

Gekisou Sentai CarRanger (Import) FAQ/Walkthrough

by hushicho

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Gekisou Sentai

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version 1.2

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u - Updates

1.2 - Added official, correct weapon names for all the Carranger.

1.1 - Added Pink's special jump information that I had forgotten in 1.0.

i - Introduction

If you're unfamiliar with the concept of sentai, it is a team of heroes clad in brightly-colored costumes with a unifying theme. In this case, cars. A sentai or taskforce group is a standard in Japan, and every year there is a new, different sentai team. They are very popular with children, and also with older collectors, or people who are nostalgic or sentimental. The stories are almost always very human and emotional, but they usually have a happy ending that makes you feel good.

Often the team will be made up of friends, peers, or sometimes even siblings, and they usually receive their transformation devices while encountering the villains of the series for the first time. It is always an exciting moment when the sentai team of the year transforms for the first time, because you just don't know how they will perform!

Each member has his or her own specialty, and it is reflected in individual

details on the costume. In most sentai series, each member also has his or her own vehicle, which usually also doubles as a robot, which can combine with the other robots to form a larger one that is used to fight giant-sized foes. A unifying storyline and common foe often drives a sentai series, but an episode's content is often formulaic.

The heroes encounter some kind of menace that is due to the villains using a monster with a particular theme, usually something that has to do with the point of the episode. Sometimes this can be a look into the past of the heroes, or sometimes there can be another lesson to the story. In any case, the heroes come up against a monster who may get the upper hand at first but who is eventually defeated. However, through some magic or device, after its first defeat the monster returns in a huge size! Then the team must use their giant robot to defeat it.

It is a really wonderful type of series, and that is simplifying it too much. While those things do often happen, it is usually much more complex than that, and the stories evolve and explore throughout the series. The last few episodes of any sentai series are always intense and exciting, and most of them are made up of several tightly-knit parts with shocking cliffhangers.

With their powers and abilities, every sentai team fights against the evil that always tries to ruin Earth or the universe, or even time itself. For a few years, there have also been team-up movies where the team of the year teams up with last year's team to fight a common foe. Sometimes there are also movies that are special events or just the team in a feature.

Sentai is something that is regarded as a staple of television in Japan, and it is very exciting when the next year's team is announced. It has become a regular show at the Tokyo Dome, owned by the same people who produce the shows every year.

1 - The Premise

The alien Dappu came to Earth, fleeing the Bozock, a race of conquering aliens who like to destroy planets and who have selected Earth as their next target. Dappu gives employees of Pegasus Garage the Axel Changers, which allows them to transform into the Carranger and fight against the Bozock.

However, the scheming Gynamo and his cadre of Whumpers...foot soldiers of a sort...doesn't give up too easily, and so the Carranger fight again and again to stop him and his followers in their insane crusade to destroy the Earth and interfere with intergalactic traffic.

2 - The Heroes

Red Racer - Jinnai Kyouusuke - Test driver for Pegasus Garage, Kyouusuke is the leader of Carranger as Red Racer. Although he's somewhat goofy and can at times seem irresponsible, he does genuinely care about his friends and tries his hardest to pull through for them. His weapon is the Fender Sword.

Blue Racer - Domon Naoki - Designer for Pegasus Garage, Naoki is extremely shy and polite, almost effeminate at times. He is always there to support the others, but he prefers to be in the background rather than in the spotlight. His weapon is a pair: the Muffler Guns.

Yellow Racer - Shinohara Natsumi - Mechanic prodigy of Pegasus Garage, Natsumi can fix anything with the help of her miraculous magic wrench. Without a doubt the toughest of the bunch, Natsumi's dedication and courage often inspire her teammates to victory. Her weapon is the Side Knuckle.

Green Racer - Uesugi Makoto - Salesman for Pegasus Garage, Makoto is clumsy and often self-doubting. He hesitates often but is always sincere about doing his best. His weapon is the Engine Cannon, and he can hover for a limited time, depending on how long the jump button is held.

