

Nintendo
GAME BOY[®]

DMG-ZW-USA

**BAN
DAI**

BANDAI[®]



INSTRUCTION BOOKLET

**WARNING: PLEASE READ THE ENCLOSED
CONSUMER INFORMATION AND PRECAU-
TIONS BOOKLET CAREFULLY BEFORE
USING YOUR NINTENDO® HADEWARE
SYSTEM OR GAME PAK**

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COMPATIBILITY. ALL NINTENDO
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Precautions

1. If you play for long periods of time, take a 10-15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit it or drop it. Do not take it apart.
3. Do not clean with benzene, paint thinner, alcohol, or other such solvents.
4. Store the game pak in its protective case when not in use.

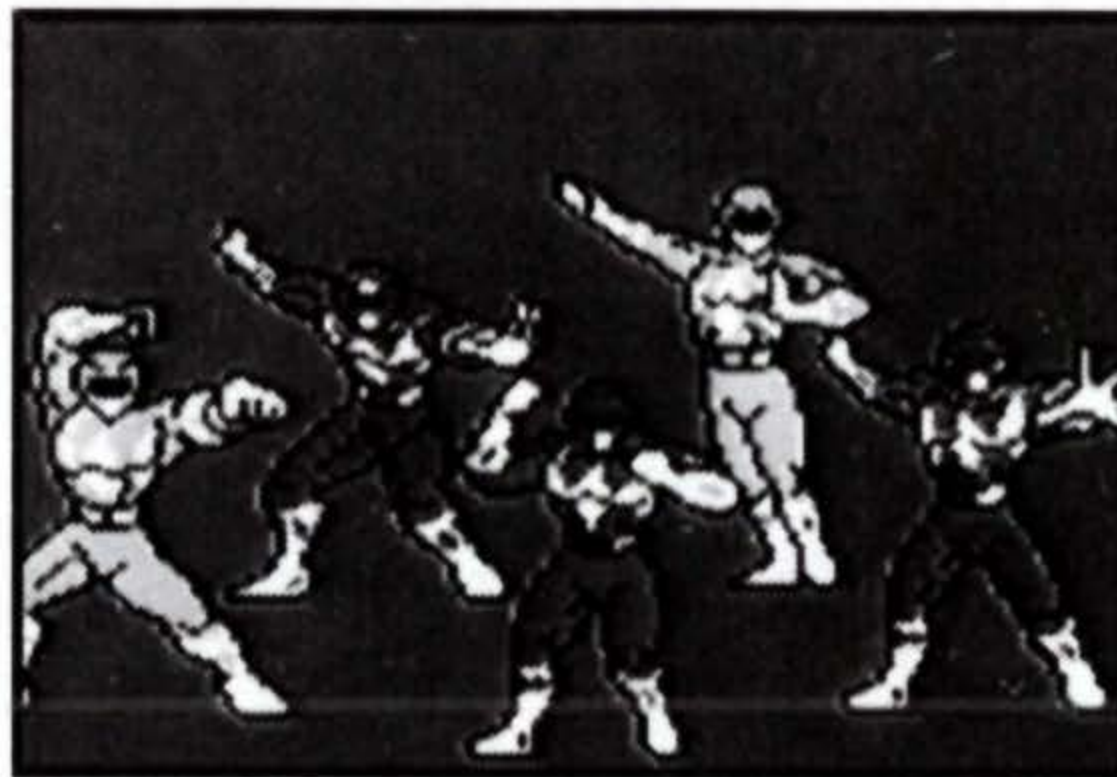


Thank you for purchasing Bandai's™ Mighty Morphin Power Rangers™ Game Pak for your Nintendo® Game Boy. Before you start playing, please read this instruction manual carefully and follow the correct operating procedures. Keep this instruction manual safe for future reference.

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Introduction

She's the meanest and the ugliest villainess on the planet and she's up to no good again. This time Rita Repulsa and her evil henchmen have invaded the Nintendo Game Boy and the Mighty Morphin Power Rangers are the only hope for exterminating their vile presence once and for all. Help Jason, Trini, Billy, Kimberly, and Zack as they morph into action to battle their arch enemy in this exciting game of action and skill.



