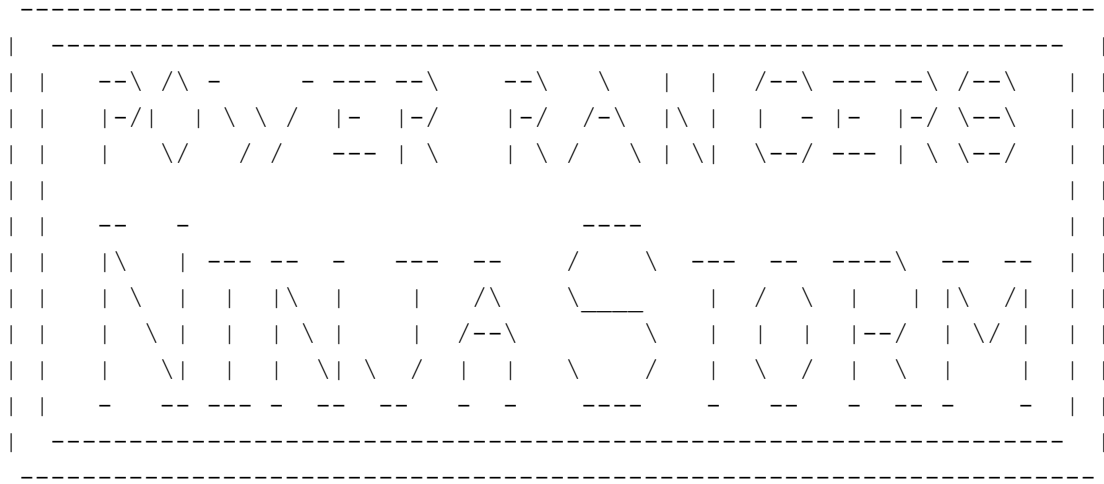


# Power Rangers: Ninja Storm FAQ/Walkthrough

by StarFighters76

Updated to v1.0 on Jul 9, 2007

This walkthrough was originally written for Power Rangers: Ninja Storm on the GBA, but the walkthrough is still applicable to the PC version of the game.



F O R T H E G A M E B O Y A D V A N C E

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 nowhere near as good as the series, called Power Rangers Ninja Storm (based off the hit TV series) for the Gameboy Advance. I hope this walkthrough helps out as much as possible. Below is nothing but spoilers on the game (and possibly 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!

I will say this again throughout this walkthrough, there will be 3 initial walkthroughs, one for each team of Rangers. Scroll to the section you are looking for for further help. Keep in mind, alot of stuff will be repeated throughout the entire walkthrough, seeing as some (but not all) of the gameplay and level layout is similar for the three individual walkthroughs.



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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 (07/10/07)

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 B: |The Story Of Power Rangers Ninja Storm|  
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The story taken from the box:

Evil aliens led by Lothor have attacked all the ninja academies

as part of his diabolical plot to take over the earth. Only three students from the Wind Ranger ninja academy and two students from the Thunder Ranger ninja academy remain. Now these students from rival ninja academies must team up with the mysterious Green Samurai Ranger to save the world!

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C: |What Is Power Rangers Ninja Storm|  
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Power Rangers Ninja Storm is based off the hit TV series by the same name. This is the 11th Season of Power Rangers, which is also based off it's Japanese counterpart, Ninpuu Sentai Hurricanger. Does this game fall in with the TV series? To me, it looks like it's kinda spread out throughout the game, because of all the elements that's in the game (the Green Ranger, the final showdown, the Zurgane Zord). In one level, it could easily look like it was based off of "Return Of Thunder Part 4". So yeah, this game is pretty spread out throughout the series.

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D: |About This Walkthrough|  
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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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These are the basic controls for playing as any of the Rangers.

START BUTTON = Pauses the game  
SELECT BUTTON = Switches characters  
LEFT AND RIGHT D-PAD = Allows you to move left and right  
UP AND DOWN D-PAD = Does nothing  
'A' BUTTON = Allows you to jump  
'B' BUTTON = Allows you to attack  
'A' BUTTON + DOWN D-PAD = Jumps to lower ledge  
'B' BUTTON + UP D-PAD = Shoots diagonally (Wind and Thunder Rangers only)  
'R' BUTTON = Uses Special Attack  
'L' BUTTON = Allows you to block  
'A' BUTTON + 'R' BUTTON = Performs Ninja Air Attack (Wind Rangers only)  
'B' BUTTON UP CLOSE = Grab and throw

Do note that when you press SELECT, you can only switch between the Rangers of the team you are playing. This only works with Wind Rangers and Thunder Rangers.

Now to play as the Megazords is a bit different (and in my opinion, very horrible). This is what the instruction booklet

says, which is alot better description than I could come up with:

You will need to follow the different colored arrows that appear on the SECTION. When you see a red arrow, press the D-PAD in the same direction as the arrow and press the 'A' BUTTON at the same time. When you see a blue arrow, press the D-PAD in the same direction as the arrow and press the 'B' BUTTON at the same time. If you collected any Megazord Power Disks in the previous levels of the episode, press and hold the 'R' BUTTON when you are prompted to use them.

Now a couple things to point out with this. When you use the Power Sphere weapon, this will be to finish the monster off completely. It will only appear once the monster is close to being destroyed. Also, if you miss or are not quick enough, the monster will counter attack doing some damage. The more red the life bar gets, the closer you are to victory. The more purple it gets, the closer you are to defeat.

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F: |Introducing The Ninja Storm Rangers|  
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1. Wind Rangers: There are 3 Rangers that make up this team. This team is the first team of the series. These are those Rangers and their special attack:

Red Ranger - Hawk Blaster/Fire Arrow  
Yellow Ranger - Lion Hammer/Quake Slam  
Blue Ranger - Sonic Fin/Water Blast

2. Thunder Rangers: There are 2 Rangers that make up this team. This team is slightly more powerful than the Wind Rangers. These are those Rangers and their special attack:

Crimson Ranger - Crimson Blaster/Laser Blast  
Navy Ranger - Navy Antlers/Thunder Orb

3. Green Ranger: The Green Ranger is a team unto himself. He is more powerful than the other 5 Rangers. His special attack is a Cyclone Spin Blaster, and uses his weapon as a flamethrower.

4. Megazords: There are three Megazords you will be playing as: Storm Megazord, Thunder Megazord and Samurai Star Megazord. The Megazord you will play as, depends on the team you're using.

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G: |Before The Walkthroughs|  
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Make sure you read this section, as it will cover all 3 initial walkthrough sections:

1. Before you ask, you can not play/unlock the following: Battlized Red Ranger (Ground or Flight Mode), Green Ranger Super Samurai Mode, Thunderstorm Megazord \*cries\*, Samurai Storm Megazord, Samurai Thunder Megazord, Hurricane Megazord, Mighty Mammoth (or it's Ultrazord combinations), or Power Spheres 02, 03, 07, 08 & 11 through 17, or 05 & 06 combined (but you can use them seperately). DO NOT EMAIL ME ASKING THIS!

2. When you choose a team to play as (Wind Rangers, Thunder Rangers, Green Ranger), please skip ahead to that particular section to see the walkthrough for them, as the path they take, is different than what the others would take. ALOT of stuff will be repeated because of this.

3. When I played this game, I usually use the Ninja Blaster, Tornado Star, or Flamethrower instead of their weapons, as they have a better long range attack, which will make this game alot easier to play. Because of this, you may have to alter your strategy when fighting the bosses while playing as the Green Ranger.

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SECTION 2: |WALKTHROUGH FOR THE WIND RANGERS|  
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This section will cover how to get through the game when you are playing the Wind Rangers mission only.

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A: |Level 1 - Nowhere To Grow|  
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Kelzaks are seen walking down the street. Seems they threw something into the sewers. What exactly, a seed which a plant grew from.

SECTION 01:

Here we go, the first level! From the starting point, head right a bit, and you will come to a stopping point. These spots, enemies will come out, and you must clear them out to continue onward. After that, do keep going, and you will see a box. In it is a blaster, so get that and keep going and you will come to another stopping point. After this keep going and there will be a box with another blaster in it, then another stopping point follows afterwards. Keep going and you'll see another box which will have a SMALL NINJA BADGE in it, so get that to refill your life. Keep going and you will come to another stopping point. This one will take a while to get through, and it's best to stand at the mailbox because you will be attacked from both directions. After you are done with this one, you will move on to SECTION 02.

SECTION 02:

On this SECTION, head right, and there will be a stopping point (including some busting out of the door). After that, it will become a bit annoying. You will see some vines, so shoot that, then keep going, and there will be a giant flower shooting pollen out. Avoid that if you can, then take out the Kelzak. There will be another plant spitting out acid. Perform a Ninja Air Attack to avoid it. There will be a box as well which has a SMALL NINJA BADGE in it. Following, there will be exploding seeds shooting out and vines to take out, as well as other giant plants and Kelzaks. This can be a bit tough, but just use

Ninja Air Attack to get through this easier. After that there will be a box, with some item in it I have yet to figure out what it is, so just get it. Keep going and you'll come to another stopping point. Stand in between the two plants to avoid getting seeded. After this, a giant vine comes out, taking you to SECTION 03.

