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0102-NPLC-1051

SABAN'S POWER RANGERS LIGHTSPEED RESCUE



GUIDE BY
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INSTRUCTION BOOKLET



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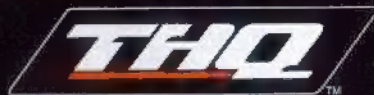
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THE NINTENDO® 64 CONTROLLER

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional +Control Pad.

When turning the Control Deck Power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the top picture, left) when the power is turned on, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the bottom picture, left), then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.

HOLDING THE NINTENDO 64 CONTROLLER

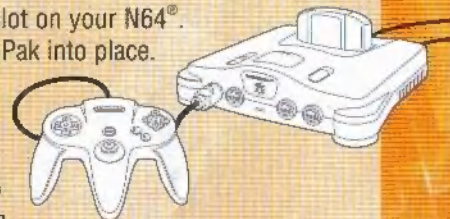
We recommend that you use the hand positions shown at right. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B and C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.



STARTING THE GAME

Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64®.
2. Insert the Game Pak into the slot on your N64®. Press firmly to lock the Game Pak into place.
3. Confirm that a controller is connected. Up to 2 players may play this game. Controller Sockets 1 and 2 correspond to players 1 and 2. For a 1P game, please connect the Controller to Controller Socket 1.



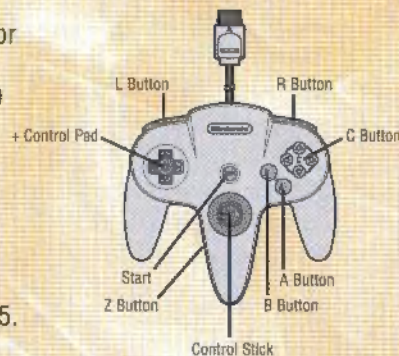
4. Turn the POWER switch ON. (Do not touch the Control Stick while powering-on.) Game data is loaded automatically when a Controller Pak is connected to the 1P Controller.
5. At the Title Screen, press START when prompted to begin the game.

Note: To save games, insert the N64® Controller Pak into the controller before starting to play (see page 24).

CONTROLLER

Check out each game mode for the various controls used in **POWER RANGERS: LIGHTSPEED RESCUE.**

- Ranger Rescue Mode, see page 11.
- Vehicle Rescue Mode, see page 13.
- Hover Jet Mode, see page 15.
- Arena Mode, see page 17.



OPERATION LIGHTSPEED RESCUE



"Welcome again to the top-secret Lightspeed Aquabase. I'd love to say that I'm glad to see all of you again, but sadly, Mariner Bay is again under attack by the evil forces of Diabolico. He's unleashed the powers of nature against the city, and it's up to you, **Red Ranger, Blue Ranger, Green Ranger, Yellow Ranger and Pink Ranger** to stop his evil plan dead in its tracks."

"Miss Fairweather has created some of the most awesome rescue vehicles imaginable to help you fight the evil forces and rescue the citizens of our beautiful city. You better believe that Jinxer – one of Diabolico's henchmen – will send out some of his giant creature creations against us. Don't worry, the Lightspeed Megazord is ready for battle. Prepare for the Titanium Quest!"

"This is no time to practice, but if you need it, go to the Arena mode of play to learn how to fight with the Megazord. Miss Fairweather's simulation program mimics Jinxer's evil creations perfectly. It will even allow you to practice by fighting against your other Ranger friends."

MAIN MENU

Use the Control Stick or Control Pad to move up and down on this menu. Use the **A Button** to select an option.



TITANIUM QUEST MENU

The Titanium Quest is broken into three Episodes. You'll start the Titanium Quest with ***Episode 1**.

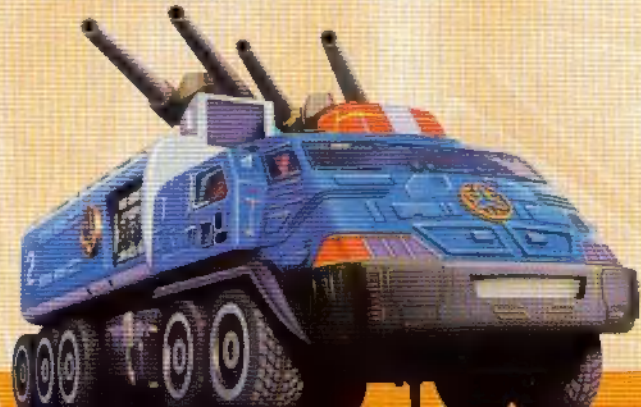
Use the Control Stick and Control Pad to move up and down on the menu. To select an option, press the **A Button**. You will be able to play ***Episodes 2 and 3**

once you've cleared the Missions for them. If you want to go back and play a level again for practice, you can do that.

