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Sonic the Hedgehog:
Triple Trouble
Earthworm Jim

**Virtua
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**Shaquille O'Neal
In SHAQ FU!**



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By Mister Blister

Spinning onto the Duo is the original Tokyo-trasher himself. Fans of the old Godzilla movies will be hit with waves of nostalgia as Godzilla and a cast of beastly baddies engage in SF II-type fighting. Unfortunately, 300-foot monsters don't look good in Chun Li's tights, which explains why this game doesn't click.

Oh, No! There Goes Tokyo!

Godzilla, Anguirus, Rodan, Mecha-Godzilla...the gang's all here for a super-sized slugfest. Godzilla groupies will appreciate how authentic each monster looks and sounds.

Game play is simple. Defeat your opponent on a

side-scrolling playing field using your claws, tail, horns, and wings. Each monster has its own fighting style, and each has a unique super power, such as Godzilla's radioactive breath or Rodan's supersonic wind. Control is barely above average, however, and some super moves are difficult to execute effectively.

You play solo as Godzilla only, fighting through six battle stages. In one-player mode, you advance by defeating your opponent once. In two-player mode, you must defeat opponents two out of three rounds. The two-player mode enables you to fight as any monster you defeated in one-player mode. Thus you



PROTIP: Godzilla's tailwhip is his most effective weapon. It enables him to attack while protecting most of his body.

Duo Game Profile

Godzilla

(By TT)

Like *Street Fighter II* warriors on a massive scale, *Godzilla* and all his monstrous movie cronies duke it out. Those corny old movies will excite you more than this game will.

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	4.0	3.5	3.0	ADJ.

Fighting game

2 players

16 characters

Side scrolling

have to work to be able to play as dynamic monsters like Super Mecha Godzilla and Mecha-King Ghidorah.

All Gloss, No Punch

Godzilla has generally disappointing graphics. The monsters, though big and detailed, move sluggishly. While the introductory animated sequence is appealing, the backgrounds for each level are very pedestrian. The monsters should be able to trounce more buildings and demolish the city as they pummel each other.



PROTIP: Use super powers sparingly. Regenerating more super-power units takes time.



PROTIP: When airborne as Rodan, back away from your enemy to ensure maximum impact with its power dive.



PROTIP: Keep Anguirus low on the ground until he's close enough to jump up and bite his opponents.

GODZILLA



PROTIP: Rodan's supersonic wind is an excellent long-range attack weapon. Use it to keep enemies at a distance.

The sounds aren't much either. Although the monsters deliver good roars, the music and the rest of the effects don't enhance the action.

They Might Be Giants

All things considered, the efforts that went into this game may have been better-



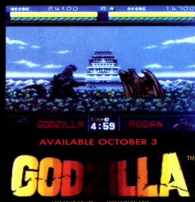
A bevy of options allows you to customize two-player action.

suites for a straight adventure game in which Godzilla advances throughout Japan looking for secret items and battling enemies in his way. The novelty of having these classic creatures battling it out à la *Street Fighter* quickly wears thin, leaving you hungry for some less monstrous fighter action. ■



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