

# POWER RANGERS

DECK-BUILDING GAME



IT'S  
MORPHIN'  
TIME

EXPANSION

RULEBOOK

# POWER RANGERS

## DECK-BUILDING GAME

### CYCLOPSIS ATTACKS!

A relic of millennia ago, Cyclopsis is a tool of war created by Rita and rebuilt by Lokar for one purpose: to destroy the Rangers! This War Zord, piloted by Goldar, serves as the flagship of Rita's army and rallies her forces to battle the Rangers. But as evil Masters gather, the Rangers are enabled to meet force with force, bringing in more Zords to combat their foes. Will the combination of Cyclopsis and the Masters overwhelm the Rangers? Or will the presence of additional Zords tip the scales in favor of good?

## COMPONENTS



32 Main Deck Cards



10 Oversized Character Cards



10 Signature Item Cards



18 Zord Cards



5 Master Cards



3 Megazord Cards  
(Double Sided)



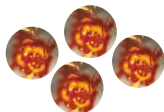
4 Ultrazord Cards



1 Giant Cyclopsis Card



1 Secondary Grid Card  
(for use with the  
Shattered Grid expansion)



4 Damage Tokens



1 Pilot Token



1 Zord Bay Tile



1 Lair Tile

## SETUP

This is not a stand-alone game, so you will need to pair it with the Core Set or any other stand-alone set. To do so, remove every duplicate Hero, Villain, Equipment, and Maneuver from your chosen main deck. Then, shuffle the new *It's Morphin Time!* main deck cards into the modified main deck. This will result in a main deck of around 70 cards.

When playing with *It's Morphin Time!* cards, place Cyclopsis face-up near the Villain player(s). Then, select an oversized Villain card that is not being used in this game, place it Empowered side up near Cyclopsis, and place the Pilot token on it. This Villain must have an Energy payment ability on their Empowered side (for example, Cavotus from the *Omega Forever* set cannot be used). Next, place 2 Lair tiles in the Villains' area and 2 Zord Bay tiles in the Rangers' area. Place 2 Damage tokens next to each Zord Bay.

Finally, after all players have claimed their personal Zords and Masters, when you construct the Zord and Master decks, each should have 10-12 cards (see the Zord and Master Customization section, below).

For your first few games of *It's Morphin' Time*, we recommend that you use only the playable characters found in this expansion, and only use the main deck cards from this expansion integrated with one stand-alone set. Later, feel free to use characters from other sets; but you may have to include main deck cards from those characters' sets if they have set-specific mechanics. See "Using These Cards with Other Sets" for more.







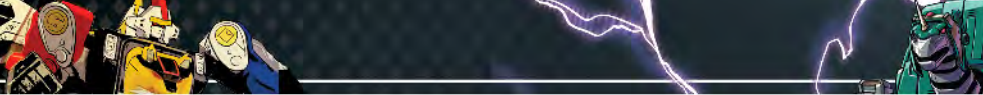
beside that Zord Bay and place it on one of the edges on Cyclopsis of the Rangers' choice. Edges which contain Damage tokens can no longer be used for the rest of the game. If any cards are attached to that edge, they are discarded. If all 4 edges have Damage tokens, Cyclopsis is destroyed and all of its abilities are inactive for the rest of the game (including the Active Player bonus and the Pilot). Each Zord Bay may only place 2 Damage tokens, even if a third Megazord is summoned at that Zord Bay.

## Two Zord Bays and Lairs

When a Zord is summoned, the player gaining that card may decide to which Zord Bay to attach it. Each Zord Bay only counts and interacts with the Zords attached to itself, and not the other Zord Bay. For example, if the first Zord Bay allows 3 activations per turn, and the second allows 4 activations per turn, you could activate a total of 7 Zords on your turn: 3 from the first bay, and 4 from the second. Using the Megazord at one bay would only ready the Zords attached to that bay, but not the other.

When a Master is gained and needs to be attached to a Lair, it is attached to the Lair with the fewest Masters. When the Lairs have an equal number of Masters, the Villain gaining the Master can choose. Unlike the Zord Bays, Lairs **do** count the number of Masters attached to both Lairs, since the Lair effects are based on Masters you *control*. Both Villain players control all Masters in both Lairs (as well as their own attached Master).

When an effect refers to the number of Zords or Masters attached to the Zord Bay or the Lair, the player activating the effect must choose one of the Zord Bays or Lairs, and only counts the cards attached to that tile—not both.



## Zord and Master Customization

When building the Zord and Master decks for *It's Morphin' Time* games, you can use Zords and Masters from the *Core Set* and/or other sets you own to fill out the stack. For Masters, take the unused Masters from this set, select enough Masters from other sets to build a 10-12 card Master deck, and shuffle them together.

