

Model 75036 For 1 player / Ages 8 and up **INSTRUCTION MANUAL** P/N 82393100 Rev.A

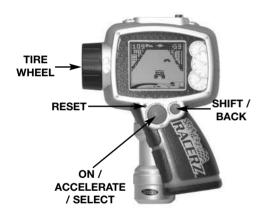
## **BECOME THE ULTIMATE RACE CHAMPION!**

You'll have to scan, collect, trade and customize your way to the top. With 120 hot rods, trucks and 64 car parts, it's going to take all you can give. Head-to-head competition and 21 virtual competitors will challenge you across 3 different course types (STREET, OFF-ROAD and DRAG STRIP) and at three skill levels (ROOKIE, AMATEUR and PRO). So, race to win!

## **BEFORE YOU BEGIN:**

The object is to collect as many vehicles and car parts as possible. SKANNERZ technology allows you to download and collect by scanning UPC bar codes from any package. Each bar code contains vehicles and car parts that will help you race your way to the top. You can also customize each vehicle with your scanned parts to improve your chance of defeating each competitor. So, let's gear-up!

## **FEATURES AND BUTTONS:**



ON / ACCELERATE / SELECT - Press the ON button to turn the game on. Press the ACCELERATOR button to make your car move. The SELECT button allows you to choose items as you toggle through the MENU.

SHIFT / BACK - As you accelerate, the SHIFT button allows you to shift your vehicle into any of the 5 gears. The BACK button allows you to back out of selected menus.

 $\ensuremath{\text{TIRE WHEEL}}$  – Rotate or turn this up and down to steer your car. Rotating the wheel up will move your vehicle to the right or down will move your vehicle to the left. You can also use this wheel to scroll through the MAIN MENU, SUB MENUS and VEHI-CLE or PART inventory.

PRACTICE - Drive your vehicles on all three courses (STREET, OFF-ROAD and DRAG STRIP).

LINK - Link your unit with a friend to either RACE head-to-head or to TRADE vehicles and parts.

SOUND - Selecting this menu feature will allow you to turn the sound ON and OFF.

## **SCANNING:**

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Pick up any household product that has a printed barcode. From the MAIN MENU, scroll and highlight the SCAN option and press the SELECT BUTTON. SCAN mode will begin and last for 10 seconds.



Once activated, you will see a red light shinning out from the SCANNING PORT. Place the SCANNING PORT directly onto the surface of the product. As straight as possible, slide the unit over the barcode from left to right or right to left. When the barcode is read, the controller will indicate a SUCCESSFUL scan by displaying an image of a traffic light with the bottom light or circle flashing which represents a GREEN LIGHT. If the scan is a PARTIAL SCAN, the center circle on the traffic light image will flash representing a YELLOW LIGHT telling you to try again. An UNSUCCESSFUL SCAN will be shown by having the top circle of the traffic light flash representing a RED LIGHT.

NOTE: Always try to re-scan a barcode if you get a PARTIAL or UNSUCCESSFUL SCAN. You will have three chances.



NOTE: If no scanning activity is recorded, for 10 seconds, the screen will return to the MAIN MENU.

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 SCAN-NING PORT flat against the surface when scanning. Skannerz works best with full sized bar codes and you may have difficulty scanning smaller bar codes. See the UPC barcode example below.



STATUS: As you scan, there are 3 status levels: ROOKIE, AMATEUR, and PRO. You will begin as a ROOKIE and advance your status to AMATEUR and then PRO. STATUS is achieved by the number of races you've won.



As you scan, you may not be able to download all the items you scan. If your status (ROOKIE, AMA-TEUR, PRO) is less than the item you've scanned, a warning will flash on the screen.

For example, if you're a ROOKIE and you've scanned an AMATEUR vehicle you will not be able to access that vehicle until you have personally reached that circuit level status.

**Vehicle Access Denied:** 



## **DEALERSHIP (COLLECT VEHICLES)**



There are 120 vehicles to collect. They will be categorized by the status level and vehicle attributes. Vehicles can be raced on any of the three courses (OFF-ROAD, DRAG STRIP, STREET); however, vehicles can run on some tracks better than others. For example, an OFF-ROAD vehicle would not perform well on a STREET course.

#### **VEHICLE ATTRIBUTES:**

To determine if a vehicle is a good fit for a track, each vehicle has ratings across multiple attributes:

- SPEED (SP) Top speed of the vehicle.
- ACCELERATION (AC) How quickly a vehicle reaches its top speed.
- SUSPENSION (SU) How well it can keep its speed up and over obstacles.
- TRACTION (TR) How the vehicle responds to steering left and right.

## GARAGE (COLLECT PARTS)



There are 64 parts that can be collected from the GARAGE to customize your vehicles.

## RACE:



When you scan a race, it will be an OFF-ROAD, DRAG STRIP, or STREET race. Each scanned race has a competitor, vehicle and a pre-determined number of parts associated with that race. The screen will display the level, track and competitor. If you choose to race, push the SELECT button and then proceed to select your vehicle by scrolling through the VEHICLE MENU using the TIRE WHEEL and pressing SELECT when the vehicle you want is highlighted.

## **BAD NEWS:**



BAD NEWS can randomly happen during any barcode scan. You can be pulled over by a COP who will automatically take a random vehicle. If you're download indicates a CRASH, a random car part is removed from your inventory.

HINT: Don't be afraid to RE-SCAN a barcode that resulted in BAD NEWS. Your luck might change!

Now try and practice SCANNING the 3 UPC barcodes on the back of this instruction sheet marked "PRACTICE SCANNING." This will allow you to practice scanning and collect your first PART, VEHI-CLE and RACE!

## **COMPETITORS:**



You will encounter 9 ROOKIE, 6 AMATEUR, and 6 PRO competitors across the three tracks. Competitors can be scanned in more than one race with different vehicles.

