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INSTRUCTION

IT'S A FUN TIME GAME!

Your game cabinet is shaped just like THE POWER PUFF GIRLS in the lovely town of Townsville! Instead of just pressing buttons, you team up with BLOSSOM, BUTTERCUP, and BUBBLES to slam the little roaches, the GIANT ROACH, and ROACH COACH! But don't slam too hard -- slam easy to play hard!



Move your hand to the left of BUBBLES and then slam -- moving your hand from left to right! Like this!



Move your hand above BLOSSOM and then slam -- moving your hand straight down! Like this!



Move your hand to the right of BUTTERCUP and then slam -- moving your hand from right to left! Like this!

When the game is off and you enter the toy mode, you can also use these three "slammer buttons" as well as other buttons in the game to hear special sound effects. So you have two cool things in one -- a great video game and a great toy!

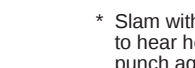
THE TOY MODE

The toy mode lets you play with THE POWER PUFF GIRLS as a great toy without playing the video game. To play in the toy mode, just be sure you have turned the unit OFF.

* Press the SOUND button (when the unit is OFF) to enter the toy mode!



* Slam with BLOSSOM to hear her chase after all the little roaches!



* Slam with BUTTERCUP to hear her throw a punch against evil!



- * Press the RIGHT directional button to scroll FORWARD through all the sounds in the game.
- * Press the LEFT directional button to scroll BACKWARDS through all the sounds in the game.
- * Press the UP directional button to REPEAT the last sound played from the LEFT and RIGHT buttons.
- * Press the DOWN, ACTION, SELECT, and OFF buttons to hear specific sounds from the game!
- * Press the ON/START button to exit the toy mode.

THE STORY -- WILL THE DAY ONCE AGAIN BE SAVED?

The happy town of Townsville is in trouble once again! The Mayor does what the Mayor does best -- he calls for THE POWER PUFF GIRLS! BUBBLES, BLOSSOM, and BUTTERCUP fly to the rescue, ready to kick some butt! But it won't be easy because instead of fighting one enemy, THE POWER PUFF GIRLS will have to face hundreds of enemies-- disgusting roaches -- let loose by ROACH COACH!

ROACH COACH hates people (people are not too thrilled with him, either) and he believes that roaches should take over the earth! Only THE POWER PUFF GIRLS can stop him! When you beat him, you will discover ROACH COACH'S little secret!

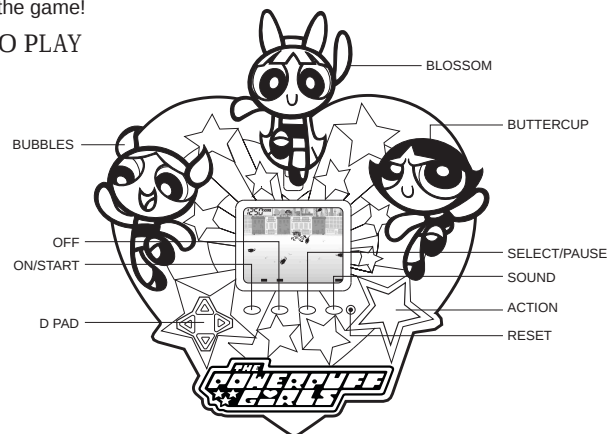
OBJECT OF THE GAME

Will the day once again be saved thanks to THE POWER PUFF GIRLS? They will need YOUR help!

There are 5 stages of play. In each stage, you will begin by facing little roaches. Sure they are annoying and ugly -- because they're ROACHES! Ughh! Punch them and kick them -- and then put them in a glass jar for safe keeping! But then ROACH COACH will appear with his special highly-tuned whistle. When he "blows the whistle" on you, the glass jar will shatter, freeing whatever roaches you've caught in the jar.

The little roaches get pretty angry when you catch them in the jar -- and in each stage they will at some point swarm together and form THE GIANT ROACH. Yuck! As the game progresses, you will get your chances to fight against ROACH COACH himself! If you can defeat ROACH COACH in stage 5, then the day is saved and you WIN the game!

HOW TO PLAY



ON/START

- to turn on the game.
- to exit pause.
- to start each stage.
- to exit toy mode.

SELECT/PAUSE

- before play begins, use this button to toggle through the selection choices of BUTTERCUP, BLOSSOM and BUBBLES.
- during play, use this button to pause the game.

SOUND

- press once to turn off the sound effects.
- press again to regain the sound effects.
- when the unit is off, press this button to enter the toy mode.

