GAME BOY® ADVANCE

AGB-BPOE-USA

POWER RANGERS DINO THUNDER™

INSTRUCTION BOOKLET

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Story

When Mesogog, a brilliant but evil scientist, becomes intent on returning the world to the age of the dinosaurs, a warrior from the past and three courageous teens — Connor, Kira, and Ethan — team up to stop him!

Meet a new team of superheroes, the
DINO THUNDER POWER RANGERS!

Mesogog is up to his usual evil self and wreaking havoc in Reefside. As a Power Ranger, it's your duty to protect the people and put a stop to Mesogog's evil plans. Dr. Tommy Oliver, the Black Ranger, sends you as one of the three Power Rangers to foil Mesogog's plots. Control Conner, Ethan, and Kira on 13 missions leading up to the ultimate battle between Good and Evil. Along the way, you may even cross paths with the White Ranger!

GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *Power Rangers Dino Thunder*™ into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

BUTTON COMMAND	ACTION
Menu Navigation	
Control Pad	Highlight menu selections
Ⓐ Button	Confirm selection/Continue cut-scene
Ⓑ Button	Cancel/Return to previous menu

GAME CONTROLS	
Control Pad	Walk/Change Direction/Enter new area
Control Pad UP	Climb ladder
Control Pad DOWN	Descend ladder
START	Pause Game
Ⓐ Button	Jump
Ⓑ Button	Punch
Ⓐ + Ⓑ Buttons	Jumping Kick Attack
Ⓑ Button (3x)	Combo Punch
Ⓑ Button + Control Pad UP	Weapon Attack #1
Ⓑ Button + Control Pad DOWN	Weapon Attack #2
Ⓡ Button	Trigger DinoZord Power Attack

MEGAZORD BATTLE CONTROLS

NOTE: For more on Megazord Battles, see page 13

Control Pad RIGHT	Move toward opponent
Control Pad LEFT	Move away from opponent
Control Pad LEFT (under attack)	Block attack
Control Pad RIGHT (tap 2x)	Dash forward
Control Pad LEFT (tap 2x)	Dash backward
START	Pause Game
Ⓐ Button	Right Arm Attack
Ⓑ Button	Left Arm Attack
Ⓐ, Ⓑ Buttons	Combo Attacks
Ⓑ Button	Grapple Attack

(When Megazords are locked up, tap the Ⓑ Button quickly!)

MAIN MENU

Use the Control Pad to highlight a selection and press the Ⓐ Button to confirm. Press the Ⓑ Button to return to a previous menu.

- **New Game** – Begin a new game of *Power Rangers Dino Thunder*™.
- **Password** – Enter a password to continue a previously played game. See SAVING AND LOADING on page 16 for more information.
- **Options** – Customize the game with the following options:
  - **Background Music** – Toggle in-game music ON/OFF.
  - **Sound Effects** – Toggle the sound effects ON/OFF.

PLAYING A GAME

Select New Game from the Main Menu to start from the beginning, or enter a password to resume a previously played game. Choose a level of difficulty (Easy, Normal, or Hard). Press the Ⓐ Button to confirm your selection and proceed to the Black Ranger briefing.

Black Ranger Briefing

Before each stage, the Black Ranger appears on the World Map and briefs you on your mission. He may also pop in during your mission to give you advice and new information.

Press the Ⓐ Button when you're done reading what Dr. Oliver has to say.

The Game Screen

- **HP Meter** – The life force (hit points) of your Power Ranger is shown here. If the HP Meter runs out, it's Game Over.
- **Objective Counter** – Your mission objective counter is shown here.
- **Dino Claw Counter** – Collect 10 Dino Claws and you can summon your DinoZord to wipe out every enemy on the screen.
- **GO! Icon** – Press the Control Pad in the direction of the arrow in the GO! Icon to enter that area.

Pausing the Game

Press START at any time to pause the game and access the following options.

- **Continue** – Return to the mission!
- **Exit** – Exit the game and return to the Main Menu.
- **Password** – View the password needed to return to this stage. (See page 17 for more on LOADING A GAME.)

Items

Small Heart – These small hearts return 1/3 of your hit points.

Large Heart – These larger hearts return you to maximum hit points.

Dino Claw – Collect 10 Dino Claws and you can summon your DinoZord to wipe out every enemy on the screen.

Gems – The color of the gem depends on how you defeat your opponent. Defeat an enemy with a jumping or weapon attack to earn a yellow gem worth 10 points. If you defeat an enemy with a combo punch attack, you earn a blue gem worth 50 points.

Defeat an enemy with a DinoZord attack to earn a red gem worth 100 points!

When a stage is completed, the Stage Complete Screen will appear showing the time it took to complete the stage, number of Dino Claws and Gems collected, your score, any bonuses, and ranking (A, B, or C). Press the Ⓐ Button to advance to the next stage.

Mini-Game

Timer – The Timer at the top shows how long you have to get the Black Ranger to the DinoZord Arm.

Dino Claw Icon – The Dino Claw icons show how many tries you have left.

