

Available Fall 1995  
on Genesis and Game Gear!



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2564

SEGA®

GAME GEAR™  
INSTRUCTION MANUAL





## EPILEPSY WARNING

### Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

### HANDLING YOUR CARTRIDGE

- ❖ The Sega cartridge is intended for use only on the Sega Game Gear.
- ❖ Do not bend the cartridge, crush it or get it wet.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

### FRENCH INSTRUCTIONS

For French instructions, please call:  
Instructions en français, téléphoner au:  
1-800-872-7342

### SEGA'S GAMEPLAY HOTLINE 1-415-591-PLAY

For More Information, Visit Sega's Internet Sites at:  
web site: <http://www.segaoa.com>  
ftp site: <ftp.segaoa.com>  
email: [webmaster@segaoa.com](mailto:webmaster@segaoa.com)  
Compuserve: GO SEGA

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.

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*Remember the difference between fantasy and reality.  
Do your fighting on the screen, not at home or school.*



LONG AGO AND FAR AWAY, A LEGENDARY INTERDIMENSIONAL BEING KNOWN AS ZORDON<sup>®</sup> CAME TO THE CITY OF ANGEL GROVE TO ESTABLISH A VANGUARD IN THE NEVER-ENDING STRUGGLE AGAINST EVIL. WITH THE AID OF HIS TRUSTED ASSISTANT, ALPHA 5, THE NOBLE MASTER SOUGHT OUT SIX EXTRAORDINARY TEENAGERS AND GAVE THEM THE POWER TO TRANSFORM INTO A SUPERHUMAN FIGHTING FORCE. IN TIMES OF GREAT NEED, THE YOUNG HEROES COULD NOW CALL UPON COLOSSAL ASSAULT VEHICLES KNOWN AS "POWER ZORDS". WHILE THE IDENTITY OF THE SIX REMAINED A GUARDED SECRET, THEIR COURAGEOUS EXPLOITS SOON BECAME THE STUFF OF LEGENDS, EARNING THEM THE TITLE...



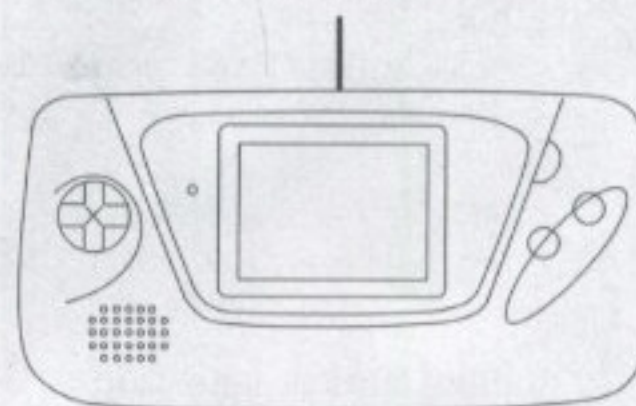
## STARTING UP

1. Set up your Sega Game Gear system as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Mighty Morphin Power Rangers: The Movie* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Sega and Banpresto<sup>™</sup> logos appear.
4. If the logos don't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

**Note:** This game is for one or two players.

**Important:** Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

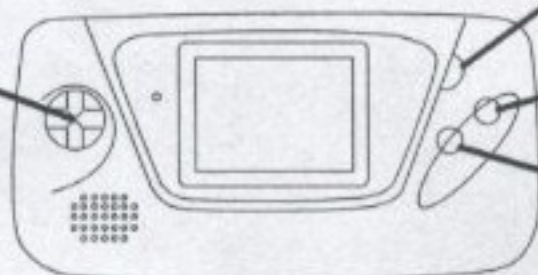
INSERT SEGA CARTRIDGE





# TAKE CONTROL!

Directional Pad  
(D-Pad)



Start Button  
(Start)

Button 2

Button 1

## Start

- Makes selections on pre-game menu screens
- Pauses game; resumes play when paused

## D-Pad

- UP or DOWN highlights options
- LEFT or RIGHT sets options on Option screen
- Moves character on game screen
- Makes character do special moves (see pages 8-9)

## Button 1

- Makes selections on pre-game menu screens
- Makes character punch
- Makes character do special moves (see pages 8-9)

## Button 2

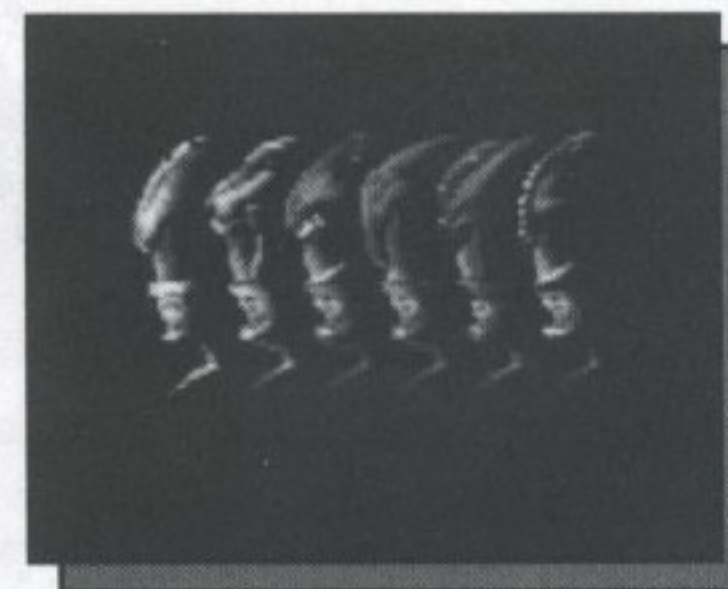
- Makes selections on pre-game menu screens
- Makes character kick
- Makes character do special moves (see pages 8-9)

# GETTING STARTED



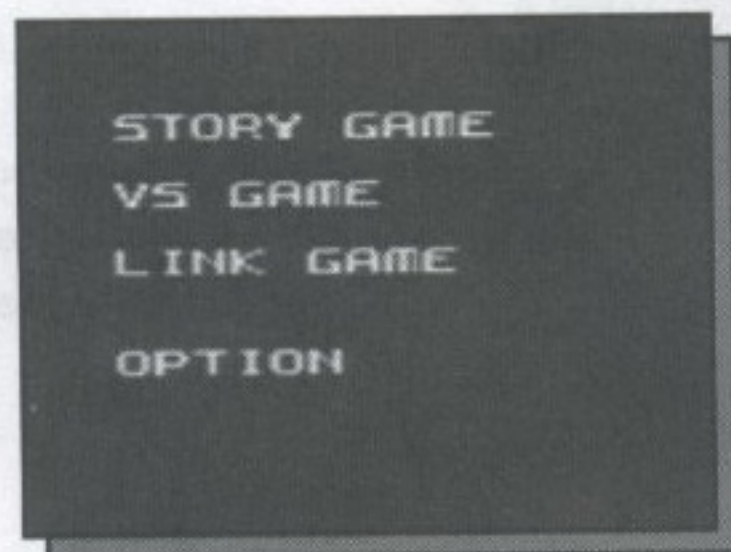
After the logos and legal notices, the intro appears. Press Start at any time to forward to the Title screen.

At the Title screen, wait a few seconds and watch the demo of the Power Rangers in action. Press Start at any time to bring up the game select screen.





## GAME SELECT SCREEN



Get right to the action by selecting one of the game modes, or change features of the game on the Option screen.

### STORY GAME

Fight a series of battles in six stages against the enemies. Choose a different fighter for each stage and save Angel Grove from the evil lurking about! (see pages 11-13).

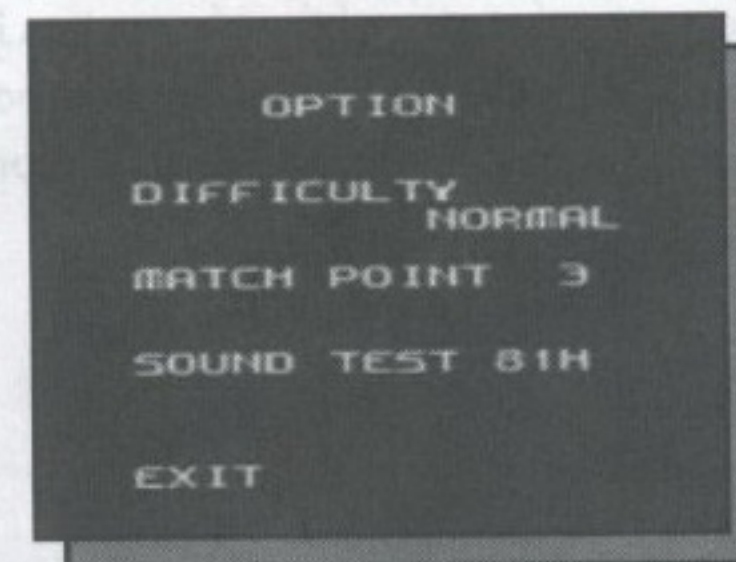
### VS GAME

Take on computer-controlled opponents one at a time. Can you beat all challengers to become the champion? (see pages 14-15).

### LINK GAME

Take on a friend to find out who is the best fighter. A Gear-to-Gear™ Cable (sold separately) is needed (see pages 15-16).

## THE OPTION SCREEN



Highlight an option by pressing the D-Pad UP or DOWN. Change the option's setting by pressing the D-Pad LEFT or RIGHT.

### Difficulty

Select the difficulty level of the computer opponents in the VS Game. Choose from EASY, NORMAL, and HARD.

### Match Point

Select the number of matches to be fought between you and your opponent in VS Game or Link Game. Choose from 1 (1 match), 3 (2 out of three wins), and 5 (3 out of 5 wins).

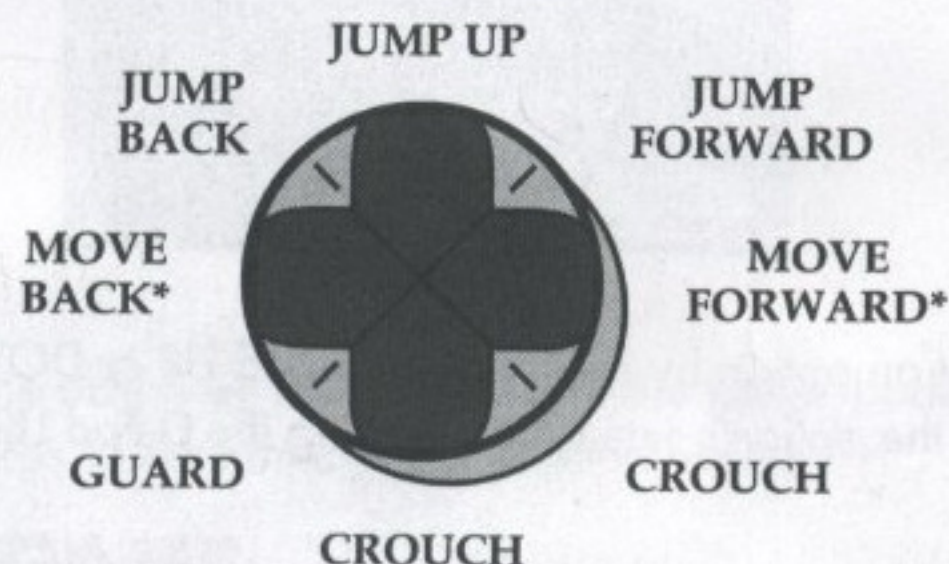
### Sound Test

Play the tunes and sounds in this game. Highlight a track and press Button 1 or 2 or Start to play it. To stop the track, move the D-Pad UP or DOWN. When finished, highlight EXIT and press Button 1 or 2 or Start.



## POWER MOVES

You can use these moves for any of the characters in the game. Press and hold the D-Pad in the directions shown below to perform these moves. The moves listed are those for a character facing right.



**\*Note:** Move forward or move backward quickly by pressing twice and holding the D-Pad in these directions.

### Punch

Press Button 1 to punch an opponent.

### Kick

To kick an opponent, press Button 2.

### Throw

To throw an opponent press Button 1 and 2 simultaneously when standing next to him/her.

You can use the D-Pad to guide punches and kicks. Press the D-Pad DOWN for low kicks and punches, UP for jumping kicks and punches, and toward the opponent for straight kicks and punches. Experiment to find out which combinations work best for you!

## SPECIAL ATTACKS

Press the D-Pad DOWN, then press the D-Pad FORWARD and:

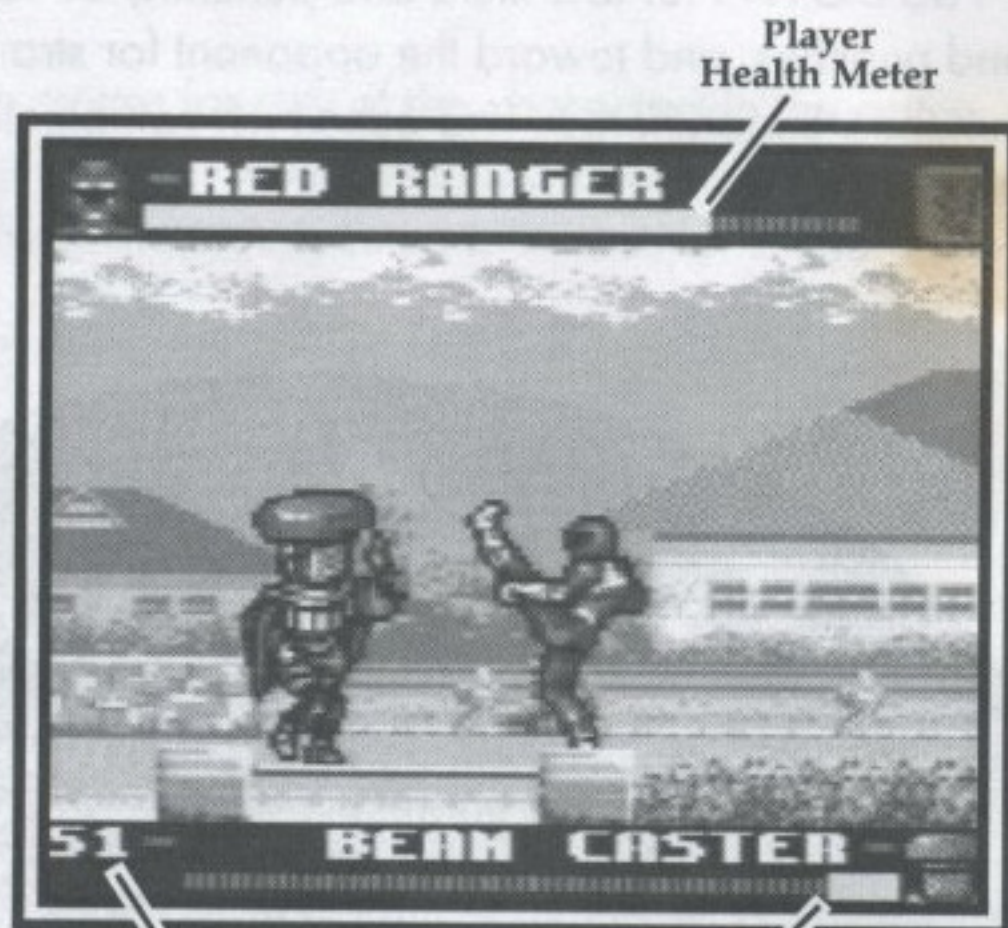
- Button 1 simultaneously for Special Attack 1.
- Button 2 simultaneously for Special Attack 2.
- Buttons 1 and 2 simultaneously for Special Attack 3.

You can also do a Super Special Move! When the lightning icon next to your character's name is flashing, press the D-Pad FORWARD, then DOWN, then FORWARD while pressing Buttons 1 and 2.



## GAME SCREENS

Story  
Game



Player  
Health Meter

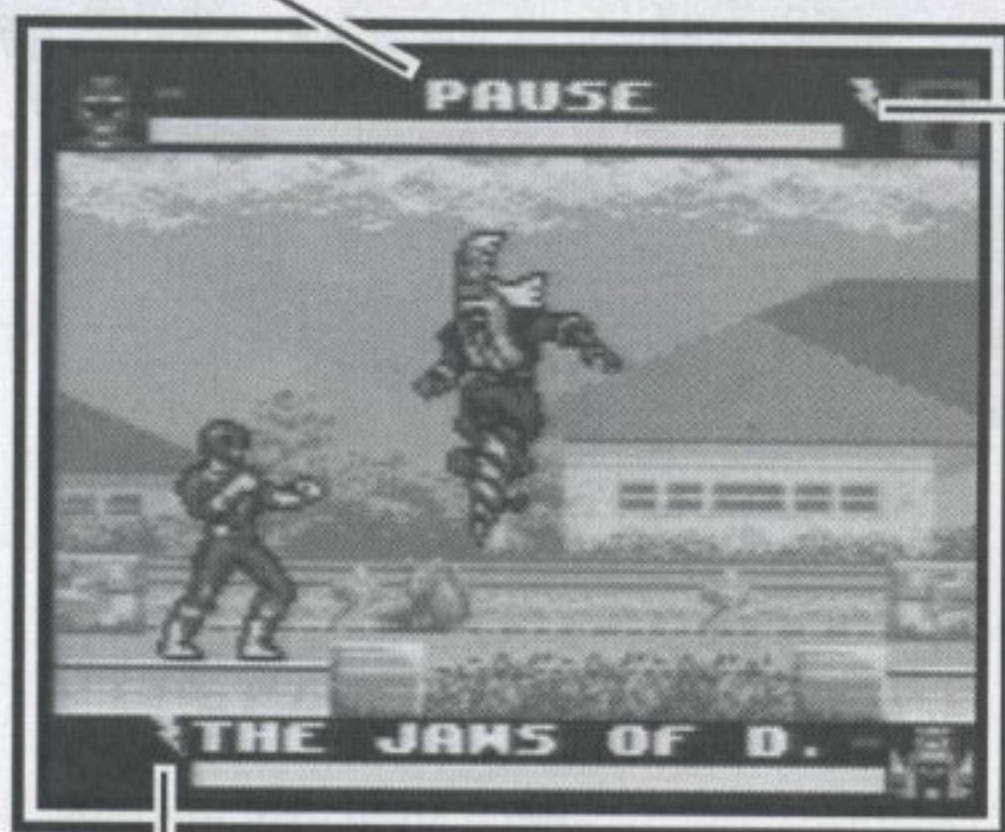
Paused

Stage  
Player 2

Computer Character  
Health Meter

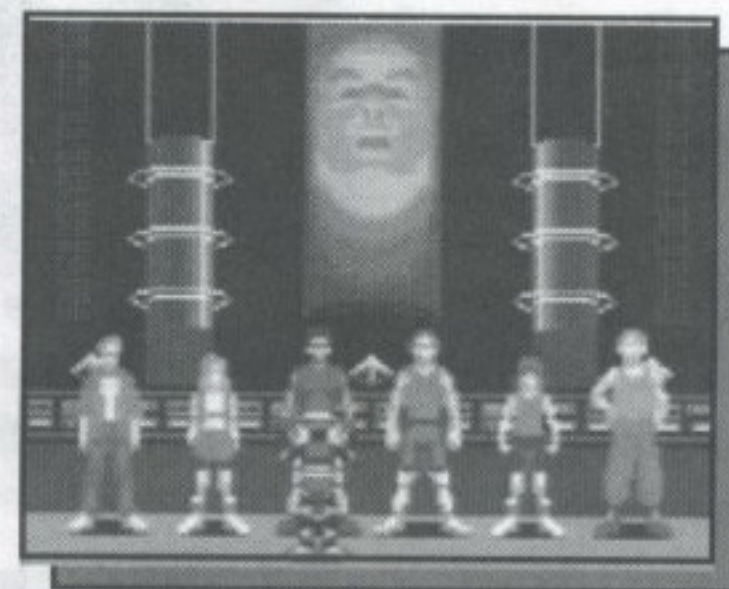
Player 1  
Number of Wins

VS Game  
and  
Link Game



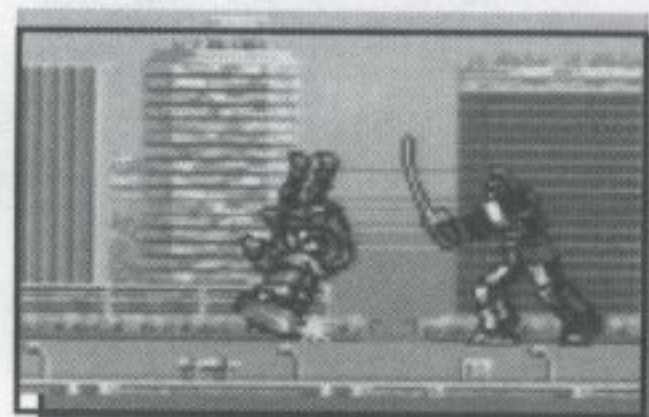
Number of Wins  
Indicates Game is

## STORY GAME



Highlight a Power Ranger by pressing the D-Pad LEFT or RIGHT, and select by pressing Button 1 or 2 or Start.

Each stage consists of two levels: in the first, fight as the Power Ranger you have chosen, and later fight as the Power Ranger's ultimate weapon, the Thunder Megazord™! Each time you complete a stage, you get to select the Power Ranger you want to use for the next stage.

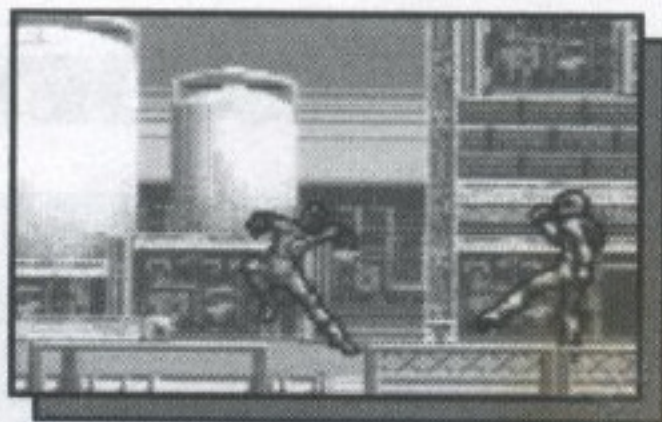