Getting Started

Insert the Game Pak in your Game Boy and turn the power on. The Copyright Screen will appear followed by the Mighty Morphin Power Rangers Logo Screen. Select either START or OPTION by pressing the Control Pad down for OPTION or leaving alone for START, then press the START Button to activate your choice.



If you select START, you will move directly to the Player Select Screen. If you select OPTION, you will access the Option Screen which allows you to adjust the difficulty level of the game and input the passwords for levels 2-5. The game automatically defaults to the "normal" setting. However, if you wish to make the game more difficult, press Control Pad right or left to switch to the "Hard" mode. Then press the START Button to move to the Player Select Screen.



The Player Select Screen allows you to choose which Power Ranger will battle Rita Repulsa's evil minions. You can choose any one of the following five Power Rangers:

Billy



The Blue Ranger

Kimberly



The Pink Ranger

Zack



The Black Ranger

Trini



The Yellow Ranger

Jason

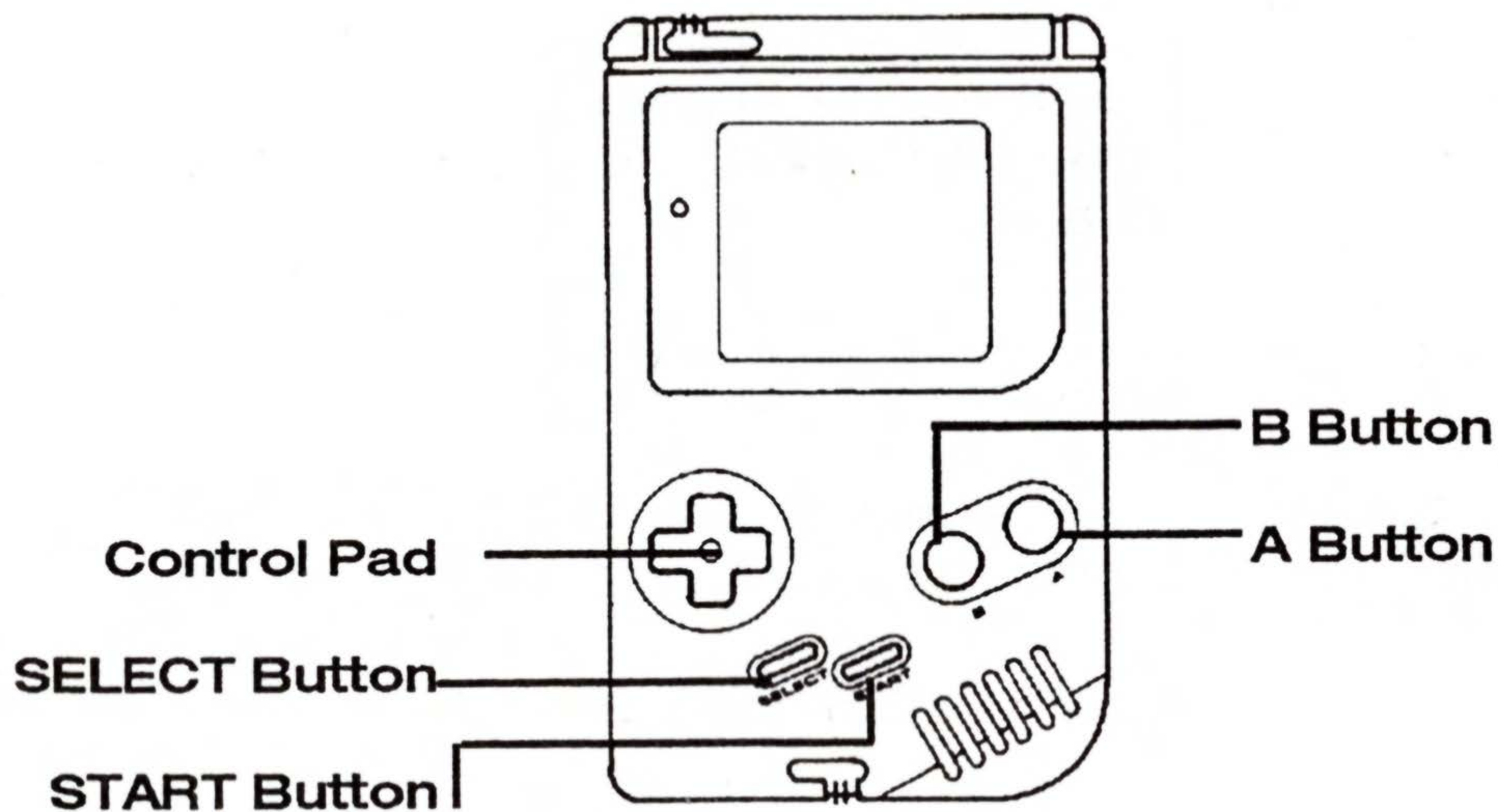


The Red Ranger

To select one of the Power Rangers, press the Control Pad left or right until the desired name appears on the screen and then press the START Button to activate your choice and begin the game.

For Super Game Boy starting instructions, consult your Super Game Boy manual. To play the Super Game Boy version you will need a Super NES System and the Super Game Boy Peripheral which allows you to adapt your Super NES System to play Game Boy Game Pak.

