



Model 72045

P/N 82369100 Rev.A

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

INSTRUCTION MANUAL

*** IMPORTANT, SKANNERZ COMMANDER WILL NOT
WORK WITH ORIGINAL SKANNERZ.***

Still saving the universe, one monster at a time!

Hi, this is Flux! I'm the one who first found out that our world is being invaded by alien monsters from another planet. While battling each other, they destroyed their own world, so it's up to us to make sure they don't do the same to Earth! All of them are hiding in our Bar Codes just waiting for the chance to strike, so I hope you're up to the challenge. Remember, the fate of our world depends on us!

So far, we've done a great job catching these monsters and keeping them occupied by having them fight each other in the special controllers I designed. Well... things have changed! I've discovered all new monsters deep within the codes that don't follow old rules. These monsters only look out for themselves and don't care about the old tribes. They want to start new tribes!

Now it's up to us to capture ALL of these monsters and keep them busy by creating our OWN tribes!

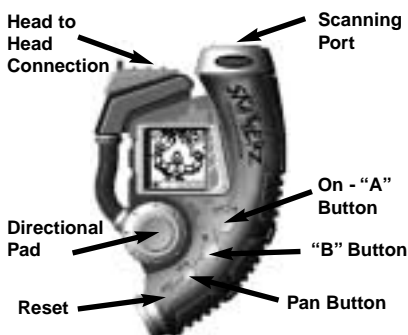
I'm going to guide you through the functions of the NEW controller I've designed. Stick with me, and we'll make sure these creatures don't have the chance to battle anyone except each other!

What you need to know before you begin

By scanning UPC codes (bar codes) from common household products, this special Skannerz unit can collect up to 53 monsters and 25 items! The monsters are divided into three categories: Tech, Power, and Magic. Each category has its own strengths and weaknesses and the items are divided into these categories as well, but can only be used by a monster in that same category.

Many of the creatures will join your tribe voluntarily, when you scan them. But many more will refuse to join, and you must defeat them in battle in order to add them to your tribe. Also, if you banished a monster from your tribe, it will hold a grudge against you and be harder to defeat the next time you scan it.

Buttons and Features



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 view screen (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.

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.**

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.**

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.

Getting Started

First, you will be prompted to enter your name into your controller. Using the **Directional Pad**, toggle through the alphabet and select the letters using the **On - A Button**. The **B Button** takes you back one letter.

Let's Start Collecting Monsters!

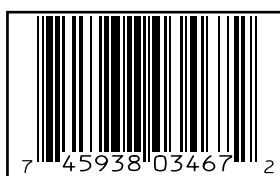
From the Main Menu, select the "Scan" option. The screen will read, "Ready to Scan" and the **Scanning Port** at the top of the game will become active for 10 seconds.

Grab any household product that has a UPC code printed on it. It can be a box of cereal, a book, or a new toy. You know, anything that has 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. 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.



If a large heart beat appears, you have successfully scanned one of four different things:

Direct Scan Monster (DSM) - A monster who voluntarily becomes part of your tribe.

Battle Scan Monster (BSM)- A monster who does not wish to become part of your tribe.

Grudge Match Monster (GMM) - A monster you have previously banished.

Item - An item that your monsters will use during battle.

After the UPC code is scanned properly, the controller will compile the monster's molecules to reform the monster (or item) inside your controller. If it is a **(DSM)**, and you do not already have it in your tribe, the unit will ask if you wish to **"Recruit"** or **"Banish"** this particular creature. If you choose to recruit the monster, it becomes part of your tribe. If your unit is full from 53 monsters then you will have to banish one of your other monsters before you can recruit a new one.

Secret Flux Hint: Every time you banish a particular monster, it's honor is disgraced and it becomes very angry. Therefore it becomes harder to beat every time you banish it.

If you scan a monster that is already in your tribe, but the new monster is stronger or your current monster is Knocked Out (KO), the new monster will replace the old monster.

Be Carefull!

If a **(BSM)** or **(GMM)** is scanned you have to be ready to fight! But if you don't have at least three compatible monsters active or inside your controller, the controller will reject the molecules and send them back to the UPC. 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 see the entire picture 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 it's "Defense Rating" and it's "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 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. 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 (KO).

DEF (Defense Rating)

6 - This monster has a defense rating of six. This rating determines how difficult it is to hit this monster.

SPEED

3 - This monster has a speed rating of three. A monster's speed determines how good it is at dodging attacks.

Monster Classes:



Tech Class Monster



Magic Class Monster



Power Class Monster

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, 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's 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 friend's controller. Go to TEAM in main menu and press **On- A Button**.

You will be prompted to select the 1st, 2nd, and 3rd members of your monster team. 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. You will need to heal him to put him on your team.

