

The cover art for Power Rangers Dino Thunder features a dynamic scene with three Rangers in the foreground: the Red Ranger in a red and white striped suit, the Yellow Ranger in a yellow and white striped suit, and the Blue Ranger in a blue and white striped suit. They are all in action poses, with the Red Ranger holding a long red and yellow Zord. In the background, three large, colorful Zords (Red, Yellow, and Blue) are shown, each with a dinosaur-like head. The title "POWER RANGERS" is in large, white, 3D block letters with a red outline, and "DINO THUNDER" is in large, orange, 3D block letters with a black outline. The background is a bright blue sky with white clouds.

POWER RANGERS

DINO THUNDER™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

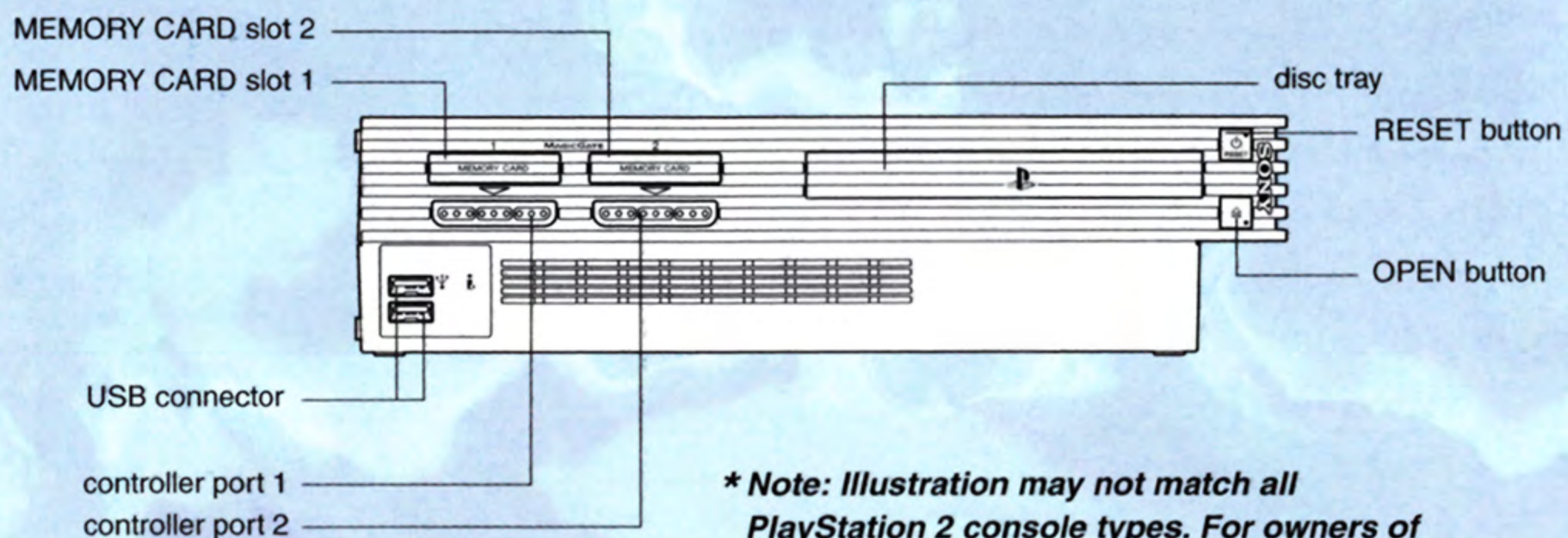
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



*** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.**

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *Power Rangers Dino Thunder* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card, or any memory card (8MB) (for PlayStation®2) containing previously saved *Power Rangers Dino Thunder* games. For more information, see SAVING AND LOADING on page 14.



GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BUTTON	ACTION
Directional buttons/Left analog stick	Control Zord movement
Right analog stick	Rotate/Tilt Camera
□ button	Attack
× button	Jump
× button (tap×2)	Air Jump/Flap Wings
○ button	Special Attack
△ button	Cycle to next available Zord
R1 button	Dino Dart
R2 button	Show Items
START button	Pause Game

THE ZORD ADVENTURE

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

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

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

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

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

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

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



RANGER DINO BIOS

Red Ranger

Civilian Name: Conner

Age: 17

Zord: Tyrannosaurus

Weapon: Tyranno Staff

Civilian Hobby: Soccer



Yellow Ranger

Civilian Name: Kira

Age: 17

Zord: Pteradon

Weapon: Ptera Grips

Civilian Hobby: Singer, songwriter, plays guitar, and has her own band, "The Cause"



Blue Ranger

Civilian Name: Ethan

Age: 17

Zord: Triceratops

Weapon: Tricera Shield

Civilian Hobby: Internet gamer
and computer whiz



Black Ranger

Civilian Name: Dr. Tommy Oliver

Age: Late 20's

Zord: Brachiosaurus (Not Playable)

Weapon: Brachio Staff

Civilian Hobby: The study of dinosaurs



DINOZORD DATA

Tyranno Zord

Height: 38 meters

Length: 66 meters

Weight: 2,800 tons

Top Speed: 50 meters/sec

Acceleration: 80 meters/sec

Armor: Medium

Jump: Jump or Air Jump

Attack: Medium-range projectile

Attack Speed: Medium

Special Attack: Ground Stomp



Ptera Zord

Height: 16 meters

Wingspan: 20 meters

Weight: 600 tons

Air Speed: 40 meters/sec

Acceleration: 40 meters/sec

Armor: Light

Jump: Flying ability

Attack: Short-range Dropped

Attack Speed: Fast

Special Attack: Talon Slice



Tricera Zord

Height: 15 meters

Length: 37 meters

Weight: 2,100 tons

Top Speed: 60 meters/sec

Acceleration: 60 meters/sec

Armor: Heavy

Jump: N/A

Attack: Short-range Crunch/Deflect

Attack Speed: Medium

Special Attack: Tricera Crunch



Parasaur Zord

Height: 48 meters

Length: 43 meters

Weight: 1,200 tons

Top Speed: 50 meters/sec

Acceleration: 50 meters/sec

Armor: Medium

Jump: Jump or Air Jump

Attack: Short-range projectile

Attack Speed: Fast

Special Attack: Scissortail Attack



Dimetro Zord

Height: 35 meters

Length: 68 meters

Weight: 1,000 tons

Top Speed: 60 meters/sec

Acceleration: 90 meters/sec

Armor: Medium

Jump: Single

Attack: Long-Range, Ricochet Shots

Attack Speed: Medium

Special Attack: Saw Blade Attack



Cephala Zord

Height: 28 meters

Length: 41.5 meters

Weight: 1,200 tons

Top Speed: 45 meters/sec

Acceleration: 80 meters/sec

Armor: Medium

Jump: Jump or Air Jump

Attack: Short-range projectile

Attack Speed: Fast

Special Attack: Power Punch



PLAYING A GAME

In *Power Rangers Dino Thunder*, your goal is to release the DinoZords from the Prison Dimension and stop Zeltrax and Mesogog's army.

Adventure Mode

In Adventure Mode, you can help Dr. Oliver recover the lost Zords from the Prison Dimension, and defend Earth from Zeltrax and Mesogog's forces. Listen closely to all of Dr. Oliver's instructions in order to rescue your friends and the missing Zords.

Power Games

Power Games provide a place to practice your skills in over 50 bonus games. These games can be unlocked through Adventure Mode as you progress and recover other Zords. Who knows, you might come across an old friend or two — or a dozen!

Main Menu



Play Adventure – Begin or continue a game of *Power Rangers Dino Thunder*.

Play Power Games – Play up to 50 unlocked bonus games.

Options – Customize the game with the following options:

SFX – Adjust the sound effects volume.

Voice – Adjust Dr. Oliver's voice volume.

Music – Adjust Background Music volume.

Vibration – Controller vibration ON or OFF.

Aim Pointer – In-game targeting assistance ON or OFF.

Audio Type – STEREO or MONO.

Extras – Access the extras you've unlocked!

Zord Collection – View 3D models of each unlocked Zord.

Mesogog's Army – View 3D models of enemies encountered.

Movie Theater – Unlock movies of your favorite Zords.

Music Jukebox – Listen to the game's music tracks.

Game Credits – View names of those who worked on the game.

New/Load Game – Create a new game or load a previously saved game.

The Game Screen



- Zord Power (Health Meter)** – Displays your Zord's health.
- Mission Objective Inventory** – Displays your mission inventory.
- Mission Timer** – Displays time remaining in your mission.
- Dino Dart Inventory** – Displays how many Dino Darts you have.
- Dino Bolt Inventory** – Displays how many Dino Bolts you have.
- Dino Claw Inventory** – Displays how many Dino Claw Special Attacks you have.
- Dr. Oliver Communications Area** – Dr. Oliver's communications are shown here.

Pausing the Game

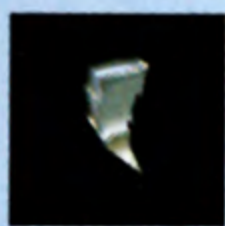


Press the START button at any time to pause the game and access the following options:

- Resume** – Return to mission!
- Options** – Access the same Options that were available from Main Menu.
- Dino Artifacts (Adventure Mode only)** – Shows Dino Gems earned, Dino Eggs collected, and the High Score for each mission in the current area.
- Save Game** – Save your progress.
- Leave Level** – Return to the Main Menu.

ITEMS AND POWER-UPS

Keep your eyes peeled for these special items and power-ups.



Dino Bolt

Collect 100 of these and all your DinoZords will return to full power.



Power Cell

Restores one power unit to your active Zord.



Dino Dart

Provides a temporary burst of speed.



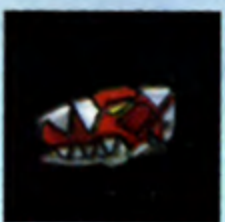
Dino Claw

Allows Zord to unleash its Special Attack.



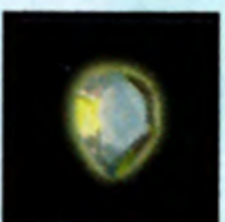
Dino Egg

In Adventure Mode, each mission hides a unique Dino Egg. Collect them in each area to unlock bonus worlds or special DinoZords to use in Power Games!



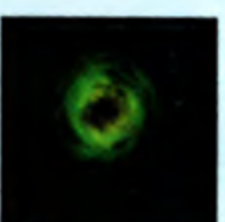
Power Morphers

In Adventure Mode, each level hides 2–6 Power Morphers. Collect all of them in each area to unlock bonus worlds or special DinoZords to use in Power Games.



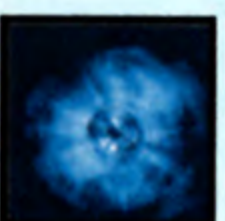
Dino Gems

Dino Gems cannot be found, but will be awarded by Dr. Oliver if you complete each Adventure Mode mission with "style". Dr. Oliver may hint to a solution, so listen carefully to his advice. Earn all of them in a level to unlock bonus worlds or special DinoZords to use in Power Games.



Green Invisiportals

Dr. Oliver can open these swirling vortexes that lead to the Prison Dimension. Follow his directions to unlock new Dino Thunder Zords.



Blue Invisiportals

When fully powered, Blue Invisiportals allow Zords to transport from one area to another.

SAVING AND LOADING

Power Rangers Dino Thunder loads the Save Data automatically. You will be asked if you want to save game progress before the game begins. If you don't have a memory card (8MB)(for PlayStation®2), the auto save feature is disabled. You can save up to 4 games at one time.

Tar Pits

Hidden beneath the centuries-old tar is Dr. Oliver's secret Power Rangers Research Lab. Protect it at all costs!



Reefside Canyon

This narrow ravine provides easy transport from the Reefside Tar Pits to Reefside City. It also provides an excellent place for an ambush — keep your eyes peeled!



Reefside City

The residents of Reefside City depend on the Power Rangers for protection when Mesogog attacks.



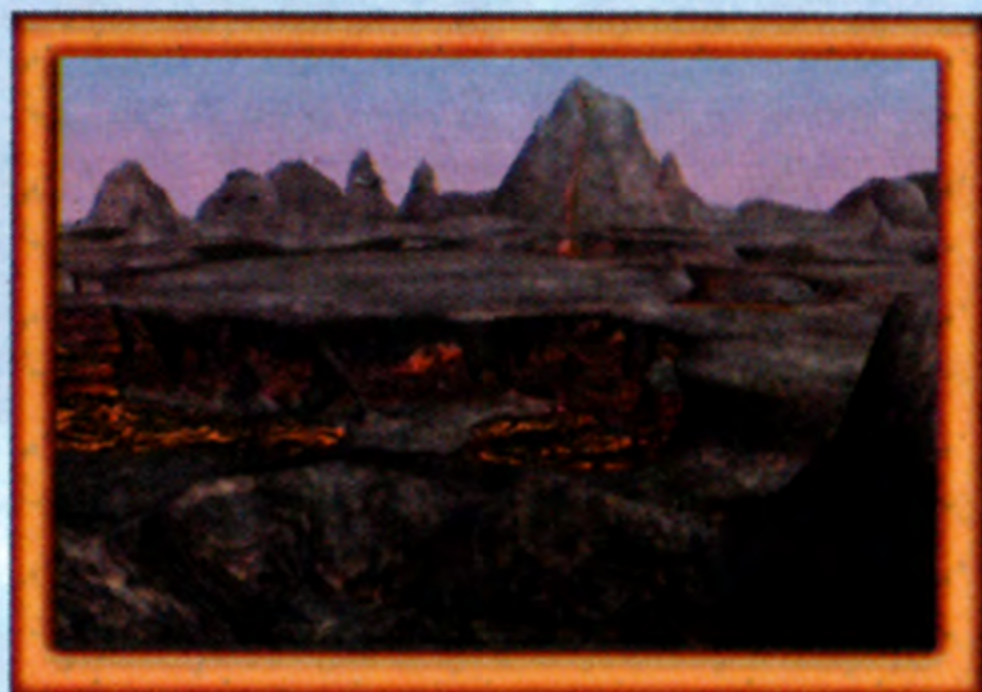
Jungle Island

This steamy rainforest hides unknown dangers. It might be the perfect place for a trap or for discovering DinoZord secrets!



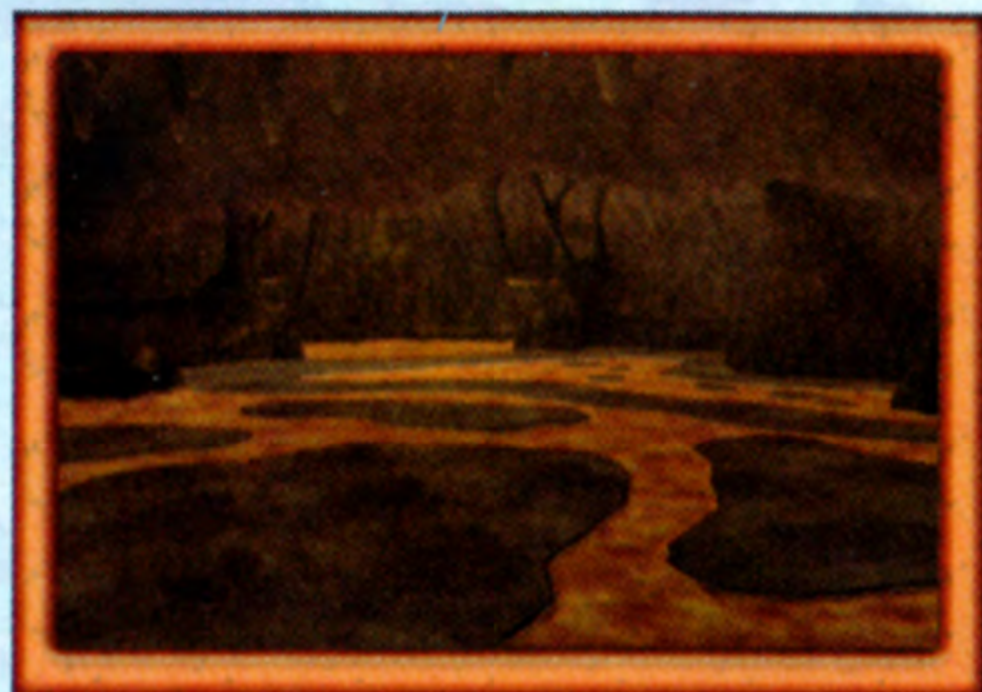
Lava Fields

Challenging terrain surrounded by a sea of molten rock that can eat through your Zord armor. Watch your step, this is no place for carelessness!



Volcano Core

At the heart of an active volcano, deep within the most violent force known, the Power Rangers await to face their final enemy!



Bonus Worlds And Zords

There are 3 bonus worlds and 12 bonus Zords that can be unlocked by collecting Power Morphers, Dino Eggs, and by earning Dino Gems. Each world features 6 additional bonus games, including Zords from *Power Rangers Wild Force* and *Power Rangers Ninja Storm*.



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