

Nintendo

GAME BOY COLOR

CGB-BJJE-USA-2



Bad Mojo Jojo



INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989, 1998, 2001 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR AND GAME BOY® ADVANCE VIDEO GAME SYSTEMS.

Content

- 2** *Saving the World Before Bedtime!™*
- 4** *Getting Started*
- 6** *Game Controls*
- 8** *The Game Menu*
- 10** *This Girl Moves!*
- 12** *Incredible Attacks*
- 14** *Status Bar*



- 17** *Collectibles*
- 21** *The Citizens of Townsville*
- 22** *Level Goals*
- 23** *Villains*
- 24** *Using Secrets*
- 25** *Passwords*
- 26** *Trading Card Book*
- 27** *Credits*
- 29** *Limited Warranty*



Saving the World Before Bedtime™

It's another perfectly peaceful day in Townsville. No dogs barking, no phones ringing, no lab experiments blowing up... this means only one thing: another evil plot is underway.

Oh no! Someone has broken into Professor Utonium's lab and made off with some of his experiments! In addition, the Professor along with several other citizens of Townsville have begun to mysteriously disappear.

Only one mind is capable of hatching such a diabolical scheme: Mojo Jojo!™

*Citizens in need of rescuing! Bad Guys in need of capturing! So, get going... rescue the citizens of Townsville, bust the Bad Guys, and
SAVE THE WORLD BEFORE BEDTIME!*

Getting Started

- 1** Turn the power switch OFF on your Nintendo® Game Boy® Color. Never insert or remove a Game Pak when the power is on.
- 2** Insert The Powerpuff Girls: Bad Mojo Jojo Game Pak into the slot on the Game Boy® Color. Press firmly to lock the Game Pak in place.
- 3** Turn the power switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)
- 4** When the Title screen appears, press START to proceed to the main menu.

PRECAUTIONS

- ♥ *Always turn the power OFF before inserting or removing the Game Pak from the Game Boy® Color or Game Boy® Advance.*
- ♥ *Do not take apart, crush, bend or submerge the Game Pak.*
- ♥ *Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.*
- ♥ *Keep the connectors clean and dry, and store the Game Pak in the case when not in use.*
- ♥ *Take a break after playing for long periods of time.*



Controls

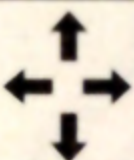
6



MENU CONTROLS

Control Pad	Move cursor through items
A Button	Select item
B Button	Perform action indicated on screen
START	Advance to next screen
SELECT	Exit to Game Menu

IN-GAME CONTROLS

Control Pad	Control Blossom
↑	Fly
↓	Land
← →	Fly or walk left or right / Climb or descend stairs
A Button	Punch / Kick / Use Super Attack from Powerpuff Hotline (Powerpuff Hotline opened by pressing SELECT)
B Button + 	Fire Ice Breath (uses 1 Black Chemical X)
START	Pause the game
SELECT	Display The Powerpuff Girls Hotline (use Control Pad to select a Powerpuff Girl; press A Button to use her Super Attack; see page 19)

The Game Menu

Here's where you can actually start the game, play with trading cards, enter secrets and use cheats you have unlocked. Use the Control Pad to highlight and press the A Button to select.

PLAY

Begin (or resume) the game. Use the Control Pad and the A button to choose a level. Additional levels will become available as you complete previous levels.





ENTER SECRETS

Key in a secret passwords that lets you unlock hidden levels, new trading cards, special powers and more.