How to Operate the Game Boy Controller



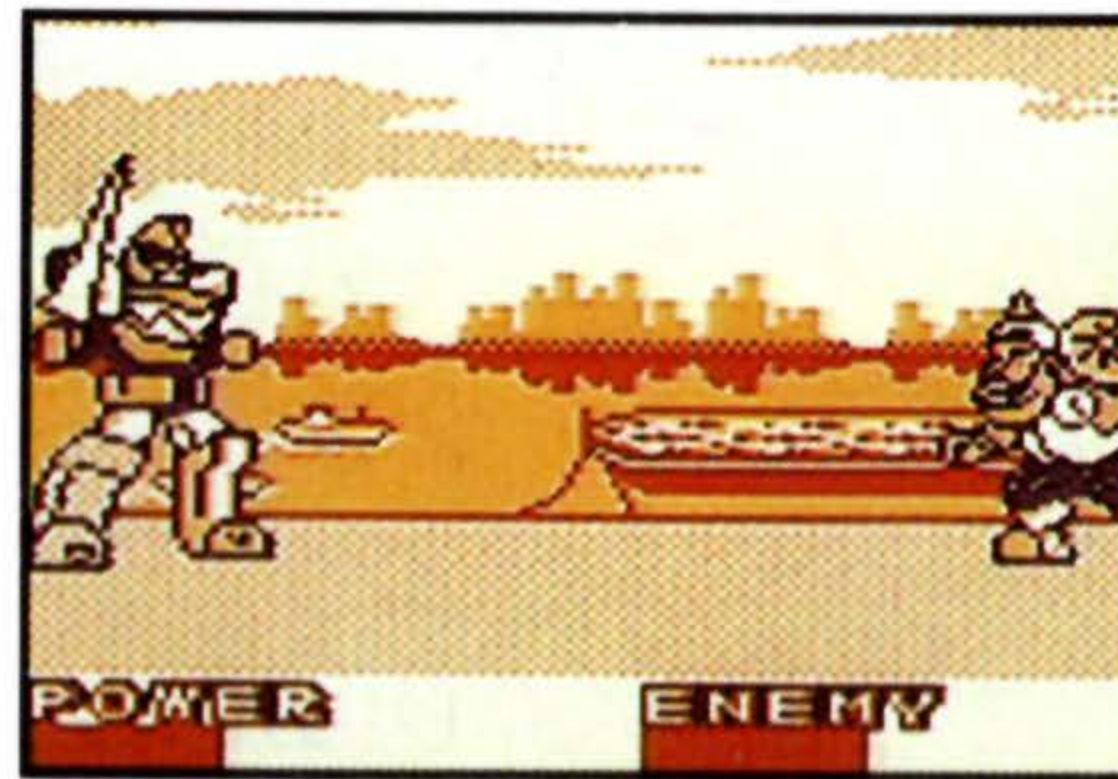
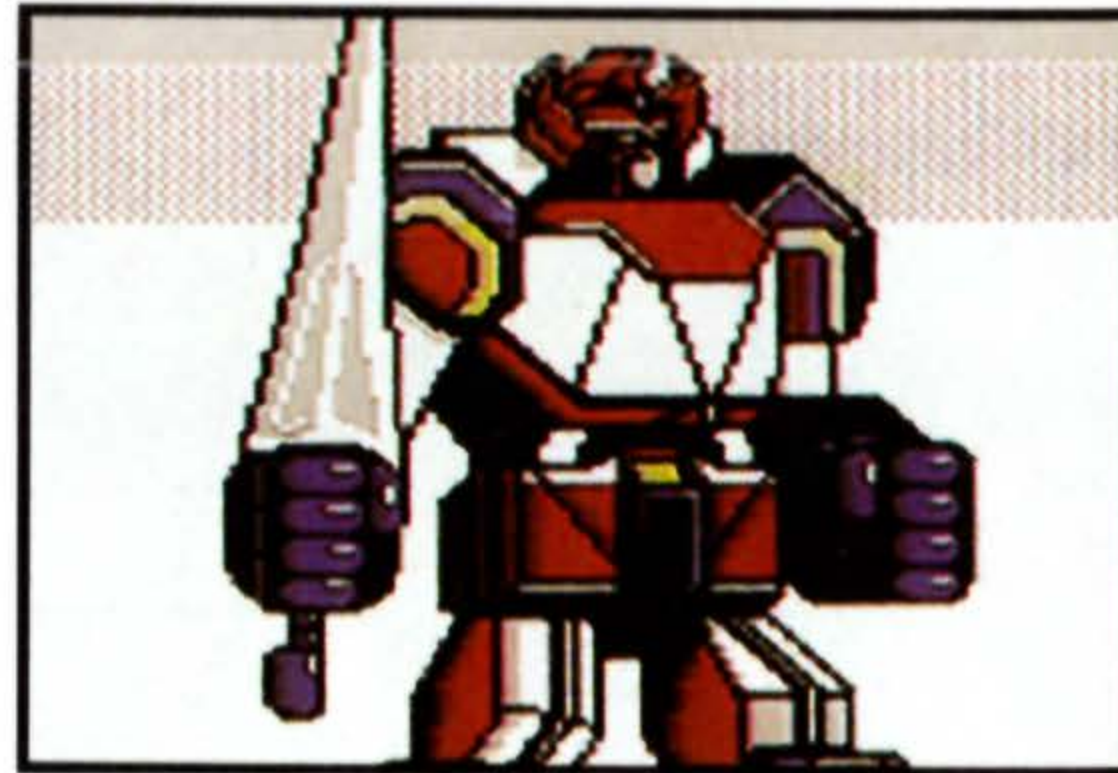
Game Boy Controller Operation

A Button:	Press to jump.
B Button:	Press to punch or use special weapons.
A + B Buttons:	To jump and kick, press the A Button to jump and then the B Button to kick while in the air.
A + B Buttons:	Press simultaneously to do a short jump kick.
START Button:	Press to pause or continue the game.
SELECT:	Press to activate each Ranger's weapon.
Control Pad:	Press to move forward, backward, or to duck.

To reset the game, press and hold the A, B, SELECT, and START Buttons simultaneously.

