

Power Rangers Time Force FAQ/Walkthrough

by StarFighters76

Updated to v1.0 on May 31, 2006

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F O R T H E P L A Y S T A T I O N

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 Time Force (based off the hit TV series), for the PlayStation. 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!

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SECTION 1: |INTRO|

A: |Version Guide|

Version 1.0: Sent in Written FAQ for the game in. (05/31/06)

B: |The Story Of Power Rangers Time Force|

Taken from the instruction manual:

The year is 3000 AD and the evil villain, Ransik, has taken over a prison complex. All of the inmates are monster criminals, who were shrunken and frozen for safekeeping in seal Cryo-Canisters. Now, with all of his inmates under his control, Ransik travels with them to the past in a prison ship in ortder to escape the harsh judicial system. The villains first stop in the year 2001, then they continue traveling even further back in time to steal ancient priceless Artifacts and cause mayhem - hoping to change the course of history.

But the Time Force Power Rangers are not far behind! Ordered to pursue the prison ship and battle the villains, the Rangers fight their way through time to recapture the villains and return them to be punished for their crimes in the 30th century. Go Time Force Power Rangers!

C: |What Is Power Rangers Time Force|

Power Rangers Time Force is based off the hit TV series by the same name. This is the 9th Season of Power Rangers, which is also

based off it's Japanese counterpart, Mirai Sentai Timeranger.
Does this game fall in with the TV series? From what I can tell,
it probably takes place right up to "The Quantum Quest", because
the Quantum Ranger is around, and Frax is still working for Ransik
(although hating it I'm sure).

D: |About This Walkthrough|

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.

E: |Control Configuration|

These are the basic controls for both the Rangers and Megazords.
Below will be a list of control for Special Attacks.

Controls for Rangers:

START: Pauses the game
SELECT: Does nothing
D-PAD: Moves either left, right, up or down
'X' BUTTON: This allows you to punch
SQUARE BUTTON: This allows you to jump
CIRCLE BUTTON: This allows you to kick
TRIANGLE BUTTON: Performs Grapple & Throw (Special Attack)
D-PAD + CIRCLE BUTTON: This allows you to do a flying kick
L1 BUTTON: Performs Tornado Kick (Special Attack)
L2 BUTTON: Does nothing
R1 BUTTON: Performs Ground Thump & Electric Thump
(Special Attack)
R2 BUTTON: Performs Stun Blast & Fire Blast (Special Attack)

Controls for all Megazords:

START: Pauses the game
SELECT: Does nothing
D-PAD: Moves either left, right, up or down
'X' BUTTON: This allows you to punch
SQUARE BUTTON: Does nothing
CIRCLE BUTTON: This allows you to kick
TRIANGLE BUTTON: Does nothing
D-PAD + CIRCLE BUTTON: This allows you to do a flying kick
L1 BUTTON: Performs Special Attack
L2 BUTTON: Does nothing
R1 BUTTON: Performs Special Attack
R2 BUTTON: Does nothing

F: |Special Attacks|

As you progress in levels, you will gain new special attack.

You'll receive a new attack after each level has been completed, in the Training Room. You can also go back to previous Training Room sessions if you want to practice more on a previous attack. Below is a list of the Special Attacks and everything you need to know about them. Ratings are from 1 (Don't bother) - 4 (Extremely helpful).

1. GROUND THUMP (Rating = 3): This attack can be learned after completing Level 1. To do this, press the R1 BUTTON and you will pound the ground with your fist, knocking over nearby enemies and bosses. You can also take out boulders and other things with this.

2. GRAPPLE AND THROW (Rating = 1): This attack can be learned after completing Level 2. To do this, get up close to an enemy and press the TRIANGLE BUTTON. Go wherever you want, then press TRIANGLE BUTTON to throw the enemy. You can also hold it for a long time to throw it farther.

3. TORNADO KICK (Rating = 4): This attack can be learned after completing Level 3. To do this, press the L1 BUTTON to become a tornado and use the D-PAD to go in whatever direction you want. Doing so will do heavy damage to enemies in your way.

4. STUN BLAST (Rating = 2): This attack can be learned after completing Level 4. To do this, press the R2 BUTTON to send a green energy ball towards your enemies. For a longer throw, hold down on the R2 BUTTON.

5. FIRE BLAST (Rating = 2): This attack (which will replace the Stun Blast) can be learned after completing Level 5. To do this, press the R2 BUTTON to send a fire ball towards your enemies. For a longer throw, hold down on the R2 BUTTON. You can also light torches with this.

6. ELECTRIC THUMP (Rating = 3): This attack (which will replace the Ground Thump) can be learned after completing Level 6. To do this, press the R1 BUTTON and you will pound the ground with your fist, sending out an electric shockwave knocking over nearby enemies and bosses. You can also take out boulders and other things with this.

G: |Introducing The Time Force Rangers|

This is a list of all 6 Rangers and their stats. Keep in mind that you can only unlock the Quantum Ranger if you collected all 7 Artifacts throughout the levels.

1. Red Ranger: "I love being a Power Ranger!"
STATS: Attack = 4; Defense = 3; Speed = 3; Skill = 4

2. Blue Ranger: "Woohoo!"
STATS: Attack = 2; Defense = 5; Speed = 3; Skill = 3

3. Green Ranger: "There's no time to waste!"
STATS: Attack = 3; Defense = 2; Speed = 5; Skill = 3

4. Yellow Ranger: "These criminals are no match for me!"

STATS: Attack = 5; Defense = 4; Speed = 2; Skill = 3

5. Pink Ranger: "Yeah!"

STATS: Attack = 3; Defense = 3; Speed = 4; Skill = 4

6. Quantum Ranger: "My powers are supreme!"

STATS: Attack = 5; Defense = 5; Speed = 4; Skill = 5

7. Time Force Megazord & Time Shadow Megazord

The stats for these megazords are the same. The only thing different is their special attacks. You will fight as Time Force Mode Blue in Level 1 & 2, Time Force Mode Red in Level 3, 4 & 5, and Time Shadow in Level 6 & 7.



SECTION 2: |WALKTHROUGH|

A: |Before The Walkthrough|

1. You can not unlock/play as the following: Fire Battle Red Ranger, Mega Battle Quantum Ranger, Shadow Force Megazord (Mode Red or Mode Blue), Trans Warp Megazord or Q-Rex (aka Quantasaurus Rex) Megazord. DO NOT e-mail asking me about this.

2. This is how my FAQ will be set up. In each level, you will have the walkthrough, then the Megazord Battle (which will be short). After which you will be taken to the Training Room for a new attack ability. This will be the case for each level (except Level 7, as it's the last level).

3. Although there is a time limit for each level, you really don't have to worry about it. If you beat the level with the time allotted, you will get an extension on your Health Bar and better defense. If that is what you want to do, try avoiding fights with enemies to save some time. Other than that, take all the time you want.

4. Unlike Lightspeed Rescue (for the PlayStation), this game is rather tough, and you only have so many lives to work with. Once you lose all your lives, game over obviously, however how ever many lives you have after you save from each level, will be the number of lives you have to work with each time you play the saved game.

B: |Level 1: The Path To Silver Hills|

You start off on the beach area knocked out. Circuit will tell you of your mission, which is to make it to Silver Hills. And so, your adventure now begins!

BEST TIME: 3:30

ARTIFACT: Timepiece

OBJECTIVE: Climb the mountain and get to the city

MOUNTAIN AREA:

Nothing along the beach (even behind the Time Ship) so make your way up the hill, starting at the 1st Floor. Each time you make it to the otherside, then go up a hill, you'll be on the higher floor. Also Circuit will talk about each new item you come across. With that, head along the 1st Floor a bit, and Circuit will tell you to watch out for boulders. There will be an EXTRA LIFE BADGE along the way. Make your way to the otherside, then turn around and head up on the 2nd Floor. On this floor there is nothing much of interest, so head to the otherside where you will see your first Cyclobot.

