

Mighty Morphin' Power Rangers FAQ/Walkthrough

by Andrew Testa

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Mighty Morphin' Power Rangers
For the Super Nintendo

FAQ/Walkthrough
Last Updated 5/24/04
Version 1.1

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- 1. What's New?

Version 1.1 -- 5/24/04 -- Revised entire guide and changed format.

Version 1.0 -- 9/24/03 -- Original version of guide.

2. Introduction

Mighty Morphin' Power Rangers is a mediocre game for the Super Nintendo. It has no definite replay value, and the levels are mostly hack and slash, but that is okay in my book. The story is the same old "Go out and save the world" that you might have seen in any of the television episodes. The gameplay, and mostly everything else, is not a novelty. By far, the best part of this game is the characters. They all have different weapons which make the game a more replayable. If you want a mediocre hack and slash adventure with Power Ranger plastered all over it, then this game is for you!

3. Story

You have to save the world from the witch. In short, nothing new.

4. Controls

B: Jump.

Y: Punch/Kick.

X: Use special attack.

Down/Y: When pressed simultaneously you will do a low kick.

Start: Pause the game.

5. Characters

Well, there are 5 characters in this game. They are power rangers hence the title of the game. They all have there own pros and cons. I will list what they are and who is the best. I will also rate them on a scale from 1 to 10. Please add anything you might have about these rangers!

Name: Tommy

Colour: Red

Weapon: Sword

Rating: 8

Description: He is a very good character. People like him because he is red and a plethora of people like red. He has a sword that he uses

when he is in the ranger outfit. I used to use him a lot but then I found a better character... He is a good all around character that one might want.

Name: Billy
Colour: Blue
Weapon: Pike
Rating: 10
Description: When Billy is in his ranger outfit and with a weapon, he is unstoppable! This character uses a pike and when you press up and Y he does a cool special attack that keeps the enemy in place while he hits. He might look a little out of place but he is the best.

Name: Kimberely
Colour: Pink
Weapon: Bow and Arrow
Rating: 9
Description: This pink ranger shouldn't be fooled! She is fair by the second best character in the game. She has a bow and arrow to shoot enemies from afar. She is a very good character that might look a little out of place (also ^_^) but she is very good.

Name: Zach
Colour: Black
Weapon: Axe
Rating: 7
Description: He is not very good because his special attack is not very effective. He looks really cool but that doesn't mean he is a good fighter. I do not use him that much because of this. I hope some people find him better!

Name: Trini
Colour: Yellow
Weapon: Two Daggers
Rating: 7
Description: Well, she is not that good. She has about the same attacks as Zach but she doesn't look very cool. She sometimes might surprise you but I do not like her. Maybe you will... Then maybe not.

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6. Overview
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Strategies
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This mini-section covers fighting strategies that I have for this game. Use them to make this game easier. They are not always moves, they could be fighting styles and such. Please look at this if you are stuck at an area in the game that you cannot beat. I have beaten this game many times and know. :)

One-on-One

To demolish a putty (bad guy) one on one, you have to punch it. To take out a weak putty, merely punch it. For stronger ones, try to make fun with it! Do something like up-down-up to throw the putty off guard. It works most of the time!

Don't get cornered!

When you are playing this game most of the time you will be in the center of the fight and bad guys will be surrounding you. To easily get around this, jump over one of them and fight off of that side. One of the cool parts in this game is you can hit 2 people at once.

Use your specials!

On almost every level, you will get a new special before you fight the boss of that area. Therefore, using your special in tough situations before you find another one is great. I usually use it when the boss disappears and leaves putties to fight. I use it then I find another later in the level. Then I use my last special on a boss. It works great!

Boss Strategy

Before you go into battle, look at the boss battles to see what the boss does. Every boss has something special that they use in battle. I will try to exploit their weakness so you are able to defeat them easier.

Uniqueness is Good

Pressing Up-Y at the same time signals a bad attack for the enemy to get hurt on. Try to think of new strategies that work good.

Lingo

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When you read my FAQ, you might be stumped by how I use words that the power rangers use. Like putty or special. Go to this mini-section to find out what they mean if you do not already.

Putty

I would have to make this one first. If I post this FAQ I bet about 5 people would email me a day about what are putties. Well, putties are those enemies that look like power ranger wanna-be's. They are the basic enemy of the areas.

Special

When I say 'special', I am talking about the rangers special abilities while in costume. What you do is press X and the rangers special abilities come to life.

Items

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Items you will undoubtedly find in the game.

