

### BUTTERCUP



When Buttercup is alone, a roll of ♥ counts as a roll of ♥♥.

### BUTTERCUP



While Buttercup is fighting alongside Blossom or Bubbles, a roll of ♦ for Buttercup counts as a roll of ♦♥.

### BUTTERCUP



If Buttercup is knocked out, you may discard two cards from your hand (or one if you only have one) to revive her. This permanently decreases your hand size.

### BUBBLES



Bubbles may move 1 extra space.

### BUBBLES



When you move Bubbles through a space with a face-down tile, you may look at the tile then put it back face-down. You must declare the space Bubbles ends in before moving her.

### BUBBLES



If Bubbles flips a Trap tile, after it knocks her out, place it in front of you. You may use Trap tiles as Professor Utonium tiles.

### BLOSSOM



While Blossom is fighting alongside Bubbles or Buttercup, the dice may not be rerolled by your opponents; you may still reroll the dice once.

### BLOSSOM



If Blossom wins a fight by herself, you may take a Professor Utonium tile from the discard and place it in front of you.

### BLOSSOM



Instead of moving or fighting with Blossom, you may instead either take any card from the discard pile to your hand, or take any discarded Ally and put it in front of you. Then, if you have 4 or more cards in your hand, discard a card.

ALLY: SARA BELLUM



After you resolve a Mayor card, discard this Ally to play another card from your hand.

ALLY: MISS KEANE



Discard this Ally to change one of your times from PM to AM

ALLY: TALKING DOG



Discard this Ally to cancel any reroll before it is made.

NEMESIS



You need one additional ♥ to defeat this villain.

NEMESIS



When this tile is flipped, knock out all Powerpuff Girls present. (They do not get to fight it this turn.)

NEMESIS



When this tile is flipped, if it is not a trap, the person who flipped it must move it to any location without a tile. (They cannot fight it or collect it this turn.)

NEMESIS



The current player can't use rerolls here.

NEMESIS



Only one Powerpuff girl may fight this villain at a time. (If more than one are present, each fights it individually in the order of the current players choosing.)

NEMESIS



You must have more than one Powerpuff girl present to fight this villain.

# Powerpuff Girls: Chemical X Edition

**Preparation:** Print 6 copies of the card sheets. Cut the cards out and sleeve them in standard deck protectors.

**Game Set-Up:** At the start of the game, each player secretly chooses one version of each Powerpuff Girl and one of the Powerpuff Allies, then all players simultaneously reveal them.

Shuffle all Nemesis cards together, then place them face down on the grey spaces as shown on the diagram below. Distribute the Townsville Tiles as normal.

**Powerpuff Powers:** During your turn, whenever you move or battle with one or more of the Powerpuff Girls, you may choose to activate the ability of all the Powerpuff Girls present. Each Powerpuff Girl may only use their own abilities. Movement powers cannot be used when playing a location card.

**Powerpuff Allies:** You may use the ability of your ally card at any time. Once used, the ally card is then discarded.

**Nemesis Cards:** When one or more Powerpuff Girls land on a space with a Nemesis card, reveal the card and the tile. Resolve the Nemesis card first, then use the Townsville Tile as normal. When the tile is removed, the Nemesis card is removed as well.

