

INSTRUCTION BOOKLET



Chemical X-Traction™



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GETTING STARTED

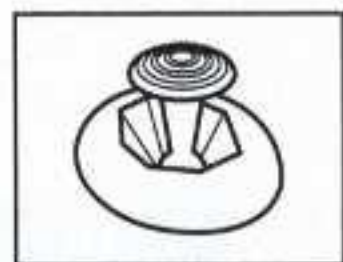
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional +Control Pad.

When turning the Control Deck Power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the top picture, left) when the power is turned on, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the bottom picture, left), then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.

HOLDING THE NINTENDO 64 CONTROLLER



We recommend that you use the hand positions shown at right. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B and C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.

STARTING THE GAME

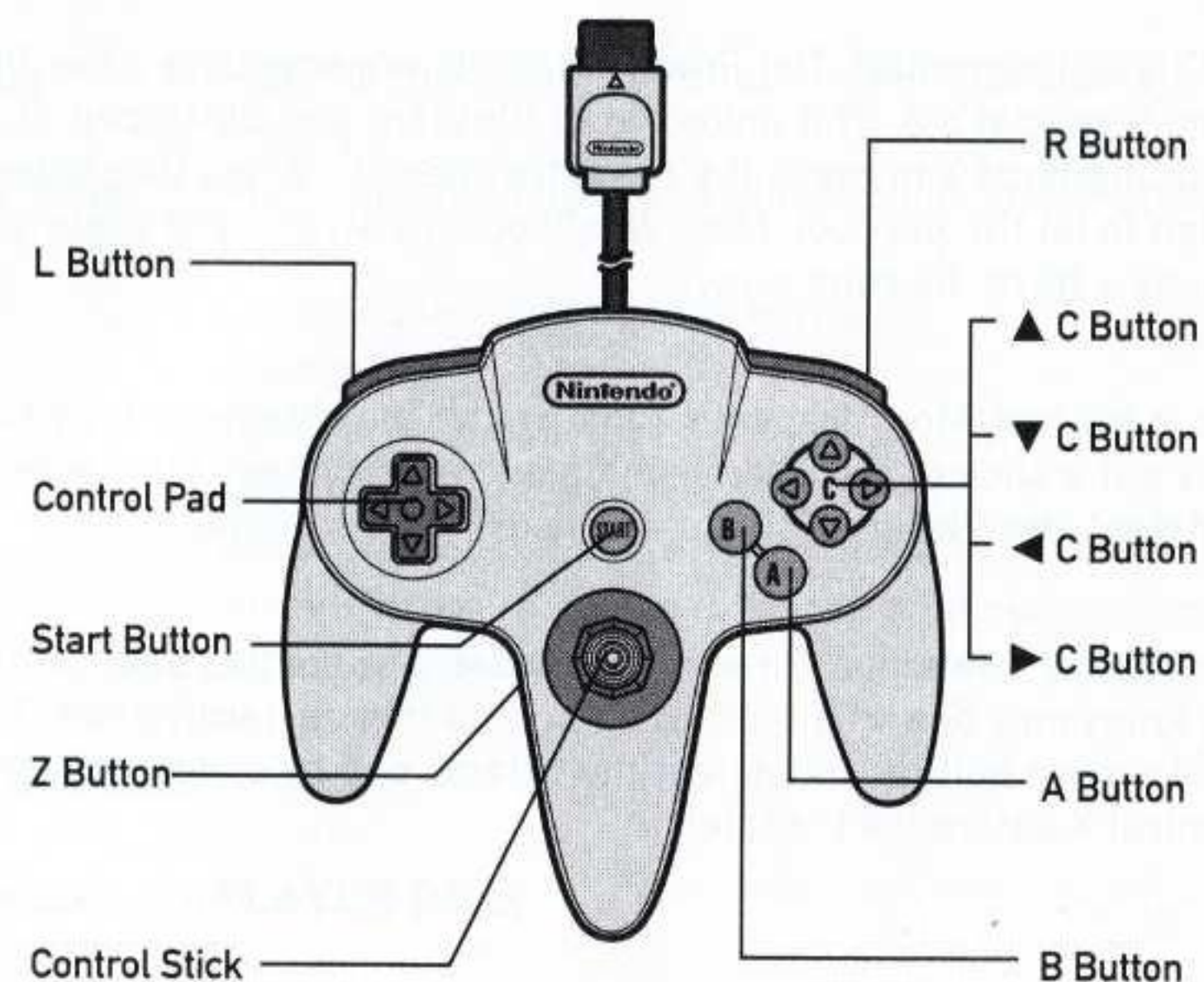
Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64®.
2. Insert the The Powerpuff Girls™ Chemical X-Traction™ Game Pak into the slot on your N64.
3. Press firmly to lock the Game Pak into place.
4. Turn the POWER switch ON.
5. At the Title Screen, press START when prompted to begin The Powerpuff Girls™ Chemical X-Traction™



