

Godzilla Generations FAQ

by jtkauff

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G E N E R A T I O N S FAQ

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by J.T.Kauffman

ver.0.92b

01nov99

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1:Intro

Godzilla Generations is a first generation Sega Dreamcast game and stars everyone's favourite Japanese-city-destroyer, Godzilla. While not the biggest on story, graphics or sound, if you're in the mood to trash some well-known Japanese cities, this is the game for you. And to boot, the game was temporarily reduced to the price of 1990 Japanese Yen (about US\$16), so many places still stock it at a reduced price.

When you look at it, this is a very simple game. You go around trying to destroy cities as quickly as possible while avoiding getting hit by the air forces (the blue dots on the map) and the ground forces (the red dots). When you're done, or almost dead, you just walk outside of the boundary and wait 10 seconds - the stages is clear, and your destructive prowess is rated. Simple, but a good stress reliever...

Please note that this is a very short, very incomplete miniFAQ - it does not cover anything other than the parts of the Normal Game and the Generations Theater, and that even in those sections, there are major

chunks still missing.

2:Characters/Controls_____

The customer's reactions and attempts to play this game when it was in our display system at the game shop I used to work at proved that a short controls section might be in order for this FAQ. Here are the default controls for in game play, as well as a rundown of the five playable characters within the game (not counting any of the VMU game characters):

____ All characters (generic terms):

analog stick up: moves character forward
analog stick left, right: turns character left or right
--note: Godzilla moves like the characters in Resident Evil do - left and right merely turn him around, and don't move him forward. While this may be awkward at first, it is definately a smart move gameplay wise...
analog stick down: character does a 180 degree turn
d-pad up, down, left, right: same as analog stick movements.
A button: hold down to charge the blue weapon, release to use.
X button: use the yellow weapon.
B button: block.
Y button: emit the good old Godzilla roar. also refills some life.
L, R buttons: swipe weapon left or right.
Start button: pauses game.

Name: Godzilla (gojira)
Height: 80 metres
Weight: 5000 tons
Starred in: Godzilla 1984, Godzilla vs. Destoria (1995)
Available: At the beginning of the game
Controls:
A button: hold down to charge Godzilla's electricity breath. Release to emit.
B button: block.
X button: use fire breath.
L button: swing tail left.
R button: swing tail right.

Name: Mechagodzilla (mekagojira)
Height: 50 metres
Weight: 4000 tons
Starred in: Godzilla vs. Mechagodzilla (1974), Mechagodzilla no -kanjikanji- (1975), Godzilla vs. Mechagodzilla (1993)
Available: at the beginning of the game
Controls:
A button: use space eyebeams (hold, release).
B button: use neo defense barrier (aka. block).
X button: use eyebeams, missiles.
L button: finger missiles (shot to the left).
R button: finger missiles (shot to the right).

Name: Godzilla 1st (-??- gojira)
Height: 50 metres
Weight: 2000 tons
Starred in: Godzilla (1954)
Available: after completing the game once.
Controls:
A button: hold down to charge Godzilla's electricity
breath. Release to emit.
B button: block.
X button: use fire breath.
L button: swing tail left.
R button: swing tail right.

Name: Godzilla USA (gojira USA)
Height: 180 feet
Weight: 6000 tons
Starred in: Godzilla (1998)
Available: after completing the game with Godzilla-1st (?)
Controls:
A button: use power brace.
B button: block.
X button: ?
L button: swing tail left.
R button: swing tail right.

Name: Minilla (minira, aka. Baby Godzilla, or MINI gojiRA)
Height: 18 metres
Weight: 300 tons
Starred in: Son of Godzilla (Gojira no Musuku) (1967)
Available: after completing the game with Godzilla USA (?)
Controls:
A button: ?
B button: block.
X button: ?
L button: swing tail left.
R button: swing tail right.

Name: Giant Dr. Serezawa
Height: ??
Weight: ??
Starred in: ??
Available: After completing the game with Minilla
Controls: ??

