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(CGB)

CONTROLS

These are based on the DEFAULT Setting.

There will be no ASCII image of a SNES controller since if you are playing this game you probably know what the controller looks like.

- A: Punch, Select in Menus, Select Attack
- B: Punch, Select Attack
- X: Punch, Select Attack
- Y: Punch, Seleyc Attack
- L: View Location, Select Item/Escape
- R: View Location, Bring up Items Menu
- START: Pause
- SELECT: Select in Menus
- D-Pad: Move

NOTE: When SUPER GODZILLA any punch button can be held down to charge a lunging SUPER PUNCH, which does a lot more damage and still allows choice of attack.

ON THE MAP:

This is brief because I will get into much more detail later.

Alright for most of the time you are wandering the level. This is all seen from a top view of the city and your blue dot is you. On the top half of the screen you see godzilla walking and his surroundings. On the bottom, you see the part of the map you are on, with Godzilla being the blude dot and the boss being the Purple Dot. The Mother UFO is an orange square with 2 black rings inside it. Your health, time, course, and enemy is displayed.

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A= Health
 B= Time Remaining
 C= Direction/Course
 D= Distance to Enemy

Alright in battles, the game goes more 2D fighting style. You see a side view of Godzilla and his opponent. You have a STAMINA meter. It goes up and down depending on how far right you move. The higher it is, the better attack choices you receive. To attack, approach the opponent and PUNCH. Now retreat to choose an attack, then hit PUNCH again to execute. If you get hurt while retreating, you fail to attack. There are 4 attacks, not all work on all opponents so be careful. You'll get the hang of it.

Starting on Level 2, you face UFOs which are easily dealt with, but annoying. They stop appearing if you destroy the Mother UFO. As stated previously, the Mother UFO is an orange square with black circles. Trust me you ALWAYS want to take it out.

Every Level has a time limit. This is because the control device on Godzilla only works for so long. So yea you're always going against the clock so try not to fiddle around, but usually you have plenty of time to do everything.

On the map, you will see several different types of squares and such. Everything is a square. Different Squares do different things. For example, cement or grass is fine, buildings do a little damage, but you destroy them, water slows you down, electric fences just hurt you, and etc.

*****ATTACKS*****

All attacks do different amounts to each opponent, so it will be covered later

Monster: Godzilla

- Classic godzilla, picture easily found
- Tail Whip (low stamina)
 - Whacks enemy with tail
- Body Slam (low-medium stamina)
 - Slams into enemy
- Fire Breathe (medium stamina)
 - Shoots fire out of mouth (Blue)
- Ultra Fire Breath (medium-high stamina)
 - Shoots Massive beam of fire out of mouth (Blue)

Monster: Super Godzilla

- Looks a lot like Space Godzilla (explained later)
- Super Punch
 - An extra powerful lunge punch (not attack command, but a special punch)
- Tail Ball (low stamina)
 - Flings ball of energy from tail at enemy

-Explosive Slam (low-medium stamina)

Slams into enemy, then they start having blue explosions on them

-Fire Breathe (medium stamina)

Shoots a beam of Fire from mouth (Bright Orange)

-Nova Beam (medium-high stamina)

Shoots beam out of Stomach that is blue and has SuperG's face on it.

*****OTHER GAME BASICS*****

-When you beat a level, you are scored on your performance. About every 10,000 points you earn an extra Credit. A Credit is used when you die to continue. You start with 5.

-Points are based on Health Left, Time Left, and Buildings destroyed. Health is 10X your health, 10X your time, and -10 for every buildings destroyed. But you also receive a bonus.

-When you get a game over, the boss is displayed either fully or in shadow, depending on if you have fought them.

-If you continue, the boss has just as much health as you left him with.

-Most items are random, but there are a few that never change.

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(WT)

Before I say anything else, you can check my maps here on GameFAQs in case you get lost on the map or need visual representation.