Note: If you want to save games, insert the N64® Controller Pak into the controller before starting play.

CONTROLS



IN THE MENUS

Control Pad

A Button

B Button

Select an option

Confirm an option

Cancel an option and go back to previous screen

IN THE GAME

Control Stick/Control Pad

R Button

A Button

B Button

Z Button

▲ C Button

▼ C Button

◀ C Button

▶ C Button

General movement

Execute Special Move

(Once 3 Chemical X vials are collected)

Kick / Flying Kick

Punch / Throw / Power Up Object
/ Use Weapon

Jump / Fly

Not used

Pick up Object/ Catch Thrown Object

Taunt

Block

CHEMICAL X-TRACTION™

The City of Townsville! The Powerpuff Girls are spending a fun-filled day baking a special pie. But unknown to Blossom and Buttercup, Bubbles added Chemical X to make the pie extra special! When they leave the kitchen to let the pie cool, Mojo Jojo™ quickly swipes the super pie and, quick as a flash, he runs away!.

Back in his lair, Mojo Jojo calls together all the villains of Townsville. He hands out a slice of the Chemical X pie to every villain. Now surely they can defeat The Powerpuff Girls and take over Townsville!

At home The Powerpuff Girls soon discover the pie has been snatched. They know only one villain could be behind this dastardly deed. The girls need to move quickly and defeat the villains one by one to collect all the Chemical X before it's too late!



MENUS

| | |
|-----------------------|--|
| Story Mode | Play the Story Mode to unlock other characters and arenas. |
| Simulator Mode | Play with characters and arenas unlocked in Story Mode |
| Options | Change game settings such as : <i>Round length</i> <i>Number of rounds per fight</i> <i>Difficulty level (Easy, Medium or Hard)</i> <i>Audio Settings (Music and Sound Effects volume)</i> <i>Enter Password (Used to start a game where you left off in Story Mode.)</i> |

HOW TO PLAY

STORY MODE – 1 PLAYER ONLY

Use the Control Stick or Control Pad to select your favorite Powerpuff Girl.

The percentage displayed next to each Powerpuff Girl represents the game completion level. Each time a Powerpuff Girl wins a fight her percentage increases. When all three Girls have 100%, you have finished the Story Mode and unlocked all the hidden characters and arenas in Simulator Mode. *(Remember: You can select another Powerpuff Girl between each fight.)*

Once you have selected The Powerpuff Girl you wish to use in Story Mode, press the A Button to confirm your choice and begin the game.

PASSWORDS

The password that is displayed on this screen allows you to start where you left off after you have defeated the villian in the first arena. After each battle, be sure to copy down this password carefully. If you shut off your game and then want to return to your place in the Story Mode, you can enter the password by going to the OPTIONS menu and selecting ENTER PASSWORD.

When you defeat an opponent in the Story Mode, you sometimes get a reward such as a new character or a new arena becomes unlocked in the Simulator Mode!

SIMULATOR MODE – 1 AND 2 PLAYERS

In order to train the girls, Professor Utonium has set up a Simulator Room where they can fight against holograms of the Townsville villains in preparation for the real thing!

In the Simulator Mode, you can play as a Powerpuff Girl or a villain. Most fighting combinations are possible, including villain vs. villain and Powerpuff Girl vs. villain – but not two Powerpuff Girls against each other or two of the same villains against each other.

At the very beginning of the game, only some arenas and characters are available. You can unlock more characters and arenas by completing Story Mode.

SELECT A CHARACTER – 1 PLAYER

Use the Control Stick or Control Pad to select a character to play. Press the A Button to confirm your choice. Then you set your power level. (The higher the power level, the more damage your attacks will do.) Press the A Button again and you are ready to begin the game.

SELECT A CHARACTER – 2 PLAYERS

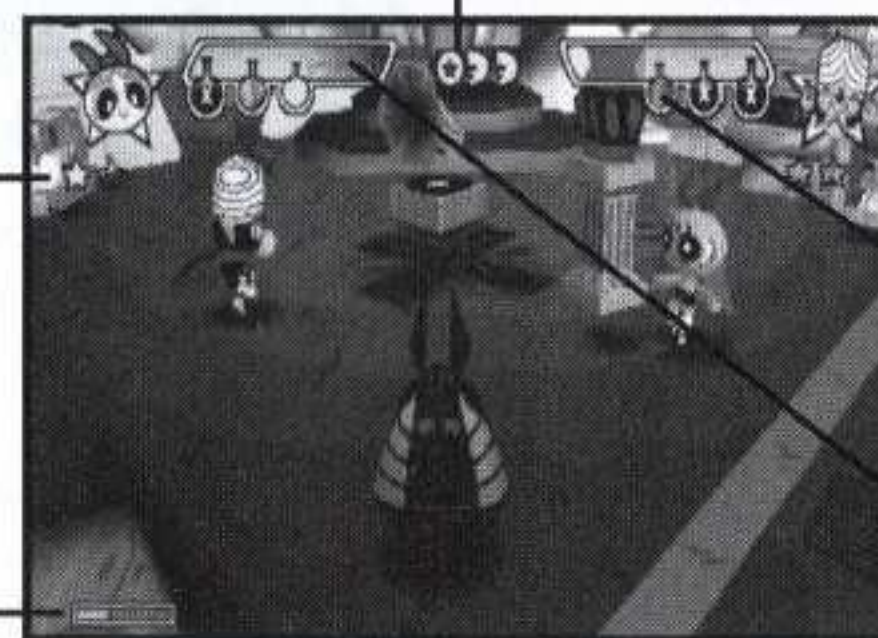
If a second controller is connected, you will have the ability to play against a friend.

Player 1: (The character on the left side of the screen) Player 1 uses the Control Stick or Control Pad to select a character to play. Pressing the A Button will confirm their choice of character.

Player 2: (The character on the right side of the screen) Player 2 will need to press START before they can use their Control Stick or Control Pad to select a character to play. Pressing the A Button will confirm their choice of character.

After both players have selected their character, they can set their power level. The higher the power level, the more damage your attacks will do. This way players with different skill levels can still play against each other. Both players must press the A button to confirm their choice and then choose an arena.

GAME INTERFACE



Timer: Shows the number of seconds left until the fight is over.

Character Icon: Shows who is fighting.

Chemical X-meter: Shows how many vials of Chemical X that character has collected.

Health Bar: Shows the current health status of the opponents.

Power Up Meter: Shows the strength at which an object will be thrown.

Number of rounds won: Shows how many rounds the characters have won in that fight.

Timer

This can be changed in the Options screen. The bout is over when the timer reaches 0.

Chemical X meter

The characters will need to collect 3 vials of Chemical X to perform their special move.

Health Bar

A fight is over when one of the characters has lost all their health. If the game times out before either of the opponents loses all their health, the winner is the character with the most health left.

A character can gain more health by collecting Health Packs.

Number of rounds won

You must win 2 out of 3 rounds to win a fight. This can be changed in the Options screen.

Power up meter

When a prop is picked up, holding down the B Button will add more power to the prop. When the B button is released your throw will now cause more damage when it hits opponent.

FIGHTING MOVES

Walking and running

Use the Control Stick or Control Pad to move your character around. The characters cannot run while they are carrying objects. You can also jump on furniture and other parts of the arenas!



Punching

Use the Punch Button to hit your opponent. Punching causes minor damage because the Chemical X has made villains super tough.

Kicking

Use the Kick Button to kick your opponent. Kicking causes minor damage because the Chemical X has made villains super tough.

Flying

The Powerpuff Girls can fly, but only for a little while at a time. After a few seconds they will land gently on the ground – but they can fly again right away! Chemical X has allowed some villains to fly too, so be careful!

Combo Moves

Combo Moves cause more damage than punches and kicks. To execute a Combo Move, press the following buttons: Punch, Punch, Kick

Flying Kicks

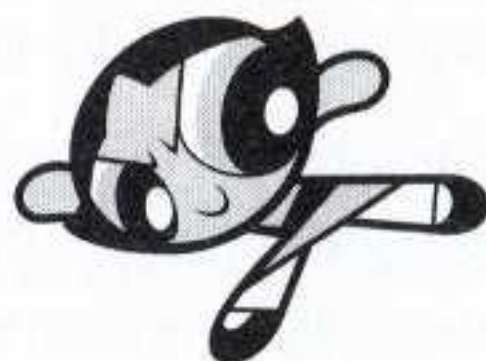
While your character is flying, hit the Kick Button and watch as they perform a very damaging Flying Kick!

Throwing Objects

If your opponent is too far away for punching or kicking, you can pickup an object to throw!

Kicking and Punching Objects

Your character can kick or punch objects out of the way, or towards an opponent to cause some damage. Just use the Kick Button and Punch Button as if you were fighting against an opponent.



Blocking and Catching

You can prevent your character from being hit by using the Blocking Button. This will allow your character to catch a thrown object or to protect them from punches, kicks and flying kicks.

Catching objects requires that you press the Blocking Button as the object is about to hit you. Timing is very important, so keep trying until you get it right.

Remember: You cannot block damage from Special Moves.

Taunting

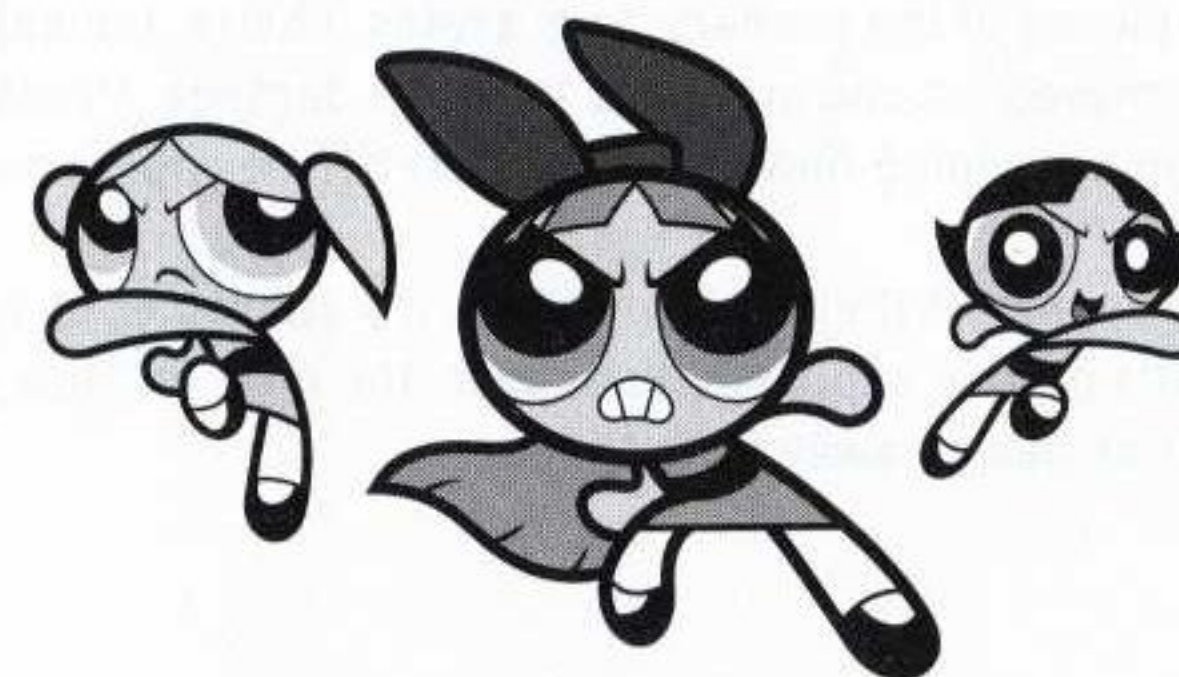
Before a round starts, both opponents will automatically taunt each other. You can skip this by pressing the A Button. During the game, press the Taunt Button to tease your opponent. Taunting does not cause any damage.