3:Stages

Overview of the stages:

Stage # - City (Section of city) Time limit for stage [movie number
opened by clearing]

Stage 1 - Fukuoka (Monochi) 12 minutes [6]
Stage 2 - Fukuoka (Momochi [part 2]) 12 minutes [7]
Stage 3 - Osaka (Umeda) 12 minutes [8]
Stage 4 - Osaka (Osaka Castle) 15 minutes [9]
Stage 5 - Nagoya (TV Tower) 15 minutes [10]
Stage 6 - Nagoya (Nagoya Complex) 20 minutes [11]
Stage 7 - Yokohama (Yamashita Park) 10 minutes [12]
Stage 8 - Yokohama (Minatomarai) 10 minutes [13]
Stage 9 - Tokyo (Ginza) 10 minutes [14]
Stage 10 - Tokyo (Tokyo Tower) 14 minutes [15]
Stage 11 - Tokyo (Shinjyuku) 15 minutes [16]

Detailed runthrough of the cities:

[note: 'Movie' is the movie opened by clearing the stage]

Stage 1

City: Fukuoka
Section: Momochi
Time: 12 minutes
Movie: 06 (Godzilla no Musuku [Son of Godzilla]. 1967)

This stage isn't difficult, but annoying. There are quite a bit of trees and small houses scattered about. Getting in the high 90% isn't hard, but will probably take a lot of time. Just go as quickly as you can, and try to do the stage section by section. The air and ground forces are a joke, and can be easily avoided (the former) or stepped on (the latter).

Stage 2

City: Fukuoka
Section: Momochi (part 2)
Time: 12 minutes
Movie: 07 (Godzilla vs. Hidora, 1971)

Again, not a difficult stage, and less annoying than the first. The air and ground forces are a bit tougher than stage 1, and you'll get your first 'UFO' (it's real name is Super-X 1, but calling it a UFO is a lot easier...) here if you wait long enough. Anyway, you start out in an area with lots of small structures, but if you take them in rows you should be fine. A fairly quick stage, all in all. There are quite a bit of large buildings that are quite enjoyable to destroy. Also, something to keep in mind - the base of one of these large buildings (if memory serves it's a sort of stadium) looks as if it can be destroyed, but it can't be. Just ignore it and move on.

Stage 3

City: Osaka
Section: Umeda
Time: 12 minutes
Movie: 08 (Godzilla vs. Gaigan, 1972)

The first thing that you'll notice here is that you start out smack dab in the middle of all of the ground forces. Just trample them to death

(or use one of your breaths on them) quickly and you'll be fine. The majority of this stage is large buildings, so it's not that tough. You'll only run into a few trees and whatnot. You will notice that at the south of the map there are a few buildings that are slightly outside the boundary - the first in the game (and nothing like the ones in the later levels). Just destroy them and run back in the boundary - nothing too tough. I did notice that I got hurt very quickly in this level (running through large hotels doesn't help, but...) so don't forget to use your roar (Y button) to refill life if you get low.

Stage 4

City: Osaka
Section: Osaka Castle
Time: 15 minutes
Movie: 09 (Godzilla vs. Megalo, 1973)

This stage contains the most famous structural icon in the game - Osaka Castle. Although you might not have known the name, you almost definately will recognise it. Anyway, this stage isn't that hard either. It's almost all trees, but they show up on the map, so it's all good. Instead of using a 'walk back and forth' method that works on most of the stages, I used a circular method, leaving the castle for last (you've got to be dramatic and build up the suspense, you know?). You've got two clusters of ground forces, one gaurding the castle, and the other just to the right of them - no big deal again, although there are starting to be bigger and bigger clusters...

Stage 5

City: Nagoya
Section: TV Tower
Time: 15 minutes
Movie: 10 (Mekagojira no Gyakushu [Terror of Mechagodzilla], 1975)

This stage isn't hard, it just takes time. Eliminate the city block by block, row by row - that seemed to work best for me. Something to watch is your life - I seemed to take more damage on this stage than normal. Structure-wise, there are some interesting buildings to trash - one that reminded me of a large high-tech train station, and some other nice skyscrapers. Other than that, it's a pretty basic stage.