Tile Selection Grid – The white dotted outline shows the group of tiles that will move.

NOTE: When you run out of time or tries, the Mini-Game is over.

There will be times during your missions when a DinoZord will appear while all the Rangers are deep in battle. You can use different DinoZords as arms for better attacks against enemies (for more on Megazord Battles, see page 13). When this happens, Dr. Oliver, the Black Ranger, will chase it down. It's up to you to guide him to the DinoZord.

Press START to get the Black Ranger on his way. Once the countdown says "GO," Dr. Oliver starts to move along the route shown on the tiles in front of him. Use the Control Pad to highlight a tile while holding the Ⓐ Button — the group of tiles that will move by sliding this tile are indicated by a white dotted outline.

Slide the row or column the tile is on by pressing the appropriate direction on the Control Pad. You can move any row or column that the Black Ranger isn't currently on. When the Black Ranger crosses over a tile, it flips over. When it flips back, it will become either a piece of track or a random bonus/penalty.

Bonus Tiles

Extra Time – Gives you more time to finish the Mini-Game.

Extra Tries – Gives you more tries to complete the Mini-Game.

Slower Black Ranger – Black Ranger slows down to give you more time to move tiles ahead of him.

Penalty Tiles

Faster Ranger – Black Ranger speeds up, giving you less time to move tiles ahead of him.

Control Invert – The controls are backwards! Pressing UP makes your tiles slide down, LEFT makes them slide right, etc.

Less Time – Gives you less time to finish the Mini-Game.

Tile Shift – Makes all of the unoccupied tiles change.

The Megazord Icon – Changes the location of the Finish Tile.

Feather Icon – Puts the Black Ranger at the beginning of the Mini-Game.

Megazord Battles

When it's time to combine the DinoZords to form Thundersaurus Megazord, the Zord Selection Screen will appear.

Thundersaurus Megazord

The Thundersaurus Megazord can be outfitted with the DinoZords you have collected for your impending Megazord battle. Use the Control Pad and the Ⓐ Button to select a DinoZord for each arm. Each DinoZord arm you pick has a different attack, defense, speed, and combo ability. Also, some arms work better together than others, which makes landing a deadly combo attack easier. See the chart on the following page for information on the available Megazord arms. When you've chosen both DinoZord arms, the Megazord battle will begin!

Right Arm

Zord	Defense	Attack	Speed	Combo	Difficulty	Best Match	Worst Match
Tricera	★★	★★	★★	★★	Harder	TyrannoZord	DimetroZord
Cephala	★	★	★★★		Easier	DimetroZord	ParasaurZord
Ankylo	★★★	★★★	★		Harder	ParasaurZord	TyrannoZord

Left Arm

Zord	Defense	Attack	Speed	Combo	Difficulty	Best Match	Worst Match
Tyranno	★★	★★★	★★		Easier	TriceraZord	AnkyloZord
Dimetro	★★	★★★	★		Easier	CephalaZord	TriceraZord
Parasaur	★	★	★★★		Harder	AnkyloZord	CephalaZord

Once the Megazord battle beings, two HP Meters appear on the top and the bottom of the screen. The two on top are for each of Thundersaurus Megazord's arms — when one is depleted, the arm becomes disabled. If both HP Meters are completely drained, you lose the battle. The Enemy Megazord's HP meters are on the bottom of the screen. See the Megazord Battle Controls on page 6 for information on basic Thundersaurus Megazord controls.

Combo Attacks can be done by alternating left and right arm attacks (Ⓐ and Ⓑ Buttons). A Combo Attack is more likely to happen if you have made a good DinoZord arm match (see the chart on page 14).

To unleash a deadly Combo Attack, try the following button combinations.

TyrannoZord: Ⓐ, Ⓑ, Ⓐ, Ⓑ, Ⓐ
DimetroZord: Ⓐ, Ⓑ, Ⓐ, Ⓑ
ParasaurZord: Ⓐ, Ⓑ, Ⓐ, Ⓑ, Ⓐ, Ⓑ, Ⓐ
TriceraZord: Ⓑ, Ⓐ, Ⓑ, Ⓐ
CephalaZord: Ⓑ, Ⓐ, Ⓑ, Ⓐ
AnkyloZord: Ⓑ, Ⓐ, Ⓑ, Ⓐ, Ⓑ

When the Megazords get too close, they will grapple and the stronger Zord will do damage to the loser. Press the Ⓑ Button as fast as you can to bring the Thundersaurus Megazord out on top!

SAVING AND LOADING

Power Rangers Dino Thunder™ uses a password system to save and load the game data.

Saving a Game

Press START at any time to access the Pause Menu. The LEVEL PASSWORD for the current level is shown on the Pause Menu. Be sure to write the password down exactly as it is shown for future reference! You will not be able to return to the game if the password is incorrect.

Loading a Game

To load a previously saved game, select PASSWORD from the Main Menu. Now use the Control Pad to highlight a letter and press the Ⓐ Button. Continue selecting letters until the password is complete.

