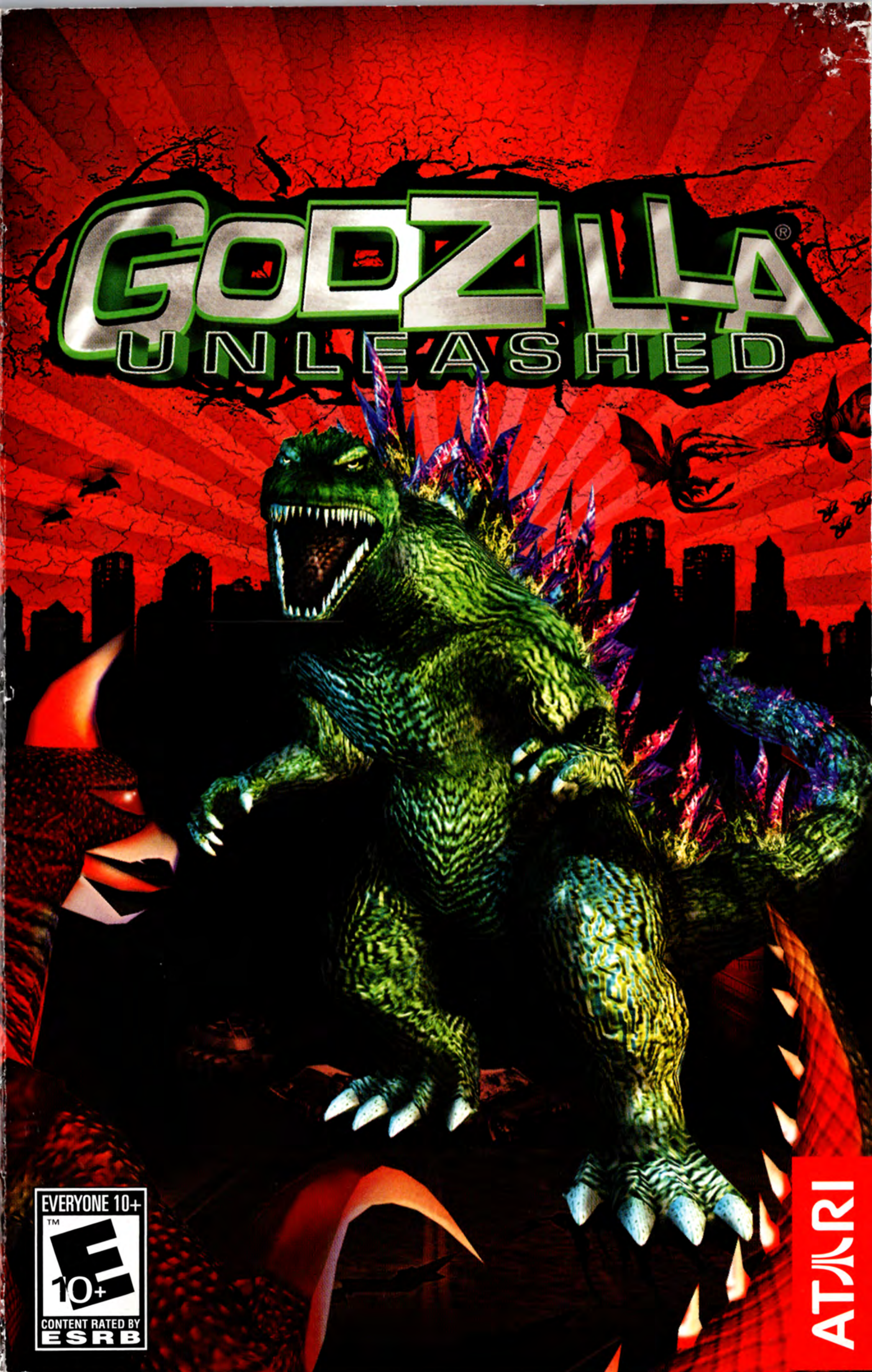
GODZILLA®
UNLEASHED



EVERYONE 10+

TM

10+

CONTENT RATED BY ESRB

ATARI

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

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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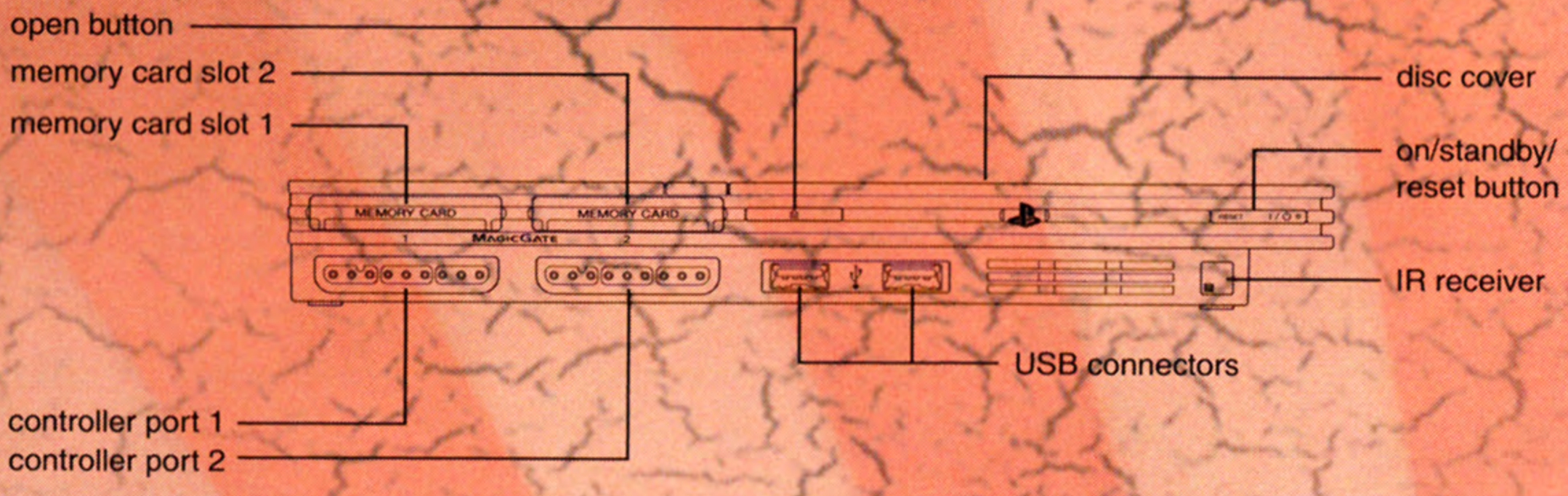
ATARI

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Godzilla Unleashed* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Command	Action
right analog stick	Aim weapon
left analog stick	Move
× button	Punch/High attack
□ button	Kick/Low attack
○ button	Fierce attack
△ button	Block
R1 button	Fire weapon/beam. (Press and hold to charge a beam weapon. Tap for a projectile.)
L1 button	Grab
R2 button	Jump
L2 button + left analog stick	Run
R2 button + L2 button	Special Ability. (Some monsters have special abilities, such as burrowing underground.)

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

ATARI

HEADS UP DISPLAY (HUD)

1. Health Bar
2. Energy Bar
3. Ammunition
4. Critical Mass Meter

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: 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 Record Story 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 'Record Story" 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.

Resume Story: Selecting Resume Story will take you to the Resume Story screen, where you can select any save file that you have previously saved.

Brawl

In Brawl Mode, you can select an unlocked monster and challenge your friends (or the computer) in an epic multiplayer battle. Brawls can contain a total of up to 4 players. All players select their monsters, an environment to battle in, and the battle begins!

Brawl Rules

Before selecting a monster, Player 1 may select the Rules button to change battle options. You can win brawls by Knockout, Points, Team Knockouts, or Team Points. (Playing on a team combines the scores of Players 1 & 3 and Players 2 & 4.)

Knockout matches may specify 0,1, or 2 respawns per player. Point matches may specify Combat Points (earned by attacking and defeating other monsters), Destruction Points (earned by destroying buildings), or All Points which allows you to score using both types.

Finally, Player 1 may specify the number of rounds to play, and the length of each round. Select "Enter" to save your settings and return to the Monster Select screen.

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

× button = Punch

All monsters attack using melee attacks. Depending on what kind of monster you're playing, the beast will use either a punch attack or a high attack. Pressing the × **button** multiple times in quick succession executes a multi-hit combo with each hit dealing increasing damage.

