

Mighty Morphin' Power Rangers: The Movie FAQ/Walkthrough

by StarFighters76

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Welcome all to my walkthrough on a pretty tough game that is based off the movie (which is based off the series) called Mighty Morphin Power Rangers The Movie for the Super Nintendo. 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: Just finished making the walkthrough for the game,
and submitted it to GameFAQS (08/30/07)

B: |The Story Of Mighty Morphin Power Rangers The Movie|

A simple short but sweet story by me:

"An evil entity known as Ivan Ooze has broke loose from his imprisonment, and has taken over Angel Grove, and soon the world. With Lord Zedd's mightiest monsters by his side, Ivan Ooze sets out to fulfill his plan. Only Earth's greatest defense can stop him and his army, and that is the Mighty Morphin Power Rangers! But can they stop Ivan Ooze and save the world? Only you can decide that!"

C: |What Is Mighty Morphin Power Rangers The Movie|

Mighty Morphin Power Rangers The Movie is based off the series of the same name, Mighty Morphin Power Rangers. While the name suggests that it takes place before Season 3 of Mighty Morphin Power Rangers, it seems that it's taken monsters from some of Season 2. So I would say that this game took place between Season 2 and 3.

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 the game:

START BUTTON = Pauses the game
SELECT BUTTON = Does nothing
LEFT AND RIGHT D-PAD = Allows you to move left and right
UP D-PAD = Does nothing
DOWN D-PAD = Allows you to crouch down
'A' BUTTON = Does nothing
'B' BUTTON = Allows you to jump
'X' BUTTON = Allows you to perform a Civilian Special Attack
 Allows you to Morph (when Special Meter is full)
 Allows you to use your weapon (only as a Ranger)
 Allows you to perform a Ranger Special Attack
 (when Special Meter is full)
'Y' BUTTON = Allows you to attack
'R' or 'L' BUTTON = Allows you to jump to the back row or jump
 to the front row
UP D-PAD + 'A' BUTTON = Allows you to grab on to certain ledges
UP D-PAD + 'Y' BUTTON = Allows you to attack high up
DOWN D-PAD + 'Y' BUTTON = Allows you to do a Crouch Attack

F: |Introducing The Mighty Morphin Power Rangers|

This is a list of all the playable Rangers and their attacks:

1. Red Ranger: "RED RANGER POWER!"
WEAPON: Power Sword
CIVILIAN SPECIAL ATTACK: Flying Air Kick
This will allow you to do a flying kick, that can go as far as across the screen.
RANGER SPECIAL ATTACK: Flaming Inferno Wall
This attack will cause two streams of fire to stretch across the screen, taking them out.
2. Yellow Ranger: "YELLOW RANGER POWER!"
WEAPON: Power Daggers
CIVILIAN SPECIAL ATTACK: Butt Stomp Flip
This attack will cause you to do a buttstomp on an enemy, taking it out.
RANGER SPECIAL ATTACK: Thunderous Lightning Shower
This attack will cause 4 giant bolts of lightning to strike downwards at all enemies, taking them out.
3. Blue Ranger: "BLUE RANGER POWER!"
WEAPON: Power Lance
CIVILIAN SPECIAL ATTACK: Multiple Bomber Attack

This attack will cause you to throw out four bombs your sides, taking out anything that touches them.

RANGER SPECIAL ATTACK: Rushing Water Flood

This attack will cause a giant stream of water to wash over all the enemies on the screen, taking them out.

4. Pink Ranger: "PINK RANGER POWER!"

WEAPON: Power Bow

CIVILIAN SPECIAL ATTACK: Somersault Stomp Kick

This will cause you to do a somersault kick towards the enemies, taking them out.

RANGER SPECIAL ATTACK: Rainbow Flare Strike

This attack will shoot an arrow into the sky, causing color beams to shoot down at enemies, taking them out.

5. Black Ranger: "BLACK RANGER POWER!"

WEAPON: Power Axe

CIVILIAN SPECIAL ATTACK: Super Eenergy Ball

This will allow you to shoot out a powerful energy blast at your enemies taking them out.

RANGER SPECIAL ATTACK: Giant Boulder Drop

This attack causes a giant ball to drop down from the sky smashing whatever is in it's path.

6. White Ranger: "WHITE RANGER POWER!"

WEAPON: Saba

CIVILIAN SPECIAL ATTACK: Spinning Screw Kick

This will cause you to do a spin kick into any enemies in your way.

RANGER SPECIAL ATTACK: Supreme Exploding Bomber

This attack will simply cause several explosions, taking out everything on the screen.

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SECTION 2: |WALKTHROUGH|

A: |Before The Walkthrough|

1. Before you ask, you can not play/unlock the following: Any of the megazords or individual zords, or the Rangers in their Ninja Ranger/Ninjetti form, or as Ninjor, or as Dulcea (from the movie). There are also no megazord battles in this game either. DO NOT EMAIL ME ASKING THIS!
2. As you complete each level, you can choose to play as whichever Ranger you want. Honestly, it doesn't matter which one you use, so use whatever you feel comfortable with.
3. It's probably best to morph whenever as soon as you can, because in Ranger Mode, you are much stronger.
4. Anytime I mention "jump back" or "jump forward", chances are I mean that you need to jump to either the background or

foreground. Most of it should be obvious, but, I'd still rather point it out.

5. When you're fighting any boss, you'll notice that their life meter is not going anywhere as you attack them. You have to wait until the life meter is greenish before it starts to drop. Why this is, I dunno, if anything it makes the fights tougher, in my honest opinion.

