak invasion force.

Mutants

All monsters are basically mutations, true. What identifies monsters from the mutant faction is a lust for power that comes before all other concerns. The mutants have been especially active since the appearance of the crystal anomalies—drawn out by their promise of power. They are: Destoroyah, Biollante, Megaguirus, Titanosaurus, Obsidius, and Krystalak.

Mutants revel in destruction, and favor monsters who destroy buildings, defeat powerful foes, and reach Critical Mass.

MONSTERS

Angirus™



Angirus is a loyal Earth Defender. Although he is not the largest, strongest, or fastest of Earth's vanguard, he possesses a tenacity of spirit that makes him a fearsome opponent for any monster. Angirus can stun nearby opponents with his fearsome Sonic Roar, or use his powerful jaws to leave an impression. Angirus' most unique attribute is his ultra-

hard spiked carapace, which can parry any physical attack and inflict heavy edged damage in response. Angirus can tuck his head and limbs beneath his shell and roll forward - this offers him excellent resistance to attack and allows him to plow through terrain and opponents alike. When the earth is threatened, Godzilla will come to its defense - and Angirus will be right beside him, until the end.

Baragon™



Baragon is an Earth guardian — with special affinity for the terrestrial crust we walk upon. Baragon's size makes him a tremendous leaper, with graceful aerial combat maneuvers and techniques. When not in the air, Baragon constantly replenishes his energy so long as contact is maintained with the earth. Baragon emits streams of fire from his mouth, and can cause

eruptions and earthquakes beneath his feet. When firmly planted with all four legs upon the ground, Baragon is almost impossible to push aside — despite his small stature.

Biollante™



Biollante is a terrifying example of mankind's ability to unleash horrors upon the world. The result of anti-monster mutagen experiments gone horribly awry, Biollante is a patchwork mix of human, plant, and monster DNA. Biollante's sheer height and mass make her the largest known monster by a good margin, and if it were not for her limited mobility there is little

doubt that she would have established herself already as Earth's most powerful monster. As a mutant, Biollante holds no special allegiance toward any of her genetic kindred - though she does seem to harbor special animosity towards Godzilla. Biollante's quick-extending vines and corrosive poison spray make her a threat at range, while her massive jaws and incredible strength make her deadly up close.

Destoroyah™



Destoroyah is death incarnate. Born from anaerobic environments deadly to all other life, Destoroyah seeks nothing less than the total annihilation of all life-forms in existence. Although his massive claw hands, long crescent-tipped tail, and taloned feet can tear monsters apart in a heartbeat, Destoroyah tends to use ranged attacks to compensate for his sluggish land movement. He can breathe choking clouds of micro-oxygen, emit explosive spheres of micro-oxygen, and create oxygen destroyer

comets of pure annihilation. His most fearsome attack, however, is the piercing Horn Katana which extends from his central horn. This focused energy can slice through even the strongest monster flesh and reduces buildings to rubble.

Fire Rodan™



Fire Rodan is Earth's largest flier. His element is the air, the clouds, and the wind-swept mountain peaks that scrape against them. Nesting in the tops of active volcanoes, Fire Rodan is virtually immune to heat and lava-based

attacks. Rodan is the fastest of all Kaiju while in the air, and prefers to confront challenges from a lofty height. His great speed also makes him a fierce hand-to-hand combatant, with savage claw, talon, and beak attacks. Fire Rodan defends the earth's atmosphere - eliminating all airborne threats to the planet's well-being.

Gigan™



Gigan is the Vanguard of the Alien Invaders. He is the finest fighting monster the Vortaak have at their command. Gigan is a cyborg infused with Vortaak technology designed to augment his powerful natural combat abilities. This latest upgrade makes him faster, stronger, and more ferocious than he ever. Gigan projects powerful Alien Energy from his single eye to engage enemies at range, though he is clearly designed with

close combat in mind. In addition to his quick footwork and lightning-fast edged attacks, Gigan has the ability to teleport short distances to confuse and outflank his opponents.

Godzilla®



Godzilla is the most powerful of Earth's Defenders. Godzilla lives beneath the ocean waves, slumbering until he is called upon to face some fearsome threat. Although he has often defended the Earth from aliens, mutants, and other external threats, Godzilla has never included "humans" in the list of things he deliberately protects. To the contrary, it is often human folly that arouses Godzilla's

ire. Because of this fact, the Global Defense Force considers Godzilla to be an extremely dangerous potential adversary. Godzilla uses his atomic fire to destroy most threats from a distance, but has proved to be a fearsome hand-to-hand combatant, especially when he can bring his powerful tail into play. Godzilla's most mysterious ability may be his uncanny sixth sense, which always gives him time to travel to exactly where he needs to be.

