PlayStation®

NTSC U/C

PlayStation®

SABAN'S POWER RANGERS LIGHTSPEED RESCUE™

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-01114
01114

THQ™

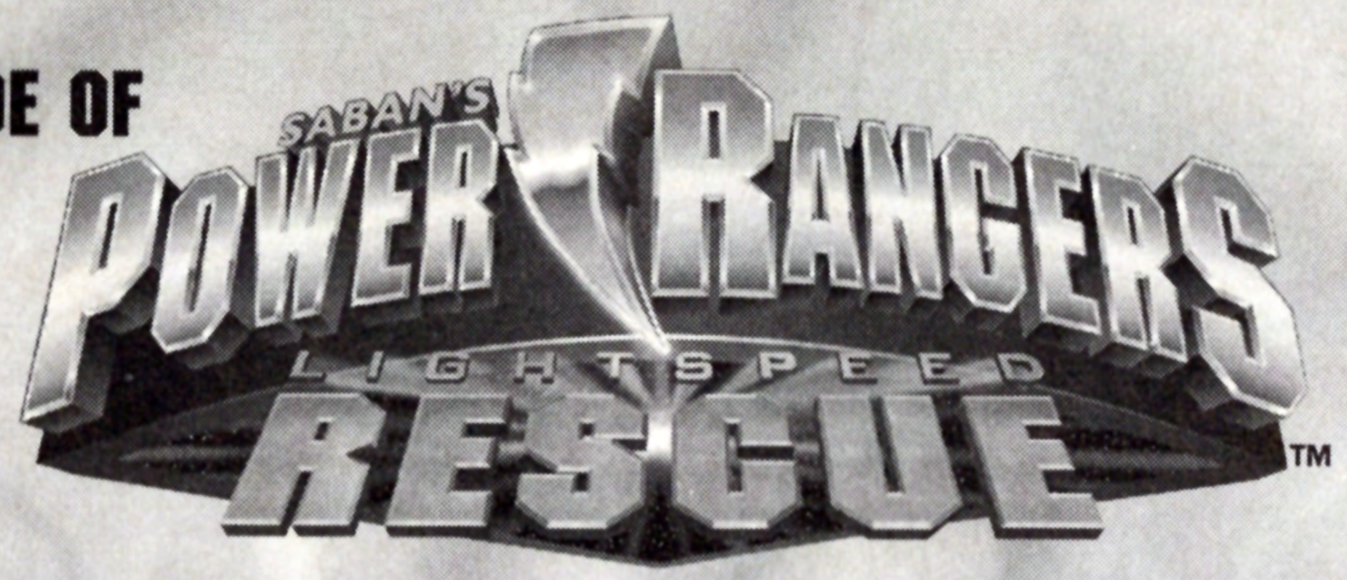
WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game 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 game 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 UNOFFICIAL PRODUCT:
The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:
- This compact disc is intended for use only with the PlayStation game console.
- 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.

IN THIS EPISODE OF



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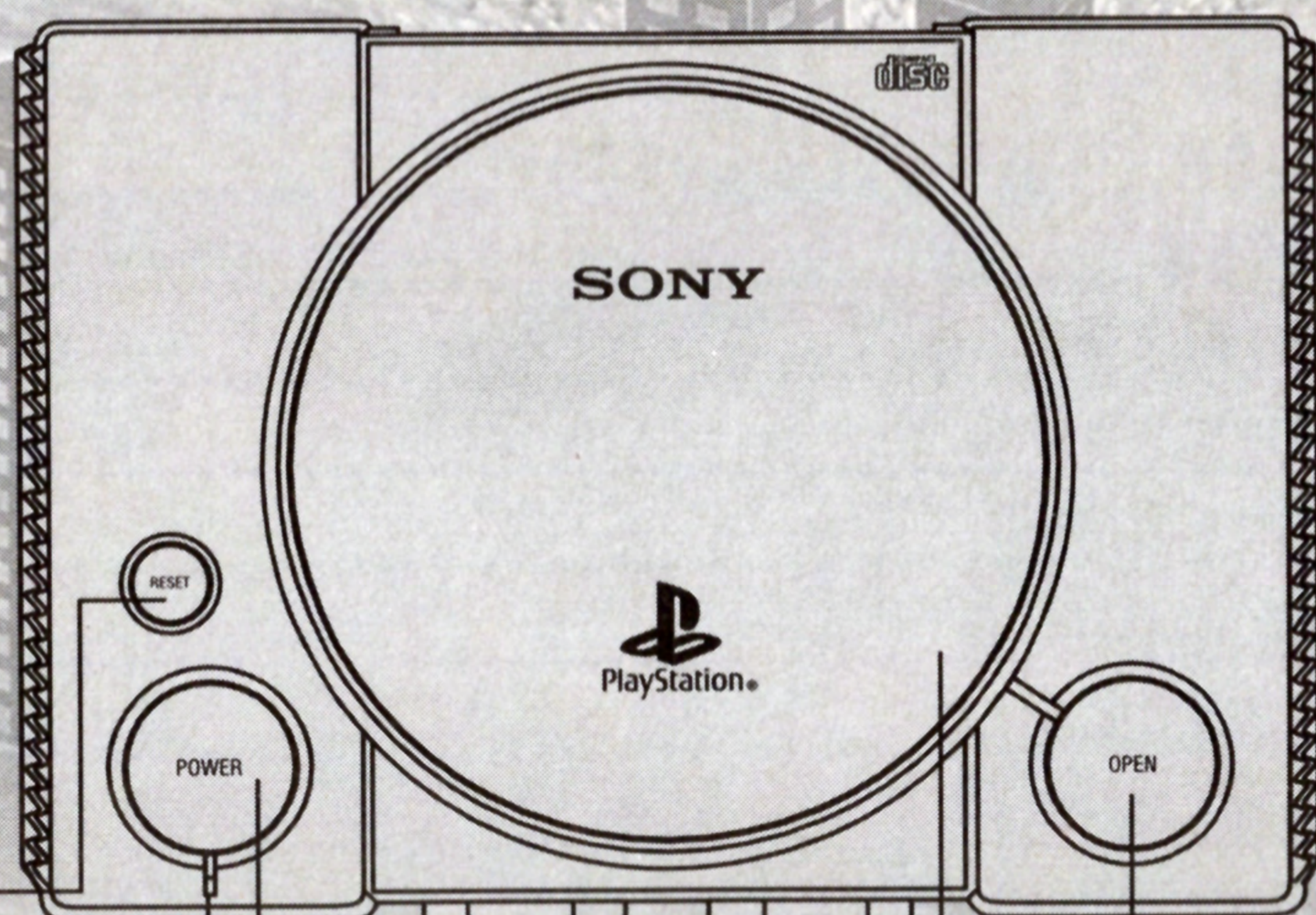
GETTING STARTED



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the ***Power Rangers: Lightspeed Rescue™*** disc and close the disc cover. Insert one game controller and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

