

MIGHTY MORPHIN POWER RANGERS THE MOVIE™

Available Fall 1995
on Genesis™ and Game Gear™!



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SEGA®

GENESIS™ INSTRUCTION MANUAL



ROGERS VIDEO



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KIDS TO ADULTS



AGES 6+

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

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.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- 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 Sega cartridge.

ESRB RATING

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

For More Information, Visit Sega's Internet Sites at:

web site: <http://www.segaa.com>

ftp site: <ftp.segaa.com>

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VR COMBAT INTENSITY!

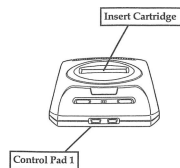
The evil Grimlord has zapped the VR Troopers into a vile virtual reality video game. It's up to Kaitlin Star, Ryan Steel and JB Reese to fight their way out!

Use each Trooper's special fighting moves to defeat the mighty Tankotron, Decimator, Darkheart, Magician and Kongbot. Work over the stealthy Skugs in the Battle Grid. Then meet Kamelion in a fiery showdown to overthrow the cynical Grimlord!

Throw atomic shurikens, attack with your laser lance and wreak havoc with turbine kicks! Execute more than 50 moves in all!

Blast your way through the Story Game, or test your combat skills against the CPU. Ready for high-impact 2-player action? Choose the Vs. Battle, and mix it up as your favorite VR Trooper, or as one of Grimlord's warriors.

STARTING UP



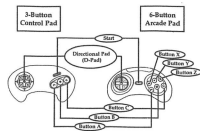
1. Set up the Genesis system and plug in Control Pad 1.
2. Make sure the power switch is OFF. Insert the *VR Troopers* cartridge into the console and press down firmly.
3. Turn the power switch ON. In a few moments the Sega screen will appear.
4. Press Start when the Title Screen appears.

Important: If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis system is set up correctly and the cartridge is firmly inserted in the console. If the system is connected to a TV, make sure it's turned to the correct channel (3 or 4). Then turn the power switch ON again.

Always make sure the power switch is OFF before inserting or removing the Genesis game cartridge.

Note: *VR Troopers* is a 1- or 2-player game.

TAKE CONTROL



D (Directional) -Pad

- UP/DOWN scrolls through selections on Main Menu Screen.
- UP/DOWN scrolls through selections on Options Screen.
- LEFT/RIGHT scrolls through settings on Options Screen.
- LEFT/RIGHT scrolls through selections on Fighter Select Screen.
- UP/DOWN selects letter on High Score Screen.
- RIGHT advances to next initial on High Score Screen.

During play*:

- UP makes fighter jump.
- DOWN makes fighter crouch.
- RIGHT/LEFT makes fighter move backward and forward.

Start

- Advances from Title Screen to Main Menu Screen.
- Enters selection on Main Menu Screen.
- Exits Options Screen.
- Advances from Story Screen to Fighter Select Screen.
- Advances from Fighter Select Screen to match.
- Advances from Player Select Screen to battle.
- Pauses and unpauses game during battle.
- Enters selections on Fight Records Screen.

A-Button

- Makes fighter throw opponent*.

B-Button

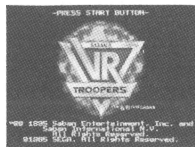
- Makes fighter punch*.

C-Button

- Makes fighter kick*.

* For a complete list of fighting moves, turn to page 14.

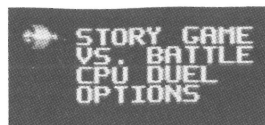
VR TROOPERS TITLE SCREEN



Turn on *VR Troopers* and you'll see the Sega and Syrox logos, followed by the *VR Troopers* Title Screen.

Press Start to advance to the Main Menu Screen. If after a few moments you don't press Start, you'll see the story of how the VR Troopers got trapped by Grimlord in his virtual video game. Press Start at any time during this sequence to restart the game and begin play.

MAIN MENU SCREEN



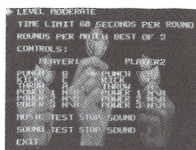
On the Main Menu Screen, choose from the following selections:

- Story Game
- Vs. Battle
- CPU Duel
- Options

Press the D-Pad UP/DOWN to scroll through the selections. Press Start to enter your selection.

