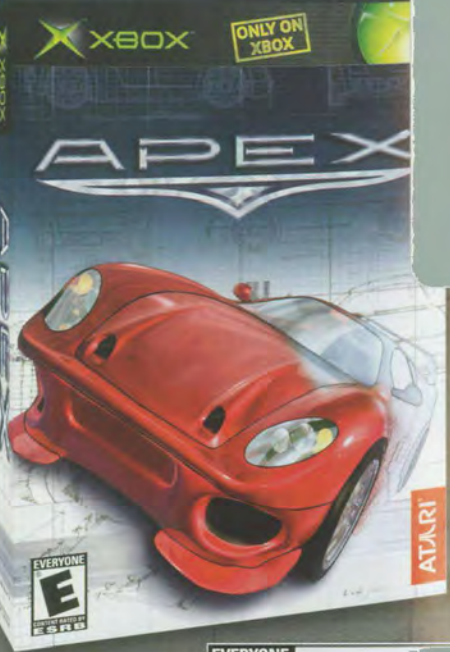


AVAILABLE NOW!

XBOX



EVERYONE
E
CONTENT RATED BY
ESRB
Visit www.esrb.org
call 1-800-771-
for Rating Inform

APEX ©2003 Infogrames Europe, All Rights Reserved. Developed by Milestone Inc. All trademarks are the property of their respective owners.

Register Online Today! It's as simple as 1, 2, 3!

1. Go to www.gameregister.com
2. Enter your game's info
3. Select a great offer

Receive exclusive game-related info and other special offers by registering online today! That's it.

Infogrames will not contact you without your express permission and does not sell or share registration information. For more information about our privacy policy, go to http://www.us.infogrames.com/privacy_policy.asp



© 2003 Infogrames, Inc. All Rights Reserved. Manufactured and marketed by Infogrames, Inc., New York, NY. All trademarks are the property of their respective owners. Godzilla®; Destroy All Monsters Melee® © 2002-2003 Infogrames, Inc. All Rights Reserved. Anguilus, Destoroyah, Gigan, Godzillas®, Hedorah, King Ghidorah, Mechagodzilla, Mecha-King Ghidorah, Megalon, Mothra, Orga, Rodan and the character designs are trademarks of Toho Co., Ltd. ©2003 Toho Co., Ltd. All rights reserved. All other trademarks are the property of their respective owners. The Ratings icon is a trademark of the Interactive Digital Software Association. Dolby and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks and trade names are the property of their respective owners. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries.



<http://www.replacementdocs.com>

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

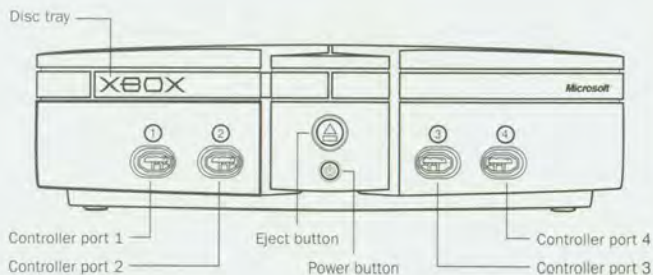
TABLE OF CONTENT'S

Getting Started2
Saving and Loading6
Controls6
Main Menu10
Options13
The Game Screen16
Power-ups17
Meet the Monsters18
Hints and Tips29
Credits31
Infogrames Web Sites33
Technical Support34
End-User License Agreement39

GETTING STARTED

Using the Xbox™ Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Godzilla™: Destroy All Monsters Melee** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing the **Godzilla™: Destroy All Monsters Melee** game.



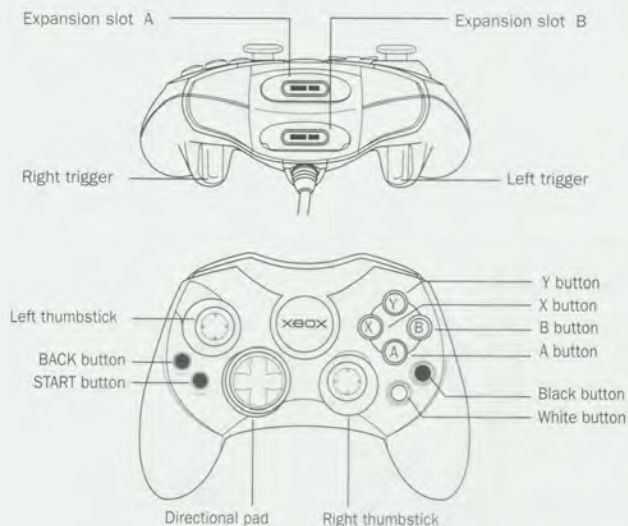
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play the **Godzilla™: Destroy All Monsters Melee** game.



Connect to Xbox Live

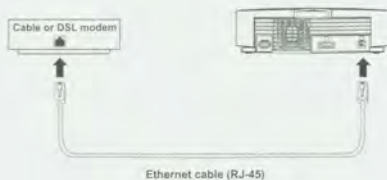
Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings.

Step 1: Connect

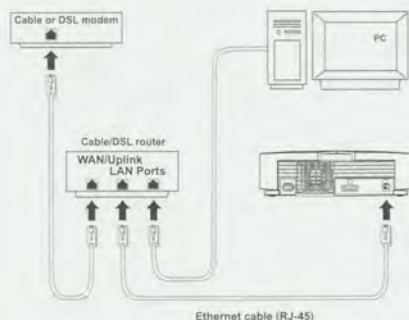
To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B.

For more details and other home networking options, including Internet connection sharing, see www.xbox.com/live.

A. Direct Connection



B. Shared Connection



Step 2: Go Live

Important! Xbox Live™ is a subscription service. You will need a subscription code to set up an Xbox Live account and play online. To find out how to get a subscription code, visit your local retailer or see www.xbox.com/live.

You'll need to set up an Xbox Live account to play games online. Here's how:

1. Insert an Xbox Live Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox Live play.
2. From within the game, select the option for Xbox Live.

At this point, the Xbox console will try to go online. If it works, create your Xbox Live account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

Step 3: Configure (if necessary)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

Need more help?

Should you have any problems connecting to the Xbox Live service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire and will also void your warranty. For additional assistance see www.xbox.com/live or call the Customer Support number:

- United States and Canada: 1-800-4MY-XBOX (1-800-469-9269)
- TTY users (requires special equipment for hard of hearing):
United States and Canada: 1-866-740-9269 or 1-425-635-7102

SAVING & LOADING

Godzilla®: Destroy All Monsters Melee saves up to four profiles on your Xbox hard disk. Choose your player profile (1-4) at the Select Profile screen. You can choose Play Game or Clear Data. If you do not have enough space on your hard disk for the game, use the Xbox Dashboard to delete unnecessary files. Please refer to your Microsoft Xbox Instruction Manual for details.

CONTROLS

MENU CONTROLS

- left thumbstick** or **directional pad**Change selection
- A button** or **START button**Confirm selection
- B button** or **BACK button**Previous menu
- A button** or **START button**Skip movie

GAME CONTROLS

- left thumbstick** or **directional pad**Move monster
- right thumbstick**Aim Projectile Attack
(Wiggle this control to display player number in 3- and 4-player modes)
- A button**Punch
- X button**Kick/
Get Up Attack (when on the ground)
- B button**Fierce Attack/
Get Up Attack (when on the ground)
- Y button**Block
- left trigger**Run/Duck
- right trigger**Tap to Jump/
Press and hold to Fly (certain monsters)

- Black button**Press and hold to charge Primary Beam Attack/
Tap to fire Projectile Attack (if available)
- White button**Grab/
Throw while holding opponent or building. You can also press the **A button** to throw. Press the **X button** or **B button** for special throws
- A button + X button**Grab (an alternative to pressing the **White button**)
- A button + B button**Rage Attack (when in Rage Mode)/
Roar (when not in Rage Mode)
- B button + X button**Taunt
- left thumbstick button**Run/Duck
- right thumbstick button**Press and hold to charge Primary Beam Attack/
Tap to fire Projectile Attack (if available)

Move

Both the **left thumbstick** and **directional pad** move your monster around.

Aim

The **right thumbstick** controls your monster's head. When firing a Projectile Attack, aim with the **right thumbstick**. Holding down the **right trigger** aims automatically at flying targets.

Punch

Press the **A button** to punch an opponent. While standing still, press the **A button** to attack with a quick jab punch. While walking or running toward an opponent, press the **A button** to attack with a harder, slower punch.

Block

Press the **Y button** to block all attacks except sweeps. Press the **left trigger** to duck while blocking. Monsters ducking while blocking will block sweep attacks, but will be vulnerable to overhead attacks. Both blocks reduce the damage taken from energy weapons by half, and also prevent knockdowns.

Run/Duck

Press the **left trigger** while moving to move faster. Monsters face nearby opponents automatically unless the **left trigger** is pressed.

While standing still, press the **left trigger** to duck. This enables most monsters to avoid Projectile Attacks (unless the opponent targets with the **right thumbstick**).

Jump

Press the **right trigger** to jump in any direction, or straight up.

Fly

Some monsters can fly. For these, press and hold the **right trigger** to make your monster fly. **Note:** Flying drains energy.

Grab

Use the **White button** or **A button + X button** to Grab. This lifts an opponent over your monster's head, giving you the opportunity to throw it with any of your three throws. You must throw the opponent quickly using the **White button** (or **A button**), **X button** or **B button**, otherwise your monster will tire and drop the opponent back to the ground.

When you are near a flashing red building, and out of range of another monster, your monster may pick up and throw the

entire building.

If your monster is held in a grab, you can mash buttons to be dropped more quickly. If you are tired, you can also mash buttons to shake off fatigue.

Fire Weapon

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

In addition to a primary beam weapon, many monsters have a secondary projectile weapon. Tap the **Black button** to fire the projectile weapon. Secondary weapons require a lot of energy and won't function without the proper energy level. Mechagodzilla™ and Mecha-King Ghidorah™ use ammo for their secondary weapons, rather than energy.

Hedorah™, the smog monster, randomly enters any arena at any point in the game. While Hedorah™ flies around, the pollutants left in its path make it difficult for monsters to recharge their Energy Bars. Hedorah™ will eventually evaporate or you can attack with a beam weapon to vanquish Hedorah™ immediately.

View Player Number

Sometimes the action is so fast and furious that it's easy to lose track of which monster you're controlling — especially in 3- and 4-player games when two or more players are playing as the same monster. In multiplayer games, at the beginning of each round, you will see player number indicators over the heads of human-controlled monsters. Wiggle the **right thumbstick** back and forth any time you want to see your indicator. Or, just stand in place for a few seconds and it will appear.

MAIN MENU

Use the **left thumbstick** or **directional pad** to move through the Main Menu. Press the **A button** or **START button** to confirm a selection. Press the **B button** or **BACK button** to cancel a selection and return to a previous menu.



Get Updates

This menu option appears when there is new Downloadable Content available for **Godzilla: Destroy All Monsters Melee**. To use this feature, you must be connected to Xbox Live (see page 4, "Connect to Xbox Live," for additional details).

Note: Downloadable Content may not be available for some users in some regions.

Versus Mode (1 or 2 Players)

Go head-to-head against a single monster (1 player) or battle a friend (2 players). You can set the number of rounds and the length of each round in the Options menu. To win a round, you must KO (Knock Out) your opponent, or have the most health remaining when time runs out. After a Versus Mode battle, you have the option to fight again.

Adventure Mode (1 Player)

In Adventure Mode, choose your monster and head into battle against up to eight monsters, one at a time. The goal is to defeat all of the monsters and stop the Vortaak. Each battle takes place in a different location. To win a round, KO your opponent. The Clock is shown at the top center of the screen.

Continue

If you lose a battle, you may choose to continue. In Easy mode (see page 13, "Gameplay") you have infinite continues. Medium and Hard modes allow a maximum of three continues. Continues are displayed in the Monster Status HUD.

Survival Mode (1 Player)

Try to KO as many opponents as possible with a single health meter — no Continues. Your score is based on how many monsters you KO before you are defeated, and how quickly you beat them. All of the battles take place in a single arena.

There is a three-minute time limit for each battle. You must KO your opponent before time runs out, or the game is over. The timer resets for each fight. The Results Screen is shown at the end of each fight. Press the **A button** or **START button** to proceed to the next opponent.

You get 500 points for each win, plus a Time Bonus for defeating an opponent quickly. Your health bar is replenished after each fight, but the amount of health you get diminishes as you progress through the battles.

Melee Mode (1 to 4 Players)

A Melee is a free-for-all battle between two to four monsters. Your opponents can be humans or COM (computer-controlled) monsters. Player 1 chooses the COM monsters. KO'd monsters respawn with full health and energy.

The player with the highest point total at the end of each round wins that round. Points are awarded for knockdowns, KO's, Style Bonus (attack combos) and Health Points. 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.

Team Battle (1 to 4 Players)

Team Battles are Melee battles in which monsters are divided into red and blue teams. Three or four monsters are required for a Team Battle. You can choose any combination of human and COM opponents. Player 1 chooses the COM monsters and team colors.

Although it's possible to strike your teammate, you are not awarded points for doing so. Instead, concentrate your attacks on opposing team members to increase your score. At the end of the round, the points for each team member are totaled for the final team score. During a Team Battle, your weapons do not lock onto your teammates at close range as they do with opponents.

Destruction Mode (1 to 4 Players)

Destroy buildings to increase your score in Destruction Mode. You can play by yourself or against human opponents. You can play either one round and adjust the time limit in the Options menu, or you can play a set number of two-minute rounds similar to Melee Mode.

Every structure in a city is destructible and has a Destruction Point value. Large buildings offer more Destruction Points, but are more difficult to topple. Small buildings are easily destroyed but offer fewer points. When a building is destroyed, a number representing the point value rises up from the dust.

Destroy a building completely to score points. The player delivering the final blow to the building gets the points. So, watch out for other monsters looking to take points by toppling a building you've

been pummeling. You can still KO opponents in Destruction Mode, which is especially helpful for dealing with "point-stealers." KO'd monsters respawn with full health and energy after a short time.

Gallery

The Gallery contains original artwork and special high-resolution images of the classic monsters used in the game. As they appear, collect Atari logo pickups to unlock the pictures. For every pickup you collect, one Gallery image is revealed.

Options

See below, "Options."

Select Profile

This brings you to the Select Profile screen where you can save and load game profiles to the Xbox hard disk. See page 6, "Saving & Loading."

OPTIONS

Get Updates

This menu option appears when there is new Downloadable Content available for **Godzilla: Destroy All Monsters Melee**. Select this option, then follow the onscreen instructions to download game updates and/or new cities.



Gameplay

Difficulty: Choose Easy, Medium or Hard. (The Difficulty setting affects Survival, Single Player Versus, Adventure Mode, and Melee and Team Battle when playing with COM monsters.)

Rounds: Change the number of rounds fought in each battle to 1, 3 or 5 (Versus Mode only).

Round Time: Change the number of minutes in each round, from 1–10 (Versus Mode only).

Reset Arenas: Select Yes to rebuild the demolished arena buildings between rounds.

Rules

Melee: Choose a single, timed KO-a-thon or several three-minute rounds. Players may adjust the length of the KO-a-thon or the number of rounds needed for victory. The player with the highest score at the end wins.

Team Battle: Choose a single round with an adjustable time limit, or several two-minute rounds. The team with the highest team point total wins.

Destruction Mode: Choose a single round with an adjustable time limit, or several two-minute rounds. The player with the highest score wins.

Sound

Voice-overs: Adjust the volume of the voices in the game and menus.

Music: Adjust the music volume.

Sound Effects: Adjust the hit sounds, building destruction noise and other sound effects.

Soundtrack: Select the Godzilla® soundtrack or your own custom soundtrack. You can choose from any custom soundtrack that you've created in the Xbox Music area (found by selecting Music in the Xbox Dashboard).

Video

Brightness: Set the overall brightness level for the best image on your television.

Contrast: Set the overall contrast level.

Reset Defaults: Set the Brightness and Contrast to their original values.

Note: The **Godzilla®: Destroy All Monsters Melee** game supports 480p progressive scan display (720p and 1080i modes currently not supported). See your Xbox Instruction manual for details.

Stats

Top Ten Lists: View the rank, score, name and monster of choice of the top 10 players for Survival and Adventure modes on each difficulty level. Move up or down with the **left thumbstick** or **directional pad** to select mode. Move left or right with the **left thumbstick** or **directional pad** to select difficulty level.

Controller

Vibration: Select your controller and press the **A button** to toggle vibration ON/OFF.

THE GAME SCREEN

Keep an eye on the game screen for important information:

Monster Status:

Displays a monster's status during a game session.



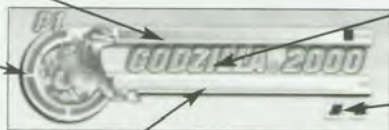
Round Timer:

Counts down the time left in the round.

Monster Status HUD Detail

Health Bar: Shows how much health you've got. When it's empty, you're knocked out.

Rage Mode: The HUD glows red when you pick up a Rage power-up, to indicate that you are in Rage Mode.



Energy Bar: Your Energy Bar decreases when you use your Primary Beam Weapon or other special moves. Energy recharges slowly during the match.

Monster Name: Pretty obvious.

Points: Displays the number of points you've scored in Melee, Team Battle or Destruction Mode.

POWER-UPS

Power-ups, which are dropped by UFOs, come in several flavors. Simply walk into them to receive their benefits.

Health Power-up

Pick up a Health power-up for a life-saving boost.

Note: There are no Health power-ups in Survival Mode.



Rage Power-up

Acquire a Rage power-up to enter Rage Mode. Your attacks become more powerful in Rage Mode. Before Rage wears out, perform the devastating Rage Attack (**A button + B button**), a special move available only while you're in Rage Mode.



Energy Power-up

Energy power-ups completely restore your energy meter and temporarily increase your energy recharge rate. Additionally, energy power-ups increase ammo counters for those monsters that use ammo.



Mothra™ AirStrike Power-up

When you pick up the Mothra™ AirStrike power-up, Mothra™ is immediately summoned to swoop in and strike your opponent with her antenna-beam weapon. Mothra™ makes several passes, attacking the monster nearest you. If your opponent acquires the power-up and Mothra™ attacks you, hit Mothra™ with a Beam Weapon to make Mothra™ exit the arena.



Atari Pickup

Collect Atari logo pickups to unlock Gallery pictures. For every pickup you collect, one Gallery image is revealed.

Note: Atari pickups are only available when the game Difficulty option is set to Medium or Hard.



MEET THE MONSTERS

There are 12 playable monsters in the game — each with its own resistances, vulnerabilities, unique attacks and weapons. Learn the special moves of each monster to maximize that monster's effectiveness. Unlock monsters by playing the game in Adventure Mode.

HOW TO EXECUTE MONSTER MOVES

In the following tables, "press up" means press up on the **left thumbstick** or **directional pad**. To "press down," press down on the **left thumbstick** or **directional pad**. To "press toward opponent" or "press away from opponent," press toward or away from your opponent (left or right, depending on which side of the screen you're on).

Godzilla® 90's

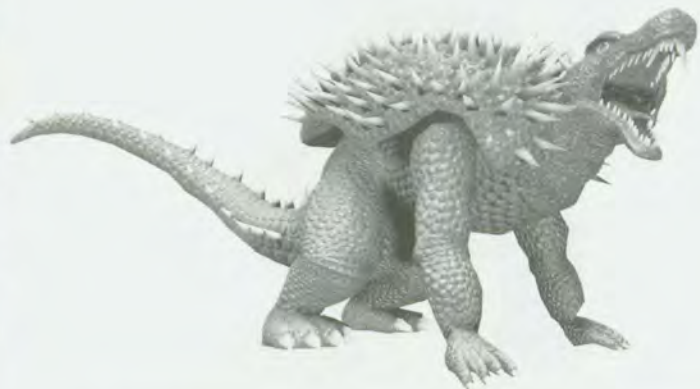
ATTACK ██████
 DEFENSE ██████
 SPEED ██████
 WEAPONS ██████



EDGED ATTACKS	
Bite	Press A button, A button, A button
Running Punch	While running, press A button
Single Hammerfist	Press toward opponent + A button
Uppercut	Press down + A button
Overhand Attack	Press up + A button
Double Kick	Press away from opponent + X button
BLUNT ATTACKS	
Stomp	Press down + X button
Headbutt	Press toward opponent + X button
Double Hammerfist	Press away from opponent + A button
Tail Reverse	Press away from opponent + B button
Tail Uppercut	Press toward opponent + B button
Tail Whip	Press up + B button
Tail Sweep	Press down + B button
Tail Slam	With opponent to the rear, press B button
ENERGY ATTACKS	
Atomic Breath	Press and hold Black button to charge; release to fire
Atomic Fireball	Tap Black button (requires 60% energy)
Atomic Shockwave	While in Rage Mode, press A button + B button

Angiurus™

ATTACK ██████
 DEFENSE ██████████
 SPEED ██████
 WEAPONS ████



EDGED ATTACKS	
Front Flip	Press up + A button
Impaling Backflop	A button with back to opponent
Bite	Press down + X button
Horn Charge	Press toward opponent + X button
Thunderball	Press toward opponent + B button
Air Spin	Press up + B button
Tail Spin	Press down + B button
4-foot Tail	While on all fours, press B button
BLUNT ATTACKS	
Forefoot Stomp	Press down + A button
Mule Kick	Press up + X button
Drop Kick	Press away from opponent + X button
ENERGY ATTACKS	
Sonic Roar	Press and hold Black button to charge; release to fire
Energy Spikes	While in Rage Mode, press A button + B button
MISCELLANEOUS MOVES	
Shell Block	Y button turns spiked shell towards enemy
4-legged Defense	While on all fours, Angiurus™ is immune to sweeps and overhead attacks, and takes half damage from weapon fire

Megalon™

ATTACK ██████
 DEFENSE ██████
 SPEED ██████████
 WEAPONS ██████



EDGED ATTACKS	
Drill Punch	While running, press A button
Root Canal	Press down + A button
Jumping Dive	While jumping, press B button
BLUNT ATTACKS	
Overhaul	Press up + A button
Backhand	Press away from opponent + A button
Horn Uppercut	Press toward opponent + A button
Slugger Kick	Press away from opponent + X button
ENERGY ATTACKS	
Electric Bolts	Press and hold Black button to charge; release to fire
Napalm	Tap Black button (requires 60% energy)
Advancing Energy Arc	Press up + B button
Magnetic Vortex	While in Rage Mode, press A button + B button
MISCELLANEOUS MOVES	
Burrow	Press left trigger + right trigger to burrow; press A button to stop burrowing
Fast Burrow	While burrowing, hold left trigger to burrow quickly
Burrow Grab	While burrowing, press White button
Ditch Digging	Press down + B button
WEAKNESS	
Blunt Attacks	Blunt attacks deal extra damage and confer additional knockback to Megalon™

Godzilla® 2000



ATTACK	■■■■■
DEFENSE	■■■■■
SPEED	■■■■■
WEAPONS	■■■■■

EDGED ATTACKS

Bite	Press A button , A button , A button
Running Punch	While running, press A button
Single Hammerfist	Press toward opponent + A button
Uppercut	Press down + A button
Overhand Attack	Press up + A button
Double Kick	Press away from opponent + X button

BLUNT ATTACKS

Stomp	Press down + X button
Headbutt	Press toward opponent + X button
Double Hammerfist	Press away from opponent + A button
Tail Reverse	Press away from opponent + B button
Tail Uppercut	Press toward opponent + B button
Tail Whip	Press up + B button
Tail Sweep	Press down + B button
Tail Slam	With opponent to the rear, press B button

ENERGY ATTACKS

Atomic Breath	Press and hold Black button to charge; release to fire
Atomic Fireball	Tap Black button (requires 60% energy)
Atomic Shockwave	While in Rage Mode, press A button + B button