B: |Level 1 - A City In Terror|

L E V E L 1 - 1 :

You start off on a busy street. Head right a bit and you will see some Gray Putties, so take them out to get some POWER BOLTS. Keep going right and you will see a cannister which has a SUPER POWER BOLT in it, so make sure you get that. Keep going right and you will be at a stopping point. Get use to this, because there will be plenty of these throughout the game. For this one, there will be Gray Putties as well as ones riding motorcycles, so be careful with that. After that, continue going right and you will come to another stopping point. With this one there will be Gray and Yellow Putties. Also you will see an '!' Point flash, when this happens, a car will come driving by (taking anything out that is in it's way).

After this one, keep going right, and there will be more Yellow Putties, followed by some Gray ones sliding down from the trees. Make your way through these enemies, and you should have enough power to morph, so do so, and keep going. Soon another stopping point will take place (including another '!' moment). After this, continue going right, taking out more enemies along the way, and soon another stopping point will happen. Here, there will be a cannister, which has a HAMBURGER will be in it. After this stopping point is over however, you will be taken to LEVEL 1-2.

L E V E L 1 - 2 :

You are now in a mall/supermarket (my guess is a Supercenter Walmart), where people are running like crazy. Start off by going right and you will see some Gray Putties. Take these out and continue onwards. A new enemy will come forth, known as a Dropper. If you can avoid it, do so, but keep going onwards and another new enemy known as a Flying Shooter will come out. After that, just keep walking and soon you will come to a stopping point, which involves a review of all the enemies you've seen so far. After that, simply keep going right, taking out more enemies you come across. As you make your way through the remaining, a sign will drop down from above, so make sure you avoid that (you'll see it shake first). After that, keep going and you will come across an escalator (okay so it's a Supercenter Walmart with an escalator O_o).

Climb up the escalator, and once at the top, keep going a short bit and a sign will drop down, so watch out. Also just keep taking out the Putties that may be getting your way. Make your way to the end and you will be engaged in a small mini-boss

fight!

MINI-BOSS #1: ELEPHANT FLYERS

Simple enough, these elephant looking flyers will come back and forth shooting at you. Just jump up and take them out, and after a few hits they will be gone.

After the fight, the mini-boss will crash land into the gas cannisters blowing them up. The downside to this is that it will cause a nasty fire. Now keep going right and there will be some more Putties. After that is an opening, so jump back to the background and keep going. For awhile you will need to go jump back and forth between the rows, to avoid the obstacles in/on the floor (including fireballs that will either drop down or rise up). There will also be a cannister which has a HAMBURGER in it, so get that, and keep going onwards. After awhile, there will be a stopping point (make sure you don't accidentally jump to the foreground). After that, keep going and jump forward and walk a couple more steps. A sign will drop down on you so avoid that. You should now see a door, punch at it to destroy it and proceed onwards. Follow down this hallway, and you will be at another stopping point. Take these enemies out and you will be taken to LEVEL 1-3.

L E V E L 1 - 3 :

Upon entering this, you will be engaged in a stopping point, not a tough one really despite the number of enemies here. As this is happening, a blimp will come down. Once the stopping point is over, you will be taken to LEVEL 1-4.

L E V E L 1 - 4 :

Upon entering here, simply head right and you will see a monster come out. It's Mirror Maniac, and he's looking to fight. Get ready as this is the first real boss battle of the game!

BOSS #1: MIRROR MANIAC

This guy isn't that bad. He has a few attacks, which includes turning into a wheel and rolling (jump forward or back when this happens), as well as shoot out a fireball from his mirror (duck when this happens), and duplicating himself. Now when he does this, you need to strike at the one with the white mirror, as that's the real one. He'll also punch and teleport as well. So what should you do, obviously use your Special Attack first, then start punching him as much as you can. Use the cannisters to refill your Special Meter to pull off another Special Attack and he will be finished (if you didn't punch him out first).

And with the Mirror Maniac gone, you have completed this level!

L E V E L 2 - 1 :

You start off this level with a cutscene of your chosen Ranger riding a speedboat (a lesson to kids, don't stand up while a speedboat is in motion ^_^), soon hitting a rock which will cause the speedboat to fly up and you land on an air force carrier base. With that, you now have control so head right. Now, when a plane flies by, the gust of wind will send you back some, but it will also send Putties back some as well. To avoid this, crouch down, and you'll only be sent a couple feet back. With that continue onwards taking out the Putties, as well as a new Shooting Tank enemy, and Orange Putty. After this continue onwards to the right and soon you will come to a stopping point.

After taking care of the stopping point, continue onwards, taking out more enemies. Do be careful as several airplanes will fly by causing some problems for you. Keep going however, and another stopping point will take place, including some Putties crawling. After that, just continue onwards as normal. Soon you will be at the control base, and just a couple steps past that is a cannister with a HAMBURGER in it, so get that! Continue onwards past that, and you will come across more Shooter Tanks and Putties including Gold Putties. After all of that, you will then move onto LEVEL 2-2.

L E V E L 2 - 2 :

You are now inside the base. From the starting point, head right taking out the Putty. There will be a new enemy here simply called a Acid Spider, but just ignore it. Continue onwards until you get to a small spike pit (there will be a Rolling Spikeball). Jump over it, and jump back to the upper platform, walk a couple steps (take out the Putty) and jump forward to the lower ground, then over the spike pit and keep going, taking out the Rising Shooter. Jump over the pit, and keep going right and you'll be at a stopping point. Now this one is different, in the background you'll see Putties, and they will throw bombs at you. All you need to do is avoid those bombs without falling into the water, and take out the Putties that come out to you.

After that, jump across the spike pits you see (watch out for the Shooting Putty), and soon you'll come across a cannister, which has a HAMBURGER in it. After that, just continue onwards, jumping over the pits (use the moving platform if need be), and get around any obstacle that is in your way. Soon you will come to a large gap in the water, and an upper platform. Jump back to get on the upper platform, and continue onwards. As you make your way across, there will be a cannister on the small island. Jump forward to it, and inside is a 1-UP (get this for sure!). Now jump back and continue onwards. Soon you will come across a Gold Putty, so take it out and a stopping point will take place. Just like the other one, Putties will throw bombs at you, so avoid them and you can move on.

You will now have to jump across the pits, so use either the moving platform or moving ledge (jump up and grab) to get you

across. You will have to do this once more (watch out for the Acid Spider). Now just keep going right, and soon you will come to the upper and lower levels. When you jump back to the upper level, a stopping point will take place. After that, walk a few more feet, jump forward and continue onwards. You will come to a small stopping point, involving Putties and a Rolling Spikeball. After taking this out, you'll be taken to LEVEL 2-3.

L E V E L 2 - 3 :

Upon entering this area, you will hear heavy footsteps approaching. What is it exactly, it's Cannon Top, and he's taking his place right in a control type thing. Get ready for another boss fight!

BOSS #2: CANNON TOP

This fight will be a bit more tough than the last one. For this fight, Cannon Top's attacks will be shooting missiles from the top of his head, so avoid these (watch the floor for X's if they appear). When you jump up on the moving platform, he will shoot fireballs sideways. So what's the best way to take this guy out? Use the platform to get to him and start punching him in between his attacks, or use the moving ledge to get some kicks in. Or an easier route would be, run around avoiding the missiles (and spikes) and wait till the cannisters come out, so you get some SUPER POWER BOLTS, that way you can just use your Special Attack on him. This way may take longer, but it would be the easiest way to defeat him.

And with the Cannon Top gone, you have completed this level!

D: |Level 3 - Putties On The Slopes|

L E V E L 3 - 1 :

For this level, you start off at a ski slope. Head right, and you will be at a stopping point. Take these Putties out to gain some POWER BOLTS, and a small cutscene will take place afterwards. This will show you running up to some more Putties and Skelerena, then jumping up taking out a Putty, getting on the snowboard. Now this next area may be a bit tricky, because you will be going down a slope. You will be doing alot of jumping forward and back, but if a Putty isn't in your way, don't worry about it. Here is what you need to look out for as you're making your way down this long slope. When you see wooden signs with an '!' on it, that means rocks are ahead, so you need to jump over them. When a flashing '!' pops up, you will have to jump over a gap to the otherside.

For this one, it's probably best you wait till you get right before the edge, that way you can make the jump with ease. Right before the second flashing '!', a Putty on a snowmobile will come up behind you, so jump back (or forward) to avoid it. After the second jump there will be wooden planks to get in

your way (jump over these), following that will be two or three more gap jumps to make. After that, some more wooden '!' signs will appear, but this time, duck down as there is a small tunnel nearby. After that, gap jump then duck down, and it'll be smooth sailing from here. You will come to another gap jump, but this time it's safe as it will take you to LEVEL 3-2.

L E V E L 3 - 2 :

Sure the screen didn't change over, but since that won't happen this level, what better way to break apart this level than a new area ^_^ . Anyways after floating through the air, you will be floating along the river. Cannisters will appear as you are going down (few and very far between), but you will be moving so fast that you may not get to them, which is perfectly fine. In order, I will tell you what there is in the cannisters. First on the front row, there is a HAMBURGER, SUPER POWER BOLT and HAMBURGER. On the back row, there is a 1-UP, HAMBURGER and SUPER POWER BOLT (I'd say stay on the back row knowing there's a 1-UP involved). So with that out of the way, here is how the level is set up.

You will come across Putties surfing (like before, if they aren't in your way, don't worry about it), plus there will be some rocks falling from above, so pull back so you don't get hit. Next will be wooden '!' blocks warning you about the rocks in the water, so jump over those (there are some in groups of 3's). Also some Pirahna Fishes will try to attack you (these are annoying). Past that are more Putties and more rocks in the waters. After that, your next obstacle will be some logs, which you need to jump over. This (as well as some Putties and Pirahna Fishes) will go on for a little bit, so be ready to jump and attack. After that mess is over, a small cutscene will take place, with Skelerena coming out at high speed, looking for a fight. Now I dunno if you were able to morph yet, but if not, you will automatically morph into your chosen Ranger. Get ready for a boss fight!

BOSS #3: SKELERENA

Okay for this fight, her attacks are breathing fire at you, as well as moving really quickly (including jumping back and forward). She will also jump up and slam down on your really hard with her weapon, which can be a pain. So what's the best way to fight her? Well, I would get into a corner, and crouch down attacking her physically, which seemed to help some. This only works if she's next to you, and not on top of you. Also watch out for where she will land (watch the surfboard) and move out of the way, then come in for the attack. You could also wait for the cannisters to give you SUPER POWER BOLTS, but you'll probably be done with the fight before you can use your Special Attack. A tricky fight, but you will win!

And with the Skelerena gone, you have completed this level!

L E V E L 4 - 1 :

You start off this level on a train. From the starting point, head right to the giant tanker. These are the only ones you can take (by punching at them a few times). Use these to your advantage, because enemies may be on them, and if you take the tanker out, you'll take them out as well. Such as this first one which has a Tiny Crawler on it. The second one will have a Hopping Shooter and Tiny Crawlers. Continue onwards past the third tanker (which has a Putty on it). After that just climp across the cars, taking out any enemy that gets in your way, and destroying any tanker as well. You will soon come to a cannister, which has a SUPER POWER BOLT in it so get that (there will be a Seeking Shooter above that). Take out the next tanker right past the cannister, and keep going and a stopping point will take place, which will feature some Putties.

Take that out, continue ontop of the next train car to the next tanker. Take it out, then continue onwards past it. Continue onwards through the rest of this train ride like normal, taking out all the enemies and collecting what they leave behind. After a while, you will come to another stopping point, which will feature Yellow and Gold Putties. Take them out, then keep going onwards. After a bit you will see another cannister next to a tanker. Inside the cannister is a HAMBURGER so get that, then take out the tanker. After that, continue onwards and there will be another cannister with a SUPER POWER BOLT in it. After getting that, you should have enough power to morph, so do so. Now keep going through the rest of level as normal and soon you will come to a strange device. Get ready for a Mini-Boss fight!

MINI-BOSS #2: MAIN ENGINE

For this fight, you need to do is take out each of the green generators by busting out the glass on both sides. Now you need to watch out because it will shoot out energy attacks and fire blasts. Time your moves, because you will get hit atleast a few times. This is a pretty tricky fight.

Once the fight is over, you will then jump off the train, as it will eventually explode, and land on the tracks. Right away a stopping point takes place, which features Bronze Putties. After this stopping point is over, it will be time to move on to LEVEL 4-2.

L E V E L 4 - 2 :

You are now at a trainyard. From the starting point, head right and take out all the Putties that are in your way. Soon you will get to some mine cars, with Putties in them. There will also be some Energy Rollers (be careful with these). Now for this next obsticle, there will be gaps in the tracks as well as fire on some of them. You need to jump back and forward (and over the gaps) to get around this obsticle. Along the way is a cannister next to some flames, which has a SUPER POWER BOLT in it. Jump over the gap, taking out the Putty, and then jump back taking out the Energy Roller. Keep going on the back row and a

mine car will roll at you.

Past that, you should see a cannister on a lone island track. Inside that is a HAMBURGER, so get that. After that, keep going through the rest of this obstacle, but be careful as it will get tougher (with gaps, and fire, and Putties and Energy Rollers). Keep going onwards as there will be a Putty in a minecare. Take it out and the minecar will race at you. Past that is another cannister which has another HAMBURGER in it. Keep going past that and you will be at a short stopping point. Be careful because mine cars will come racing at you at this stopping point. After this one, keep going right a few feet and you'll see a pile of garbage. It shakes, and busting out of the pile is Magnet Brain, and he's ready to fight (boss fight time)!

BOSS #4: MAGNET BRAIN

For this fight, Magnet Brain's attacks are mostly using his staff, either by stabbing you with it, or shooting out cyclones (which you can avoid these). His other attack involves using his magnetic powers to push you away, so you won't get any SUPER POWER BOLTS or attack him. So he's basically a coward. What you need to do is, obviously use your Special Attack to knock him down, then get right up there and attack him. Or you can take the easy way out and jump back and forward to the oppose track he's on, and wait for the cannisters to drop SUPER POWER BOLTS in them and just use your Special Attack on him (this'll take 3 times to do). Either way, soon enough you'll be able to defeat him.

And with the Magnet Brain gone, you have completed this level!

F: |Level 5 - Infiltrating The Enemies Headquarters|

L E V E L 5 - 1 :

Just a note, this is the longest level in the game and the toughest. From the starting point, head right, and you will see 2 new enemies: Exploding Jeep and the Spark Crawler. You will also notice this area has fences, which you will need to use to get through. Keep going and you'll see another new enemy called the Gray E-Frame. Take it out with some Crouch attacks, then proceed onwards, and you'll find a Green E-Frame in the background. Also a Hiding Shooter will appear, but ignore that if you want.

Keep going right, and after the series of fences, you will come across some buildings. For this, Putties will be in the windows throwing bombs at you, so just avoid these. As you continue onwards, a combination of everything you have just faced so far in this level will be taking place, so just destroy what's in your way. Eventually you will come to a stopping point, which involves a huge armored tank coming out. Get ready for a mini-boss fight!

MINI-BOSS #3: ARMORED TANK

This could be a bit tough. The armored-tank will come rolling at you, but pull back. It will also shoot out fireballs at you, which you can easily avoid. All you need to do is just physically attack it. It don't matter if you're either on the foreground or background. After a bit it will be destroyed.

After that, continue onwards, and you will be greeted by some Yellow Putties and Hiding Shooters. After that will be some more Putties and a cannister on the foreground. Inside it is a HAMBURGER, which will refill you entire life, so get that for sure! Keep going and LOOK, A NINJA! With that, another mini-boss fight will take place.

MINI-BOSS #4: NINJA

This one is tricky. The Ninja will disappear and reappear at random. He will mostly use his sword on you as well as shurikens. All you need to do is stay in one spot and crouch attack to take it out.

When he's gone, a stopping point will take place, involving Green E-Frames. After taking out both of these, you will move on to LEVEL 5-2.

L E V E L 5 - 2 :

Now you are inside the enemies headquarters. So you know, when you choose to jump back, you will be on the upper platforms. With that, from the starting point, head right and watch the ground. See the panels turning to an orange color. When that happens, do not get near it or it will hurt you. When it's black is when it's safe, so use that to your advantage. Along the way will be Putties and Alien Mages (on the upper level). With that, continue onwards, and more Alien Mages and Putties will be in the way. Nothing too exciting taking place for awhile, so just keep going. Make your way past the remaining Alien Mages and you will come to a wall. For this, just attack it, and when the panels start to turn orange, jump back or forward to avoid it. After a few hits the wall will be destroyed.

For this next part, continue onwards, taking out the Yellow Putties. At the end you will see a cannister, which will have a HAMBURGER in it. See the platforms above you. Well, you need to make your way up the platforms. The downside is there will be shooters in your way, which you can not take out. Time your jumps carefully, because this will be tough. When you make it to the top, head right, take out the Yellow Putty, and drop over the side. There will be a Small E-Frame. You'll be on a conveyor belt, so just let it carry you as far as it can. Soon you'll come across another Small E-Frame, and then a giant pounder. Time your moving just right to avoid these things, because they will hurt. Another Small E-Frame and giant pounder follows, plus a wall you need to take out.

Moving onto the next part, which will have a pounder rise up. Safe to walk on, but don't let it flatten you into the ceiling! At the other side is another wall, so take it out. More of the same in this next part, so just repeat what you know, and again

take out the wall. Next one will have another Small E-Frame and Ceiling Shooters, and another wall, so take it out. For this next part is like before, there is a cannister at the bottom which has a 1-UP in it (get this!). Once again, carefully climb up the platforms to the top and once there head right and take out the Putty. Now you will see more of those panels. Wait a minute and a moving platform will come out. Get on that, and let it carry you to the right. As it does, Chain Lasers will come out, but keep going to the otherside.

Drop to the conveyor belt, and proceed right. There will be some laser beams shooting down, so watch out for these. Make your way to the otherside of this, take the Putties out too. Now jump on the moving platform, and let it carry you to the otherside. After that, a repeat of lasers and Putties. At the end of this is a stopping point. Take out the Putties and you will move onto LEVEL 5-3.

L E V E L 5 - 3 :

Nope, we're not done yet, told you it would be a long level! Now we're outside and ontop of the enemies headquarters. Let's call where you are as the 1st Floor (floors are thick platforms that stretch from one side the other). For here, head right all the way to the otherside (there will be a Crawling Bug). At the otherside, you will notice the platforms going upwards. You need to climb up (there is a Putty and a Moving Shooter) them and you will reach the 2nd Floor. On here, head right and you will see a Spider Bot. At the otherside, once again climb up the platforms to the left until you reach the 3rd Floor. Once there, head right to find a cannister and a couple Orange Putties. Inside the cannister is a HAMBURGER.

Keep going right to find another cannister which has a SUPER POWER BOLT in it. Now head up the platforms to the 4th Floor. Up here, you should see a cannister right away, and inside it is a SUPER POWER BOLT. Now keep going up the platforms, taking out the enemies along the way. Soon you will be at the 5th Floor. Head left (over the gap) and you will see a Putty shooting a gun. Jump on the moving platform, and make your way upwards and soon you'll be on the 6th Floor. Up here is a Traveling Shooter. Yeah I know this is all confusing, but it'll be over soon. While up here, there will also be a cannister with a HAMBURGER in it, so get that. Continue up the platforms to the 7th Floor. Up here will be Putties on the left side, and a large gap in the middle.

Again make your way up the platforms (and moving platform) and you will be at the 8th Floor (a Crawling Bug is here). Climb up the 2 platforms and you'll be at the 9th Floor, where a Putty is. Repeat this to be at the 10th Floor, where a cannister is on the right side (which has a HAMBURGER in it). Also a Traveling Shooter is here, so take it out. Now there will be another Ninja up here (looking for a rematch?). Take it out the same way, and head left to the moving platform. Use it to go to the 11th Floor (you'll see red lightning in the clouds). Here will be a couple Orange Putties and a moving platform in the middle. Take out the enemies and climb up the platforms. There will be a Crawling Bug as well. After that, up the right

platforms then the left platforms.

After this, you will then be at the 12th Floor (pant pant). But guess what, Silver Horns comes out, ready to fight you. Boss fight time!

BOSS #5: SILVER HORNS

For this fight, his attacks mostly are shooting out 4 lightning orbs, as well as a light beam at you, and he will slowly charge at you. After a few hits, two energy balls will float around, shooting beams down. So what to do, well, Special Attack first obviously. Now you can grab ahold of the wire that's at the top, and use that to kick at him, but that will do little to help. If you can, in between his attacks, get up there and start punching at him. You will be able to do some good damage this way. After a couple hits, back up, be ready, and go at it again. Soon enough you will be able to take him out completely.

And with the Silver Horns gone, you have completed this level!

G: |Level 6 - Inside The Headquarters|

L E V E L 6 - 1 :

You are now inside the enemies headquarters, and get ready because this won't be easy. From the starting point, head right and you will see a Bronze Putty. Past that is two small pounders. Time your move carefully, to get past this and continue onwards to find more pounders and Putties. Soon you will come to a Ceiling Shooter, so take that out if you want and keep going. Nothing too noteworthy happens for awhile, so just take out Putties. You will come to some strange round device.

See how there is an ON at the top? Well if that's lit up, the devices will start up, causing you to float up into the blades (if you're in it). Wait till it's not lit up and continue past these and you will come to a stopping point. After that, keep going onwards, and you will then see a cannister. Inside it is a HAMBURGER, so get that. Past that is some more Putties, so take them out. Now make your way all the way to the otherside, and after taking out the last of the Putties, you will be taken to LEVEL 6-2.

L E V E L 6 - 2 :

Looks like you're in another part of the enemies headquarters. From the start, head right and you'll see a Putty and conveyor belt on the foreground. Also you will see some Crane Lifter type things, which lifts crates, Putties and even you up. It's probably best to stay in the background for the majority of this area, so jump back to it. Just follow the path right, jumping over the fire pit, and keep going. Along the way is more Putties, so take them out. Keep going and you'll see a

Purple Spikeball, as well as another fire pit. Jump forward to the foreground to avoid it, then to the background when you're clear of it. Continue going right, taking out all the enemies along the way. Soon enough you will see a giant purple car (and some Putties). Simply attack the car enough times (don't worry, it won't attack back) and it will blow up. Once it does that, you will be taken to LEVEL 6-3.

L E V E L 6 - 3 :

I have no idea where you are now, so let's just say it's another part of the enemies headquarters ^_^ . For right now, let's say you're on the 11th Floor. With that, head right and a Yellow Putty will come out. Keep going and a Barrier Ball will be in your way, so take it out. Past that is a giant missile rocket going through the roof. Watch out for this! After it passes, continue going right, taking out the Yellow Putty, then get on the lift, taking you down to the 10th Floor. On here is a Ceiling Hopper, and after that, just head left. On the otherside of the missile rocket is a wall, which you can easily destroy. After that, continue onwards to the lift, taking you down to the 9th Floor. More of the same for the 9th Floor, just make your way right to the otherside, taking out any obstacle that's in your way.

Once there, take the lift down to the 8th Floor, where a Putty will greet you. There will also be a cannister down here which has a SUPER POWER BOLT in it, so get that! Head left to the otherside and onto the lift which will take you down to the 7th Floor, then head right, taking out the Putty, and then to the otherside. Once there, take the lift down past the 6th Floor (you can get off onto it if you're quick enough), and down to the 5th Floor. If you got off at the 6th Floor, head left to the otherside to find a SUPER POWER BOLT in the cannister, then drop down and head right a bit to the opening. If you got off at the 5th Floor, head left, jump over the pit (if you can), and head to the same cannister to get the SUPER POWER BOLT.

Now head into the opening (on the 5th Floor), and drop down to the 4th Floor then left, taking out the wall, and go to the lift. Use that to take you to the 3rd Floor and head right, watching out for the missile rocket. You will see a gap and a ledge on the otherside. Jump over that if you can, and above is a cannister. Jump up and hit to get a 1-UP. Now drop down the gap and you'll be on the 2nd Floor. Head to the otherside, get on the lift taking you to the 1st Floor. How far does this thing go!? Down here, head right, taking out the Putty and bashing out the wall. Past that in the opening will be a stopping point. Take all of these out and you will move on to LEVEL 6-4.

L E V E L 6 - 4 :

Upon entering here, you will hear the boss fight music start up. After which, a Mother Brain/Metroid type wannabe will appear. This boss fight is known as Meta Brain, so get ready!

Here's how this is setup. You have Mother, I mean Meta Brain in the middle. Above that is 3 orbs, with different attacks: Red = Fire, Blue = Lightning, Green = Bullets. You can't take these out, so just avoid them. All you have to do is start attacking the glass container the boss is in. The red and green ones are easy to avoid, but the blue one is not. If you can stand opposite of where they are (because they will clump together), you will have a shot at hitting Meta Brain. Plus they will charge at you at once, destroying themselves, which makes this a perfect time to attack (but they do come back). Also try going back and forth across the screen attacking the boss, that way is easier. This will be a tough fight, but with the right strategy, you will win!

And with the Meta Brain gone, you have completed this level!

H: |Level 7 - The Final Confrontation|

L E V E L 7 - 1 :

You are now inside Ivan Ooze's lair! Walk a couple steps and a cutscene will take place, basically showing Ivan appearing. With that, you will automatically morph. After that, the final boss fight begins!

BOSS #7: IVAN OOZE

Obviously being the final boss, this will not be easy!

Ivan's attacks are rushing at you fast, throwing explosive daggers at you, as well as energy blasts and chomping clamps. He will also float around at you and slam down energy attacks that will travel along the ground. The only advice I can give to you for this fight is, avoid when appropriate and then get right up there and attack.

Unfortunately there will be no cannisters bringing out bolts for you, and this will be a tough fight no matter what as the strategy to use is limited. Good luck doing what you can to fight this guy, and you will be successful!

And with that, Ivan Ooze is finished! Because of that, you have *loud beep* not completed the game? A warning will come out saying "POWER RANGERS, ESCAPE NOW" and you will then have 99.99 seconds to get the hell out of Ivan's lair, which is not alot of time at all.

With that, head right and you will see a Yellow Putty followed by a Small E-Frame. After that, keep going, jumping over the spike pits, and you'll be at a wall. Destroy the wall and move on. Use the platform to lift you up, and continue going right. Continue going right, taking out all of the enemies along the way and jumping over the spike pit at the otherside. Once at the otherside, destroy the wall, and keep going! After that, proceed through the level like normal, but don't stop for anything! Once at the otherside, jump up grabbing the platform above you, then repeat, go left (take out the Putty) and keep making your way upwards (watch out for the drilling spikes coming out of the wall).

If you are at this point with 20 seconds or more, you will have a good chance of escaping. When you get through the climbing upwards, at the highest point, head right and take out the wall. Keep going past that and you'll be at another wall. You might have to fight some Putties first, but after a few seconds, a giant hand comes out and grabs you. It's the Ninja Megazord! After that, you will get a cutscene showing the enemies headquarters being destroyed and the Rangers (and the Ninja Megazord) looking onwards at it. After that, some more cutscenes. What that is, well I'd rather not spoil it for you. With that however, the game is now over. And to that I say congradulations on beating Mighty Morphin Power Rangers: The Movie for the Super Nintendo!

|||||

SECTION 3: |IMPORTANT STUFF|

A: |Items|

These are the items found throughout the game (most of which can be found in a Cannister):

1. POWER BOLT: These will give you a small boost of power.
2. SUPER POWER BOLT: These thicker looking bolts will give you a large boost of power.
3. HAMBURGER: These will restore 1 Life Meter.
4. 1-UP: These rare items will give you an extra life.

B: |Enemies|

These are the enemies found throughout the game (it's a long list as well):

1. GRAY PUTTIES: These wear gray vests, and are the basic type of putties in the game. Very easy to take out.
2. YELLOW PUTTIES: These have yellow vests, and are to be slightly tougher, but also very easy to take out.
3. DROPPERS: These floating devices will drop little bombs on you. Jump up and attack it to take it out.
4. FLYING SHOOTER: These devices will pause then fly out shooting at you. Just ignore them pretty much.
5. SHOOTING TANK: These grounded devices will simply shoot at you. Crouch kick it to take it out.
6. ORANGE PUTTIES: These have orange vests, and are a bit more tougher to take out, but still easy nonetheless.
7. GOLD PUTTIES: These have yellow vests and goldish skin. These move a little fast, so take them out quickly.
8. ACID SPIDER: These will crawl around from above and drop acid on you. Just ignore them pretty much.
9. ROLLING SPIKEBALL: These will roll around in the air, but

- are very easy to take out.
10. RISING SHOOTER: These are laser guns that will rise up out of the water/ground shooting at you. Very easy to take out.
 11. SHOOTING PUTTIES: These are putties with a laser gun, which will shoot at you. Annoying but take it out the same way.
 12. PIRAHNA FISHES: These annoying creatures live in the water, and will jump at you when you're nearby. Easy to take out.
 13. TINY CRAWLERS: These little things will roll along the sides, and explode. Crouch attack to take them out.
 14. HOPPING SHOOTER: These devices will hop around and shoot at you. A little tough to take out.
 15. SEEKING SHOOTER: These will hover above you and follow your every move, shooting at you. Jump attack to take it out.
 16. BRONZE PUTTIES: These have yellow vests and have a bronze color skin. The toughest of the Putties, so take them out.
 17. ENERGY ROLLERS: These will roll back and forth with energy bars on top, and will charge at you when they see you.
 18. EXPLODING JEEP: These are little remote control jeeps that are on fire. Take them out with a Crouch attack.
 19. SPARK CRAWLER: These small round things crawl around on fences, that spark when they stop. Just ignore them.
 20. GRAY E-FRAME: These gray walking mech-suits will shoot energy blasts at you. Crouch attack them to take them out.
 21. GREEN E-FRAMES: These green walking mech-suits will shoot missiles at you. Crouch attack them to take them out.
 22. HIDING SHOOTERS: These little guns hide in the ground, and appear when you are close. Ignore them if you want.
 23. ALIEN MAGES: These cloaked aliens will use it's wands to make giant electric orbs. Take these out with caution.
 24. SMALL E-FRAME: These are half the size of the normal E-Frames, and are more easier to take out.
 25. CEILING SHOOTERS: These devices will shoot bullets at you from the ceiling. Just ignore them pretty much.
 26. CHAIN LASERS: These devices are on chains and will shoot a laser stream at you. Just ignore them if you can.
 27. CRAWLING BUG: These flat enemies, will crawl around the platforms they are on. Easy to take out.
 28. MOVING SHOOTER: These will move back and forth on the platform, shooting at you. Easy to take out.
 29. SPIDER BOT: These mechanical spiders will move along any platforms or beams. Easy to take out.
 30. TRAVELING SHOOTER: These will move around the area, stopping and shooting at you. Take it out if you want.
 31. CRANE LIFTERS: These will lift up creates, Putties and yourself. They don't fight back, so just ignore them.
 32. PURPLE SPIKEBALL: These purple things will shock you when you get too close. Be careful when taking them out.
 33. BARRIER BALL: These balls uses it's energy to create a barrier. Take it out and the ball is free to attack.
 34. CEILING HOPPER: These things will hop along the ceilings, dropping little hoppers. Both are pretty easy to take out.

C: |Bosses|

This is a recap of all the bosses in the game (mini-bosses won't be listed as they are rather easy to take out). Please note that you must keep attacking each boss until their life meter is a greenish color before it starts to drop:

BOSS #1: MIRROR MANIAC (from Level 1)

This guy isn't that bad. He has a few attacks, which includes turning into a wheel and rolling (jump forward or back when this happens), as well as shoot out a fireball from his mirror (duck when this happens), and duplicating himself. Now when he does this, you need to strike at the one with the white mirror, as that's the real one. He'll also punch and teleport as well. So what should you do, obviously use your Special Attack first, then start punching him as much as you can. Use the cannisters to refill your Special Meter to pull off another Special Attack and he will be finished (if you didn't punch him out first).

BOSS #2: CANNON TOP (from Level 2)

This fight will be a bit more tough than the last one. For this fight, Cannon Top's attacks will be shooting missiles from the top of his head, so avoid these (watch the floor for X's). When you jump up on the moving platform, he will shoot fireballs sideways. So what's the best way to take this guy out? Use the platform to get to him and start punching him in between his attacks, or use the moving ledge to get some kicks in. Or an easier route would be, run around avoiding the missiles (and spikes) and wait till the cannisters come out, so you get some SUPER POWER BOLTS, that way you can just use your Special Attack on him. This way may take longer, but it would be the easiest way to defeat him.

BOSS #3: SKELERENA (from Level 3)

Okay for this fight, her attacks are breathing fire at you, as well as moving really quickly (including jumping back and forward). She will also jump up and slam down on your really hard with her weapon, which can be a pain. So what's the best way to fight her? Well, I would get into a corner, and crouch down attacking her physically, which seemed to help some. This only works if she's next to you, and not ontop of you. Also watch out for where she will land (watch the surfboard) and move out of the way, then come in for the attack. You could also wait for the cannisters to give you SUPER POWER BOLTS, but you'll probably be done with the fight before you can use your Special Attack. A tricky fight, but you will win!

BOSS #4: MAGNET BRAIN (from Level 4)

For this fight, Magnet Brain's attacks are mostly using his staff, either by stabbing you with it, or shooting out cyclones (which you can avoid these). His other attack involves using his magnetic powers to push you away, so you won't get any SUPER POWER BOLTS or attack him. So he's basically a coward. What you need to do is, obviously use your Special Attack to knock him down, then get right up there and attack him. Or you can take the easy way out and jump back and forward to the oppose track he's on, and wait for the cannisters to drop SUPER POWER BOLTS in them and just use your Special Attack on him (this'll take 3 times to do). Either way, soon enough you'll be able to defeat him.

BOSS #5: SILVER HORNS (from Level 5)

For this fight, his attacks mostly are shooting out 4 lightning orbs, as well as a light beam at you, and he will slowly charge at you. After a few hits, two energy balls will float around, shooting beams down. So what to do, well, Special

Attack first obviously. Now you can grab ahold of the wire that's at the top, and use that to kick at him, but that will do little to help. If you can, in between his attacks, get up there and start punching at him. You will be able to do some good damage this way. After a couple hits, back up, be ready, and go at it again. Soon enough you will be able to take him out completely.

BOSS #6: META BRAIN (from Level 6)

Here's how this is setup. You have Mother, I mean Meta Brain in the middle. Above that is 3 orbs, with different attacks: Red = Fire, Blue = Lightning, Green = Bullets. You can't take these out, so just avoid them. All you have to do is start attacking the glass container the boss is in. The red and green ones are easy to avoid, but the blue one is not. If you can stand opposite of where they are (because they will clump together), you will have a shot at hitting Meta Brain. Plus they will charge at you at once, destroying themselves, which makes this a perfect time to attack (but they do come back). Also try going back and forth across the screen attacking the boss, that way is easier. This will be a tough fight, but with the right strategy, you will win!

BOSS #7: IVAN OOZE

Obviously being the final boss, this will not be easy! Ivan's attacks are rushing at you fast, throwing explosive daggers at you, as well as energy blasts and chomping clamps. He will also float around at you and slam down energy attacks that will travel along the ground. The only advice I can give to you for this fight is, avoid when appropriate and then get right up there and attack. Unfortunately there will be no cannisters bringing out bolts for you, and this will be a tough fight no matter what as the strategy to use is limited. Good luck doing what you can to fight this guy, and you will be successful!

D: |Codes|

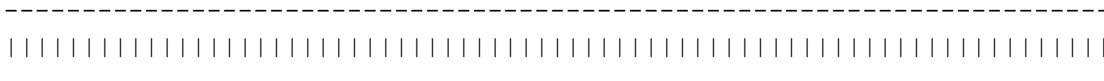
These are some GameGenie/GameShark codes that can help you through the game:

1. 7E062805 = Infinite Life Energy for Player 1
2. 7E1C2801 = Invincibility for Player 1
3. 7E062A18 = Infinite Special Power for Player 1
4. 7E060A09 = Infinite Lives for Player 1
5. FF413909 = Infinite Time for Player 1 (last stage)

There is also another code you get at the end of the game if you beat it on Hard Mode:

UP, DOWN, LEFT, RIGHT, 'X', 'B', 'Y', 'A', START.

Do this at the title screen and you will unlock a Power Up Mode, but I know nothing more than just that. If you have info, pass it along and you'll be credited.



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:

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

MI4 REAL: For the Power Up Code, simply put ^_^.

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

C: |Final Words|

IT'S MORPHIN TIME! Oh yes, the infamous words that started off a franchise that has lasted 15 years and counting. Of course this game was based off the movie version (not very well based I must say), which the movie was fun to watch of course. I played this when I was younger, and realized how tough it was, so I figure I should make an FAQ for it. In Space, Wild Force, S.P.D., Mystic Force, and Operation Overdrive are part of the list of my favorite series. And of course I will continue watching Power Rangers until it ends completely (who knows when that will be). I hope this walkthrough helps you out in any way possible.

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

Email me at StarFighters76@hotmail.com

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Mike Leatherwood AKA StarFighters76

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