For Zords, this set comes with 3 sets of Zords: Thunderzords, Ninjazords, and Shogunzords, along with their associated Megazords. For your first few games, it is recommended that you select the Rangers' personal Zords from the Thunderzords, and for the rest of the Zord stack, use the Ninjazords. Titanus and Tor should also be included. Later, when using only Zords from this expansion, you should use 2 of the 3 complete sets of Zords and not select Zords from a mix of all 3 sets. All 3 sets of Zords in this expansion can also be used with the Rangers in the *Core Set*.





## Ultrazords

Ultrazords are a new type of Megazord that can be used as the final combination of Zords. They each require at least 6 attached Zords and an attached Carrier Zord. **Carrier** is a new Zord type that is found on two Zords in this set: Tor the Shuttlezord and Titanus. Like other Megazord requirements, you can only summon the Ultrazords if the Carrier requirement is met in addition to the required number of Zords. If the Carrier is ever discarded, you must replace the Ultrazord with its Megazord, but can later resummon the Ultrazord if a Carrier is attached again. It is recommended that you use the Ultrazords with their matching Megazords (e.g., Shogun Megazord and Shogun Ultrazord), but they can be used with any set's Megazord.

If you choose to use an Ultrazord with the *Core Set* Megazord, treat the sides of that Megazord as requiring 3 and 5 attached Zords, respectively, instead of their printed values

## Attachment Keyword

Several cards in this expansion use the **“Attachment”** keyword introduced in previous expansions, which means: “This card’s text is active while it is attached to your character.” There is typically no cost to activate these cards, but the text will tell you when to apply their effects. They often trigger an effect at the start of your turn or when certain events occur. As such, they can take effect multiple times during a single turn. Also, they do not exhaust when their ability triggers, so you may detach them during your turn after their effect has resolved and replace them.



## Using These Cards with Other Sets

You are free to use these cards with the *Core Set*, *Zeo*, *Omega Forever*, *RPM*, *Flying Higher*, *S.P.D.*, *Shattered Grid*, or any other expansions. If you choose to use *Cyclopsis*, you should use the larger Master and Zord stacks, as well as 2 Zord Bays and Lairs. The Zord Bay and Lair tiles can be used in games using any sets in place of the Zord Bay and Lair tiles from the *Core Set* or *Zeo*. If you choose to use a mixed main deck, keep the size of the deck around 70 cards. The recommended main deck setup is 16 each of Heroes, Villains, Maneuvers, and Equipment, with four of each cost 2-5 per type. Finish the deck with 4-10 Locations. Pick the cards that tell the story you want in your game, but keep in mind that some card effects will be less useful when not playing with other expansion elements (such as cards referring to Containment or Liberation in the *S.P.D.* expansion).

## SPECIFIC CARD CLARIFICATIONS

**Dragonzord:** Unlike many Masters, this is an activated effect that functions like a Zord. It does not ready automatically like most cards after being exhausted. Instead at the start of your turn, you must pay 2 Energy to ready it. It is considered a Zord and cards affecting Zords can be used on it. For example, if a Villain somehow gains Saba (such as with Psycho Green Ranger's ability), the Dragonzord is a Zord and can be readied with Saba's effect.





**HyperForce Green Ranger, Silverback's Sword, Thrax:** These cards have multiple Attacks in their game text. Each Attack is a separate event, so a single Block will only negate one of the Attacks listed.

**Lady Fienna:** If you do not discard a card, you do not draw any cards.

**Leaping Strike:** The Attack and Block effects are separate. When you activate the card, you only perform one of them. If you perform the Attack, this card is not discarded, as that is a part of the Block effect.



**Lokar, Saba:** These cards let you gain the benefit of any Master's ability outside its normal timing condition (i.e., start of turn, when you play a certain card type, etc.). For example, when you defeat Saba, you could activate King Sphinx's Master ability to "**Attack:** Target foe discards 1 attached card." Some Master abilities do not take effect during your turn, and thus would not be useful with these cards, such as Master Vile's. Dragonzord (Master) or Goldar's Master are examples of Masters that do not have a triggered ability and therefore cannot be used with this effect.

**Matthew Cook:** There is no Green Ranger-specific Zord in this set. Matthew can use Tor or Titanus, or if you have the *Core Set*, he can use the Dragonzord from that set.

**Metallic Armor:** When you take damage from multiple adversaries in the Grid, the damage is taken all at once. This card reduces that total amount by 1.



### Ninja MegaFalconzord, Scorpina:

These cards let you copy the effects of the named types of cards. There is no additional cost to activate them, and if they are attached, they are not exhausted.