If you don't enter a selection in a few moments, you'll see a game preview followed by the High Score Screen. Press Start at any time during the game preview to restart the game and begin play.

THE OPTIONS SCREEN



Press UP/DOWN on the D-Pad to select options on the Options Screen. Press RIGHT/LEFT to adjust these settings:

Level — Choose between KIDS, EASY, MODERATE, HARD and MANIC.

Time limit — Choose between 15-, 30-, 45- or 60-second rounds. Or select unlimited round time to fight to the finish.

Rounds per match — Select Best-of-3 or Best-of-5 rounds per match, or Sudden Death.

Controls — Select your desired settings for the A, B and C-Buttons: (In Vs. Battle, also select settings for Control Pad 2.)

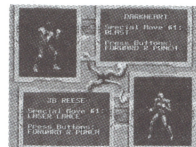
Music Test — Press LEFT/RIGHT on the D-Pad to sample music selections. Press any button to hear music.

Sound Test — Press LEFT/RIGHT on the D-Pad to sample sound effects. Press any button to hear sound effects.

Exit — Press Start to return to the Main Menu Screen.

STORY GAME

Follow the story of the Troopers as they attempt to defeat Grimlord's goons and escape from his twisted video game.



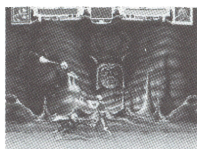
The Story Game begins at the Fighter Select Screen. Press LEFT/RIGHT on the D-Pad to fight as JB Reese, Ryan Steel or Kaitlin Star.

The VR Trooper you select will take on the enemy at the bottom of the screen in a sudden death, best-of-three or best-of-five match. Each time you defeat an enemy, you'll earn points, and a chance to face more enemies. You'll also get some counsel from Professor Hart, Jeb and Grimlord himself.



To escape the virtual world, defeat all five of Grimlord's robots, and the three clones of JB, Ryan and Kaitlin Star. Then you'll have to prevail against fiery Kamelion in a heated showdown.

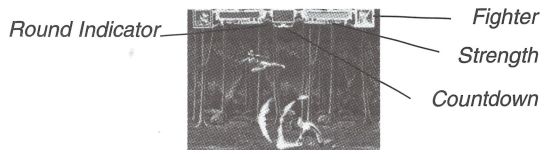
BATTLE GRID BONUS ROUND



Each time you defeat an enemy in a match, you'll earn a chance to rack up bonus points by battling Skugs in the Battle Grid. The more Skugs you defeat before time runs out, the more points you get!

Each enemy you defeat increases your time in the Battle Grid. But be warned, if you get killed by the Skugs your quest to defeat Grimlord is over.

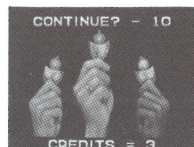
SCREEN INDICATORS



During each battle, keep track of these indicators on the Combat Screen:

- Fighters** — Shows Player 1 on the left, the CPU opponent (or Player 2) on the right.
- Strength** — Sap all your opponent's strength and you win the round. Otherwise, the fighter with the most strength left at the end of the round (when time runs out) is the winner.
- Round indicator** — Displays a red light for each round won.
- Countdown** — Displays the time left in each round.

CONTINUES



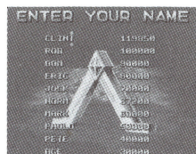
If you lose to Grimlord, don't give up. You get 3 Continues to fulfill your quest. Press Start at the Continue Screen before the 10-second clock runs out for a chance to get revenge against the enemy that beat you.

RACK UP POINTS



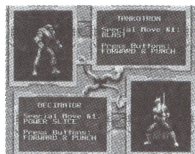
After each match in the Story Game — and after each venture into the Battle Grid — you'll see your points total for the round and for the game.

GO FOR THE HIGH SCORE!



The top ten scores are posted on the High Score Screen. If you make a high score, select the first of your three initials by pressing UP/DOWN on the D-Pad. Then press RIGHT on the D-Pad and use the same routine to select your second and third initials. When you're through entering your initials, press Start.

VS. BATTLE



Play against a friend by plugging Control Pad 2 into the Control 2 jack on the front of your Genesis.