MEMORY CARDS

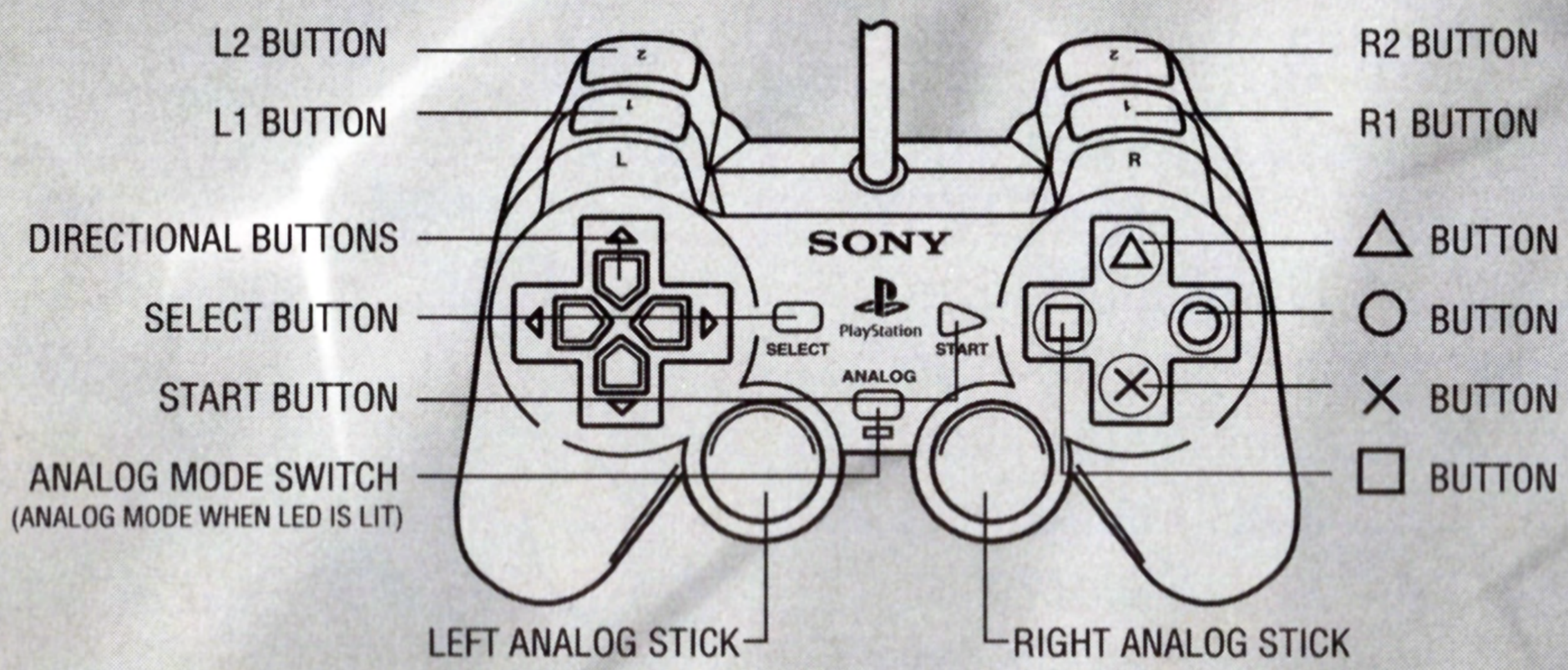
To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation® game console before starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved ***Power Rangers: Lightspeed Rescue™*** games. To read about how to save games, turn to page 21. For information on loading saved games, please see page 14.

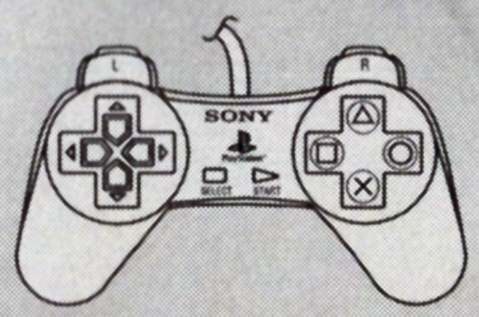
THE CONTROLS

"Just in case there's an emergency and you need to start playing before you continue reading this briefing document, I'm going to cover how to use your controller right away."

"Green Ranger, pay attention… you especially need this review!"

DUALSHOCK™ ANALOG CONTROLLER





NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined below.

MENU CONTROLS

BUTTON	ACTION
Directional Buttons ↑/↓	Turn selection dial
X Button	Confirm selection
▲ Button	Return to previous menu

GAME CONTROLS

BUTTON	ACTION
Directional Buttons ↑/↓/←/→	Move character
L2 Button (hold) + Directional Buttons	Walk
X Button	Punch
● Button	Kick
■ Button	Jump
▲ Button	Block
L1/R1 Button	Roll to the left/right (dodge)
R2 Button	Activate Special Attack
START Button	Pause game

Note: For more advanced attacks, pause the game by pressing START and select the "Control" option on the Paused Game Menu. See the Options Menu section on page 10 for more details.

OPERATION LIGHTSPEED RESCUE

"Mariner Bay is again under attack by the evil forces of Queen Bansheera. She's unleashed all her allies against the city, and it's up to you, Red Ranger, Blue Ranger, Green Ranger, Pink Ranger and Yellow Ranger, to stop her evil plan dead in its tracks.

"Her demon allies have mobilized to try to bring her back to power full-force in this dimension. Our scientists indicate that it looks like a final desperate move by Queen Bansheera. They're looking into the tides and climatic changes to find clues as to why the Battlings are fighting more viciously than ever before. There must be a reason.

"She's resorted to hostage taking, so be careful – you have to worry about more people than just yourself. You'll need to mobilize against the Battlings immediately. They're already swarming the city.

"The mechanics are looking over your Rescue Morphers, and everyone here at the Lightspeed Aquabase has mobilized to support you!

"Get ready, Rangers ... the city needs you more than ever!"

MAIN MENU

Use the Directional Buttons to move the dial ↑/↓. Use the X Button to select an option.

ONE PLAYER

To challenge Queen Bansheera alone, select the "One Player" option on the Main Menu. Pick a Power Ranger to play by turning the dial. Press the Directional Buttons ↑/↓ and press the X Button to select the Ranger.

Each Ranger has different amounts of strength, speed and energy.

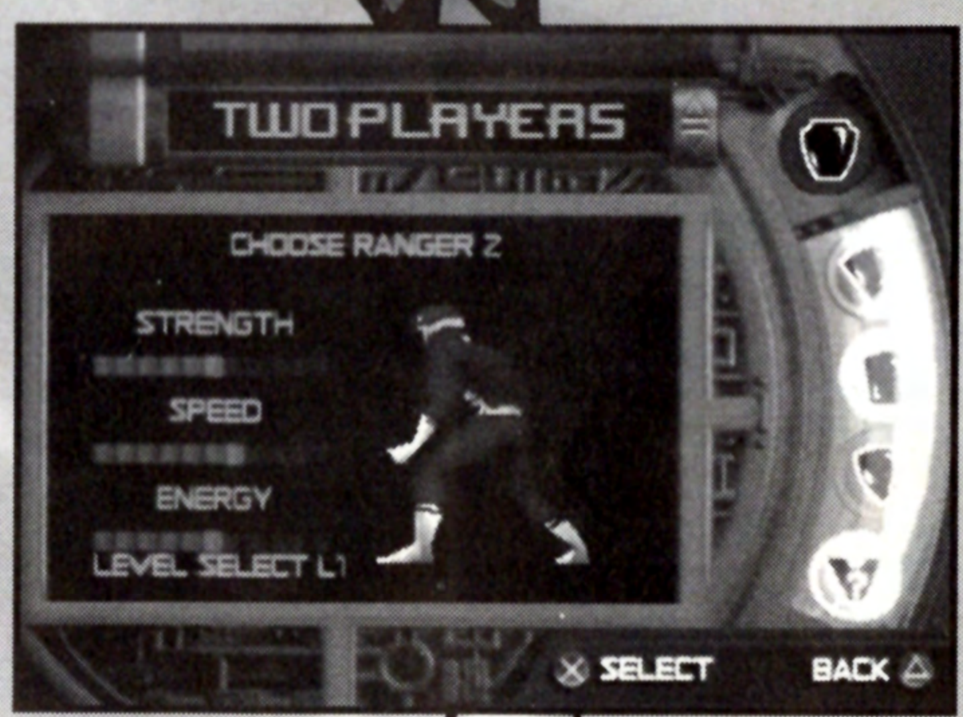
- **Strength** – How much damage you do to the bad guys.
- **Speed** – How fast you move around and strike at the enemy.

