

ELECTRONIC LCD VIDEO GAME**1 THE MIGHTY MORPHIN POWER RANGERS STORY**

The evil Rita Repulssa has been held prisoner for ten thousand years and now she is free. Her plan is to destroy the earth!

But a kind galactic sage named Zordon, with the help of his assistant, Alpha 5, has brought together five teenagers with attitude who, thanks to him, can "morph" themselves into the Power Rangers, where they possess the power of ancient dinosaurs!

Jason has the power of tyrannosaurus. Trini has the power of a sabertooth tiger. Zack has the power of a mastodon. Kimberly has the power of a pterodactyl. Billy has the power of a triceratops.

In addition to "morphing" into separate dinozords, they can "morph" together to form the ultimate fighting force, Megazord!

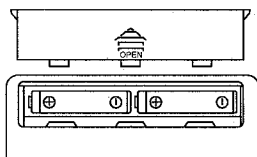
In Rita's fortress, she has one of her henchman, Finster (who Fancies himself quite an artist), create various monsters to attack earth. When the monsters are in trouble, Rita can make the monsters even more powerful!

She also sends another one of her henchmen, Goldar, to join the fight against the Power Rangers!

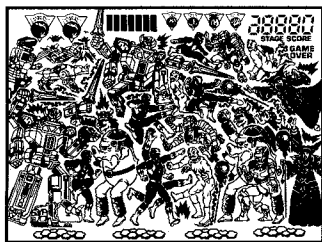
2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.





High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

The objective of the game is to control the Power Rangers to defeat Rita Repulssa. To do this, you must practice your martial art moves as well as "morph" into the Dinozord mode and also "morph" into the ultimate fighting machine, the Megazord!

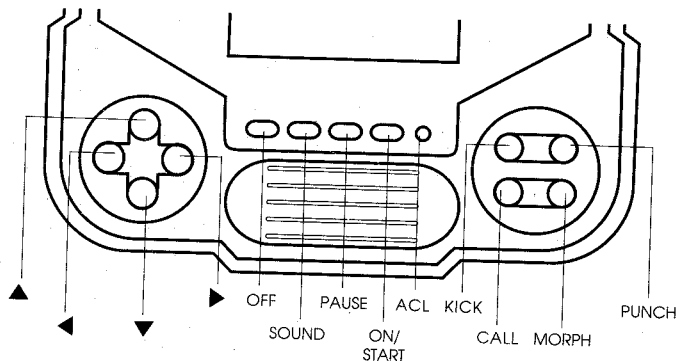
You always play as Power Ranger Jason. You can call for help from your fellow Rangers — Trini, Zack, Kimberly, and Billy! You can also morph into your Dinozord mode!

In stages 1-4, when the stage bosses appear, Rita has given them extra power. That's when you morph into the Megazord to defeat them!

You WIN the game by kicking the magic wand out of Rita's arms with a special move in stage 5!

But if you ever lose all your energy, the GAME IS OVER.

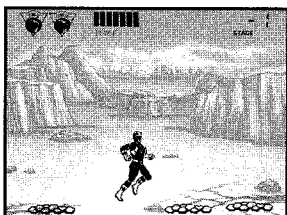
5 CONTROL GUIDE



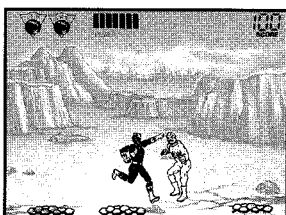
ON/START	<ul style="list-style-type: none"> — to turn on the unit. — to start the game. — to start each stage. — to exit pause.
PAUSE	<ul style="list-style-type: none"> — to pause the game.
SOUND	<ul style="list-style-type: none"> — to control sound: on or off.
OFF	<ul style="list-style-type: none"> — to turn off the unit.
"▲"	<ul style="list-style-type: none"> — to jump up.
"▶"	<ul style="list-style-type: none"> — to move forward.
"▼"	<ul style="list-style-type: none"> — to move down (after jumping up).
"◀"	<ul style="list-style-type: none"> — to move backward.
PUNCH	<ul style="list-style-type: none"> — to punch.
KICK	<ul style="list-style-type: none"> — to kick. — to activate the special move to attack Pudgy Pig and Knarly Knome with "FORWARD" BUTTON after "JUMP" (Press "JUMP" + "▶" + "KICK"). — to knock the wand out of Rita's arms with "FORWARD" BUTTON after "JUMP" (Press "JUMP" + "▶" + "KICK").
MORPH	<ul style="list-style-type: none"> — to morph into the tyrannosaurus dinozord. — to morph into the Megazord (when fighting the stages bosses in stages 1-4).
CALL	<ul style="list-style-type: none"> — to call for help from Trini (stage 1). — to call for help from Zack (stage 2). — to call for help from Kimberly (stage 3). — to call for help from Billy (stage 4). — to randomly call for help from Trini, Zack, Kimberly, and Billy (stage 5).