Health Kit

This little item can be found in a white-trash-can-type-storage. It is usually

at the middle of the level to heal you. You should look for this on every level that there is. It is a key part to beating the levels.

Food

At the end of this game, you might find food in wooden crates at the middle of the levels. These food heal you like the health kits but they heal more. You should try to look for them because they can help you in this game.

Bomb

Sometimes, in the level you will see a bomb drop from the sky. Please do not go close to it and try to get it. It will explode momentarily and it might hurt you! Keep your heads up for these!

Power Up

These are the items that you find at the end of the level before the boss. They give you your special-X-ability back if you have used it already. This little item can be found in a white-trash-can-type-storage. It is usually at the middle of the level.

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7. Walkthrough

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----- VI-A. AREA 1 -----

Start by walking to the right. Keep going until you are under a green tarp. One putty (enemy) decides to come out and play. To kill this creature, press Y while close to it. One hit should kill it because it is very weak. Two other putties decide to drop by, too. Dispatch of them the way you did the first.

Run right down the street some more until you are under another blue tarp that has a little window shop as the background. One putty will come out to play. Kill it the same you did the others. You can get fancy with it if you like and know good moves. Two more drop in, kill them and out of the window comes another putty (don't they have a history of doing that). This putty is stronger and it is purple. Keep that in mind. To kill it, get close to it and punch about 3 times then get really close and press B and your player will throw it across the ground. If it is still alive hit it another couple to put it out of its misery.

The go sign is calling you, go right some more and, yet again, you will be under the same blue tarp as before. Take note that the people in the yellow coats that have newspapers are putties. Go to the center of them and they will throw off their newspapers and coats revealing themselves. They are ready to fight now! Jump on the side of one and start hacking at it. If the other gets close that is good because you can hit two at the same time if you want. If you want to get fancy, throw one on another. After they are gone weak grey putties decide to jump into the action. Take one side and hack away like you did before. Note that these putties only take one hit to be goners. Now, the glass of the shop shatters and two purple putties come out. Jump over one of them to get on their side (so you are not cornered) and do the same as you did the others.

The go sign goes on and you have to go right again. After walking a couple feet you see putties on the edge of the building. As you go by they drop down one by one. This makes it very easy to kill them. Simple punch a lot and repeat. These are the weak putties so rest asure!

Yet again go right down the street. A little later you will have to kill 2 very weak putties. Then you will go right even more and see a ledge above you just big enough for a person to walk on. Wait a couple seconds and putties will jump down from the ledge. There are 2 weak ones and 2 strong. Kill the weak ones first as they hurt you the same amount as the strong but can be killed in a sinch. Then get on both the sides of the strong and purple ones and hack away!

This will go on for a little longer until you finally get to see the boss of this area. As you see it you will become a power ranger in your uniform. The boss will vanish and leave you to destroy some more putties. Do what you have been doing throughout the level. Also use your newly found strength for insurance! You have completed half the stage!

The second half of this area is a little harder. What you need to do at first is walk along and kill putties on the way. Somewhere along this killing sprea 2 mechanical birds will drop something. These are bombs! Jump out of the way! Now, go along again and kill mor putties. At one point in time, a truck will zoom by and stop. Then 3 purple putties will jump out of the back. What you need to do is get along side of all 3 and start hacking. If they are close to one another you can hit all three at once. Now, go right even more and destroy whatever gets in your way. Along the way, you will see a white type trash can. Press Y while in front of it and you will get health back that you have lost during your fights. Now go into the warehouse for your first boss fight!

----- VI-B. BOSS 1 -----

This guy is really easy sometimes and then really hard. The tactic is you hit then dodge then jump and then repeat. Sounds easy? Well, it is not! When you start the battle use your special powers by pressing X. That should shorten his little life. Then hit him and dodge when he tries to hit you and hit him again. Keep doing this until you have weakened him enough for him to lose his arms. Now, he is very easy. Get him in a corner and press B and Up at the same time to have him fall apart. He will put himself back together multiple of times. Finally, his body parts will burn up and all that will be left is his head. For his head, hit it then dodge the fireball that he spits at you. The head is usually up in the air so you will have to jump attack it. After weakening the head enough to detroy it, the head will burn up and you will have won the beast! Good job!

Password: 3847

----- VI-C. AREA 2 -----

This area starts out with you in the woods. It looks like ordinary woods but once you go through the area for a little while you will come across some putties. Kill them and continue on. When you go a little farther you will notice a little device that shoots out fireballs. Do not get hit by them. Instead, get in the middle of the 2 and watch putties try to go to you and get hit. If they make it to you you hit them back. After dispursing of them it is time to do the same for a little while.