Stage 1  
Beam Caster

Be on guard 'cause the Putty Patrol™ is out lookin' for you! Knock one down and another appears. Are they endless? Beam Caster™ shows up at the beginning and end of the stage. Watch out for his hat tricks! He has such an explosive personality!

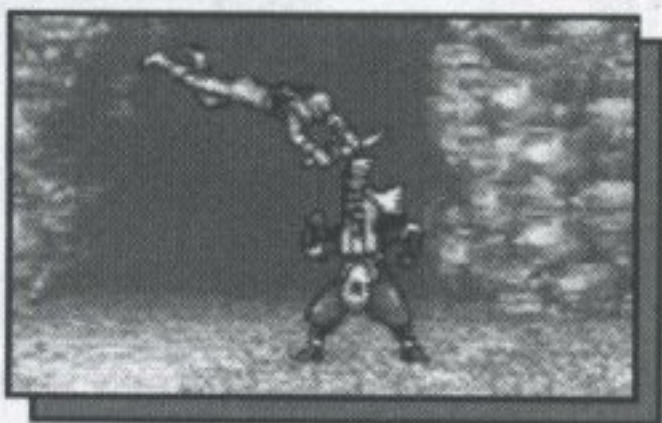


## Stage 2 Goldar



The Putty Patrol's back, this time battling you at the chemical storage facility. Don't let 'em distract you, because Goldar™ swoops down from the sky while you're busy fighting his minions. Guess who's in his sights?

## Stage 3 The Jaws of Destruction



Ahh, the mountains. It's quite peaceful out here. But wait, who's that making all the noise? Looks like more putties, and they've got a friend with them.