Stage 6

City: Nagoya
Section: Nagoya Complex
Time: 20 minutes
Movie: 11 (Godzilla vs. Biolante, 1989)

This one has some very unique architecture to trash. Multiple drums, a really big boat, and other seaside-type objects make this a one-of-a-kind stage. It does, however, take a good chunk of time. The drum-like structures must be walked over multiple times, and there's lots of them. I eventually just got fed up and left the stage at about 7x.x%. The scenery is nice for a while, but there's only so much that you can stand... Again, I'd attack this stage section-by-section, which is harder than it sounds - just use the map for reference and you should be

fine... Also, don't forget about the pipes - they're the equivalent of trees in this stage - small and annoying.

Stage 7

City: Yokohama
Section: Yamashita Park
Time: 10 minutes
Movie: 12 (Godzilla vs. King Ghidra, 1991)

This is one of the easiest stages in the game. It's small, and you'll find that your percentage goes up very quickly. I'd recommend taking the north-east side of the stage out first, and then doing the rest from east to west in small rows (walking north and south). The only real hard thing that you'll find here are the jets that will pummel you from 7:00 to about 3:00... they take quite a bit off, so watch your life gauge. Other than that, you'll find that this stage poses no real threat, and is really easy to get 95% or more on.

Stage 8

City: Yokohama
Section: Minatomarai
Time: 10 minutes
Movie: 13 (Godzilla vs. Mothra, 1992)

OK. Forget about what I said about the last stage being the easiest. I'd have to say that this one is - you only have a few skyscrapers to knock down. Take one building at a time going from north to south and this stage should be history in no time (I got 98.5% in a little over 5 minutes, and that was after goofing off a bit). Again, though, watch your life - the enemies are only getting stronger and stronger. The ground forces in particular can take off quite a bit. The only real difficulty in this stage is getting the lower (2 or 3 story) parts of the buildings - only the skyscraper sections show up on the map, so once you've knocked that down, the building will disappear even if there is still quite a bit of the lower floors left.

Stage 9

City: Tokyo
Section: Ginza
Time: 10 minutes
Movie: 14 (Godzilla vs. Mechagodzilla, 1993)

This one isn't too hard, considering that it is Tokyo. The enemies are quite strong, but if you just are patient and watch your life gauge, it's not a big problem. The stage is basically divided into three strips - one in the east, one in the center, and one in the west. Take the east first, then the center, then the west. It's not really that difficult in the end... One thing to watch out for - on the map, there is a single dot outside of the boundary to the north-west (it's the northmost point on the map) - it's an invisible building, and won't show up on the actual main screen. You still need to get it for 100%, though... Just use the map as a guide.

Stage 10

City: Tokyo
Section: Tokyo Tower
Time: 14 minutes
Movie: 15 (Godzilla vs. Space Godzilla, 1994)

Now is when it starts getting a bit tougher. The enemies are constantly flying at you, and there are lots of structures that don't show up on the map. First off, take out the golf range that is right by you when you start - it's pretty big, and is map-invisible. Also get as many of the trees as you can. Next you'll probably want to get rid of the ground forces. After that, work on the southern part, then head north. You really want to watch your life at this point in the game - with all of the enemies, it's very possible to be in the green at one moment, and in the red a few seconds later...

Stage 11

City: Tokyo
Section: Shinjyuku
Time: 15 minutes
Movie: 16 (Godzilla vs. Destoria, 1995)

Wow. This is definately the toughest stage in the game. Shinjyuku is pretty spread out, with the majority of the buildings being very, very tall skyscrapers (which is very true to life). However, over half of them lie outside of the stage's boundary. Add to this a very, very strong (about 10-12 tanks) ground force all in a row, and throw in a bunch of trees that you can't see outside of the boundary, and it gets real tough real fast. Of course, seeing as the game is as easy as it is... Anyway...

