



User's Guide



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Since 1980, The Learning Company's award-winning titles have consistently produced the highest quality of educational software available. Every product developed by Riverdeep – The Learning Company undergoes extensive research and testing to provide a precise balance of educational content and entertainment value, so your child has fun while learning!

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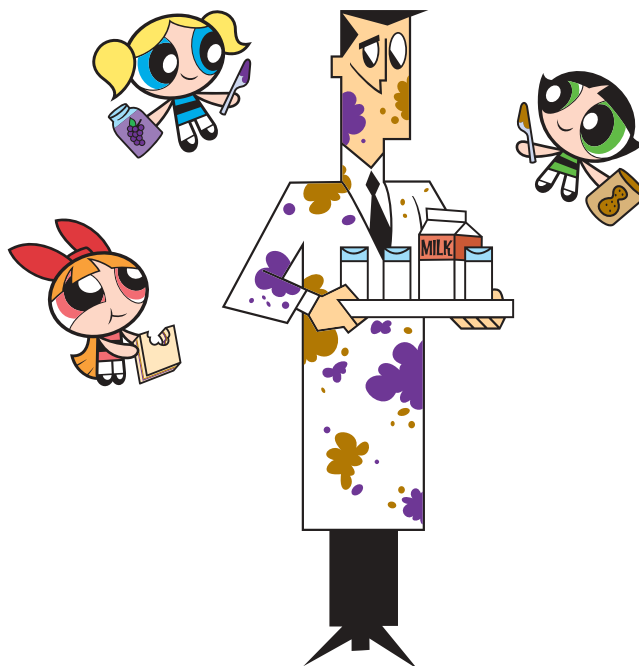




TABLE OF CONTENTS

Welcome!	4
System Requirements	5
Windows®	5
Macintosh®	5
Setting Up and Starting Program	6
Installing the Program	6
Starting the Program	7
The Powerpuff Girls™ Mojo Jojo's Clone Zone	9
Getting Started	10
Signing In	10
The Living Room (The Game Hub)	11
Using the Toolbar	11
Quit	12
Program Options	12
Getting Help	14
Printable Activities Screen	15
Memory Chip Inventory	15
The Activities	16
Skyscraper Chaser	16
Letterbugs	18
Zap the Map	20
From Here to Lair	22
Code Breaker	23
Educational Focus	25
Introduction	25
Auto-leveling	25
Activity Skills and Difficulty Levels	26
Troubleshooting	30
Windows®	30
Macintosh®	33
Contacting Riverdeep – The Learning Company	36
Customer Support	36
Credits	37

WELCOME!



Sugar, spice, and everything nice. That's what The Powerpuff Girls are made of... but Professor Utonium™, who created the girls, accidentally added an extra ingredient—*Chemical X*—that has given the girls incredible superpowers!

Each of the three little girls has her own style and personality. Blossom has flaming red hair, wears pink dresses, and is the trio's leader. Buttercup, who has short black hair and wears green clothes, is the toughest fighter. Bubbles, who is the most sensitive of the girls, likes to wear blue dresses to complement her blonde pigtails. And all The Powerpuff Girls have special skills and superpowers that they use to save the world from danger... *before bedtime!*



The Powerpuff Girls will fly into action and use their skills to combat crime and keep Townsville safe from villains like Mojo Jojo™. He has nothing but evil planned... Mojo Jojo wants to destroy Townsville and take over the world!



SYSTEM REQUIREMENTS

WINDOWS®

Runs on:

- ◆ PC and compatibles; 166 MHz or faster
- ◆ Windows 95/98/Me/2000/XP
- ◆ 32 MB of memory
- ◆ 60 MB of available hard disk space
- ◆ 8X or faster CD-ROM drive
- ◆ 16-bit color monitor, capable of 640 x 480 resolution
- ◆ Windows-compatible sound card
- ◆ Windows-compatible mouse
- ◆ 16-bit DirectX-compatible video card with 2 MB video memory

Recommended:

- ◆ Browser, such as Netscape Navigator 4.75 or Microsoft Internet Explorer 5.0 or later
- ◆ 28.8 kbps or faster modem
- ◆ Printer
- ◆ Speakers
- ◆ Mouse

MACINTOSH®

Runs on:

- ◆ PowerPC Macintosh computers; 180 MHz or faster
- ◆ 32 MB of memory
- ◆ 60 MB of available hard disk space
- ◆ 8X or faster CD-ROM drive
- ◆ Thousands color display, capable of 640 x 480 resolution
- ◆ Mac OS 8.6 to 9.2, Mac OS X: 10.1 to 10.1.4



Recommended:

- ◆ Browser, such as Netscape Navigator 4.75 or Microsoft Internet Explorer 5.0 or later
- ◆ 28.8 kbps or faster modem
- ◆ Printer
- ◆ Speakers
- ◆ Mouse

NOTE: *In the interest of product improvement, information and specifications represented herein are subject to change without notice.*

SETTING UP AND STARTING THE PROGRAM

The Powerpuff Girls™ Mojo Jojo's Clone Zone runs from your CD-ROM drive. However, you need 60 MB of free hard disk space to store some program files.

INSTALLING THE PROGRAM

Some program files for *The Powerpuff Girls™ Mojo Jojo's Clone Zone* will be installed on your computer. If needed, the launcher will also be installed on your computer. (See *Starting the Program*.)

WINDOWS®

AutoPlay is usually enabled when you install Windows on your computer. (See your Windows documentation for more information.)

To install the program with AutoPlay on:

- 1.** Insert the program CD into your CD-ROM drive.
- 2.** Follow the onscreen instructions to complete the setup process. Once you've completed the setup, the program will run automatically any time you insert the program CD into the CD-ROM drive.



To install the program with AutoPlay off:

1. Insert the program CD into your CD-ROM drive.
2. Double-click **MY COMPUTER**.
3. Double-click the CD-ROM icon.
4. Click **PLAY**.
5. Follow the onscreen instructions to complete the setup process.

