# RADICA:

SKANNERZ BATTLE ORBZ ™

Model 73026
For 1 player / Ages 8 and up

INSTRUCTION MANUAL

P/N 82376100   Rev.A

BATTLING MONSTERS FROM OUTER SPACE HAS NEVER BEEN SO CRAZY!

Hi, this is Flux! I'm the one who first discovered that our world was 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!

The creatures were hiding in our Bar Codes, but now I've downloaded the strongest and quickest monsters into Battle Discs. The Battle Discs are ready to fight in the new arena, Skannerz Battle Orbz. It's time to train'em, battle'em, and trade'em, but whatever you do don't let them escape.

I'm going to guide you through the functions of the Scannerz Battle Orbz I designed. Don't worry; it'll be easy. Stick with me, and we'll make sure these creatures don't have the chance to battle anyone except each other!

BATTLE ORBZ SPECIFICATONS
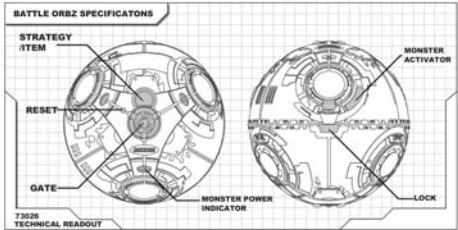
BUTTONS AND FEATURES

Gate Button - Press and hold this button to begin a battle. This button also enters a selection when choosing a strategy or an item from your arsenal.

Strategy Button - Use this to cycle through different strategies or through items in your arsenal.

Battle Disc Slot - Insert a monster's Battle Disc into each of these slots. Just keep in mind a battle strategy. One slot is for the Leader, another for the Aggressor, and another for the Defender. Once the disc are inserted the Battle Orbz will announce your monsters stats and rank.

Battle Disc - Each disc contains a specific alien creature. Each disc stores your monsters stats and rank. You can collect and trade them with your friends.

Monster Activator - When a Battle Disc is in place, press this button to hear the monsters stats. Each rank has their own activator; Leader, Aggressor, and Defender.

Lock Buttons - Press these buttons and twist to separate the two halves of the Battle Orbz.

Storage Compartment - The bottom half of your orbz is used to store your Battle Discs.

Reset button - When a blunt point is inserted, this restarts.

Secret Flux Hint: If the unit has an error and pressing the Reset button doesn't work, just press and hold the Reset button along with the Gate button for 5 seconds.

Sleep Mode - After 60 seconds of inactivity, your orbz will automatically go into "sleep mode". To turn it on again, simply press the Gate button.

LOADING BATTLE DISKS

First, press the Gate button to turn on the orbz. Next, insert a Battle Disc into each empty slot. Just be careful choosing which monster goes into each slot. The slots are categorized as: Leader, Aggressor, and Defender. Remember this for later.

Secret Flux Hint: You won't be able to use two or more of the same kind of monster in the Orbz at the same time. The Orbz will announce"Incompatible."

Once you place a Battle Disc into a slot, the Orbz will tell you about that particular monster's stats. The stats are as follows:

Level	1	2	3	4
HP	0-59	60-89	90 -149	150+

Class: Tech, Magic, or Power. Tech is more powerful than Magic, Magic is more powerful than Power, and Power more than Tech. Tech has an attack advantage, Power has a defensive advantage, and Magic has a speed advantage.

Level: 1, 2, 3, and 4. A monster's level will increase as it earns more Hit Points.

Hit Points: Each creature as a certain number of points that increase as it wins more battles. Hit Points signify how much damage a monster can give or take.

BATTLE STRATEGY

Once you have selected three monsters to battle, you must then select a battle strategy. Press the Strategy button. The orbz will then ask you to choose a strategy. Press the button again to toggle through: Leader, Defender, Aggressor, and Mayhem. These options let you choose which monster you wish to start with in battle. As you toggle through your choices, the selected monster's disc will light up. If you choose mayhem a monster will be chosen at random to lead the fight.

Once you decide on a strategy, press the Gate button to make your selection

Secret Flux Hint: If you wish to change strategies, hold down the Strategy button for one second to reset your strategy.

