

Godzilla: Kaijuu Daikessen (Import) FAQ/Move List

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1. Introduction

The Godzilla series has been my favorite series of movies since I was a little kid. The day I found "Godzilla - Monster War" ROM for Super Nintendo was one of the best days of my life. Consider yourself lucky if you ever find this ROM, because it is rare gem.

----- 2. Monster Specs. -----

This lists descriptions of the moves, what kind of monster it is, etc. There are eight monsters you can play in story mode, nine in VS, and two secret monsters you can play only in VS mode. The measurements and what not, are from "The Official Godzilla Compendium", so it might not look exact in the game.

- Note that the power, length and/or speed of the attack can depend on the Attack Button that is pressed.
- Long range attacks mean projectiles.
- "Down - Forward" means down to forward.
- "Forward, Forward, Back" means tap Forward, etc.
- Wrath Attack can only be done when the rage meter is full. The outline of your monster, on the bottom right of the left screen, will flash red when this happens.
- The top meter is your Health Meter and the one below it is the Stun Meter.
- When the Stun Meter hits its max, the monster will collapse and stunned for a few seconds. You can tell for how long by the draining Stun Meter.
- Roaring can Stun your opponent.
- When attacking with regular attacks, you can sometimes change the attack by pressing on the D-Pad. For example, while Anguirus jumps at an angle, press Down and Heavy Attack for a different regular attack.

Name: Anguirus*
Height: 60 Meters (197 feet)
Length: 100 Meters (328 feet)
Mass: 30,000 Metric Tons (33,000 tons)
Powers/Weapons: Tusks and Horns, Spikes on Carapace

Description/Notes:

Anguirus is said to be a revived dinosaur of the Ankylosaurus family. With no projectile weapons, Anguirus relies sole on tooth and claw. Its spiked carapace acts as a shield as well as a weapon. Although it mostly walks on all fours, {with it's ankles touching the ground}, it can walk on its hind legs. You can walk on all fours by pressing Down and Forward on the D-Pad, which helps evade attacks. Like Mothera, Anguirus is one of the monsters I do not particularly care for. Because of his lack of projectiles, it is a close-range fighter, and may not be the best choice for novices to this game or to the fighting game genre.

Moves:

Tail Hammer = Forward - Down - Back + Attack
Anguirus somersaults clockwise and slams its tail down.

Air Tail Hammer = Jump - Forward - Down - Back + Attack
While jumping in the air, Anguirus somersaults clockwise and slams its tail down.

Carapace Thrust = Hold Back for 3 seconds, then Forward + Attack
Anguirus faces the opposite direction of the opponent, then jumps backwards and slams its spiked carapace in the opponent.

Holds:

Bite = Forward - Down + Grab Button

Anguirus bites the opponent nine times.

Toss Over = Forward - Up - Back + Grab Button

Using its head, Anguirus gets under the opponent and tosses it over backwards.

Wrath:

Thunderball = Forward - Down - Back - Forward + Heavy Attack

Anguirus jumps in the air and curls in a ball. Then launches forward and slams into the opponent, while spinning like a saw-blade. It ends with a Air Tail Hammer. This attack can be done from anywhere on screen, but is best done up close. It's because the opponent can block this attack, so there is a better chance of hitting and inflicting maximum damage. Also, this attack cannot be knocked out off.

Name: Biollante*
Height: 120 Meters (394 feet)
Length: /
Mass: 200,000 Metric Tons (220,000 tons)
Powers/Weapons: Spines, Radioactive Acidic Spray, and Choking Vines

Description/Notes:

Biollante is a genetically engineered hybrid of Godzilla's DNA, a rose and a human female. It started out as just a towering rose, but then after dieing from the Atomic Rays of Godzilla, it resurrects and mutates into a colossal beast. Biollante is a fun and powerful monster, with long, mid, and short-range attacks. Any person can pick up and play this monster

Moves:

Vine Constrict = Hold Heavy Attack for 1 second

Biollante launches a mouthed vine and coils around the opponent's body. Then it squeezes the opponent for a few seconds. You can also hold Up on the D-Pad to cause the mouthed vine to grapple any airborne monsters. Also I have been told and confirmed that you can also throw the opponent, right after you execute Vine Constrict.

Throw = Hold Up + Heavy Attack, after Vine Constrict is executed

After Biollante launches his Vine Constrict, it pulls the opponent up and throws it across the screen. This has to be done right after you execute Vine Constrict.

Acidic Sap Spray = Down - Forward + Attack

A surge of energy courses through Biollante's head and into the mouth. Then Biollante spews out a short stream of acid that can last a few seconds. The longer you hold the Attack Button, the longer time the stream is exhaled. But the longer you hold the Attack Button, the longer it takes to recover from the attack.

Acidic Sap Spit = Down - Back + Attack

One of Biollante's mouthed vines spits a small glob of acidic sap and flies in an arc.

Ground Vine = Down, Down Attack

This attack changes depending on which Attack Button is pressed. The Light

Attack causes one of Biollante's vine moves through the ground and once it makes contact with the opponent, the vine stabs the opponent multiple times. The Heavy Attack causes a vine to erupt from the ground a wrap around the opponent's legs. Then it bites the opponent multiple times in the stomach. The Heavy Attack can be held and released to your leisure.

