

Power Rangers: Space Patrol Delta FAQ/Walkthrough

by StarFighters76

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Welcome all to my walkthrough on a game that is based off the series, called Power Rangers S.P.D. (based off the hit TV series) for the Gameboy Advance. I hope this walkthrough helps out as much as possible. Below is nothing but spoilers on the game as well as the TV series, so if you don't want to be spoiled, please take a detour and hit the Back button now. However if you want to be spoiled or need some help, please scroll down as far as you need to. Consider this as your Spoiler Warning!

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 SECTION 1: |INTRO|

 A: |Version Guide|

Version 1.0: Just finished making the walkthrough for the game,
 and submitted it to GameFAQS (01/12/06)

 B: |The Story Of Power Rangers SPD|

Taken from the instruction manual:

People on Earth have allowed alien beings to co-inhabit with humans. But peace is short lived as a planet-conquering alien force turns its destructive intentions on Earth. And all that prevents the Earth from being destroyed is the newest breed of Power Rangers: S.P.D. - SPACE PATROL DELTA!

Led by Commander Anubis "Doggy" Cruger, the last member of the legendary Space Patrol Delta sqaudron, the Power Rangers must use their extraordinary genetic powers to save Earth from the diabolical Emperor Gruumm and his horde of intergalactic monsters!

 C: |What Is Power Rangers SPD|

Power Rangers SPD is based off the hit TV series by the same name. This is the 13th Season of Power Rangers, which is also based off it's Japanese counterpart, Dekaranger. Does this game

fall in with the TV series? In a way it actually does. Each level is a different episode which contains parts of the episode from the TV series. I would say that this game takes place up to "Shadow Part 2", because of the story with Doggie Cruger and General Benag (right down to the battle with 100 Krybots). To be rather honest, I think this game was left wide open seeing how it ended. Anyways these episodes aren't in the same order as seen on TV series.

D: |About This Walkthrough|

Several times throughout the walkthrough I will probably repeat myself. A few times would possibly be necessary, such as a Boss guide, as well as a few other things. Sometimes I do this without even realizing it, and sometimes I do it to make it easier for people to find what they are looking for on this walkthrough. This guide, like others, is described on how I played/beat the game. You have your methods as do I. This is just my way of doing it. I hope this helps out in anyways possible.

E: |Control Configuration|

These are the basic controls for the game:

Controls for Rangers & Delta Squad Megazord

D-PAD: Move Right or Left

START BUTTON: Pauses game

SELECT BUTTON: Does nothing

Controls for Rangers

'A' BUTTON: Jump

'A' + 'A' BUTTON: Double jump/Wall jump

(Red, Blue & Green Rangers only)

'A' + 'B' BUTTON: Attack while jumping

'R' BUTTON: Use special abilities (see the next section)

DOWN: Crouching

(Red, Blue & Green Rangers only)

DOWN + 'B' BUTTON: Forward Roll

(Yellow & Pink Rangers only)

DOWN + 'A' BUTTON: Jump to the lower level

PLAYER'S NOTE: When you play as Shadow Ranger, he will have all the abilities listed above.

Controls for Delta Squad Megazord:

DOWN: Blocking

'A' BUTTON: Punch (you can do up to 3 consecutive punches at once)

'B' BUTTON: Kick

'A' or 'B' BUTTON: Attack with your sword once your Special Ability Meter is at full.

PLAYER'S NOTE: For each punch and/or kick you do, will raise your Special Ability Meter.

F: |Introducing The SPD Rangers|

Each level is specifically designed for a specific Ranger. Knowing that, listed below is what special abilities each Ranger has:

Red Ranger:

Physical = Wall Jump; Special = Becomes Invisible

Blue Ranger:

Physical = Double Jump; Special = Makes Forcefield

Green Ranger:

Physical = Wall Jump; Special = Tracks Auras

Yellow Ranger:

Physical = Forward Roll; Special = Duplicate Rangers

Pink Ranger:

Physical = Forward Roll; Special = Stone Punches

Shadow Ranger:

Physical = All Abilities; Special = Sword Strike

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SECTION 2: |WALKTHROUGH|

A: |Before The Walkthrough|

1. First off let's get the obvious out of the way. You CAN NOT unlock and/or play as the following: Omega Ranger, Kat Ranger, Nova Ranger, Omega Max Megazord, Delta Max Megazord, Delta Command Megazord or SWAT Megazord, or the main Rangers in SWAT Mode. Kat Ranger ("Katastrophe") and Nova Ranger ("Endings Part 2") made one time appearances only in the TV series. DO NOT EMAIL ME ASKING THIS!

2. The majority of the levels are mostly side-scrolling levels, which really needs no explanation outside the norm. There are some other levels (such as racing), which in those levels, I will give instructions how they work each time they are played.

3. You will come across boxes, crates and oil drums throughout the game. It's best to fight off all the enemies already present first before breaking open the boxes, crates and oil drums, as there may be more enemies within them.

4. To skip ahead to a specific mission, press CTRL + F then type out what mission you want type out. The Table Of Contents will say what missions are in each episode.

B: |Episode 0 - Prelude|

This episode is more like a story of what the game is about. We

see footage of outer space and what looks like something destroying a planet, which was ordered by Grumm. He then says that Earth will be his next target.

C: |Episode 1 - Beginnings|

Some of the events seen in this episode are taken from the episode "Beginnings Part 1 & Part 2" from the TV series. Krybots have landed on Earth. Commander Cruger informs the Rangers of what's going on, and instructs them to investigate the city.

M I S S I O N 1 - 1
RANGER USED: Blue Ranger

Here we go, the first level! Just proceed through this level normally, defeating any Krybots in the way. Once you get to a big wall, Cruger will explain how the Blue Ranger can double jump (Jump once, then when in the air, Jump again). With that, keep going defeating Krybots. Once back on the lower level, walk a few feet more. At this point, you can't proceed any further until you defeat all the enemies on the screen (sometimes there can be alot coming at you), which I will refer to these as "Stopping Points" throughout this walkthrough. When you finish with them, you can continue onwards. Climb upwards to the upper level and Cruger will now explain how the Blue Ranger can create forcefields (Press the 'R' button), which will come in handy. Now continue onwards.

You will come to another Stopping Point, so take out these enemies (some will appear on the upper level as well). After defeating them, head to the upper level and continue on. Continue onward, and you will come across a new obstacle. You gotta make your way up between the pipes. Take your time though, because the steam that shoots out will cause damage to you. After all that, keep going until you see a red floor. Drop down and there will be a Small Health Portion in the boxes. Keep going now and there will be another Stopping Point, where Krybots will come out on both upper and lower levels. Defeat all the Krybots and this mission will be completed!

Blue Ranger will then report in saying that he's taken care of all the Krybots. Then he reports that a Blue Troobian Foot Solider (which I will call Blueheads throughout this walkthrough) just showed up, and that backup is needed. Cruger then sends out the Red Ranger to assist.

M I S S I O N 1 - 2
RANGER USED: Red Ranger

Cruger tells Red Ranger to be careful, that Blueheads are a bit tougher.

Starting off in this level, a Bluehead will throw out 4 spheres which Krybots will emerge from them. Take them out then continue on, and you will come to a wall. Cruger will then tell the Red Ranger how to wall jump (Jump towards the wall, then Jump again to the opposite wall). Proceed through this level normally and you

will come to a Stopping Point. The Bluehead will throw out 4 more spheres. Defeat these Krybots then jump to the upper level. Walk a few steps and Cruger will then say how the Red Ranger can pass through walls (Press 'R' Button). Use this ability to walk through the walls to the other side. Note, this will not help you against enemy attacks. Now you must wall jump up between the pipes without getting hit (hopefully). Once past that, jump down into the little pit and hit the boxes to uncover a Small Health Portion. After getting that, jump back up and continue to the Stopping Point. After taking care of that, continue on, following the Bluehead to the end of the level. Time for a boss fight!

MINI-BOSS: BLUEHEAD (This won't be listed in the Boss Section)
Bluehead will throw out a couple of spheres at you, which contains Krybots. He also has some other attacks, which is a laser gun as well as some physical attacks. His shoulder ram attack is the most powerful of the attacks. To defeat him, it's probably best to get him grouped up with the Krybots, that way you can take them all down at once. He will take awhile since he has a health bar, but in the future, he won't be as difficult to destroy. Nonetheless, rather easy fight.

