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.

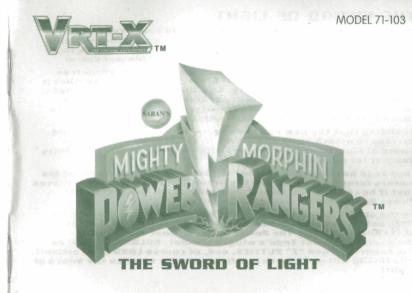
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PATENTS PENDING

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Jason, Trini and Zack are attending a World Peace Conference in Switzerland. Leaving Tommy (the White Ranger), Billy (the Blue Ranger) and Kimberly (the Pink Ranger) at only half strength in their continuing battle against Lord Zedd and his monsters!

However Zordon, the mentor of the Power Rangers recognizes that three new students at Angel Grove High School have what it takes to become Power Rangers. In a final act of bravery, Jason, Trini and Zack retrieve the Sword of Light from the deserted planet, which enables them to transfer their special powers to these three new students. Rocku. Aisha and Adam!

Realizing that the new Power Rangers are untested, Lord Zedd decides to attack early and often--in an attempt to steal the Sword of Light! The new Rangers often look to Tommy (the White Ranger) for guidance.

Lord Zedd has always had it in for Tommy (almost destroying his powers forever while he was the Green Ranger), and Zedd believes that if he can destroy Tommy once and for all, the rest of the Power Rangers will crumble before him.

So the attack begins! There is the BLOOM OF DOOM, who shoots fiery pollen (now that's one stinky plant!) as well as the evil GUITARDO MONSTER! The Power Rangers must also defend themselves against Zedd's winged wonder, GOLDAR, as well as the super-charged "Z" PUTTIES, and, of course LORD ZEDD himself, who finally will go to Earth in a final attempt to seize the 5word of Light!

## **ACTIVATING THE LIGHT SOURCE**

THE VOT-X GAME YOU MAVE PURCHASEN IN DEPLETURE YOUR UNIT ALSO CONTAINS A RETRACTABLE LIGHT DOUBLE TO ILLUMINATE THE BOLDGRAM. WHEN THE BETBACTABLE LIGHT SOURCE IS TURNED ON, IT ALLUMINATED EARLS AND A TREE MALOCAPPIEC BACKGROUND OF THE BACKGROUND OF THE LAME, CREATING AN EXTRACROMARY PIECE



THE LIGHT BH NES ON THE HOLOGRAPH C BACKGROUND CREAT NO AN EXTRAORDIMARY PIELD OF PLAY.

THE RETRACTABLE LIGHT BOURCE 10 BUILT INTO A PLANTIC ARM ATTACHED TO YOUR DISTORT HAS TWO SUPPL BRIGHT LED'S. THE LIGHT IS ACTIVATED BY A SPRING LOADED TRIEGGER.



THE LIGHT SOURCE
IS BUILT INTO A
PLASTIC ARM
ATTACHED TO YOUR
UNIT. THE LIGHT IS
ACTIVATED BY
TRIGGER.

WHEN PLAYING YOUR VIT-X GAME, BE SURE TO HOLD THE GAME UNIT AT AN ANGLE TO PROVIDE OPTIMAL GAME PLAY VIEWING.

WHEN YOU PRESS THE TRISGER, THE PLASTIC ARM WILL POP UP AND THE LEGIC WILL LIGHT UP! TO TURN OFF THE LIGHT, JUST PRESS DOWN ON THE LIGHT ARM. THIS "FESETS" THE ARM IN THE "OFF" POSITION.



PRESS THE TRIGGER AND THE PLASTIC ARM POPS UP — AND THE LIGHTS GO ONI

THE LIGHT WILL ALSO TURN OFF WHEN YOU PRESS THE OFF BUTTON ON THE GAME UNIT OR WHEN DURING THE COURSE OF A GAME, THERE ARE 3 MINUTES OF "nO PLAY". AFTER THREE MINUTES OF NO PLAY, THE GAME AND THE LIGHT SOURCE BOTH SHUT OFF.



PRESS DOWN
LIGHTLY ON THE
PLASTIC ARM TO
TURN OFF THE
LIGHT.

IF YOU SO ENODES, YOU CAN ALSO PLAY YOUR VRI-X SAME WITHOUT TURNING ON THE LIGHT.

### THE QUEST FOR SURVIVAL

There are 5 stages. You always play as Tommy.

In each stage, you will be able to call on one other Power Ranger to help you!

You begin the game with 3 chances and a full energy power bar. Whenever you are hit by enemies, it will drain your energy. When you lose all your

energy, you lose a chance.

These 3 chances must last you throughout the entire game.

If wan loop all 2 changes, it's BAME OVER.

However, when the SWORD OF LIGHT appears, you can pick it up and it will restore your energy nower bar to full!

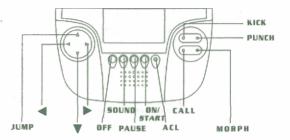
to addition to fisting Zuid's applicating created monsters of their normal strangth, in every strage, Zodd will use his shilling to "Phyles (IP" his manaddraf Thaser"s overest ap" mateters or the stage becaus in much stage. To stamploth with which, you must defeat the "pewered-up" stage beseen!

In soch stage, you must also fight appliest Putties and Solder and in the final stage, Lord Zodd himself comes to earth in search of the Sword of Light!

