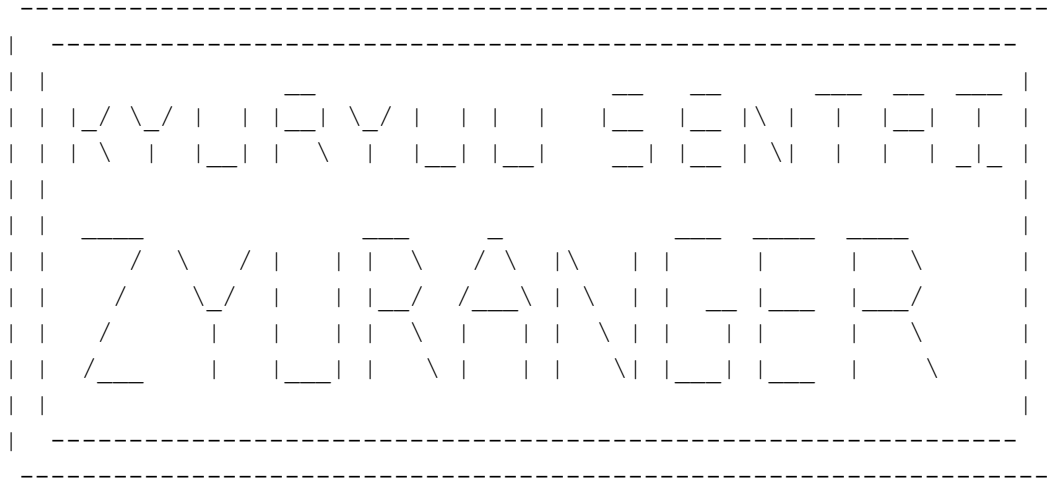


# Kyuryuu Sentai Zyuranger (Import) FAQ/Walkthrough

by StarFighters76

Updated to v1.0 on Feb 5, 2010



F O R T H E 8 - B I T N I N T E N D O

V e r s i o n 1 . 0

M a d e B y S t a r F i g h t e r s 7 6

Welcome all to my walkthrough on a game that is based off the series, called Kyuryuu Sentai Zyuranger (based off the hit Japanese TV series) for the Nintendo Entertainment System. 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|  
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A: |Version Guide|  
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Version 1.0: Just finished making the walkthrough for the game,  
and submitted it to GameFAQS (02/05/10)

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B: |The Story Of Kyuryuu Sentai Zyuranger|  
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Taken from Wikipedia.org:

"Zyurangers were the five greatest warriors of the five ancient tribes. Barza called them the Holy Warriors of Justice. The five went into suspended animation to be ready in the event Bandora escaped her prison. Although they are still alive, they are now in Heaven with Barza and their Guardian Beasts, hoping to return to Earth when they're needed again".

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C: |What Is Kyuryuu Sentai Zyuranger|  
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Kyuryuu Sentai Zyuranger is a tokusatsu program in Japan (specifically part of the Super Sentai series). Infact, Zyuranger is the 16th Season of the Super Sentai series. It is also an important series as it was the first to be adapted into the the first season of Mighty Morphin Power Rangers. In this game however, you will play as the five core Rangers through five stages as they try to stop the evil Bandora and her evil henchmen. This game is short but can be really tough, so do be careful when going through it. So get ready for a challenge!

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D: |About This Walkthrough|  
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Now 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.

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E: |Control Configuration|  
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This is a list of controls for the Zyurangers:

- START BUTTON = Pauses game
- SELECT BUTTON = Does nothing
- LEFT & RIGHT D-PAD = Moves left or right
- UP D-PAD = Does nothing
- DOWN D-PAD = Crouches
- 'A' BUTTON = Jumps
- 'B' BUTTON = Shoot blaster/use Legendary Weapon

This is the listing for the main menu, even though it's in kanji:

- 1ST OPTION = Start Menu Screen
- 2ND OPTION = Sub-Menu Screen

On the Start Menu Screen:

- 1ST OPTION = Easy Mode
- 2ND OPTION = Hard Mode
- 3RD OPTION = Passcode Screen (see below)

On the Sub-Menu Screen:

- 1ST OPTION = Bandora's Quiz Mini-Game
- 2ND OPTION = Mecha Pong Mini-Game
- 3RD OPTION = Mecha Pong Mini Game
- 4TH OPTION = Lamie's Game Of Catch Mini-Game
- 5TH OPTION = Lamie's Game Of Catch Mini-Game

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F: |Passcode Screen|  
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The passcode screen will allow you to start any level you want. However the passcode is quite unique (atleast from what I can see) in that you have to make the 3 Tyranno Rangers into 1 of 3 poses for each single code. The three poses are Run (running stance), Fire (firing your blaster), Hold (holding your blaster). Below is the list of various passcodes in the game:

- Run, Hold, Fire = Play Mammoth Rangers Level
- Run, Fire, Hold = Does Nothing
- Hold, Run, Fire = Play Ptera Rangers Level
- Hold, Fire, Run = Play Tricera Rangers Level
- Fire, Run, Hold = Play Ptera Rangers Level
- Fire, Hold, Run = Play Tyranno Rangers Level

Keep in mind, each pose has to be a different one in each screen. Any passcode you enter that has 2 or 3 matching poses won't work.



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SECTION 2: |WALKTHROUGH|  
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A: |Before The Walkthrough|  
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1. Before you email me, you can not play as Daizyujin, Dragon Ceaser or King Brachion or any of their combinations in battle (they will make cameos in the mini-games), Dragon Ranger or Armed Tyranno Ranger. You can't play as any of the Guardian Beasts even though you "unlock" them in the level \*shrugs\*.
2. The entire game is in Japanese Kanji, and I haven't found an English patch for this game (I don't think one exists), so unfortunetly I can't give any info on any cutscenes or some of the mini-games, so I'll just give the generic good guy/bad guy speeches, as well as the usual gameplay.
3. There's a big chance you're using an emulator to play this game. If so, make sure you use Save States in this game, especially with boss fights and mini-games, because it will be extremely tough getting through this game.
4. Seeing as this series is what made the first season of Power Rangers, here is a small list of who's who:

RANGERS:

Tyranno, Mammoth, Tricera, Tiger, Ptera, Dragon =  
Red, Black, Blue, Yellow, Pink, Green (respectively)

ZORDS/MECHA:

Daizyujin, Dragon Ceaser, King Brachion, Gouryujin, Zyutei  
Daizyujin, Ultimate Daizyujin = Megazord, Dragonzord,  
Titanus, Dragonzord Battle Mode, Mega Dragonzord, Ultrazord  
(respectively)

CHARACTERS:

Barza, which don't have an American counterpart, but some  
believes he is Zordon.  
Bandora, Grifforzer, Lamie, Totpat, Bukbak, Pleprechuan,  
Golem Soliders = Rita Repulsa, Goldar, Scorpina, Squatt,  
Baboo, Finster, Putty Patrol (respectively)

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B: |Level 1 - Tiger Ranger's Mission|  
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My guess is that Bandora is going to destroy the world, and sends down Pleprechuan to begin the assault. Barza then tells Tiger Ranger that Pleprechaun is attacking the forest. So Tiger Ranger's mission is simple: get through the forest and take out Pleprechuan!

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Here we go with the first level! From the starting point, head right and use the moving platform (or jump) to get the DINO COIN, then on the otherside, take out the Jumping Snake. Continue going right past that and you will see another DINO COIN. Jump up to grab it and drop along the right side to land on a platform (you will see another DINO COIN but ignore that). Once on the platform, you will be taken up to the other ledge where a Climbing Spider and Jumping Snake is, so dispose of them both. After that, continue going right and grab the DINO COIN, then jump over to the moving platform. Take out the Climbing Spider then jump over to the next ledge and grab the DINO COIN. An Octo Crawler will be here, so be careful approaching that when taking it out. After doing so, get the DINO COIN and continue onwards to the ledge. Jump on the moving platform and head to the otherside (if you drop down, there will be a Jumping Snake). Jump to the next moving platform, take out the Climbing Spider and collect the DINO COIN. Then the next two platforms will drop so be quick and head to the door. Inside is Barza who will speak to you about something, and give you the SABER DAGGERS!

From the door, head right to find an Octo Crawler and a DINO COIN. Deal with that, then jump over the spikes and using the dropping platform to get to the higher ledge where another Octo Crawler is. After that, get the DINO COIN and drop all the way down (don't worry about the platform). You will get another DINO COIN when you land. Once you do, head right and take out the Golem Solider, then jump to the upper ledge. Just to the right of the platform is a DINO COIN, so get that if you want (it should give you 10, thus refilling your life), then get onto the moving platform. At the top of the ride, jump over to the next moving platform, then the next two are dropping platforms so be quick across those. On the final platform, take it to the right and quickly jump when you see the ledge in sight. If you happen to fall at any time, the lower path has a Golem Solider, DINO COIN and spikes (simply head left to start over). Anyways on the ledge, take out the Golem Solider, then proceed right to find a DINO COIN. After that, jump to the platform (or drop down and fight the Jumping Snake and get another DINO COIN), then jump again over to the next door. Enter it for a boss fight!

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#### BOSS #01: PLEPRECHUAN

Now for a first boss fight, this one is gonna be tough. He will appear for a second to throw out clay balls, which when they land will either scurry along or create Golems, which will throw energy blasts at you (hard to avoid). What you need to do is strike at him just as he appears, that way he don't throw out clay balls. Unfortunately where he appears will be completely random, and sometimes your strikes won't affect him. Be careful when fighting this boss, but you should be able to succeed.

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After the fight, you will see the Zyurangers use the Howling Cannon to finish the boss off. This of course makes Bandora really angry. Now the Dragon Ranger will appear asking you if you want to play a mini-game. You can choose the 'A' Button for YES or the 'B' Button for NO. These mini-games will give you a chance to get an extra life, but if you fail at them, you will lose lives and eventually get a game over (which makes no sense at all). So do what you want, and remember to use Save States. After that, you will get your Passcode.

And with that, you have completed Level 1!

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C: |Level 2 - Ptera Ranger's Mission|  
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After the defeat of Pleprechuan, Bandora is rather angry so she sends down Bukbak. Barza learns of this and instructs Ptera Ranger to go after him, which she must go through a lava filled palace to find and destroy him!

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From the starting point, head right jumping over the lava pits, avoiding the Lava Shooters. After that, jump up to get the DINO COIN the climb up the staircase and take out the Fire Gargoyle. At the edge past it, watch out for the Lava Shooters as you're jumping over the lava pits (get the DINO COIN). After that a Stone Golem will come at you on a platform. Now wherever you take it out at, is where the platform will stay at, so keep that in mind. After that, jump up to the DINO COIN and then onto the moving platform then right to solid ground. Now you will see another DINO COIN as well as a Medusa Grabber (I really couldn't come up with a better name lol) and then a Fire Gargoyle. After dealing with that, you will come to where the path branches off in two directions. If you take the lower path, there will be a Medusa Grabber and Lava Shooters. However the upper green path for a DINO COIN and Fire Gargyole and at the end will be two platforms you can jump across, netting you another DINO COIN. Doesn't matter which path you take as both will take you to the same area, which is a door which you need to enter. Inside is Barza who will speak to you about something, and give you the PTERA ARROW!

After getting that, head right taking out the Medusa Grabber and avoiding the Lava Shooter (don't forget the DINO COIN), then continue going right. Jump across the platform and get another DINO COIN, then climb up the wide staircase where a Fire Gargoyle will be waiting for you. After that is another DINO COIN and Lava Shooters. Head across the lava pits and get the next DINO COIN (which should give you 10, thus refilling your life) and head down the staircase and after jumping over the lava pit (avoid the Lava Shooter) and the path will branch off again. If you take the lower path, you will come across a Stone Golem, while the upper path gets you a DINO COIN (this way is easier). Either way you take, you will end up at the

same spot which is a staircase going upwards. Follow it to the top then continue going right and take out the Medusa Grabber and Fire Gargoyle. After that will be another door which you will enter, taking you to another boss fight!

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BOSS #02: BUKBAK

This boss fight will be surprisingly easy. The setup will be two platforms that you can jump on, and a huge lava pool underneath. The boss will shoot out two fireballs, (this can block your attack), and each will shoot out two fireballs at you. You need to avoid these obviously, but the easiest way to attack this guy is to pick a platform and stay with it (don't matter which). Just shoot at the boss then jump up, that way you don't go into the lava, and he will take some serious damage from your weapon. In about 10 direct hits, this boss will be defeated!

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After the fight, you will see the Zyurangers use the Howling Cannon to finish the boss off. This of course makes Bandora really angry. Now the Dragon Ranger will appear asking you if you want to play a mini-game. You can choose the 'A' Button for YES or the 'B' Button for NO. These mini-games will give you a chance to get an extra life, but if you fail at them, you will lose lives and eventually get a game over (which makes no sense at all). So do what you want, and remember to use Save States. After that, you will get your Passcode.

And with that, you have completed Level 2!

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D: |Level 3 - Tricera Ranger's Mission|

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With two of her minions defeated, Bandora is not liking the actions the Zyurangers are taking against her, so she sends down Totpat. Barza learns of this and instructs Tricera Ranger to go after him, which he must venture through a a maze like underground to find and destroy him!

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First off, this stage will be setup like a maze, and can be rather long. I have made a map for it, which can be found on the FAQs Listing Page. I will describe how to get through here, but not how to get all the DINO COINS (though I will give hints to their locations as you move along). Now onto the level! From the starting point, head left and drop down getting the DINO COIN. Also down here is a Bull Solider so take that out and head right to the edge. You want to go down the gap (going right will get you a DINO COIN). Once you land, you need to go right (going left gets you a DINO COIN) until you reach the next ledge. From there drop down (going right will get you a DINO COIN) and at the bottom will be a Bull

Solider so take that out, and drop over the left side and keep pushing left as you do to get a DINO COIN and avoid the spikes when you land. After that, head left a bit more to a door which you will need to enter. Inside is Barza who will speak to you about something, and give you the TRICE LANCE!

After getting that, you need to jump across (going into the gap leads to a DINO COIN), then jump up the two platforms quickly as they will drop down and jump to the upper right pathway. Here will be a Rock Tosser so take it out and continue going right to where a moving platform is. Jump on it, then at the top is a DINO COIN to the right, then head down the left path to the otherside but hug the right wall as you do. If successful, you will land on a secret path leading to a DINO COIN, if not, you'll land on a much lower area. This lower area is where you need to be, and with that, take out the Bull Solider and continue going right getting a DINO COIN and taking out the Rock Tosser. Once at the ledge drop down from it and you will be attacked a Spiked Slime. Take it out and head left and drop down the narrow gap. Once you land at the bottom, you can head right for a DINO COIN (and a Spiked Slime), but more importantly head left. At the otherside will be some spikes and platforms. Jump on the platforms to the upper pathway where the Rock Tosser is and dispose of it.

Go right a few feet to find a moving platform, which you need to jump on then go up and left to another two platforms. Jump up them then go right for a

DINO COIN (if you want) but	-----		
mainly go left, taking out			
the Rock Tosser and drop		-----	
down over the left side.	=6=		
Now this next part may be		=5=	-----
tricky, so use the map to	--+		
the right if need be.	--+		
Once you land, jump on the		=4=	
moving platform, then to the		++	
next platform, which jumping		++	
on that will take you to a		=3=	
third platform. Jump on			--
that then as it moves to the			
right, quickly jump on the		=2=	=1=
solid landing. From there,			
jump up and left to the		^^^^^^^	-----

fourth platform (this one will drop) and quickly jump to the left to solid landing. For the fifth and sixth one, jump to the fifth one, then to the sixth one. As the sixth one starts to move, jump to the right and land on the solid pathway. Once there, continue following the pathway to the right and take out the Rock Tosser and Bull Solider and get the DINO COIN. At the end of the pathway should be a door, which you will enter, taking you to another boss fight!

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BOSS #03: TOTPAT

This should be another fairly easy fight. For this one, the boss will be hanging upside down, disappearing and reappearing. Where he appears, dunno (although stand in the



middle of the screen). When he does is when you need to jump up and strike him. If you don't he will launch out two smaller vampire bats which will come at you, doing a little damage. Your best tactic here is to strike the second he appears that way he don't release any bats. With several great hits, he will be defeated!

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After the fight, you will see the Zyurangers use the Howling Cannon to finish the boss off. This of course makes Bandora really angry. Now the Dragon Ranger will appear asking you if you want to play a mini-game. You can choose the 'A' Button for YES or the 'B' Button for NO. These mini-games will give you a chance to get an extra life, but if you fail at them, you will lose lives and eventually get a game over (which makes no sense at all). So do what you want, and remember to use Save States. After that, you will get your Passcode.

And with that, you have completed Level 3!

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E: |Level 4 - Mammoth Ranger's Mission|

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Another minion down and Bandora is really getting to the breaking point at this time. So she sends down her mightiest minion Grifforzor down to strike at the Zyurangers. Barza learns of this and instructs Mammoth Ranger to go after him, which he must through several temples to find and destroy him!

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Okay for this level, there will be lots of jumping from temple to temple, so let's go! At the starting point of the 1st Temple is a Dora Argus, so take it out. After that, continue going right to get the DINO COIN, then at the edge, jump to the second platform which will lift you up to the 2nd Temple. Once here, get the DINO COIN then climb up the short staircase and take out the Shaking Squid and get the DINO COIN. After that, continue going right and jump over the Jar Slug and get the DINO COIN. Continue going right to find two more Jar Slugs, so just avoid them. At the edge wait till the moving platform comes to you, jump to it (getting the DINO COIN), then at the otherside, jump to the second then third platform, which will take you up to the 3rd Temple. Get the DINO COIN and continue going right, taking out the Shaking Squid, getting another DINO COIN and avoid the Jar Slugs. At the far right edge is another DINO COIN, so get that, and jump across the platforms to the 4th Temple. Here is a door, which you need to enter. Inside is Barza who will speak to you about something, and give you the MOTH BREAKER!

Continuing on from the door, head right and from the edge jump to the fifth platform (getting the DINO COIN) and while standing on the fifth platform, you will be lowered down to the 5th Temple. Here will be a Dora Argus, so take it out and

get the DINO COIN (which should be 10, thus refilling your life). After that, continue going right taking out another Dora Argus and getting another DINO COIN. After that, jump over to where the Roller Ball is and make your way up the several wide platforms, each having a Roller Ball (also get the DINO COIN). At the top is the 6th Temple which has a door. Enter it and you will be taken to another boss fight!

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BOSS #04: GRIFFORZOR

This should be a surprisingly decent fight, despite how the setup of this area. You and Grifforzor will be on a small platform. His attacks are beams from his sword (going in an arch form), and he stomps the ground (sending out shockwaves). Get close to him and start striking at him, which will push him back. The more you successfully attack him, he won't be able to attack back, so don't let up. After several hits, he will then be defeated.

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After the fight, you will see the Zyurangers use the Howling Cannon to finish the boss off. This of course makes Bandora really angry. Now the Dragon Ranger will appear asking you if you want to play a mini-game. You can choose the 'A' Button for YES or the 'B' Button for NO. These mini-games will give you a chance to get an extra life, but if you fail at them, you will lose lives and eventually get a game over (which makes no sense at all). So do what you want, and remember to use Save States. After that, you will get your Passcode.

And with that, you have completed Level 4!

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F: |Level 5 - Tyranno Ranger's Mission|

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After all the failed attempts by her minions, Bandora decides to get the job done herself. Barza learns of this and sends the leader of the team, Tyranno Ranger, down to stop Bandora. So he goes off to the Bandora Palace to defeat her in the final confrontation!

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This level is made of two floors, which you will get to by a hidden platform, so be alert. With that, you start off on the Lower Floor, and an Eye Squid will come at you, so take it out. Keep going right and you will step on a hidden platform which will take you to the Upper Floor. When you come across these, don't worry about missing anything because you haven't. Anyways, on the Upper Floor, head right taking out the Eye Squid and get the DINO COIN. After that, go right a bit more to find a Rock Solider, so be careful taking it out. Once that's done, head up the staircase then keep going right and a hidden platform will take you to the Lower Floor. Down here,

going left a couple feet will be a DINO COIN, but go right to find a couple Mole Golems and a DINO COIN. Keep going right from and you will see the path seperates. Now if you go up, you'll come across a Rock Solider and a DINO COIN, and on the lower path will be a couple Mole Golems and a DINO COIN. Either way you take will take you to the same area, so once there, go right to get another DINO COIN and go in the door you see. Inside is Barza who will speak to you about something, and give you the DRAGON STRIKE SWORD!

After getting that, head right and you will come to a wall. Once there, you will see a switch on the floor, so jump on that to destroy the wall, then go through it. Continue going right for a DINO COIN, then keep going till you come to another switch on the floor. Step on it then go back left a couple feet to find a hidden platform, taking you to the Upper Floor. Up here, head right taking out the Eye Squid and getting the DINO COIN. After that continue right to find another hidden platform taking you to the Lower Floor. Down here, go right (nothing to the left) and continue following the path, getting another DINO COIN (which should be 10 thus refilling your life) and take out the Rock Solider. After that continue going right and soon you will see a Mole Golem, then a DINO COIN afterwards. Keep going from there, taking out the Eye Squid and getting the final DINO COIN. After that, go in the door and get ready for the final battle!

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Dragon Ranger will tell you something, which I think is, do your best to defeat Bandora. That or you won't defeat his queen (I dunno, I can't understand Kanji, so I'm just guessing with what I know about his character).

BOSS #05: BANDORA

This fight could be tough or easy, depending on how many lives you have. Bandora's attacks will be shooting laser beams from her staff as well as slamming her staff down causing blocks to fall down on you. If you have many lives, just get up there and keep striking at her, because if you lose a life, you'll still be in battle. If you want to take the cautious side, strike at her once, then back up to the otherside, then go back and forth attacking her. Either way, ten successful strikes and Bandora will be finished!

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After the fight, you will see the Zyurangers use the Howling Cannon to finish Bandora off (I wonder how this would work in the series). Bandora then says she will get her revenge. And with that Barza will congradulate you on a job well done. With that, sit back and I suppose watch the credits, which after that you will be taken to the main menu screen. So to that I shall say congradulations on beating Kyuryuu Sentai Zyuranger for the NES Famicom!

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SECTION 3: |THE GOODIES|

A: |Items|

This is a list of the items in the game:

1. DINO COIN: These are orange coins found throughout the game. Collect only 10 to refill your life.
2. SABER DAGGERS: These are Tiger Ranger's personal weapons. Powerful but are short ranged weapons.
3. PTERA ARROW: This is Ptera Ranger's personal weapon.
4. TRICELANCE: This is Tricera Ranger's personal weapon.
5. MOTH BREAKER: This is Mammoth Ranger's personal weapon.
6. DRAGON STRIKE SWORD: This is Tyranno Ranger's personal weapon.

B: |Mini-Games|

This is a list of the mini-games found in this game:

MINI-GAME #01: MECHA PONG  
LEVELS PLAYED: Level 1

For this mini-game, you see on the left is Daizyujin, and on the right is Dragon Ceaser. You play as Daizyujin, and in the middle is the launcher. If you've played Pong or air hockey, you would know how this game works. Basically, the object block the ball and try to get it past Dragon Ceaser's blocker. The object in the middle is a launcher, which will spin around and launch out the ball. Which direction will it shoot out, that's completely random. If you happen to bounce the ball back in the launcher, it will spin around again and shoot the ball again in a random direction. If you happen to lose this game, you will lose one life.

The downside to this game is you have to keep playing until you win or get a game over (whichever comes first). If Dragon Ceaser loses, you will gain an extra life. If you happen to be playing this game through the main menu, you both will have 20 Life Bars, and each time someone gets hit, they lose out 2 Life Bars. First person who loses all their Life Bars will lose the game, but nothing is to be gained from winning.

MINI-GAME #02: BANDORA'S QUIZ  
LEVELS PLAYED: Level 2 & Level 4

For this one, Bandora will ask you one of various questions and give you three answers to choose from. However there's a problem when it comes to this mini-game, it's all in

kanji! So unfortunately I can not tell you what the questions or answers are. My best bet on playing this one is to Save State before answering, and if you're wrong, load the Save State file and choose from the other answers. Eventually you will get the correct answer, thus giving you an extra life. If you're wrong, you lose a life but will continue onwards. And well that's pretty much all there is to this mini-game.

MINI-GAME #03: LAMIE'S GAME OF CATCH

LEVELS PLAYED: Level 3

For this game, you play as Gouryuujin get to throw a bomb back and forth with Lamie. You will have 10:00 seconds to toss it back and forth. Once either of you grabs ahold of the bomb, you will have 1:30 seconds to throw it back or it will explode. Whoever is holding the bomb that long or when time runs out will lose. Catching the bomb is tricky because you have to catch it as it's being thrown at you. To throw it back, simply hit the 'A' Button (move left or right as well). Sometimes you will fail at this, thus showing the bomb sitting next to you. When that happens, no matter where you're standing, you will get hit. Above all, you will need to be quick about this game.

If you happen to lose this game, you will lose one life. The downside to this game is you have to keep playing until you win or get a game over (whichever comes first). If Lamie loses, you will gain an extra life. If you happen to be playing this game through the main menu, you both will have 20 Life Bars, and each time someone gets hit, they lose out 4 Life Bars. First person who loses all their Life Bars will lose the game, but nothing is to be gained from winning.

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SECTION 4: |THE BADDIES|  
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A: |Enemies|  
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This is a list of the enemies found in this game:

LEVEL 1 ENEMIES:

1. JUMPING SNAKE: A blue snake that just jumps back and forth, so it should be easy to deal with.
2. CLIMBING SPIDER: These are small spider that climbs up and down trees. Easy to handle.
3. OCTO CRAWLER: These are purple creatures that will throw out swords at you. Approach with caution.
4. GOLEM SOLIDER: These are blue soliders that will spit energy blasts at you, so be careful.

LEVEL 2 ENEMIES:

1. LAVA SHOOTERS: These are fireballs that will shoot out from the lava and land on the ground.
2. FIRE GARGOYLE: This is a flaming demon with a psycthe and will come at you when close by.
3. STONE GOLEM: These will travel along platforms shooting energy blasts at you.
4. MEDUSA GRABBER: This weird looking creature with snake hair rides around in a cart stretching its arms out.

LEVEL 3 ENEMIES:

1. BULL SOLIDER: A blue bull type creature that will walk back and forth carrying a spiked weapon in its hands.
2. ROCK TOSSERS: Short Incan type creatures that will dig up rocks and throw them at you.
3. SPIKED SLIME: A crawling purple slime that will roll into a spike ball to attack you.

LEVEL 4 ENEMIES:

1. DORA ARGUS: This creature is made of nothing but various eyeballs, that can be tough.
2. SHAKING SQUID: Red squid like creature that will shake then shoot out two missles towards you.
3. JAR SLUG: These small creatures will come in and out of jars. Can be tricky to deal with.
4. ROLLER BALL: These are small balls that will quickly roll around wide platforms, so avoid them.

LEVEL 5 ENEMIES:

1. EYE SQUID: These are cyclops alien type creatures crawling on tentacles that will go back and forth.
2. ROCK SOLIDER: These are tough rock creatures that will turn into a boulder and roll towards you.
3. MOLE GOLEM: These are blue creatures living in the ground and will pop up to shoot energy blasts.

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B: |Bosses|

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This is a list of the bosses found in this game:

BOSS #01: PLEPRECHUAN (From Level 1)

Now for a first boss fight, this one is gonna be tough. He will appear for a second to throw out clay balls, which when they land will either scurry along or create Golems, which will throw energy blasts at you (hard to avoid). What you need to do is strike at him just as he appears, that way he don't throw out clay balls. Unfortunately where he appears will be completely random, and sometimes your strikes won't affect him. Be careful when fighting this boss, but you should be able to succeed.

BOSS #02: BUKBAK (From Level 2)

This boss fight will be surprisingly easy. The setup will be two platforms that you can jump on, and a huge lava pool underneath. The boss will shoot out two fireballs, (this can block your attack), and each will shoot out two fireballs at you. You need to avoid these obviosuly, but the easiest way to attack this guy is to pick a platform and stay with it (don't matter which). Just shoot at the boss then jump up, that way

you don't go into the lava, and he will take some serious damage from your weapon. In about 10 direct hits, this boss will be defeated!

BOSS #03: TOTPAT (From Level 3)

This should be another fairly easy fight. For this one, the boss will be hanging upside down, disappearing and reappearing. Where he appears, dunno (although stand in the middle of the screen). When he does is when you need to jump up and strike him. If you don't he will launch out two smaller vampire bats which will come at you, doing a little damage. Your best tactic here is to strike the second he appears that way he don't release any bats. With several great hits, he will be defeated!

BOSS #04: GRIFFORZOR (From Level 4)

This should be a surprisingly decent fight, despite how the setup of this area. You and Grifforzor will be on a small platform. His attacks are beams from his sword (going in an arch form), and he stomps the ground (sending out shockwaves). Get close to him and start striking at him, which will push him back. The more you successfully attack him, he won't be able to attack back, so don't let up. After several hits, he will then be defeated.

BOSS #05: BANDORA (From Level 5)

This fight could be tough or easy, depending on how many lives you have. Bandora's attacks will be shooting laser beams from her staff as well as slamming her staff down causing blocks to fall down on you. If you have many lives, just get up there and keep striking at her, because if you lose a life, you'll still be in battle. If you want to take the cautious side, strike at her once, then back up to the otherside, then go back and forth attacking her. Either way, ten successful strikes and Bandora will be finished!

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SECTION 5: |IN CONCLUSION|  
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A: |What's To Come|  
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With a game like this, who knows what else is to come. But I will keep this open if anything new develops.

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B: |PayPal Donations|  
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Like anyone would read this but something new I've been toying around with is the idea of taking donations. After making as many maps and FAQs as I have, it tends to be a big strain on my computer (I have a cheap-ass computer). So if you like any or all of my FAQs and maps, and wish to give a little something back, you

can donate as much as you want to my PayPal account ^\_^ . Email me your donations at StarFighters76@comcast.net

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C: |Special Thanks|  
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Personal Thanks To:

To ExoSquad18: Simply because of his confidence and belief that I will be very successful at this stuff ^\_^.

On-line Thanks To:

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

To anyone who help made this game possible. Thanks! ^\_^

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D: |The Disclaimer|  
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Before there was Mighty Morphin Power Rangers, there was Kyuryuu Sentai Zyuranger. I never really watched this series, but I did learn enough about it to realize it was a good series. Infact if you watched Power Rangers then this, you will be shocked at alot of changes that took place. I stumbled across this game while looking for various Power Rangers games, and after playing it, realized this could be good to make a walkthrough for. I made this walkthrough the best way I can and I hope it helps out in every way possible. Now here comes the important stuff you need to read.

Ok, I'll make this quick and simple. This walkthrough is my work. I've made this walkthrough, describing the game the best possible way I can. You can use whatever info you want, so long as you give me credit and don't alter anything. All you have to do is email me at StarFighters76@hotmail.com if you're gonna do anything with this walkthrough. And to show that I'm not a complete selfish bastard, if you have something you wanna add, email me and I will give you full credit ^\_^ . This walkthrough, like many others are intended for GameFAQs ONLY. You want it on your site, well you better start emailing me. Failure to comply with this, and I will be mad, among other things.

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