How to Use the Super Game Boy System

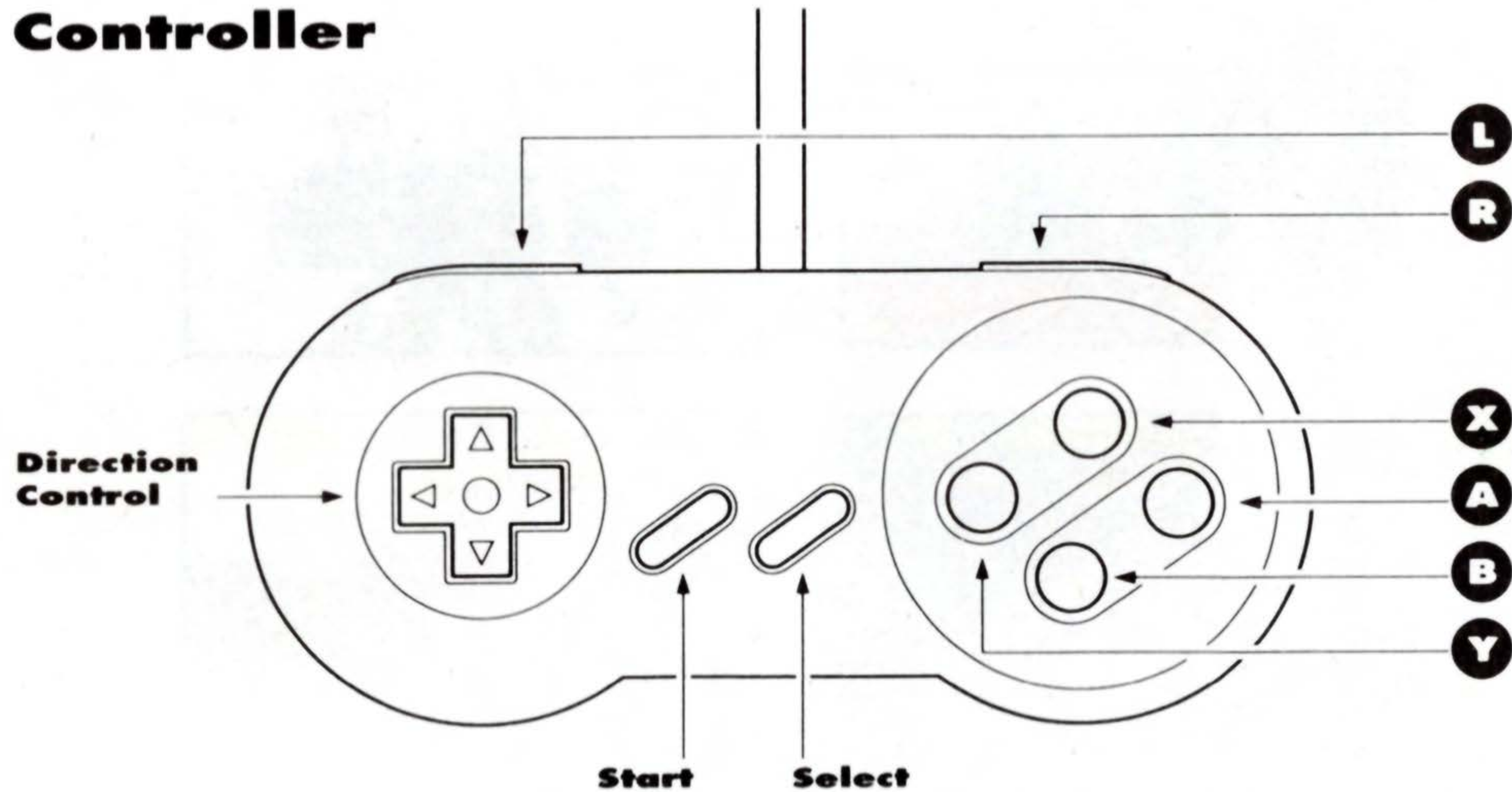
Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals



*Game Play on the Super NES using the Super Game Boy adapter.
Super Game Boy sold separately.*

How to Operate the Super NES Controller

Controller



Super NES Controller Operation

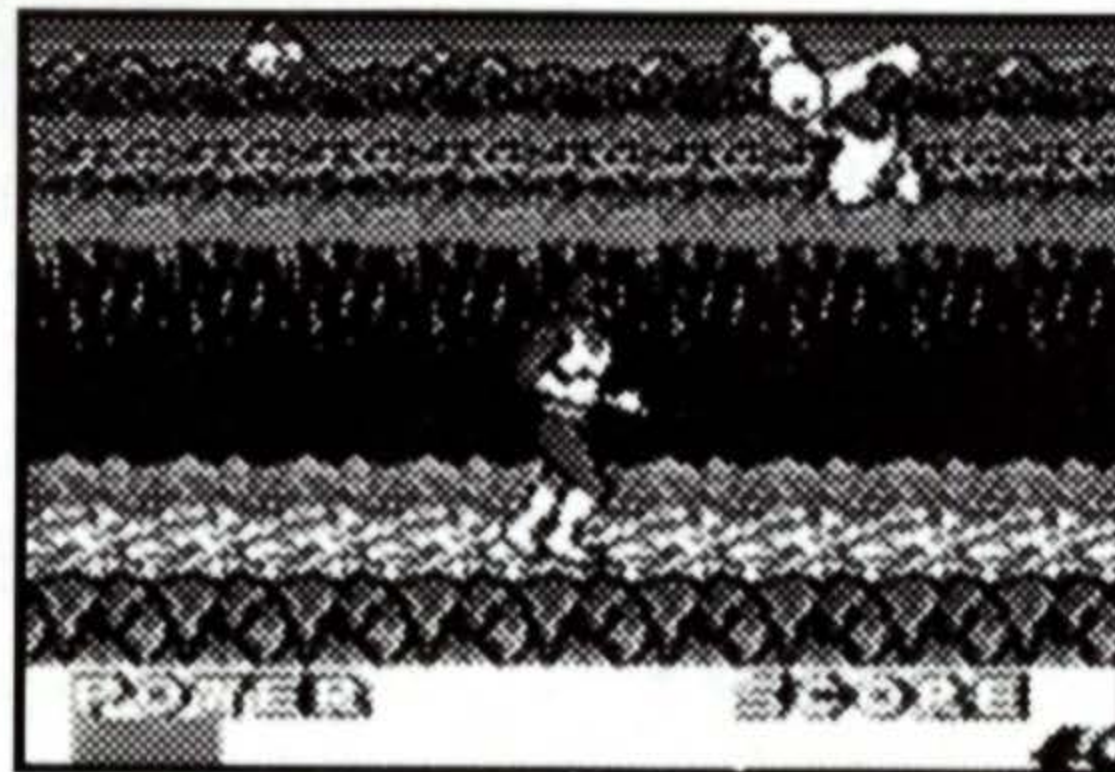
(To be used only with the Super Game Boy®)

A Button:	Press to jump.
A + Y Buttons: (or A + B)	Press to jump and kick (press the A button first to jump then press the Y Button to kick).
B or Y Buttons:	Press either Button to punch.
X Button:	Press to change the background color to the original Game Boy color.
START Button:	Press to pause or continue the game.
SELECT Button:	Press to activate each Ranger's weapon.
Control Pad:	Press to move forward, backward, or to duck.
L + R Buttons:	Press the top L + R buttons simultaneously to activate the Super Game Boy peripheral (see Super Game Boy instructions).

To reset the game, press and hold the A, B, SELECT and START Buttons simultaneously.