There is a ***Load Quest** option that will allow you to continue an old game from where you left off. Select this option on the menu, and press the **A Button**. The next menu will show all the games you have saved. Use the Control Stick or Control Pad to move up and down to select a game to load. Press the **A Button** to load the game.

There is also a ***Read** option. Selecting this option and pressing the **A Button** will allow you to run through the comic book that's revealed to you in between Missions in the Titanium Quest.

Press the **B Button** to go back to the Main Menu.



MEGAZORD ARENA MENU

The Megazord on the left is Player 1's Megazord. The Megazord on the right is your opponent, either the computer or Player 2.

Use the Control Pad or Control Stick to select your Megazord by pressing up and down. If the Megazord is covered by a blue question mark, then you can't select it yet. To unlock a hidden Megazord, you have to beat them in the Single player Titanium Quest. Once you have the Megazord you like, press the **A Button** to play.

Note: Player 2 must have a Controller inserted in the Nintendo 64 to activate the 2nd player option. Player 2 can select his or her Megazord just like Player 1 did.

Press the **B Button** to return to the Main Menu. Press the **B Button** again to quit, or press the **A Button** to cancel and go back into the Arena Menu.



OPTIONS MENU

Use your Control Pad or Control Stick to increase or decrease the levels on the following options:

- **Skill Level** – Increase or decrease the skill level of the game. Select Easy, Medium or Hard. The game starts on Medium.
- **Sound** – Increase or decrease the volume of the Sound effects from 1 to 10.
- **Music** – Increase or decrease the volume of the Music from 1 to 10.

Press the **B Button** to return to the Main Menu.



GAME MODES & CONTROLS

In **POWER RANGERS LIGHTSPEED RESCUE**, you will have to play 4 different "styles" of games, each with its own controls. This section explains all the modes and how to play each one of them.

Mission Objective Screen

At the beginning of each Ranger mode, Vehicle mode and Megazord mode game, a screen like this will appear. This screen shows all of the objectives (goals) that you need to complete to move on to the next level.



POWER-UPS



Super Lightning

Takes away opponent's energy in Megazord Arena Mode.



Lightning

Recharges your energy in Megazord Arena Mode. Green gives 5%, Yellow gives 20% and Red gives a full energy charge.



Super Armor

Temporary invincibility.



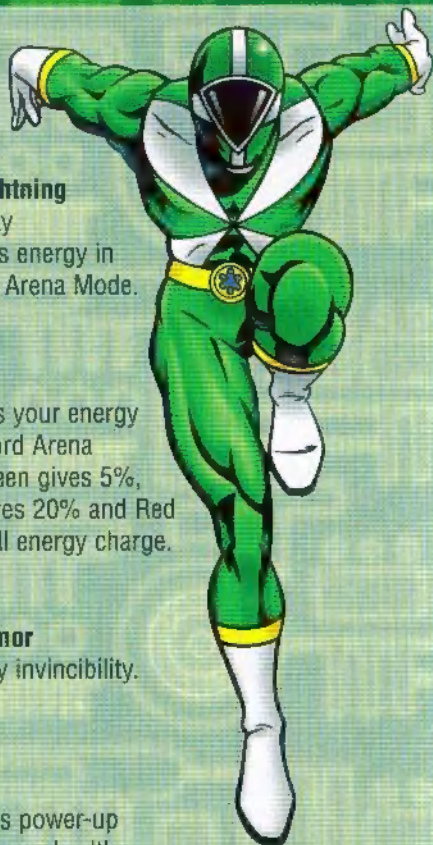
Health

Gather this power-up to add to your health.



Speed Boost

Use this power-up to boost your speed.

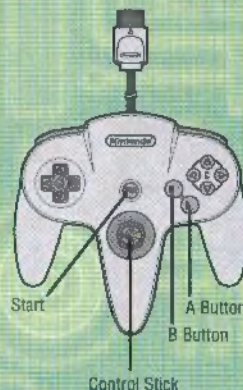


RANGER RESCUE MODE



In this game, you'll have to run around in your Ranger suit and accomplish a few goals before moving on to the next level. Following are the controls for this mode:

- **Control Stick/Control Pad** – This controls the movement of the Ranger.
- **A Button** – Fire forward in the direction the Ranger is looking.
- **B Button** – Fire backward, behind the Ranger. This is useful when bad guys are chasing you and you don't have time to turn around using the Control Stick.
- **START** – Pauses the game. Follow the instructions on the screen to quit the game or return to the action.