Vine Shield = Forward - Up + Attack

Biollante causes a wall of its vines to erupt in front it. The shield only take a certain amount of damage, before it breaks apart.

Holds:

Toss Over = Forward - Up - Back + Hold

Using its head, Biollante gets under the opponent and tosses it over backwards.

Rag Doll = Full Circle, start from Up counter-clockwise + Hold

Biollante grabs the opponent with its mouth and raises it in the air. Then swings it back and forth for a few seconds, before throwing it across the screen.

Wrath:

Acidic Shower = Full Circle, start from Forward, counter-clockwise +
Heavy Attack

Biollante starts out by sending two mouthed vines that move across the ground. When the mouthed vines make contact with the opponent, the vines spew a stream of acidic acid. When the vines finish, they return to the ground and Biollante begins the second phase of the attack. She will spew multiple globs of acidic sap. Although powerful, this Wrath Attack has a few flaws. One is that the first phase with the mouthed vines can be jumped over, and since Biollante is still attacking, she is left open. Even if the second phase is executed, the opponent still may have a chance to block. One advantage is that the two mouthed vines in the first phase can act as a moving shield. This attack can be done anywhere on screen, but is more effective at mid or close-range.

Name:	Gigan*
Height:	65 Meters (213 feet)
Length:	/
Mass:	25,000 Metric Tons (27,500 tons)
Powers/Weapons:	Buzzsaw in abdomen, Hammer Hook Claws, flight at Mach 3, Laser Beam from Cannon above eye, Flame Breath

Description/Notes:

Gigan is fusion of flesh and technology, created by cockroach-like aliens from Nebula Space Hunter. This bird-like monster is a good round monster with long and short-range attacks. It also has good Hold Attacks. Probably one of the stupider monsters in the series, it is probably my most hated monster. Although the Gigan in "Godzilla: Final Wars" looks very demonic and cool.

Moves:

Fire Breath = Down - Forward + Attack

Gigan exhales a short stream of fire, that can change direction by pressing the D-Pad. The longer you hold the Attack Button, the longer time the stream is exhaled. But the longer you hold the Attack Button, the longer it takes to recover from the attack. This power was never in the movies.

Laser Beam = Down - Back + Attack

Gigan fires a red/pink ray out of the cannon in the forehead. The ray pierces and goes through the opponent, but still can be blocked. This power was published in posters and on the cover, but was never seen. Although in one particular scene in "Godzilla vs. Gigan" you see a flash of light from the cannon. I believe it was a signal for King Ghidora to attack.

Air Laser Beam = Jump - Down - Back + Attack

While jumping, Gigan fires a red/pink ray out of the cannon in the forehead. The ray pierces and goes through the opponent, but still can be blocked.

Tail Flip = Forward - Down - Forward + Attack

Gigan back flips and smack the opponent with its tail.

Head Kicker = While Jumping, Hold Down + Heavy Attack 3 Times

While jumping, Gigan kicks the opponent two times and finishes it with a smack from its tail.

Holds:

Uppercut = Forward - Down + Hold

Gigan uppercuts the opponent with its hammer hook claw.

Buzzsaw = Back - Down - Forward - Up + Hold

Gigan uses the buzzsaw in its abdomen to shred the enemy slowly.

Super Buzzsaw = Full Circle, start from Up, counter-clockwise + Hold

Gigan uses the buzzsaw in its abdomen to shred the enemy quickly.

Wrath:

Buzzsaw Blitz = Forward - Down - Back - Forward + Heavy Attack

Gigan begins by crouching and dashing forward with its right hook out. If it hits, Gigan kicks the opponent a few times, then smacks it around with its hammer claws, then uses its buzzsaw and then end it with a Tail Flip. This can be done about mid-way across the screen and cannot be blocked or be knocked out off.

Name: Godzilla*
Height: 100 Meters (328 feet)
Length: /
Mass: 60,000 Metric Tons (66,000 tons)
Powers/Weapons: Atomic Ray, Super Regenerative Power, and Nuclear Pulse

Description/Notes:

Godzilla is the star of the game, and of course, its movies. In the first series of films, Godzilla was said to be a fictionist aquatic dinosaur, which was revived and mutated by atomic bombs. Although I remember in "King Kong vs. Godzilla", that they explained that Godzilla is a strange hybrid dinosaur of the Tyrannosaurs Rex and Stegosaurus. In the second series, (know as the Heisei series), Godzilla was a dinosaur that survived the prehistoric age and lived on an island. But after atomic testing, Godzillasaurus became Godzilla. Godzilla is another all round monster that any one can play.

Moves:

Atomic Fire = Down - Forward + Attack

Godzilla exhales a short stream of blue flame and can change direction by pressing the D-Pad. The longer you hold the Attack Button, the longer time the stream is exhaled. But the longer you hold the Attack Button, the longer it takes to recover from the attack. This power is technically not in the movies.

Atomic Ray = Down - Back + Attack

Godzilla's spikes surge with energy then it exhales a stream of atomic energy.

Air Atomic Ray = Jump - Down - Back + Attack

While jumping, Godzilla's spikes surge with energy then it exhales a stream of atomic energy.

Tail Swing = Forward - Down - Down, Forward + Attack

Godzilla spin about and smacks the opponent with its tail.

