



## **ACTION-PACKED AUDIO GAME**

**For 2 to 4 players / Ages 4 and up**

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### **OBJECT**

To be the first player to unite the five MIGHTY MORPHIN POWER RANGERS™ by collecting a Power Ranger card for each Teen Hero on your game board.

### **EQUIPMENT**

- Audio cassette tape
- 60 cards: 30 Power Ranger cards (6 each of 5 Rangers), 6 Megazord™ cards, 6 Rita Repulsa™ cards, 8 Evil Space Alien™ cards (2 each of 4 characters), 10 Putty Patrol™ cards
- 4 game boards

### **SETUP**

- Carefully punch out the game boards and give one to each player.
- Shuffle the 60 cards and place them face down to form the Draw pile.

### **THE AUDIO TAPE GAMES & RULES**

- Place the tape in the player. Side A is Game #1 and Side B is the more challenging Game #2.
- The game leader will tell you the rules and give you instructions that direct game play throughout each game. Everything players need to know will be explained, so no reading is required.

## GAME PLAY FOR GAME #1 (Tape Side A)

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The youngest player goes first. Play passes to the left. When you're ready to play, start the tape. Here's a summary of the rules you'll hear:

- In between Power Ranger battles, the game leader will instruct you to draw a certain number of cards from the Draw pile. Who did you draw?
- If you draw a card (or cards) that matches the Power Ranger counterpart of a Teen Hero on your game board, place the Ranger card over the Teen to "morph" him or her into that Power Ranger!
- If you draw a Power Ranger card (or cards) you already have, then help out your fellow Rangers: Pass the card(s) you can't use to the player on your left. If that player can't use it, it goes to the next player and so on. If no one can use it, it goes face up on a Discard pile to the side of the Draw pile.
- If you draw a Rita Repulsa card, place it in front of the player on your left to make him or her skip one turn. That player puts Rita on the Discard pile. You still pass Power Ranger cards you can't use to this player. If you draw more than one Rita card, play one on the player to your left, then the next player. It's possible you could make all your opponents lose a turn!
- If you draw Evil Space Alien or Putty Patrol cards, discard them immediately. They're no good! If you draw a Megazord card, he can't help you either in this game, so discard him



## WINNING

The first player to morph all the Teen Heroes on his or her game board into the corresponding Power Rangers wins—and stands up and yells, “It’s morphin’ time!” As soon as you have a winner, turn off the tape player.

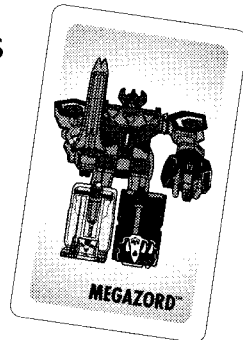
## GAME PLAY FOR GAME #2 (Tape Side B)

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Basic game play is the same as for Game #1, with these exceptions:

- If you draw an Evil Space Alien, place it over any Power Ranger card the player to your left has already collected. (Make sure you can still see the Teen Hero underneath.) Now that player must collect another matching Power Ranger or a Megazord card (see below) for that space! If the player to your left has not collected any Power Ranger cards yet, discard the card.
- The Megazord is all-powerful: If an Evil Space Alien has attacked one of your Rangers and covered it, place the Megazord over the Evil Space Alien to defeat it. This Megazord cannot be attacked by another Evil Space Alien card, and *this space now counts as a completed Power Ranger space*. If you draw a Megazord but cannot use it immediately, discard it!



## WINNING

The first player to morph all the Teen Heroes on his or her game board into the corresponding Power Rangers, or have Megazord cards in their spaces, wins! Stand up and yell, "It's morphin' time!" and turn off the tape machine.



We will be happy to hear your questions or comments about this game. Write to:  
Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

*Proof of Purchase*



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