After that, turn around and head along the 3rd Floor. Go along this floor to the otherside, avoiding obstacles. Once at the otherside, you should see a lower level. Go down there for an EXTRA LIFE BADGE and LARGE TIME BONUS. Head back up on the 3rd Floor, then head upwards from that to the 4th Floor. On here, the boulders will come rolling at you, so take advantage of the cubby spots you can duck into. Make your way to the otherside (collecting any items), and you will come to an open area which will have a WHITE INVINCIBLE SHIELD. Don't get that quite yet, but wiggle around some triggering a Boss Fight.

BOSS #01: BRUTIUS

This fight can be easy. All Brutius will do is mostly hit you which physical attacks, which you should avoid. To easily defeat him, grab the WHITE INVINCIBLE SHIELD and start attacking him. However if you knock him over the side, he will come back but with whatever health he has left from your attacks.

After the fight, the two boulders nearby will be gone, so that you can have access to the 5th Floor. You will probably notice a couple of EXTRA LIFE BADGES as well, but don't worry about that for now. Instead head along the 5th Floor to the otherside, and at the end, you will see an opening heading to the street level. Don't worry about that for the moment. Instead at that spot, jump over to the left and go around that area, where you will see ARTIFACT #1: TIMEPIECE (this will become an EXTRA LIFE BADGE each time you visit this level). Get this because it will be helpful for unlocking the Quantum Ranger later on in the game. Now head back to the opening spot and onto the street area.

STREET AREA:

Once up here, head along the lowerside (by the chains) and to the otherside of this boardwalk (Cyclobots will be in the way). You will see an opening leading to the 6th Floor of the mountain area. Down here will be some items including the 2 EXTRA LIFE BADGES I told you about beforehand. Get the one on this floor first, then the other one (which is lower down), then head back up to the street area. Once back there, head along the boardwalk to the otherside, then you will see a staircase going to a bridge. Head along that and you will finally reach the actual street (collecting all TIME BONUSES). Once at the otherside of the bridge, head right then up on the next street (there will be a SMALL HEALTH BONUS in the corner where the building is). Continue up the street and you will come across the main Boss Fight for

this level.

BOSS #02: BARBATRON

This guy has 2 special attacks, which can both do some damage. He can spin his body around punching you if you get close, and he can shoot laser beams from his eyes. The best way to fight this guy off is to get in some good flying kicks, back away and then attack im again. Soon enough you will have defeated this guy.

After defeating the boss, Circuit will tell you he is mutating into a giant. So obviously we know what this means!

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We get a nice cutscene of the Trans Warp Megazord sending the Time Flyers through the time portal, then they will combine into the Timejet.

MEGAZORD BATTLE:

Now you get to fight as Time Force Megazord Mode Blue. The boss will fight the same way as before. Just make sure you get in some direct hits with your special attacks, then finish it off with some punches and kicks. This will take a bit longer than before, but still rather simple. Defeat him and you will have completed this level.

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TRAINING ROOM LEVEL 1:

This is the first of 6 training levels you will come across throughout this game. Why this is, is because after beating a level, you gain a new powerful attack. For this first one, Circuit will explain to you about the Ground Thump, and how it can help take out enemies as well as destroy certain objects. After the explanation, you will be given a chance to test out your new attack.

Sometimes Circuit will have you test out new things that will become available throughout the game. In this case, you will be given the chance to try out 2 recharge pads. After doing that, Circuit will explain to you about the switches and levers, and how they can unlock hidden areas. With all that, once you are done, you will be asked to save so you can continue on to the next level. Curious about what else is up here, well there are 2 LARGE HEALTH BONUSES and a WHITE RECHARGE PAD. But enough about that, let's move on to Level 2!

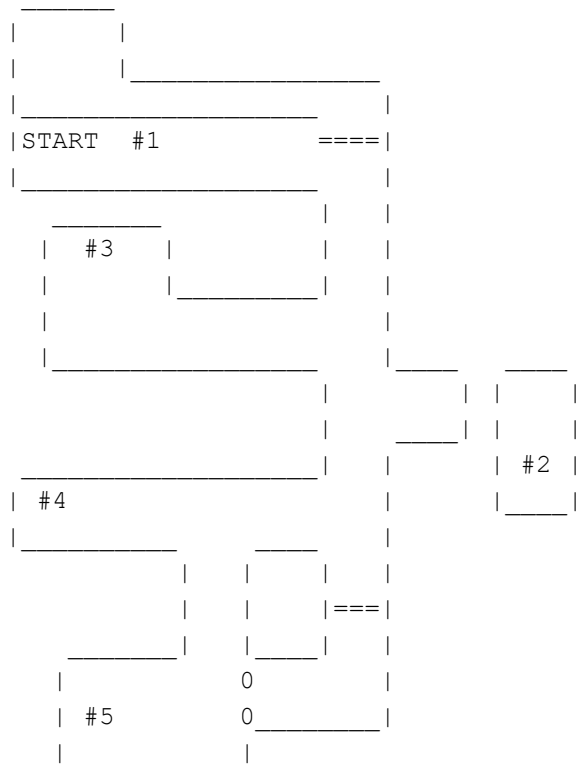
C: |Level 2: Hostage Of Time|

You are now in the Wild West. Circuit tells you that in this time period, the criminals have captured and locked away the town Sheriff. They also set up a barrier to stop anyone from trying to save him. Get the 5 Disruptors in order to lower the barrier.

BEST TIME: 5:00

ARTIFACT: Gold Sheriff's Badge

OBJECTIVE: Find all 5 Disruptors and save the Sheriff



Now as you can tell I have a map here. So what does it mean? Well this map gives a rough idea of the layout for this level, more importantly, where the 5 Disruptors are. See where there is a number? Well that tells you the general area where that Disruptor is. Don't worry, I'll be getting more specific soon. Now although you can get these in any order, it's best to get them in the order I have listed. There will also be some extra areas you can get to, but not right away. So with all of this out of the way, how about we get started on this level okay? ^_^

FINDING DISRUPTOR #1:

From the starting point, walk forward a bit and use a Ground Thump to get rid of the boulders, and right after that there will be 2 Cowboys and DISRUPTOR #1. These Disruptors are the first step of beating this level.

FINDING DISRUPTOR #2:

After finding the first one, continue down the road all the way until you reach the end of the road. Turn right then head down that road. Please note from here on out, there will be areas that if you use your Ground Thump, rocks will come raining down at you doing damage. Keep this in mind! Now along the way down, you should see another road to the left, ignore that for now and just stay on the rightside of the road you are on to see a small pathway (on the right). Go down that pathway and jump up on the boxes. Once there, you will see a river and log rafts. Jump over to the otherside on the rooftop where there will be TIME BONUSES and a GATE KEY. After that go to the side of the rooftop and jump off. Continue on the ground all the way till you reach a shed and boulders. Destroy the boulders with Ground Thump and around that corner is DISRUPTOR #2. Also around this area are some TIME BONUSES and a RED RECHARGE PAD. Now head back to the main road.

FINDING DISRUPTOR #3:

Once back at the main road, head over to that roadway on the left I described earlier. With that, follow the road all the way to the end, taking out enemies along the way. At the end will be a gate. Originally it would be locked, but since you have the Gate Key, you can enter it. In here, there will be a RED RECHARGE PAD, but save that for now if your Special Attack meter is good. With that, follow the pathway to the end and enter the mausoleom, which will have DISRUPTOR #3 as well as another boss fight (avoid the LARGE HEALTH BONUS if you can).

BOSS #03: FESTULOUS

Now this can be a bit tough, mostly because of the surrounding

area. First off, this guy will come at you with physical attacks, that's no problem. The problem however is giant flames will come up from the floor at various spots doing damage to you. The best way to handle this is to stay in one spot and unleash as many Ground Thump attacks as you can. After that, finish him off with regular attacks. Only use the health bonus if you really need it. Soon enough this guy will be defeated.