#### SECTION 03:

On this SECTION, you will see 3 boxes, a LARGE NINJA BADGE, a sword and a blaster. A Kelzak comes out as well. Keep going and you will see a giant plant, taking up the entire SECTION. Now this isn't a boss, but it might as well be. To take it out, you need to shoot its head. There are two ways to do this: One, shoot the vine moving, to stun it, then jump up and shoot diagonally at the head. Or two, stand from a distance and shoot diagonally at the head. If you choose the latter, another vine will come out knocking you out of the way. After shooting at it for a while, it will be defeated, and you will move on to SECTION 04.

#### SECTION 04:

On this SECTION, head right and get the blaster from the box (Kelzaks will bust out of the door). Keep going, and you will come to a stopping point. In this case though, take a Kelzak and throw it at the oil drums. Do this 3 times to clear the path. After that, keep going and you will come to a Stopping Point. This time, throw Kelzaks 3 times into the fence, to make the path clear. After that, take out some Kelzaks, and go after the box, which will have POWER SPHERE #01 (Serpent Sword). After that, keep going to another stopping point. For this, throw Kelzaks at the wall of cars 3 times to continue onwards. A few steps ahead will have another stopping point, then after that a boss fight!

#### BOSS #01: FLORABUDACUS

This will be easy, if you keep your distance. She will do a combo attack which includes grabbing you and pulling you in, then kicking you back. Use your special attack first, then just shoot at it constantly. Don't let up on shooting or else the monster will attack. This will take a while to do, but after awhile you will have defeated her.

After the fight, the monster will grow, then will we see the 3 Ninja Zords forming the Storm Megazord (not a bad transformation scene I might add). With that, you must fight the giant monster. Just follow the commands that appear, and you will be able to win, as well as see the Serpent Sword in action (just like in the series). After that, Florabudacus will be destroyed, and you will have completed this level!

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B: |Level 2 - Return Of Thunder|  
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Choobo appears capturing the Thunder Rangers. This scene is very similiar to the one in "Return Of Thunder Part 4".

#### SECTION 01:

From the starting point, just walk ahead for a while till you get to a stopping point. After this, continue on and there will

be a box, which has a NINJA BLASTER in it. After that, get on the bridge for another stopping point, then continue on after that. Soon after that, another stopping point, and after that there will be a box which has a SMALL NINJA BADGE in it. Keep going and there will be another stopping point at the water fountain. After that, you will then move on to SECTION 02.

#### SECTION 02:

When starting this area, there will be a crate right away, which has a NINJA SWORD in it. Keep going down the path to a stopping point. After that, keep walking a ways and there will be another one, this time Kelzaks will drop out of the trees. After this, another box will be shown which has a SMALL NINJA BADGE in it. Get that, then head to the rock area. Carefully make your way across the waterfall (there will be a Kelzak throwing rocks at you, so be careful). Once on the the otherside, there will be a box which has POWER SPHERE #05 (Lion Blaster). After that, continue on the upper path and you will get to a stopping point. Take that out then head onwards to the second waterfall. You'll see another box which has a NINJA BLASTER in it. This waterfall however will be a stopping point, and because of the layout, it's easiest to stand on the farthest right platform, and just attack from there. After that, you will be carried off to SECTION 03.

#### SECTION 03:

Right away you will see a box with a NINJA BLASTER in it. With that, keep going and you'll be at a stopping point. After that, continue on the path and you'll see a box with a thingy in it. Keep going for another stopping point, then another one shortly after. Make your way to the end of the path and you will see Choobo!

#### BOSS #02: CHOOBO

This one can be a bit of a pain. Choobos attacks are using his giant pole stick to stab at you, as well as a flamethrower attack if he is too close. The best way to fight him is to jump up on the rock on the left side, this way you can avoid his pole attack. And by keeping him far back, he won't be able to use his flamethrower attack. This is probably the easiest way to defeat him. Soon enough he will be defeated.

After the fight, the monster will grow, then will we see the 3 Ninja Zords forming the Storm Megazord (Thunderstorm Megazord would of been better \*grumbles\*). With that, you must fight a giant Choobo. Just follow the commands that appear, and you will be able to win, as well as see the Lion Blaster in action (just like in the series). After that, Choobo will be destroyed for now, and you will have completed this level!

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C: |Level 3 - Looming Thunder|  
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We get a scene of what appears to be an earthquake, followed by several buildings being damaged. Then we get a monster popping out of the ground. The Wind Rangers confronts him, and he goes back into the ground, with the Rangers following the monster.

#### SECTION 01:

You will be underground. From the starting point, head right a couple feet and you will be at a stopping point. Take out the Kelzaks that comes out, and continue onwards. Walk a few more feet, and then head down the hill, taking out more Kelzaks that are in your way. At the bottom of the hill, there is a crate and when you break it open, you will see POWER SPHERE #06 (Squid Drill), so make sure you get that. Keep going right and you will come across another stopping point. Be careful as there will be some Kelzaks that slide along the ground. Also for this stopping point, rocks will drop down from the ceiling so make sure you avoid those. After taking out the Kelzaks, you will head right through an opening, taking you to SECTION 02.

#### SECTION 02:

You are now in a parking structure. When starting off, you will see a crate, which has a NINJA SWORD inside of it, so get that if you want. Now just keep going right and you will be at a stopping point. After that, keep going right, but be careful as there will be barrels rolling down the way. Jump over them and keep going until you get to another stopping point. Take out the Kelzaks here, and avoid the barrels (this might be a bit tricky), and then keep going after that. Soon enough you will have another stopping point, but alot of Kelzaks are involved this time. After taking them out, you will automatically go right into the opening, leading to SECTION 03.

#### SECTION 03:

Now you are in some structure that I'm not sure what it is ^\_^. You start off with a crate in front of you, so break that open to get a NINJA BLASTER. Ahead you should see some propellers. After they stop spinning around, you can proceed further, so time your moves carefully (there will be a barrel and Kelzak getting in your way as well). This next section will involve steam. Again, time your moves carefully, because if the big clouds of steam shoots out, it will hurt you. In the crate is a SMALL NINJA BADGE, so get that and after the stopping point, continue onwards. This area might be tricky because of the Kelzaks and steam, but after you get through that, you will go through an opening, which will take you to SECTION 04.

#### SECTION 04:

You are now in a cave area, and once again you will start off with a crate in front of you. In it is a NINJA BLASTER, and a stoppping point happens. After that, head right and go up the hill and keep going right. After awhile you will come across another stopping point, so take out those Kelzaks and continue going right. You will eventually come to an opening, where you will see a crate. Inside it is another NINJA BLASTER so get that and continue going right. As you do, you will come across two more stopping points (which involves Kelzaks jumping out of the ground). After those inconveniences, keep going right and you will come across the cause for all the trouble of this level. Get ready for a boss fight with Terrormole!

#### BOSS #3: TERRORMOLE

For this fight, Terrormoles attack consist of shooting out laser beams at you from a distance, and headbutts you when he's up close. Another attack will consist of him to burrow into the ground and travel along the ground knocking you



over. Stay from a distance and use your Special Attack, then (if you have the Ninja Blaster) use that enough times. He will burrow back into the ground to avoid this, so be ready to jump. Nonetheless, just keep a distance from him and keep shooting, and you will win.

After the fight, the monster will grow, then will we see the 3 Ninja Zords forming the Storm Megazord. With that, you must fight a giant Terrormole. Just follow the commands that appear, and you will be able to win, as well as see the Squid Drill in action (which it hasn't been used by itself in the series). After that, Terrormole will be destroyed for now, and you will have completed this level!

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D: |Level 4 - General Deception|  
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We get a scene of Zurgane creating what looks like his own zord (the Zurgane Zord from the series). Looks like he's ready for some serious fighting.

#### SECTION 01:

We start off in a factory type area. From the starting point, head right and you will be at the first stopping point. Use the higher platform to help you get through this. After taking out the Kelzaks, continue onwards and you will be at another stopping point. After taking out the Kelzaks however, the right door will open and more will come out. Use what's left of the higher platform if need be. After taking out the Kelzaks, you will then go through the door, taking you to SECTION 02.

#### SECTION 02:

Now you are inside a factory, and right away you will see a crate. Bust it open to get a NINJA SWORD, and keep going right and you will be at a stopping point. Take these guys out and you can continue heading right. After a few feet will be another stopping point. Now this one will include Kelzaks coming down on a lift. There will also be a crate coming down, but you must be quick enough to get it. If you are able to get it however, there is POWER SPHERE #01 (Serpent Sword) in it. After this however, keep going right and there will be another crate, which has a NINJA BLASTER in it (get this!). After this will be some security lasers. Now if you touch these, Kelzaks will come out, so make sure you avoid these! After this, you will come to an elevator. A stopping point will take place, and once you take out these Kelzaks, the elevator doors will close and you will be lifted up to SECTION 03.

#### SECTION 03:

For this part, you will be on the elevator. You will be stopped at each floor and something will happen. I shall say what will take place for each floor. Already on the 1st Floor, you fought Kelzaks. On the 2nd Floor, more Kelzaks comes out. On the 3rd Floor, again more Kelzaks comes out. On the 4th Floor, well it looks quiet, but as the doors are about to shut, a Kelzak comes sliding through. On the 5th Floor, yep more Kelzaks. On the way to the 6th Floor, Kelzaks will come down from the ceiling. At the 6th Floor, more Kelzaks comes out. After taking them out, a EXTRA LIFE BADGE will drop out, so grab that. Now you can

choose to go either left or right. The problem here, is whichever way you turn, you can't come back. Here's the deal though, if you choose to go left, read ahead to SECTION 04. If you choose to go right, skip ahead to SECTION 05.

#### SECTION 04:

So you chose to go left, sounds okay to me. You will see some security beams on the ground, so carefully jump over these to the otherside, and then continue going left. You will see a crate, which will have a NINJA SWORD in it (I wouldn't recommend getting it honestly), and following that is a stopping point. After that, keep going left and there will be a rolling security beam. Time your jumping carefully, because one wrong step can cause more problems. Keep going left and there will be a crate with POWER SPHERE #05 (Lion Blaster) in it. Please note that if you got POWER SPHERE #01 earlier in this level, there will be some weird item which is insignifacant. After that is another stopping point, followed by more security beams. Once past all of that, go through the left entryway which will take you to SECTION 06 (please skip ahead to that section).

#### SECTION 05:

So you chose to go right, okay, right away you will see a crate, so bust it open to get a BLASTER. Get that and keep going right until you reach a stopping point. Take these enemies out and continue going right. After a couple more steps, a security laser will shoot out at you, and you can't take these out, so avoid them. You will also see another crate, so open that to get POWER SPHERE #05 (Lion Blaster). Please note that if you got POWER SPHERE #01 earlier in this level, this will be some weird item which is insignifacant. Watch out for more Kelzaks and lasers. After carefully getting around this, continue going right. A few mroe stopping points are along the way, as well as a crate with a LARGE NINJA BADGE in it (get this for sure!). After the last stopping point, you will be taken to SECTION 06.

#### SECTION 06:

Now, regardless of which way you came from (either from SECTION 04 or SECTION 05), the same scenario will take place, except you'll still be going in the direction you came from (if you came from SECTION 04, you will continue going left). I know, sounds confusing, but it makes sense if you think about it ^\_^ . Anyways, right away a small stopping point will take place. After that, continue going right (or left) and you will be face to face with Zurgane. Get ready for another boss fight!

#### BOSS #04: ZURGANE

His attacks will consist of placing his swords together, which will shoot out electric blasts at you, as well as beat you senseless with his swords. He also has a spinning attack, which will hurt you too. For this fight, crouch down and use your Special Attack for starters, knocking his health down, and then just keep shooting at him (he won't even be able to attack if you keep going at it). Let your Special Attack Meter then hit him again. Repeat this a few times and he will be down.

After the fight, Zurgane will grow, then will we see the 3

Ninja Zords forming the Storm Megazord. With that, you must fight a giant Zurgane. Just follow the commands that appear, and you will be able to win, as well as see the Lion Blaster in action. After that, Zurgane will be destroyed for now, and you will have completed this level!

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E: |Level 5 - Storm Before The Calm|  
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Lothor will see that both Choobo and Zurgane have fallen, and is angered by this. He then revives both of them, getting them ready for the final confrontation!

#### SECTION 01:

I don't exactly know where we are, looks like the inside of something!? Anyways, from the starting point, head right and you will see you have alot of new obsticles. For starters, on the foreground is some pokey things. Watch out because these will come at you. Next you will see holes in the walls, which will shoot out small bugs. Finally some weird tenticle coming from the ceiling. These you knock out of the way, because if it grabs you, it will send you back to the start. With all of that, go right, taking out the Kelzaks, and keep going. Soon you will be at a stopping point, and when you're done with that, carefully continue onwards to the right. Soon you will be engaged in another stopping point. These will be a bit more tough than what you're use to because of the new obsticles. After the second stopping point, continue onwards. Along the way is more bug shooters and pokers. Soon enough will be another stopping point, but this one involves those tenticles (don't get caught). After that, keep going, watch out for the obsticles in your way, and you will come to another stopping point. After taking take of this (long) one, you will be taken to SECTION 02.

#### SECTION 02:

You might have noticed some small crawly bugs on the floor. If you step on any of them, it will trigger an alarm. This will cause a stopping point, and one hell of a one. A massive army of Kelzaks will come out to attack. Also POWER SPHERE #05 (Lion Blaster) will appear, so get that. You will probably have to go through aout 5 or 6 of these battles, but if you're lucky, carefully get across the crawly bugs. When you are past that, continue going right, and a smaller stopping point will take place. NINJA BLASTERS will drop out in this one, so get them! Now just keep going right after that, and you guessed it, another stopping point. After that one, just keep going right some more and you will see Choobo! Get ready for a rematch!

#### BOSS #05: CHOOBO (REMATCH)

He will fight the same way as he did before (he's a bit more aggressive this time), except that he will take a bit more to take down. Use the same tactic as you did beforehand: Keep your distances and use your Special Attack, then continuously shoot at him (if you kept your Ninja Blaster). Repeat as many times needed. Soon he will be defeated!

After the fight, you will keep going right a few feet to the

wall. It will lift up taking you to SECTION 03.

#### SECTION 03:

For this section, you will be working your way upwards (and this will be a pain in the butt to get through). For that, you start off on the 1st Floor. Right away, you will be at a stopping point, so take these guys out quickly! After that, you will jump up to the 2nd Floor. Watch the floor carefully, see how they have a yellow line on them (let's call these tiles). The tile you stand on will turn red. When that does, it will slowly go into the wall. When this happens, move to another tile. If you happen to fall through the opening, you will land one floor below (keep this in mind, as this will happen from here on out). After this, Kelzaks will come out, and the tiles will start moving again. When you're done here, you will be taken to the 3rd Floor. This time, you got fire shooting out to contend with ontop of everything else (jumping seems to help). After taking out the Kelzaks on this floor, you will jump up to the 4th Floor. This time there are moving cannons shooting fire at you (as well as everything else). After the Kelzaks, you will be taken to the 5th Floor, where you will see Zurgane, who is also ready for a little vengeance!

#### BOSS #06: ZURGANE (REMATCH)

Just like the rematch with Choobo, Zurgane will use the same attacks on you, just a little more aggressively. Use the same tactic as you have been using to take him out, and he will be completely defeated!

After the fight, you will exit through the rightside, taking you to SECTION 04.

#### SECTION 04:

You will jump onto an elevator, which will take you all the way to the top. At the top are the following: NINJA SWORD, NINJA BLASTER, LARGE NINJA BADGE and a thingy. Get what you want (especially the LARGE NINJA BADGE), and go right, and then get ready for the final confrontation with Lothor!

#### BOSS #07: LOTHOR

For this final boss fight, Lothor will be tough and hyper! He release several energy balls which he will launch at you and tie you up (almost unavoidable), so he can come in to do a punch causing some damage. He will also jump up and shoot energy blasts at you, which you can avoid. He will also charge at you very quickly. You should use your Special Attack first, which will cause some damage to him. Follow up by using your Ninja Blaster. Now while this will help alot, he won't let this keep him down, because he will still try and charge at you (jump out of the way if you can when this happens). After a long battle, you will be able to defeat him!

After the fight, Lothor will grow (WTF?!?!), then will we see the 3 Ninja Zords forming the Storm Megazord. With that, you must fight a giant Lothor. Just follow the commands that appear, and you will be able to win, as well as see the Lion Blaster in action. You need to be careful when following the commands, because they will come and go very quickly. If you're not fast enough, Lothor will get the jump on you. Again, after

a long battle, Lothor will be destroyed for good, and you will have completed this level!

And with that, you have successfully beaten the Wind Rangers story. What you do now is up to you. You can play through the Wind Rangers story again, or you could go onto the Thunder Rangers story or Green Rangers story. The choice is up to you! But with that, I shall say congratulations beating this portion of Power Rangers Ninja Storm for the Gameboy Advance!

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SECTION 3: |WALKTHROUGH FOR THE THUNDER RANGERS|  
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This section will cover how to get through the game when you are playing the Thunder Rangers mission only.

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A: |Level 1 - Nowhere To Grow|  
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Kelzaks are seen walking down the street. Seems they threw something into the sewers. What exactly, a seed which a plant grew from.

SECTION 01:  
Here we go, the first level! From the starting point, head right a bit, and you will come to a stopping point. These spots, enemies will come out, and you must clear them out to continue onward. After that, do keep going, and you will see a box. In it is a TORNADO STAR, so get that and keep going and you will come to another stopping point. After this keep going and there will be a box with another TORNADO STAR in it, then another stopping point follows afterwards. Keep going and you'll see another box which will have a SMALL NINJA BADGE in it, so get that to refill your life. Keep going and you will come to another stopping point. This one will take a while to get through, and it's best to stand at the mailbox because you will be attacked from both directions. After you are done with this one, you will move down the stairs to SECTION 02.

SECTION 02:  
Down here, walk ahead and there will be a box, which has a Thunder Staff in it. Avoid that and move on, and you will come to a stopping point. After this, continue onward, avoiding falling rocks from above, and soon you will come to another stopping point (Kelzaks will come out from the subway train car). Keep going, avoiding more rocks, and taking out the plant that spits pollen at you. Past that is a box which has a SMALL NINJA BADGE in it. After that, another stopping point, followed by more obstacles, as well as a thingy in a box. Make your way to the end, where you you will see a giant tree root. This is a stopping point, and once it's done, a giant vine will come out, and pull you to SECTION 03.

SECTION 03:

Starting off right away, you will see 3 boxes, a LARGE NINJA BADGE, 2 THUNDER STAFFS. A Kelzak comes out as well. Keep going and you will see a giant plant, taking up the entire SECTION. Now this isn't a boss, but it might as well be. To take it out, you need to shoot its head. There are two ways to do this: One, shoot the vine moving, to stun it, then jump up and shoot diagonally at the head. Or two, stand from a distance and shoot diagonally at the head. If you choose the latter, another vine will come out knocking you out of the way. After shooting at it for a while, it will be defeated, and you will move on to SECTION 04.

#### SECTION 04:

On this SECTION, head right and get the blaster from the box (Kelzaks will bust out of the door). Keep going, and you will come to a stopping point. In this case though, take a Kelzak and throw it at the oil drums. Do this 3 times to clear the path. After that, keep going and you will come to a Stopping Point. This time, throw Kelzaks 3 times into the fence, to make the path clear. After that, take out some Kelzaks, and go after the box, which will have POWER SPHERE #01 (Serpent Sword). After that, keep going to another stopping point. For this, throw Kelzaks at the wall of cars 3 times to continue onwards. A few steps ahead will have another stopping point, then after that a boss fight!

#### BOSS #01: FLORABUDACUS

This will be easy, if you keep your distance. She will do a combo attack which includes grabbing you and pulling you in, then kicking you back. Use your special attack first, then just shoot at it constantly. Don't let up on shooting or else the monster will attack. This will take a while to do, but after awhile you will have defeated her.

After the fight, the monster will grow, then will we see the 2 Thunder Zords forming the Thunder Megazord (not a bad transformation scene I might add). With that, you must fight the giant monster. Just follow the commands that appear, and you will be able to win, as well as see the Serpent Sword in action (unlike in the series). After that, Florabudacus will be destroyed, and you will have completed this level!

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B: |Level 2 - Return Of Thunder|  
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Choobo appears capturing the Thunder Rangers. This scene is very similiar to the one in "Return Of Thunder Part 4".

#### SECTION 1:

This first part will be a pain. From the start of this level, head right a couple steps and a giant Choobo head will come out at you. He will start blowing steam at you which can hurt. Just attack at it for a bit and it will go away, then you will be taken to another part. This time you will have to fight duplicates of both Thunder Rangers, and they will not be easy to take down. After taking both of them out, you'll head to another area. For here, will have TONS of Kelzaks, but when you attack them, they disappear. Find the real ones, and take them out and then you will be taken to another area where a

normal size Choobo is. He will slam down a giant version of his staff, trying to crush you, so AVOID this at all cost, because it will hurt! At the end of this area will be a box which has POWER SPHERE #04 (Spin Blade) in it, so get that before finishing this area off. After several slams, Choobo will appear but then disappear. Hit him 6 times and you will then be taken to SECTION 02.

#### SECTION 02:

When starting this area, there will be a box right away, which has a THUNDER STAFF in it and a small stopping point. After that, keep walking a ways and there will be another one, this time Kelzaks will drop out of the trees. After this, another box will be shown which has a thingy in it. Get that, and continue onwards, down the few rock steps, through a couple more stopping points. Once you get through those, continue going right and you will be faced to face with Choobo, so that means it's time for another boss fight!

#### BOSS #02: CHOOBO

This one can be a bit of a pain. Choobos attacks are using his giant pole stick to stab at you, as well as a flamethrower attack if he is too close. The best way to fight him is to jump up on the rock on the left side, this way you can avoid his pole attack. And by keeping him far back, he won't be able to use his flamethrower attack. This is probably the easiest way to defeat him. Soon enough he will be defeated.

After the fight, Choobo will grow, then will we see the 2 Thunder Zords forming the Thunder Megazord (not a bad transformation scene I might add). With that, you must fight the giant monster. Just follow the commands that appear, and you will be able to win, as well as see the Spin Blade in action (like in the series). After that, Choobo will be destroyed for now, and you will have completed this level!

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C: |Level 3 - Looming Thunder|  
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We get a scene of what appears to be an earthquake, followed by several buildings being damaged. Then we get a monster popping out of the ground. The Thunder Rangers confronts him, and he goes back into the ground, with the Rangers following the monster.

#### SECTION 01:

You will be underground. From the starting point, head right a couple feet and you will be at a stopping point. Take out the Kelzaks that comes out, and continue onwards (you should get a TORNADO STAR for this). Walk a few more feet, and then head down the hill, taking out more Kelzaks that are in your way. At the bottom of the hill, there is a crate and when you break it open, you will see POWER SPHERE #11 (Sting Blaster), so make sure you get that. Keep going right and you will come across another stopping point. Be careful as there will be some Kelzaks that slide along the ground. Also for this stopping point, rocks will drop down from the ceiling so make sure you avoid those. After taking out the Kelzaks, you will head right through an opening, taking you to SECTION 02.

#### SECTION 02:

You will now be further underground. Right away, you will see a crate, which this has a TORNADO STAR in it. After getting that, keep going right, heading downwards off the ledges, You will come across some water areas. Now, if you can see a flooring in the water (like the first one), you can safely jump into it. If you don't see a flooring (like the second one), avoid those as you will lose a life if you jump into them. Get across these, then you will come to a larger body of water with a platform. If you stand at the edge, you can make it across to the platforms (despite the gap in between). Make your way across this carefully (there will be Kelzaks that will get in the way). Keep going and you will see a crate with a SMALL NINJA BADGE in it. Past that in the next body of water, you can safely get into. Do so and a stopping point will take place. Take out all of those Kelzaks (watch out for falling rocks) and you will automatically go right into the opening, leading to SECTION 03.

#### SECTION 03:

You are now in some sewer area. Right away is an EXTRA LIFE BADGE in the water (drop down to get it), and there will be a crate as well, with a THUNDER STAFF in it. After this, keep going right and you will be at a stopping point. For this whole section, until I say otherwise, it is safe to go into the water if you want. After a few feet from that, another stopping point will happen. When that is over, keep going right and you will see another crate, which has a SMALL NINJA BADGE in it. Get that and continue onwards and soon another stopping point will take place. Take out the Kelzaks from there, and you will automatically go through an opening, which will take you to SECTION 04.

#### SECTION 04:

You are now in a cave area, and once again you will start off with a crate in front of you. In it is a THUNDER STAFF, and a stopppping point happens. After that, head right and go up the hill and keep going right. After awhile you will come across another stopping point, so take out those Kelzaks and continue going right. You will eventually come to an opening, where you will see another crate. Inside it is a TORNADO STAR so get that and continue going right. As you do, you will come across two more stopping points (which involves Kelzaks jumping out of the ground). After those inconveniences, keep going right and you will come across the cause for all the trouble of this level. Get ready for a boss fight with Terrormole!

#### BOSS #3: TERRORMOLE

For this fight, Terrormoles attack consist of shooting out laser beams at you from a distance, and headbutts you when he's up close. Another attack will consist of him to burrow into the ground and travel along the ground knocking you over. Stay from a distance and use your Special Attack, then (if you have the Tornado Star) use that enough times. He will burrow back into the ground to avoid this, so be ready to jump. Nonetheless, just keep a distance from him and keep shooting, and you will win.

After the fight, the monster will grow, then will we see the 2



Thunder Zords forming the Thunder Megazord. With that, you must fight a giant Terrormole. Just follow the commands that appear, and you will be able to win, as well as see the Sting Blaster in action (just like in the series). After that, Terrormole will be destroyed for now, and you will have completed this level!

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D: |Level 4 - General Deception|  
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We get a scene of Zurgane creating what looks like his own zord (the Zurgane Zord from the series). Looks like he's ready for some serious fighting.

#### SECTION 01:

We start off in a factory type area. From the starting point, head right and you will be at the first stopping point. Use the higher platform to help you get through this. After taking out the Kelzaks, continue onwards and you will be at another stopping point. After taking out the Kelzaks however, the right door will open and more will come out. Use what's left of the higher platform if need be. After taking out the Kelzaks, you will then go through the door, taking you to SECTION 02.

#### SECTION 02:

Now you are inside a factory, and right away you will see a crate. Bust it open to get a THUNDER STAFF, and keep going right and you will be at a stopping point. Take these guys out and you can continue heading right. After a few feet will be another stopping point. Now this one will include Kelzaks coming down on a lift. There will also be a crate coming down, but you must be quick enough to get it. If you are able to get it however, there is POWER SPHERE #01 (Serpent Sword) in it. After this however, keep going right and there will be another crate, which has a TORNADO STAR in it (get this!). After this will be some security lasers. Now if you touch these, Kelzaks will come out, so make sure you avoid these! After this, you will come to an elevator. A stopping point will take place, and once you take out these Kelzaks, the elevator doors will close and you will be lifted up to SECTION 03.

#### SECTION 03:

For this part, you will be on the elevator. You will be stopped at each floor and something will happen. I shall say what will take place for each floor. Already on the 1st Floor, you fought Kelzaks. On the 2nd Floor, more Kelzaks comes out. On the 3rd Floor, again more Kelzaks comes out. On the 4th Floor, well it looks quiet, but as the doors are about to shut, a Kelzak comes sliding through. On the 5th Floor, yep more Kelzaks. On the way to the 6th Floor, Kelzaks will come down from the ceiling. At the 6th Floor, more Kelzaks comes out. After taking them out, a EXTRA LIFE BADGE will drop out, so grab that. Now you can choose to go either left or right. The problem here, is whichever way you turn, you can't come back. Here's the deal though, if you choose to go left, read ahead to SECTION 04. If you choose to go right, skip ahead to SECTION 05.

#### SECTION 04:

So you chose to go left, sounds okay to me. You will see some

security beams on the ground, so carefully jump over these to the otherside, and then continue going left. You will see a crate, which will have a THUNDER STAFF in it (I wouldn't recommend getting it honestly), and following that is a stopping point. After that, keep going left and there will be a rolling security beam. Time your jumping carefully, because one wrong step can cause more problems. Keep going left and there will be a crate with POWER SPHERE #04 (Spin Blade) in it. Please note that if you got POWER SPHERE #01 earlier in this level, there will be some weird item which is insignifacant. After that is another stopping point, followed by more security beams. Once past all of that, go through the left entryway which will take you to SECTION 06 (please skip ahead to that section).

#### SECTION 05:

So you chose to go right, okay, right away you will see a crate, so bust it open to get a TORNADO STAR. Get that and keep going right until you reach a stopping point. Take these enemies out and continue going right. After a couple more steps, a security laser will shoot out at you, and you can't take these out, so avoid them. You will also see another crate, so open that to get POWER SPHERE #04 (Spin Blade). Please note that if you got POWER SPHERE #01 earlier in this level, this will be some weird item which is insignifacant. Watch out for more Kelzaks and lasers. After carefully getting around this, continue going right. A few mroe stopping points are along the way, as well as a crate with a LARGE NINJA BADGE in it (get this for sure!). After the last stopping point, you will be taken to SECTION 06.

#### SECTION 06:

Now, regardless of which way you came from (either from SECTION 04 or SECTION 05), the same scenario will take place, except you'll still be going in the direction you came from (if you came from SECTION 04, you will continue going left). I know, sounds confusing, but it makes sense if you think about it ^\_^ . Anyways, right away a small stopping point will take place. After that, continue going right (or left) and you will be face to face with Zurgane. Get ready for another boss fight!

#### BOSS #4: ZURGANE

His attacks will consist of placing his swords together, which will shoot out electric blasts at you, as well as beat you senseless with his swords. He also has a spinning attack, which will hurt you too. For this fight, crouch down and use your Special Attack for starters, knocking his health down, and then just keep shooting at him (he won't even be able to attack if you keep going at it). Let your Special Attack Meter then hit him again. Repeat this a few times and he will be down.

After the fight, Zurgane will grow, then will we see the 2 Thunder Zords forming the Thunder Megazord. With that, you must fight a giant Zurgane. Just follow the commands that appear, and you will be able to win, as well as see the Power Sphere you collected in action. After that, Zurgane will be destroyed for now, and you will have completed this level!

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Lothor will see that both Choobo and Zurgane have fallen, and is angered by this. He then revives both of them, getting them ready for the final confrontation!

SECTION 01:

I don't exactly know where we are, looks like the inside of something!? Anyways, from the starting point, head right and you will see you have alot of new obstacles. For starters, on the foreground is some pokey things. Watch out because these will come at you. Next you will see holes in the walls, which will shoot out small bugs. Finally some weird tenticle coming from the ceiling. These you knock out of the way, because if it grabs you, it will send you back to the start. With all of that, go right, taking out the Kelzaks, and keep going. Soon you will be at a stopping point, and when you're done with that, carefully continue onwards to the right. Soon you will be engaged in another stopping point. These will be a bit more tough than what you're use to because of the new obstacles. After the second stopping point, continue onwards. Along the way is more bug shooters and pokers. Soon enough will be another stopping point, but this one involves those tenticles (don't get caught). After that, keep going, watch out for the obstacles in your way, and you will come to another stopping point. After taking take of this (long) one, you will be taken to SECTION 02.

SECTION 02:

You might have noticed some small crawly bugs on the floor. If you step on any of them, it will trigger an alarm. This will cause a stopping point, and one hell of a one. A massive army of Kelzaks will come out to attack. Also POWER SPHERE #04 (Spin Blade) will appear, so get that. You will probably have to go through aout 5 or 6 of these battles, but if you're lucky, carefully get across the crawly bugs. When you are past that, continue going right, and a smaller stopping point will take place. A TORNADO STAR will drop out in this one, so get it! Now just keep going right after that, and you guessed it, another stopping point. After that one, just keep going right some more and you will see Choobo! Get ready for a rematch!

BOSS #05: CHOOBO (REMATCH)

He will fight the same way as he did before (he's a bit more aggressive this time), except that he will take a bit more to take down. Use the same tactic as you did beforehand: Keep your distances and use your Special Attack, then continuously shoot at him (if you kept your Tornado Star). Repeat as many times needed. Soon he will be defeated!

After the fight, you will keep going right a few feet to the wall. It will lift up taking you to SECTION 03.

SECTION 03:

For this section, head right a couple feets and you will be engaged with a stopping point (and a tough one). After that, continue going right. After that, you will jump upwards to the 2nd Floor. This next part will be a pain in the butt to get through. Watch the floor carefully, see how they have a yellow

line on them (let's call these tiles). The tile you stand on will turn red. When that does, it will slowly go into the wall. When this happens, move to another tile. If you happen to fall through the opening, you will land one floor below (keep this in mind, as this will happen from here on out). After this, Kelzaks will come out, and the tiles will start moving again. When you're done here, you will be taken to the 3rd Floor. This time, you got fire shooting out to contend with on top of everything else (jumping seems to help). After taking out the Kelzaks on this floor, you will jump up to the 4th Floor. This time there are moving cannons shooting fire at you (as well as everything else). After the Kelzaks, you will be taken to the 5th Floor, where you will see Zurgane, who is also ready for a little vengeance!

BOSS #06: ZURGANE (REMATCH)

Just like the rematch with Choobo, Zurgane will use the same attacks on you, just a little more aggressively. Use the same tactic as you have been using to take him out, and he will be completely defeated!

After the fight, you will exit through the rightside, taking you to SECTION 04.

SECTION 04:

You will jump onto an elevator, which will take you all the way to the top. At the top are the following: THUNDER STAFF, TORNADO STAR, LARGE NINJA BADGE and a thingy. Get what you want (especially the LARGE NINJA BADGE), and go right, and then get ready for the final confrontation with Lothor!

BOSS #07: LOTHOR

For this final boss fight, Lothor will be tough and hyper! He release several energy balls which he will launch at you and tie you up (almost unavoidable), so he can come in to do a punch causing some damage. He will also jump up and shoot energy blasts at you, which you can avoid. He will also charge at you very quickly. You should use your Special Attack first, which will cause some damage to him. Follow up by using your Tornado Star. Now while this will help alot, he won't let this keep him down, because he will still try and charge at you (jump out of the way if you can when this happens). After a long battle, you will be able to defeat him!

After the fight, Lothor will grow (WTF?!?!), then will we see the 2 Thunder Zords forming the Thunder Megazord. With that, you must fight a giant Lothor. Just follow the commands that appear, and you will be able to win, as well as see the Spin Blade in action. You need to be careful when following the commands, because they will come and go very quickly. If you're not fast enough, Lothor will get the jump on you. Again, after a long battle, Lothor will be destroyed for good, and you will have completed this level!

And with that, you have successfully beaten the Thunder Rangers story. What you do now is up to you. You can play through the Wind Rangers story again, or you could go onto the Green Ranger's story. The choice is up to you! But with that, I shall say congratulations beating this portion of Power Rangers Ninja

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SECTION 4: |WALKTHROUGH FOR THE GREEN RANGER|  
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This section will cover how to get through the game when you are playing the Green Ranger mission only.

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A: |Level 1 - Nowhere To Grow|  
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Kelzaks are seen walking down the street. Seems they threw something into the sewers. What exactly, a seed which a plant grew from.

SECTION 01:

Here we go, the first level! From the starting point, head right a bit, and you will come to a stopping point. These spots, enemies will come out, and you must clear them out to continue onward. After that, do keep going, and you will see a crate. Inside is a FLAMETHROWER, so get that and keep going and you will come to another stopping point. After this keep going and there will be a box with another FLAMETHROWER in it, then another stopping point follows afterwards. Keep going and you'll see another box which will have a SMALL NINJA BADGE in it, so get that to refill your life. Keep going and you will come to another stopping point. This one will take a while to get through, and it's best to stand at the mailbox because you will be attacked from both directions. After you are done with this one, you will move on to SECTION 02.

SECTION 02:

For this next area, you are on some rooftops. Make your way to the edge of the next rooftop, then leapfrog up the ledges for an EXTRA LIFE BADGE in a box on the left side, then head over to the otherside, and continue on. Be careful because some ledges will fall if you stand on them too long. On the next rooftops, you will see a crate on the upper level (which has a FLAMETHROWER in it), but don't worry about if you make it to the lower level. Keep going to a stopping point. Here you will deal with Kelzaks as well as fireballs shooting up (when you see a window turn red, move out of the way). The same thing would be occuring had you taken the upper level. Anyways keep going and there will be a crate with a SAMURAI SWORD in it. After that, head onto the ledges. Vines will break out, so take them out, because they will be in your way. Carefully make it over to the next rooftop, and follow the to the next stopping point. After that, keep walking, and drop down to the lower rooftop. On the lower left from that is a box with a thingy in it. After that continue right and you will be another stopping point. Watch out for the exploding seeds! After that, a vine will come out and carry you to SECTION 03.

SECTION 03:

For this next area, you will see 3 boxes, a LARGE NINJA BADGE, a SAMURAI SWORD and FLAMETHROWER. A Kelzak comes out as well. Keep going and you will see a giant plant, taking up the entire section. Now this isn't a boss, but it might as well be. To take it out, you need to shoot its head. Unlike the other Rangers, there is only one way to defeat this thing: Shoot the vine moving, to stun it, then jump up and attack at its head. After shooting at it for a while, it will be defeated, and you will move on to SECTION 04.

#### SECTION 04:

On this SECTION, head right and get the SMALL NINJA BADGE from the crate (Kelzaks will bust out of the door). Keep going, and you will come to a stopping point. In this case though, take a Kelzak and throw it at the oil drums. Do this 3 times to clear the path. After that, keep going and you will come to a stopping point. This time, throw Kelzaks 3 times into the fence, to make the path clear. After that, take out some Kelzaks, and go after the box, which will have POWER SPHERE #10 (Bee Spinner). After that, keep going to another stopping point. For this, throw Kelzaks at the wall of cars 3 times to continue onwards. A few steps ahead will have another stopping point, then after that a boss fight!

#### BOSS #01: FLORABUDACUS

This will be easy, if you keep your distance. She will do a combo attack which includes grabbing you and pulling you in, then kicking you back. Use your special attack first, then just shoot at it constantly. Don't let up on shooting or else the monster will attack. This will take a while to do, but after awhile you will have defeated her.

After the fight, the monster will grow, then will we see the Samurai Star Chopper forming the Samurai Star Megazord (not a bad transformation scene I might add). With that, you must fight the giant monster. Just follow the commands that appear, and you will be able to win, as well as see the Bee Spinner in action (just like in the TV series). After that, Florabudacus will be destroyed, and you will have completed this level!

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B: |Level 2 - Return Of Thunder|  
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Choobo appears capturing the Thunder Rangers. This scene is very similiar to the one in "Return Of Thunder Part 4".

#### SECTION 01:

From the starting point, just walk ahead for a while till you get to a stopping point. After this, continue on and there will be a crate, which has a FLAMETHROWER in it. After that, get on the bridge for another stopping point, then continue on after that. Soon after that, another stopping point, and after that there will be a crate which has a SMALL NINJA BADGE in it. Keep going and there will be another stopping point at the water fountain. After that, you will then move on to SECTION 02.

#### SECTION 02:

When starting this area, there will be a crate right away, which has a SAMURAI SWORD in it. Keep going down the path to a

stopping point. After that, keep walking a ways and there will be another one, this time Kelzaks will drop out of the trees. After this, another box will be shown which has a SMALL NINJA BADGE in it. Get that, then head to the rock area. Carefully make your way across the waterfall (there will be a Kelzak throwing rocks at you, so be careful). Once on the the otherside, there will be a box which has POWER SPHERE #10 (Bee Spinner). After that, continue on the upper path and you will get to a stopping point. Take that out then head onwards to the second waterfall. You'll see another crate which has a FLAMETHROWER in it. This waterfall however will be a stopping point, and because of the layout, it's easiest to stand on the farthest right platform, and just attack from there. After that, you will be carried off to SECTION 03.

#### SECTION 03:

Right away you will see a box with a FLAMETHROWER in it. With that, keep going and you'll be at a stopping point. After that, continue on the path and you'll see a box with a thingy in it. Keep going for another stopping point, then another one shortly after, and a final one following that. Make your way to the end of the path and you will see Choobo!

#### BOSS #02: CHOOBO

This one can be a bit of a pain. Choobos attacks are using his giant pole stick to stab at you, as well as a flamethrower attack if he is too close. The best way to fight him is to jump up on the rock on the left side, this way you can avoid his pole attack. And by keeping him far back, he won't be able to use his flamethrower attack. This is probably the easiest way to defeat him. Soon enough he will be defeated.

After the fight, the monster will grow, then will we see the Samurai Star Chopper forming the Samurai Star Megazord (not a bad transformation scene I might add). With that, you must fight the giant Choobo. Just follow the commands that appear, and you will be able to win, as well as see the Bee Spinner in action (just like in the TV series). After that, Choobo will be destroyed for now, and you will have completed this level!

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C: |Level 3 - Looming Thunder|  
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We get a scene of what appears to be an earthquake, followed by several buildings being damaged. Then we get a monster popping out of the ground. The Green Ranger confronts him, and he goes back into the ground, with the Rangers following the monster.

#### SECTION 01:

You will be underground. From the starting point, head right a couple feet and you will be at a stopping point. Take out the Kelzaks that comes out, and continue onwards (you should get a FLAMETHROWER for this). Walk a few more feet, and then head down the hill, taking out more Kelzaks that are in your way. At the bottom of the hill, there is a crate and when you break it open, you will see POWER SPHERE #10 (Bee Spinner), so make sure you get that. Keep going right and you will come across another stopping point. Be careful as there will be some

Kelzaks that slide along the ground. Also for this stopping point, rocks will drop down from the ceiling so make sure you avoid those. After taking out the Kelzaks, you will head right through an opening, taking you to SECTION 02.

#### SECTION 02:

You are now in some sewer area. Right away is an EXTRA LIFE BADGE in the water (drop down to get it), and there will be a crate as well, with a SAMURAI SWORD in it. After this, keep going right and you will be at a stopping point. For this whole section, until I say otherwise, it is safe to go into the water if you want. After a few feet from that, another stopping point will happen. When that is over, keep going right and you will see another crate, which has a SMALL NINJA BADGE in it. Get that and continue onwards and soon another stopping point will take place. Take out the Kelzaks from there, and you will automatically go through an opening, which will take you to SECTION 03.

#### SECTION 03:

Now you are in some structure that I'm not sure what it is ^\_^. You start off with a crate in front of you, so break that open to get a SAMURAI SWORD. Ahead you should see some propellers. After they stop spinning around, you can proceed further, so time your moves carefully (there will be a barrel and Kelzak getting in your way as well). This next section will involve steam. Again, time your moves carefully, because if the big clouds of steam shoots out, it will hurt you. In the crate is a SMALL NINJA BADGE, so get that and after the stopping point, continue onwards. This area might be tricky because of the Kelzaks and steam, but after you get through that, you will go through an opening, which will take you to SECTION 04.

#### SECTION 04:

You are now in a cave area, and once again you will start off with a crate in front of you. In it is a SAMURAI SWORD, and a stopping point happens. After that, head right and go up the hill and keep going right. After awhile you will come across another stopping point, so take out those Kelzaks and continue going right. You will eventually come to an opening, where you will see a crate. Inside it is a FLAMETHROWER so get that and continue going right. As you do, you will come across two more stopping points (which involves Kelzaks jumping out of the ground). After those inconveniences, keep going right and you will come across the cause for all the trouble of this level. Get ready for a boss fight with Terrormole!

#### BOSS #3: TERRORMOLE

For this fight, Terrormoles attack consist of shooting out laser beams at you from a distance, and headbutts you when he's up close. Another attack will consist of him to burrow into the ground and travel along the ground knocking you over. Stay from a distance and use your Special Attack, then get up close and use your Flamethrower enough times. He will burrow back into the ground to avoid this, so be ready to jump. Nonetheless, just keep a distance from him and keep shooting, and you will win.

After the fight, the monster will grow, then will we see the Samurai Star Chopper forming the Samurai Star Megazord (not a



bad transformation scene I might add). With that, you must fight the giant montser. Just follow the commands that appear, and you will be able to win, as well as see the Bee Spinner in action (just like in the TV series). After that, Terrormole will be destroyed, and you will have completed this level!

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D: |Level 4 - General Deception|  
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We get a scene of Zurgane creating what looks like his own zord (the Zurgane Zord from the series). Looks like he's ready for some serious fighting.

#### SECTION 01:

We start off in a factory type area. From the starting point, head right and you will be at the first stopping point. Use the higher platform to help you get through this. After taking out the Kelzaks, continue onwards and you will be at another stopping point. After taking out the Kelzaks however, the right door will open and more will come out. Use what's left of the higher platform if need be. After taking out the Kelzaks, you will then go through the door, taking you to SECTION 02.

#### SECTION 02:

Now you are inside a factory, and right away you will see a crate. Bust it open to get a SAMURAI SWORD, and keep going right and you will be at a stopping point. Take these guys out and you can continue heading right. After a few feet will be another stopping point. Now this one will include Kelzaks coming down on a lift. There will also be a crate coming down, but you must be quick enough to get it. If you are able to get it however, there is POWER SPHERE #10 (Bee Spinner) in it. After this however, keep going right and there will be another crate, which has a FLAMETHROWER in it (get this!). After this will be some security lasers. Now if you touch these, Kelzaks will come out, so make sure you avoid these! After this, you will come to an elevator. A stopping point will take place, and once you take out these Kelzaks, the elevator doors will close and you will be lifted up to SECTION 03.

#### SECTION 03:

For this part, you will be on the elevator. You will be stopped at each floor and something will happen. I shall say what will take place for each floor. Already on the 1st Floor, you fought Kelzaks. On the 2nd Floor, more Kelzaks comes out. On the 3rd Floor, again more Kelzaks comes out. On the 4th Floor, well it looks quiet, but as the doors are about to shut, a Kelzak comes sliding through. On the 5th Floor, yep more Kelzaks. On the way to the 6th Floor, Kelzaks will come down from the ceiling. At the 6th Floor, more Kelzaks comes out. After taking them out, a EXTRA LIFE BADGE will drop out, so grab that. Now you can choose to go either left or right. The problem here, is whichever way you turn, you can't come back. Here's the deal though, if you choose to go left, read ahead to SECTION 04. If you choose to go right, skip ahead to SECTION 05.

#### SECTION 04:

So you chose to go left, sounds okay to me. You will see some security beams on the ground, so carefully jump over these to

the otherside, and then continue going left. You will see a crate, which will have a SAMURAI SWORD in it (I wouldn't recommend getting it honestly), and following that is a stopping point. After that, keep going left and there will be a rolling security beam. Time your jumping carefully, because one wrong step can cause more problems. Keep going left and there will be a crate with some thingy in it. Please note that if you didn't get the earlier Power Sphere, then this would bet POWER SPHERE #10 (Bee Spinner). After that is another stopping point, followed by more security beams. Once past all of that, go through the left entryway which will take you to SECTION 06 (please skip ahead to that section).

#### SECTION 05:

So you chose to go right, okay, right away you will see a crate, so bust it open to get a FLAMETHROWER. Get that and keep going right until you reach a stopping point. Take these enemies out and continue going right. After a couple more steps, a security laser will shoot out at you, and you can't take these out, so avoid them. You will also see another crate, so open that to get some thingy. Please note that if you didn't get the earlier Power Sphere, then this would bet POWER SPHERE #10 (Bee Spinner). After that, continue onwards watching out for more Kelzaks and lasers. After carefully getting around this, continue going right. A few mroe stopping points are along the way, as well as a crate with a LARGE NINJA BADGE in it (get this for sure!). After the last stopping point, you will be taken to SECTION 06.

#### SECTION 06:

Now, regardless of which way you came from (either from SECTION 04 or SECTION 05), the same scenario will take place, except you'll still be going in the direction you came from (if you came from SECTION 04, you will continue going left). I know, sounds confusing, but it makes sense if you think about it ^\_^ . Anyways, right away a small stopping point will take place. After that, continue going right (or left) and you will be face to face with Zurgane. Get ready for another boss fight!

#### BOSS #4: ZURGANE

His attacks will consist of placing his swords together, which will shoot out electric blasts at you, as well as beat you senseless with his swords. He also has a spinning attack, which will hurt you too. For this fight, crouch down and use your Special Attack for starters, knocking his health down, and then just keep shooting at him (he won't even be able to attack if you keep going at it). Let your Special Attack Meter then hit him again. Repeat this a few times and he will be down.

After the fight, Zurgane will grow, then will we see the Samurai Star Chopper forming the Samurai Star Megazord (not a bad transformation scene I might add). With that, you must fight the giant Zurgane. Just follow the commands that appear, and you will be able to win, as well as see the Bee Spinner in action (just like in the TV series). After that, Zurgane will be destroyed for now, and you will have completed this level!

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Lothor will see that both Choobo and Zurgane have fallen, and is angered by this. He then revives both of them, getting them ready for the final confrontation!

#### SECTION 01:

I don't exactly know where we are, looks like the inside of something!? Anyways, from the starting point, head right and you will see you have alot of new obsticles. For starters, on the foreground is some pokey things. Watch out because these will come at you. Next you will see holes in the walls, which will shoot out small bugs. Finally some weird tenticle coming from the ceiling. These you knock out of the way, because if it grabs you, it will send you back to the start, Now you might get POWER SPHERE #10 (Bee Spinner), this may not happen all the time though. With all of that, go right, taking out the Kelzaks, and keep going. Soon you will be at a stopping point, and when you're done with that, carefully continue onwards to the right. Soon you will be engaged in another stopping point. These will be a bit more tough than what you're use to because of the new obsticles. After the second stopping point, continue onwards. Along the way is more bug shooters and pokers. Soon enough will be another stopping point, but this one involves those tenticles (don't get caught). After that, keep going, watch out for the obsticles in your way, and you will come to another stopping point. After taking take of this (long) one, you will be taken to SECTION 02.

#### SECTION 02:

You might have noticed some small crawly bugs on the floor. If you step on any of them, it will trigger an alarm. This will cause a stopping point, and one hell of a one. A massive army of Kelzaks will come out to attack. You will probably have to go through aout 5 or 6 of these battles, but if you're lucky, carefully get across the crawly bugs. When you are past that, continue going right, and a smaller stopping point will take place. A FLAMETHROWER will drop out in this one, so get it! Now just keep going right after that, and you guessed it, another stopping point. After that one, just keep going right some more and you will see Choobo! Get ready for a rematch!

#### BOSS #05: CHOOBO (REMATCH)

He will fight the same way as he did before (he's a bit more aggressive this time), except that he will take a bit more to take down. Use the same tactic as you did beforehand: Keep your distances and use your Special Attack, then continuously shoot at him (if you kept your Flamethrower). Repeat as many times needed. Soon he will be defeated!

#### SECTION 03:

For this section, head right a couple feets and you will be engaged with a stopping point (and a tough one). After that, continue going right. After that, you will jump upwards to the 2nd Floor. This next part will be a pain in the butt to get through. Watch the floor carefully, see how they have a yellow line on them (let's call these tiles). The tile you stand on will turn red. When that does, it will slowly go into the wall. When this happens, move to another tile. If you happen to fall through the opening, you will land one floor below (keep this

in mind, as this will happen from here on out). After this, Kelzaks will come out, and the tiles will start moving again. When you're done here, you will be taken to the 3rd Floor. This time, you got fire shooting out to contend with on top of everything else (jumping seems to help). After taking out the Kelzaks on this floor, you will jump up to the 4th Floor. This time there are moving cannons shooting fire at you (as well as everything else). After the Kelzaks, you will be taken to the 5th Floor, where you will see Zurgane, who is also ready for a little vengeance!

