



princess snorebucks



User's Guide

User's Guide

The Powerpuff Girls™ Learning Challenge #2:

Princess Snorebucks



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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™ Princess Snorebucks	9
Getting Started	10
Signing In	10
The Bedroom (The Game Hub)	11
Using the Toolbar	11
Quit.....	12
Program Options	12
Getting Help	14
Printable Activities Screen	15
Inventory (Wakeups).....	15
The Activities	16
Fuzzy Flower Fractions	16
Escapade en Español	18
Roach Coach Reading	20
Music Box Matching	22
Dynamic Damage Control	24
Educational Focus	26
Introduction	26
Auto-leveling	26
Activity Skills and Difficulty Levels	27
Troubleshooting	31
Windows®.....	31
Macintosh®	34
Contacting Riverdeep – The Learning Company	37
Customer Support.....	38
Credits	39

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... *even in their wildest dreams!*



The Powerpuff Girls will fly into action and use their skills to combat crime and keep Townsville safe from villains and the spoiled Princess Morbucks. She wants to become a Powerpuff Girl... but only causes chaos!



SYSTEM REQUIREMENTS

WINDOWS®

Runs on:

- ◆ PC and compatibles; 266 MHz Pentium © or faster
- ◆ Windows 98/Me/2000 SP6/XP
- ◆ 64 MB RAM free
- ◆ 100 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; 266 MHz or faster
- ◆ 64 MB RAM plus 128 MB Virtual Memory
- ◆ 100 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 10.2

**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™ Princess Snorebucks 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™ Princess Snorebucks* 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 PRINCESS SNOREBUCKS 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™ LEARNING CHALLENGE #2: PRINCESS SNOREBUCKS



The Powerpuff Girls are dedicated to using their superpowers to keep Townsville safe and clean. But the meddlesome Princess Morbucks also wants to be a Powerpuff Girl. She has sent the Girls a suspicious music box that has lulled them to sleep, trapping each of them in a nightmare. While the Girls are sleeping, the spoiled Princess is trying to be the heroine of Townsville. But all she is doing is creating an even bigger mess!

Princess Morbucks's music box has caused each Powerpuff Girl to have a nightmare:

Fuzzy Flower Fractions! In Buttercup's nightmare, Fuzzy Lumpkins is wrecking Bubbles's flowerbeds and all the flowers Buttercup has so neatly planted in each section.

Escapade en Español! The Gangreen Gang has cruelly hidden acorns from some hungry squirrels in Bubbles's nightmare. The squirrels can't reach the piñatas that hold the acorns, so it's no fiesta for them!

Roach Coach Reading! In Blossom's nightmare, some troublesome roaches have torn up the pages of her diary. Led by Roach Coach, they have scattered the words on each page and made nonsense of the story she wants to tell.

Help each Powerpuff Girl sort out her predicament so that she can wake from her nightmare. Then help the Girls disable the music box and fly through the streets of Townsville, undoing the damage that Princess Morbucks has caused.

Music Box Matching! Princess Morbucks thinks her music box will keep The Powerpuff Girls trapped in their nightmares. But if you collect enough wakeups for each Girl, you can help them

disable the music box. Then, you can direct them through the streets of Townsville to defeat the monsters and undo the damage that the spoiled Princess has not been able to control. Help The Powerpuff Girls collect enough wakeups to wake from their nightmares, disable the music box, and clean up Townsville.

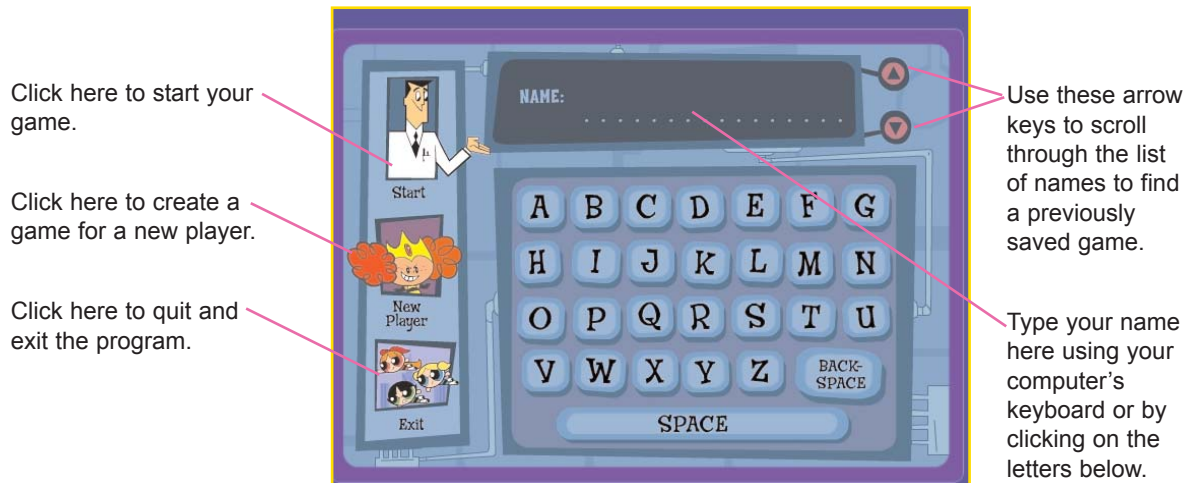


GETTING STARTED

Join Blossom, Buttercup, and Bubbles on their mission in *The Powerpuff Girls™ Princess Snorebucks*. 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.



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 GIRLS' BEDROOM (THE GAME HUB)

You begin your adventure with The Powerpuff Girls in their bedroom. This hub gives you access to the activities through three nightmare bubbles. From the Bedroom, you can access the toolbar and go to the printable activities screen as well.

This window will change to daylight. Click here for the final activity: Dynamic Damage Control.

Click one of the three nightmare bubbles to go to an activity: Fuzzy Flower Fractions, Español Escapade, or Roach Coach Reading.

Click the music box to go to the Music Box Matching activity.



Click the drawing of the butterfly to access the printable activities.

Click the book to access the Spanish dictionary.

USING THE TOOLBAR

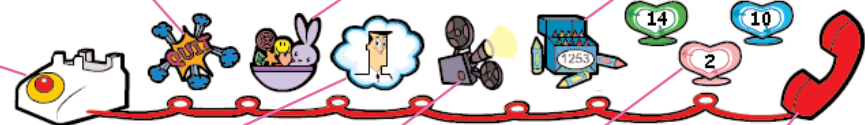
Click the telephone in the lower-left of the screen to open or close the toolbar. You can access the following items in the toolbar:

Click here to quit your game.

Click here to access the Options screen.

Count the Powerpuff Points earned toward printable activities.

Click on the telephone to open and close the toolbar.



Click the Professor for some helpful hints.

Click the movie projector to see a demonstration.

Look here to see how many wakeups 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 Command + 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.



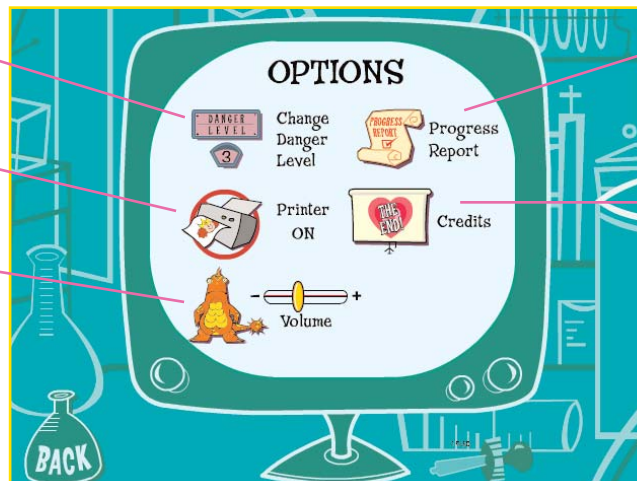
PROGRAM OPTIONS

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

Click the Danger Level 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
FUZZY FLOWER FRACTIONS	Like & Unlike Fractions		Good			
ESCAPADE EN ESPANOL	Spanish Vocabulary				Wow!	
BRACE COACH READING	Constructing Sentences	OK				
MUSIC BOX MATCHING	Music Patterns and Notation			?		
DYNAMIC DAMAGE CONTROL	Problem Solving and Mapping		Wow!			

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.” A question mark indicates that you need to play that level more before your achievement can be shown. 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™ Princess Snorebucks*.



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. You can only use the movie projector while you’re in an 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 successfully, 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 Bedroom by clicking the picture of the butterfly on the wall.



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.



WAKEUP INVENTORY

When you successfully help the girls in the Fuzzy Flower Fractions, Escapade en Español, and Roach Coach Reading activities, you earn wakeups (heart-shaped alarm clock icons) to use later in the game. Each activity rewards different color wakeups (green, pink, or blue). 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 Music Box Matching activity, you must have earned at least one wakeup of each color. To completely finish this activity, you must have collected at least 10 wakeups of each color.

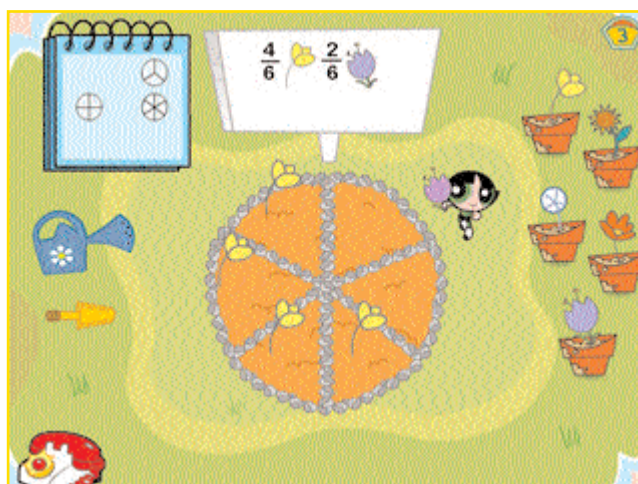
The Activities

Help the Powerpuff Girls wake from their nightmares so that they can stop Princess Morbucks from wrecking Townsville. Collect enough wakeups to allow the Girls to disable the evil music box. Then, The Powerpuff Girls will fly together through the streets of Townsville and undo the damage that the spoiled Princess has caused, putting a stop to her meddling ways.

FUZZY FLOWER FRACTIONS



In Buttercup's nightmare, Fuzzy Lumpkins has run amok on his tractor, plowing through Bubbles's carefully tended flowerbeds. Can you help Buttercup divide the flowerbeds into the correct number of sections, and then plant the correct flowers in each section? But look out, Fuzzy's on the loose!



A notebook appears in the top left of the screen, showing rectangles or circles divided into sections. These are the different divisions that you can use for the flowerbed. Alongside this notebook is a sign showing fractions next to specific flower icons.

Look at the fractions to determine how many sections the flowerbed will need. Then use your mouse to fly Buttercup over one of the flowerbed arrangements in the notebook.

Click the mouse and Buttercup will divide the flowerbed into the number of sections indicated by that arrangement. You can click on a different arrangement if you want to change the number of sections in the flowerbed.



Once Buttercup has divided the flowerbed into sections, select a flower from the flowers shown on the right side of the screen. Use your mouse to fly Buttercup over the flower that you want to plant. Click the mouse to grab the flower. Position the flower over a section of the flowerbed, then click the mouse again to plant the flower in that section. If you want to remove a flower from a section, click the shovel on the left side of the screen. Position the shovel over a flower, then click the mouse again to dig up that flower.

Keep planting one type of flower in one or more sections until the number of sections with that flower out of the total number of sections represents the fraction for that flower shown on the sign.

When you have finished planting flowers in some or all of the sections, click the water can to the left of the screen. If you have represented the fractions correctly, Buttercup will water the flowerbed and each section will bloom with flowers. You need at least 10 green wakeups from this activity to complete the Music Box Matching activity later on.

Remember to keep a look out for Fuzzy Lumpkins. At any time he could arrive on screen to destroy your flowerbed. If you see Fuzzy approaching, quickly click him to knock him out of the way before he damages the flowerbed.

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

Powerpuff Point Scoring: You earn 100 points and 1 wakeup for every 2 flowerbeds you divide and plant correctly.

ESCAPADE EN ESPAÑOL



Oh no! In Bubbles's nightmare, the Gangreen Gang have hidden acorns from the hungry squirrels. Can you help Bubbles break open the piñatas to free the acorns and feed her frustrated friends? But watch out for the crafty Gangreen Gang!



A Spanish word appears on the tree stump to the left of the screen. Bubbles will say the word out loud, and then several piñatas will come down from the tree branches. You can use your mouse to fly Bubbles over the word on the stump, and click to hear it pronounced again. Fly Bubbles next to the piñata that matches the word, then click your mouse so that Bubbles swings at the piñata. If this is the correct piñata, and you hit it right in the middle, it will crack and an acorn will fall out. After three whacks, it will crack completely open and all of the acorns will fall out to feed a few hungry squirrels.

When you have helped Bubbles whack open three piñatas, all of the squirrels will be fed. You will also earn 100 Powerpuff Points and 1 blue wakeup, and the Spanish words you have seen will appear in the Spanish Words book in the Bedroom. Anytime you are in the Bedroom, you can read the book and see how your Spanish vocabulary is improving!

As you progress through the game, you will learn the names of many objects, numbers, and even colors. And as the danger level increases, you may be asked to identify piñatas by both name and color at the same time.

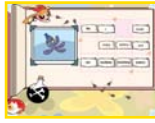


And be careful. The sneaky Gangreen Gang is in the trees. Sometimes they will move the piñatas up and down, making them hard to hit. You need at least 10 blue wakeups from this activity to complete the Music Box Matching activity later on.

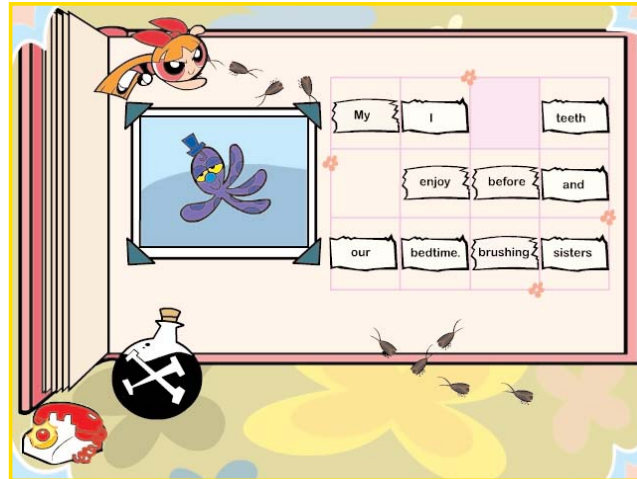
When you are finished playing this activity, move your cursor to the lower-right of the screen. When the large, green exit arrow appears, click it to return to the Bedroom.

Powerpuff Point Scoring: You earn 100 points and 1 wakeup for every 3 piñatas you break open.

ROACH COACH READING



Roaches are tearing up Blossom's diary! In Blossom's nightmare, Roach Coach and his yucky roaches have ripped up the words in her diary and scattered them all over each page. Help Blossom put the words back in their proper places to create complete sentences. If you create enough sentences, you will hear a story from Blossom's diary!



A page of Blossom's diary appears, with the words of a sentence all jumbled up on it. The words are on scraps of paper within a rectangular grid. Some words have an empty square above, below, or next to them in the grid. Use Blossom's right hand to click a word (or a roach), then click an empty square to move the word into that square. Keep moving words until you have placed all the words in order to form a sentence. If a nasty roach tries to steal a word, click the bug to freeze it and knock it off the page.

At easier levels there are more empty squares to move the words into, but at higher levels there are fewer empty squares. So plan your moves carefully to avoid trapping a word in the wrong part of a sentence. Look for words with capital letters that may begin a sentence and words followed by periods that should be placed at the end of a sentence.

When you have completed a sentence, click  and Blossom will breathe an icy cloud over the page. If you are correct, Blossom will read the sentence out loud. If you are incorrect, the words that are in the wrong spaces will be highlighted with a red outline.



Each time you get a sentence correct, you earn a wakeup. A correct sentence reveals part of a story. After you have completed a number of sentences, the whole story will be displayed and Blossom will read it out loud. You need at least 10 pink wakeups from this activity to complete the Music Box Matching activity later on.

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 Bedroom.

Powerpuff Point Scoring: *You earn 100 points and 1 wakeup for every sentence you complete.*

MUSIC BOX MATCHING



Wake up, Powerpuff Girls, and destroy the music box that is causing your nightmares! Using the wakeups that you have earned, help the girls enter the music box to disable it and free themselves from the control of Princess Morbucks. Match patterns of music to overload the music box and break the metal music strips one by one. You need to disable this music box to get to the final activity.



To play this activity, you will need at least one of each color wakeup. Inside the music box is a music sheet with different color notes written on the left side of the sheet. Click the Note-maker on the right side of the screen to change each wakeup into a green, pink, and blue musical note, one for each of The Powerpuff Girls. Then click  to hear the musical pattern written on the left side of the music sheet. You can also click directly on the notes, shown on the left side of the sheet, to hear each one aloud.

To begin disabling the music box, you need to match the musical pattern on the left side by placing the same color notes in the same place on the right side. Click one of the Girls' to select her note, position her over the music sheet, then click the mouse again to place the note. To deselect a note, position the Girl over her original position and click the mouse to release the note. Alternatively, you can click a different Girl to select a different color note. To remove a note from the music sheet, click on it and move it outside of the sheet, and then click to dump it. You can also move a note to a new position on the sheet by clicking on it and moving it to a different place.



When you have matched the musical pattern on the left side, click  to hear the pattern you have created on the right side. Then click  when you are ready. If the musical patterns match, you will bend a metal strip of the music box. When you have bent back all five metal strips, the music box will be disabled. The Powerpuff Girls will then wake up and fly to the final activity: Dynamic Damage Control.

At the lower levels, all of the notes on the left side of the sheet can be seen, as well as heard. But at the higher levels, some of the notes are hidden. You can click on the columns that have hidden notes to hear them aloud. If you examine the pattern carefully, you should be able to figure out the missing notes. But you may also need to listen carefully to the sounds of the hidden notes to figure out their color and position.

Once you have completed the Music Box Matching activity, you can return to it at any time to do the activity in free play mode. Position different color notes on the sheet to create your own musical composition. Click an instrument above the music sheet, and click  to hear your composition played by that instrument. Click  to play your composition in reverse order. Click the Reset button to clear all the notes from the music sheet, and start again!

Note: *You need at least 10 wakeups of each color to disable the music box. If you have not collected enough, send The Powerpuff Girls back to play the other activities again to earn more wakeups.*

If you want to return to the Bedroom, move your cursor to the lower-right of the screen. When the large, green exit arrow appears, click it to return to the Bedroom. In the Bedroom, click the window in the upper-left to re-enter Dynamic Damage Control.

Powerpuff Point Scoring: *You earn 100 points for every musical pattern that you match correctly.*

DYNAMIC DAMAGE CONTROL



Now that The Powerpuff Girls are awake, you can help them clean up Townsville. While the Girls were asleep, the bumbling Princess Morbucks was doing a terrible job of ridding Townsville of villains. Monsters and villains are everywhere, smashing things, setting fires, turning over cars - what a mess! Help the Girls fly through the streets of the city, knocking out monsters and undoing their damage.



Use the arrow keys to move The Powerpuff Girls through the streets of Townsville to locate monsters and clean up the damage they have caused. Each Girl has a special power. But be careful - only one of the Girls can defeat certain monsters or fix certain kinds of damage. Use [the Ctrl key] to change the leader, then use the spacebar to use the leader's special power.

A schematic in the upper-left will show you where the Girls, the monsters, and the damage are in Townsville. The first number to the right of the schematic shows you how many monsters are on the loose in the city, and the second number shows you how much damage they have caused. Defeat the monsters and clean up the damage, until both of these numbers show 0. Then move to the next level.

As you steer The Powerpuff Girls through the streets, you will encounter stoplights. If the stoplight is red, a question will appear. Most of the questions are about things you learned while helping the Girls wake up from their nightmares. The difficulty of the questions depends on how high the Danger Level is set.



Click the button next to your answer choice to answer the question. Then move on.

At any time you can click **Hard** at the top of the screen to increase the difficulty of the game. But if the game is too hard, you can click **Easy** to switch back to the easier mode. But hurry! More monsters are wreaking havoc!

Can you help The Powerpuff Girls clean up Townsville? Use their special powers to defeat the monsters and undo the damage they have caused. Then sort out the spoiled Princess Morbucks, who made this mess in the first place.

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™ Princess Snorebucks* addresses curriculum areas taught in the elementary grades, with a focus on skills in language arts, mathematics, music, and Spanish. The activities are designed to teach and reinforce skills in creative ways. Many of the activities also engage children in tasks that require problem solving, strategy, and logical thinking. As a whole, the program provides numerous opportunities for children to learn and apply these skills within the action-packed world of The Powerpuff Girls.

AUTO-LEVELING

The Powerpuff Girls™ Princess Snorebucks has five levels of difficulty to address the various skills and abilities of children aged 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

FUZZY FLOWER FRACTIONS

Curricular Focus: Fractions

Skills: recognizing and creating fractions of a whole; creating equivalent fractions; determining common denominators from fractions with unlike denominators

In *Fuzzy Flower Fractions*, children explore fractions by dividing damaged flowerbeds into the correct number of sections, and replanting them with flowers. The flowerbeds provide a "real-life" model for representing fractions, and reinforce understanding of the concepts of numerator and denominator.

At the lower levels, the player must divide a whole into parts and fill a specific number of sections with only one type of flower. As they progress to higher levels, players plant multiple flower types, to represent two fractions shown on the sign. The highest levels introduce equivalent fractions, and finding common denominators from fractions with unlike denominators.

LEVEL 1: dividing into halves, thirds, or fourths, and planting with one type of flower

LEVEL 2: only one fraction is shown, but flowerbeds are also divided into fifths, sixths, and eighths

LEVEL 3: two fractions with same denominator are shown, and the player must plant two different flower types

LEVEL 4: creating simple equivalent fractions (for example, representing $\frac{1}{2}$ as $\frac{2}{4}$)

LEVEL 5: finding a common denominator from three fractions with unlike denominators; creating equivalent fractions

ESCAPADE EN ESPAÑOL

Curricular Focus: Spanish

Skills: learning Spanish vocabulary words, including familiar objects, numbers, and colors; matching Spanish words (presented both orally and in print) to pictures

Escapade en Español gives children a fun way to learn Spanish vocabulary as they match words to piñatas.



Players begin by seeing a printed word on a tree stump, and listening to its pronunciation. They then experiment to determine which piñata matches the word. Each time they strike a piñata, its name is said aloud. Even as children choose the incorrect piñata, they are learning other words from their attempts.

At the lower levels, words and piñatas are presented in categories, such as sets of numbers, animals, or foods. At the higher levels, players learn to identify the names of colors, and eventually learn to recognize piñatas by both name and color (such as "la camisa verde", or "the green shirt"). In the process, they gain an understanding of the different ways that some phrases are structured in Spanish.

Each time players complete a round in the Spanish game, the words they encountered are automatically entered into the Spanish Words book in the Bedroom. Children can access this book to view and listen to the names of the objects and reinforce their learning.

LEVEL 1: animals; clothing; food

LEVEL 2: numbers 1-10; shapes

LEVEL 3: sports; vehicles; other objects

LEVEL 4: colors; color adjectives along with the article and noun

LEVEL 5: a mix of vocabulary from Levels 1-4

ROACH COACH READING

Curricular Focus: Sentence Construction

Skills: apply knowledge of grammar to construct sentences; use context clues to derive the meaning of words and sentences; apply knowledge of punctuation and capitalization

In *Roach Coach Reading*, children construct sentences from a set of words, by applying their knowledge of sentence structure and grammar. Players also use picture and story clues to help them determine the correct order of the words. The sentences themselves are part of a larger story, and help players reinforce their understanding of story sequence.

The game also challenges the player to use logical thinking to determine how to move the words into the correct positions.



The game is arranged in a "slider puzzle" format, and players must be strategic as they temporarily move words out of position to accurately rearrange the pieces.