MACINTOSH®

To install the program with the AutoPlay extension on:

1. Insert the program CD into your CD-ROM drive.
2. Follow the onscreen instructions to complete the setup process.

To install the program with the AutoPlay extension off:

1. Insert the program CD into your CD-ROM drive.
2. Double-click the **THE POWERPUFF GIRLS™** icon in the open window.
3. Follow the onscreen instructions to complete the setup process.

STARTING THE PROGRAM



WINDOWS®

To start the program with AutoPlay on:

1. Insert the program CD into your CD-ROM drive.
2. At the launcher, click **PLAY**.

There are two ways to start the program with AutoPlay turned off. You can choose to follow either set of instructions.



To start the program with AutoPlay off (Option 1):

- 1.** Insert the program CD into your CD-ROM drive.
- 2.** Double-click **MY COMPUTER**.
- 3.** Double-click the CD-ROM icon.
- 4.** Double-click **PLAY**.
- 5.** At the launcher, click **PLAY**.

To start the program with AutoPlay off (Option 2):

- 1.** Insert the program CD into your CD-ROM drive.
- 2.** Click the START button. Then choose PROGRAMS, THE LEARNING COMPANY, THE POWERPUFF GIRLS, and MOJO JOJO'S CLONE ZONE in that order.
- 3.** At the launcher, click **PLAY**.

MACINTOSH®

To start the program with the AutoPlay extension on:

- 1.** Insert the program CD into your CD-ROM drive.
- 2.** At the launcher, click **PLAY**.

To start the program with the AutoPlay extension off:

- 1.** Insert the program CD into your CD-ROM drive.
- 2.** Double-click the program icon.
- 3.** At the launcher, click **PLAY**.

THE POWERPUFF GIRLS™ MOJO JOJO'S CLONE ZONE



The Powerpuff Girls are dedicated to using their superpowers to halt the plots of super-villains like Mojo Jojo. In his latest scheme, Mojo Jojo has created robot clones of himself that contain knowledge from his own brain. He plans to use the clones to destroy Townsville and *take over the world!*

Mojo Jojo sends his clones to destroy Townsville in three ways:

By air! The robotic clones of Mojo Jojo hop around the skyscraper rooftops, destroying Townsville's communication antennas and satellite dishes.

In the streets! The clones have teamed up with the Gangreen Gang to stop all traffic by taking trash from the dump and throwing it onto roads and freeways.

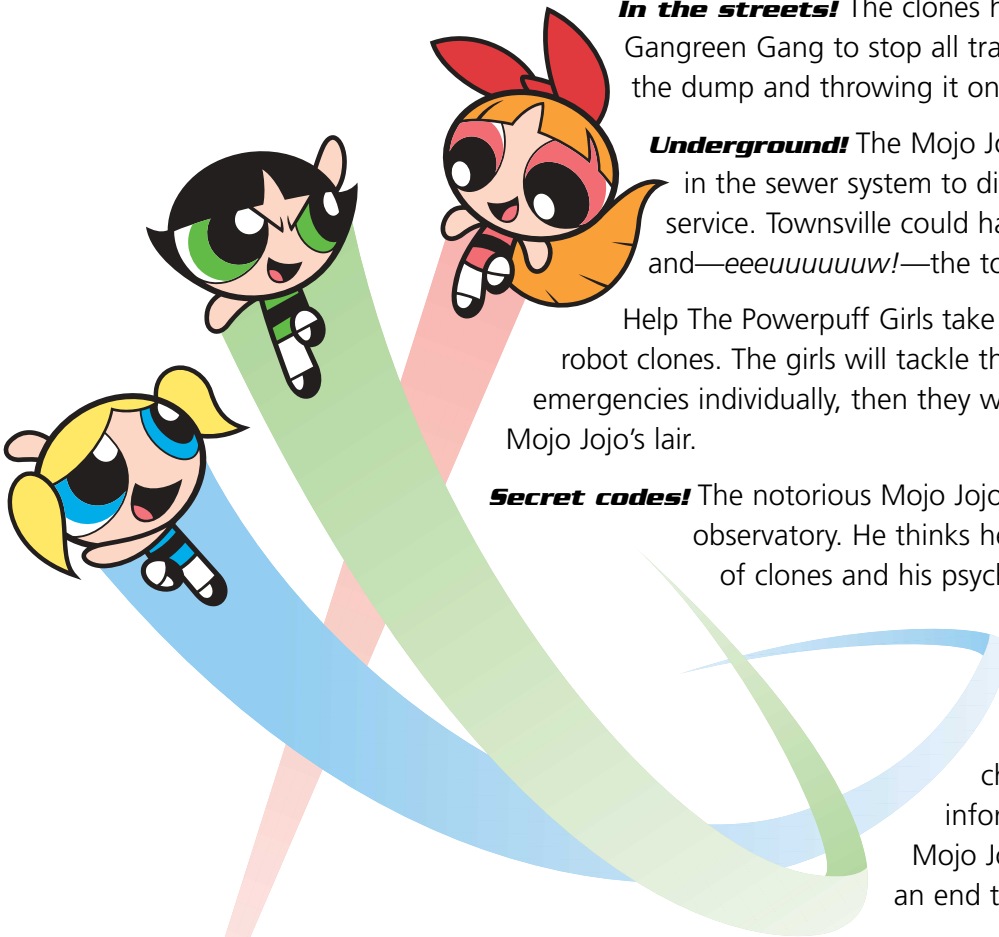
Underground! The Mojo Jojo clones go underground in the sewer system to disrupt plumbing and water service. Townsville could have no running water and—*eeeeuuuuuw!*—the toilets will back up!

Help The Powerpuff Girls take action to wipe out the robot clones. The girls will tackle the first three clone-invasion emergencies individually, then they will work together to reach Mojo Jojo's lair.

Secret codes! The notorious Mojo Jojo hides in his volcano-top observatory. He thinks he's protected by his air force of clones and his psychic force fields, but The

Powerpuff Girls can fly into his hideout. If you have collected enough of the clones' memory chips, you have the secret information to break through Mojo Jojo's defenses and put an end to his terrible schemes.

