

- ★ To capture a Villains-at-Large, play cards that match the color(s) of the Powerpuff Girls(s) you control, and cards that total a number **equal to or greater than** the number on the Villain Tile. For example, if you control Blossom and Buttercup and you want to capture Lenny Baxter, you could play all pink cards, all green cards, or a combination of pink and green cards to total more than 10, the number on Lenny's tile. See Figure 3.

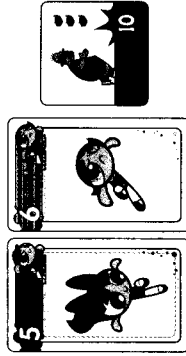


Figure 3

- ★ When you capture a villain, take the Villain Tile and place it **facedown** in front of you and discard the card(s) used to capture it. As the game continues, try to capture more villains.
- ★ When the card(s) you play to capture a villain total more than the number on the Villain tile, the extra is given up. For example, you are trying to capture Lenny Baxter (who has a 10 on his tile) and you play a "Blossom 5" and "Buttercup 6" together for 11 points; the 1 extra point (11-10=1) is given up.
- ★ If you have enough cards in your hand to capture more than one villain, you may do so. However, villains must be captured individually. You cannot play a "Buttercup 10" card to capture two villains worth 5 points each.
- ★ Villain tiles are **not** turned faceup to create new Villains-at-Large until your turn is over. The most villains you can capture in one turn is 3.
- ★ A "Wild 2" card played to capture a villain counts as only 2 points but can be used with any Powerpuff Girl.

IN BETWEEN TURNS

When a player passes the Professor Utonium pawn to the left, two things happen:

- ★ One player flips over tiles from the Villain tile pile so that there are a total of three Villains-at-Large on the table. One, two or three tiles may need to be flipped

over. If there are already three Villains-at-Large, no tiles are flipped over.

- ★ Every player draws one card. That's right, **every player**. Not only the player, who just completed his/her turn, but **every player** draws one card.

The next player (with the Professor Utonium pawn) can then start his/her turn.

ENDING THE GAME

The game ends when the last villain is captured. The last villain in most cases, will be Mojo Jojo. However, if a player plays a Villain Escapes card during the last turn of the game, Mojo Jojo will not be the last villain captured.

SCORING and WINNING

At the end of the game, all players turn over their captured villains and add up the number of Gem Points on each tile. (NOTE: **Do not add up the numbers on the tiles.**) The player with the most Gem Points wins. If there is a tie, the tied players must add up the numbers on the game cards left in their hands. (NOTE: You are now totaling the game cards not the Villain tiles) The person who has the higher total from the game cards wins. If there is still a tie, then it is, in fact, a tie and both players win.

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

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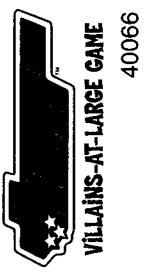
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We're the



VILLAINS-AT-LARGE GAME

2 to 4 players • Ages 8 and up



**We fight crime.
That's what we do!
Watch out villains,
we're coming for you.**

OBJECT

To capture the Villains-at-Large and collect the most Gem Points by the end of the game. The game ends when the last villain is captured.

CONTENTS

4 Die-Cut Pawns, 4 Pawn Stands, 1 Set of Villain Tiles, 1 Deck of Cards

ASSEMBLY

- ★ Carefully punch out the die-cut Bubbles, Blossom, Buttercup, and Professor Utonium pawns, and the Villain tiles from the cardboard.

- ★ Remove the pawn stands from the plastic bag. Discard the bag.

SETUP

- ★ Insert the Bubbles, Blossom and Buttercup pawns into the black pawn stands. Insert the Professor Utonium pawn into the white pawn stand.
- ★ Set the Bubbles, Blossom, and Buttercup pawns aside. The oldest player will play first. Place the Professor Utonium pawn in front of that player. Play will pass to the left.
- ★ Find the Mojo Jojo™ Villain tile and remove it temporarily from the tile set. Shuffle the remaining tiles and place them facedown in a pile within reach of all players. Return the Mojo Jojo tile facedown to the bottom of this pile.

- ★ Turn the top 3 Villain tiles faceup and place them in a row near the Villain pile. These are the **Villains-at-Large**. See Figure 1.