Lower levels offer short, simple sentences and several empty spaces to use while moving the words. Higher levels introduce longer sentences and higher level vocabulary words. In addition, fewer empty spaces are provided, making the slider puzzle element more challenging.

LEVEL 1: short sentences with simple vocabulary; at least 3 empty spaces are provided in the puzzle

LEVEL 2: slightly longer sentences with more adjectives included; 2-3 empty spaces

LEVEL 3: higher level vocabulary and longer sentences; 2 empty spaces

LEVEL 4: more complex sentence structure and vocabulary; 2 empty spaces

LEVEL 5: longer, challenging sentences; 1-2 empty spaces

MUSIC BOX MATCHING

Curricular Focus: Music and Patterning

Skills: recognizing and extending patterns based on color, position, and sound; learning simple music notation; recognizing difference in pitch; experimenting with sound patterns

Music Box Matching is an engaging activity that combines pattern recognition and pattern completion with music exploration.

Players study the arrangement of notes into repeating patterns, and initially can rely on observations of color and position to reproduce them. But as they play, they also begin to learn how the position of a note on the music staff determines its unique sound.

As the levels become more challenging, some notes are hidden, challenging players to study other areas of the pattern to determine the missing parts. At the highest level, most or all of the notes are hidden, and players must now listen carefully to the sounds and use what they've learned about the relationship between pitch and position to reveal the correct pattern.



LEVEL 1: simple patterns with no more than two colors and positions (e.g. ABAB)

LEVEL 2: slightly harder patterns with up to 3 colors and 4 positions (e.g. ABCA)

LEVEL 3: patterns have at least one hidden note

LEVEL 4: patterns have at least two hidden notes

LEVEL 5: most or all of the notes in the pattern are hidden. Players must listen to the pitch of each note to determine the correct color and position

DYNAMIC DAMAGE CONTROL

Curricular Focus: Planning and Strategy

Skills: planning; logical thinking; mapping

Dynamic Damage Control is a fast-paced game that challenges children to use their thinking and arcade skills to help The Powerpuff Girls clean up Townsville. As players move through the streets and locate trouble spots, they must think logically to figure out which of the Girls' powers will fix the damage or defeat the monster.

In addition, players must apply their understanding of direction and scale, by using the map schematic to determine position and identify new problem areas. Changing the arcade difficulty from easy to hard increases the number of obstacles and monsters.

Players also encounter stoplights that present them with multiple choice questions that review the material presented in the other four activities. This allows players to continue to reinforce their learning in these areas. Stoplight levels become more challenging by presenting more difficult questions that mirror the difficulty levels of the other activities.



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 facial 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™ Princess Snorebucks 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™ Princess Snorebucks 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™ Princess Snorebucks needs at least 64 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™ Princess Snorebucks needs at least a Pentium 266 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 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 Powerpuff Girls™ Princess Snorebucks 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™ Princess Snorebucks 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™ Princess Snorebucks requires at least 64 MB of installed memory (RAM) with 128 MB of Virtual Memory turned on 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 64 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™ Princess Snorebucks needs at least a 266 MHz Power Macintosh computer with an 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.)

14. After installation, the Launcher does not open, or you receive this error message: ‘The application “TLCLauncher” could not be opened because “CarbonLib” could not be found.’

- ❖ Double-click on the CarbonLib Installer at the root of the CD. This will install CarbonLib. You may be prompted to restart your machine after the CarbonLib installation finishes.



CONTACTING RIVERDEEP - THE LEARNING COMPANY

Technical Support

If you have questions about *The Powerpuff Girls™ Learning Challenge #2: Princess Snorebucks* program, please refer to the Troubleshooting section. If you do not find an answer to your question, visit our Web site at: <http://www.thelearningcompany.com>. Click on Support and then type in the name of your product into the search field. This website features the same troubleshooting tools that our representatives use to answer your questions.

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

Smiles Guaranteed!

If you are not completely satisfied with this product, Riverdeep – The Learning Company will gladly refund your purchase price. Return the complete package to us at 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. Dealers, wholesalers, and their immediate families are not eligible.



POWERPUFF GIRLS™ PRINCESS SNOREBUCKS

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