

# Mighty Morphin' Power Rangers: The Movie FAQ/Walkthrough

by Seraph 0

Updated on Sep 18, 2004

Game: Power Rangers, Mighty Morphin - The Movie  
System: Sega Genesis  
Genre: Action  
Author: Seraph 0  
Real Name: Andrew Almeida  
E-Mail: Seraph\_0@Hotmail.com  
Date: October 23, 2003  
September 18, 2004

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Table of Contents  
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1. Introduction
2. Story
3. Controls/Tips
4. Power Ranger Bios
5. Zords
5. Items
6. Enemies
7. Bosses
8. Walkthrough
9. Review
11. Copyright

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1. Introduction  
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When I was younger, this was my favorite show, but now, I feel dirty when I think about the show. The only thing decent that came out of the show was the games, and maybe the toys. This is what many people call a Final Fight clone, where you go across the screen killing all your enemies until the end. You also get to use the Zords.

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2. Story  
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I took this straight from the game.

#### Back Story:

Long ago and far away, a legendary interdimensional being know as Zordon, came to the city of Angel Grove, to establish a vanguard in the never ending battle against evil. With the aid of his trusted assistant, Alpha 5, the noble master sought out six extraordinary teenagers and gave them power to transform into a superhuman fighting force. In time of great need, the young heroes could call upon colossal assault vehicles known as "Zords". While the identity of the six remain a guarded secret, their courage's exploits soon became the stuff of legend, earning them the title...

# The Mighty Morphin Power Rangers!

## Story:

Six thousand years ago, a morphological being know as Ivan Ooze, ruled the world with a reign of unparralled terror. He rid the planets of their adult population, then brainwashed the young to follow in his evil path.

A faction of young warriors known as the "Order of Meledian", lured him into a hyperlock chamber and buried him deep underground.

Present day, Angel Grove.

An inner city construction crew accidentally uncovers the hyperlock chamber and releases the evil power of Ivan Ooze.

## ----- 3. Controls/Tips -----

These are the default controls.

D-Pad - Move Ranger  
A Button - Special/Special  
B Button - Attack/Attack  
C Button - Jump/Guard

- Hold the attack button to use the Ranger's weapon.
- Every Rangers has the same special attack: a windmill kick, where the Ranger jumps sideways and spins their legs to hit any enemy around him/her.
- You can grab and throw your enemy by get close to them.
- Double tap forward to dash.
- When you dash, press you attack button to use your weapon.
- Also, when you dash, jump an press the attack button to execute a jump kick.
- When you jump, press the attack button and the Ranger will do a flip kick.
- If you jump forward and press the attack button, you will do a air punch.
- The combo attack for each Ranger start off the same, but end with their weapon.

## ----- 4. Power Ranger Bios -----

Here are small bios on the Rangers.

### Black Ranger

Name: Adam/Zack  
Weapon: Power Axe  
Zord: Frog/Black Lion  
Charge Attack: Axe Cannon

His charge attack is a long range energy shot, fired from the handle of the Power Axe.

### Blue Ranger

Name: Billy  
Weapon: Power Lance  
Zord: Wolf/Unicorn

Charge Attack: Lance Twirl

His charge attack is a short-range attack, where he spins his Power Lance in one hand.

Pink Ranger

Name: Kimberly  
Weapon: Power Bow  
Zord: Crane/Firebird  
Charge Attack: Energy Arrow

Her charge attack is a long-range energy bolt, fired from the Power Bow.

Red Ranger

Name: Rocky/Jason  
Weapon: Power Sword  
Zord: Gorilla/Red Dragon  
Charge Attack: Rising Sword

His charge attack is a short range attack, where he slides a bit forward and jumps up with the Power Sword held horizontally.

White Ranger

Name: Tommy  
Weapon: Sabe Saber  
Zord: Falcon/White Tiger  
Charge Attack: Shockwave

His charge attack is a long-range attack, where he sends a wave of explosions across the ground.

Yellow Ranger

Name: Aishi/Trini  
Weapon: Power Daggers  
Zord: Bear/Gryphon  
Charge Attack: Dagger Toss

Her charge attack is a long-range attack, where she tosses a spinning dagger in an arc.

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5. Zords  
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During the game, you get to play as the Zords in certain stages.

Ninja Megazord

Special Attack: Vertical Slash  
Charge Attack: Vertical Slash  
Dash Attack: Spinning Kick

Has very few attacks. Its special attack is the same as the charge attack, only you just don't have to wait for the charge. Its grab is an uppercut and it's combo attack is nothing special. Overall, not as fun to use as the Falczord.

