

SABAN'S

POWER RANGERS

TIME FORCE



THQ

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INTRODUCTION



The Power Rangers have been called upon to save the universe again, but of course they will need your help! In Power Rangers Time Force, you will travel through time to five different time periods, each with their own challenges and villain to defeat. The

Power Rangers

Headquarters HUB is hidden inside of an old clock tower in the year 2001. When you are ready to start, go to the Headquarters HUB and click on a Power Ranger. Good Luck!

SYSTEM REQUIREMENTS

Before you install Power Rangers Time Force, you should make sure that your PC meets the following hardware and software requirements. You should have:

- 1 A Pentium II 233 Mhz PC or higher Or AMD-K6®-2
- 2 An 8x CD-ROM drive or higher
- 3 40 megabytes of hard disk space available

- 4 32 megabytes of RAM or higher
- 5 DirectX compatible video card capable of 16 bit graphics with a min of 2MB of RAM
- 6 16 bit DirectX and Windows compatible sound card
- 7 A mouse and keyboard
- 8 Microsoft® Windows 95 or 98

INSTALLING

Power Rangers Time Force CD-ROM

- 1 Insert the Power Rangers Time Force disc into your drive.
- 2 If you have the Auto insert notification feature enabled for your CD-ROM, just left click on the install button and skip the next two steps.
- 3 Left click the Start Button on the Windows Taskbar then select Run from the Start Menu.
- 4 Type d:\setup (d refers to your CD-ROM drive. If your CD-ROM drive is not d, type the appropriate drive letter.)

- 5 Follow the instructions that appear on your screen.
- 6 After installation is complete, you will find an icon for Power Rangers Time Force in the Power Rangers menu item within Programs under the Start Menu in the Windows Taskbar as well as on the desktop.

Note: For best performance results, close all unnecessary applications before installing or running Power Rangers Time Force

RUNNING

Power Rangers Time Force CD-ROM

Anytime you want to run the Power Rangers Time Force game, you must place the Power Rangers Time Force™ CD-ROM disc into the drive before you start the program. Insert the Power Rangers Time Force CD-ROM into your drive and perform the following:

- 1 If you have the Auto Insert notification feature enabled, just left click on the Run button.
- 2 You may also double click on the desktop icon or left click on the Start Button from the Windows Taskbar and search through Programs for the Power Rangers Time Force menu.

GETTING STARTED



The Main Menu is where you can start a new game, continue an existing game or delete an existing game:

Start a new game – click on the yellow “New Player” button and then enter your name or whatever code name you want to use! Click on the green “OK” button and you will be taken to the HUB (see page 4) to begin your game. You can store up to 8 different games at a time.

UNINSTALLING

Power Rangers Time Force CD-ROM

You may also uninstall the program by using the Add/Remove Programs Control Panel or from the Start Menu – search through the listed Programs for the Power Rangers Time Force Uninstall.



Continue an existing game – click on the name of the existing game you want to continue (this would be the name you entered when you started the game). Now click the green “OK” button and you will be taken to the HUB to continue your game.

NOTE: Only challenges that you have completed (defeated the villain) will be saved. If you quit in the middle of a challenge before the final villain is defeated, you will have to start at the beginning of that level).

Delete an existing game – click on the name of the existing game you want to delete and then on the red “Delete Player” button. Be careful! You will not be able to retrieve your game once it has been deleted.

PLAYING THE GAME (THE HUB)

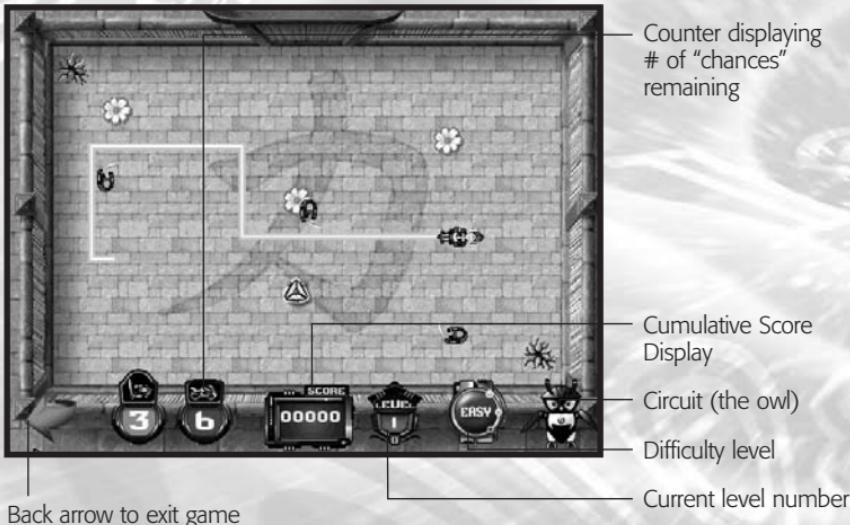
Each Power Ranger has been assigned a different mission and villain to defeat. Clicking on a Power Ranger will launch you through time to a different time period. It is up to you to help each of the Power Rangers complete their missions, defeat all the villains and save the universe! Each time you successfully defeat a villain, you will be sent back to the HUB. A miniature, frozen version of the villain you just defeated will now appear in a canister on the shelf. Defeat all 5 villains and you will be rewarded with a very special surprise!