*****LEVEL 1: OSAKA (L1)

Time Limit: 240 (4 minutes)

Starting Energy: 600

Alright you start in 1-A. The boss will either be in 1-B or 2-B. Either way you want to start by heading into 1-B from 1-A. Start by heading right onto land, I suggest breaking that one building to save some time. Once on concrete, continue forward. Keep heading right until you come across a mine. Step on it, go forward one and start heading down. When you hit the bottom, head right through one building and grab the yellow station for an item. As you approach it a tank appears so just step on it when ready. Continue to 1-B.

As you enter 1-B, you'll come across two tanks. Step on them both. If the Boss is here, head towards him. If not grab the yellow station for an item and then head up to 2-B. Note that in the center of 1-B is a group of 3 mines and 2 tanks. Just a heads up.

If the Boss wasn't in 1-B, then you go up here to 2-B. As you enter you are attacked by a tank, step on it. Head up and grab the 1st yellow station for an item. Ignore the tank. Head up and then head right through the water. As you leave the water you will be ambushed by 3 tanks, step on them. Grab the last yellow station for an Instant Health Capsule. Then face the Boss.

(Boss Strategy is in "Enemies Section)

*****LEVEL 2: MT. FUJI (L2)

Time Limit: 400 (6 minutes 40 Seconds)

Starting Energy: 600

Alright (I use that word a lot in my guides) now it gets tougher. The enemy is in 2-A. The problem is 2-A is not accessible from 1-A (where you start). You have to go all the way around to 1-B, 2-B, then finally to 2-A. So you start in 1-A, head right in a straight line the way you start. You will run into a few mines so watch out. There is a blue station and a yellow station with worthless info. As you go, UH OH A UFO?! Yep you got to fight him. They are randomly appearing for the rest of the game, deal minimal damage and die in one fire breath so be quick with it.

Keep heading into 1-B, you will encounter a few mines and a new type of Tank. This tank can deal more damage and fire at a longer range, except it cannot fire up close. In this area there are just a few mines and a tank. There are two worthless yellow info stations and a blue station. Once you get past the tank, enter the open area then head up to 2-B.

As you enter 2-B, you will see an Orange Spot on the map. This is the MOTHER UFO. You most definately should defeat it. It will make the boss unable to warp, AND get rid of your small UFO pests. Engage the Mother UFO and defeat it with 3 fire breaths or so. After beating it, about 3 Advanced Tanks appear, one should be in the mountains. Step on all of them. There are 4 yellow stations in this section, the one on the far right has an item, the second from the right has another item, the next one is a worthless info station, and the one farthest left is an instant health capsule. You'll hit one or two more mines, then head left into 2-A....

When you enter 2-A, there is an immediate worthless info station by the small lake. When you come up to the next yellow station, an Advanced Tank appears. Crush it then collect the Instant Health Capsule. There are 2 blue stations. The next 4 yellow stations have a Time Freeze capsule, and the rest are items. Go around taking the tanks before engaging the boss. Then if you need it use a blue station. Then go fight the boss, (US Version: Fake Godzilla, Then Mechagodzilla '74) (JP Version: Mechagodzilla 93'). Strategy is at the bottom.

*****LEVEL 3: LAKE ASHINO (L3)

Time Limit: 480 (8 minutes)

Starting Energy:

Get ready because this level takes a while. I am going to apologize in advance. The point of this level is to save the professor, but he's being held in an ORANGE STATION. The problem is all the other Orange Stations are Booby Trapped. Alright you start in 1-B, so start by simply heading right AROUND the Blue Fences without touching them (ouch). You will encounter 1 tank and 1 mine so don't worry.

As you enter 1-A, you'll have to head up to 2-A since you're kind of in a not so hot spot to get into the action.

Now as you enter 2-A, you'll just have to loop around the Unbreakable mountain and back down into 1-A.

Head down around the Blue fences and face the Mother UFO, 2 advance tanks appear but will not be able to attack from their position, so crush them after taking out the Mother UFO. No just head back up to 2-A the way you

came.