## **MODIFYING YOUR VEHICLE:**

Use the TIRE WHEEL to scroll through the MAIN MENU and highlight the VEHICLE option. Then press the SELECT button and scroll through the vehicles and choose the one you want. Once selected, the ATTRIBUTES will be displayed for that vehicle. To modify that vehicle, select MODIFY and then SELECT ADD. Now using the TIRE WHEEL, scroll through all your available parts and pick the one you want to install by pressing the SELECT button. An ATTRIBUTE comparison of the old versus the new modified vehicle will be displayed. Press the SELECT button to confirm the modification.

**RESET –** Insert a blunt point into the RESET BUT-TON to reset the game settings.

NOTE: When you press RESET all your vehicles, parts, tracks, and player data will be cleared.

## **HOW TO PLAY:**

Press the ON button and the MAIN MENU will appear. Use the TIRE WHEEL to scroll up and down the MENU to highlight options. Once an option is highlighted, choose that item by pressing the SELECT button. If you select the wrong option, you can press the BACK button to return to the previous screen. You can choose from the following MENU options:

SCAN – Initiates a 10 second capture mode to scan barcodes. If no activity is recorded after 10 seconds, the screen will return to the MAIN MENU.

VEHICLES - Scroll and view your vehicle inventory.

PARTS - Scroll and view your parts inventory.

STATUS - Shows your racing stats and circuit level status (ROOKIE, AMATEUR and PRO).

**Parts Access Denied:** 



#### **Tracks Access Denied:**



When scanning a barcode, you can download a DEALERSHIP (collect vehicles), GARAGE (collect parts), RACE or BAD NEWS. After scanning, a graphic will display the object or action you have downloaded.

NOTE: The parts that you want to add to a vehicle must be compatible with that vehicle.

# **RACING:**

There are three different ways to race. You can either SCAN in new races, LINK with another player for head-to-head racing or you can PRACTICE on the three tracks.

#### • SCANNING (VIRTUAL):

When scanning in a race, you will first see the status level and track type of that race. You will then see the competitor you are going to race, his or her vehicle and stats. You will have the option to race or not to race, by SELECTING YES or NO. If you decide to race, you will go to your inventory to choose your vehicle. After you press SELECT on the vehicle you wish to RACE with, the RACE will begin. If you win, you will be awarded the competitors VEHICLE. The

win is also recorded in your circuit level STATUS to track your progression through the three levels (ROOK-IE, AMATEUR, PRO). However, if you lose then your vehicle and car parts are taken by your competitor.

## • LINKING (HEAD-TO-HEAD):

You can LINK your SKANNERZ with a friend and race head-to-head. You will have real time feed back about your opponent. At the end of the race, the winner gets to take the vehicle of the competitor. To link up and RACE, select the LINK option on the MAIN MENU. Connect the two units together and then SELECT RACE. You will then choose the TRACK and VEHICLE you wish to RACE. To connect the two units, make sure the tabs and slots, at the top of your controller, fit together.



**HINT:** If you break away from a competitor's controller during a race, you have 10 seconds to restore connection before the race is lost. If you break away, you will still retain your vehicle and the race will be over.

## • PRACTICE:

Practice mode is for you to refine your skills and learn secrets on each of the three TRACKS. You will also avoid losing a vehicle or car parts.

## **TRACKS:**

There are 3 different track types, OFF-ROAD, DRAG STRIP, and STREET to test your skills.

## **OFF-ROAD**



OFF-ROAD courses will have slight turns and speed bumps that will slow you down. Vehicles with good SUSPENSION (Primary) and ACCELERATION (Secondary) will do well on this track.

**SKILL FACTOR –** When encountering a speed bump you should release the ACCELERATOR button to maintain a constant speed which lessens the potential damage to your vehicle.

## DRAG STRIP



DRAG STRIP courses will be straight; however, narrow and wide sections have been added to make it more challenging. Vehicles with good ACCELERATION (Primary) and SPEED (Secondary) will do well.

**SKILL FACTOR** – As the vehicle gains speed, the vehicle will tend to veer left and right. The challenge is to steer the car straight to stay on course.

#### STREET



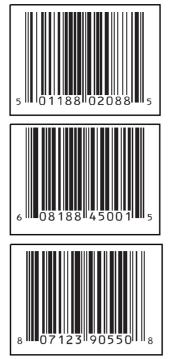
STREET courses will have many turns. Vehicles with good SPEED (Primary) and SUSPENSION (Secondary) will do well on this track.

**SKILL FACTOR –** Stay on the inside of a turn to maintain your speed.



**NOTE** – Your speed will be reduced, every time you hump the side of the track or an oppopent

#### **PRACTICE SCANNING:**



## **BATTERY INSTALLATION**

This game is powered by three (3) AAA (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert three (3) 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 device 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 device 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.
- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.

# MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Power button off and on, or remove and replace the batteries to reset the device, 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 the device.
- Do not short-circuit the supply terminals.
  - Insert batteries with the correct polarity.

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: **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.

**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.

Distributed by: **RADICA U.S. Ltd.** 13628-A Beta Road Dallas, TX 75244-4510



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bump the side of the track or an opponent.

#### **ADDITIONAL TERMS / ACTIONS:**

#### • SHIFTING:

When racing on any of the tracks, shifting will be required to help you gain speed quickly. To SHIFT, through all five gears, press the SHIFT button as your vehicle reaches the maximum RPM's.

## SLEEP MODE:

After 60 seconds of not being used, your controller will automatically go into "SLEEP MODE". To turn it back on, simply press the ON button and the controller will return to the MAIN MENU.

## **IMPORTANT NOTE:**

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

#### Please retain this for future reference.

This product 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

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