

DMG-A2RE-USA

INSTRUCTION

BOOHLET

# WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

MIGHTY MORPHIN POWER RANGERS and all logos, character names, and distinctive likenesses thereof are trademarks of Saban Entertainment, Inc., and Saban International N.V.

" and © 1995 Saban Entertainment, Inc. and Saban International N.V. © 1995 Bandai America Incorporated.

Bandai is a registered trademark of Bandai America Incorporated.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



NINTENDO, GAME BOY, SUPER GAME BOY AND THE OFFICIAL SEALS ARE REGISTERED TRADE-MARKS OF NINTENDO OF AMERICA INC. ©1989 NINTENDO OF AMERICA INC.

## PRECAUTIONS

This video game is designed to provide an exciting make believe journey through the world of the Mighty Morphin Power Rangers. Please remember the difference between fantasy and reality. Do your fighting on the screen, not at home or at school.

- If you play for long periods of time, take a 10-15 minute break every hour or so.
- 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 The Movie™ 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.

#### CONTENTS

1. Introduction	3
2. Getting Started	4
3. How to Operate the Game Boy Controller	6
4. How to Use the Super Game Boy System	8
5. How to Operate the Super NES Controller	. 10
6. How to Play the Game	12
7. Winning the Game	15

# INTRODUCTION

The Power Rangers stripped of their Mighty Morphin Powers and forced to flee Earth? Rita Repulsa and Lord Zedd overwhelmed by an evil far greater than their combined nastiness? The Command Center totally obliterated and Zordon on the brink of death? The fate of the world in the slimy hands of Ivan Ooze, the most sinister monster the universe has ever seen? Could this be a bad dream? Don't count on it. It all happens in the morphinominal Mighty Morphin Power Rangers The Movie! And now, you can battle Ivan Ooze, the vilest villain in Nintendo history, and a whole host of his mean and ugly minions in this hyper-action, six stage, no-holds-barred brawl. So, morph into action, and lead the Power Rangers on to their greatest victory.

# GETTING STARTED

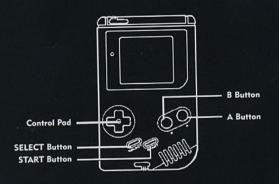
Insert the Game Pak into your Game Boy and turn the power on. The Title Screen will appear. Use the Control Pad to highlight Game Start or Option Mode and press the START button. If you select Option Mode, you will be able to set the difficulty level of the game. The game automatically defaults to the "Normal" setting. To make the game more difficult, use the Control Pad to highlight the "Hard" setting. Then press the "Start" button.





If you select Game Start, you will advance to the Stage Select Screen. You can select any one of the first 5 stages to begin the game. To select a stage, use the Control Pad to highlight your choice and press the A Button. You will then advance to the Player Select Screen. Use the Control Pad to highlight one of the six Power Rangers and press the START Button to begin the game. The selected Ranger will teleport into the Game Screen, and the game will begin.

# HOW TO OPERATE THE



6

# GAME BOY CONTROLLER

A Button: B Button: Press to jump and advance to the Player Select

Screen.

Press to punch, kick, and exit the Option Mode.

A + B Buttons:

Press simultaneously to do a jump kick.

Control Pad:

Press to move forward, backward, or to crouch. Control Pad double tap: Double tap the Control Pad forward or back-

ward to dash in either direction.

START Button: **SELECT Button:** 

Control Pad down + B: Press to kick while crouching. Press to start or pause the game.

Press to morph and use special attack.

# HOW TO USE THE SUPER

Insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and set the Super NES to the "ON" position. For further operating information, please consult your Super Game Boy and Super NES instruction manuals.



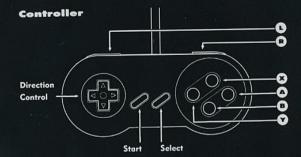
# GAME BOY SYSTEM





GAME PLAY shown is on the Super NES using the Super Game Boy adapter. Super Game Boy sold separately.

# HOW TO OPERATE THE



# SUPER NES CONTROLLER

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

A Button:

A + B Button: B or Y Buttons: Press to Jump.

Press to perform a jump kick. Press either button to punch, kick, and exit the

Option Mode.

X Button:

Press to change the background color to the

original Game Boy color. Press to move forward, backward, or to crouch.

Control Pad: Control Pad down + Y/B: Press to kick while crouching.

Control Pad double tap: Double tap the Control Pad forward or back-

ward to dash in either direction. Press to start or pause the game.

START Button: **SELECT Button:** 

Press to morph and use special attack.

### HOW TO PLAY THE GAME

Mighty Morphin Power Rangers The Movie is a six stage side-scrolling action game. To clear each stage, you must battle a host of enemies and enemy devices. At the end of each stage, you will face an evil Boss Monster. If you defeat this monster, you can advance to the next stage. You can select any of the first 5 stages to begin the game. Once you clear a stage, you can choose any remaining stage (except stage 6) to continue play. After you have cleared the first 5 stages, you will be able to play the 6th stage.





The Game Screen
All the action takes place on the Game Screen. The bar along the bottom of the screen contains all the fight data. The top line is the Score Meter. Below the Score Meter is the Life Meter. As you take on hits from the enemy, you will begin to lose life energy. You can regain energy by picking up objects left behind by defeated enemies. Below the Life Meter is the Power Meter. The Power Meter has eleven segments. You begin each stage with no power segments. As you defeat enemies and collect lightning bolts, you will gain power. The Power Meter must be full in order to morph. After you morph, you must fill the Power Meter again to use the special attack.



When you reach the end of each stage, you will face a Boss Monster. At this time, the Score Meter will change to the Boss' Life Meter. To defeat the Boss Monster and advance to the next stage, you must deplete their life energy. If you are defeated before you clear a stage, you will have unlimited continues in which to win the game.

# WINNING THE GAME

To win the game, you must battle a continuous onslaught of enemies and evil enemy devices and defeat a powerful Boss Monster at the end of each stage. If you clear all 6 stages, you win the game!

# 90 DAY LIMITED WARRANTY

Bandai America Incorporated ("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.
- Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-310-326-0947. 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, tagether with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America Incorporated 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, modification, 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 autside 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 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.

#### WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MER-CHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HERBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some sates do not allow limitation on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights and you may have other rights which vary from state to state.