Once in 2-A, start crossing the lake, picking up the item in the deep part.

Now you're in 2-B. There are 2 yellow stations to your immediate access. One is a warp to the area where you fought the Mother UFO, and the other reveals where the Professor is located. The problem is, it's random every time you turn on the game, so I can't tell you which station it is. So study that little map it gives you closely, then open a new window and view my map of this level to help you find your way to that specific Orange Station. There very few tanks and mines in the level, but plenty of yellow stations with items and such.

Once you have found the location of the professor, you discover that they used Godzilla cells to create Biollante, and of course you have to kill her. She appears in the Lake and will only go in the lake at 3-A. So before you fight her, load up on items. Once you have defeated her, the level ends. You find out that the Ghidorah Cells can hold a lot of energy. So they are injected into godzilla, giving him a new max of 700 health. (yay!) Strategy is in the Enemies Section.

*****LEVEL 4: YOKOHAMA (L4)

Time Limit: 520 (8 minutes 40 seconds)

Starting Energy: 700

A large but rather easy level. You start in 1-A. Make your way down the narrow strip of pavement. You will encounter a few mines, step on them anyway. Then when you hit the bottom of the map, head right and destroy the lone building blocking your path. After this you shall encounter a few more mines and some tanks. Then about 4 steps later, two more advanced tanks. Destroy the next lone building to proceed into the last little section of the area. There will be about 1 more tank or mine. You will see a huge section of about 10 yellow stations. One is worthless info and the rest are either blue capsules or instant health capsules. Now leave 1-A rightward into 1-B through the small opening in the buildings.

Remember when I said step on the mines? Well as soon as you enter 1-B you step on a blue station. As you continue rightward, many tanks, advanced tanks, and mines appear, so crush them. The yellow station on the bottom has an instant health capsule. Continue towards the Mother UFO. A few more mines and tanks appear, crush them first. Now engage the Mother UFO. After it's gone, head back the way you came, except go up the middle, destroying any left over enemies. The yellow stations have some items and one has an instant health capsule. Now proceed upward to 2-B.

Once in 2-B just keep heading up on the cement, ignoring the tanks, and the yellow station. No combat here. Continue to 3-B

Once in 3-B, keep heading up, you will find two tanks, dispose of them. Grab the yellow station if you want. Now proceed into 4-B.

Once in 4-B, grab the Yellow Station for a good Red Orb, and use the Blue Station if your health is running low. Engage Battrra, easy Battle. After the battle, head left into 4-A by going through the water, try to go through the thinnest deep area. Enter 4-A.

Once in 4-A, you'll hit a Blue Station. Do not bother with any other station in the area, just head for battrra. Still heading left, you'll encounter some mines as you reach shore. Evade them and engage Battrra.

If you have about 350 time left, you destroy the cocoon. If not then it's battle time again.

*****LEVEL 5: TOKYO (L5)

Time Limit: 770 (12 minutes 50 seconds)

Starting Energy: 700 (900 if Super Godzilla)

Either one of the easiest or hardest levels. You have two decisions, both lead to a hard part eventually so choose now:

CHOICE A: Head straight for Mecha-Ghidorah to have an easier battle with the Final Boss.

CHOICE B: Get all three "S" Stations and transform into Super Godzilla in which Mecha-King Ghidorah is insanely easy. The downfall is you can't become Super Godzilla until a little bit after fighting the Final Boss which makes you very likely to die if you don't run away.

I didn't even know about "B" until a few play-throughs ago. I prefer B but I recommend trying both eventually, as both offer unique challenges.

--CHOICE A--

You start in 1-B. Now you'll call me crazy but you don't have enough time to go kill the Mother UFO in 1-A due to the mass amount of deep water. So start heading up towards 2-B, when you come across some mines and tank, head right. To the bottom is a worthless info station and to the right is another info station and a temporary invincibility power-up. Just head up through the far right side, destroying the tanks that come in your way. You want to end up in the far right column of open area in 2-B

As you enter 2-B, you will be bombarded by 5 tanks, but if you got that invincibility it will be no problem. Crush them and head up and towards the right into 3-B.

