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BloodStorm is sure to be popular in the arcades - and wildly controversial outside of them. See page 20.

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Get ready for a superhero unlike any the video game world has seen before - Earthworm Jim! See page 166.
Uke 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.

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 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.

They Might Be Giants

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