Check high scores – click on the (insert name) to see the high scores for each world.

Get help – if you are not sure what to do next, click on Circuit for help.

THE WORLDS Cyclobot Round-up (Blue Ranger)



Note: The difficulty setting can be changed at any time by simply clicking on easy, medium or hard.

Note: Click on Circuit at any time if you need help understanding what to do

The Blue Ranger has been sent to Feudal Japan to stop a bunch of Cyclobots and mutant Samurai from running amok. Your goal is to "box in" the enemy Cyclobots using your Vector Cycle. Your Vector Cycle lays out a trail that begins to disappear after a certain interval. Completely surround an enemy Cyclobot with your Vector's Cycle trail and it will disappear. A level is complete when all of the Cyclobots have been surrounded. Each level is progressively more difficult with more obstacles to steer around and faster Cyclobots to catch.

Controlling your Vector Cycle -
use the four arrow keys on the keyboard to control the vector cycle.

Crash Obstacles - players lose a "chance" when crashing into a crash obstacle. Crash obstacles include:

Scoring & Bonus Items - gain points by trapping Cyclobots and driving over bonus items. Capture more than one Cyclobot at a time for higher points.

Power-Ups & Power-Downs -
special items and power-ups (and the power-down) will be available to you simply by driving over them with your Vector Cycle.

Item Trapped/Picked Up



Extra Chance



Freezes Cyclobots for a certain amount of time



Lengthens Ranger-Trail



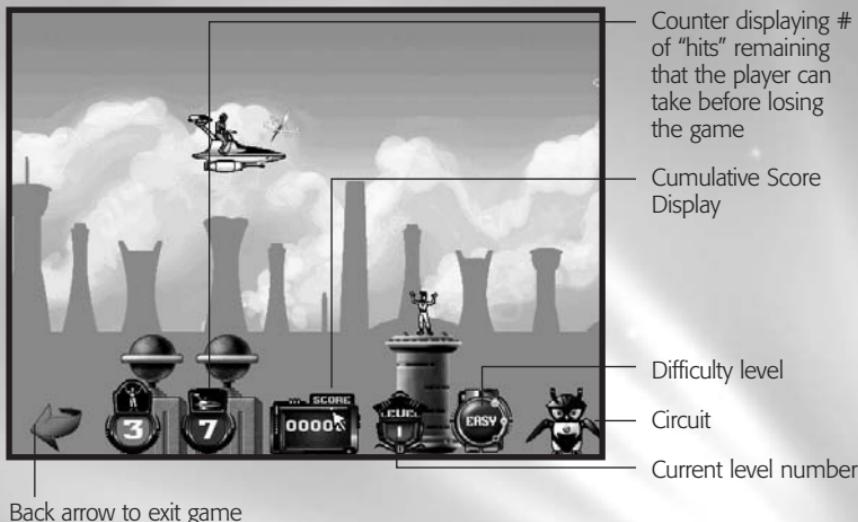
Shield

Winning/Losing The Game -

you must successfully clear out all of the Cyclobots without running out of chances. Colliding with crash obstacles, hitting walls and running into enemies will cause you to lose a "chance". When you lose a "chance", the game will re-start from the current level with 1 less "chance" on your chance counter. If the chance counter reaches zero you have lost this battle, but can try again if you like.



THE WORLDS Time Jet Rescue (Green Ranger)



The Green Ranger has been sent to help a futuristic city under attack by Nadira and her cronies, the Cyclobots. Use your Time Jet to rescue citizens left stranded

by floods, fires and disasters. Along the way, collect items and bonuses, but be sure to avoid the onslaught of villains.