## Falconzord

Special Attack: Mega Shock  
Charge Attack: Mega Rocket  
Dash Attack: Phoenix Charge

A much more entertaining Zord to use. Its special attack is a mega electric field that surrounds the Falconzord, making him temporarily immobile and untouchable. It's charge attack is a mid-range projectile that fires from the tip of the wings and flies to the ground. It's dash attack surrounds the Zord's body with energy and charges forward for a short time. When you grab your enemy, it pulls it up in the sky and throws it. Its combo attack is pretty good.

## Thunder Megazord

Special Attack: Thunder Slash  
Charge Attack: Vertical Slash  
Dash Attack: Shoulder Charge

Better than the Ninja Megazord, but the White Ranger still gets the better Zord. It's special attack starts out with the Megazord charging his sword, then he does one vertical slash down and another up. Vertical Slash is basically the Thunder Slash, without charging the sword with energy. Shoulder charge is what it sounds like. Combo is OK and the grab attack is a punch in the gut.

## White Tigerzord

Special Attack: Burning Blade  
Charge Attack: Fireball  
Dash Attack: Shoulder Charge

Once again, the White Ranger gets the better deal. His special attack is like the Thunder Megazord's Thunder Slash, but with fire and without the second upward slash. The charge attack is just as it sounds. The fireball is fired from the chest. Shoulder Charge is the same as the Thunder Megazord. The combo attack is good and the grab attack is a close Fireball to the chest.

## ----- 6. Items -----

There are a few items that will help you during your mission. You have to hit them to get it.

Mastodon Coin - Adds 1000 points to total  
Pterodactyl Coin - Restores one bar of Health  
Sabertooth Tiger Coin - Adds 3000 points to total  
Triceratops Coin - Restores 1/2 bar of Health  
Tyrannosaurus Coin - Adds 1 credit to your total  
White Tiger Coin - Restores one bar of Health

## ----- 7. Enemies -----

There are only two basic enemies.

Oozeman - The first and basic enemy. They have the ability to morph into a puddle of slime and move about, enabling you to attack. Other than punching and kicking, Oozemen have two attacks. One is to dash at you very fast, then grabs and chokes you. The other ability they have is to grow a spike out of their elbow. If you are hit by the spike, you will rather be set on fire and thrown back, or just thrown back. Oozemen have various lengths of health.

Puttie Patrol - Not as annoying as the Oozemen, and are really stupid. On occasion, they stop to look around. They have few attacks, but can do combos. They can do a weird looking jump kick and have no grab attack. Like the Oozeman, their health will vary.

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8. Bosses  
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Here is the list of bosses, straight from the walkthrough.

Hornitron  
Stage 2

Doesn't really look like the Hornitron from the movie, but whatever. Other than it's basic attacks, it has a couple of special attacks. His grab attack starts out a mad dash towards you, like a Oozeman, then he punches you. He also has two projectile attacks that fire in two ways: horizontally, or he moves straight down while firing his energy beams. Other than that, he has very few attacks. Just use combos and grabs, it won't be very hard.

Scorpitron  
Stage 2

More like the movie monster, but looks organic rather than robotic. Scorpitron relies more on projectile attacks than face to face. Like Hornitron, it can fire it's energy beams from his tail two ways: horizontally and by moving straight down while firing. He also has another short range projectile attack. It fires multiple energy orbs that explode on the ground. Although it uses projectile attacks, that doesn't really mean it can't attack in close combat. In fact, it has more attacks than the Hornitron. It can slash you with its claws, stab you with it's tail, and even jump on you if your not careful. It stabs you with it's tail when it grabs you. Try to get around it and use combos and grabs.

S. Sentinel Neck  
Stage 3

I don't think this creature was called S. Sentinel Neck. If I remember correctly it is called rather AC or DC. Anyway, this humanoid runs around, trying to slash you with its sword. If you do get hit, it starts laughing at you. Not very tough, do whatever it takes. Just to warning though, when it's thrown back from your attacks, for some reason you can't hit it right away. It also has one projectile attack: it throws a energy disc from its hand. When its health is only 50% on the last bar, it will run off.

S. Sentinel Ear  
Stage 3

I believe this one was DC. Like Neck, runs around trying to slash and laughs when it succeeds. Also like Neck, you can't hit it right again after it's thrown back by your attacks. The only thing different it does is use it's hair as a weapon. When its health reaches 50% on the 2nd bar, it will run away.

