



Model 71051/71027/71028
P/N 82358200 Rev.A
Skannerz™

For 1 or 2 Players (Second unit required, not supplied) / Ages 8 and Up

Log on to www.skannerz.com for hints, pictures & more

INSTRUCTION MANUAL

Are you ready to save the universe?

Hi, this is Flux! I'm the one who first found out that our planet is being invaded by alien monsters from another planet. And I'm really glad you're here to help me in my fight to capture and control these creatures. While battling each other, they destroyed their own planet, so it's up to us to make sure they don't do the same to Earth. All of them are hiding in our UPC codes just waiting for the chance to strike, so I hope you're up to the challenge. Remember that the fate of our world depends on us!

Now, I'm going to guide you through the functions of the controller I designed. Stick with me, and we'll make sure these creatures don't have the chance to battle anyone except each other!

What you need to know before you begin

You have one of three different colored controllers. The blue controller captures and controls the Zendra tribe of alien monsters. The green controller controls the Pataak tribe. And the red one is for the Ujalu tribe. Any "incompatible" monsters you may scan or battle can only be captured using one of the other two tribes' controllers.

Secret Flux Hint: Each controller is capable of collecting the 42 monsters from its particular tribe. But if you want to help me capture as many monsters as possible, you'll have to get the other two controllers.

Along with the controller, you have special collector's cards that have information about each of your tribe's monsters. They tell you what particular kind of monster it is (Tech, Power, or Magic) and how much damage they can give as well as take. There is also a comic book that tells you how everything began and how this threat found its way to our world.

Now, let's learn about your special Skannerz controller!

Button Functions

The button configuration I came up with is very simple:

Directional Pad - This four-way button helps you scroll through things like: the Main Menu, your collection of monsters, and your inventory of items. It also lets you pan across a monster pictured in your viewscreen (when a monster is selected).

Secret Flux Hint: You can press the "left" direction of the **Directional Pad** to return to the Main Menu at almost any time.

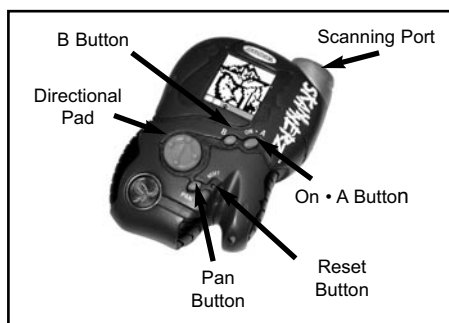
On • A button - Use this to turn on the controller and to make selections (just like an "enter" button). When a monster is selected, this button also lets you see all information about the monster.

B button - Press this button to back out of

any selection to the previous screen.

Pan button - When a monster is selected, press this button then use the **Directional Pad** to pan across the entire image of the monster.

Reset button - When a blunt point is inserted, this resets the controller to its original settings. **Just remember when you press this button, all your monsters and player data is cleared.**



Sound On/Off

From the Main Menu, choose "sound", then use the **Directional Pad** and the **On • A button** to turn the sound on or off.

Contrast

From the Main Menu, choose "contrast", then use the **Directional Pad** to adjust the contrast on the view screen. Just remember, the lighter the contrast is, the longer your controller's batteries last.

Player

Displays your "name" and battle record.

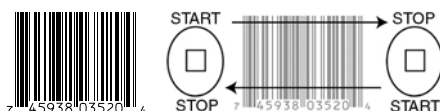
Getting Started

First, you will be prompted to enter your name into your controller. Using the **Directional Pad**, toggle through the characters and select them using the **On • A button**. The **B button** takes you back one letter.

Now Let's Start Collecting Monsters!

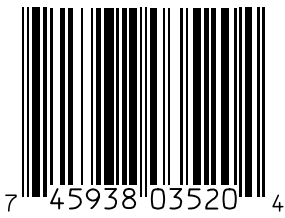
From the Main Menu, select the "Scan" option. The screen will read, "Ready to Scan" and the Scanning Port at the front of the game will become active for 10 seconds. Scan 3 Bar Codes on the sheet marked "Practice Scanning". Scan the 3 for your tribe (e.g. If you have the blue unit, scan the three marked Zendra/Blue). This will allow you to practice your scanning skills and provide you with the first 3 monsters from your tribe.

Now go to any household product that has a UPC-A (bar code) printed on it. It can be a box of cereal, a book, or a new toy. Anything that needs to be scanned at a store check out counter.



Place the "Scanning Port" directly onto the surface of the product, in front or behind the bar code and slide it over the code from left to right or right to left as straight as you can. When the code is read, the controller will beep and a line with a "heart beat" will appear. If it is a "small" heart beat, the code wasn't scanned properly, try again. If a "large" heart beat appears, you definitely picked up something! If you get a "Flat Line", there's no sign of life and you should select another product to scan.

Secret Flux Hint: Flat surfaces are the easiest to scan. It takes more practice and skill to scan round or odd-shaped surfaces. Just remember to always keep the Scanning Port flat against the surface when scanning. Skannerz works best with full sized bar codes. See example below. You may have difficulty scanning smaller bar codes.



Now, if a large heart beat appears, you successfully scanned one of three different things:

- A Compatible Monster** - a monster that only your color controller can collect and control.
- An Incompatible Monster** - a monster that belongs to one of the other two tribes and can only be scanned by one of the other 2 controllers.
- An Item** - your monsters will use these for battle.

After the UPC-A is scanned properly, the controller will compile the monster molecules to reform the monster (or item) inside your controller. Then it becomes part of your inventory.

If an incompatible monster is scanned and you don't have at least three compatible monsters, active inside your controller, the controller will reject the molecules and send them back to the UPC-A. Remember, when your monsters battle, they fight in teams of three. So you must have at least three active monsters to battle opposing monsters.

Viewing Your Collected Monsters and Items

Once you have collected a compatible monster or an item, you can view it by selecting "monster" or "item" from the main screen using the **On • A button**.

Monsters

If you select "monster" from the Main Menu, an image of the first monster in inventory will appear. If you press the **Pan button**, you can use the **Directional Pad** to view the whole image of the monster. Press the **On • A button** to view the monster's name and number. Press the **On • A button** again to view the monster's "Hit Points" followed by its "Defense Rating" and its "Speed."

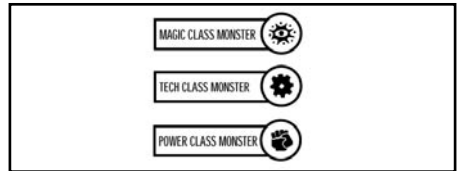
Press the **On • A button** again to view the monster's current "level" and current number of "experience points". Each monster gains one experience point and hit point for every battle won. After earning **thirty (30)** experience points, the monster moves up a level, making it more powerful, giving it more attack options, and making it harder to defeat.

Press the **On • A button** again to view the monster's attack options and code. Select "Attack" to see what kind of attack moves this monster has available to it. Select "code" to access the code you can use on my website www.skannerz.com so you can find out other cool stuff about your monsters. Press the "Left" direction of the **Directional Pad** to return to the Main Menu.

HP'S (Hit Points)
6/7 - This number represents how much damage a monster can take. This example shows six hit points left out of possible seven. When this monster loses all seven points, it is knocked out.
DEF (Defense Rating)
6 - This monster has a defense rating of six. This number determines how difficult it is to hit this monster.
SPEED
3 - This monster has a speed rating of three. A monster's speed determines which one goes first and how fast it is.

Monster Classes

Within each tribe, monsters can be either "Magic", "Tech" or "Power" class. Like a game of Rock/Paper/Scissors, "Magic" has an advantage over "Power". "Power" has the edge when fighting "Tech" and "Tech" is the favorite in a battle with "Magic".



Items

Select "item" from the Main Menu, and an image of your first item in inventory will appear followed by its name. At the bottom of the screen, you will see either the "Tech", "Power", or "Magic" symbol will appear. This shows what type of monster will be compatible with the item selected. Use the **Directional Pad** to scroll up or down through the items in your inventory.

Secret Flux Hint: It is helpful to have a variety of items stockpiled before going to battle.

Assemble Your Team

Once you have at least three active monsters, you can either battle other monsters you scan or battle monsters collected in a friends controller.

You will be prompted to select the 1st, 2nd, and 3rd members of your monster team for each battle. You can do this by using the **Directional Pad** and the **On • A button** to scroll through your monsters. **NOTE:** If a Monster is not active (has been knocked out in a previous battle) it cannot be part of your team.

Secret Flux Hint: You can put together THREE different teams of three (3) monsters beforehand by selecting "team" from the Main Menu. Then just pick your pre-assembled team when you battle.

Battling Incompatible Monsters



If you scan an incompatible monster while you have at least three active monsters of your own, an "alarm" will sound and you will have no choice but to assemble a team and fight the intruding monsters.

You see, these guys are tricky. Once you scan an incompatible monster into your controller, it uses its power to summon two other monsters from nearby UPC-A codes to fight along side it. So be careful.

Prepare to Fight!

After you've assembled your team, the controller will show you which of your monsters is up against which of the opposing tribe's monsters. Then the battle begins! If it's your turn first, you have the option to "attack", choose an "item", or "switch" monsters.

Attack

If you choose "attack", you have the option to pick which attack to use (if your monster is above level 1). Once you've picked your attack, press the **On • A button**. If you hit the opposing monster, its hit points will flash on the screen and show you how many it has lost. But be careful, sometimes, your monster

can miss. Then it will be the other monster's turn.

Item

If you choose an item, your first item in inventory comes up on the screen. Scroll through your inventory until you find the item you want. Just make sure you choose an item that is compatible with the type of monster you are using (you know, Tech, Power or Magic). And remember, you only get to use an item once. Then it gets zapped back to whatever UPC-A code you found it in.

Secret Flux Hint: Sometimes you get an unlabeled potion as an item. Be VERY careful before you let your monster drink it. Sometimes it's good, but sometimes it's poison!

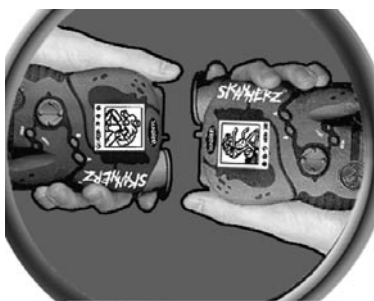
Switch

You can rearrange the order of your team during a battle. But be careful, when you choose the switch option, you lose a turn and possibly miss out on the advantage of a first strike.

Using a combination of items and attacks, battle the opposing monsters until all three monsters on one team are knocked out. If the opposing monsters lose, their molecules are once again scattered and are returned to their original UPC-A codes. If your monsters lose, they remain trapped in your controller but are either knocked out or poisoned until you can heal them. See "Healing Your Monsters" below.

Battling A Friend's Collection of Monsters

From the Main Menu, both you and your friend choose the "V.S." feature and place your controllers against each other, connecting the tabs and slots at the top of them, making sure that they snap together.



This is just like battling incompatible monsters from random UPC-A codes. However, if your opponent's team loses, his or her monsters still remain trapped inside the controller. They're knocked out, but trapped.

Secret Flux Hint: If you break away from a friend's controller during a battle, you have 10 seconds to restore the connection before you lose the game. You will still retain the monsters you have collected, but your battle will be over.

Healing Your Monsters

After many battles, even the best of us get our monsters knocked out once in a while. Keep the Radica UPC-A (bar code) from your Skannerz package. The only way that your monsters can be healed is by scanning a UPC-A (bar code) from any Radica Game package. If your monster is knocked out, it is not active and the "KO" symbol will flash at the bottom of your screen. Choose "heal" from the Main Menu. The knocked out monsters show on the screen automatically. Press the **On • A button** and scan any Radica UPC-A.

Secret Flux Hint: The Bar Code on the back cover of your Skannerz comic book will heal your monsters.

Secret Flux Hint: Keep a log of what codes generated each monster and item. You may

need to find them again if you reset your scanner.

Sleep Mode

After 60 seconds of inactivity, your controller will automatically go into "sleep mode". To turn it on again, simply press the **On • A button** and the controller will return to the last screen you were viewing.

IMPORTANT NOTE: You have 30 seconds to change batteries without losing your stored data. Your SKANNERZ controller must be in sleep mode when changing batteries or you will lose all of your stored monsters and items.

BATTERY INSTALLATION:

This game is powered by three (3) AAA batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert three (3) AAA batteries (We recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION:

- **As with all small batteries, the batteries used with this game should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the game and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**

MAINTENANCE:

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or extreme temperature.
- Do not disassemble this game. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the game or try new batteries. If problems persist, consult your warranty card for replacement instructions.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

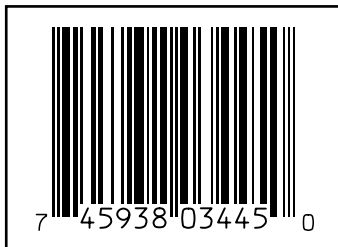
Tribe 2:

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.



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**Practice Scanning,
Scan these UPCs first.**



Tribe 1:

Tribe 3:

