

GAME BOY ADVANCE

AGB-AG4E-USA

GODZILLA

DOMINATION!

INSTRUCTION BOOKLET

ATKURI

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

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

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

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

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
Violence

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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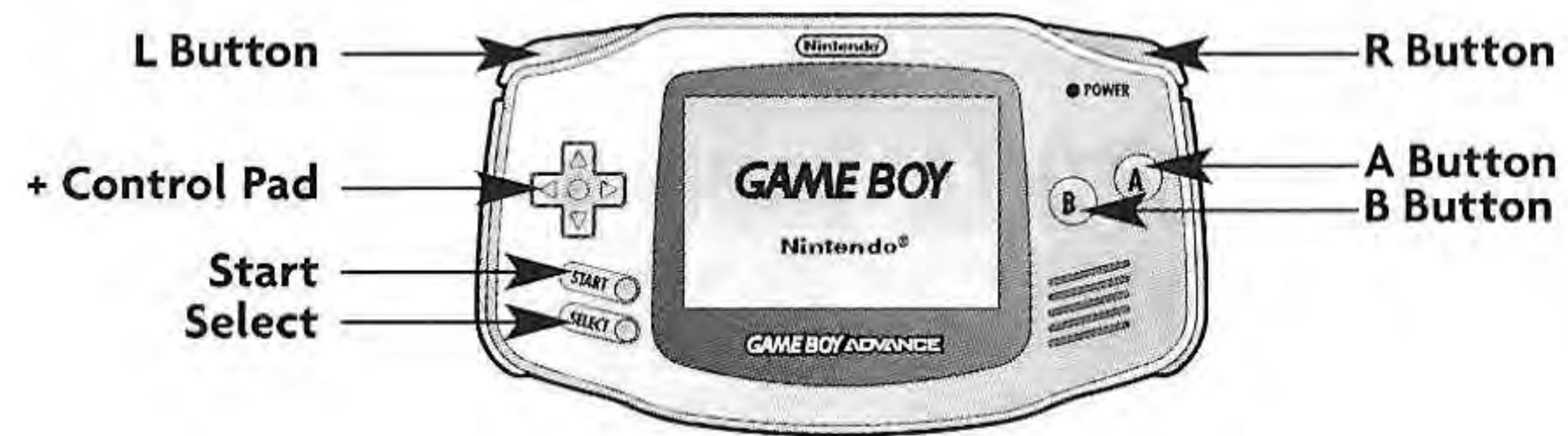
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CONTROLS



Menu Controls

- + Control Pad Change selection
- A** Button Confirm selection
- B** Button Previous menu

Standard Moves

- + Control Pad Move
- A** Button High attack / grab and throw stunned enemy
- B** Button Low attack
- L** Button Block
- R** Button Jump
- A** Button in mid air Air high attack
- 4 B** Button in mid air Air low attack

Charged Moves: some attacks add Rage when successful

- Hold **A** Button Charge up Special Move 1, release to use
- Hold **B** Button Charge up Special Move 2, release to use

Special Moves

- L** Button + **R** Button when Rage is full Special Move A
- A** Button + **B** Button when Rage is full Special Move B
- A** Button + **B** Button in air when Rage is full Special Move C

- START** Pause
- SELECT** Not used

Note: While stunned, pressing any button rapidly will shake off your stunned state and get you back into the action.

BREAKING NEWS...

"This is GWN reporter Connie Matsu reporting live from the Godzilla® Watch Newsroom. In our top story today, Meteor X still has astronomers baffled since its unexplained appearance over Tokyo 2 a few days earlier. Although no one seems to know where Meteor X came from, it has become clear that magnetic waves projecting from the meteor's core are causing neurological damage to several giant monsters, making them even more wild and unpredictable than usual. These now rampaging titans have been sighted on planet Earth and its



neighboring colonies, leaving a wake of destruction in their path. We'll be back with more Godzilla®-related news as it becomes available! This is Connie Matsu singing off!"

MAIN MENU

Story Mode

Punch, kick, claw, maul, pummel and bite your way to victory. Choose your monster and enter into a series of battles of increasing difficulty. The last monster standing is the winner.

Custom Mode

Fight up to four monsters at once in a no-holds-barred single-round battle. Choose the number of opponents, difficulty, level, and even build teams. After a fight, press the **A** Button to return to the Custom Mode Options screen.

Versus Mode

Single-Pak

This mode requires 2-4 Game Boy® Advance systems (one equipped with a **Godzilla® Domination!** Game Pak) connected by a Game Boy® Advance Game Link® Cable. Here the host (the player with the Game Boy® Advance with the Game Pak inserted) selects for all players. After Player 1 has begun to send the game to the other players, do not



unplug Game Link® Cables or an error will occur! **NOTE:** The host player must have the P1 end of the Game Link® Cable inserted, with the other systems linked in numerical order! For example, if three players are linked, then the Game Link® Cable labeled P4 should be unused.

Multi-Pak

This mode requires 2-4 Game Boy® Advance systems (each equipped with a **Godzilla® Domination!** Game Pak) connected by a Game Boy® Advance Game Link® Cable. Multi-Pak Mode is identical to Single-Pak Mode, except that each player chooses his/her own monster and has access to all levels and options. **NOTE:** The host player must have the P1 end of the Game Link® Cable inserted, with the other systems linked in numerical order! For example, if three players are linked, then the Game Link® Cable labeled P4 should be unused.

OPTIONS

Timer: You can turn the round timer ON or OFF.

Difficulty: Change the difficulty on a scale of 1 to 9, with 1 being the easiest and 9 the most difficult.

Ally Damage: With this option turned OFF, you and your teammates can't hurt each other should you accidentally attack each other.



POWER-UPS

You'll find power-ups when you destroy certain buildings. Touching a power-up will activate it:

Health Up: Refills Health Meter.



Slow Down: You move a crawling speed for a short time.

Rage Up: Refills Rage Meter.



Confuse: Reverses your controls for a limited time.

Speed Up: You can move faster for a limited time.



Super Jump: You can jump extra high for a limited time.

Poison: You become sick and can not attack for a limited time. Avoid these at all costs!



Mystery: You will receive one randomly selected power-up.

MASTERING SPECIAL ATTACKS:

- When a monster destroys a building, blocks an attack, or performs certain charge moves, it gains Rage on the Rage Meter. The Rage Meter is broken into thirds: Level 1, Level 2, and Level 3 (full rage). When the Rage Meter is filled up to or beyond one of these levels, it will change colors, signifying that you can perform the next level Special Attack. When the Rage Meter is full it will flash, and you will be able to perform any of the three Special Attacks. Each attack consumes a different amount of Rage, and has a different result. Discover how to perform each monster's Special Attacks and defeat your opponent!

THE GAME SCREEN

There's some important information to keep track of during a battle. The Monster Status indicators in the corners of the screen will keep you up to date on game progress.

Health Meter

Time Remaining

Rage Meter: Perform level 1, 2, or 3 special attack.

Player 1 name



GAME OVER

The Results Screen

After a match, you'll get the stats of your battle:

Monsters Defeated: How many monsters you've conquered.

Structures: How many buildings you've stomped.

Vehicles: The number of vehicles you've crushed.

Health Remaining: How much health you still have at the battle's end.

Time Remaining: Your time to complete the round.

Current Score: Your score for the round.

Total Score: Your overall score.

Once the game is over, you have a couple of options:

Continue: Returns you to the Monster Select screen for a rematch in the same mode.

Quit: Returns you to the Mode Select screen where you can start over in a different mode.

MEET THE MONSTERS

There are six monsters – each with its own strengths and weaknesses, shown in the graphs at the bottom of the Monster Select screen. Each monster has some devastating special weapons or moves.

GODZILLA®



Special Attacks	
Claw Punch	A Button
Tail Swipe	B Button
Mega Bite	Hold A Button to charge, release to fire
Seismic Stomp	Hold B Button to charge, release to fire
Horizontal Claw	A Button in mid air
Diagonal Kick	B Button in mid air
Rage Attacks	
Level 1 – Atomic Breath	L Button + R Button
Level 2 – Crushing Dive	A Button + B Button in mid air
Level 3 – Regeneration	A Button + B Button

MECHAGODZILLA™



Special Attacks	
Piston Punch	A Button
Hydraulic Kick	B Button
Claw Launch	Hold A Button to charge, release to fire
Electric Bolt	Hold B Button to charge, release to fire
Rotary Tail Swipe	A Button in mid air
Diagonal Jet Kick	B Button in mid air
Rage Attacks	
Level 1 – Seeker Missile	L Button + R Button
Level 2 – Rocket Boost Jump	A Button + B Button in mid air
Level 3 – Steam Cooldown	A Button + B Button

Special Attacks

Wing Clap	A Button
Headbutt	B Button
Antenna Beam	Hold A Button to charge, release to fire
Bind	Hold B Button to charge, release to fire
Flying Wing Clap	A Button in mid air
Flying Headbutt	B Button in mid air
Rage Attacks	
Level 1 – Hatch Grubs	L Button + R Button
Level 2 – Poison Pollen	A Button + B Button
Level 3 – Wing Lightning	A Button + B Button in mid air

Special Attacks

Center Head Hi Bite	A Button
Side Heads Lo Bite	B Button
Triple Bite	Hold A Button to charge, release to fire
Magnetic Pull	Hold B Button to charge, release to fire
Wing Sheer Blast Jump	A Button in mid air
Swooping Talon Scratch	B Button in mid air
Rage Attacks	
Level 1 – Electric Blast	L Button + R Button
Level 2 – Magnetic Beams	A Button + B Button in mid air
Level 3 – Glide Slice	A Button + B Button

MOTHRA™



KING GHIDORAH™



RODAN™



Special Attacks	
Beak Bite	A Button
Talon Slash	B Button
Atomic Heat Ray	Hold A Button to charge, release to fire
Radioactive Mist	Hold B Button to charge, release to fire
Finger Dive	A Button in mid air
Talon Drill	B Button in mid air
Rage Attacks	
Level 1 – Aerial Sonic Ram	A Button + B Button in mid air
Level 2 – Super Sonic Ram	A Button + B Button
Level 3 – Beak Charge	L Button + R Button

MEGALON™



Special Attacks	
Drill Punch	A Button
Tail Swipe	B Button
Drilling Fist	Hold A Button to charge, release to fire
Napalm Blast	Hold B Button to charge, release to fire
Horizontal Drill Punch	A Button in mid air
Diagonal Drill Punch	B Button in mid air
Rage Attacks	
Level 1 – Leech Probe	A Button + B Button
Level 2 – Horn Laser	A Button + B Button in mid air
Level 3 – Burrowing Teleport	L Button + R Button

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And Mario Club!**Thanks for Playing!**

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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.

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

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202412 Unlock Orga™

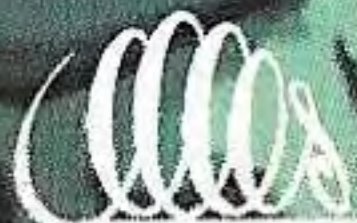
176542 Show Ending Credits and play Godzilla® March Theme

308929 Armies do 4X damage.

913963 Hedorah™ (Smog Monster) in every game

779886 No power-ups

PART# 24252JCB



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PRINTED IN JAPAN