Help The Powerpuff Girls collect all the memory chips from the clones and save Townsville from Mojo Jojo's wicked plans!





GETTING STARTED

Join Blossom, Buttercup, and Bubbles on their mission in *The Powerpuff Girls™ Mojo Jojo's Clone Zone*. First, you will need to sign into the game.

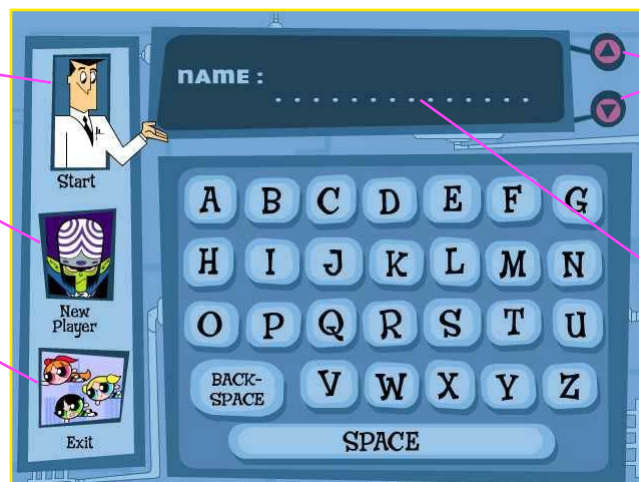
SIGNING IN

The sign-in screen lists all the players who have already entered their names. Begin your game by typing your name onto the sign-in list, then click START or press the **ENTER** key.

Click here to start your game.

Click here to create a game for a new player.

Click here to quit and exit the program.



Use these arrow keys to scroll through the list of names to find a previously saved game.

Type your name here using your computer's keyboard or by clicking on the letters below.

To start your game where you left a previously played game, find your name on the list and click on it. If you don't see your name, click the up and down arrows on the side of the list until you find it. Click it, then click START or press the **ENTER** key to continue.

The sign-in list is full when it contains 99 names. You will need to remove a name before you can enter a new player's name. Click a name to remove, then press Control + R (PC) or Command + R (Macintosh). This will permanently erase that player's name and game information from the hard disk.

THE LIVING ROOM (THE GAME HUB)

You begin your adventure with The Powerpuff Girls in their Living Room. This hub gives you access to the activities through the large-screen TV. From the Living Room, you can access the toolbar and go to the printable activities screen as well.

Click one of the four sections on the TV screen to go to an activity: Skyscraper Chaser, Letterbugs, Zap the Map, or From Here to Lair.



After you play From Here to Lair two times and successfully reach Mojo Jojo's lair two times, this screen becomes a shortcut to the Codebreaker activity.

Click the crayons and paper to access the Printable Activities screen.

USING THE TOOLBAR

Click the telephone in the lower-left of the screen to open or close the toolbar. You can access the following items in the toolbar:

Click on the telephone to open and close the toolbar.

Click here to quit your game.

Click here to access the Options screen.

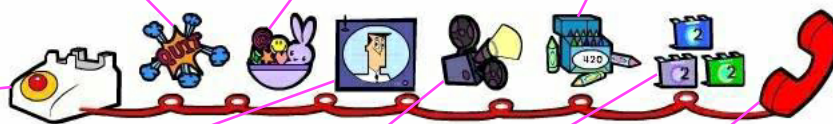
Count the Powerpuff Points earned toward printable activities.

Click the Professor for some helpful hints.

Click the movie projector to see a demonstration.

Look here to see how many memory chips you have collected.

Click the phone receiver to close the toolbar and return to your game.





QUIT

When you click the Quit icon in the toolbar, you see a message that asks if you are sure you want to quit and exit the program. Click **YES** to quit, or **NO** to return to your game. You may quit the game at any time by pressing the **ESC** key or by pressing **⌘+Q** on the Macintosh or **ALT+F4** on the PC. When you quit, your game information is automatically saved under the name you entered at the sign-in screen.



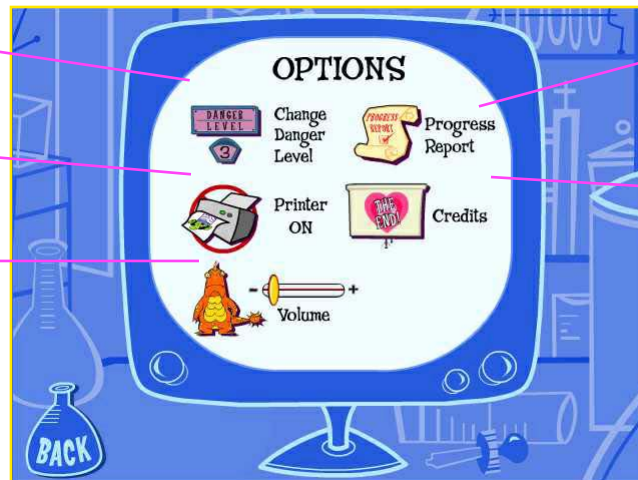
PROGRAM OPTIONS

Click the options button to go to the Options screen. From the Options screen, you can: go to the Change the Danger Level screen; turn the printing function on and off; set the volume levels for the music; access the Progress Report screen; and see the credits for the game.

Click here to adjust the difficulty level.

Click here to turn the printing function ON/OFF.

Click here to turn the music ON/OFF and turn the volume up or down.



Click here to see your Progress Report.

Click here to see the game Credits.

CHANGE DANGER LEVEL

At the Options screen, the Change Danger Level icon shows your current level of danger, from 1 to 5. Click this icon to go to a screen showing your danger (difficulty) levels in all of the activities.



At the Danger Level screen, you can choose the level of difficulty for each activity by clicking the button under the level you want. There is a Go button beside the highlighted activity. Click this icon to go directly to that activity.

Auto-leveling

From the Danger Level screen, you can enable or disable the Auto-leveling feature for each activity. Auto-leveling allows the program to increase the level of difficulty automatically, so that it becomes more challenging as you progress through the activity.

PRINTER

Turn the printing function on or off by clicking this icon.