If correct, you will return to the beginning of the level at the point where the game was saved. If incorrect, you will have to enter the password correctly.

RANGER DINO BIOS

Red Ranger

Civilian Name: Connor
Age: 17
Zord: Tyrannosaurus
Weapon: Tyranno Staff

Civilian Hobby: Soccer

Yellow Ranger

Civilian Name: Kira
Age: 17
Zord: Pteradon
Weapon: Ptera Grips

Civilian Hobby: Singer, songwriter, plays guitar, and has her own band, "The Cause"

Blue Ranger

Civilian Name: Ethan
Age: 17
Zord: Triceratops
Weapon: Tricera Shield

Civilian Hobby: Internet gamer and computer whiz

Black Ranger

Civilian Name: Dr. Tommy Oliver
Age: Late 20's
Zord: Brachiosaurus (not playable)
Weapon: Brachio Staff

Civilian Hobby: The study of dinosaurs

TIPS

- Be careful busting open crates and drums — you never know when a Tyrannodrone might pop out or if you might find something to help you!
- Discretion can be the better part of valor — you *can* jump over enemies to advance.
- Using your weapon can open you up to attack. Think about the timing of your weapon attack.
- Wait until there is a maximum number of enemies on screen before calling in your DinoZord. This will maximize your attack!
- During a Megazord Battle, watch the opposing Megazord — when it's about to attack, block!
- Use the Megazord Arm chart (on page 14) to pick the best combination of arms!

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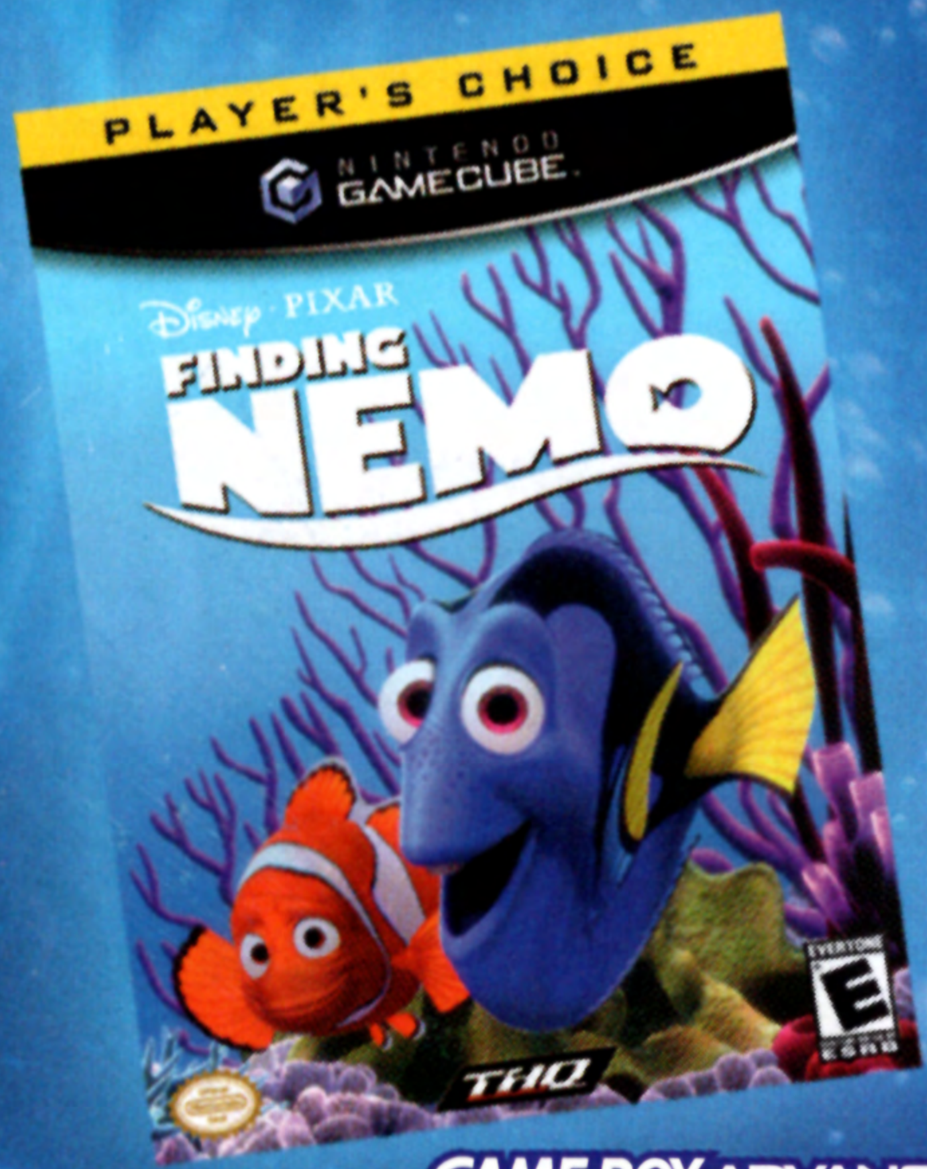

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