S. Sentinel Ring  
Stage 3

I know for a fact this creature was called Nimrod. At first it stays to the right, firing bolts of electricity and fire. The fireballs move at a 90\* angle, meaning one goes down left/right and another goes up left/right. It also fires its electric bolt towards the ground. After a few hits, it's starts running around and attacking you. It can also hit you with its staff. Like the others, when it's energy reached 50% or lower on its second health bar, it runs away.

S. Sentinel Trio  
Stage 3

Same rules apply from the last battles, only now you can block attacks.

Lord Zedd  
Stage 4

You will notice that he is big, but he is very weak. He has one attack: he can cause sections of the floor to explode. You will notice that he watches you, because he is basically homing in on you. So, when his hand start twitching, run to the opposite side of where you were standing. His hand is his weak point. Just do a combo or two on his hand, then wait for him to attack. Then repeat.

Goldar  
Stage 4

This guy can take a while, because you can't use combos on him very often. Goldar sticks to the air, and only comes to the ground if you hit him. In the air, he can attack two ways: a sword slash dive, and he can fire his feathers that can set you on fire. When he is on the ground, he slashes his sword about then jumps back up in the air. Just use aerial attacks like the flip kick to get him down. Then try to attack from behind. When his last health bar reaches 50% or lower, Goldar will run away.

Goldar  
Stage 4

Same rules apply, only now you get to block. It may be a bit harder, because the Zords can't jump. You can still attack him with he is lowest to the ground, and if he is to high, try using you special attack. Once again, when his health reaches 50% on his last bar, he will run away.

Goldar  
Stage 5

Once again, use the same tactics like you did before. Yet again, he runs away when his last health bar reaches 50% or lower.

Statue  
Stage 5

This is not really a boss. You will see Serpentera in the background, firing

lightning bolts at an upside-down pyramid. All you have to do is break the statue and the stage will be finished.

Ivan Ecto-Morphicon  
Stage 6

Doesn't even come close to looking like the movie. Ivan has quite a few moves. The only ability he gains from the Hornitron is the energy beam. He has two grab attacks: one starts out as a lunge, then he jumps into the air and slam you into the ground, the other is a electric shock therapy. He fights with a energy sword and can do two combos. One involves two slashes then a energy beam, the other involves two slashes then a rising uppercut. It's best to just stay away from him and use your grab attacks. If you do see an opportunity to use a combo, go for it. When his last health bar reaches 50% or lower, Ivan will run away.

Ivan Ecto-Morphicon  
Stage 6

Same rules apply from the previous battle. The believe this is the comet from the movie. When his last health bar reaches 50% or lower, Ivan will run away.

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9. Walkthrough  
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In each stage, you get a set of enemies and a 60 seconds to beat those enemies. Then, you continue on to another set of enemies with a reset clock.

Stage 1

Oozeman - 11

Begin moving forward and you will see two Oozemen attack two civilians. Because the Oozemen our occupied with the civilians, you can get close to grab and throw them. After you kill both of them, four Oozemen will attack one at a time. They appear left of the top civilian. After that two will attack at once, then attack by ones again. The tenth Oozemen should leave a Pterodactyl Coin. Kill the last Oozeman and run to right, until you can't go anymore.

Oozeman - 3

When you reach the end, two Oozemen should have been running after you. Kill them, and only one more will appear. If you didn't run from the beginning, you may have to fight more.

Oozeman - 9

Continue forward a bit and three Oozemen will fall in the upper right corner. After killing those three, one should have a White Tiger Coin and three more Oozemen will appear from the left. Again, after killing all three, another three will appear from the right. After killing those three, move to the right and you will automatically move to the right. Ivan Ooze will appear and fire a large shockwave at you.

Cinematic:

Once released from the chamber, Ivan wastes no time and attacks the command center, damaging Zordon and Alpha 5. With Zordon down, the Power Rangers lose their powers. Alpha tells them of a power that will help save Zordon. With

hesitation, Alpha sends the Power Rangers to the planet Pheados, to find the Master Warrior, who will help them gain the power that they need.

Meanwhile, Ivan has gained mind control of the adults of Angel Grove and taken out Lord Zedd and Rita.

After landing on Pheados, the Power Rangers run into Dulcea, the Master Warrior, who saves them from the Tengu Tribe. She guides them to the Neola Jungle, where they will find the power that they are looking for. She warns them of the danger and sends them their way. Before they go, Dulcea gives the Rangers the animal powers of the Ninjetti, to help them survive. Continuing on through the jungle in their new ninja uniforms, the Power Rangers encountered many difficult enemies, including the Skeleton Creatures and the Stone Gargoyles.