For Shinjyuku, hit the ground forces right away - there's too many of them and they're too strong to hit later in the stage, when you might not have as much life. Use the normal 'line them up in your path and stomp on them' technique. After that, work on clearing the buildings within the boundary, also hitting the ones just south of the border. After that, head towards the north and start taking care of the ones way outside the border. I personally took out two or three buildings at a time, trying to hit as many trees as possible, then headed back inside the boundary, charged up my life if needed, then repeated. None of it's all that tough if you just take it in chunks. And don't be afraid to use your full ten seconds of 'area out' time - you'll need it all if you want to clear the stage in a decent time...

After getting all of the grey blocks on the map, (I was at 98.8% after doing so) head outside of the boundary, watch the fog decend, and then enjoy the ending (after selecting 'continue' from the end of stage menu, of course...). Congrats! You've just beaten the easiest Dreamcast game!

4:Misc

-Map Icons

The map in Godzilla Generations proves extremely useful as you go on

your city-crushing rampage. Here's a look at what's what:

_Pink dots: Land forces - usually pack a pretty good whollop.

Cure: Eliminate with the bottom of the foot (step on 'em).

_Blue dots: Air forces - pretty fast, but usually don't do much damage.

Cure: I personally just try to get them to run into me, but using one of your breaths is probably a smarter choice.

_Yellow dots: Super-Xs, or as I refer to them in the doc, "UFOs" - these can really hurt you, and are tough to kill.

Cure: Either breath will work, or just try to finish the level as fast as you can...

_Grey dots/blocks/etc: Buildings - only buildings of a decent size or density will show up on your map - head for these spots to get rid of the bulk of the buildings...

Cure: Run into 'em, step on 'em, swipe 'em with your tail, use your Godzilla breath - pretty much anything will work. Note that running into buildings may be more fun (at least it is for me) but will also damage you.

-VMU Game

For information on the VMU game, please refer to the Godzilla VMU FAQ, available at gamefaqs.com. Also, note that the VMU game is not on the Godzilla Generations disc, but is only obtainable pre-loaded on the green limited edition Godzilla VMU.

-Saving/Loading

The game saves and loads automatically, so there's no need to worry. Just turn it off when you're finished, and it will be all saved and waiting for your next bout of destruction.

-Hints

Don't forget about your tail. And use it. It's great for clearing out large areas. Also, pressing left or right will give you a bigger arc than pressing down (the 180 degree turn), so keep that in mind. I find that it's helpful to sway back and forth a bit while you're destroying - by keeping your tail swaying, you'll be able to wipe out any buildings/trees/etc that you missed.

Also, don't forget about trees/bushes/bridges/etc. They do count towards 100%, although they don't show up on the map.

About the map, definately use it - it's a lot easier to see what's left by looking at the map than looking at the screen. It will also help you prepare for the air and ground forces (blue and pink dots, respectively).

-Secrets

Here is a quirky secret that 'Ike654' sent in (in his exact words,

nonetheless):

If you hold L and R, and press up, down, left or right about 8 times, at the Title screen, the main menu, and the sub menu under Normal Game, you can see Godzilla in a compleatly black background, and you can zoom in/out (even inside of him), and have much more freedom to look at him than in the normal character select screen. To get rid of the effect, you have to turn off the Dreamcast.

He also states that although he thinks that this is how he did it, he's not positive. Although it probably won't do any damage to a saved game, for safety's sake I'd remove any VMUs before doing it as well...

-Menu Select/Pause Menu

After the title screen, you'll get the menu select screen. From the top down, you have the Normal Game (which is what this FAQ currently covers), Time Attack (which I have yet to play), the Godzilla VMU arena fighting portion (which I have yet to play) and the Generations Theater (trailers for the old Godzilla movies that you open up when you progress through the game.

When you're actually playing the game and press the Start button (pause) you'll get a pause menu screen. The first option is continue (unpause), the second is retry (restart the level) and the final is quit (back to the title screen). You'll also get this menu at the end of a level - it's all the same, except continue now will take you to the next level.