Finally, you are out of the woods and at a cement like place. Two putties will come out with shields. What you have to do is get on the side of one and hit both of the shields at the same time. After multiple hitting of the shields, the shields will break enabling you to actually hit them. Kill them. Remember to watch out for barrels that pass by. When they do jump over them by pressing B.

Continue to the east and more putties will jump out at you. Kill them and finally you will come across the boss of this level. He will show himself and then you will turn into a ranger. Then he will leave goons to kill you. Luckily, that will not happen. Kill them using the strategies above and you will go into a warehouse-type-place.

Once inside, go right and kill the putties with weapons. Then go right even more and you will be in a room that has platforms for you to go up on. First, dispatch of the device that throws fireballs at you. Then take the platform to the most right and jump across others from there. At the end, you should be at a platform that has another on top of it. This platform is not reachable by jump so your plan of action is to jump at the wall then when you hit the wall, press B again to get up to the platform above.

Once here, you will go right and come up to a convayer belt type walkway. From here, putties will come out. Try to get beside the conveyor belt and kill them. Then after they are all gone go left some more jumping on the conveyor belt. Things will be dropping from the sky! What you do is get between the two conveyor belts and let the putties get hit by the falling items. Any putties that make it to you will have to pay with your punch!

After they are all gone the go sign comes up. Jump on the conveyor belt to the right and watch out for the dropping items! Then jump on the cement and walk over the opening going down. From here, jump on all the platforms going down until you reach the bottom. At the bottom, kill any putties that come in your way. Then go right and to another area.

From here, any putties that get into your way are mice meat. Kill them and go until you reach some structers that are in your way. Kepp hitting them until one blows up then do the next. One contains a health kit. Then go to the side of the area and you will go into the bosses lair.

----- VI-D. BOSS 2 -----

This boss looks like a viking. He has 3 attacks. One is using his rake to hit you while you are close. One is using his powers to create a power that hits you whenever you are right or left of him. And one is a power ball. Dodge them by jumping out of harms way! This boss disapears everytime he tries to attack you or after you hit him. Keep hacking at him and soon enough he will have a different strategy. It looks like he is in multiple places but then he stops and hits you. That is his new strategy. To counter it you have to guess where he is going to stop and hit him. I would use your special right about now to kill him. After that, he is a goner. Congrats!

Password: 5113

----- VI-E. AREA 3 -----

This area starts with you in the sewers. This area is pretty straight forward and very easy. Easy because it is basically the same thing over and over. Anyways, you start off with you on a platform and water under. Run on the platform and jump off onto a ledge. From here some weak putties decide to drop by. There are 4 and they come in patches of 2. Just punch them once each and they are history. The go sign will go on and you will go right.

From here go right until you see a opening for you to go in the water. Do so and go right a little farther and a lot of putties will come out. What you do is get on the side of them and pouns away. There is a spider that spits fire so you will throw a putty at him. Crystal-like things flought across. Destroy them by htting them because they hurt you!

Then jump back on the ledge and go a little farther. You will see 2 spiders very close to one another. What you do is do your high kick. It should kill both of them. Then go under the wall-like structure and 2 more putties will come. Get on the side of them and kill. Then destroy the crystal and get out under the block. There will be a spider there. Kill it with your high jump and carry on.

There will be another block which you have to go under. There should be a crystal and a spider nestled under. Despose of those and walk more to the right. More putties come out. Kill them and destroy any crystals that might hit you then carry on.

Get out under the block and jump on the yellow ledge. Two putties will come out. They are weak and one hit killed. Onward to the right and jump on the cement. Then kill any putties that come in your way. There is a screw-type thing that comes down on you if you are under it. Try to dodge that.

Go off the cement and back to the ledge. There are plenty of putties for the killing. Kill them and dodge the screws. Remember, try to get on the side of them all so you don't get cornered. Do the same after you go right.

Then you will jump up back to the cement and meet the boss of this level. He will disapear as they all do and leave you with some putties to deal with. Dispatch of them and you will be half complete with this stage!

Run right until you see a couple of putties drop by for a visit. Kill them and go under the ledge. While you are crawling, a yellow putty with a spike shield, decides to follow you. Getto the other side of the block and kill the putty by press down and punch.