6 FEATURES

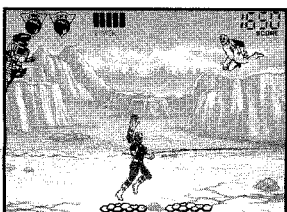
- 5 Power Rangers
- 5 stages of powerful adventure
- 4 evil stage bosses
- ability to "morph" into the Dinozord and Megazord
- ability to call for help from other Rangers
- maximum score retained
- built-in melody
- sound on/off control
- built-in automatic power-off timer



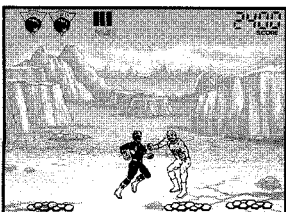
You always play as Jason. Use your martial arts moves to fight back against Rita and her evil monsters!



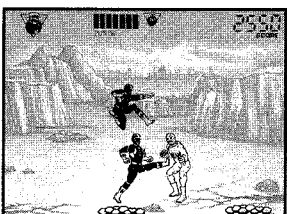
You begin each stage with 3 lives and full energy.



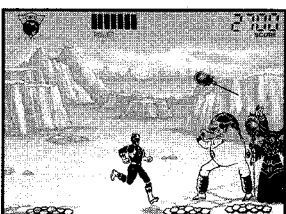
Press the MORPH button to morph into the power of the tyrannosaurus dinosaur!



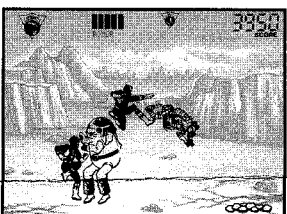
Watch out for Rita's Putty Patrollers!



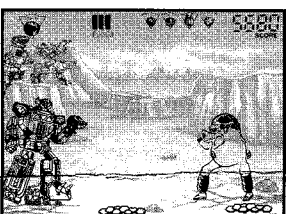
In stage 1, you can call on Trini to help you! At the end of stage 1, you must defeat the stage boss, Pudgy Pig! In order to complete each stage, the stage bosses must be defeated!



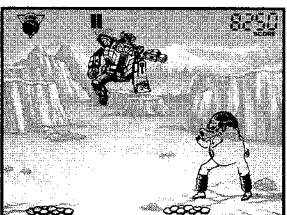
Beware of Rita's magic wand. It will make the stage bosses even more powerful!



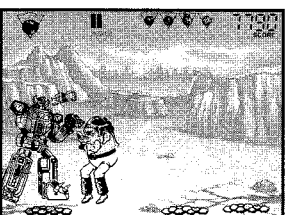
In stage 2, you can call on Zack to help you. In stage 2, you must defeat TWO stage bosses to complete the stage — Pudgy Pig and Goldar!



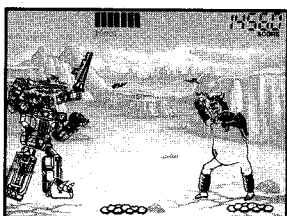
When Rita has given the stage bosses their extra power in stages 1-4, you fight back by morphing into the Megazord, which combines the power of all 5 Power Rangers together!



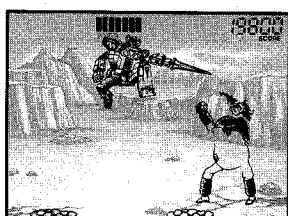
The awesome power of Megazord will help you defeat Rita's evil armies who have been made more powerful by her magic wand!



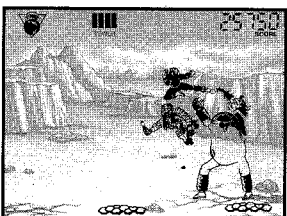
Look out! Pudgy Pig is coming forward to attack you! You lose energy when you are successfully attacked. You also lose energy when your "morph".



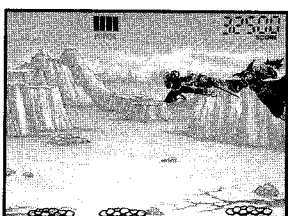
So act quickly when under "morph" power! When you morph into the Megazord, use the sword to destroy your enemies!



Here you are using "morph" power to destroy Knarly Knome! Use a special move to defeat Knarly Knome and Pudgy Pig. Press "JUMP" + "▶" + "KICK"!



During the final stage, you will face all the stage bosses together! Save enough energy to "morph" into action in order to defeat all of them!



In stage 5, you do not have the power of the Megazord to help you! You must use all your martial arts skill to emerge victorious!

You WIN the game if you can knock the wand out of Rita's hand in stage 5! But be careful — she will shoot electric magic out of her wand at you! The special move you use to defeat Rita is to first "JUMP", then move forward and kick quickly! (Press "JUMP" + "▶" + "KICK"). The GAME IS OVER if you lose all your lives in any stage!

8 HOW TO PLAY

Press the ON/START button to turn on the game. You'll hear an "On" beep and the maximum score is displayed.

Press the ON/START button again to start the game from stage 1 when you are ready. You'll hear a "Game Start" melody and the game begins with zero score.

You always play as Power Ranger Jason. In your normal Power Ranger stage, use your martial arts moves to attack!

- Press the CALL button to call for help from fellow Power Rangers!
- Press the MORPH button to morph into the tyrannosaurus dinozord!
- Press the MORPH button to morph into the Megazord to fight the stage bosses in stages 1-4 (when Rita gives them extra power)!

You don't lose energy when you call for help from other Power Rangers, but you do lose energy when you "morph" into the dinozord or Megazord, so "morph" wisely! You also lose energy when you are successfully attacked!

You begin each stage with 3 lives and full energy. Whenever you lose all your energy, you lose a life. If you ever lose all your energy and lives, the GAME IS OVER, and Rita is free to conquer the world (which would not be pretty).

Use your control buttons to help you:

Press "▲" — to jump up.

Press "▶" — to move forward.

Press "▼" — to move down (after jumping up).

Press "◀" — to move backward.

Press PUNCH — to punch.

Press KICK — to kick.

— to activate special move to attack Pudgy Pig and Knarly Knome with "FORWARD" BUTTON after "JUMP" (Press "JUMP" + "▶" + "KICK").

— to knock the wand out of Rita's arms with "FORWARD" button after "JUMP" (Press "JUMP" + "▶" + "KICK").

- to morph into Tyrannosaurus Dinozord.
- to morph into the Megazord (when fighting the stage bosses in stages 1-4 when Rita has given them extra power).

- Press CALL
- to call for help from Trini (stage 1).
 - to call for help from Zack (stage 2).
 - to call for help from Kimberly (stage 3).
 - to call for help from Billy (stage 4).
 - to randomly call for help from Trini, Zack, Kimberly, and Billy (stage 5).

As you advance from stage to stage, the game gets more and more difficult. Rita is sending her most evil forces to attack you — her Putty Patrollers, her henchman, Goldar, as well as Finster's evil creations of Pudgy Pig and Knarly Knome!

To complete each stage, you must defeat the stage bosses!

To WIN the game, you must defeat Rita herself, by kicking the magic wand out of her hands in stage 5!

Stage Summary:

	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5
BAD GUYS :					
PUTTY PATROLLERS	10	10	15	20	25
GOLDAR	10	11	15	21	25
PUDGY PIG	1	1	-	1	5
KNARLY KNOME	-	-	1	1	5
RITA	-	-	-	-	YES
CALL FOR HELP :					
TRINI	YES	-	-	-	YES
ZACK	-	YES	-	-	YES
KIMBERLY	-	-	YES	-	YES
BILLY	-	-	-	YES	YES
MORPHING :					
DINOZORD	YES	YES	YES	YES	YES
MEGAZORD	YES	YES	YES	YES	-

You must defeat the stage bosses in order to complete each stage.

Stage Bosses:

- Stage 1: Pudgy Pig
- Stage 2: Pudgy Pig and Goldar
- Stage 3: Knarly Knome
- Stage 4: Knarly Knome and Goldar
- Stage 5: Rita

Scoring:

70 POINTS	for defeating Putty Patrollers.
90 POINTS	for defeating Goldar.
500 POINTS	for defeating Pudgy Pig.
800 POINTS	for defeating Knarly Knome.
10000 POINTS	for defeating Rita.

There is a simple "Stage Complete" melody when you complete a stage and the next stage number is shown. The game pauses after each stage. Press the ON/START button to start the next stage when you are ready.

Use the PAUSE button to also pause the game during play. Press the ON/START button to continue play after a pause.

Press the SOUND button to fight in silence. Press it again to regain all the sounds of intergalactic warfare!

After a GAME OVER, press the ON/START button to start a new game from stage 1.

Press the OFF button to turn off the game when you are finished playing. But don't worry if you forget because the game automatically shuts itself off after about 3 minutes of non-action.

Remember, to WIN the game, you must knock Rita's wand out of her hand in stage 5 by jumping up and then kicking and moving forward (Press "JUMP", then press "KICK" + "▶"). But also remember to watch out for the electric magic she shoots out of her wand! This is by far your toughest challenge — because in this 5th and deciding stage, you must use your own individual skill (the power of the Megazord will not be there to help you)!

9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly about problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to TIGER ELECTRONIC TOYS, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

~~This warranty gives you specific legal rights and you may also have~~ other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO RECEIVE SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER FOR YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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