FINDING DISRUPTOR #4:

After that, the gate will open back up and you can leave the mausoleom. Once back outside, head out of the graveyard then down the road back to the main road. Now continue down the road again along the left side and you will see another (much thinner) roadway. Now follow that road, but stay along the left side of that. Watch out for falling rocks along the way. As you make your way down the road, you will see it splits off in two directions. Take the left road and follow that all the way to the end. You will see a barn close to the end, which will have a red switch. Hit that to lower the door and there will be DISRUPTOR #4. Further down are 4 SMALL TIME BONUSES and a LARGE HEALTH BONUS. Now head back up to where the road splits off, and go down the other path.

FINDING DISRUPTOR #5:

Now follow this road all the way to the end. You will see the mine entrance, some boxes (which has a SMALL HEALTH BONUS behind them) and a bridge. First off, head across the bridge (after which it will fall apart). On the otherside, a LARGE TIME BONUS and WHITE RECHARGE PAD (hidden in the corner). After that, jump on the small box, then jump across the pit to retrieve DISRUPTOR #5. With that, the barrier has been lowered and you can access the mine!

FINDING THE SHERIFF:

Now head over to the mine and enter it. Inside will be tons of SMALL TIME BONUSES. Turn the corner and walk onto the minecart which will take you to the otherside of the mine. Once out here refill at the RED RECHARGE PAD, then head the edge but DO NOT drop down. Do a Ground Thump to get rid of the boulders, and the buggy carriage will take off. Get the LARGE TIME BONUS as well, then jump down and just follow the path all the way straight ahead, and you will see the buggy carriage crashed into the buildings.

Jump on it, then onto the rooftops. Go left and stay on the rooftops no matter what, jumping from one to another all the way, collecting all sorts of items along the way (don't be afraid to use a Ground Thump on the Cowboys up here). Once at the end, jump to the final rooftop (where the SMALL HEALTH BONUS is), then go behind the building where the open area is. Down here, head up to the dark yellow door, do a ground thump and there will be ARTIFACT #2: GOLD SHERIFF'S BADGE. At the same building will be a switch, hit it and the Sheriff will be free. The Sheriff will tell you about a monster nearby. Recharge at the WHITE RECHARGE PAD and follow the path to the next boss fight.

BOSS FIGHT #04: STORMWING

Now this fight is extremely easy. When you walk up to the monster, start using Ground Thump attacks on him. After a few, he will teleport to the otherside. Now make sure you are lined up to where he is, then use Ground Thump, and rocks will rain down hitting him, doing damage. His only attacks to worry about is his Sonic Screech which can hurt. You can go back and

recharge your Special Attack meter if you need to. Continue this however until he is defeated.

Once again, Circuit will tell you he is mutating into a giant. So obviously we know what this means!

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More footage being shown, including the Timejet firing lasers and Time Force Megazord Mode Red being formed.

MEGAZORD BATTLE:

Once again we use the Time Force Megazord Mode Blue (WTF, we just seen footage for Mode Red!?). Anyways, same as before. The monster will fight the same, so just use your special attacks then physical attacks, and you will be finished with this monster. Do so and you will have completed this level.

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TRAINING ROOM LEVEL 2:

For this training room session, you will learn about how to use the Grapple & Throw attack. To do this attack, grab the enemy by walking up to it and holding the X BUTTON or CIRCLE BUTTON. To throw it, face any direction you want, then press the TRIANGLE BUTTON. This attack can be used to take out small groups of enemies. Don't waste your time with this though, because it's a pretty useless attack in my opinion.

Next Circuit will talk to you about the various boxes you will come across. Some can be pushed, which to push it, stand next to it and press either X BUTTON or CIRCLE BUTTON. Other boxes can easily be destroyed. Stand next to those boxes and press either X BUTTON or CIRCLE BUTTON to destroy it. These boxes will look slightly different than regular boxes, so keep a look out for them. Now with that out of the way, it's time to move on to Level 3!

D: |Level 3: Peril On The High Seas|

Cyclobots have taken over the pirate ship! Circuit tells you that you need to stop them in order to get this time period back on course.

BEST TIME: 4:00

ARTIFACT: The Book Of Atlantis

OBJECTIVE: Get to the top floor

BASEMENT:

You start off on the Basement level, where a Pirate will attack you. Now this will get confusing to explain, so bare with me. After that, go left a bit and kick the yellowish box to destroy it. Just after that, stand in front of the light brownish box and push it. Follow it, then kick the other box to destroy it (there is a SMALL HEALTH BONUS here). Now jump up on the small box in the corner, then on the two boxes next to it. Walk to the edge, and jump over to the other boxes. You'll see a light brown box ontop, stand next to it and push it so that it will fall and create a

bridge for you. With that, jump to it, then follow on the boxes to the otherside. On this side, there is an EXTRA LIFE BADGE hidden in the back corner. There are also a LARGE TIME BONUS and LARGE HEALTH BONUS here. You will also see some boxes on a lift, and barrels next to it. Jump on the barrels, then onto the boxes, and the lift will take you up to the 1st Floor.

1ST FLOOR:

You are now on the 1st Floor. This would be Room #01, which has nothing in it. So go through the door, and you will be in Room #02. Walk a few feet in this room and there will be several enemies here and a Boss Fight will take place.

BOSS #05: DORSALUS

This guy can be a pain. His attacks will be some serious physical attacks, as well as an acid breath attack which can cause some damage to you. It's best for you to get in and use all your Ground Thump attacks on it. After that, just get in some good flying kicks, back away, and go at him again. Soon enough he will be defeated.

Also a bit of note, if you're lucky enough to get a Cyclobot next to this boss, you can take it out while using a Ground Thump attack on the boss, but only do this when they are close together. Now with that out of the way, head to the otherside where you'll see a staircase. Climb it to go to the 2nd Floor.

2ND FLOOR:

You are now on the 2nd Floor, as well as in Room #03. Right away you will notice something behind the large chain, but we'll get to that soon enough. Instead, go to the otherside and through the door into Room #04. In this room is a couple of Pirates. Also along the wall is a box. Push it under the switch and hit the switch to reveal a hiding spot, which has 2 LARGE TIME BONUSES and an EXTRA LIFE BADGE. Now head right and into Room #05. In here, there will be a turn table with large poles. For now, just follow along the poles to the otherside and go into Room #06. In the center of this room is two giant boxes. Kick them to reveal a secret staircase leading to a secret room. Down here, 2 LARGE TIME BONUES, a RED RECHARGE PAD and a switch. Collect, refill and hit the switch, to stop the turntable from moving. With that, head back to Room #03 (collect the LARGE TIME BONUSES if you want), and in here, the chain will be gone, exposing ARTIFACT #3: THE BOOK OF ATLANTIS. Get that, then had back to Room #06, and go through the door on the otherside, leading to Room #07. In here, go over to the bed, and kick the box, then hit the switch. After that, head over to the otherside where you will see some boxes on a lift. Jump on that and it will take you to the 3rd Floor.

3RD FLOOR:

So okay, this isn't a floor, but it's between the top floor and 2nd Floor, so there :P. Make sure the lift is completely at the top before jumping off. With that, jump off and follow the path around the corner, jumping platforms. You'll see a couple of Cyclobots first, then after that, 4 cannons which will shoot off. Time this part carefully, or you will get knocked off. After that, get the WHITE INVINCIBILITY SHIELD, then up the ramp to the Top Floor.

TOP FLOOR:

Once at the top floor, head left and you will see a switch, hit that to proceed on. If you keep going left, there will be an EXTRA LIFE BADGE and SPEED BURST SHOE. Anyways, head the opposite direction and continue on this top floor. Go down the stairs and at this part, there will be a swing swinging back and forth. Avoid it then keep going to the otherside. Climb up the stairs and at this area, go along the boxes. The second box closest to the stairs can be destroyed. Do so and follow the little path. At the other end of the boxes, the second box closest to the upper level can be pushed. Do so, then jump on the barrels then on the box, then up the short staircase. Be ready for another Boss Fight.

