

5+  
31060



LCD VIDEO GAME

## OPERATING INSTRUCTIONS

### BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver (⊕).
- Insert 2 “AAA/LR03” (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

### SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

### CAUTION

- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- This product contains glass, which may cause injury if broken.

### CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, press the **ON/OFF** button to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case, press the **ON/OFF** button or **RESET** button on the back of the unit with a blunt instrument to reset the product.

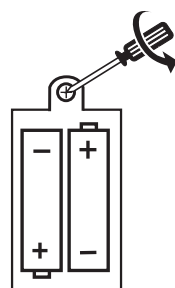


Fig. 1

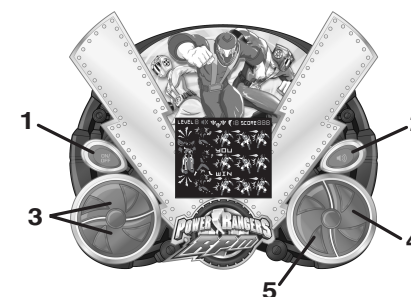
**CAUTION:** Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

## BUTTON DESCRIPTION

1. **ON/OFF Button:** Turns the game on or off
2. **SOUND (🔊) Button:** Turns the sound on or off
3. **DIRECTIONAL ARROW Buttons:**  
Moves the Red Ranger up and down the screen
4. **BLASTER Button:** Fires the Red Ranger's blaster
5. **MEGAZORD Button:** Calls upon the Megazord to destroy all enemies onscreen



## OBJECTIVE

The Venjix Network will destroy Corinth City and only the Power Rangers can stop them! Help the Red Ranger defeat the Venjix Network's evil army of Mechanites to save the city!

## GAME PLAY

- Press the **ON/OFF** button to turn the unit on and start the game.
- Press the **SOUND** button at any time during the game to turn the sound on or off.
- The Red Ranger is stationed on the left side of the screen protecting Corinth City. Use the **UP** and **DOWN** buttons to move the Red Ranger and press the **BLASTER** button to destroy the Mechanites with his powerful blaster!
- Don't let the Mechanites reach the city! If one of the Ranger's enemies captures the Red Ranger or passes him, you will lose a chance.
- Earn an Engine Charge for each Mechanite you defeat. Collect ten Engine Charges to activate the awesome Megazord and press the **MEGAZORD** button to unleash a devastating attack that will destroy all Mechanites onscreen.
- Defeat the evil army of Mechanites to advance to harder levels!
- You begin the game with three chances. If you lose all of your chances, the game is over.
- When you defeat all the Mechanites on level 7, you win! The Power Rangers will vanquish the Venjix Network and Corinth City will be safe for another day!
- Auto shutoff after 60 seconds of inactivity.

## SCREEN



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[www.PowerRangers.com](http://www.PowerRangers.com)

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