How to Play the Game

Mighty Morphin Power Rangers consists of 5 levels of challenging action. You begin each level by selecting one Ranger who must battle his or her way through Rita Repulsa's fiendish warriors and treacherous traps. The Game Screen shows the Power Ranger's power level on the bottom left and indicates their point total on the bottom right. The object of the game is to clear each level while accumulating as many points as possible along the way by defeating all the enemies, and finally destroying Rita Repulsa



Power-Ups

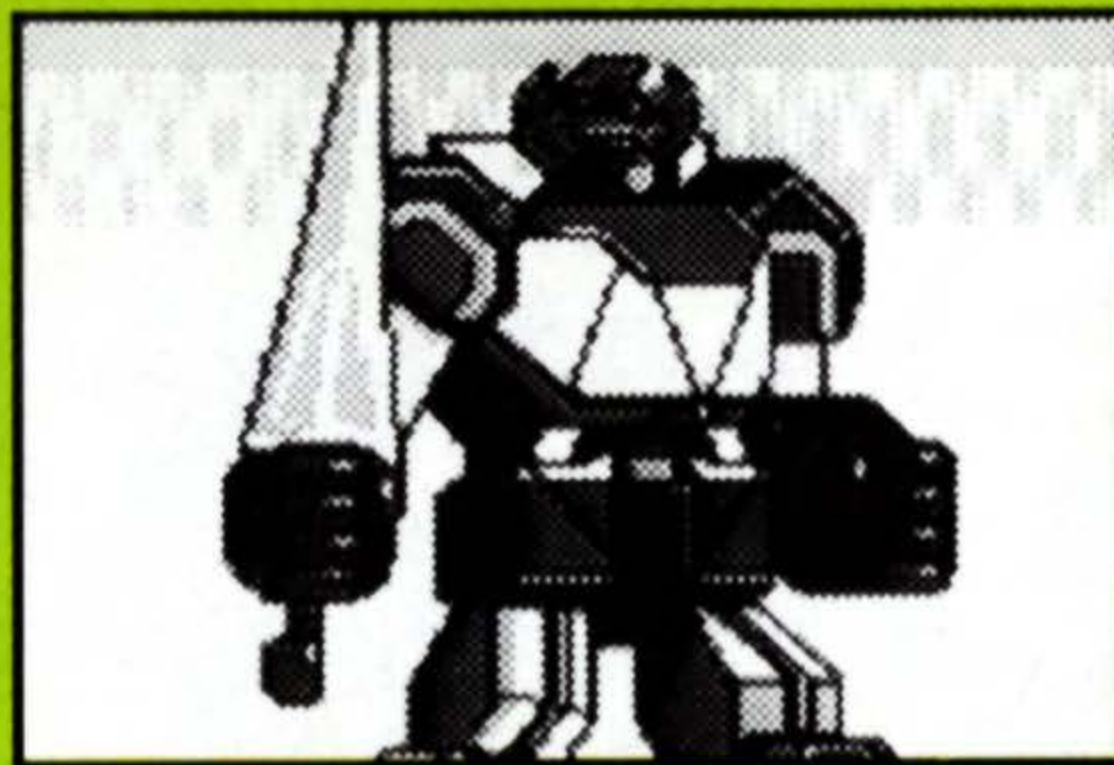
Keep an eye out for various power up devices that appear after you defeat certain enemies. For example, the "POW" symbol gives you more energy, the "S" symbol makes you invincible, and the tornado symbol destroys all the enemies on the screen.

If you run out of power, Rita Repulsa will appear on the screen to laugh at your shameful defeat. Then the Game Over Screen will appear which allows you to continue play or quit the game by punching the appropriate word on the screen.