BOSS #06: PICNATOR

This guy can be a bit tricky. He has an electric shock attack which can hurt, as a spin attack (which he does on his head O_o) which does a little damage. He also has some good physical attacks. Just follow the same tactic as before, Ground Thump him, then do some flying kicks. Soon enough you will have defeated this guy.

And guess what, Circuit will tell you this guy is mutating as well. Time for another zord battle!

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We get a nice cutscene of the Trans Warp Megazord sending the Time Flyers through the time portal, then they will combine into the Timejet. Then Time Force Megazord Mode Blue will show up (even though we will be playing as Mode Red).

MEGAZORD BATTLE:

Now it's time for the Time Force Megazord Mode Red to get to fight. The only difference is, this time the monster will do a somersault kick at you. Other than that, it's the same tactics as before, just shoot the monster with your special attacks and then get in with some physical attacks and you should be able to finish this guy off completely.

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TRAINING ROOM LEVEL 3:

Once again it's time for another training lesson. This time you will learn about the Tornado Kick (which is a very useful attack I might add). To do this, press the L1 BUTTON and hold it while using the D-PAD to move in whatever direction you want. This will do alot of damage to your enemies, and is extremely helpful in boss fights. With that, that ends this training session. Now onto Level 4!

E: |Level 4: The Dawn Of Time|

From here on out, the levels will be much longer and tougher, so be ready! You now have been transported to the prehistoric age. Here, Nadira plans on wiping out the future. You must make your way to her, and stop her. Also Circuit notes that there are some friendly dinosaurs, but some aren't so friendly. Be careful!

BEST TIME: 4:30

ARTIFACT: A Mosquito Encased In Amber

OBJECTIVE: Defeat Nadira

SECTION 1:

From the starting point, walk forward and use a Tornado Kick to get rid of the Cavemen (to refill, jump down on the left side and you will see a RED RECHARGE PAD). After this, make your way to the river, where you will see a LARGE HEALTH BONUS. This next part can be annoying, jump from platform to the platform. There is a Pteradayctal flying over the 3rd and 7th one which will knock you over, and geisers at each platform until you reach dry land. Once on dry land, follow the path all the way around collecting the SMALL TIME BONUSES, and then down another path. You will soon get to a tree and then an open area, which has some Cavemens and SMALL TIME BONUSES. Take them out, and use the WHITE RECHARGE PAD to refill. While still in this area, go to the edge and you will see a platform.

SECTION 2:

This next part, you need to get jump more platforms. Jump to the first one, then to the next one, then left twice, then down and you will see a dinosaur's head, which you will jump on then over to dry land. Continuing on, follow the pathway to the edge, where you will see a LARGE HEALTH BONUS and a LARGE TIME BONUS. Get those, and head up to where you see 2 SMALL TIME BONUSES and walk across that shallow pond and jump onto the tree stump (collecting the items). Go around the stump jump to the next stump. Go around that, then jump to the platform, then to the dry land. This next area can be a bit tough. On the left you have Cavemen, and on the right are Cyclobots. Head to the Cyclobots and you should see a couple stairs. Climb up there, then head up the grassy step platforms to the rock path above that. Remember this spot, the rock path.

SECTION 3:

Once here however, follow along this path and you will see 2 LARGE TIME BONUSES. Turn the corner a bit for a LARGE HEALTH BONUS. You will also see a Caveman on a lower level. Do this carefully, drop down to that Caveman, then down to the next one, but stay in the center of it. Here you will collect ARTIFACT #4: A MOSQUITO ENCASED IN AMBER. Now drop all the way down, then follow the path down and around the corner and you will be at the staircase. Make your way back to the rock path that I told you to remember. Now once there, jump over to the small platform sticking out, then jump up on the next pathway. Follow that pathway, and there will be another Pteradayctal getting in your way. You will also see a WHITE RECHARGE PAD and 2 LARGE HEALTH BONUSES, so get those. After that, continue on the path then you will get to a point where you can go up or down. Go up and at the edge, jump over to the SMALL HEALTH BONUS. In this very area, Nadira will see you, and begins a Boss Fight.

BOSS #07: NADIRA

This should be a very easy fight. Nadira's attacks will be mostly physical as well as throwing pink energy stars at you. She will follow you around too. Easiest way to defeat her, use your Tornado Kick attack on her, and she will be defeated. If that doesn't work, just knock her around and that will do it. There will be 2 SMALL HEALTH BONUSES (which will reappear once you collect them) on either side which will help you.

Nonetheless, very easy fight.

Circuit will tell you that Nadira is mutating, and so she grows into a giant. I know, this didn't happen in the series, but I didn't create this game!

=====
We get the same footage as last time, Time Flyers forming Timejet, then Mode Blue showing up (they do realize we're playing as Mode Red right?)

MEGAZORD BATTLE:

You are once again playing as Time Force Megazord Mode Red. Same fighting tactics as before (notice the size comparison O_o). Despite her size however, she does fight pretty good, even if she's up against a giant robot. Just remember, special attacks first, then physical attacks. Soon Nadira will be defeated for good, atleast for now!

=====
TRAINING ROOM LEVEL 4:

Once again it's training room time. This time, you will learn about the Stun Blast attack, which is an energy ball. To perform this attack, press the R2 BUTTON and hold it depending on how far you want to throw it. Use the D-PAD to choose a direction you want to throw it. To throw the Stun Blast, release the R2 BUTTON. This can help take out enemies from a distance. This attack is an okay attack, just that I wouldn't use it myself. Now with that out of the way, let us move on to Level 5!

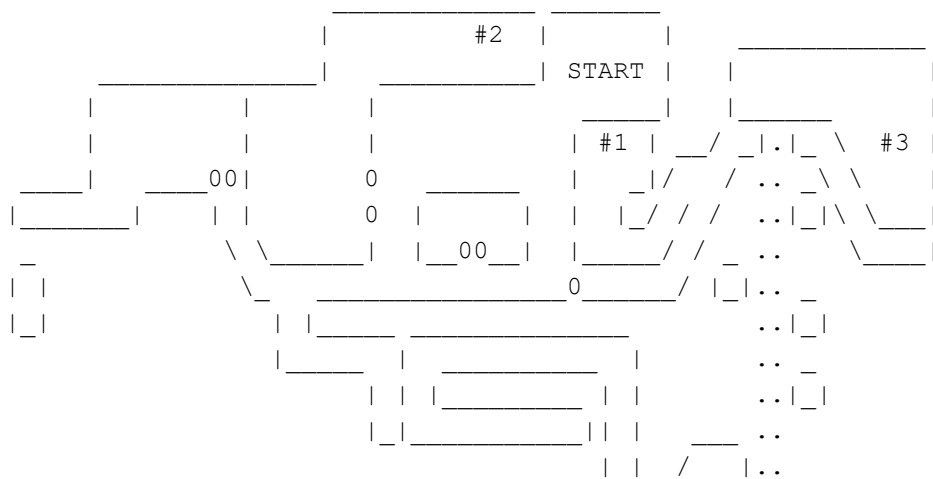
F: |Level 5: Midnight Castle|

You have now been transported to a medieval castle. Circuit will tell you that Gluto has taken refuge inside the castle. You need to take him out, and in order to do that, you must find 3 crossbows to gain access to the castle. This level is long and tough so be ready!

BEST TIME: 4:30

ARTIFACT: Sword Of The Sun

OBJECTIVE: Use the 3 crossbows to storm the castle



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_____ | _____ | |_/ / ..  
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Okay I know it's not the best looking ASCII map I've made, but I only had so much to work with. Now this map gives you an rough idea of the layout of the entire level. This level will get confusing, so use this map when navigating through here, and you will have no problems whatsoever. So with that out of the way, let's get started, shall we?