Controlling your Time Jet – use the four arrow keys on the keyboard to control the Time Jet.

Crash Obstacles - players lose a "hit" when crashing into a crash obstacle. Crash obstacles are displayed in the table to the right.

Scoring & Bonus Items - Players gain points by picking up stranded citizens and by flying through bonus point items. These include:

Power-Ups & Power-Downs

- Players collect special items and power-ups by flying over them with the Time Jet. There are no power-downs in this game.

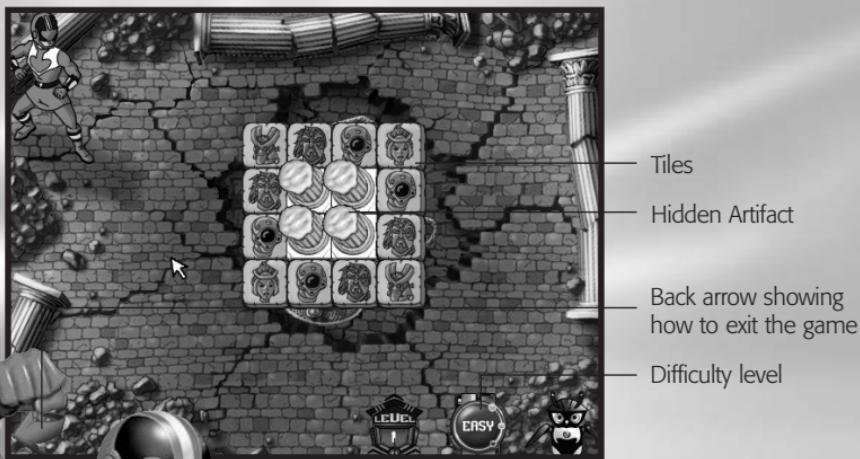
Item Trapped/Picked Up

	Extra Chance
	Extra Chance
	Extra Points
	Extra Points
	Shrink Power-Up
	Citizen
	Shield Power-Up

Winning/Losing The Game – you must save all of the stranded people before running out of hits. You will lose a “hit” by getting hit or by crashing into any of the crash obstacles and hazards. When you lose a “hit”, the game will re-start from the current level with 1 less “hit” on

your hit counter. If the hit counter reaches zero you have failed the rescue mission, but can try again if you like. After you are hit or when starting a game. The Time Jet will flash for approximately 2 seconds, during which you are invincible, to allow you to get ready.

THE WORLDS Roman Tile Match (Pink Ranger)



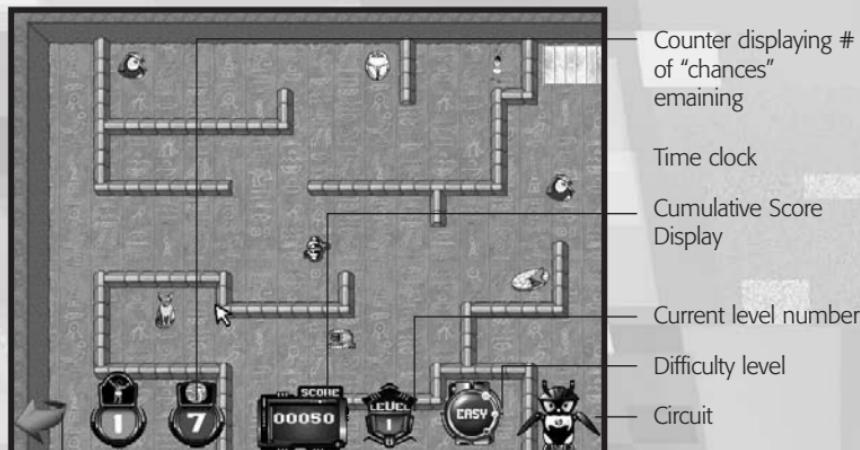
In their attempt to loot the Roman treasury, Pluto and his henchmen have set off an earthquake that has buried secret treasures under stacks of strange tiles in the treasury. The Pink Ranger, known for her cleverness, must use her logic to recover each lost item. Help the Pink Ranger to clear away all of the tiles by matching exposed and unlocked tile pairs. Tiles are unlocked if at least one of the tile's four edges is not adjacent to any other tile or object.

How to match tiles – simply click on a tile to select it (the tile will now be highlighted). Now click on a matching tile. If you have selected the correct match, the tiles will fly over to the Pink Ranger where she can destroy them. You can deselect a tile simply by clicking on it a 2nd time (it will not be highlighted now).