## Stage 4 Ooze Men

Construction crews in Angel Grove have accidentally broken the hyperlock which had imprisoned Ivan Ooze™ for eons. Now he's out, and his followers, the Ooze Men, are running loose.



## Stage 5 Hornitron

Ivan's not too pleased at your attempts to stop him. He's sending his grand creation to put you away for good. Beware, the Hornitron™ comes!

## Stage 6

You're on your own at this point. Be prepared for the toughest fight ever as a Power Ranger!

## CONTINUE



If you lose in battle in either level of a stage, you have 10 seconds in which to decide to continue the game or not. Press Button 1 or 2 or Start to continue. When the timer runs out, the Sega logo appears.

If you lost your last battle while playing a Power Ranger, you select a Power Ranger and fight from that level again. If you lost while playing with the Thunder Megazord, you fight the battle again as the Thunder Megazord. You can continue a game six times.



## VS GAME

Choose a Power Ranger and try to win the championship!

You face the other characters in your class one by one. Keep winning rounds to keep going. Lose a round, and it's all over.

### Power Class

Red Ranger	White Ranger
Blue Ranger	Putty Patrol
Yellow Ranger	Ooze Man
Black Ranger	Beam Caster
Pink Ranger	Goldar
The Jaws of Destruction	

### Giant Class

Thunder Megazord
Ninja M.F. Zord
Beam Caster
Goldar
The Jaws of Destruction
Hornitron
Ivan-Ecto Morph

**Note:** If you select Beam Caster, Goldar, or The Jaws of Destruction, you fight all the characters in both classes.



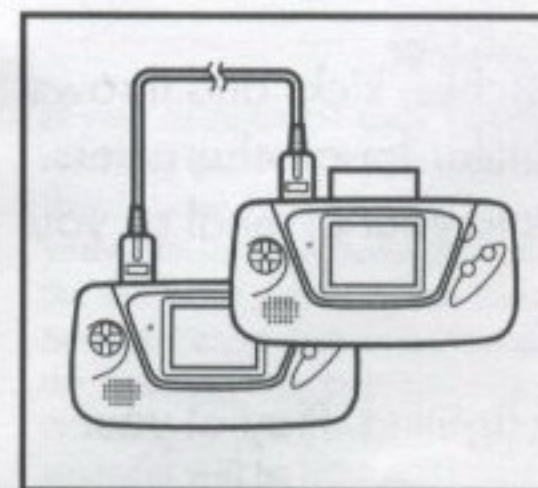
On the Select Character screen, highlight one of the character faces by pressing the D-Pad in any direction. A full view of the character appears at the bottom of the screen. Press Button 1 or 2 to select.



If you lose a round, you have the option of continuing or quitting the game. Highlight either CONTINUE or EXIT and press Button 1 or 2 or Start. When you select CONTINUE you start again at the beginning of the game with the character you last played.

**Note:** You can set the number of matches per round on the Option screen (see page 7).

## LINK GAME



To play the Link Game, you must have two *Mighty Morphin Power Rangers: The Movie* games, two Game Gear units, and a Gear-to-Gear™ Cable (sold separately). Make sure the power to both units is turned OFF, then connect the Gear-to-Gear Cable as shown. Turn the power to the Game Gear units ON.

The player who selects Link Game from the mode select screen selects a character first. Select a character as you would for VS GAME (see previous page). After you've selected a character, WAIT appears on your screen while the other player makes a selection.



After the battle, the winning player has the choice of whether the players will quit the Link Game or fight again. Highlight CONTINUE or EXIT and press Button 1 or 2 or Start.

Before the new battle, both players select characters again. The winner of the last battle selects first.

**Note:** You can set the number of matches per round on the Option screen (see page 7).

## THE NOBLE MASTER SPEAKS

- Keep moving while fighting. Otherwise, you'll wind up on your back eating dust.
- When first learning to play, master punches, kicks and throws first. These are basic moves that are similar for all characters. Add the more complex special attacks to your arsenal as you become more familiar with the game.
- Remember, there is no time limit to the fighting. Play at your own pace.

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## LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA.**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342.**

**DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER.** Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

### Repairs after Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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