Kill the device that shoots fireballs by hitting it. Then go over to the cement ledge. Do not go back down to the yellow ground. Instead, wait until the purple smoke subsides and jump down and crawl past it. A yellow putty will follow. Kill it like last time but try not to get hit by the device that shoots fireballs. Wait until the purple smoke subsides and crawl under the ledge again.

This time dodge the purple smoke and come out of the tunnel. Kill the device and go right. You will be at a bridge type structure. Kill any putties that come down from the ceiling and after 2 patches the bridge will fall with 2 putties and you left. You are now in the sewers water. You cannot hit anything while the water is up so wait until it goes down then kill the 2 putties. Then go right again.

Kill any putties that come in your way. Remember that you cannot attack while the water is up so wait until it goes down then attack. At the end is a little

wall that you have to hit several times for it to break. Go through the broken wall and get the health kit. Then go all the way over to the right most wall. You then have to wall jump up to the top by press B to jump and B again when you hit the wall. This allows you to wall jump! Once on top kill the fireball device and go to the most left.

You then have to wall jump up to the top by press B to jump and B again when you hit the wall. This allows you to wall jump! Remember not to get hit by the smoke! Once up wait until more smoke to subside to go down then wait again for the other smoke and go right.

Then go all the way over to the right most wall. You then have to wall jump up to the top by press B to jump and B again when you hit the wall. This allows you to wall jump! Once on top kill the fire ball device and go to the most left. Now, go down the step and wait again until the purple smoke subsides and go through the barrier.

You then have to wall jump up to the top by press B to jump and B again when you hit the wall. This allows you to wall jump! Remember not to get hit by the smoke! Once up wait until more smoke to subside to go down then wait again for the other smoke and go right.

Now you are at a room with a aqua green backround color. Jump down and into the water. Then swim on the bed all the way left and then go up. Then you should go left again to reach a tunnall that has water in it, but not enough to make you not be able to attack.

Jump on the high platforms and kill any putties that come your way. Then go right again and jump in the water. Go as high as you can and swim across. Dodge anything that might hurt you like blades! Then you will be at a platform with a health unit above you. If you need the health then take it but if you do not then wait until the water goes back up and go down-right until you reach a wall.

At this point, wait until the water goes back up and go up. This will bring you to level land. Get off here and go right until there is no other right to go. Then your ranger will go into the bosses lair!

----- VI-F. BOSS 3 -----

This giant blob can be a toughie at times. The strategy to beating him is getting really close to him and attacking. When he summons his laser at you you must dodge it by jumping. Keep hitting him until he decides to try to kill you by body slamming you. From here hit him after he misses you. Another thing he does is throw little eyes at you. When this happens go right up to him and hit him. If one of the eyes gets close to you dodge it. Keep hacking away until the blob turns into 1 huge eye. From here whack away at it and miss its laser. Now you are done with area 3! :D

----- VI-G. AREA 4 -----

You start this stage off in a musuem. What you need to do is go right and follow the level. You first stop after about 10 steps and go into combat with two easy putties then two that are a little more difficult. What you need to do is try not to get cornered. Jump over one and hack at them both. Then the harder putties decide to join in. Try to do the same strategy as above except throw

the putties at each other. Easy plan. :)

Go more right and notice the whole in the ceiling. Putties jump out of that! First, there will be a putty straight ahead of you. Once you go past the whole, two putties jump out. What you need to do is jump over the one putty that is ahead of you and take down all three from one side. This prevents backstabs and such. More putties decide to jump out of the ceiling so destroy them like you did the first.

The go sign is calling us! Go right more and notice the device that throws hurting lasers at you and moves. What you need to do is get on one side of all the putties and kill them by dodging the laser. What I did was throw them at one another then dodge it then repeat. This seems like the best strategy. :)

Now you need to break down the door by punching it a multiple of times. After destroying the door walk by and notice the ceiling lights. They fall! So what you need to do is go under it then walk back to the broken door that you came in from. The lights will fall! Now run right more.

This spot is tricky. You need to engage in battle with putties while dodging the laser and making the ceiling lights fall! It sounds tough but here is a pretty good strategy that I thought of. At first, hit any putty that is in your way to the ceiling light. Once at the light go under it then jump past any putties that might hit you. With luck, the lights will hit the putties on the opposite side! Now, dodge the laser while you get on one side of all the putties and destroy them. Sounds easy? Well, it might be for me! ^_^

Now, walk right. This spot is about the same as the last. You need to engage in battle with putties while dodging the laser and making the ceiling lights fall! It sounds tough but here is a pretty good strategy that I thought of. At first, hit any putty that is in your way to the ceiling light. Once at the light go under it then jump past any putties that might hit you. With luck, the lights will hit the putties on the opposite side! Now, dodge the laser while you get on one side of all the putties and destroy them. Remember to destroy the crate and get the healing food!