Destroy the monster generators that are releasing the monsters and Battlings. Also, break open the boxes, orange cones and urns to find power-ups.

- **Extra-damage** – Will cause more damage to the enemies. Some of them are tough, and the extra-damage will allow you to stop them in one shot.



- **Invisibility** – This will cause you to be invisible to the enemy, but you can still take damage from enemy weapons.



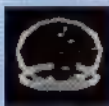
- **Triple-fire/Double-fire** – This causes your Ranger blaster to fire more than one shot out. It's good when you're faced with a lot of enemies at one time.



- **Shockwave** – When you pick this up it will send out a wave that knocks out any of the enemies approaching you. It's best to use the Shockwave when you are surrounded by monsters because it is an instant attack.



- **Invincibility** – This will allow you to walk around without getting damaged from the enemy or the tornadoes.



- **Health** – Pick this up to get some first-aid. Some of them boost your health a little while others boost your health completely.



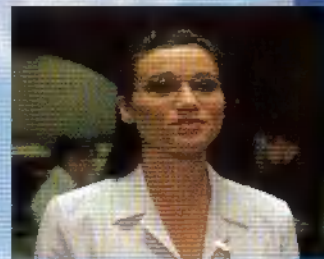
- **Freeze** – When you get this, the enemy will stop moving for a few seconds. Use the frozen time to get by the enemies, to eliminate the tornadoes they are coming out of or to clear out any extra Battlings on your trail.



VEHICLE RESCUE MODE

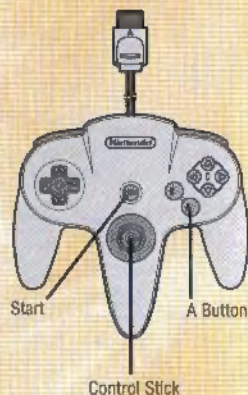


"Hi, I'm Miss Fairweather, and in case you've forgotten, I design all the neat equipment that you'll be using on your missions. In this mode, you'll use the Red Ranger Fire Truck, Pink Ranger Ambulance, Blue Ranger Water Truck and Yellow Hazardous Material rescue vehicles to get the job done."



Here's how to control the vehicles:

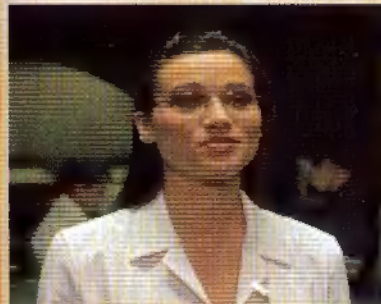
- **Control Stick/Control Pad** – This controls the movement of the vehicle. Pushing up will cause your vehicle to move towards the top of the screen. Pushing down will cause the vehicle to move towards the bottom of the screen. Pressing Left or Right will cause the vehicle to speed up or slow down.
- **A Button** – Fires the systems that each vehicle is equipped with.
- **Start** – This pauses the game. Follow the instructions on the screen to quit out of your game or return to the action.



"Look out for large vehicles on the road. Crashing into them or the enemy vehicles will damage your vehicle. Enough damage and you won't be able to finish the mission. Pick up the mini-health tokens that are all over the road. If you pick up enough of the health, crashing won't be as much of a problem. Also, find the hourglass to extend the time limit."



HOVER JET MODE



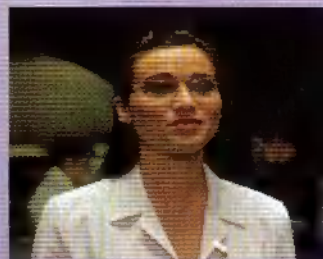
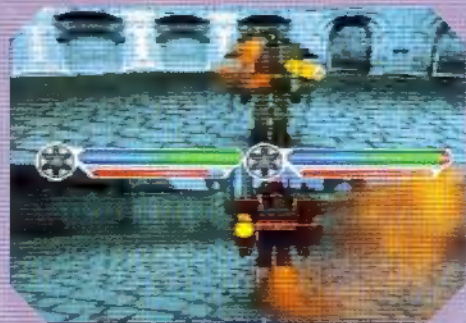
"Now I'm going to explain how to operate the Green Ranger Hover Jet. Some of the missions require you to go fast, and avoid obstacles, so I designed this vehicle for you."