Holds:

Bite = Forward - Down + Hold

Godzilla bites the opponent seven times.

Toss Over = Forward - Up - Back + Hold

Godzilla throws the opponent over its shoulders.

Atomic Pulse = Full Circle, start from Up, counter-clockwise + Hold

Godzilla's spikes surge with energy and Godzilla's mouth begins to foam. Then Godzilla releases a wave of energy from its body.

Wrath:

Hyper Atomic Ray = Forward - Down - Back - Forward + Heavy Attack

Red energy and light surge through Godzilla's body and into his spikes. Then Godzilla exhales a long and large stream of red atomic energy, with coils of energy surrounding the stream. This attack can be done anywhere on screen, but it can be blocked. So it may better to attack at mid-range. The first phase of Godzilla's attack where it surges with energy can hurt the opponent if it's at close-range.

Name:	Guoten*
Height:	Unknown
Length:	Unknown
Mass:	Unknown
Powers/Weapons:	Flight, Submarine, Drill Head, Variety of turrets and weapons.

Description/Notes:

Guoten is a strange ship that was not seen in any Godzilla films, {although "Godzilla: Final Wars" does have it and renamed Atragon}, but is in another Toho film called "Atragon". The ship seems to be a fusion of a submarine, a battleship, and a rocket ship. It has the ability to fly, go underwater, and I assume the ability to tunnel underground, because of the drill bit on the front of the ship. This ship is fun to use, but most of the attacks require the opponent to be at an awkward position. For example, the Plasma Cannon requires the opponent to be above Guoten. However, the fact that Guoten has two different modes of attack and is one of three players that has two Wrath

Attacks, it makes it fun to switch back and forth. A little trivia note; the serpent coiling around the Guoten on the Wrath Meter is Manda, a Toho monster featured in "Atragon" as well as a few Godzilla films.

Assault Mode

Moves:

Dual Laser Turrets = Down - Forward + Attack

The front turrets of Guoten fire a small blue beam straight and one at 45* angle up.

Plasma Cannon = Down - Back + Attack

Guoten fires a large pulse of blue energy at a 45* angle up.

Steam Jet = Hold Heavy Attack for three seconds

Guoten spews out a cone of steam from the drill bit . Note that you have to wait for the drill bit to stop spinning, before the count down begins. The Steam Jet destroys incoming projectiles.

Wrath:

"Full Steam Ahead" = Forward - Down - Back - Forward + Heavy Attack

The deck collapses into the ship and the rockets fire up. Guoten then launches and slams into the opponent, and will continue to drill through the opponent for a few seconds. This attack can be done anywhere on screen, but it can be blocked. So it is best to attack at mid-range. I'm not sure if this attack can be knocked out of, but it's unlikely and the chances of succeeding are slim. This attack cannot be knocked up and destroy incoming projectiles.

Sentry Mode

Moves:

Quad Laser Turrets = Down - Forward + A

Guoten fires four blue energy beams in a 45* angle spread.

Dual Plasma Cannon = Down - Back + A

Guoten fires two large pulse of blue energy at a 45* angle up, side by side.

Electric Field = Hold Heavy A for three seconds

Guoten unleashes a field of blue electric energy that surrounds the ship, for a second or two. Electric Field also destroys incoming projectiles.

Wrath:

Super Electric Field = Forward - Down - Back - Forward + Heavy Attack

Guoten begins to surge with energy, then unleashes large yellow bolts of electric energy. The field surrounds the ship or a second or two. This can only be done at close-range and can be blocked. However, this attack cannot be knocked out off and destroy incoming projectiles.

Name: King Ghidorah*
Height: 150 Meters (492 feet)
Wingspan: 175 Meters (574 feet)
Mass: 70,000 Metric Tons (77,000 tons)
Powers/Weapons: Flight at Mach 3, Gravity Beams from mouth, Hurricane winds

Description/Notes:

King Ghidorah is Godzilla's archenemy. The first series of movies, King Ghidorah is a three-headed gold dragon from outer space. In the Heisei series, King Ghidorah was a mutation. Three creatures known as Dorats were deposited on the same island where Godzillasaurus became Godzilla. After the atomic testing, these three creatures fused together to become the three-headed gold dragon. Another good all round monster, with long and short-range attacks.

Moves:

Ghidorah Barrage = Hit Attack Button Multiple times

King Ghidorah pummels the opponent using all three heads. This attack can continue forever, as long as you continue to press the button.

Gravity Beam = Down - Forward + Attack

King Ghidorah exhales a golden bolt of energy from one of three heads. You can change which head by pressing the D-Pad.

Right head and low Gravity Beam: Down on D-Pad

Middle head and mid Gravity Beam: No D-Pad

Left head and high Gravity Beam: Up on D-Pad

Air Gravity Beam = Jump - Down - Forward + Attack

While jumping, King Ghidorah exhales a golden bolt of energy from one of three heads. You can change which head by pressing the D-Pad.

Jump Double Kick = Down - Back + Attack

King Ghidorah jumps backwards a bit and then flies feet first at an 45* angle.

Holds:

Multi Bite = Forward - Down + Hold

King Ghidorah bites the opponent ten times.

Toss Over = Forward - Up - Back + Hold

Using the left and right head, King Ghidorah throws the opponent over its shoulders backwards.