After walking more, you engage into another sticky situation. What you need to do here is run right until you hit the door then go back in between the ceiling lights so you do not get hit by them. Then putties will come from the left side. It is pretty easy, just throw them at each other and hit them. After they are history, break the door to the right.

Go through the newly broken door and you will see a putty up a flight of stairs. What you need to do here is engage in the battle with that putty. Make him wish that he had never been born! Now, putties will only come from the left side. So it makes easy targets. Destroy the remaining putties and go up the flight of stairs to the right.

There is no way around this fight. You have to be center cornered. Try to jump kick to not get hurt. There are 2 patches of putties that will fight. It really doesn't matter if you are low on health right now because it will be replenished when you find the boss!

Go down the museum and you will engage in another battle. What you need to do now is pick the putties off one by one without getting backstabbed. There are 3 patches of 2 putties that will fight! Be ready!

Now, follow the corridor even more and then the game will take over. The game will run up to the boss, you will morph, and then the boss will disappear leaving his putties to take care of you. Do not let that happen! Use your special

if you think you are going to die. Try to use the same strategies as above. Make fun with it!

After they are gone the game will take you to the next room which is an elevator going up. What you need to do is dodge anything that will come your way. Do not get hit by the lasers! Jump over them. When the purple lasers come go around them. After a short joy ride the elevator will give. You need to jump onto the railing above. Do so.

Now press up to get above the railing. Do the same to get the health kit. Now go all the way up destroying any machine that gets in your way. Wall jump if you cannot make it by regular jump. You will now be under a putty firing a gun. You need to go up when he is not firing and jump to him jumping while he is firing. Once you get to him, make him mice meat! Do that same thing again and go up to the top of the musuem!

Now that you are at the top, go to the right. It will bring you to another mini-area, This area is above and it involves a lot of gymnastics. For now, go right anf you will engage into another putty war. For this one, you can throw the putties off the roof for a quick round. Just do that if you want to. It really is the best strategy.

Get on the railing above and go right. Drop down when you get to the next platform and run right. Then you will be in a battle with three putties. Items drop from above so be careful when hitting the putties! Try to throw them at one another and the dropping items. Then go right and jump on the metal platform. Instead of going up to the next, run straight on it and go to the cement ground. It has a special power up. Take it and go right.

Keep going right until you see a rail above. Grab ahold of it and go right until it stops. There should be a laser gun overhead. What you need to do is drop down, duck, and hit it. Do so and go right up the stairs.

When you find out that you cannot advance, take out the putties that are blocking your way. What you need to do is get close to one, duck, and hit. Do this because the putties main attack is throwing knives but they can't hit when you duck! Take them all out and go right more.

After getting up the stairs you see two laser guns. Destroy them both by ducking and hitting. Then take the health kit in the middle. This is where the real fun begins, what you need to do is jump from platform to platform without falling. After jumping across one it is time for a mini-boss.

I hate this mini-boss. He is easy if you are prepared with full health. The trick here is to hit it while it is above you. When it gets below you take a corner and duck. Wait until it comes back up and hack away. It just has one attack. It fans out 3 laser. Dodge this by finding out hwere the lasers go at certain positions. Then hack away more and more. Soon enough, he will be just a memory.

Now jump past the two platforms and destroy the lasers as you go. It is now boss time!

----- VI-H. BOSS 4 -----

This boss is a real toughie. His main game is calling his magic and using it to hit you. What you need to do is get used to his attacks and dodge them. Then hit him with all you have! Use your special at the beginning. He has o-

ther stages so make the history too! After a long battle of caculating his attacks you win the area!

Password: 1970

----- VI-I. AREA 5 -----

Start off the level by getting used to the controls again. If you have been playing this game straight (like me) you are a little tires. Anyways, go right and two putties decide to drop by. Dispose of them by hitting them once. They are very weak. Then go along more to the east.

Kill any putties that cross your path. Then the screen will stop and patches of two putties will join in. There is 3 patches in all. The first two are very weak and only take one hit to kill. However, the last patch is a little harder. Take them down by jumping over one and hacking away at them both. I would throw them at each other. Now, go right some more.

Walking right a little ways, two weak putties decide to join in. Dispatch of them very easiely by punching once. Then you will have to destroy to strong putties again. Do the same thing you did to the ones above. Get on one side and start hacking!