FINDING CROSSBOW #1:

Here we go! From the starting point, go downleft to the grassy area, then go left all the way till you see a staircase. From the staircase, head south until you get to the fence, then head left from there. Follow this pathway till you reach another staircase. Take the staircase down to the dock and follow that path to the end. Here you will see a Boat Dock Key. By getting, you will see where a switch is, which is where you're heading to next. From where you are, head back to the staircase, then once there, head left and follow the path through the gate. Once through the gate, head left and you will see another pathway (you'll also see some barrels leading to an upper area, which has 2 LARGE TIME BONUSSES). Follow the pathway to the end, jump over to the next pathway and follow that to the switch. Hit the switch to raise the gate and boats can float out. Now, head back to the dock area (the same one you were at), and jump on the boat.

Travel on the boat until you get to an area with an EXTRA LIFE BADGE, then jump for it. On those docks (you'll have to jump to the next one, because it's higher up), follow the pathway left taking out any Knights in your way. Climb the stairs, then jump over the wall to the grassy area, then head right. Along the path are several goodies. Once at the end, head down and across the bridge. On the otherside of the bridge, take the left path. Watch out because there are flames that will shoot up. Follow the path to the end, and there will be another switch. Hit it so boats can travel a new direction for you. After that, if you stand on the tower, you will see something stick out on the left. Jump on that, then follow that path for a SPEED BURST SHOE, LARGE HEALTH BONUS and an EXTRA LIFE BADGE. Head back to the bridge area.

Now follow the path down the short staircase. This part can be tricky. Boats will start floating by, so you need to jump on them. Here's what to do: Travel on the boat, jump right to the first platform. From there jump to the second one. Wait till the boat goes back up the screen, then jump on it again and head to the last platform, which has an EXTRA LIFE BADGE on it. Wait for the boat, then travel back down with it, and jump to the platform on the leftside (it has a SMALL HEALTH BONUS on it), then jump left again to the pathway. Once here, head up the stairs, recharge at the WHITE RECHARGE PAD, then if you follow the pathway ahead of you, you will get several TIME BONUSSES. Either way, head up the staircase behind you and you will see CROSSBOW #1.

FINDING CROSSOBW #2:

Circuit will tell you that a second door has been opened leading to the second crossbow. With that, head to the staircase, then jump across to the other platform and follow that to a few items including an EXTRA LIFE BADGE. After that, jump down to the grassy area. With that, head left all the way and you will see a

staircase. Go up it and the gate will open. In this big room, you'll see another pathway which you will take. But first, head to the opposite side of this room and use a Ground Thump attack on the wall. Inside here will be ARTIFACT #5: SWORD OF THE SUN. Now head back to the path I told you about and follow it. Time your moves carefully as there will be statues breathing out fire here. At the end of this path is CROSSBOW #2.

FINDING CROSSBOW #3:

Circuit will tell you that you'll need to find a catapult to find the last crossbow. So with that, follow the path back to the big room, and get ready because a Boss Fight will take place.

BOSS #08: GARGARUS

This guy won't be that hard to take down. He will use either physical attacks on you as well as shoot a fireball, and his health meter won't go down as easy as the others have. Once again, use the Tornado Kick attack on him, but be warned, he can disrupt your attack on him if you're not careful. If you run out of Special Attack power, just finish him off with some kicks.

With that out of the way, the gate will open, so go through it and down the stairs. Once down it, head down the screen around the short tower, and then right and you will see a staircase leading to another gate. Go up the stairs then right. There will be a LARGE TIME BONUS on the catapult. Stand on the catapult and watch it launch you to the otherside. In this area, head left along the narrow pathway and you will find CROSSBOW #3. Circuit will tell you the bridge has been lowered, and to take out Gluto!

STORMING THE CASTLE:

After releasing the third crossbow, head back right a bit and jump down to the lower pathway, the take the left path, recharge at the WHITE RECHARGE PAD, then up the stairs to the grassy area. Once there, head up and you will be back at where you started this level at. Now cross the bridge and you'll be inside the castle. Go up to the fence and Gluto will notice you, this will trigger the boss fight. To get to Gluto however, you need to head up the staircase on the left, then up the path and just drop down. There are tons of items on the walls of this area as well as Knights. Stay on the wall if you want to collect the items, then drop down and fight Gluto.

BOSS #09: GLUTO

This isn't that hard, but can still be a pain. Gluto's attacks are his buttstomp and acid breath. Use your Tornado Kick on him to knock his life down some. This will take a while because his health meter is rather slow to take out. After the Tornado Kick, jump kick him, then back away and go at him again. Also watch out for barrels that will come down the way, knocking you over. After awhile you will be able to defeat him.

Guess what, Gluto is mutating, so get ready for another megazord battle!

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More footage being shown, including the Timejet firing lasers and Time Force Megazord Mode Red being formed then posing (hey they

got one right for a change! ^_^).

MEGAZORD BATTLE:

Once again you're using the Time Force Megazord Mode Red. Really don't have to explain how this works. Gluto fights the same, you finish him off the same, yadda yadda yadda. The only difference is, he actually puts up a good fight. Nonetheless, let's wrap this up so we can move on okay :)

=====

TRAINING ROOM LEVEL 5:

Time for another training room session! For this session, you will learn about the Fire Blast. This attack will now replace the Stun Blast. You will use this attack the same way as you do the Stun Blast. Hold the R2 BUTTON for as long as you want, then release it to send a fireball towards your enemies. Now this attack actually does more damage than the Stun Blast. Also the Fire Blast can light torches, which will come in handy for opening doors. With that out of the way, we can now move on to Level 6!

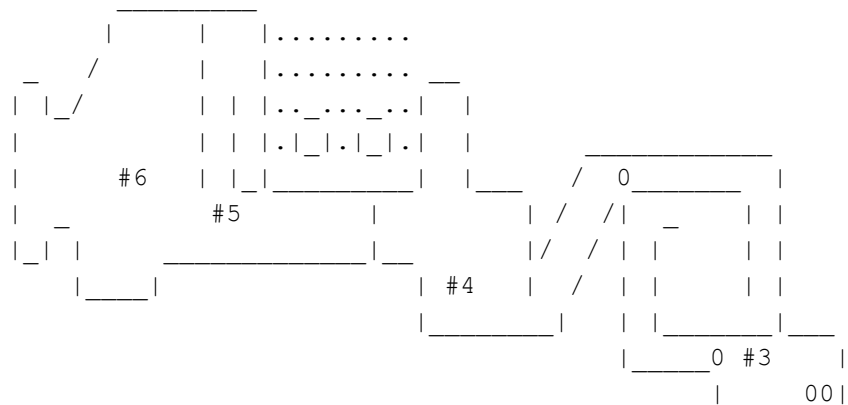
G: |Level 6: Coliseum Of Frax|

Now you have transported to some coliseum type area. In this time period, Circuit tells you that Frax has escaped here, and he created a new army of Cyclobot Centurions. You need to find Frax and stop him in this lengthy level.

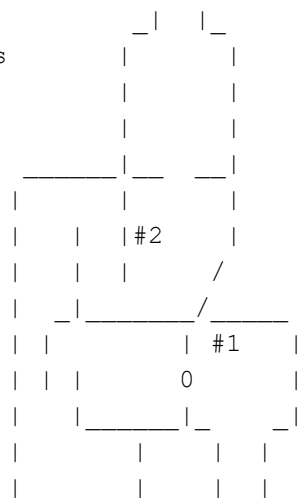
BEST TIME: 8:00

ARTIFACT: Gladiator Helmet

OBJECTIVE: Find the 6 Mosaic Pieces and defeat Frax



Here's another rough ASCII map drawing I have made. Just like the other maps, this gives you an idea of the layout of the entire level, not to mention where all 6 Mosaics are, which is objective for this level. Like before, you can find the Mosaics in any order, it's best to find them in the order shown on the map. So with that out of the way, let's get started on this level!



FINDING MOSAIC #1:

From the starting point, head right and you will see a switch on the grassy

the fence to the otherside. There will be a path on the otherside of the fence, so follow that path all the way and go through the gate that just opened up. In this new area, just follow the path, and avoid the flame spewing torches, then at the otherside, go down the stairs and follow the path to a large market type area. You should see a small tower near the wall which has a ramp pathway. Go up that, and you will see MOSAIC #4. Also you should see some market stands nearby which will have ARTIFACT #6: GLADIATOR HELMET on it. Just jump on the carts to get up there.

