

SABAN'S

POWER RANGERS

ZEO

Defend the Earth
with fast and
furious action!

Versus The
Machine
Empire



WINDOWS
MACINTOSH
WORKS WITH WINDOWS 95



Bandai
Digital
Entertainment

KIDS TO ADULTS



CONTENT RATED BY
ESRB

POWER RANGERS ZEO VS. THE MACHINE EMPIRE

Important: In order to receive technical support for this title, and to receive product information updates, fill out and return the enclosed Registration Card within ten days of date of purchase.

MINIMUM SYSTEM REQUIREMENTS

WINDOWS®:

Windows® 3.1, 95 or NT

486/66MHz or faster processor (Pentium recommended)

8 MB RAM

Super VGA with 256 colors

2X or faster CD-ROM drive

Windows®-compatible sound card

MACINTOSH®:

Color Macintosh® system 7.0 or greater

8 MB RAM

68040 or faster processor (PowerPC recommended)

2X or faster CD-ROM drive

INSTALLATION INSTRUCTIONS

INSTALLING FOR WINDOWS® 95:

1. Insert the Power Rangers CD in your computer's CD-ROM drive.
2. Select "Install Power Rangers" from the window that appears.
3. Follow the on-screen instructions.

INSTALLING FOR WINDOWS® 3.1:

1. Insert the Power Rangers CD in your computer's CD-ROM drive
2. In Program Manager, select "File/Run" from the menu.
3. Type "d:setup" where "D" is the drive letter of your CD-ROM drive.

4. If Power Rangers says you need to "Upgrade Windows", take the following steps. Otherwise, proceed to step 5.
 - Select "Upgrade Windows" from the window that appears.
 - Follow the upgrade instructions.
 - After your computer restarts, re-run the Power Rangers set-up program as you did in steps 2 and 3.
5. Select "Install Power Rangers" from the window that appears.
6. Follow the on-screen instructions.

INSTALLING ON A MAC:

Copy the install folder from the Power Rangers CD-ROM to your hard drive by dragging it to the hard drive icon on your desktop.

UNINSTALLING POWER RANGERS APPLICATION:

Power Rangers Zeo is designed to be easily removed from your computer when you are finished playing. To uninstall Power Rangers, select the Power Rangers icon as you normally would to play, and choose "Uninstall" from the title screen. Then, follow the on-screen instructions. Windows 3.1 users may want to remove Win32s and WinG from their computer, although doing so is not recommended, as it may cause other programs that use these components to stop working.

OVERVIEW OF GAME

The goal for each level is to ward off adversaries and retrieve all fragments of each of the five Zeo crystals. Each crystal is fragmented and scattered throughout a level. It is necessary to obtain 100% of the crystal fragments. After doing this, the Rangers are teleported to a Level-Boss location. Upon successfully defeating the boss, the player advances to the next mission.

GAME KEYS

| | |
|------------|--|
| Arrow keys | Control the player |
| A, W, S, D | Same as the arrow keys; use the preferences menu to change |

| | |
|--------------|--|
| K, P, J, I | Kick, punch, jump, and inventory; use the preferences menu to change |
| Esc | Skip the current animation, or pause the game |
| CMD+0 thru 9 | Set sound volume, Command+0 is off, Command+9 is loudest |
| Command+Q | Quit the game |
| Command+P | Toggle full screen mode on/off |
| F1 / F2 | Increase/decrease the brightness of the screen |
| F3 / F4 | Increase/decrease the redness of the screen |
| F5 / F6 | Increase/decrease the greenness of the screen |
| F7 / F8 | Increase/decrease the blueness of the screen |
| F9 | Restore the screen to its default settings |

HINTS

RETRIEVE ZEO CRYSTALS TO GET ZEO WEAPONS -

Rangers will automatically draw energy from picking up crystal fragments. Whenever a Ranger has at least 50% of a crystal for a given level, that Ranger will be able to utilize their special weapon. Note that Rangers can't jump as high or run as fast with weapon in hand, but weapons can be put away at any time.

RUNNING -

All Rangers can run by pressing the left or right direction key plus the up key OR by double tapping (and holding) the left or right direction key. On a game pad, the diagonal up/left and up/right will allow the Rangers to run, as well as the double tap.

COMBO MOVES -

Spin kick and punch (up arrow with kick or punch key)- the female rangers will perform a forward flip kick instead of the normal spin kick in this case. Jump Kick by pressing forward while jumping, then hit 'kick' when ready.

SPECIAL ZEO ATTACKS -

After getting the ZEO weapon, hold the up key PLUS the kick/punch keys for:

Red Ranger: Spin-around sword swipe

Green Ranger: Spin-around axe swipe

Blue Ranger: Spin-around blade swipe PLUS: Normal 'punch' key evokes special forward flip with the blades for extra damage!

Yellow Ranger: Spin-around nun-chaku swipe

Pink Ranger: all kick/punch combos launch projectile from shield

Black Ranger: all kick/punch combos launch projectile

FINISHING A MISSION -

After retrieving 100% of the crystal fragments on a given level, the player will automatically transport to the level boss location. Upon defeating the boss, the player has successfully completed that level and will be taken back to mission control to receive the next mission.

REGENERATE HEALTH -

Rangers regain health when they are not in use. For example, if a Ranger is too low on health to be used (in the "red" zone), he/she will not be available for current play. While playing the game with another Ranger however, all wounded Rangers will be in a resting state, making it possible to select the previously unavailable Ranger after a few minutes of rest.

PROJECTILE WEAPONS -

Pink and Black Rangers have projectile weapons which can be used after the designated 50% of crystals have been retrieved. Projectiles do little damage, but are advantageous against certain level bosses and cogs.

COGS -

You will encounter 4 different types of Cogs during your missions:

| | |
|--------|-----------------------------------|
| Purple | easiest, most common |
| Green | smarter and stronger than purple |
| Yellow | harder still, special roll attack |
| Red | hardest, shoots lasers |

DIRECTIONAL INDICATORS -

There are arrows indicating a general direction for the player to progress scattered throughout the game, particularly in areas that have alternate paths.

SAVE GAME -

You can save games anytime during gameplay. Do so at the beginning of each new level AND when fighting a BOSS. Note: a folder of saved games can be found on all platforms in the support and util folders.

CUSTOMER SUPPORT

If you have questions about this title, you may e-mail your questions directly to a Customer Support Representative at info@bdec.com.

Alternatively, you can fax inquiries to 310-404-1900.

If you have non-urgent questions you'd like to send by mail, BDE is located at:

Bandai Digital Entertainment

Attn: Customer Support

14241 E. Firestone Blvd., Suite 210

La Mirada, CA 90638

You can also reach BDE by phone 7:00 AM-8:00 PM, Monday through Saturday excluding holidays at 888-992-9000.

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Developed By: CyberFlix Inc.

4 Market Square

Knoxville, TN 37902

Executive Producer: Erik S. Quist
Producer: Robb Dean
Programming: Don McCasland, Steve Britton
Art Director: Michael Gilmore
3-D Artists: Anthony S. Taylor, Jamie Wicks
Level Design: Trey Counce, Billy Davenport
Sound Director: Scott Scheinbaum
Technology: Bill Appleton, Ian McLean
Technical Advisor: Jay Nevans
Screenplay: Erik Quist
Game Design: Robb Dean, Erik Quist, Sei Okazaki
Voices: Erik S. Quist, Scott Scheinbaum, Jessamy Thomison
Special thanks to: Eric Whited, Takanari Maeda, Bill Broyles, Blue Branton, Alan Mazzan, Rand Cabus, Tom Appleton, Brent & Chad at Rowland Productions, Isao Yonehara

Live-Action Shooting Unit:

CAST:

Kazutoshi YOKOYAMA (as O-Red)
Kenji TAKEUCHI (as O-Green)
Yasuhiro TAKEUCHI (as O-Blue)
Kiyoto NAKAGAWA (as O-Yellow)
Akiko YOSHIO (as O-Pink)
Naoki OHFUJI (as the King Ranger)
Hirofumi FUKUZAWA (as Bomber the Great and monsters)
Motokuni NAKAGAWA (as the COGS and monsters)
Kenjiro FUJITA (as monsters)
Makoto ITOH (as monsters)

STAFF:

Producers: Takeyuki SUZUKI, Shin-ichiro SHIRAKURA

Director: Katsuya WATANABE

Stunt Coordinator: Junji YAMAOKA

Camera: Hiroshi KONDOH, Yasuo SUZUKI

Video Engineers: Tsuyoshi ISHIGAKI, Ken-ichi OHWADA

VTR: Hiroaki OHYAMA

Assistant Director: Takumi AN-YOHJI

Lighting: Jun-ichi HONDA, Tsukasa INAMINE, Takafumi SASAKI, Mamoru SHIBATA

Best Boy: Naoto TAKAYAMA

Stage Manager: Koh-hei OHMORI

Prop Master: Yoshiyuki SHIOMITSU

Casting Manager: Kyoichiro IWANAGA

Production Manager: Yoshinori FUJITA

Video Crews arranged by: Totsu

Created by: Toei Company, Ltd.

This product has been rated by the Entertainment Software Rating Board as suitable for Kids to Adults.
For more information on this product's rating please call the ESRB at 1-800-771-ESRB.

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GAME KEYS

Arrow keys

Control the player

A, W, S, D

Same as the arrow keys; use the preferences menu to change

K, P, J, I

Kick, punch, jump, and inventory; use the preferences menu to change

Esc

Skip the current animation, or pause the game

COMMAND+0 thru 9

Set sound volume, COMMAND+0 is off, COMMAND+9 is loudest

COMMAND+Q

Quit the game

COMMAND+P

Toggle full screen mode on/off

F1 / F2

Increase/decrease the brightness of the screen

F3 / F4

Increase/decrease the redness of the screen

F5 / F6

Increase/decrease the greenness of the screen

F7 / F8

Increase/decrease the blueness of the screen

F9

Restore the screen to its default settings