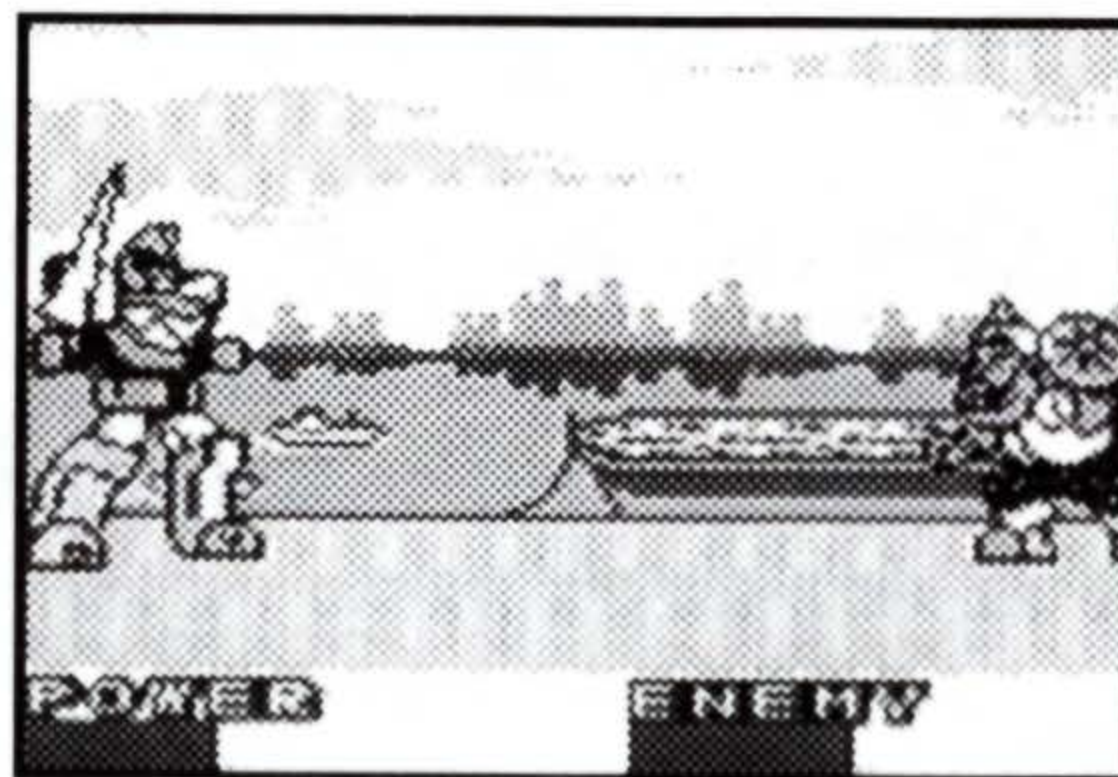


Boss Level and Bonus Stage

If you succeed in making it to the end of each level, all the Power Rangers will start their morphing sequence and transform into Megazord in order to do lethal combat with Rita Repulsa's ferocious henchmen, Squat, Baboo, King Sphinx, and Goldar (only in the final Boss Level will you get to battle her ugliness, Rita Repulsa!).



The Boss Level Screen shows the Megazord's power level on the bottom left and the enemy's energy level on the bottom right. If you are defeated by Rita's henchman, you can continue playing the game from the Boss Level by punching "continue" on the Game Over Screen. However, if you are able to defeat the henchman, you enter the Bonus Stage in which you must destroy a multitude of nasty projectiles before they destroy you.



At the end of the Bonus Stage a special screen appears which totals up the number of projectiles you destroyed. If you zapped more than 60% of the total number of projectiles, you will get additional life in the next level of play. However, if you get less than 40%, you will start the next level with a depleted life span. At the bottom of this screen you will also see a 4 number password. This password allows you to access the next level of play any time you play the game.

Winning the Game

To win the game, you must clear all five levels of play and defeat all of the boss monsters including Rita Repulsa. It is not an easy task, but the Mighty Morphin Power Rangers are no ordinary fighting force.

LOOK FOR THESE OTHER MORPHENOMINAL POWER RANGER TOYS IN YOUR LOCAL TOY STORE!



90-DAY LIMITED WARRANTY

Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**Bandai America, Inc.
Consumer Service Department
12851 East 166th Street
Cerritos, CA. 90703**

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modifi-

cation, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for \$10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

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SUPER NES POWER RANGERS COMING SOON!

This 16 meg, side-scrolling, action adventure is the first and only game to feature all 5 Power Rangers as teenagers and super heroes. It even has a **SECRET CODE** that magically morphs the game into a two-player-simultaneous, one-on-one, all out

brawl. It's more fun, more exciting...it's morphenominal!





Distributed by Bandai America, Inc.
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Printed in Japan