King Ghidorah™



ATTACK	■■■■■■■
DEFENSE	■■■■■■■
SPEED	■■■■■
WEAPONS	■■■■■■■

EDGED ATTACKS

Woodsplitter	Press toward opponent + A button
Tail Reverse	Press away from opponent + B button
Tail Uppercut	Press toward opponent + B button
Tail Sweep	Press down + B button

BLUNT ATTACKS

Overhead Lunge	Press away from opponent + A button
Triple Uppercut	Press down + A button
Flying Bodyslam	While flying, press X button
Double Kick	Press away from opponent + X button

ENERGY ATTACKS

Triple Lightning	Press and hold Black button to charge; release to fire
Lightning Blast	While flying, tap Black button (requires 40% energy)
Hurricane Winds	While flying, press and hold A button + B button
Deathstorm	While in Rage mode, press A button + B button

MISCELLANEOUS MOVES

Flight	Hold the right trigger to fly
Blunting Winds	Press up + X button
Tail Grab	With an opponent to the rear or side, press A button + X button or White button

RESISTANCE

Blunt Attacks	King Ghidorah™ takes less damage and knockback from blunt attacks
---------------	---

Gigan™



ATTACK	██████████
DEFENSE	██████████
SPEED	██████████
WEAPONS	██████████

Rodan™



ATTACK	██████████
DEFENSE	██████████
SPEED	██████████
WEAPONS	██████████

EDGED ATTACKS	
Hammerclaw	Press toward opponent + A button
Buzzsaw Lunge	Press away from opponent + A button
Claw Uppercut	Press down + A button
Lunging Double Kick	Press up + X button
Swirling Power Blades	Press toward opponent + B button
Spike Roll	Press down + B button
Double Downward Strike	Press up + B button
Buzzsaw Swoop	While jumping or teleporting, press B button
Whirlwind Assault	While in Rage mode, press A button + B button
BLUNT ATTACKS	
Wrestler's Kick	Press away from opponent + X button
Slugger	Press away from opponent + B button
ENERGY ATTACKS	
Laser Eye	Press and hold the Black button to charge; release to fire
Shotgun Burst	Tap the Black button (requires 40% energy)
MISCELLANEOUS MOVES	
Teleport	Press left trigger + right trigger to teleport forward a short distance
Teleport Ambush	Press and hold left trigger + right trigger to teleport behind nearest opponent
Berzerker	While attacking with B button strikes, Gigan™ ignores weak attacks

EDGED ATTACKS	
Swing Sweep	Press away from opponent + X button
Air Stomp	Press down + X button
Bicycle Uppercut	Press up + X button
Flying Hook Attack	Press up + B button
Flying Sweep	Press down + B button
BLUNT ATTACKS	
Delayed Two-fist Strike	Press away from opponent + A button
Head Smack	Press toward opponent + A button
Overhead Wing Rake	Press up + A button
Flying Windshear	Press toward opponent + B button
ENERGY ATTACKS	
Uranium Heat Beam	Press and hold the Black button to charge; release to fire
Flying Uranium Beam	Tap the Black button while flying (requires 30% energy)
Heat Spiral	While in Rage Mode, press A button + B button
MISCELLANEOUS MOVES	
Advanced Flight	Hold the right trigger to fly. Advanced flight drains no energy for three seconds
Flying Wind Knockdown	Press away from opponent + B button
WEAKNESS	
Edged Attacks	Edged attacks deal extra damage and confer additional knockback to Rodan™

Mecha-King Ghidorah™

ATTACK	████████
DEFENSE	████████
SPEED	███
WEAPONS	████████



EDGED ATTACKS

Woodsplitter	Press toward opponent + A button
Tail Reverse	Press away from opponent + B button
Tail Uppercut	Press toward opponent + B button
Tail Sweep	Press down + B button

BLUNT ATTACKS

Lunge Smash	Press away from opponent + A button
Triple Uppercut	Press down + A button
Flying Bodyslam	While flying, press X button
Overhead Kick	Press up + X button

ENERGY ATTACKS

Triple Gravity Beams	Press and hold the Black button to charge; release to fire
Lightning Burst	While flying, tap Black button (requires 40% energy)
Hurricane Winds	While flying, press and hold B button
Deathstorm	While in Rage Mode, press A button + B button

MISCELLANEOUS MOVES

Tasers	Tap the Black button (requires Ammunition)
Absorption Shield	Press and hold Y button

RESISTANCE

Edged Attacks	Mecha-King Ghidorah™ takes less damage and knockback from edged attacks
---------------	---

WEAKNESS

Energy Attacks	Mecha-King Ghidorah™ takes tremendous damage from unblocked energy attacks
----------------	--

Destoroyah™

ATTACK	████████
DEFENSE	████████
SPEED	███
WEAPONS	████████



EDGED ATTACKS

Horn Stab	Press A button, A button, A button
Rising Knee	Press toward opponent + X button
Double Foot Swoop	Press up + X button
Jump Kick	While jumping, press X button
Tail Reverse	Press away from opponent + B button

BLUNT ATTACKS

Heavy Hammerfist	Press away from opponent + A button
Dual Wing Rake	Press toward opponent + A button
Uppercut	Press down + A button
Stomp	Press down + X button

ENERGY ATTACKS

Horn Katana	Press B button for unblockable Horn Katana attacks
Horn Katana Charge	Press toward opponent + B button (requires 25% energy)
Horn Katana Sweep	Press down + B button
Sky to Ground Katana	Press up + B button (requires 30% energy)
Micro Oxygen Spray	Press and hold Black button to charge; release to fire
Oxygen Absorber	Tap the Black button (requires 40% energy)
Oxygen Destroyer	While in Rage Mode, press A button + B button

Mechagodzilla™



ATTACK	████████
DEFENSE	████████
SPEED	████████
WEAPONS	████████

EDGED ATTACKS	
Roundhouse Kick	Press toward opponent + X button
Double Kick	Press away from opponent + X button
BLUNT ATTACKS	
Overhand	Press away from opponent + A button
Double Hammerfist	Press toward opponent + A button
Uppercut	Press down + A button
Spin Punch	Press up + A button
ENERGY ATTACKS	
Plasma Cannon	Press B button
Laser Beam Eyes	Press and hold Black button to charge; release to fire
Rocket Fingers	Tap Black button (requires Ammunition)
Jet Sweep	Press down + B button (with rear opponent press B button)
Plasma Finisher	Press away from opponent + B button
Plasma Uppercut	Press up + B button
MISCELLANEOUS MOVES	
Flight	Hold right trigger to fly
RESISTANCE	
Edged Attacks	Mechagodzilla™ takes less damage and knockback from edged attacks

HINTS AND TIPS

- The Monsters in **Godzilla: Destroy All Monsters Melee** are all unique. You must practice with each monster to find its strengths and weaknesses. All of the monsters can be powerhouses when played to their full potential.
- 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 weapons. Press the **left trigger** or click the **left thumbstick** to run.
- Attacks can deal edged, blunt or energy damage. Learn to recognize the different types of attacks by the uniquely colored flashes they create on impact. Each monster reacts differently to each of the three damage types, so experiment!
- All monsters have special attacks not listed in their printed move lists, so experiment with different button combinations and thumbstick positions. Try attacking while in mid-jump, or when an opponent is behind you.
- Avoiding attacks is often the best way to survive. Use ducks and jumps to avoid attacks entirely if possible, and seek shelter to avoid energy strikes.
- All blocks have a counter — remember to use sweeps, energy attacks and overhead strikes if you face an opponent who is adept at blocking.
- If you grab while ducking, you will try to pick up buildings, even when very near another monster.
- Monsters that are off the ground cannot be grabbed. Sometimes jumping/flying is the best way to avoid a grab.
- If your monster is grabbed, mash the attack buttons — you may break free before your opponent has an opportunity to throw you!
- Charging up your primary beam weapon is very important. A small charge will damage opponents only slightly and will interrupt some attacks. A 50% charge or more will interrupt any attack, and knock monsters out of the air. A 100% charge will knock your opponents down and deliver MASSIVE damage.
- 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 energy attacks.

- To auto-target enemies in the air, press and hold the **right trigger** while firing your primary weapon. Use the **right thumbstick** to override auto-targeting.
- Try using the **right thumbstick** to move your monster's head around, even when not firing a weapon.
- When in Rage Mode, monsters deal 120% normal damage. They also deal additional knockback power with every strike. This is especially significant in Melee Mode, in which knock-downs score points!
- The human military (Tanks, Helicopters, Freeze Tanks) will attack the monster that has inflicted the most damage on the city. Some buildings cause more damage when destroyed, so play in Destruction Mode to find out which buildings will make the military come running the fastest.
- The Vortaak (the alien enemies in the game) have constructed green containment fences around the perimeter of each arena. 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.
- Hedorah™, the smog monster, appears randomly in human cities, and will dramatically reduce your energy regeneration rate. Shoot down Hedorah™ to eliminate his poisonous effects.

CREDIT'S

INFOGRAMES

Original Concept and Design
Kirby Fong
Mark Crowe
(Pipeworks)

Studio Senior V.P.
Jean-Philippe Agati

V.P. Product Development
Steve Ackrich

Executive Producer
John Hight

Producer
Kirby Fong

Technical Director (L.A. Studio)
Greg Marquez

V.P. of Marketing
Steve Allison

Director of Marketing
Jean Raymond

Brand Manager
Scott McCarthy

Director of MarComm
Kristine Kever

Senior Art Director (Marketing Collateral)
Dave Gaines

Executive Producer On-Line
Jon Nelson

Senior Producer On-Line
Kyle Peschel

Senior Designer On-Line
Micah Jackson

Senior Programmer On-Line
Monkey Burns

Sunnyvale Engineering Services
Luis Rivas
Ken Edwards

Director of Publishing Support
Michael Gilmartin

V.P. Quality Assurance and Technical Support
Bob Foscolo

Director of Quality Assurance, North America
Michael Craighead

Q.A. Testing Supervisors
Donny Clay
Jeff Loney
Ezequiel "Chumpy" Nunez

Lead Tester
Chris "Bad Attitude" Dawson

Assistant Lead Tester
Juan L. Sanchez "illa"

Testers
"Mecha" Daniyel Garcia
Ted "Silent Ted" Tomasko
Ken Moodie
Paco "Trunks" Youngel
Randy Thodas
Eric "Shorttimer" Rees
Scott Barnes
Chris Salings
Brandon Perry
Kory O'Daniels
Howell Selburn

3rd Party Strategic Relations
Happy, Happy, Joy, Joy Schneur

PR Manager
Matt Frary

Licensing
Tim Campbell
Mark T. Morrison

Legal Counsel
Travis Stansbury
Steve Madsen

Director of Creative Services
Steve Martin

Director of Editorial & Documentation Services
Elizabeth Mackney

Graphic Designer
Patrick Loughlin

Documentation Specialist
Ross Edmond

Copywriter

Paul Collin

Toho Co., Ltd.Shozo Watanabe
Masaharu Ina
Tetsushi Sudo**Special Thanks**Lisa Leong
Dave "Slappy"
Brown
Rafael Curulla
Patricia Swanson
Matthew "Brit"
Guzenda
Lisette Laboy
Lorraine Garcia
Alex Jones
Mr. Soop
Who is Mr. Soop???
Shawn "Beanie"
Monroe
Cecelia Hernandez
Kenny "G"eorge
Heather Hall
"JC"
Tim Hess
Steve "Fudge"
Cavazos
Elsie DeRivas
Laddie Ervin
Simon Miller and
the guys at CRUSH
Cory Eiland
Stephan M. Nelson
All members of the
Icy-Hot Cube
Barry "McKokiner"
Kearns
PB&J Sandwiches**And Much Suga For...**Kurt Busch
Francois Lourdin
Alex Cabal
Stacy Lawrence**PIPEWORKS
SOFTWARE, INC.****Godzilla Development
Team**Rhett Anderson
Brian Apgar
Robert Caracol
Ron Clayborn
Mark Crowe
Dan Duncalf
Terry Farnham
Jarrett Jester
Mike McGrath
Mark Santesson
Solomon Sliwinski
Simon Strange
Edwin Sutiono
Ryan Trowbridge
Dan White**Additional Work By**Bill Barrett
Josh Bradley
Douglass Brashear
Barry Drew
Eric Fenstermaker
Gerald Harrison
Lance Hildebrand
Curtis E.A. Karnow
Caitlin LeDuc
Vance Naegle
Brian Peck
Connor M.
Salisbury
T.J. Stamm
Tim Underwood**Sound Effects**

Timothy Steven Clarke

Musical Score"Godzilla's Theme"
Composed by
Akira Ifukube
COPYRIGHTCONTROLLED BY
TOHO MUSIC
CORPORATION
MASTER RIGHT IS
LICENSED BY TOHO
MUSIC
CORPORATION**INFOGRAMES WEB SITES**

To get the most out of your new game, visit us at:

<http://www.us.infogrames.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.infogrames.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ina-community.com**Kids, check with your parent or guardian before visiting any web site.****Chat Messages: Infogrames 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 Infogrames web sites is subject to terms and conditions, which you can access at:

www.us.infogrames.com/terms_of_service.asp

TECHNICAL SUPPORT™ (U.S. & CANADA)

Help Via the Internet

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

<http://www.ina-support.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/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames, Inc. **Tech Support** at **(425) 951-7106**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you 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 **Tech Support #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support #** 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 Tech Support #. (For example, Tech Support # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Tech Support # 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.

You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write to the address below.

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. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

Warranty Policy in the United States & Canada

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), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

Notes:

Notes:

Notes:

END-USER LICENSE AGREEMENT*

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Infogrames, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.

- You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
- You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

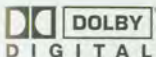
MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.



Godzilla®: Destroy All Monsters Melee © 2002-2003 Infogrames, Inc. a subsidiary of Infogrames Entertainment, S.A. All Rights Reserved. Angirus, Destoroyah, Gigan, Godzilla®, Hedorah, King Ghidorah, Mechagodzilla, Mecha-King Ghidorah, Megalon, Mothra, Orga, Rodan and the character designs are trademarks of Toho Co., Ltd. © 2003 Toho Co., Ltd. All Rights Reserved. Xbox® is a registered trademark of Microsoft Corporation in the United States and/or other countries. The Ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners. Developed by Pipeworks.



Dolby and the double-D symbol are trademarks of Dolby Laboratories.

02133