Follow the path for about 10 steps, two weak putties decide to join in. Dispatch of them very easiely by punching once. Then you will have to destroy to strong putties again. Do the same thing you did to the ones above. Get on one side and start hacking! After they are gone green putties want to come in on the action. What you do is throw them on one another and corner them.

Going right, you will engage into another battle with green putties. Do the same to them as you did last time (Look above). Then, the hardest putties decide to join in. They are purple and have swords! Try not to get surrounded and jump on ones side. Then punch and throw at one another. Now that that is over with, go right some more.

Again, you get a patch of regular and strong putties. The regular ones come first so get on one side and punch them at the same time then throw at one another. Try to kill the putties that the same time. It will make life a lot easier. Then the strong putties decide to join in. Hack away at them any way you desire. I like jump kicking and then low kicking them. :)

Now that that is over with as well, get the health in the crate and move along. Christ, more of the same putties as last time. You get a patch of regular and strong putties. The regular ones come first so get on one side and punch them at the same time then throw at one another. Try to kill the putties that the same time. It will make life a lot easier. Then the strong putties decide to join in. Hack away at them any way you desire.

Do the same for the next patch after you go right.

The game will take over and it will be time to fight again after seeing the cool samuri boss and morphing into a power ranger. You will then engage into another battle with green putties. Do the same to them as you did last time (Look above). Then, the hardest putties decide to join in. They are purple and have swords! Try not to get surrounded and jump on ones side. Then punch and throw at one another. Now that that is over with, go right some more. The game will then take over again and it is to another place!

Follow the path and take out the stranded putty. Then go down the stairs and you will engage into, yet another, putty fight. Get on the side of one of the putties and start hacking. Watch out for the barrel. Another patch of putties decides to join in again. Do the exact same to them. :)

Go down the stairs some more. The same putties, again, will fight you. Do the same to them and watch out for the barrels! Then green putties decide to join the party. Dispatch of them the way you do all of your foes and watch out for the barrel that passes by!

Run to the east more and kill any putties that get into your way. Then you will see a barrel and 2 putties will come out. Dispose of them. You can throw the barrel at them if you like. More putties will join the party afterward. Destroy them and move on.

Walk a little more right and you will find 2 barrels. Once you are in between the two two weak putties come out to play. Throw both of the barrels at 1 each then more putties arrive. Kill them by getting on the side of one and hacking away at it. Do the same for the other. The go sign is calling again so go due east even more.

Once you get to the device, two more putties come out. The device spits lasers out everywhere so be careful when destroying the putties! After the kills, go even more east.

You will see stairs going up and more putties will drop by. The laser device is back, too. So be careful when destroying the putties. Try not to get hit by the laser because it will not only throw you off guard but it will hurt! Go east even more!

After going up the first flight of stairs, dodge the barrel that is coming your way! Then do a jump kick at the person shooting at you! Finally, get the health kit! Then go up the second flight of stairs and do the same as you did before.

Then go up the last flight of stairs and rest assure that there is no gun man! Once at the top, there will be two patches of two putties. Take care of them the way you know how and go east!

After walking east and killing any putties that get into your way, you will go into combat with even more putties. Destroy them the way you know how to! This might be getting pretty dull but now you are going to a new area in this level!

Once you get into the new area notice the computer lab. This is going to be a very sticky situation coming up! Get ready! What you need to do is dodge the annoying device that spits lasers in every direction while killing many putties. There is no real strategy to this exept stick and move! After defeating them move along.

You will go into yet another battle like the ones before. I do not have to keep repeating myself, just destroy and move on! The next area has a big laser. Destroy that and then the putties. Then destroy the door and do the exact same thing that you did before.

This is going to be a very sticky situation (again) coming up! Get ready! What you need to do is dodge the annoying device that spits lasers in every direction while killing many putties. There is no real strategy to this exept stick and move! After defeating them move along.

Now go right and jump on the elevator. The elevator will not move unless you are in the middle! Once it stops jump onto the right ledge and run as fast as you can! What is happening is a laser is over in the opposite direction and goes off every once and a while. What you need to do is get over to the laser and hit it as many times as you can. The way you can do this is tuck in the cracks while the laser is going and move along until the end.

To make matters worse, putties decide to join in! You have to kill them on the way there and deal with them while you are trying to destroy the laser. Just kill them and move on. When you get to the laser what you need to do is hit them while the laser is off then while it is on the laser will hit the putties! Since you are ducking it will not hit you so you hit the laser until it breaks. Then go inside for a boss battle!