In the meantime, Ivan has use the adults of Angel Grove to help dig up two of his morphological monsters, the Scorpitron and the Hornitron.

Back on Pheados, after defeating the Stone Gargoyles, the Rangers find the Temple of Great Power. They discover how to gain the Great Power of the Temple. With the last of his power, Zordon contacts the Rangers and tells them about Ivan. With their new power, the Rangers blast back to Earth. They land on Angel Grove as Ivan's Ecto-Morphicons are destroying the city.

"The Power is On!"

Stage 2

Oozeman - 11

This level has a hazard: cars drive from right to left. You do get a warning, the cars will honk before entering the screen. It's best you stay at the top of the level and time your jump over a car. Also, the cars hurt the Oozemen too. To start off, one Oozeman will appear from the top left screen. Continue right and another Oozeman will appear in the middle of the screen. Kill him, and another will appear from the middle right screen. After him, another from the left, then another. Now they start to come from the right, kill the first one from the right to get a Tyrannosaurus Coin. Another will appear at the top right screen. Then one Oozeman will appear from the right and another from the left. After killing those two, one will appear from the right, and after killing him, another in the middle left screen. You will get a Pterodactyl Coin from one of them. Kill him and continue right.

Oozeman - 9

When you get to the end, three Oozemen will fall into the middle of the screen. After those three, another three from the left. Again, after those three, another three from the right. After those three, one will come from the left, and two from the right. After that run to the right.

Oozeman - 21?

Three Oozemen will have ran after you when you ran to the right. When you start killing them, another Oozeman will come and replace them. Just continue fighting and don't forget to use your special attack. When you're done, move to the right.

Oozeman - 3

Three Oozemen will follow you to the right. After that continue to the right.



## Oozeman - 17

When you reach the end, one Oozeman will come from the right, and two from the left. One will give you a Pterodactyl Coin. After those three, two will appear from the left. One should give you a Triceratops Coin. Then, one should appear in the middle. After him, another from the middle. Finish him off, and two will fall into the middle of the screen. One will give you a Pterodactyl Coin. After those two, one will appear from the left and two from the right. After those three, a Oozeman will come from the left and split into three Oozemen. After those three, one will come from the left, and another after him. After that, continue to the right.

## Oozeman - 8

When you reach the end, two Oozemen will come from the right and one from the left. When you finish with them, a Oozeman will come from the left and split into three Oozemen. After those three, a Oozeman will come running from the bottom left corner. Then, another from the top left corner. Part 1st of Stage 2 is now complete.

## Cinematic:

A short cinematic showing Hornitron and Scorpitron.

The 2nd part of Stage 2, you get to use the Zords to fight.

## Hornitron

Doesn't really look like the Hornitron from the movie, but whatever. Other than its basic attacks, it has a couple of special attacks. His grab attack starts out a mad dash towards you, like a Oozeman, then he punches you. He also has two projectile attacks that fire in two ways: horizontally, or he moves straight down while firing his energy beams. Other than that, he has very few attacks. Just use combos and grabs, it won't be very hard.

## Scorpitron

More like the movie monster, but looks organic rather than robotic. Scorpitron relies more on projectile attacks than face to face. Like Hornitron, it can fire his energy beams from his tail two ways: horizontally and by moving straight down while firing. He also has another short range projectile attack. It fires multiple energy orbs that explode on the ground. Although it uses projectile attacks, that doesn't really mean it can't attack in close combat. In fact, it has more attacks than the Hornitron. It can slash you with its claws, stab you with its tail, and even jump on you if you're not careful. It stabs you with its tail when it grabs you. Try to get around it and use combos and grabs.

## Cinematic:

"Boy, when I joined, I didn't think that things would get so rough!" Rocky spoke. "No kidding", Aisha replied, "Remember when we joined....?"

At Rita's Moon base, Lord Zedd suddenly appeared and seals Rita away for a couple of eons. He has his own plans for Earth, ones that Rita could not handle. The Green Ranger has been losing his morphing powers and Zedd's new putties are giving the Rangers a very tough time. Even the Megazord and Dragonzord have been defeated. It seems like a time of darkness is about to come.

As Tommy's Green Ranger powered faded, Zordon transformed him into the stronger White Ranger.