Secret Flux Hint: If you haven't assembled a team before a battle you will be asked to make one. Get a team assembled so you're ready to battle anytime.

Trading and Banishing Monsters Trading monsters with a friend is a great way to get **(BSM)** and **(GMM)** without having to fight them! All you have to do is link your Scannerz unit with a friends by placing your controllers against each other, connecting the tabs and slots in the Head to Head connection at the top. Make sure they snap together.



Now, from the Main Menu, both you and your friend select the **Trade** option by selecting it and pressing the **On - A Button**. Next use the **Directional Pad** to scroll through your monsters until you find which one you want to trade. Once both players have chosen a monster it will transfer to the other persons screen. You can then decide whether to accept that monster or not. Once both people accept the trade, the monster's molecules will be traded between the two units.

To banish a monster, choose **Banish** from the Main Menu. Then scroll through your inventory of monsters using the **Directional Pad**. Select a monster by pressing the **On - A Button**. You will then be taken to the **Confirm** screen where you can choose "Select Again" to choose another monster, or "Banish" to send the monster's molecules back to the Bar Code where he came from! Just remember, he won't be very happy about being banished. And if you come across him again, he's going to want a **Grudge Match!** Remember, the Commander holds up to 53 monsters. Once you have 53 monsters you must banish one monster to get another.

Battling Scanned Monsters



If you scan a **Battle Scan Monster** or a **Grudge Match Monster** while you have at least three active monsters of your own, an "alarm" will sound and you will need to battle the intruding monsters. These guys are tricky. Once you scan a battle-hungry monster into your controller, it uses its limited power to summon two other monsters from nearby UPC codes to fight along side it. So be careful!

Secret Flux Hint: Before the battle begins, you will be given the choice to either fight or run away. If you only have a few monsters or most of them are weak, you may want to run away so you can fight again another day! Don't forget if you don't battle your monsters they won't get stronger.

New Battle Strategy!

After you've assembled your team, the controller will show you the battlefield. The monsters will each be represented by their class symbol (Tech, Power, or Magic as mentioned before).



Use the **Directional Pad** to move left and right to highlight the monster you wish to send into battle first. When the correct monster is highlighted, press the **On - A Button** to make the selection.

Secret Flux Hint: When your chosen monster's "stats" appear (showing it's hit points), remember that monster's number is in the top corner. When it's time to fight, you'll need that number to deliver a special "Combo Move"!

Counter:



Just before and as you battle, you will see a screen with your opponent's strength, your strength, and a timer. As the timer counts, it's up to you to press the **On - A Button** at the right time. If you hit the **On - A Button** on your monster's number, you will give it a "Combo Move" during his attack. If you hit the **On - A Button** on your opponent's monster's number, you will give your monster a "Mega Block" during their attack. There are also many other combinations, some of which let you use items or choose attacks. Be sure to get a "hit" or a "miss," or even get back some lost Hit Points! Check out the skannerz.com website for battle moves.

In Skannerz Commander there are higher risks. If you loose a monster it will be taken from your team. If you win, you get to claim the scanned monster and add him to your tribe. You can also choose to banish him back to where he came from!

Items

If you get to choose an item, your first item in inventory comes up on the screen. Scroll through your inventory until you find the item you want. The items listed will automatically be 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 code you found it in. So choose your item wisely and keep your item bar codes.

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!

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, making sure they snap together.

This is just like battling monsters from random UPC codes. However, the winner gets to take a monster from the loser. The winner will get a list of all of the loser's monsters on that team. Use the Directional Pad to scroll through them and pick one. Once the monster is chosen; use the **On - A Button** to add that monster to your tribe.

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.

Healing Your Monsters

After many battles, even the best of us get our monsters knocked out once in a while. Keep the Radica UPC (bar code) from your Skannerz package. **The UPC code for your Skannerz package and those found on all Radica products will heal the monsters.**

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.

Secret Flux Hint: The Bar Code at the end of this instruction manual will heal your monsters as well! You may also want to 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 product is powered by three (3) AAA batteries. Cross Reference LR03 for these batteries.

- Using a screwdriver, loosen the screw until the battery compartment door on the back of product 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 product 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 product 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 product carefully.
- Store this product away from dusty or dirty areas.
- Keep this product away from moisture or extreme temperature.
- Do not disassemble this product. If a problem occurs, press the RESET button, or remove and replace the batteries to reset the computer or try new batteries. If problems persist, consult the Warranty information located at the end of this Instruction Manual.
- 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 this product.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

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.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica China Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica China Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

Products returned *after* the 90-day period has expired will be repaired or replaced (at our option) for a service charge of US \$10.00. Payment must be made by check or money order. This extended service will only be available for one year from the date of purchase.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

**Practice Scanning,
try the UPC’s below.**



**Check out
www.skannerz.com
for fighting action tips!**



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