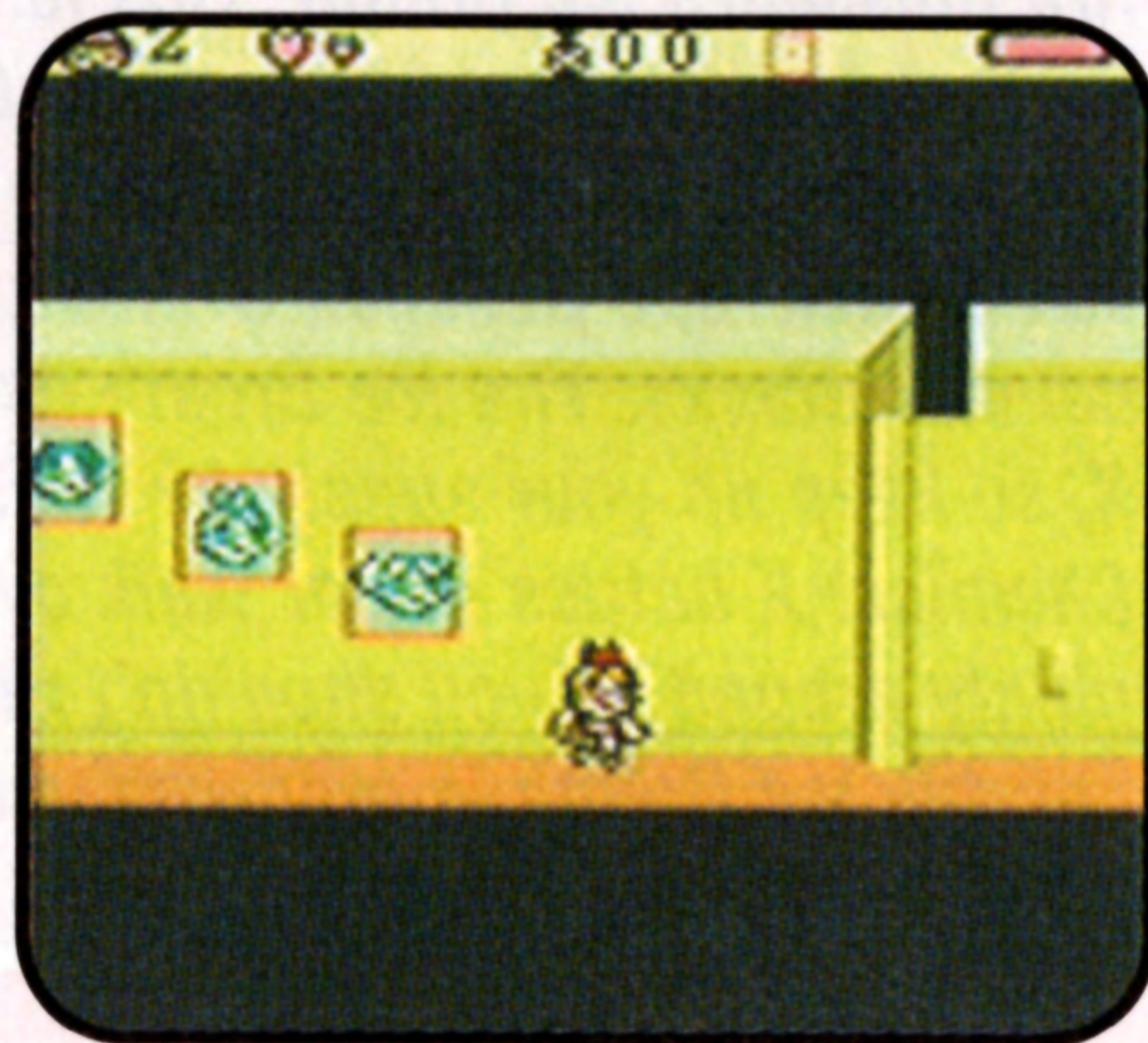


This Girl Moves!

Blossom gets around in two ways: flying and walking.

*To get Blossom airborne, press the Control Pad **↑**, and then press **← →** to fly around. Flying uses Blossom's limited flight power, so after awhile she'll begin falling. Her flight power recharges once she's on the ground. Keep an eye on the Flight Power Bar to see how much air time Blossom has left.*

*While Blossom's "afoot," press the Control Pad **← →** to walk back and forth (and climb/descend stairs). Blossom's flight power recharges while Blossom's walking.*



Incredible Attacks

PUNCHES & KICKS

Press the A Button to punch and kick. These are Blossom's weakest attacks, but still... a girl does what a girl's gotta do.

ICE BREATH

Press the B Button and the Control Pad to fire Blossom's Ice Breath. This is a powerful attack that freezes Bad Guys for a short time, allowing Blossom to get in some kicks and punches without fear of counterattacks. The Ice Breath uses Black Chemical X, so keep up your supply by collecting Black Chemical X bottles (fly or walk over them). There are plenty around so you shouldn't run out. If you do run out, the Ice Breath is rendered useless.





SUPER ATTACKS

Once you start collecting The Powerpuff Girls™ Hotline pick-ups, you'll be able to use Super Attacks. This fearsome weapon makes Bad Guys really sorry they ever started something! Blossom, Buttercup and Bubbles all have Super Attacks, shown by different colors in the Status Bar. Press SELECT to display The Powerpuff Girls™ Hotline, use the Control Pad to select one of The Powerpuff Girls™ and then press the A Button to make the call that deploys this devastating attack.

Status Bar

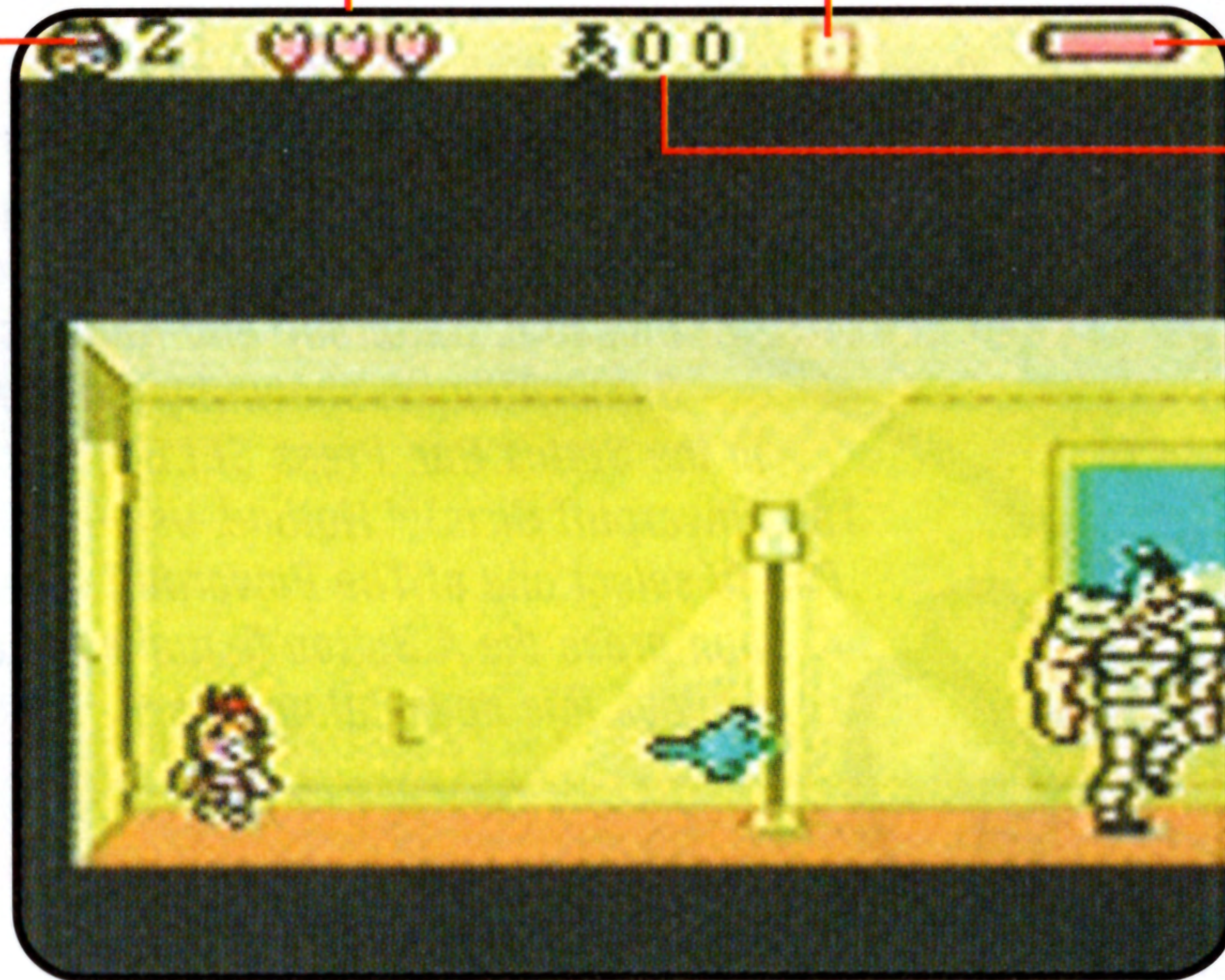
HEARTS

TRIES

THE
POWERPUFF
GIRLS
HOTLINES

FLIGHT
POWER BAR

BLACK
CHEMICAL X



Keep your eye on the Status Bar at the top of the screen to check on Blossom's health and important possessions.

TRIES

Blossom starts out with three Tries for each level. The number indicates how many Tries remain. When she loses a Try, she must restart the level goal (see Hearts, below, and Level Goals on page 22). If she loses all her Tries, then you must restart the level.

15

HEARTS

Blossom starts out with three Hearts. A piece of a Heart disappears each time Blossom gets attacked by a Bad Guy. When all the Hearts are gone, Blossom loses one Try and must restart the level goal.

BLACK CHEMICAL X

Black Chemical X fuels Blossom's Ice Breath. The number tells how many bottles you have (one bottle per use). Collect as many as you can throughout the levels so your Ice Breath is always ready.

THE POWERPUFF GIRLS HOTLINE

Hello! Danger calling! Each Powerpuff Girls™ Hotline box can hold up to three dots. Each dot represents one call for a Super Attack. The pink box calls in Blossom, the green box calls in Buttercup, and the blue box calls in Bubbles. Press SELECT to choose a Super Attack, and then press the A Button to make the call that deploys this devastating attack.