- **Energy** – This shows each Ranger's defense capability. For example, it takes many attacks to hurt a Ranger who has high energy.

The question mark shown on the dial could be a hidden character. The Titanium Ranger was tricked and captured by Queen Bansheera's evil horde. Are the Rangers skilled enough to help Dana's brother out of the trap?

TWO PLAYERS

If you want to battle the forces of Bansheera with a friend, then choose the "Two Players" option from the Main Menu. Player One chooses a Ranger first, just as in the "One Player" game. Then Player Two chooses from the remaining Rangers.

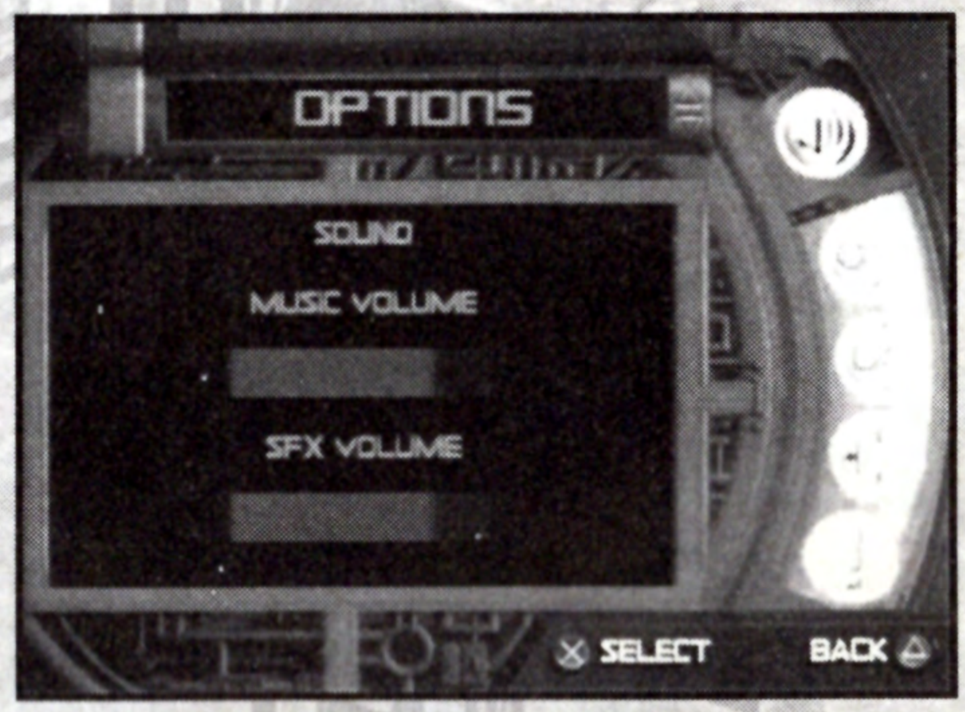


OPTIONS MENU

Choose "Options" from the Main Menu to go to the Options Menu. Select between the adjustable options by using the Directional Buttons to move the dial ↑/↓. Press the X Button to choose.

SOUND

The "Sound" option allows you to change the volume of the music and sound effects in the game. You can move between the "SFX" and "Music" options by using the Directional Buttons ↑/↓. To change the level of "Music" or "SFX" from quiet to loud, press the Directional Buttons ←/→. The level is the portion that is highlighted in red.



CONTROL

The "Control" option shows the current game controls.

SELECT CONTROL STYLE

The Select Control Style option allows you to choose between "Absolute" and "Relative" control schemes.

- "Absolute" control means that the Directional Buttons are aligned with the screen. For example, if you want to go to the right of the screen, you press the Directional Button ➔.
- "Relative" control is aligned with the game levels. For example, pressing the Directional Button ➔ causes your Ranger to go to the Ranger's right.

