

Power Rangers: Dino Thunder FAQ/Walkthrough

by alfrankin

Updated to v1.00 on Oct 7, 2004

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Power Rangers: Dino Thunder (PS2/GC)  
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## 1. FAQ History

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Version 1.00 (2004 October 4)

- Initial FAQ Release to GameFAQs (<http://www.gamefaqs.com>)
- All Dino Gems found
- All Dino Eggs found
- All Dino Morphers found
- All Dino Thunder Zords found
- All Ninja Storm Zords found
- All Wild Force Zords found
- All Movies found

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2. Glossary

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Since there are so many Power Rangers terms thrown around this FAQ,

I felt it was important to list them below.

- Zord: One of the giant robotic characters that the Power Rangers pilot to defeat large enemies
- MegaZord: A combination of multiple Zords merged into one ultra-huge robot
- DinoZord: A Zord specifically from the Dino Thunder TV series
- WildZord: A Zord specifically from the Wild Force TV series
- Mesogog: The primary villain of the Dino Thunder TV series
- Zeltrax: A primary henchman of Mesogog. Zeltrax is a warrior, but is also a scientist who can create monsters to defeat the Power Rangers
- Tommy Oliver: The Black Dino Thunder Ranger (the original Green Ranger from 1994!)
- Conner: The Red Dino Thunder Ranger
- Kira: The Yellow Dino Thunder Ranger
- Ethan: The Blue Dino Thunder Ranger
- Dr. O: Common nickname for Tommy Oliver
- Tyranno: The Red Ranger's T-Rex Zord
- Ptera: The Yellow Ranger's flying Pterodactyl Zord
- Tricera: The Blue Ranger's Triceratops Zord
- Parasaur: A self-piloted Green DinoZord with a scissor-like tail
- Dimetro: A self-piloted Light Blue DinoZord with a huge saw blade on its back
- Cephala: A self-piloted Violet DinoZord with boxing gloves
- Invisiportal: A Dino Thunder-specific term for a vortex that can teleport Rangers, Zords, vehicles, etc.
- Dino Thunder: The 2004 TV series of Power Rangers
- Ninja Storm: The 2003 TV series of Power Rangers
- Wild Force: The 2002 TV series of Power Rangers
- Animarium: A floating island with the WildZords are from

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3. Introduction  
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Quick Overview about this FAQ:

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Power Rangers Dino Thunder represents the first Power Rangers based game on a major console since the original Playstation. I must admit that I'm a fan of the show and I've been playing the game from when it became available. Since there isn't much information available at this time [early Oct/04] and since people are asking for a FAQ, I thought I'd pitch in and create my first FAQ. Please enjoy! I've spent a lot of time researching the game, the TV show, the game sites and the Power Rangers fan sites to assemble this collection of information. Please feel free to contact my email address listed above if you can provide additional data.

Game Basics:

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The game is based around the Power Ranger Zord characters and is not another typical fighting game like Power Ranger titles in the past. The developer has blended a solid mix of story with gameplay worthy of a modern Power Rangers console game.

Dino Thunder has earned an "E" (everyone) rating which is probably an important factor to the target audience -- presumably pre-teen to younger teen. There is a ton of spoken dialog, frequent autosaves, simple enemies and obvious game clues that suggest that kids were certainly in mind during the creation of this game.

Although created for a younger player, there are a few advanced features of the game that kept me on my toes. The worlds are huge! Your characters can actually roam around any of the environments without worry or consequence for being hurt or killed. But there are a ton of unlockables that I had to figure out how to trigger. It's not immediately obvious how to unlock things unless you play the game to the best of your ability and sneak a peek at the game manual -- or perhaps read this FAQ! =)

While the "Adventure" mode features 24 missions that focus 100% on the Dino Thunder television series, there are 54 "Power Games" (bonus games) that also focus on the Ninja Storm and Wild Force TV series of the past. This was a great surprise, since a total of 18 Zords can be piloted when everything is unlocked -- each with their own set of bonus games. As an example, some of the Ninja Storm Zords can "drive" like tanks and feel unlike anything you'll play in Adventure Mode. The Wild Force WildZords also make an appearance on a familiar "Animarium" level.

There are also two variations of the Thundersaurus MegaZord that can only be played in Adventure mode. Zeltrax makes an appearance in giant form, which makes sense, since everything in this game is of giant proportions.

"Gamers" should breeze through the main Adventure mode with minimal effort, but gathering all of the hidden Eggs, morphers and the especially tricky Dino Gems will be very challenging for players of all ages.

There are also 12 mini movies that can be unlocked that show quick

clips of each Zord (about 15-30 seconds in length).

The music is extremely well-done and changes dynamically throughout the game. SirStack from rangerboard.com identified that Inon Zur was the composer for this game. If the name doesn't sound familiar, Inon was responsible for many of the Power Rangers TV show scores in the past and has created some of the best music for modern day video games. You won't be disappointed by his original music that this game features. Music can also be played by a "Jukebox" selection off of Extras menu.

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4. The Story

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The story has been set up like an actual episode of Power Rangers Dino Thunder titled, "THE ZORD ADVENTURE".

