TOHO CO., LTD.

©1990 TOHO COMPANY, LTD.

PRINTED IN JAPAN.

Nintendo

GAME BOY

TOHO CO., LTD.

DMG-GZ-USA-1



GODZILLA®

INSTRUCTION BOOKLET

GODZILLA®

©1990 TOHO COMPANY, LTD.

Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

TOHO CO., LTD.
2029 Century Park East, Suite 1150, Los Angeles, CA 90067

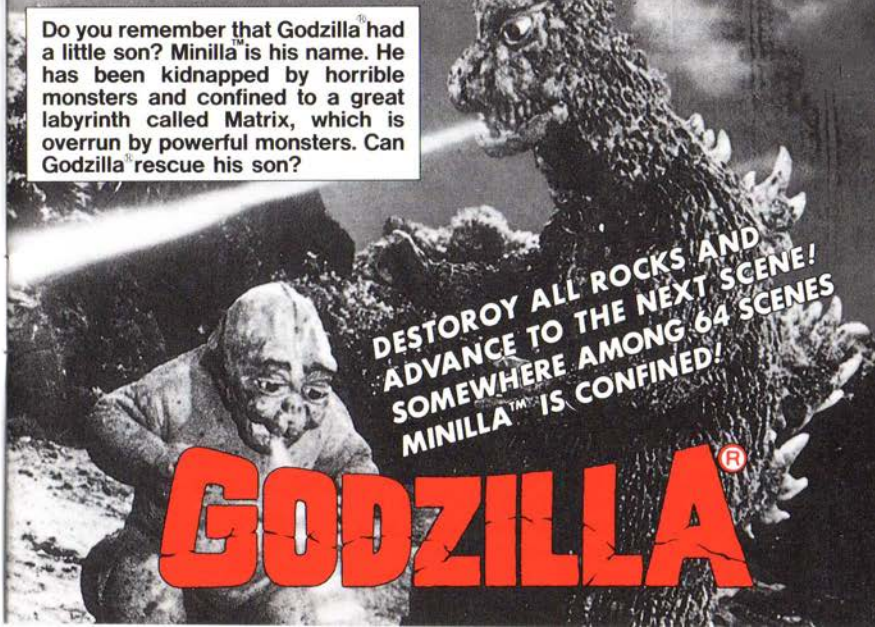
Godzilla® is a registered trademark of TOHO COMPANY, LTD.
Mechagodzilla™, Baragon™, Rodan™, Anguillas™, Hedrah™, Ghidrah™ and Minilla™ are trademarks of TOHO COMPANY, LTD.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBITY WITH YOUR GAME BOY SYSTEM.

THIS GAME IS LICENSED BY Nintendo

NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989 NINTENDO OF AMERICA INC.



1. HOW TO PLAY

The game is played with a 64-scene Matrix labyrinth, having eight scenes vertical and eight horizontal. Minilla™ is in one of the scenes. You, Godzilla®, must battle your way through each scene until finding Minilla™.

First, destory all the rocks in a scene within a fixed span of time. Then you will see arrows on the screen. They indicate passages to the next scene. If Godzilla® crosses one of the arrows, you will be in the scene the arrow indicates.

Let's say you play Scene 5. If Godzilla® destroys all the rocks in the same scene and passes over ⬇, you will be in Scene 13, as shown in Example 1.

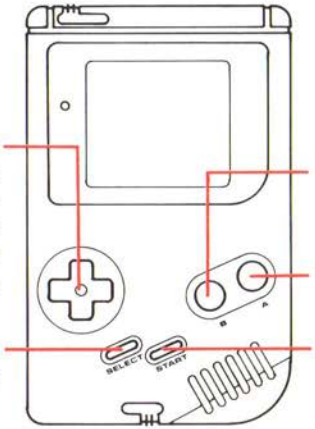
In case you fail to destroy all the rocks in a scene within a fixed length of the time, Ghidrah™ will appear. Ghidrah™ is invincible. So be sure to destroy all the rocks before Ghidrah™ appears.

To check what scene you are playing, you can see the entire plan of the 64-scene Matrix during your game. The plan shows the route you have followed and the scenes you have cleared. For details, see Page 4.

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56
57	58	59	60	61	62	63	64

❶

2. HOW TO CONTROL



CONTROL PAD ✚ controls Godzilla®'s vertical and horizontal moves, and movement of the cursor for the selection mode, etc.

SELECT BUTTON enters the selection mode.

BUTTON B controls Godzilla®'s punches.

BUTTON A controls nothing.

START BUTTON controls the start of, and pausing in, the game.

IF **SELECT BUTTON** IS PRESSED DURING THE GAME, you will be in the selection mode. Move the cursor to the proper item, as shown in Example 2, with the Control Pad ✚, and press the Button B.



❷

CONTINUE puts you back in the game.

ENTIRE PLAN shows the 64-scene Matrix and those you have already cleared.