VOLUME

From the Options screen, you can change the volume of the music in the game. The volume slider controls the music volume. Slide it to the left to decrease the volume, or slide it to the right to increase the volume.

PROGRESS REPORT

Click the Progress Report icon at the Options screen to bring up the Progress Report screen, where you can check your progress in the activities.



PROGRESS REPORT		KEY Ok Good Wow!				
		Levels				
Activity	Skills	1	2	3	4	5
Skyscraper Chaser	Number Operations		Good			
Letterbugs	Phonics and Spelling				Wow!	
Zap the Map	Planning and Using Directions	Ok				
From Here to Lair	Identifying Geometric Shapes					
Code Breaker	Reading and Vocabulary					

BACK

The Progress Report shows the activity, the focus of its educational skills, and your achievement at each level of the activity. Your progress is indicated by the icons representing "OK," "Good," or "Wow." Click the BACK button to return to the Options screen.

CREDITS

Click here to view the names of the people behind the making of *The Powerpuff Girls™ Mojo Jojo's Clone Zone*.



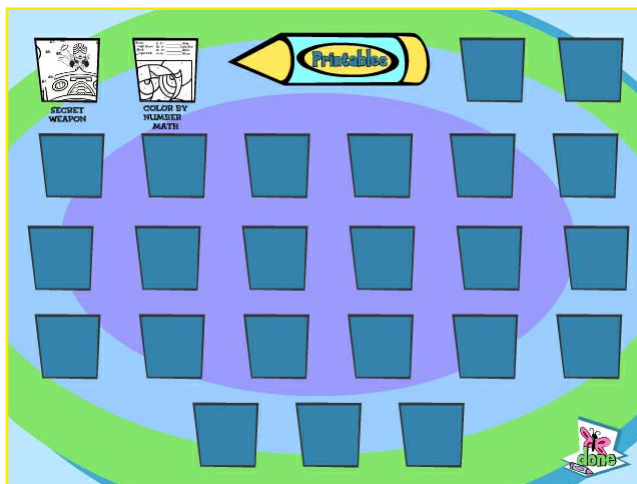
GETTING HELP

You can access help at any time. Click the telephone icon to open the toolbar, then click on Professor Utonium. He gives you helpful hints for the activity. If you click the movie projector icon in the toolbar, you see a movie demonstrating how to play the activity. If you are having difficulty while you are playing an activity, the toolbar may open automatically, and Professor Utonium will give you a helpful hint.



PRINTABLE ACTIVITIES

Each time you play an activity and stop the Mojo Jojo clones, you earn Powerpuff Points. The counter in the toolbar shows you how many of these Powerpuff Points you have accumulated. Every time you collect 300 points, you are rewarded with a new printable activity which you can access from the Living Room by clicking the crayons on the rug.



You can earn up to 25 different printable activities, including crossword puzzles, word searches, pattern matching games, and fun coloring pages. Whenever you have been rewarded enough Powerpuff Points to unlock a new printable, its icon will appear in the Printables screen and you can click it to print it.

Even after you have completed all the activities, you can play the game again and again to earn more Powerpuff Points and unlock all 25 of the printable activities.



MEMORY CHIP INVENTORY

When you capture the clones in the Skyscraper Chaser, Letterbugs, and Zap the Map activities, you receive the clones' memory chips to use later in the game. Each activity rewards different color memory chips (blue, purple, or green). The icons in the toolbar keep track of how many of each type you have collected as you progress in the game.

NOTE: In order to play the final Codebreaker activity, you must have earned at least one memory chip of each color. To completely finish the Codebreaker activity, you must have collected at least 20 memory chips of each color.

The Activities

Help each of The Powerpuff Girls as they try to stop the Mojo Jojo clones. Collect the clones' memory chips and earn Powerpuff Points along the way. Then, The Powerpuff Girls will fly together to Mojo Jojo's lair and unlock the code that will stop his wicked ways.

SKYSCRAPER CHASER



A Mojo Jojo clone is on the loose in downtown Townsville, knocking out the communication lines. It's a high-altitude game of hopscotch! Can you help Blossom leap between the satellite dishes on the skyscraper roofs to capture Mojo Jojo's robotic clone?



An incomplete equation appears at the top of the screen. Find numbers on the rooftop satellite dishes that will complete the equation. Move Blossom using the arrow keys: $\uparrow$, $\downarrow$, $\leftarrow$, and $\rightarrow$ (but not diagonally). When Blossom has hopped to the number you want to use in the equation, press the space bar to select it. The number appears in the equation box, and if you correctly complete the equation, the satellite dish becomes secured. The clone can no longer land here, but Blossom can. If you change your mind about a number you have selected, you can deselect a number by returning to the square and pressing the spacebar again.

After you correctly solve an equation, a new equation will appear. Plus, you receive 10 Powerpuff Points! Solve more equations to block off squares until the clone has nowhere to run. Then Blossom can jump on the square where the clone is trapped, and z-z-z-i-i-n-g!



You have destroyed the robotic clone and you receive your reward: a blue memory chip to use in the final activity against the real Mojo Jojo.

After you block each Mojo Jojo clone, the numbers on the satellite dishes reset and you will chase down another clone. Sometimes there will be more than one clone to chase down. You need to block at least 20 clones to earn enough memory chips to complete the final activity.

When you are finished playing this activity, move your cursor to the the lower-right of the screen. When the large, green exit arrow appears, click it to return to the Living Room.

Powerpuff Point Scoring: You earn 10 points for every equation you complete correctly, and 25 points for every clone you block and electrify.

LETTERBUGS



Oh no! A robotic clone has teamed up with the Gangreen Gang at the City Dump. They are dumping the trash all over the roads and freeways of Townsville and it's "litter city"... what a mess! Join Bubbles to stop the clone and the Gangreen Gang by starting up the giant street sweeper to clean up the mess.



The giant street sweeper—with blank boxes on its side—is parked on the street. The Talking Dog in the driver's seat speaks the target word for you to spell on the street sweeper. Click The Talking Dog to hear him say the word again.

You'll see letters printed on some of the pieces of litter that the Gangreen Gang is tossing over the fence. Use your mouse to fly Bubbles until she hovers over the letter you want to choose. Click the mouse to grab the letter out of the sky. Position the letter over the correct box on the street sweeper, then click the mouse again to drop the letter. You can also click on a letter in a box to move it to a different spot or to remove it and throw it away.

When you spell the correct word, the street sweeper roars to life and cleans up all the trash. Once you have spelled two correct words and filled up the sweeper, it smashes the clone, releasing its purple memory chip.



Hurry! You must spell the word correctly in time to prevent disaster. If the trash gets too high, the street sweeper will jam with all the trash. Then, the Mojo Jojo clone will pick up the truck with his giant magnet, dump all the trash into the street, and you must start over with a new street sweeper.

After you spell the word and clean up the trash, the clone and the Gangreen Gang start throwing more junk from the dump, so you must spell another word to stop them. You need at least 20 purple memory chips to complete the final activity.

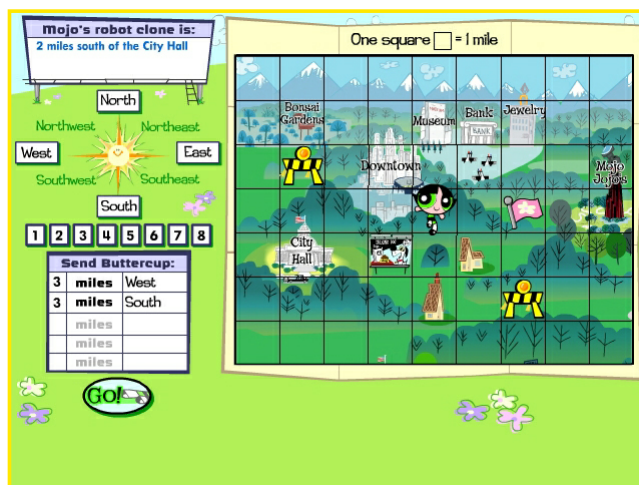
When you are finished playing this activity, move your cursor to the the lower-right of the screen. When the large, green exit arrow appears, click it to return to the Living Room.

Powerpuff Point Scoring: You earn 10 points for every word you complete correctly, and 30 points for every clone you smash.

ZAP THE MAP



That sneaky Mojo Jojo is preparing to send his clones into the sewer system, and it's up to Buttercup to capture them. At the higher levels, the clones have actually gone underground. Where are they hiding? With your help, Buttercup will follow map directions and use her x-ray vision to locate and hunt down these hidden troublemakers.



A map of Townsville is covered with a grid, with each square representing one mile. In levels 1 and 2, you can see the Mojo Jojo clone you are trying to capture. In the higher levels, the clone is hidden, but Buttercup can see it with her x-ray vision. Click the sign at the top-left of the screen, and Buttercup will read you the clue to its location. Click the sign again to hear the clue repeated. From wherever she starts on the grid, you must plot Buttercup's path to reach the clone.

Plan Buttercup's moves in the direction box to the left of the map, and be careful to avoid obstacles along the way. Click the distance and direction tiles, then click again to place them into the slots of the five rows in the table. At the easier levels, Buttercup's target path and the Mojo Jojo clone will be visible as you plot the moves, but the clone is hidden at higher levels until he's found.



After you plot the path, click the GO button at the bottom-left of the screen and watch Buttercup fly into action, following your directions! If Buttercup's route is on target, she races to the correct spot and—*wham!*—she blasts the clone and gets a green memory chip. If you haven't found the proper path, she misses the mark and smashes the wrong thing, and you'll have to try again.

Find more clones by plotting more paths for Buttercup. The clues to locate the Mojo Jojo clone will become more complicated as you progress through the higher levels, and the directions and numbers you can use are limited. Each time you zap a clone, you'll earn another green memory chip to use in the final activity. You need at least 20 green memory chips to complete the final activity.

When you are finished playing this activity, move your cursor to the the lower-right of the screen. When the large, green exit arrow appears, click it to return to the Living Room.

Powerpuff Point Scoring: You earn 50 points for every clone you zap off the map.

FROM HERE TO LAIR



The Powerpuff Girls team up to reach Mojo Jojo's volcano-top observatory. They must fly through Mojo Jojo's air defenses, but they can defend themselves against the obstacles that the clones throw in their path using their powerful laser eyes. The Powerpuff Girls use their x-ray vision to see Chemical X in the flying objects. They need to collect these shapes to have enough power to reach Mojo Jojo's lair.



The girls speed forward together in a triangle formation. Click the pictures of the girls on the left of the screen to change the leader, or cycle through leaders by pressing the **ENTER** key. Move the girls around using the mouse or the arrow keys.

A symbol or word at the lower-left of the screen will show you which shapes are the targets with Chemical X. *Watch out!* There are so many obstacles in the way! Fly the girls over a target shape to power up with the Chemical X inside. Don't hit the other lava rocks and lose power! Those rocks can be avoided or zapped with The Powerpuff Girls' laser eyes. If you accidentally laser one of the targets, you'll lose its Chemical X.

Flying through the air, running into an obstacle, and using lasers slowly drains the girls' Chemical X fuel. Keep an eye on the Chemical X power meter on the left—don't run out or you'll have to start over.

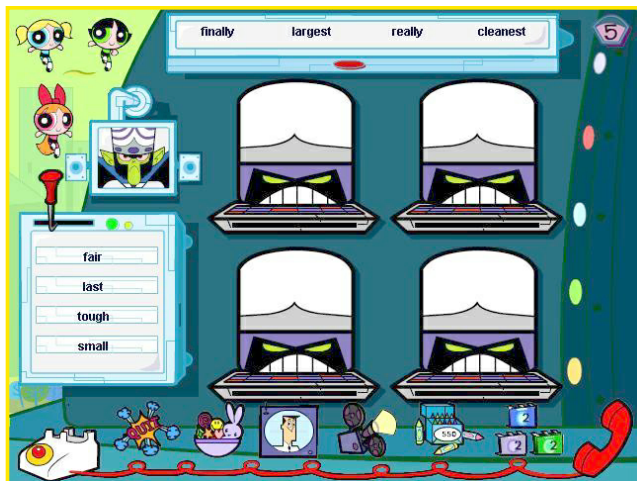
Safely navigate The Powerpuff Girls through the air defenses to reach Mojo's lair, where you'll tackle the final challenge.