Jet Jaguar™



Jet Jaguar is a human-sized robot created by a Japanese scientist for unknown reasons. Created with a great potential for learning, Jet Jaguar achieved sentience and began to modify himself and his programming. His most impressive modification has been the ability to change his own size - allowing him to grow large enough to dwarf monsters such as Godzilla. Unfortunately, Jet Jaguar cannot maintain his enormous size indefinitely, and must periodically rest to regain his energies. Jet Jaguar is reserve member of the Global Defense Force - heroically protecting humanity whenever it is threatened by monstrous threats.

King Caesar™



King Caesar is a mystical defender of the earth. Unlike the other Earth Defenders, King Caesar is specifically concerned with the well-being of humanity, and will respond to events which threaten human beings. King Caesar's strongest assets are his powerful legs, which have tremendous strength and flexibility. In addition, King Caesar's entire body is a capacitor, storing and refocusing the sun's energy into searing beams of heat, which he projects from his eyes. In battle, King Caesar can absorb the energy from

his opponent's weapons, which both protects him from ranged attacks and provides him with the power necessary to engage fast-moving foes at range. His internal batteries are not unlimited in their capacity, and there is a possibility of overload should King Caesar absorb too much energy without quickly discharging it.

King Ghidorah™



If Gigan is the hammer of the Vortaak invasion forces, then King Ghidorah is the anvil. King Ghidorah is the most physically powerful monster in the universe, and blends immense size, incredible strength and near invulnerability into a unified engine of monstrous destruction. The Vortaak often hesitate to deploy King Ghidorah at all, lest he demolish their enemies and leave nothing to subjugate. King Ghidorah is at home

in the vacuum of space, and travels between planets under his own power. King Ghidorah's wings allow him to fly in Earth's atmosphere, though his great mass hinders his aerial mobility. He naturally generates intense electrical energy that he unleashes as a powerful Triple Gravity Beam from his three heads. Despite all of this, King Ghidorah's greatest asset is his incredible ability to withstand damage - all known forms of attack splinter against his thick golden scales.

Kiryu™



Kiryu is an anti-monster cyborg generated by the Global Defense Force to protect human cities from monster threats. Kiryu is genetically identical to Godzilla, but has been augmented with armor plating, enhanced reflexes, and limited flight capabilities. These enhancements have eliminated his natural ability to create atomic fire, so he has been outfitted with homing rockets, an electrical cannon, and the fearsome Absolute Zero cannon - which can immobilize any monster in a single hit. Kiryu is the GDF's most successful defender yet, and is their first and best option for defending humanity.

Krystalak™



Krystalak is a semi-sentient crystal organism, spawned by the same meteor shower that threatens to rip the earth apart. Born from the crystals, Krystalak seeks to bring all of their energies together to make himself into the ultimate monster. Like the crystals that spawned him, Krystalak is quite resistant to most forms of energy weapons, forcing opponents to fight him tooth & claw. Krystalak can expel crystal shards in a solid stream, bludgeoning foes from a distance. Krystalak can also overload his crystal heart - sacrificing his

own physical integrity to damage everything nearby. With no ties to any existing alien or terrestrial powers, Krystalak seeks power at any cost.

Mechagodzilla™



Mechagodzilla was the first attempt by the Vortaak to subjugate the human population of Earth. Plated in space titanium, Mechagodzilla proved to be too well armored for any of Earth's monsters to defeat single-handedly. Unfortunately for the Vortaak, the Earth Defenders are more than willing to work as a team when necessary, and through their combined effort, Mechagodzilla was destroyed. In their latest invasion attempt, the Vortaak have rebuilt Mechagodzilla to fight alongside them once more. With allies of his own on hand, Earth's monsters will need to make full use of their speed advantage when battling this indomitable nemesis.

Mechagodzilla™ 2



Mechagodzilla 2 was directly inspired by the Vortaak's Mechagodzilla. GDF weapons designers saw that a heavily-armored combatant who blended ranged firepower and heavy melee attacks at the cost of some mobility could be a very effective way to hold back monster attacks on major cities. Although they could not duplicate the space titanium alloy used in the original, the GDF was able to create an armor composite which resisted bite and claw attacks to a miraculous degree - as well as absorbing a significant portion of the heat and radiation weapon attacks used by many of Earth's monsters. This focus on defense before

offense proved to be a powerful mixture, and Mechagodzilla 2 remains a staple of the GDF's anti-monster force.

