

THE POWERPUFF GYRLS™

RELISH RAMPAGE™



CARTOON
NETWORK
INTERACTIVE



bam!
entertainment

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

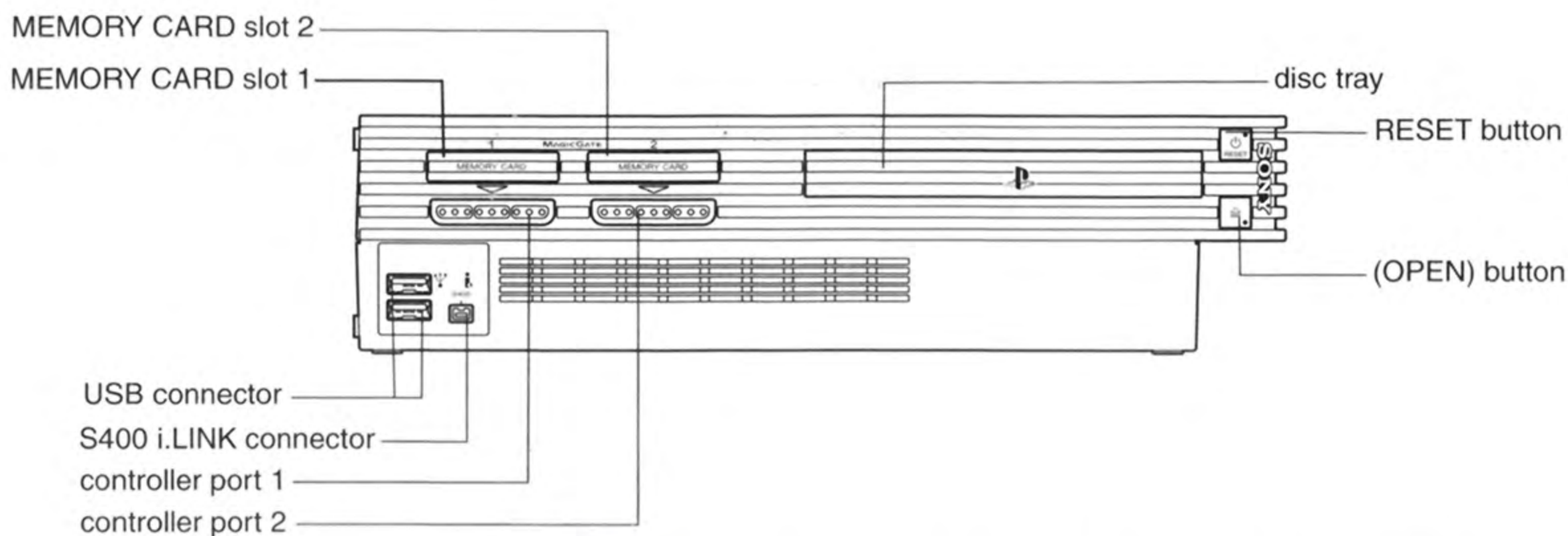
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the  button and the disc tray will open. Place the

The Powerpuff Girls™ Relish Rampage disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

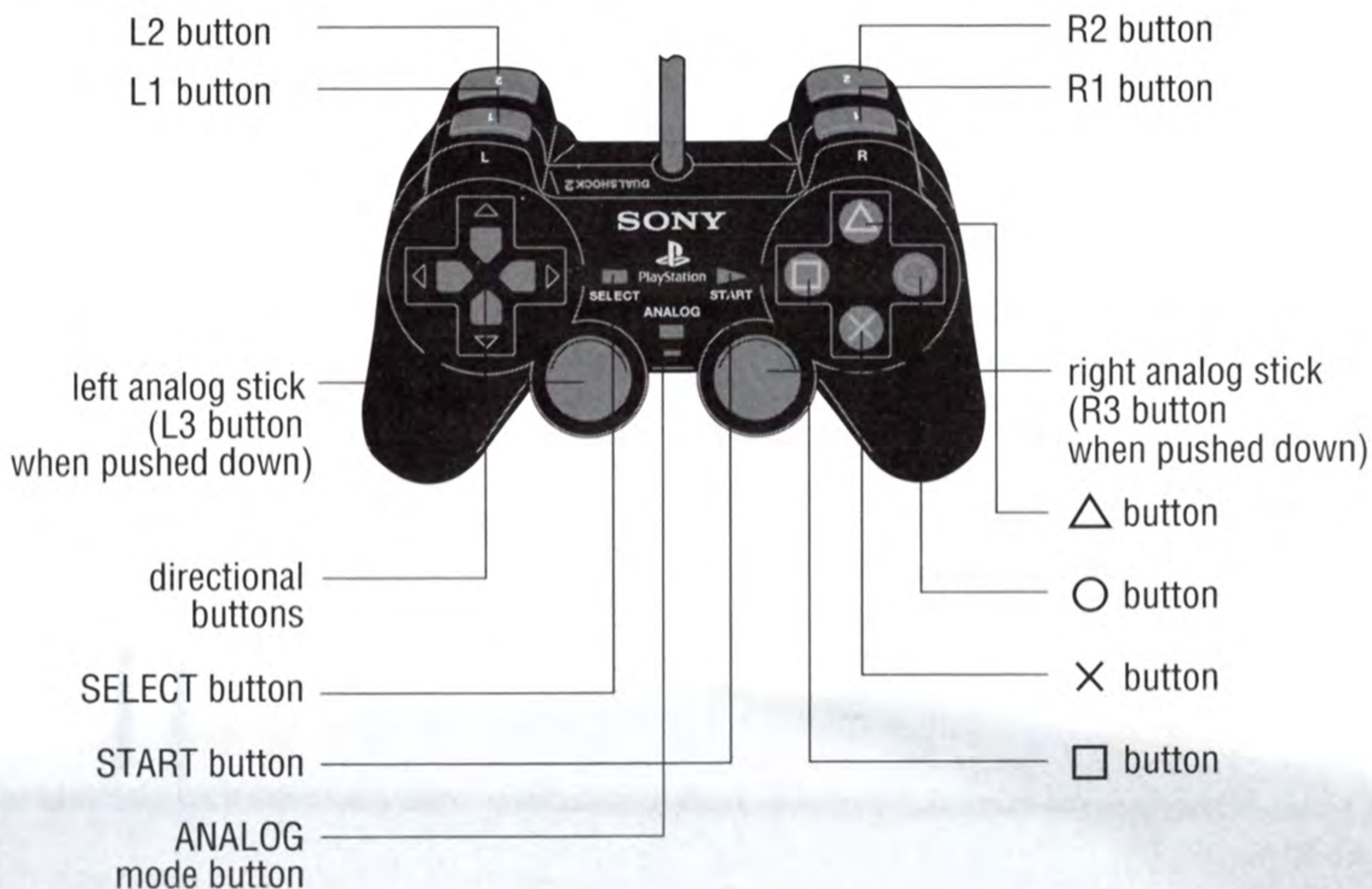
MEMORY CARD

To save game settings and characters, please insert a Memory Card (8MB)[for PlayStation®2] into MEMORY CARD slot 1 on your PlayStation 2.

IMPORTANT: **The Powerpuff Girls Relish Rampage** uses an Autosave feature. If you remove the memory card after a save game has been started your new game will not be saved. The Autosave occurs at the end of every successfully completed mission. You are not able to Autosave at any other point. You mustn't remove the memory card while it is Autosaving, otherwise the save file may become corrupted and your progress through the game to date will be lost.

CONTROLS

DUALSHOCK®2 Analog Controller Configuration



L3 button	Swap Girls
left analog stick	Move Forward/Turn Left/Turn Right
right analog stick	Free-Rotate Camera
L2 button	Height Down
L1 button	Height Up
R2 button	Speed Boost
R1 button	Target Lock-on
directional buttons	Move Forward/Turn Left/Turn Right
START button	Pause Game/Options
SELECT button	Pressing on this button displays the Free-Rotate Map. Using the left/right directional buttons will display the mission summary.
△ button	Group Attack/Drop
□ button	Kick
× button	Punch
○ button	Special Attack/Throw





THE STORY



The City of Townsville...a fine example of democracy and freedom! Yes, today is Election Day, and, once again, the citizens of Townsville are ready to vote for their new Mayor, well, their old, **NEW Mayor**, that is! But wait, what's this? There's another candidate? How can that be? Oh no! The second candidate is none other than **Mojo Jojo™!!** Mayor Mojo? It can't be! Something tells me Townsville's about to be in major Mayor trouble!

Not only is this trouble major, it transcends the confines of space! When Mojo Jojo accidentally causes a race of alien pickles to descend on Townsville, they begin infesting the city! Chaos reigns as the whole city goes mad, or is that just plain marinated? But when the pickle chips are down, the Girls fly in for some Powerpuff action! Can The Powerpuff Girls defeat Mojo Jojo, stop the alien invasion, and save the Mayor and Professor Utonium™ from being pickled all before bedtime?

THE POWERPUFF GIRLS™

RELISH RAMPAGE



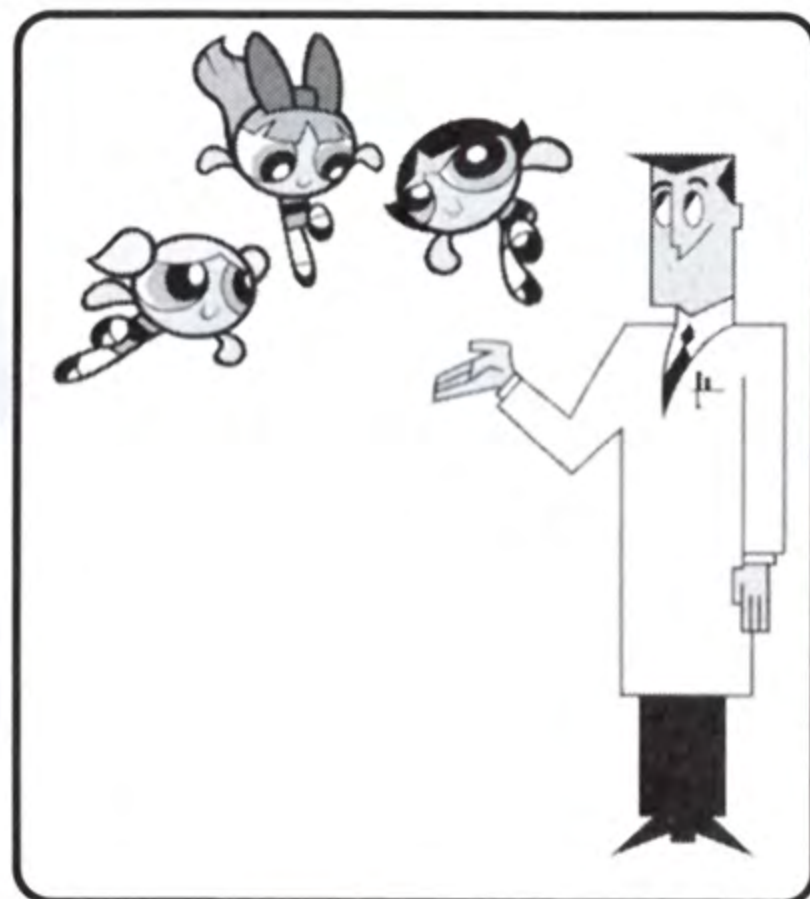
THE AIM OF THE GAME

The Powerpuff Girls are in for some serious action. This game is set over three huge levels. You have to complete each level before you can move to the next.

The Missions

Each level contains a number of **MISSIONS**. Playing as The Powerpuff Girl of your choice (but able to swap at any time), you will have to complete each mission as it is assigned to you by your favorite friends in Townsville, people like the Mayor™, Miss Bellum™, Ms. Keane™, and the Professor™.

There are several different types of missions and you'll have to use brains, as well as brawn, to finish them all.



TYPES OF MISSIONS

FIGHTING MISSIONS

This is the basic mission type. As a superhero you should have no problems. Use kicks, punches and special attacks to defeat your enemy.

DELIVERY/COLLECTION MISSIONS

Here you'll be asked to deliver items to specified places, or to go and collect them and bring them back to a specific place.

ESCORT MISSIONS

Sometimes you'll have to escort someone from one place in Townsville to another. Sounds easy, but as usual those naughty villains are going to make it as difficult as possible for you. You'll have to clear a safe path for them so they can move safely.

PROTECTION MISSIONS

An object or person is under threat of destruction by enemies. Don't let them near it!

RETRIEVAL MISSIONS

Some things have been lost or may be hidden. Find them and return them to the specified location.

RACE MISSIONS

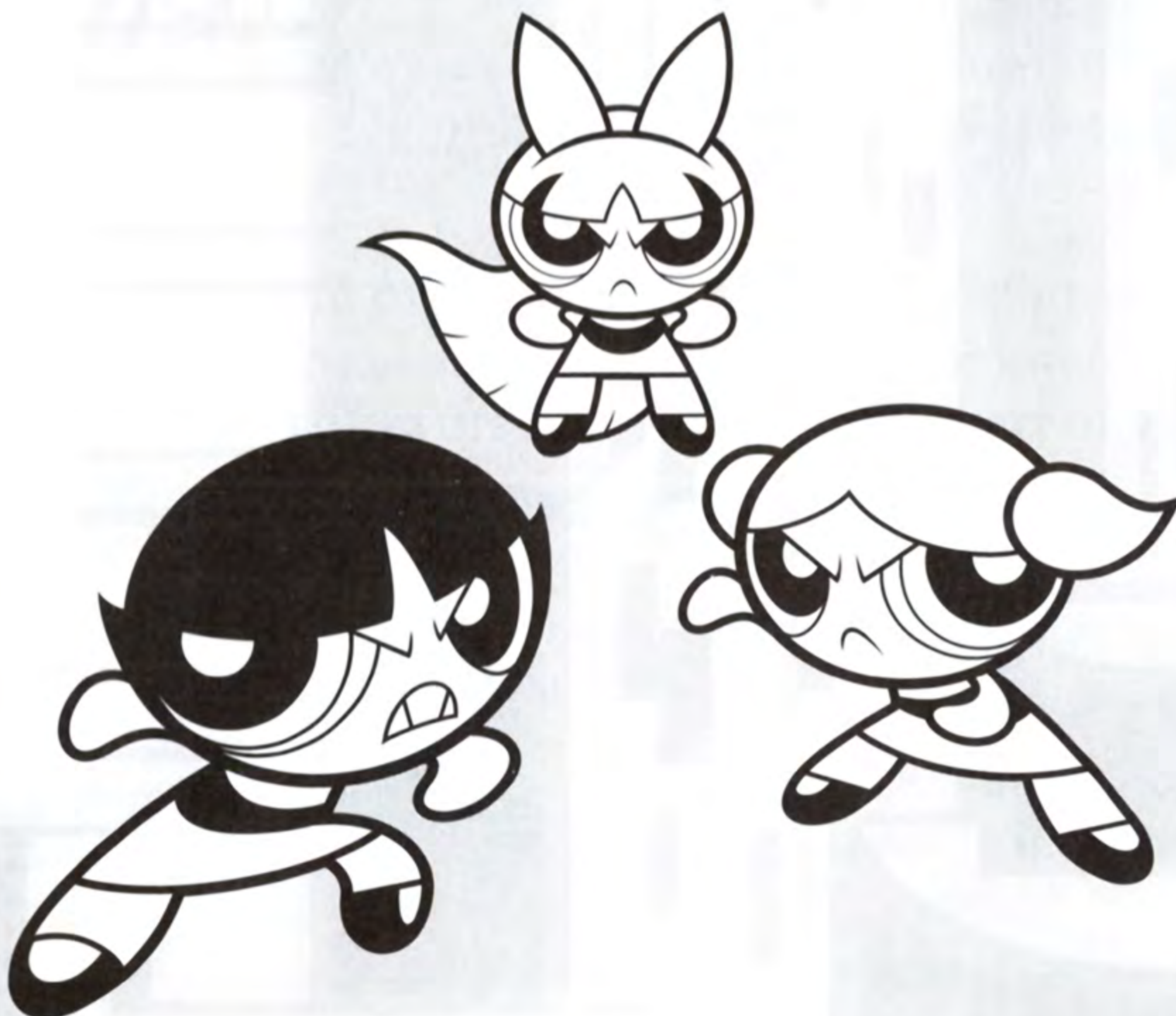
You'll have to help the Girls fly from one place in Townsville to another before your time runs out!

CHASE MISSIONS

Someone is on the run. Catch them before they get to their destination or escape from Townsville.

TIMED MISSIONS

Sometimes missions have a time limit. This means you have a certain amount of time to finish the mission. If you don't finish it in time, then you will have to replay the mission.



CONTROLLING THE POWERPUFF GIRLS

Fly

This is really easy! Move the left analog stick in any direction, this will make The Powerpuff Girls fly in that direction. When the analog stick is released, The Powerpuff Girls will quickly slow down and just hover until you choose to move them again. The Powerpuff Girls will always fly at a fixed height above the ground unless you use the height boost.

Height Boost

Sometimes you'll want to fly a little higher, to get over cars, or hop up onto buildings, etc. If you use the L1 button on your controller, you'll get a height boost. If you want to fly close to the ground to pick things up, or duck under low barriers, etc., press the L2 button.

Note: Some of the rooftops around Townsville can be quite interesting to explore. As you travel around, keep an eye out for items that may be hiding high or low. You will find that by using the L2 button to drop low, quickly followed by the L1 button, you can boost higher than normal and reach places you may not have thought you could. It takes practice, but it will be worth it.

Choose your Powerpuff Girl

Each girl has different special moves. To swap between the girls press down on the left analog stick (L3 button).

Speed Boost

On some of your missions, time is not going to be on your side. You're going to need to move super fast! Press the R2 button on your controller to zoom through the streets of Townsville.

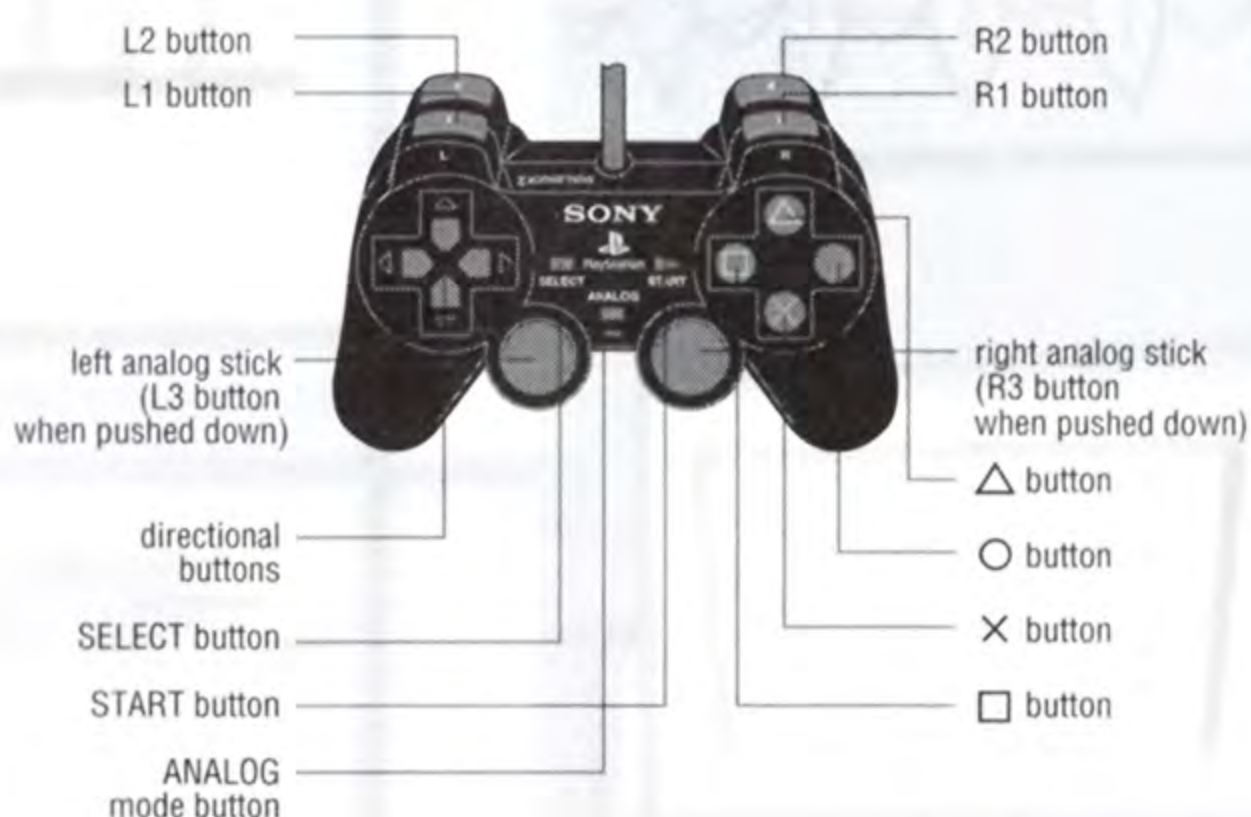
Lock On

To punch, kick, use special and group attacks, and to pick up objects, you first need to lock onto them.

To do this, face your target and press the R1 button.

Four red arrows will rotate

DUALSHOCK®2 Analog Controller Configuration



CONTROLLING THE POWERPUFF GIRLS

around the target, indicating you have successfully locked onto it. As long as the R1 button is pressed, you will stay fixed on the target.

Note: If you are too far away from the target, you will not be able to lock onto it.

Punch

There will be times when only force works! Press the  button to make the lead Powerpuff Girl punch the enemy or object. Remember that you must first lock onto the enemy or object by pressing the R1 button.

Kick

Press the  button to make the lead Powerpuff Girl kick the enemy or object. Remember that you must first lock onto the enemy or object by pressing the R1 button.

BIG Punches and Kicks

Occasionally you'll need more than a normal Powerpuff Girl punch or kick. If you press the     buttons quickly, you'll deliver a series of punches that build up to one last really serious punch. Likewise, if you press the     buttons quickly, you can punch and kick your enemy increasingly much harder.

Pick Up and Use Objects

During battles on the street, you can sometimes use day to day objects as weapons, such as trash cans. Lock onto the object you want to use and move towards it. You will pick it up automatically once you are next to it.

Throw and Put Down Objects

Objects found in the environment (e.g. trash can) can also be used to throw at enemies. To do this while carrying an object just press and hold the  button. The Powerpuff Girl holding the object will throw it. To carefully put an object down and avoid damaging it, press the  button.



It's time for The Powerpuff Girls to show off their skills!

You'll need to use the Special Moves to help The Powerpuff Girls defeat their toughest enemies. These are either single special moves, which only the lead girl performs, or group moves, which all three girls do together. To do most of the bigger special moves, the Girls need to collect Chemical X pick-ups, which are dotted around Townsville to give the Girls a boost of strength when they most need it.

All the Girls have their individual Laser Eyes Attack, which can be used by pressing the Special Attack  button. This will drain the Chemical X out of one bottle, but this bottle automatically re-fills. When it is full, they can fire their laser eyes again.

The other special attack the Girls start with is a Group Attack, called the Powerpuff Pummel Attack. However, Group moves can't be done until the Girls have found 2 more bottles of Chemical X. Once the Girls have 3 bottles, a Group Attack can be launched by pressing the Special Group Attack  button. This will use all the Chemical X, and the search for those extra bottles of Chemical X starts again.

Through the game, defeating certain enemies and completing the most difficult tasks will unlock new special moves for the Girls to do.



SPECIAL MOVES

PPG

Individual

Special Attacks

Blossom

Buttercup

Bubbles

○ + nothing

Laser

Laser

Laser

○ + △

Whirlwind

Whirlwind

Whirlwind

○ + ✕

Sonic Scream

Sonic Scream

Sonic Scream

○ + ◻

Electric Bolt

Energy Ball

Thunderclap

○ + ○

Ice Breath

Fireball

Vaporize

Group Attacks

Blossom, Buttercup and Bubbles

△ + nothing

Super Pummel

△ + △

Whirlwind [cannot be used against flying enemies]

△ + ✕

Starburst

Group Attacks with

Anti-Pickle Device

Blossom, Buttercup and Bubbles

△ + ◻

Anti-Pickle Starburst

△ + ○

Individual Anti-Pickle Special Move



THE MENUS

The Powerpuff Girls' bedroom functions as the Main Menu to the game. From here, you can begin a new game, continue a saved game, change options and see all the items you have collected while playing the game.



To navigate the sections of the Main Menu, use the left and right directional buttons. Pressing the **X** button will select a section, and the **△** button will bring you back.

POWERPUFF HOTLINE AND WINDOW

Select the hotline to start a new game, continue a current game, or load a saved game.



TOYBOX

Some of The Powerpuff Girls' toys have been stolen, search in each Section of the game for 2 of their toys. See if you can find them and return them safely home!



SCRAPBOOK

As you complete each mission, the Townsville newspaper will feature a front page headline about your successful missions! These pages will be stored here. Take a look at these from time to time or select one to replay the mission. You may find helpful hints to complete your future missions.



TV

Select the TV to play the cinematics from the game. These are seriously cool, so make sure you don't miss them.



CLOSET

There are some things you'll need later in the game stored in the closet.



OPTIONS

To adjust music and SFX, or to change to wide-screen format, select the vanity with the radio on it.



LOADING AND SAVING GAMES

There are three slots available to players to use as three separate new game/save/load points (so you can have up to 3 players each with their own saved game slot), these are shown as the three windows in The Powerpuff Girls' bedroom.

To begin a new game that will be autosaved:

With a memory card (8MB) (for PlayStation®2) inserted:

From the Main Menu, choose "New Game"

Select one of the "Empty Slot" items. Note, if there are any previously saved games on the card, the slots will be labeled "overwrite game."

If the player chooses this option then the previously saved game will be overwritten once the player has confirmed that is what they want to do.

The player is prompted to enter their name or initials, up to 3 characters long.

The game is autosaved to the chosen slot on completion of missions. A message will appear at the end of each mission telling the player the game is being saved and reminding them not to remove the memory card (8MB) (for PlayStation®2).

To continue a previously saved game:

From the Main Menu, choose "Load Game."

Saved games appear in each of the windows as "Saved Game 1/2/3."

Highlighting each window using the left & right directional buttons brings up a description below of the player's name, the section of the game they're in, and the mission they're currently on.

Exiting the current game and returning to the bedroom:

If the player exits a game in progress and returns to the bedroom, for instance, in order to check out the scrapbook, then the "Game Mode" option is used to either continue the game, start a new game or load a saved game.

In the main screen, select The Powerpuff Girls hotline phone. This takes you to the Game Mode screen. By default, the center window is labeled "Continue." Select this to go back to the game you just left.

THE MENUS

To the left is a window marked "New Game." Select this if you'd like to start a new game. Follow the instructions under **"To begin a new game that will be autosaved"** on page 13.

To the right is the "Load Game" window. Select this to load a game. Follow the instructions under **"To continue a previously saved game"** on page 13.

IN-GAME HUD (HEADS UP DISPLAY)

In-game, there are several icons that will help you complete your missions.

THE WRIST COMPUTER

Each of The Powerpuff Girls wears a device on her wrist that has been built for her by Professor Utonium. The wrist computer allows the mission givers to communicate with you while you are in Townsville. The computer shows you an overhead map view of the city, where flashing dots will show you where you need to go.



Mini-Map

This shows the location of your mission objectives in the city of Townsville environment. Targets appear as colored dots on the map.



To help you even more, there is a large arrow always at the top of the screen pointing towards your next target as your guide.

Text Message

This pop-up field appears whenever the mission giver has a message for you.

WELL DONE GIRLS! NOW, PLEASE FIND THE REST OF THE CITIZENS AND RESCUE THEM. WATCH OUT THOUGH, THOSE PESKY PICKLOIDS ARE EVERYWHERE! HEAD OUT OF HERE AND INTO THE NEXT ROOM...



Health Meter

The Powerpuff Girls' health meter indicates their collective current health level. It begins full at the start of each section and diminishes as the lead



14

Powerpuff Girl takes damage from impacts. It can be filled up again by collecting health pick-ups around the level. If you

THE MENUS

allow it to empty out completely, The Powerpuff Girls have been defeated and the current mission must be restarted.

Enemy Health Level

Whenever the player locks onto an enemy, the map is replaced by a horizontal health bar, first showing 100% health then fading with each successful hit by The Powerpuff Girl(s).



Object Health Meter

When The Powerpuff Girls are carrying an object, the object health meter will be positioned in the bottom center of the screen.



Boost Meter

This shows how much Chemical X the girls have. It's split into three different flasks so that you can see when you are able to do your special moves. You'll need three full flasks to do a special attack so watch this carefully!



To fill the flasks you can either wait between attacks or collect 'booster meter pick-ups.' If you want to beat an especially difficult enemy you may have to find booster meter pick-ups before you challenge them so keep an eye out for them!

Counter

A counter may appear on screen for "timed" missions. You will have to complete the mission before the time runs out in order to be successful.



Map

To see the whole map of the city, use the SELECT button to reveal a full-screen map then the  button to return to the game.



Mission Briefing

To see the mission briefing, use the SELECT button which will reveal a full-screen map then the (left) or (right) button. Read it carefully because you may find some hints on completing your mission.

If you want to be sure you complete your missions, then it's worth keeping an eye out for these collectibles.

Health

These can be used to fill up The Powerpuff Girls' health meter. Health may be found anywhere around Townsville and it appears if you defeat certain enemies.



Chemical X

These are very important if you want to do special moves, so make sure you pick them up if you see them. If you only have one flask of Chemical X on your meter then you can only do the basic special attacks. In order to do group attacks you will need to fill up all three flasks.



Scrapbook Items

If you are a true Powerpuff Girls fan, then you'll love these! Pick up any scrapbook items in Townsville. The next time you check out the scrapbook in the Girls bedroom, you'll have a nice surprise waiting for you!



Special Move Pick-up

At the end of some big battles, defeating a character may advance the Girls' powers and make them able to perform a new special individual or group attack. After you've collected one of these pick-ups, check out the scrapbook. There, you'll find instructions on how to do the new move!



Toybox Toys

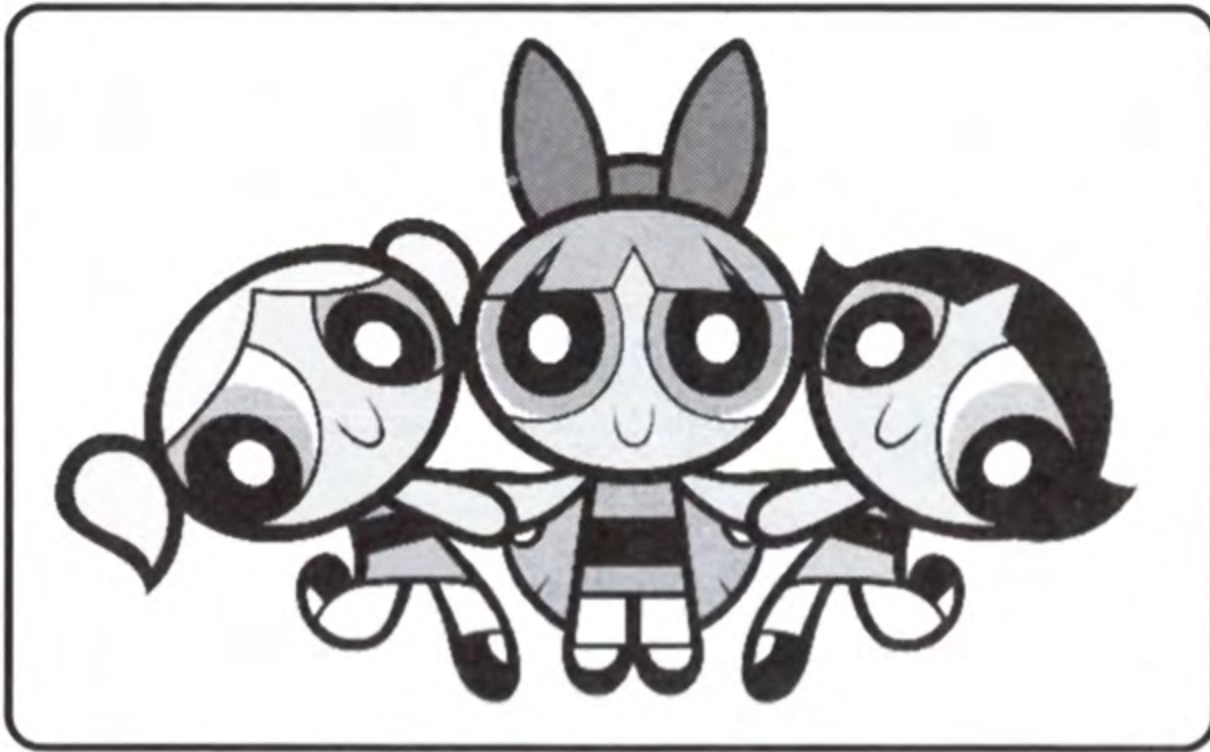
On top of everything else that's happened, the Powerpuff Girls toys have been stolen. Keep your eyes open as you travel around Townsville and see if you can return them all to the Toybox.



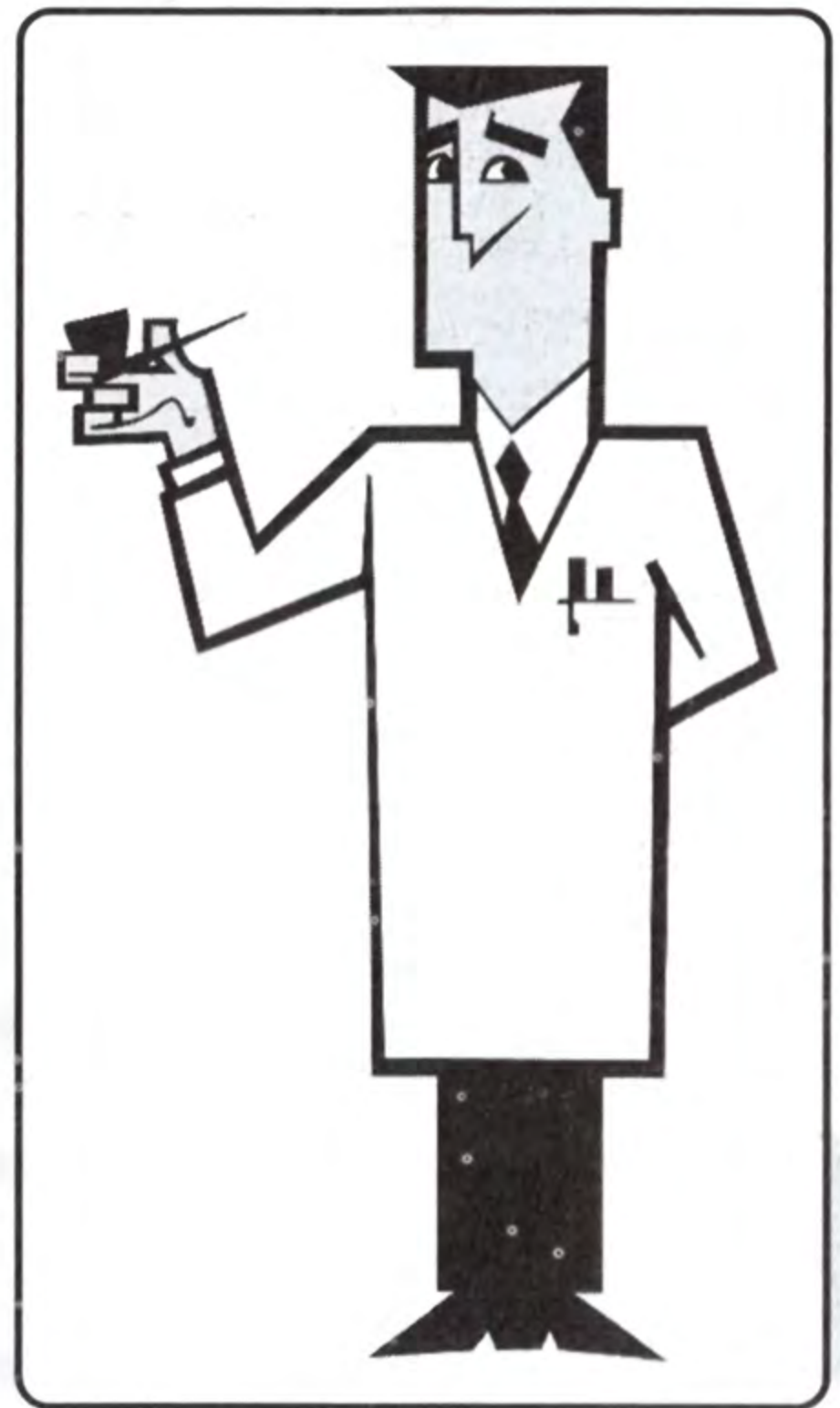
THE CHARACTERS PPG

THE GOODIES

The Powerpuff Girls™



The Professor™



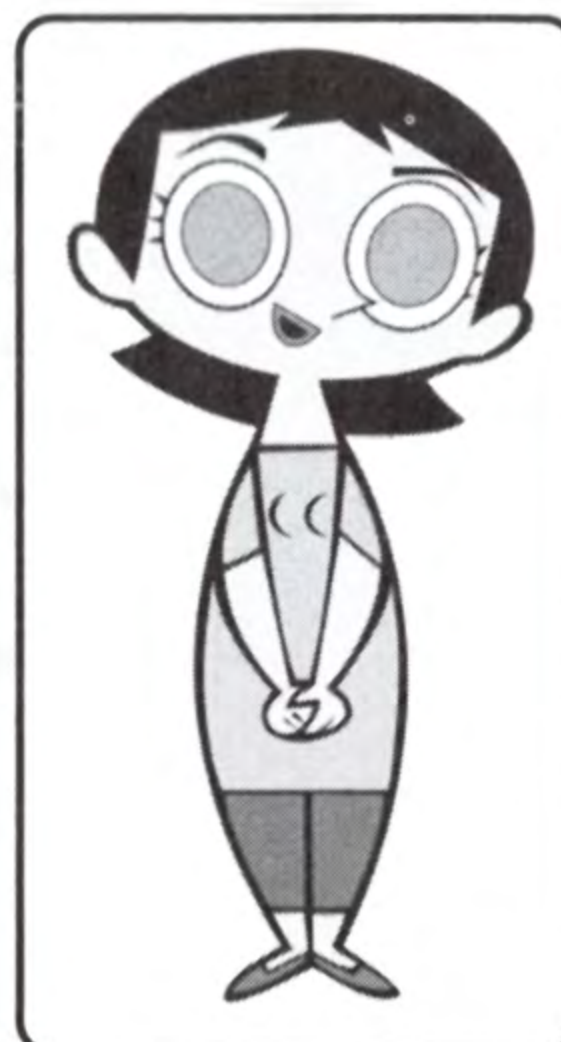
The Mayor™



Miss Bellum™



Ms. Keane™



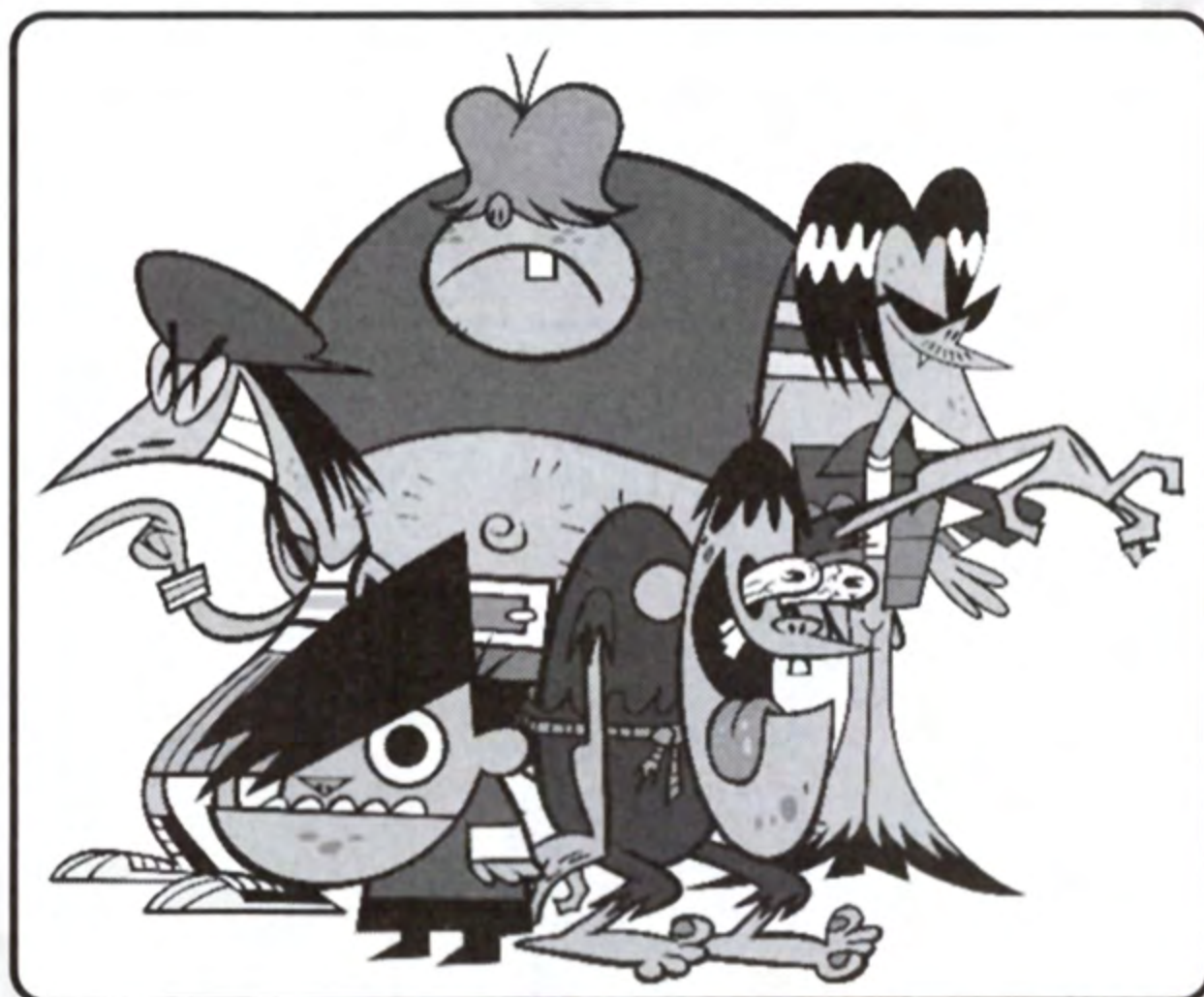
THE CHARACTERS PPG

THE NOT SO GOODIES

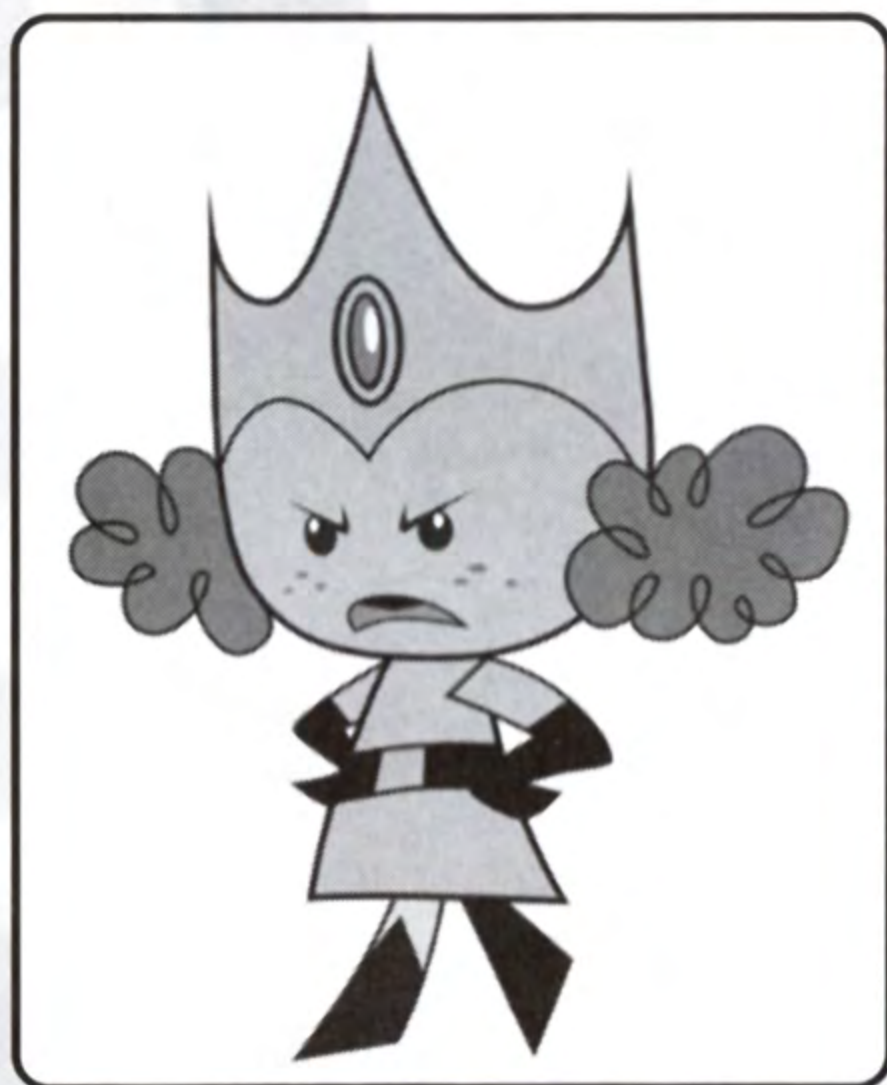
Mojo Jojo™



The Gangreen Gang™



Princess Morebucks™

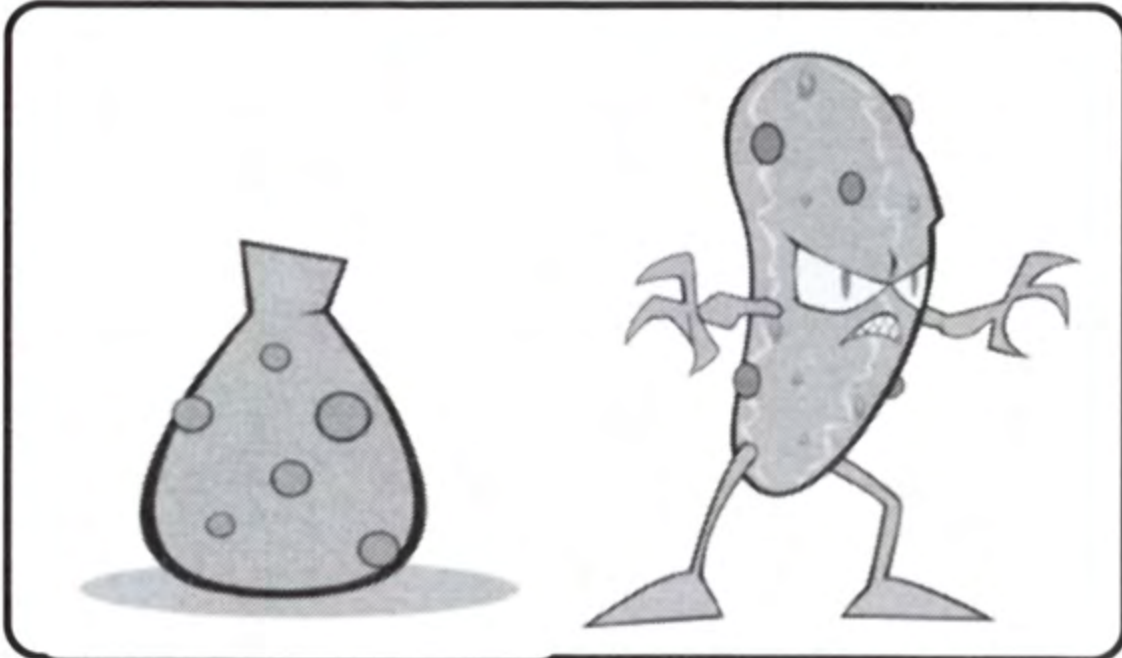


Sedusa™



THE CHARACTERS PPG

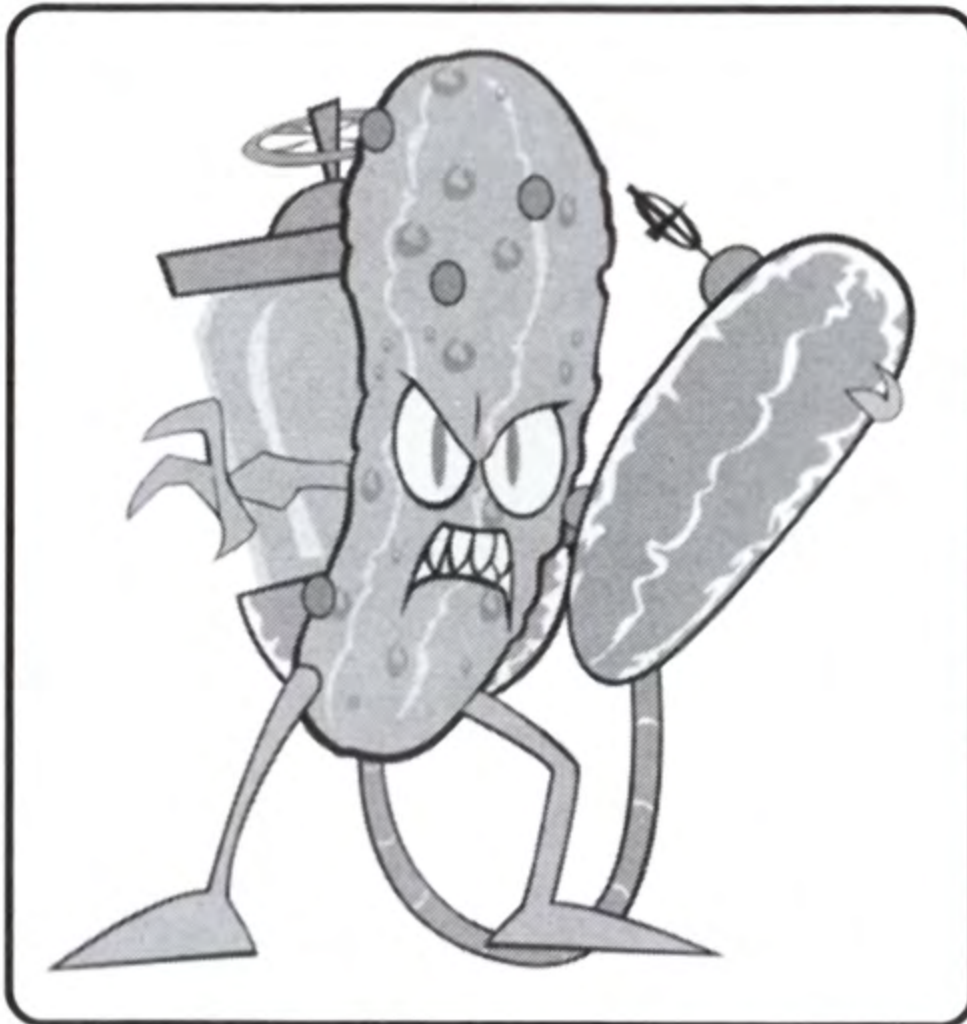
Pickle Parasites



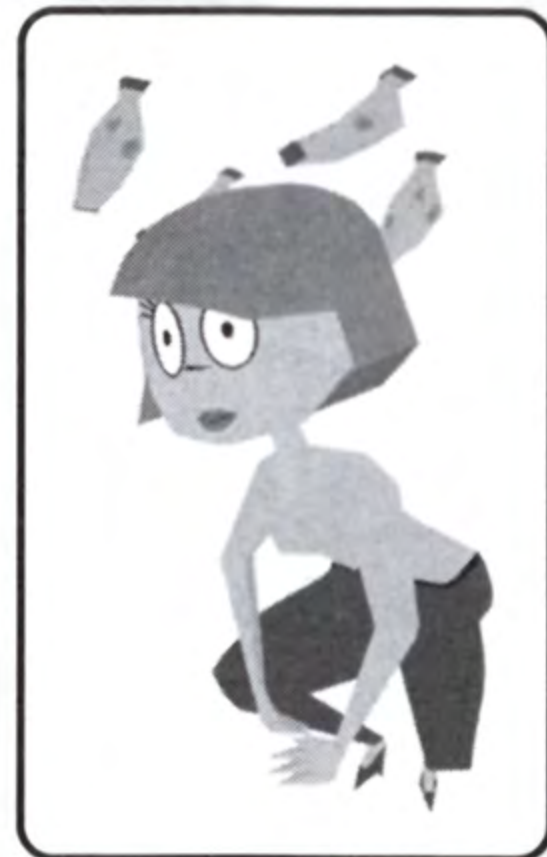
Pickled Citizens



Pickloids



Monkey Citizens



Pickloid Ships



CUSTOMER SUPPORT PAGE

If you should have any problems with this game, or have any questions, please do not hesitate to contact us.

BAM! Entertainment, Inc.
333 West Santa Clara Street, Suite 716
San Jose, CA 95113
(408) 298-1960

www.bam4fun.com
Email: support@bam4fun.com





CREDITS

BAM! ENTERTAINMENT

Production

Joe Booth
Marcus Fielding
Jay Muggeridge
Alain Tascan
Kurt Busch
Samantha Williams
Bill White

Publishing Support Manager

Robert Daly

Product Support Engineers

Phoenix Valencia
Paulo Baier
Kelly Calabro

Marketing/PR

Jill Braff
Lia Tsele
Valerie Thiltgen
Susan Kramer
Mika Kelly
Cat Channon

Package and Manual Design

Price Design Team

CARTOON NETWORK

Creator - The Powerpuff Girls

Craig McCracken

Sr. Manager, Interactive

Chelsea Reeves

Manager, Interactive

Lara Kiang

Story Editor

Amy Keating Rogers

Art Direction of Packaging/Covers, Sr. Designer

Jay Rogers

Project Manager, Creative

Eric Nelson

Character Art Consultant

Chris Battle

Background Art Consultant

Paul Stec

Special Thanks

Jamie Porges, Vice President
Darren Hunt
Michelle Parrish-McKnight

WARNER BROS. INTERACTIVE ENTERTAINMENT

Producer

Heidi Behrendt

Director of Production

Brett Skogen

Marketing

Jim Molinaro

Special Thanks

Philippe Erwin, Vice President
Scott Johnson, Director
Linda Moore
Adam Schwenk
Jason Ades
Sarah Rico
Sue Montague



CREDITS

VO Director

Collette Sunderman

Voice-over Talent

Catherine Cavadini (Blossom,
Female child 4)

Tara Strong (Bubbles,
Female child 1, Female citizen 1)

EG Daily (Buttercup,
Male child 5, Female child 5)

Tom Kane (Professor,
Male citizen 3, Monkey man 2,
Stanley Whitfield)

Roger Jackson (Mojo Jojo,
Male citizen 2, Pickloid soldier 2,
Robber 1)

Tom Kenny (Narrator, Mayor,
Snake, Arturo, Male child 1,
Male child 3, Pickloid soldier 1,
Pickloid citizen)

Jennifer Hale (Miss Keane,
Princess, Sedusa, Female child 2,
Female child 3, Female citizen 2,
Female citizen 3)

Jeff Bennett (Grubber, Big Billy,
Ace, Arturo, Pickle captain,
Monkey man 3, Pickloid soldier 4,
Male citizen 1, Robber 3)

Jennifer Martin (Miss Bellum)

Dee Bradley Baker (Male
child, Male child 4, Monkey
man 1, Pickloid soldier 3,
Robber 2)

RECORDING STUDIO

Salami Studios

CINEMATICS

7ate9

MUSIC

Beat Revolution

TT123 TESTING

Test Lead

David Hague

Testers

Jerry Pritchard

Scott Wade

Ryan Sommer

TJ Sasuga

Christian Jaeger

Paul Hansmeir

VIS ENTERTAINMENT PLC ISLE OF WIGHT

Producer

Rob Hylands

Director, Game Design, Script
Neil Barnden

Lead Programmer

Si Lacey



CREDITS

Programmers

Lez Andrew
Dave Hosier
Ian Moody

Creative Lead, Artist

Terry Lane

Art Manager, Level Designer

Shaun Smith

The 'Girls' Artist, Animator

Steve Rushbrook

Artists & Animators

Paul Jasicki
Darren Tibbles
Russell Hughes
Alan Rowe
Vanessa Wells
Anna Chalk
Rachel Segens
Paul Webb
Claire Blustin
Adam Hodgson

Reference Manager & Researcher

Tracy Curtis

Consultant Designer

Stewart Waterson

Game Designer

Chris Peck

Scriptwriter

Brian Gomez

Head of R&D

Richard Reavy

R&D Programmers

Peter Brace
Jock Findlay
Michael Gluck
Mark Hughes
Morvyn Myles
Paul New

Head of Audio

Stewart Clark

Audio Engineers

Rebecca Parnell
Allan McGlone

Test Manager

Roland Smalley

Lead Tester

Simon Hill

Testers

Lee-Anne Baxter
Neil McPhillips
Stephen McKeen
David Wilkie

VIS CORPORATE

President and CEO

Chris van der Kuyl

Corporate and Commercial Director

Peter Baillie

Director of Development

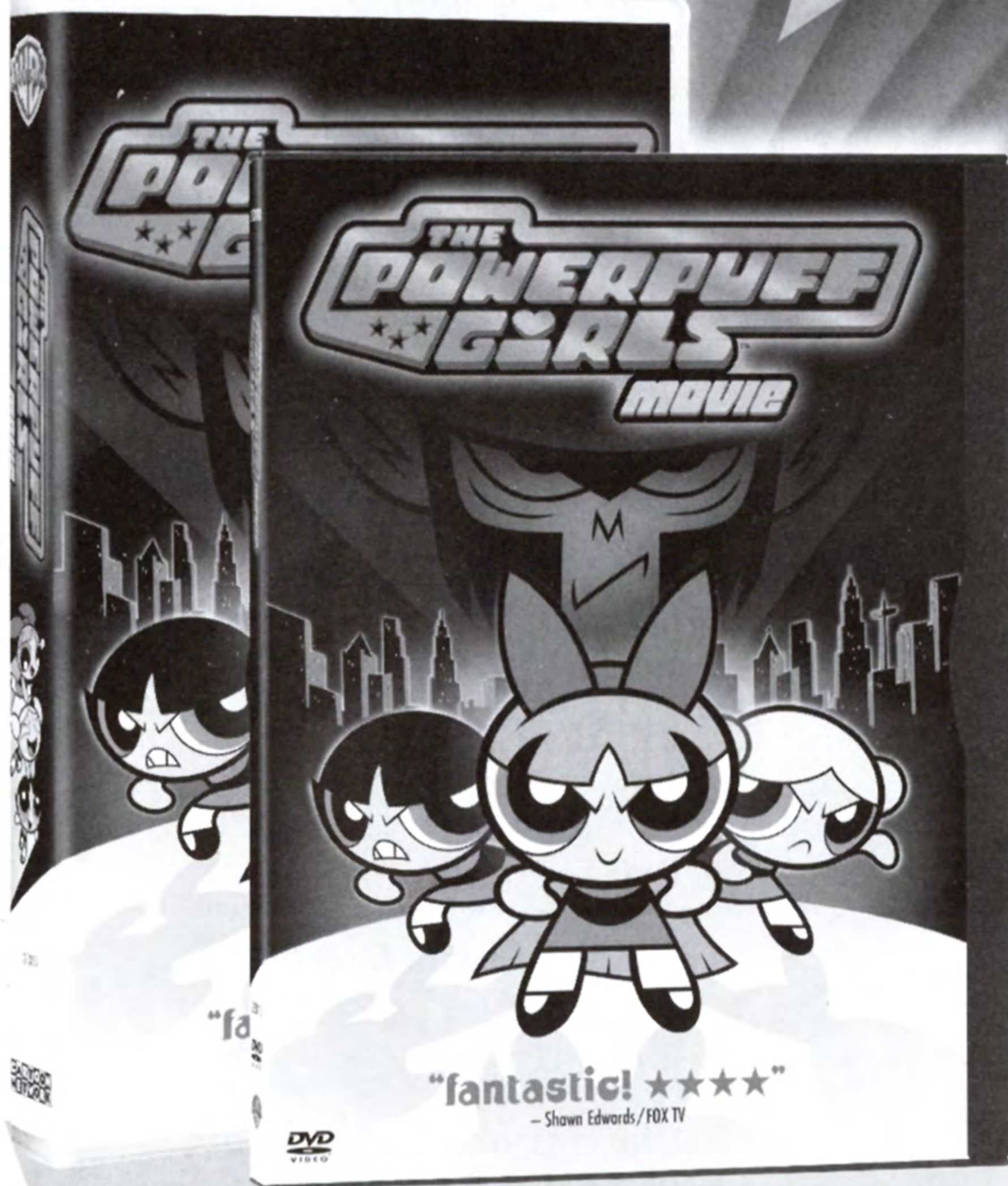
Paddy Burns

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BAM! Entertainment warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BAM! Entertainment will repair or replace the product at its option, free of charge.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering or by causes unrelated to the defective materials or workmanship. To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below.

**BAM! Entertainment, Inc.
333 West Santa Clara Street, Suite 716
San Jose, CA 95113**





BAM! Entertainment, Inc., 333 West Santa Clara Street, Suite 716, San Jose, CA 95113 www.bam4fun.com



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