Pink Racer - Yagami Yoko - Secretary for Pegasus Garage, Yoko loves sweets but is very weight-conscious. She loves horoscopes and also loves the company of her friends, to whom she is fiercely loyal. Although she sometimes feels confused, she knows she can always count on her friends. Her weapon is the Bumper Bow, and she can double-jump if you press jump while she is in the air.

3 - The Items

Collectible Items

These are the pretty obvious items found throughout the stages, which can be found usually on the '?' signs and around other places.

Sword - This arms the current ranger with his or her weapon. If you are hit even once, it is lost but can be regained with another Sword item.

Milkshake - This restores health.

Steering Wheel - Summons ranger's car, to race back and forth on the screen and do repeated damage to things on-screen; can sometimes reveal things hidden on the ground.

Super-Weapon - Summons the group's large united weapon and destroys everything in front of it with a devastating beam; can sometimes reveal things hidden on the ground.

Engine - Gives a greater number of gears than just destroying cars or Bozock.

Secret Items

These items are usually found by either defeating an enemy or punching somewhere special.

Flashing Arrow - Indicates an opening which can be entered.

Gears - Found by destroying cars and Bozock vehicles as well as by punching old wrecks in the dump and sometimes hitting other surfaces, you must collect gears to free the Carrangers' vehicles and summon RV Robo. You can see which vehicles you have by the steering wheel indicator on the bottom right, which lights up each color of vehicle you have. There are five in all.

50 - Red Racer

100 - Blue Racer

150 - Green Racer

200 - Yellow Racer

250 - Pink Racer

4 - The Villains

Gynamo - Leader of the Bozock, his ambitions are set upon total destruction of the Earth for his own purposes. He's hopelessly devoted to Zonette, who knows it very well and often uses it to manipulate him for her own desires.

Zonette - Hopeful but consistently clueless femme fatale of the Bozock, she

constantly and repeatedly plays with Gynamo's heart to get him to do what she wants. She secretly harbors a kind of crush on Red Racer, and she's not all bad, but she doesn't want to let on because the other Bozock would never let her live it down. She's actually the princess of another world but left because of boredom and annoyance.

Zelmoda - One of Gynamo's right-hand men, Zelmoda is always up to something to frustrate the Carranger. However, it doesn't always work out and most of the time he just ends up frustrating Gynamo.

5 - The Henchmen

Whumpers - These make up the majority of the enemies you will face in the game, as Whumpers come in various colors, powers, and abilities.

Regular Whumper - breathes toxic exhaust fumes at you

Car Whumper - rides in derelict car and tries to run you down

Tank Whumper - pilots a flamethrower tank and tries to burn you alive

Fire Whumper - breathes a fireball that comes at you, rather than exhaust gas

Mining Whumper - throws debris while mining

Umbrella Whumper - tries to hit you with an umbrella

Bomb Whumper - hides behind an umbrella and throws bombs at you

Jetpack Whumper - flies up and tries to hit you with a laser bazooka

Sword Whumper - tries to slice you with a blade

Scorpion Tank - These appear only on Baribarian and are extremely tough robotic vehicles that shoot from their tail laser. They are fast and can move to intercept you.

Gun - automated robotic guns that fire three laser blasts at a time in whichever direction they're aimed. Easily dispatched as long as the blasts are avoided.

Bulldozer - Gynamo's evil pet bulldozer lurks in the depths of the Earth and also comes to his aid later on Baribarian. It tracks your movements when you face it for the first time, and it's pretty tough later on too.

6 - The Stages

Stage 1 - Tokyo - Defeat the Whumpers before they can breathe gas on you and take the path to the secret area, where you should punch around and get gears before you get your weapon. Once out, keep going, destroying derelict cars along your way to get gears. When you see the steering wheel at one of the '?' signs, leap onto it so that the screen advances slightly; in this way you'll defeat a Car Whumper easily and get more gears.

Go to the next secret area and grab an engine. Then return out and get the milkshake before you tackle the Car Whumpers. Hit them as soon as you see them and as fast as you can, or else they'll hit you and you will lose your weapon. On the next screen, reveal and grab the super-weapon to destroy the flamethrower-wielding Tank Whumper. Hurry on past and confront the two Car Whumpers at once, and you'll probably lose your weapon. Don't worry! Just get them out of the way and hurry along.

And if you've been punching the cars as advised, you'll have collected another weapon! See? I told you not to worry. Continue on to the secret area and get the engine there. Punching the cars and jump-kicking will yield even more gears. Go back out and avoid the tire-flinging Whumpers, and go on to the next screen. Hit the cars as usual, and the red car atop the green vans should give you a milkshake and weapon. The '?' sign after that gives another milkshake, just in case you didn't fare so well during the stage. Grab it either way, and head on to the confrontation with Donpa.

===-DONPA-===

This boss battle should be pretty easy as long as you've figured out the controls. Just hit or jump kick Donpa as much as you can. Don't worry about your weapon, because you can attack him just as quickly and easily without it. As long as you get up close and keep attacking, he'll only be able to get out one or two attacks before he is defeated.

If he does attack, he will either send musical notes that go in a wave pattern towards you or leap to the background and conductor-like send cars crashing down upon you. The musical notes are hard to avoid, but try to either run under them or leap over them. The cars can be avoided by leaping over the last one in the series (they should come from the left side of the screen first), then walking to the other side to avoid the other cars, which should come crashing down behind you.

It won't take long before Donpa is history!

Stage 2 - Hillside - Destroy the derelict car to get some gears, then defeat the Whumpers and be sure to hit the ground when you can and you'll get your weapon. Continue along and grab the steering wheel to reveal an engine and the super-weapon. Inch forward to see the derelict car and a Car Whumper will most likely start to come at you. If you time it right you can get both the Car Whumper and the derelict car in one blast.

Go into the secret area just before the tree and claim the engine. On the way back, hit the ground for a milkshake. Return to the stage and continue right, defeating the Fire Whumpers along the way. Move quickly or else they'll toast you with a fireball. Then drop down into the slight pit where a regular Whumper awaits and defeat him. Hit the ground for another Weapon in case you lost the first one, and hit the ground nearby for more gears. Then go and make short work of the Fire Whumper and reveal the super-weapon again! Again, good timing should allow you to get both the Car Whumper and derelict car.

Continue on and go in the secret area between the trees. Hit the ground for more gears and then collect the engine and go back out. Get the milkshake from the high ground by hitting it and using the smaller raised spot to jump back up. Grab yet another milkshake on the next screen from the '?' sign and keep going. Now we fight Moguu.

===-MOGUU-===

It's not so difficult if you try to keep him up against one side of the screen or the other. He will jump around at first, but as long as you hit hard and fast, he'll get knocked to the left or right. When he starts to click his fork and knife together he is invincible, so get out of the way as fast as you can, and by no means allow yourself to be touched by his fork, or else he will spear you and bite you!

If you can get him twice against a side of the screen, then run when he starts his little dinner dance, he should be no problem.

Stage 3 - Caverns - Get rid of the Whumpers and make sure you hit the ground for some gears. Don't worry about jumping into the stalactites, because they don't do any damage. Go on to the Mining Whumpers, who are very annoying; the first ones will usually do about four hits

to the ground, which sends debris everywhere, before stopping. When they stop, hit them. While they're throwing up rocks, look out; the rocks are harmful.

Hit the jar for a steering wheel, but do it fast because the Tank Whumper most likely won't be defeated by the car alone. Give it a finishing blow and then continue on to another Mining Whumper, this time one that only does two hits before he stops for a while. Continue up the path to another darkened area.

Here, be careful to avoid the debris and get rid of the Mining Whumper. Don't worry about hitting the ground while you go up here because there isn't anything on this screen. Go up the path again. Here, take care of this Mining Whumper and hit the differently-colored jar. Go down into it.

This may seem initially like a very difficult area, but it's not as long as you know what to do. With the Whumpers carrying crates, just dispatch them quickly like normal and you'll have no problem. If you wait, however, they will toss their crate onto you and do damage. The green-sphere-spitting machines can usually be stopped by going in very close and hitting them quickly and repeatedly. If you get close enough you won't be hit at all. Hit the '?' sign for another super-weapon and attack another spitter, then get rid of the Whumper and face another spitter. There's yet another one atop a crate, but you've got a prime platform to defeat it as long as you hurry. Go on and defeat the one on the platform if you fall down, or otherwise stay up on the other platforms and hurry past. Get another one near the end and hit the '?' sign for an engine. Drop down.

Here, you should just keep to the high platforms, which are easy to see, and you'll never be hit by the monstrous bulldozer. Don't go for the milkshake, because it'll just negate any healing that it gives by making you a sitting duck. Continue on to the right and claim a weapon, then further on get a milkshake and hit the crates for some more gears. Now we're off to confront Nerenko.

===-NERENKO-===

Nerenko is one of the more complex and difficult villains, but he's not so bad if you observe his pattern. His attacks are three: he will launch spiked eye-spheres from his shoulders that will run up and down the ground, fire a stationary face beam, or fire a sweeping face beam.

The way to defeat him is to jump when he does and hit him in the air, then avoid whatever attack he doles out. If you're positioned correctly (hopefully at least halfway across the screen), his beam shouldn't even come close. Keep hitting him in the air and you should be able to stop him pretty quickly. It may be tempting to try and get him when he lands, but it's too dangerous as he could lash out with his beam and cause damage.

Stage 4 - Defense Platforms - This one's pretty tricky, so start out getting rid of the Umbrella Whumpers but be careful of the guns. Strike quickly before they have a chance to get you, because they also give valuable gears. If you have time or opportunity, try to hit the platforms that present themselves to you, because as before, sometimes they hide gears or other items. Drop down and bear left to avoid the right-aimed gun's firing and hit it until it blows up. Go forth, and another Umbrella Whumper will be waiting. Get rid of him, then drop down onto the lowest platform and wait out the top gun's attack. Continue to the next platform up, wait again, then leap up and destroy the gun. Simply drop down from there and get the next one, then keep going.

Here you can get an engine and a milkshake fairly easily if you avoid the Bomb Whumper attack, but you're most likely not going to be able to get up to the second engine. Don't worry about it and keep going. Go on and get the super-weapon and use it to clear out some guns and Whumpers, and continue on past the next guns.

If you dropped down because of the Bomb Whumper, it's okay. Just get rid of the guns like before, moving quickly, and avoid the bombs. Hit platforms for gears and go to the elevator at the end. You'll be at the super-weapon, so use it and clear out the guns and Bomb Whumper, then get the other guns. Now it's time to confront Zelmoda.

====-ZELMODA-====

Very easy once you get his pattern down. He will hover at one side or the other for a short time and do nothing, then when he's ready (or if he's hit) he will transform into a ball of energy and either move in a wavelike pattern to the other side or immediately dip down in an arc to the other side.

When he's waving, run under him by observing his pattern. I usually run under the second wave, myself. When he's dipping down in an arc, simply leap over him on your way to hit him again once he appears on the other side. You can tell which he's going to do because if he's going to wave, he'll start moving at once when he transforms. He hesitates and flashes for a moment if he's going to just zip across.

Now continue out to the right since Zelmoda's out of the way!

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Grab the milkshake and get rid of the Bomb Whumper. Now comes one of the most dangerous parts of this stage, which is the missiles. You can't hit them and blow them up, even with your weapon, so

just wait them out before moving. Get rid of another Bomb Whumper and continue on. Use the steering wheel in the '?' sign to reveal a weapon and continue along. Get the gun as soon as you see it with your weapon, or risk losing the weapon! Handle the other guns in your regular fashion and then get the engine from the '?' sign and, avoiding further missiles, get the next gun. Be sure to hit the ground around here for gears, although by now you probably have at least the 250 required for RV Robo.

Get a milkshake and then hit the topmost platform for another engine. Go right to fight the real boss of the stage.

===-??? Bingo?-===

I honestly don't remember who this villain is from the show, and I can't place him at all. He looks somewhat like Bingo from the series, but not exactly. If someone can help me place him, I would appreciate it since my memory isn't as good as it was.

Bingo is an irritating but not too tough monster, as he zips over to one side or the other of the screen after being hit, then lashes out with one of his attacks. When he uses the bubbles, make sure you're a good distance away and just avoid them. The tornadoes are more long-range, however, and they can get you sometimes. So jump over them when they loop around. Once you observe them once you'll see what I mean. Jump right before they head upwards again, just after they've looped, and you should avoid them easily.

Keep hitting him and dodging his attacks, and he'll revert to normal and no longer be a threat or a tool of the Bozock.

If you've collected over 250 gears by this point, you'll see all the vehicles and RV Robo will rise up and activate behind them in a fun cutscene between stages.

Stage 5 - Baribarian - This stage begins with several platforms you must navigate while at the same time not falling into the pits or being utterly defeated by the tough enemies here. Even the Whumpers have jetpacks and laser bazookas! If you use Green Racer though, this stage is a cinch. Just hover and kick and they can't touch you.

Make sure you're careful not to get hit, because if you drop down into the sub-area, it's tough and you just get returned to the beginning of the level. If you do fall down into the first sub-area, just fall again and you'll be returned to the beginning of the stage. It's better than trying to tough out that sub-area.

Once you're inside Baribarian, Whumpers with swords will try to hit you. They're on the bar, so it should be easy to avoid them. Once you've defeated them, make sure you jump and kick the lights, because they will give you more gears. When you get to the ladder, go down it.

Here you will fight Zonette...not much of a fight really. Just hurry up towards the Whumpers carrying her on the platform and start hitting. All she does is fling little jewels towards the front, and if you're close enough you shouldn't be touched. Once the Whumpers are toast, you'll see Zonette is shellshocked. But she's enough of a good

sport to yield a milkshake if you hit her again. Go over to the right and collect the generous three engines, then back up for a weapon and gears.

Now it's time to confront the leader of the Bozock himself: Gynamo!! He's bad news, and he's riding that same nasty bulldozer from heck that menaced you in level 3. His tactic is to launch the scoop at you, or to fire three fireballs that go up and then rain down onto you from above. The fireballs are difficult to avoid (try pausing it to see where they'll come down, then move to avoid them), but the scoop itself isn't; just jump over it. If you time it right you should be able to get two or three good hits in on the main body of the machine and Gynamo. Leap back over the scoop as it returns, and repeat until Gynamo is defeated.

Now Gynamo will grow to immense proportions and menace the Carranger and Baribarian. If you've followed my directions to now and collected over 250 gears, it will be no problem! The RV Robo will come from below as the bar crumbles, and your selected ranger will be rescued. RV Robo will use its incredible sword to defeat Gynamo, and that's that. If you didn't collect over 250 gears, though, you will get a bad ending. So be sure you follow my directions!

After the credits Dappu will tell you what your level is, depending on how many gears you collected. Congratulations! You've stopped the Bozock.

7 - Credits and Thanks

Thanks to Toei and all the wonderful actors and actresses who made Gekisou Sentai Carranger come alive. It's my favorite sentai series because of that.

Thanks to <http://www.supersentai.com> for refreshing my memory on a few points, most notably
Zelmoda!

Thanks to the community at <http://www.captainn.net>, one of the most wonderful I've ever been a part of.

Thanks to Brett, who got me interested in sentai in the first place and introduced me to Carranger.

Thanks to you for reading this.