Roman treasures - there are ten pieces of Roman treasure to be uncovered (see table to the right).

Winning/Losing The Game – you must successfully clear out the last set of tiles on the playing field in order to get the lost treasure. Collect all 10 treasures to foil Pluto's evil plan. The Pink Ranger will retrieve the treasure item for you after clearing each level. If you reach a point at which no more tiles can be removed, but tiles still remain on the playing field, you were unable to locate the treasure this time. You can of course try to find the hidden treasure again.

THE WORLDS Miles of Nile (Yellow Ranger)



Back arrow to exit game



A nasty bunch of villains are causing a ruckus in Ancient Egypt. You must help the Yellow Ranger make her way through a pyramid maze in order to catch Frax and stop his plan to pillage the Pyramids. Along the way, Frax has left a number of Egyptian workers tied up in the Pyramid walls that you need to save! To thwart pursuers, Frax has mutated a bunch of Cyclobots into mummies and you must stay out of their way in order to make it through intact! Save all the Egyptian workers in order to reveal a secret staircase.

Controlling the Yellow Ranger – use the four arrow keys on the keyboard to control the Yellow Ranger.

Hazards - players lose a “chance” when hitting a hazard.

Scoring & Bonus Items - gain points by freeing Egyptians (just walk over them), picking up bonus items and by beating the time clock

Item Trapped/Picked Up

-  Extra Chance
-  Speed Up - Speeds Up Ranger
-  Sundial - Freezes Cyclobot Mummies
-  Egyptian - Must Be Rescued
-  Gate Keys - Open gates of the same color

Loot - Extra Points

	50
	75
	150

Power-Ups & Power-Downs – collect special items and power-ups (and the power-down) simply by walking over them

Winning/Losing The Game – free all of the Egyptians and reach the exit without running out of chances in order to win the level. After winning a level, you will continue down to the next level. When you lose a “chance”, the game will re-start from the current level with 1 less “chance” on your chance counter. If the chance counter reaches zero, you were unable to save all of the Egyptian workers and escape. You can try again though!

THE WORLDS Laser Showdown (Red Ranger)



Back arrow to exit game

Countdown Timer

Circuit

Counter displaying # of “hits” remaining that the player can absorb before losing the game

Current level number

Difficulty level

Cumulative Score Display

The Red Ranger has been sent back to the Wild West for a showdown against Ransik and his henchmen of Cyclobots. You must help the Red Ranger use his

Vortex Blaster to shoot down the Cyclobots. Destroy all the Cyclobots in order to take on Ransik himself for the ultimate battle!

Using your Vortex Blaster – the mouse cursor turns into a sheriff's silver-star badge, which you can use to target your blasts. Simply move the mouse cursor over the intended target and left click to fire.

Hits - a "hit" will be lost on your hit counter when hit by enemy fire. Enemy fire includes:

Item Trapped/Picked Up



Extra Chance



Extra Chance



Extra Time - Extends Time

Limit to finish the level

Scoring - gain points by successfully targeting and hitting enemies when they pop out from behind cover, or by clearing all of the enemies from the screen with time still left on the countdown timer. More points are given for nailing enemies that are farther away. You can also earn bonus points by hitting bonus point items that pop out from behind cover in the same manner of the enemies:

Loot - Extra Points



Large Gold Bar

100

50



Large Riding Bag w/Gold

100

50



Large Safe

100

50



Large Gold Rock

100

50



Large Silver Rock

100

50



Large Bag

100

50

Bonus Items and Power-Ups -

Collect special items and power-ups by hitting them as they pop up on the screen

Winning/Losing The Game – clear out all of the enemies on the screen without running out of hits or survive the fight for the duration of the countdown clock. When you lose a "hit", the game will re-start from the current level with 1 less "hit" on your hit counter. If the hit counter reaches zero you were unable to defeat Ransik this time, but can try again if you like.



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FAX Service: 01889 583571

Fax us with your problem. Please be sure to state a telephone number and times we can contact you, together with as much information you can supply to aid a speedy response.

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NOTES



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DELUXE TIMEFORCE
MEGAZORD MODE BLUE



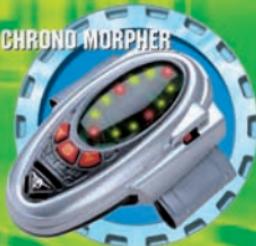
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