**Pirantishead:** The 1 Zord activation limit restricts the Rangers to using 1 Zord per turn, even if they have Zords attached to both Zord Bays. This also applies to Zords with Block on Villain turns. However, this limit only applies while Pirantishead is attached. If he is defeated, the activation limit returns to normal, as listed on the current Zord Bay(s) or Megazord(s).

**Quick Kick:** This card can be activated in your hand, as if it were attached to your character (even if your character does not have a matching slot available for it). If activated in this way, pay 4 Energy and discard the card. The discount to activate cards on a characters' Ranger or Empowered side does not apply, since it is not attached.



**Shogun Megazord:** The damage dealt to your opponent is from the Shogun Megazord, not the adversaries in the Grid, so cards that affect damage from adversaries in the Grid such as Metallic Armor have no effect.



**Surround:** Any Block with an Energy cost (even 0) is increased by 2 Energy. Notably, Blocks with no Energy cost (such as Goldar’s Master ability) are not affected. If Master Vile (Master) and Surround are both in play for the Villains, Surround would cause Ranger Blocks that normally cost 0 or 1 Energy to be affected by Master Vile’s Master ability.

**Sword of Darkness & Dragon Dagger:** This card copies and activates the abilities of a Zord in play or on top of the stack. It gains the entire activated ability text and resolves it in its entirety. It can only be used during its controller’s turn, so you cannot use it to activate a Zord to Block an attack during a foe’s turn.

**Titanus, Tor:** These two Zords are not intended for a specific Ranger, and can be used by any Ranger in place of their own Zord. They both also include the text “Stacks with any non-Carrier Zord.” This means they can be attached to the same slot in the Zord Bay as any Zord without the Carrier type. The two cards are still independent when activated or discarded, or for counting the number of attached Zords.

Titanus is a unique Zord that has a variable cost to activate (X). The effect is based on how much Energy you actually spend. If a card lets you activate a Zord at no cost, you spent 0 Energy, so Titanus’s attack does no damage. On the other hand, if you chose to spend 2 for X when Master Vile (Master) is in play, you would have to spend 3 and Titanus’s attack would deal 6 damage due to the 3 Energy spent.



# CREDITS

## POWER RANGERS DECK-BUILDING GAME IT'S MORPHIN' TIME!

**Game Designer:** Marcus E. Burchers

**Senior Producer, Board & Card Games:** Dan Bojanowski

**Associate Producer, Board & Card Games:** Kane Klenko

**Creative Director, Games:** Jeanne Torres

**Packaging Cover Illustrator:** Dan Mora

**Illustrators:** Joana Lafuente & Marco Zuffranieri

**Graphic Designer:** Jeanne Torres & Dennis Wodzisz

**Production Artist:** Noelle Lopez & Dennis Wodzisz

**Editor:** William Niebling

**Graphic Novel Illustrators:** Bachan, Jamal Campbell, Daniele Di Nicuolo, Eduardo Francisco, Moises Hidalgo, Goni Montes, Dan Mora, Francesco Mortarino, Simone Ragazzoni, Marco Renna, Jonas Scharf

## HASBRO CREDITS

**Team Hasbro:** Elizabeth Artale, Paul Strickland, Tayla Reo, Brian Casentini, Kaiser Ramos, and Christopher Troise

**Playtesters:** Augusto Chuecas, Eric Findlay, Josh Fontaine, Brian Gill, Kevin Gill, Samuel L. Haist, Gregory Holmes, Jason Laske, Steven Llambias, Bangkhanh Nguyen, Nate Perly, Anne Ramos, Emily Scholten, David Sims



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## RENEGADE GAME STUDIOS

**President & Publisher:** Scott Gaeta

**Vice President Sales:** Andrew Lupp

**Controller:** Robyn Gaeta

**Director of Operations:** Leisha Cummins

**Associate Project Manager:** Katie Gjesdahl

**Sales Assistant:** Sophia Gambill

**E-Commerce:** Nick Medinger

**Marketing Manager:** Jordan Gaeta

**Marketing Assistant:** Anais Morgan

**Senior Producer, Board & Card Games:** Dan Bojanowski

**Associate Producer, Board & Card Games:** Kane Klenko

**Producer, RPGs:** Kevin Schluter

**Associate Producer, RPGs:** Ben Heisler  
**Lead Developer, World of Darkness:** Juhana Pettersson

**Senior Game Designer:** Matt Hyra

**Game Designers:** Dan Blanchett, Christopher Chung, & Sarah Rowan

**Playtest Coordinator:** Marcus E. Burchers

**Director of Visual Design:** Anita Osburn

**Creative Director, Games:** Jeanne Torres

**Creative Director, RPGs:** Sarah Robinson

**Creative Production:** Noelle Lopez & Gordon Tucker

**Customer Service Manager:** Jenni Janikowski

**Customer Service:** Bethany Bauthues

**Finance Clerk:** Madeline Minervini