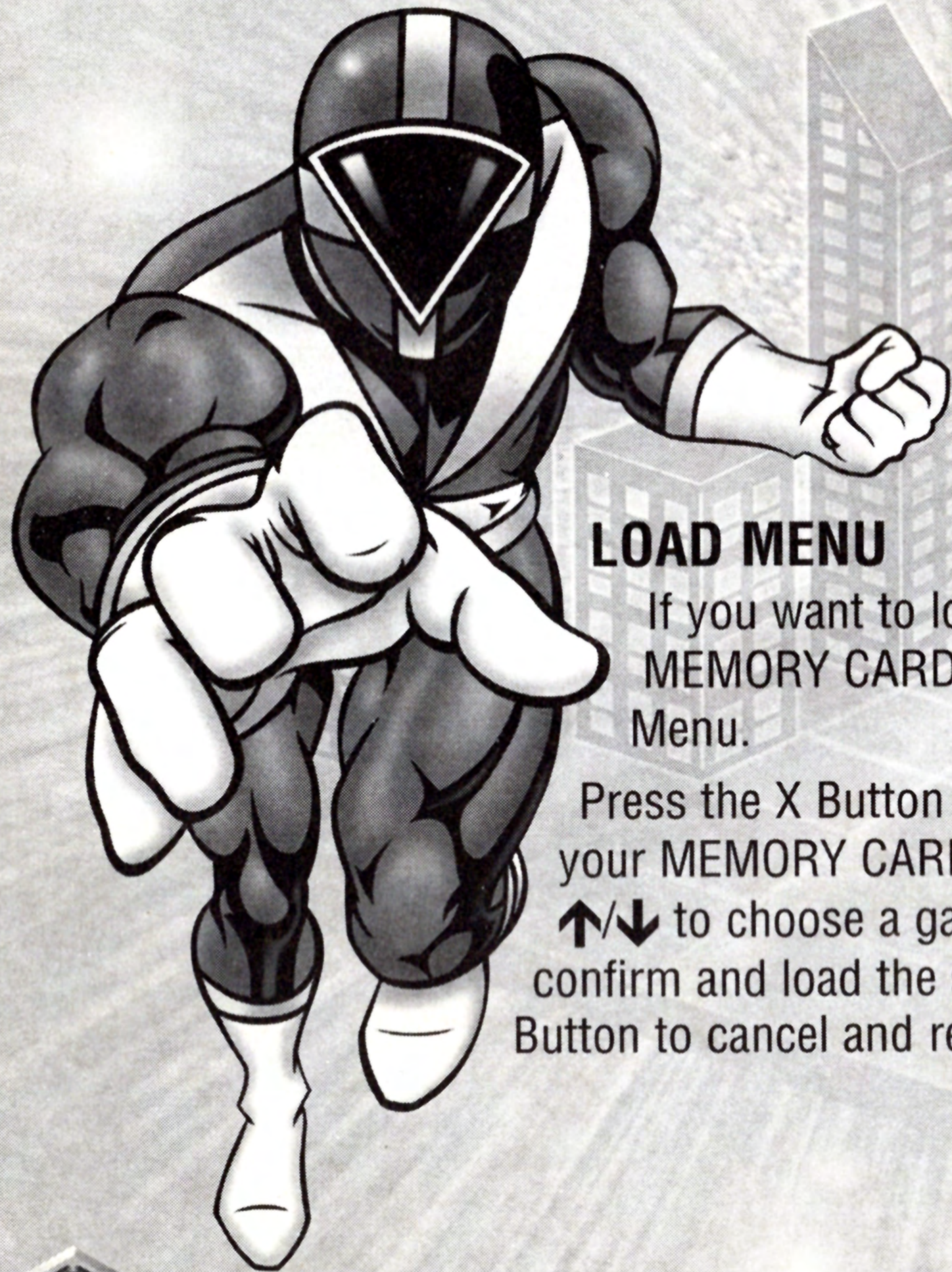
SCREEN

The "Screen" option allows you to move the game screen so it fits better on your TV or monitor screen. Use the Directional Buttons to move the screen around. Press the X Button to confirm. Press the ▲ Button to return to the Options Menu.

CODES MENU

You can activate different codes to use in ***Power Rangers: Lightspeed Rescue™***. Codes are cheats that will give your Ranger special abilities and unlimited lives. However, this information is classified and given out by Ranger Command on a need to know basis only … and right now … you don't need to know.

Enter your code by using the Directional Buttons to move the selection cursor around the alphabet. Press the X Button to choose a letter. To cancel and return to the Main Menu, press the ▲ Button. If you made a mistake and want to erase a letter, choose "Del" (Delete) from the bottom of the alphabet menu. If you have entered the code correctly and would like to continue, choose "End" from the bottom right of the alphabet menu.



LOAD MENU

If you want to load a saved game from a MEMORY CARD, choose "Load" from the Main Menu.

Press the X Button to look for a saved game on your MEMORY CARD. Use the Directional Buttons ↑/↓ to choose a game, then press the X Button to confirm and load the saved game. Press the ▲ Button to cancel and return to the Main Menu.

HOW TO PLAY

MISSION BRIEFING SCREENS

Captain Mitchell and Miss Fairweather will give you information that you will need to know in order to finish the mission. Listen to them or you won't be able to advance to the next level. For example, Captain Mitchell will tell you if there are hostages to save or quake spikes to destroy.

ON-SCREEN GAME INFORMATION

The On-screen Game Information is what you see when you are playing the game. In the upper left corner are two bars and a number.

- **Ranger's Health** – The top bar is your Ranger's Health Bar. When this bar is full of color your Ranger is healthy. As the color moves to the left, your Ranger loses health.
- **Lives** – The number of lives you have left are shown around the Ranger's mask. You can have up to three lives.
- **Special Attack** – The bar on the bottom shows your Ranger's Special Attack strength. As the bar fills up, your Special Attack becomes more effective. Picking up power-ups throughout the level increases this bar.
- **Score** – The number in the middle is your total score.

Battling's Health Bar

When a Battling is on screen, its Health Bar appears above its head.

When you're fighting a monster, its Health Bar appears along the bottom edge of the screen.

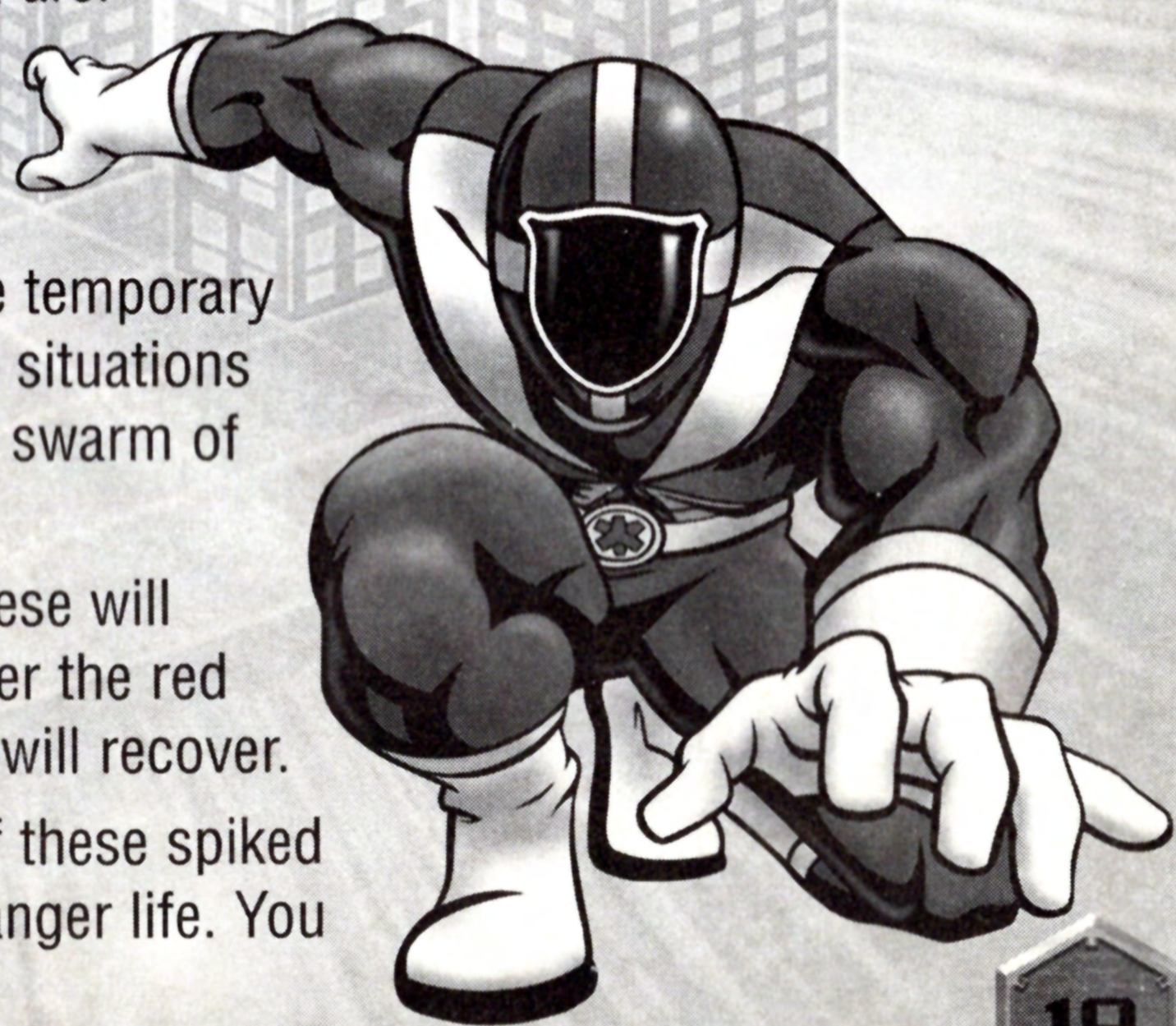
Monster's Health Bar

Sometimes Ranger Command will need to update you on your status during the middle of a mission. A lightning bolt will flash across the bottom of the screen when this occurs. Captain Mitchell is usually at the other end waiting to give you some new or revised orders. Make sure to watch for the lightning bolt alarm then press SELECT to listen, or you may miss something important.