Special Moves

Characters can only perform Special Moves when they have collected 3 vials of Chemical X.

When a character executes their Special Move, they will use up their Chemical X and will need to collect some more to perform that move again.

Special Moves cause a lot of damage, but Chemical X is in limited quantity – so make sure you collect it before your opponent does!



PICK-UPS

Pick-ups can be collected by running over them.



HEALTH PACKS

Collecting Health Packs will allow the opponents to regenerate their health bar. Health Packs are expelled from the opponents when they are hit. To collect a Health Pack, simply move your character over it – they will pick it up automatically.



CHEMICAL X

The characters need to collect 3 vials of Chemical X to perform their special moves. Each character starts a round with 1 vial of Chemical X, and more can be found in the arena during the fight, or collected after they are expelled from the opponent.

Chemical X is in limited quantity – so hurry up and pick up the vials before your opponent does!

PROPS AND WEAPONS

Objects that can be picked up are recognizable because they are highlighted by a flashing circle (red for player 1 and yellow for player 2) on the ground. There are two categories of objects:

Props

Props are pieces of the scenery, (e.g. crates, chairs, tables) which can be picked up, moved around and used to cause damage. Props can be powered-up by holding down the B Button before you let go.

Props only appear at their fixed position. If a character is standing on the spot where a prop is supposed to appear, the prop will not appear until the character has moved away from that area.

Weapons

Weapons do more damage than props. (e.g. fire extinguisher) They are not available at the start of the game but will appear over time in random locations. Only one weapon will be available at any one time.

SUPER MOVES

| CHARACTER | SPECIAL MOVE |
|--------------------------------|---|
| Blossom, Bubbles and Buttercup | Laser Eyes: All three PPG can use their Laser Eyes to attack opponents from a distance. They will emit a red laser ray that will cause damage to their opponent. |
| Big Billy | Belly Flop: Big Billy can jump in the air and perform the world's noisiest belly flop. The shock waves from such a large weight will cause his opponent to lose health and drop any item they are carrying. |
| Sedusa | Hair Gel Sticker: Sedusa can use the Hair Gel she puts on her wild hair to stick her opponent in one spot. This allows her to attack her opponent without the risk of retaliation. |

| CHARACTER | SPECIAL MOVE |
|--------------------|--|
| Ace | Sunglasses Throw: Once fired the comb acts like a boomerang and will hit Ace's opponent before returning to him. |
| Fuzzy Lumpkins | Go Wild In The Country: Fuzzy smashes anything that gets in his way! You control his direction. |
| Princess | Temper Tantrum: Princess will run around the environment causing damage. You control her direction. |
| Secret Character 1 | Wrist Band Laser: This character will blast their opponent with a powerful laser. |
| Secret Character 2 | Laser Spit: When this character starts to spit, you know not to stand in their way. |

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Notes