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

LICENSED BY

Nintendo

OFFICIAL SEAL OF QUALITY

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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 Super Nintendo® Entertainment System. Before you start playing, please read this instruction manual carefully and follow the correct operating procedures. Keep this instruction manual safe for future reference.

Don’t look now, because her Hideousness is back and she’s meaner and uglier than ever. This time Rita Repulsa is out to pulverize the Power Rangers once and for all and she’s brought all of her nasty friends along to do the dirty work. But, Jason, Trini, Billy, Kimberly, and Zack are at their morphing best with the awesome power of the Super NES machine on their side. Incredible graphics, amazing sound, and unbeatable action make this battle of good and evil an instant SNES classic. The game features seven challenging levels of play ending with breathtaking, all-out battles against Rita’s most fearsome henchmen including Bones, Eye Guy, and many more! Only the power of the Super NES can put all of the characters and excitement of the phenomenal hit TV series right at your fingertips. So what are you waiting for? Morph into action now with the Mighty Morphin Power Rangers.
GETTING STARTED

Insert the game pak in your Super NES unit and turn the power on. The Mighty Morphin Power Rangers Logo Screen will appear. Select either START or OPTION by using the Control Pad to move the arrow next to the desired choice and then press the START Button. If you select START, you will move to the Intro Screen. Press START again to advance to the Player Select Screen. If you select OPTION, you will access the Option Screen which allows you to select mono or stereo sound and enter passwords. Press the Control Pad right or left to highlight mono or stereo. Press the Control Pad down to highlight Password and enter the four digit password by pressing the Control Pad up or down until the correct first number appears then press the Control Pad right to move to the next space and continuing this process until all four numbers have been entered correctly. Then press the START Button to activate the password. Press the START Button again to advance 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
Trini   The Yellow Ranger
Jason  The Red Ranger
Kimberly   The Pink Ranger
Zack  The Black Ranger

To select one of the Power Rangers, press the Control Pad left or right until the desired Ranger is highlighted on the screen and then press the START Button to activate your choice and begin the game.
CONTROLLING THE GAME

Controller

Direction Control

Start Select

TEENAGER MODE

A: Not used
Y: Punch and throw
Y (continuous): Continuous attack
B: Jump
B + Y: Jump and punch
Pad + B + Y: Jump and kick
Pad down: Duck
Pad down + Y: Duck and kick
Special Attack: When close to a Putty, keep attacking while standing still to activate each Ranger's devastating special attack move.

POWER RANGER MODE

A/B/Y/Pad down: Same as in teenager mode
B (continuous): Back flip
X: Dinobomb (destroys all enemies on the screen)
Pad + B + Y + Pad: Press Pad and B to jump in towards enemy then press Y to kick. At moment of contact, press pad away from enemy and Y to back flip in the opposite direction.
B (next to wall): Wall jump
Pad up + Y: Individual attack
Pad + B + Y: Throw while jumping at enemy
Pad Up + B: Press B to jump then Pad up to grab and hang from objects overhead. Then press Pad up to swing up on top of the object.

When next to the enemy

Pad Up + Y: Throw enemy in the air
Pad down + Y: Continuous punch

MEGAZORD MODE

A/B/Y: Same as in teenager mode
X: Special attacks
Pad up + Y: Overhead slashing attack
Pad L/L or Pad R/R: Tap the pad twice to the left or right to move quickly in either direction.
Pad left or right: Press the pad in the opposite direction of the enemy to block his attack with your sword
The Mighty Morphin Power Rangers consists of 7 levels of non-stop action with each level containing three separate sections. You begin levels 1-5 by selecting a Power Ranger who must battle through the first section in his or her normal street clothes. If you make it to the end of this section, your Ranger will "morph" into their Power Ranger costume for a second section of even fiercer combat. If you are fortunate enough to survive the second round you will advance to the Boss Level for the ultimate showdown with one of Rita Repulsa's ferocious henchmen. You play as the megazord in level 6 and 7 in a one-on-one fighting battle.

The Game Screen shows the Power Rangers' power level on the bottom left. The helmet graphic shows how many lives you have left and the bottom right shows if the Dinobomb is activated. You can only use the Dinobomb when this symbol is flashing. You begin each level with two lives. The object of the game is to clear each level by defeating all the enemies including the boss at the end of each level. There are 2 checkpoints on each level. If you run out of power, you can continue from the beginning of the last checkpoint you reached until you use up all of your lives.
POWER UPS

Along the way, you will come across various crates and other objects in your path some of which contain energy increasing devices. To access their magic, you must first destroy the crate by attacking it, then punch the special device to absorb its power. As you increase your power, the life bar will change color from green to blue to purple. When you reach purple, you are at maximum strength.

WINNING

To win the game, you will have to defeat hundreds of Putties, climb perilous obstacles, swim through underground waterways, crawl through dark caverns, avoid countless traps and weapons of destruction, and eventually face the two meanest space aliens to ever hit this galaxy. It is not an easy task, but the Mighty Morphin Power Rangers are no ordinary fighting force.

Hint: See if you can find the secret code to morph your SNES cartridge into a one-on-one fighting game!

It's Morphin time!
WARRANTY

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
   1-310-926-0947

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 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.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREBIN. 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 states do not allow limitations 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.

LOOK FOR THE MIGHTY MORPHIN
POWER RANGERS SUPER GAME BOY!

This Game Boy Pak features all five of the Power Rangers in five action-packed levels of morphin mayhem. And it's fully compatible with Super Game Boy!

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.

Game Play on the Super NES using the Super Game Boy adapter. Super Game Boy sold separately.
It's true! You can become a member of our elite Power Rangers team by joining the Mighty Morphin Power Rangers Official Fan Club. As a Junior Power Ranger, you'll get all kinds of exclusive Power Rangers Fan Club stuff that you won't find in any store! Check out what you get...

- Official Identification and Certification as a Junior Power Ranger
- 6 Autographed Power Rangers Photos
- Never before seen Power Rangers Poster
- Nylon "Power Lunch" Bag
- Exclusive Power Rangers Fan Club 30 min. Video
- Iron-ons to personalize your T-shirts
- Tattoos
- Stickers
- Shoelaces
- Much, much more.

SPECIAL $1.00 OFF LIMITED MEMBERSHIP OFFER

Don't wait! Become a Junior Power Ranger now. Send in the official order form with a check or money order for just $17.95 per membership ($18.90 for California residents; $21.95 U.S. dollars for Canadian residents), and get $1.00 off your first membership order. Or have an adult write their Visa, MasterCard or Discover card number and expiration date in the space provided on the order form to your right.

For fastest delivery on credit card orders only, call 1-800-300-6993

$1.00 OFF OFFICIAL ORDER FORM

Yes, send me my Mighty Morphin Power Rangers Official Fan Club Memberships and Kits for the very special price of only $17.95 per membership ($18.90 for California residents, $21.95 U.S. dollars for Canadian residents). Less $1.00 for the first membership. Please list additional members by copying the coupon below. The special $1.00 off offer is good only for the original coupon.

Enclosed is my check, money order or valid Visa, MasterCard or Discover

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SEND THIS ORDER FORM BY MAIL TO:
Power Rangers Fan Club-NES, P.O. Box 222, Hollywood, CA 90078
PLEASE MAKE CHECKS/MONEY ORDERS PAYABLE TO: POWER RANGERS FAN CLUB.

All U.S. orders will be sent via Federal Express (except P.O. Boxes, which will be sent via U.S. Mail).

For fastest delivery, order by phone or fax. Allow 4 to 6 weeks delivery.

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Offer Good While Supplies Last.