Stage 3

Putty Patrol - 7

Begin moving right and a Putty will fall in the middle left of the screen. After that, another will fall on the right side of the screen. Another on the left, another on the right. Then one will come from right and another from the left. One of them will give you a Pterodactyl Coin. After those two, another from the right side. One you defeat it, the S. Sentinel Neck will appear.

S. Sentinel Neck

I don't think this creature was called S. Sentinel Neck. If I remember correctly it is called rather AC or DC. Anyway, this humanoid runs around, trying to slash you with its sword. If you do get hit, it starts laughing at you. Not very tough, do whatever it takes. Just to warning though, when it's thrown back from your attacks, for some reason you can't hit it right away. It also has one projectile attack: it throws a energy disc from its hand. When its health is only 50% on the last bar, it will run off.

Puttie Patrol - ?

Continue right, fighting Putties along the way. You can pick of the barrels and throw them at the Putties. Note, if you run all the way to the end, you won't have to fight very many. When you reach the end and killed the last Puttie, you will be told to move on.

Puttie Squad - 10

Continue right to the end and three Putties will fall from the sky. After those three, another three from the right. Then two from the right and two from the left. You will get a Pterodactyl Coin from one of them. After those four, S. Sentinel Ear will appear.

S. Sentinel Ear

I believe this one was DC. Like Neck, runs around trying to slash and laughs when it succeeds. Also like Neck, you can't hit it right again after it's thrown back by your attacks. The only thing different it does is use it's hair as a weapon. When its health reaches 50% on the 2nd bar, it will run away.

Puttie Patrol - ?

Continue right until the end. Putties and S. Sentinel Ring will attack you.

S. Sentinel Ring

I know for a fact this creature was called Nimrod. At first it stays to the right, firing bolts of electricity and fireballs. The fireballs move at a 90\* angle, meaning one goes down left/right and another goes up left/right. It also fires its electric bolt towards the ground. After a few hits, it's starts running around and attacking you. It can also hit you with its staff. Like the others, when it's energy reached 50% or lower on its second health bar, it runs away. Finish off the last of the Putties and continue on.

Puttie Patrol - ?

Continue running to the right and you won't have to face many Putties. When you reach the end, you will face all three Sentinels.

#### S. Sentinel Trio

Just do what you do best, kick ass. They are really not that hard. It's best not to use combos very often, because that leaves you open for attack. Also, throw the Sentinels into each other.

Cinematic:

I will finish off those pesky Power Rangers off! Grow! Grow! Grow!

Now you get to choose two new/old Zords to fight the trio.

#### S. Sentinel Trio

Begin moving right and the trio will appear. Same rules apply, only now you get guard.

Cinematic:

Due to Bulk and Skull's stupidity, three Angel Grove Teenagers and a teacher are kidnapped by Goldar, while chasing a run away baby carriage. The Power Rangers must save them before it's too late.

#### Stage 4

#### Puttie Patrol - ?

In this level, you don't really have to fight the Putties. You have to break the boulders in the background to get to the next area. Continue right past the first boulder, {the one that doesn't break}, and continue until you reach an opened space. Continue on and you will see another set of boulders. Destroy the second one. Now you will fight Lord Zedd.

#### Lord Zedd

You will notice that he is big, but he is very weak. He has one attack: he can cause sections of the floor to explode. You will notice that he watches you, because he is basically homing in on you. So, when his hand starts twitching, run to the opposite side of where you were standing. His hand is his weak point. Just do a combo or two on his hand, then wait for him to attack. Then repeat.

#### Putties - 15

Note, that there are rocks that you can pick up and throw. Continue right until the end and a Puttie will have followed you. Then another Puttie will come from the left. This one will give you a Mastodon Coin. Then, another from the right. Yet another Mastodon Coin. Then two from the left. Then three from the right. Then another three from the right. Then two from the right and two from the left. You will get Pterodactyl Coin from one of them. After those three, Goldar will appear.

#### Goldar

This guy can take a while, because you can't use combos on him very often. Goldar sticks to the air, and only comes to the ground if you hit him. In the

air, he can attack two ways: a sword slash dive, and he can fire his feathers that can set you on fire. When he is on the ground, he slashes his sword about then jumps back up in the air. Just use aerial attacks like the flip kick to get him down. Then try to attack from behind. When his last health bar reaches 50% or lower, Goldar will run away.

Cinematic:

I will finish off those pesky Power Rangers off! Grow! Grow! Grow!

Choose your Zord and move forward. Goldar will appear.