FINDING MOSAIC #5:

After all that, head down the screen and to the river area. Here you need to time your jumps perfectly for you will have to jump from land to boat, to platform, repeat once, then to boat and then land (this area can be a pain). Once past that, head up the ramp to the upper level. Once here, walk forward a bit and there will be a WHITE RECHARGE PAD and MOSAIC #5. If you follow the path left, there will be an EXTRA LIFE BADGE waiting for you.

FINDING MOSAIC #6:

From the WHITE RECHARGE PAD, head right and to the big area (there will be tons of Centurions here, so use your Tornado Kick on them, then come back and refill when need be). In the middle of this area is a pedistal with a crate on it. Use a Ground Thump to make the crate fall down, then jump up on it then onto the pedistal where there will be tons of SMALL TIME BONUSES as well as MOSAIC #6.

STORMING THE COLISEUM:

From the pedistal, just go across to the otherside and go up the staircase. Before going inside the coliseum, there are an EXTRA LIFE BADGE and WHITE INVINCIBILITY SHEILD on the left side and a SPEED BURST SHOE and SMALL TIME BONUS on the right. Get those and go into the coliseum. Now this setup is interesting. On the ground level will be several Centurions. Around this area, will be a crate which you can use to jump up to the bleachers. Up there are more Centurians, but also tons of SMALL TIME BONUSES are scattered about, as well as a WHITE RECHARGE PAD. Here is what you need to do. Climb up to the bleachers, then head left till you find the WHITE RECHARGE PAD. Go past that and in the upper left corner of the bleachers is a switch. Hit it, then go back past the WHITE CHARGE PAD and follow the upper area all the way around to the otherside (this will take a while), and then hit the switch in the back corner of those bleachers. Do this and Frax will come out, sending his Cyclobots after you. This will be trigger the Boss Fight!

BOSS FIGHT #11: FRAX

This fight will be tough and long. First Frax will appear, then disappear, and in his place are four enemies. After defeating those, Frax will reappear. He will use physical attacks on you, as well as an electric attack which will do massive damage to you. After taking a couple hits from you, he will disappear again, thus repeating the whole thing again. So here's how to handle this. Use your Tornado Kick at all times, and refill with at the WHITE RECHARGE PAD if necessary. After a long fight, he will be defeated.

After that, Circuit will tell you Frax is mutating. Hmmm, robots mutate? Oh well, Frax growing makes more sense than Nadira

growing.

=====
Another clip footage of the Time Force Megazord Mode Red transforming. However, we don't get to fight as that this time.

MEGAZORD BATTLE:

This time we get to fight as the Time Shadow Megazord! Nothing really different except Time Shadow has the Fire Blast as a special attack. This fight will still be as tough as before, just not as long though. Nonetheless, use the same tactics as you have with other megazord battles and you will win.

=====
TRAINING ROOM LEVEL 6:

And now for the final training room session. This time you will learn how to use the Electric Thump (which this will replace the Ground Thump). Use it the same way as you would the Ground Thump, just press the R1 BUTTON. Circuit will continue to say that not only will this help defeat enemies more affectively, it can activate machinery in specially designated areas. After trying that out, you now can move on to the final stage, Level 7!

H: |Level 7: The Final Mutation|

You have now been transported back to the future, where all is not well. Nadira and Frax has escaped back to this time period and has released an army of super-powered Cyclobots. You must get through this huge obstacle in order to defeat the final boss, Ransik!

BEST TIME: 6:00

ARTIFACT: DNA Resequencer

OBJECTIVE: Defeat Nadira and Frax again, then Ransik

1ST FLOOR:

Start off by heading down the screen a bit. Now you can either take out the Cyclobots or get the TIME BONUSES (do this instead). Make your way past all that and go down the staircase and follow the path to the edge. Circuit will tell you to find a switch nearby. With that, you'll see 4 platforms going up and down. Make your way across them to the otherside to hit the switch. Do not jump on the outer ring because that will hurt you. After that, jump back on the platforms and they will take you to the 2nd Floor.

2ND FLOOR:

Make your way across the platforms to the pathway and follow that. Follow the path and you will be at the next obstacle which is an extreme pain in the ass to get through. This first part will consist of a giant gear rolling back and forth. You need to follow the path to the other end avoiding it and another one along the way. There is a switch at the otherside which will stop these giant gears. After that there will be a Cyclobot. Take that out, then head up the stairs. This next part is even more of a pain. What you need to do is get jump from platform to platform avoiding the pistons that will push you over to the lower level. Time your

jumps carefully, because this area is hard. After getting past the third piston, you will have to go through 2 of them next to each other. The slightly good news is if you get pushed over, there will be 4 LARGE TIME BONUSES and 2 EXTRA LIFE BADGES waiting, but you do not want that because you would have to start all over. Carefully make it past that, then head to the end of the path and jump over to the platform which will take you to the 3rd Floor.

3RD FLOOR:

When you get to the 3rd Floor jump over to the weird flooring area. Here there will be an EXTRA LIFE BADGE, LARGE HEALTH BONUS and a WHITE INVINCIBILITY SHIELD, as well as several SMALL TIME BONUSES. With that, head left past this to the next platform. Now you will be leapfrogging the next few platforms (watch out because their are geisers here). Make your way to the otherside, then hop on the elevator which will take you to the 4th Floor.

4TH FLOOR:

Along the way up, Nadira will speak up and begin another boss fight with you. Before that though, take the elevator to the top for another EXTRA LIFE BADGE. After that, jump over to the platform to begin this fight.

BOSS #12: REMATCH WITH NADIRA

This fight will be rather different than last time. It's slightly more tougher, but not by much. Nadira will teleport between three pods. Your job is to use an Electric Thump attack on the lightning pods, which will affect the generator in front of that pod. If Nadira is standing on that pod, she will be damaged. Her only attacks are her shooting out pink energy stars, which you can avoid easily. There is also a WHITE RECHARGE PAD in the center which you can use. It's probably best to attack her using the middle pod. Soon enough she will be defeated for good.

After the fight, continue right to the next platform, which is an elevator that will take you to the 5th Floor.

5TH FLOOR:

Once here, follow the path and then up the stairs, and Frax will come out saying he will take care of you instead of his Cyclobots. But before that, see where the SMALL HEALTH BONUS is? Get on top of that area, then walk around it, then jump to the next platform, walk around that, and jump to the third platform. Around that will be a LARGE TIME BONUS and ARTIFACT #7: DNA RESEQUENCER. Now make your way back to Frax and fight him.

BOSS #13: REMATCH WITH FRAX

For this battle, you can either fight Frax or take him out the same way as you did with Nadira, by using the lightning pods. There will be 2 WHITE CHARGE PADS at your disposal to help you out, and a SMALL HEALTH BONUS. Frax's fighting style will be the same as before. You also need to watch out for the electric currents that will shoot out. Though this is tougher, you should have no problems with Frax.

After that, head right and a door will open. Inside is a path full of SMALL TIME BONUSES. After that, jump over to the next platform which will take you straight to Ransik, whom will tell you that he will stop you.

BOSS #14: RANSIK

Although this is final boss, this isn't too tough. Ransik will unleash some pretty powerful attacks on you. All you need to do is either use your Electric Thump or Tornado Kick attack on him. When you run out, take the small elevators to the top and head to the rightside which has a WHITE RECHARGE PAD. It will take some time, but after awhile he will be defeated.

But guess what, Circuit will say Ransik is mutating and to get ready for the final battle. Here's my question, why didn't he do this during "The End Of Time" finale? It would make so much more sense. Oh well!

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Once more (as if we haven't seen it enough) we see the Time Flyers forming the Timejet, then Mode Blue showing up (personally I would rather have seen footage of the Time Shadow Megazord transforming instead ^_^).

