

POWER RANGERS™ JUNIOR INSTRUCTION CONTROL KEYS AND FEATURES

There are 4 buttons to your watch :-

S1 - Throw out weapon. Game start without melody, sound effects.

S2 - Buffet, Time minute advance, Game start with melody, sound effects.

S3 - Kick, Game standby mode, Mode change.

S4 - Jump, Time setting mode.

S1 + S2 + S3 + S4 and hold for 1 second - Exit from all mode and change to Normal Time mode.



DISPLAY MODE OPERATIONS

In Normal Time mode, the watch display hours and minutes (with "PM" indicator). Press S3 Key to enter Game Standby mode and the last achieved score of the last game will appear. Press S3 Key in Game Standby mode to change back to Normal Time mode. In any mode, press S1+S2+S3+S4 Keys simultaneously and hold for 1 second for return to Normal Time mode.

In Game Standby mode, press Key S2 to start the game with sound effects (Beep sound). Press S1 to start the game without sound effects.

There is a game demonstration in Normal Time mode. The display format is shown as follow :-



THE POWER RANGERS™

ZACK (The Black Ranger)
KIMBERLY (The Pink Ranger)
JASON (The Red Ranger)

TRINI (The Yellow Ranger)
BILLY (The Blue Ranger)
THE PUTTY PATROL™

OBJECT OF GAME

Ordinary teenagers have been chosen by Zordon to save the world from Evil Space Aliens. Using their special magical Power Morphers, the teens call on the spirits of the ancient dinosaurs and transform into incredible Power Rangers with the ability to summon the mighty Power Zords. When all else fails, The Power Zords join together to form even more powerful battle machines.

HOW TO PLAY

In game standby mode, press Key S3, then press Key S2 to start the game with sound effects (beep sound). Press key S1 to start the game without sound effects.

The highest record score will be stored in the watch memory and will be displayed. The game will begin to play when the game start melody finishes. The score will then be reset to all zeros. When the five Power Rangers badges are displayed it means that all five Power Rangers are available for the adventure.



The Power Rangers™ include five rangers, the Red Ranger™, the Pink Ranger™, the Black Ranger™, the Yellow Ranger™, and the Blue Ranger™. The Power Rangers™ will fight against the alien enemies one by one. When you begin to play the game, there are a total of five Power Rangers faces. One Power Ranger's badge will be erased if he fails to destroy the alien enemy. A player has five chances to fight against the alien enemies.

The Power Rangers are located at the left position of the display and the Alien enemies (The Putty Patrol) are located at the opposite side. Alien Enemies (The Putty Patrol) will keep on changing their positions and throw out darts to attack the Power Rangers™. The Putty Patrol will also try to approach the Power Rangers and attack them.



The Putty Patrol will appear in three different levels. First, they will appear at location A1, B1, and C1

From location A1, the Putty Patrol will move close to the Power Ranger from A1 to A2 and then A3.

The Putty Patrol will throw darts to attack the Power Ranger from location A2 and A3. Energy is reduced when the Power Ranger is hurt (Ranger will flash once).



The Power Ranger can attack the Putty Patrol at location A3 by jumping (press key S4) and Kicking (press key S3). Energy will be reduced from the Putty Patrol for single Kick. If the Putty Patrol is hurt by kicking, he will fall down from location A3 to A4. The Power ranger will return back to location P1 automatically.

The Power Ranger can attack the Putty Patrol in location A1 and A2 by jumping and throwing out weapons (press key S4) once and release, and then press key S1 at the time Putty Patrol approaches. Weapons M2 can attack the Putty Patrol at location A2 and the Weapons M3 can attack the Putty Patrol at location A1. Some energy will be reduced from alien enemies if

they are attacked by weapons. However, some energy (Ranger) is used for throwing out one weapons.



From location B1, the Putty Patrol will move close to the Power Ranger from B1 to B2 and then B3.

The Putty Patrol will throw out darts to attack the Power Rangers from location B2. Energy is reduced when Power Ranger is hurt.

The Putty Patrol will kick the Power Ranger at location B3. The Power Ranger will lose some of its energy.



The Power Ranger can attack the Putty Patrol at location B3 by jumping (press key S4) and kicking (by key S3). Some energy will be reduced from the Putty Patrol for a single kick. If the Putty Patrol is hurt from 1 Kick, he will fall down from location B3 to B4. The Putty Patrol will return back to location P1 automatically.

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The Power Ranger can attack the Putty Patrol in location B1 and B2 by throwing out weapons (press key S1). Weapon K2 can attack the Putty Patrol at location B2 and weapon K1 can attack the Putty Patrol at location B1. Some of the energy will be reduced from the alien enemies if they are attacked by weapons. However, energy (Ranger) is used for throwing out 1 weapon.



From location C1, the Putty Patrol will move close to the Power Ranger from C1 to C2 and then C3.

The Putty Patrol will attack the Power Ranger at location C3 by buffet and single kick. The Power Ranger will lose some of its energy for single kick and for buffet.



The Power Ranger can attack the Putty Patrol at location B3 by buffet (press key S2) and kicking (press key S3). Some energy will be reduced from the Putty Patrol for single kick and buffet. If the Putty Patrol loses all the energy, he fall down from location C3 to C4.

Both the Power Ranger and Alien enemies have same units of energy (8 flags) when the game begins to play. The Power Ranger's power is displayed at the lower right corner of the display. The Power Ranger will be killed if their energy is exhausted, then the Ranger's badge will disappear and the defeat melody will be activated. When the melody has stopped, the next Power Ranger will move in and fight against the alien enemies (the Putty Patrol). If all 5 Power Rangers are kills, the game is stopped and the final score will be displayed and the melody indicating that the game is over will be activated.

If all 5 Power Ranger can complete their mission, the game will advance to the next level and the victory melody will be activated. Details are listed as follow:-

- Level 1 : Not more than 1 Putty Patrol appear at the same time, slow speed.
- Level 2 : Not more than 1 Putty Patrol appear at the same time, fast speed.
- Level 3 : 1 or 2 Putty Patrols will appear at the same time, faster speed.
- Level 4 : Same as Level 4.

The highest score that can be displayed is 1999. The highest score achieved will be recorded in the watch and will be displayed while the game begin to play.

HOW TO SET THE WATCH

In normal time mode, press and hold key S4 for 2-3 seconds will change to Normal Time Setting mode. In Normal Time Setting mode, the displayed Normal Time is flashing.



HOUR:
Press key S1 to set the correct hour, a "PM" flag will appear on PM period.

MINUTE:
Press key S2 to set the correct minutes. When correct time is reached, press key S4 again. Time digits will stop flashing and the watch is now set to desired hour / minutes. The watch is now running in Normal Time mode and counts up again.