Here's how to control the Jet:

- **Control Stick** – This controls the movement of the vehicle. Pushing up will cause the Hover Jet to go down towards the ground. Pushing down on the stick will cause the Hover Jet to go up towards the sky (towards the top of the screen). These are known as “flying” controls, like in a real airplane.
- **A Button** – Moves the Hover Jet forward. This is the “gas.”
- **B Button** – Moves the Hover Jet backward. This is the “reverse.”
- **Z Button** – Fires the Hover Jet's laser.
- **START** – This pauses the game. Follow the instructions on the screen to quit out of your game or return to the action.



ARENA MODE

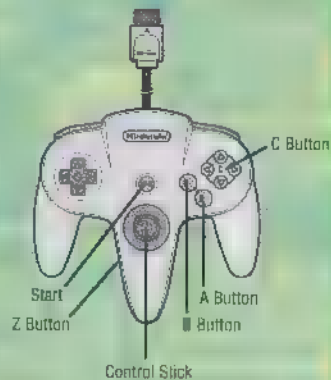


“Diabolico will surely be using his giant monsters and robots against us again, so I've been working on the Megazord's weapon and control systems. You'll definitely be using it in your fight.”



Here's how to control the Megazord:

- **Control Stick/Control Pad** – This controls the movement of the Megazord.
- **A Button** – Fires the Basic weapon straight ahead at your enemy.
- **B Button** – Uses ■ quick light shield. Use this when you're being attacked with a basic attack.
- **Left C Button** – Uses an advanced defense that provides greater protection. Use this when you're being attacked with a more powerful attack. This defense depletes energy as you use it.
- **UP C/DOWN C Buttons** – Switch between different weapons.
- **Z Button** – Locks the heading of your robot. If you press this button, your robot will remain facing the same direction. Press again to unlock it.
- **START** – This pauses the game. Follow the instructions on the screen to quit out of your game or return to the action.



Power-ups will appear on the battlefield. Pick them up when they're close by. (See page 10 for information on power-ups.)



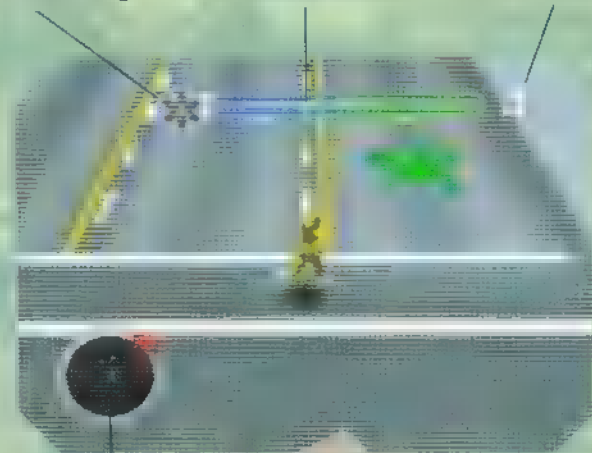
DISPLAY INFORMATION

RANGER, VEHICLE AND HOVER JET GAMES:

Time Remaining

Health Bar

of Objectives/
Goals Remaining



Radar

Radar

Radar

Radar

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Radar

- **Red Arrow** – The red arrow on the radar is the “direction” arrow. It points you towards the next objective (if you’re saving people, it’ll be the next person; if you’re destroying radiation, it will be the next puddle of radiation).
- **Health Bar** – This large bar in the center of the screen tells you how much energy your Ranger or ship has remaining before it is unable to continue fighting. The Health Bar will get lower, to the left, as you take damage.
- **# of Objectives/Goals Remaining** – The number on the top right of the screen represents the number of items remaining before you complete a level. If you are saving people, it’ll be the number of people remaining to be saved. If you are destroying radioactive materials, it’ll show how many puddles are remaining to be vaporized.
- **Time Remaining** – The number on the top left of the screen is how much time you have left in the mission before “time’s up,” and you lose. Keep an eye on this while you’re in the game.
- **Radar** – The radar (the small black circle on the screen) shows warp gates, objectives and big enemies on the screen. The enemies are red dots on the screen, and the objectives are white dots.

When you fall down in the arena and you get up facing away from the enemy, a small green arrow will appear on the left or right side of the screen to show you which direction the enemy is. (That way, you don’t turn the wrong direction while your enemy is pounding you).