POWER-UPS

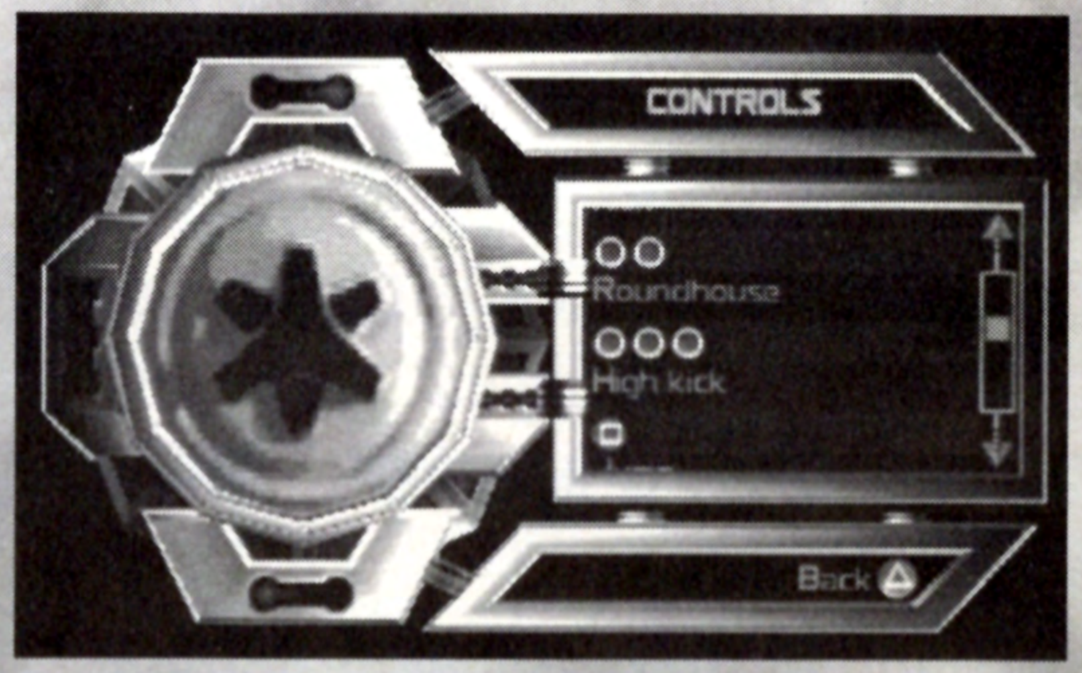
Scattered around the levels are items you can pick up. Here is a list of the stuff you can grab, and how it will help you defeat the hordes of vicious Battlings.

- **Crystal** – Picking up crystals will increase your score and power up your energy level. Some crystals are more powerful than others. The crystals, in order of smallest to largest, are:
  Red, Blue, Green, Yellow and Purple.
- **Invincibility** – Picking up one of these will allow you to have temporary invulnerability. This is good in situations where you need to clear out a swarm of Battlings.
- **Health** – Picking up one of these will increase your health. The larger the red cross is, the more health you will recover.
- **Extra Life** – Picking up one of these spiked crystals gives you an extra Ranger life. You can have up to three lives.



PAUSE GAME SCREEN

Press START at any time to pause the game and view the Pause Game screen. Use the Directional Buttons ↑/↓ to choose an option, and then press the X Button:



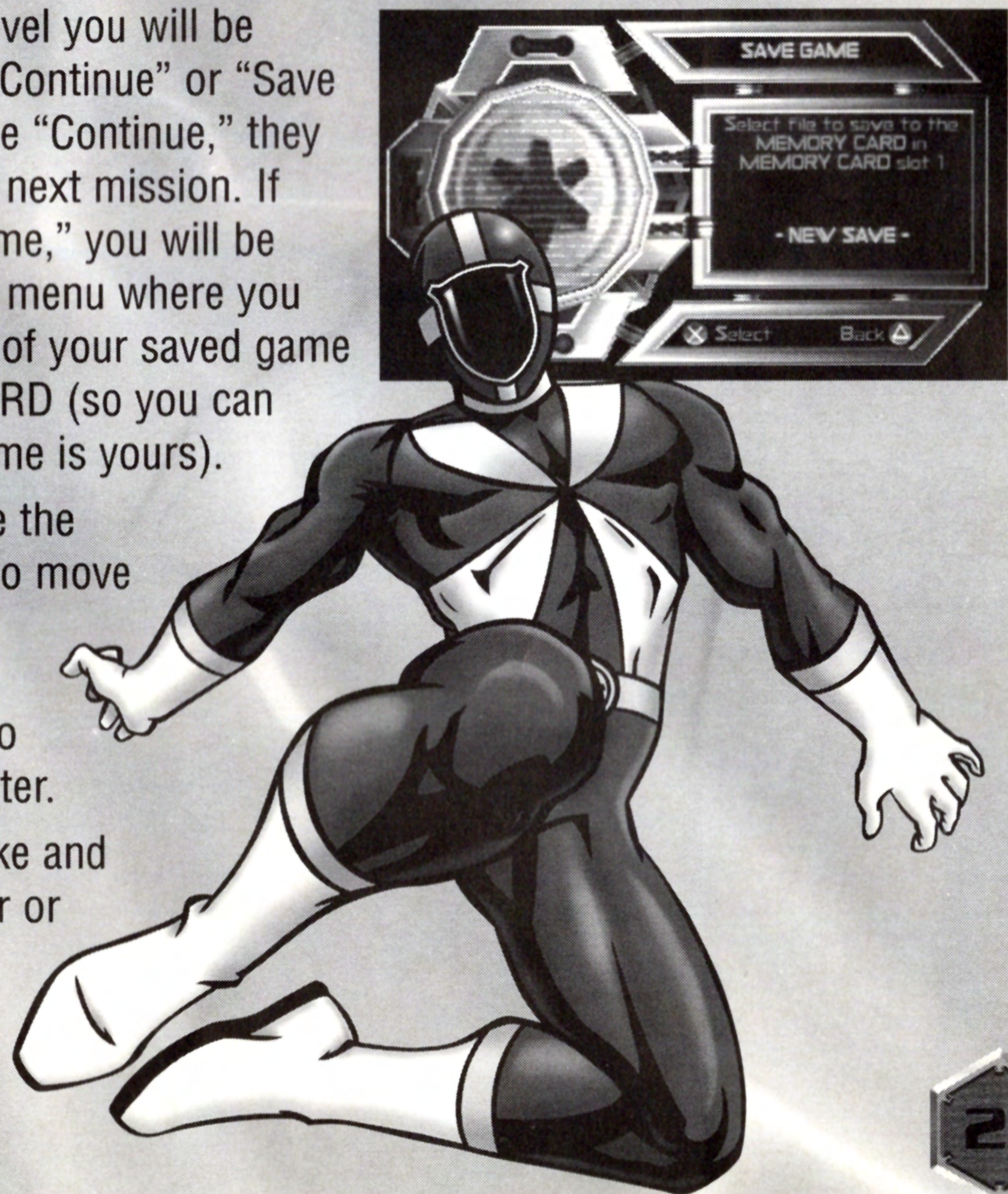
- **Continue** – Return to the game.
- **Mission** – Review the mission objectives.
- **Objectives** – Find out if you've completed all the objectives.
- **Quit** – Quit your game and return to the Main Menu.
- **Controls** – Check out the attacks available to your Ranger. The move name is on the left, and the button command is on the right. For example, your Ranger will do a Roundhouse Kick if you press the ● Button twice.