Mecha-King Ghidorah™



Mecha-King Ghidorah is the GDF's best attempt to use the weapons of the Vortaak to defend Earth, rather than destroy it. After King Ghidorah's defeat at the hands of an Earth Defender in one possible future, the alien monster was rebuilt with GDF technology to serve the interests of mankind. To replace King Ghidorah's natural body armor, destroyed in the re-animation process, this new incarnation has been outfitted with a

powerful energy shield to reflect weapon attacks. In addition, Mecha-King Ghidorah has replenishable taser weapons, which can drain an opponent's energy reserves. With most of his original form's combat techniques intact, Mecha-King Ghidorah might stand as humanity's best hope against the Vortaak invasion.

Megagirus™



Megagirus is the queen of an insect race which thrives by parasitically siphoning energy from larger animals. Megagirus attained her tremendous size and power when her swarm siphoned a

significant portion of Godzilla's energy and transferred it to their queen. Megagirus leeches power from her opponents using her fearsome tail stinger - and can even absorb and redirect most monsters' weapon attacks. With only a primal thirst for power and a battle-hardened desire for combat as her guide, Megagirus is sure to be found anywhere that power exists for the taking.

Megalon™



Megalon is a guardian monster of the Seatopians, who live beneath the earth's oceans. Having no special love for human beings, he has once again aligned himself with the alien invaders, in hope of eliminating the human population once and for all. Megalon is a very well-rounded combatant, with decent melee, grappling, and ranged capabilities. He has a special affinity for electricity, allowing him to employ lightning and EMP attacks without danger to himself. Megalon's hands are high-speed drills, which allow him to burrow

underground or simply gore his opponents in hand-to-hand combat.

MOGUERA™



MOGUERA was the GDF's first successful anti-monster robot, employing a wide variety of weapons and defensive systems linked by a powerful auto-targeting supercomputer. Although relatively effective, MOGUERA was ultimately deemed too physically frail to continue to serve as the GDF's first plan of defense against monster threats. MOGUERA is still in use today, but is most often relegated to providing long-range support fire to the GDF's more modern anti-monster robots.

Mothra™



Mothra is a guardian of the earth, and exists only to defend the earth from pollution, corruption, and devastation. Mothra begins life as a giant larva, with a barbed tail and web-spinning snout. Once danger threatens, however, Mothra cocoons herself and transforms into her flying adult form. As an adult, Mothra can fire stingers from her tail, create powerful gusts of

wind from her wings, and create clouds of her scales to reflect energy attacks. Although her wings appear frail, Mothra is a very capable melee opponent, using her superior mobility to strike her opponents quickly and then retreat. Mothra is devoted to rooting out the crystal corruption, and abhors monsters who absorb their energies for personal advancement.

Mothra™ Larva



Mothra, in larva form, transforms into Mothra's flying form as a special combo.

Obsidius™



Although most of the crystals deposited on Earth by the meteor showers embedded themselves in the surface, some of them managed to punch through the earth's crust and enter the lithosphere. There, brought together by the magma flows from within the earth, a sentient creature was brought to life by the accumulated power of the crystals and the raw, ferrous materials of the earth. Obsidius emerged from a volcano onto the

surface world only recently, and thus far has resisted all attempts at communication. His virtually impenetrable mineral exterior shields him against both physical and energy assaults. He advances single-mindedly toward the most unstable crystal formations on the surface, and as such should be considered extremely dangerous.

Orga™



Orga was originally an advanced bio-spaceship sent to Earth by an unknown alien force. Upon meeting Godzilla, the bio-ship came to the conclusion that it required hand-to-hand combat capabilities in order to subdue Earth's monsters. Mutating rapidly, the alien ship configured itself into a paragon of monstrous strength - with incredibly large hands and a flexible, venomous

maw. Although initially defeated by Godzilla, Orga has subsequently joined forces with the Vortaak in order to continually test himself against Godzilla and the rest of Earth's Defenders.

Titanosaurus™



Titanosaurus is a prehistoric throwback - a primitive monster from an ancient age who has managed somehow to persist into contemporary times. Titanosaurus lives deep in the ocean, hibernating for hundreds of years at a stretch. In recent years, humans have disturbed Titanosaurus, increasingly incurring his wrath. Though not specifically evil, Titanosaurus has no allegiance to any particular ideology, and would not hesitate to secure additional

power for himself should the opportunity arise. This frequently places him in opposition to Earth Defenders and the Global Defense Force. Titanosaurus employs his towering height, powerful tail, and sonic waves to intimidate or subjugate any beings who dare to disrupt his ancient lifecycle.

Varan™



Varan is an Earth Defender with special affinity for forested and hilly areas. Although not capable of true flight, Varan's extraordinary leaping abilities and gliding capacity mean that he rarely, if ever, touches the ground for more than an instant. Although he naturally lives in solitude, Varan has developed very finely-honed sonic projection abilities which can be used to communicate over vast distances.

These same pinpoint sonic waves can be used in battle to disrupt an opponent's sense of balance. Varan is quite possibly the most mysterious of Earth's native monsters - first-hand sightings of him by humans remain relatively rare.

TIPS & TRICKS

Transform!

When playing as Mothra, you begin as the larva. Larval form Mothra has strong resistance to damage and quick melee attacks, but lacks ranged damage, mobility, and versatility. Press the **A Button + B Button + C Button + Z Button** to transform to Mothra Adult. In adult form, you become much more vulnerable to attack, but gain significant weapon and mobility options.

Parry!



While braced, a quick swing of the Wii Remote will parry any incoming heavy attack. Parries are ineffective vs. light attacks or weapons, but are very effective against heavy attacks. Parries can also defend you from thrown buildings and Rushing monsters, if your timing is good.

Knock them Down!

Although basic jabs are the quickest way to wear down your opponent — they can never decrease their Health Cells. Once you've worn down their Health Bar with jabs, weapons, and quick attacks you will need to switch to heavier attacks.

Grab!

Once you have grabbed an opponent, press a button or swing the Wii Remote to begin a throw. But be careful — if they copy your action quickly they will reverse the throw and toss you to the ground. A monster's ability to reverse a throw is based upon the relative strengths and weights of the monsters.



Go Critical!

A monster's critical meter increases whenever they absorb power from a crystal. If you absorb power too quickly, your monster may enter an

excited state in which all damage dealt and received will further build your critical meter. Once the meter is full, your monster enters Critical Mass. Critical Mass is a very powerful state — it increases a monster's strength, weight, speed and damage across the board. Once activated, you must keep in combat to fuel the critical meter, or else you will be drained and lose an entire Health Cell. Critical monsters take more damage due to reduced defense to all damage types.

Blunt vs Edged Attacks



All melee attacks are either 'Blunt' or 'Edged' damage types. Many monsters resist one of these types of damage. Hitting a metal monster with an edged attack, for example, will deal significantly less damage, less knockback, less stun, and will be less likely to knock them down. Edged attacks make a distinctive yellow flash and sound when

they connect, while blunt attacks cause circular blue impact effects and deeper, heavier sounds.

Make Friends!

In Story Mode, you have a lot of influence on how monsters will respond to you. Destroying or avoiding destruction, gaining or destroying Power Surges, and fighting or ignoring certain monsters all affects how your monster is perceived by the four factions. Whenever you do something that aligns with the goals of a particular faction, an affinity meter will appear for a moment to show you how much esteem you have gained or lost with that faction. You may examine your current affinity with all four factions on the Pause Screen at any time.

Use Power Surges

In Story Mode, you may earn Power Surges. If you defeat an opponent who is surged, you gain that surge for use in the future. You may use each acquired Power Surge once per encounter. Press the **1 Button** to use a Power Surge. Press the **1 Button** again while surged to end the surge immediately with a powerful ranged attack.



Charge your Energy!

If you have no energy, charge with the **C Button**. If you already have some Energy Cells but want to charge more, hold the **C Button** after bracing (hold the **Z Button**). Once you start to charge, you will continue to charge until you release the **C Button**. More energy gives you more options — and makes your ranged attacks much stronger.

Fight at Range!



With the exception of Angirus, all monsters have powerful long-range beam attacks which they can fire with their Energy Cells. If two monsters fire their beams at one another, they might get locked into a Beam-Fight! In this special state, players swing the Wii Remote like a racket to keep the collision point of the two beams away from their monster.

Eventually one monster will take the brunt of both beams in a huge explosion. **Warning:** If you attempt to start a Beam-Fight at very close range, it is likely that both monsters will suffer the ill effects of defeat!

Fly!

Many monsters can hover in the air when you press the **Z Button**. Some monsters can even double-jump, or rush while in the air. All of your regular ground attacks and combos are available while airborne. Monsters cannot charge energy while hovering.

Rush!

If you shake the Nunchuk while braced (hold the **Z Button**), your monster will rush forward with tremendous speed — knocking down everything in its way. This is the fastest way to travel around the environments, but it also leaves you quite vulnerable, as you are unable to attack, brace, jump, or use weapons while rushing. Rushing into an opponent causes modest damage, and can often knock opponents down.



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