BOSS #06: ZURGANE (REMATCH)

Just like the rematch with Choobo, Zurgane will use the same attacks on you, just a little more aggressively. Use the same tactic as you have been using to take him out, and he will be completely defeated!

SECTION 04:

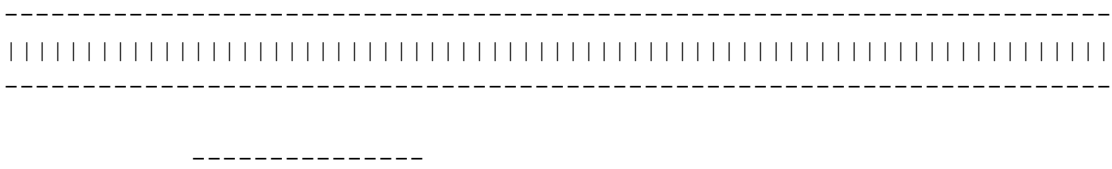
You will jump onto an elevator, which will take you all the way to the top. At the top are the following: SAMURAI SWORD, FLAMETHROWER, LARGE NINJA BADGE and a thingy. Get what you want (especially the LARGE NINJA BADGE), and go right, and then get ready for the final confrontation with Lothor!

BOSS #07: LOTHOR

For this final boss fight, Lothor will be tough and hyper! He release several energy balls which he will launch at you and tie you up (almost unavoidable), so he can come in to do a punch causing some damage. He will also jump up and shoot energy blasts at you, which you can avoid. He will also charge at you very quickly. You should use your Special Attack first, which will cause some damage to him. Follow up by using your Flamethrower. Now while this will help alot, he won't let this keep him down, because he will still try and charge at you (jump out of the way if you can when this happens). After a long battle, you will be able to defeat him!

After the fight, Lothor will grow (WTF?!?!), then will we see the Samurai Star Chopper forming the Samurai Star Megazord. With that, you must fight a giant Lothor. Just follow the commands that appear, and you will be able to win, as well as see the Bee Spinner in action. You need to be careful when following the commands, because they will come and go very quickly. If you're not fast enough, Lothor will get the jump on you. Again, after a long battle, Lothor will be destroyed for good, and you will have completed this level!

And with that, you have successfully beaten the Green Ranger's story. What you do now is up to you. You can play through the Wind Rangers story again, or you could go onto the Wind Rangers story or Thunder Rangers story. The choice is up to you! But with that, I shall say congradulations beating this portion of Power Rangers Ninja Storm for the Gameboy Advance!



## SECTION 5: |IMPORTANT STUFF|

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A: |Items|

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These are the items found in the game.

1. SMALL NINJA BADGE: These refill your life by a little bit.
2. LARGE NINJA BADGE: These refill your life by a lot.
3. EXTRA LIFE BADGE: These gives you an extra life.
4. NINJA SWORD/THUNDER STAFF/SAMURAI SWORD: These are sword type weapons. There are 3 levels of power to them. Each of these belongs to their respective Rangers.
5. NINJA BLASTER/TORNADO STAR/FLAMETHROWER: These are blaster type weapons. There are 3 levels of power to them. Each of these belongs to their respective Rangers.
6. POWER SPHERE: These are the weapons for the Megazords.
7. THINGY: This looks like some strange sparkplug thingy (in a yellow box). I have no idea what these do, but if you do, please let me know!

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B: |Enemies|

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The only type of enemies there are here are Kelzaks. However they come in various colors. Below is a list of the various Kelzaks.

1. BLACK KELZAKS: These are the basic ones, weilding swords. Some will spin at you, and some will come down on a zip-line. These takes 2 hits to take out.
2. YELLOW KELZAKS: These will come in sliding along the ground, trying to knock you out (really annoying). This attack is one they use the most. These takes 3 hits to take out.
3. RED KELZAKS: Also known as Kelzak Fury in the TV series. These fight like Black Kelzaks, however they will do backflips to avoid your attacks.
4. BLUE KELZAKS: Just like Black Kelzaks, only are a bit stronger. Take these out the same way normally to defeat them.

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C: |Bosses|

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This is a list of bosses throughout the game:

BOSS #01: FLORABUDACUS

This will be easy, if you keep your distance. She will do a combo attack which includes grabbing you and pulling you in, then kicking you back. Use your special attack first, then just shoot at it constantly. Don't let up on shooting or else the monster will attack. This will take a while to do, but after awhile you will have defeated her.

BOSS #02: CHOOBO

This one can be a bit of a pain. Choobos attacks are using his giant pole stick to stab at you, as well as a flamethrower

attack if he is too close. The best way to fight him is to jump up on the rock on the left side, this way you can avoid his pole attack. And by keeping him far back, he won't be able to use his flamethrower attack. This is probably the easiest way to defeat him. Soon enough he will be defeated.

#### BOSS #3: TERRORMOLE

For this fight, Terrormoles attack consist of shooting out laser beams at you from a distance, and headbutts you when he's up close. Another attack will consist of him to burrow into the ground and travel along the ground knocking you over. Stay from a distance and use your Special Attack, then (if you have the Ninja Blaster) use that enough times. He will burrow back into the ground to avoid this, so be ready to jump. Nonetheless, just keep a distance from him and keep shooting, and you will win.

#### BOSS #4: ZURGANE

His attacks will consist of placing his swords together, which will shoot out electric blasts at you, as well as beat you senseless with his swords. He also has a spinning attack, which will hurt you too. For this fight, crouch down and use your Special Attack for starters, knocking his health down, and then just keep shooting at him (he won't even be able to attack if you keep going at it). Let your Special Attack Meter then hit him again. Repeat this a few times and he will be down.

#### BOSS #05: CHOOBO (REMATCH)

He will fight the same way as he did before (he's a bit more aggressive this time), except that he will take a bit more to take down. Use the same tactic as you did beforehand: Keep your distances and use your Special Attack, then continuously shoot at him (if you kept your Ninja Blaster). Repeat as many times needed. Soon he will be defeated!

#### BOSS #06: ZURGANE (REMATCH)

Just like the rematch with Choobo, Zurgane will use the same attacks on you, just a little more aggressively. Use the same tactic as you have been using to take him out, and he will be completely defeated!

#### BOSS #07: LOTHOR

For this final boss fight, Lothor will be tough and hyper! He release several energy balls which he will launch at you and tie you up (almost unavoidable), so he can come in to do a punch causing some damage. He will also jump up and shoot energy blasts at you, which you can avoid. He will also charge at you very quickly. You should use your Special Attack first, which will cause some damage to him. Follow up by using your Ninja Blaster. Now while this will help alot, he won't let this keep him down, because he will still try and charge at you (jump out of the way if you can when this happens). After a long battle, you will be able to defeat him!

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D: |Codes|

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These are the codes for the Wind Rangers:

LEVEL	EASY	NORM	HARD
LEVEL 1	GGV	GG5	BHV
LEVEL 2	GBW	GB6	---
LEVEL 3	IGW	LG5	---
LEVEL 4	LGW	LB6	---
LEVEL 5	GLV	GL5	---

These are the codes for the Thunder Rangers:

LEVEL	EASY	NORM	HARD
LEVEL 1	GGG	GGS	BHG
LEVEL 2	GBH	GBT	---
LEVEL 3	IGG	LGS	---
LEVEL 4	LBH	LBT	---
LEVEL 5	GLW	GLS	---

These are the codes for the Green Ranger:

LEVEL	EASY	NORM	HARD
LEVEL 1	GJB	GJN	BKB
LEVEL 2	GDC	GDP	---
LEVEL 3	LJB	LJN	---
LEVEL 4	LDC	LDP	---
LEVEL 5	GNB	GNN	---

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 SECTION 6: |IN CONCLUSION|  
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 A: |What's To Come|  
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What's to come, who really knows. And with this game, it could be anything. So with that, this FAQ is gonna be open for anyone to add their comments.

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 B: |Special Thanks|  
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I dedicate this to all Power Rangers fans out there alike. You guys are what made the show the success it is today.

Personal Thanks To:

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

On-line Thanks To:

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

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

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

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C: |Final Words|  
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NINJA STORM, THUNDER STORM, SAMURAI STORM, RANGER FORM HA!  
Power Rangers Ninja Storm was the first season under new production and location. The only thing I really liked about this season (aside from the megazords) is that was a fresh new attempt being made by new people, and it looked pretty good. Not good enough to be a favorite. In Space, Wild Force, S.P.D., Mystic Force, and Operation Overdrive are part of the list of my favorite series. And of course I will continue watching Power Rangers until it ends completely (who knows when that will be). I hope this walkthrough helps you out in any way possible.

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

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