After that, Red Ranger will give a victory type speech, then a cutscene showing him using his Delta Blasters Combo Mode defeating the Bluehead. EPISODE CLEARED!

D: |Episode 2 - Confronted|

Some of the events seen in this episode are taken from the episode "Confronted" from the TV series. A monster has appeared! It's Salimoht and he's wreaking havoc on the city. Cruger instructs the Green Ranger to take his Delta Runner to head him off. Green Ranger complies, roughly the same way he would in the series ("It's buttery!" ^_^).

M I S S I O N 2 - 1

RANGER USED: Green Ranger (Specifically Delta Runner 3)

Okay this level is a bit different. You have Delta Runner 3 at the bottom of the screen, and 6 buildings. The object here is to stop the missiles from hitting the buildings. To do so, these are the controls:

Left & Right = Move Delta Runner 3 back and forth
Up & Down = Move the radar up and down
'A' Button = Fires lasers

The radar has to be roughly on the missile in order for your lasers to hit it. There will be several missiles coming down, but not all at once. If the buildings or two is hit, that's okay, but watch your Health Meter carefully. Nonetheless take them out as best you can. After that, this mission will be completed.

Green Ranger will say that he's taken care of the missiles, thus completing this mission.

M I S S I O N 2 - 2

RANGER USED: Yellow Ranger

Cruger then says that Salimoht is on the loose and instructs the Rangers to go after him, and sends out the Yellow Ranger.

Begin this level as you would with any other level, defeating Krybots. After a bit, Cruger will tell the Yellow Ranger that she can do a forward roll (Press Down and the 'B' Button). Keep in mind, this also works with the Pink Ranger as well. With that, continue onwards throughout this level. Once you get to the wall, jump upwards all the way to the top level, then continue on. On the top level, Cruger then will tell the Yellow Ranger that she can duplicate herself (Press 'R' Button). This ability can be VERY helpful when she's being ganged up on. With that, continue on, and drop to the lower level. You should see an oil drum in leftmost corner. Destroy it to uncover a Small Health Portion.

Get that, then continue onwards defeating Krybots (you'll have to jump to upper levels to find some). Make your way to the far end and you will be at a Stopping Point. The deal here is that cars will start coming down the street. You need to avoid them the best you can (which is very easy to do). It will be best to stay on either the left or right side and just jump when necessary. After all the cars have come and gone, 2 more will show up and Krybots will jump out of them (Krybots can drive O_o?). Defeat them and this mission will be cleared.

Yellow Ranger said she has taken care of the problem!

M I S S I O N 2 - 3

RANGER USED: Pink Ranger

Cruger mentions that Krybots have invaded a building and instructs Pink Ranger to take care of the problem.

Now this mission has multiple floors, but the objective for each floor is the same. A note from here on out (for the rest of the game), enemies might bust out of doors and elevators. I will not say which ones though ;). At the end of the 1st Floor, Cruger will say how the Pink Ranger can punch through steel beams (Press 'R' Button when you are right next to the beam). This can also be done to enemies, knocking them out hard. With this, repeat the process for the 2nd Floor through 6th Floor. On the 5th Floor, there will be some boxes, with a Small Health Portion in them so make sure you get that. On the 7th Floor, just keep going on fighting Krybots until you reach a Stopping Point. Defeat all the Krybots, then a Bluehead will come out. Defeat that, and this mission will be completed.

Pink Ranger will then say she took out all the enemies, but she needs a shower because she stinks (sounds typical for her ^_^).

M I S S I O N 2 - 4

RANGER USED: Red Ranger

Cruger steps in saying that Salimoht is nearby, and instructs Red Ranger to find and stop him quickly!

Now we are using the Red Ranger. Pretty much the same scenario throughout here. Just go through taking out all the Krybots. Some will bust out of wooden crates, so do keep that mind. When you get as far as you can, use your Special Ability to pass through the two beams, then jump upwards and head left a bit. In the boxes is a Small Health Portion, so take that. Keep going right and once you get as far as you can, use your Special Ability again. Now this time, Wall Jump back and forth between the crates and head left. At the end of that, there will be an SPD Badge, which will give you an extra life. Now continue onwards. Keep going and you will see a big box. Destroy it to reveal another Small Health Portion. After that, walk a few more steps and you will come across your first actual boss fight!

BOSS #1: SALIMOHT

This fight will be pretty tough. His fighting tactics are this: He will launch boxes at you, and shoots three laser blasts at you. If you get in close, he will do some harsh physical attacks on you including a ground pound attack. So how do you defeat him? What I do would be jump in close then start punching at him, then jump back before he can attack back. Repeat this process and you will be able to defeat Salimoht. Also cornering him may help as well.

After defeating Salimoht, the Red Ranger will tell him what he's been charged with then go into Judgement Mode, and a cutscene will take place, showing that Salimoht is guilty and the Red Ranger using his Delta Blaster Combo Mode to finish him off. EPISODE CLEARED!

E: |Episode 3 - Dogged|

Some of the events seen in this episode are taken from the episode "Dogged" from the TV series. A new monster name Rhinix has appeared, and is turning people into slime so he can use for energy. Cruger explains this to the Rangers, and says RIC has been programmed to find the slime, and for the Rangers to follow him. Hurry before time runs out!

M I S S I O N 3 - 1

RANGER USED: RIC (Not a Ranger, but a kick-ass dog nonetheless!)

This is another special level. In this case, you must control RIC long enough as he races through the city looking for the slime that Rhinix has. This level has a time limit: 3:00 Easy Mode; 2:00 Normal Mode; 1:45 Hard Mode

Left & Right: Moves RIC back and forth

'A' or 'B' BUTTON: Makes RIC jump.

'R' BUTTON: Makes RIC run very fast (Special Ability)

Basically you need to get through this as quick as you can. Watch your Health Meter because there are plenty of obstacles that will be in your way. Luckily RIC has great jumping distance. Try to avoid mudpits as they will slow RIC down some. That's pretty much all there is to this race.

Once the race is over, it will show RIC by the entrance of the cave.

M I S S I O N 3 - 2
RANGER USED: Yellow Ranger

Cruger reports that he's detected where Rhinix is, which is in the cave and instructs the Rangers to go after him.

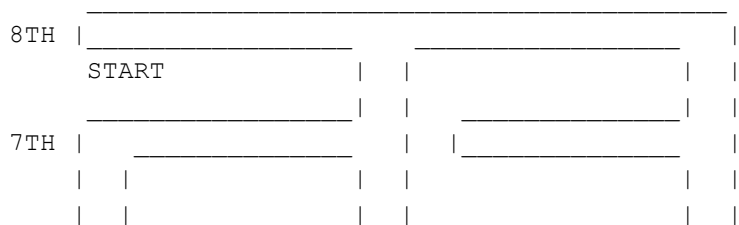
Make your way through this level like normal. After a few feet, you will encounter a Stopping Point. From here on out, don't be afraid of using your Special Ability to help take out the enemies quicker, especially when it comes to Stopping Points. Continue onward, and after a while, head upwards to an upper level and keep going. Soon enough, Blueheads will join the party as they will now be consider as foot soliders. Keep going, and the second wooden crate will have a Small Health Portion in it. Continue onward, and proceed to the next Stopping Point. Once you defeat all the Krybots, a Bluehead will come out. Defeat that, and you will have completed this mission.

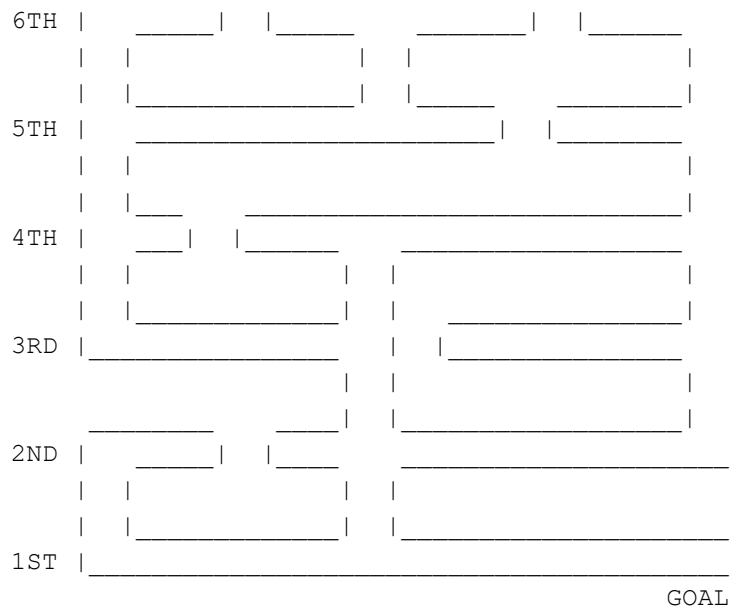
Yellow Ranger reports in saying the cave is cleared out.

M I S S I O N 3 - 3
RANGER USED: Green Ranger

Cruger instructs Green Ranger to use his powers to find all the slime that Rhinix created.

This mission is a maze level, so this is how it will break down. All 10 Containers will be in random locations for each time you play this game. So instead of explaining where they all are, I made an ASCII map that may help you navigate through this maze much easier. A couple of key notes about this mission. On the 8th Floor, right before the first drop off, Cruger will tell the Green Ranger to use his Special Ability to track down all the green slime (Press 'R' Button), which will become VERY useful. He can also Double Jump (Press 'A', then 'A' again). Between this map and your Special Ability, you should be able to get through this mission easily. So with all that out of the way, now let's get started!





Now you start this mission off on the 8th Floor. After finding all the containers of slime, make your way to the 1st Floor. Once there, follow the path right, and once at the end, Rhinix will throw out some small spheres which Krybots will emerge from. Defeat them, and go through the right side, thus completing this mission.

Green Ranger will then say he's covered in slime, then reports to Cruger saying he collected all the slime.

 M I S S I O N 3 - 4
 RANGER USED: Blue Ranger

Cruger will warn Blue Ranger about Rhinix, and to be careful.

Just like other levels, make your way through this area. After abit, go up to the nearby wall, then jump upwards to reach the upper level. On the otherside, drop down and you will see a wooden crate, which has Small Health Portion in it. Continue your way through this area after that. As you make your way through, you will come to a Stopping Point. After defeating the enemies here, walk a few more steps right and bust open the wooden crate to reveal another Small Health Portion. After that, make your way to the upper level, keep moving on. Once you get to the end you will see an opening. Double Jump on the left side of the opening, then proceed onward. Keep going and you will see Rhinix and some civilians (who run off). Get ready now for a tough boss fight!

BOSS #2: RHINIX

This guy is much tougher than the last one, so be ready. His fighting tactics are like this. At the start of the fight, he will jump up on a building and shoot out a missile, which when it lands, will cause explosion waves to travel across the screen (these are difficult to miss). When he's on the same level as you, he will throw out discs and shoot out his horns. When you're up close, he will use his horn to ram you, dealing good damage. What to do, use Special Ability when you're up close to Rhinix, because he will jump into it and it will cause damage to him. Between that, and your physical attacks, should do some great damage. After a few moments, Rhinix will jump back on the building, so be ready. This

fight will be tough, but if you keep it together, you should succeed.

After defeating Rhinix, Blue Ranger will tell him what he's been charged with, then he will use Judgement Mode on him. After Rhinix is found guilty, it will show the Rangers using the Canine Cannon him, finishing him off. EPISODE CLEAR!

F: |Episode 4 - Walls|

Some of the events seen in this episode are taken from the episode "Walls" from the TV series. Another new monster has appeared! Cruger informs the Rangers of Ringbah who is stealing diamonds. He's in the warehouse district.

M I S S I O N 4 - 1
RANGER USED: Red Ranger

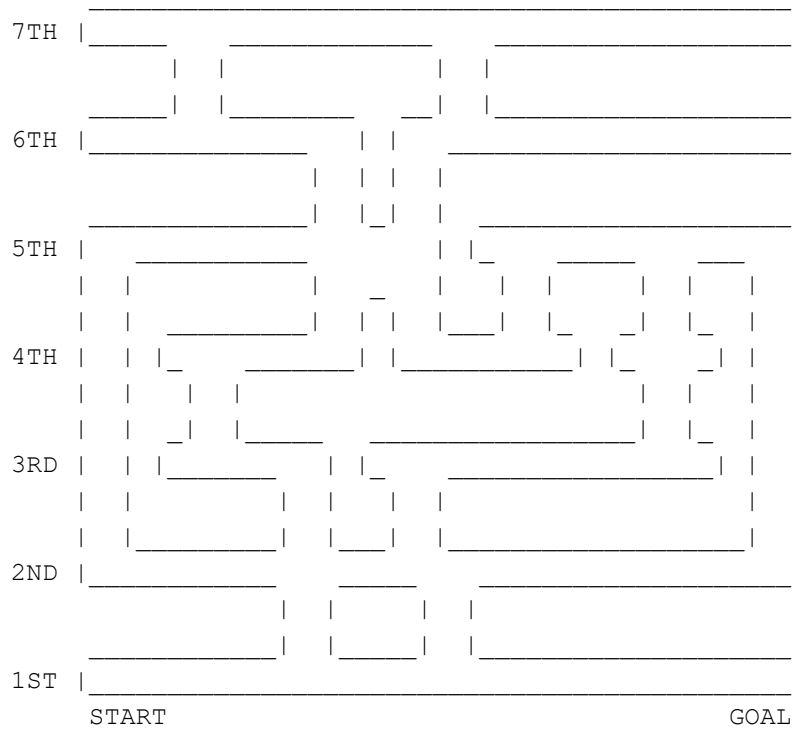
Same scenario as it's been, make your way through this level, taking out all enemies. Keep going and you will be in a rather large room. Nothing really of value in this area, so just keep going. As you make your way through past the trucks and into the next area. Now you will come to a part where you can drop down or you can go upwards. Drop down and use your Special Ability first to go through the steel beams. You will come to a dead-end with a Small Heart Portion. Get that and then head back and to the upper level and continue onward. You will eventually come to a Stopping Point, which will consist of Blueheads at first, then Krybots, then another Bluehead will come out. Defeat all them and you will have completed this mission!

Red Ranger then reports in and says that everything has been taken care of.

M I S S I O N 4 - 2
RANGER USED: Green Ranger

Cruger will then contact the Green Ranger instructing him to find all the diamonds before it's too late!

Here's another Green Ranger maze level. This time all 10 Diamonds will be in random locations for each time you play this game. So once again, instead of explaining where they all are (which would take forever and a day), I made an ASCII map that may help you navigate through this maze much easier. One key note about this mission: On the 1st Floor, follow the path till you can't go any further. There will be a wall there. It won't be removed until you collect all 10 diamonds. Keep this in mind, as it will be important later on. Aside from that, like before, use my map and your Special Ability, and you should be able to get through this mission easily. So with all that out of the way, now let's get started!



You start this mission on the 1st Floor. After finding all of the diamonds, make your way back to the 1st Floor. Once there, follow the path right (the wall should be gone now), and once at the end, you will engage in a Stopping Point battle. Defeat the enemies here, and you will have completed this mission.

Green Ranger will report to Cruger saying he's collected all the diamonds.

 M I S S I O N 4 - 3
 RANGER USED: Yellow Ranger

Cruger then announces that they found Ringbah and that he's close by so be ready.

You pretty much know how the story goes, just make your way through taking out anything in your way. Soon you will come to staircase like area. Climb up it and you can choose the upper level or lower level to be at, but it don't matter since they both lead to the same spot. After that, you will come to a big tall area. Make your way up this room, then jump over to the next room (don't worry about the gap in between, there's nothing down there). In the next area, go all the way down, then over to the third area. In this area, stay on the left side and climb upwards. You will see a box on the highest level which will contain a Small Health Portion. Get that, then head down to the bottom then back up on the right side and continue onward.

Once again you can choose to stay on the upper level or go down. Stay on the upper level, head to the farthest point, where another Small Health Portion resides in some boxes. After that, head down to the lower level. Once there, continue all the way to the end, where you will come to a Stopping Point. Take out all the enemies that will appear. After that, this mission will be completed.

Yellow Ranger will report in saying that Ringbah just took off.

M I S S I O N 4 - 4

RANGER USED: Red Ranger (Specifically Delta Runner 1)

Cruger will then say that the Bay is under attack by Ringbah's giant robot, and for the Rangers to take the Delta Runners and try to stop him.

Here's another racing level, but this one is slightly different and actually tougher. Your job is to race to Ringbah and stop him from tearing things up. This level has a time limit: 3:00 Easy Mode; 2:00 Normal Mode; 1:45 Hard Mode. Here are the controls in case you forgot them from earlier:

Left & Right: Moves Delta Runner 1 back and forth.

'A' or 'B' BUTTON: Makes Delta Runner 1 jump.

'R' BUTTON: Makes Delta Runner 1 go very fast (Special Ability)

Basically you need to get through this as quick as you can. Watch your Health Meter because there are plenty of obstacles that will be in your way, including Ringbah who will launch missiles at you. Try to avoid mudpits as they will slow Delta Runner 1 down some. Nonetheless, this will take a bit more planning, but once the race is over, this mission will be completed.

M I S S I O N 4 - 5

RANGER USED: Delta Squad Megazord

With the race over, Cruger will tell the Rangers that they must protect the city. With that, time for a big battle. We now get a decent cutscene of the 5 Delta Runners combining into the Delta Squad Megazord.

BOSS #3: RINGBAH'S GIANT ROBOT

Here's your first megazord battle. Not really that tough of a fight. The robot will come at you with mostly physical attacks. Sure the attacks may hurt some, but it's not that bad. Just keep hitting him with some major punches (if you do 3 consecutive hits, he will suffer some major damage). You'll be able to use your Special Ability soon enough, which will help finish the robot off. All in all, this will be an easy battle.

After the battle is over, Red Ranger will tell what Ringbah has been charged with, followed by a cutscene involving Judgement Mode and the Delta Squad Megazord, firing at the robot. With that, this completes this mission. EPISODE CLEARED!

G: |Episode 5 - Sam|

Some of the events seen in this episode are taken from the episode "Sam Part 1 & Part 2" from the TV series. A giant robot comes in

and zaps a building making it disappear. And then a monster named Detagor says that he is looking for dolls for Mora to play with, so he's gonna shrink humans for her to have her choice of who to play with. Cruger then announces about buildings disappearing all over, and wants the Rangers to investigate.

M I S S I O N 5 - 1

RANGER USED: Pink Ranger (specifically Delta Runner 5)

For this level, we have another racing course, but this one isn't as tough as the last one. This level has a time limit: 3:00 Easy Mode; 2:00 Normal Mode; 1:45 Hard Mode. Here are the controls incase you forgot them from earlier:

Left & Right: Moves Delta Runner 5 back and forth.

'A' or 'B' BUTTON: Makes Delta Runner 5 jump.

'R' BUTTON: Makes Delta Runner 5 go very fast (Special Ability)

Like before, you need to get through this as quick as you can. Watch your Health Meter because there are plenty of obstacles that will be in your way. Try to avoid mudpits and mediums as they will slow Delta Runner 5 down some. This will take a bit of some planning, but it's a rather easy race. Now you'll know when you are close to finishing this race because an arrow will appear. But when it does, you need to chase down the yellow car, and as soon as you catch up with it, you will have completed this mission.

Pink Ranger will contact Cruger, saying that she has taken care of the panic within the city.

M I S S I O N 5 - 2

RANGER USED: Red Ranger

Cruger then instructs the Rangers to form the Delta Squad Megazord to put an end to this mayhem. But before they could that, the robot disappears! Cruger believes that Detagor is behind all this. That the giant robot is now showing up within the Charter Forest, and instructs the Rangers to track him down before Degator hands all those dolls to Mora.

Same thing as always, make your way through this area. After a long trek, you will come to a a big wall. Use your Special Ability to pass through the wall and go through the cave. On the other side, use your Special Ability again and go through the other wall, then after that Wall Jump upward to a platform then Wall Jump upwards again to get to the upper level. Now up here, you have two choices on what to do. If you go left all the way and drop down where there is a Small Health Portion, but if you do this, you will have to go through the small cave again.

Other than that, go right and drop down the nearby pit all the way, and there will be another Small Health Portion in the wooden crate for you. After getting that, Wall Jump back upwards, then continue onward with this mission. You will eventually come to a Stopping Point, in which you need to take out all the enemies here. Once you do that, this mission will be completed.

Red Ranger contacts Cruger saying that he's taken out all the Krybots.

M I S S I O N 5 - 3
RANGER USED: Blue Ranger

Now it's time for the Blue Ranger to step in. Cruger will tell him to look out for any buildings that have disappeared.

You start this mission off the same way, but in this case, make your way to the first tree, then Double Jump to the left side and you will see an SPD Badge. After getting that, keep going through the mission. When you get to an upper level, keep going and you will have two choices. There's nothing to gain on the lower level, so just stay on the upper level, hopping from branch to branch until you reach the other side. Continue walking, then drop down to the lower level. Walk a few more steps and you will be at a Stopping Point. Don't be afraid to use your Special Ability if need be.

After that, you can proceed onwards. You now need to make your way up the trees and across on all the branches to a platform, then follow the platform a bit and drop all the way down alongside it. A Small Health Portion will be waiting for you. After that, walk a few more feet and you will come to another Stopping Point. After you take out the enemies in this one, you will have completed this mission.

Blue Ranger will say that he found one of the buildings that was reported missing.

M I S S I O N 5 - 4
RANGER USED: Green Ranger

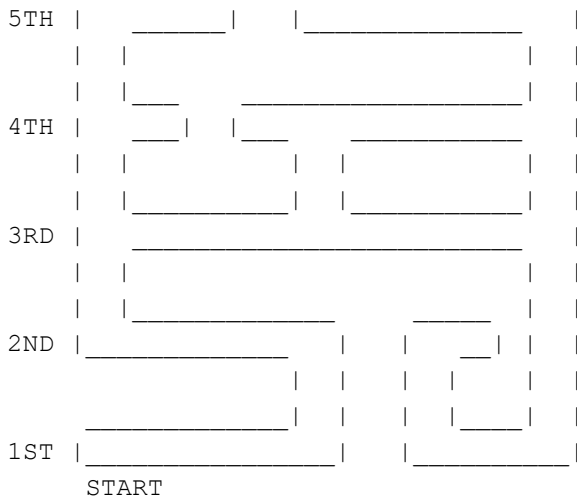
Cruger instructs the Green Ranger to use his powers and find all the people that Detagor turned into dolls.

Guess what, it's a Green Ranger mission, and you know what means, another maze level. This time you must find all the 10 people that were turned into small dolls. Now they all will be in random locations for each time you play this game. So instead of explaining where they all are, I made an ASCII map that may help you navigate through this maze much easier. But it's not that easy, because you have a certain period of time to find all these dolls before they are trapped that way forever. These are the time limits: 6:00 for Easy Mode; 5:00 for Normal Mode; 4:00 for Hard Mode. The time limit will expire once the last doll has been found.

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Now you start this mission on the 1st Floor. But when you find all 10 miniturized people, make your way to the 7th Floor, then head left until you reach the door. Go through it and you will have completed this mission.

Green Ranger will report, having the others to alert the science division, that he's heading back with the miniturized people.

 M I S S I O N 5 - 5

RANGER USED: Yellow Ranger

Yellow Ranger picks up where in the hunt for Detagor.

You start off on the 1st Floor. From the starting point, continue forward defeating enemies. You will then come to a point where you can go upwards, but for now, ignore that and keep going. Carefully make your way through this short room, avoiding the steam shooting out. At the end of the room is an SPD Badge guarded by a Krybot. After getting that, head back to the previous area I told you about, then climb upwards to the 2nd Floor. Once there, go right as there is nothing gained by going left. Do so, and keep going until you get to another drop off point.

From this point, drop down to the 1st Floor, then head left a bit and there will be a Small Health Portion in the boxes. After that, continue onward on the 1st Floor and soon you will be out of the building. Keep going and you will engage in a Stopping Point. Do not be afraid to use your Special Ability, because it will come in handy! After a couple steps, another Stopping Point will take place. Take care of that, then in the oil drum just past that, a Small Health Portion, so get that! Keep going some more and you will then see Detagor, and he will throw out an orange sphere. From it, an Orange Troobian Foot Solider (aka Orangehead) will appear.

MINI-BOSS: ORANGEHEAD (This won't be listed in the Boss Section)
 This fight will be a lot tougher than the Bluehead. Ironically, Orangeheads are the toughest of foot soliders in the TV series as well. His fighting style is this: He will rush at you fast, so be ready to avoid that. He will also use his sword to strike at you. His final attack, he will channel lightning and shoot it out at you via traveling the ground. Take it out like you would normally, but for a better strategy, use your Special Ability when fighting

him, then back away and let your Special Meter charge back up, then repeat the process. This is the easiest way to take him out.

After the fight, Yellow Ranger will tell Cruger that she lost Detagor.

M I S S I O N 5 - 6

RANGER USED: Delta Squad Megazord

Then Cruger will report in saying that Detagor's giant robot is attacking the city, and to form the Delta Squad Megazord and stop him! With that, we get another cutscene of the Delta Runners coming together to form the Delta Squad Megazord! Here we go with another megazord battle, so get ready!

BOSS #4: DETAGOR'S GIANT ROBOT

This is extremely simple. The robots attacks are mostly physical attacks and huge laser blasts. Impressive, but not that bad. Just keep punching at it constantly and it will easily be defeated after a few punches. You may not have to use the Special Ability!

After the battle, Red Ranger will tell Detagor is charged with, and we get another Judgement Mode scene, followed by the Delta Squad Megazord firing at it, destroying the robot. EPISODE CLEARED!

H: |Episode 6 - Stakeout|

Some of the events seen in this episode are taken from the episode "Stakeout" from the TV series. The Krybots are blowing a door open, and when they do, a figure appears. The alarm sounds off at headquarters and Cruger will say that Scimatu has escaped from Oblivion 52, the prison planet, is heading towards Earth. Cruger instructs the Rangers to go after him quickly! Head to the Seashore Cave.

M I S S I O N 6 - 1

RANGER USED: Yellow Ranger

Start this level off the same way you have been, defeating Krybots. Make your way up the large staircase like area to the upper area. Once up here, you will be at a Stopping Point. After taking care of that, continue onwards just down a couple steps. Drop down alongside the wall and you will land on a Small Health Portion. On this same floor, make it to the other side and in a wooden crate will be another Small Health Portion. After getting that, continue onwards and you will get to another Stopping Point. Take care of that then walk a few more feet for another one. After taking care of that one, this mission will be completed.

Yellow Ranger reports in saying she destroyed the Krybots.

M I S S I O N 6 - 2

RANGER USED: Pink Ranger

Cruger believes Scimatu may have a lab set up somewhere, and wants Pink Ranger to find it, and that the materials are dangerous!

Same as before, make your way through this level fighting all the Krybots. After awhile, you will come to a point where you can go down or to the right. If you go right, use Pink Rangers Special Ability to bust through the steel wall then continue onwards. If you go down, there is a Small Health Portion in a wooden crate on the other side, but it would be quicker to go right. After all this, continue the path all around until you get to another steel wall. Bust through the wall again and keep going. There will be another Small Health Portion in a wooden crate in a corner, and some Krybots in a nearby crate. After that, follow the path all the way to the end where you will be at a Stopping Point. Defeat the Krybots and Blueheads here and this mission will be completed.

Pink Ranger will contact Cruger saying she has located Scimatu's lab.

M I S S I O N 6 - 3

RANGER USED: Blue Ranger

Cruger tells Blue Ranger it's his turn again to take on some Krybots!

Same scenario as before (getting kinda tiresome huh ^_^). Continue forward from the starting point. After some running, you'll come across a Stopping Point. Take care of this, then proceed onwards. You will come to a wall, which you need to go up on the lone platforms to reach the upper level. From here, jump from platform to platform until you get past the second wall. If you drop the past the second wall, there is an oil drum which has a Small Health Portion in it. Back on the upper level, continue till you get to the fourth wall. Once there, drop down and continue onwards.

Soon you will come to a Stopping Point, then after that you will enter a cave like area. Make your way to the wall, then up the platforms to the upper level. Continue onwards and you will come to a large area. Keep going in this large area, but take note that in the wooden crate on the last upper platform has another Small Health Portion in it. After all this, keep going and you will reach another Stopping Point. Defeat all the enemies here, and this mission will be completed!

Blue Ranger reports in saying he has taken care of the enemies within the lab.

M I S S I O N 6 - 4

RANGER USED: Red Ranger

Cruger then informs Red Ranger that Scimatu is dangerous and to be very careful.

Here we go again, continue from the starting point, and keep going till you can't go any further. Wall Jump up to the upper level and keep going to the other side. Continue onwards through this level as always. After a long run, use your Special Ability to pass through the solid wall, then Wall Jump to the upper level. Keep going and you will come to another solid wall. Use the Special Ability again to pass through. You will see an oil drum which will have a Small Health Portion in it, so get that.

Now where that oil drum is, you will see two platforms high up. Wall Jump back and forth between them and head on the right platform (it may take a few jumps to do this). Once you do, after a couple steps and you will see an SPD Badge, so get this. After that, drop down to the lower level then keep going. You will finally come to the end of this mission, but you will see an Orangehead standing on some crates. Get ready for another Mini-Boss fight!

MINI-BOSS: ORANGEHEAD (This won't be listed in the Boss Section) He has the same fighting style as before, so nothing new there. What is new though, he will throw out spheres containing 4 Krybots and a Bluehead. You must defeat these before fighting Orangehead. When you do fight Orangehead, after a few punches to him, he will fall back and throw out more spheres, repeating the process. Orangehead is a bit tougher this time, but you can still defeat him rather easy.

After defeating him, this mission will be completed!

Red Ranger reports in saying that Scimatu has disappeared.

M I S S I O N 6 - 5

RANGER USED: Yellow Ranger (specifically Delta Runner 4)

Cruger then tells the Rangers that Scimatu has just showed up, and is attacking the bay area. He instructs the team to stop Scimatu. We then see the Delta Runners come out. Then Cruger instructs the Yellow Ranger to take over, which she does.

Here we go again with another race level, this one isn't as tough however. This level has a time limit: 3:00 Easy Mode; 2:00 Normal Mode; 1:45 Hard Mode. Here are the controls incase you forgot them from earlier:

Left & Right: Moves Delta Runner 4 back and forth.

'A' or 'B' BUTTON: Makes Delta Runner 4 jump.

'R' BUTTON: Makes Delta Runner 4 go very fast (Special Ability)

Like before, you need to get through this as quick as you can. Watch your Health Meter because there are plenty of obstacles that will be in your way. Try to avoid mudpits and mediums as they will slow Delta Runner 4 down some. Also after about 10 seconds, Scimatu's Giant Robot will appear, shooting out missiles at you. Make sure you avoid this as well. Plus, what's new is some boulders in the ground, so be aware of that too. With all that,

this will take a bit of some planning, but once you are done, you will have completed this mission.

M I S S I O N 6 - 6

RANGER USED: Delta Squad Megazord

Cruger will inform the Rangers that Scimatu is using his giant robot, and that you must stop him. Form the Delta Squad Megazord and do so at once. Then we get to see another cutscene of the Delta Squad Megazord forming. Yet another megazord battle, so let's do it!

BOSS #5: SCIMATU'S GIANT ROBOT

Now this boss fight will be a bit tough because of the fighting style. The giant robot will charge at you rather fast and throw punches quickly. Infact, he will be able to power his Special Meter to it's fullest rather soon. When this happen, stay on the defense as much as possible. Luckily his attacks won't do much damage, but nonetheless it will hurt. So what to do? You're better off working on getting your Special Meter to it's fullest and just use your sword on the giant robot. With the sword in your hands, will make this battle much easier.

After defeating him, Red Ranger will charge Scimatu with his crimes. After this, Judgement Mode and Delta Squad Lasers will both finish off Scimatu's Giant Robot. EPISODE CLEAR!

I: |Episode 7 - Idol|

Some of the events seen in this episode are taken from the episode "Idol" from the TV series. This is a rather big cutscene here. Something strange crashes into the earth and Blue Ranger goes out to investigate it. He then finds out that there is a survivor, and what's funny is that he was friends with this survivor. Cruger suggests to bring him in, just to be safe. Later that night, someone shoots Cruger (which is why I think this episode was skipped on ABC Kids). Apparently there's no trace of the sniper, so who would of tried to kill Cruger? What's more strange, Blue Ranger's friend took off after Cruger was shot at. After much discussion, the Rangers go off to find him (though Blue Ranger is still in disbelief).

M I S S I O N 7 - 1

RANGER USED: Yellow Ranger

Make your way onward from the starting point. Nothing too big to mention until you get to where there are two oil drums next to each other. At that point, make your way up to the highest platform, then jump up where there is a Small Health Portion. After that, just keep going. You should be just passing tons of boxes on some platforms. Don't worry, you can't get up there. Just past that though is some more platforms, but keep going till you see an oil drum. Jump upwards on the platforms and you will see

another Small Health Portion. Get that then keep going and you will be at a Stopping Point. Now after taking out the few you see, the garage door will open and several more will appear, then the door will bust open and a Bluehead will come out. Defeat all them and this mission will be completed.

Yellow Ranger reports in saying her duplicates will take care of the enemies.

M I S S I O N 7 - 2

RANGER USED: Red Ranger

Cruger instructs Red Ranger to take care of the enemies on the inside of a building.

You start off on the 2nd Floor, so make your way through the area. At the end, Wall Jump upwards to the to the 3rd Floor, then 4th Floor. Keep going, and head back to the 2nd Floor. On here, there will be a Small Health Portion in a corner gaurded by a Krybot. Make your way down to the 2nd Floor. Keep going and you will come to a wall, which you will use your Special Ability to pass through. Then after that, Wall Jump upwards to the 4th Floor. Be careful as this hallway will have LOTS of Krybots. On the otherside, drop down to the little cubby hole on the right. Bust open the giant box to reveal a Small Health Portion. Get that, then head down to the 2th Floor.

Now on the 2nd Floor, use the Special Ability to pass through all the walls. Once on the otherside, drop down to the 1st Floor. Once on the 1st Floor, walk a bit then use the Special Ability again to pass through the walls. Once you make it to the end, a Stopping Point will occur. Defeat the Krybots that comes out first, then the Blueheads and finally an Orangehead will come out (it should take 11 hits to defeat this one). After you defeat all this, this mission will be completed.

Red Ranger reports in saying he has found the lab.

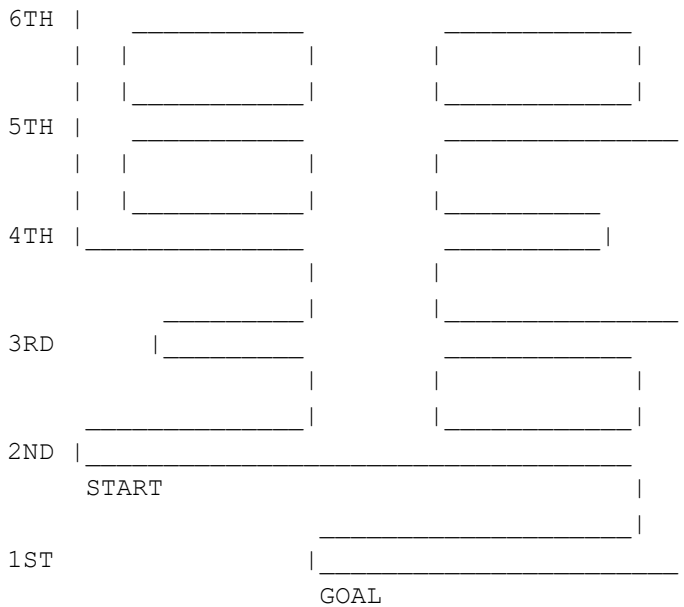
M I S S I O N 7 - 3

RANGER USED: Green Ranger

Cruger then tells the Green Ranger that the sniper is Blue Rangers friend, Drew, that they must secure him quickly.

Here's another maze level, but this one is a bit different than the others. In this case, you must chase down the sniper, so this is how it will breakdown. The snipers location is completely random, so you need to use Green Rangers Special Ability to track him down. Since his locations are random, instead of explaining where they all are, I made an ASCII map that may help you navigate through this maze much easier.

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You start off on the 2nd Floor. After you catch up with Drew 5 times, head down to the 1st Floor. Now if you go down to the 1st Floor before finding the sniper, there will be a wall in place, not allowing you access to the goal. But after chasing the sniper, once here, you will see him, so chase him into a doorway. Do so, and you will have completed this mission.

Green Ranger reports in saying he's traced the heat source down, that he think it's Drew after all.

M I S S I O N 7 - 4

RANGER USED: Blue Ranger

Cruger extends his sympathy to Blue Ranger and instructs him to track down Drew and arrest him.

Start this the same way, but after a few feet you will come to a wall, which you need to Double Jump upwards. At the highest point, in the left corner there will be a Small Health Portion in some boxes. Continue onwards until you get back down to the bottom level. Walk some more and you will be in a big room. There's an Orangehead here, so be careful. After this, head up on the platforms, then jump over to the orange looking thing, then jump on it's highest point. Jump to the left and you will see a SPD Badge. Get that, then continue onwards jump from platform to platform, until you reach the pathway on the upper level.

Keep walking through here and you will see some pipes shooting out steam. Jump down in between all the pipes to avoid getting hit, and make your way down to the bottom level. Walk across this floor, then back up between the pipes to the upper level (avoding the steam). Follow the upper level until you reach a big area. Now if you platform jump to the other side, in the corner there is some boxes with a Small Health Portion in it. After getting that, drop down to the bottom level. Follow the pathway until you reach another big area. Once there, a boss fight will take place.

BOSS #6: DREW

At the start of this fight, Drew will use his track device to track you down. AVOID THIS! After that, he will then appear. His

attacks: Shooting out lasers and when you are close to him, he will electrify his body, shocking you when you get close to him. This fight is rather easy however. Just get in there with some heavy combo punches. Also try to use your Special Ability when in close, to do some damage to Drew. Nonetheless, this should be an easy fight like I said.

After the fight is over, Drew will jump away, though because of this, this mission is completed.

Blue Ranger will report in saying he lost Drew.

M I S S I O N 7 - 5

RANGER USED: Green Ranger (Specifically Delta Runner 3)

Cruger alerts the Rangers that Drew has become huge and is tearing up downtown New Tech City, and instructs them to take the Delta Runners. We see the Delta Runners coming out, and Cruger has the Green Ranger take out the missiles that Drew is shooting out.

Okay this level is just like the one from Mission 2-1, except this one will be much tougher. You have Delta Runner 3 at the bottom of the screen, and 6 buildings. The object here is to stop the missiles from hitting the buildings. To do so, these are the controls:

Left & Right = Move Delta Runner 3 back and forth

Up & Down = Move the radar up and down

'A' Button = Fires lasers

The radar has to be roughly on the missile in order for your lasers to hit it. There will be several missiles coming down, but not all at once. However as the level progresses, more missiles will come down at once. If the buildings or two is hit, that's okay, but watch your Health Meter carefully. Nonetheless take them out as best you can. After that, this mission will be completed.

Green Ranger will then say he's taken out all the missiles!

M I S S I O N 7 - 6

RANGER USED: Delta Squad Megazord

Cruger says the only way to defeat Drew is to use the Delta Squad Megazord, which is what the Rangers do.

BOSS #7: DREW GIANT FORM

This fight is slightly tougher than before, but it gets easy towards the end. Drew will instead come at you with just physical attacks, which will hurt. Simply stay on the defense for the most part. You can try some physical attacks of your own, but he will block most of them. Once you get your Special Meter at full, just use your sword throughout the battle.

Blue Ranger will tell Drew what he is charged with, then the usual Judgement Mode/Delta Squad Laser cutscene will take place. EPISODE CLEAR!

J: |Episode 8 - Shadow|

Some of the events seen in this episode are taken from the episode "Shadow Part 1 & Part 2" from the TV series. General Benaag shows up, finally finding Cruger and of course threatening him. Cruger tells the Rangers that Benaag let out a huge energy surge, and for them to stop it.

M I S S I O N 8 - 1
RANGER USED: Pink Ranger

Start off this level by jumping up on the roof then proceeding onwards. You will come to some small platforms above you soon enough. Jump up on them, then head across them until you reach the next rooftop, in which you will engage in a Stopping Point. After taking that out, continue onwards where you will see rows of platforms. On the top platform of the second row, a Small Health Portion is in the wooden crate. After that, continue going across the platforms and you will see a gap in the wall. Get there and use the your Special Ability and bust through the wall, then bust out the nearby wall after that.

In this next big area, you should see a Small Health Portion on a platform (get that if you need it). After that, continue platform jumping to the next rooftop. After that, drop down to the ground level then keep going and you will see people running out. Take out the enemies at this Stopping Point. Take out the enemies here and this mission will be completed.

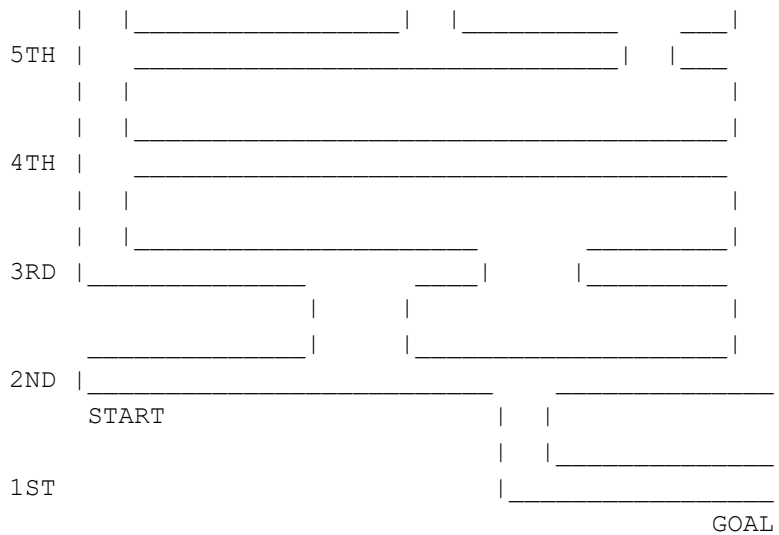
Pink Ranger reports in saying she's taken care of all the Krybots.

M I S S I O N 8 - 2
RANGER USED: Green Ranger

Cruger tells Green Ranger that he needs to rescue the civilians in the building.

Here we go, another Green Ranger mission, and you know what means, another maze level. This time you must find all the 10 civilians. Now all 10 civilians will be in random locations for each time you play this game. So instead of explaining where they all are, I made an ASCII map that may help you navigate through this maze much easier. But it's not that easy, because you have a certain period of time to find all civilians before something happens (I wouldn't know, as I always beat this level ^_^). These are the time limits: 6:00 for Easy Mode; 5:00 for Normal Mode; 4:00 for Hard Mode. The time limit will expire once the last civilian has been found.

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Now you start this mission on the 2nd Floor. But when you find all 10 civilians, make your way back down to the 1st Floor, then head right and you will engage in a Stopping Point. Take out the enemies here and you will have completed this mission.

Green Ranger will say that he has rescued all the civilians.

M I S S I O N 8 - 3

RANGER USED: Yellow Ranger

Apparently more Krybots have been spotted, so Cruger sends out Yellow Ranger to take them out.

You start off on the 1st Floor. Make your way a few steps you will engage in a Stopping Point. After that, another Stopping Point will take place in a few more steps. Repeat this process one more time another a third Stopping Point will take place. After all this, make your way to the end of the 1st Floor, then jump upwards on the platforms and head to the 2nd Floor. 2nd Floor is a breeze and short, so once at the other end of that, jump upwards to the 3rd Floor. On the 3rd Floor, make your way to the wooden crate which has a Small Health Portion in it. Get that, then continue onwards. After a few feet, you will have another Stopping Point, so take these enemies out.

After that, continue onwards and another Stopping Point will happen. After that, make your way to the end of the 3rd Floor, then jump down to the 2nd Floor. Make your way to the otherside of the 2nd Floor then head down to the 1st Floor. After some walking, a Stopping Point will happen (what is this, the sixth one?). Take these enemies out and just past it is an orange barrel. Bust it open to reveal a Small Health Portion. After that, head up to the 2nd Floor then to the final Stopping Point of this mission. Defeat the enemies here, and this mission will be completed.

Yellow Ranger will say that she has taken care of all the enemies here.

M I S S I O N 8 - 4

RANGER USED: Blue Ranger

Cruger then tells Blue Ranger that there are more Krybots around, and to take care of them.

Same as before, make your way from the starting point taking out enemies. Nothing much to say until you get to the farthest right side where a wooden crate will have a Small Health Portion in it. Get that and continue onwards. After awhile you will come to a Stopping Point, so make sure you take these enemies out. Be careful though, because this one will have an Orangehead in it. After taking these out, continue on. After about the third orange barrel you come across, there will be a Small Health Portion, so get that. Keep going and you will come to another Stopping Point. After taking out these enemies, you will have this mission completed.

Blue Ranger says he's tracked the suspect to the building he's at but the suspect ran off.

M I S S I O N 8 - 5

RANGER USED: Red Ranger

Cruger then has the Red Ranger to continue the search.

Just like before, make your way from the starting point. When you get to some giant crates, Wall Jump to the upper level. Keep going and you will see an Orangehead, but this time you can avoid it (which would be a good idea to do). Keep going and you will see a wall, so use your Special Ability to pass through it and the other wall. After that, jump up on the crates above and you'll see a wooden crate which has a Small Health Portion in it. Get that and keep going. Wall Jump when you see an upper level, then continue on. Use your Special Ability on the walls, then jump up above that area to the highest point. Jump up and there will be an SPD Badge waiting for you. Keep going, onwards from this point, Wall Jumping when necessary and you will come to a boss fight!

BOSS #8: FAKE GENERAL BENAAG

Now this guy will be plenty tough. His fighting tactics are shooting several missiles at you, and striking at you with his sharp claw, both of which doing some good damage, so be very careful. Luckily though, each hit you do to him will be pretty powerful as well, so here's what to do. Jump kick him to the ground, then get close and punch at him. If you're lucky to do a 4 hit combo, that will take him down good. Back away when need be and go back at it again. After a while you will have defeated him.

After the fight, you will have noticed it was just an Orangehead (SETUP!). Red Ranger will say that he vanished.

M I S S I O N 8 - 6

RANGER USED: Delta Squad Megazord

After that, a scene will take place, Benaag will come in and challenges Cruger to a battle. Roughly the same dialog as in the TV series, but instead of Kat Manx being captured, it's RIC. With

that Cruger tells his story on who General Benaag is. Most of this is the same as the TV series, except Cruger says his family was taken from him instead of his wife. The alarm then sounds off, saying a giant robot is tearing up the city and has the Rangers go off and stop it. Worrying about RIC, Cruger said he will take care of that. So now we get a cutscene of the Delta Squad Megazord forming.

BOSS #9: GENERAL BENAAG'S GIANT ROBOT

This isn't that tough. The robot will quickly charge at you doing a shoulder ram. His other attacks are swinging its claws at you rapidly. Block the attacks at first, then start attacking it as much as you can. The robot will be also blocking you, but it won't keep its guard up forever. After awhile, use your sword on it to finish it off completely. Soon enough you will have beat this robot.

After the fight, Red Ranger says to finish it off. Then we get a cutscene of the Delta Squad Megazord shooting the robot destroying it. This completes this mission.

M I S S I O N 8 - 7

RANGER USED: Shadow Ranger

Cruger speaks up saying he has no choice, that justice must be served for his time has come. SPD EMERGENCY! Then he morphs into the: S.P.D. SHADOW RANGER! Then we get a nice picture of the Shadow Ranger, in all his bad-assness ^_^ . A cutscene will take place between Benaag and Cruger just like in the TV series. Benaags challenge, to defeat 100 of his Krybot Army! Cruger tells him that he can not outrun the law!

Same as before, start off this level the same as always. Now to let you know, Shadow Ranger has all the physical abilities that the other 5 Rangers have (Wall Jump, Double Jump, Forward Roll), and his Special Ability is very impressive. Also when he fights enemies, it will take alot less hits to take them out. With that, make your way through here. You will come across an Orangehead soon enough. Past that will be a couple of platforms. Jump to the upper level and in the wooden crate is a Small Health Portion. Get that and keep going. You should come up to a digger machine, then after that a couple of giant dumptrucks. Just past the second dumptruck, there is a wooden crate with another Small Health Portion in it.

After that, continue onwards and soon you will see General Benaag. No you don't have to fight him, but he will send out 100 Krybots at that very moment. Now, just because the odds are against you (100 them to 1 you), this is not a tough battle, though that's not to say you won't take some good hits. What will make it better is that a counter will appear (basically mimicking the entire battle from the TV series). One thing, don't worry about using Shadow Rangers Special Ability unless you got some room to work with. After that, this mission will be completed.

Shadow Ranger will say that Benaag is next.

Then calls out to RIC that he's almost there, and to hang on!

Walk a few feet from the starting point, and the final battle will begin.

BOSS #10: GENERAL BENAAG

Just like the fight before, his fighting tactics are the same, however this time it will be much tougher. His fighting tactics are shooting several missiles at you, and striking at you with his sharp claw, both of which doing some good damage, so be very careful. Luckily though, each hit you do to him will do some good damage, so here's what to do. Just attack him as much as you can, and if you're lucky enough to use your Special Ability attack on him, you will do a lot of damage to him.

After the battle, Shadow Ranger will tell General Benaag has been charged with and a cutscene with Judgement Mode takes place. Following that, Shadow Ranger will use his Containment Strike attack (just like in the series). After that, he will say that while RIC is safe, Grumm is still out there. The fight has just begun!

And with that, you have just beaten Power Rangers SPD, which in my opinion, is one of the better games for the series. Watch the credits roll by, then start the game all over again. Once again, congratulations on beating Power Rangers SPD for the Gameboy Advance!

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SECTION 3: |IMPORTANT STUFF|

A: |Items|

1. SMALL HEALTH PORTION: These Small Hearts refill some of your Health Meter.
2. SPD BADGE: Collect these and you will receive an Extra Life. The good thing about these are when you lose a life, these will reappear allowing you to collect them again.

B: |Enemies|

1. KRYBOTS: These are your basic foot soliders. 90% of the game will consist of these characters. There are two types, ones with swords and ones with laser guns. They can come in groups, but are rather simple nonetheless. It takes 4 consecutive hits (or 1 hit from Shadow Ranger) to defeat a Krybot.

2. BLUEHEADS: These are a bit more tougher than Krybots. They have a few attacks to their names, such as a laser gun and a shoulder ram. They can also throw out small spheres which Krybots can emerge from. It takes 7 consecutive hits (or 2 hits from Shadow Ranger) to defeat a Bluehead, excluding the one from the mini-boss fight.

3. ORANGEHEADS: These guys are the toughest of the bunch. They have some physical attacks as well as a sword attack which can shoot lightning out. Be very careful when approaching these guys. It takes 11 consecutive hits (or 3 hits from Shadow Ranger) to defeat an Orangehead, excluding the one from the mini-boss fight.

C: |Bosses|

BOSS #1: SALIMOHT (From Episode 2)

This fight will be pretty tough. His fighting tactics are this: He will launch boxes at you, and shoots three laser blasts at you. If you get in close, he will do some harsh physical attacks on you including a ground pound attack. So how do you defeat him? What I do would be jump in close then start punching at him, then jump back before he can attack back. Repeat this process and you will be able to defeat Salimoht. Also cornering him may help as well.

BOSS #2: RHINIX (From Episode 3)

This guy is much tougher than the last one, so be ready. His fighting tactics are like this. At the start of the fight, he will jump up on a building and shoot out a missile, which when it lands, will cause explosion waves to travel across the screen (these are difficult to miss). When he's on the same level as you, he will throw out discs and shoot out his horns. When you're up close, he will use his horn to ram you, dealing good damage. What to do, use Special Ability when you're up close to Rhinix, because he will jump into it and it will cause damage to him. Between that, and your physical attacks, should do some great damage. After a few moments, Rhinix will jump back on the building, so be ready. This fight will be tough, but if you keep it together, you should succeed.

BOSS #3: RINGBAH'S GIANT ROBOT (Episode 4)

Here's your first megazord battle. Not really that tough of a fight. The robot will come at you with mostly physical attacks. Sure the attacks may hurt some, but it's not that bad. Just keep hitting him with some major punches (if you do 3 consecutive hits, he will suffer some major damage). You'll be able to use your Special Ability soon enough, which will help finish the robot off. All in all, this will be an easy battle.

BOSS #4: DETAGOR'S GIANT ROBOT (Episode 5)

This is extremely simple. The robots attacks are mostly physical attacks and huge laser blasts. Impressive, but not that bad. Just keep punching at it constantly and it will easily be defeated

after a few punches (infact 2 three hit combos will do it altogether). You may not even have to use the Special Ability!

BOSS #5: SCIMATU'S GIANT ROBOT (Episode 6)

Now this boss fight will be a bit tough because of the fighting style. The giant robot will charge at you rather fast and throw punches quickly. Infact, he will be able to power his Special Meter to it's fullest rather soon. When this happen, stay on the defense as much as possible. Luckily his attacks won't do much damage, but nonetheless it will hurt. So what to do? You're better off working on getting your Special Meter to it's fullest and just use your sword on the giant robot. With the sword in your hands, will make this battle much easier.

BOSS #6: DREW (Episode 7)

At the start of this fight, Drew will use his track device to track you down. AVOID THIS! After that, he will then appear. His attacks: Shooting out lasers and when you are close to him, he will electrify his body, shocking you when you get close to him. This fight is rather easy however. Just get in there with some heavy combo punches. Also try to use your Special Ability when in close, to do some damage to Drew. Nonetheless, this should be an easy fight like I said.

BOSS #7: DREW GIANT FORM (Episode 7)

This fight is slightly tougher than before, but it gets easy towards the end. Drew will instead come at you with just physical attacks, which will hurt. Simply stay on the defense for the most part. You can try some physical attacks of your own, but he will block most of them. Once you get your Special Meter at full, just use your sword throughout the battle.

BOSS #8: FAKE GENERAL BENAAG (Episode 8)

Now this guy will be plenty tough. His fighting tactics are shooting several missles at you, and striking at you with his sharp claw, both of which doing some good damage, so be very careful. Luckily though, each hit you do to him will be pretty powerful as well, so here's what to do. Jump kick him to the ground, then get close and punch at him. If you're lucky to do a 4 hit combo, that will take him down good. Back away when need be and go back at it again. After a while you will have defeated him.

BOSS #9: GENERAL BENAAG'S GIANT ROBOT (Episode 8)

This isn't that tough. The robot will quickly charge at you doing a shoulder ram. His other attacks are swinging its claws at your rapidly. Block the attacks at first, then start attacking it as much as you can. The robot will be also blocking you, but it won't keep its gaurd up forever. After awhile, use your sword on it to finish it off completely. Soon enough you will have beat this robot.

BOSS #10: GENERAL BENAAG (Episode 8)

Just like the fight before, his fighting tactics are the same, however this time it will be much tougher. His fighting tactics are shooting several missles at you, and striking at you with his sharp claw, both of which doing some good damage, so be very careful. Luckily though, each hit you do to him will do some good damage, so here's what to do. Just attack him as much as you can, and if you're lucky enough to use your Special Ability attack on him, you will do alot of damage to him.

guys are what made the show the success it is today.

Personal Thanks To:

Exo-Squad: Simply because of his confidence and belief that I will be very successful at this stuff ^_^.

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To GameFAQS: For hosting my walkthroughs as well as many more ^_^.

To BlueRangerDan: For the majority of the codes for Easy Mode, and just to acknowledge his FAQ as well ^_^.

To Samurai Edge: For the code to access any level (more specifically, the last level) on Hard Mode ^_^.

To the people from alt.fan.power-rangers: You guys are my first Power Rangers family (since Power Rangers In Space), and I just wanna take a moment to say it's been a blast knowing you all for the last 8 years ^_^.

To everyone I know on the FAQ Contributors and the Power Rangers boards, thanks for being there for me ^_^.

C: |Final Words|

S.P.D. EMERGANCY! Power Rangers S.P.D. was a very interesting series. It wasn't as good as some of the other series in the past, but it was a very enjoyable series nonetheless, and that's why I like it alot. Had some great plots and great chemistry with all the characters, and probably one of the best Power Ranger opening theme ever. This is why I shall place this series among my list of favorites, with In Space, Time Force and Wild Force (always gotta mention that ^_^). And of course I will continue watching Power Rangers until it ends completely (who knows when that will be). I hope this walkthrough helps you out in any way possible.

Ok, I'll make this quick and simple. This walkthrough is my work. This FAQ can only be hosted by GameFAQs.com, GameSpot.com, IGN.com and Neoseeker.com. Anyone else, well guess it will have to depend on my mood. You can use whatever info you want, so long as you give me credit and don't alter anything. I prefer you to email me at StarFighters76@hotmail.com if you're gonna do anything with this walkthrough. Failure to comply with this, and I will be mad, among other things. ;-). If you have questions, comments, or see something I may of missed, email me at StarFighters76@hotmail.com and tell me what it is. I will give you full credit for doing so. Not much left to say, except, thanks for using my walkthrough! ^_^

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