ARENA MODE



- **Health Bar** – The top bar of the Megazord’s control panel represents your health. When you take damage, the bar will change from green to blue. When you lose all your health, it will turn red and you will lose the fight.
- **Energy Bar** – The bottom bar on the control panel represents the “power” your Advanced weapon has. If you have enough power, press the **Down C Button** to use your Advanced weapon. You will have to wait for it to fill up to use it again.

ARENA MODE: MULTIPLAYER

If you want to practice your fighting with the Megazord, this is the game to play. You can also play with your friends long after you've stopped Diabolico's latest plan. There's always a big monster or robot to fight against in this mode.

Winning or losing in this game has no effect on your Missions against Diabolico. See page 7 for the Arena Mode menu controls for selecting your Megazords, and playing against another human player.

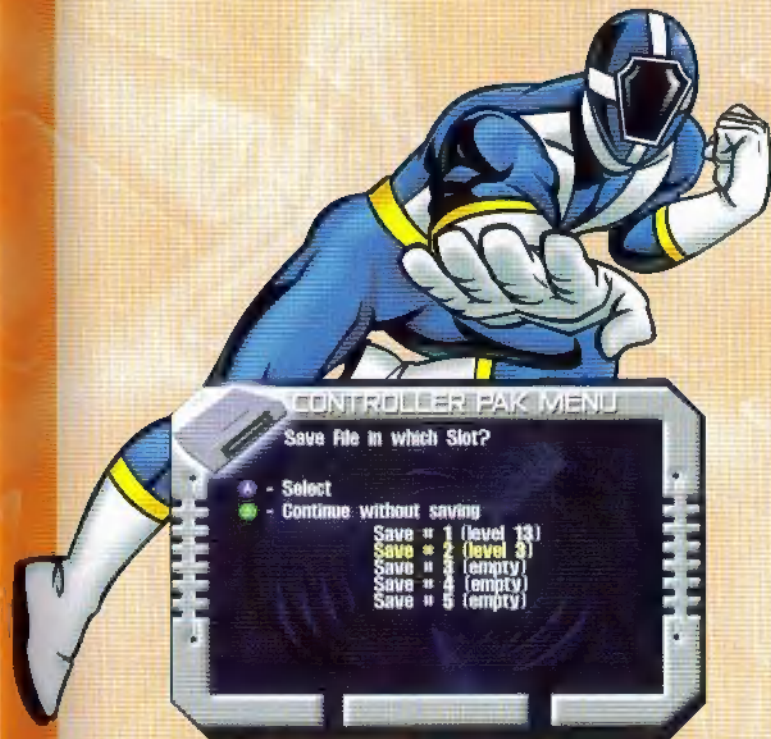
The controls in this mode are identical to the ones described before. See page 18 for the complete Arena Mode controls.



COMPLETING A MISSION AND SAVING

If you successfully complete a mission, an Options screen will appear. Follow the on-screen directions to save your game, quit or just continue without saving.

- Press the **A Button** to save your game. Now choose where you'd like to save on your Control Pak. Use the **Control Stick** or **Control Pad** to select where to save. Press the **A Button** to save in the slot you picked.
- Press the **B Button** to continue your game (without saving).
- Press **START** to quit the game and return to the Main Menu.



CONTROLLER PAK™

CONTROLLER PAK

POWER RANGERS: LIGHTSPEED RESCUE is compatible with the Controller Pak accessory. Before using the Controller Pak, read its instruction booklet carefully.

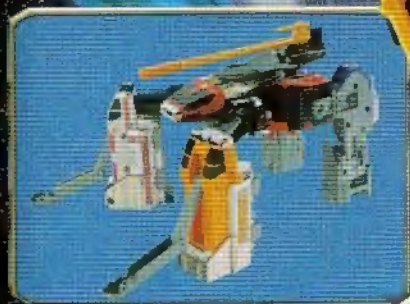
POWER RANGERS: LIGHTSPEED RESCUE supports "hot" insertion of the Controller Pak accessory. The game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Controller Pak at any other time, please turn the Control Deck OFF before doing so.



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SABAN'S
POWER RANGERS
LIGHTSPEED RESCUE

TWO MODES!



CAN BE TRANSFORMED TO LAND CRAWLER MODE!

DELUXE OMEGA MEGAZORD™



FIVE ZORDS COMBINE!

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Titanium Ranger: Curse of the Cobra

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THQ Inc.
Customer Service Department
27001 Agoura Rd., Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, misplacement or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancements and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

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