



THE POWERPUFF GIRLS™ Save the Day game

For 3 or 4 players
Ages 5 and up



OBJECT:

To be the first player to move from the START space to FINISH.

CONTENTS:

Game board, Bubbles bobblehead, Blossom and Buttercup figures, movers, holder/mover stands, spinner, spinner card, villain cards, "Catch Them" cards.

SET UP:

Carefully remove the Blossom and Buttercup figures from the sheet and put each one in a holder. If four are playing, place both of these, along with the Bubbles bobblehead, in the center of the game board. If three are playing, choose either Blossom or Buttercup to join Bubbles on the game board.

Assemble the Spinner:

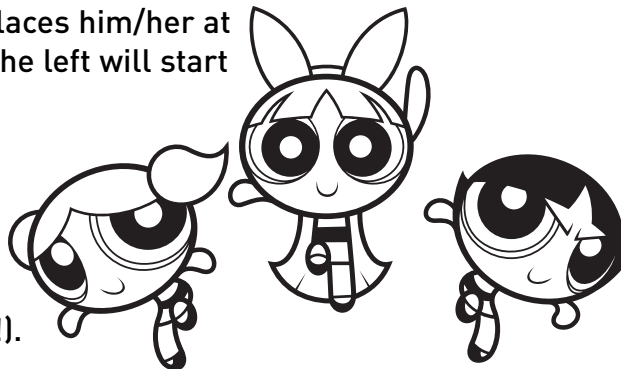
Separate the spinner from the collar and remove and discard the plastic nib. Press the collar completely into the spinner card from the bottom side. Snap the spinner into the top of the collar.

Make three different decks of cards out of the Villain cards, putting all "2 Villains" together, all "3 Villains" together and all "4 Villains" together. Place each deck on the appropriate space on the board. Shuffle the remaining cards and hand them to the starting player.

Place each mover in a stand. Each player takes a mover and places him/her at START. Choose a player to start the first round. The player to the left will start the second round and so on.

THE CARDS:

There are two types of cards in the game. The three smaller Villain card decks show players what villains they need to collect and the large deck of Catch Them cards are the villains you'll collect--or pass along--to win the rounds (and the game!).



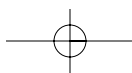
THE BOARD:

The board is divided into three sections.

Your location on the game board will tell you what villain deck YOU should take a villain card from. For example, at the start of the game, ALL players will draw a card from the "2 Villains" deck because that is the section that all movers are on. Once you move into other parts of the board, you will take a villain card that has more villains to collect.

PLAYING:

Each player looks at their mover and draws ONE card from the top appropriate Villain deck (2 Villains, 3 Villains, etc.) The starting player then shuffles the large deck of Catch Them cards and deals out the appropriate number of cards to each player:--2, 3 or 4 cards depending on where each player's mover is. Once all the players have their correct number of Catch Them cards in their hand, the starting player



takes the top card from the Catch Them deck and either keeps it (if it is one of the villains she needs) or passes it to the player on her left. If she takes it, she must take one of the other cards from her hand and pass it to the player on her left. Either way, the player on her left now picks up this card and either adds it to her hand or passes it to the player on her left.

In the mean time, the starting player is looking at the next card in the Catch Them deck and, again, either keeping it or passing it along. This play continues, with players quickly looking at the cards passed to them and passing cards to the next player, until one of the players collects all of the villains they need (as indicated on their villain card).

WILD CARD: Can be used for any villain that you need!

TAKING BUBBLES:

The first player to collect all the villains they need, grabs the Bubbles bobblehead from the center of the board. The remaining players now try to grab one of the other Powerpuff Girls from the center of the board. Since there is one less Powerpuff Girl than there are players, one of the players is not going to be able to take anything!

SCORING AND MOVING ON THE BOARD:

The player who ended up with nothing does not move her mover. The players who grabbed the Powerpuff Girls figures advance their movers one space along the path. The player who grabbed the Bubbles bobblehead spins the spinner and moves her mover along the path the number indicated by the spin (either 3, 4 or 5 spaces).

STARTING A NEW ROUND:

After the players have advanced their movers, ALL cards are returned to their appropriate decks and reshuffled. Each player draws a new villain card from the appropriate deck (according to what section of the board their mover is in) and the large deck of cards is passed to the next player who will now start the action. The cards are dealt, depending on how many cards each player needs, and another round begins.

TO WIN:

The first player to advance their mover all the way around the board, from START to FINISH wins the game. Exact count is not necessary.

We appreciate your comments on Powerpuff Bobblehead Game. Please send your correspondence to:

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