Powerpuff Point Scoring: You earn 5 points for every target you hit, and you receive 20 bonus points when you reach Mojo Jojo's volcano-top lair.

CODE BREAKER



If you have collected at least one memory chip from each of the other activities, you're ready to face the *real* Mojo Jojo in his volcano-top lair. The memory chips contain the knowledge from Mojo Jojo's brain—and with these secrets you can get into Mojo Jojo's head and stop his evil ways.



This mission has two parts. First, change the words on the memory chips to match target words. After you have created the target words, then use these new words to make a paragraph that will upset the world of Mojo Jojo.

When you arrive at Mojo Jojo's lair, the memory chips you have earned can be combined together to become word chips in the Word Machine at the left of the screen. This machine decodes and combines your word chips to create words for you to use in this activity. Click the red lever to turn on the machine, and it will remove one chip of each color from your inventory. If you do not have at least one memory chip of each color, go back to the previous activities to capture more Mojo Jojo clones and earn their memory chips.



The target words appear at the top of the screen. Click the words to hear them spoken. Each of the four word-changing monkey computers performs a different operation. Click a word-changing monkey computer to hear its operation. Choose a word from the word machine, click it, and feed it into the word-changing monkey computer that will create a target word. You may need to feed the word into more than one computer to match a target word.

After you have created all the target words, a screen drops down to reveal a paragraph with blank spots for missing words. Use your list of words to fill in the blanks of the paragraph. Click-and-drag each word into its proper position. When you have filled in the paragraph, it will reveal an embarrassing secret about Mojo Jojo, and one of the force fields will break apart. You can tell how many force fields you've broken by looking at the colored lights on the right side of the screen.

NOTE: You need at least 20 memory chips of each color to defeat Mojo Jojo. If you have not collected enough, send The Powerpuff Girls back to play the other activities again and collect more memory chips from the Mojo Jojo clones.

Can you complete the mission? Break the codes to learn the information that will remove all five of Mojo Jojo's force fields. The embarrassment will ruin Mojo Jojo's powers, and you will have rescued Townsville from his wicked schemes.

Don't stop now! You can play the game again and again to earn more Powerpuff Points and receive all 25 of the printable activities.



EDUCATIONAL FOCUS

INTRODUCTION

The educational content in *The Powerpuff Girls™ Mojo Jojo's Clone Zone* addresses curriculum areas taught in the elementary grades, with a focus on essential language arts and math skills. The activities are designed to help teach and reinforce skills in creative ways. The program provides engaging opportunities for children to use and apply these skills within the action-packed world of The Powerpuff Girls.

While each of the five activities addresses a specific set of curricular skills, many of the activities also provide numerous opportunities for children to engage in problem solving, strategy, and logical thinking.

AUTO-LEVELING

The Powerpuff Girls™ Mojo Jojo's Clone Zone has five levels of difficulty to address the various skills and abilities of children ages 6–10. When auto-leveling is turned on for an activity, it automatically tracks a player's progress. Auto-leveling will adjust the difficulty level during gameplay, and make the activity harder or easier depending on how well the player is doing. This helps ensure that a player is at his or her appropriate level.

You can also turn auto-leveling off for each activity and focus on one level at a time. Depending on a player's age, one particular level might be especially well-suited for his or her ability. Use the Change Danger Level screen to manually select a level and work on a specific skill.

The following section provides detailed information about the skills involved in each activity and the differences between each difficulty level.



ACTIVITY SKILLS AND DIFFICULTY LEVELS

SKYSCRAPER CHASER

Curricular Focus: Mathematics

Skills: creating and solving equations (addition, subtraction, multiplication, and division); logical thinking

In Skyscraper Chaser, children solve math equations while using strategy to capture Mojo's clones. While some of the problems reinforce knowledge of basic math facts, many of the equations have missing addends or factors, and challenge the user to strategically choose from multiple numbers on the building. The activity allows for multiple solutions as players think about different ways to combine numbers to reach a target answer. At the same time, a player can plan ahead by using the optimal numbers to create a trap for the clone.

LEVEL 1: addition, with sums up to 10

LEVEL 2: addition and subtraction, with some missing addends; two-digit addition and subtraction

LEVEL 3: equations, with multiple missing addends and sums and differences up to 20.

LEVEL 4: simple multiplication

LEVEL 5: multiplication, division, and multiple operations.

LETTERBUGS

Curricular Focus: Language Arts

Skills: spelling; phonics

In Letterbugs, children practice spelling as they listen to the phonetic sounds of letters, blends, and digraphs. At the lower difficulty levels, children hear the letter sounds spoken aloud as they catch letters and arrange them into words. At the higher levels, the game challenges players to use their own knowledge of letter combinations to spell more complex words, including those with unusual spelling patterns. As the player progresses, each level adds a new element to build upon the previous skill focus.



LEVEL 1: beginning/ending consonants and short vowel sounds

LEVEL 2: consonant blends and consonant digraphs

LEVEL 3: long vowels, silent e, and vowel digraphs

LEVEL 4: consonant doublings, prefixes/suffixes, and plurals

LEVEL 5: more complex and irregular spelling patterns

ZAP THE MAP

Curricular Focus: Social Studies, Language Arts

Skills: sequencing; interpreting a map; reading and using directions; problem solving

In Zap the Map, children learn to recognize and use cardinal and intermediate directions as they locate places on a map. As they use north, south, east, and west to create a successful path to the Mojo Jojo clone, they strengthen their understanding of both direction and scale. At the same time, players must learn to plan several steps in advance to reach the goal. Some children will benefit from simply learning how cardinal directions are used on a map. Others may prefer the increasingly complex thinking challenge of guiding Buttercup past obstacles and sequencing the right combination of moves.