FLIGHT POWER BAR

This indicates the amount of flight time Blossom has left. It decreases whenever Blossom is flying and recharges when she is on the ground. As it starts to empty, Blossom gradually sinks to the ground. When it's completely empty, Blossom can't fly.

Collectibles

Fly or walk over Collectibles to pick them up. They're spread throughout the levels, and may distract you from watching for Bad Guys. So be careful ... but get as many as you can.

Some collectibles enhance Blossom's abilities. Others are stolen items that Blossom can recover for the citizens of Townsville. Items that do not enhance Blossom's abilities will increase your level completion percentage (seen at the start of the level).

BLACK CHEMICAL X



Fuels Blossom's Ice Breath. She's gotta have at least one in order to fire the powerful shot. Blossom can carry multiple Black Chemical Xs, and the total appears in the Status Bar.

RED CHEMICAL X



Works immediately when picked up, making Blossom impervious to damage for a short time.



WINGED HEART



Completely recharges Blossom's flight power, and I mean right now.

CANDY HEART



Each Candy Heart increases Blossom's Heart count by one, up to a maximum of five Hearts. Blossom's Hearts appear in the Status Bar.

SUGAR, SPICE, AND EVERYTHING NICE



Collect one each of these three collectibles, and Blossom gains an extra Try. The number of Tries appears in the Status Bar.

KEYS



Picking up a key automatically unlocks some locked doors.

PINK POWERPUFF GIRLS HOTLINES



Collect one of these to perform Blossom's Super Attack. You can store up to three at a time on the Status Bar.

GREEN POWERPUFF GIRLS HOTLINES



Collect one of these to perform Buttercup's Super Attack. You can store up to three at a time on the Status Bar.

BLUE POWERPUFF GIRLS HOTLINES



Collect one of these to perform Bubbles' Super Attack. You can store up to three at a time on the Status Bar.