There are many hints of the timeframe in which this story takes place. As an example, Tommy Oliver is in his lab, and in his Ranger suit (occurred about 1/3 of the way through the TV series). The Rangers are not in possession of certain Zords that were acquired by the White Ranger, and Zeltrax is in his initial form (before being defeated by Tommy in battle).

THE ZORD ADVENTURE

Dr. Tommy Oliver, the Black Ranger, along with Dr. Anton Mercer originally constructed the DinoZords by combining actual dinosaur DNA with technology. Built to aid the Rangers in their fight to protect humanity, they link up to form the Thundersaurus MegaZord!

Growing weary of countless defeats at the hands of the Power Rangers' mighty Thundersaurus Megazord, Mesogog formulates a sinister plan to remove the pesky Power Rangers from his path once and for all. He realizes that while the Megazord has been invincible thus far, perhaps he can divide and conquer. He devises a devious trap for each of the Power Rangers' DinoZords. By separating them, he will prevent them from forming the Megazord and foiling his plans!

Mesogog places Zeltrax in charge who creates an army of obedient giants with a single purpose: Cripple the DinoZords by draining their energy and imprison them in a prison dimension! Without the DinoZords, the Power Rangers cannot form the Megazord, and Mesogog would have an unstoppable force. One by one, the DinoZords begin to vanish!

From his secret lab under the Reefside City Tar Pits, Dr. Oliver detects the DinoZords disappearing. He sends Conner, Kira and Ethan on a mission, taking their DinoZords to the last known location of the missing Parasaur Zord. When they arrive, the Parasaur Zord is gone without a trace. Mesogog, watching from his hidden base, sends a full wave of his new forces as a surprise attack, hoping to capture the DinoZords and ride himself of the Power Rangers once and for all.

Overwhelmed by Mesogog's army, Kira and Ethan struggle to defend

themselves. Little by little, their DinoZords continue to lose energy until it is too late... With their DinoZords drained completely, an Invisiportal opens and in an instant, Kira in her Ptera Zord and Ethan in his Tricera Zord disappear. Conner and his Red Tyranno Zord fight on, alone and grossly outnumbered with time running out.

With almost no energy left, Conner escapes and returns to the Reefside City Tar Pits. Within the new research facility below the Anton Mercer Museum, Dr. Oliver will monitor the Tyranno Zord and form a plan for rescuing Kira, Ethan and the lost DinoZords. From here, Conner and Dr. Oliver can work together on repairing the Tyranno Zord.

Until then, the Megazord cannot be formed and Mesogog's giant creations scour the land, searching for the last DinoZord and its pilot Power Ranger, Conner McKnight...

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5. The Controls  
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I now own both versions of this game, so it was possible to list the controls for the Playstation 2 and the GameCube:

PLAYSTATION 2  
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|                          |                                             |
|--------------------------|---------------------------------------------|
| D-Pad/Left Analog Stick: | Used to steer, accelerate and stop the Zord |
| Right Analog Stick:      | Rotate/Tilt Camera                          |
| Square button:           | Attack                                      |
| X button:                | Jump                                        |
| X button (double-tap):   | Double-jump or flap wings                   |
| Circle button:           | Special Attack                              |
| Triangle button:         | Swap Zords (if more then one is available)  |
| R1 button:               | Dino Dart! (i.e. turbo boost)               |
| R2 button:               | Show current Dino Bolts, Claws and Darts    |
| START button:            | Pause game and show Pause Menu              |

GAMECUBE  
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|                        |                                             |
|------------------------|---------------------------------------------|
| Control Stick/Pad:     | Used to steer, accelerate and stop the Zord |
| C-Stick:               | Rotate/Tilt Camera                          |
| B Button:              | Attack                                      |
| A Button:              | Jump                                        |
| A Button (double-tap): | Double-jump or flap wings                   |
| X Button:              | Special Attack                              |
| Y Button:              | Swap Zords (if more then one is available)  |
| Z Button:              | Dino Dart! (i.e. turbo boost)               |
| R Button:              | Show current Dino Bolts, Claws and Darts    |
| START/PAUSE:           | Pause game and show Pause Menu              |

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6. Adventure Mode

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The Adventure Mode takes you through 24 missions across 6 worlds. This is the meat of the game and is the primary source for unlocking new Zords and bonus games.

You'll start with a single Zord (The Red Ranger's Tyranno) and quickly unlock additional Dino Zords. If you're careful, you'll find several hidden Dino Eggs and Morphers to unlock six (6) additional Zords from the Ninja Storm TV series. If you're GOOD and play close attention to hints from Dr. Oliver, you will earn Dino Gems to unlock six MORE special Zords from the Wild Force Season. The more Zords and levels you unlock, the more bonus games you can play from the Power Games menu (see below).

Every Zord mission hides exactly one Dino Egg and exactly one Dino Gem. (Note that the boss battles do not have Eggs or Gems)

Adventure mode is an interesting mix of free-roaming with triggered, specific missions. When the game first starts, you are free to roam around the world without fear of dying (no penalty -- just a respawn).

When you want to start the "next mission", you must move your Zord to a Red Mission Beacon. When you win the mission, the Red Beacon will vanish, but the mission pad remains, allowing you to replay the mission if you desire (usually to collect mission Eggs and Gems that you may have previously missed) and a new red beacon will appear.