COMPLETING A MISSION AND SAVING

At the end of each level you will be given the option to "Continue" or "Save Game." If you choose "Continue," they will brief you for the next mission. If you select "Save Game," you will be taken to an alphabet menu where you can put in the name of your saved game for the MEMORY CARD (so you can remember which game is yours).

To enter a name, use the Directional Buttons to move the selection cursor around the alphabet. Press the X Button to choose a letter to enter.

If you made a mistake and want to erase a letter or number, choose "Del" (Delete) from the bottom of the alphabet menu.



If you have entered a name and would like to save it, choose "End" at the bottom right of the alphabet menu.

To cancel and return to the End of Level Menu, press the ▲ Button.

If you want to load this game at another time, go to the Load Menu from the Main Menu. See page 14 for instructions on loading games from the Load Menu.

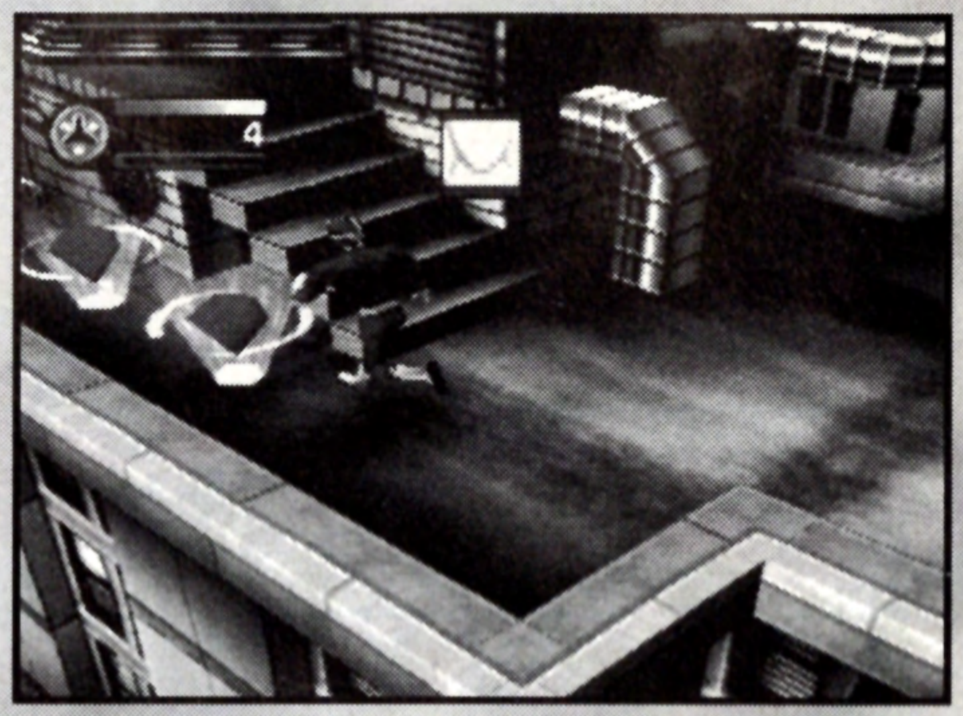
HINTS AND A HELPING HAND FOR LEVEL 1

"Now listen up, Ranger! I'm going tc give you some advice on how to handle the Battlings and give you a little bit of information that our Ranger Recon Radar has provided that will help you through the beginning of the first mission.

"Make sure the space between you and the Battling is appropriate for the attack you're planning. For example, don't kick a Battling who is standing right on top of you. Instead, punch him!

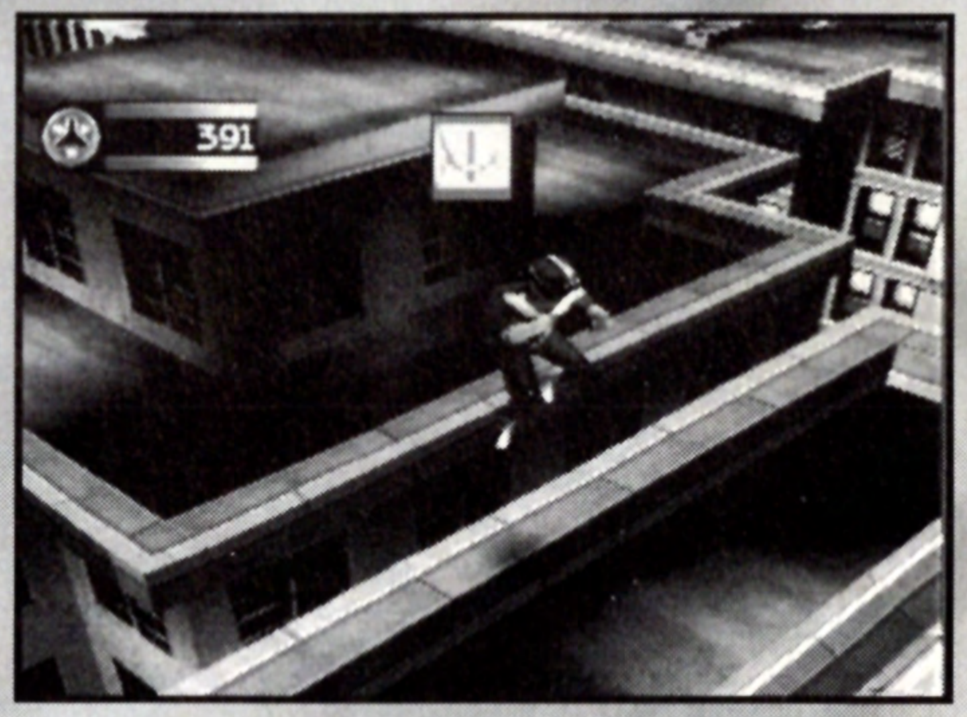
"Use the Block button (▲ Button) to block Battling attacks and give yourself a chance to counterattack after they are done wasting their energy. Be careful, some Battlings will block your attacks also. You'll need to change attacks when this happens. Back away from them, and re-attack.

"Use your Special Attack only when it's really needed. Don't waste energy on single Battlings.