BONUS COLLECTIBLE ITEMS



Stolen Loot *Retrieving Cash, Jewels, and Art Objects increases your game completion percentage and makes friends all over Townsville.*



The Citizens of Townsville



Four types of Townsville Citizens are frozen in the levels like zoned out zombies. Mojo Jojo's put the whammy on them and they can't move. Blossom can rescue Citizens by touching them, at which point they will run away to

safety. Each Citizen that Blossom rescues increases your game completion percentage.



Level Goals

Each level of The PowerPuff Girls has a series of goals that you must complete; these are called level goals. A mission message appears before each goal giving Blossom an idea of what she needs to do. Each goal must be completed in the order it's given before you can move on to the next one. Completing all the level goals allows you to exit the level and gain a secret password that allows you to unlock the next level.

22

Make sure that you carefully write down the secret password! The next time you start a game, you can select ENTER SECRETS from the Menu screen and enter your password. If you enter the password correctly, you will begin the game at the point where you gained the password.





Villains



MOJO JOJO™



PRINCESS



ROACH COACH

Using Secrets

*After you complete the first level, you will be rewarded with a secret password. Carefully write the password down on the next page or somewhere safe. The next time you start a game, you can select **ENTER SECRETS** from the Menu screen and enter your password. If you enter the password correctly, you will unlock the level that you were last playing.*



You can also use this menu to enter other secret codes that unlock hidden trading cards and more!!

Passwords



Trading Card Book

A bunch of Trading Cards are hidden throughout the game, but you can also get additional secret trading cards by using the passwords given away on the Cartoon Network™ and at your favorite store!

When you collect Trading Cards, they're automatically stashed in your Trading Card Book. Select TRADING CARDS from the Select a Game screen to access the book. Each game, BAD MOJO JOJO™, PAINT THE TOWNSVILLE GREEN, and BATTLE HIM contains 12 original trading cards, plus a few duplicates. Each time you turn off your Game Boy® Color, your trading cards will disappear and you will need to collect them all again when you start your game.



Credits

Executive Producer

Mike Cartabiano

Bay Area Multimedia Inc.

Aaron Endo

Producer

Alex Shatsky

Game Design

Ian McIntosh
Alex Shatsky

Programming

Shawn Freeman
Charles Mullins
Bill Hudson
Mike Brawley
Paul Bolten

Level Design

Ian McIntosh
Phil Neyman

Artwork

Ian McIntosh
Kevin Park
Virtucraft, Ltd.
Sean Kinnear

Sound / Music

Peter Kerekes

Game Testing

Craig Selby

Cartoon Network

Craig McCracken
James Porges
Lara Kiang
Amy Rogers
Eric Nelson
Cathe Jacobi
Jay Rogers

Warner Bros. Interactive Entertainment

Heidi Behrendt
Jim Molinaro
Brett Skogen
Scott Johnson
Michael Harkavy
Rob Sebastian
Charles Carney
Allen Helbig
Peter Tumminello
Ames Kirshen
Zachary Monge

Special Thanks

Chelsea Cartabiano

THE HOTTEST ALBUM IN TOWNSVILLE!



© 2000 Cartoon Network.



Heroes & Villains

Featuring new music from

The Apples In Stereo, The Bill Doss, Bis, Frank Black, Cornelius, Devo, Dressy Bessy, Komeda, Optiganally Yours, Shonen Knife and The Sugarplastic.

A Sonic Powerpuff Adventure!

Available now on CD and Cassette
from Rhino (75847/48)



www.rhino.com



Limited Warranty

Bay Area Multimedia, Inc. 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, Bay Area Multimedia, Inc. 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 other 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 listed below:

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

CHECK OUT THESE OTHER COOL
TITLES FROM BAM!



BAM! Entertainment • 333 West Santa Clara Street, Suite 716 • San Jose, CA 95113

CARTOON NETWORK, the logo, DEXTER'S LABORATORY, THE POWERPUFF GIRLS
and all related characters and elements are trademarks of Cartoon Network © 2000

PRINTED IN JAPAN