Pausing the game will provide a list of options. The "Dino Artifacts" selection is important, because it tells you about the Eggs and Gems you've acquired. When all of the Eggs and Gems have been collected for any level, you will unlock a new Zord. This is where the game can get pretty involved for the more advanced players.

The game is as deep as you want it to be. You may choose to simply play through the game and unlock the primary DinoZords, and then replay the entire game to find all of the hidden goodies. It's worth it. 18 Zords are much more to play with than just the initial 6.

Below are the mission descriptions and their Win Conditions:

Mission 1 (Tar Pits):

Description: Conner has returned from battle (see "The Story" above) and is low on Power. Collect three Power Cells scattered across the Tar Pits. This is an easy mission that is clearly allowing first-time players to control the Zord and get used to the basics.

Win Condition: Collect the 3 Power Cells

Mission 2 (Tar Pits):

Description: Dr. Oliver instructs Conner to test the weapons. You must destroy several "targets" with the Tyranno Zord. Again, this feels like a basic tutorial mission, but if you remember, try to find the hidden Egg and Dino Gem.

Win Condition: Destroy all of the targets

Mission 3 (Tar Pits):

Description: Dr. Oliver detects an energy surge inside a cave that's blocked by giant boulders. You must charge and use Tyranno's Ground Stomp special attack to destroy the boulder and then destroy the cause of the power surge

Win Condition: Enter the cave and destroy the "Lobber"

Mission 4 (Tar Pits):

Description: The Lobber's have discovered your location! A wave of them are sent to capture the Tyranno Zord. You must destroy them, before they drain your power and capture you.

Win Condition: Destroy all of the lobbers

Mission 5 (Tar Pits):

Description: Dr. Oliver opens an Invisiportal leading to the prison dimension, so Conner can rescue Kira (unlocking the Yellow Ptera Zord). You must bring find and deliver Dino Bones to the Invisiportal, whose DNA will lock onto the Ptera Zord and pull it through.

Win Condition: Deliver all of the Bones to the Invisiportal

Mission 6 (Tar Pits):

Description: Using both of your acquired Zords, you must follow a set of rings up to the mountains and find a "Plasma Boost" to power-up a weak Invisiportal. This will allow your Zords to leave the Tar Pits and advance to Reefside Canyon.

Win Condition: Find the Plasma Boost and bring it to the Invisiportal

Mission 7 (Reefside Canyon):

Description: Similar to mission 5, you must find three Dino Bones and bring them to a new invisportal to rescue Ethan. A new enemy appears, the Freezer Worm, who will freeze your Zord when struck with their ice blasts.

Win Condition: Deliver all Bones to the Invisiportal

Mission 8 (Reefside Canyon):

Description: Toxic Crystals are in the river, which is a primary water source for the residences of Reefside City. You must use your new Zord to destroy all of the crystals before they contaminate Reefside's water supply.

Win Condition: Destroy all of the Toxic Crystals

Mission 9 (Reefside Canyon):

Description: Dr. Oliver's Black Brachio Zord makes an appearance in this escort mission. You must protect the Brachio Zord as it makes its way from one end of the highway to the other. When the Brachio reaches the end, he powers an Invisiportal allowing Zord access to Reefside City.

Win Condition: Brachio must reach the Invisiportal

Mission 10 (Reefside City):

Description: Mesogog's stealing power from Reefside City. Use your Zords to destroy several energy collectors and then destroy the huge condenser at the top of the tallest building.

Win Condition: Destroy the collectors and then the condenser

Mission 11 (Reefside City):

Description: Several generators are placed around the City to further mess with Reefside's energy. You must use the Tyranno Zord to destroy all of the generators.

Win Condition: Destroy all of the generators

Mission 12 (spans Reefside City and Reefside Canyon):

Description: Dr. Oliver warns that you must return to the Tar Pits immediately. A new "Tagger" enemy is introduced that will teleport you back to the start point if you are touched.

Win Condition: Reach the Invisiportal that leads back to the Tar Pits

Mission 13 (Tar Pits BOSS)

Description: Zeltrax is in the center of the Tar Pits and is threatening the hidden base of the Power Rangers. You must combine your Zords together to form the giant Megazord to defeat him.

Win Condition: Hit Zeltrax 3-times with the Megazord's Dino Drill attack

Mission 14 (Jungle Island)

Description: Conner, Kira and Ethan return to the Jungle Island in search of the missing Parasaur Zord (see "The Story"). A new enemy is discovered, the Mine Dropper, who drop electric mines to block the Rangers from obtaining the required DNA to rescue the Parasaur. You must find all of the hidden "Tree Pods" and bring them to the Invisiportal.

Win Condition: Bring all of the Tree Pods to the Invisiportal

Mission 15 (Jungle Island)

Description: Mesogog's hidden base is discovered! An energy shield and several enemies protect it from being attacked by the Zords. You must use all four Zords to bring down the energy shield, then take out the base.

Win Condition: Destroy the enemy base

Mission 16 (Jungle Island)

Description: When the base was destroyed (see Mission 15) dangerous spores from one of Mesogog's creations, the Sticklerweed plant, were scattered throughout the jungle. Instantly, the evil plants grow and will continue to reproduce if you don't destroy them quickly. You must use the Parasaur's sharp scissortail to destroy the Sticklerweed plants before they take over the jungle.

Win Condition: Destroy all of the Sticklerweeds

Mission 17 (Jungle Island)

Description: The Black Brachio is back and this time he has a long trail to follow, with Mine Droppers blocking his path along the way. Escort the Brachio Zord through the jungle to a new Invisiportal that Dr. Oliver discovers.

Win Condition: Brachio must reach the Invisiportal

Mission 18 (Lava Fields)

Description: It looks like Mesogog discovered that the Rangers are freeing the Zords, so he tries to destroy the last Zords instead. He captures the Dimetro Zord inside a giant crushing machine and time is ticking. You must destroy the machine before the pressure becomes too great and the Dimetro Zord is crushed. A new enemy, the Razor Worm, will fire a barrage of shots at you if you stay still for too long.

Win Condition: Destroy the Giant Crusher and free the Dimetro Zord

Mission 19 (Lava Fields)

Description: Mesogog tries to gain more power by using the thermal energy of lava to power his underground base. With the new Dimetro Zord, you have the ability to destroy all of these Lava Drivers with his Saw Blade attack.

Win Condition: Destroy all of the Lava Drivers

Mission 20 (Lava Fields)

Description: You've got to transport inside the Volcano to rescue the final Dino Zord and defeat Mesogog. The problem is that the Invisiportal cannot be charged by the Black Brachio Zord, since he cannot travel to this realm. To add to the

Rangers troubles, huge cannons are launching powerful blasts at the Zords. The cannons cannot be shot and none of the Zords special attacks work. Listen to Dr. Oliver's clues to destroy the cannons and get out of the world.

Win Condition: Find the secret method of destroying the cannons and power the Invisiportal

Mission 21 (Volcano Core)

Description: Your Zords are now inside the Volcano. Since you prevented Mesogog from receiving more power by destroying the Lava Drivers in Mission 19, things are very quiet. Three "Lava Drops" can immediately be found to be placed into an Invisiportal in the hopes of rescuing the final Cephala Zord.

Win Condition: <secret> See "Tips, Strategies, Secrets" section below for the spoiler, or just play the game. ;-)

Mission 22 (Volcano Core)

Description: The Cephala Zord is trapped inside a shielded cage. His freedom would seem to depend on you figuring out how to trigger a series of colored "Locks". You must figure out how to disable the shield and free the Cephala Zord

Win Condition: Turn off all of the locks

Mission 23 (Volcano Core)

Description: Now that all of the Zords are in one location, Mesogog springs his final trap. A new enemy, the Magmatrons, are triggering a reaction with the volcano, causing it to become unstable. They also generate an energy force that shuts down Dr. Oliver's access to the escape Invisiportal. You must destroy all of the Magmatrons before the volcano blows. Like the sticklerweeds from mission 16, the Magmatrons can replicate, so you have to be quick

Win Condition: Destroy all of the Magmatrons

Mission 24 (Volcano Core BOSS)

Description: Zeltrax is back, and better then ever. This is your chance to defeat him once and for all. It's tougher this time, since there are more enemies and lava around. Zeltrax has a few new tricks up his sleeve, too.

Win Condition: Defeat Zeltrax, by hitting him five (5) times with the Dimetro Blade attack

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## 7. Power Games

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As you unlock Zords and levels, you also open up additional bonus games called "Power Games". From the main menu, you can select power games, and then choose an unlocked level. Once inside the level, there will be one or more colored beacons -- each representing a special game for a single Zord.

For example, if you have unlocked the Red and Yellow Dino Zords, and also unlocked 2 levels, then you may play a total of four (4) games. If you unlock another Zord, then you may play six (6) games. If you then unlock another level, you may play nine (9) games.

Simple formula, for any given "Season":

$$\text{Zords Unlocked} \times \text{Worlds unlocked} = \text{Games available.}$$

So, here are the combinations:

|                                      |                |
|--------------------------------------|----------------|
| 6 DinoZords x 6 Dino Worlds          | = 36 games     |
| 6 Ninja Zords x 2 Ninja Storm Worlds | = 12 games     |
| 6 WildZords x 1 Wild Force level     | = 6 games      |
|                                      | -----          |
|                                      | 54 games total |

Here is a breakdown of the games:

Dino Thunder Power Game Types (6 of each)

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|                    |                                                |
|--------------------|------------------------------------------------|
| Red Beacon:        | Tyranno games (protect the egg from the enemy) |
| Yellow Beacon:     | Ptera games (fly through all of the rings)     |
| Blue Beacon:       | Tricera games (destroy all of the crystals)    |
| Green Beacon:      | Parasaur games (destroy all of the enemies)    |
| Light Blue Beacon: | Dimetro games (run through all of the hoops)   |
| Violet Beacon:     | Cephala games (destroy the base)               |

Ninja Storm Power Game Types (2 of each)

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|                 |                                                      |
|-----------------|------------------------------------------------------|
| Red Beacon:     | Hawk games (fly through all of the rings)            |
| Yellow Beacon:  | Lion games (protect the Power Sphere from the enemy) |
| Blue Beacon:    | Dolphin games (swim through all of the hoops)        |
| Crimson Beacon: | Insectazord games (destroy the base)                 |
| Navy Beacon:    | Beetlezord games (destroy all of the crystals)       |
| Green Beacon:   | Samurai Star games (destroy all of the enemies)      |

Wild Force Power Game Types (1 of each)

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|                |                                                  |
|----------------|--------------------------------------------------|
| Red Beacon:    | Red Lion game (protect the Zord Crystals)        |
| Yellow Beacon: | Yellow Eagle game (fly through all of the rings) |
| Blue Beacon:   | Blue Shark game (swim through all of the hoops)  |
| White Beacon:  | White Tiger game (destroy all of the enemies)    |
| Black Beacon:  | Black Bison game (destroy all of the crystals)   |
| Silver Beacon: | Silver Wolf game (destroy the base)              |

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TAR PITS (always unlocked)

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Available in: Adventure Mode and Power Games  
Morpher 1: (RED) In Cave  
Morpher 2: (YELLOW) On cliffside  
Mission 1 Egg: Located on top of three metal drums near rear parking lot  
Mission 2 Egg: Located on a ledge, near tunnel furthest from the museum  
Mission 3 Egg: Located behind the museum  
Mission 4 Egg: Located on ledge behind the rear parking lot  
Mission 5 Egg: Located near tunnel closest to the museum parking lot  
Mission 6 Egg: Located on cliffside ledge, just before the highest ledge  
Mission 1 Gem: Perform Tyranno's Air Jump by pressing jump twice  
Mission 2 Gem: Shoot a light blue crystal, grab a Dino Dart and use it  
Mission 3 Gem: Grab the Hidden Egg (behind the museum)  
Mission 4 Gem: Kill a Lobber with a Special Attack  
Mission 5 Gem: Collect ALL of the bones BEFORE touching the Invisiportal  
Mission 6 Gem: Fly though ALL the rings up, and then back down

REEFSIDE CANYON

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Available in: Adventure Mode and Power Games  
Level Unlocks: When Mission 6 is completed  
Morpher 1: (RED) Within Large waterfall mist  
Morpher 2: (YELLOW) On tall rock formation to the right of the starting point  
Morpher 3: (BLUE) Within Small waterfall mist  
Mission 7 Egg: On high ledge, near the bottom of the river  
Mission 8 Egg: On land near the top of the river near the highway  
Mission 9 Egg: On a low ledge to the left of the highway (facing downstream) about a third of the way down the river  
Mission 7 Gem: Collect ALL of the bones BEFORE touching the Invisiportal  
Mission 8 Gem: Finish Mission 8 very quickly (about 30 seconds?)  
Mission 9 Gem: Black Brachio must have full health when he reaches the Invisiportal

REEFSIDE CITY

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Available in: Adventure Mode and Power Games  
Level Unlocks: When Mission 9 is completed  
Morpher 1: (YELLOW) On a slanted building top  
Morpher 2: (BLUE) In the middle of a street to the left of the start point and down a few blocks  
Morpher 3: (GREEN\*) On an octagonal building top  
Mission 10 Egg: Located on a rooftop to the left of the 5th ring  
Mission 11 Egg: Located on a small platform near the bridge  
Mission 12 Egg: Floating above one of the two freighters along the waterline  
Mission 10 Gem: Fly through ALL of the rings  
Mission 11 Gem: Destroy all of the mission objects very quickly (about 40 seconds?)

Mission 12 Gem: Reach the Invisiportal on the bridge without being hit by a Tagger

Note\*: Go to the Jungle and unlock the Green Zord then return to the City to collect the Green Morpher.

## JUNGLE ISLAND

Available in: Adventure Mode and Power Games

Level Unlocks: When Mission 13 is completed

Morpher 1: (GREEN) On the ground hidden within the pillars

Morpher 2: (LIGHT BLUE\*) Hidden inside the cave (along the mountain wall)

Morpher 3: (VIOLET\*\*) Hidden on a ledge down the canyon walls

Mission 14 Egg: Appears on the ground in a small alcove behind the pillars

Mission 15 Egg: Appears on top of a high ledge far to the right of Mesogog's Base

Mission 16 Egg: Appears on top of the same cliff as the Mission 15 Yellow Crystal

Mission 17 Egg: Appears inside the cave (along the mountain wall)

Mission 14 Gem: Defeat all of the Mine Droppers (a couple are hidden in the pillars)

Mission 15 Gem: Use EXACTLY four (4) special attacks to destroy all four crystals

Mission 16 Gem: Kill all of the Stickler Weeds BEFORE they reproduce

Mission 17 Gem: Black Brachio must have full health when he reaches the Invisiportal

Note: Since Mission 13 is a boss mission, there is no hidden Egg.

Note\*: You must go to the Lava Fields and unlock the Light Blue Zord then return here before you can collect the Light Blue Morpher.

Note\*\*: You must go to the Volcano Core and unlock the Violet Zord then return here before you can collect the Violet Morpher.

## LAVA FIELDS

Available in: Adventure Mode and Power Games

Level Unlocks: When Mission 17 is completed

Morpher 1: (RED) to the left of the large volcano

Morpher 2: (YELLOW) on a narrow platform on the top level near the large center platform

Morpher 3: (BLUE) on a narrow ledge to the right of the large volcano

Morpher 4: (GREEN) At the lower level below the center platform

Morpher 5: (CYAN) At the lower level below the center platform (opposite the Green Morpher)

Mission 18 Egg: Appears on the lower level below the platform

Mission 19 Egg: Appears on top of the large platform (where Crusher appeared in mission 18)

Mission 20 Egg: Appears on narrow platform on the lower level near a light blue Dino Dart crystal

Mission 18 Gem: Destroy the Giant Crusher very quickly (about 20 seconds)

Mission 19 Gem: Find and kill all of the Razor Worms before

finishing the mission

Mission 20 Gem: No Zord can receive any damage during the mission.

#### VOLCANO CORE

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Available in: Adventure Mode and Power Games

Level Unlocks: When Mission 20 is completed

Morpher 1: (RED) located high on a narrow ledge

Morpher 2: (YELLOW) located high above the lava river  
pillars in a small nook

Morpher 3: (BLUE) near a hole on the top level along the  
narrow ledge

Morpher 4: (GREEN) above the lava river on one of the  
pillars

Morpher 5: (CYAN) behind stalagmite to the right of the  
starting point

Morpher 6: (VIOLET) located on a ramp that leads down from  
a high platform above the invisiportal

Mission 21 Egg: Located on a ledge above where the Invisiportal  
was located

Mission 22 Egg: Floating on a small lava "pad" on the bottom  
level

Mission 23 Egg: On a narrow ledge above the "exit" to the  
Magmatrons corridor

Mission 21 Gem: \*Destroy all of the Razor Worms VERY quickly  
(about 30 seconds)

Mission 22 Gem: Unlock the Cephala Zord cage without making a  
mistake

Mission 23 Gem: Destroy all of the Magmatrons before they  
reproduce

Note\*: The Razor Worms will appear in the 2nd half of  
this mission

#### NINJA STORM ROCK QUARRY

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Available in: Power Games ONLY

Level Unlocks: When any Ninja Storm Zord is unlocked with  
"Dino Morphers"

#### NINJA STORM BLUE BAY HARBOR

-----

Available in: Power Games ONLY

Level Unlocks: When any Ninja Storm Zord is unlocked with  
"Dino Eggs"

#### WILD FORCE ANIMARIUM

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Available in: Power Games ONLY

Level Unlocks: When any Wild Force Zord is unlocked with  
"Dino Gems"

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DINO THUNDER DINOZORDS:

Zord: TYRANNO ZORD
Color: Red
Type: 2-Legged Walker/ Double Jump
Weapon: Fireball
Special: Ground Stomp
Unlock: Unlocked at start of game

Zord: PTERA ZORD
Color: Yellow
Type: Flier
Weapon: Bombs
Special: Spinning Vortex
Unlock: Complete Mission #5

Zord: TRICERA ZORD
Color: Blue
Type: 4-legged Walker/ No jump
Weapon: Ram/ Deflect enemy projectiles
Special: Invincible Super Ram
Unlock: Complete Mission #7

Zord: PARASOUR ZORD
Color: Green
Type: 2-legged Walker/ High double-jump
Weapon: High-speed projectile
Special: Scissortail attack
Unlock: Complete Mission #14

Zord: DIMETRO ZORD
Color: Light Blue
Type: 4-legged Walker/ Low jump
Weapon: Bouncing projectiles
Special: Saw Blade Attack
Unlock: Complete Mission #18

Zord: CEPHALA ZORD
Color: Violet
Type: 2-legged Walker/ High, floating double-jump
Weapon: Small projectile
Special: Super Power Punch
Unlock: Complete Mission #22

NINJA STORM ZORDS:

Zord: RED HAWK ZORD
Color: Red
Type: Flyer
Weapon: Bombs
Special: Fireball
Unlock1: In Adventure/Tar Pits, collect ALL level Dino Eggs and
the Zord will appear in Blue Bay Harbor
Unlock2: In Adventure/Tar Pits, collect ALL level Dino Morphers
and the Zord will appear in the Rock Quarry

Zord: YELLOW LION ZORD
Color: Yellow
Type: 4-legged Walker/ Single jump
Weapon: Small projectile
Special: Tornado Attack
Unlock1: In Adventure/Reefside Canyon, collect ALL level Dino Eggs
and the Zord will appear in Blue Bay Harbor
Unlock2: In Adventure/Reefside Canyon, collect ALL level Dino
Morphers and the Zord will appear in the Rock Quarry

Zord: BLUE DOLPHIN ZORD
Color: Blue
Type: Float
Weapon: Bouncing projectiles
Special: Giant Splash
Unlock1: In Adventure/Reefside City, collect ALL level Dino Eggs
and the Zord will appear in Blue Bay Harbor
Unlock2: In Adventure/Reefside City, collect ALL level Dino
Morphers and the Zord will appear in the Rock Quarry

Zord: CRIMSON INSECTAZORD
Color: Maroon (Crimson)
Type: Driving (Tank)
Weapon: Lobbed fireballs
Special: Spinning flamethrower attack
Unlock1: In Adventure/Jungle Island, collect ALL level Dino Eggs
and the Zord will appear in Blue Bay Harbor
Unlock2: In Adventure/Jungle Island, collect ALL level Dino
Morphers and the Zord will appear in the Rock Quarry

Zord: NAVY BEETLEZORD
Color: Dark Blue (Navy)
Type: Driving (Tank)
Weapon: Giant Pincher
Special: Electricity Sphere
Unlock1: In Adventure/Lava Fields, collect ALL level Dino Eggs
and the Zord will appear in Blue Bay Harbor
Unlock2: In Adventure/Lava Fields, collect ALL level Dino
Morphers and the Zord will appear in the Rock Quarry

Zord: SAMURAI STAR MEGAZORD
Color: Green
Type: 2-legged/ Running MegaZord
Weapon: Small Projectile
Special: Flying Air Blast
Unlock1: In Adventure/Volcano Core, collect ALL level Dino Eggs
and the Zord will appear in Blue Bay Harbor
Unlock2: In Adventure/Volcano Core, collect ALL level Dino
Morphers and the Zord will appear in the Rock Quarry

WILD FORCE WILDZORDS:

Zord: RED LION
Color: Red
Type: 4-legged/ Single jump
Weapon: Small Projectile
Special: Jet-powered ground Stomp
Unlock: In Adventure/Tar Pits, collect ALL level Dino

Gems and the Zord will appear in the Animarium

Zord: YELLOW EAGLE
Color: Yellow
Type: Flier
Weapon: Bombs
Special: Energy Blast
Unlock: In Adventure/Reefside Canyon, collect ALL level Dino
Gems and the Zord will appear in the Animarium

Zord: BLUE SHARK
Color: Blue
Type: Floating
Weapon: Bouncing Projectiles
Special: Water Wave Attack
Unlock: In Adventure/Reefside City, collect ALL level Dino
Gems and the Zord will appear in the Animarium

Zord: WHITE TIGER
Color: White
Type: 4-legged/ Jumper
Weapon: Small projectile
Special: Energy Burst
Unlock: In Adventure/Jungle Island, collect ALL level Dino
Gems and the Zord will appear in the Animarium

Zord: BLACK BISON
Color: Black
Type: 4-legged Walker/ No jump
Weapon: Ram/ Deflect enemy projectiles
Special: Invincible Super Ram
Unlock: In Adventure/Lava Fields, collect ALL level Dino
Gems and the Zord will appear in the Animarium

Zord: SILVER WOLF
Color: Silver
Type: 4-legged Walker/ Jumper
Weapon: Small Projectile
Special: Howling Special Attack
Unlock: In Adventure/Volcano Core, collect ALL level Dino
Gems and the Zord will appear in the Animarium

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10. Unlocking Movies  
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There are 17 movies total: (1) credits movie, (12) Zord movies,  
(2) Megazord movies, (1) Rendered Introductory movie and (1) Rendered  
End Game movie.

Some movies are unlocked by simply advancing through the Adventure  
game, while others weren't initially obvious (but you can see a  
single line of "how to" text at the bottom of the Movie Theater  
screen when selecting a locked movie).

You may unlock a Zord-specific movie by winning any of the various  
"Power Games" with a matching Zord. For example, if you play a Power

Game with the Red Tyranno Zord and win, then his movie will unlock in the "Extras" menu. Note that this only applies to Dino Thunder and Ninja Storm Zords. Wild Force movies are not available (presumably because of licensing issues with the older non-Disney owned season).

Rangers are featured in most of the movies, so for those fans who wanted to see more of the Rangers besides the Intro and Outro movies, here is your opportunity.

DINO THUNDER MOVIES:

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Red Tyranno: Unlocks when you win the Red power game  
Yellow Ptera: Unlocks when you win the Yellow power game  
Blue Tricera: Unlocks when you win the Blue power game  
Green Parasaur: Unlocks when you win the Green power game  
Light Blue Dimetro: Unlocks when you win the Light Blue power game  
Violet Cephalo: Unlocks when you win the Violet power game

NINJA STORM MOVIES:

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Red Hawk: Unlocks when you win the Red power game  
Yellow Lion: Unlocks when you win the Yellow power game  
Blue Dolphin: Unlocks when you win the Blue power game  
Crimson Insectazord: Unlocks when you win the Crimson power game  
Navy Beetlezord: Unlocks when you win the Navy power game  
Green Samurai Star: Unlocks when you win the Green power game

OTHER MOVIES:

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Introduction Movie: Always available in the "Movie Theater" menu  
Credits Movie: Always available on the "Extras" menu  
MegaZord Movie 1: Unlocked when Mission 13 is started  
MegaZord Movie 2: Unlocked when Mission 24 is started  
End-Game Movie: Unlocked when Mission 24 is won

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11. How to receive 100%
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A player will receive 100% when the following objectives/items have been achieved, collected or unlocked:

Item(s)	Weighted Percentage	Totals
24 Missions Complete	2% each	48.000%
22 Morphers Collected	0.642% each	14.124%
22 Dino Eggs Collected	0.642% each	14.124%
22 Dino Gems Earned	0.642% each	14.124%
15 Movies Unlocked	0.642% each	09.628%