Goldar

Same rules apply, only now you get to block. It may be a bit harder, because the Zords can't jump. You can still attack him with he is lowest to the ground, and if he is too high, try using your special attack. Once again, when his health reaches 50% on his last bar, he will run away.

Cinematic:

While being rescued by the Rangers, the teenagers find out that Billy is the Blue Ranger.

In the meantime, Jason, Zack, and Trini have been invited to the International Peace Summit. They are freed of their Power Ranger's duties and three new ones have been chosen, the three teenagers they have rescued. But to transfer their power to the new ones, the Power Rangers must travel to the Forbidden Planet, to get the Sword of Legend.

Stage 5

As soon as you start, Goldar will fly down.

Goldar

Once again, use the same tactics like you did before. Yet again, he runs away when his last health bar reaches 50% or lower.

Puttie Patrol - 4

When he runs away, fireballs start to fall and two Putties will start to attack. Stay near the lower part to the level, because the fireballs don't land there much. After killing the two, one will give you a Mastodon Coin. Then, one will come from the right and another from the left. One of them will give you a Sabertooth Tiger Coin. When those two are finished, run to the right until you reach the end.

Puttie Patrol - 6

Three Putties will have ran after you, unless the fireballs hit them. One will give you a Sabertooth Tiger Coin. After those three, two will come from the left. One will give you a Mastodon Coin. Then, another two will come from the right and one will give you a Sabertooth Tiger Coin. After that, run to the right until the end.

Puttie Patrol - 3

When you reach the end, three Putties will fall from the sky. Take them out and run right to the end.

Puttie Patrol - 3

Three Putties will come from the left and one will give you a Tyrannosaurus Coin. Then run once again to the right.

Statue

This is not really a boss. You will see Serpentera in the background, firing lightning bolts at an upside-down pyramid. All you have to do is break the statue and the level will end.

Cinematic:

Rocky, Aisha, and Adam receive the power from the Sword and become the new Power Rangers.

"It's too late to look back, we must face the future, and the future is now!", cried Rocky. "Yeah, let's go kick some Ooze!", yelled Aisha.

Ivan Ooze then merges with the Hornitron to become Ivan Ecto-Morphicon.

Stage 6

Choose your Zord and move forward a bit.

Ivan Ecto-Morphicon

Doesn't even come close to looking like the movie. Ivan has quite a few moves. The only ability he gains from the Hornitron is the energy beam. He has two grab attacks: one starts out as a lunge, then he jumps into the air and slam you into the ground, the other is an electric shock therapy. He fights with an energy sword and can do two combos. One involves two slashes then an energy beam, the other involves two slashes then a rising uppercut. It's best to just stay away from him and use your grab attacks. If you do see an opportunity to use a combo, go for it. When his last health bar reaches 50% or lower, Ivan will run away.

Cinematic:

Don't let that Boogerman escape!"

The Ninja Megazord will fuse with the Falcozord to become the Mega Falcozord.

Ivan Ecto-Morphicon

Same rules apply from the previous battle. The believe this is the comet from the movie. When his last health bar reaches 50% or lower, Ivan will run away. Congratulations, you have won!

Ending

The Mega Falcozord battles Ivan in space and as the Mega Falcozord executes the final blow, the comet hits and destroys Ivan forever.

Thanks to the Power Rangers, Angel Grove and the World have been spared from the terror known as Ivan Ooze.

"Ivan and his fifty foot monsters had us surrounded", said Bulk. "There was no escape", said Skull. "At that moment we knew we were facing Death straight in

the eye", said Bulk. "We could smell his breath", said Skull as laughter echoed inside the Juice Bar. "The Power Rangers had a little help from us, in fact, they were going to make us honorary Power Rangers", as the crowd snickered. "We held Ivan and the monsters off, until the Power Rangers showed up. Then we let the Power Rangers finish them off", said Bulk as the crowd laughed.

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10.Review  
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Graphics = 4  
Sound/Music = 3  
Gameplay = 3  
Overall = 3

Like I said before, the show sucks and the games are fun, kind of like the Pokemon franchise. Graphically it was good, but it was a bit pixilated and some of the faces of the characters didn't really look good. Before I say anything about the Sound/Music, you should know that the Sega Genesis has the worst audio chip of the 16bit era. That being said, they did a decent job capturing the music from the show, but the sound FX and the voices are weak. Gameplay is OK. The Zord battles are fun, but the Ranger battles can get boring. Overall, you may want to play through it once for the Zord battles, but you probably won't come back for the Rangers battles.

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11. Copyright  
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