OFF

BUBBLES

BLOSSOM

BUTTERCUP

D PAD

- LEFT -- to point THE POWER PUFF GIRLS left.
- RIGHT -- to point THE POWER PUFF GIRLS right.
- UP -- to point THE POWER PUFF GIRLS up.
- DOWN -- to point THE POWER PUFF GIRLS down.

ACTION

- this serves like an accelerator. The more often you press it, the faster THE POWER PUFF GIRLS can move!

RESET

- to reset the unit if your game malfunctions.

Now it's time to go to Townsville! Press the ON/START button to turn on the unit. You will see the high score attained. BUTTERCUP'S DARLING FACE will appear on screen.

Use the SELECT button to toggle through your choices of BUTTERCUP, BLOSSOM, and BUBBLES.

When you decide which of THE POWER PUFF GIRLS you want to use, press the ON/START button again to confirm your choice and to begin play from stage 1.

Press BUBBLES to PUNCH.



Press BUTTERCUP to KICK.



Press BLOSSOM to FLY.



Use your four-way directional pad to point THE POWER PUFF GIRLS left, right, up, and down!



Press the ACTION button to move faster!

If you're feeling fancy, try pressing two of the POWER PUFF GIRLS at the same time to punch and kick at the same time -- you'll earn bonus points for this "double hit"!



The little roaches are pretty easy to beat. Just kick or punch them once and they'll go away. Sure, they're replaced by about a jillion of their friends, but who's counting?

When the glass jar appears, use your directional pad to fly after the roaches and catch them in the jar! The glass jar will appear in each stage. But as you advance from stage to stage, ROACH COACH will appear more often to blow his high pitched whistle which will shatter the glass.

If it makes you feel any better, the better you are at catching roaches in the jar, the less often ROACH COACH will appear and shatter the jar!



Once you set down the jar, ROACH COACH will appear again and blow his whistle and this time, you're in for a bigger treat! Now the little roaches will swarm together and form the GIANT ROACH! Yeech!

It takes lots of kicks and punches to defeat the Giant Roach! Be sure to get out of the way after you hit him or he'll sting you!



At the end of each stage, ROACH COACH himself will appear!

You've got to defeat him to complete each stage.

Each time you're hit -- by little roaches, THE GIANT ROACH or by ROACH COACH himself, you're lose power. Your power number is shown at the top of the screen. If that number ever goes down to zero, it's GAME OVER and you lose.

But last through all 5 stages and defeat ROACH COACH in this final stage and you save the day and WIN the game!

When you defeat ROACH COACH in this final stage, you'll learn his terrible secret! It's very cool -- and we won't give it away by showing you a picture. You'll have to win the game in order to see ROACH COACH'S true identity!

The game pauses as you complete each stage. Press the ON/START button to start the next level when you are ready.

After a GAME OVER, press the ON/START button to start a new game. Each time you play, you can choose a different member of THE POWER PUFF GIRLS as your fighter!

Use the OFF button to turn off the game after play.

The game will also shut off automatically after 3 minutes of no action.

Remember, that once the game is off, you can also press the SOUND button to enter the toy mode. Then press the ON/START button to exit the toy mode.

SCORING

- 10 POINTS For each little roach you punch or kick.
- 20 POINTS For each roach you catch in your giant glass jar.
- 30 POINTS When the roaches swarm together to form the "GIANT ROACH", you score 30 each time you punch or kick the GIANT ROACH.
- 40 POINTS For two or more little roaches you double punch or kick.
- 40 POINTS Each time you punch or kick ROACH COACH himself.
- 500 BONUS POINTS When you defeat ROACH COACH in the final stage and learn his secret identity and win the game!

INSERTING THE BATTERIES

To insert the battery, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the bottom of the game unit and remove the door.) Insert 2 "AAA" OR LR03 batteries or equivalent (battery included) as shown.

DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.

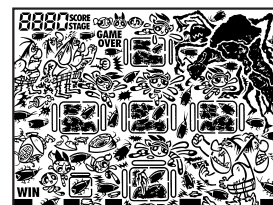
TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.



RESET BUTTON:

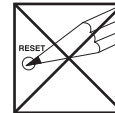
After battery insertion, the RESET button may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER REPAIR DEPARTMENT
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the

90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$7.25. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

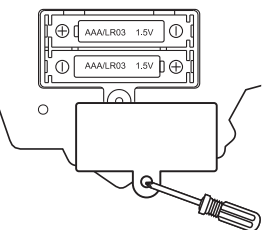
TIGER REPAIR DEPARTMENT
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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