----- VI-J. BOSS 5 -----

This is a very easy boss! What you need to do hit him enough times for him to disappear. Then he will reappear and you will have to repeat the process. He has bombs that he throws at you. They are very easy to dodge! When he tries to be samurai and slash you you need to dodge it! After many hits he will fall and you will have beaten the boss! Congrats!

Password: 8624

----- VI-K. AREA 6 -----

This really is not an area, rather a boss! What you need to do is destroy the zord! Guess what, you are the megazord. What I do is corner the guy and keep hitting him. He will come out and hit you every once in a while to break free. Keep hitting him until your power meter is full. Then, get close to him and press x. It will do a devastating attack that might kill him! After he is gone the megazord will do a special on him and then you will have beaten him!

----- VI-L. BOSS 6 -----

This is the final battle! You have to defeat him twice! On the second time, he is a little tougher. The only strategy to beating him is above. With luck, you might have beaten the game! I will not give you the play-by-play because it is the same as above and because I don't want to. ^_^

One the second hand, I have been getting e-mails on how hard this boss was. Therefore, I am forced to make a strategy about it. So here it goes:

At the start of the battle try to not get hit! Then jump up right next to him and hit him while he puts himself into a corner. Now, keep hitting the zord and once in a while he might break free. When this happens, try to get him back into the corner! It is the best way to fight! When your power meter turns full, press X while you are close to him to shorten his health by a ton. Then, keep hacking away until he is history.

That was a little too easy for my blood, too. When the megazord tries to do a special on the enemy it will fail because the opponent had found new power! I do not know about you, but this is getting scary! Your opponent is a mean,

white, fighting machine! It shoots fireballs and a deadly green laser and it hits you with its sword!

Now that we have the attacks straight, this is what you need to do. Dodge any special attack he throws at you before I tell you the strategy. The strategy is, get the zord into a corner and start pounding like you did the other. When he throws bombs and such at you, jump over them. Keep hacking away! When your power meter gets full, use your special on it!!! Remember that you have to be darned close to be able to hit him. After repeating this strategy and not dying it is time to see the ending! You have won!

Password: 2596

The ending is in the secrets section...

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8. Bosses

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----- VI-B. BOSS 1 -----

This guy is really easy sometimes and then really hard. The tactic is you hit then dodge then jump and then repeat. Sounds easy? Well, it is not! When you start the battle use your special powers by pressing X. That should shorten his little life. Then hit him and dodge when he tries to hit you and hit him again. Keep doing this until you have weakened him enough for him to lose his arms. Now, he is very easy. Get him in a corner and press B and Up at the same time to have him fall apart. He will put himself back together multiple of times. Finally, his body parts will burn up and all that will be left is his head. For his head, hit it then dodge the fireball that he spits at you. The head is usually up in the air so you will have to jump attack it. After weakening the head enough to destroy it, the head will burn up and you will have won the beast! Good job!

----- VI-D. BOSS 2 -----

This boss looks like a viking. He has 3 attacks. One is using his rake to hit you while you are close. One is using his powers to create a power that hits you whenever you are right or left of him. And one is a power ball. Dodge them by jumping out of harms way! This boss disappears everytime he tries to attack you or after you hit him. Keep hacking at him and soon enough he will have a different strategy. It looks like he is in multiple places but then he stops and hits you. That is his new strategy. To counter it you have to guess where he is going to stop and hit him. I would use your special right about now to kill him. After that, he is a goner. Congrats!

----- VI-F. BOSS 3 -----

This giant blob can be a toughie at times. The strategy to beating him is getting really close to him and attacking. When he summons his laser at you you must dodge it by jumping. Keep hitting him until he decides to try

to kill you by body slamming you. From here hit him after he misses you. Another thing he does is throw little eyes at you. When this happens go right up to him and hit him. If one of the eyes gets close to you dodge it. Keep hacking away until the blob turns into 1 huge eye. From here whack away at it and miss its laser. Now you are done with area 3! :D

----- VI-H. BOSS 4 -----

This boss is a real toughie. His main game is calling his magic and using it to hit you. What you need to do is get used to his attacks and dodge them. Then hit him with all you have! Use your special at the beginning. He has other stages so make the history too! After a long battle of calculating his attacks you win the area!