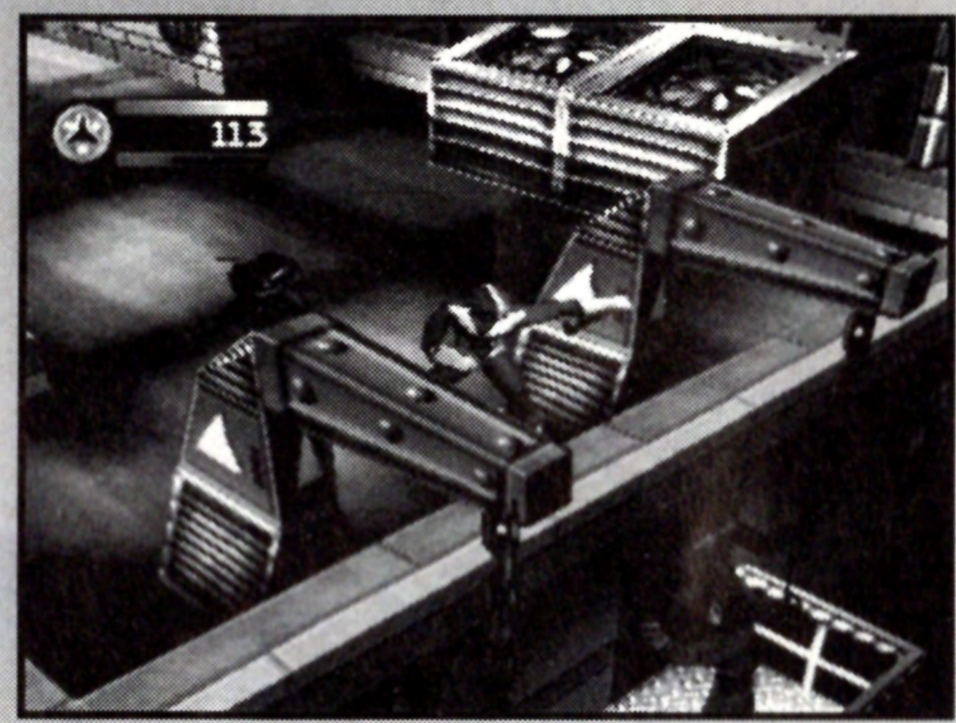
"If you need to slow down, don't be scared to use the Walk button (L2 Button), especially on difficult jumps.

"Recon says that you need to pick up the crystals all around the beginning of the first level. Jump down from the helicopter landing platform and handle your first Battlings.

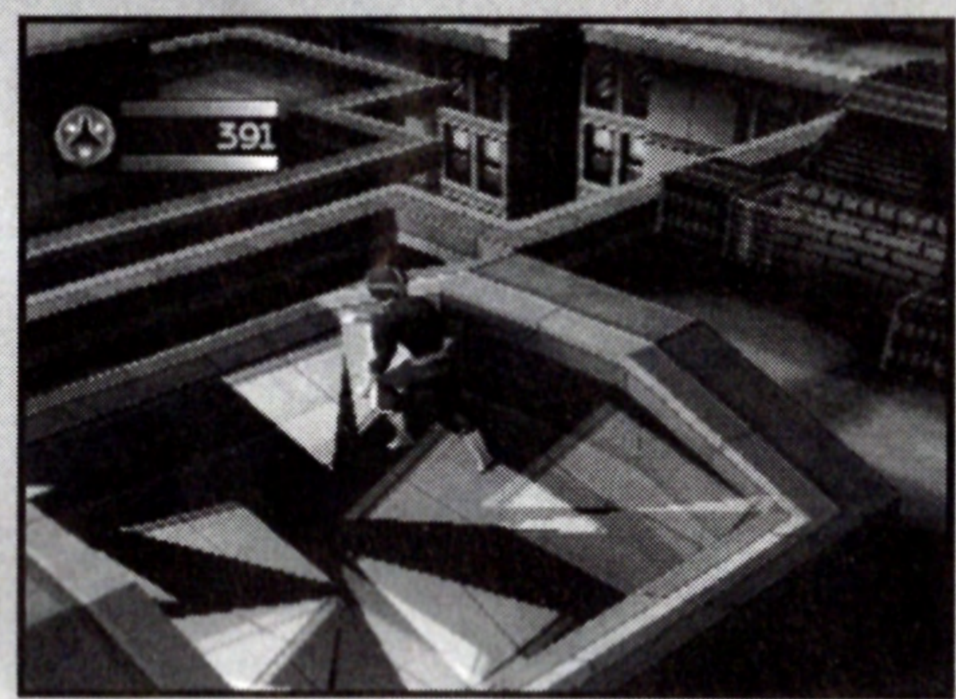


"Be careful not to fall off the roof. It's a long way down, and it'll cost you one of your Ranger's lives. There's one door on this level. You can't open it, but on top of the doorway is a health power-up. Jump up the side of the building to get it.

"Jump down and keep going down the roof of the big building. At the end is a trapped person on the side of the building. Use the X Button to pull the lever for the scaffolding and raise it up. Pick up the trapped person to complete the rescue.