3-B, not much here but a few mines and tanks, but a whole lot of buildings. Try to destroy as few buildings as possible. Avoid the few tanks and head into 4-B.

Once in 4-B, work your way around and grab some items, you'll need them. When you're ready, find Mecha-King Ghidorah and engage him. Strategy is with other boss Strategies.

--CHOICE B--

You start in 1-B. Head up until you are just to the right of two unbreakable buildings with a space inbetween. An advanced tank will appear but not be able to attack you. Just head left into the ocean. There will be a chain of mines in the ocean. Step on them to move as if on concrete, or if you rather you can just go through normal water and take longer. Head into 1-A.

As you enter 1-A, you'll see three Yellow stations. 2 have blue Orbs and 1 has a Yellow (the 3rd has the yellow orb). Head towards the mother UFO, this will take a long time. After you have defeated the mother UFO, head up towards 2-A, grabbing the yellow station giving you a time stop capsule.

As you enter 2-A, head up to the "S" Station, this is 1 of 3. When you approach it, mines and tanks appear. If you have plenty of health, take them out, then get the "S" Station since it gives you health. After you get the "S" Station, take care of the pests if you haven't already. There is an instant health capsule above the "S" Station and a Blue Station to the left. Head down and to the right

while staying on a course to 2-B. There is a whole row of 4 yellow stations each holding an item. Right next to the row is an equal row of mines along with some tanks. Start taking out the tanks but avoid the mines if all possible. When you're ready, proceed into 2-B.

Alright, you're right next to the 2nd "S" Station. Grab it then head right back into 2-A.

2-A again, Above the row of the 4 yellow stations should be a 5th one slightly off to the right. Grab it to be warped to the opposite side of the same area. Grab the blue station, then head up to 3-A from the left side.

Once in 3-A, you'll encounter a tank, crush it. Head up, breaking as few buildings as possible. You'll encounter 2 mines, step on them. There are 2 yellow stations, the 1st one has a instant health capsule, and the other is an item. Now head up into 4-A.

You should be in the bottom left corner of 4-A. Destroy the single tank. Break through one building and grab the last "S" Station. TADAH!!! You're Super Godzilla! Now you take no damage from mines, tanks, or buildings. So do as you please to them. Head right into 4-B.

Once in 4-B, just head right, and when you encounter another line of mines, step on all of them to clear the way quicker. Enter the opening and engage Mecha-King Ghidorah for an EASY EASY Battle.

*****LEVEL 6: TOKYO (L6)

Time Limit:

Starting Energy: 700 (900 when you become Super Godzilla)

The Ultimate Showdown is here. The level is short. Depending on whether you chose A or B before, the level will be slightly different but offer the same ending.

--CHOICE A--

After Defeating Ghidorah, a scene appears in which a mass called "Bagan" appears and destroys Tokyo. Just head to 3-B, avoiding any tanks, just the way you came.

Now in 3-B, you'll see an Orange Station. Go to it and it's the Professor. Super Godzilla time. Now mines and tanks can't hurt you. Head down to 2-B.

Once in 2-B, head down to 1-B just the way you came, hunting for items if you please. If you encounter a UFO, super punch it for a one hit kill.

Now that you're in 1-B, if you feel ready, engage Bagan. Defeat him to beat the game. Congrats. (sorry this is so short).

--CHOICE B--

Uh oh, you're not Super Godzilla anymore, and right at the worst time. The Aliens have released their ultimate weapon, Bagan. Tokyo has been destroyed. You must attempt to face this ultimate monster while Godzilla. Remember what you did to Mecha-Ghidorah? Well it's like that but twice as bad, and it's happening to you.

You start in 4-B. Try to find the Instant Invincibility yellow station, it's towards the top of the map, a little right from the middle. I didn't mention it before because you need it now for the road ahead. Head down into 3-B.

Head down through 3-B breaking through buildings and stepping on mines while your invincibility is still on. Make your way past some mines and maybe one or two tanks. Grab as many items as you can on the way. Proceed to 2-B.

You might find Bagan here, if not he's down one more section. Either way many tanks appear to stop you so destroy all of them. If Bagan is here, make sure you have full health and engage him. If not continue down to 1-B.

Once in 1-B, take out any tanks, grab any last minute items, and engage Bagan. You'll have to wait a little while to become Super G again, and you'll probably have to retreat a few times. Strategies are at the bottom.

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(BS)

Okay here it goes... STATUS is how they are encountered.

HEALTH: Is how much health they have (or how much it takes to kills them). ATTACKS are what they can hurt you with and (how much damage it does is in parenthesis). GODZILLA ATTACKS are the attacks that work on them and (how much they do are in parenthesis). DIFFICULTY is how hard they are. STRATEGY is the best way to deal with them.

PLEASE NOTE: All damage numbers are estimates. Attacks can vary in damage by a few hit points. The higher the initial damage, the higher the variation can be. Example: Tanks do 4-6, but on occasion do 7. Where as King Ghidorah's Single Beam does AROUND 50, sometimes 48 or 54, but usually around 50. There is no exact number.

Enemy: Tank

Status: On Map Only

Health: 1 stomp

Attacks: Fire Cannon (4-6)

Difficulty: 1/10

Strategy: Just walk on them, and try not to avoid them since over time it will eat away at your health.

Enemy: Advanced Tank

Status: On Map Only

Health: 1 Stomp

Attacks: Fire Cannon (6-9)

Difficulty: 2/10

Strategy: Since they are the same as Tanks but stronger just have the exact same strategy, but make sure to kill them. They have longer range, but in groups can suck your health quickly.

Enemy: Mine

Status: On Map Only

Health: 1 Stomp

Attacks: Explode (30)

Difficulty: 2/10

Strategy: When you step on it, it explodes, that's all. You can either avoid them, or just step on them to get rid of them.

Sometimes they allow easier access over water though.

Enemy: UFO

Status: Battle Mode Enemy

Health: 50

Attacks: Laser Beam (5-10)

Godzilla Attacks: Only Fire Breath works (50 damage)

Super Godzilla Attacks: Super Punch (50), Fire Breath (50)

Difficulty: 4/10

Strategy: Simple run up to them and punch them, then use your fire breath to kills them. They are easy but give you no bonuses so escape if you don't feel like fighting.

Enemy: Mother UFO

Status: Battle Mode Enemy

Health: 150

Attacks: Laser Beam (14-20), Thunder Beam (5-10)

Godzilla Attacks: Only Fire Breath Works (50)

Super Godzilla Attacks: Super Punch (100), Fire Breath (100)

Difficulty: 4.5/10

Strategy: TAKE THEM OUT. On the map, they are an Orange Square with two black circles. Once killed, no UFOs attack you AND the boss monster can't warp. They are basically beefed up UFOs who can Fly up and down and 3x the health, but the overall strategy is the same.

Enemy: King Ghidorah

Status: BOSS (Level 1)

Health: 600

Attacks: Single Beam (50), Double Beam(60), Triple Beam (80)

Godzilla Attacks: Tail Whip (50), Body Slam (65), Fire Breath (80), Ultra Fire Breath (100), Slam (10)

Difficulty: 6/10

Suggested Items: 2 Blue, 1 Red, 1 Green

Strategy: Pretty Simple, you probably can live with using only a single blue item, the other items are just to make it easier really. He only does a single slam at a time so just keep moving forward. Get your punch in and choose an attack. He doesn't do a ton to you, but you don't have a lot of health either. Just keep attacking, using an item occasionally if needed. You shouldn't need to retreat, no real tricks here.

Enemy: (Fake) Godzilla

Status: PreBOSS (Level 2; US Version)

Health: 200

Attacks: Slam (8-14)

Godzilla Attacks: Punch (1 punch kills)

Difficulty: 4/10

Suggested Items: none

Strategy: Just go and punch him. It can sometimes be hard since he moves a lot but one punch brings on phase 2 of the boss.

Enemy: Mechagodzilla (1974; US version)

Status: BOSS (Level 2; US Version)

Health: 550

Attacks: Eye Beam (70), Finger Missles (50), Force Field Fire Breath COUNTER (50), Triple Slam (30)

Godzilla Attacks: Tail Whip (30), Body Slam (50), Ultra Fire Breathe (80)

Difficulty: 8/10

Suggested Items: 2 Blue, 2 Green

Strategy: He can be tough. You CANNOT use normal Fire Breath since his shield deflects it and then he attacks you. You may have to run away a few times, but just keep punch him, making sure not to choose normal fire breathe. If you get the chance, use Ultra Fire Breath. I highly do not recomend choosing the "Random" attack. He can be very tough, but is sort of easy when you get the hang of it. I like the "low stamina, many tail whips" technique. It can be very affective, just run if you see his Stamina sky rise, since he's going to attack.

Enemy: Mechagodzilla (1993; JP Version)

Status: BOSS (Level 2; JP Version)

Health: 550

Attacks: Eye Beam (70), Mouth Beam (90), Shoulder Missle (50),
Fire Breath COUNTER (50), Triple Slam (20)

Godzilla Attacks: Tail Whip (40), Body Slam (45), Ultra Fire (80)

Difficulty: 8/10

Suggested Items: 2 Blue, 2 Green

Strategy: He can be tough. You CANNOT use normal Fire Breath since his shield deflects it and then he attacks you. You may have to run away a few times, but just keep punch him, making sure not to choose normal fire breathe. If you get the chance, use Ultra Fire Breath. I highly do not recomend choosing the "Random" attack. He can be very tough, but is sort of easy when you get the hang of it. I like the "low stamina, many tail whips" technique. It can be very affective, just run if you see his Stamina sky rise, since he's going to attack. He is slightly different from the US one but has a few differences, like not starting as Fake Godzilla.

Enemy: Biollante

Status: BOSS (Level 3)

Health: 700

Attacks: Tentacle Whip (60), Acid Blast (130), Body Slam COUNTER (80),
Slam (10)

Godzilla Attacks: Tail Whip (20), Fire Breath (50),
Ultra Fire Breath (75)

Difficulty: 9/10

Suggested Items: 2 Green, 2 Yellow

Strategy: One of the hardest bosses you face. Alright she's big and she isn't very friendly. His attacks are very deadly. She starts out with two tentacles. Try to take these out first. They take about 5-7 punches to destroy. While she has them, she can do her Tentacle Launch attack that is not too bad damage wise. Every punch knocks the tentacles back, so you might be able to attack Biollante herself if you knock them back enough. Once both tentacles are dead, she starts to use her acid attack a lot more which is devastating. She is IMMUNE to Body Slam so don't use it, also try not to do Random because Body Slam is very frequent in Randoms. When she goes underwater, go forward as far as you can to build stamina. When she rises, punch and do an Ultra Fire. Her defense is very high so you'll probably have to retreat several times. Continue until she dies.

Enemy: Battrra (possibly fight 2)

Status: BOSS (Level 4)

Health: 550 (500 on second battle)

Attacks: Dive Bomb (70), Eye Beam (50), Slam (5)

Godzilla Attacks: Ultra Fire Breath (110)

Difficulty: 6.5/10

Suggested Items: 3 Red, 1 Yellow

Strategy: Easy. Only Ultra Fire Breath works, but it's easy to get. He

has low defense so just keep coming at him. His attacks aren't too powerful. You may have to use A Yellow Orb but only 1. Try to use your red Orbs to get your good attacks. If you take too long after you defeat the 1st Battrra, you will have to face a 2nd one, who has no difference at all. Either way, he's more of an annoyance than a boss.

Enemy: Mecha-King Ghidorah (fought as Godzilla)

Status: BOSS (Level 5)

Health: 800

Attacks: Single Beam (65), Double Beam (75), Triple Beam (85), Taser (160), Slam (25)

Godzilla Attacks: Tail Whip (35), Body Slam (50), Fire Breath (60), Ultra Fire Breath (80)

Difficulty: 9.25/10

Suggested Items: 2 Yellow, 2 Green

Strategy: This is a TOUGH battle. If you chose this path, you either don't want to delay fighting Bagan or have a lot of guts. It's not easy, but I didn't even know there was an easy route until my last two times through. All attacks work on him so keep attacking. Lots of weaker attacks are probably the easiest. He has a triple slam does some damage and builds up over time. You'll probably retreat a few times, since he is no easy enemy. Make sure to have plenty of items to help you out because you're in for a wild ride. If his stamina bar starts rising very quickly, Escape because you can't afford the damage.

Enemy: Mecha-King Ghidorah (fought as Super Godzilla)

Status: BOSS (level 5)

Health: 800

Attacks: Single Beam (35), Double Beam (45), Triple Beam (55), Taser (80) Slam (15)

Godzilla Attacks: Super Punch (20), Tail Ball(100), Explosive Slam(125), Fire Breath(150), Nova Beam (200)

Difficulty: 5/10

Suggested Items: 2 blue, 2 Red

Strategy: Quite Simply a very easy battle. He can barely do anything to you. You may need to get health ONCE if you mess up. Super Punch him and unload the Punishment. Your Nova beam does a whopping 200 damage so make quick work of him. Have fun, I mean if you got this far this is a welcome fun break. I mean I still had 400 health even after I was doing tests to see how much damage he did to me.

Enemy: Bagan (fought as Godzilla)

Status: FINAL BOSS (level 6)

Health: 900

Attacks: Slash (130), Energy Diamond Rain (150), Plasma Mouth Beam (200), Fire Breathe COUNTER (0), Slam (100)

Godzilla Attacks: Tail Whip (5), Body Slam (10), Ultra Fire Breath (30)

Difficulty: 1000000/10

Suggested Items: 4 Yellow or 4 Green

Strategy: Impossible. If you are forced to fight him as godzilla, you can only hope the Super X3 comes soon and transforms you because you're lucky if you do 30 damage to him before you transform. Try to hit him and attack ASAP! Don't be afraid to run away either. He is impossible to beat so just hang tight. My FAVORITE thing to do is back up as far as I can and just stand there. He will RARELY attack you so just hang out there. If he attacks 2 times or more, heal yourself and just sit there. There is no real point in Attacking.

Enemy: Bagan (fought as Super Godzilla)

Status: FINAL BOSS (level 6)

Health: 900 (minus whatever previous damage was done to him)

Attacks: Slash (70), Energy Diamond Rain (90), Plasma Mouth Beam (100), Slam (50)

Godzilla Attacks: Super Punch (10), Tail Ball (50), Explosive Slam (70), Fire Breath (80), Nova Beam (100)

Difficulty: 9/10

Suggested Items: 2 Yellow, 1 Green, 1 Red

Strategy: The final battle is here. If you were already Godzilla and transformed in battle, you may have done a bit of damage, but nothing real great. You'll start with full health when you transform so that's good. On the other hand, if you started as Super G, then you'll have all your items. I recomend starting as Super G if possible. I recomend using a super punch whenever possible. It raises stamina in place, and launchers forward and deals extra damage. You can even punch, then keep holding down the button to super punch after, doing extra damage. You may have to escape. Try to get high stamina, since the Nova Beam looks sweet and deals massive damage. Try out all of your new attacks, but be careful not to get so carried away that you get yourself killed. This is not quite as hard as Mecha-Ghidorah as Godzilla, but the same as the fight with Biollante.

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STATIONS:

Station: Yellow

Levels: All

Contents: Items, Info, Maps, Instanr Invicibilty Capsules, Instant health capsules, time stopping capsules, warps.

Station: Blue

Levels: All

Contents: Health (Varies in value, usually about 250)

Station: Orange

Levels: Level 3 and 6

Damage (if not the Professor): 30

Contents: Explodes and hurts you (Level 3), the Professor with some health (Level 3), OR the Professor with the Super Godzilla upgrade (Level 6)

Station: "S"

Levels: Levels 5 and 6

Contents: Health, collect all 3 to become Super Godzilla

ITEMS:

These can be acquired from YELLOW STATIONS

Item: Green Orb

Effect: Makes you invincible for a short while

Item: Blue Orb

Effect: Gives about 150 health

Item: Yellow Orb

Effect: Gives full health

Item: Red Orb

Effect: Increases rate in which Stamina meter increases for a short time

YOU MAY ONLY HOLD 4 ITEMS AT ANY GIVEN TIME SO CHOOSE WISELY FOR THE SITUATION. For example, 1 Green, 1 Red and 2 yellow are good for Biollante while 3 Red and 1 Yellow are good against Battra.

TERRAIN:

Type: Grass, Cement

Levels: All

Damage: None

Slower Speed: No

Delt With: Just walk on it

Type: Small Buildings, Small Mountains

Levels: All

Damage: ~4, 0 if SuperG

Slower Speed: Must be destroyed

Delt With: You lose points for everyone you destroy, sometimes you have to destroy them so just keep going through them.

Type: Large Buildings, Large Mountains

Levels: All

Damage: None

Slower Speed: Cannot move through them

Delt With: You have to find a way around, you cannot destroy them.

Type: Water (Shallow)

Levels: All

Damage: None

Slower Speed: 1/2

Delt With: Just walk through it, it just takes twice as long to move through.

Type: Water (Deep)

Levels: All but level 2

Damage: None

Slower Speed: 1/4

Delt With: If possible find a way around, but it seriously takes forever to move through.

Type: Laser Fence

Levels: 3

Damage: 40

Slower Speed: Pushes you back

Delt With: Don't touch them, destroy their main power pole, since they do a lot of damage.

Type: Laser Fence Post

Levels: 3

Damage: 20

Slower Speed: Must be destroyed

Delt With: Destroy them at vital spots to cut off as much Laser fence as you

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(FAQ)

Q: Who is Bagan?

A: Bagan is a monster that was never used in a movie, check the "Background" section for more details.

Q: What's up with the system for this game?

A: I have no idea. It was a unique and original idea, kind of crazy, but original. Trust me the gameplay isn't too hard once you get used to it. It takes time to adjust.

Q: Why does Super Godzilla look a lot like Space Godzilla?

A: Once again check the "Background" Section, but the Space Godzilla suit was made by altering the Super Godzilla Suit.

Q: Would you recomend watching the godzilla movies before playing?

A: It doesn't matter, the story is seperate anyway so don't worry about it.

Q: Is Rodan in the game?

A: No

Q: DO you think Bagan will ever make it in a Godzilla movie?

A: I hope so but I highly doubt it because of his lack of a foundation in the fan base.

Q: Will a sequel ever be made?

A: Not likely.

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For information, comments, flames, or what-not email me at:

samthebigkid@hotmail.com

Have the Subject Be: "Super Godzilla Guide" or something around those lines.

Just to warn you I have virus and spam blockers so don't try sending me crap.

Special Thanks:

GameFAQs and CJayC- for hosting my guide

Toho- for creating such a sweet monster

Toho Kingdom and GojiStomp- for the godzilla info

Me- for loving this game enough to make a guide
My friend Bo- for loving Godzilla too

Created: 2-10-05 (started work, things started slow, been busy)

Finished: 3-02-05

Last Updated: 3-10-05

Updates:

-----3-10-05-----

-Remade Level 1 Walkthrough.

-Added New Strategy for Bagan (vs. Godzilla)

-Added more FAQ

COMING-SOON

-More detail on Boss Fights

-Anything Else I feel like adding.

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