MEGAZORD BATTLE:

Well here it is, the very last battle, and you will be using the Time Shadow Megazord again. Even though it's the final battle, it's the same as every megazord battle up to this point. Ransik will fight the same way as before, so just use your special attacks on him. After you have defeated him, you will be treated to some cutscenes from the TV series.

The final footage is taken from "Force From The Future Part 1 and 2", where the Red Ranger is bringing out Ransik in handcuffs, while the others (mostly the Pink Ranger) is defeating Nadira and Gluto. With that, you have successfully beaten Power Rangers Time Force for the PlayStation. Congradulations! ^_^

I: |Unlocking The Quantum Ranger|

So how do you unlock the 6th Ranger? Well in my walkthrough I already described how. If you don't want to read through that mess, that's fine. Below is a rough summary description on how to get the 7 Artifacts to unlock the Quantum Ranger:

LEVEL 1: TIMEPIECE

On the 5th Floor of the mountain area (right before getting on the boardwalk), head left and jump across to the other platform. Around the corner will be the TIMEPIECE.

LEVEL 2: GOLD SHERIFF'S BADGE

In the same area where you find the Sheriff, there will be a dark yellowish door. Ground Thump at the door to destroy it, and inside will be the GOLD SHERIFF'S BADGE.

LEVEL 3: THE BOOK OF ATLANTIS

On the 2nd Floor, go to the room where there are 2 boxes (Room #06) in the middle. Destroy them and go down the stairs. Hit the switch on the wall, then go back upstairs, then left 3 rooms (Room #03) to where the giant chain was to retrieve THE BOOK OF ATLANTIS.

LEVEL 4: A MOSQUITO ENCASED IN AMBER

Go to the area where there are Cavemen, Cyclobots and steam shooting up. Climb up the stairs, then the next stairs. Follow the rock path all the way around the corner, then drop down to the platform where you see the Cavemen. Do it again and you will get A MOSQUITO ENCASED IN AMBER.

LEVEL 5: SWORD OF THE SUN

In the big room before going to Crossbow #2, head to the opposite side and use a Ground Thump to destroy the wall. Inside there will be the SWORD OF THE SUN.

LEVEL 6: GLADIATOR HELMET

Near where the Mosaic #4 is, there will be some market stands just to the right of that. Jump on the crates, then onto the stands to get the CLADIATOR HELMET.

LEVEL 7: DNA RESEQUENCER

Right where you fight Frax again, jump on the thing that shoots fire up (where the SMALL HEALTH BONUS is). Make your way around that and jump to another one, then another one, and there will be the DNA RESEQUENCER.

Now that you have all 7 Artifacts, complete the level you are on, and it will say you have unlocked the Quantum Ranger (however you will not unlock his zord, the Q-Rex Megazord). Make sure you save though! Odd though, he kinda looks like the Red Ranger from Power Rangers Turbo in a way O_o.



SECTION 3: |IMPORTANT STUFF|

A: |Items|

These are the items you can collect in the game:

1. SMALL TIME BOUNS: These are small hourglasses that will raise your time by one second.
2. LARGE TIME BONUS: These are large hourglasses that will raise your time by twenty seconds.
3. SMALL HEALTH BONUS: These will refill a quarter of your Health Meter back up.
4. LARGE HEALTH BONUS: These will completely refill your Health Meter all the way up.
5. SPEED BURST SHOES: These will make your character go much faster for a short period of time.
6. EXTRA LIFE BADGE: These will give you an extra live, which will be helpful in this game.
7. WHITE INVINCIBLE ICONS: These will make you invincible for a short period of time.
8. RED RECHARGE PAD: These will only recharge your Special Attack meter 3/4 of the way, and can't be used after that.

9. WHITE RECHARGE PAD: These will recharge your Special Attack meter all the way, and can be used infinitely.

B: |Enemies|

These are the enemies you will come across in this game.

1. CYCLOBOTS: These are the only enemies you will find in all levels. They can be a pain to take out, but not that bad. Throughout all of the levels, they will be disguise as various characters, which are listed below.
2. COWBOYS: These are only in Level 2. These are about as tough as Cyclobots, and just as annoying.
3. PIRATES: These are only in Level 3. These are slightly more tough than previous enemies, but still not that tough to take out.
4. CAVEMEN: These are only found in Level 4. These are the toughest enemies in the game. They will do some good damage on you, and takes a bit more to take out.
5. KNIGHTS: These are only found in Level 5. These fight the same as Pirates does, meaning they are slightly tough.
6. CENTURIONS: These are only found in Level 6. These are about as strong as Cavemen and just as hard to take down.

C: |Bosses|

These are the bosses in the game and how to defeat them.

MEGAZORD BATTLES: (all levels)

All megazord battles will be the same. Each boss you fight, will fight the same way as they did when they were small. To fight them, use up all of your Special Attack (make sure you get direct hits). This will get their health down some. Then finish them off with physical attacks. This is the best way to finish off any boss.

BOSS #01: BRUTIUS (from Level 1)

This fight can be easy. All Brutius will do is mostly hit you which physical attacks, which you should avoid. To easily defeat him, grab the WHITE INVINCIBLE SHIELD and start attacking him. However if you knock him over the side, he will come back but with whatever health he has left from your attacks.

BOSS #02: BARBATRON (from Level 1)

This guy has 2 special attacks, which can both do some damage. He can spin his body around punching you if you get close, and he can shoot laser beams from his eyes. The best way to fight this guy off is to get in some good flying kicks, back away and then attack him again. Soon enough you will have defeated this guy.

BOSS #03: FESTULOUS (from Level 2)

Now this can be a bit tough, mostly because of the surrounding area. First off, this guy will come at you with physical attacks, that's no problem. The problem however is giant

flames will come up from the floor at various spots doing damage to you. The best way to handle this is to stay in one spot and unleash as many Ground Thump attacks as you can. After that, finish him off with regular attacks. Only use the health bonus if you really need it. Soon enough this guy will be defeated.

BOSS FIGHT #04: STORMWING (from Level 2)

Now this fight is extremely easy. When you walk up to the monster, start using Ground Thump attacks on him. After a few, he will teleport to the otherside. Now make sure you are lined up to where he is, then use Ground Thump, and rocks will rain down hitting him, doing damage. His only attacks to worry about is his Sonic Screech which can hurt. You can go back and recharge your Special Attack meter if you need to. Continue this however until he is defeated.

BOSS #05: DORSALUS (from Level 3)

This guy can be a pain. His attacks will be some serious physical attacks, as well as an acid breath attack which can cause some damage to you. It's best for you to get in and use all your Ground Thump attacks on it. After that, just get in some good flying kicks, back away, and go at him again. Soon enough he will be defeated.

BOSS #06: PICNATOR (from Level 3)

This guy can be a bit tricky. He has an electric shock attack which can hurt, as a spin attack (which he does on his head O_o) which does a little damage. He also has some good physical attacks. Just follow the same tactic as before, Ground Thump him, then do some flying kicks. Soon enough you will have defeated this guy.

BOSS #07: NADIRA (from Level 4)

This should be a very easy fight. Nadira's attacks will be mostly physical as well as throwing pink energy stars at you. She will follow you around too. Easiest way to defeat her, use your Tornado Kick attack on her, and she will be defeated. If that doesn't work, just knock her around and that will do it. There will be 2 SMALL HEALTH BONSES (which will reappear once you collect them) on either side which will help you. Nonetheless, very easy fight.

BOSS #08: GARGARUS (from Level 5)

This guy won't be that easy to take down. He will use either physical attacks on you as well as shoot a fireball, and his health meter won't go down as easy as the others have. Once again, use the Tornado Kick attack on him, but be warned, he can disrupt your attack on him if you're not careful. If you run out of Special Attack power, just finish him off with some kicks.