		100% Total

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12. Tips, Strategies, Secrets  
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- 01: When there are enemies around, keep moving! Otherwise, they will quickly zero-in on your position.
- 02: Avoid moving in straight lines. The enemies will track your momentum. Change speed and direction frequently. Move in subtle arcs and the enemy has a tougher time zeroing in.
- 03: When frozen by an ice blast, you can shake the stick to break the ice faster.
- 04: For mission 9, stay close to the brachio. he never leaves the roadway until the end of the mission. Learn where the enemies appear, so you can earn the Dino Gem more easily.
- 05: For mission 11, since the buildings block your view of the generators, you can fly high with Ptera and "listen" for the humming sound of the generators when you're in range.
- 06: The trick to both boss battles is timing. When Zeltrax raises his axe, you'll see a green effect. During this time, he's vulnerable to your laser. Once he's stunned, get in quickly with a special attack. DON'T DELAY or he'll wake up and knock you back.
- 07: During the mission 13 boss battle, the lobbers frequently give health if you need it.
- 08: During boss battles, if you don't have enough special attacks, collect a few before starting your attack on Zeltrax. The orange crystals will provide special attacks.
- 09: In mission 14, don't move too far away from the large clearing, since most of the tree pods are close together. Look for the white beacons. Fly high with the yellow zord to find their locations. There's only one tricky one behind the pillars to the right.
- 10: Prior to entering mission 16, conserve your special attacks for the weeds. When you kill a weed, another special attack should appear. Be sure you grab it. If you're going for speed to get the dino gem, you should NOT wait for the special attack to appear. Just be sure you have a bunch before you start.
- 11: To easily get the mission 18 dino gem, first destroy the taggers nearest to the crusher, then use the blue tricera to quickly kill the base with his normal attack.
- 12: The mission 20 dino gem is very hard to get. Remember that when you use a special attack, you won't take damage. The taggers can touch you and you'll be okay, but don't let anything harm any of your zords, or you'll have to restart the mission to get the dino gem award.
- 13: The secret to mission 20 is to deflect the cannon fire with the blue tricera zord. Be patient. The cannons only face in certain directions, so you'll have to position yourself carefully. It will take two deflected shots to destroy each cannon. Also, when you kill the last cannon, it gives you a plasma boost to

leave the level.

- 14: Mission 21 spoiler: This is actually a 2-part mission. When it starts, you have to do the typical get the "things" and deliver them to the invisiportal. When the last "thing" is delivered, the real mission begins, where you must quickly defeat a bunch of Razor Worms. Do it fast enough, and Dr. O will give you the needed dino gem.
- 15: In mission 22 the locks must be lit when shot. This isn't immediately obvious unless you're listening to Dr. O's comments. They actually flash and make noise. Only shoot them when lit. Also, if you make a mistake by shooting a lock with the wrong Zord, you will not receive a dino gem from Dr. O.
- 16: In mission 23, the Magmatrons can only be destroyed with the violet zord's (Cephala) special attack. Line up carefully and learn their pattern. If the timer expires before you kill them all, you will not receive a dino gem from Dr. O.
- 17: In the final boss battle (mission 24) the stalagmites around the level have lots of health and special attacks. If you're running low, keep this in mind. Use the other boss tips above to help you defeat Zeltrax. After you hit him three times, he'll begin to attack you with an energy beam. Just jump over it. Don't rush. Wait for it, jump over it, stun him when he raises his axe. You'll need to do this twice. Note that after the fourth hit, he projects his beam in two directions before raising his axe. Again, be patient and you'll do fine!

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13. Frequently Asked Questions
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Q: Can you fight as the Rangers?

A: No, you control them in their Zords. The Rangers do appear throughout the game and an introductory movie sets the story nicely. Dr. Oliver talks to you throughout the game, and you will occasionally hear the rangers respond to him.

Q: Tommy won't stop talking. I don't want his help. What can I do?

A: You can turn off the volume for "Voice" in the options menu. If you have kids that can't read well, you'll probably want to leave this setting alone, or plan on helping them get through the game.

Q: Does this game feature the same voice actors from the TV show?

A: No, for whatever reason the real actors are not featured. The voice acting is pretty good, however.

Q: The game autosaves all the time! How can I prevent this?

A: It would seem that THQ wanted to be sure that kids wouldn't lose their game data, so it saves after every mission win or whenever you receive a new gem, egg or morpher. I found that if you want to manually save, you'll have to pull the memory card, then select "save". When it fails, then autosave will disable. Then you can put the card back in

and save when you want to by pausing and selecting "Save".

Q: Is this game the same for Playstation 2 and GameCube?

A: I have both copies for helping me with this FAQ, and the two games are effectively identical. The GameCube version seems to play a bit faster, though.

Q: Is this game like the Gameboy Advance version?

A: No. The Gameboy Advance version is a platform game very similar to the last two versions, where you play as the Dino Rangers and beat up waves of Tyrannodrones.

Q: Are there cheat codes for this game?

A: Probably, but they don't seem to be released yet.

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#### 14. Credits

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Quick special thanks to the people and groups that helped or inspired me to put this FAQ together

- THQ: For releasing this game
- Pacific Coast Power & Light: For creating this game
- rangerboard.com: Whose message board is fantastic!
- SirStack (rangerboard): Who identified the Inon Zur connection