The higher levels introduce the added challenge of reading clues and locating places on a map in terms of their relation to landmarks. At the same time, discovering a successful path becomes more elusive, as some directions and numbers are no longer available.

LEVEL 1: using cardinal directions (north, south, east, and west)

LEVEL 2: using cardinal directions; planning ahead to avoid obstacles

LEVEL 3: reading clues to locate places on a map; using intermediate directions to plan a path

LEVEL 4: reading clues to locate places on a map; increased obstacles

LEVEL 5: reading more complex clues to locate places on a map; increased obstacles, and available directions and numbers limited



FROM HERE TO LAIR

Curricular Focus: Mathematics

Skills: identifying and comparing geometric shapes; recognizing properties of shapes

From Here to Lair provides a fun way to identify geometric shapes and learn about their distinguishing features. At the lower levels, players match and find basic shapes, such as triangles and rectangles. Higher levels introduce three-dimensional figures along with certain elements of shape, such as volume, angles, and parallel sides. In some cases, players must determine the correct shapes based on a certain rule or category.

LEVEL 1: identify simple geometric shapes with a visual cue

LEVEL 2: identify simple shapes by name or number of sides

LEVEL 3: identify shapes by name, number of sides or angles; recognize shapes based on comparisons (more than/less than)

LEVEL 4: identify three-dimensional figures; identify various quadrilaterals by name; recognize shapes that have right angles

LEVEL 5: identify shapes that display a line of symmetry; recognize shapes that have parallel sides

CODE BREAKER

Curricular Focus: Language Arts

Skills: phonics; building vocabulary; reading comprehension; logical thinking

Code Breaker is a two-part activity that integrates a variety of language arts skills. The first step involves word transformations to match a set of target words. Using the monkey computers, each of which performs a particular operation, children experiment to see how changing a part of a word creates a new word with a different but sometimes related meaning.

At the lower levels, children practice their phonics skills as they change the beginning, ending, and vowel sounds in words. At these levels, all of the words are pronounced by The Powerpuff Girls to aide children in listening for the beginning, ending, and vowel sounds.



At higher levels, the computers have more complex functions, such as adding prefixes and suffixes, altering verb tense, or changing words into synonyms and antonyms. At the highest level, the player must determine what each computer does through trial and error and use this information to choose the correct sequence of transformations. For these highest levels, only the starting and target words are read aloud.

In the second step of the activity, players get to use the words they have just created and consider their meanings when placed into sentences. Children complete each of Mojo Jojo's secret paragraphs by filling in the blanks with the correct words. Players read and use the context clues within each sentence to determine the word that best fits into each blank.

LEVEL 1: beginning, ending, and middle sounds (short vowels); words require one change

LEVEL 2: same as Level 1, but words require two changes

LEVEL 3: synonyms and antonyms; suffixes and prefixes; verb tense; plurals

LEVEL 4: same as Level 3, but words require at least 2 changes

LEVEL 5: each computer's operation is hidden; players must use trial and error



TROUBLESHOOTING

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

If you have additional questions, please visit The Learning Company Web site at <http://www.riverdeep.net/learningcompany/support>

WINDOWS®

1. The Powerpuff Girls™ Mojo Jojo's Clone Zone program icon does not appear in the START menu.

- * Make sure the product is already installed. Reinstall the program if necessary.

2. You see a message telling you that there is not enough available space on the hard disk.

The Powerpuff Girls™ Mojo Jojo's Clone Zone requires 60 MB of hard disk space for the program's data and executable files. (Additional hard disk space will be required to save player information for more than five players.)

- * Create some free hard disk space by removing some files after backing them up.

3. You see a message telling you that there is not enough memory to run the program.

The Powerpuff Girls™ Mojo Jojo's Clone Zone needs at least 32 MB of installed memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.

- * Close any other applications that are running, and restart the program.

4. The mouse doesn't seem to work.

- * There are times in the program when the animation or sound cannot be interrupted. You will see the clock cursor on the screen, and any key presses or mouse clicks will be ignored.
- * Check that the mouse is properly connected to the computer.
- * Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.



5. Program speed is very slow.

The Powerpuff Girls™ Mojo Jojo's Clone Zone needs at least a Pentium 166 MHz computer with an 8X CD-ROM drive for basic performance.

- * Close any other applications that are running.
- * Remove non-essential applications from your Startup folder.
- * Make sure that you have the latest Windows video drivers for your graphics card. (Contact the video card manufacturer for the latest drivers.)
- * Change your display adapter settings to 640 x 480 and (16-bit) thousands of colors.

6. You do not hear music, sound, or speech.

- * Check that the speakers are properly connected to your computer. Make sure that they are getting power and are turned on, and that the volume is turned up.
- * Make sure that your sound card is Windows compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with the version of Windows that you are using. Also check that the volume is properly set. (See the manufacturer's documentation for information relating to your sound card.)
- * Make sure the mixer level setting is correct. Click on the **START** button. Choose Programs from the Start menu. Next choose **ACCESSORIES**. Then choose **MULTIMEDIA** (Windows 95) or **ENTERTAINMENT** (Windows 98, Me, XP), and choose **VOLUME CONTROL**. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.

7. Strange graphics appear; the game action stops unexpectedly.

- * Try changing to your display adapter settings to 640 x 480, 16-bit color display mode. (See your Windows documentation for more information.)
- * Make sure you have the latest Windows video drivers installed. (Contact your video card manufacturer for more information.)
- * Remove non-essential applications from your Startup folder.



8. Colors don't look right.

- * Adjust your monitor's color and brightness.
- * Make sure your color display is set to 16-bit.
- * Turn off your screensaver.
- * Close any other applications that are running.
- * Make sure you have the latest graphics drivers installed.
(Contact your video card manufacturer for more information.)

9. The program window seems small.

The program window may not fill the entire screen.

- * For maximum window size, make sure the display mode is set to 640 x 480. (See your Windows documentation.)