BOSS #09: GLUTO (from Level 5)

This isn't that hard, but can still be a pain. Gluto's attacks are his buttstomp and acid breath. Use your Tornado Kick on him to knock his life down some. This will take a while because his health meter is rather slow to take out. After the Tornado Kick, jump kick him, then back away and go at him again. Also watch out for barrels that will come down the way, knocking you over. After awhile you will be able to defeat him.

BOSS #10: HORNOTAUR (from Level 6)

This guy will attack you with lots of physical attacks, and he has pretty good resistance as well. Use up all of your Tornado Kick attack, then come at him with physical attacks, then back away and attack him again. There are 2 LARGE HEALTH BONUSES to help you out if need be. This will take a bit to do, but soon enough he will be defeated.

BOSS FIGHT #11: FRAX (from Level 6)

This fight will be tough and long. First Frax will appear, then disappear, and in his place are four enemies. After defeating those, Frax will reappear. He will use physical attacks on you, as well as an electric attack which will do massive damage to you. After taking a couple hits from you, he will disappear again, thus repeating the whole thing again. So here's how to handle this. Use your Tornado Kick at all times, and refill with at the WHITE RECHARGE PAD if necessary. After a long fight, he will be defeated.

BOSS #12: REMATCH WITH NADIRA (from Level 7)

This fight will be rather different than last time. It's slightly more tougher, but not by much. Nadira will teleport between three pods. Your job is to use an Electric Thump attack on the lightning pods, which will affect the generator in front of that pod. If Nadira is standing on that pod, she will be damaged. Her only attacks are her shooting out pink energy stars, which you can avoid easily. There is also a WHITE RECHARGE PAD in the center which you can use. It's probably best to attack her using the middle pod. Soon enough she will be defeated for good.

BOSS #13: REMATCH WITH FRAX (from Level 7)

For this battle, you can either fight Frax or take him out the same way as you did with Nadira, by using the lightning pods. There will be 2 WHITE CHARGE PADS at your disposal to help you out, and a SMALL HEALTH BONUS. Frax's fighting style will be the same as before. You also need to watch out for the electric currents that will shoot out. Though this is tougher, you should have no problems with Frax.

BOSS #14: RANSIK (from Level 7)

Although this is final boss, this isn't too tough. Ransik will unleash some pretty powerful attacks on you. All you need to do is either use your Electric Thump or Tornado Kick attack on him. When you run out, take the small elevators to the top and head to the rightside which has a WHITE RECHARGE PAD. It will take some time, but after awhile he will be defeated.



SECTION 4: |2-PLAYER BATTLE MODE|

A: |What Is 2-Player Battle Mode|

The basic idea behind of 2 Player Battle Mode is your typical fighting game. You and another person each choose a character to play as and you will battle it out in one of seven arenas. The battles will play out like this:

You will have 1:00 for each time you play. When the battle starts, the entire area will have a ring of power-up items that you can collect, which will help you out. Get as much as you can because they will not last that long, but will appear later on in the battle. Also make sure you collect alot of the items to get the bigger advantage over your opponet. This will happen 3 times throughout the battle. Those times are 0:57 - 0:50, 0:37 - 0:30 and 0:17 - 0:10. The object here is to have more victories than your opponet.

The control configuration is the same as they are in the Megazord Battles. Here is a recap of those controls incase you forgot (or just too lazy to scroll back to the top ^_^).

START: Pauses the game
D-PAD: Moves either left, right, up or down
'X' BUTTON: This allows you to punch
CIRCLE BUTTON: This allows you to kick
D-PAD + CIRCLE BUTTON: This allows you to do a flying kick
L1 BUTTON: Performs Special Attack
R1 BUTTON: Performs Special Attack

B: |Unlocking Characters & Arenas|

These are the characters you can play as. Also listed is what their special attacks are (both of which can drain you Special Attack Meter) and how to unlock them.

1. Time Force Megazord Mode Red
L1 BUTTON ATTACK: Tornado Strike
R1 BUTTON ATTACK: Energy Ball
TO UNLOCK CHARACTER: Already unlocked
2. Time Force Megazord Mode Blue
L1 BUTTON ATTACK: Boulder Missles
R1 BUTTON ATTACK: Energy Ball
TO UNLOCK CHARACTER: Already unlocked
3. Time Shadow Megazord
L1 BUTTON ATTACK: Stun Blast
R1 BUTTON ATTACK: Homing Energy Ball
TO UNLOCK CHARACTER: Already unlocked
4. Barbatron
L1 BUTTON ATTACK: Spinning Punch
R1 BUTTON ATTACK: Laser Blast
TO UNLOCK CHARACTER: Defeat Barbatron in Level 1
5. Stormwing
L1 BUTTON ATTACK: Tornado Strike
R1 BUTTON ATTACK: Sonic Screech
TO UNLOCK CHARACTER: Defeat Stormwing in Level 2

6. Pincator
L1 BUTTON ATTACK: Electric Shock
R1 BUTTON ATTACK: Spinning Kick
TO UNLOCK CHARACTER: Defeat Pincator in Level 3
7. Nadira
L1 BUTTON ATTACK: Hyper Rush
R1 BUTTON ATTACK: Energy Stars
TO UNLOCK CHARACTER: Defeat Nadira in Level 4
8. Gluto
L1 BUTTON ATTACK: Acid Breath
R1 BUTTON ATTACK: Butt Stomp
TO UNLOCK CHARACTER: Defeat Gluto in Level 5
9. Frax
L1 BUTTON ATTACK: Laser Blast
R1 BUTTON ATTACK: Tornado Strike
TO UNLOCK CHARACTER: Defeat Frax in Level 6
10. Ransik
L1 BUTTON ATTACK: Fire Breath
R1 BUTTON ATTACK: Tornado Strike
TO UNLOCK CHARACTER: Defeat Ransik in Level 7

There are 7 arenas in the battle mode. There is nothing different about each arena whatsoever, however listed below how to unlock them.

1. "THE PATH TO SILVER HILLS" ARENA: Complete Level 1
2. "HOSTAGE IN TIME" ARENA: Complete Level 2
3. "PERILS ON THE HIGH SEAS" ARENA: Complete Level 3
4. "THE DAWN OF TIME" ARENA: Complete Level 4
5. "MIDNIGHT CASTLE" ARENA: Complete Level 5
6. "COLISEUM OF FRAX" ARENA: Complete Level 6
7. "THE FINAL MUTATION" ARENA: Complete Level 7

C: |Items|

These are the items found in 2-Player Battle Mode:

1. LARGE YELLOW HEART: These completely refill all of your Health Meter back to full.
2. SMALL RED HEART: These will only refill half of your Health Meter back up.
3. SMALL BLUE HEART: These will only refill a quarter of your Health Meter back up.
4. LIFE FORCE SYMBOL: These will give you an extra quarter of your current maximum Health Meter.
5. LARGE LIGHTNING BOLT: These will refill all of your Special Meter back to full.
6. MEDIUM LIGHTNING BOLT: These will only refill half of your Special Meter back up.
7. SMALL LIGHTNING BOLT: These will only refill a quarter of your Special Meter back up.
8. SPEED BURST SHOES: These will make your character go much faster for a short period of time.

9. LARGE FISTS: These will allow you to do double the damage when fighting your opponet.
10. LARGE SHIELD: These will allow you to take much less damage from your opponets attacks.

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SECTION 4: |IN CONCLUSION|

A: |What's To Come|

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.

B: |Special Thanks|

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 Louie: For info on how to unlock characters and arenas for 2 Player Battle Mode. ^_^

To sundew901 & themuscleman14: Info on how to unlock the Quantum Ranger. ^_^

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 8 years ^_^

C: |Final Words|

TIME FOR, TIME FORCE! Now this series was kick-ass! Great storylines and zords, not to mention it was known as a dark series for Power Rangers because of the storylines. Loved every bit of it (except for the ending, which was kinda suckage). This game however, a really tough game, but I enjoyed writing an FAQ for it. This as well as In Space, Wild Force, S.P.D. and now Mystic Force, 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! ^_^

Email me at StarFighters76@hotmail.com

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