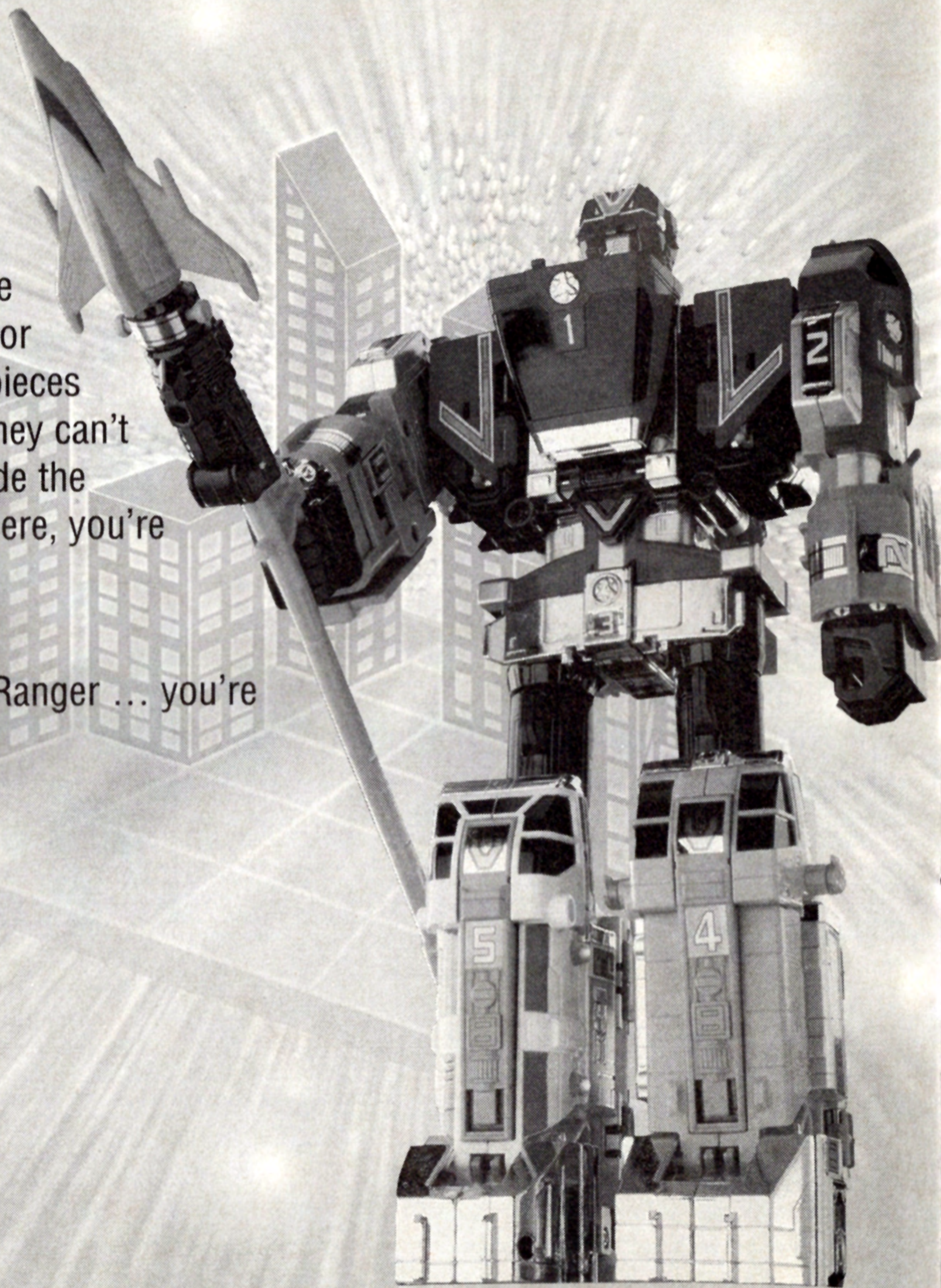


"Go back to the doorway, turn left and walk away from it. Recon says that there's a way into the building, if you jump the crates blocking the path, and jump in through the glass skylight roof. Before you do, though, remember to get the power-up and hostage on the roof to the left.



"Recon has learned there is a circular disc, broken into pieces, that could be used to unlock a door or cage – if all the pieces have been found. They can't see any further inside the building, so from there, you're on your own.

"Again, good luck, Ranger … you're going to need it!"



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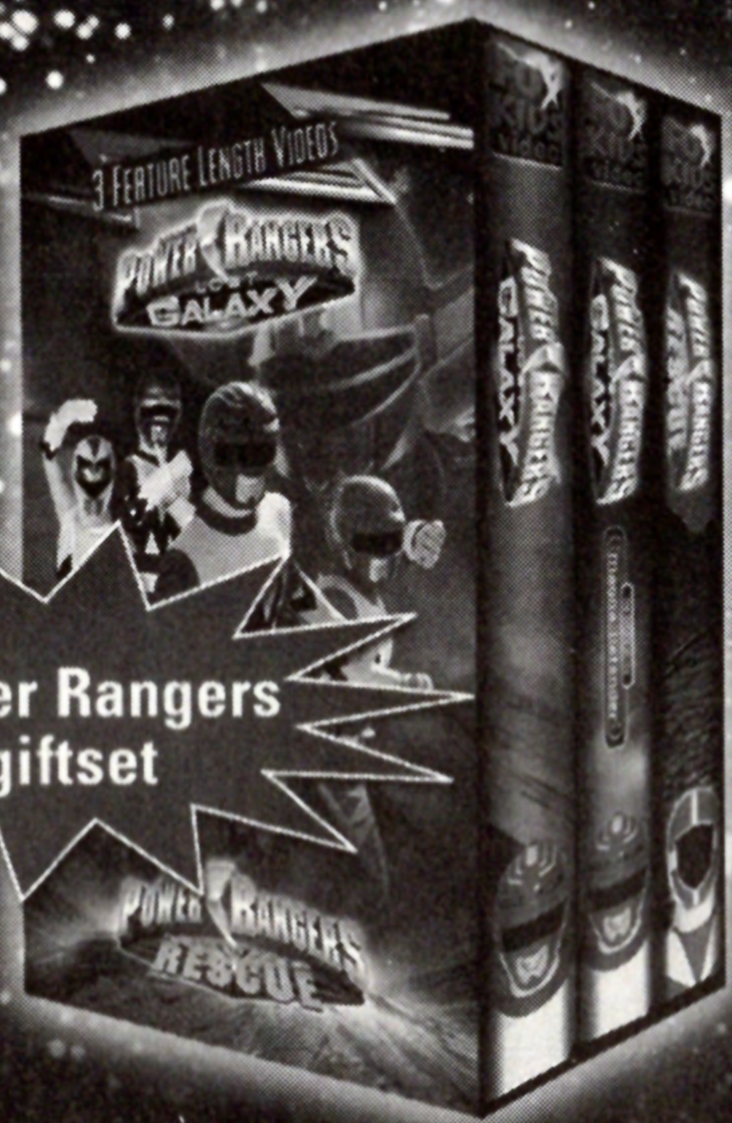
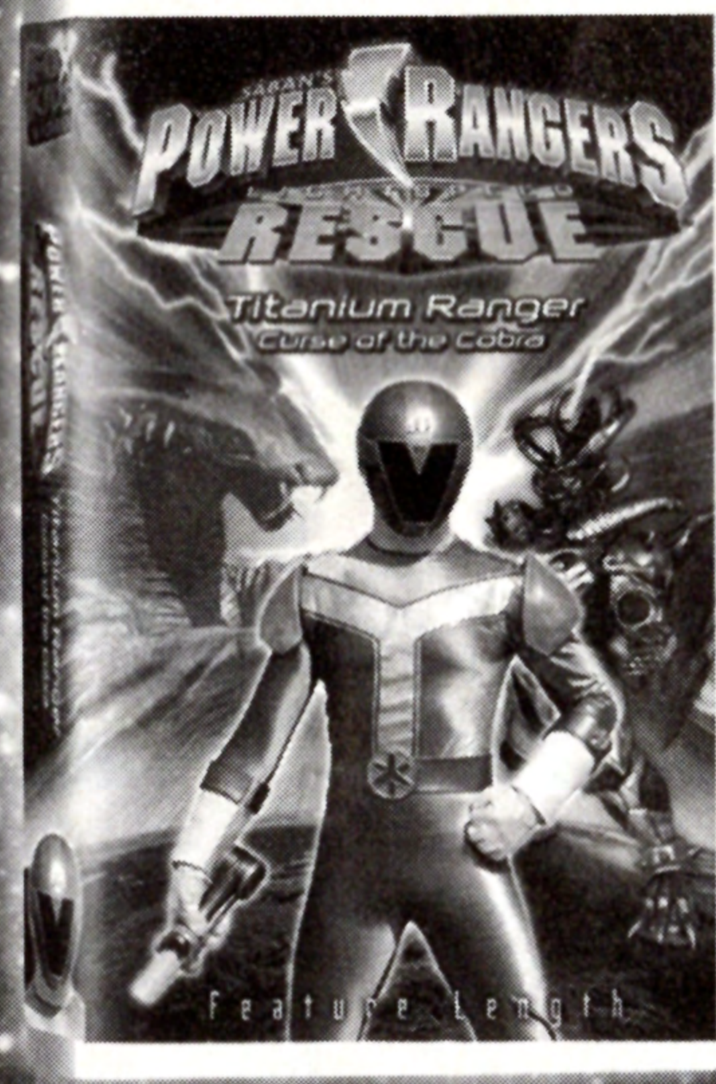


Power Rangers giftset



Titanium Ranger: Curse of the Cobra

Power Rangers Lightspeed Rescue
Power Rangers Magna Defender
Power Rangers Lost Galaxy

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NOTES

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LIMITED WARRANTY

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

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Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Rd., Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

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After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US $20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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PACKAGE AND MANUAL DESIGN: Michael Jacobs, Beeline Group

BANDAI®

Item #4555

SABAN'S POWER RANGERS LIGHTSPEED RESCUE™

TWO MODES!

CAN BE TRANSFORMED TO LAND CRAWLER MODE!

DELUXE OMEGA MEGAZORD™

FIVE ZORDS COMBINE!

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PlayStation

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