YOUR ARSENAL

After you win a few battles, your leader will be awarded items they can use during battle. The items can be anything from a speed potion that makes them faster (thus harder to hit), to a shield that gives your team a few Mega-blocks! Items cannot be used if they are not the same class as the leader. After you've chosen your strategy, press the Strategy button to toggle through any available items. If you have some, the orbz will tell you what they are. Press the Gate button to make your selection. If you wish to change an item after you have made a selection, press and hold the Strategy button for one second to erase both the item and the current strategy.

Name	Class	Type
Fragonator	Tech	Weapon - Attack
Accelotron	Tech	Potion - Speed
Magnistorm	Tech	Shield - Defense
Neutronizer	Magic	Weapon - Attack
Vitalizer Spirit	Magic	Potion -HPBoost
Shield*	Magic	Shield - Defense
MagniCannon	Power	Weapon - Attack
Speed Warp	Power	Potion - Speed
E-Barrie	Power	Shield - Defense

LET THE BATTLE BEGIN!

Once you've chosen your monster, strategy, and available item, it's time to battle! Detach the bottom half (storage compartment) of your orbz from the top half by pressing the Lock buttons. Next, attach the top half of your orbz to the top half of a friend's Battle Orbz. Set the completed Orbz down on the floor.

Both you and your friend must press and hold both gate buttons at the same time.The orbz will then count down.After the countdown, both of you must release the buttons to begin the battle.

Secret Flux Hint: The monsters belonging to the player who releases the gate button first will get the advantage of the first attack. However, if a player releases the gate button too early, his or her team will miss the first two turns in battle - a serious disadvantage.

Now just stand back, watch, and listen as your monsters battle it out inside the orbz!

AFTER THE BATTLE

When the battle is over, a winner will be declared and the winning half of the orbz will flash its lights.Now check the stats of your monsters! The winner's weakest monster (the one with the least amount of Hit Points) will now have the same amount of Hit Points as the loser's strongest monster.

TRAINING

The only way to build up your monsters is to battle. So, if you don't have anyone to battle, you will need to train your monsters.

Insert three Battle Discs into the Orbz Slots and choose a strategy and item just as if you were matched against a regular opponent. Except this time, in order to start the battle, press and hold your own Gate button. The orbz will now create simulated monsters for your monster to battle!

Training is a great way to build up your monsters' Hit Points. However, your monsters will not be rewarded with special items. That only happens when you win real battles.

Keep training, your monsters will be dealing Mega-attacks and Mega-blocks in no time!

BATTERY INSTALLATION

This game is powered by four (4) AAA (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert four (4) AAA (LR03) 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 putthings 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 exploded 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 temperature extremes.
- Do not disassemble this game. If a as not problem occurs, press the Reset button or remove and replace the batteries to reset the computer, or try new batteries. If problems persist, consult your warranty information located at the end of this instruction manual.
- Only batteries of the same or equivalent type as recommended are to be used.
- 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.

- The supply terminals are not to be short circuited.
- 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 Games 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 Games 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: **RadicaUSA, 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.

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.

Check out www.skannerz.com for more Skannerz information and updates!

IMPORTANT: You must use your monster discs in your own orbz, your monster stats will not register in other orbz once you've increased the monster stats.

Check out the Monster's Battle Discs! Flux has taken the strongest and quickest Monsters from Skannerz and Skannerz Commander and downloaded them into discs. Now you and your friends can collect them of all! Find each of the individual Monster's stats from Skannerz and Skannerz Commander's collectible cards! See below for all of the Monsters.

Falco	magic
Skulltron	tech
Dragadrone	tech
Hobgoblin	power
Bullbot	power
Toxiana	magic
Fina	power
Hydra	magic
Pitch Black	magic
Tech Wasp	tech
Shadow Fin	magic
Blastar	tech
Lady Bot	tech
Valdimere	power
Lex	power
Bob	power
Mantis	tech
Grendel	tech
Grizzler	power
Drool	power
Tic Tank	tech
Oaken	magic
Waspito	magic
Tuskasaurus	power
Roto Squid	tech

Toothsome	tech
Gurerrillatron	tech
Gigabite	tech
Kerf	power
N377V	tech
Pish	magic
Siegelus	magic
Electro Rock	tech
Keoni	magic
Brocaccio	tech
Sameroid	tech
Sir Launchalot	tech
Serious	tech
Girama	power
Taigar	power
Wheedle Wam	magic
Freeze	magic
Babby	magic
Sylum	tech
Compactor	tech
Cantauron	tech
C.A.T	tech
Horror Hound	power
Sharm	power
Dracana	power