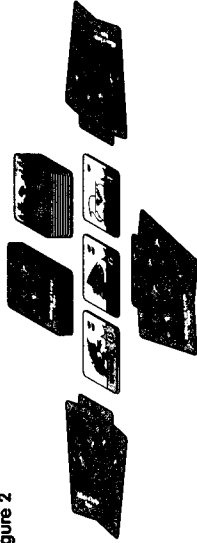


Figure 1



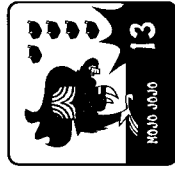
- ★ Shuffle the cards and deal 3 cards to each player. (NOTE: Players should look at the cards in their hands, but keep them hidden from other players.) Place the remaining cards facedown within reach of all players. This is the Draw pile. As the game progresses, place any discarded cards faceup in a pile next to the Draw pile. If you run out of cards in the Draw pile, shuffle the discarded cards, place them facedown, and use this as your new Draw pile. See Figure 2.

Figure 2



GEM POINTS

Each villain is worth 1 to 5 Gem Points. Try to capture villains that are worth more Gems Points, as this will be the basis of scoring at the end of the game.



SPECIAL CARDS

Before we begin playing, let's look at some of the cards. These will be important later when you start taking your turns.

There are some cards in the deck that are special and let you do special things. Special Cards can only be played on your turn and then must be discarded. Here are the special cards and what they do:

- ★ **Draw 2 cards.** Play this card during your turn and you get to draw two more game cards. Fun!
- ★ **Take a card from another player.** Play this card to steal a card **at random** from another player. The other player holds up his/her cards, so you can't see what they are, and you take just one and put it in your hand.
- ★ **Villain escapes.** Play this card to take any one captured villain from another player's facedown pile and without looking at it, place it facedown on top of the pile of Villain tiles. See **Capturing Villains** below.
- ★ **"Wild 2"** is a powerful card. This card acts as a 2 card from every color. Playing this card is the same as playing a Green 2 card, a Pink 2 card, and a Blue 2 card all at once! You can use this card to try to take control of all of the Powerpuff Girls. See **Taking Control of the Powerpuff Girls** below.

Now that we've talked about the cards, here's how to play...

YOUR TURN

When you have the Professor Utonium pawn in front of you, it's your turn.

On your turn, you may do these three things in any order:

- ★ Take control of one or more Powerpuff Girls.
- ★ Capture one or more Villains-at-Large.
- ★ Play one or more Special cards.

If you are unable (or don't want) to take control of any girls, capture any villains, or play any cards, you may pass. End your turn by passing the Professor Utonium pawn to the player on your left.

TAKING CONTROL OF THE POWERPUFF GIRLS

If you control one or more Powerpuff Girls at the start of your turn, you may begin **Capturing Villains-at-Large**. See page 5, or you may try to take control of the other Powerpuff Girls.

To take control of a Powerpuff Girl, play a card from your hand which matches the picture and color of the Powerpuff Girl you want to control. For example, if you want to take control of Bubbles, play a blue Bubbles card.

- ★ If no one controls that Powerpuff Girl, you automatically take control of her. Discard the card you played and move the Powerpuff Girl pawn in front of you. (NOTE: At the start of the game no one controls the Powerpuff Girls.)
- ★ Most often, other players will have control of the Powerpuff Girls. The player controlling the Powerpuff Girl you want has two choices: give the girl up or fight to keep her.
 - If the player wants to give the girl up (or has no cards to fight with), then move the Powerpuff Girl pawn in front of you and discard the card used during the challenge.
 - If the player wants to fight to keep control of the Powerpuff Girl, here is what he/she must do:
 - He/she must play **one** card, which matches the color of your card but has a higher number. For example: if you are trying to get control of Bubbles and you play a "Bubbles 5" card, then the person who controls Bubbles must play a "Bubbles 6" card or higher to keep her. Move the Powerpuff Girl pawn in front of the player winning the challenge and discard all the cards played during the fight.
 - If you challenged a player for a Powerpuff Girl and lost you may re-challenge by playing another card matching the color of the girl you want. The fight repeats as described above. You can re-challenge as often as you like or as often as your cards allow.
- ★ If you play a "Wild 2" card you can challenge for control of all of the Powerpuff Girls. Players must fight for each Powerpuff Girl they want to keep.

CAPTURING VILLAINS-AT-LARGE

After you have taken control of one or more Powerpuff Girls, you may use them to try to capture one or more **Villains-at-Large**. (NOTE: You **must** control at least one Powerpuff Girl in order to try to capture any Villains-at-Large.)