In addition to regular fighting skills and special moves, you can use your White Ranger power to morph into the WHITE TIGER THUNDERZORD! When you face the "powered-us" stage becase. you will also be able to morph into the fabuleus THUNDER MEGAZORD!

If you can complete all 5 stages, you WIN the game!

### 50 60 POWER RANGERSI



ON/START - to turn on the unit.

- to start the name.

- to exit nouses.

- to start each stage.

PAUSE SOUND

- to pause the game.

OFF \*4\*

- to control sound: on or off. . to turn off the unit.

a to supply fort.

- to move right.

\*\* Inc. 19 JUMP

- to lumn up.

100 - to move forward footer.



CALL . to call for help from exetter Rangers

STAGE 1 ROCKY (THE RED RANGER)
STAGE 2 ADAM (THE BLACK RANGER)
STAGE 3 AISHA (THE YELLOW RANGER)
STAGE 4 KIMBERLY (THE PINK RANGER)
STAGE 5 BILLY (THE BLUE RANGER)

MORPH - to morph late the WHITE TIBER

THUNDERZOED.

. to morph (nto the THUNDER MEEAZORD

(when you face the "powered-up" monsters).

PUNCH - to punch.

KICH - en klek.

ACL - push to show all game segments displayed on screen if your game is not working properly.

#### RESCIAL MOVES:

- PRESS JUMP + PUNCH TO SODY SLAM INTO ENEMY WITH A FORWARD SOMMERSAULT.

- PRESS JUMP + KICK TO DO A FLYING KICK TO THE

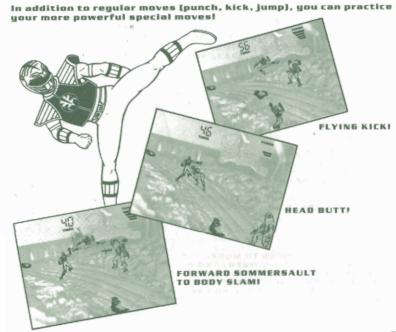
HEAR OF ENEMIER.

. PRESS " < " . PUNCH TO MEAD BUTT A

ALL STARRE BOOM WITH TOMMY

Remember that your 3 chances last you throughout the entire game! There is also a visual timer for each stage. You must also complete each stage before the timer expires or else it's a GAME OVER!







ALSO REMEMBER YOU CAN PRESS THE CALL BUTTON TO CALL FOR ONE ADDITIONAL RANGER PER STAGE TO HELP YOU! BUT YOU CAN ONLY CALL FOR HELP 3 TIMES PER STAGE.

JUST AS IMPORTANTLY, REMEMBER TO PICK UP THE SWORD OF LIGHT (BY PRESSING THE "4" BUTTON) WHENEVER IT APPEARS TO RESTORE YOUR ENERGY BAR TO FULL! IF YOU DON'T PICK IT UP WHEN IT APPEARS, IT WILL DISAPPEAR FROM SCREEN AGAIN!

YOU HAVE THE POWER TO MORPH INTO THE WHITE TIGER THUNDERZORD BY PRESSING YOUR MORPH BUTTON. HOWEVER, USE YOUR MORPH BUTTON WISELY BECAUSE IT WILL ALSO USE UP ENERGY!



LOOK OUT! IN EVERY STAGE, ZEDD POWERS UP HIS MONSTERS INTO STAGE BOSSES! YOU MUST DEFEAT THE STAGE BOSSES IN ORDER TO COMPLETE THE STAGE.



STAGE 1 POWERED UP GUITARDO

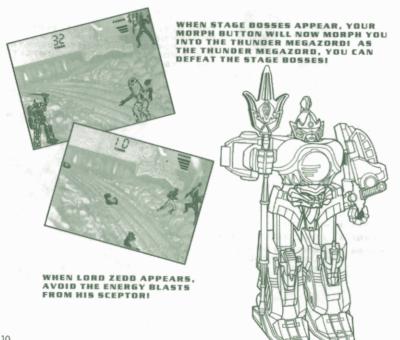
STAGE 2 POWERED UP BLOOM OF DOOM

STAGE 3 POWERED UP GUITARDO

STAGE 4 POWERED UP BLOOM OF DOOM

STAGE 5 POWERED UP GUITARDO AND BLOOM OF DOOM + LORD ZEDD HIMSELF!







# Points YOU'VE GOT THE POWER!

You score points each time you defeat a bad guy:

points

20 PUTTIES

30 GOLDAR

points

40 GUITARDO MONSTER

points

50 BLOOM OF DOOM

points

200 POWERED UP GUITARDO

points

200 POWERED UP BLOOM OF DOOM

points

200 FOR PICKING UP THE SWORD OF LIGHT points (YOUR ENERGY IS ALSO RESTORED TO FULL)

500 LORD ZEDD (STAGE 5 ONLY) points



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

FOR PROPER FUNCTION:

. DO NOT MIX OLD AND NEW BATTERIES

. DO NOT MIX ALKALINE, STANDARD ( CARBON - ZINC ) OR RECHARGEABLE ( NICKEL - CADMIUM ) BATTERIES



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ballpoint pen.)

The display should appear as shown in the diagram at the right.



### **CAUTION**



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



Do not use a pencil or pin to press the ACL switch. Use a ballpoint pen.



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



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

### 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 what the problem is. Also include sales slip, date, of purchase and price paid. We will do our best to help.

### 90 - DAY LIMITED WARRANTY

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 GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON 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: