Nintendo

GAME BOY COLOR

CGB-B4TE-USA

SABAN'S

POWER RANGERS™ TIME FORCE

ONLY FOR GAME BOY COLOR

INSTRUCTION BOOKLET

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EVERYONE

MILD VIOLENCE

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TIME FORCE!

It's 3000 A.D.

Under the watchful eye of the Pink Ranger, Ransik is being transported to a maximum-security prison on the outskirts of town. Something goes wrong – terribly wrong! The prison, and everything in it (including Ransik), vanishes in an instant! It looks like he's gone back in time and the Rangers will have to follow him there to bring him to justice.

Beware! Ransik has gathered a whole army of henchmen to aid in his quest, and they're destroying the very existence of mankind! Stop him before he alters the past. Bring him back to 3000 A.D. to serve time behind bars!

GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Color. Never insert or remove a Game Pak when the power is on.

2. Insert the Game Pak of Power Rangers Time Force™ into the slot on the Game Boy Color. 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

CONTROL PAD
(⬆/⬇/⬅/➡)

A BUTTON

B BUTTON

START

SELECT

BUTTON COMMAND	ACTION
Menu Screens	
Control Pad	Highlight options
A Button	Select option
B Button	Return to previous screen
Ranger Mode	
Control Pad LEFT/RIGHT	Walk LEFT/RIGHT
Control Pad DOWN	Crouch
A Button	Jump
B Button	Attack
UP + A Button	Special Attack 1
DOWN + A Button	Special Attack 2
LEFT or RIGHT + B Button	Special Attack 3
SELECT	Accelerator
START	Change weapon

Note: Press SELECT when the energy bar is full to use the accelerator. Your Ranger will move very quickly for a few seconds.

BUTTON COMMAND	ACTION
Vortex Bazooka	
A Button	Fire Vortex Bazooka
B Button	Fire Vortex Bazooka
Megazord Mode	
Control Pad LEFT/RIGHT	Move LEFT/RIGHT
Control Pad UP/DOWN	Block (Red Megazord)
Control Pad DOWN	Crouch (Blue Megazord)
A Button	Jump
B Button	Attack
SELECT	Special Attack

Main Menu

Begin a new game, change the game settings or continue where you left off from the Main Menu.

- Start Game – Incoming transmission: Start a new game, Ranger!
- Options – Use the on-screen menu to change the game settings.
- Music – Toggle the game music ON or OFF.
- SFX – Turn the sound effects ON or OFF.
- Difficulty – Select a difficulty between EASY, NORMAL or HARD.
- Password – Only Rangers with a password may continue a game. See page 23 for more information.

Select a Level/Ranger

8

Though you start the game in the "Silver Hills" level, you will be able to choose different levels to play through during the game. Use the Control Pad LEFT/RIGHT to select a level, then press the A Button to confirm.

After selecting a level, you will be able to choose which Ranger to play as. Be sure to look at each of their statistics to make the right choice!

- Vitality – The higher a Ranger's vitality, the more health he/she will have.
- Skill – A higher skill helps a Ranger when attacking the enemy.
- Power – The more power a Ranger has, the more damage will be inflicted on the enemy.
- Speed – A Ranger with a high speed will be quicker than the other Rangers.

Ranger Mode

10 After selecting a Ranger, you will begin the level in Ranger Mode. Be sure to look at the bottom of the screen for important information!