-Generations Theater

In this part of the game you can view 16 of the trailers to the old Toho Godzilla movies. The first five are available from the start, and an additional one is opened up with the completion of each stage, starting with movie 6 after stage 1, and continuing in order (ie. movie 7=stage 2, movie 8=stage 3, etc.) In order, you have:

- 01: KingKong vs. Godzilla (1962)
- 02: Mothra vs. Godzilla (1964)
- 03: San Daikaiju-Chikyo Saidai Kessen (Ghidorah the Three Headed Monster) (1964)
- 04: Kaiju Daisenso (Godzilla vs. Monster Zero) (1965)
- 05: Nankai no Daiketto (Godzilla vs. the Sea Monster) (1966)
- 06: Godzilla no Musuku (Son of Godzilla) (1967)
- 07: Godzilla vs. Hedorah (1971)
- 08: Godzilla vs. Gigan (1972)
- 09: Godzilla vs. Megalon (1973)
- 10: Terror of Mechagodzilla (Mekagojira no Gyakushu) (1975)
- 11: Godzilla vs. Biolante (1989)
- 12: Godzilla vs. King Ghidora (1991)
- 13: Godzilla vs. Mothra (1992)
- 14: Godzilla vs. Mechagodzilla (1993)
- 15: Godzilla vs. Space Godzilla (1994)
- 16: Godzilla vs. Destroyer (1995)

--thanks to Marcus Utley and Ike654 for the corrections and Kanji translations in the above list--

Also note that this is not a complete list of all of the Godzilla movies - I can, in my Godzilla inexperience, spot at least three big ones that are missing - the original Godzilla, Godzilla 1985, and the US Godzilla (1998).

As for my personal pick of the litter, I've got to go with movie trailer number six - it's by far the most humorous...

5:Q&A

Q: I've cleared all of the buildings on the map, but I'm only at 9X.X%, not 100%! What happened?

A: You probably missed some smaller buildings/trees/bridges/etc. Not everything shows up on the map.

Q: Do I have to destroy all of the trees and bridges and whatnot?

A: If you're going for 100%, yes. If you're just going for speed or just want to get through the level, then it's up to you...

Q: How do I unlock the other three characters (Godzilla 1st and USA, and Minilla)?

A: Well, for Godzilla 1st, you just have to beat the game once (as far as I know... it may have to be with Godzilla, though...). As for the other two, I've played through the Normal game with both Godzilla and Mechagodzilla, and the only hidden character that I have is Godzilla 1st. I'm guessing that you need to play the game with him to get more, or possibly receive a certain overall ranking. Any info on this would be appreciated.

Q: I didn't like my performance on that level - can I redo it?

A: Yes. After the level is clear, just select the second option (retry).

Q: I see a building, but it's outside of the stage boundary. How do I get to it?

A: Well, if it shows up on the map (this happens mainly in the later levels, especially Tokyo) then you have to go out of the boundary and destroy it. If it's not on the map, then it's not part of the stage - ignore it.

Q: Can the enemies destroy the buildings too?

A: Sure can. I've personally seen both jets and 'UFOs' run into skyscrapers and take big chunks out.

Q: What happens if I let the timer count down to zero when I'm out of bounds?

A: If you let the timer count down from ten, then when it reaches zero the stage will finish (you'll go to the stage clear board).

Q: What happens if the stage timer runs out?

A: You have to redo the stage.

Q: How do I save?

A: Godzilla Generations is auto-save - just finish the level and wait until the next one begins to load, then turn off the Dreamcast.

Q: Can I control the camera?

A: Nope. This is one of the problems in the game, in my opinion. You often can't see what you need to trash... Ah, the pains of being a

gigantic mutant lizard...

Q: Are these real places?

A: Yes. Obviously, people have heard of Tokyo, but the rest of the cities are real cities (as well as fairly major cities) in Japan. As far as I know, the sections of the cities are real too (I've personally been to Ginza and Shinjyuku in Tokyo (Stages 9 and 11) and the Osaka castle (Stage 4) is pretty famous, as well...)

Q: UFOs? That's not what they're called...

A: I know. It's just easiest to refer to the Super-Xs as UFOs, and since that's what they look like...

Q: What's the deal with the gravity in the game?

A: Well, it's not perfect. You can easily destroy a building or structure to the point that it should no longer be standing, but is. In particular, check out the red cranes that are shaped like upside-down 'U's in stage 6 - knock out one of the legs, and it should collapse, but doesn't. It's just laziness on the programmers part. On the other hand, it really doesn't do anything to the enjoyment of the game, so it's not a big deal.

Q: What's the deal with the fog when you're out of the boundary?

A: This is just a cool way for Godzilla to just 'disappear into the fog.' It's done merely for effect, and not to mask the technical boundaries of the system (which happens all too much with other systems).

Q: Is this game coming out in the US/NorthAmerica/Europe?

A: I don't know. I've been looking at the US DC release list every now and then, and I don't remember seeing it. Of course, I don't pay all that much attention because a) I don't live in the US, I live in Japan and b) I already own the game, and don't need an English version of it... For pretty up-to-date release lists, check out ebworld.com - they'll be able to help you more than I can...

Q: How about a sequel - is one planned?

A: Yes. A sequel to Godzilla Generations was announced at the Fall '99 Tokyo Game Show. It's titled Godzilla Generations Mazimum Impact, and from my observations at the show, appears to be more of a one-on-one fighting game than the city-destroyer that the first one is (although you still get to destroy cities...). From later reports expect an early 2000 release.

Q: Will this FAQ cover the sequel/will you write another FAQ for the sequel?

A: No. This FAQ was kind of a fluke (I didn't even plan on updating it at all), and I'm not at all planning on writing one for the sequel or including any more than this question and the above one. If you'd like to see a FAQ for the sequel, you can always try your hand at writing one yourself!

Q: I heard that this game sucks. Does it?

A: I personally like it. It's not much as far as storyline goes, but if you are in the mood to trash lower Japan, it's great. If you don't like destroying major Japanese cities, then avoid this one at all costs...

6:Outro _____

-Versions

V.0.92b 01nov99

More minor corrections/additions. Tried to fix the formatting a bit to separate the sections better/make it easier to read.

v.0.92a 17oct99

Minor corrections/clarifications throughout, and the addition of a secret thanks to 'Ike654'. Added a Note at the bottom regarding the FAQ's status.

v.0.92 02oct99

More than likely the final release (although it's not quite as complete as I'd like) simply due to other games and projects taking precedence... Of course, it will be updated with any contributions that readers make... Anyway, new in this is the full Generations Theatre list, complete with the missing translations (thanks to Marcus). Added a bit in the Q&A section (towards the end) about the GG sequel.

v.0.90 15sept99 - FAQ status.

I'm working on this more than I thought I would... Anyway, this release has an expanded stages section (along with the corrected section number) and a little more in the movies section. Changed the overall controls list to include generic terms for the buttons that change functions depending on the character (A, X, B, L and R).

v.0.88 07sept99 - FAQ status.

More complete now, with all the stages and movies filled in, more on the map and pause screens, and a Q&A section. Also filled in the rest of the buttons for Godzilla which were left blank in the initial release. Moved the characters section and combined it with the controls section after realising that each character has slightly different controls. Overall, it's getting there, but still isn't as complete as it could be...

v.0.47 05sept99 - miniFAQ status.

Written in one sitting. Very incomplete, with major holes in the controls section and the stages section, as well info about the modes and menus... May be updated in the future, but possibly not.

-Legal

Godzilla Generations is copyright 1998 Sega/Toho. Godzilla and all other characters within are copyright Toho.

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-Thanks

to Marcus Utley, for the Generations Theatre translations.

to Ike654 for the Giant Dr. info, the Minilla spelling, the Godzilla-

zoom secret, and other corrections...

-Note

I am not planning on updating this FAQ anymore on my own accord. I don't play the game at all, and have too many other things that I'm working on. However, any contributions are still welcome, and will be added, and thus, the FAQ will be updated. I realise that there are still small chunks of info missing, but I don't really have the time/energy to find them and fill them in (that's where you, the reader, comes in) - if you find something that I don't have in the doc, please email me and let me know - I'll then update the FAQ with the additional info... Anyway, thanks for reading...

-Contact

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