TRY AGAIN: When you cannot continue, for example when Godzilla® falls between rocks and becomes immobile, select this item and let Godzilla® die. The number of Godzillas® will diminish by one.

PASSWORD: If you wish to switch off your GAME BOY, select this item and record your password. You will need it later when you resume the game. For details, see Page 7.

Password has two types;
PASSWORD 4: Password recording only the scene where Godzilla® is now. Entire plan is off the record.
PASSWORD 18: Password recording both entire plan and the scene where Godzilla® is now.

IF **START BUTTON** IS PRESSED DURING THE GAME, the game pauses. Handling the Control Pad ✚ gives you a full survey of the scene now being played.

3. HOW TO START A GAME AND CONTINUE

Switch on the power and press the Start Button. A display (Example 3) will appear. Using the Control Pad ✚, adjust the cursor to the item you wish to select, then press the Button B.

NEW GAME starts a game from the beginning. A new player must select this item.

CONTINUE lets you resume the scene in which you were. If you select this item, you can have a choice of three items as indicated in Example 4.



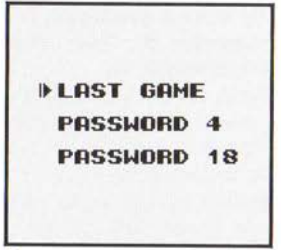


❸

LAST GAME lets the game start with the scene where the preceding game ended.

PASSWORD 4 starts the game with the scene where the password was recorded. (Entire plan is not recorded.)

PASSWORD 18 starts the game with the scene where the password was recorded. (Entire plan is recorded.)



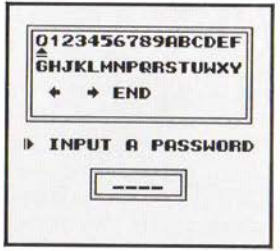
❹

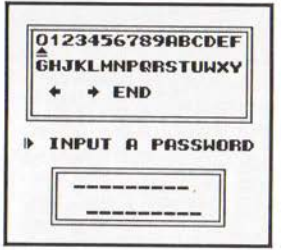
HOW TO INPUT A PASSWORD

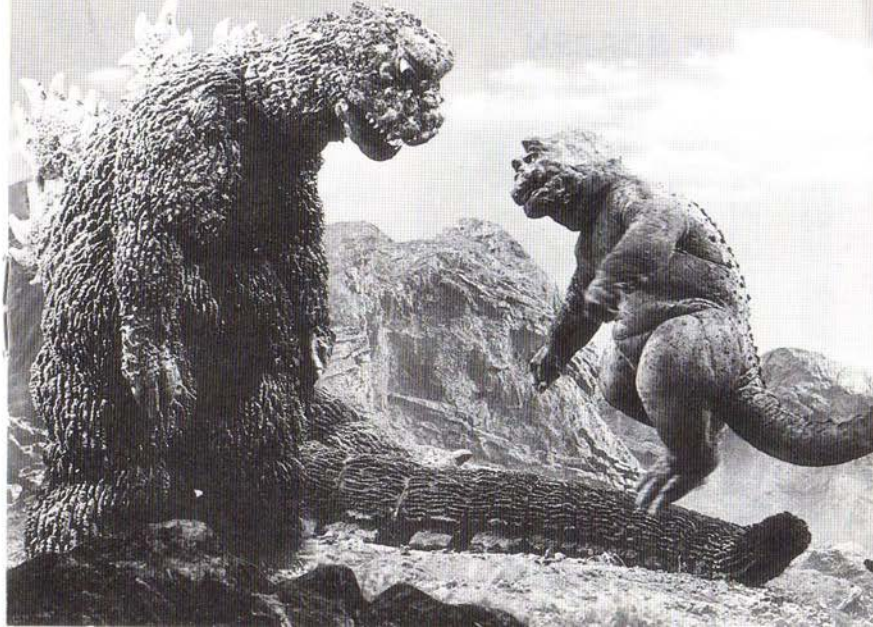
To input a password, first select CONTINUE (Example 3), then either PASSWORD 4 or PASSWORD 18.

Next, on the upper part of the screen, where rows of letters are shown, use the Control Pad ✚ to move ▲ left and right, up and down, to the letter you wish to input, and press the Button B. The letter selected will appear in the lower part of the screen. Repeat the operation, and after you input the password, move ▲ to END and press the Button B.

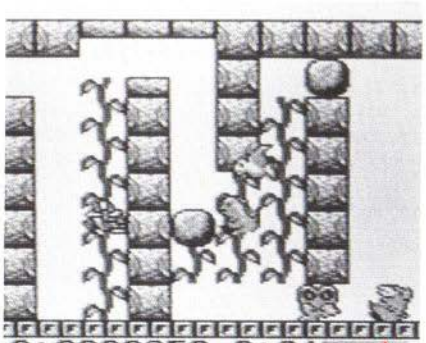
If a wrong password is input and END is selected, WRONG PASSWORD will appear on the screen. In this case, input the correct password following the same procedure. Should any letter of the input password be wrong, move ▲ to ⬅ or ➡ and press the Button B so the wrong letter starts blinking. Then input the correct letter.







4. GAME SCREEN



LIFE: Life parameter that indicates Godzilla®'s life energy.

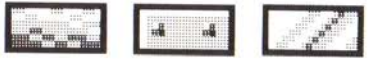
G: Number of Godzillas® remaining.

S: Your current score.

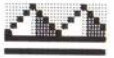
ROCK: The rock moves when Godzilla® punches it. But when the rock stands close to (fronting on) the edge of the scene, Godzilla® can destroy instead of moving it.



PITFALL: If you place the rock there, then the rock falls. But Godzilla® can walk over the spot.



NEEDLE: Godzilla® plus his any enemy monsters will die if falling onto the needle.

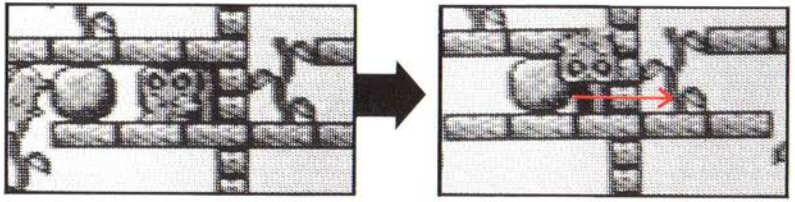


LADDER: Godzilla® and enemy monsters can climb up/down the ladder.



5. HOW TO DEFEAT ENEMY MONSTERS

Godzilla® can destroy enemy monsters by punching them or clouting them with the rock.
Enemy monsters tend to approach Godzilla®. So Godzilla® can destroy them by luring them into the needle.
Godzilla®'s life energy will decrease bit by bit whenever he is touched by enemy monsters. He will die when it becomes zero.
When starting this game, you will have three Godzillas®. The game ends when your final Godzilla® dies. When Godzilla® clears one scene, another Godzilla® is added.
Beware! As soon as you defeat your enemy, they recover immediately, even if you use THUNDER.



6. ITEMS

SANDGLASS
Temporarily stops any enemy monster.



HEART
Increases Godzilla®'s life energy.



THUNDER
Destroys all enemy monsters on the screen.



7. INTRODUCTION OF CHARACTERS

GODZILLA®
The hero of this game operated by you. He fights vigorously to get back his kidnapped son Minilla™.



MECHAGODZILLA™
When Mechagodzilla™ gets close to Godzilla® he attacks the latter.



BARAGON™
Also attacks Godzilla®.



RODAN™
Flies freely over the scene attacking Godzilla®.



ANGUILLAS™
Attacks Godzilla® furiously when finding the latter.



HEDRAH™
Advances menacingly but never rushes or punches Godzilla®. But Hedrah can never be defeated however hard you hit him.



GHIDRAH™
Appears when Godzilla® remains in one scene too long. Ghidrah™'s superior strength makes him invincible.

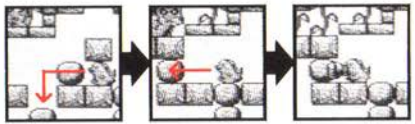


MINILLA™
Godzilla®'s son, is hidden in the great labyrinth of Matrix. It is up to you to save him as soon as possible.

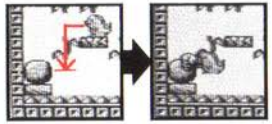


8. HOW TO DESTROY ALL ROCKS

In some cases you cannot destroy all rocks in one scene, if you miss the order of rocks. Read this page carefully and challenge it.

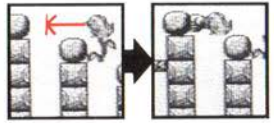


(1) If you come across a place where you cannot advance, drop the rock and stand on it.



(2) Godzilla® can punch the rock leaning out of the edge.

(3) Godzilla® can punch the rock hanging from the ladder.



90-Day Limited Warranty TOHO Game Paks

90-Day Limited Warranty:

TOHO CO., LTD. (TOHO) warrants to the original consumer purchaser that this TOHO Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, TOHO will repair or replace the PAK, at its option, free of charge.
To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the TOHO Consumer Service Department of the problem requiring warranty service by calling: (213)277 1081. Our Consumer Service Department is in operation from 10:00 A.M. to 5:00 P.M. Western Time, Monday through Friday.
3. If the TOHO service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packing of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

2029 Century Park East
Suite 1150
Los Angeles, CA 90067

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

Warranty Limitations:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TOHO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The Provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

TOHO GAME COUNSELING SERVICE

If you have any question about playing the game, please call TOHO Game Counseling Service at (708)916-7665.

TOHO Game Counseling Service is in operation from 8:00 A.M. to 7:00 P.M. CST, Monday through Friday and 9:00 A.M. to 5:00 P.M. CST on Saturday.

980113