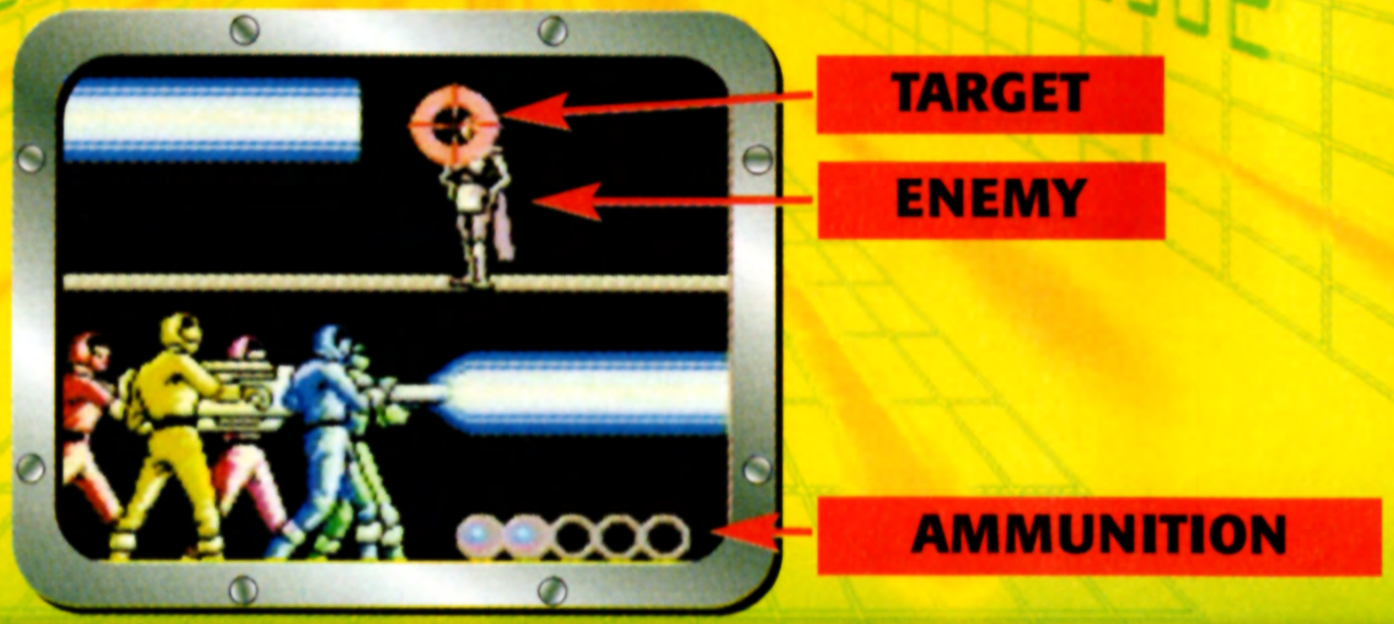
- **Energy – The Ranger's energy level is shown as a yellow bar with a lightning bolt. Every time you use a weapon, special attack or the accelerator, the Ranger's energy will go down. It will slowly fill up if you don't use any energy.**
- **Health – The health has a heart next to it and displays how much health the Ranger has. Each time the Ranger takes damage, the health bar will go down. When it's empty, your Ranger becomes incapacitated and you will need to select another Ranger.**
- **Remaining Rangers – Beneath the health bar is a picture of your Ranger. The number shows how many Rangers you have left. When you run out of Rangers, the game will be over. You can either Continue or begin a new game.**

- **Selected Weapon – Your current weapon is shown to the right of the health bar. To change weapons, press START, then use the Control Pad LEFT/RIGHT to choose a new weapon. "Press the A Button to confirm."**
- **Clock – As you play through a level, the clock will continue to tick. When it reaches 60, one of the dots will light up and the clock will reset. When time runs out you are sent to the Continue screen. Attempt to find the stopwatch icons to turn back the clock!**

Vortex Bazooka

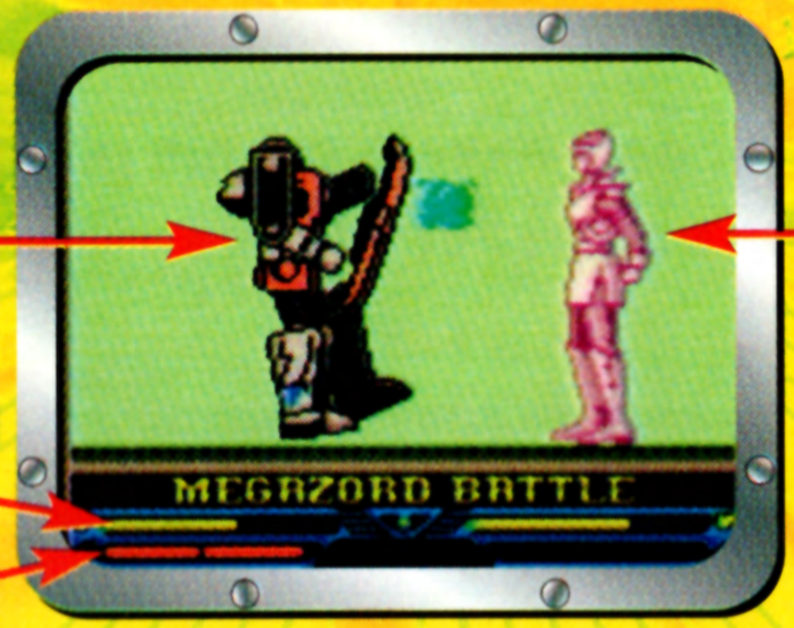
After defeating a Mini-Boss or Monster, all of the Power Rangers will need to blast him into the Vortex! Watch the target as it moves across the screen, from left to right. When the target is over the enemy, press the A Button. The Vortex Bazooka will fire, sending him deep into the Vortex!

- Target – When the target overlaps the enemy, fire away!
- Enemy – Don't miss with the Vortex Bazooka! The enemy moves closer every second!
- Ammunition – You might only have a couple of chances to fire the Vortex Bazooka – make every shot count!



Megazord Mode

At the end of a level, your Ranger will find the Evil Monster that has caused so much destruction in the area. Your Ranger will call for help and your own Megazord will appear to battle the Evil Monster.



RANGER'S MEGAZORD

EVIL MONSTER

HEALTH

ENERGY

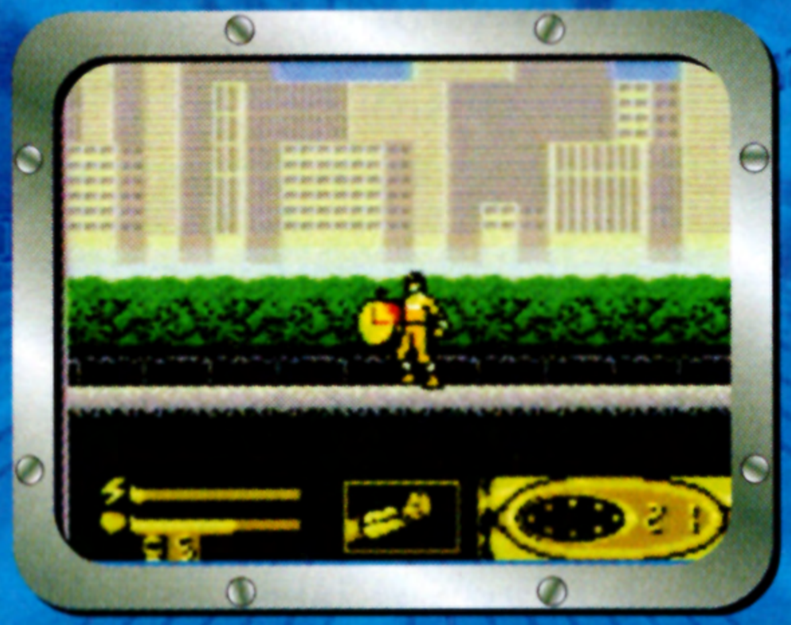
Before entering the battle, choose which Megazord the Rangers will use to destroy the Evil Monster. Use the Control Pad to select a Megazord, then press the A Button to enter the battle.

- Ranger's Megazord – This is the Megazord you control.
- Evil Monster – Defeat this Monster, then travel in time to another level!
- Health Bar – The health bar is full at the beginning of the battle. Each time your Megazord is hit, the health bar will deplete. When the health bar is empty, you lose the battle.
- Energy Bar – Every time you hit the Evil Monster, the energy bar will increase. You can use your special attack when it is at least halfway full. Press SELECT to use the special attack against the Evil Monster.

SPECIAL ITEMS

16

Try to find special items when your Ranger is low on health or energy. If an item seems hard to reach, try jumping against a wall for a boost!



Stopwatch – Find the stopwatch to turn back the clock.

Health – Pick up the heart to increase your health.

Energy – Find the lightning bolt to add energy for your attacks.

Health & Energy – Discover a heart with a lightning bolt to increase both your health and energy.

Ranger Warp – Find the Ranger Warp item to call-in a new Ranger for help. Use the Control Pad LEFT/RIGHT to view the available Rangers, then press the A Button to play as the new Ranger.

Switch – If you're unable to bash through a door, try looking for a switch. Each switch will open one door.

Note: If your Ranger doesn't need an item because the health or energy bars are full, the Ranger will not pick it up.

THE LEVELS

SILVER HILLS

Time Zone: Present Day
The Ranger begins on the city streets, surrounded by several large buildings. Advance into the interior areas, but watch out for enemy Cyclobots!

UNDERWATER BASE

Time Zone: In the Future
The Ranger will encounter crumbling walkways, secret alcoves, ladders, and numerous Cyclobots as he progresses through this underwater facility. Each area is flooded with more and more water – stay out of the water or you might be zapped!

JUNGLE

Time Zone: In the Past

This overgrown forest is draped with hanging vines, sleeping dinosaurs and vegetation. The Ranger will have to leap from tree branch to tree branch, climbing vine ladders to reach high plateaus atop gigantic ancient trees. When underground, try to avoid plants with razor sharp edges, jagged stalactites and bubbling lava!

FABLED CITY

Time Zone: Present Day

Delve into the ruins of an old palace filled with ancient wall paintings, crumbling floors, and spiked stones before facing the two end level bosses. Nadira and Gluto are in a large chamber with many ledges and hanging ladders.

Hint: Try to defeat Gluto first!

FABLED CITY

Time Zone: In the Future

The Ranger will now encounter the palace after many centuries of decay. The pillars have fallen and the structure is crumbling. There are various pitfalls and spiked hazards to avoid, ending in a battle against Gluto again!

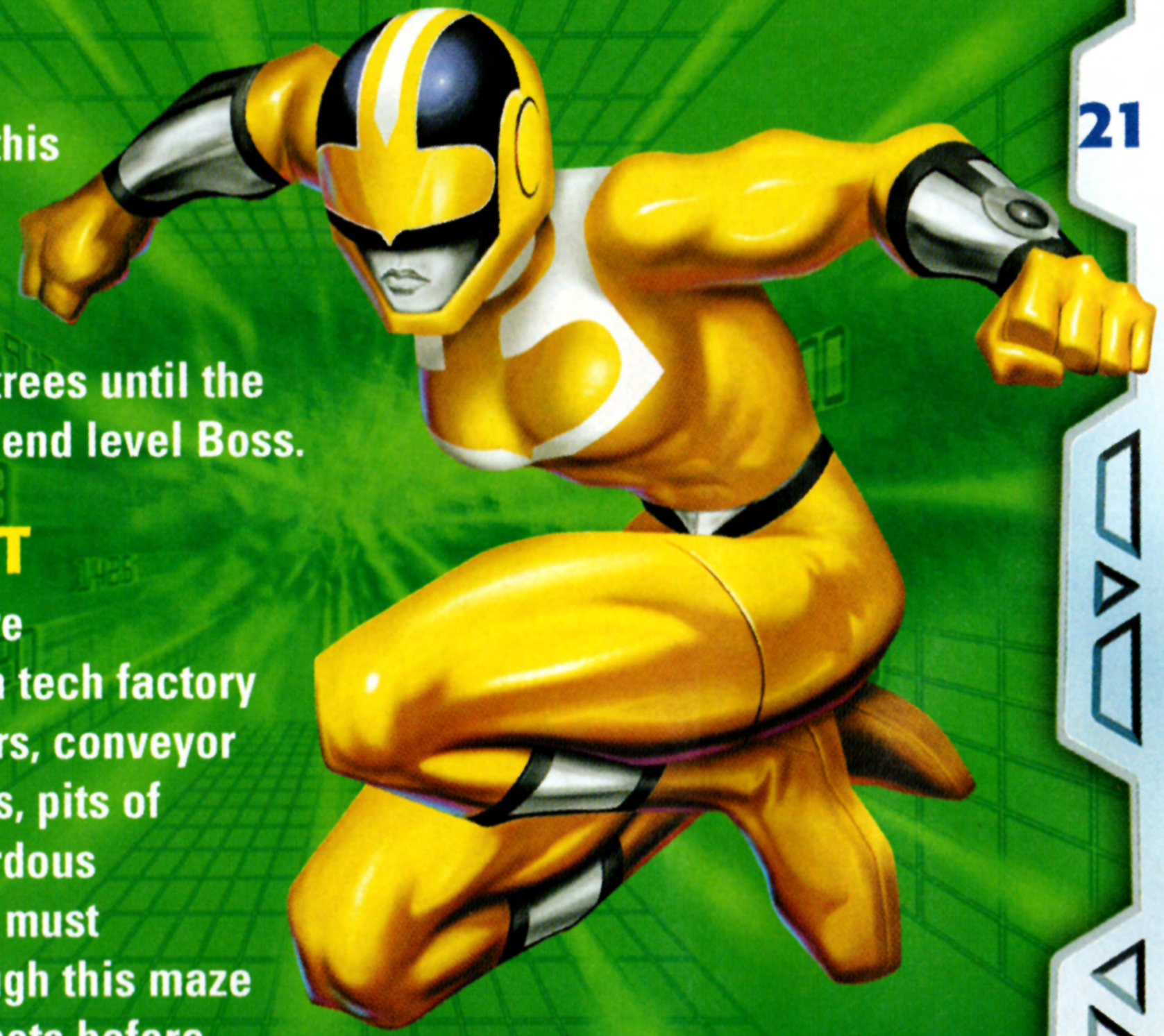
FABLED CITY

Time Zone: In the Past

The walls shimmer like gold as the Ranger moves past the huge columns and stone archways that were in ruins before. Falling walkways and spike hazards are all around in addition to secret levers and hidden drops.

JUNGLE

Time Zone: In the Past
The Ranger returns to this overgrown jungle. Jump across platforms and use the vine ladders to ascend the trees until the confrontation with the end level Boss.



ENERGY PLANT

Time Zone: In the Future
The Ranger is in a high tech factory containing steel ladders, conveyor belts, falling walkways, pits of bubbling oil, and hazardous chambers. The Ranger must navigate his way through this maze of gadgetry and Cyclobots before facing the powerful end Boss, Frax.

CASTLE

Time Zone: In the Past

This medieval castle sets an eerie mood for the Ranger as he travels up through its dark corridors, searching for the evil within.

UNKNOWN AREA

Time Zone: ???

This is uncharted territory in both time and space. Is this Ransik's final hideout? Is this where you'll find the way home? Only by playing will you find out!

PASSWORDS

Power Rangers Time Force™ uses a password system to allow you to return to a game at any time. You must complete a level to receive a password.

Saving a Game

After completing a level, your Ranger will appear on the STAGE CLEAR screen. Beneath your Ranger is a 4 letter password. Be sure to write down the password so you can return to your game at any time.

Loading a Game

Select PASSWORD from the Main Menu to load a previously saved game. Now use the Control Pad to highlight the first letter of the password. Press the A Button to confirm, then select the second letter. Continue the process until all four letters have been entered correctly, then select ENTER at the bottom of the screen.

If the password is correct, you will automatically return to the saved game. If incorrect, the word "ERROR" will be displayed. Press the B Button to delete a letter. Use the Control Pad to change the password and try again, or select EXIT to return to the Main Menu.

NOTES

SABAN'S

POWER RANGERS TIME FORCE™

Deluxe Quantasaurus Rex Megazord™

MEGAZORD OF THE QUANTUM RANGER!

Command Deluxe Quantasaurus Rex Megazord to walk, turn, fire missiles, shoot lasers and transform into Dino Mode at the touch of a button!

DINO MODE

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