Toss Up = Back - Down - Forward - Up + Hold

Using the left and right head, King Ghidorah throws the opponent up.

Wrath:

Gravity Storm = Forward - Down - Back - Forward + Heavy Attack

King Ghidorah jumps backwards a bit, then unleashes a rain of continues streams of gold energy bolts from all three heads. The heads move up and down, giving a large radius damage and makes it harder to block. However, if the opponent is fast enough to get under King Ghidorah before the attack, the opponent can knock King Ghidorah out of the Wrath Attack. This attack can be done anywhere on screen, but is best done far away, because of the obvious angle of the attack.

Name: Mechagodzilla*
Height: 50 Meters (164 feet)
Length/Wingspan: /

Mass: 40 Metric Tons (44,000 tons)
Powers/Weapons: Close attack Beam from chest, Space Beam from eyes, Force Field projection, Missiles in fingers: throat, knees, and toes, Flamethrower in mouth, Flight via rockets in feet, Space Titanium Armor

Description/Notes:

King Ghidorah may be Godzilla's archenemy, but Mechagodzilla is most powerful and there is no exception in this game. This Mechagodzilla from the original series was created by the Simeons, a race of green ape-like creatures from the Third Planet of the Black Hole. Because of its assortment of attacks, Mechagodzilla is a powerful and fun monster for novices and experts to this game and/or the fighting game genre.

Moves:

Chest Beam = Down*3 + Attack

Mechagodzilla fires a orange bolt of energy from chest and travels downwards at a 45* angle.

Space Beam = Down - Forward + Attack

Mechagodzilla fires a rainbow beam of energy from the eyes.

Force Field = Back, Back and + Attack

Mechagodzilla spins its head multiple times and unleashes a blue, vibrating cylinder around Mechagodzilla. The Force Field can only stop projectile attacks.

Finger Missiles = Down - Back + Attack

Mechagodzilla's hands spins and locks into place. Then unleashes up to three missiles from his fingers, {depending on Attack Button}. You can hold the Attack Button and release the Missiles to your leisure.

Flamethrower = Forward - Down - Back + Attack

Mechagodzilla exhales a short stream of flame. You can change the direction of the stream by pressing the D-Pad.

Flight = Jump, Hold Up + Dash*2

Mechagodzilla turns on its jets in its feet and lays sideways.

Flight Moves:

Space Beam = Down - Forward + Attack

Mechagodzilla fires a rainbow beam of energy from the eyes.

Delay Missiles = Hold A for 3 seconds

Mechagodzilla can fire up to three Missiles from its ankles that travel in a 45* angle radius. They explode after about a second.

Land = Dash

Mechagodzilla returns to the ground.

Holds:

Jab = Forward - Down + Hold

Mechagodzilla jabs the opponent with its fingers.

Bad Breath = Full Circle, start from Up, counter-clockwise + Hold

Mechagodzilla exhales a small cloud of flame directly into the opponents face.

Although, I believe the flame is coming from the nostrils.

Wrath:

Salvo = Forward - Down - Back - Forward + Heavy Attack

Mechagodzilla powers up and locks all weapons into position. Then when Heavy Attack is released, Mechagodzilla releases a barrage of missiles and energy beams. Not only can you hold and release, but you can also change the direction of the attack by pressing the D-Pad. The Direction only changes 45* angle up or 45* angle down. This attack can be unleashed anywhere on screen, but because of the chance of blocking, it's best to attack at mid-range.

Name: Mechagodzilla II*
Height: 120 Meters (394 feet)
Length/Wingspan: /
Mass: 150,000 Metric Tons (165,000 tons)
Powers/Weapons: Flight at Mach 1, Mega-buster Ray, Super Heat Shield NT-20, Laser Beam eyes, Plasma Grenade, Paralysis Missiles, Shock Anchor and cables - "Godzilla Crusher"

Description/Notes:

Mechagodzilla II was created by U.N. Godzilla Counter Measures team, using the remains of Mecha-King Ghidorah in the Heisei series. Like the original Mechagodzilla, Mechagodzilla II is a powerful and fun monster to use for novices and experts to this game and/or the fighting game genre.

Moves:

Laser Beams = Down, Down + Attack

Mechagodzilla II fires twin golden energy beams downwards at a 45* angle from the eyes.

Mega-Buster Ray = Down - Forward + Attack

Mechagodzilla II's spikes surge with golden energy then Mechagodzilla II exhales a rainbow stream of energy.

Air Mega-Buster Ray = Jump - Down - Forward + Attack

When jumping, Mechagodzilla II's spikes surge with golden energy then Mechagodzilla II exhales a rainbow stream of energy.

Paralysis Missiles = Down - Back + Attack

Depending on which Attack Button is pressed, Mechagodzilla II will either fire a missile from the shoulder or waist. This attack does little damage, but can Stun the opponent in two or three shots.

Super Heat Shield = Back, Back and Hold Heavy Attack

Mechagodzilla II opens a port in its stomach region and unveils the surging shield. Mechagodzilla II can now absorb all energy attacks then release it as Plasma Grenade.

Plasma Grenade = After absorbing energy from Super Heat Shield, release Heavy Attack

Once Mechagodzilla II absorbs energy from Super Heat Shield, Mechagodzilla II pulsates with golden energy, waiting to be released. Once it has, a large golden energy beam is released. You can tell that this beam is actually Godzilla's Atomic Ray animation. This can be more powerful than a Wrath Attack,

but you have absorb quite a bit of energy to do so. Note that I am not sure why they decided to call this attack Plasma Grenade.

Holds:

Metal Elbow = Down - Forward + Hold

Mechagodzilla II smacks the enemy nine times in the face with its elbow, then throws the opponent down.

Shock Cables = Full Circle, start from Up, counter-clockwise + Hold

Mechagodzilla II pushes the opponent back while at the same time attach its wrist cables to it. Then Mechagodzilla II unleashes electric energy pulses through the cables and into the opponent.

Wrath:

Blitzkrieg = Forward - Down - Back - Forward + Heavy Attack

Mechagodzilla II bends down then dashes forward to the opponent. Then Mechagodzilla II releases a series of kicks and punches to the opponent which completes a twelve hit combo. This attack can be done mid-way across the screen and because it is a combo, it cannot be blocked or knocked out of. This attack also destroys any incoming projectiles.

Name: Mechagodzilla, Super*
Height: 120 Meters (394 feet)
Length/Wingspan: /
Mass: 150,000 Metric Tons (165,000 tons)
Powers/Weapons: Flight at Mach 1, Mega-buster Ray, Super Heat Shield NT-20, Laser Beam eyes, Plasma Grenade, Paralysis Missiles, Shock Anchor and cables - "Godzilla Crusher", Garuda Laser Cannons

Description/Notes:

Mechagodzilla II nearly failed its second attempt to destroy Godzilla, but the second creation of U.N. Godzilla Counter Measures team was then used to attach to Mechagodzilla II, creating Super Mechagodzilla. Garuda was a state of the art flying ship, but lacked to fire power to fight Godzilla. The most powerful monster in the game with out a doubt. With so many attacks and two Wrath Attacks at your disposal, any player can take pick this monster and enjoy playing with it.

Moves:

Laser Cannons = Down, Down + Attack

Super Mechagodzilla fires twin golden energy beams downwards at a 45* angle from the eyes.

Mega-Buster Ray = Down - Forward + Attack

Super Mechagodzilla's spikes surge with golden energy then Super Mechagodzilla exhales a rainbow stream of energy.

Air Mega-Buster Ray = Jump - Down - Forward + Attack

When jumping, Super Mechagodzilla's spikes surge with golden energy then Super Mechagodzilla exhales a rainbow stream of energy.

Paralysis Missiles = Down - Back + Attack

Depending on which Attack Button is pressed, Super Mechagodzilla will either fire a missile from the shoulder or waist. This attack does little damage, but can Stun the opponent in two or three shots.

Super Heat Shield = Back, Back and Hold Heavy Attack

Super Mechagodzilla opens a port in its stomach region and unveils the surging shield. Super Mechagodzilla can now absorb all energy attacks then release it as Plasma Grenade.

Plasma Grenade = After absorbing energy from Super Heat Shield, release Heavy Attack

Once Super Mechagodzilla absorbs energy from Super Heat Shield, Super Mechagodzilla pulsates with golden energy, waiting to be released. Once it has, a large golden energy beam is released. You can tell that this beam is actually Godzilla's Atomic Ray animation. This can be more powerful than a Wrath Attack, but you have absorb quite a bit of energy to do so. I always questioned why they decided to call this attack Plasma Grenade.

Maser Cannons = Forward - Down - Forward + Attack

Super Mechagodzilla bends back a bit and fires twin blue beams of energy at a 45* angle.

Detach/Attach Garuda = Hold Down + Dash

Garuda detaches from Super Godzilla and now is able to use another attack. Garuda attaches back onto Super Mechagodzilla and gives it another Wrath Attack.

Garuda Moves:

Maser Cannons = Forward - Down - Forward + Attack

Garuda fires twin blue beams of energy.

Pulse Cannon = Back - Down - Back + Attack

Super Mechagodzilla summons Garuda to strike and Garuda flies down in a curve. If Garuda makes contact, it will unleash small golden energy blasts to the opponent.

Holds:

Metal Elbow = Down - Forward + Hold

Super Mechagodzilla smacks the enemy nine times in the face with its elbow, then throws the opponent down.

Shock Cables = Full Circle, start from Up, counter-clockwise + Hold

Super Mechagodzilla pushes the opponent back while at the same time attach its wrist cables to it. Then Super Mechagodzilla unleashes electric energy pulses through the cables and into the opponent.

Wrath:

Godzilla Crusher = Forward - Down - Back - Forward + Heavy Attack

Super Mechagodzilla bends down and dashes forward to the opponent. Then Super Mechagodzilla launches its wrist cables then flies at an angle above the opponent's head. Then Super Mechagodzilla unleashes all weapons onto the opponent. This attacked cannot be blocked, knocked out off and can destroy all incoming projectiles.

Blitzkrieg = Forward - Down - Back - Forward + Heavy Attack

Super Mechagodzilla bends down then dashes forward to the opponent. Then Super

Mechagodzilla releases a series of kicks and punches to the opponent which completes a twelve hit combo. This attack can be done mid-way across the screen and because it is a combo, it cannot be blocked or knocked out of. This attack also destroys any incoming projectiles.

Name: Megalon*
Height: 55 Meters (180 feet)
Length/Wingspan: /
Mass: 40,000 Metric Tons (44,000 tons)
Powers/Weapons: Lightning bolt from horn, Napalm Bombs from mouth, Drill hands to burrow under the Earth at Mach 3, can fly in hops of 10 km

Description/Notes:

Like Gigan, Megalon is a strange monster and not one of my favorites. Although I like it more than Gigan. This armored cockroach is the guardian in the underground city of Seatopia, who then sent the beast to punish the humans for atomic testing. Megalon is another all round monster with long and short-range capabilities.

Moves:

Power Drill = Hold Heavy Attack

Megalon launches his drill forward and it spins rapidly.

Lightning Bolt = Down - Forward + Attack

Megalon fires a bolt of electrical energy from its horn.

Air Lightning Bolt = Down - Forward + Attack

While jumping, Megalon fires a bolt of electrical energy from its horn.

Napalm Bomb = Down - Back + Attack

Megalon spews a fire ball that drops to the ground. The ball then causes a small area of the ground to erupt in pillars of flame.

Drill Torpedo = Forward, Forward, Back + Attack

Megalon launches itself with its drill hands leading the charge.

Holds:

Drill = Forward - Down + Hold

Megalon spins its drill hand into the opponent for a second or two.

Kick = Back - Down - Forward - Up + Hold

Megalon kicks the opponent.

Drill Uppercut = Full Circle, start from Up, counter-clockwise + Hold

Megalon begins drilling in the chest area then moves its drill hand to the head. Then after a second or two, Megalon flies upwards while continuing to drill.

Wrath:

Armageddon = Forward - Down - Back - Forward + Heavy Attack

Megalon exhales a large fireball that flies to the ground at a 45* angle. Then causes a large area of the ground to erupt in large pillars of flame. This attack can only be done at mid-range and can be blocked by the opponent.

Name: Mothra*
Height: /
Length/Wingspan: 65 Meters (213 feet)/ 175 Meters (574 feet)
Mass: 20,000 Metric Tons (22,000 tons)
Powers/Weapons: Flight at Mach 3, Hurricane winds, Antenna Beams, Reflecting scales that turn attacking energies on their source

Description/Notes:

Mothra is a colossal moth that is worshipped by the natives of Infant Island. Mothra's twin priestess, the Shobijin, {Cosmos in the Heisei series}, are the only ones able to communicate and translate with Mothra. Like Anguirus, Mothra was never one of my favorite monsters, although many people will disagree. Although the new Mothras were more entertaining as well as deadly. Mothra is a fun and easy monster to use, so anyone can pick her up and play.

Moves:

Antenna Beam = Forward, Forward + Attack

After gathering particles of energy in the antennas, Mothra fires golden energy beams from its antenna.

Rapid Winds = Tap Attack Multiple times

Mothra flaps its wings rapidly, causing the air in front of it to pierce any opponent in front of Mothra. I have been told and confirmed that this attack can also destroy projectile attacks.

Air Strike = Down - Forward + Attack

Mothra dives at a 45° angle, then spins about and smacks the opponent.

Reflective Scales = Down - Back + Attack

Mothra flaps its wings rapidly, causing its golden scales to fly forward and create a sphere. If any projectile hits the sphere, the projectile changes into a different energy and bounces around in the sphere. Using this on an opponent will limit its attack quite drastically, unless it's Anguirus. Mothra can also use its own Antenna Beams on the sphere.

Holds:

Bite = Forward - Down + Hold

Mothra bites the opponent in the head ten times.

Energy Current = Back - Down - Forward - Up + Hold

Mothra sends golden energy from its wings through Mothra's chicken-like legs and into the opponent.

Seismic Toss = Full Circle, start from Up, counter-clockwise + Hold

Mothra flies with the opponent straight up, then quickly does a u-turn and flies straight to the ground and slams the opponent.

Wrath:

Cosmos Seal = Hold Heavy Attack for 3 seconds

Mothra glows with mystic energy and unleashes the Cosmos Seal on top of the opponent, crushing it with the seal's holy power. This attack can only be done successfully when Mothra is above the opponent. Obviously this attack cannot be

blocked and knocked out off, but it Cosmos Seal can be blocked.

Dark Echo = Hold Down for 3 seconds, {on the ground}, then press
Down - Back - Down - Forward then press Heavy Attack

Mothra lunges forward and grabs the opponent. She then releases a large amount of Reflective Scales and flies off to the side, above the opponents ahead. As this happens a familiar cry is heard and Battrra flies to the opposite side of the opponent's head. Mothra then unleashes golden bolts of energy from its wings onto the opponent, while Battrra fire violet prism beams from its eyes on the opponent. This attack cannot be blocked, knocked out off and can destroy all incoming projectiles. The only down side is that you have to be on the ground when you do this, making you vulnerable.

3. Quick Move List

This is basically a reference list, without the details of the attack and monster.

- Note that the power, length and/or speed of the attack can depend on the Attack Button that is pressed.
- Long range attacks mean projectiles.
- "Down - Forward" means down to forward.
- "Forward, Forward, Back" means tap Forward, etc.
- Wrath Attack can only be done when the rage meter is full. The outline of your monster, on the bottom right of the left screen, will flash red when this happens.
- The top meter is your Health Meter and the one below it is the Stun Meter.
- When the Stun Meter hits its max, the monster will collapse and stunned for a few seconds. You can tell for how long by the draining Stun Meter.
- Roaring can Stun your opponent.
- When attacking with regular attacks, you can sometimes change the attack by pressing on the D-Pad. For example, while Anguirus jumps at an angle, press Down and Heavy Attack for a different regular attack.

Anguirus**

Moves: - Tail Hammer = Forward - Down - Back + Attack
- Air Tail Hammer = Jump - Forward - Down - Back + Attack
- Carapace Thrust = Hold Back for 3 seconds, then Forward + Attack

Holds: - Bite = Forward - Down + Grab Button
- Toss Over = Forward - Up - Back + Grab Button

Wrath: - Thunderball = Forward - Down - Back - Forward + Heavy Attack

Biollante**

Moves: - Vine Constrict = Hold Heavy Attack for 1 second
- Throw = Hold Up + Heavy Attack, after Vine Constrict is executed
- Acidic Sap Spray = Down - Forward + Attack
- Acidic Sap Spit = Down - Back + Attack
- Ground Vine = Down, Down Attack

- Vine Shield = Forward - Up + Attack

Holds: - Toss Over = Forward - Up - Back + Hold
- Rag Doll = Full Circle, start from Up counter-clockwise + Hold

Wrath: - Acidic Shower = Full Circle, start from Forward, counter-clockwise
+ Heavy Attack

Gigan**

Moves: - Fire Breath = Down - Forward + Attack
- Laser Beam = Down - Back + Attack
- Air Laser Beam = Jump - Down - Back + Attack
- Tail Flip = Forward - Down - Down, Forward + Attack
- Head Kicker = While Jumping, Hold Down + Heavy Attack*3

Holds: - Uppercut = Forward - Down + Hold
- Buzzsaw = Back - Down - Forward - Up + Hold
- Super Buzzsaw = Full Circle, start from Up, counter-clockwise + Hold

Wrath: - Buzzsaw Blitz = Forward - Down - Back - Forward + Heavy Attack

Godzilla**

Moves: - Atomic Fire = Down - Forward + Attack
- Atomic Ray = Down - Back + Attack
- Air Atomic Ray = Jump - Down - Back + Attack
- Tail Swing = Forward - Down - Down, Forward + Attack

Holds: - Bite = Forward - Down + Hold
- Toss Over = Forward - Up - Back + Hold
- Atomic Pulse = Full Circle, start from Up, counter-clockwise +
Hold

Wrath: - Hyper Atomic Ray = Forward - Down - Back - Forward + Heavy Attack

Guoten**

Assault Mode

Moves: - Dual Laser Turrets = Down - Forward + Attack
- Plasma Cannon = Down - Back + Attack
- Steam Jet = Hold Heavy Attack for Five seconds

Wrath: - "Full Steam Ahead" = Forward - Down - Back - Forward + Both Attack

Sentry Mode

Moves: - Quad Laser Turrets = Down - Forward + Attack
- Dual Plasma Cannon = Down - Back + Attack
- Electric Field = Hold Heavy Attack for Five seconds

Wrath: - Super Electric Field = Forward - Down - Back - Forward + Heavy Attack

King Ghidorah**

Moves: - Ghidorah Barrage = Hit Attack Button Multiple times
- Gravity Beam = Down - Forward + Attack
- Air Gravity Beam = Jump - Down - Forward + Attack
- Jump Double Kick = Down - Back + Attack

Holds: - Multi Bite = Forward - Down + Hold
- Toss Over = Forward - Up - Back + Hold
- Toss Up = Back - Down - Forward - Up + Hold

Wrath: - Gravity Storm = Forward - Down - Back - Forward + Heavy Attack

Mechagodzilla**

Moves: - Chest Beam = Down*3 + Attack
- Space Beam = Down - Forward + Attack
- Force Field = Back, Back and + Attack
- Finger Missiles = Down - Back + Attack
- Flamethrower = Forward - Down - Back + Attack
- Flight = Jump, Hold Up + Dash*2

Flight Moves: - Space Beam = Forward - Down + Attack
- Delay Missiles = Hold Attack for 3 seconds
- Land = Dash

Holds: - Jab = Down - Forward + Hold
- Bad Breath = Full Circle, start from Up, counter-clockwise + Hold

Wrath: - Salvo = Forward - Down - Back - Forward + Heavy Attack

Mechagodzilla II**

Moves: - Laser Cannons = Down, Down + Attack
- Mega-Buster Ray = Down - Forward + Attack
- Air Mega-Buster Ray = Jump - Down - Forward + Attack
- Paralysis Missiles = Down - Back + Attack
- Super Heat Shield = Back, Back and Hold Heavy Attack
- Plasma Grenade = After absorbing energy from Shield, release Heavy Attack

Holds: - Metal Elbow = Down - Forward + Hold
- Shock Cables = Full Circle, start from Up, counter-clockwise + Hold

Wrath: - Blitzkrieg = Forward - Down - Back - Forward + Heavy Attack

Mechagodzilla, Super**

Moves: - Laser Cannons = Down, Down + Attack
- Mega-Buster Ray = Down - Forward + Attack

- Air Mega-Buster Ray = Jump - Down - Forward + Attack
- Paralysis Missiles = Down - Back + Attack
- Super Heat Shield = Back, Back and Hold Attack
- Plasma Grenade = After absorbing energy from Shield, release Attack
- Maser Cannons = Forward - Down - Down, Forward + Attack
- Detach/Attach Garuda = Hold Down + Dash

Garuda Moves: - Maser Cannons = Forward - Down - Forward + Attack
 - Maser Pulse Cannon = Back - Down - Back + Attack

Holds: - Metal Elbow = Down - Forward + Hold
 - Shock Cables = Full Circle, start from Up, counter-clockwise + Hold

Wrath: - Godzilla Crusher = Forward - Down - Back - Forward + Heavy Attack
 - Blitzkrieg = Forward - Down - Back - Forward + Heavy Attack

 Megalon**

Moves: - Power Drill = Hold Heavy Attack
 - Lightning Bolt = Down - Forward + Attack
 - Air Lightning Bolt = Down - Forward + Attack
 - Napalm Bomb = Down - Back + Attack
 - Drill Torpedo = Forward, Forward, Back + Attack

Holds: - Drill = Forward - Down + Hold
 - Kick = Back - Down - Forward - Up + Hold
 - Drill Uppercut = Full Circle, start from Up, counter-clockwise + Hold

Wrath: - Armageddon = Forward - Down - Back - Forward + Heavy Attack

 Mothra**

Moves: - Antenna Beam = Forward, Forward + Attack
 - Rapid Winds = Tap A Multiple times
 - Air Strike = Down - Forward + Attack
 - Reflective Scales = Down - Back + Attack

Holds: - Bite = Forward - Down + Hold
 - Energy Current = Back - Down - Forward - Up + Hold
 - Seismic Toss = Full Circle, start from Up, counter-clockwise + Hold

Wrath: - Cosmos Seal = Hold Heavy Attack for 3 seconds
 - Dark Echo = Hold Down for 3 seconds, {on the ground}, then press Down - Back - Down - Forward then press Heavy Attack

 4. Secrets

To use the codes, you have to wait for the "Press Start" to flash on the screen. Just let the game start and load, and after it shows a few titles, the

main title screen will appear and the "PressStart" will flash.

Fight Super Mechagodzilla: Play on Expert difficulty.

Unlock Super Mechagodzilla: Hold L + R, Y, X, A, B

Fight Guoton: Beat the game on Expert difficulty, without using a continue.

Unlock Guoton: Hold L + R, press Up, Left, Right Down,
Y, X, B, A

5. Review

My reviews are based on the games own merit.

Graphics = 5/5
Sound/Music = 5/5
Gameplay = 5/5
Overall = 5/5

Graphics = 5/5

Graphically, this is probably the one of the best Super Nintendo has to offer. The amount of detail put into the monsters and the backgrounds are incredible. All the monsters look the way they should, all have the right amount of details. Everything from scales on Godzilla's body to Biolantte's multiple vines around the body and even the attacks look like they came straight from the movie. They took very special care not to miss any detail on the monsters and the backgrounds. I can not see any graphical problems with this game.

Sound/Music = 5/5

For a fighting game fan, they may give this a three, but for a Godzilla fan, it is a definite five. All the tracks sound like they took them straight from the movie, {slightly scaled down of course}. Godzilla fans should be able to recognize most tunes, {or at least one}, like Godzilla's March and Mothra's Battle for Earth tune. Same goes with the Sound FX. All Godzilla fans will be happy to know they did a excellent job on transferring it from the movies. Everything from Godzilla's roar to Mechagodzilla's Force Field sound fx. I can see very little to complain about with Sound/Music.

Gameplay = 5/5

For a fighting game fan, they may give this a three, because usually they like more combos and less special attacks. But for Godzilla fans we will give this a five. Anyone who enjoys the good old days of Super Street Fighter II and Mortal Kombat, do not really care much more combos. This game is a straight on special attack against special attack kind of fighting game. Nothing is more satisfying then watching your opponent get the s!@# out of them from a super move. Pretty much every attack you saw in the Godzilla film is in this game, from Anguirus' Carapace Thrust to Mechagodzilla II/Super Mechagodzilla's Plasma Grenade. The only thing I wish they did is add at least two more monsters. Other then that, the perfect game for a Godzilla Fan.

Overall = 5/5

If you are a fighting game fan, you may enjoy this. But if you are a Godzilla fan, you have found probably the best Godzilla game every made to date.

6. My Thanks

My Thanks to...

- J.D. Lees and Marc Cerasini, for creating "The Official Godzilla Compendium".
- Toho for making this awesome game and the Godzilla movies.
- Desmond Kwok <dezboill118@hotmail.com>, for the Summon Battra move, which I renamed Dark Echo.
- Marcin <marcinm3@go2.pl>, for correcting the Super Mechagodzilla code, and correcting the Dark Echo move.
- Vincent Lee <bronze_cheff@yahoo.ca>, for tips and/or attacks for the following monsters; Biollante
Gigan
Megalon
Mothra

7. Last Words

Hold's are hard to execute, so don't give up or think that the way to execute the Hold is wrong. Also I may be still missing some attacks, so if you now of any that I miss, then email me and you will be credited for it.

8. Copyright

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