When you select Vs. Battle on the Main Menu Screen, you'll advance to the Fighter Select Screen. This is your chance to fight as your favorite VR Trooper, or as one of their monstrous enemies.

Press the D-Pad LEFT/RIGHT on the Fighter Select Screen to choose your fighter for each battle. When both Player 1 and Player 2 have selected a fighter, Player 1 presses Start to advance to the Combat Screen.

FIGHT RECORDS



After each match in Vs. Battle mode, the Fight Records Screen displays the fight results for Player 1 and Player 2. The results include wins, losses and number of rounds won.

At the bottom of the Screen are three options:

To continue with the Vs. Battle, press Start.

To reset the Fight Records Screen, press the D-Pad LEFT to select Reset and press Start.

To end your session, press RIGHT on the D-Pad to select Retire and press Start. (Be warned — when you retire the Fight Record is automatically reset.)

CHOOSE YOUR LEVEL



After you've selected your fighter, press the D-Pad LEFT/RIGHT to choose one of these settings for your match:

- Ziktor Skyline
- V.R. Skyjet
- The Forest
- The Swamp
- The Scrapyard
- Grimlord's Lair

CPU DUEL

CPU Duel is similar to the Vs. Battle, except instead of fighting against a friend you're competing against the CPU. Choose your fighter, choose your level and keep track of your results on the Fight Records Screen.

FIGHTING MOVES

All the VR Troopers and their enemies use these basic fighting moves:

Walk	Press the D-Pad LEFT/RIGHT
Jump	Press the D-Pad UP, LEFT/RIGHT
Crouch	Press the D-Pad DOWN
Standing throw	Press the A-Button
Standing punch	Press the B-Button
Standing kick	Press the C-Button
Crouch and throw	Press the D-Pad DOWN, and press the A-Button
Crouch and punch	Press the D-Pad DOWN, and press the B-Button
Crouch and sweep	Press the D-Pad DOWN, and press the C-Button
Round house kick	Press the D-Pad diagonally UP and AWAY from the direction you're facing, and the C-Button
Air punch	Press the D-Pad UP, and press the B-Button
Air kick	Press the D-Pad UP, and press the C-Button
Rocket air kick	When you're in mid-air, press the D-Pad TOWARD your opponent and press the C-Button

Upper cut	From a crouch, or from the ground, press the D-Pad UP, and press the B-Button
Block	Press the D-Pad AWAY from the direction you're facing when you're about to get hit
Run	Tap the D-Pad forward, then hold it TOWARD the direction you're facing
Fast retreat	Tap the D-Pad AWAY from the direction you're facing, then hold it down in the AWAY position

Master each character's special combat moves and weapons

To remind you, you can check the controls for each fighter's three special moves by pressing the A, B and C-Buttons on the Fighter Select Screen.

JB Reese

Laser Lance	Press FORWARD and punch
Dive and Roll	TAP BACK twice and punch and kick
Turbine Kick	Press UP, DOWN, then kick

Kaitlin Star

Power Ring	Press FORWARD and punch
Punch and Kick	Punch and kick
Use Pistol	Press BACK and punch

Ryan Steel

Atomic Shuriken Press FORWARD and punch
Lazer Rush TAP BACK twice and punch and kick
Overdrive Hold down A, B and C-Buttons for 2 seconds

Tankotron

Blast Press FORWARD and punch
Hard Shell Hold down the A, B and C-Buttons for 2 seconds
Mine Press BACK and punch

Decimator

Power Slice Press FORWARD and punch
Switchback Tap BACK twice and kick
Stomp Press UP, DOWN and kick

Kongbot

Bark Blast Tap BACK twice and punch
Charge Press DOWN and punch and kick
Spin Press the D-Pad 360 degrees and punch

Darkheart

Blast Press FORWARD and punch
Cloak Press DOWN and punch and kick
Shield Hold down the A, B and C-Buttons for 2 seconds

The Magician

Magic Globe Tap BACK twice and punch
In Hat Tap DOWN three times and punch
Switcheroo Charge BACK and punch and kick

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 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 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 GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. 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 Genesis Cartridge requires repairs after termination 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.

For French instructions, please call:

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