10. Nothing prints.

- * Make sure the printer is plugged in and switched on.
- * Check the indicator light on the printer to be sure the printer is "online" or "selected."
- * Make sure the printer cables are connected tightly.
- * Make sure you have selected at least one print item from the Printing area. Where applicable, make sure you have selected either **COLORED IN** or **OUTLINED**.

11. When you print, pictures or text look faint, blurred, or streaky.

- * Check your print quality settings. (See your printer documentation.)
- * Replace your printer's ink cartridge.

12. The printer displays an "out of memory" message.

- * Make sure your printer has at least 1 MB of memory.

13. You are not able to connect to our online Web sites.

This feature requires an Internet browser.

- * Make sure that you have a browser properly installed. (See your browser and Windows documentation for more information.)
- * Make sure that the files with an .HTM extension (for example, "bookmark.htm") are associated with the browser of your choice. To check this, double-click on any .HTM file.



MACINTOSH®

1. You do not see the The Powerpuff Girls™ Mojo Jojo's Clone Zone program icon on the desktop.

- * Make sure the program CD is inserted in the CD tray, printed side up.
- * Make sure that the CD-ROM drivers are correctly installed.

2. You see a message that there is not enough space on the hard disk.

The Powerpuff Girls™ Mojo Jojo's Clone Zone requires 60 MB of hard disk space for program data files. (Additional hard disk space will be required to save player information for more than five players.)

- * Create some free hard disk space by removing some files after backing them up.
- * Adjust the Virtual Memory setting to take less hard disk space. (See your Macintosh documentation for more information.)

3. You see a message telling you that there is not enough memory to run the program.

The Powerpuff Girls™ Mojo Jojo's Clone Zone requires at least 32 MB of installed memory (RAM) to run. Try to increase available memory and then start the program again. (Depending on which Internet browser you use, you may not be able to run both your browser and the program with only 32 MB of RAM.)

- * Quit any programs that you may be running.
- * Turn off or remove from the System Folder non-Apple® control panels.
- * Reduce the size of the disk cache in the Memory control panel. (See your Macintosh documentation for more information.)
- * Turn off AppleTalk®.



4. The mouse doesn't seem to work.

There are times in the program when the animation or sound cannot be interrupted. You will see the watch cursor on the screen, and any key presses or mouse clicks will be ignored.

- * Check that the mouse is properly connected to the computer.
- * Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. The music and voice in the game are too loud or too soft.

- * Choose **VOLUMES** from Control Panels. Adjust your system's speaker volume as needed by selecting the Volume setting.

6. You do not hear music, sound, or speech.

- * Make sure that the Volumes setting in the Sound control panel in Control Panels is not set to zero.
- * If you have external speakers, make sure they are turned on and getting power and that they are properly connected to your computer. Also check the speaker volume.
- * Turn off or remove from the System Folder non-Apple control panels and extensions. (Leave the CD-ROM drivers.) Restart your computer.

7. You hear popping noises in the game sounds and character voices.

- * Check the speaker connection to the computer.
- * Close all other applications.

8. The program window seems small.

The program window may not fill the entire screen.

- * For maximum window size, make sure the display mode is set to 640 x 480 in the Monitors control panel.

Some monitors are not able to display the program at the optimum display setting, so the program may not fill the entire screen.



9. Program speed is very slow, or sounds and animations do not play smoothly.

The Powerpuff Girls™ Mojo Jojo's Clone Zone needs at least a 180 MHz Power Macintosh computer with a 8X CD-ROM drive for basic performance.

- * Make sure Virtual Memory is turned off in your Memory control panel.
- * If you must have virtual memory on, reduce the amount of virtual memory allocated .

10. Nothing prints.

- * Make sure the printer is plugged in and switched on.
- * Check the indicator light on the printer to be sure the printer is "online" or "selected."
- * Make sure the printer cables are connected tightly.
- * Make sure you have selected at least one print item from the Printing area. Where applicable, make sure you have selected either **COLORED IN** or **OUTLINED**.

11. When you print, pictures or text look faint, blurred, or streaky.

- * Check your print quality settings. (See your printer documentation.)
- * Replace your printer's ink cartridge.

12. The printer displays an "out of memory" message.

- * Make sure your printer has at least 1 MB of memory.

13. You are not able to connect to our online Web sites.

This feature requires an Internet browser.

- * Make sure that you have a browser properly installed. (See your browser and Macintosh documentation for more information.)



CONTACTING RIVERDEEP – THE LEARNING COMPANY

If you have questions about *The Powerpuff Girls™ Mojo Jojo's Clone Zone* program, please refer to the Troubleshooting section. If you do not find an answer to your question, visit our Web site at: <http://www.riverdeep.net/learningcompany/support>. Click Product Support. Select the product name from the alphabetical list and check to see if the problem you are experiencing is listed among the FAQs. If you need to speak to a technical support representative, click Contact Us and scroll down to the Technical Support area for the appropriate number.

You may be asked to provide the following information:

- * Your contact information (name and email address, plus phone or mailing address if you wish)
- * Description of the problem you're having
- * Product name and version number (The version number is often printed on the CD label.)
- * Brand of computer
- * Operating system (for example, Windows 98 or Mac® OS 8.6)
- * Processor type and speed
- * RAM memory (in MB or megabytes)
- * Video card manufacturer
- * Sound card manufacturer
- * Printer type
- * Hard disk space remaining
- * Background programs (antivirus programs or screensavers)

CUSTOMER SUPPORT

100% Satisfaction Guaranteed!

If you are not completely satisfied with this product, Riverdeep – The Learning Company will gladly exchange it for another title of equal or lesser value. Return the complete package to The Learning Company, Dock Door #9, 120 Hidden Lake Circle, Duncan, SC 29334, within 30 days of purchase. Include a copy of the sales receipt, packing slip, or invoice showing the store name and location. Please enclose an explanation for the return. Allow 4–6 weeks for refund. Limit 1 per household. Dealer, wholesalers, and their immediate family are not eligible.



POWERPUFF GIRLS™ MOJO JOJO'S CLONE ZONE

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