----- VI-J. BOSS 5 -----

This is a very easy boss! What you need to do hit him enough times for him to disappear. Then he will reappear and you will have to repeat the process. He has bombs that he throws at you. They are very easy to dodge! When he tries to be samurai and slash you you need to dodge it! After many hits he will fall and you will have beaten the boss! Congrats!

----- VI-L. BOSS 6 -----

This is the final battle! You have to defeat him twice! On the second time, he is a little tougher. The only strategy to beating him is above. With luck, you might have beaten the game! I will not give you the play-by-play because it is the same as above and because I don't want to. ^_^

One the second hand, I have been getting e-mails on how hard this boss was. Therefore, I am forced to make a strategy about it. So here it goes:

At the start of the battle try to not get hit! Then jump up right next to him and hit him while he puts himself into a corner. Now, keep hitting the zord and once in a while he might break free. When this happens, try to get him back into the corner! It is the best way to fight! When your power meter turns full, press X while you are close to him to shorten his health by a ton. Then, keep hacking away until he is history.

That was a little to easy for my blood, too. When the megazord tries to do a special on the enemy it will fail because the opponent had found new power! I do not know about you, but this is getting scary! Your opponent is a mean, white, fighting machine! It shoots fireballs and a deadly green laser and it hits you with its sword!

Now that we have the attacks straight, this is what you need to do. Dodge any special attack he throws at you before I tell you the strategy. The strategy is, get the zord into a corner and start pounding like you did the other. When he throws bombs and such at you, jump over them. Keep hacking away! When your power meter gets full, use your special on it!!! Remember that you have to be darned close to be able to hit him. After repeating this strategy and not dying it is time to see the ending! You have won!

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9. Secrets

Well, there are not many secrets in this small game. Besides the passwords and the ending, there might be the pro action replay codes... This section will cover those things and more that the game might offer.

VIII-A. PASSWORDS

These are the passwords in the game. You use them at the password screen. To get to this, at the menu screen go to options. Then to password and put in the passwords here.

AREA	Password
AREA 1:.....	:3847
AREA 2:.....	:5113
AREA 3:.....	:3904
AREA 4:.....	:1970
AREA 5:.....	:8624
AREA 6:.....	:2596
AREA Verse Battle #1:.....	:0411
AREA Verse Battle #2:.....	:1007
AREA Verse Battle #3:.....	:1212

VIII-B. PRO ACTION REPLAY CODES

These are pro action replay codes for this game. I got them from World of Nintendo so I credit them fully. Just put these codes in. I have tried them and they all work!

CODE	DESCRIPTION
0081F201	Start with 1 life
0081F205	Start with 5 lives
0081F209	Start with 9 lives
00B2C000	Start with 1 life
00B2C005	Start with 6 lives
00B2C008	Start with 9 lives
00B2D8C0	Start game with full energy
00C1B000	No continues
00C1B009	Start with 9 continues
00C1C003	Start with mega-points
00C1DB01	Start with very little energy--first life only
00C1DB09	Start with a lot of energy--first life only
00C4C4EA	Infinite lives
018E2AC0	More energy from capsule
039367AD	Infinite continues in 2 player mode
03D15C01	Start with very little energy after first life
03D15C09	Start with more energy after first life
03D54718	Large main power up box gives max power
03D58FB9	Almost infinite life force
03F045AD	Infinite continues in 1 player mode

04859A02	Jason moves faster	
0485A202	Billy moves faster	
0485A9C0	Kimberley moves faster	
0485B202	Zach moves faster After	
0485BA02	Trini moves faster	
0485C102	Jason moves faster	
0485C9FF	Billy moves faster	
0485D1C0	Kimberley moves faster	
0485D2FF	Trini moves faster	
0485DAFF	Zach moves faster, but the wrong way	
049D34AD	Infinite bombs on pick-up	
04BA80AD	Infinite energy	

----- VIII-C. ENDING -----

This is the ending of the game. It contains spoilers and what not. Look at it at your own risk!

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It shows all the characters in a car driving to Ernie's restaurant. Then it shows Zach dancing. It is pretty cool. Then the credits roll on and a password comes on. It is in the password section.

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10. Credits

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CJayC - For making a wonderful site.
[?] - Your name could be here! In lights!

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11. Legal Disclaimer

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12. Contact Information

This section will tell you how to contact the author regarding work that he has done. Questions you have can be sent to TestaALT@aol.com. I have only two rules when it comes to sending me an email. They are: The question should not be answered in this document and put the game name in the subject line. If you do not follow these rules your email will be ignored. The question might be added in the next update as I see fit. I will try my best to respond to your question. Thank you for reading this information.

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