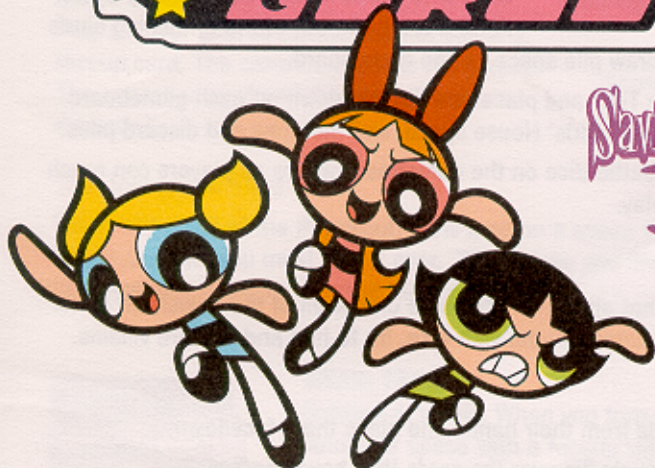


# THE POWERPUFF GIRLS™ GAME



*Saving the World  
Before Bedtime™*

AGES 8 AND UP  
2 TO 4 PLAYERS

## OBJECT OF THE GAME

Be the first player to capture 4 villains.

## GAME CONTENTS

3 Powerpuff Girl pawns, One label sheet, 3 Powerpuff battle dice, Gameboard, 54 card deck, and 31 Townsville Tiles

## GAME ASSEMBLY

### 1. Label Pawns

Apply matching color labels to both sides of the pawns to make the Powerpuff Girls. Each pawn should be a different girl. (SEE FIGURE 1)

### 2. Label Battle Dice

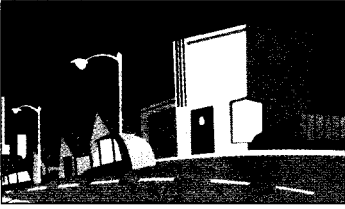
Apply 6 labels to each battle die creating a die for each of the Powerpuff Girls. Pink for Blossom, Blue for Bubbles and Green for Buttercup.

### 3. Punch Out Tiles

Carefully punch out the Townsville Tiles.

FIGURE 1





## Set Up

1. Place the 3 Powerpuff Girls at Home on the “Start Here” space.
2. Shuffle the card deck and deal 5 cards to each player. Players look at their cards, but keep their cards hidden from other players. Form a draw pile out of the remaining cards

and place them on the draw pile space on the gameboard.

3. Shuffle the Townsville Tiles and place one tile facedown on each gameboard space except the Powerpuff Girls’ House space, and the draw and discard piles.
4. Place the Powerpuff battle dice on the gameboard where all players can reach them. You’re ready to play.

## Game Play

Players will play cards that allow them to move one or all of the Powerpuff Girls. The game is played in rounds. During your turn, try to find and capture villains.

1. Players choose 2 cards from their hands and place them facedown.
2. All players simultaneously flip over the cards they have chosen.
3. Time check: Players look at the times in the upper left corner of the cards in play. The player with the card that has the earliest time plays that card first.
4. After a card is played, discard it faceup in the discard pile.
5. The player with the card that has the next earliest time plays that card next.
6. After all the faceup cards are discarded, the round ends.

Stand up any Powerpuff Girls that may have been knocked out during the round (SEE KNOCK OUT RULES). Each player draws 2 new cards so they have 5 to choose from for the next round. When the draw pile is empty, shuffle the discard pile and create a new draw pile.

## The Powerpuff Card Deck



When you play one of these cards, move the matching Powerpuff pawn the number of spaces shown on the card.

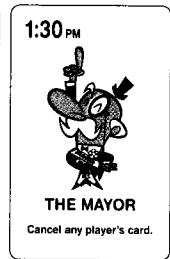
- ♥ Players can move Powerpuff Girls in any direction to adjacent spaces.
- ♥ Powerpuff Girls can occupy the same space.
- ♥ Powerpuff Girls cannot move on the same space twice during one card’s movement.

There are 9 Location Cards. When you play a Location Card, choose one of the two locations. Move all the Powerpuff Girls to that location on the gameboard.

Play a Mayor card to cancel another player's faceup card. The cancelled card is not played. The cancelled card and the Mayor card are discarded.



Location Card



Mayor Card

## The Townsville Tiles

When one or all of the Powerpuff Girls land on a space with a facedown Townsville Tile, you must turn it over. This is how you find the villains. What happens next depends on what tile you turn over.



In order to capture this villain, you must roll any combination of two hearts.

When you turn over a Villain Card or land on a space with a faceup villain, you must battle. You defeat villains and capture them by rolling the battle dice. You will need to roll one or more hearts to defeat and capture the villain.

Take the die (or dice) that matches the Powerpuff Girl (or Girls) on the space. Example: If Bubbles and Buttercup are on the same space, use both their dice.

- ♥ If you roll hearts, see if you have enough to capture the villain! (Some villains require only one heart, but powerful villains require two hearts.) If you roll enough hearts, take the villain tile and place it faceup in front of you.
- ♥ If you roll a blank space, nothing happens. The villain tile remains faceup on the gameboard.
- ♥ If you roll a "V", the villain wins and all the Powerpuff Girls on that space are knocked out. (SEE KNOCK OUT RULES BELOW.)
- ♥ A knocked out Powerpuff Girl pawn is placed on her side. She cannot move or battle for the rest of the round. At the end of the round, she stands up again.
- ♥ If the cards in play give direction to a knocked out Powerpuff Girl, those cards cannot be played during the round, and are discarded.
- ♥ If all the Powerpuff Girls are knocked out, the round ends. Discard any cards that remain in play and start a new round.



If you turn over a Professor Utonium Tile, keep it faceup in front of you. Play this tile to re-roll the battle dice. When a Professor Utonium Tile is played, ignore the result of the previous roll and roll again. Use this tile yourself or force an opponent to roll again. You may play any number of Professor Utonium Tiles during a battle. After playing a Professor Utonium Tile, remove it from play.



Ouch! If you turn over one of these tiles, any Powerpuff Girl on this space is knocked out (SEE KNOCK OUT RULES). After turning over a Trap Tile remove it from play.

## WINNING THE GAME

The first player to capture 4 villains ends the game and wins!

We will be happy to hear your questions or comments about this game. Write to:  
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