Kick/Low Attacks

□ Button = Kick

Kick/Low attacks tend to deal significantly more damage than Punch/High attacks, but are slower to execute. Like punch and high attacks, kick and low attacks vary depending on the monster.

Like punch/high attack, this attack can be used multiple times to link together multi-hit combos. Be warned, however—more often than not, the range of the kick/low attack is much shorter than other assaults, so you'll need to be within much closer striking distance to connect with a kick.

Fierce Attacks

○ button = Fierce Attack

Fierce attacks are stronger than other melee attacks. Just as with other melee strikes, however, the type of fierce attack depends on the monster. Godzilla, for example, whips his tail at his enemy. Another monster's special ability might be a flying attack.

Regardless of the monster, the fierce attack is just as useful as the other melee attacks and can also be used to create multi-hit combos!

Block

△ button = Block

To block, simply press the **△ button**. Blocking an attack slighty reduces the damage you take, but greatly reduces the distance you are pushed backwards and your chance of getting knocked down.

Throw

When you're near an opponent, press the **L1 button** to pick him up. Once you've hoisted the enemy high in the air, press the **L1 button**, the ✕ **button**, the ○ **button**, or the □ **button** to fling the monster to the ground.

Similarly, you can pick up small rocks and buildings to hurl at your opponent. Objects that can be thrown usually have a red, pulsating glow about them.

Movement

R2 button = Jump

Press the **R2 button** to jump. You can control the direction of the jump by moving the **left analog stick** in any direction while jumping.

left analog stick = Walk/Run

Use the **directional buttons** or the **left analog stick** to make your monster move. To run freely when near another monster, hold down the **L2 button** while moving the **left analog stick**.

Weapon Attacks

R1 button = Distance Weapon Attack

Each monster has one or more distance "weapons" that it can use to attack. 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 enough energy available. To fire a continuous beam, press and hold the **R1 Button**. While the monster is firing the beam, aim using the **right analog stick**.

Beam Fight

Sometimes, when two beam weapons connect, monsters begin a beam fight. The fight ends when one monster loses all energy. To speed up your enemy's energy loss, press the ✕ **button** (Blue Pulse), the ○ **button** (Red Pulse), or the □ **button** (Green Pulse) during the beam fight to send colored pulses along your beam. Send a red pulse when your opponent selects green, send a green pulse when your opponent selects blue, and use blue pulses when your opponent selects red.

Special Abilities

Some monsters have special actions that only they can perform. To use a certain monster's special move, press the **R2 button** + the **L2 button.** In many cases, these abilities also require a certain number of Energy Cells.

Power Surges

Power Surges are temporary abilities that any monster can acquire. These show up only in Story Mode. 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 ✕ **button** and the ○ **button** to activate Power Surges.

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.

HEALTH AND ENERGY

Health

Just as you might expect, every combatant has a certain amount of health, represented by the Health Bar (see "The HUD (Heads-Up Display)" chapter). As the monster takes damage, the Health Bar slowly depletes.

Energy

Similarly, every monster requires energy to perform Special Abilities and fire beams or weapons. When a monster uses an attack that requires energy, the required amount of energy is immediately deducted from your monster. Energy replenishes naturally over time – but you can also walk over one of the many crystals scattered about the arena to refill your energy instantly.

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 2000
Godzilla 90s
Anguirus
Fire Rodan
Baragon
Mothra

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
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

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
Megaguirus
Battra
Obsidius

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

MONSTERS

Anguirus™

Anguirus 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. Anguirus can stun nearby opponents with his fearsome Sonic Roar, or use his powerful jaws to leave an impression. Anguirus' most unique attribute is his ultra-hard spiked carapace, which can parry any physical attack and inflict heavy edged damage in response. Anguirus 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 Anguirus 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.

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 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.

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.

Megaguirus™

Megaguirus is the queen of an insect race which thrives by parasitically siphoning energy from larger animals. Megaguirus attained her tremendous size and power when her swarm siphoned a significant portion of Godzilla's energy and transferred it to their queen. Megaguirus 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, Megaguirus 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.

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All of the Godzilla fans out there!

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ATARI

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