

THE POWER RANGERS™ LCD WRIST GAME & WATCH INSTRUCTION

1. Power Ranger Story

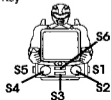
Ordinary teenagers have been chosen by Zordon™ to save the world from Evil Space Aliens. Using their special magical Power Morphers™, the teens call on the spirits of the ancient dinosaurs and transform into incredible Power Rangers™ with the ability to summon the mighty Power Zords. When all else fails,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

2. The Object of The Game

The POWER RANGERS™ now have to fight against THE PUTTY PATROL™ and GOLDAR™ in order to stop the invasion from RITA REPULSA™. The POWER RANGERS™ have to knock down their enemies by punches, kicks and special weapons. There are five POWER RANGERS™ who will fight against PUTTY PATROL™ and GOLDAR™ one by one.

Each time the POWER RANGERS™ hit their opponent, their energy meter will decrease. One POWER RANGER™ will be killed if the energy meter becomes to zero. The next POWER RANGER™ is selected to fight against the aliens. On the other hand, once the aliens' energy level drops to zero, the POWER RANGER™ wins this game and the game will advance to the next level. As you move from level to level, the game becomes more difficult.

3. Control Key



4. Game Summary



THE FIRST POWER RANGER™ IS
SELECTED TO FIGHT AGAINST
THE ALIEN ENEMY



GOLDAR™ ATTACKS THE
POWER RANGER™ FROM
THE RIGHT



THE POWER RANGER™ WILL
START TO FIGHT AGAINST THE
ALIEN ENEMY



THE PUTTY PATROL™ ATTACKS
THE POWER RANGER™ WITH
A DART



THE POWER RANGER™
ATTACKS GOLDAR™ WITH
PUNCHES AND KICKS



THE POWER RANGER™ JUMPS
AND KICKS PUTTY PATROL™
ON THE RIGHT



THE PUTTY PATROL™ ATTACKS
THE POWER RANGER™ WITH A
SPECIAL WEAPON



THE PUTTY PATROL™
ATTACKS THE POWER
RANGER™ FROM THE LEFT



THE POWER RANGER™
ATTACKS PUTTY PATROL™
WITH PUNCHES AND KICKS



THE POWER RANGER™
JUMPS AND KICKS PUTTY
PATROL™ ON THE LEFT



THE POWER RANGER™ JUMPS TO THE RIGHT AND ATTACKS GOLDAR™



THE POWER RANGER™ IS KNOCKED DOWN BY ALIEN ENEMY



THE POWER RANGER™ JUMPS TO THE LEFT AND ATTACKS PUTTY PATROL™



THE POWER RANGER™ ATTACKS PUTTY PATROL™ ON THE RIGHT WITH WEAPON



THE POWER RANGER™ KNOCKS DOWN ALL THE ALIEN ENEMIES



THE POWER RANGER™ IS GIVEN FIVE WEAPONS



THE POWER RANGER™ ATTACKS PUTTY PATROL™ ON THE LEFT WITH WEAPON

5. HOW TO PLAY

Press key S1 in Normal Time Mode to the Game Standby Mode. The score on the last game is displayed.

The Game Standby Mode, press key S2 to start the game with sound effect. Press key S4 to start the game without sound effect. The maximum score will be displayed while the game start melody is active. The score will be cleared to zero after the melody and the game starts to play.

If you change your mind, you can press S1 and S5 simultaneously. The watch will change to Normal Time Mode.

There are energy meters for the POWER RANGERS' left side and the aliens' right side. If the POWER RANGER'S energy is exhausted, you will lose one chance. The next POWER RANGER™ should be selected for next fight. If all five POWER

RANGERS™ are lost, the game is over. Final score will be calculated and displayed. If the alien's energy is exhausted, the POWER RANGER™ will win this game and you will advance to the next level.

There are 4 levels of difficulty. The number of aliens and the speed will increase in higher level. The maximum score which can be recorded is 3999.

GO! GO! POWER RANGERS™

6. USE YOUR CONTROL BUTTONS TO FIGHT

- | | |
|------------------------------|-----------------------------------|
| RIGHT PUNCH : | Press key S3 |
| LEFT PUNCH : | Press key S6 |
| RIGHT KICK : | Press key S2 |
| LEFT KICK : | Press key S4 |
| JUMPS & KICKS : | Press key S5 |
| JUMPS RIGHT & ATTACKS : | Press key S5 and then S3 |
| JUMPS LEFT & ATTACKS : | Press key S5 and then S6 |
| THROWS WEAPON TO THE RIGHT : | Press and hold key S1 and then S2 |
| THROWS WEAPON TO THE LEFT : | Press and hold key S1 and then S4 |

7. SETTING NORMAL TIME

In Normal Time Mode, press and hold key S5 for 2-3 seconds. Then, the time digits start to flash in 2 seconds rate. The watch is now ready for time setting.

HOUR : Press key S4 to set the correct hour. A "PM" flag will appear in the PM period.

MINUTE : Press key S2 to set the correct minutes.

When correct time is reached, press key S5 again. Time digits will stop flashing and the watch is now set to the desire hour/minute.

SYSTRONIC

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